

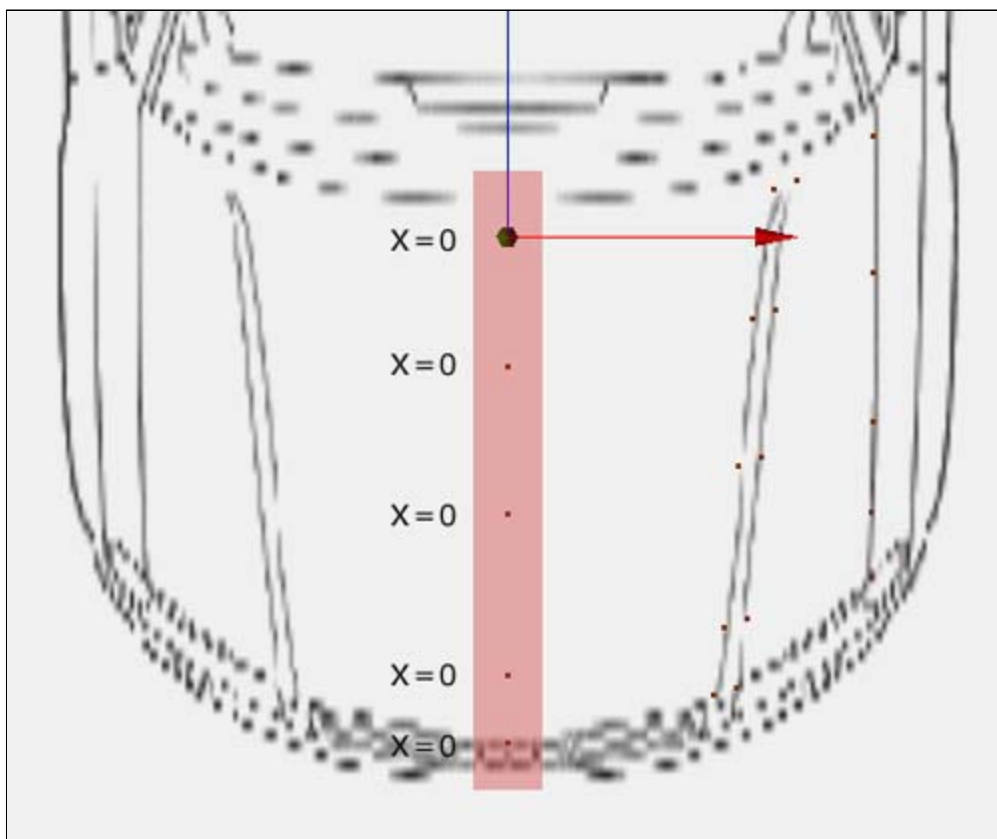


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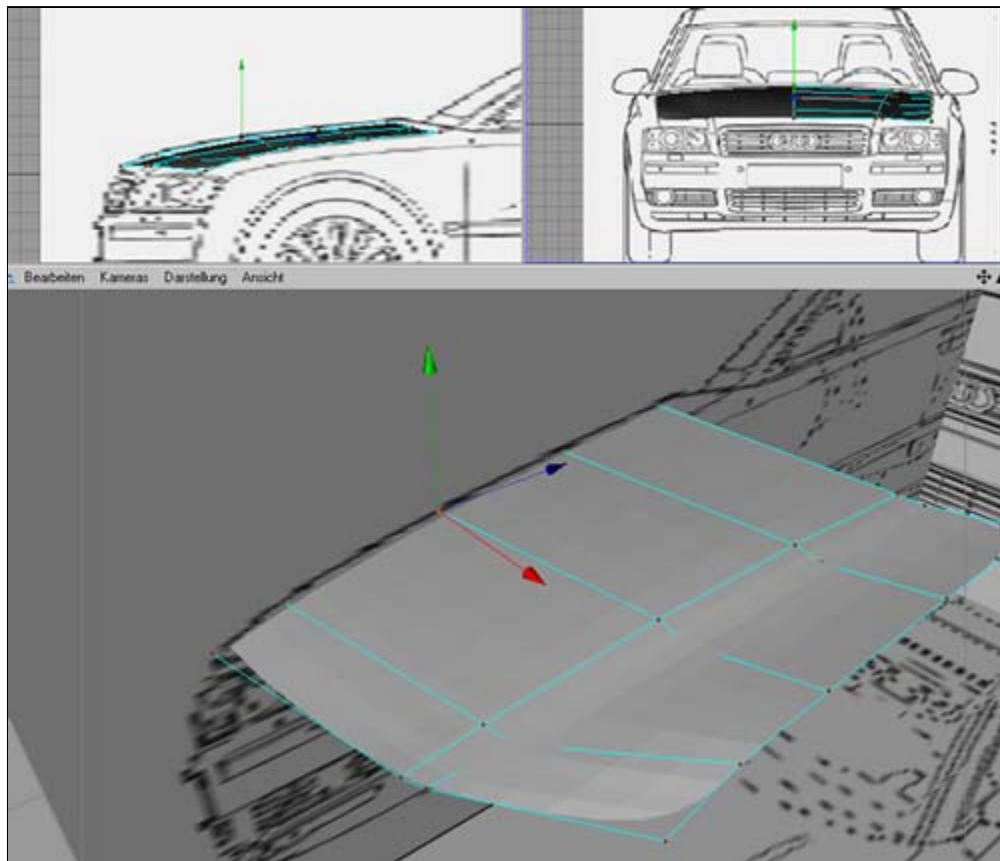
The hood

We begin and set the first object in the above opinion on the blueprint first score as on the picture:



The red marked range is particularly important, these points must the X-value zero have, so that we receive a clean symmetry. Now we produce Polygone from the points shown above. Here with we use one the variant specified above for the production of Polygone. After that the Polygone were produced to try we it for the blueprints to adapt, is it particularly importantly to all perspectives to pay attention - only so it can be granted that we produce a 100%ig passport form.





That the hood so small Karos has is Cinema conditionally and has something with the computation of the edge partitioning to do, this can we with the help of a Phong tags solve, in the older versions from Cinema has the Phong day another name: Smoothing day. To find it is however in same place.

