

HOW TO CREATE A MODEL OF A SPORT CAR

NISSAN® 350-Z TUTORIAL FOR MAYA™

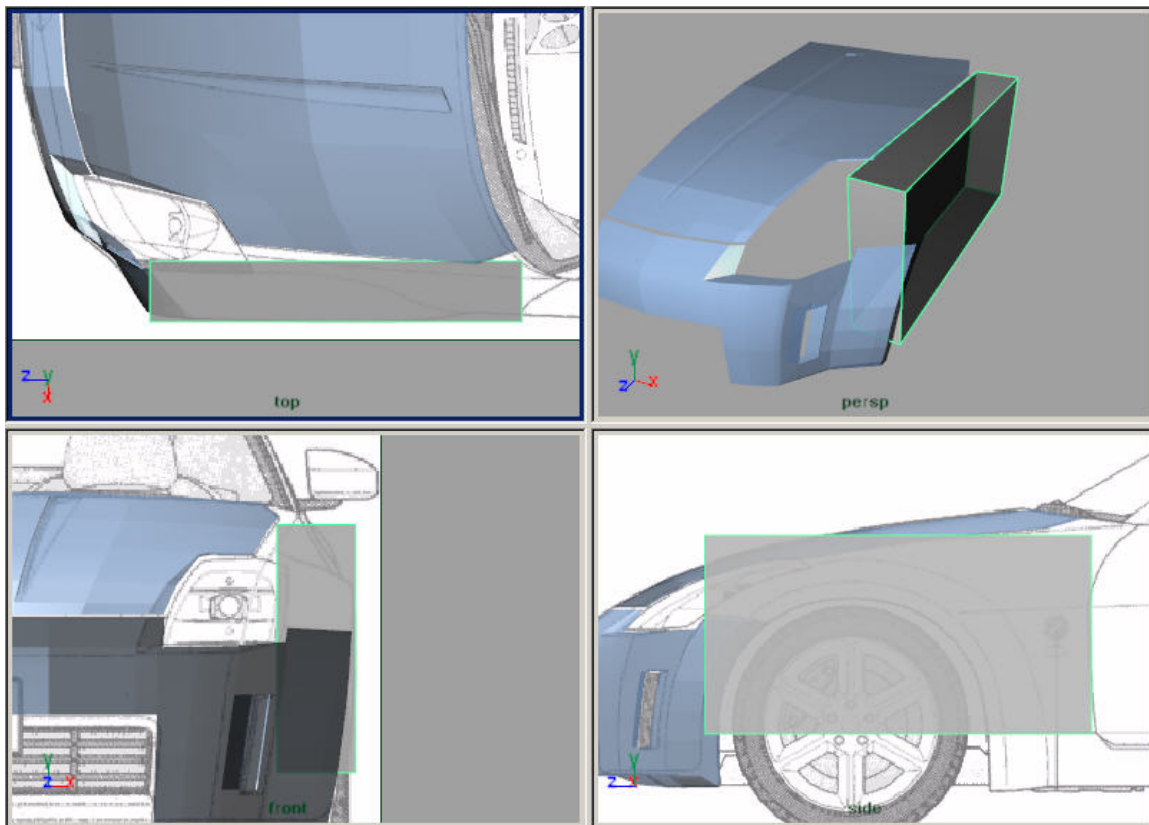
by Dias (<http://www.cg reality.com>)

Part 3

Step 51

Per finire il frontale della nostra macchina ci manca l'ultima parte. Cominciamo come al solito con la costruzione di un cubo.

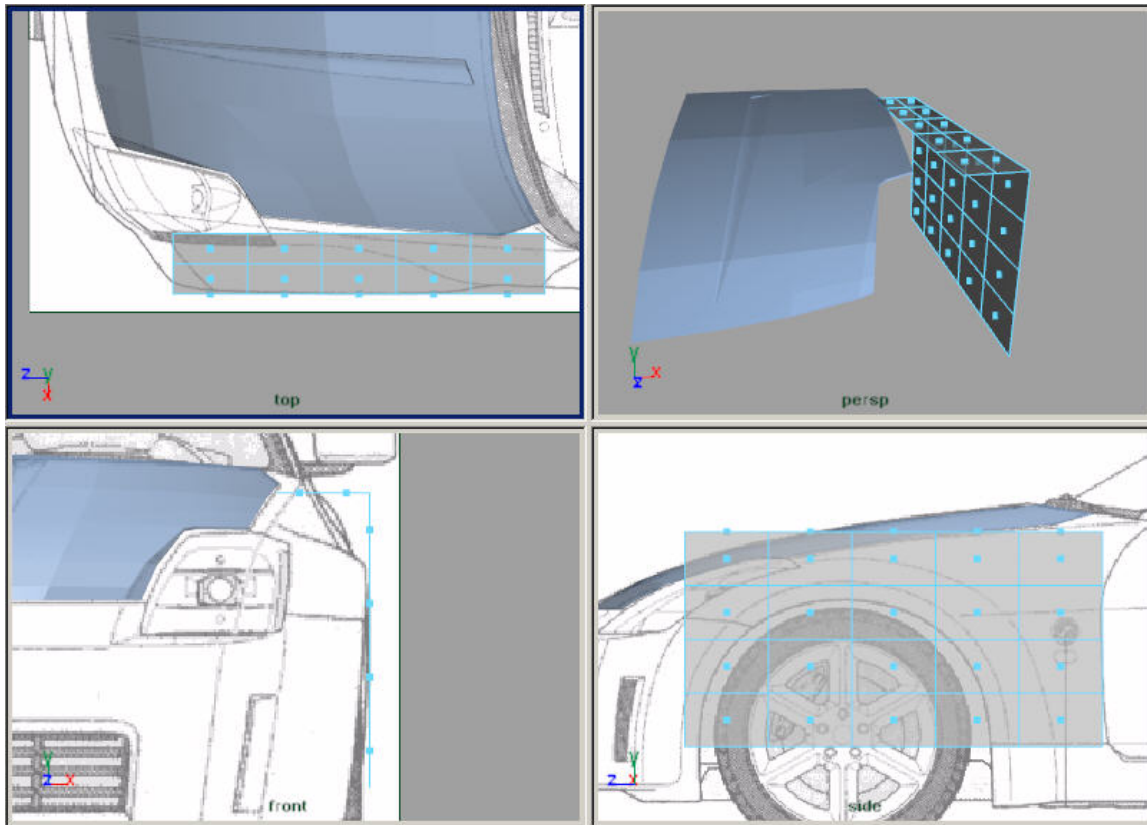
To finish the front of the car we need to finish the front middle bit. We begin as usual with the creation of a cube.



Step 52

Impostate Subdivisions Width a 2, Subdivisions Height a 4, Subdivisions Depth a 5 e cancellate le facce di sotto, di dietro, di davanti e quelle interne.

