3D Animation & Modeling
Box Modeling - Concept Vehicle

This project encourages creativity in the sense that each students "Concept" will be unique. No two students' Concept Vehicle' will look the same.

The primary modeling technique is "Box Modeling". The subset of skills are:
1. Extruding
2. Beveling
3. Chamfering Edges
4. Applying modifiers
   a. Symmetry
   b. Turbosmooth
5. Selection techniques - "Ring" and "Loop"

1. Begin with a simple box approximately 3" Length x 3" Width x 3 " Height & placed in the middle of the grid.

2. Apply the "Edit Poly" modifier.

3. Apply the "Symmetry" modifier and orient it correctly (see diagram A)

4. Apply the "TurboSmooth" modifier.

5. Through a series of extrusions, bevels, chamfers, resizing, etc. develop your vehicle.

Diagram A
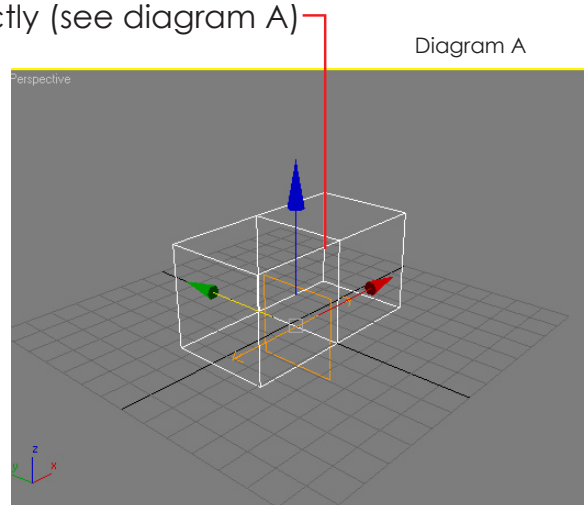
Finish off the vehicle with a "Raytrace" texture and any other additions such as a sphereical dome, pipes, wheels and grills.