

3D Modeling & Animation

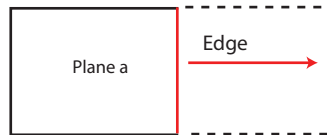
Designing Cars Using Edge Modeling

Edge modeling is a variation of basic box modeling.

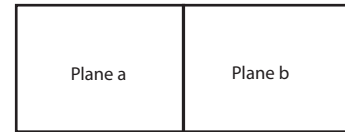
1. Create a "Plane" (only 1x1 x 1 segments) and add the "Edit Poly" modifier.



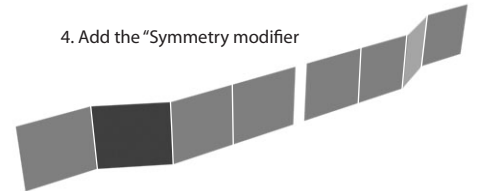
2. Select the right edge of the plane, hold the "Shift" key down, and with the move tool.



3. Dragging the edge of Plane a creates Plane b.



4. Add the "Symmetry modifier"



5. Continue pulling edges to create the cars basic body shape