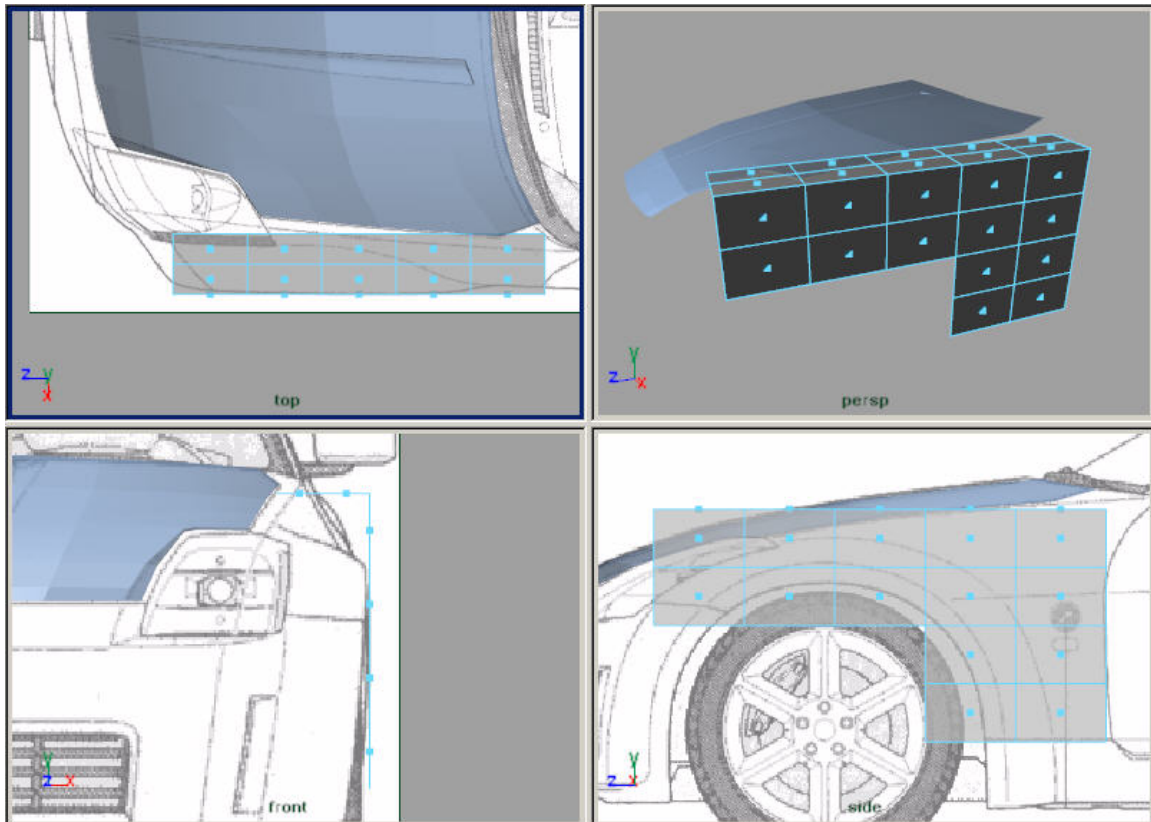
Set up Subdivisions Width to 2, Subdivisions Height to 4, Subdivisions Depth to 5 and delete the faces of bottom, of behind, and inner ones.



Step 53

Eliminiamo inoltre questi poligoni per riuscire a modellare l'arco sopra la ruota.

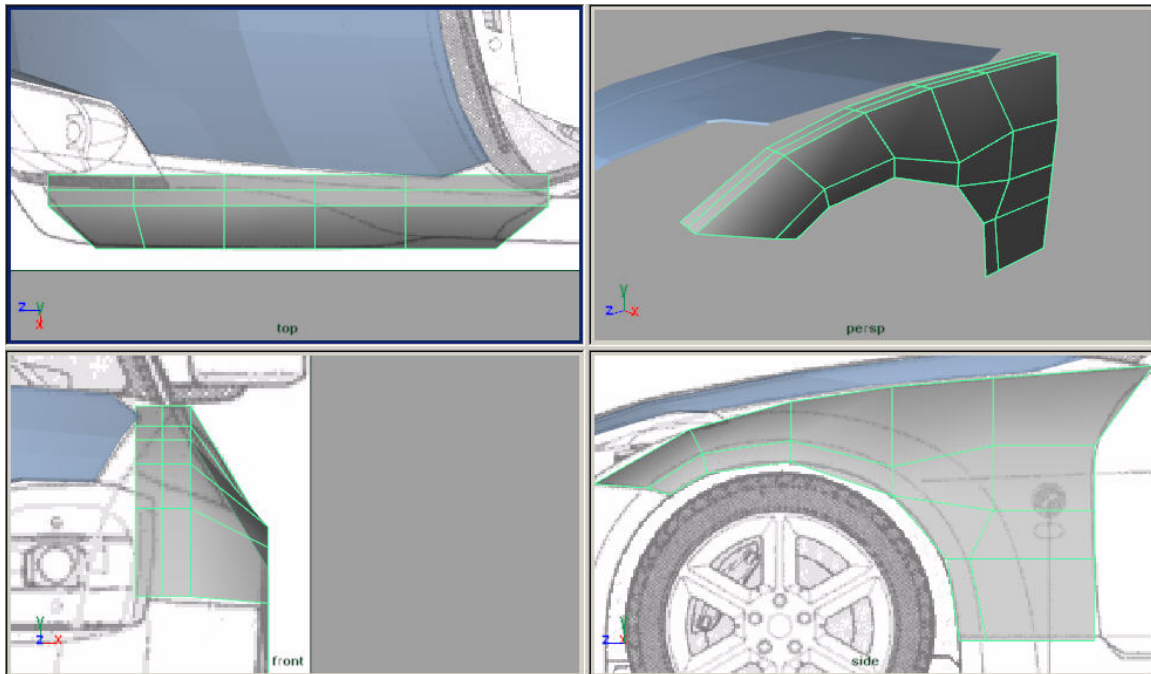
Delete more polygons in order to model the arc over the wheel.



Step 54

Ora spostando i singoli vertici cercate di dargli una forma più adeguata.

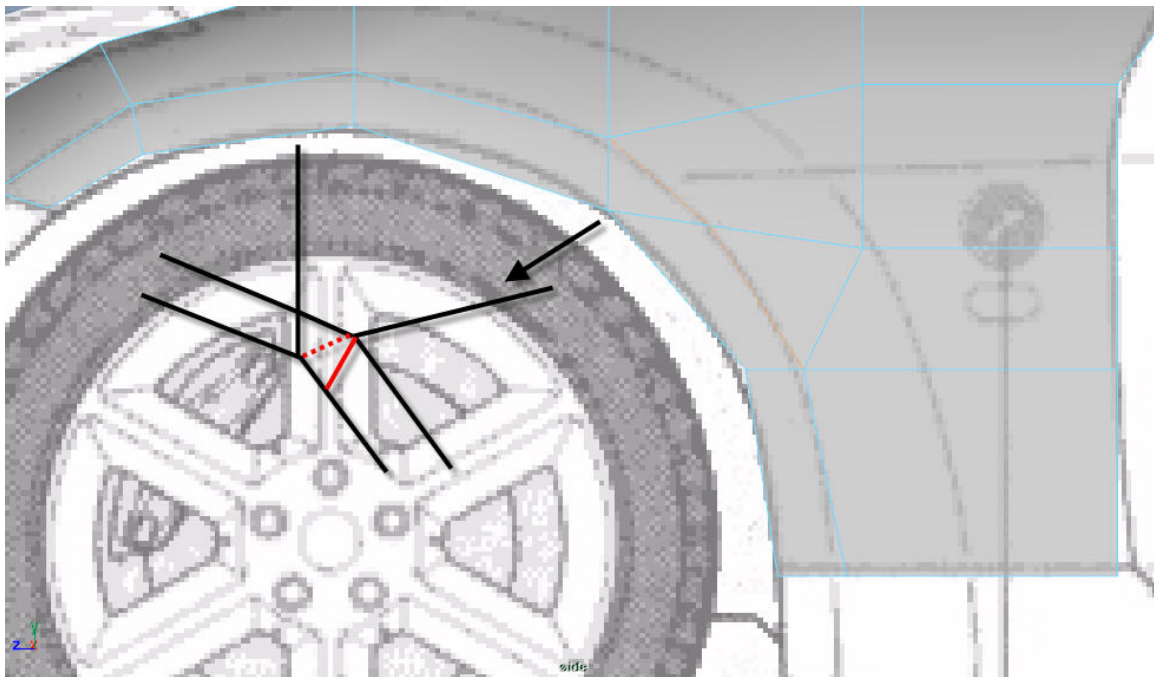
Now move the single vertices trying to match the shape of the cube to the blueprints.



Step 55

Tracciate la seguente linea seguendo l'arco della ruota ed eliminate il triangolo con il metodo indicato (linea tratteggiata è la situazione di prima, mentre quella rossa è come dovrebbe essere).

