

HOW TO CREATE A MODEL OF A SPORT CAR

NISSAN® 350-Z TUTORIAL FOR MAYA™

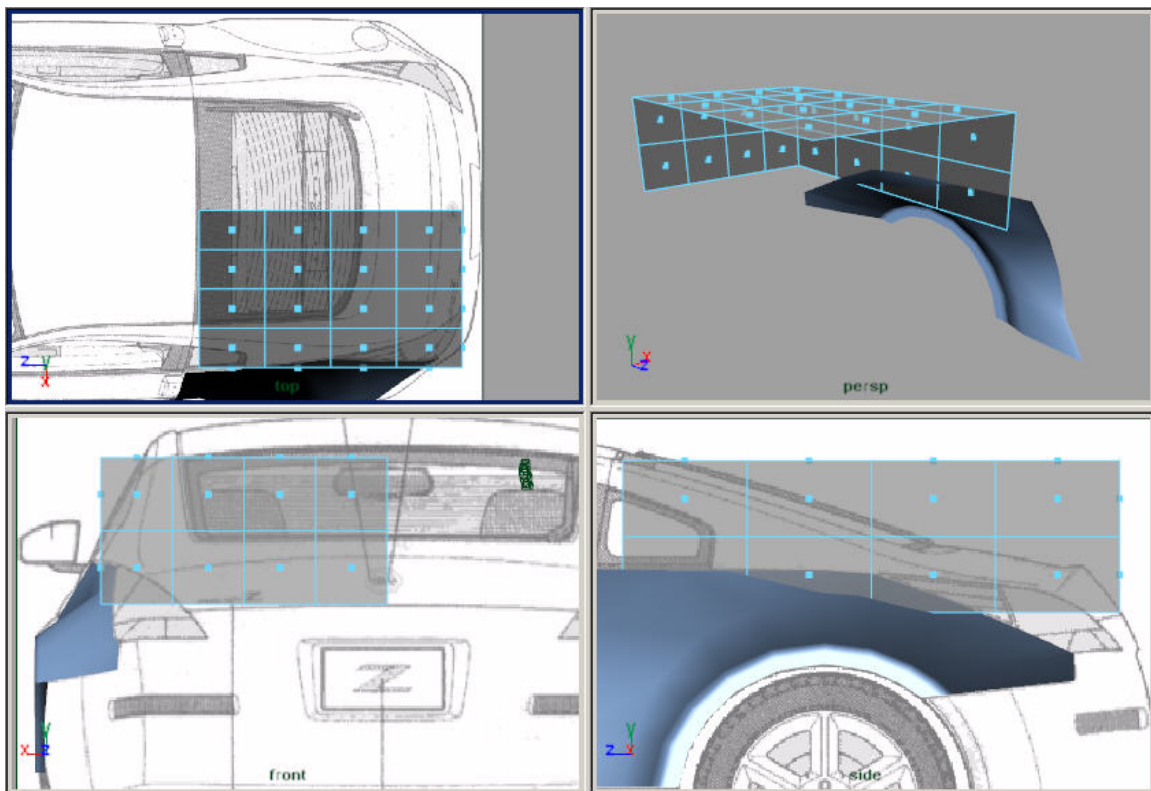
by Dias (<http://www.cg reality.com>)

Part 5

Step 104

Iniziamo la modellazione della parte che si trova sopra il pezzo che abbiamo appena fatto. Create un cubo, adattatelo alle misure approssimative, impostate Subdivisions Width a 8, Subdivisions Height a 2, Subdivision Depth a 3 ed eliminate come al solito le facce che non ci servono.

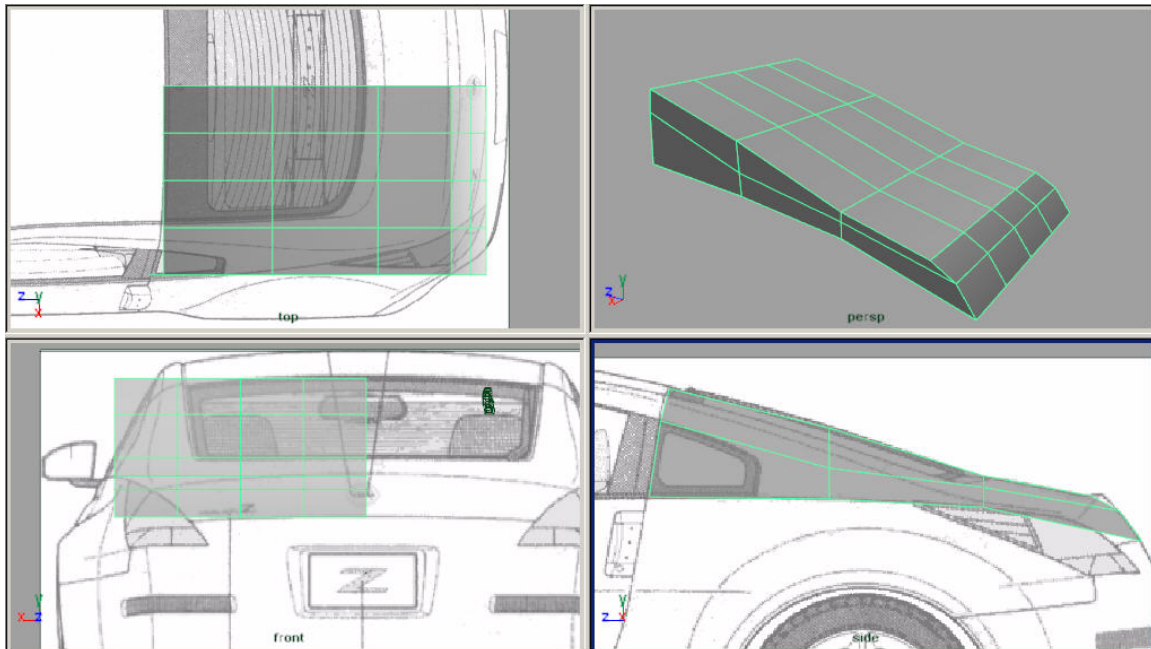
We begin by modeling of the part situated above the piece that we made earlier. Create a cube, adapt it to the approximate measures and set up Subdivisions Width to 8, Subdivisions Height to 2, Subdivision Depth to 3 and delete the faces that we don't need as usual.



Step 105

Cominciamo a dargli una certa forma.

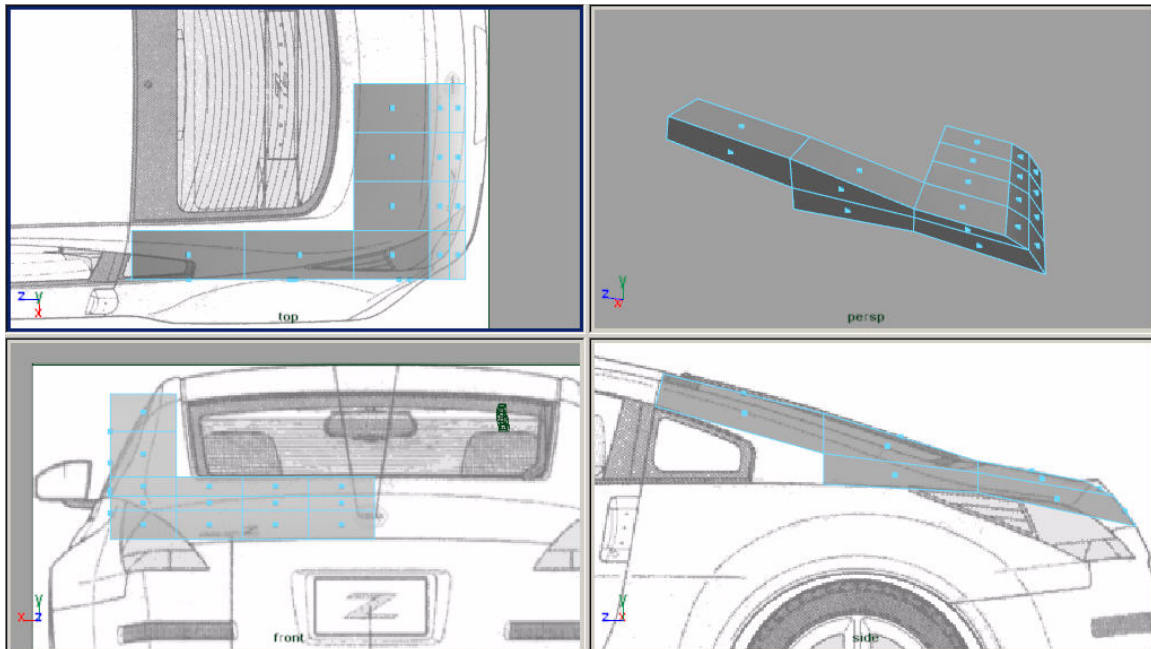
We start to give the object shape.



Step 106

Eliminiamo alcune facce.

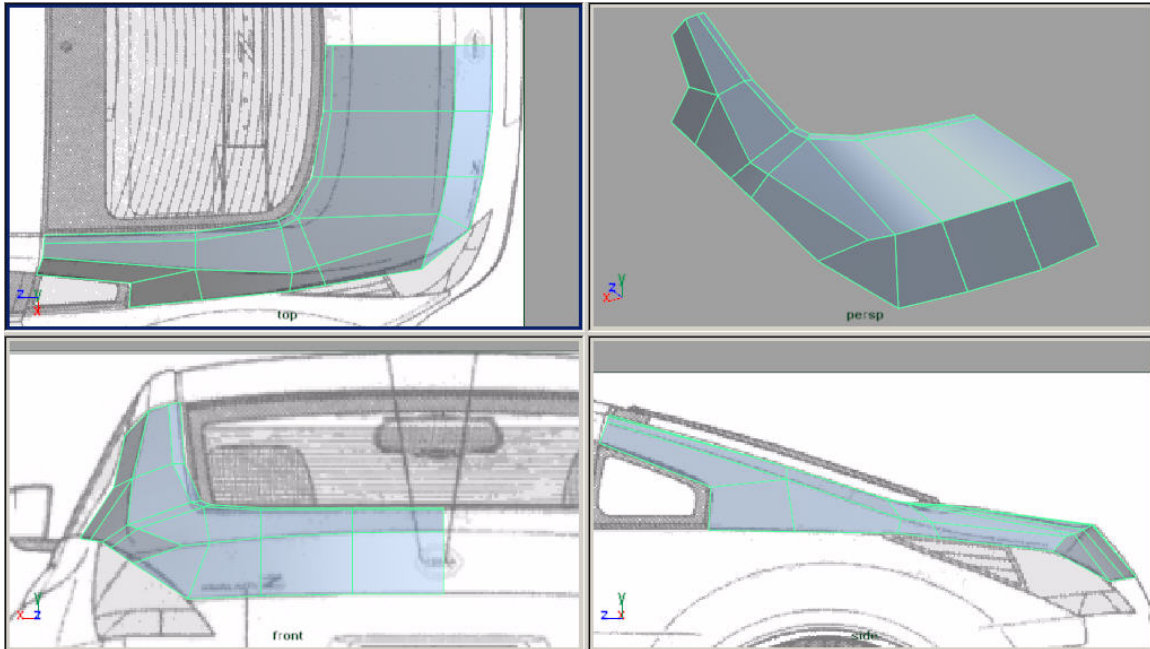
Delete some more faces.



Step 107

A questo punto diamogli una forma più precisa.

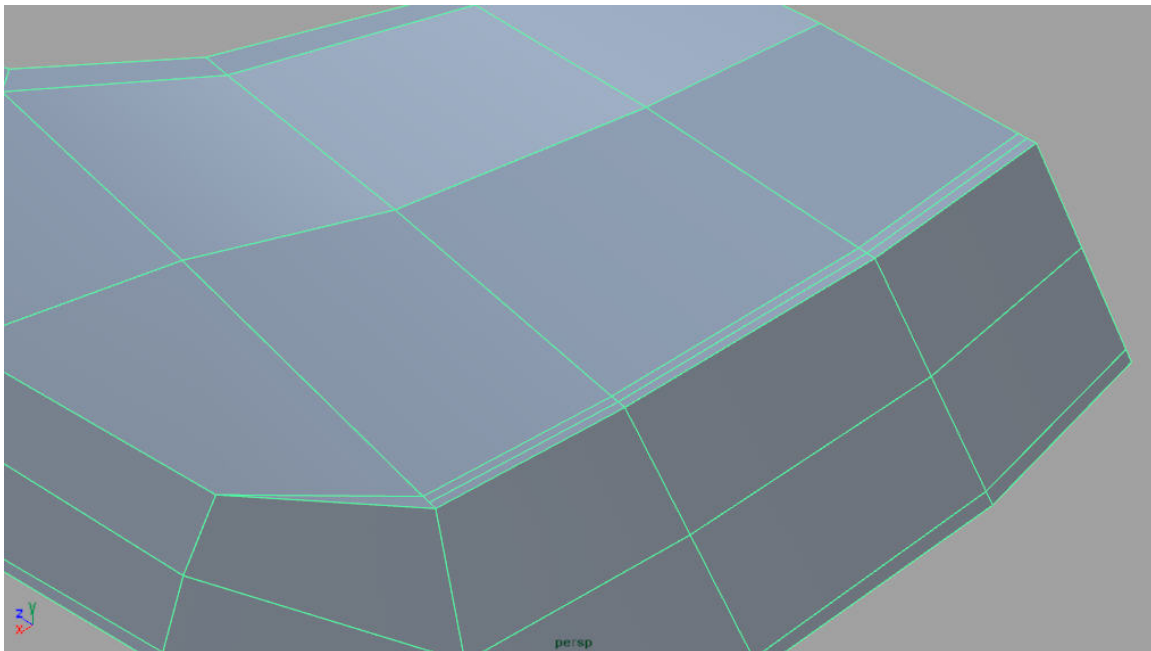
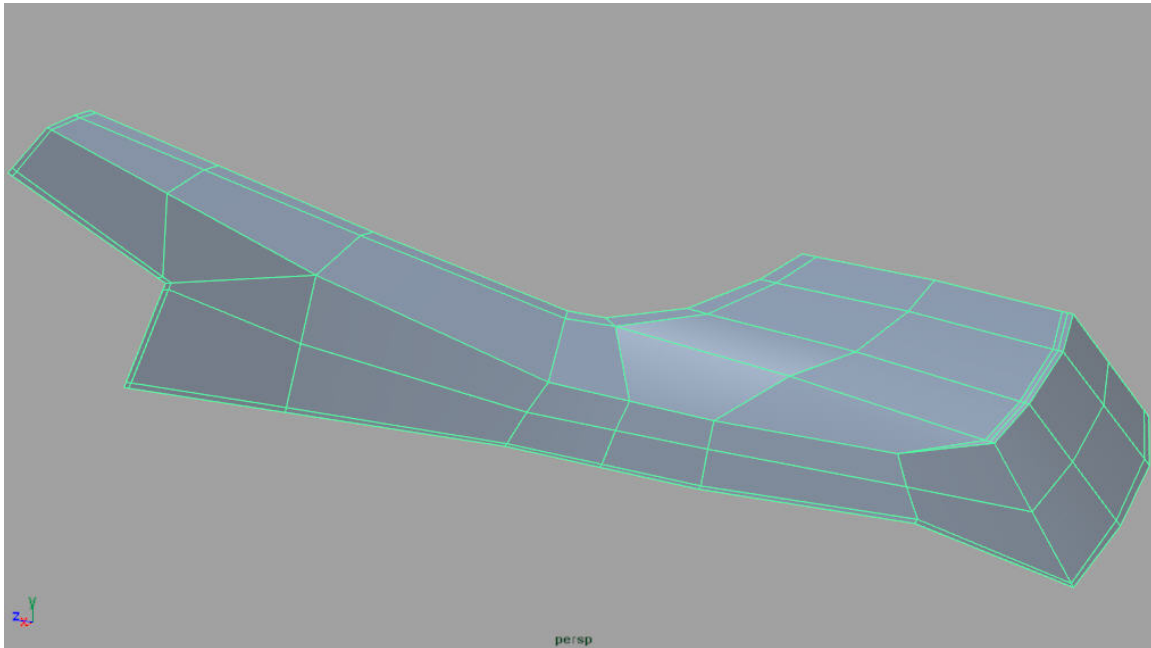
At this point start shaping it to match the shape of the car.



