

HOW TO CREATE A MODEL OF A SPORT CAR

NISSAN® 350-Z TUTORIAL FOR MAYA™

by Dias (<http://www.cg reality.com>)

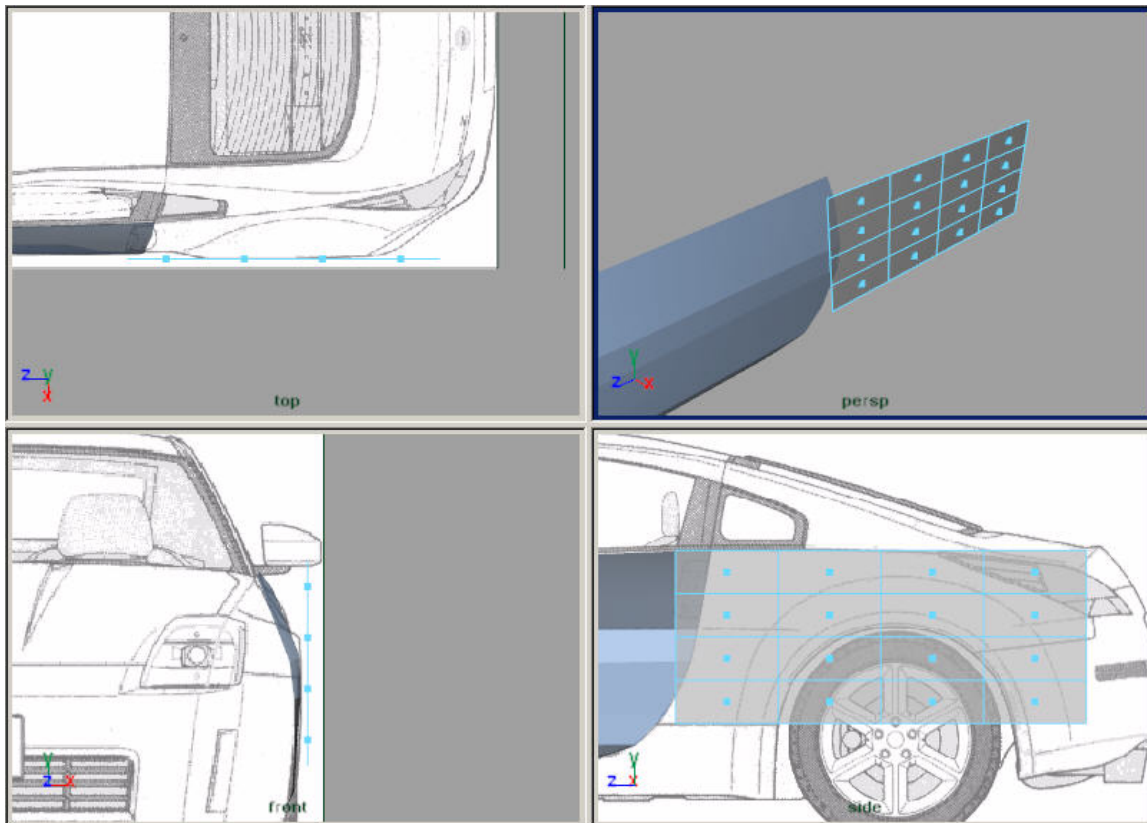
Part 4

Step 73

Il pezzo sotto la porta per ora lo lasciamo stare, iniziamo invece la modellazione della parte laterale posteriore accanto alla porta.

Create un nuovo cubo poligonale, spostatelo dalla parte dell'elemento che vogliamo modellare, adattatelo alle misure e impostate Subdivisions Height a 4 e Subdivisions Depth a 4. Eliminate tutte le facce tranne quelle esterne analogamente a come abbiamo fatto con la portiera.

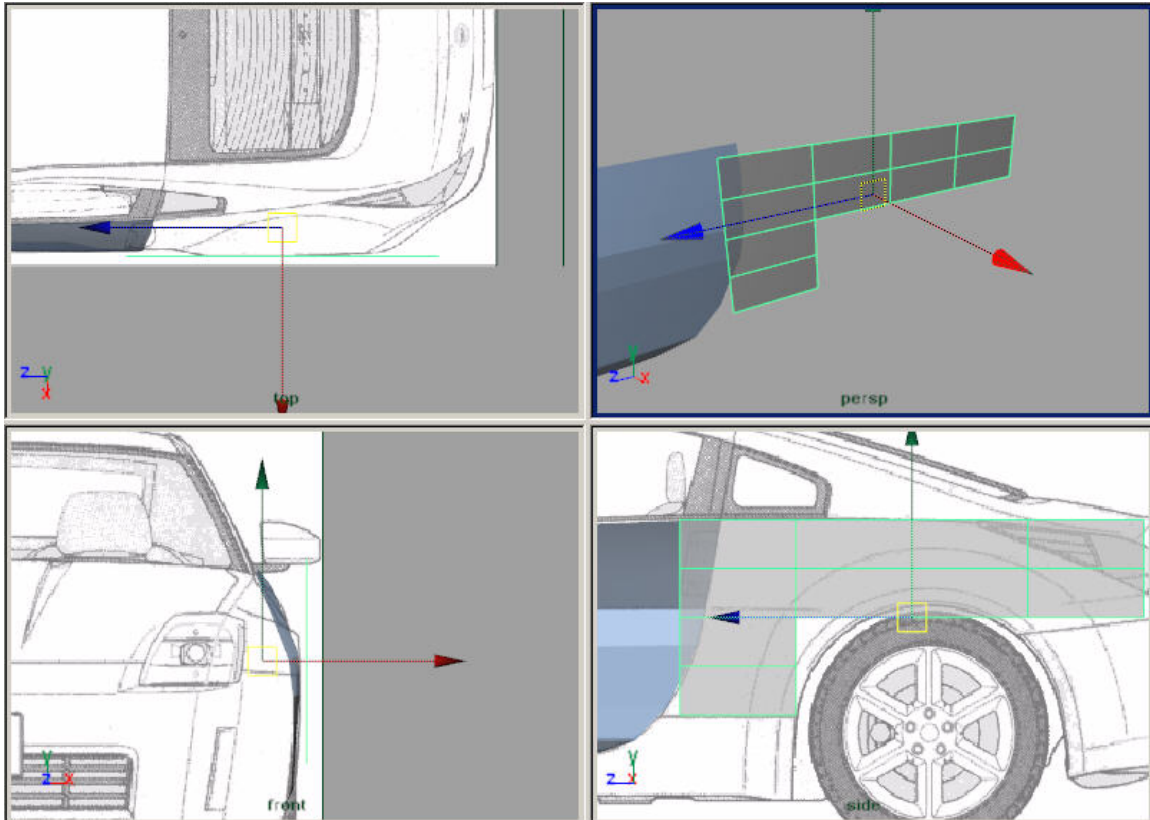
I will leave the piece under the door for now, we'll begin modeling the posterior lateral part beside the door instead. Create a new polygonal cube, move it so it adapts to the blueprint and set the Subdivisions Height and Subdivisions Depth to 4. Delete the faces except the external faces, similar as to what we did with the door before.



Step 74

Eliminiamo altre facce.

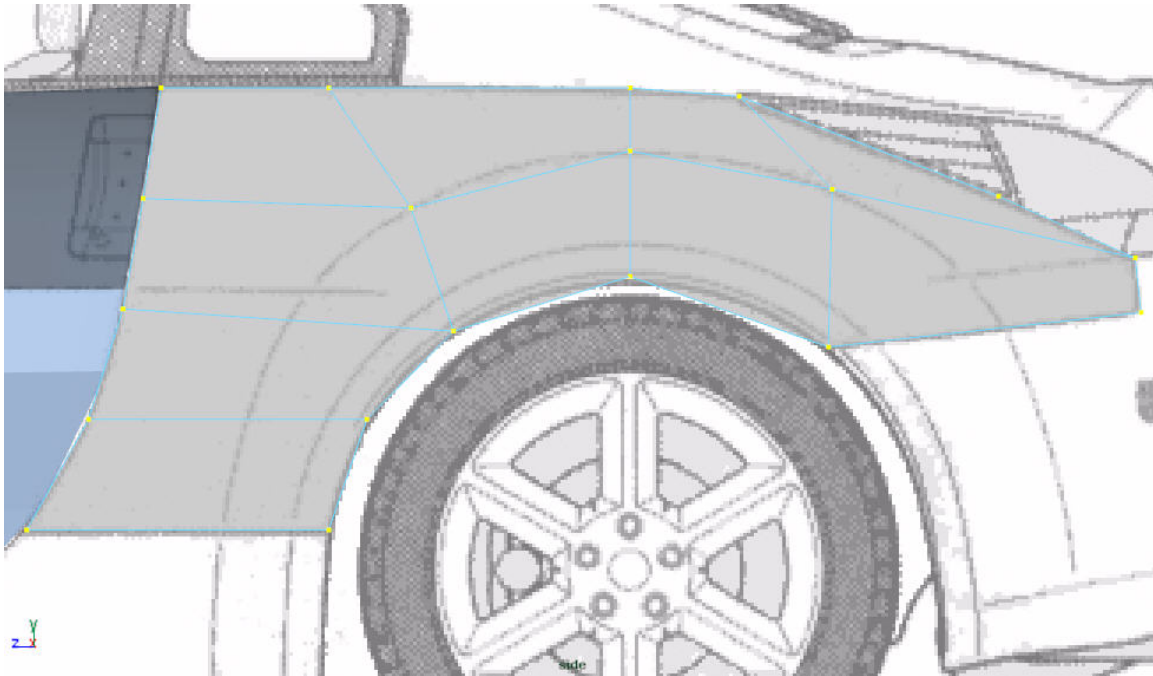
Delete these other faces.



Step 75

Ora spostando i singoli vertici cerchiamo di dare una forma più credibile.

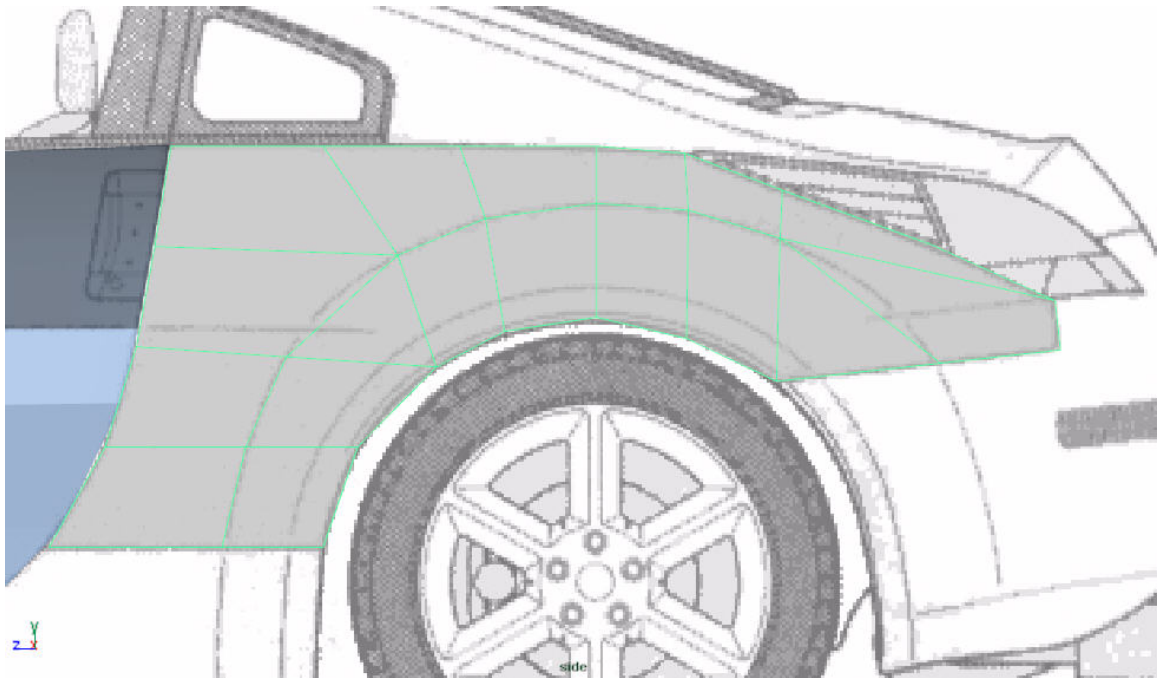
Now by moving each vertex, we try to give a more of an arc shape.