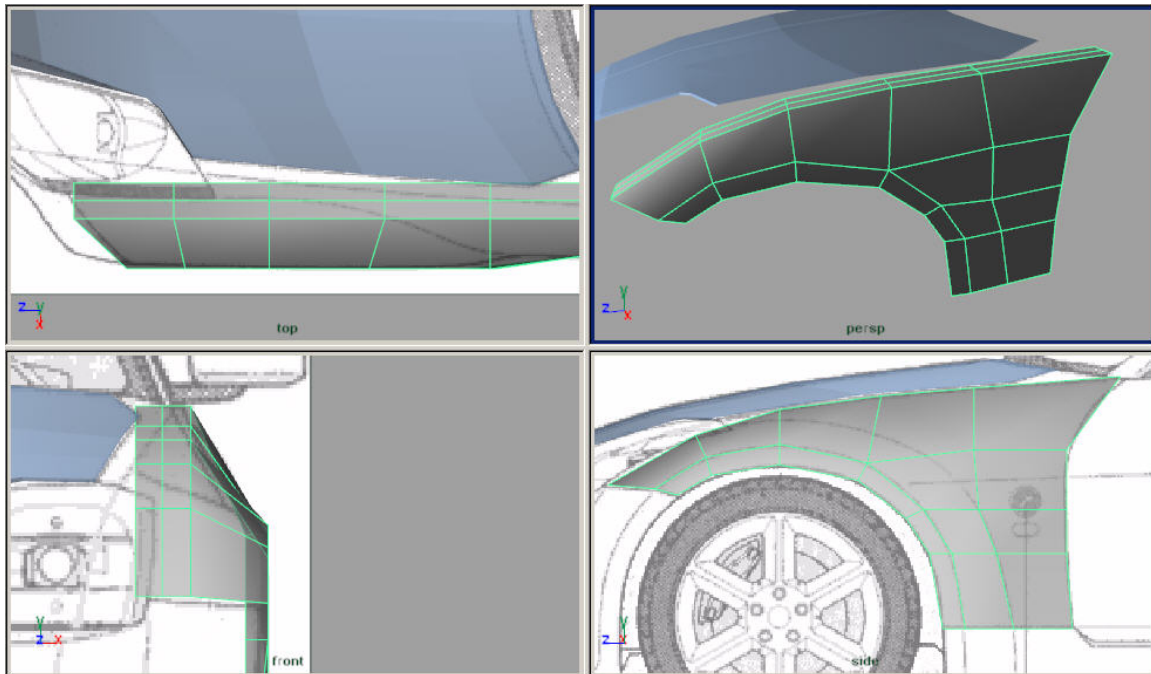
Trace this line following the arc of the wheel and delete triangle with the indicated method (outlined line is the situation before, while that red one is like would have to be).



Step 56

Ho allineato nuovamente i vertici ed eliminato un altro triangolo.

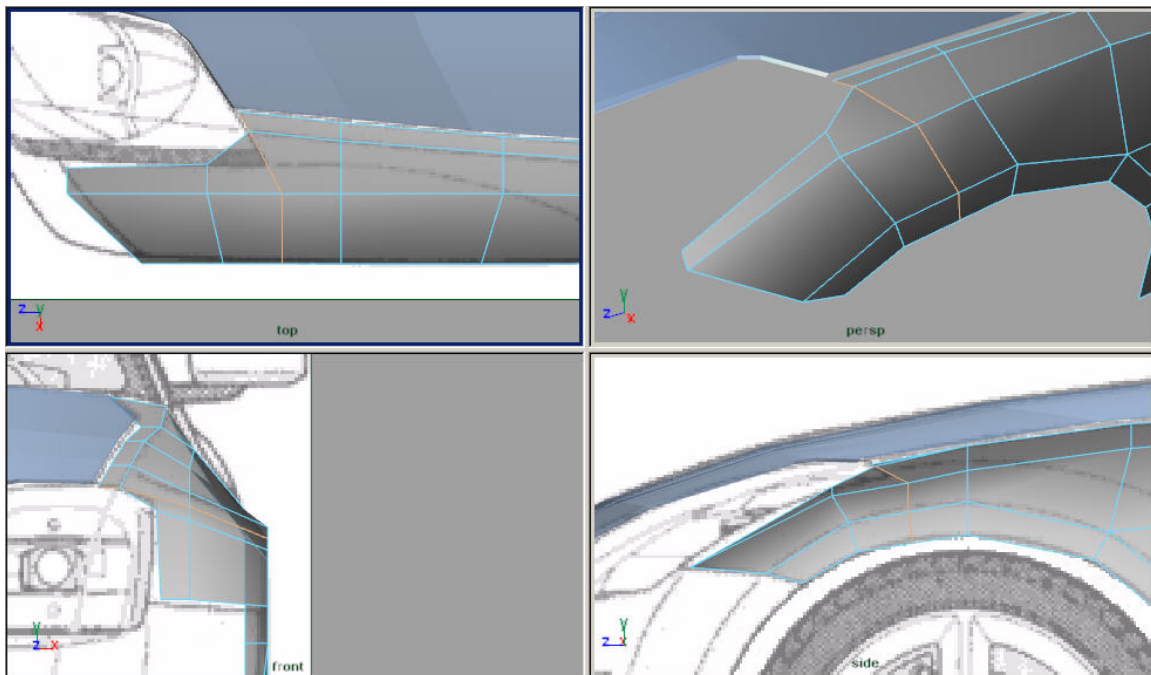
I have aligned the vertices and eliminated all triangles.



Step 57

Cominciamo a dare forma alla zona dei fari eliminando un paio di facce e aggiungendo una linea in questo modo.

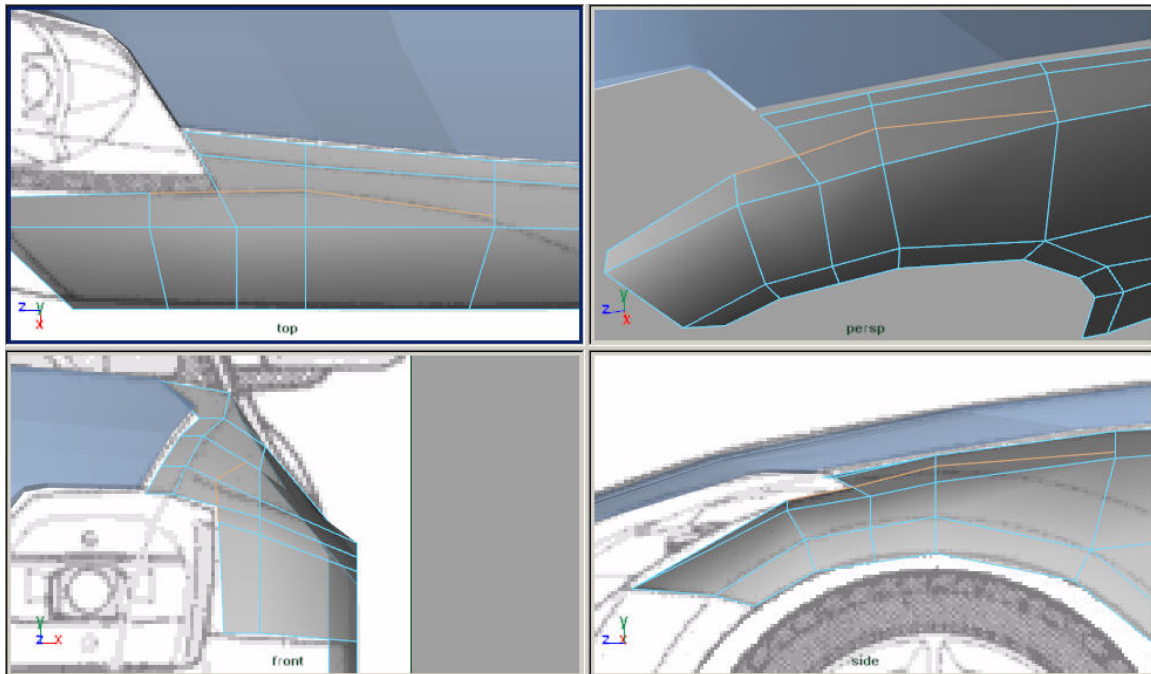
We begin to give the shape to the area of the headlight by deleting a pair of faces and adding one line.