Step 108

Ho aggiunto qualche linea di controllo nei punti critici.

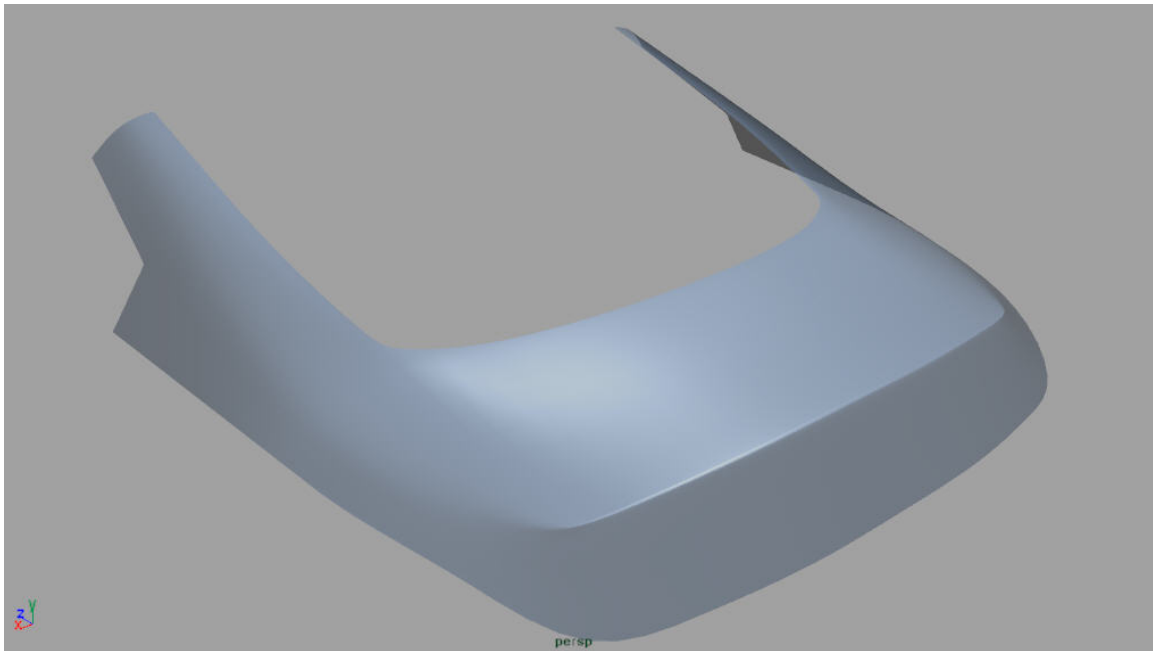
I have added some control lines at the critical points.



Step 109

Questo è il risultato che ho ottenuto.

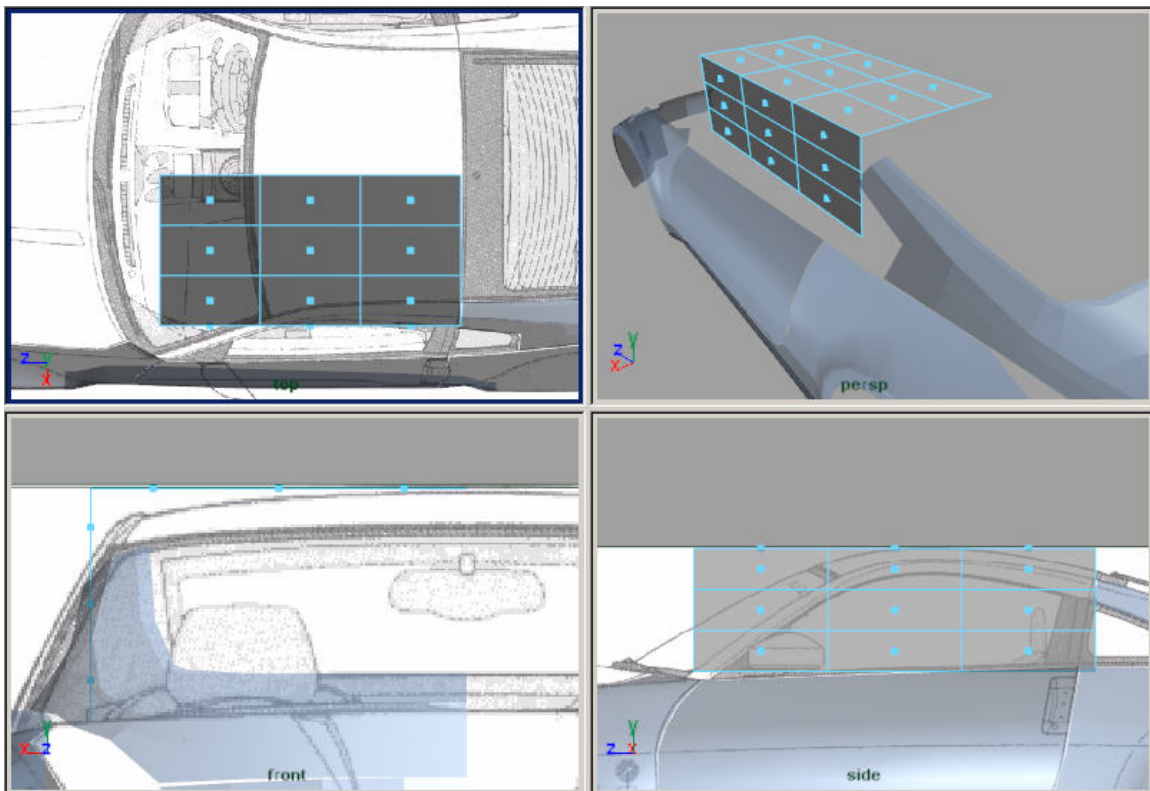
This is the result that I have obtained.



Step 110

Ora ci manca solo un pezzo da modellare per finire la carrozzeria, il tetto.
Create il cubo, adattatelo alle misure del tetto, impostate Subdivisions Width a 6,
Subdivisions Height a 3, Subdivisions Depth a 3 ed eliminate le facce che non ci servono.

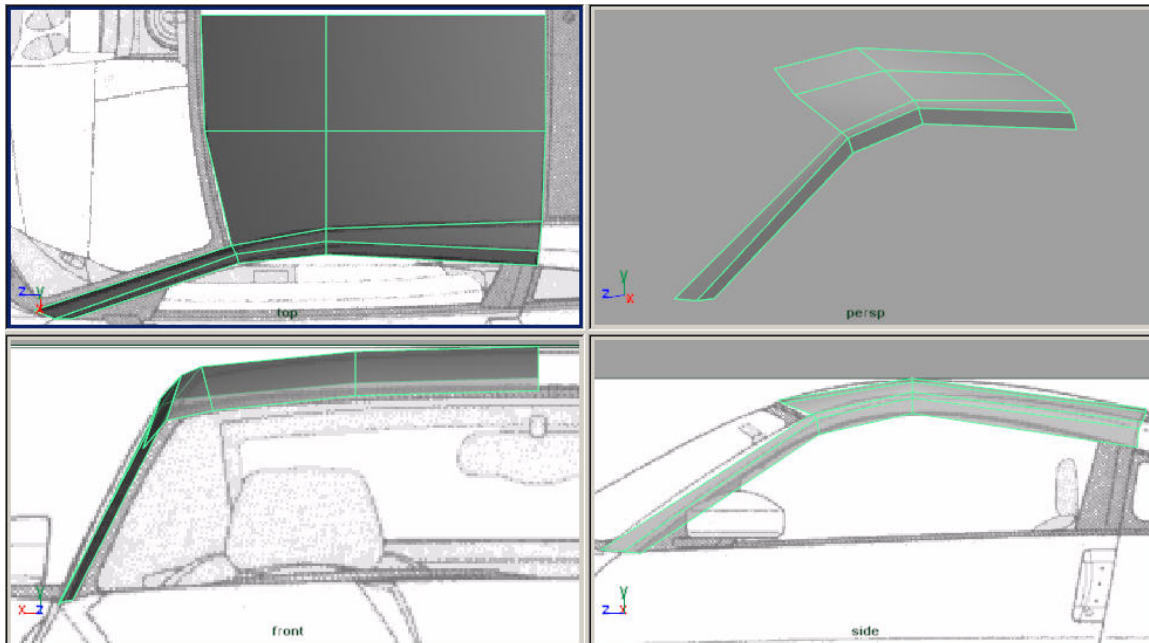
Now we're missing only one piece in order to finish the car's body; the roof. Create a cube, adapt it to the dimensions of the roof and set Subdivision Width to 6, Subdivision Height to 3 and Subdivision Depth to 3 and delete the faces that we don't need.



Step 111

Eliminando alcune facce e spostando i vertici diamogli una forma più adeguata.

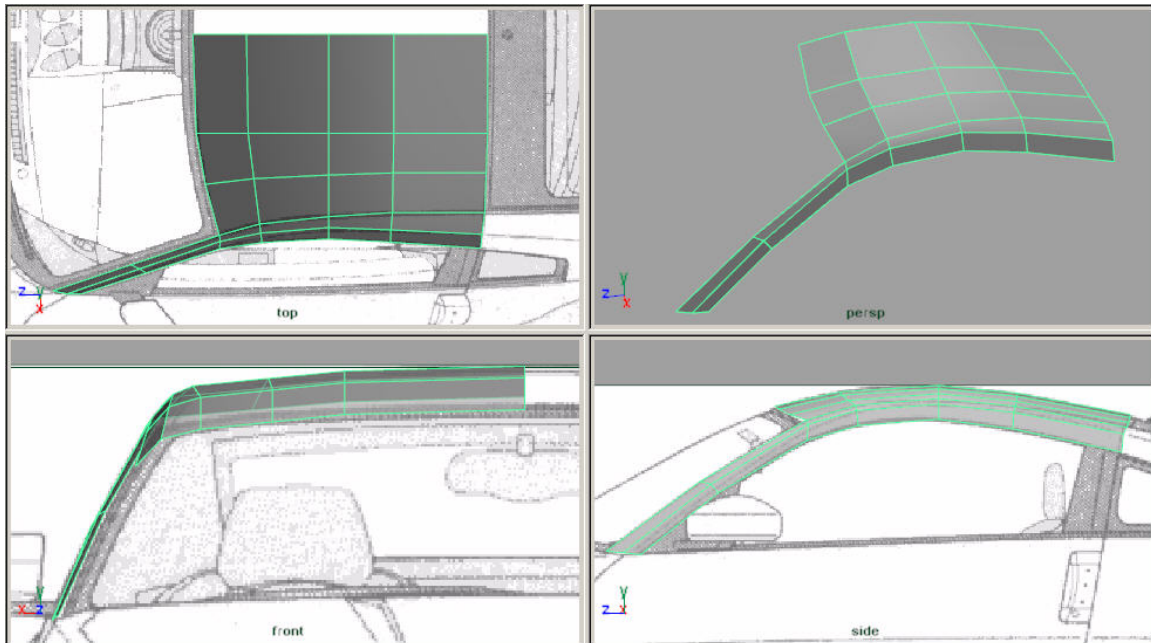
Eliminate some faces and move the vertices to adapt the shape to that of the roof.



Step 112

Ho aggiunto qualche linea per definire meglio alcuni punti.

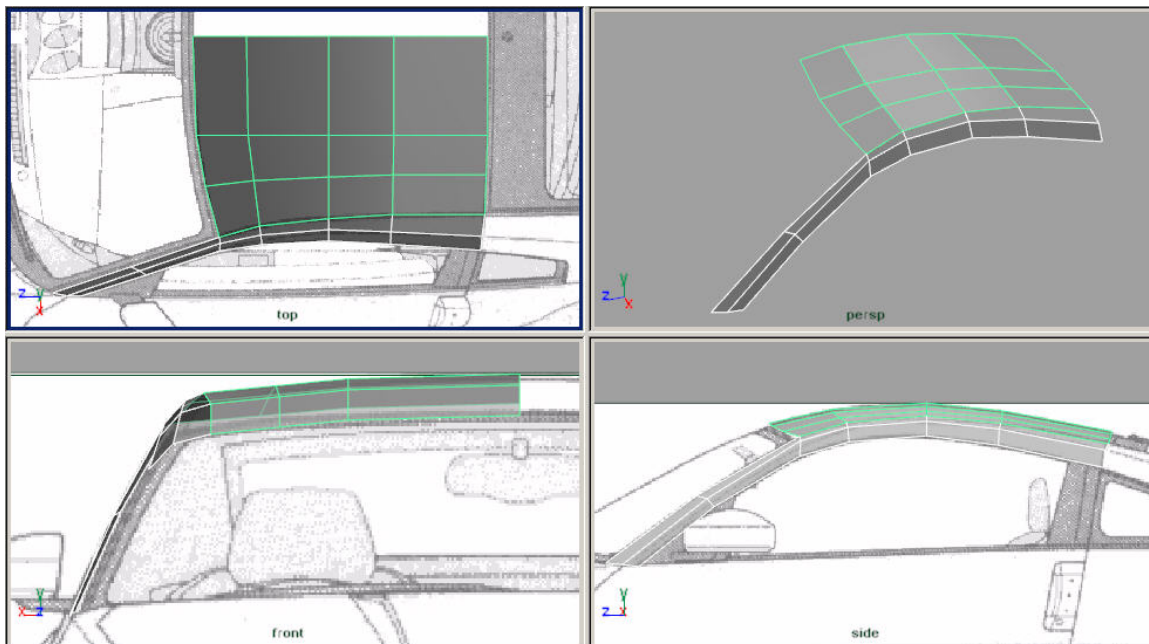
I have added some lines in order to better define some points.