Step 76

Con Split Polygon Tool cerchiamo di definire meglio l'arco.

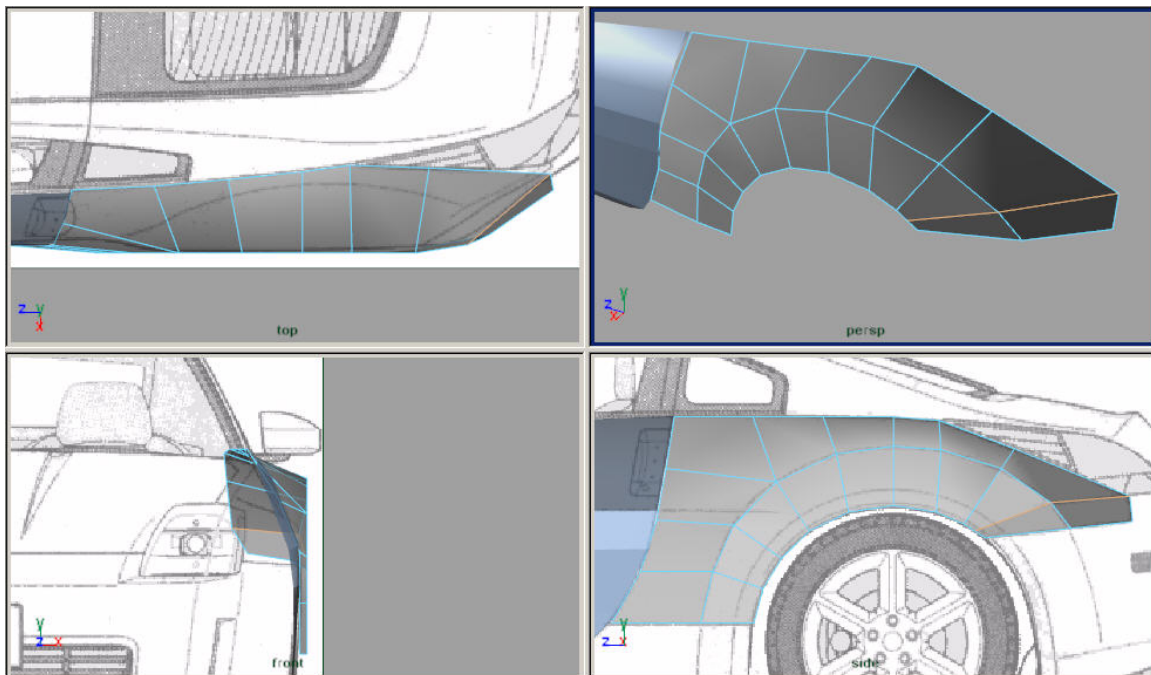
Using the Split Polygon Tool we try to define better the arc.



Step 77

Mettiamo in ordine la nostra superficie eliminando i triangoli e allineando i vertici. Cercate inoltre di dare una forma approssimativa nelle 3 dimensioni.

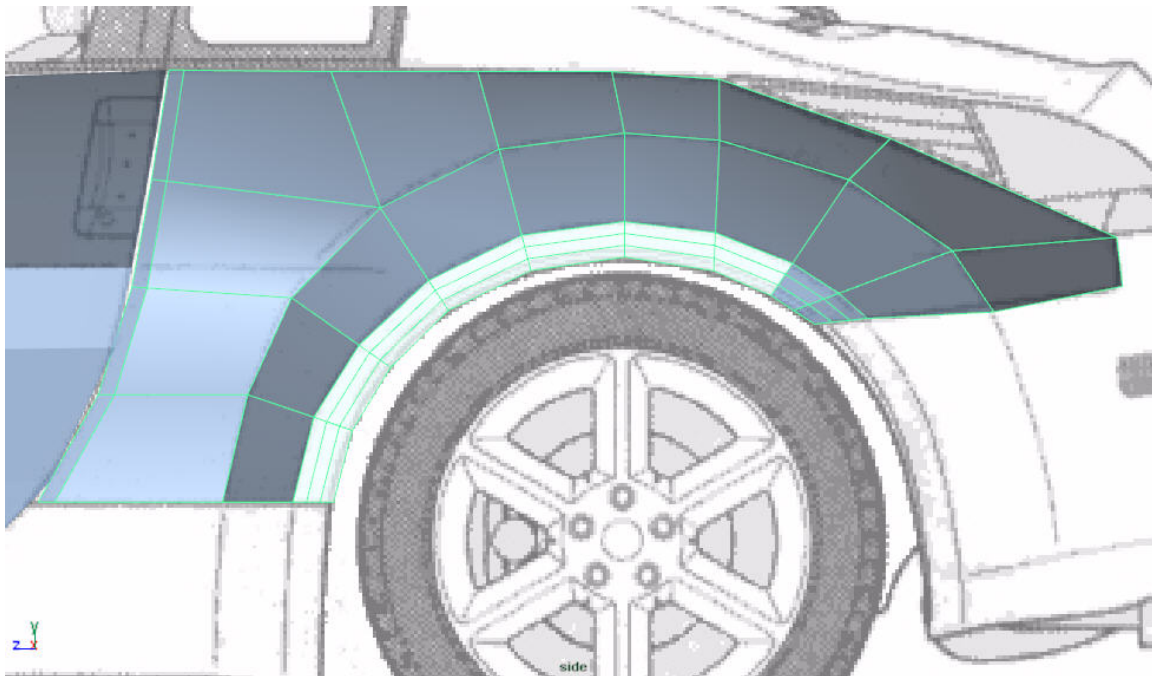
We clean up our surface by eliminating the triangles and aligning some vertices. Try to give the surface the approximate car shape in the 3 dimensions.



Step 78

Tracciando alcune linee ho definito meglio l'arco.

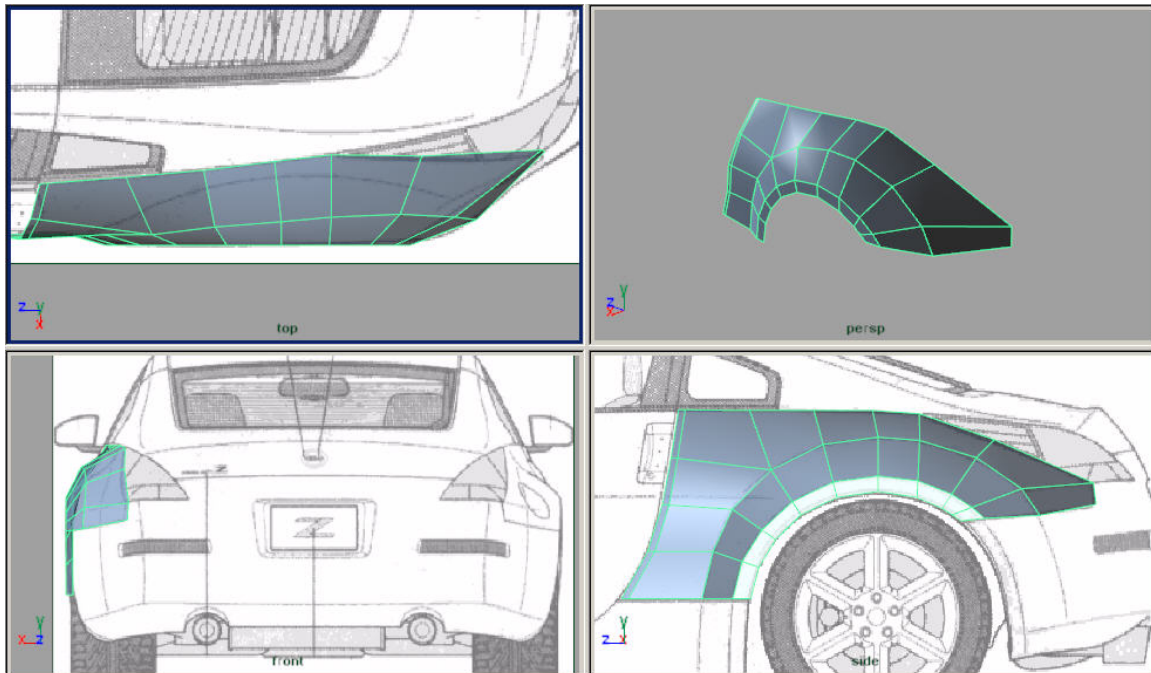
Trace some lines like I have done, to define the arc better.



Step 79

A questo punto mi rendo conto che i dati di posizione offerti dai blueprints non mi sono più sufficienti e quindi attivo la vista da dietro al posto di quella frontale.

At this point we see that the shape offered by the blueprints is not enough and therefore we need to switch back to the back view instead of front one.

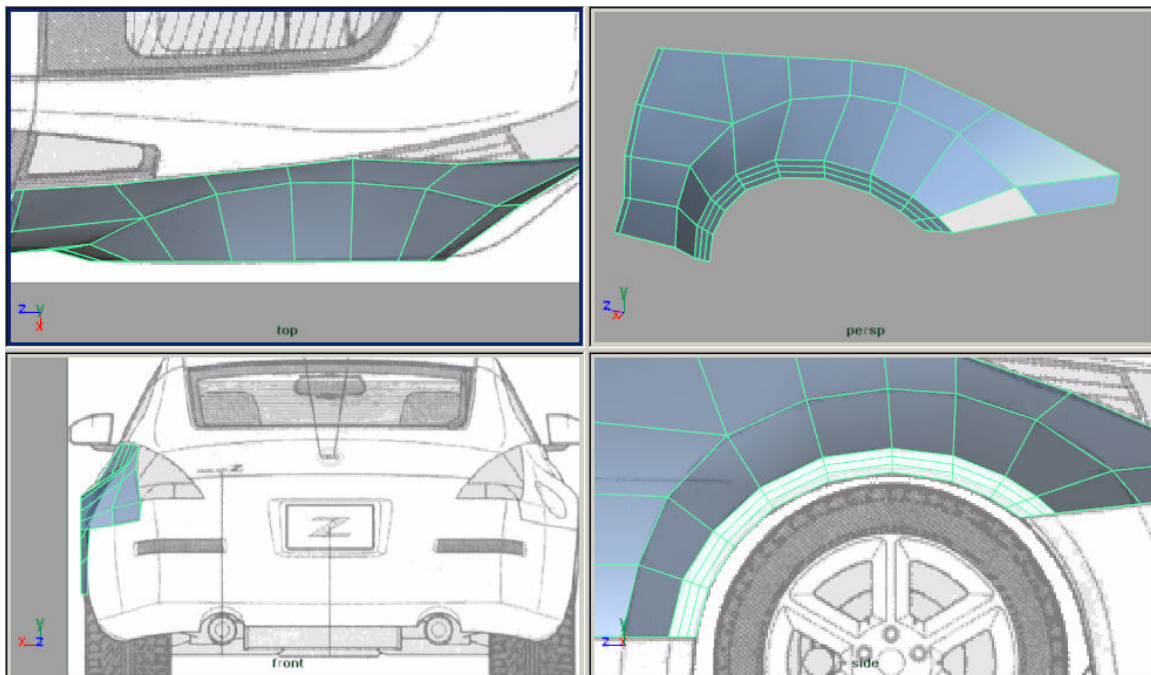


Step 80

Avendo nuovi blueprints allineiamo nuovamente i vertici e quindi tracciamo qualche linea per definire l'arco.