Step 58

Questo passaggio è simile al precedente.

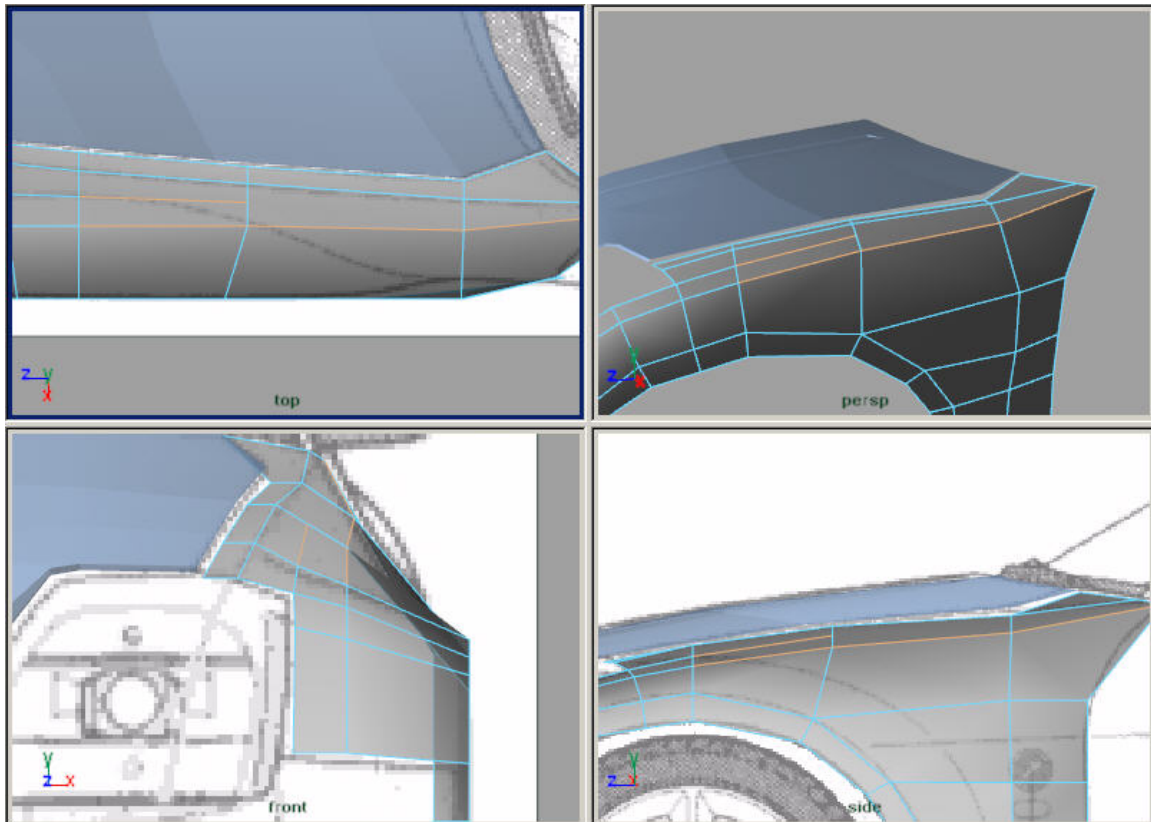
This step is similar to the previous one.



Step 59

Eliminate i seguenti lati con i relativi vertici.

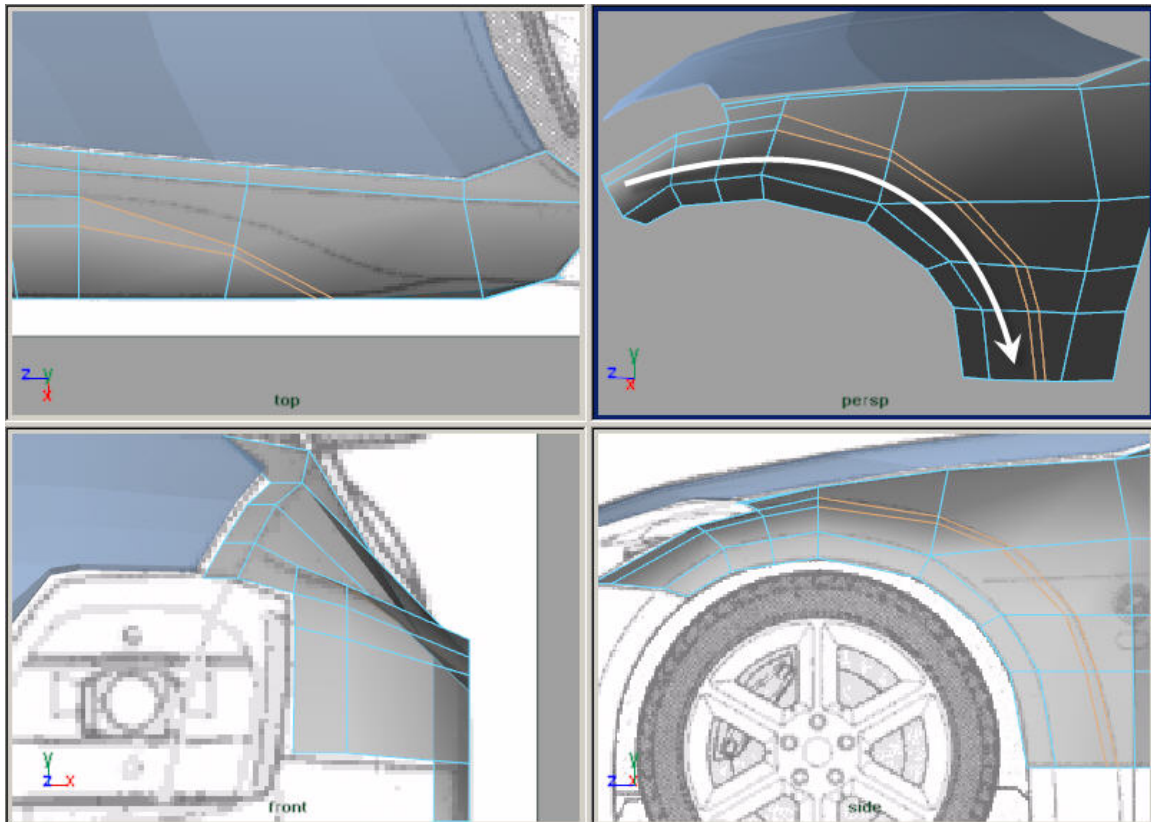
Delete following edges and the vertices that they leave.



Step 60

Tracciate quindi queste linee seguendo la direzione dell'arco.

