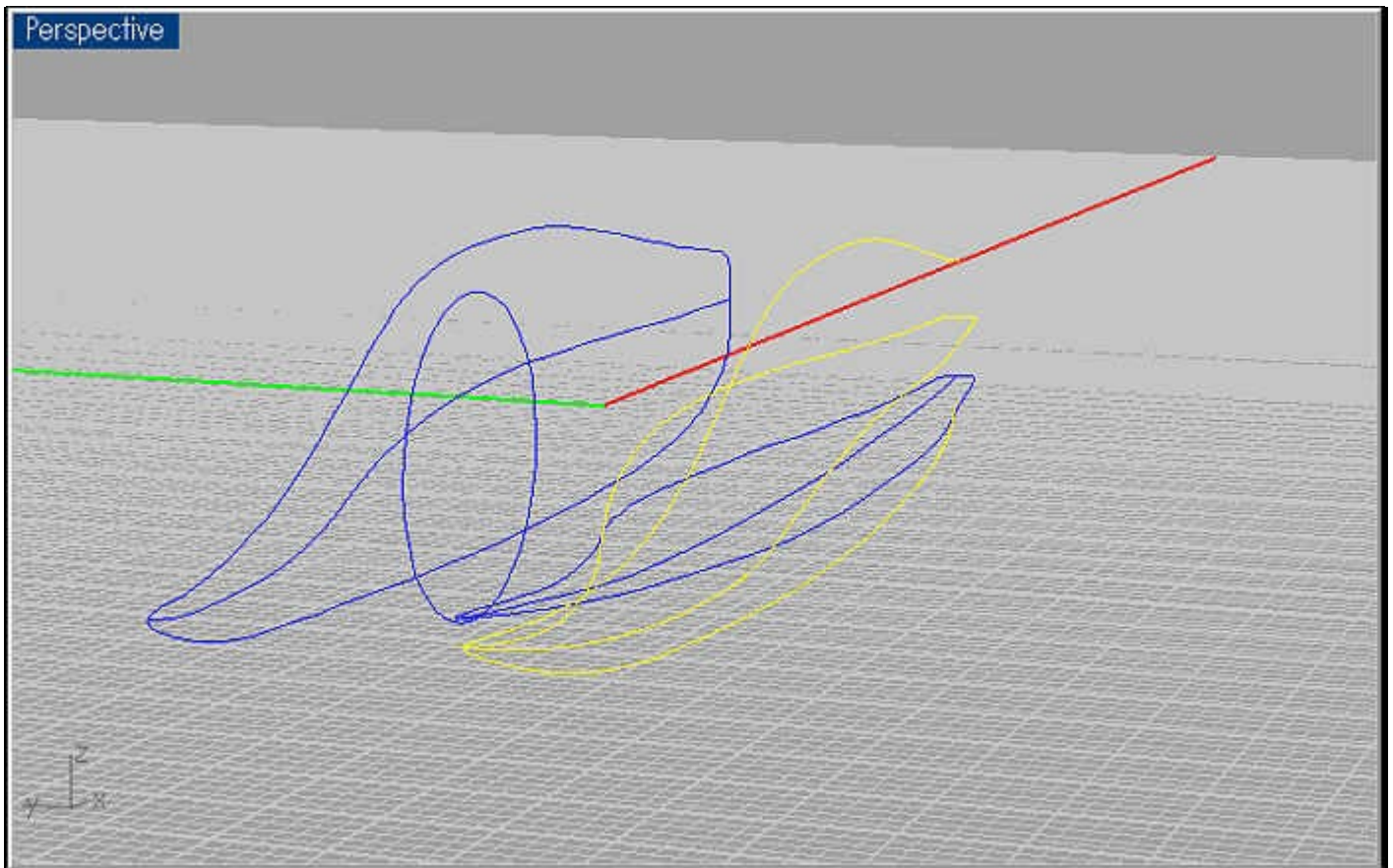


(fig 10)



