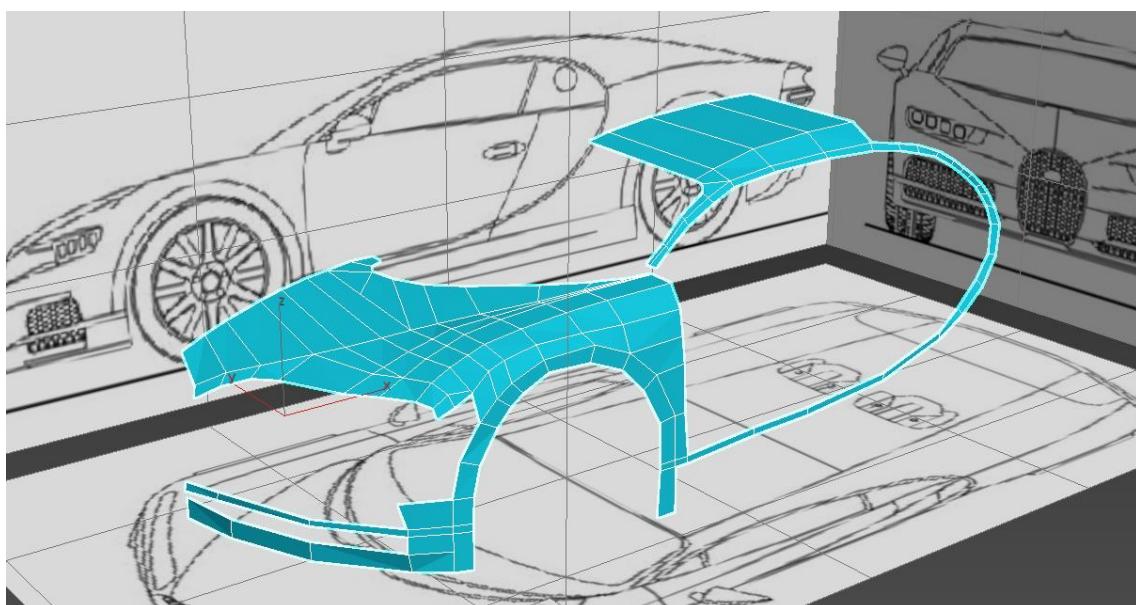
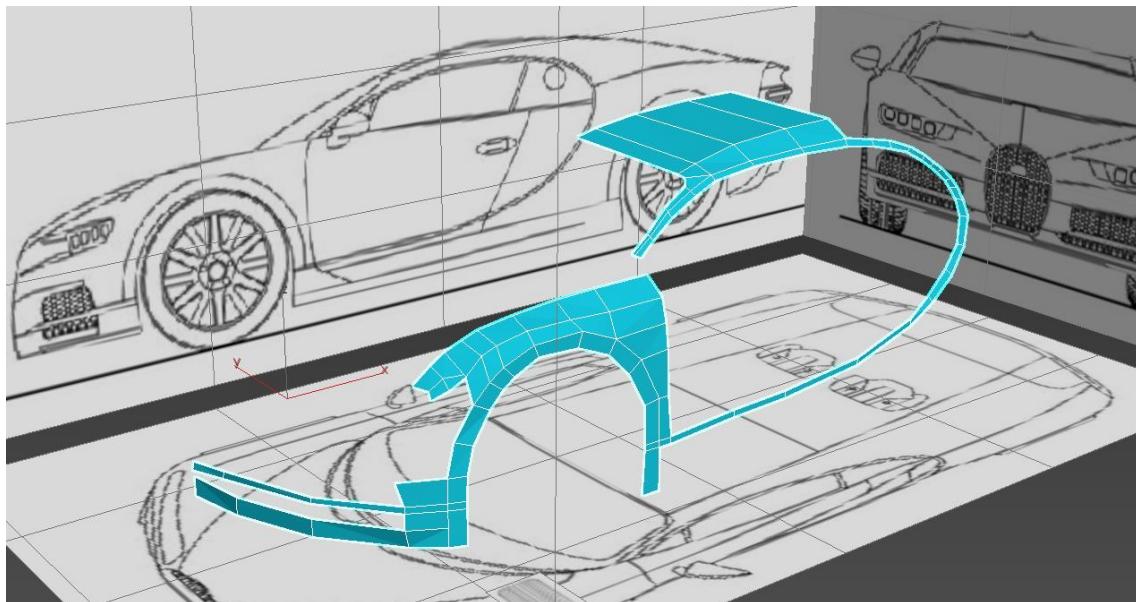


