



### Car Modelling with Cinema 4D - of Markus whistle on

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#### Preparing Tipps & cheat

One of the most important and too usually underestimated range, is the preparation and selection of the automodel. Particularly I do not guess/advise to seize beginners equal to a Design-complex car.

Best own itself cars with clear clean alignment. I selected in this Workshop consciously an automodel, that not too easily and not too heavily for actual it am thus from Modellingtechni in the middle class to be settled.

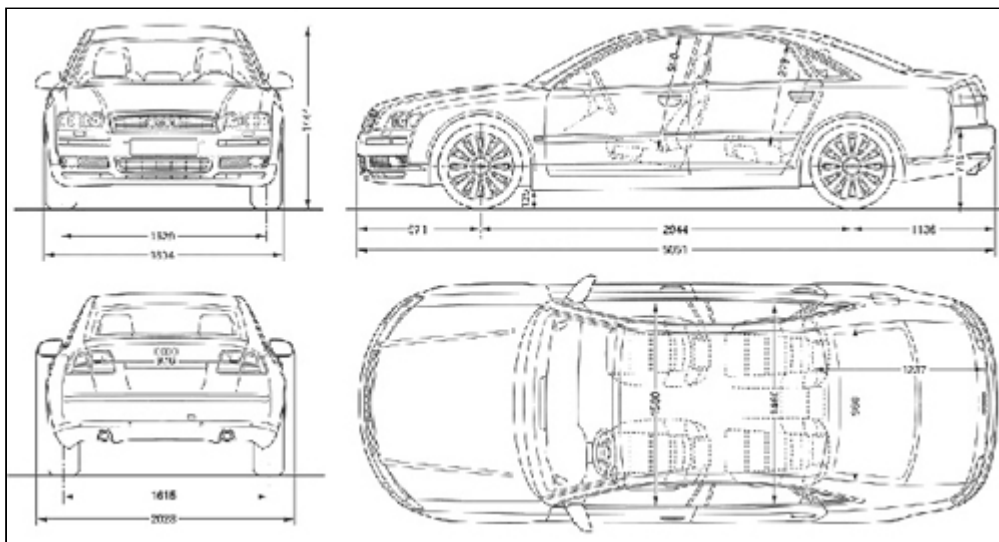
#### Prepare the Blueprints in a 2D picture working on program

To despise are not reference photos, which give it directly with the car manufacturer or on various private sides. Reference photos help to get us the problems of the Blueprints (blueprints) into the grasp, that on the contrary to the blueprints can we on reference photos all details, hidden corners and edge recognize, which are not registered on the blueprints for overview.

One of the most important aids for the modelling of a car are however the blueprints. There are some web pages, which concern themselves with the topic and offer blueprints freely for the down load in the Internet. Here for me the two most important and best sides:

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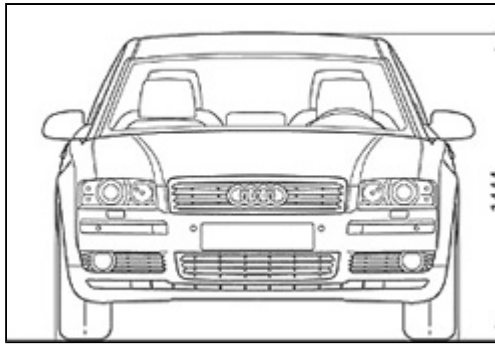
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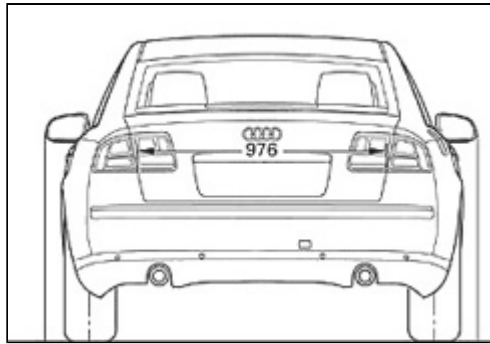
Blueprint AUDI A8 (pours: <http://blueprints.onnovanbraam.com>)

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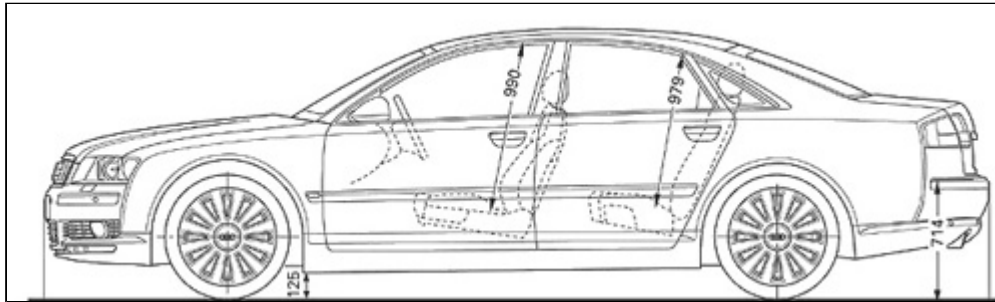