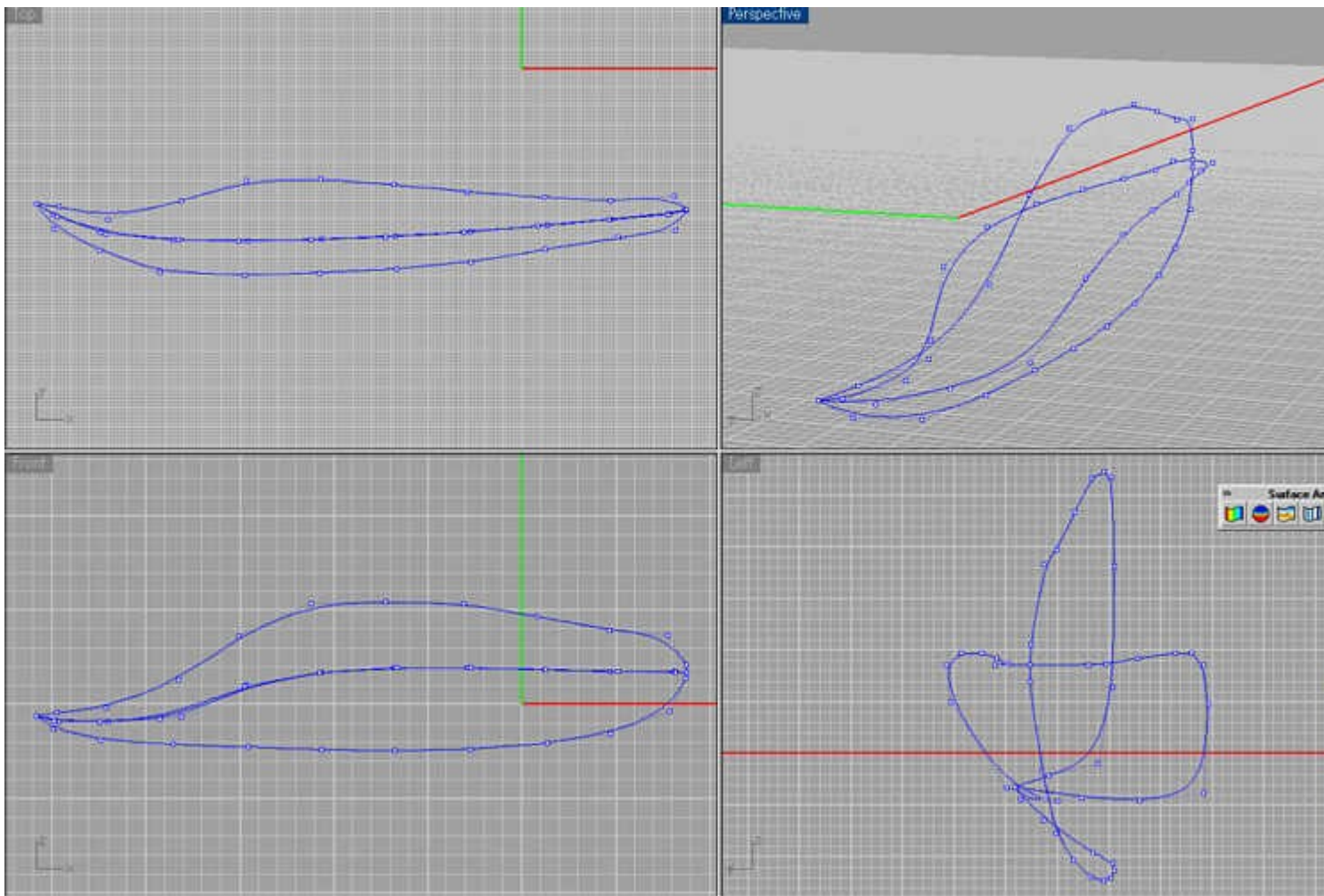
(fig 11)

The way to make of the front fender.

Display a only front fender layers .