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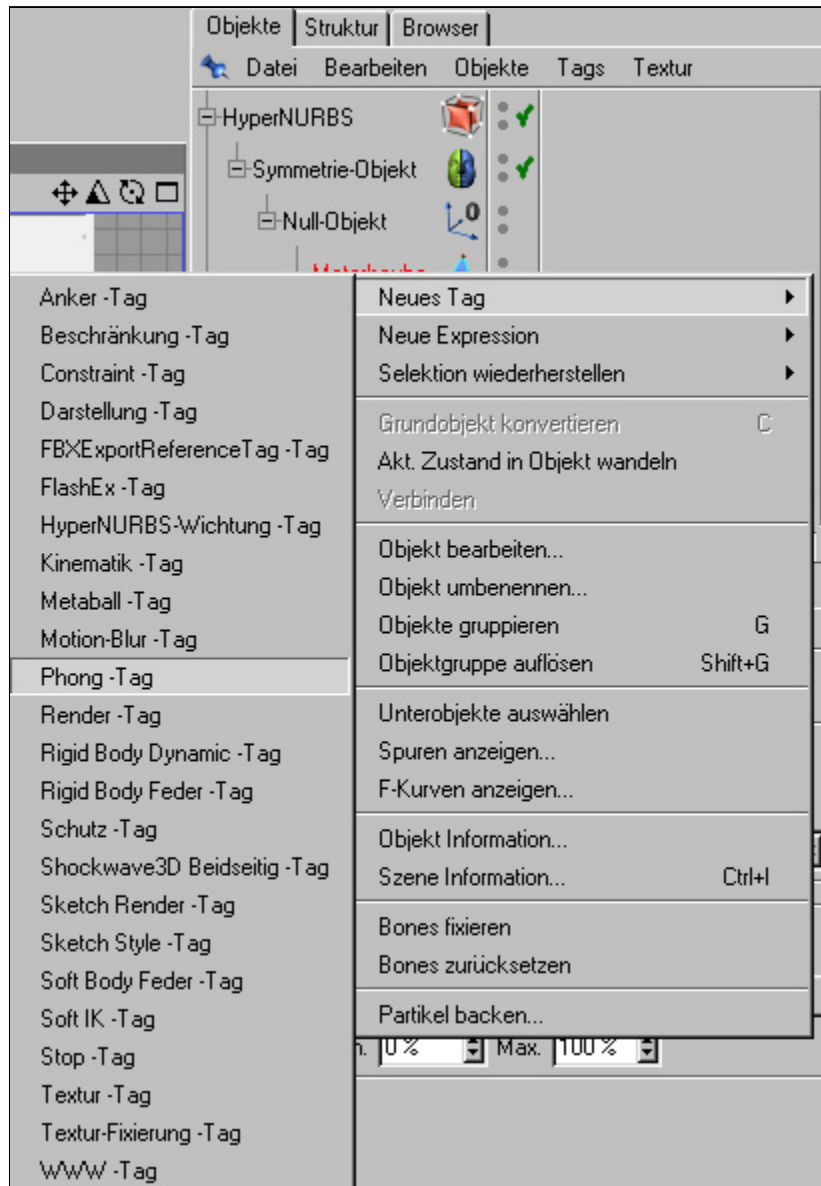
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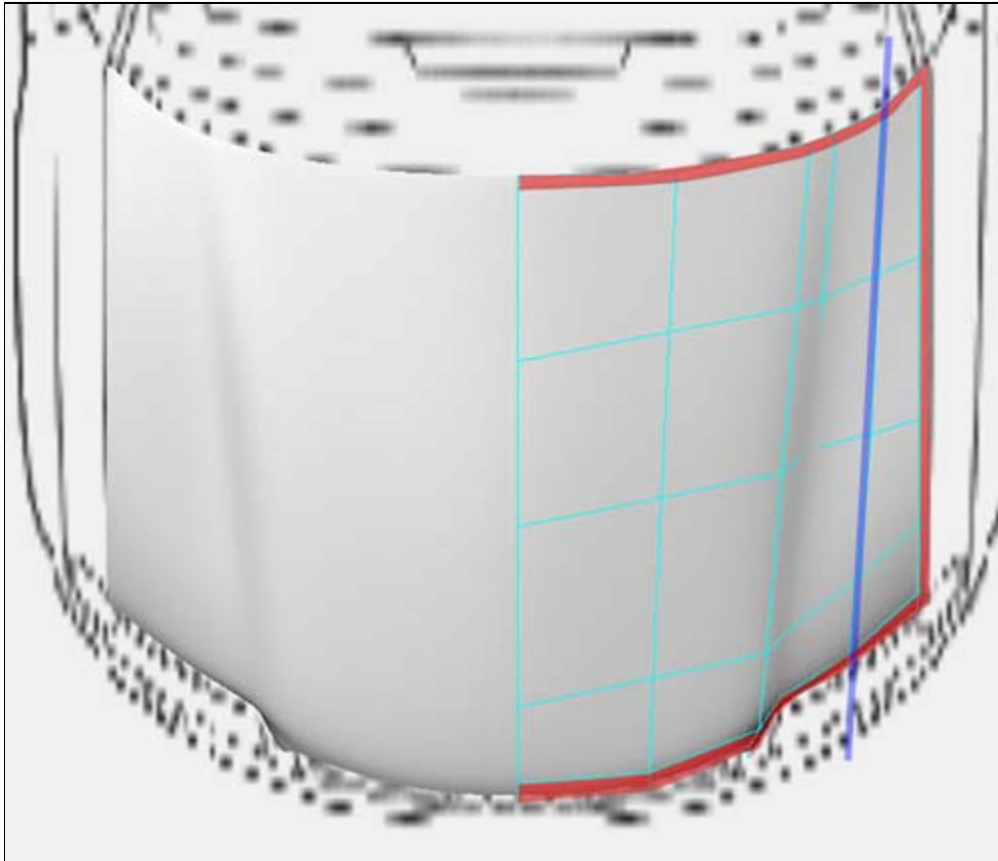
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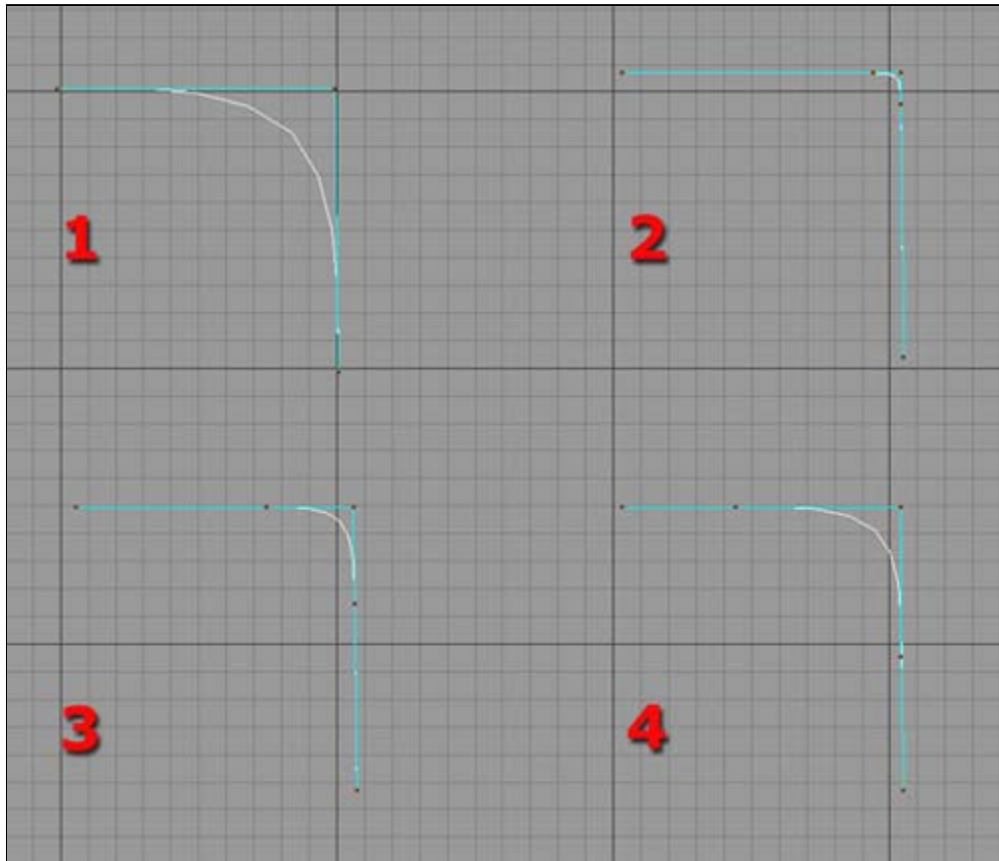
Now it applies to optimize the past hood basic structure, that means we at the edges of Polygone will insert, so that we receive a better and more exact passport form. The moreover one we will deal more exactly with the technology of the "edge surrounding". We extend our Polygongerüst as the first, down above and and of the side by in each case a Polygonreihe - at the side we must place-make if necessary some more.



Were added a Polygonreihe (red edge) and a cut around the Mesh to partition (blue line). Around clean cuts to obtain you use this Plugin at the best Cutter, are from Arnd v. Königsmarck, otherwise must be content you you with the C4D measurer (Shortcut = " k "). At best it the Polygonreihe marks and pulls a clean cut, as shown in the picture.

The edges are to be locked so far well prepared around the hood cleanly, before we to the Polygone to go would like I however the principle somewhat more exactly to explain, so that their late at more complex objects does not lose the overview. In principle, the ever clean edge applies, the more realistically works the virtual car!

Best one examines cars in the reality and tries the edges to copy, her may not not too sharply and not be to round, it always applies like the healthy average. Here a cross section from a Polygonkante and their variations:



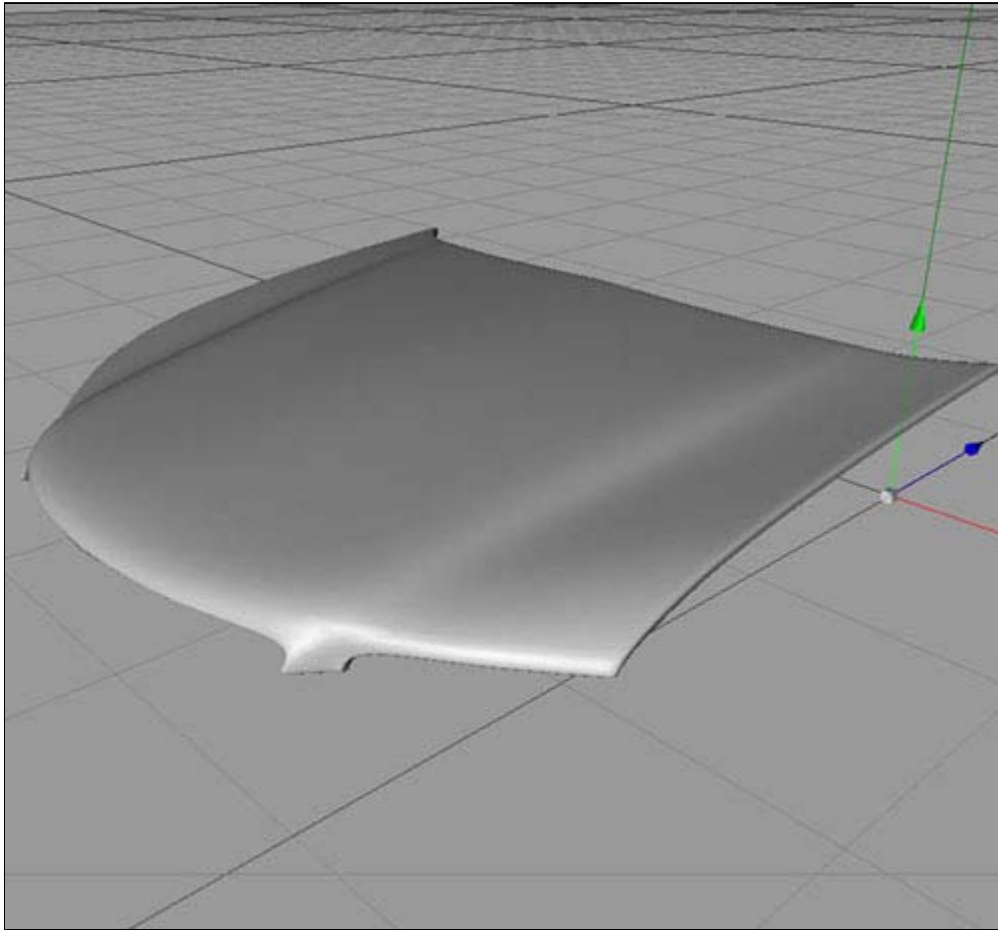
Variant 1: Edge consist of three points from it results one much “round” corner.

Variant 2: Edge those consist at the corner quite close were together pushed of it result one nearly perfect corner of five points.

Variant 3: Edge consist of five points, which has a middle distance to the corner at the corner, from this results a centralsharp edge.

Variant 4: Edge consist of five points of larger distance from it results one much “yield” corner.

Our goal is to be landed it somewhere between variant 2 and 3. To convert tried now this principle in your model. Extended to it the hood by a Polygonreihe (red edge in the picture) and extrudes the edges downward. Through the points within the edge range you shift fast will notice, as easily it are a clean edge to be produced.



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The fender part A

Our next object is the fender - see red marked part in the picture. We will use for the moment no new techniques, thus it with few walked feasibly are the fender to be copied.