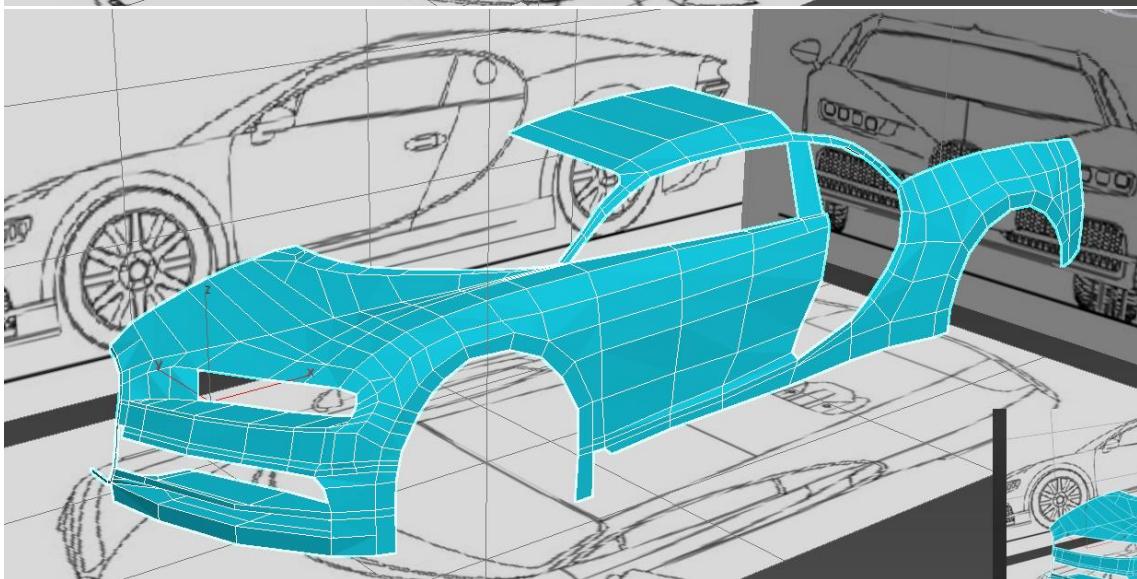
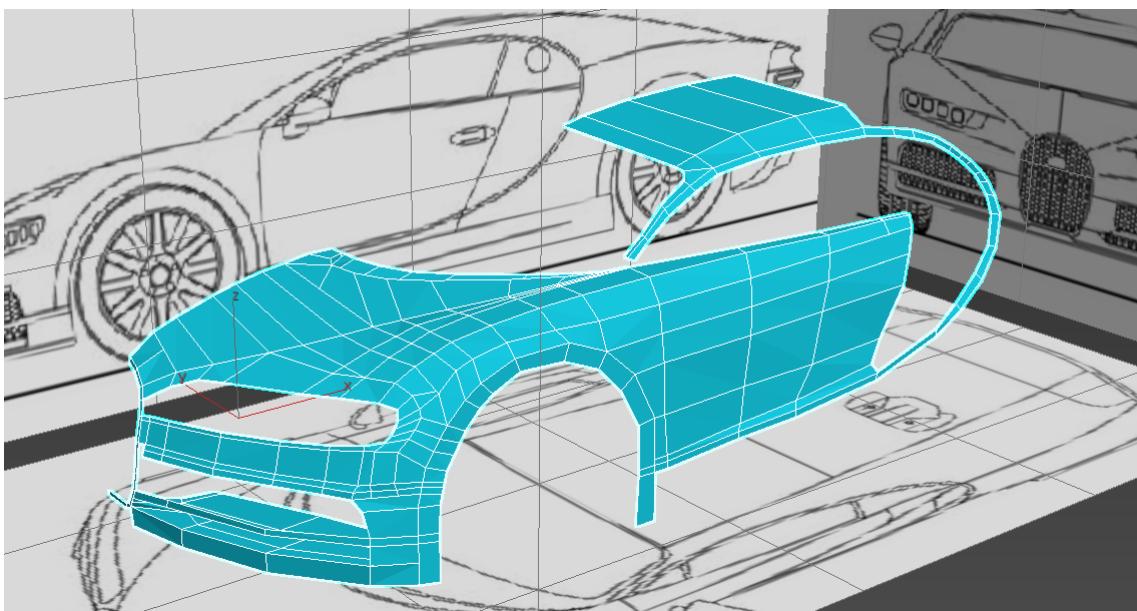