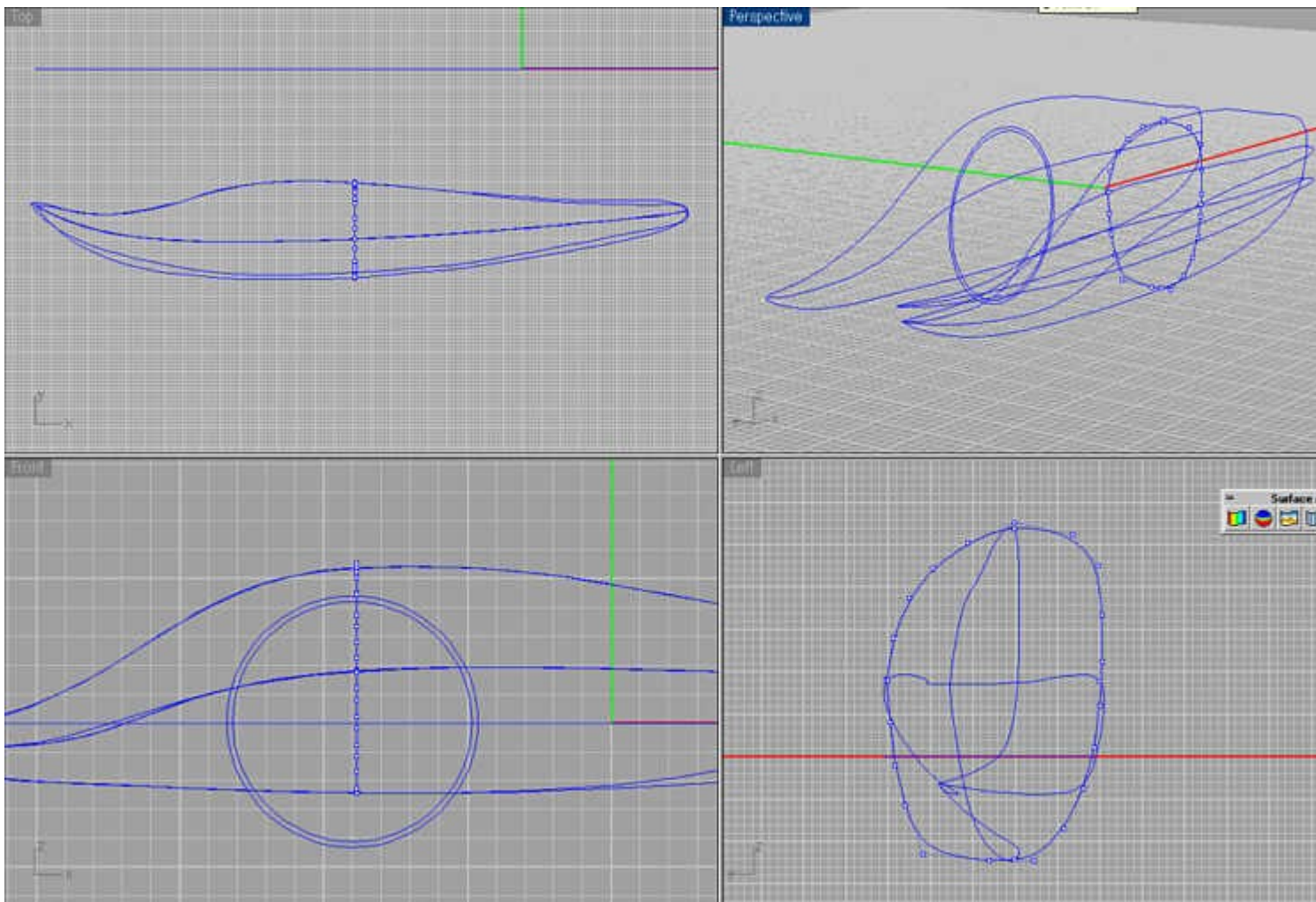
Insert a line in the middle the line of the frame is cut with an intermediate line.

