

DARK3D.C

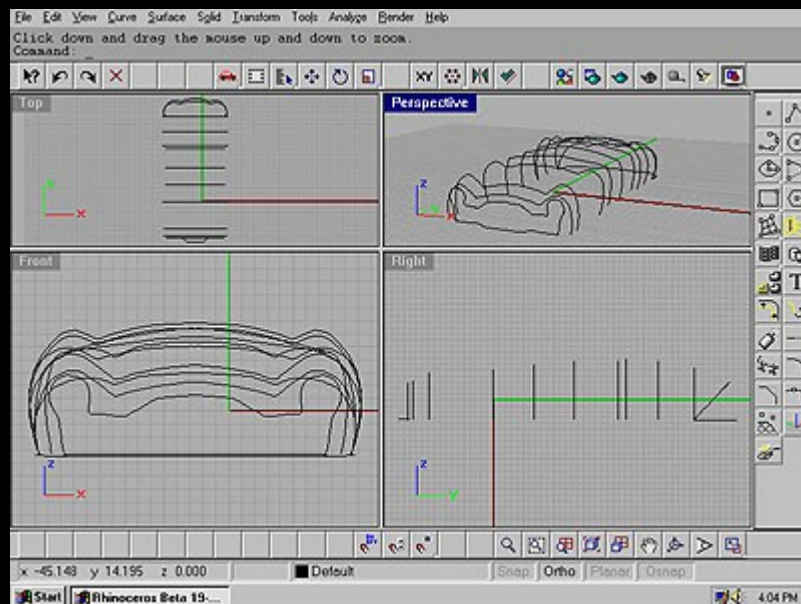


Shelby Cobra 427/Rhino Tutorial



STEP 1

This is a small demo on making a Shelby Cobra car body. I won't go through all the small stuff, like the tires and gas tank lid, etc. You probably know how to do this or will soon. The car body is the hardest, it is a very smooth object and can be very difficult to model. I picked a very hard one, a Shelby Cobra. I have a toy model of it I use for reference. Oh yeah, the Rhino workspace is a screenshot from one I made for myself, you can use it also if you like.

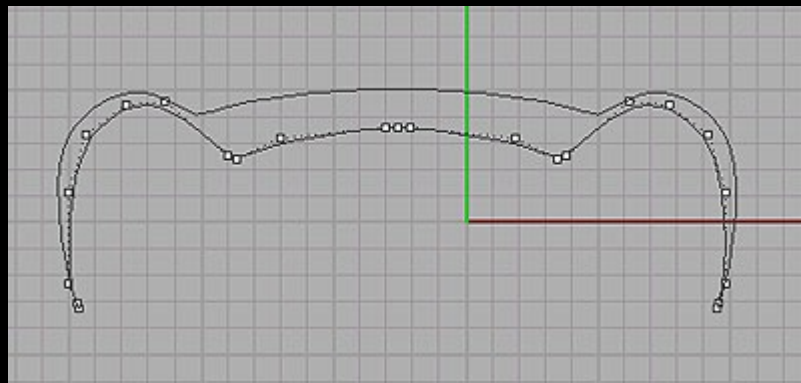


study the picture above, you will notice what looks like a wire frame of the car body. You must first study your photographs or objects you are using for reference for these contour lines. A contour line is an outline of a shape. Unlike poly modelers, R.B.S. modelers use splines to create shapes. It is very important that you study the makings of a shape as contours, like an artist studies shapes for a 2d drawing.