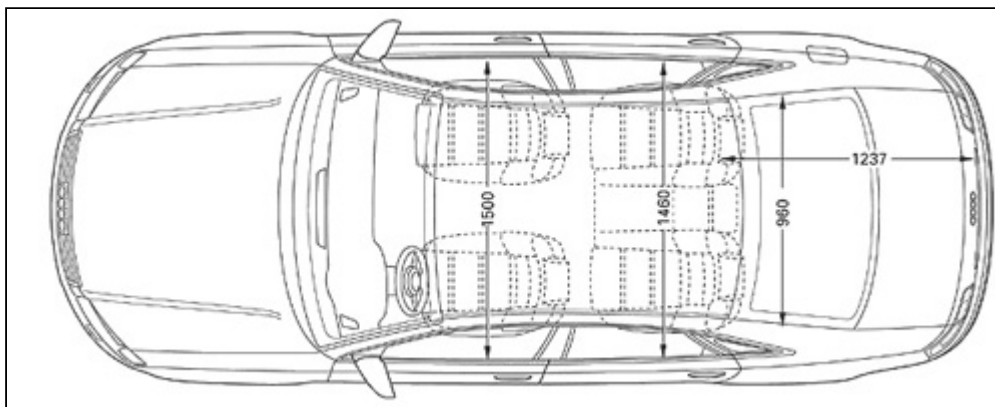
Vorderansicht.



Tail opinion.



Side view.



Bird perspective.

Only starting from this time we need Maxon Cinema4d.

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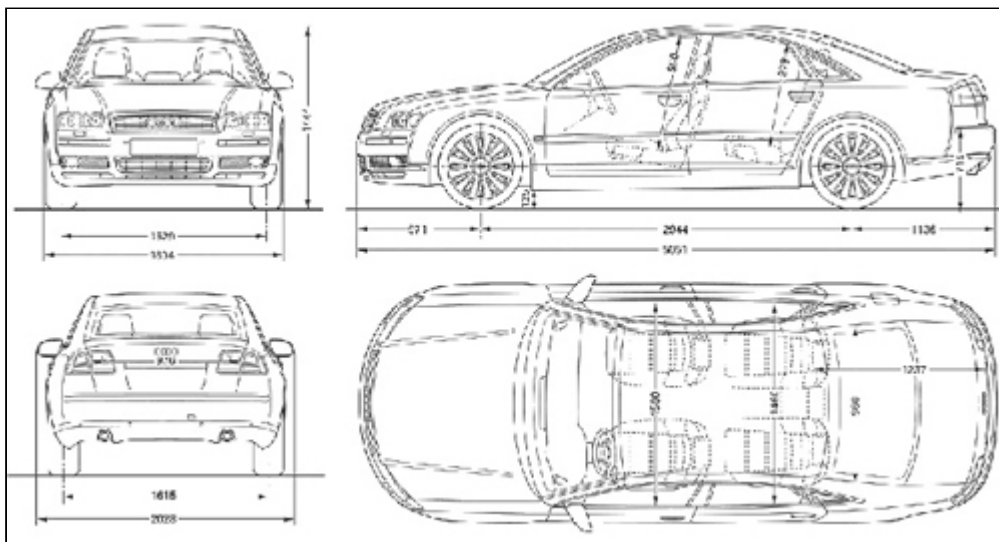
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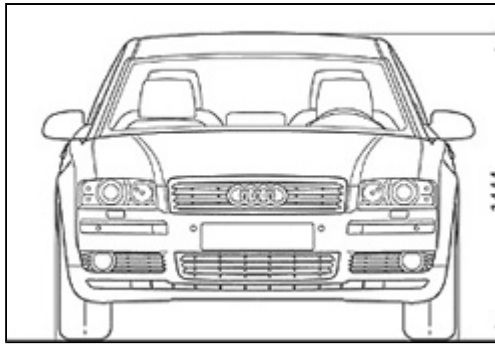
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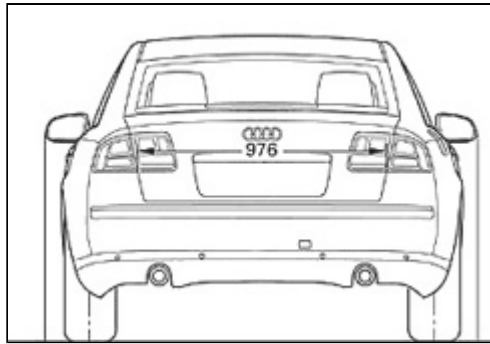
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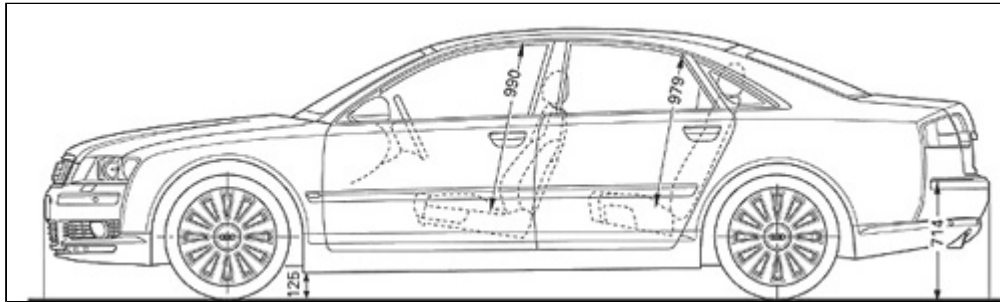