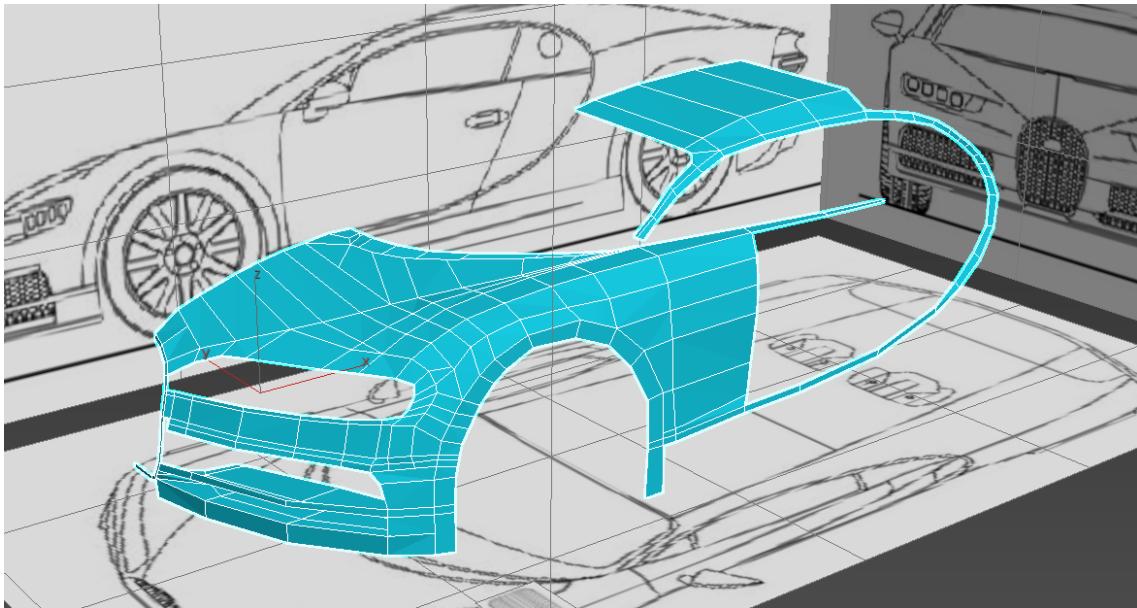
EVOLUCION MODELADO BUGATTI CHIRON

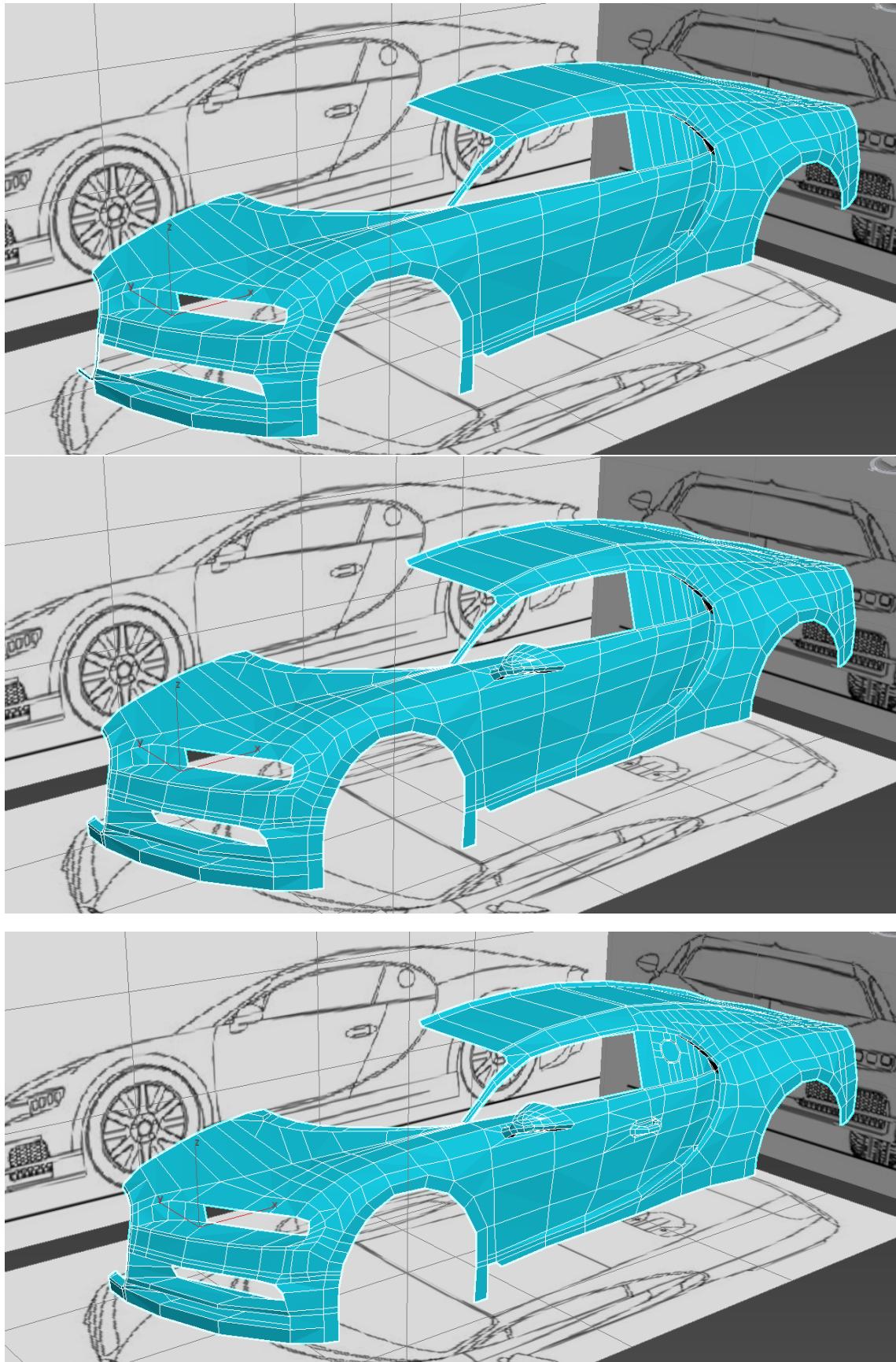