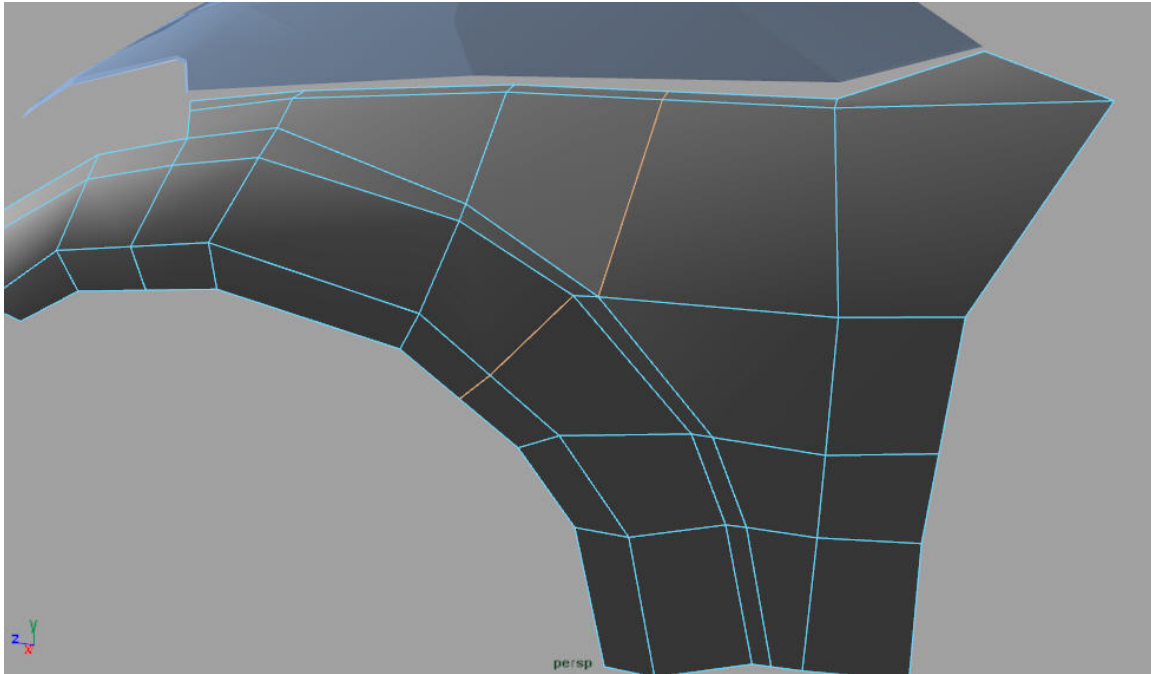
Trace these lines following the direction of the arc according to the blueprint.



Step 61

Eliminiamo le facce irregolari.

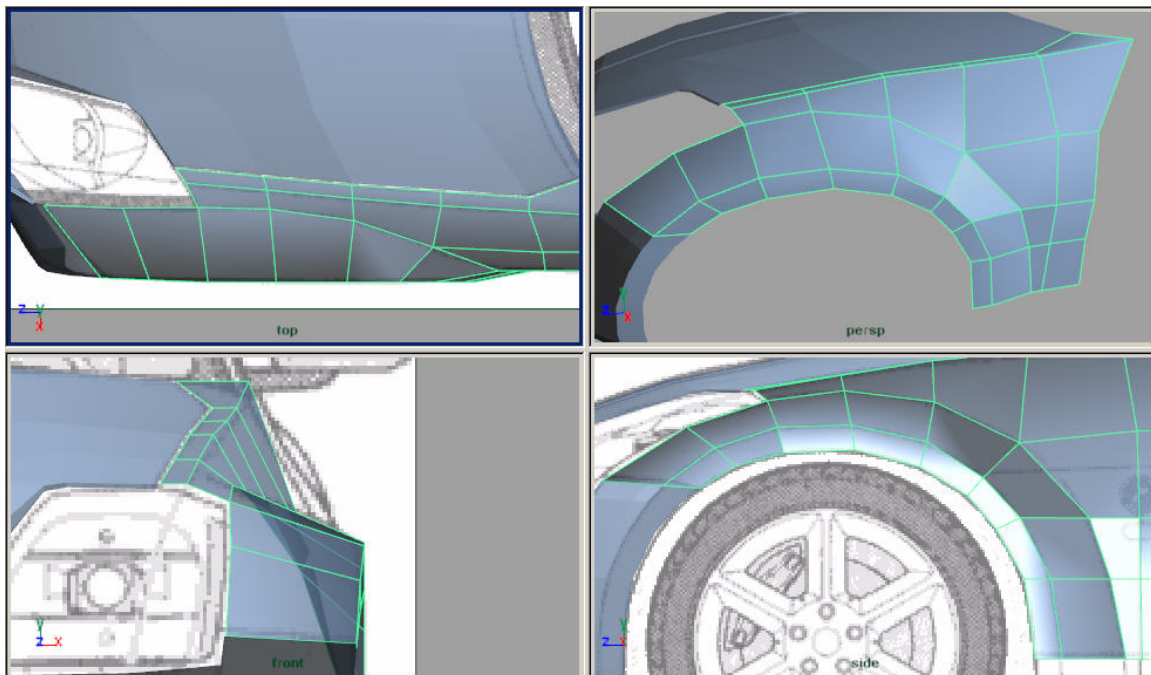
Adjust the irregular faces.



Step 62

Ho eliminato una linea che non mi serviva e con un po' di pazienza ho allineato nuovamente i vertici.

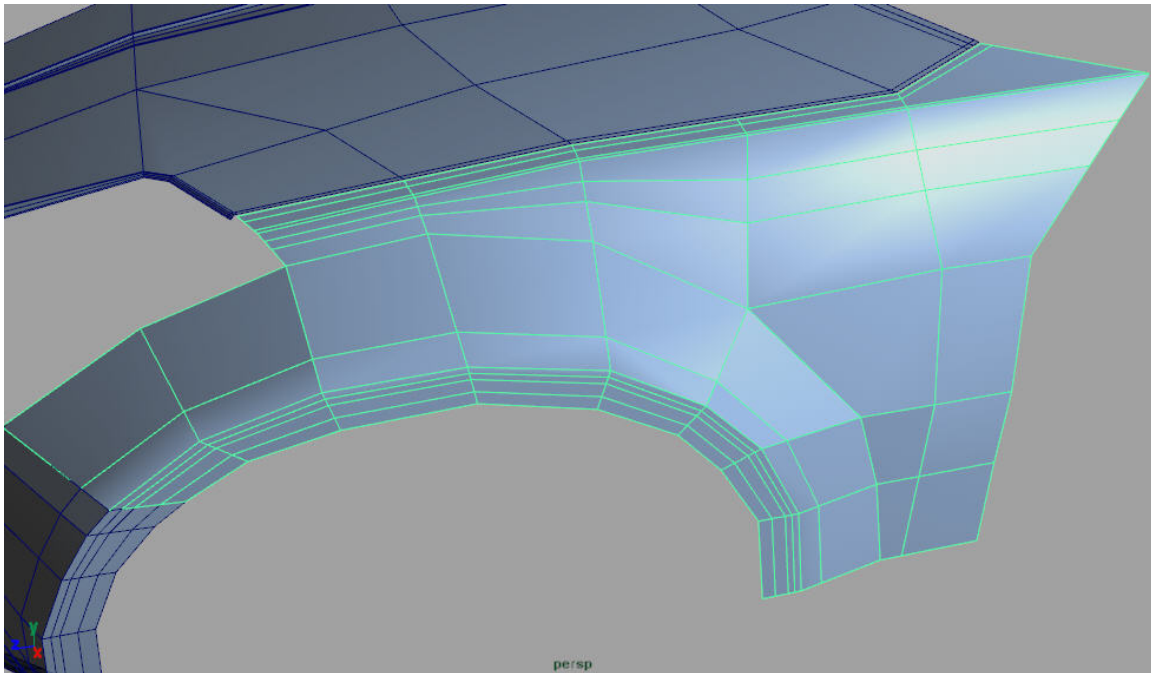
I have eliminated a line that did not serve to me and with a little patience I have aligned newly vertices.



Step 63

Ho aggiunto qualche linea di controllo per definire meglio la superficie nelle zone importanti.