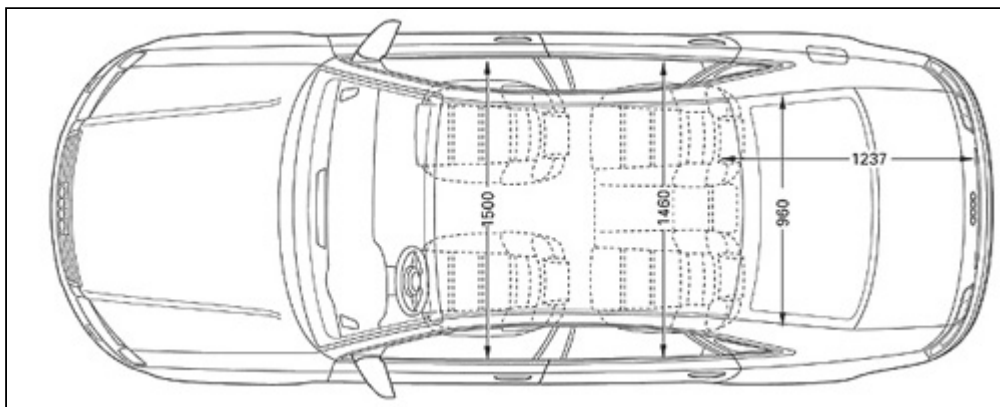
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**Side back**

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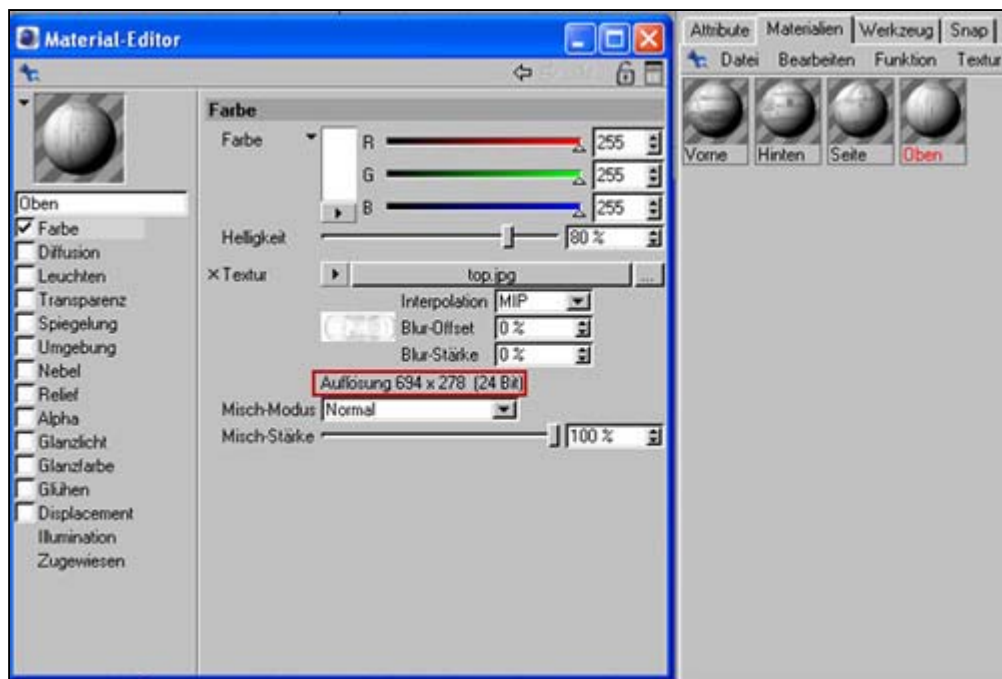
### Project management