HECHO POR FERNANDO VILLANUEVA PADRONES

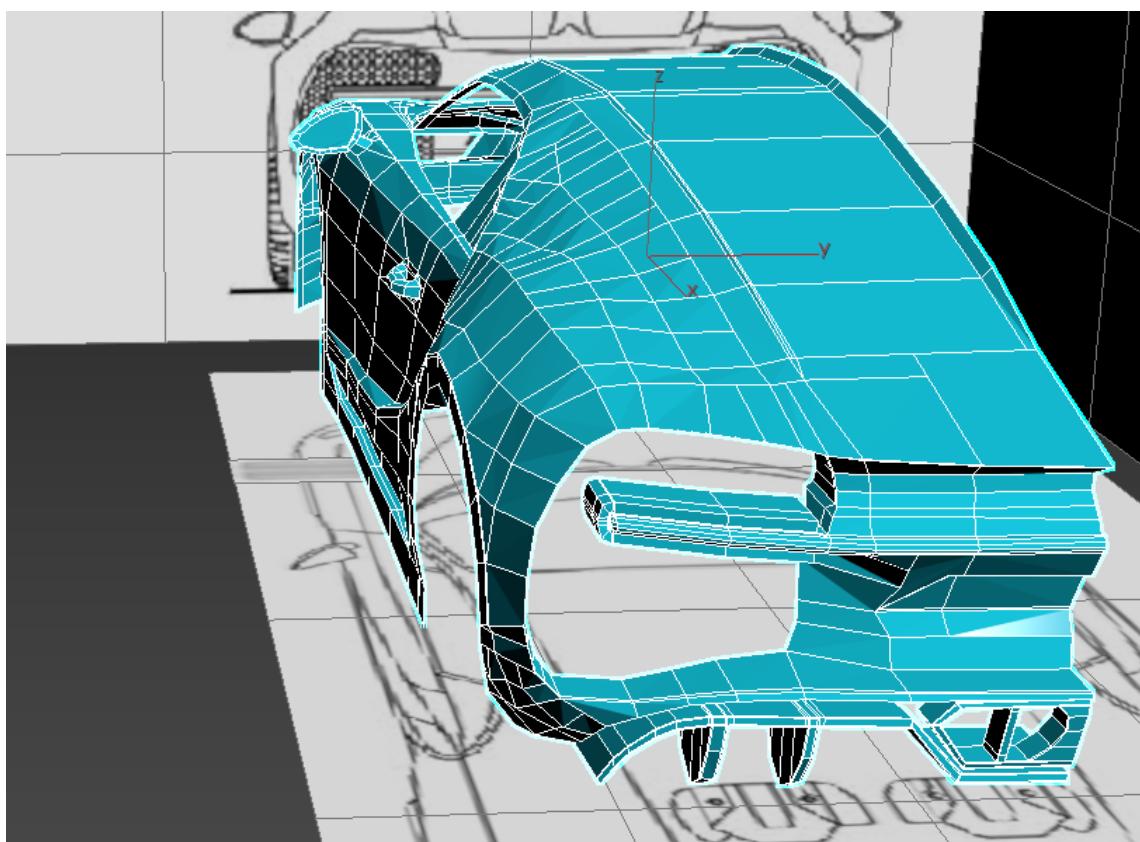