Having new blueprints align newly vertices and therefore trace some line in order to define the arc.

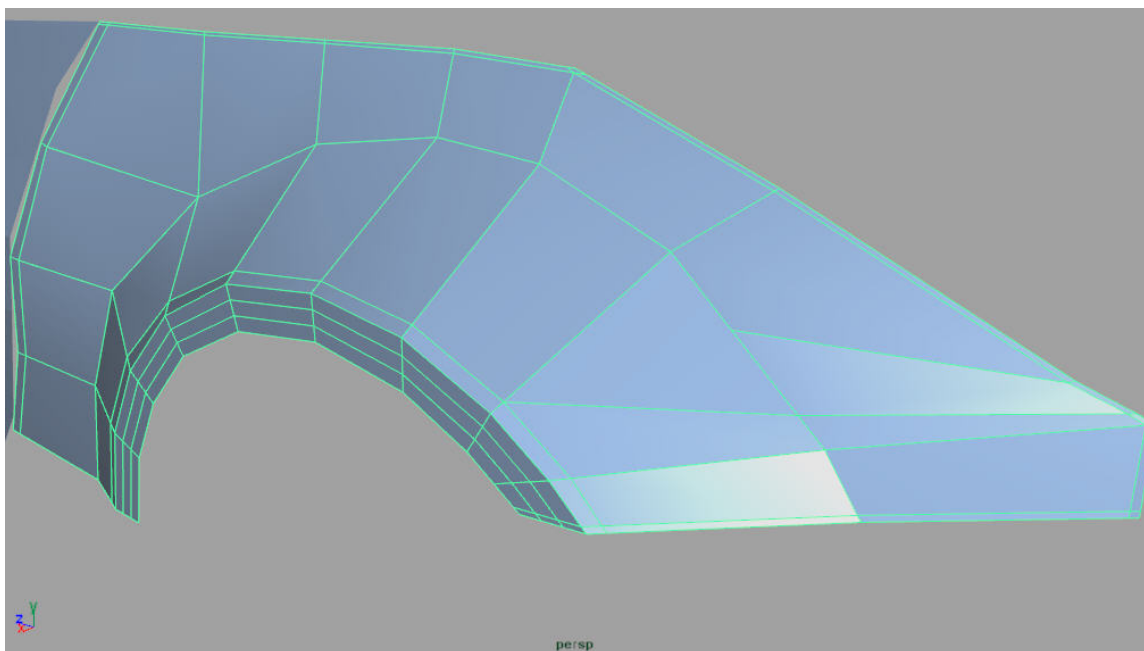
In the back view, align the vertices to match the blueprint, and trace out a new line as shown.



Step 81

Ultime modifiche per finire il lavoro su questo pezzo.

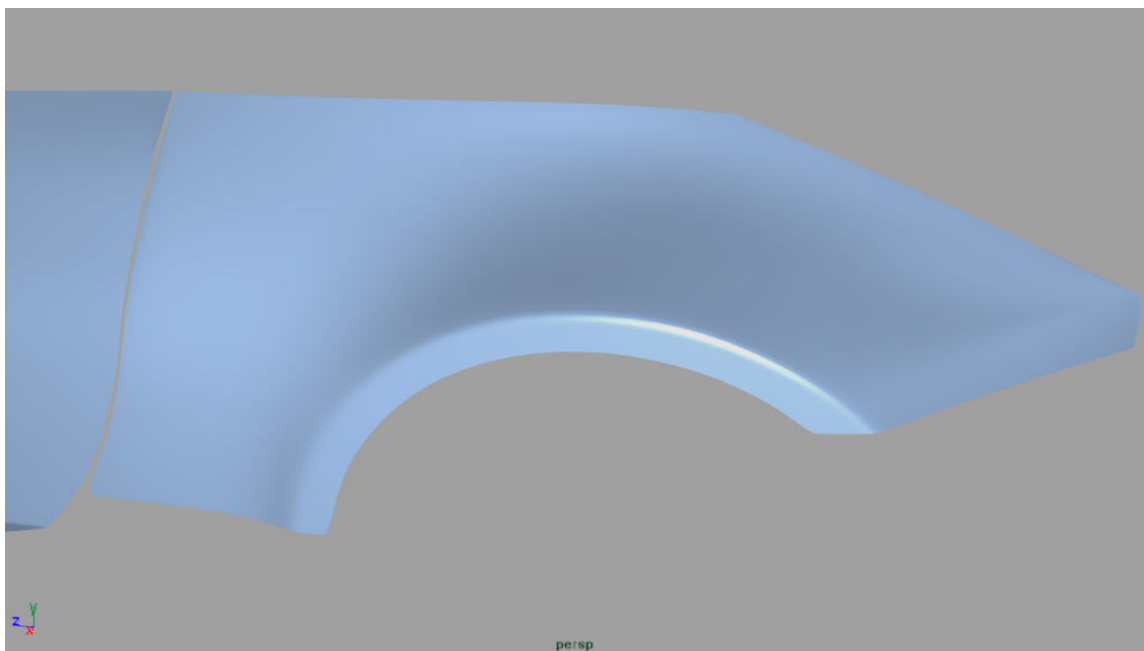
Last modifications in order to end the job on this piece.



Step 82

Questo è il risultato che ho ottenuto applicando lo Smooth.

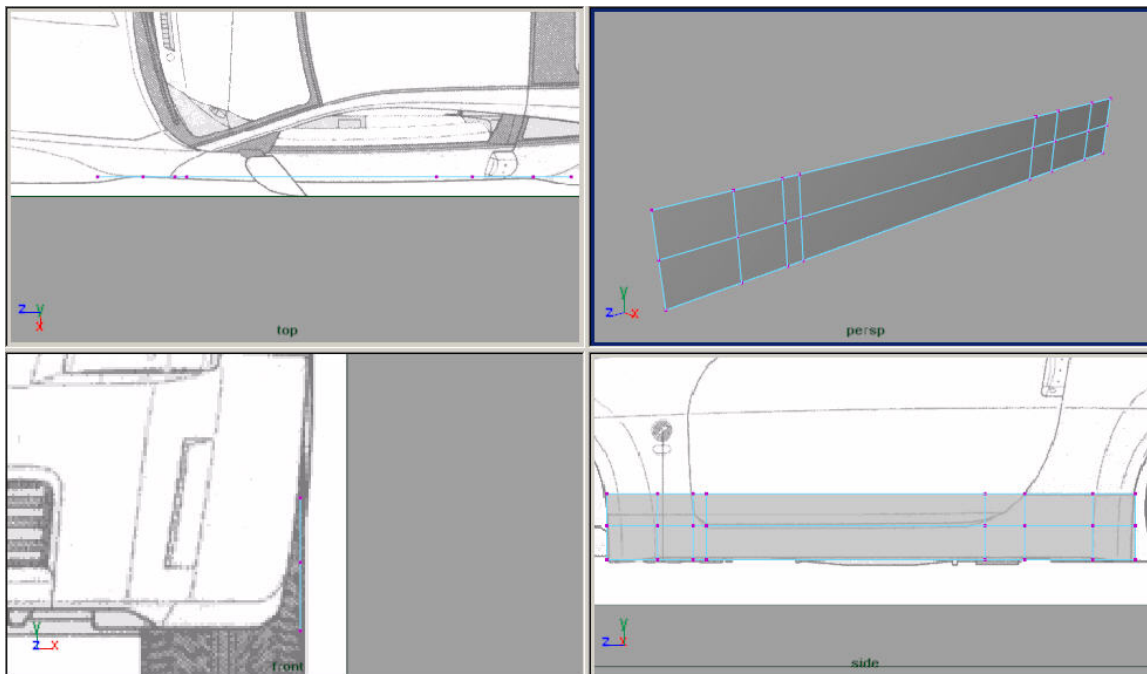
This is the result that I have obtained after applying the Smooth.



Step 83

Iniziamo a mettere qualche mattoncino per la parte laterale in basso, quella che si trova sotto la porta (ci serviva il pezzo che abbiamo appena fatto). Create un cubo, adattate le sue misure ai blueprints, impostate Subdivisions Height a 2 e Subdivisions Depth a 7. Eliminate tutte le facce fuorché quelle esterne analogamente a come abbiamo fatto per la portiera. Nella vista Side ho inoltre spostato alcuni vertici dalla loro posizione originale per adattare la superficie alle successive modifiche.

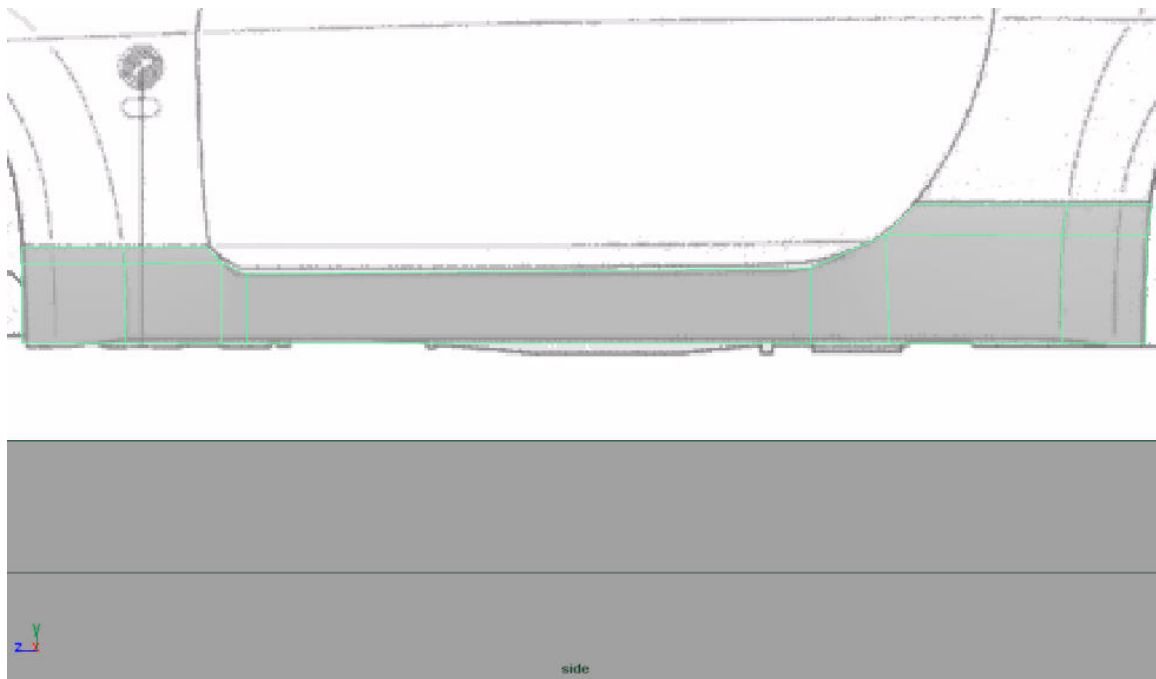
We begin with the lateral bottom part, the one that is situated under the door (we needed the piece that we have finished to model for this one). Create a cube, adapt its measures to the blueprints, set up Subdivisions Height to 2 and Subdivisions Depth to 7. Delete all faces except the external ones, similar to what we did for the door. In the Side view I have also moved some vertices from their original position in order to adapt the surface to the successive modifications.