Most effectively one works with Cinema with project-related file and files, therefore it recommends to provide itself for providing a so complex object own orders for it. After that start from Cinema is recommended it, equal to store in the project file where also the textures are.

### Prepare the materials and scene

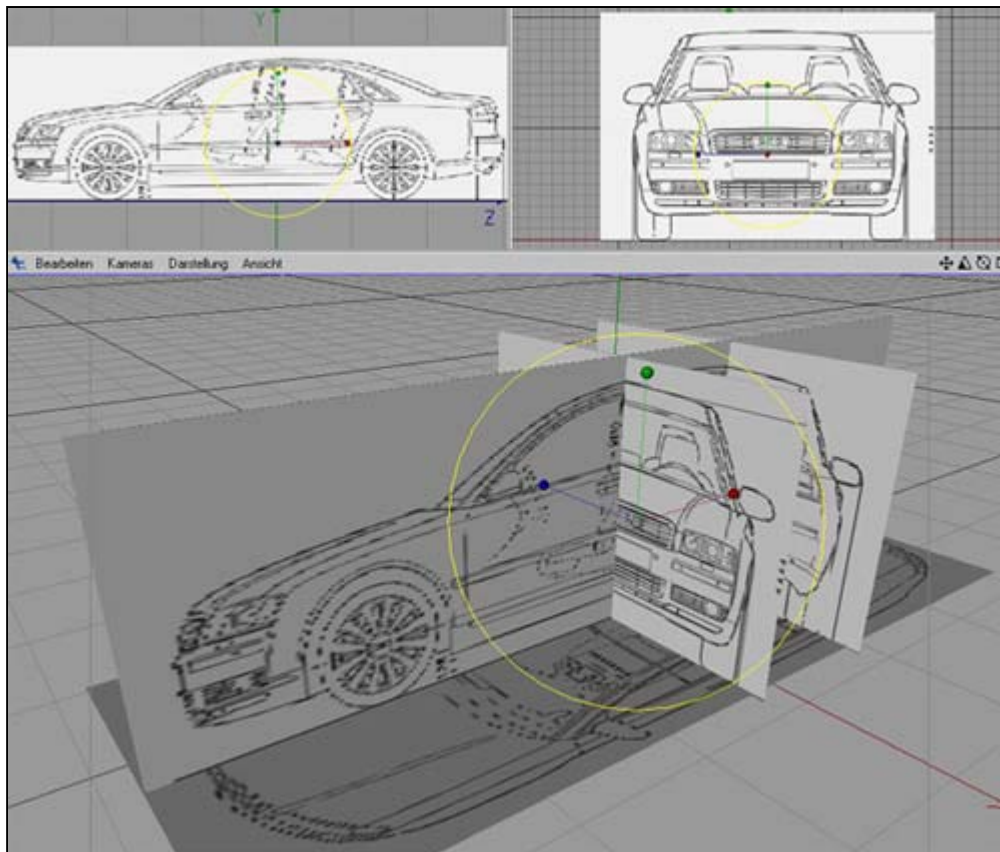
The first step toward Automodelling goes providing toward collecting main, in addition we provide first times four new materials, these designate we like the collecting mains: Side, front, tail, above. This means, how one can imagine surely that we load material the respective texture into the respective Farbkanal.

For a better representation of the blueprints in the editor window it recommends to change in the respective material under Illumination the dissolution of the texture, the more largely the value, the more sharply becomes the texture in the editor, which makes naturally higher demands against your system.



If the four materials provide are provide we to four levels (objects => basic objects => level), these designate we after the four perspectives. In order to keep the object manager clean recommends it the blueprints to group, finally becomes our project quite extensively!