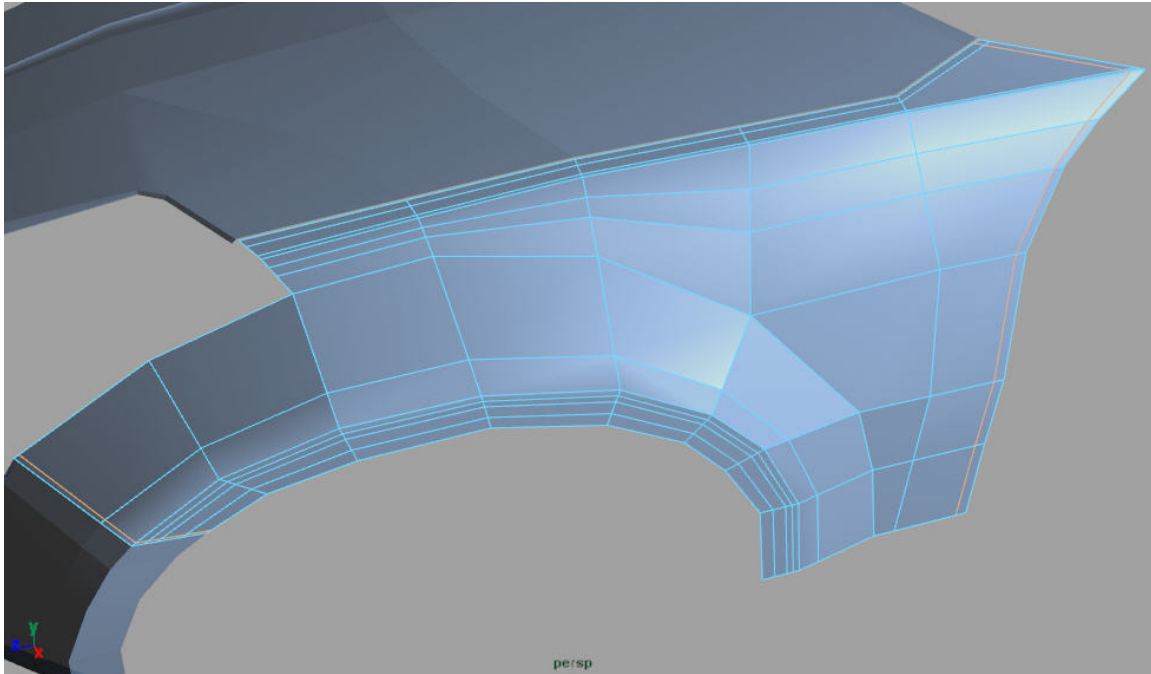
I have added some "control lines" in order to better define the surface in the important zones.



Step 64

Altre due linee.

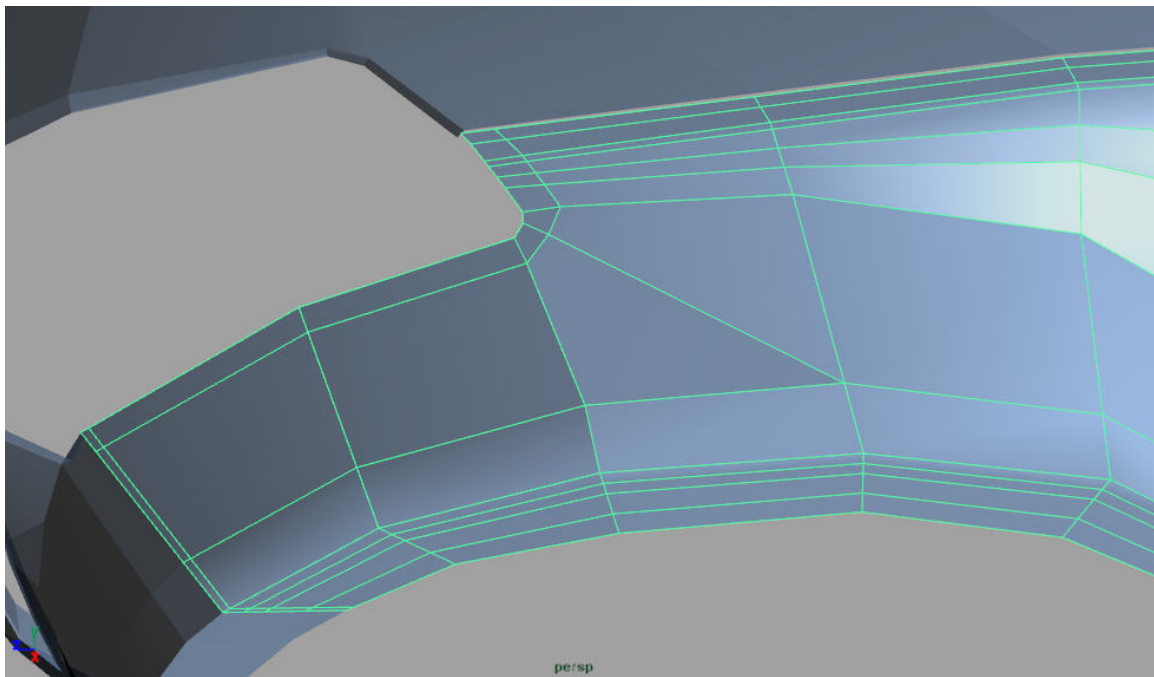
Another two lines.



Step 65

Ho definito meglio la parte dei fari tracciando nuove linee ed eliminando le altre.

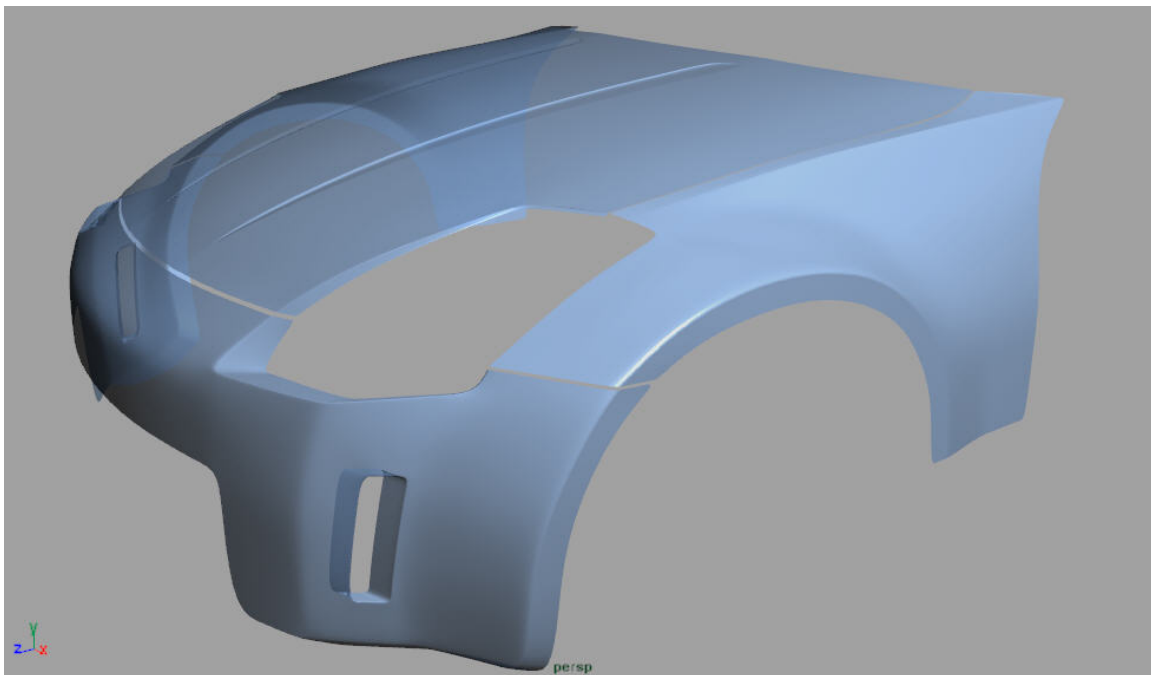
I have defined the part of the headlight a bit by tracing new lines and eliminating the others.



Step 66

A questo punto la parte frontale della macchina può essere considerata conclusa. Provate a fare lo Smooth con le stesse impostazioni che avete usato prima, se c'è qualcosa che non vi convince cercate di aggiustarlo con gli strumenti usati nei passaggi precedenti.