Create some line on space with Crv2View command corresponding to 1-3, 2-3, 6-4, 6-5. (fig 10)
(fig 11)



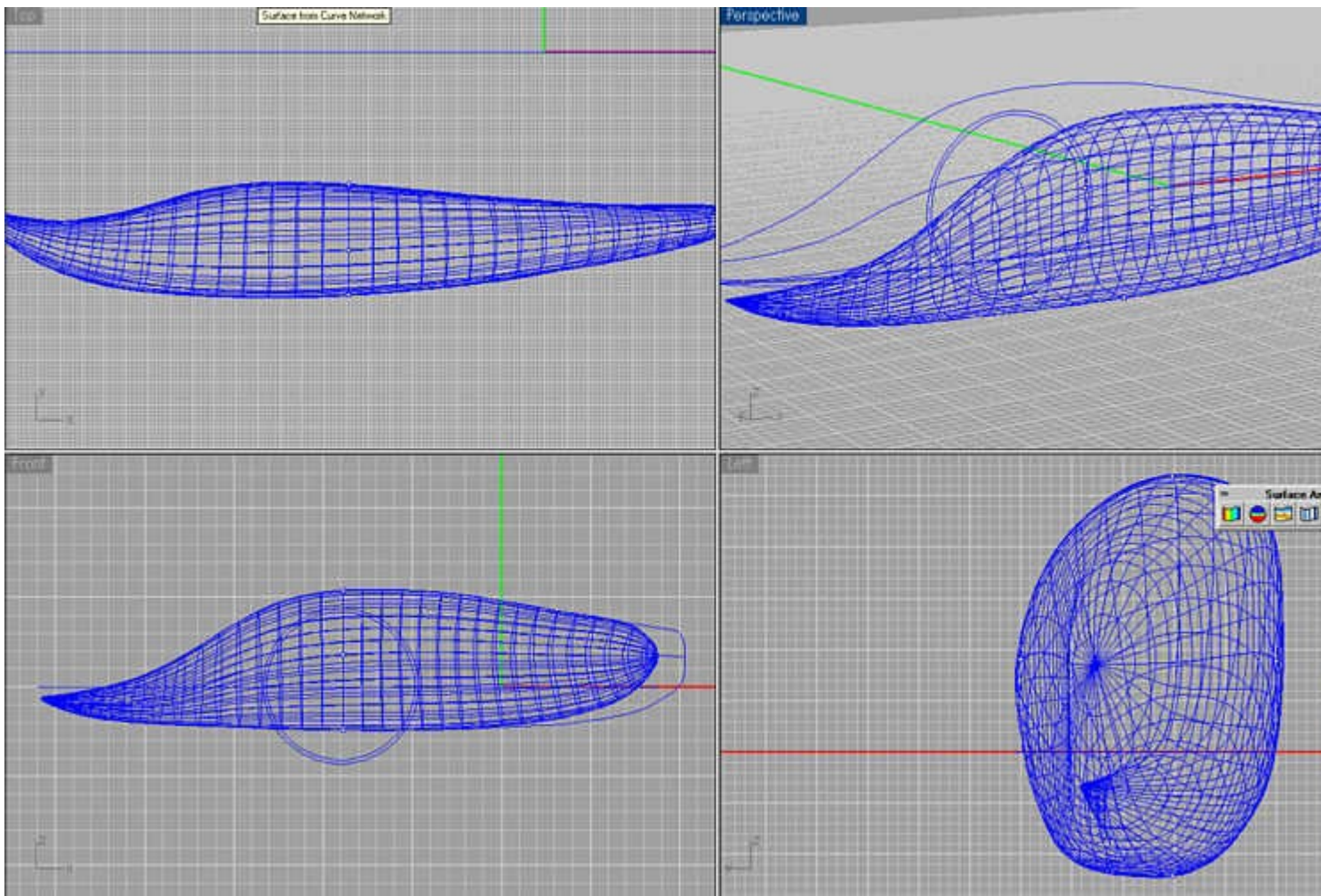
(fig 12)

Decrease the control points of the line, where was possible with a Rebuild command the line is adjusted
 by using the movement of the control points and
 Combine the edge of the line by using a Match command. (fig 12)