Step 113

Ora, siccome il tetto della macchina è costituito da due pezzi (il tetto e i sostegni) noi lo faremo altrettanto. Selezionate le facce del tetto e cliccate sul comando Extract (). Ora il tetto è diviso in due parti.

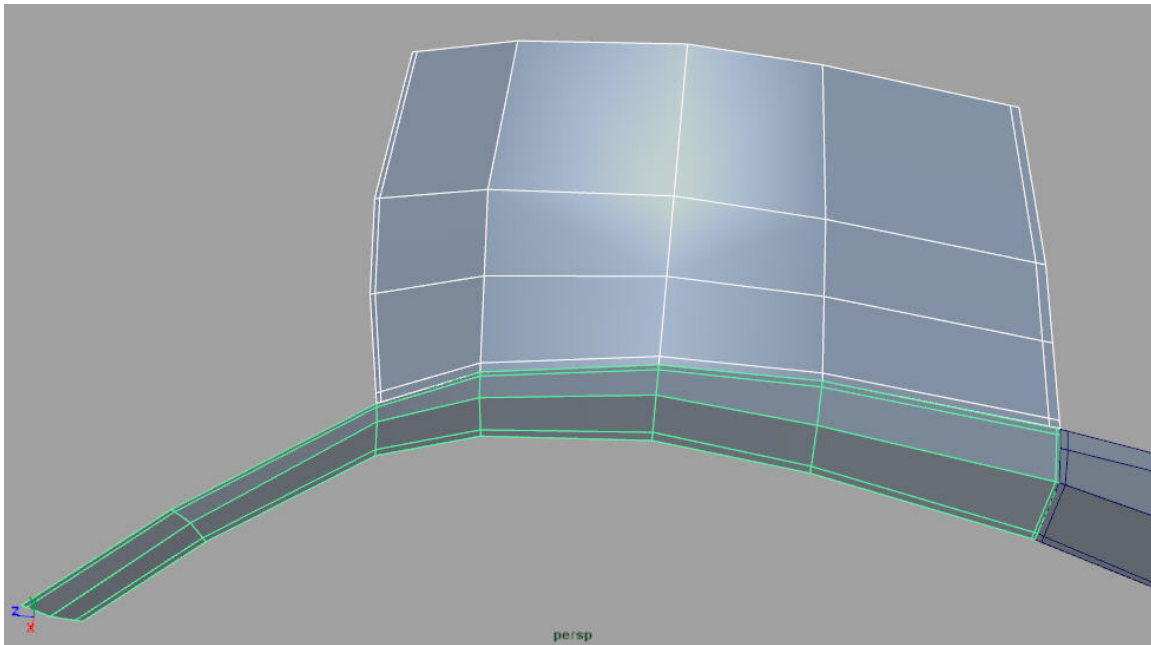
Now, because the roof of the car is made from two pieces (the roof and the supports) we will also create two pieces. Select the faces of the roof and go to the Extract command (). Now the roof is divided into two parts.



Step 114

Come ultima fase della modellazione, ho aggiunto delle linee di controllo ai bordi di entrambi i modelli.

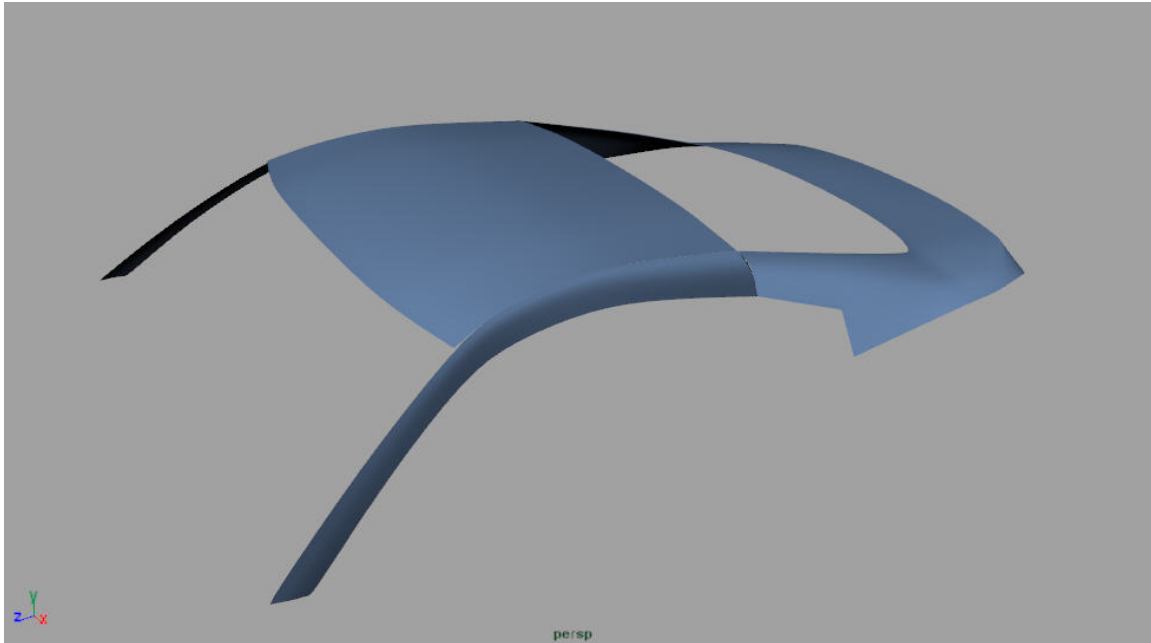
Like the last step of the modeling, I have added some more control lines to the edges of both models.



Step 115

Questo è il risultato che ho ottenuto facendo lo smooth.

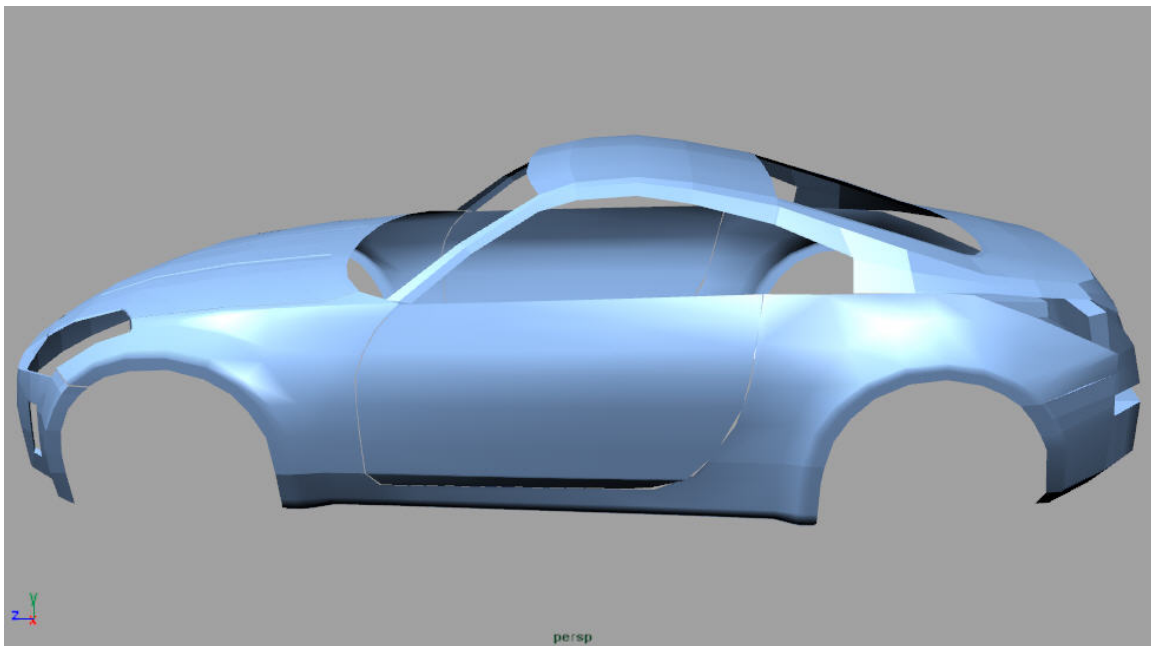
This is the result that I have obtained after a smooth.



Step 116

A questo punto la modellazione della carrozzeria è sostanzialmente conclusa. Provate a rendere visibili tutti i livelli per vedere la macchina nel suo insieme. Dovrebbe essere qualcosa di simile.

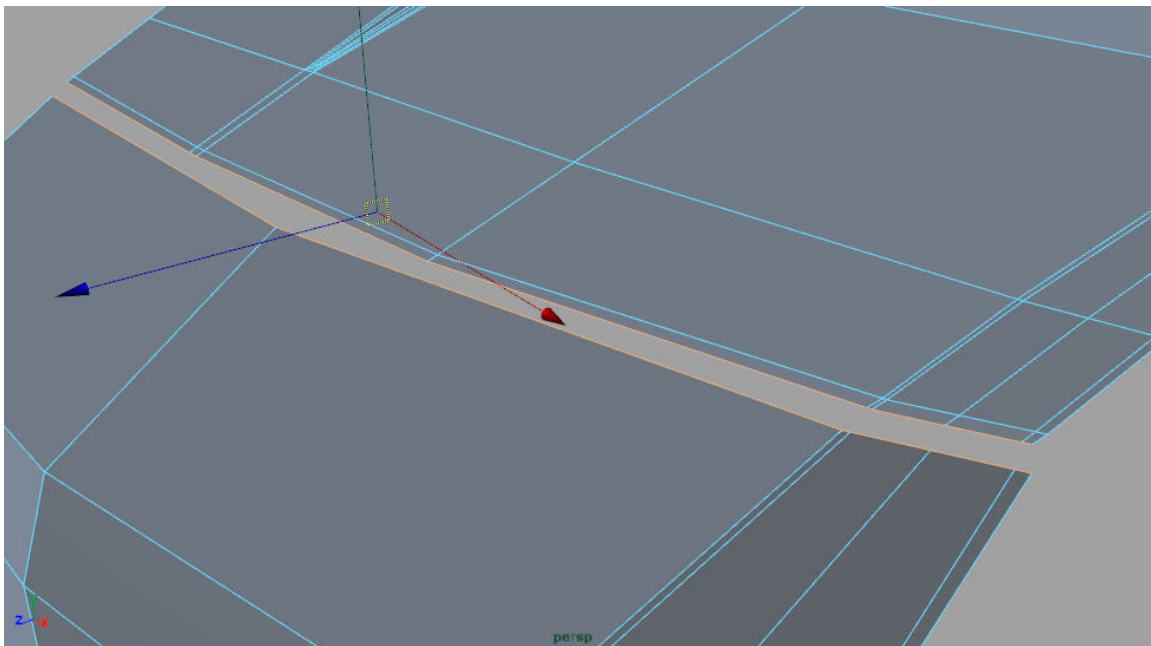
At this point of the modeling process, body of the car is pretty much finished. Try to render with all the layers visible in order to see the complete vehicle. It should look something like this.



Step 117

Ora cercheremo di dare un po' di "profondità" alla nostra carrozzeria. Prendiamo per esempio la parte frontale della macchina (quella composta dal cofano e paraurti) e selezioniamo questi lati.

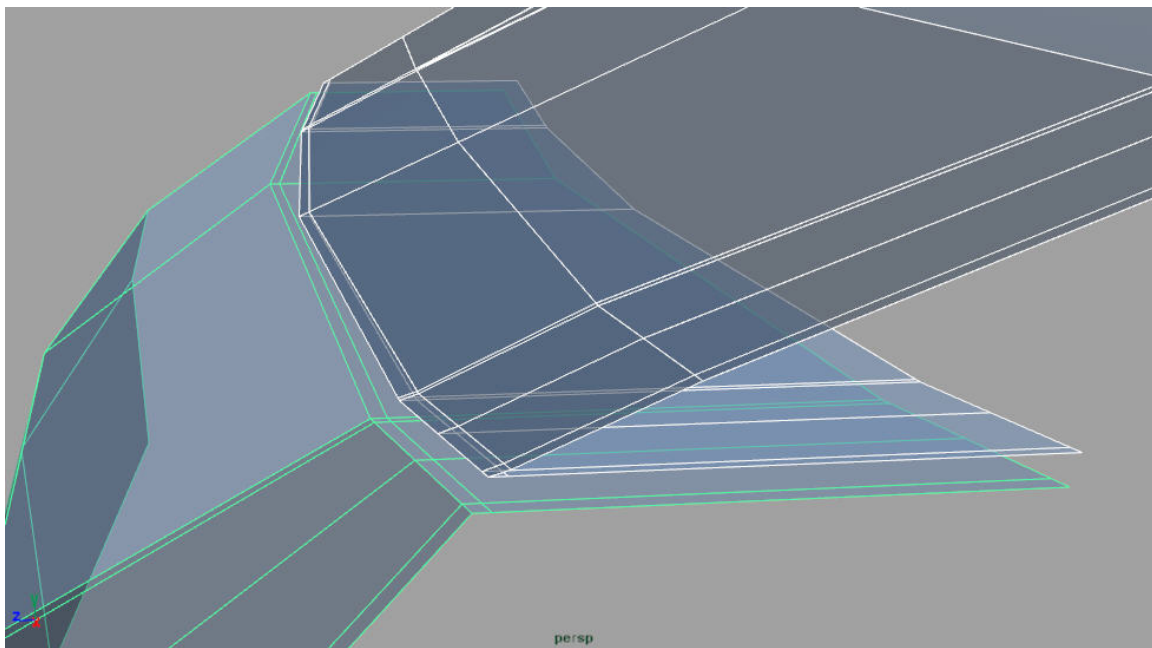
Now we will try to give it a little "depth". As an example, take the frontal part of the car (that's composed of the bonnet and bumper) and select these edges.