Step 84

Eliminate le 3 facce in mezzo e cercate di dargli una forma adeguata.

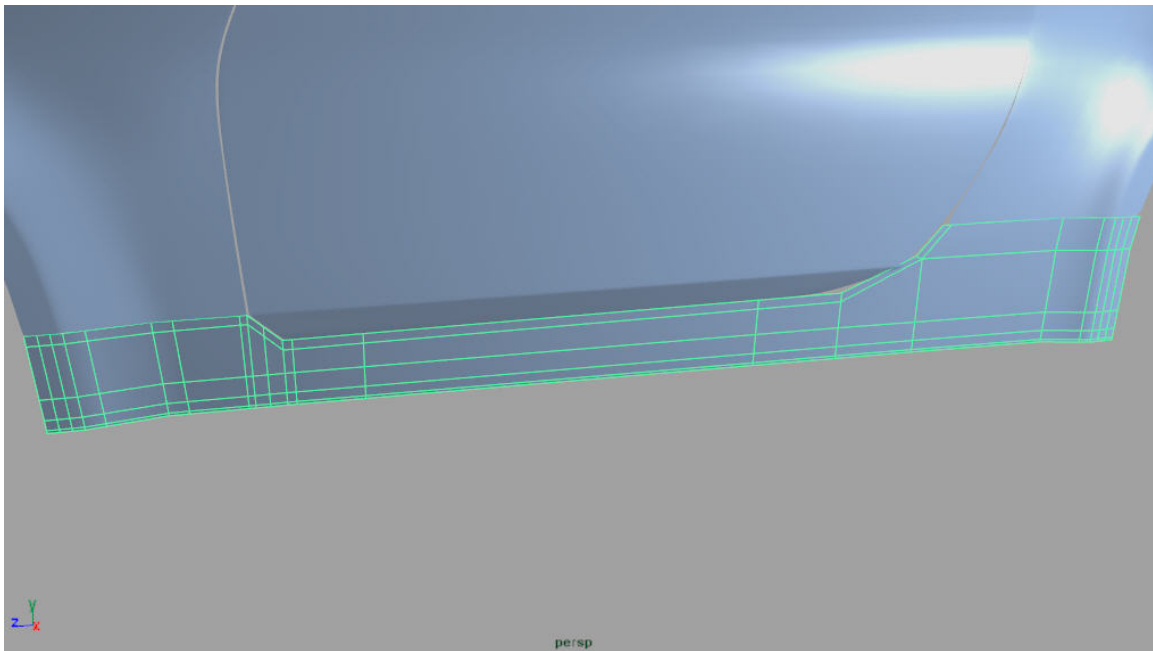
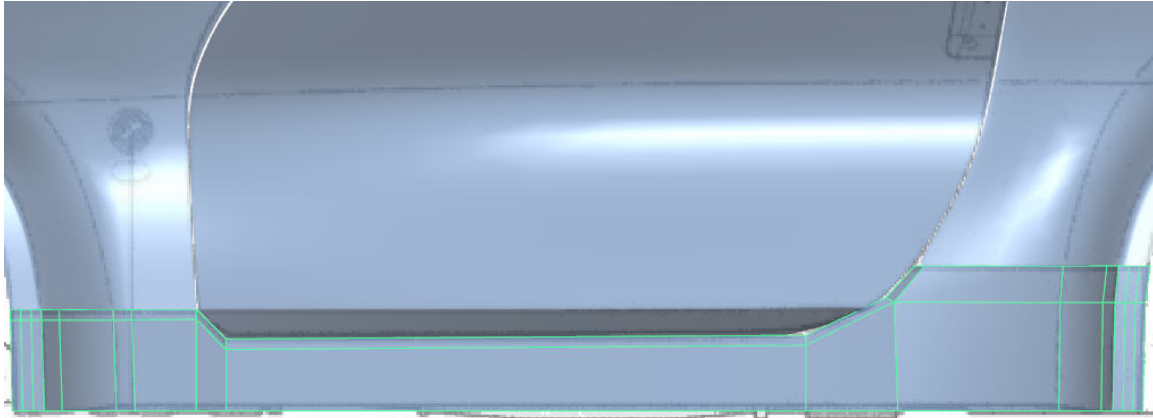
Delete 3 faces in middle and try to give it a suitable shape.

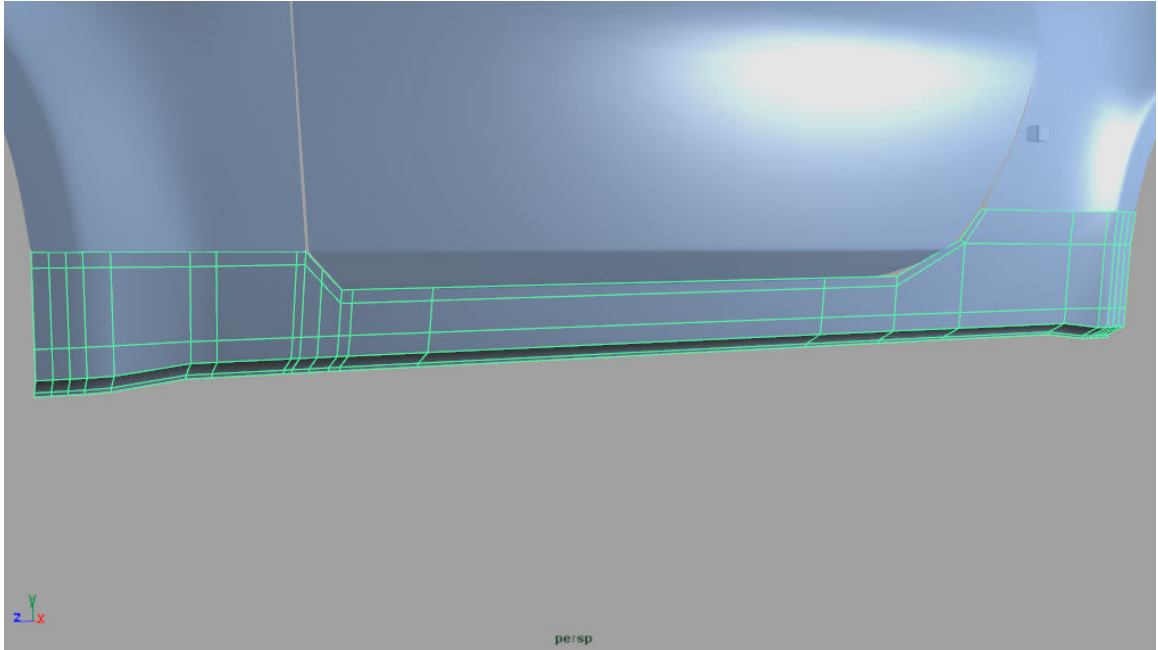


Step 85

Lavoro un po' con Split Polygon Tool.

Work a little with Split Polygon Tool.

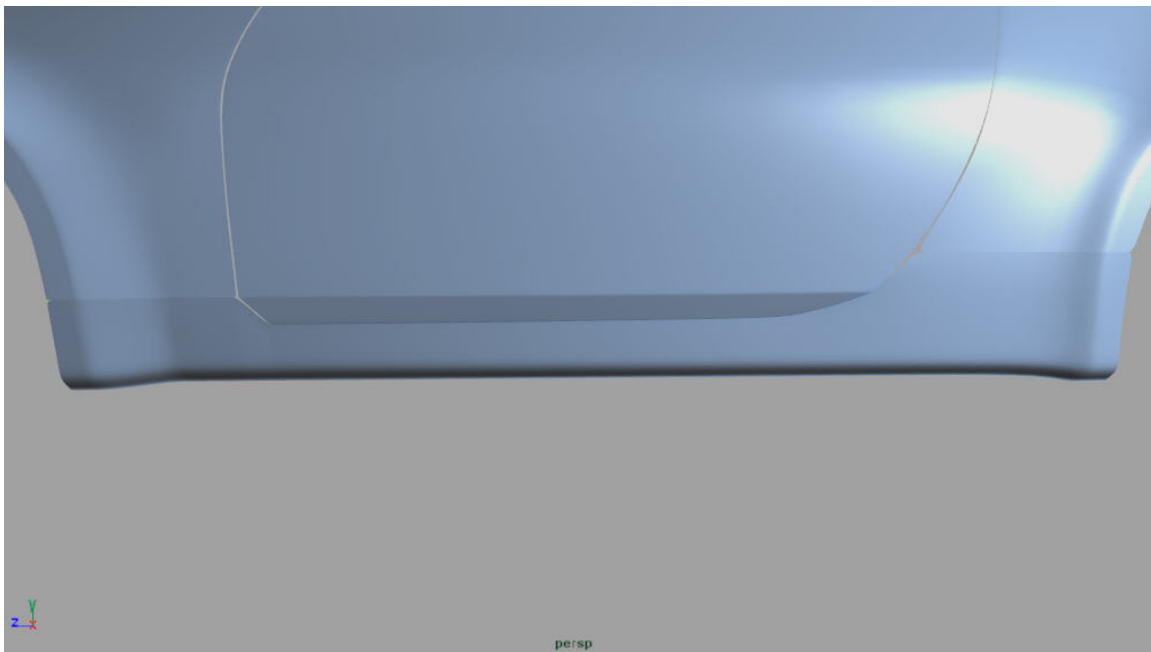




Step 86

Anche questo pezzo può essere considerato finito. Aggiustate la posizione dei vari vertici se non l'avete ancora fatto e provate a fare lo Smooth. Questo è il risultato che ho ottenuto.