(fig 13)

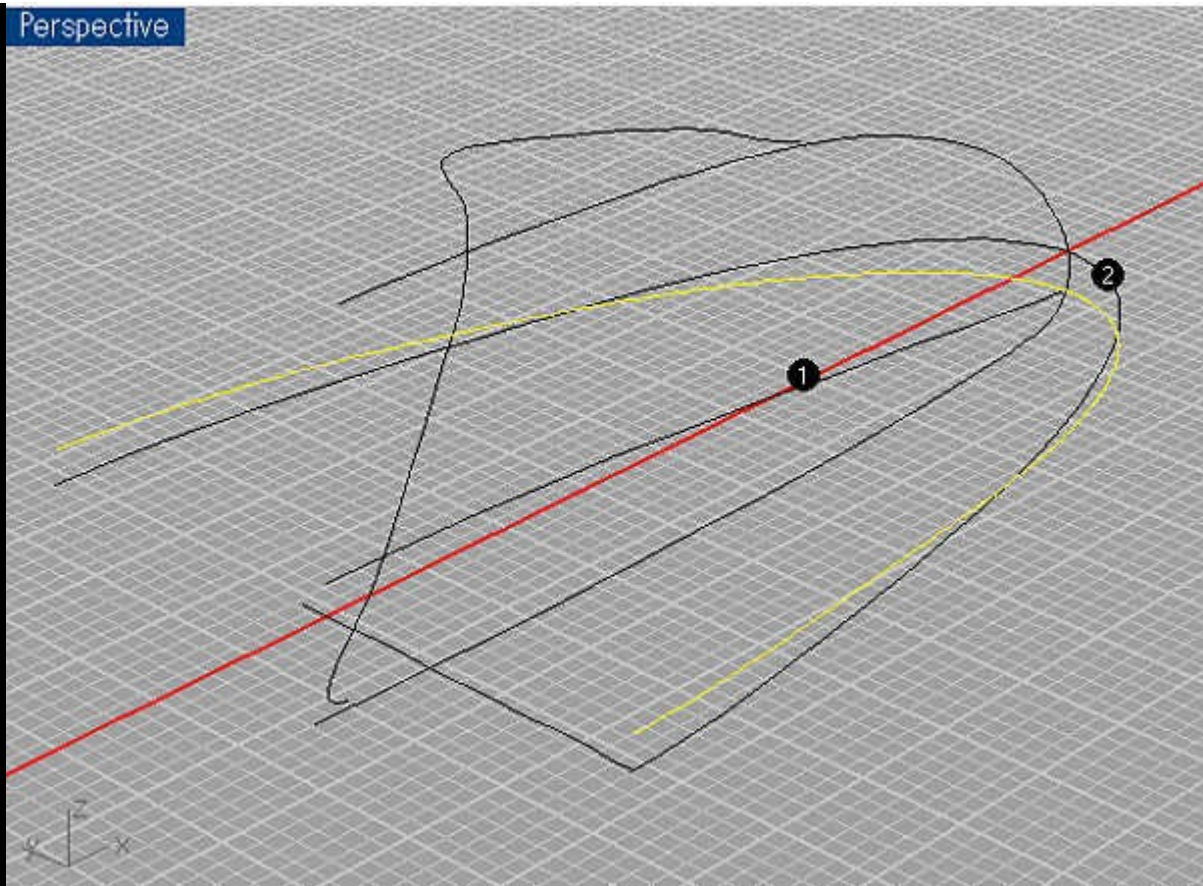
Create face of an oblong is made to the middle and
 Make the point of intersection of the line and face with an Intersect command and
 Make a section line that it passes the 4 points . (fig 13)



(fig 14)

Create a surface from a curve with a NetworkSrf command. (fig 14)