Step 118

Cliccate sul comando Extrude Edge (che abbiamo già usato per la parte posteriore dell'auto), cambiate il manipolatore a quello universale (d'ora e in avanti usate solo questo, quello locale non è adatto per nostro scopo) cliccando in cima alla 4° freccia e spostatelo leggermente all'interno. Cliccate nuovamente Extrude Edge e spostate il manipolatore nella stessa direzione ma questa volta più lontano. Vi dovrebbe venire fuori una cosa simile.

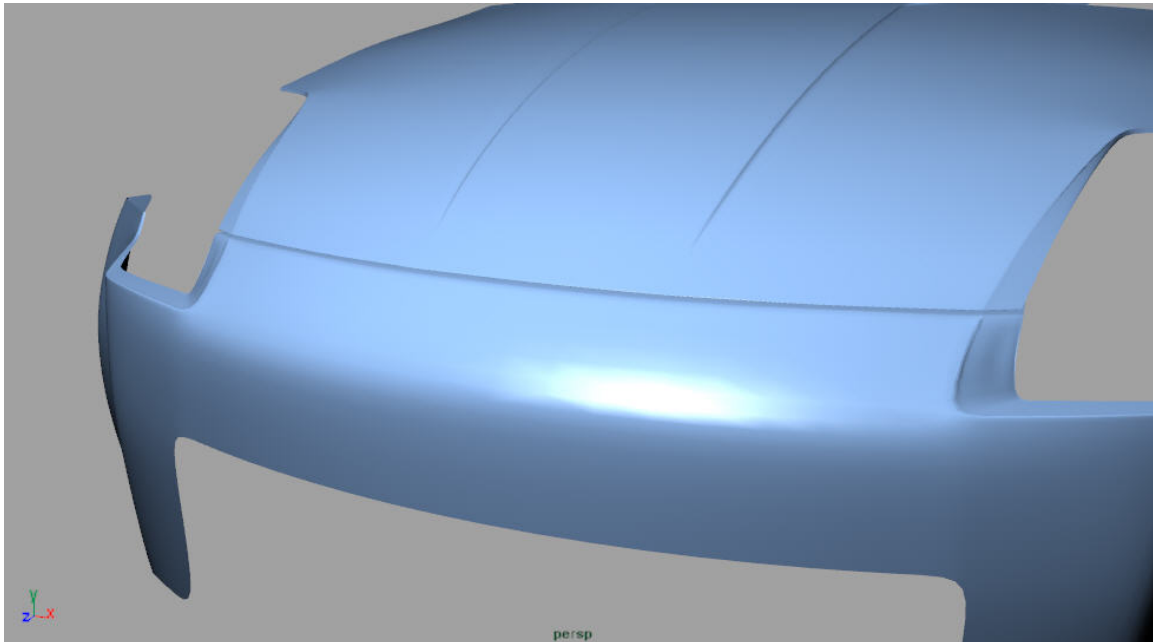
Go to Extrude Edge (that we have already used for the posterior part of the car), change the manipulator tool to the universal one (from now on, use only this, the local one it is not useful for this purpose) and move it a little to the inside. Go to Extrude Edge tool again and move the manipulator tool in the same direction but this time move the edge further away. You should have something like this.



Step 119

Per vedere com'è venuto provate a specchiare sia il cofano che il paraurti (ogni volta che specchiate un oggetto non dimenticate di dare il comando Merge Vertices con impostazioni di default) e fate lo Smooth. Questo è il risultato.

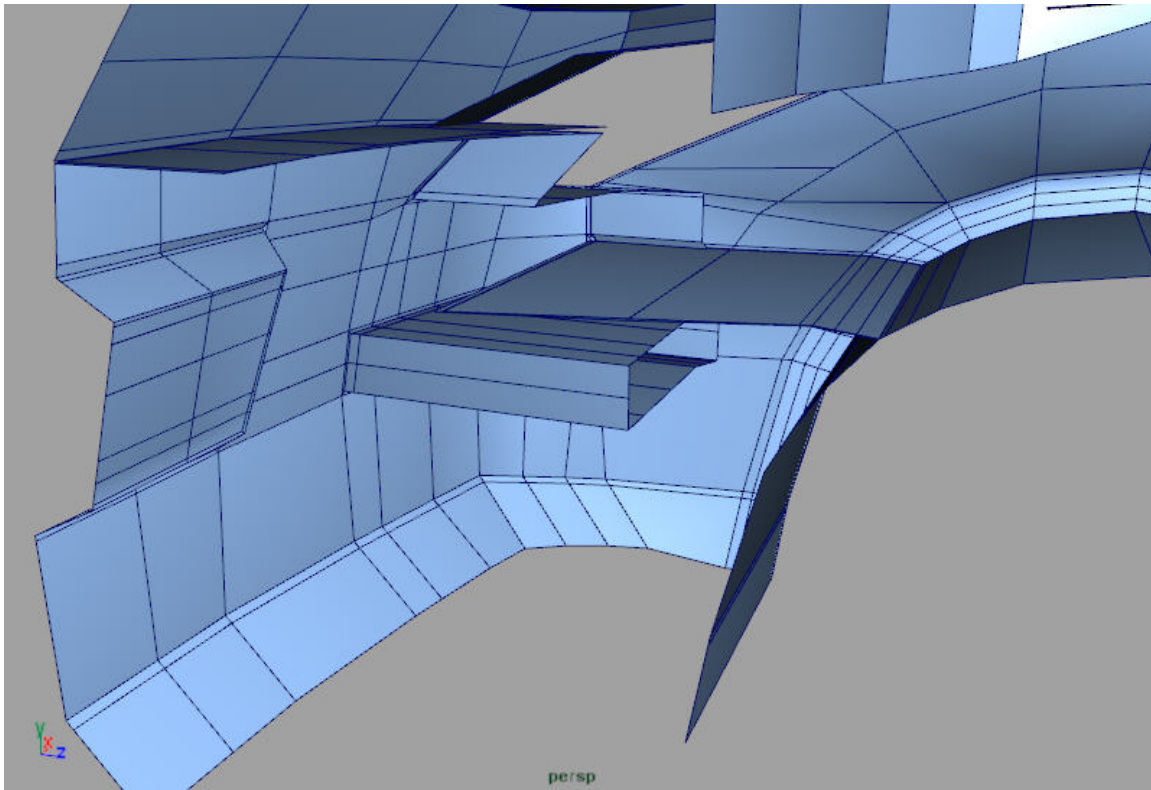
In order to see the result, try and to mirror the bonnet and the bumper (every time you do mirror don't forget to use the Merge Vertices command with default settings) and do the Smooth command. This is the result.

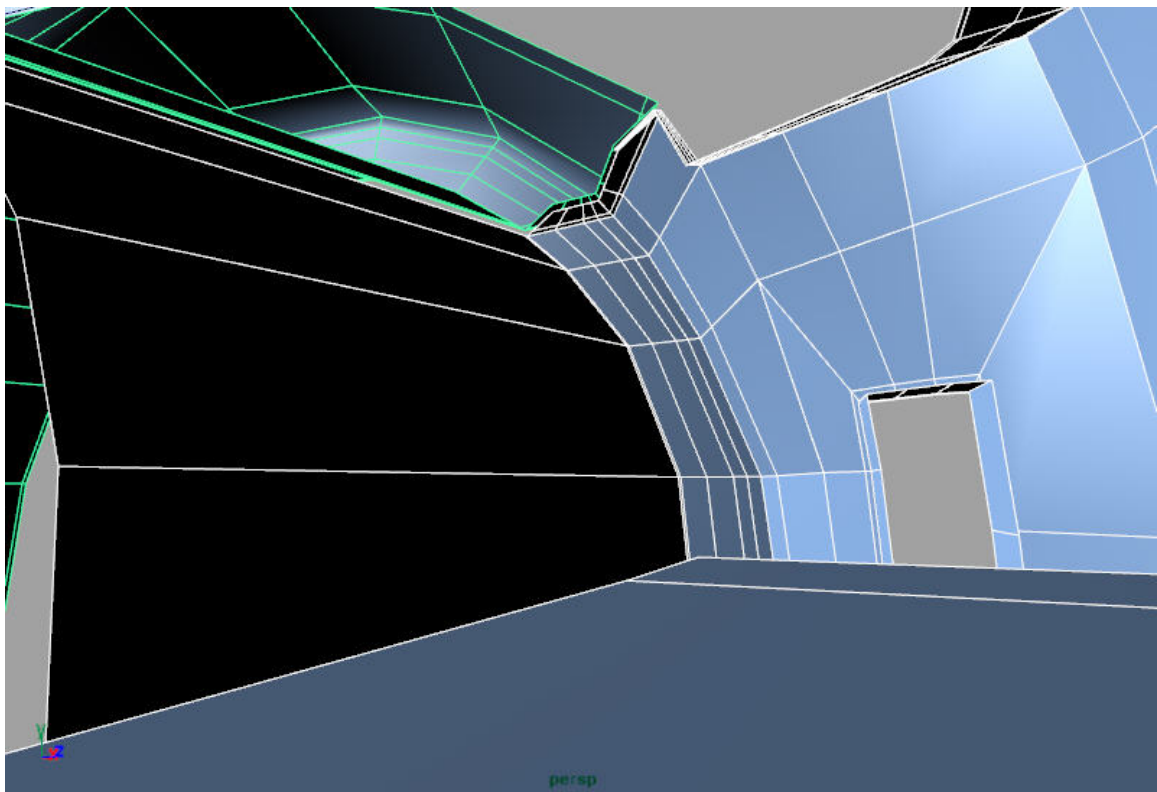
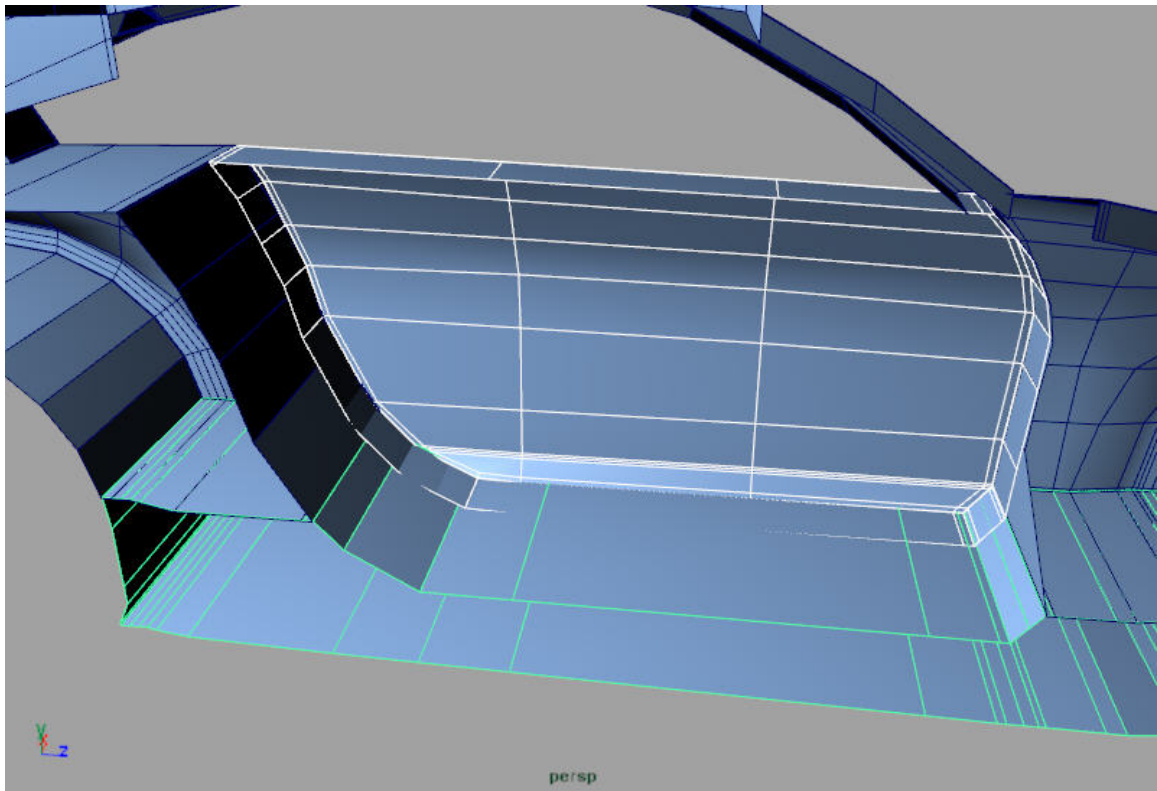


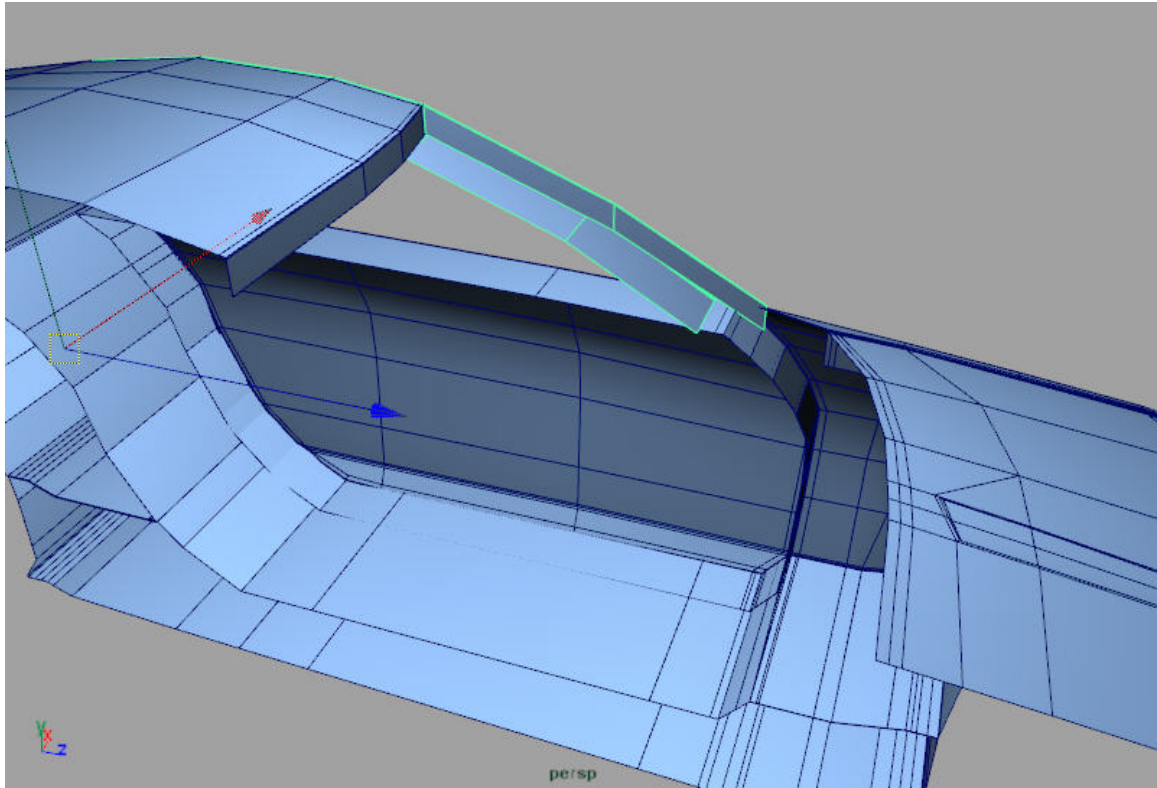
Step 120

La procedura è molto semplice, motivo per cui non sto a spiegarvi ogni passaggio ma mi limiterò ad illustrarvi alcuni fasi.