In the attribute manager we change the characteristics of each level after the size of the texture, i.e. one takes over the length and width of the respective texture for the length and width of the respective level! The levels correctly arranged and aligned our collecting main might be finished. I use for car modelling gladly the 3 opinions above divided perspective to be seen as on the picture:

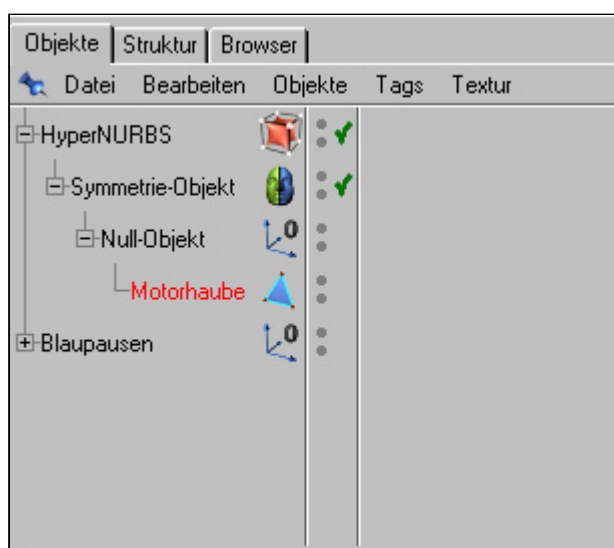


### Object structure/hierarchy

For that the Poly models by to Poly Modelling in connection of Hypernub and symmetry objects from cars offers itself. Here for we provide:

- ▶ 1 X Hypernub
- ▶ 1 X symmetry object
- ▶ 1 X zero object
- ▶ 1 X Polygonobjekt

We would know the Polygonobjekt equal hood designate, since this will be our first autopart that we model! We arrange these four objects as follows:



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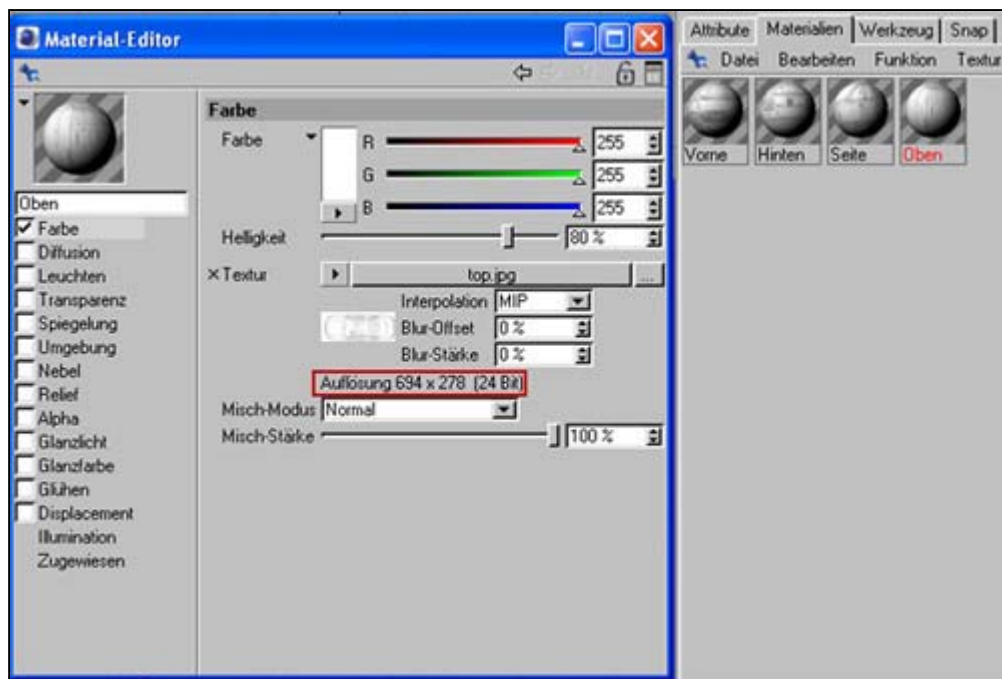
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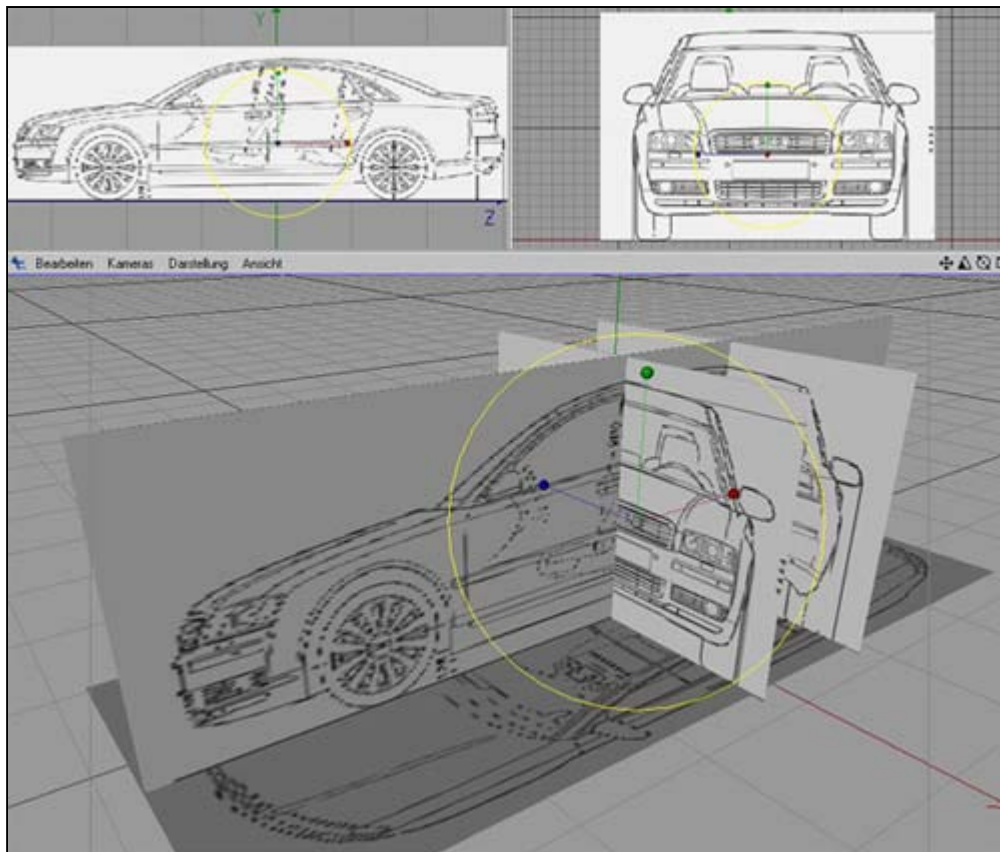
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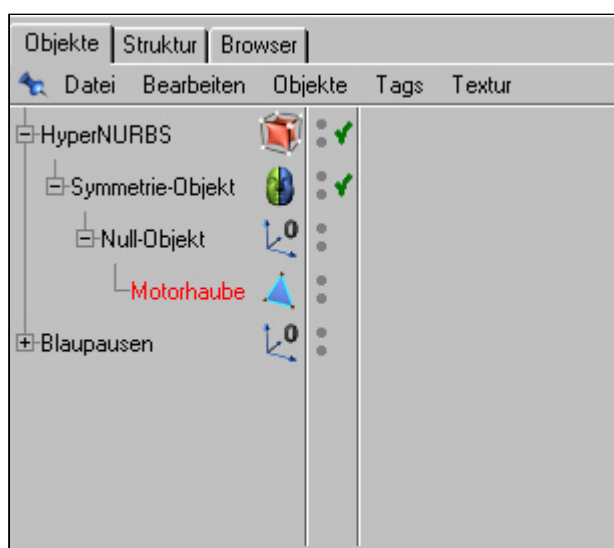


