![SoCal ROC - Career Technical Education]

3D Modeling & Animation

DESIGNING A CUSTOM AUTO
Advanced Level
(Point Value - 1 to 15 points)

This model introduces you to a new modeling technique called "Edge Modeling". It is similar to "Box Modeling" but instead of extruding polygons to create volumes you extrude or "pull" edges to create flat, sheet-like surfaces.
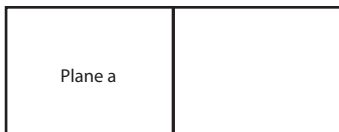
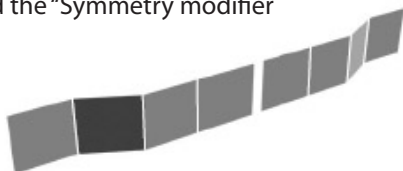**1.** Create a "Plane" (only 1x 1 x 1 segments) and add the "Edit Poly" modifier.

Plane a

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

Plane a — Edge →

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

Plane a

4. Add the "Symmetry modifier

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