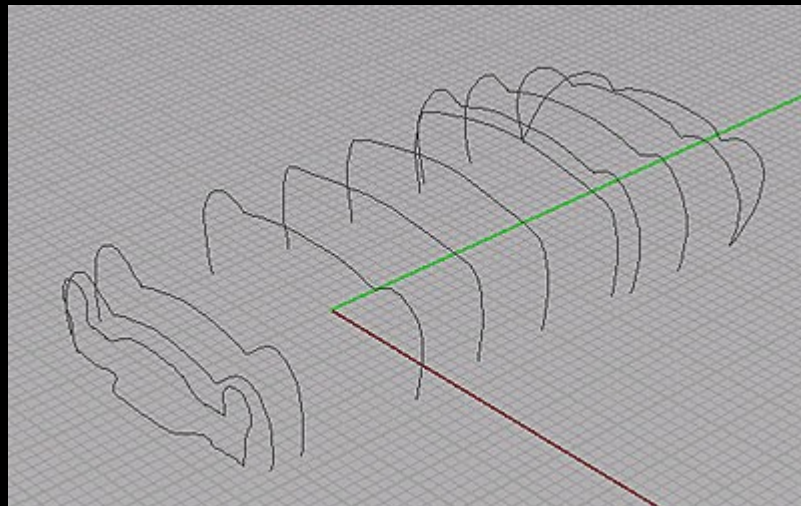


STEP 2

This is an Interpolated Curve. From the drawings I have for reference, I could tell that this was the single most descriptive line for the car body. Now keep your eye focused on the object, and find the next important change in the surface.

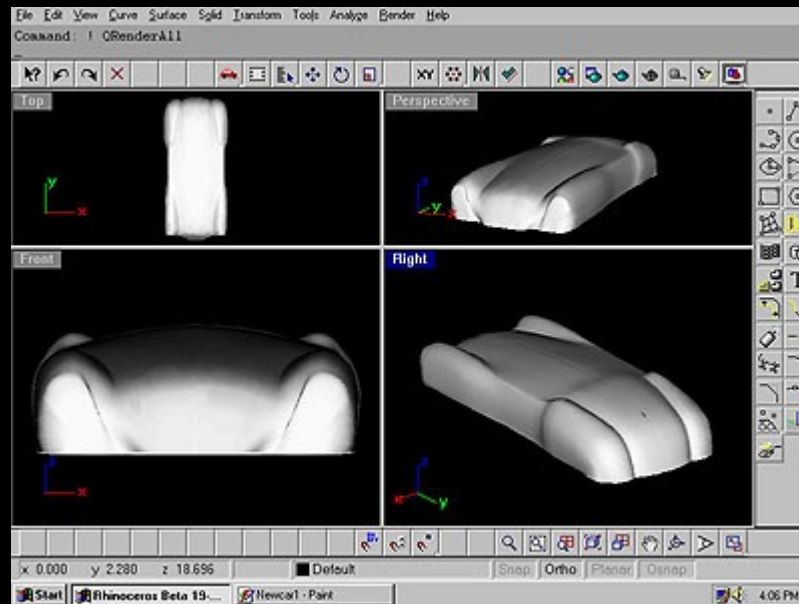


Create this second contour line by copying the first curve and moving the control points to make the next outline.



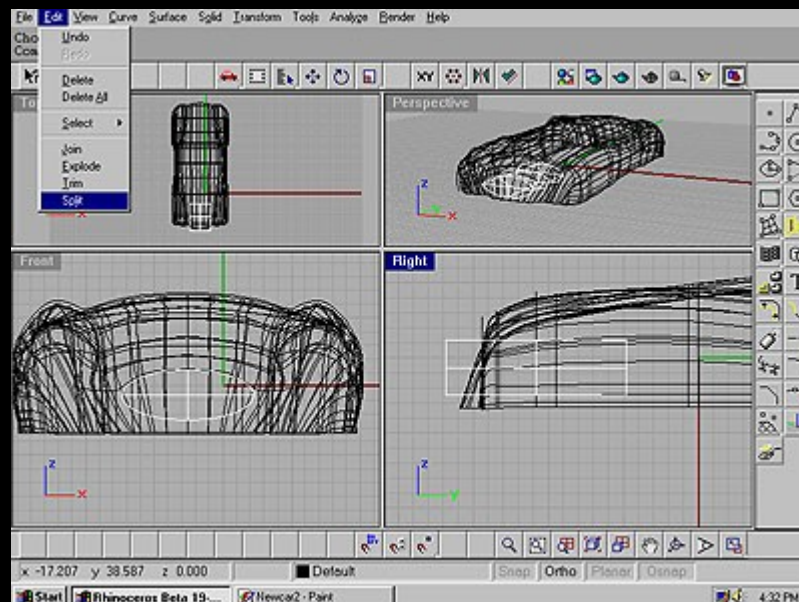
As you can see that I jump ahead to show you several hours of just curve making. Every once in a while I would loft the spline

her to see how things were working.