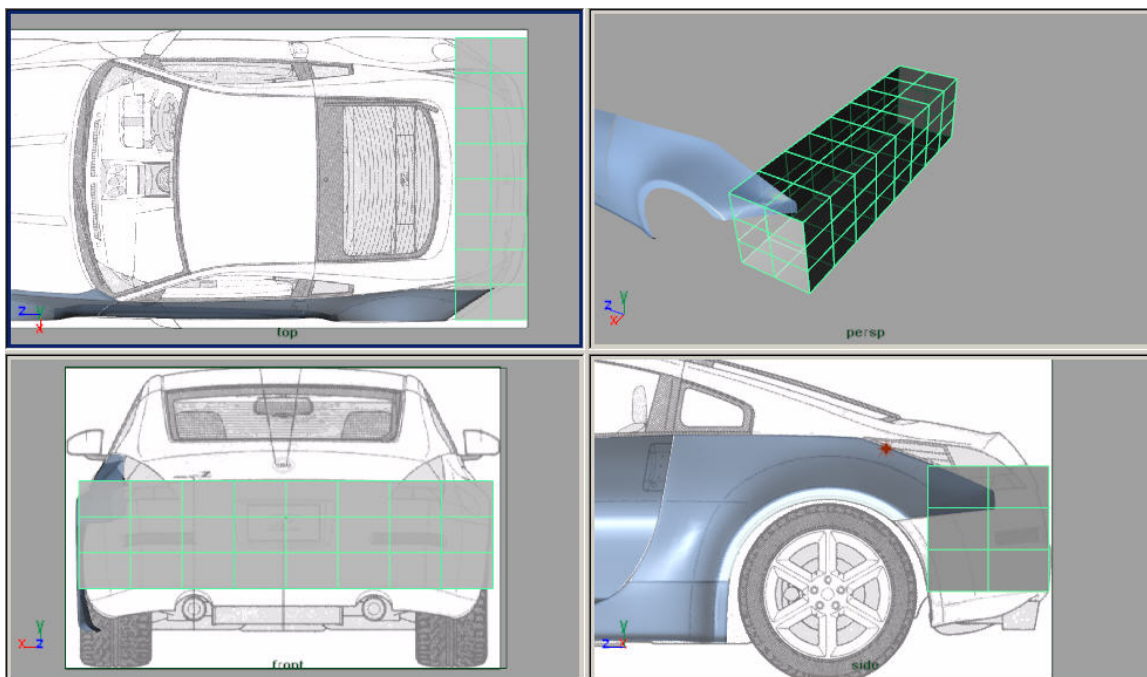
This piece can be considered finished. Adjust the positions of the some vertices if you haven't done that yet and try to apply Smooth. This is the result that I have obtained.



Step 87

Iniziamo dunque la parte posteriore della macchina. Come al solito creiamo un nuovo cubo, lo adattiamo alle misure del pezzo che vogliamo modellare e impostiamo Subdivisions Width a 8, Subdivisions Height a 3 e Subdivisions Depth a 2.

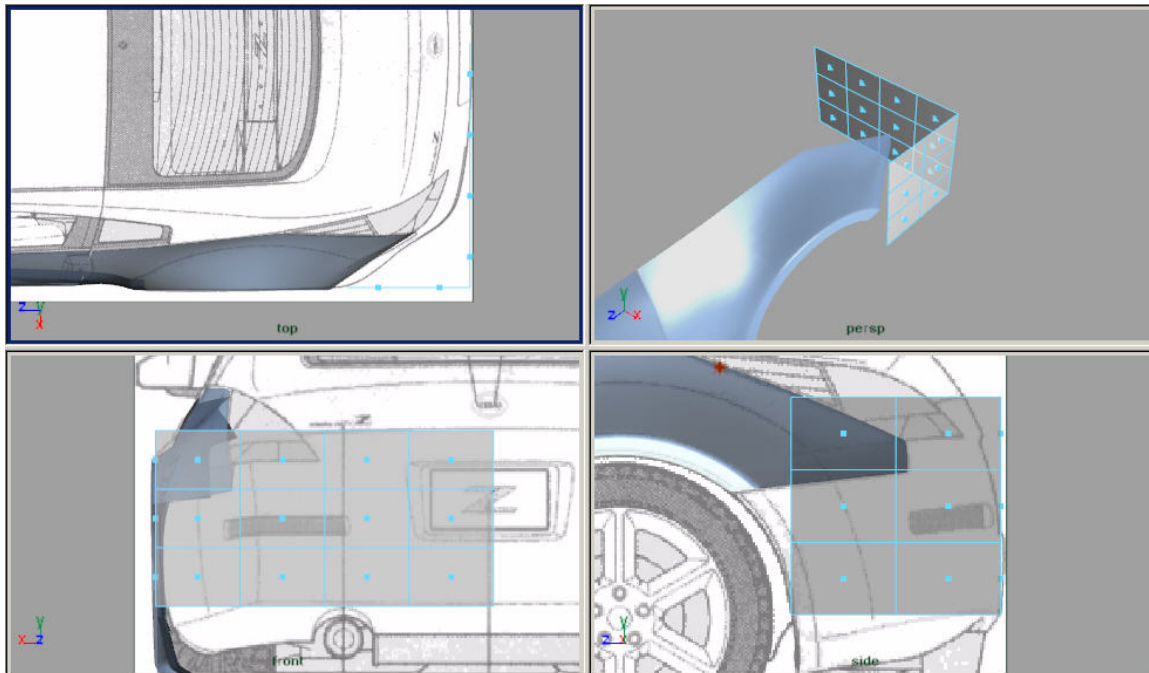
We begin therefore the rear part of the vehicle. As usual we create a new cube, we resize it to the measures of the piece that we want to model and we set up Subdivisions Width to 8, Subdivisions Height to 3 and Subdivisions Depth to 2.



Step 88

Nella vista Top eliminiamo la metà superiore delle facce, mentre nella vista Side le facce in basso, in alto e quelle interne.

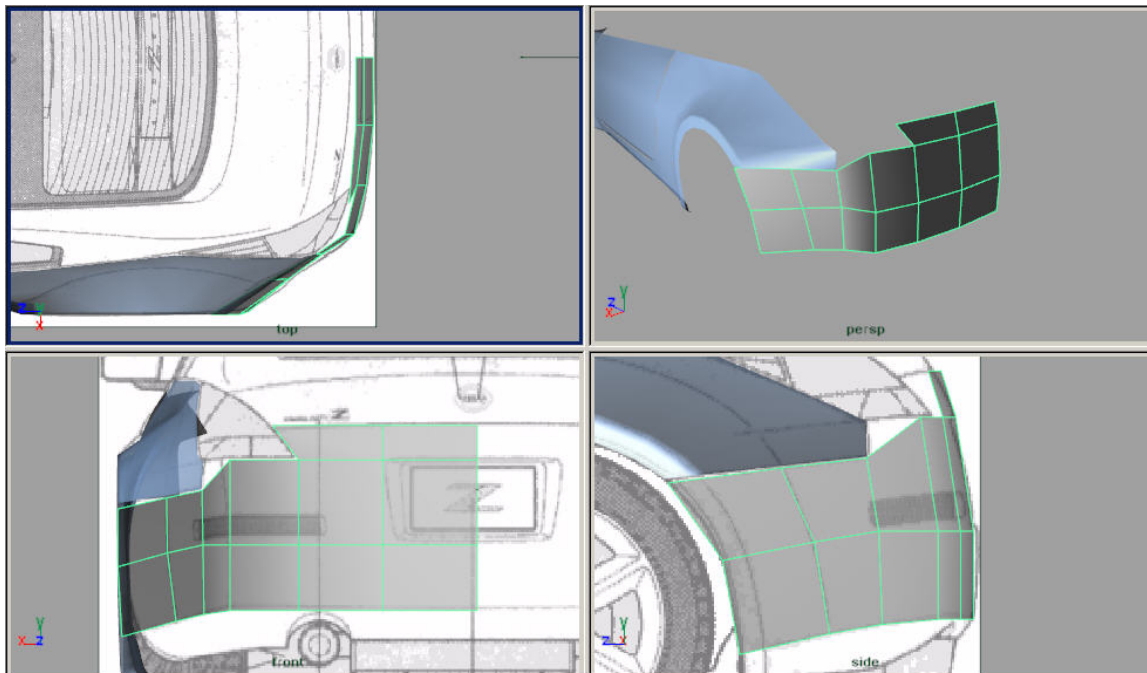
In the Top view delete the upper half of the faces, while in the Side view, delete the faces in bottom, top and the inner ones.



Step 89

Cominciamo a dargli una forma approssimativa spostando i vertici. Eliminiamo inoltre alcune facce che non ci servono.

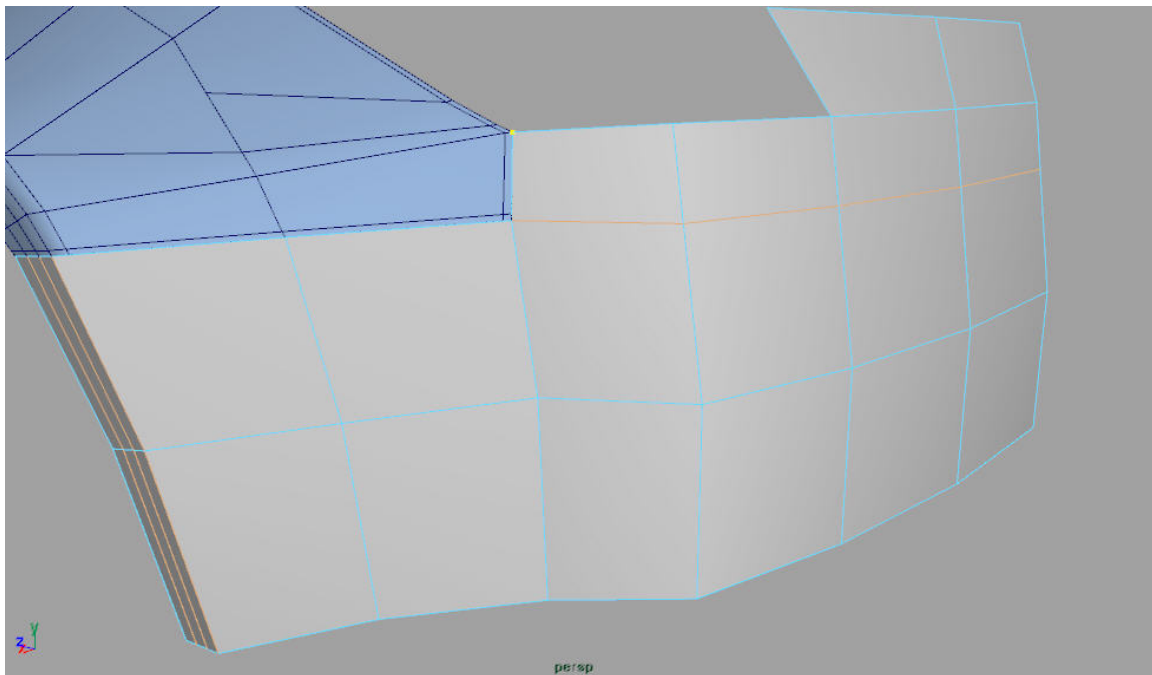
We begin to approximate the shape by moving the vertices. Also, delete some faces that we don't need.



Step 90

Ho tracciando qualche linea per definire l'arco e una linea per definire la parte dei fari. Sempre con Split Polygon Tool ho creato un vertice sulla parte esterna del triangolo che si è formato e l'ho spostato come nell'immagine.