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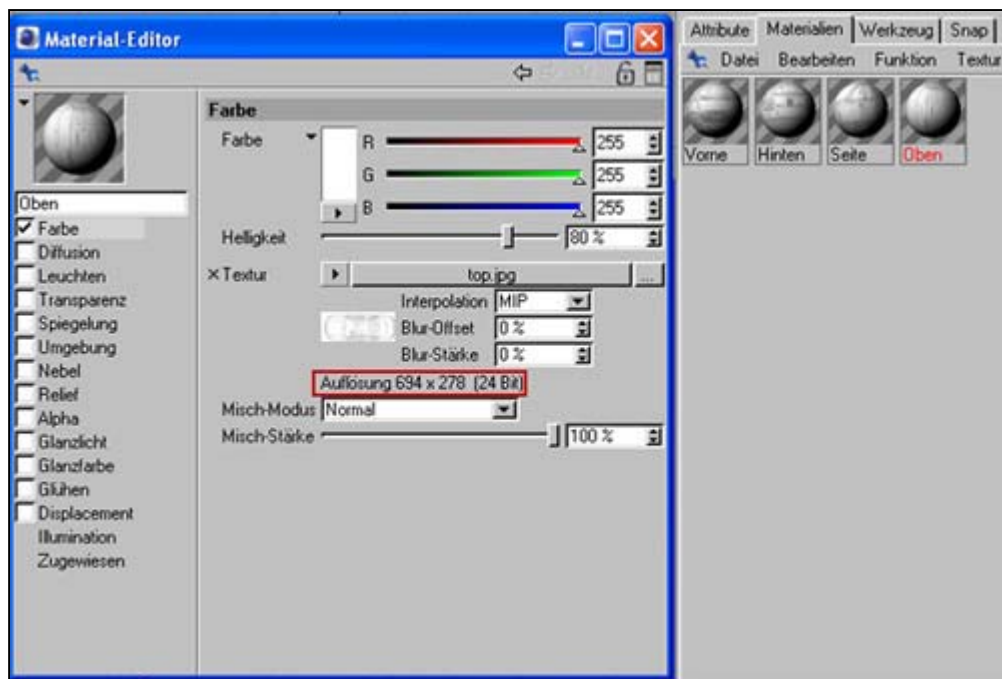
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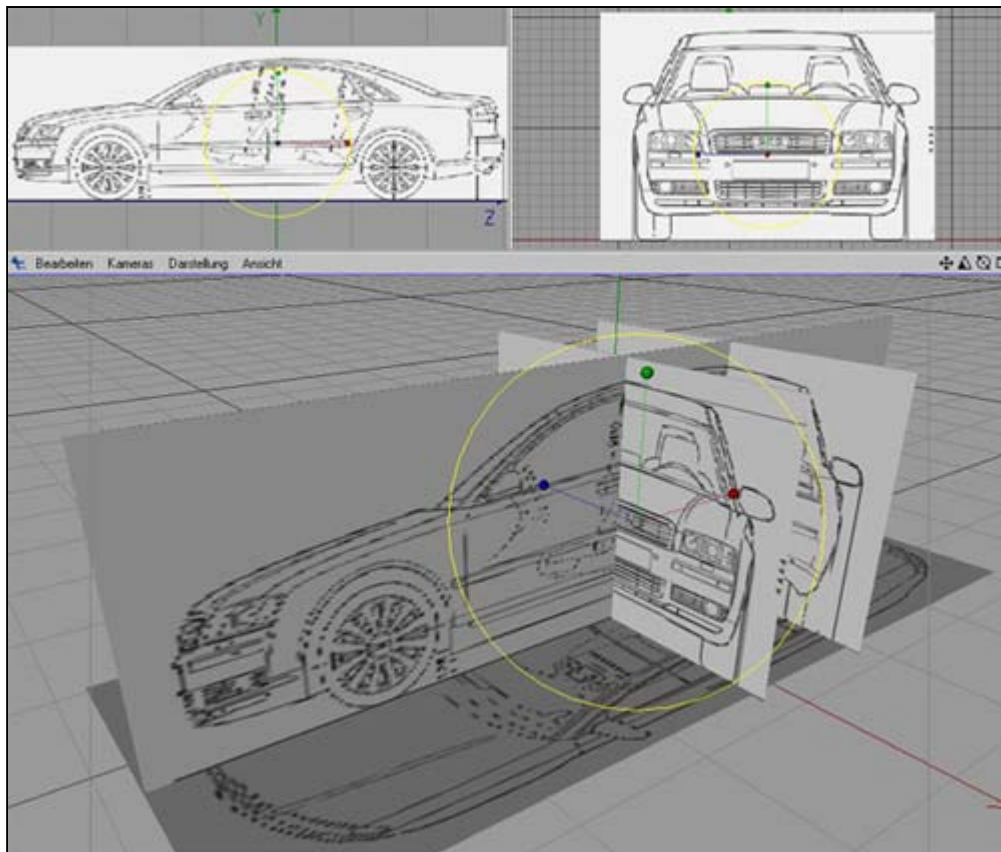
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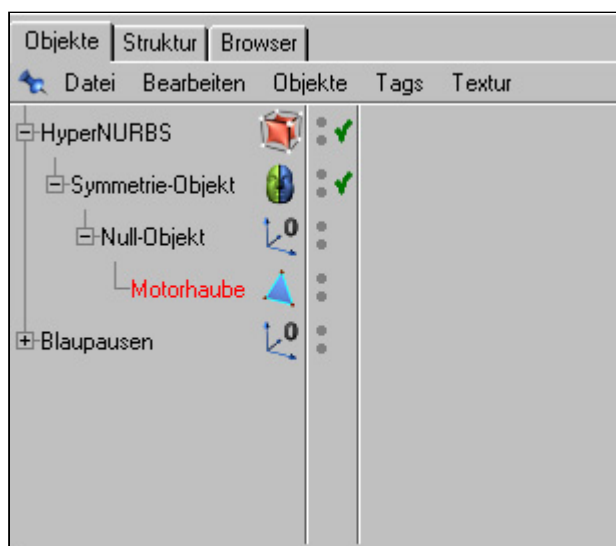