Perspective

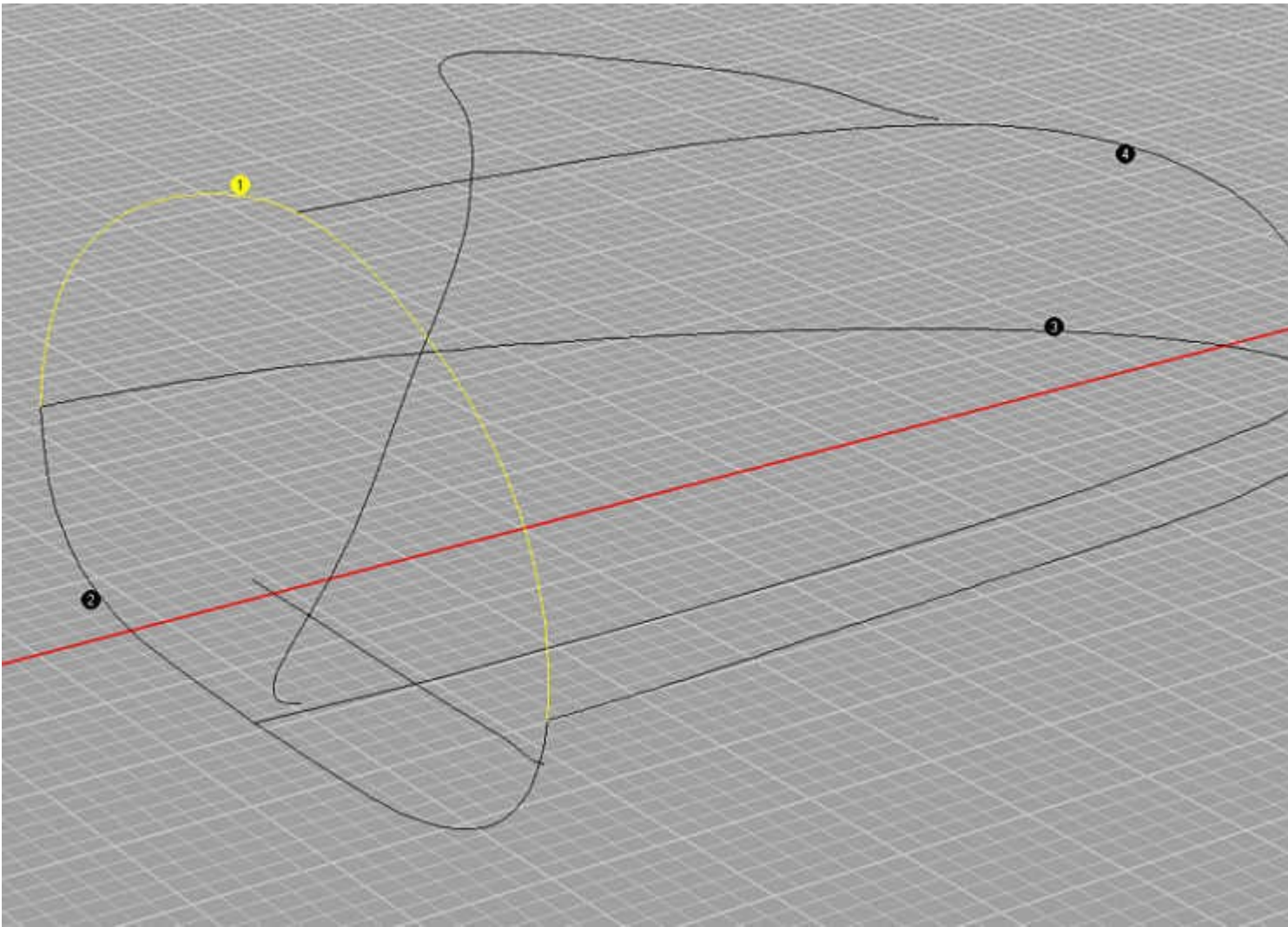


(fig 15)

The way to make of the trunk.