The procedure is very simple, that's the reason I am not going to explain every step to you, but will only illustrate what I have done with some screen-shots.



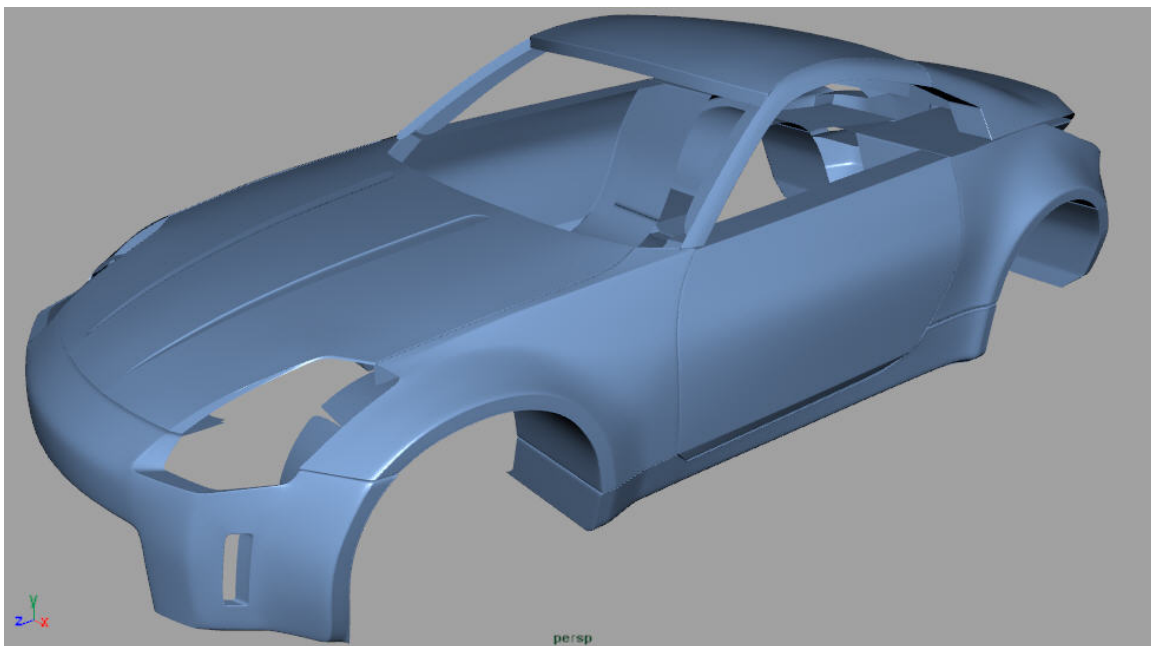
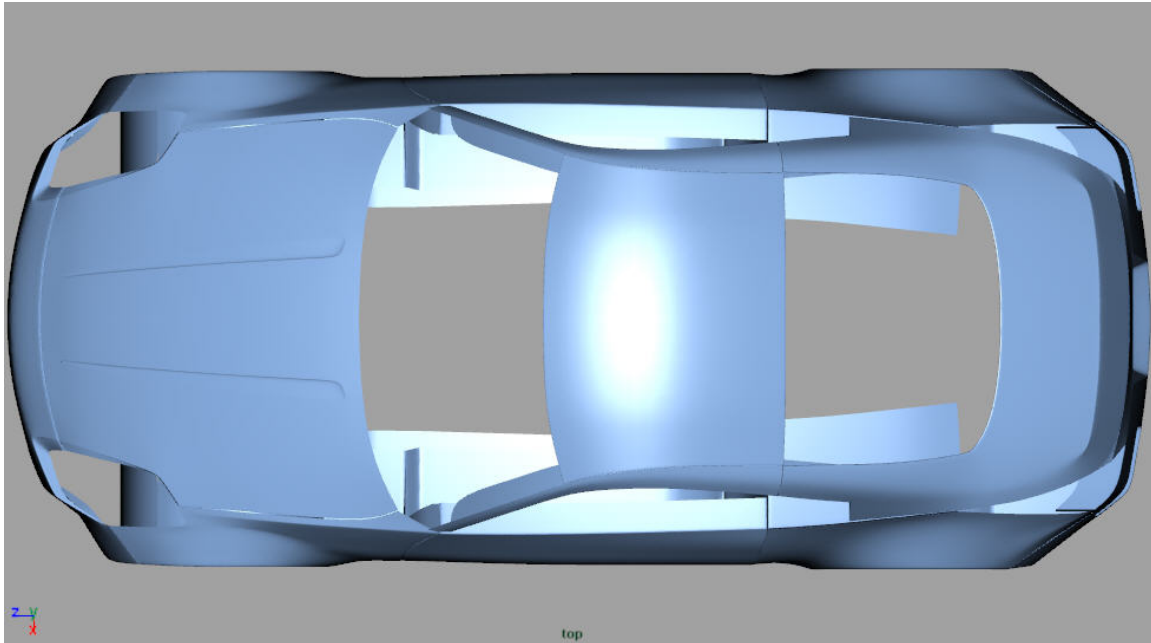


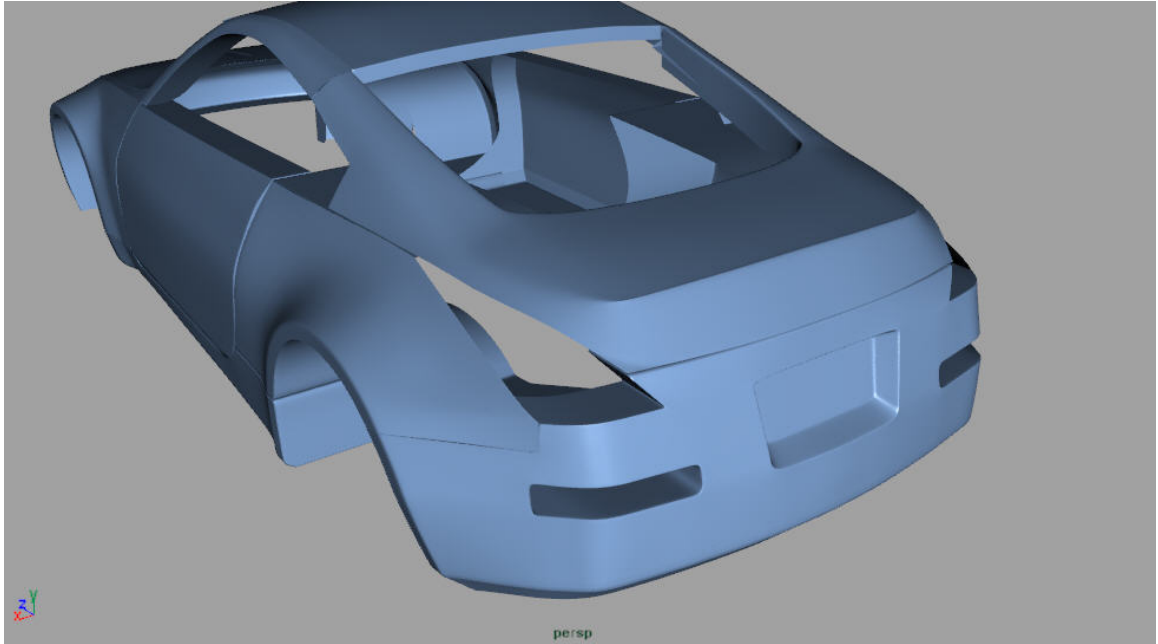


Step 121

Questo è il risultato finale.

This is the final result.

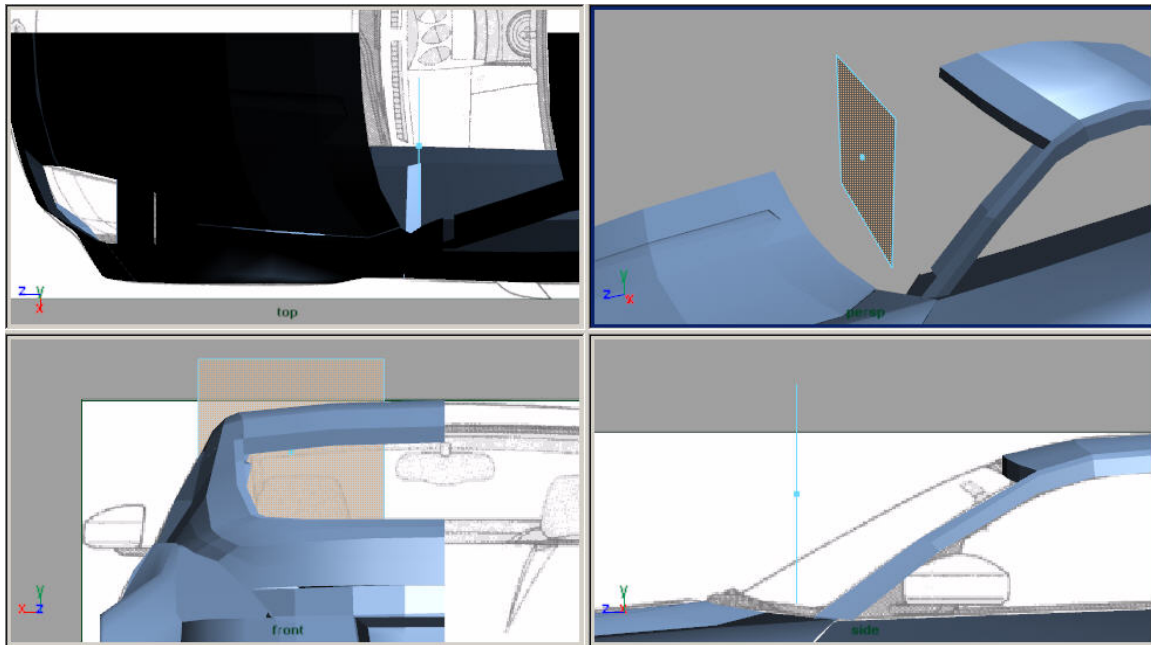




Step 122

Iniziamo la modellazione dei vetri, più precisamente quelli frontali. Create un cubo e nella vista Side eliminate tutte le facce tranne una in questo modo.

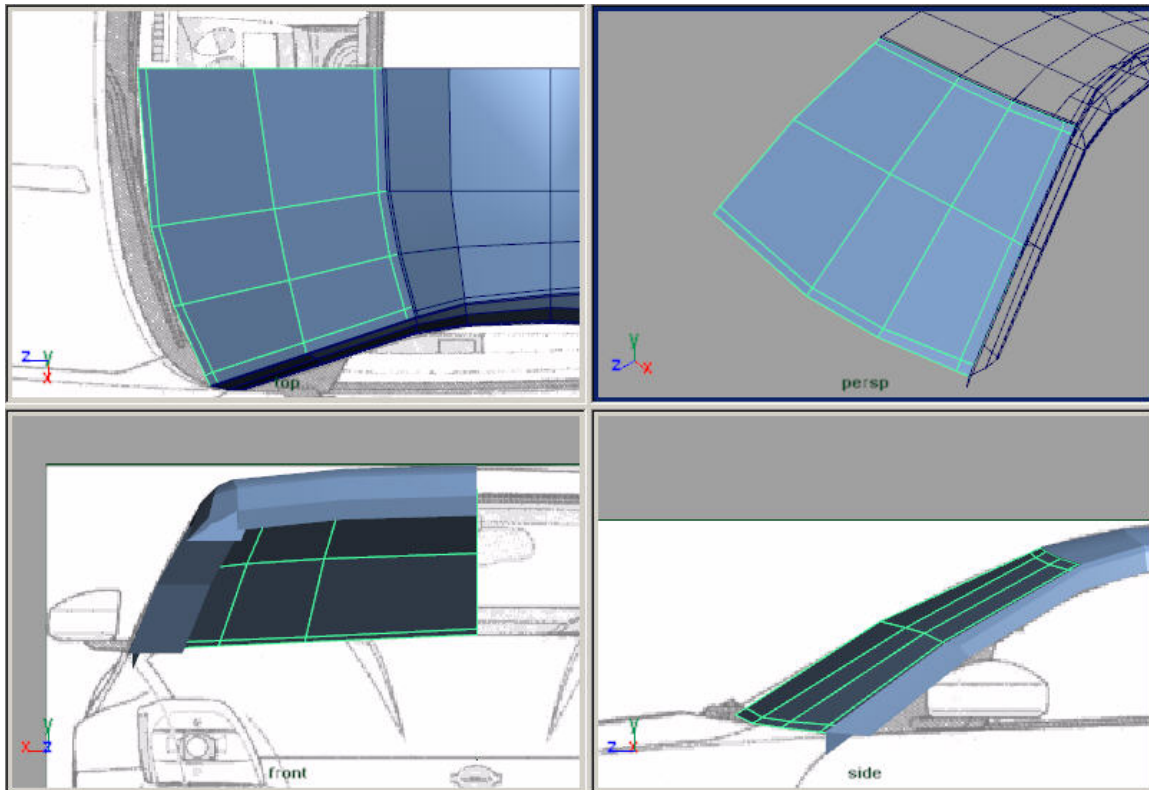
We begin the modeling of the window glass, starting with the frontal one. Create a cube and in the Side view delete all faces except the ones shown.