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### Excursion into the Poly by Poly technology

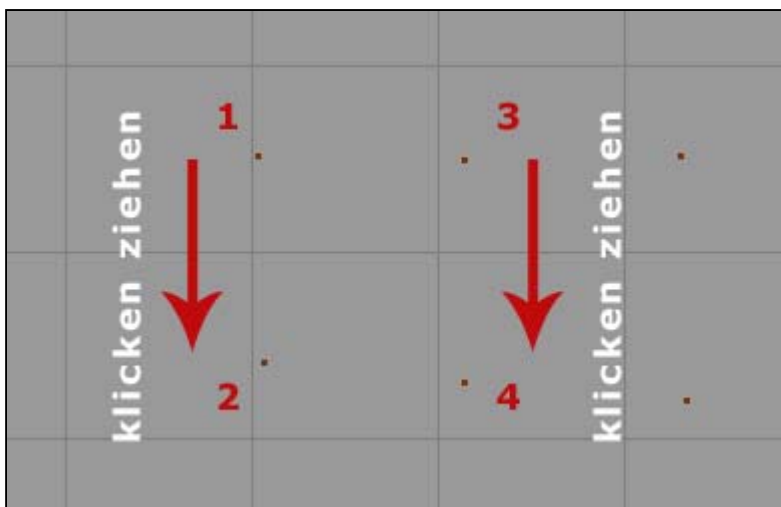
In principle it gives to go for such tasks different possibilities to the thing ran, which is simplest for me the Poly by Poly Modelling (Polygon for Polygon) alternatively could one also over Boxmodelling to the project go, what in my eyes is more difficult, because it more think abstract and requires exercise.

Polygone can be created on different wise, two possibilities would like I you to describe, before we go to the actual Modelling ran. In addition we provide a new project in Cinema (file => new) and provide a Polygonobjekt. Next we change points into the mode (tools => points) and set two point line up. Right-click into the editor => points add select and with pressed STRG key and linkclick provide we two points line up - in approximately as in the picture.



### Variant 1:

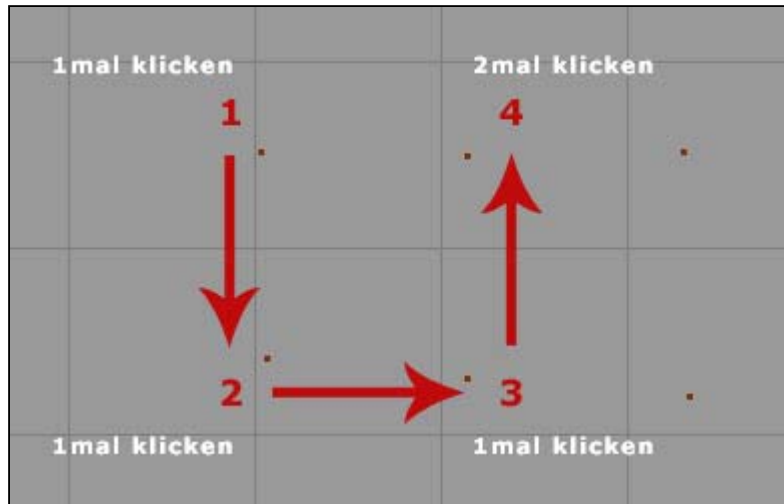
The method fastest with security is to be provided with the Brückentool the Polygone. As this variant one begins at the outermost point and regards the mouse pressed to point two. Then one clicks on point 3 and keeps the mouse again to rum pressed and zeiht to point 4. With this method it is important that one always pulls from the same direction, i.e. if one begins with the upper row, then one begins with each Polygon from above. With a little exercise the Brückentool might develop to the favourite tool of each Automodellers.



### Variant 2:



This variant convinced rather by accuracy, like by speed and is particularly suitable for close unclear places. In the point mode we click with the right mouse button into the editor window and select Polygone produce out. Differently as in variant 1 we always click from point to point. That means, we begin point 2 at point 1 and click 1 time drauf, then 1 time click, then to point 3 once clicking and point four click we two times (doubleclick) - considered ask the other order! That succeed our project we with a Polygone acknowledged.



Our first object, which we will provide are the hood. Hoods are usually quite simply good to modelling and own itself therefore particularly for the entrance. Before we loose-put however with modelling, we should throw once again a view of an original photo. As characteristic a sharp edge, such edges is gives it with nearly each vehicle on the hood - they individualize the individual models among themselves. Who particularly authentically to work would like pursues the edge process of a car and tries it to model.



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