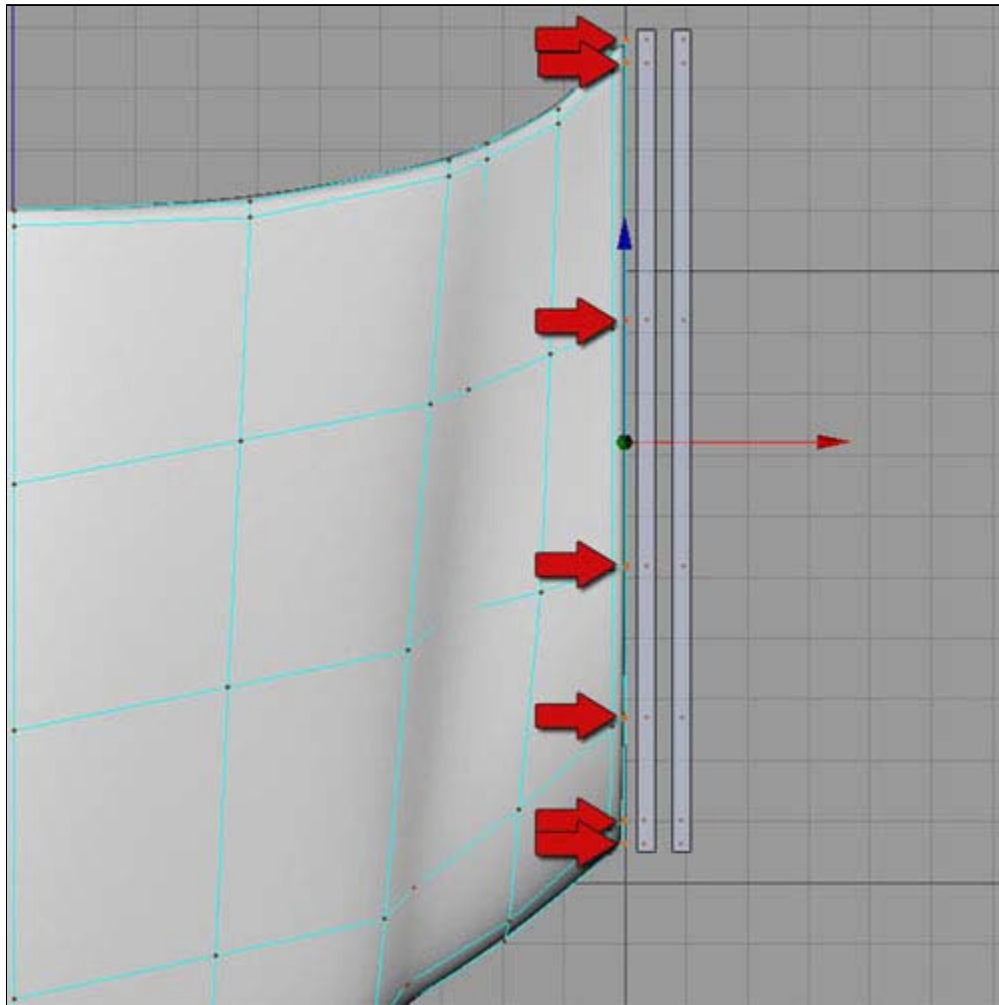


I walked:

We mark the peripheral points of the hood as shown in the picture and clones these. These we shift somewhat to the right and clones them again, so which we have two new point rows.

Orange points mark and twice clones





We make the outside two point rows now as described above Polygone, depending upon taste with the Polygonerzeugen tool or with the Brückentool.

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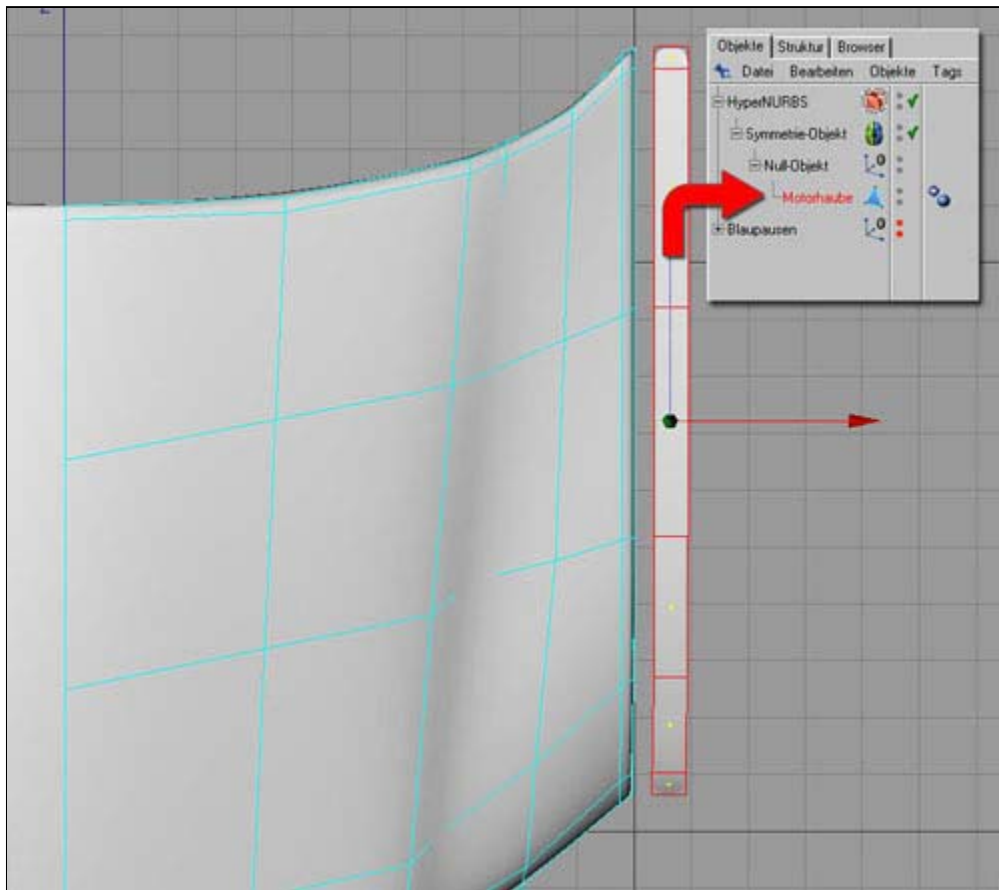
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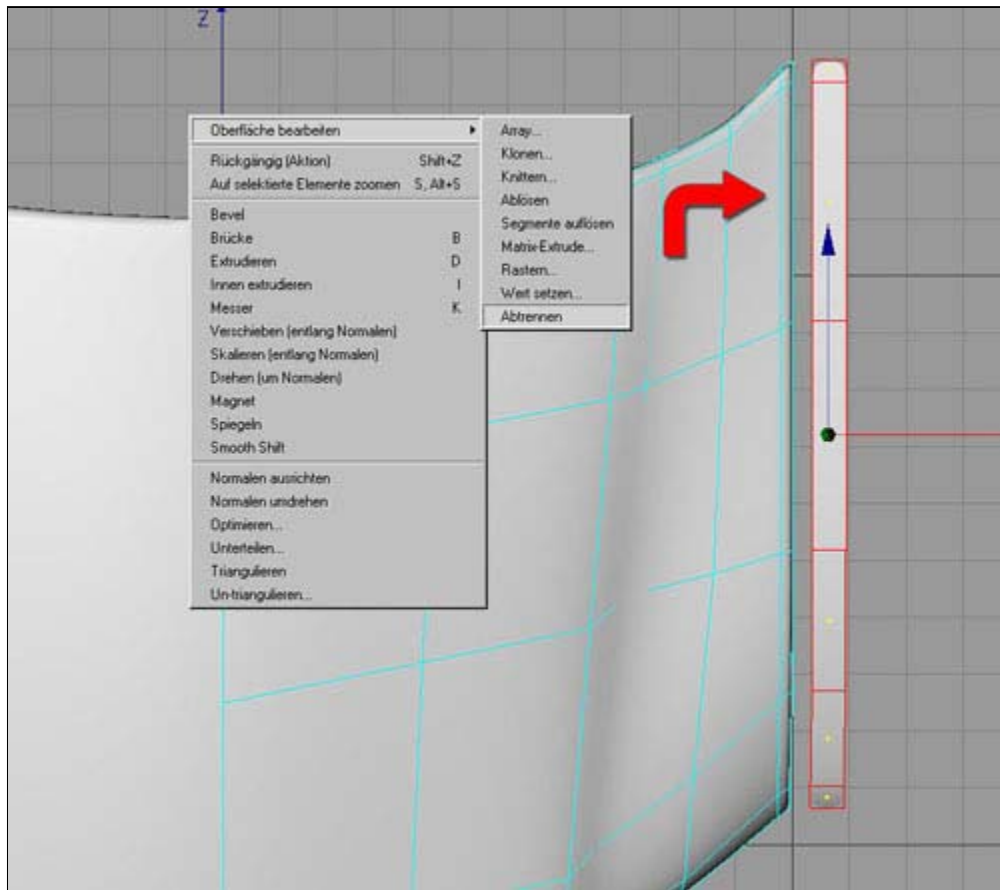
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Now the following problem, we places itself has the beginning for the hood worked out only makes it for sense at the number of objects the one car has each object as individual Polygonobjekt to have. Therefore we mark the Polygonreihe as shown in the upper picture and separate these.

In the editor window we change into the Polygonansicht, mark the Polygonreihe, let us right-click => surface work on => a separating



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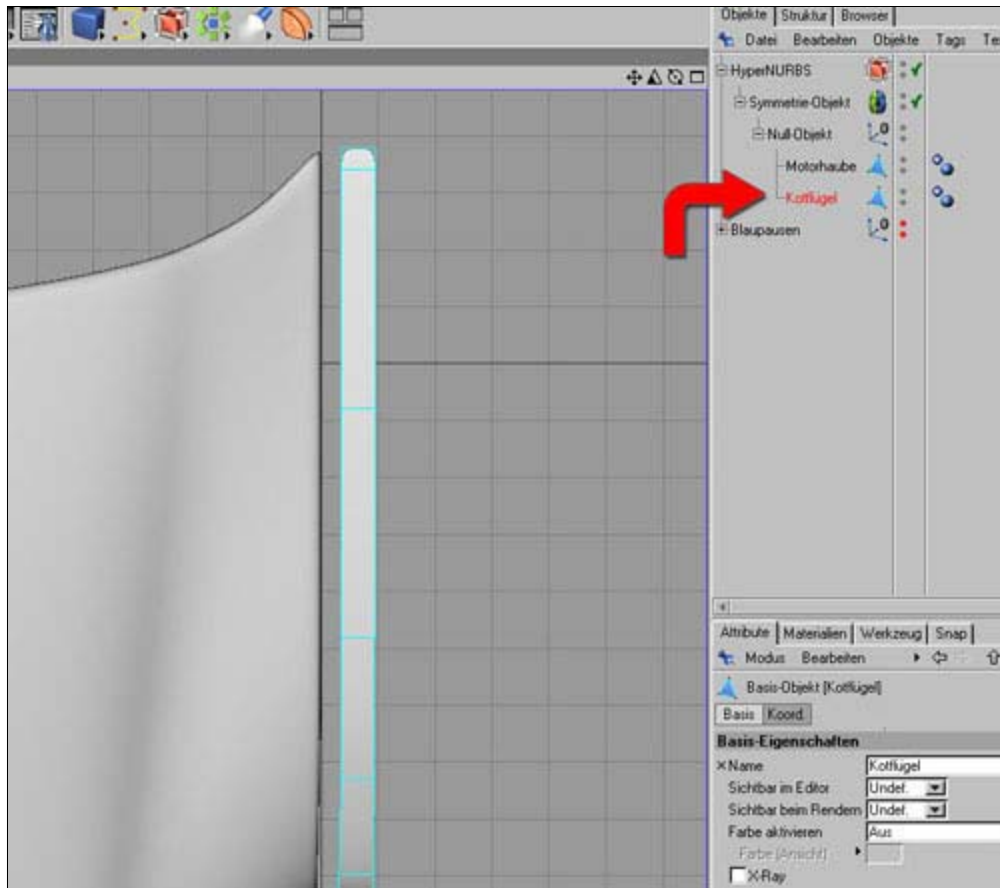


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The fender part B

Now we can see in the object manager that in the object manager a new Polygonobjekt was provided. It carries „Motorhaube.1 for the names “and contains only the Polygone, which we separated. Meant now we the Polygone of the object marked in the upper picture can delete this „hood “with the distance key and rename the Polygonobjekt „Motorhaube.1 “in fenders.