Step 123

Per prima cosa adattate le misure del poligono a quelle del vetro e quindi con una suddivisione (Split Polygon Tool) cercate di dargli una forma voluta.

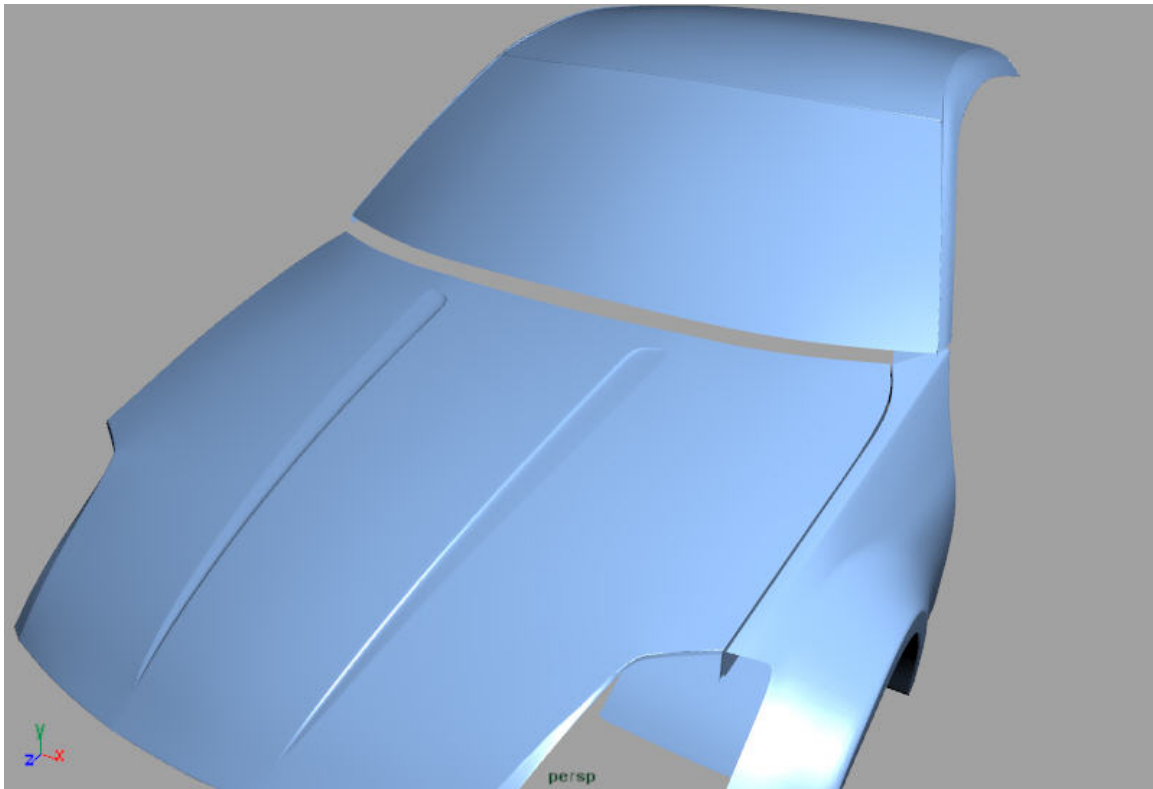
Begin to adapt the size of the polygon to those of the glass and with a subdivision (Split Polygon Tool) try to give it a more suitable shape.



Step 124

Questo è il mio risultato.

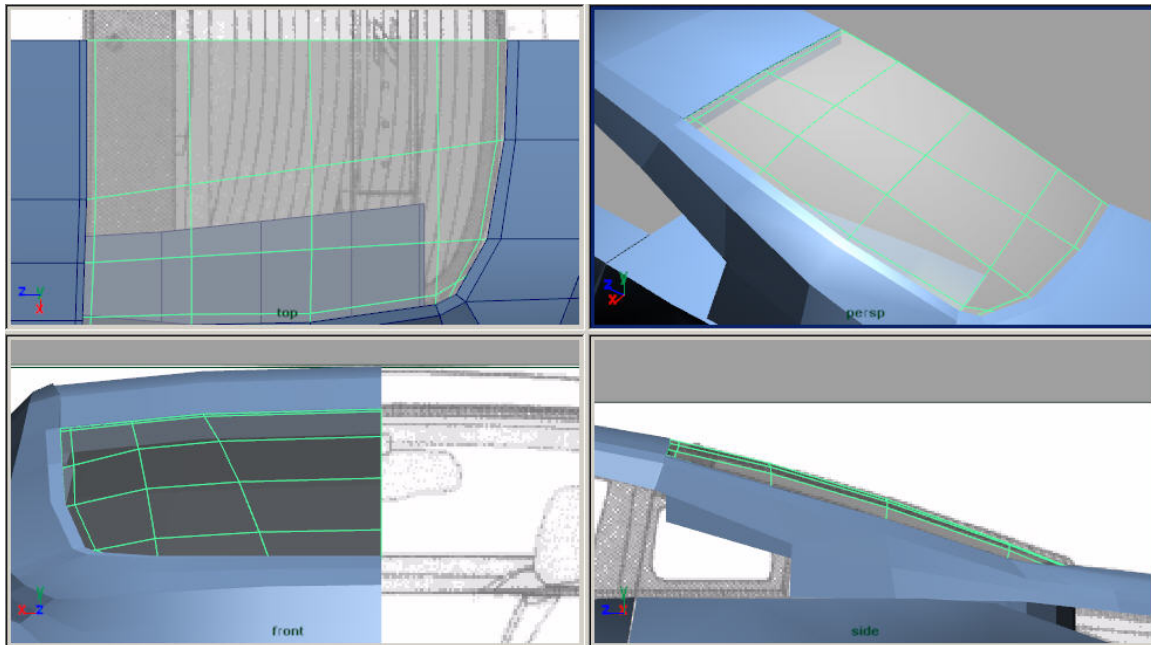
This is my result.

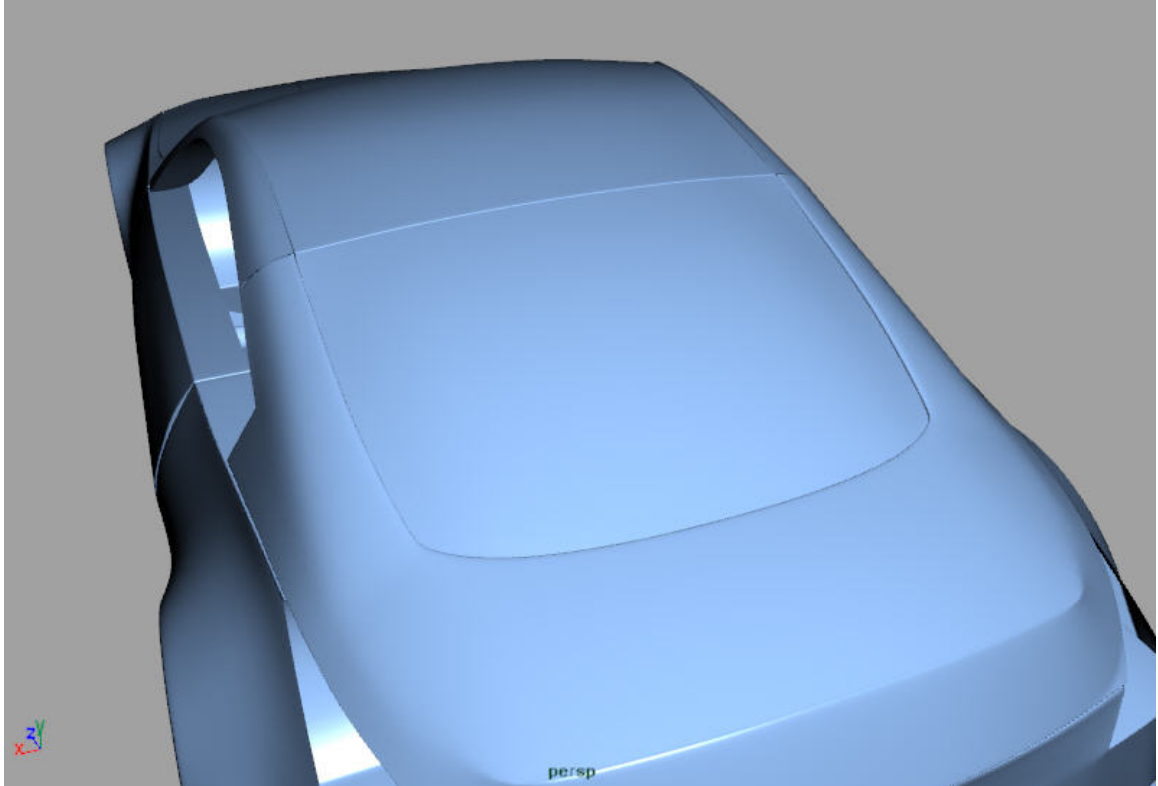


Step 125

Stesso identico procedimento per il vetro posteriore.

Do the same procedure for the posterior glass.

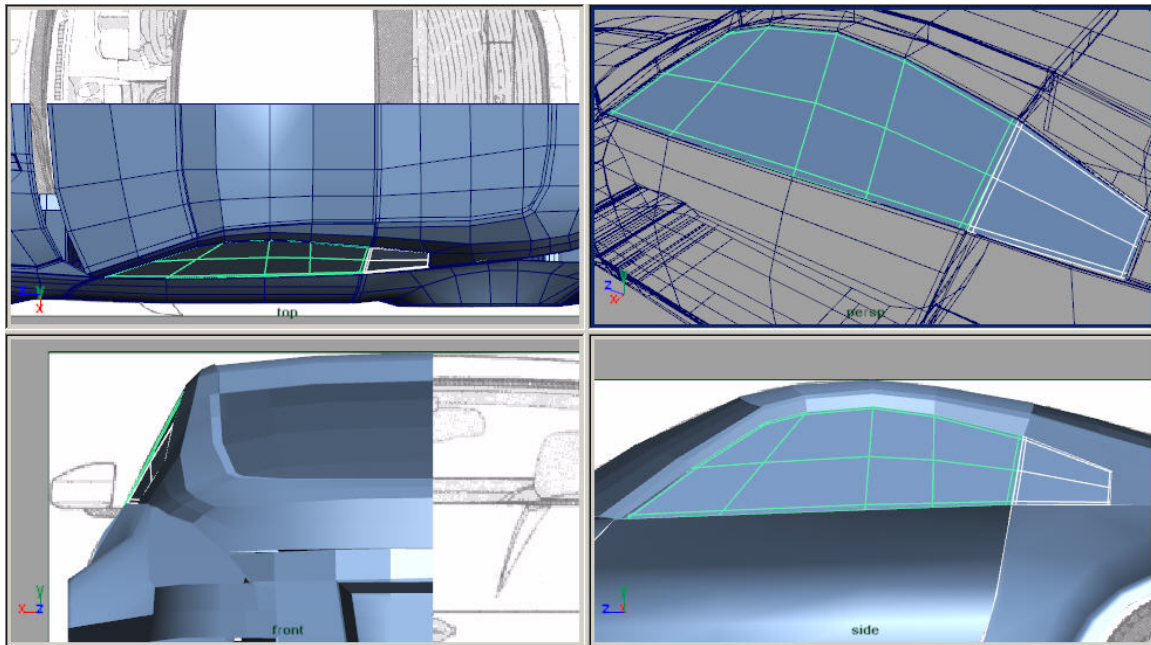


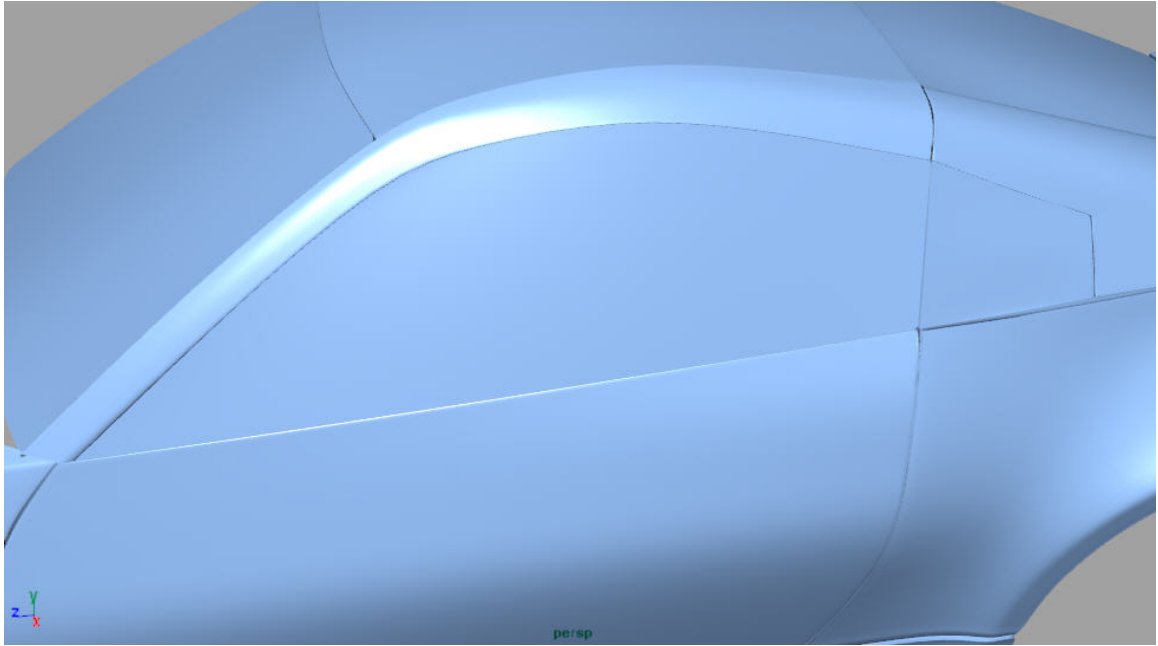


Step 126

Il procedimento non cambia nemmeno per quanto riguarda i vetri laterali, che ovviamente vanno modellati in due pezzi separati.

Use the same procedure for the side windows; they obviously have to be modeled in two separated pieces.