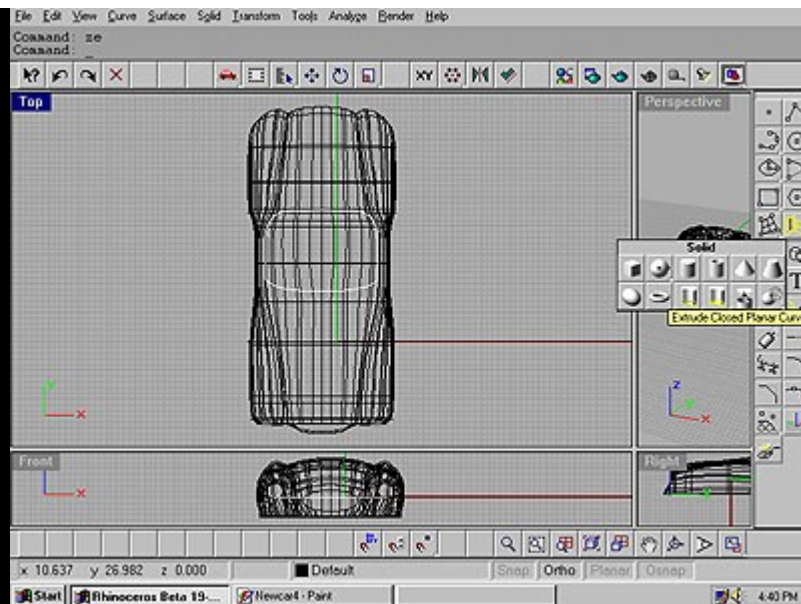
STEP 3

to loft all the curves at once. In the Surface menu, under LoftCurves. Make sure you click all the curves at the same spot. I typed the type in looseloft command. Above you can see the results of the loft.