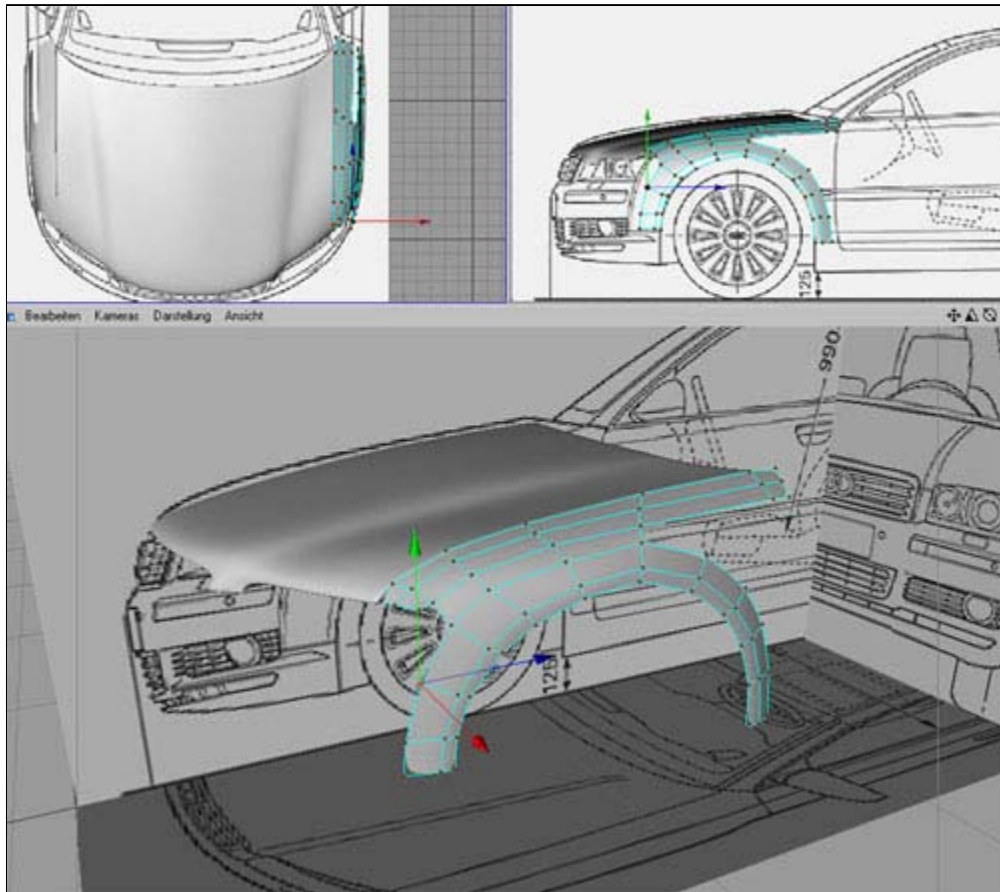


Now to the unencumbered models the fender nothing more stands in the way and we can the points of the fender of the blueprint adapt and over the clone function new points and Polygone provide.

Adapted to the blueprint and begun the recess to model, as few Polygone try to use points as possible.

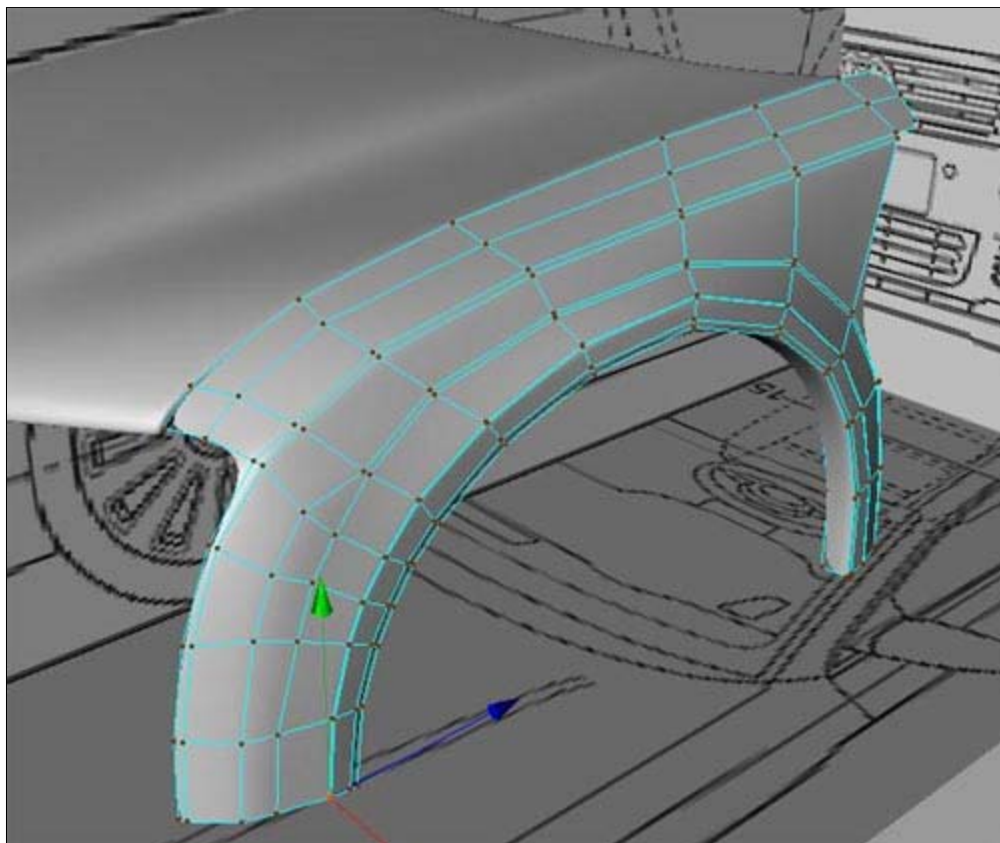
Step 1





Step 2

Here somewhat more finely partitioned and already after „interiorextrudes to the wheel housing“, as described already further above. Pays attention to the edges, this are particularly salient with the fender and can by a stronger partitioning be attained.



Step 3

Further points added and edges extrudes.

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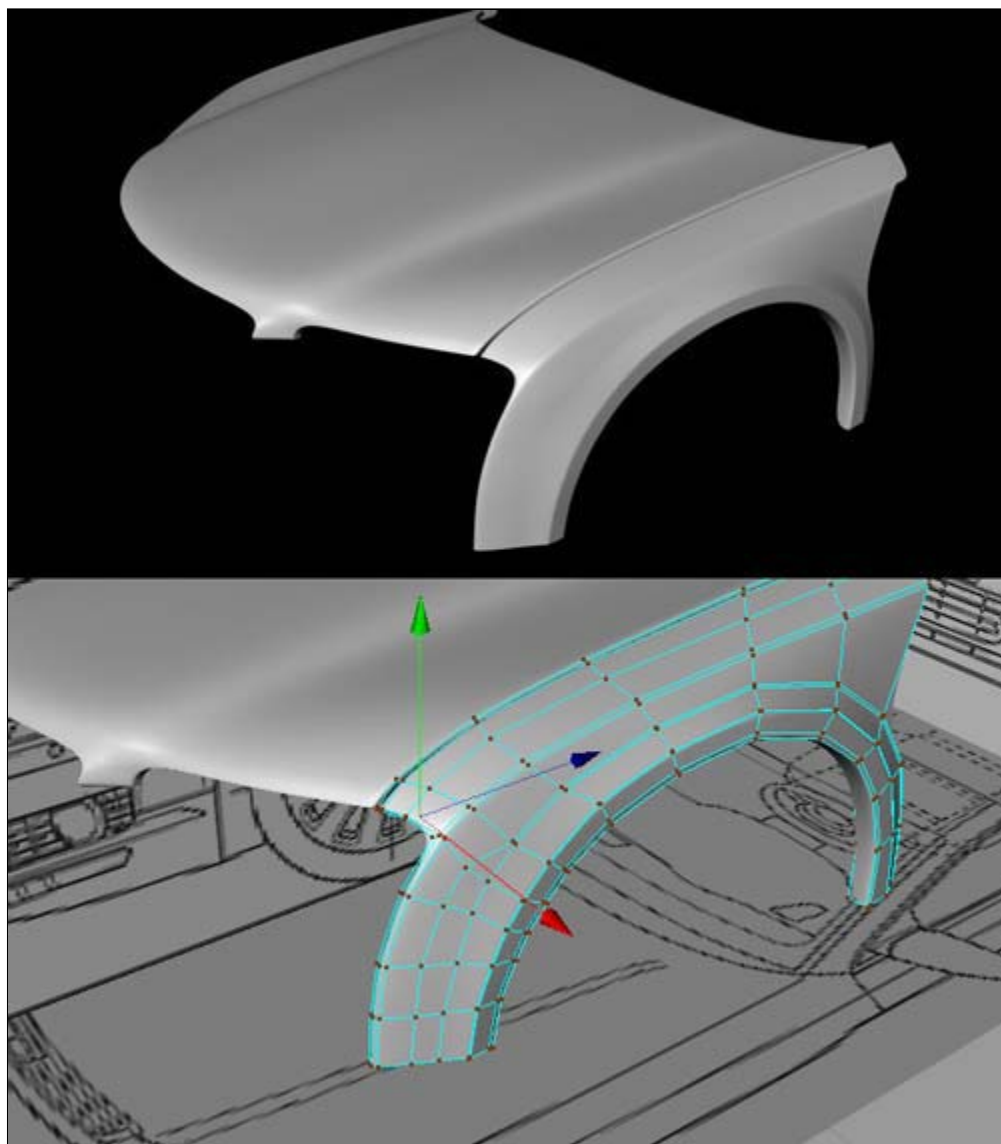
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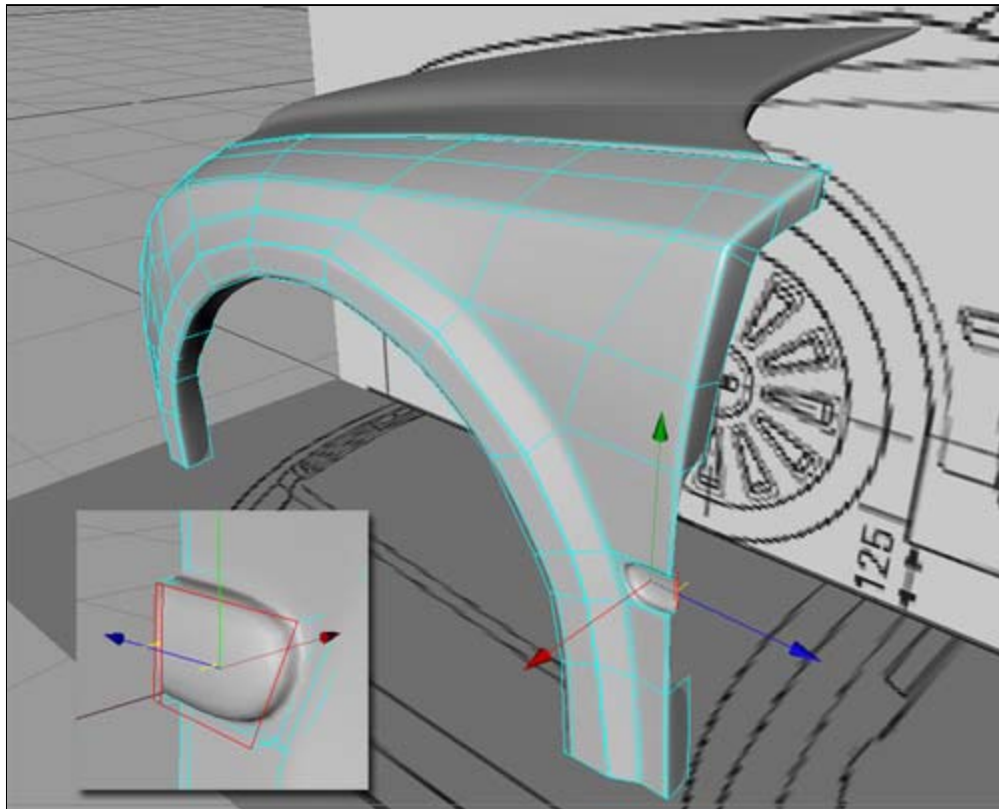
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Step 4