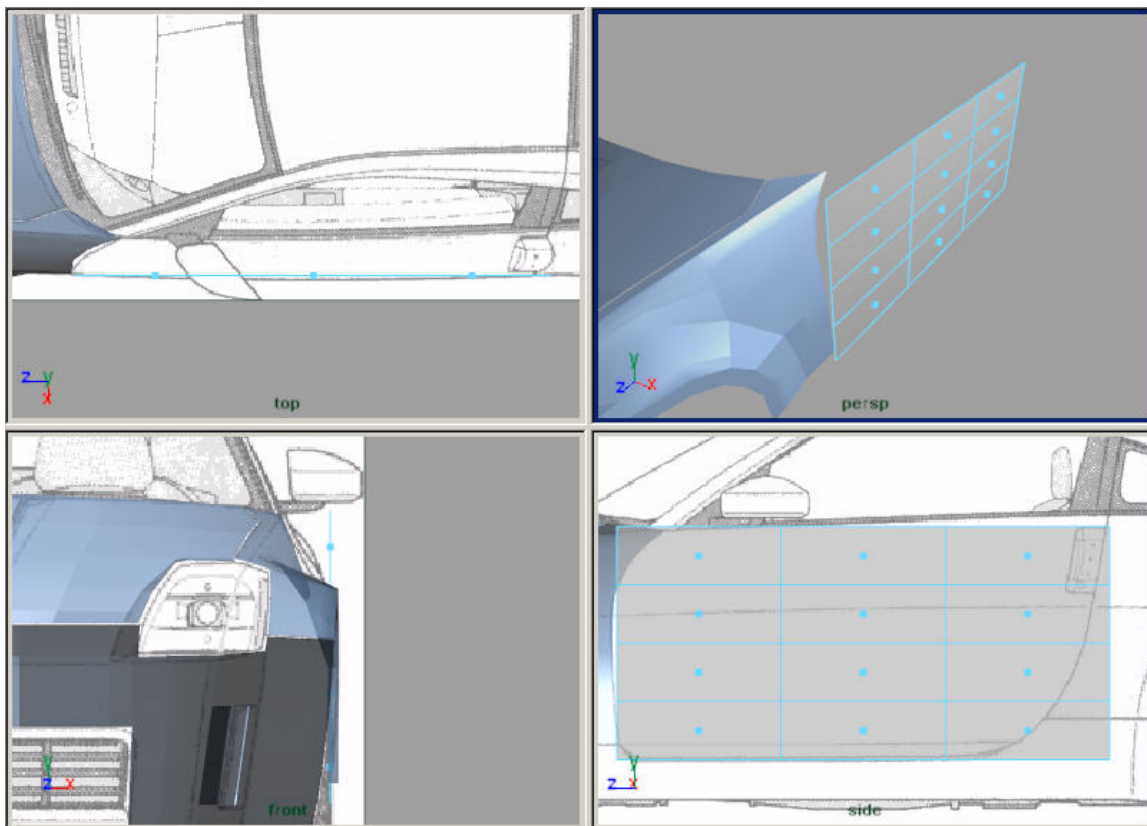
At this point the front part of car can be considered concluded. Try to make the Smooth with the same setup that you have used before, if there is something that you do not like, I suggest you try to fix it using the tools that you used in the previous passages.



Step 67

Il prossimo elemento della nostra modellazione sarà niente meno che la portiera. Create un cubo, adattate le sue dimensioni ai blueprints, settate Subdivisions Height a 4 e Subdivisions Depth a 3. Eliminate le facce di dietro, di davanti, di sopra, di sotto e quelle interne; in questo modo vi rimane solo un oggetto piatto con cui lavoreremo.

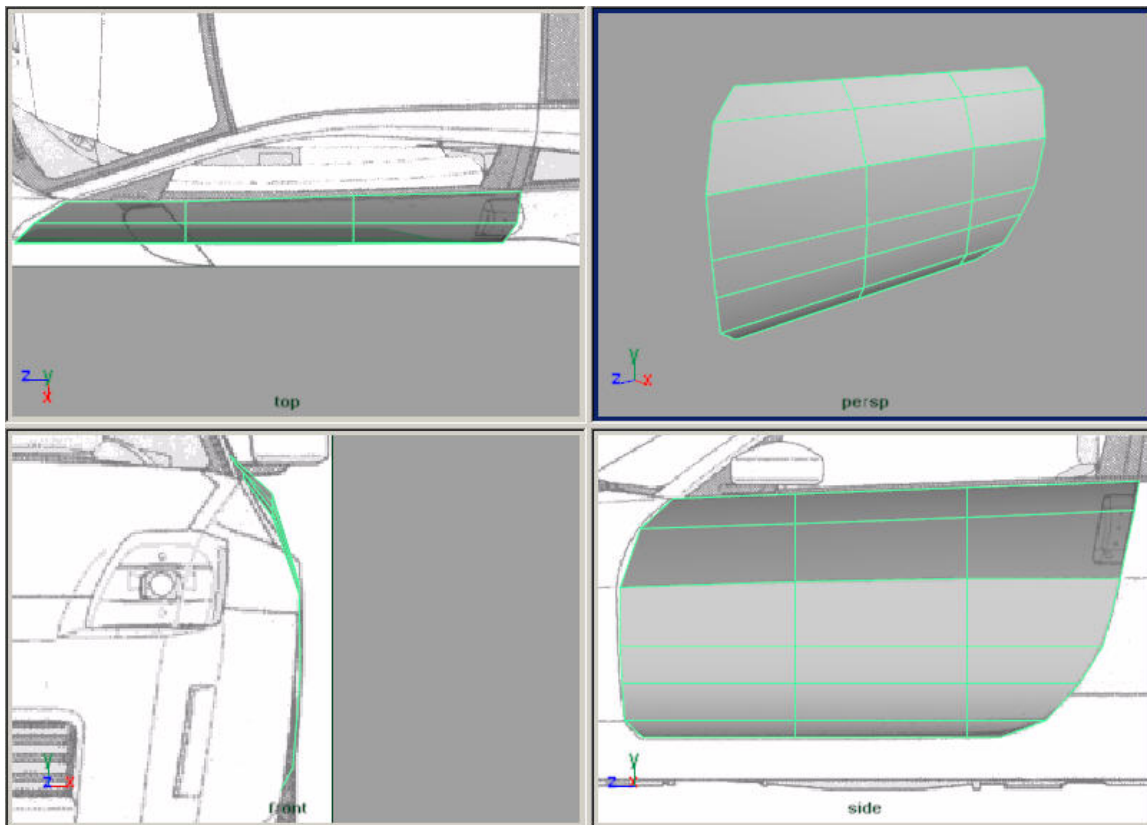
The next element of our construction will be nothing less than the door. Created a cube, match its dimensions to the blueprints, setup up Subdivisions Height to 4 to and Subdivisions Depth to 3. Delete the faces of behind, of front, of bottom, of top and those inner ones; in this way remains only a flat object with which we will work.



Step 68

Ho allineato i vari vertici con i blueprints e quindi ho aggiunto altre due linee per definire meglio la superficie.