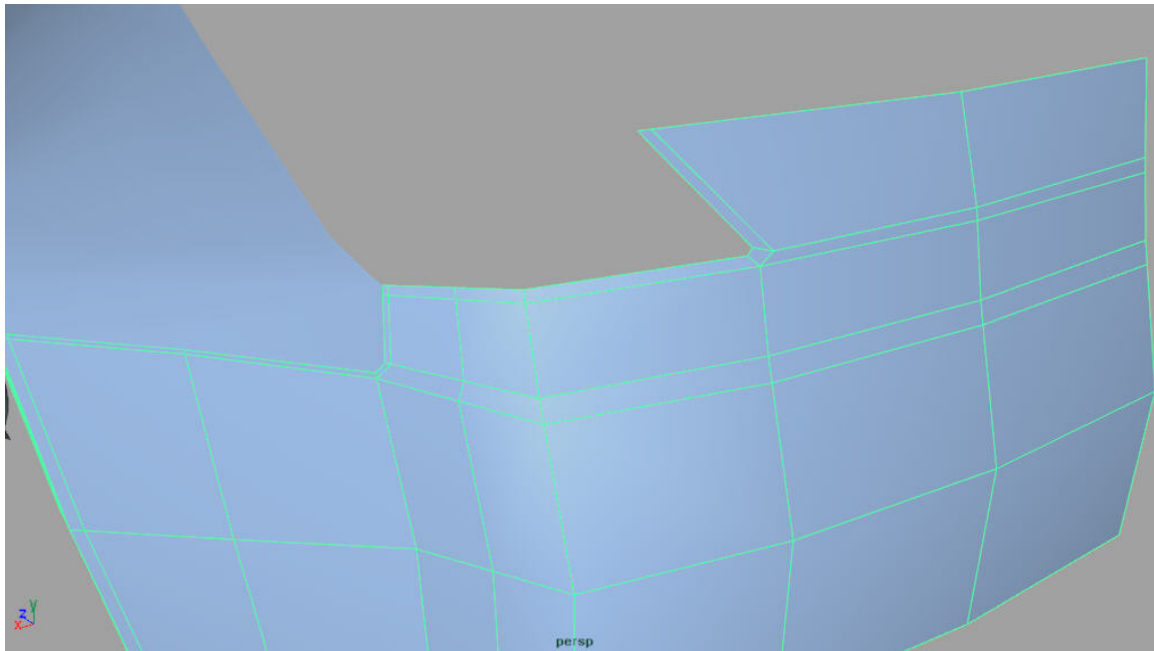
Trace some lines in order to define the arc and one line in order to define the part of the taillight. With Split Polygon Tool I have created one vertex on the external part of the triangle that has been formed and I have moved it like in the image.



Step 91

Ho definito meglio gli angoli.

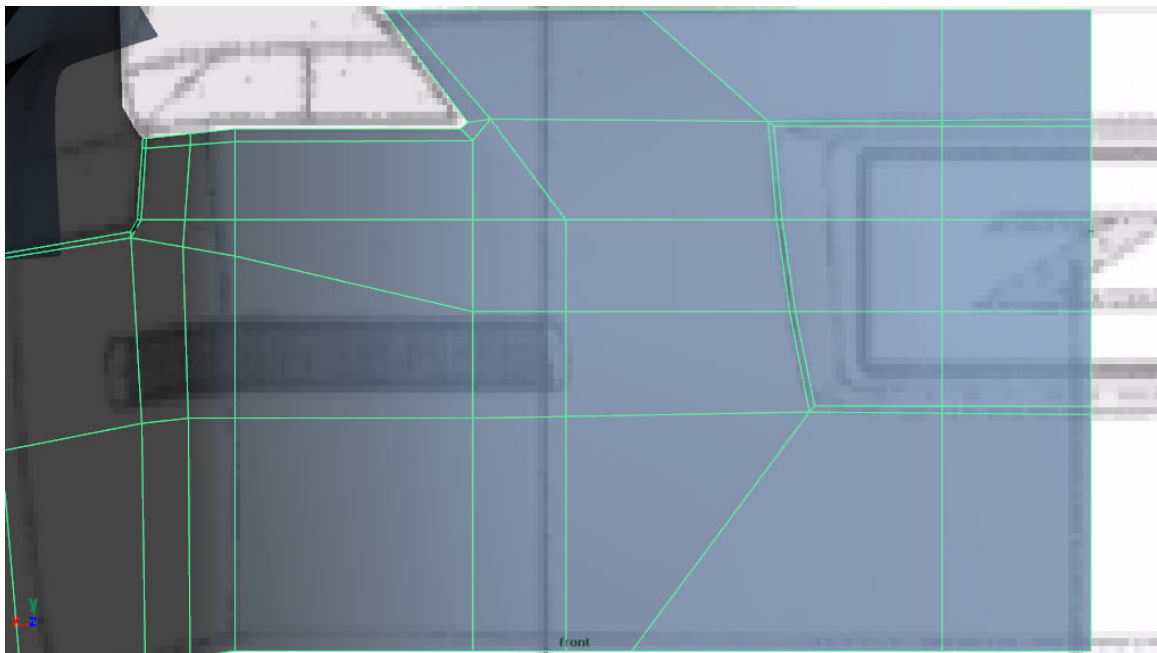
I have defined the angles better.



Step 92

Tracciando delle linee ed eliminando le altre, ho delimitato la cavità che contiene la targa.

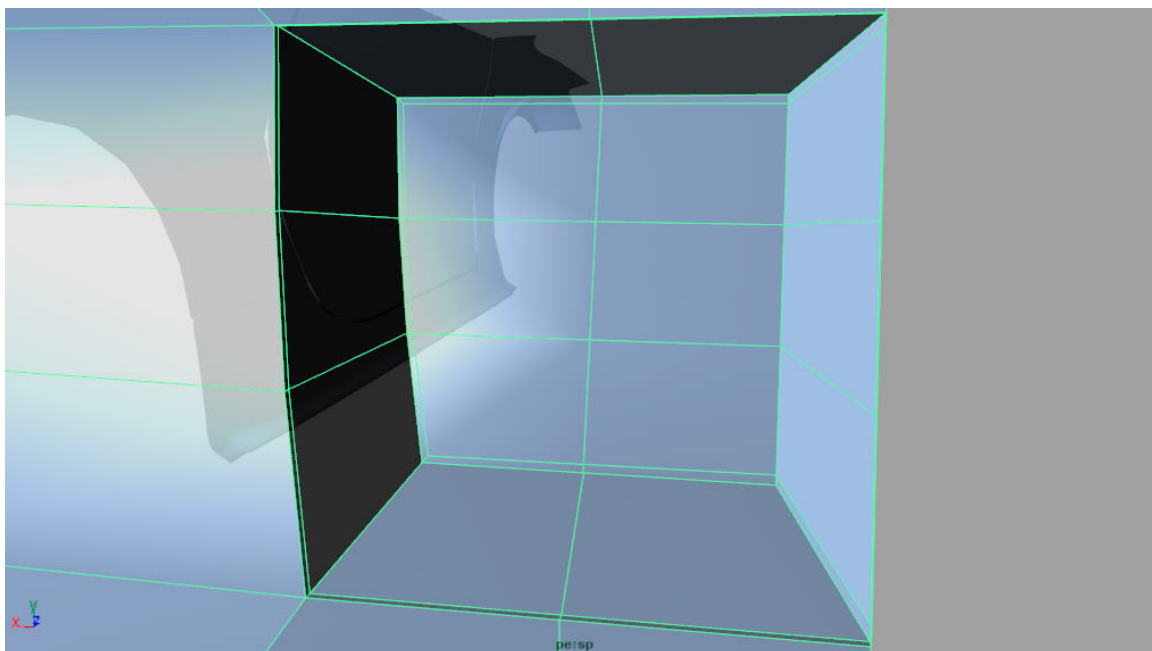
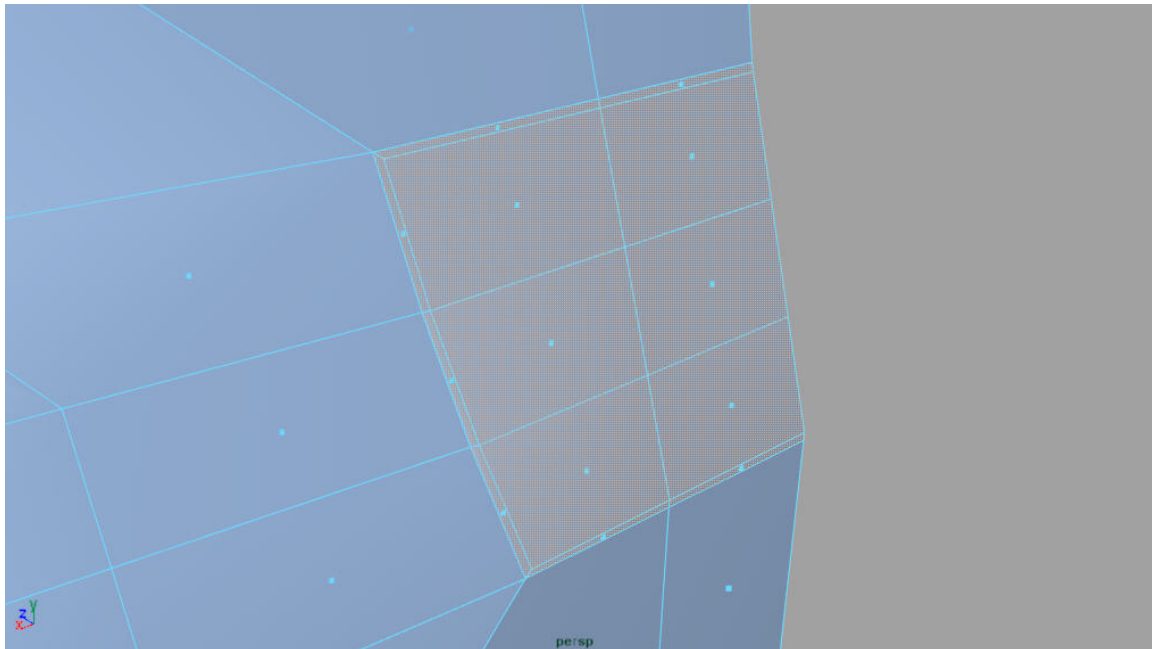
Tracing new lines and eliminating the others, I have created the cavity that contains the plate.



Step 93

Selezionate queste facce e con Extrude Face cercate di dargli la forma/profondità voluta.

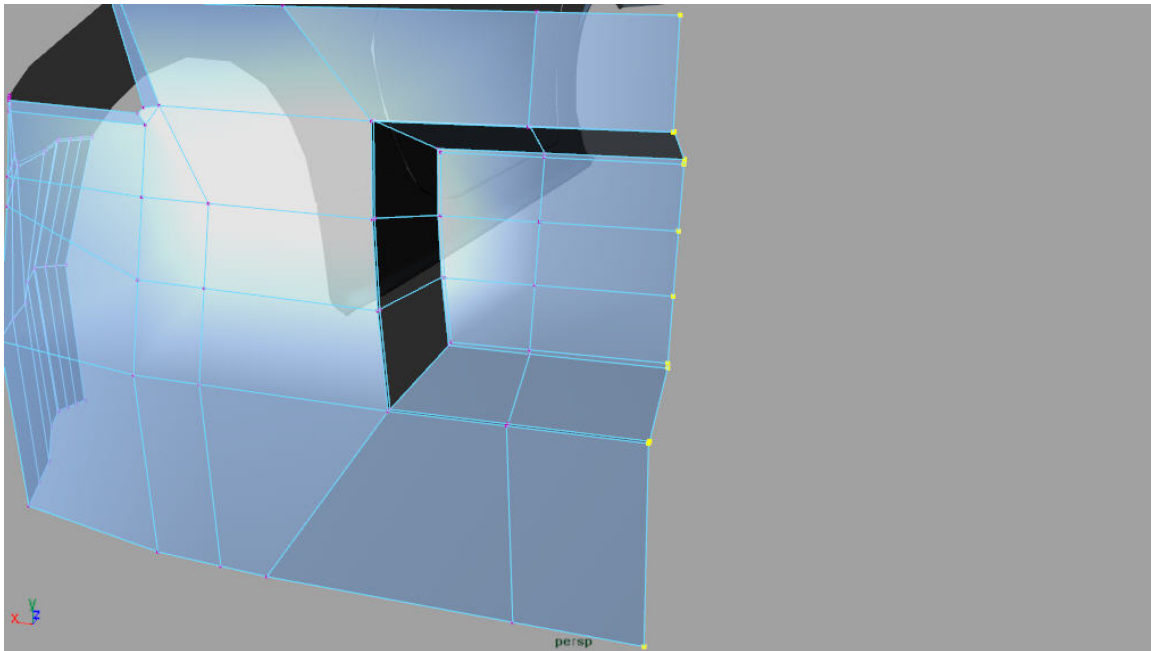
Selected these faces and with the Extrude Face tool, try to give it the required shape.