Place for the trim create. The opinion shows a cutout of the inside of the fender.



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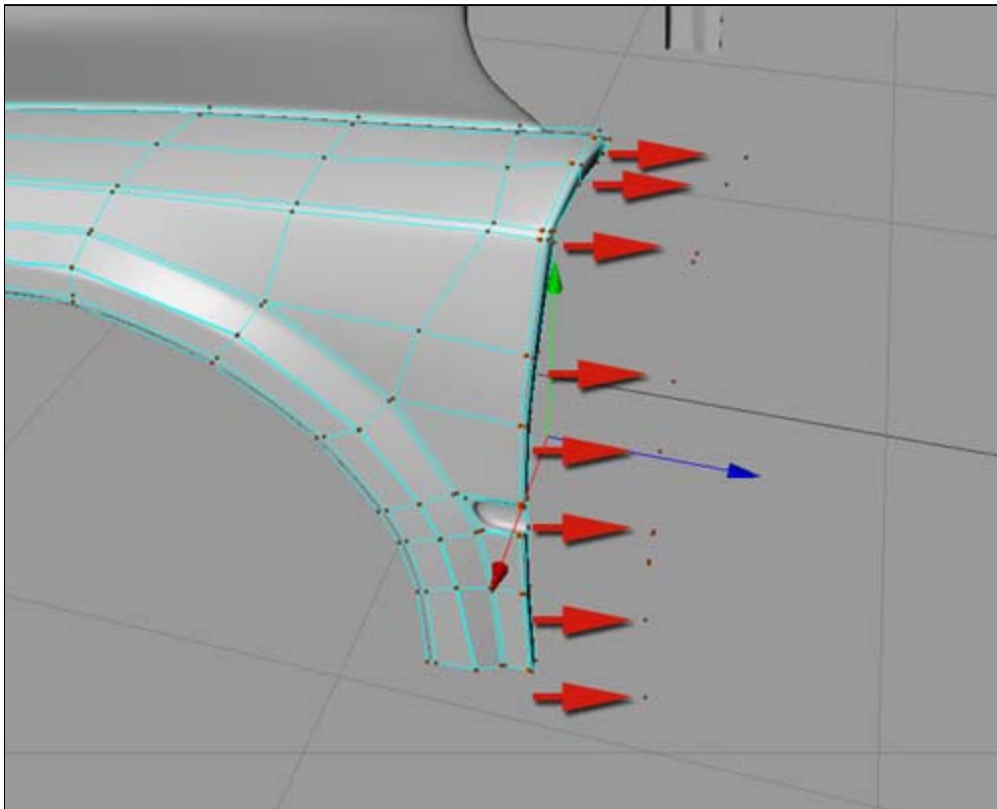
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Front doors

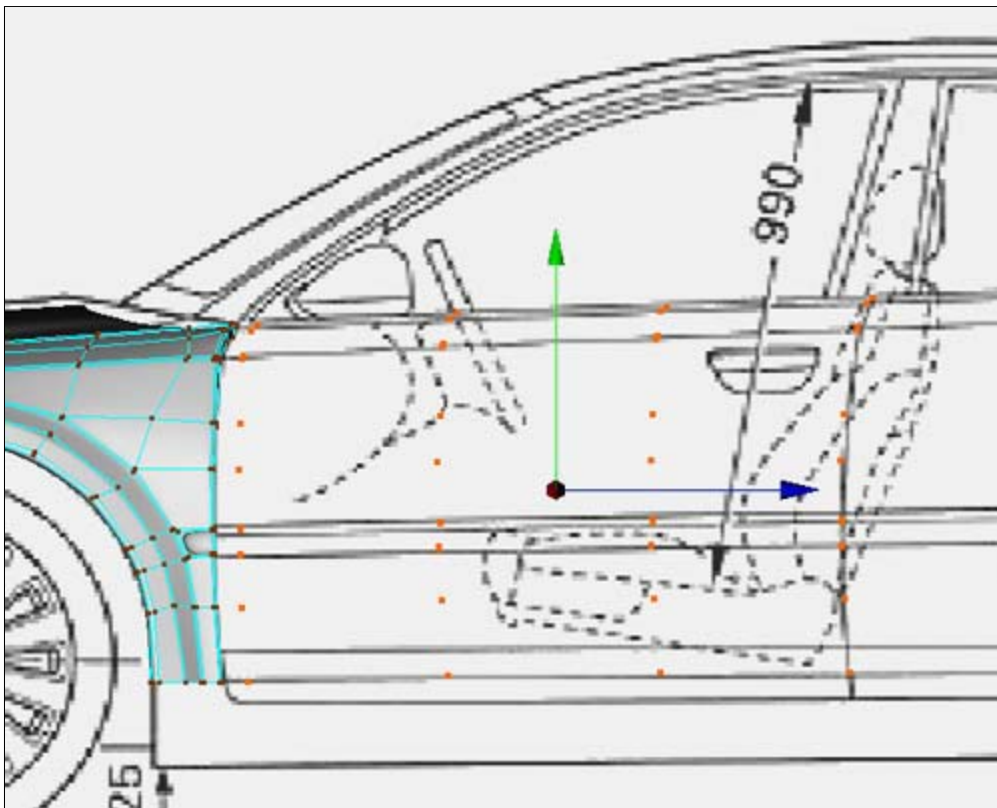


We make the beginning of the front doors similar as with the hood. We select ourselves a Polygonreihe at the fender and clones these (see picture).





Those provides Polygonreihe clones we again now still three times and adapts it to the blueprint, sees picture.



Now we provide again bridge or Polygonerzeugen tool to Polygone with that.