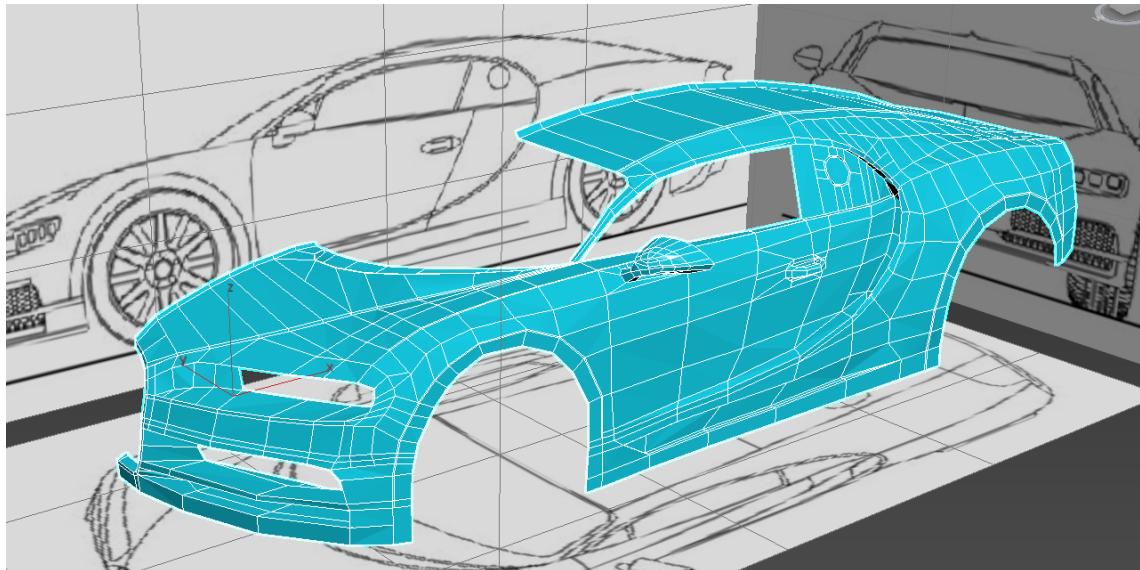
Carrocería:

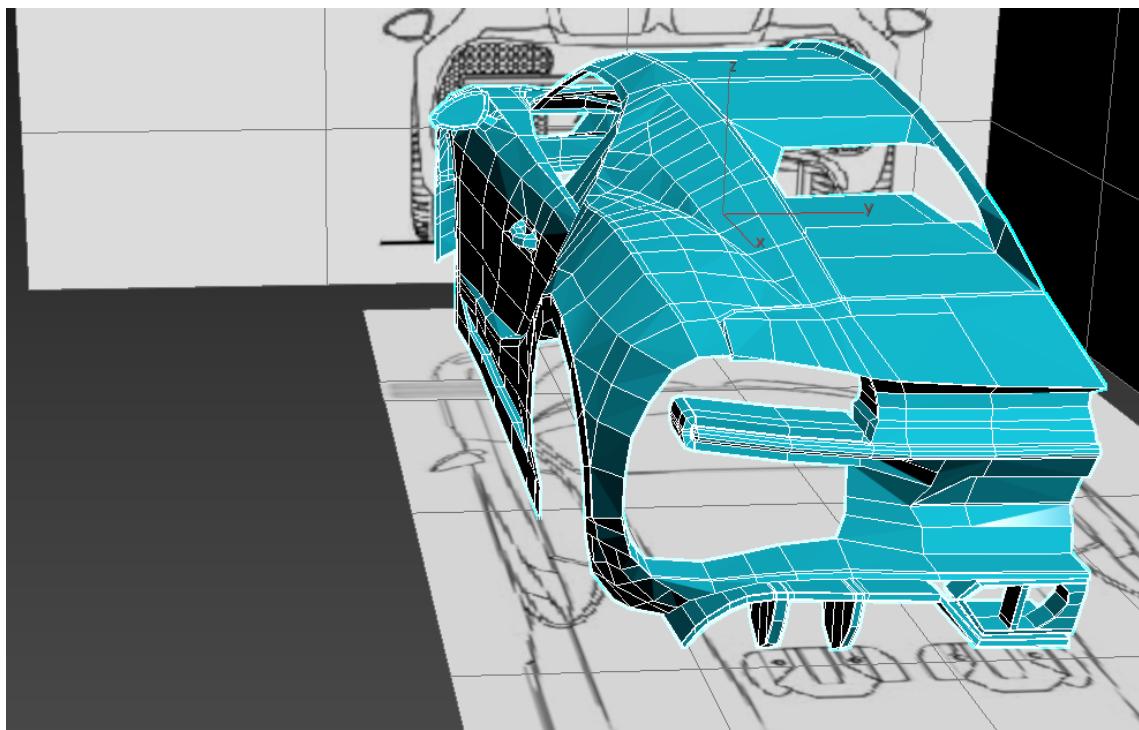