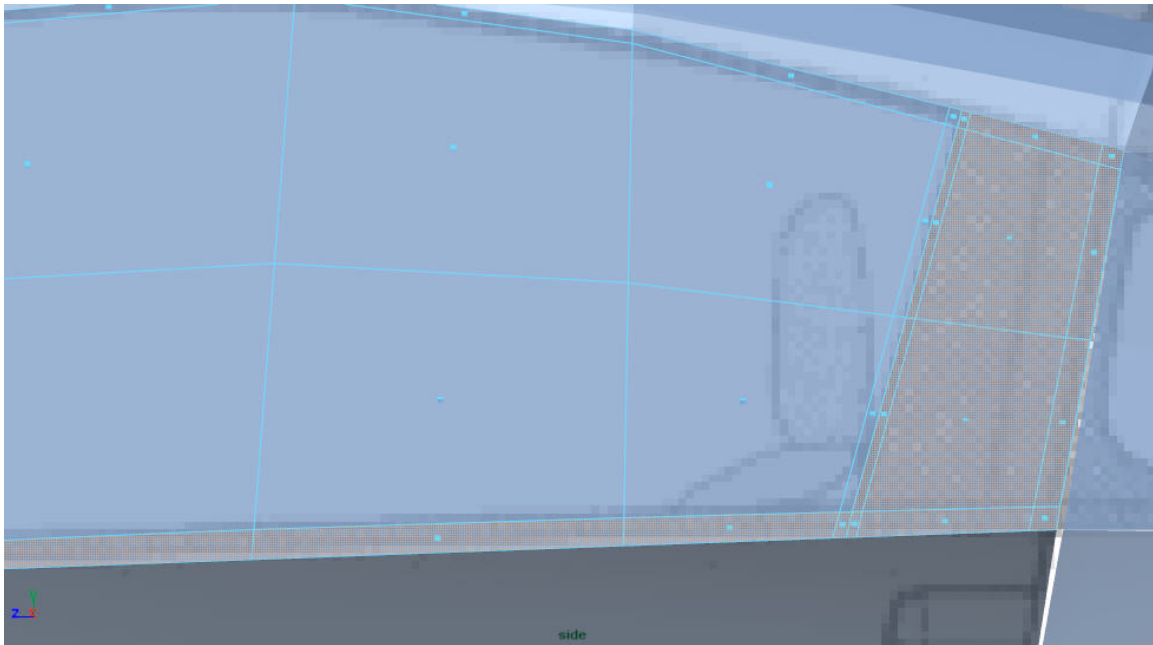




Step 127

Cerchiamo di rendere i nostri vetri laterali più dettagliati aggiungendo i bordi. Cominciamo da quello centrale. Con Split Polygon Tool tracciate la forma e quindi selezionate le facce.

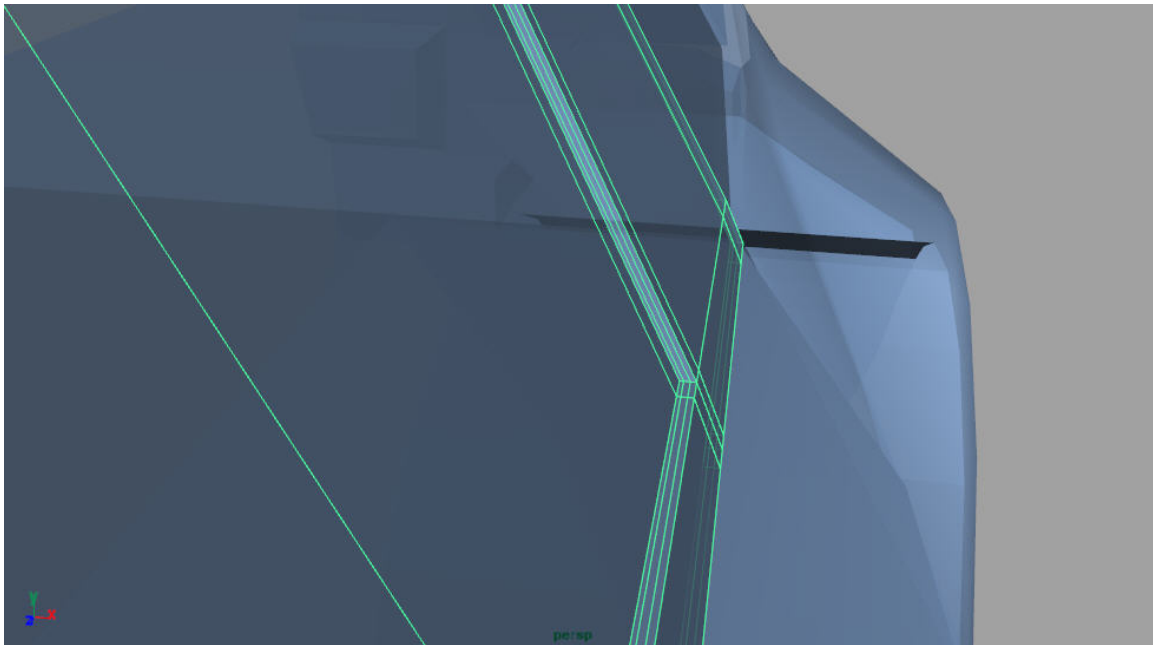
Try to make our side windows more detailed at the joining edges. We begin at the one in the center. With Split Polygon Tool trace the shape and then select the faces.



Step 128

Con Extrude Face (usate il manipolatore universale, non locale) fate 2-3 estrusioni spostando ogni volta le nuove facce verso l'esterno.

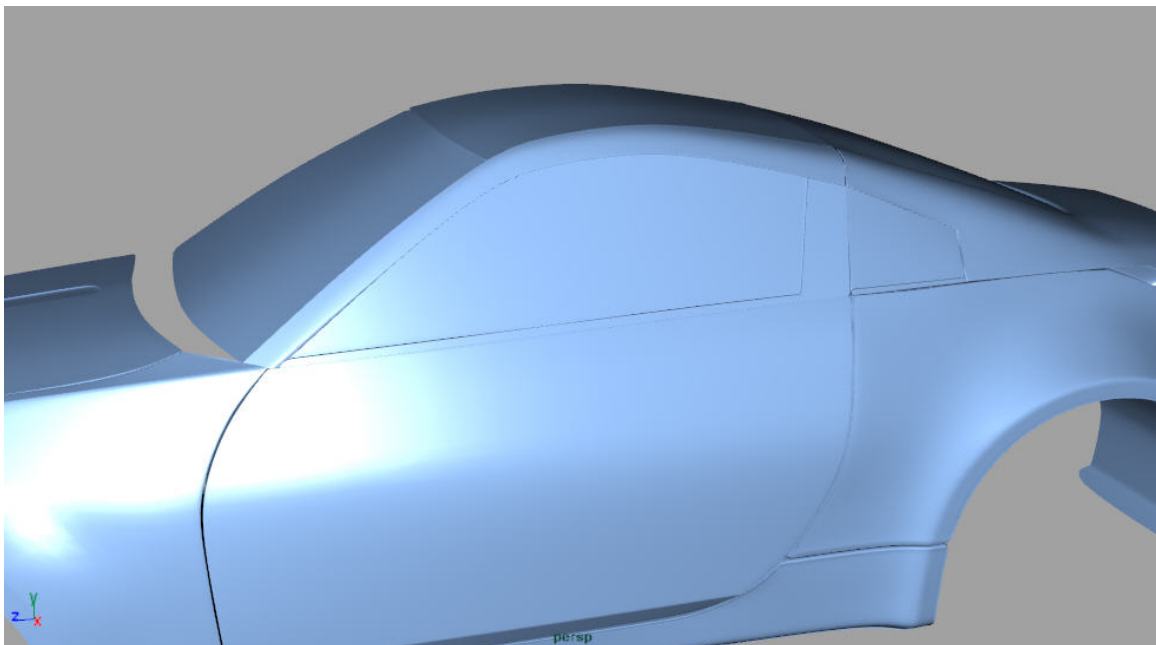
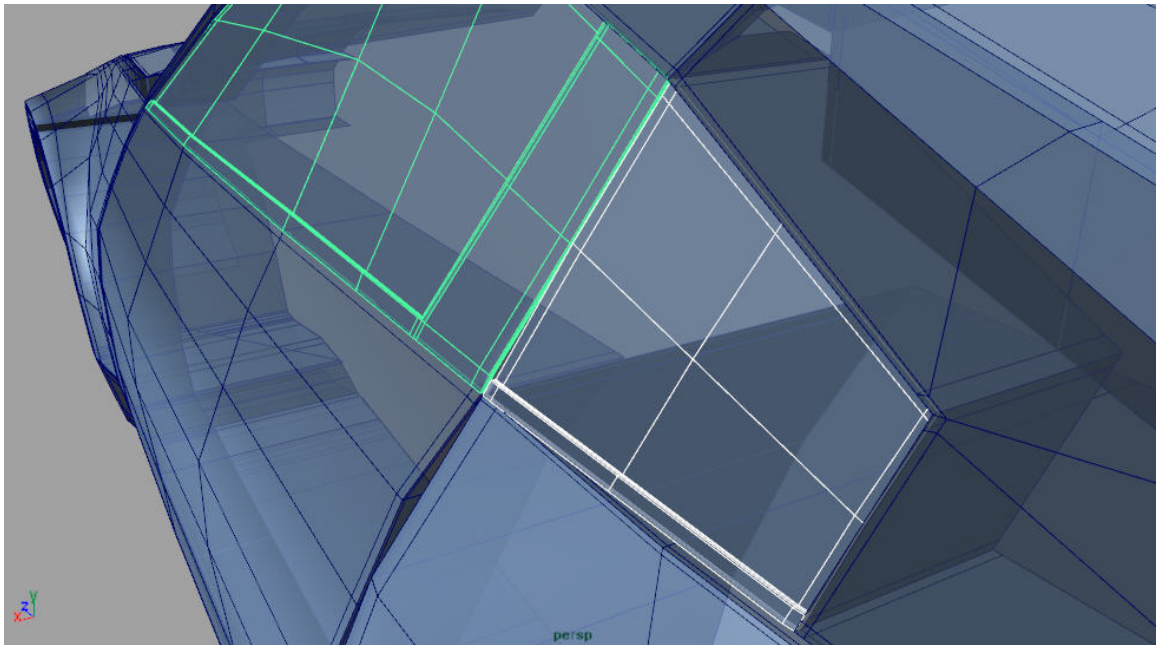
Using the Extrude Face tool (use the universal manipulating tool, not local), do 2-3 extrusions and move the new faces toward the outside each time.



Step 129

Lo stesso procedimento applicatelo anche agli altri bordi. Questo è risultato che ho ottenuto.

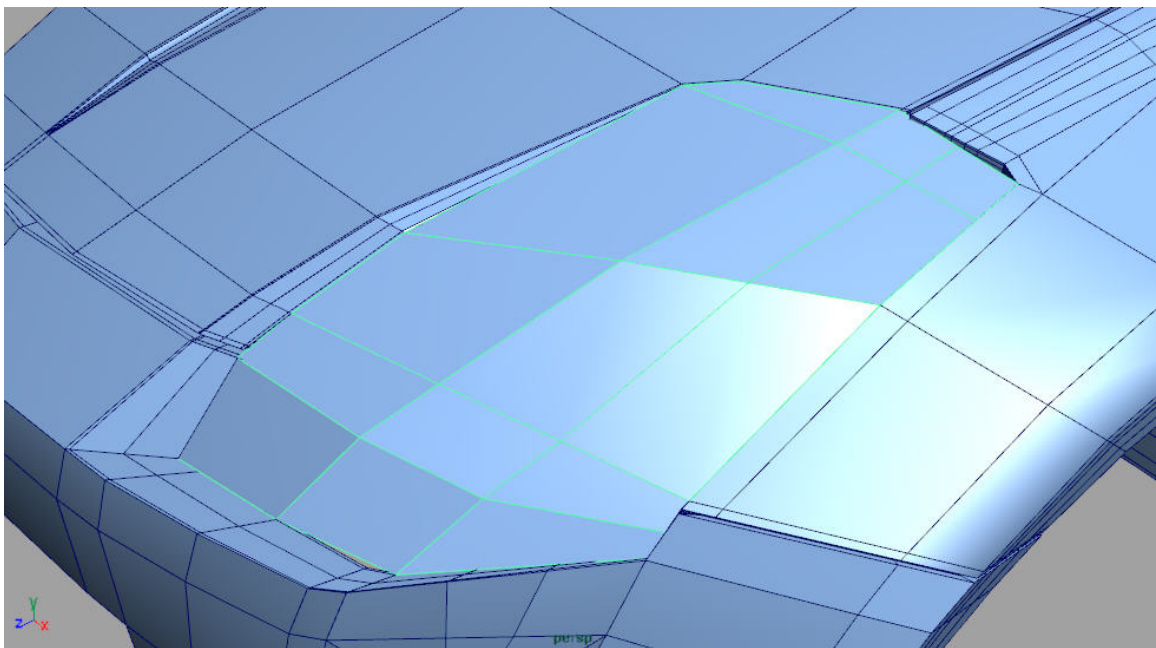
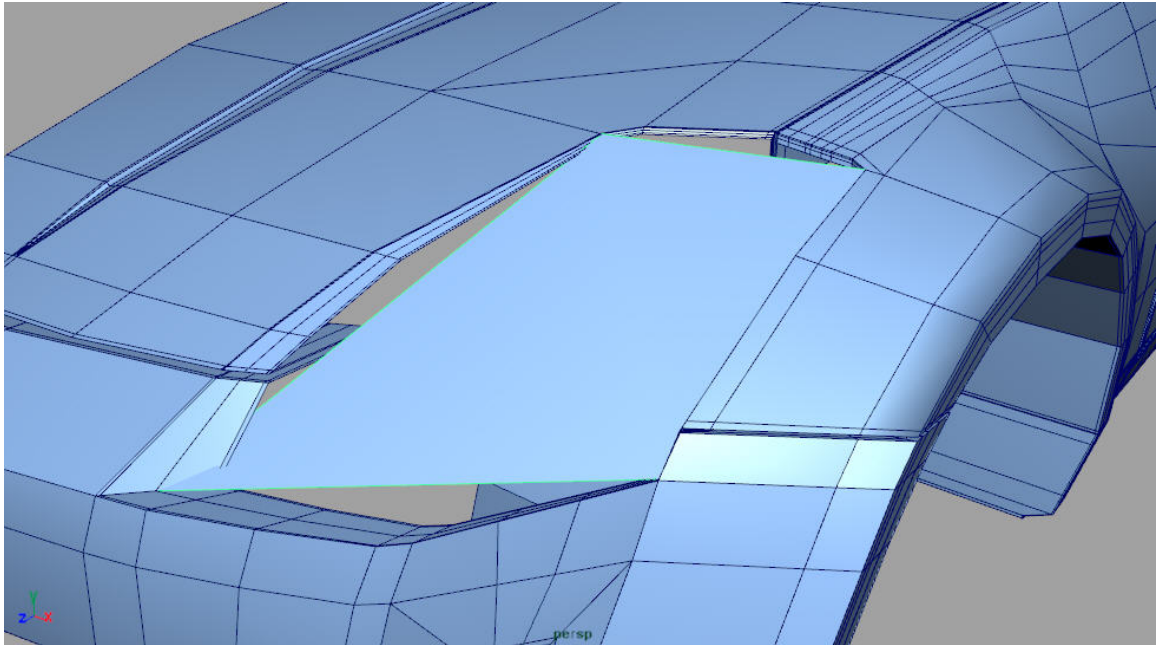
The same procedure applies to the other edges. This is the result that I have obtained.