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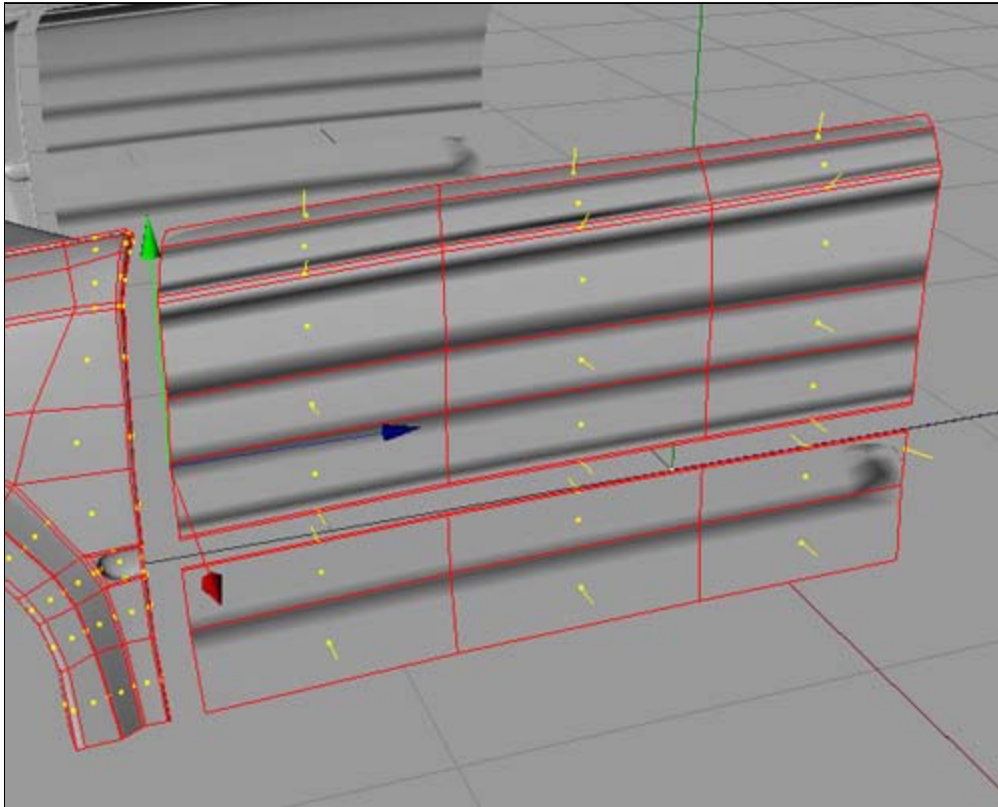
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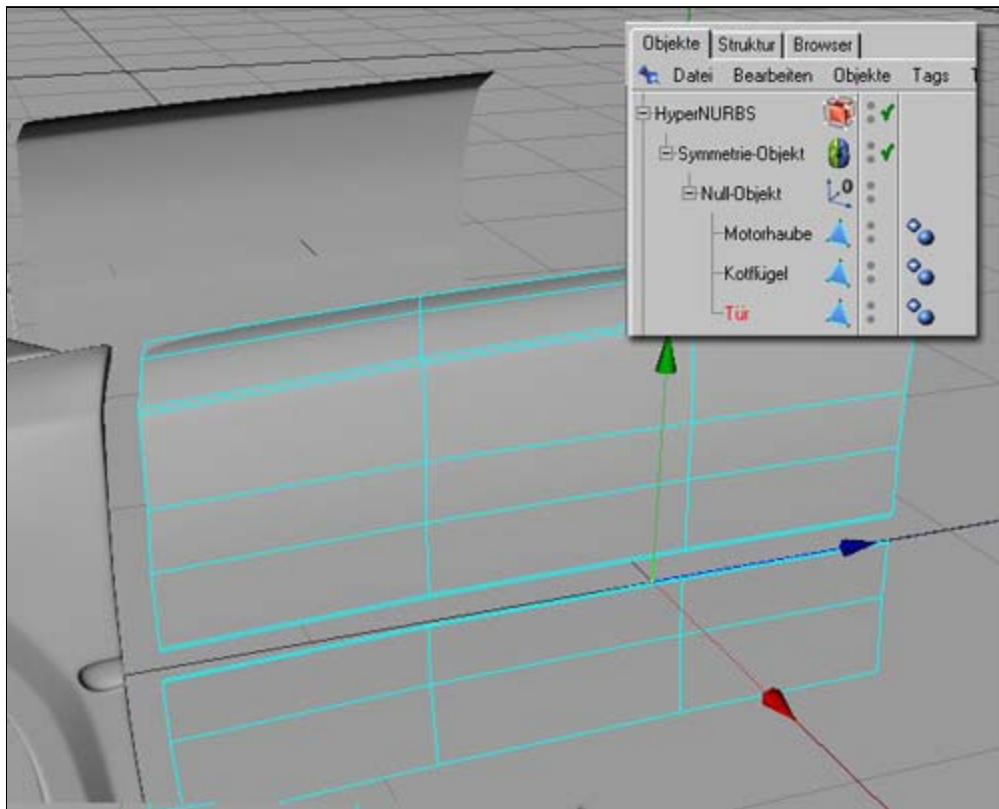


Like one with my example very beautifully to recognize can develop at to work with the bridge tool repeatedly artifacts. The problem is completely easily solved, if you look exactly see it the yellow lines those in the different directions to show that are the normal ones in Cinema 4D. They determine the direction in are projected, i.e. they give on to where the interior and where the exterior object is.

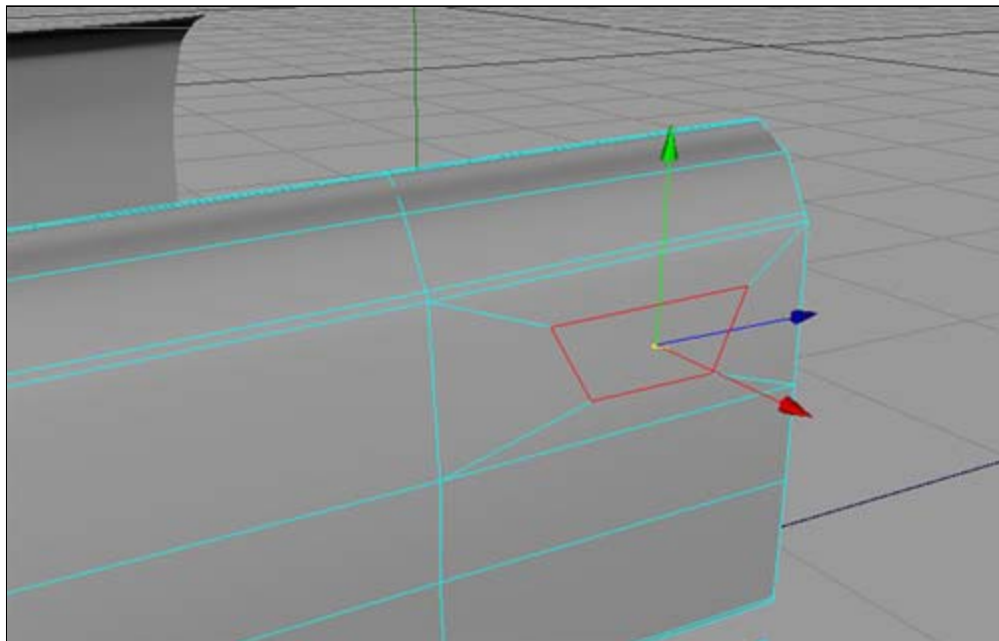
These „errors“ develop because Cinema always assign cannot whether the Polygonflächenrichtung to the interior or exterior show. The normal ones align and are already the problem solved again.

Structure => normal ones align (in addition the object must be marked)

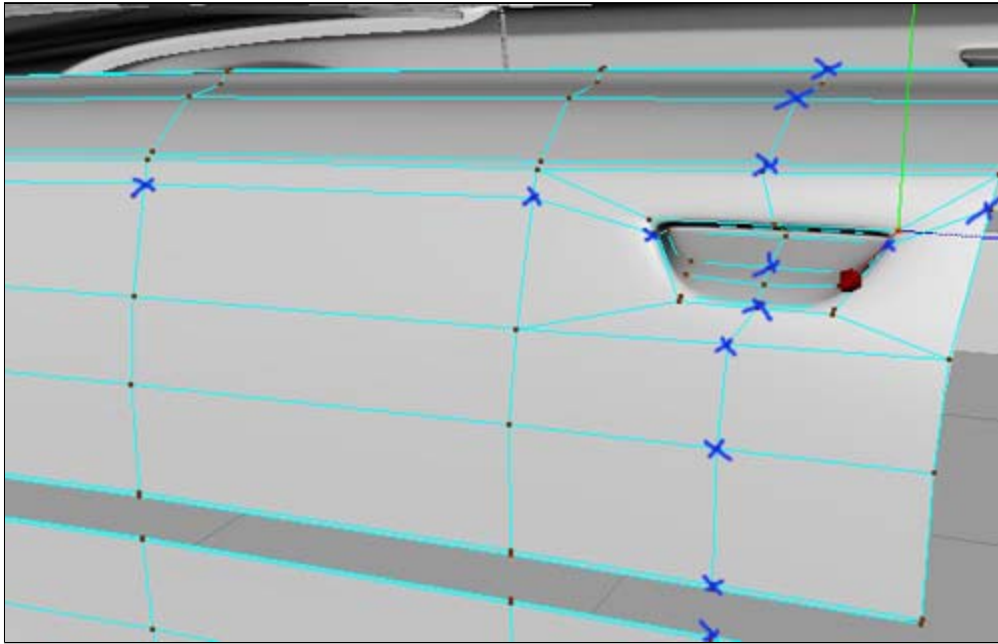
Those provide Polygone again select we now and separate them from the fender, as described further above. The new object designate we door.



The door handle is formed now out of the following Polygon. Here for it is to be adapted compellingly necessarily the Polygon inward for extruding and the blueprint. The form should look in approximately so:

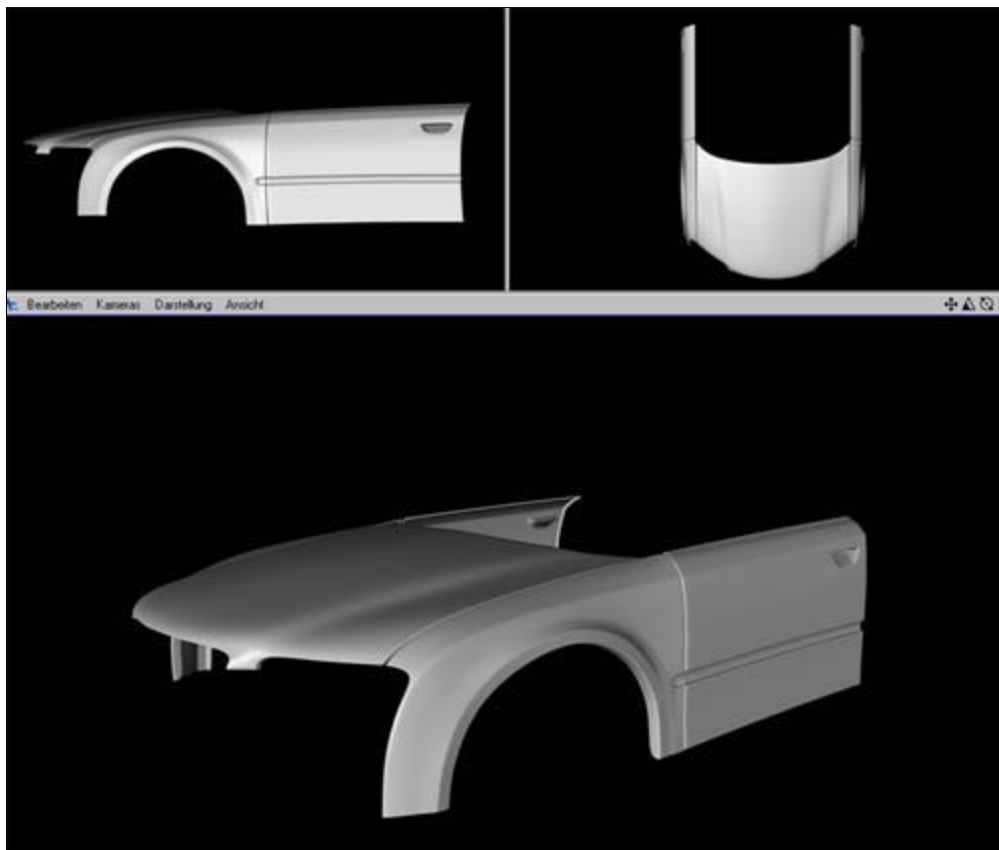


Now this Polygon twice to the rear and still two cuts (the cuts are blue characterized in the picture) set an extruding we.