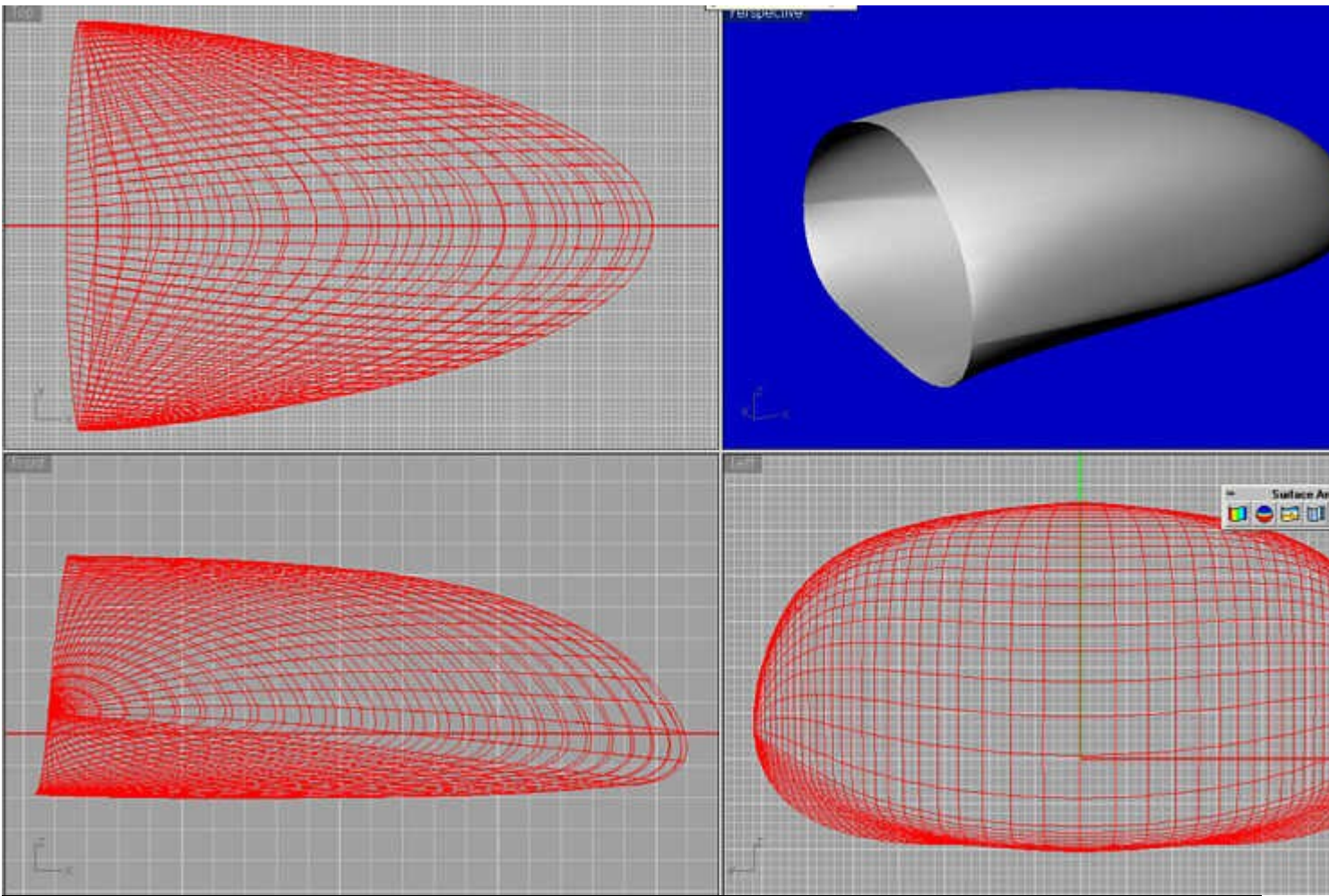
Display a only trunk layers .