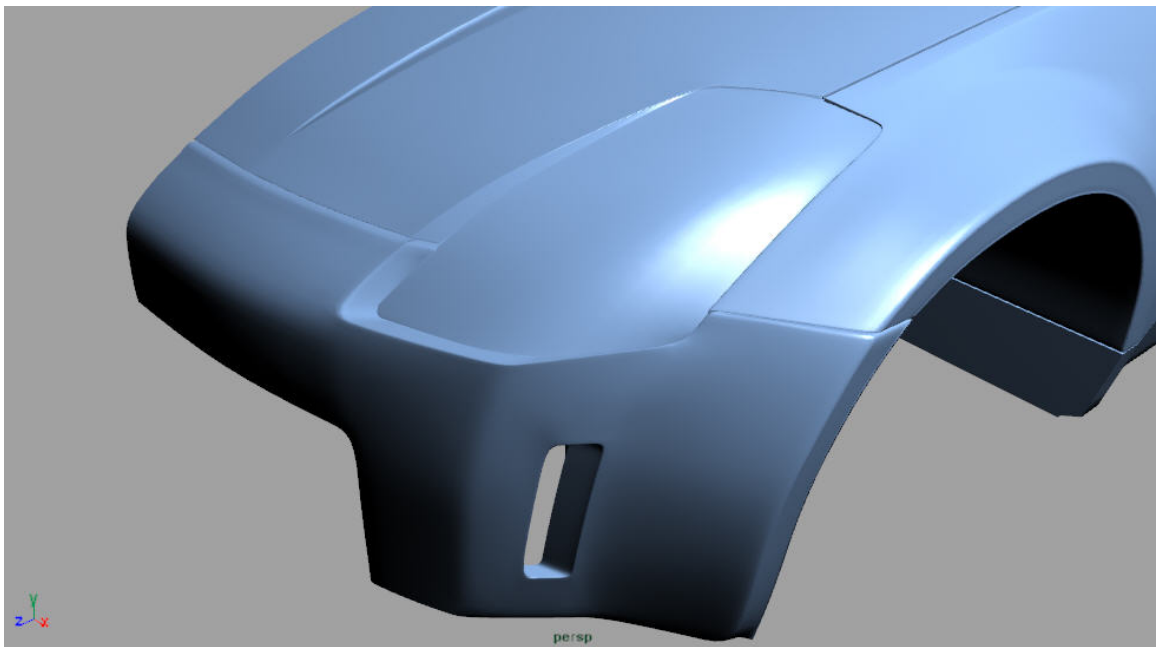
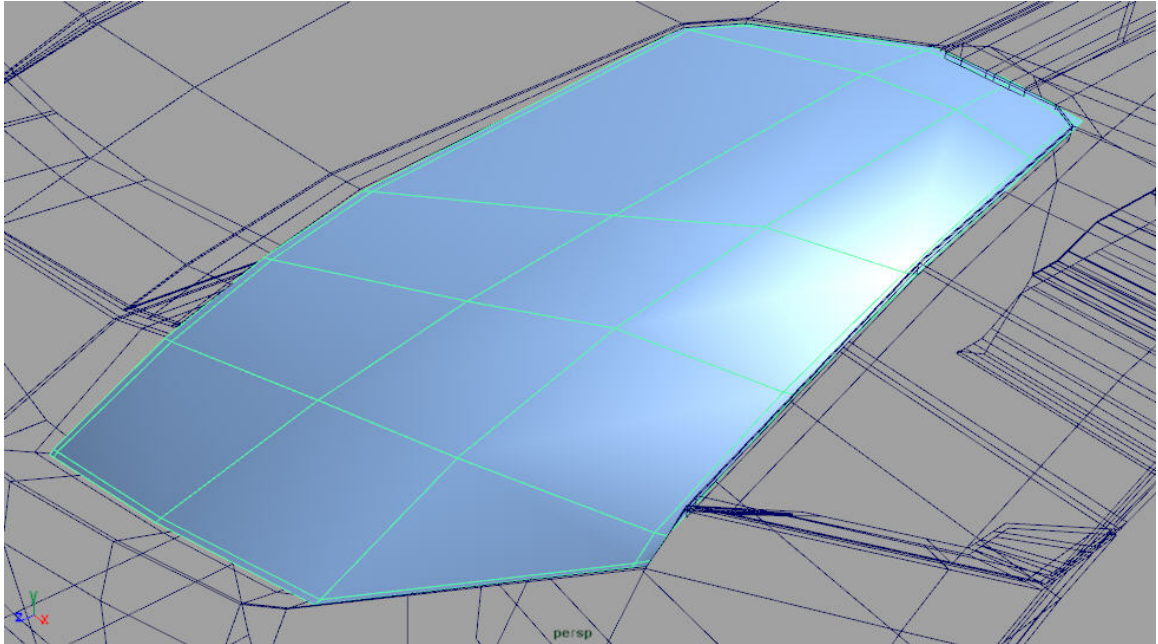


Step 130

Nello stesso modo ho fatto anche i fari frontali.

I made the frontal headlights in the same way.

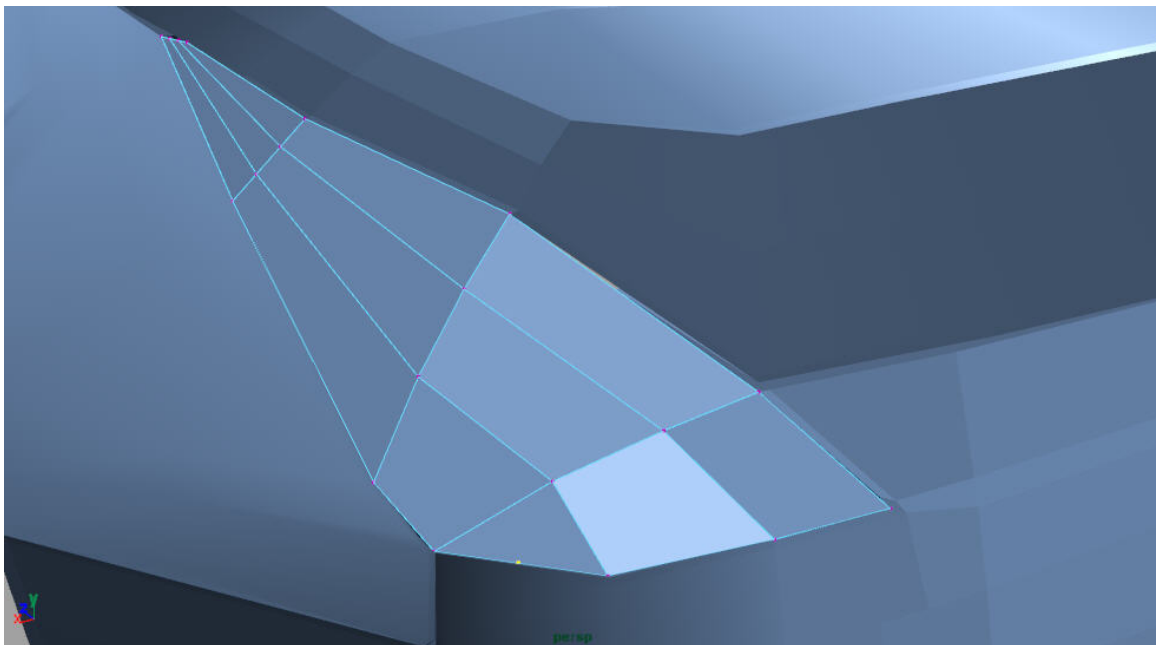
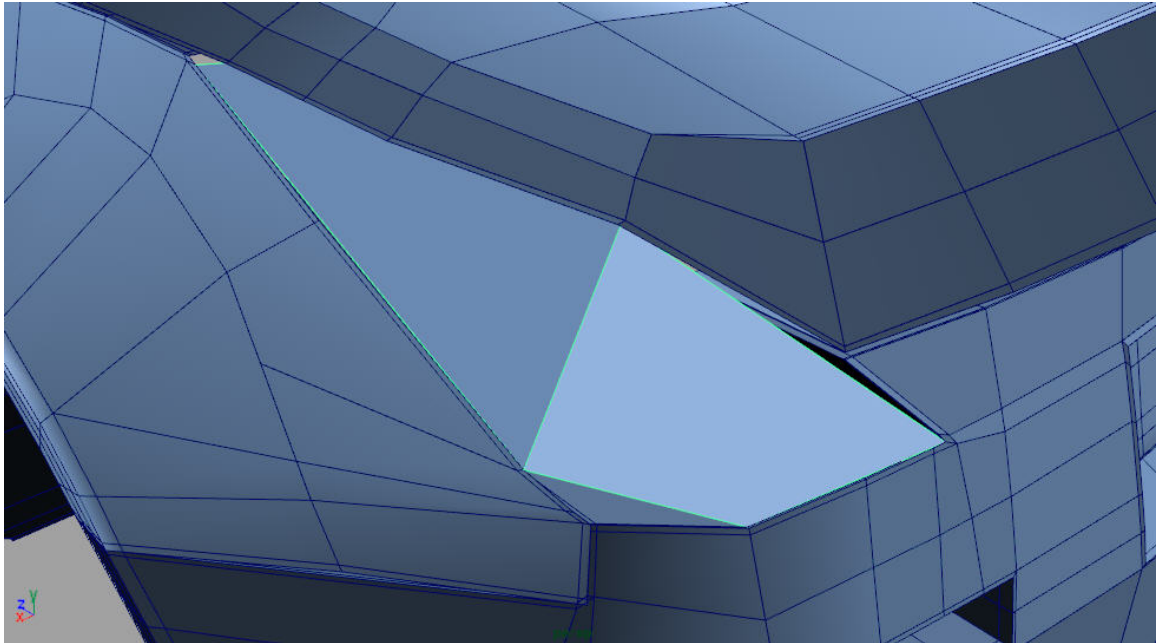


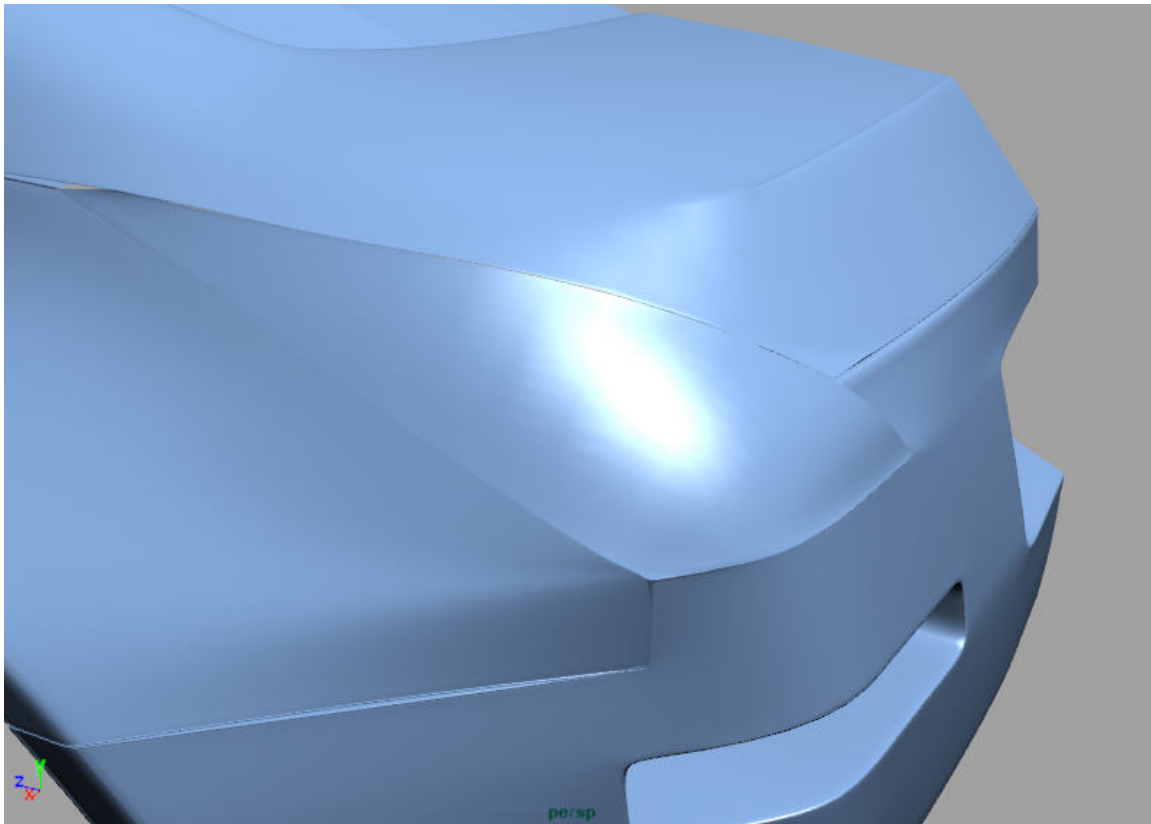


Step 131

E quelli posteriori.

And the posterior ones.





Mancano ancora alcuni particolari come gli specchietti, le maniglie, tubi di scarico, antenna ecc, ma arrivati a questo punto penso che qualunque di voi che abbia seguito il tutorial sia in grado di farli autonomamente senza grosse difficoltà.

Some parts such as the mirrors, the handles, tail pipes antenna etc are still missing, but anyone who arrived at this point could do it by themselves without much difficulty.