The extruded Polygone should you as in the picture arrange above, so that the groove is prepared for the door handle.

We put the edges learning, like we it further above and are nearly finished already our door. Later, if we model the details we the door handle as specially object provided.



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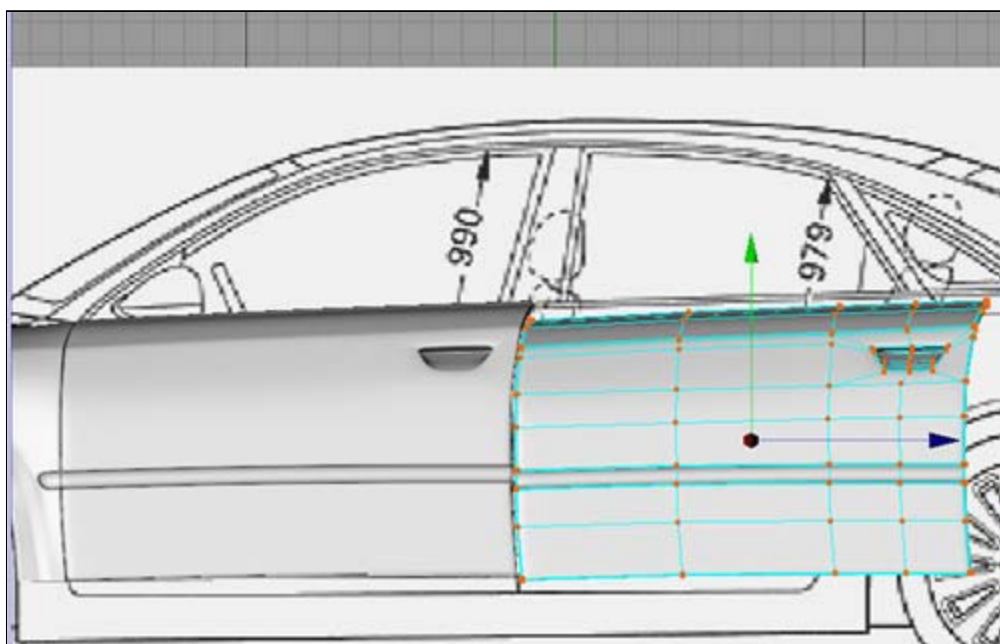
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Rear doors



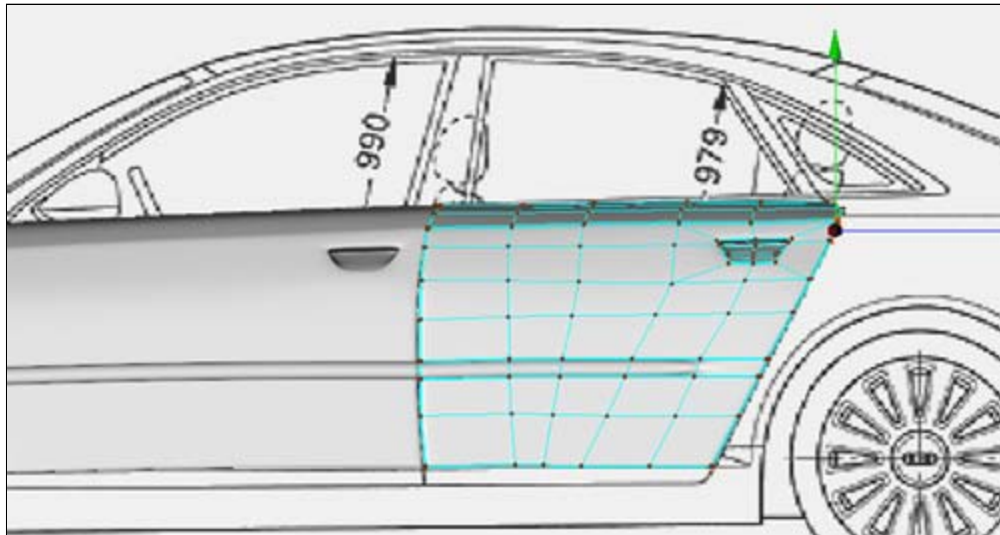
With this vehicle model we have luck in the misfortune that front and back door resemble each other much, therefore we first times a dupe of the front door will provide (in the object manager the door to mark => working on copying => working on inserting). The new object we designate in „Tür_hinten“ and shift it as in the picture shown to the position where later once the back door will be.



Now we will somewhat adapt the door and will shift the points in Z-direction and Y-direction. For this



we use best the side view.



Tried best a similar point thing to produce and constantly pays attention to all perspectives, so that their if possible works exactly. This part might be within a short time solvable with ease.

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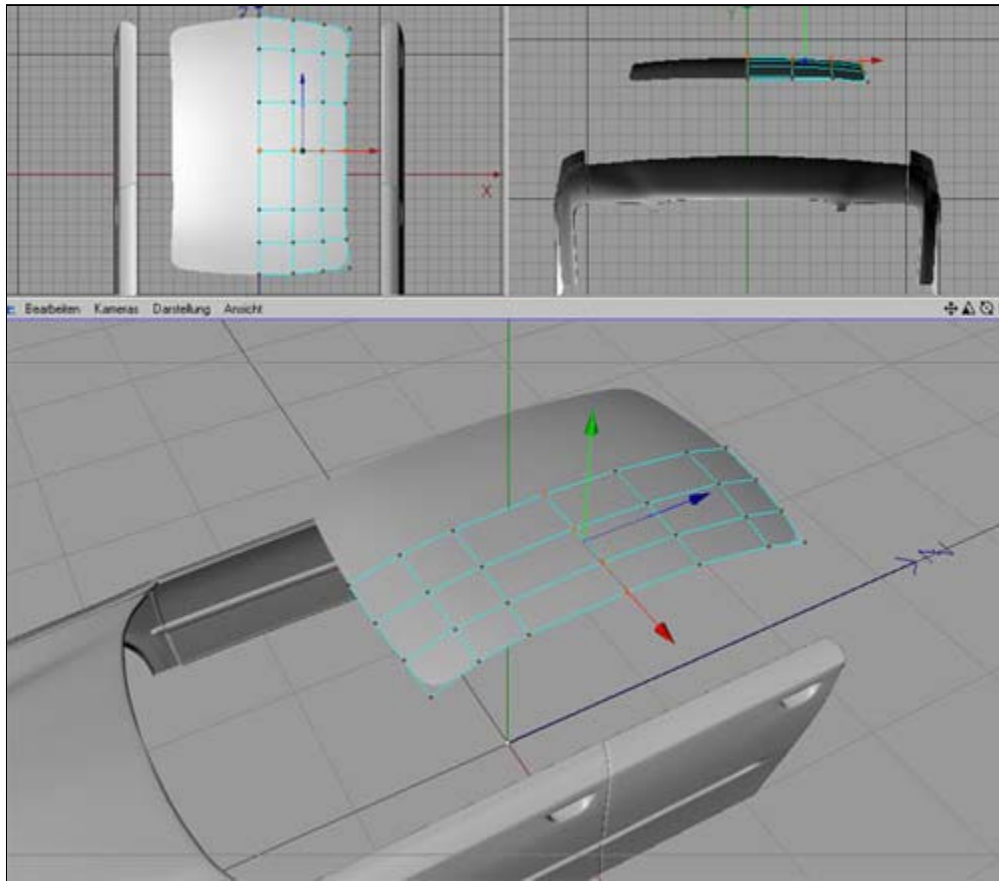
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Roof

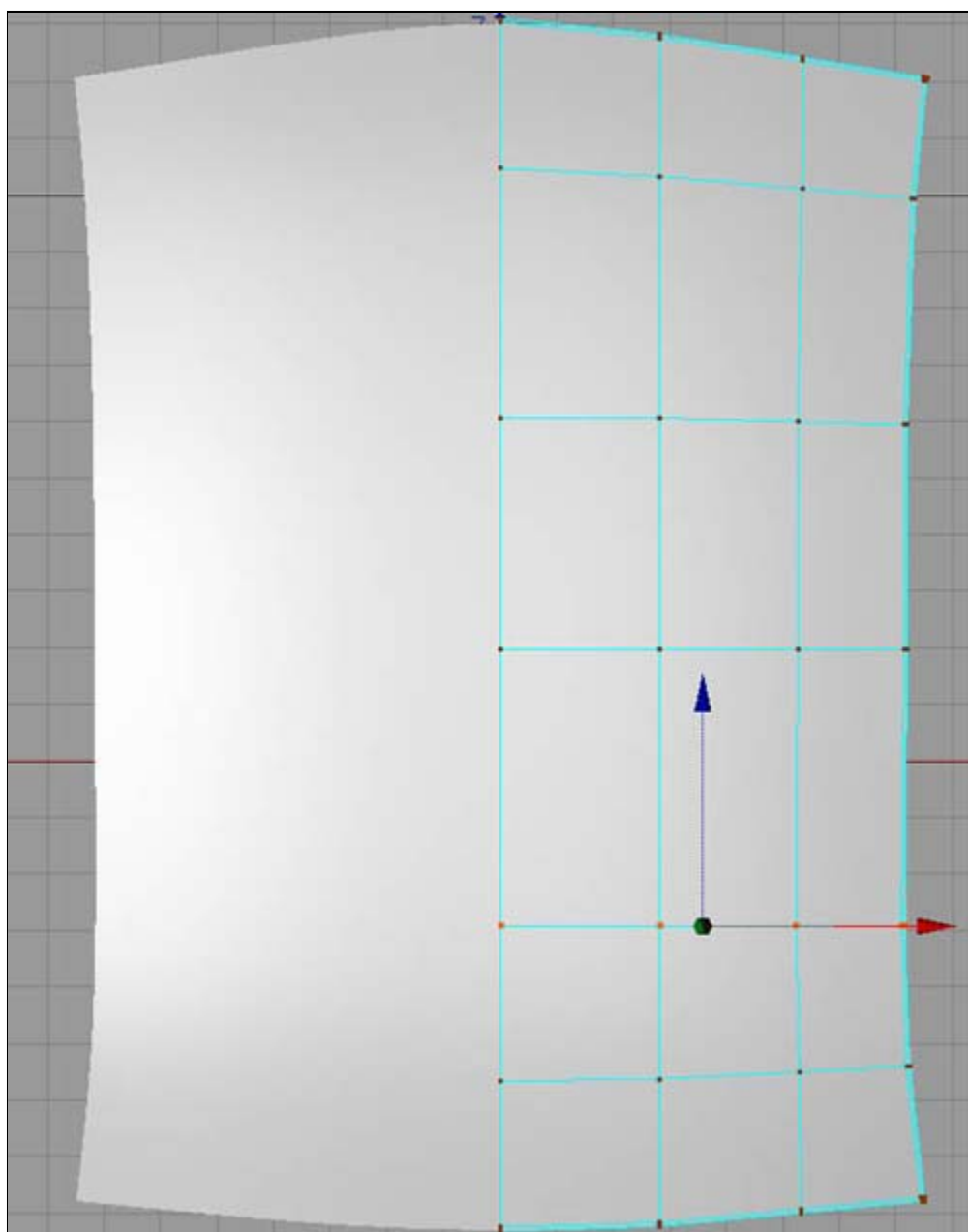


For the roof we provide a new Polygonobjekt and give it a Phongtag. For the conversion Dachs we provide the following Polygoneflecht and adapt it to the blueprint:

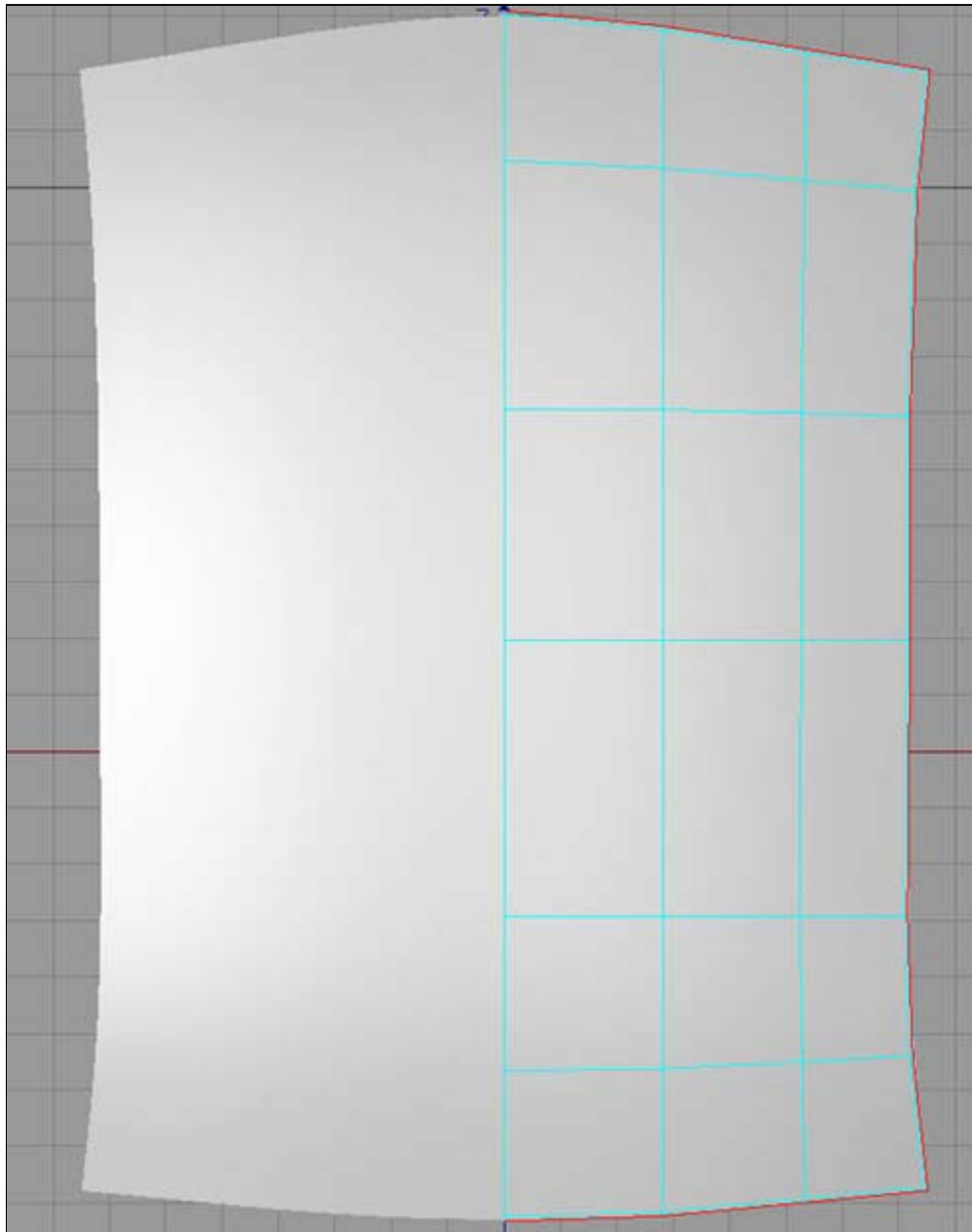




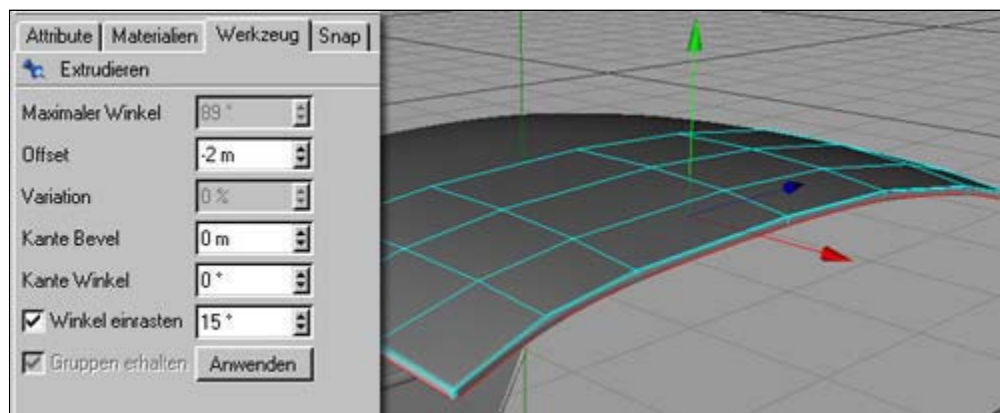
For that surround the edges I with this object another method to suggest, for this cut we three times along the edges, best uses it for it to the Cutter of Königsmarck:



Now we select the outside edges with the edging lesson tool:



And extruding (Shortcut = „D “) it 2m:



Now the edges should be beautifully even and we receive a clean Mesh.

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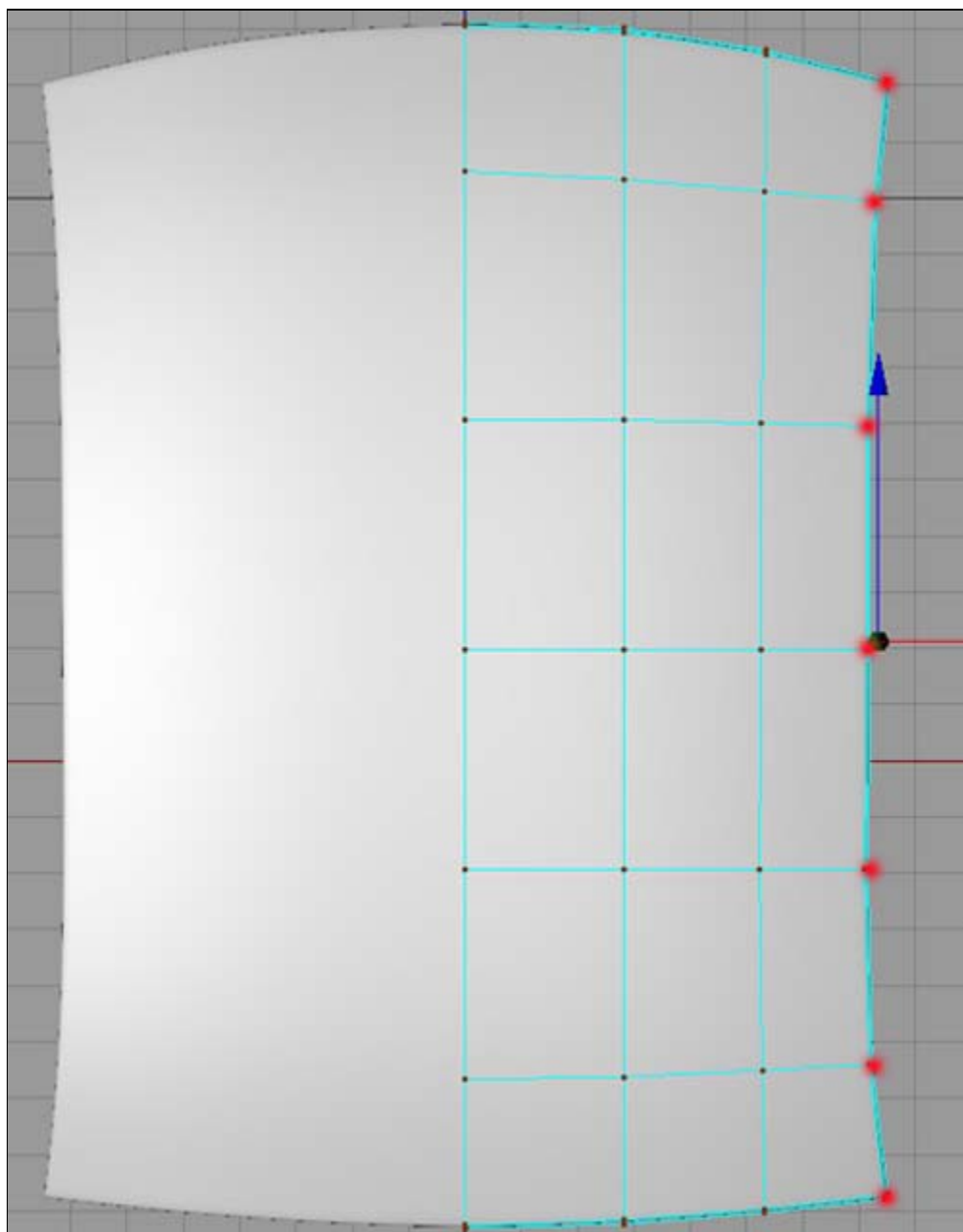
A/B-column part A

The next part is one me personally most with difficulty falls, therefore I will try several steps to showing:



We proceed like always and to search a construction unit, which continues to help to us from the building method with the A/B column, in this case the roof. There clones we as usual and these shift the extreme peripheral points.





Again and Polygone produce the point row for clones we.