Step 94

Eliminate le facce laterali dell'oggetto appena estruso (quelli che si coincidono quando si esegue Mirror) e allineate i vertici all'asse principale della griglia (usate Snap to Grid () in questo modo.

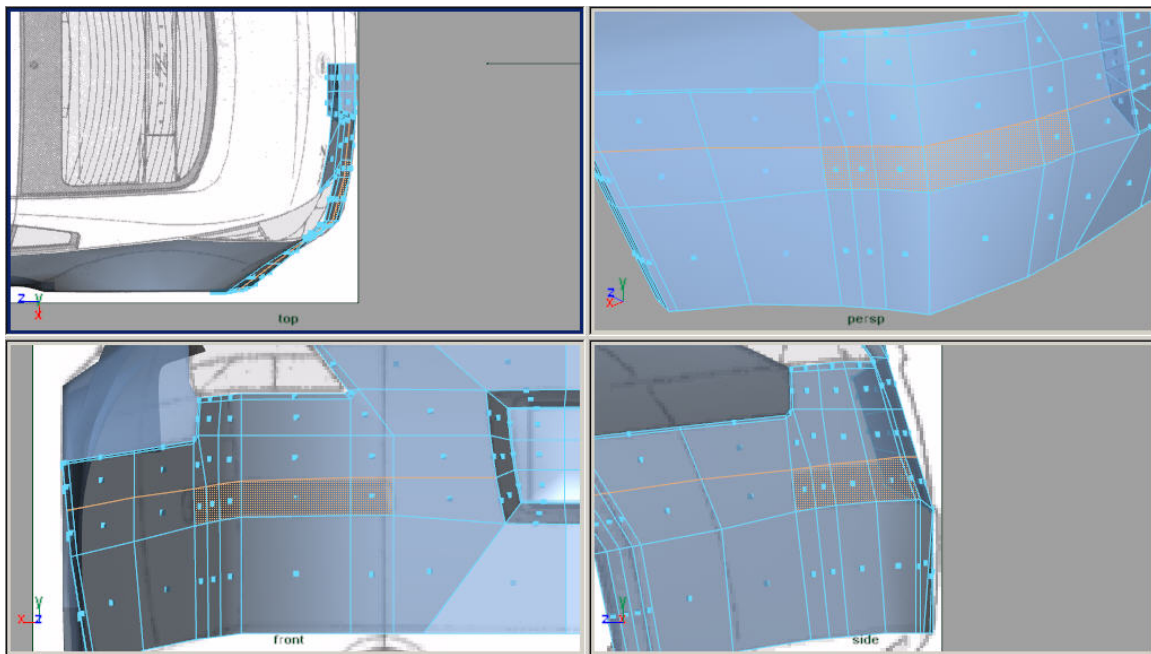
Delete the lateral faces of the object that you have extruded (those that are overlap when Mirror is executed) and align the vertices to the main axis of the grid (used Snap to Grid ().



Step 95

Ora vediamo di fare il foro dei fari che si trova accanto. Tracciamo una linea per delimitare il nostro foro in questo modo.

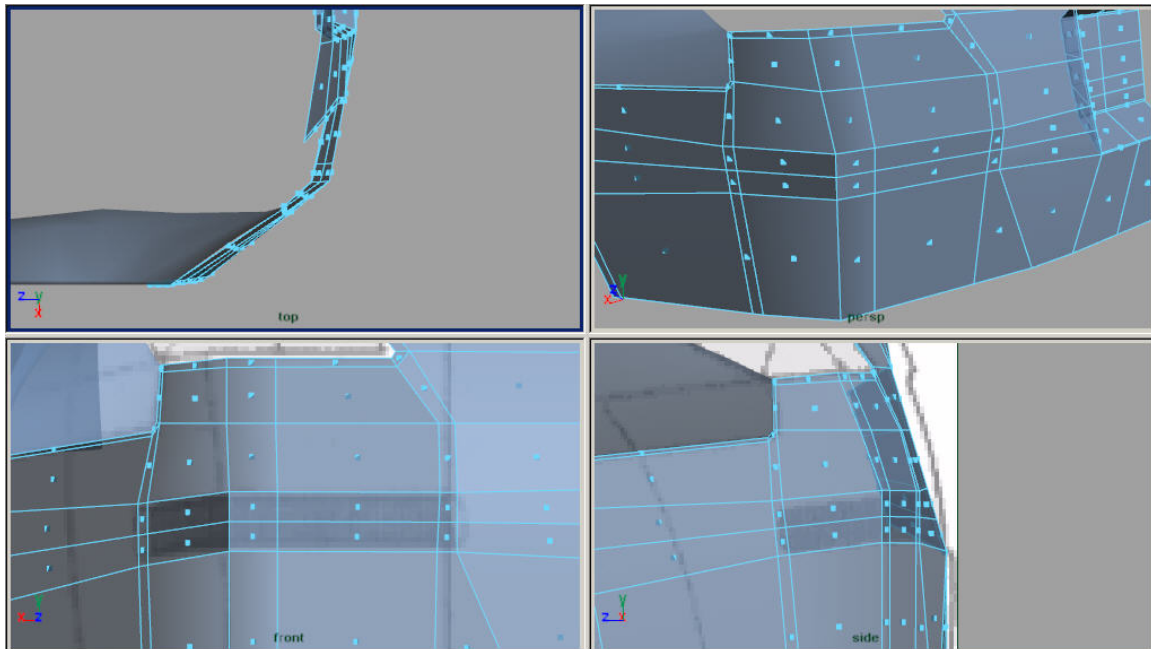
Now we'll make the hole for the headlight. We trace one line in order to define our hole in this way.



Step 96

Tra un aggiustamento e l'altro sono arrivato a questa situazione.

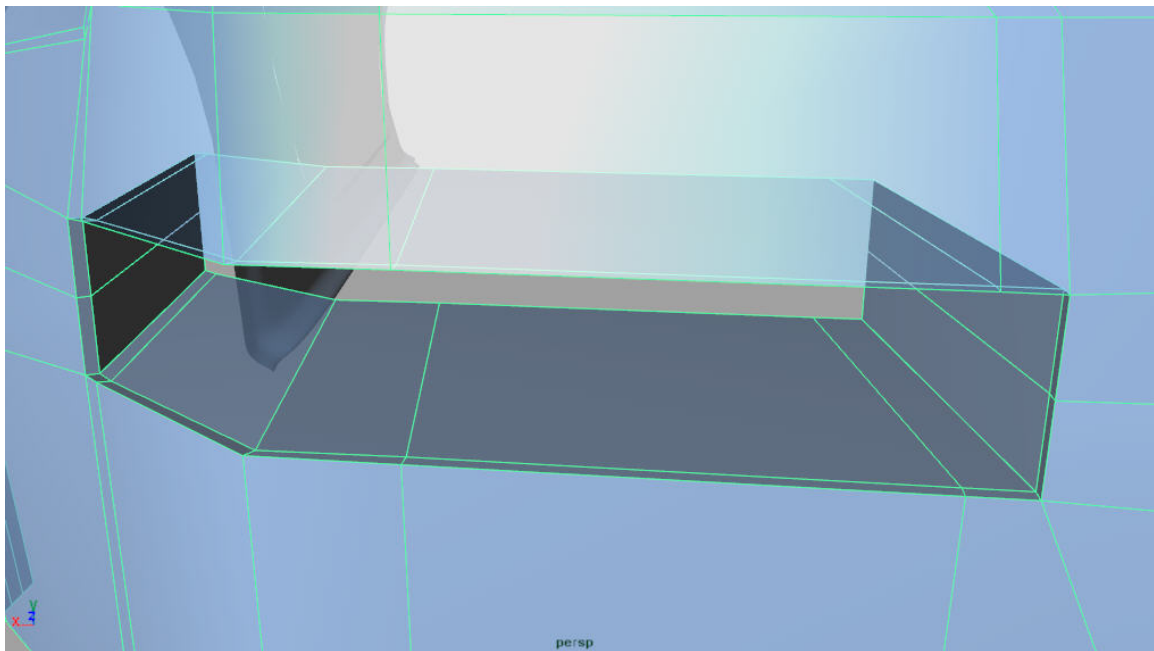
Following these adjustments I have arrived at this situation.



Step 97

Per finire, fate un doppio Extrude Face: uno a piccola distanza rispetto al punto di partenza, e l'altro un po' più lontano. Eliminate le facce in fondo.

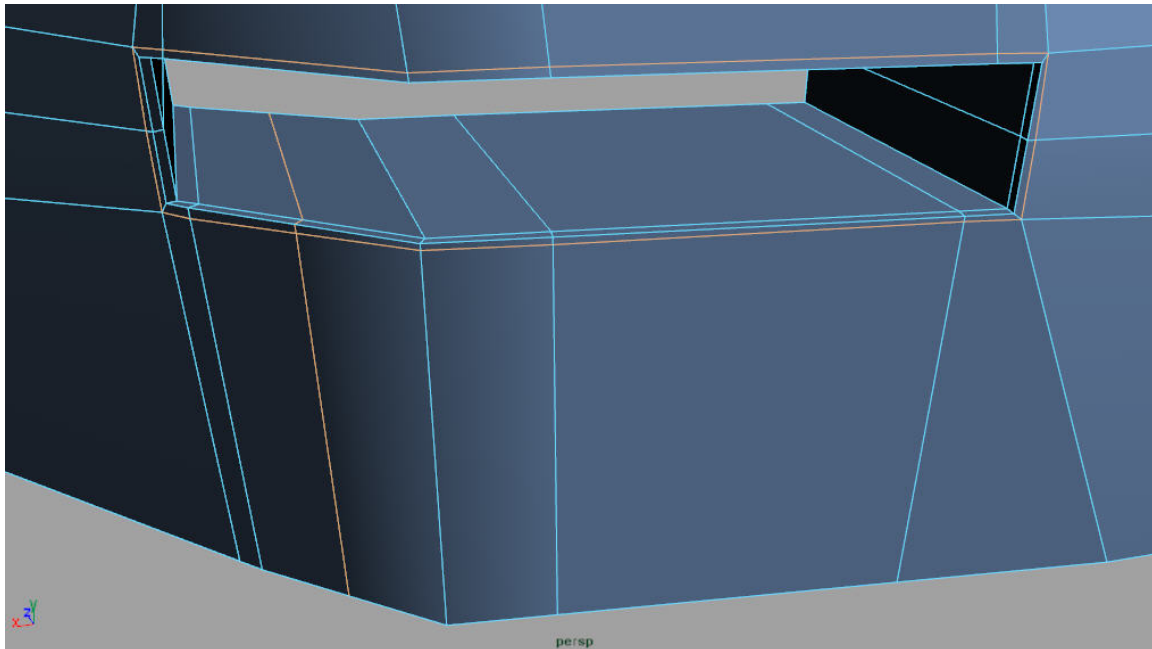
In order to finish, make a double Extrude Face: one for a small distance, and the other one more far away. Delete the faces at the bottom.