Create intermediate line 1 and make a line on space using line 1 and line 2 with a Crv2View command. (fig 15)



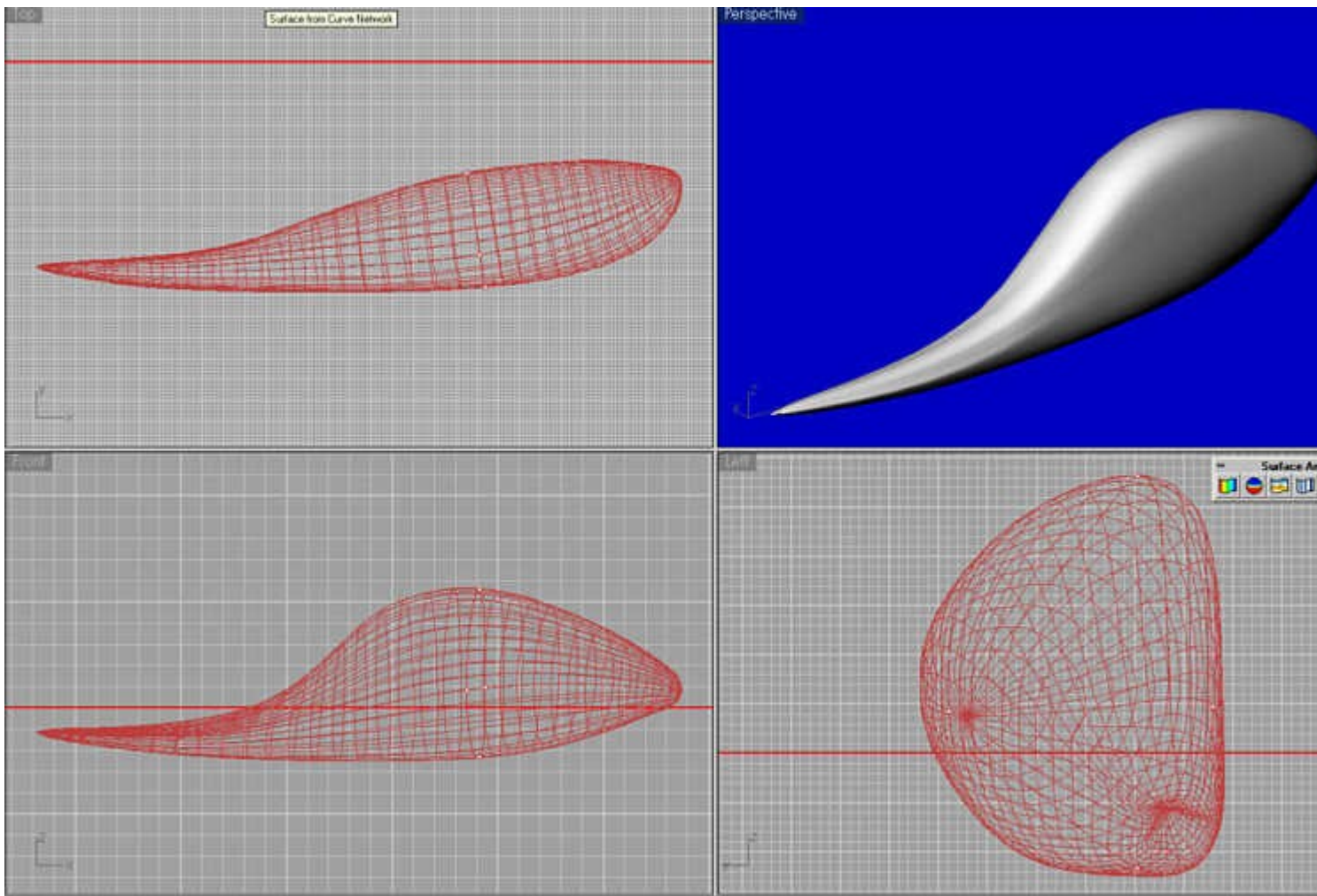
(fig 16)

Make 2 section lines As it touches to the edges of other lines. (fig 16)



(fig 17)

Create a surface from a curve with a NetworkSrf command. (fig 17)



(fig 18)

Make a face even a rear fender as the same as a front fender. (fig 18)

[NEXT](#)

[HOME](#) [BACK](#)