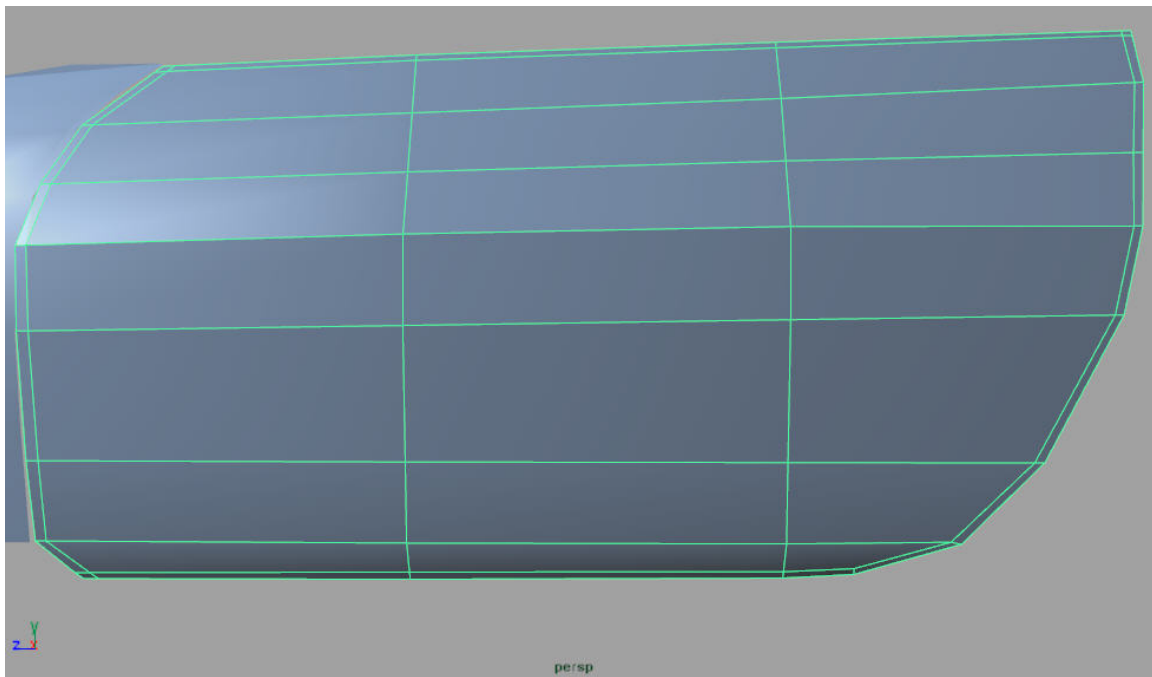
I have aligned some vertices with the blueprints and therefore I have added another two lines in order to define the surface better.



Step 69

Sempre con Split Polygon Tool ho aggiunto delle linee di controllo per definire meglio i bordi della portiera.

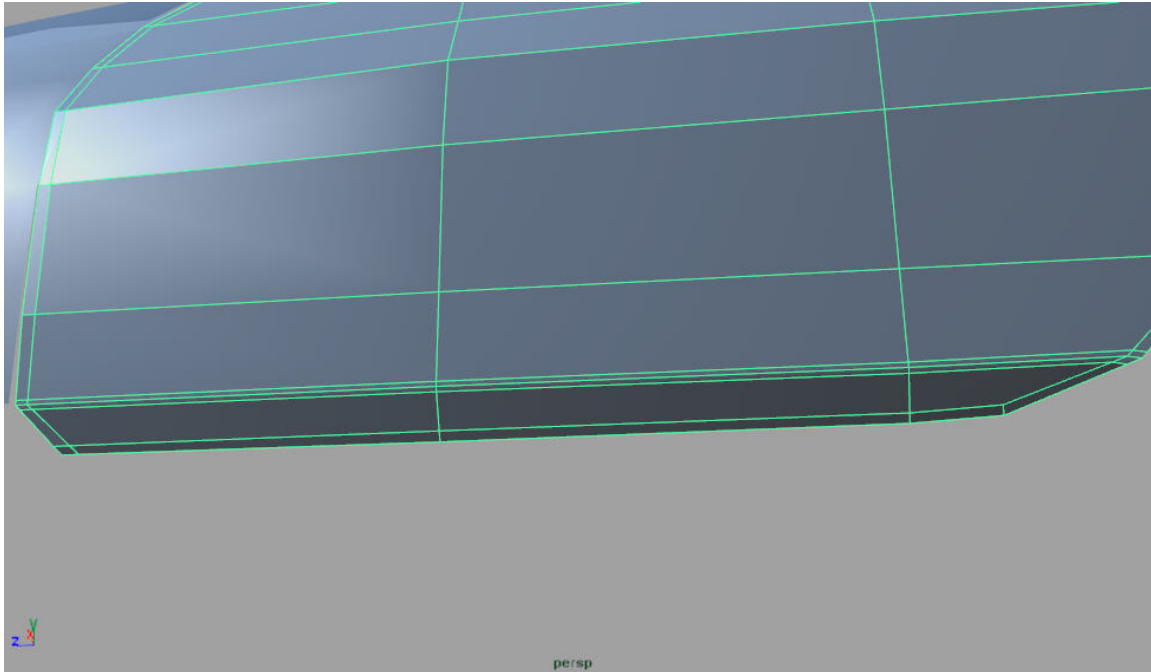
With Split Polygon Tool I have added some control lines in order to define better edges of the door.



Step 70

E per finire, un paio di linee per rendere l'angolo della piega in basso più acuto possibile.

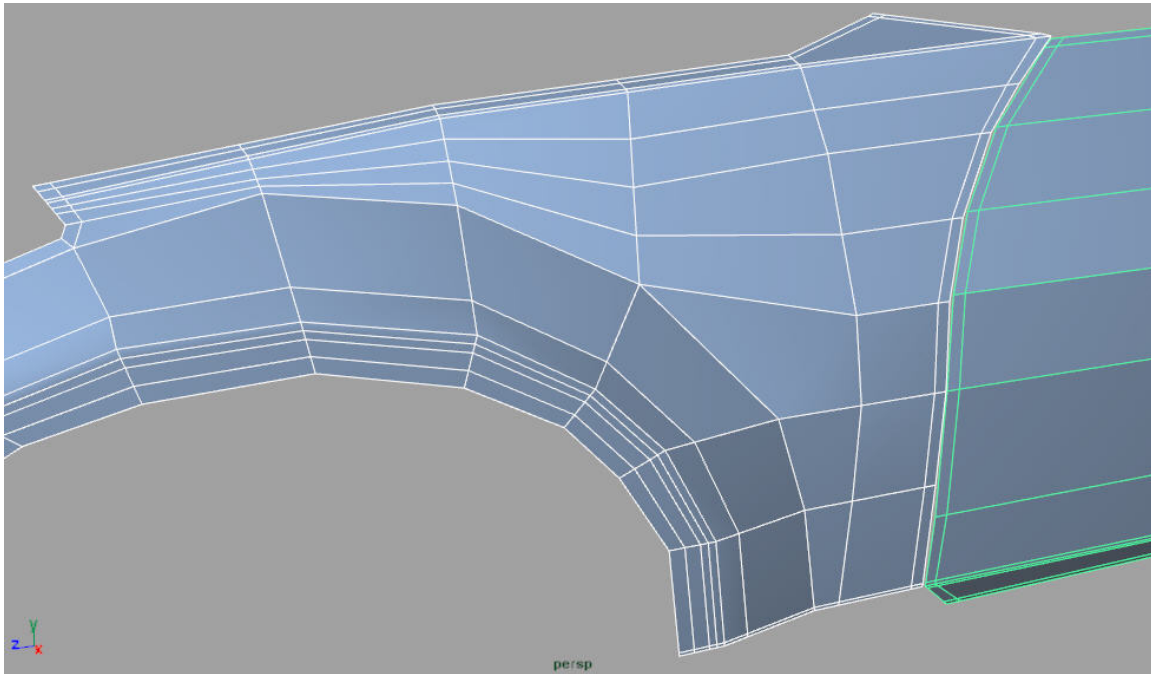
Also add a few cuts to make a sharper edge at the bottom of the door.



Step 71

A questo punto prendete la parte che abbiamo modellato prima e cercate di allinearli l'una con l'altra. Nel caso in cui ci fosse bisogno potete tracciare qualche linea extra come ho fatto io.

At this point take the part that we have modeled before and try to align them one with the other. In the case in which there was need you can trace some extra line like I have made.



Step 72

Questo è il risultato che ho ottenuto applicando lo Smooth.

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