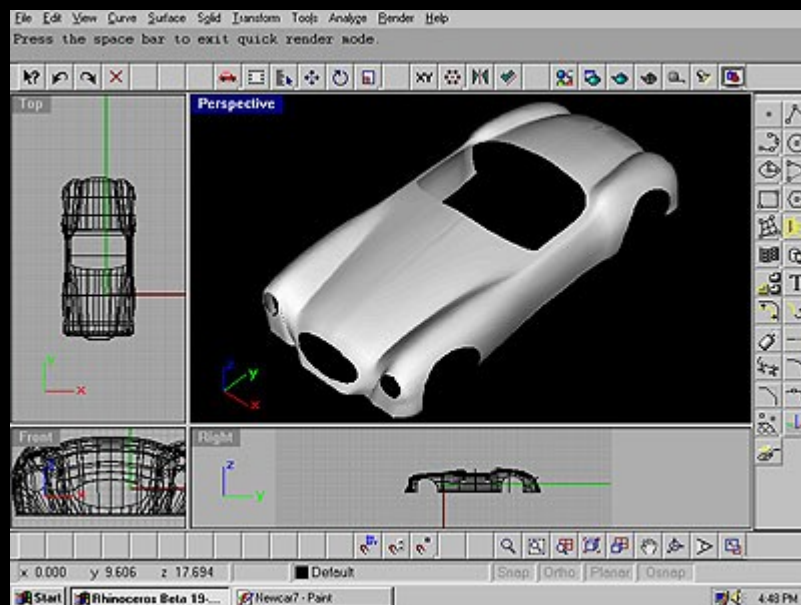


STEP 4

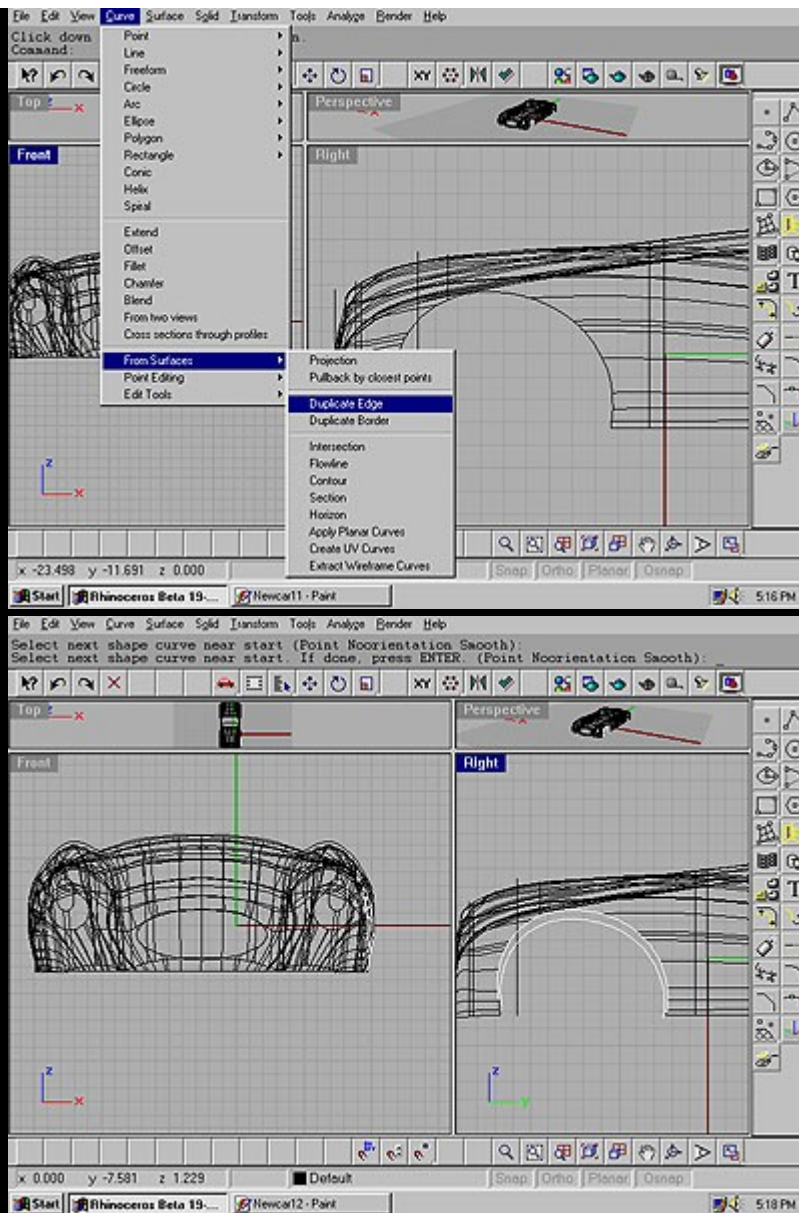
you have made your car body shell from lofts you can start looking for the negative space in your reference. As you can see, I made an object from an extruded spline to split from the main car body.



n, another extruded spline split from the car body.



ou can see, the negative space made from all the splits to the main object helps define the car body.

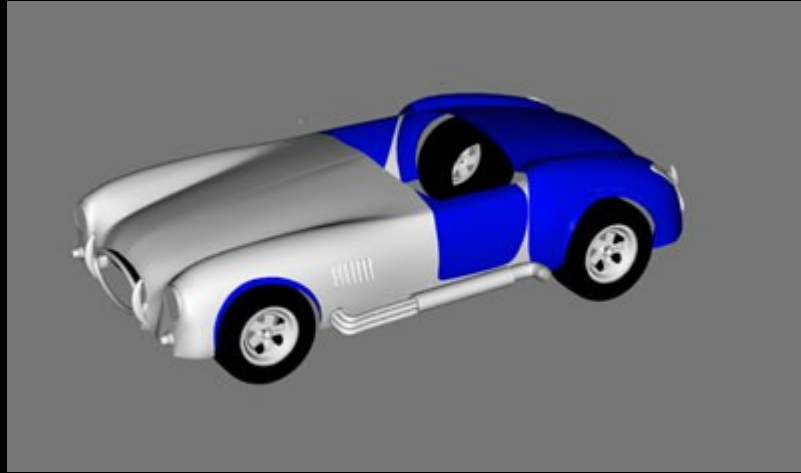


STEP 5

As you can see I duplicated an edge and made a second copy of it. I scaled down the copied curve and moved it away from the body just a little. I did this so I could loft them together and make a small fender.



the body is a little to long, but its a start to a Shelby Cobra! Also, its good practice in lofting contour lines together to make e. Image how many other objects you can make this way.



is what it looks like after a couple more hours of little details. Notice, I had to split the back end of my body and shorten the
ires and rims are just simple revolves, the pipes are just piped splines, just simple stuff.... I am going to spend a little more
Happy modeling!