Step 98

Ho circoscritto il foro con un paio di linee per definirlo meglio.

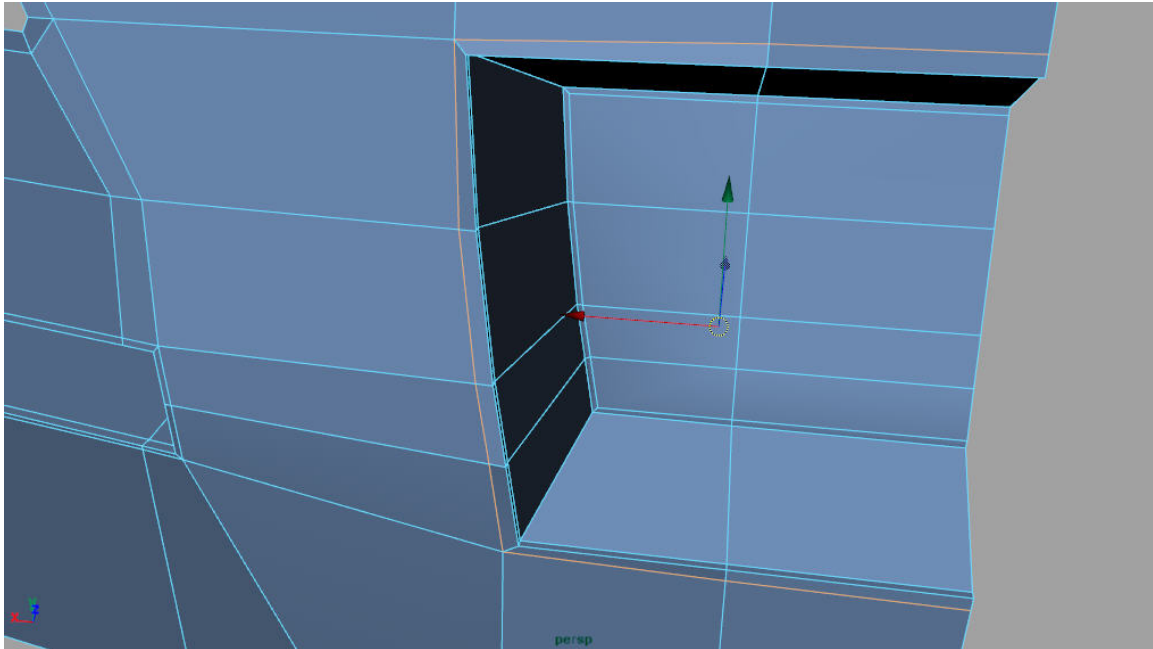
I have surrounded the hole with a pair of lines in order to define it better.



Step 99

Stessa cosa per quanto riguarda la cavità della targa.

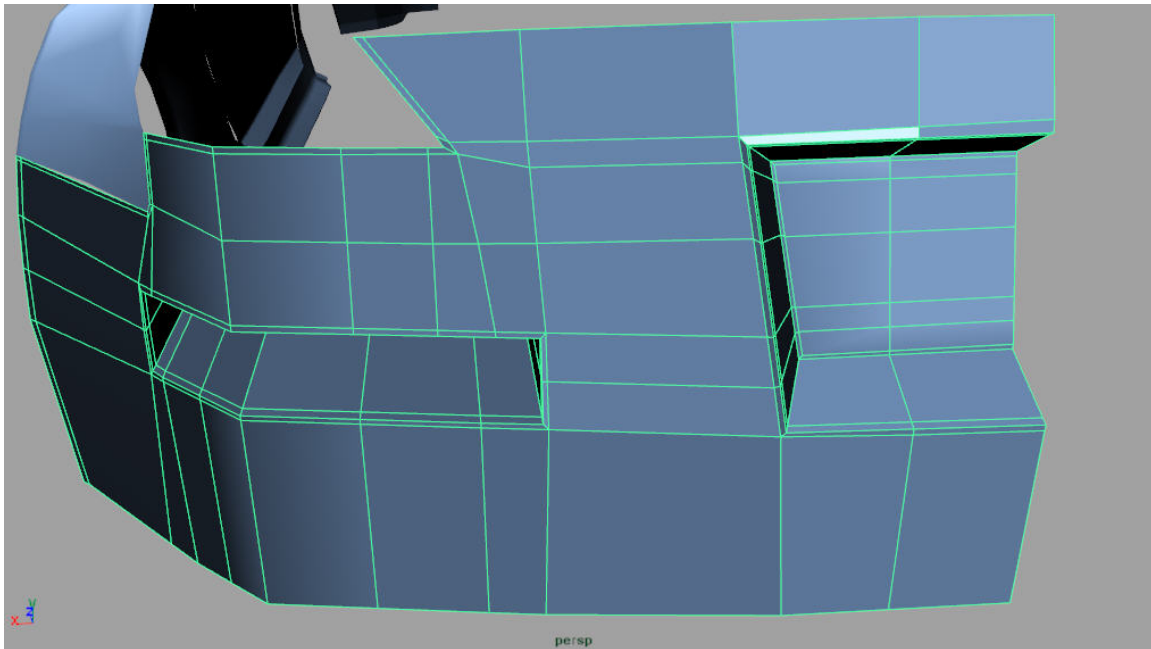
Same thing as far as the cavity of the plate is concerned.



Step 100

A questo punto aggiustate la superficie, se ce ne bisogno, in modo tale da renderla più liscia e continua possibile.

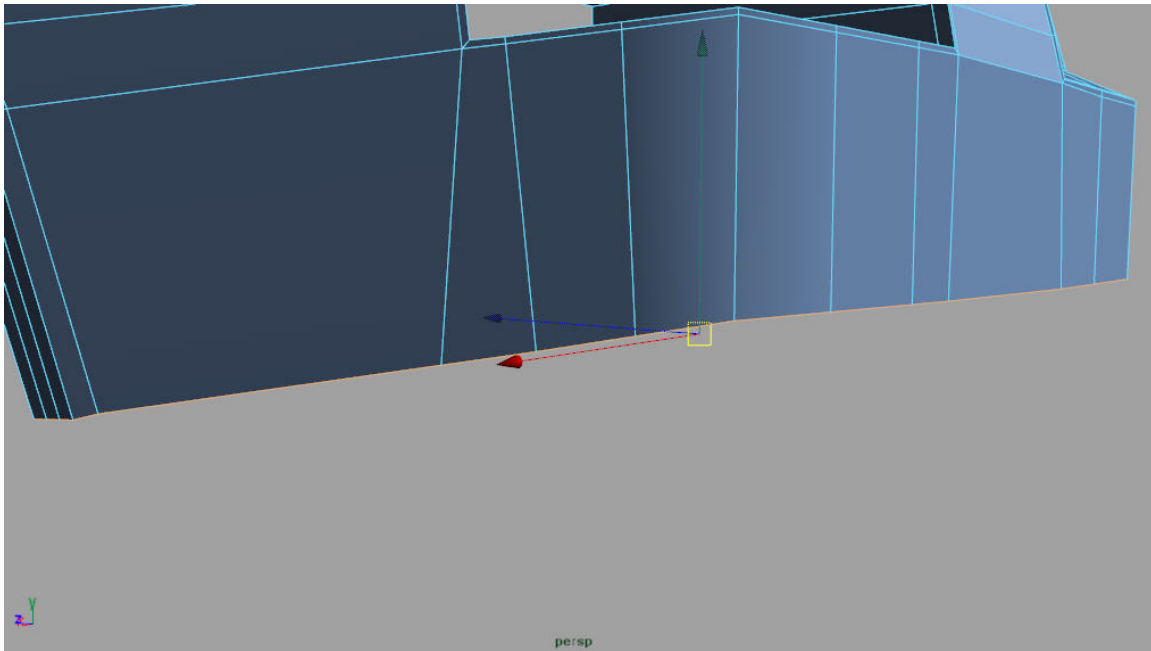
At this point fix the surface if needed, in a way as to make it as continuous as possible.



Step 101

Ora selezionate tutti i lati della linea in basso.

Now select all edges of the line as shown below.



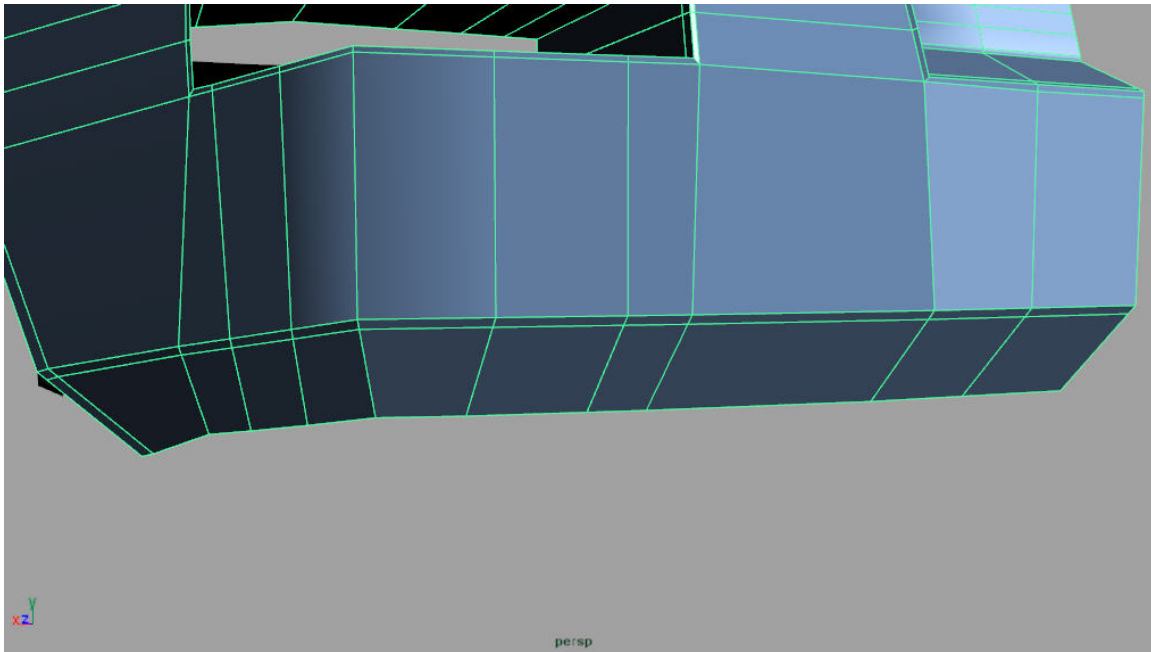
Step 102



Usate il comando Extrude Edge () (il funzionamento è identico a Extrude Face, solo che invece che con le facce lavora con i lati) per ottenere un risultato simile (alcuni vertici li ho spostati manualmente).



Use the command Extrude Edge () (the operation is identical to Extrude Face, only that instead that with the faces he works with edges) in order to obtain a similar result (I have moved some vertices by hand afterwards).



Step 103

La modellazione di questa parte è conclusa. Ricontrollate per bene la vostra superficie e aggiustatela se ce ne bisogno. Questo è il mio risultato.

The modelling of this part is now finished. Recheck your surface and fix it if needed. This is my result.