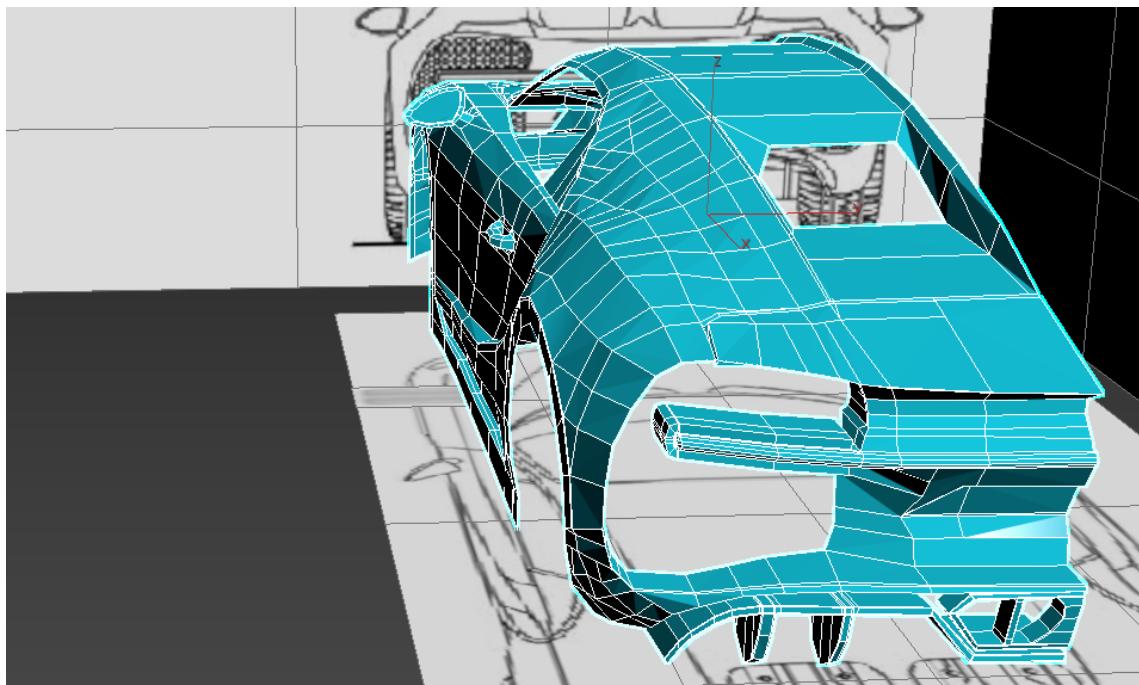
A partir de un plano normal vamos extruyendo:

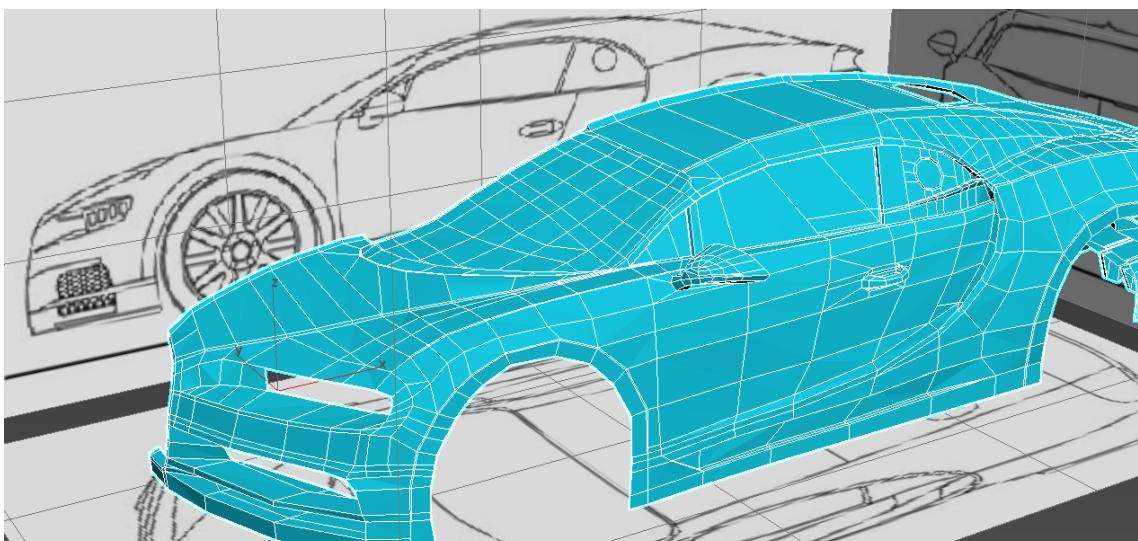
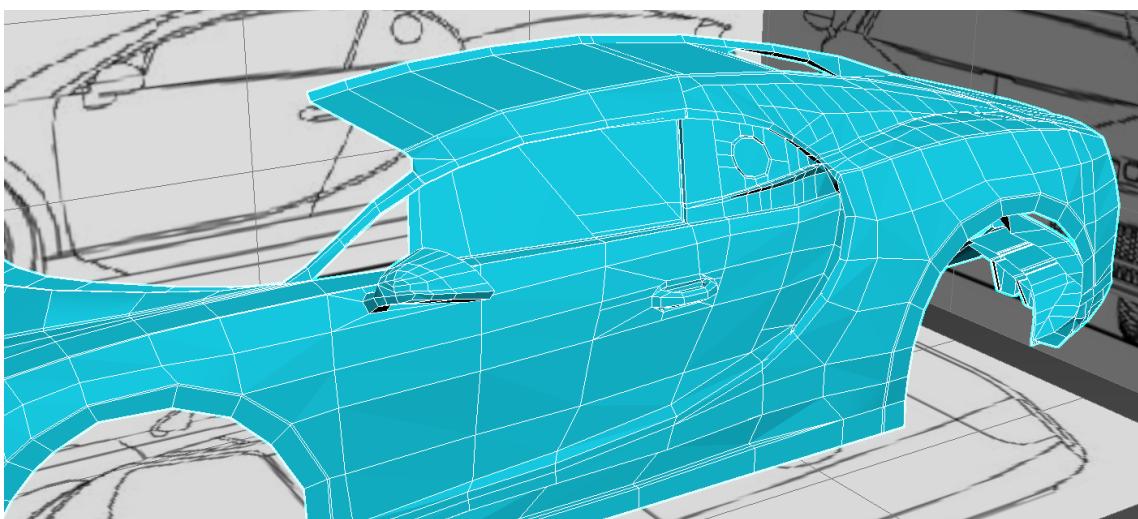
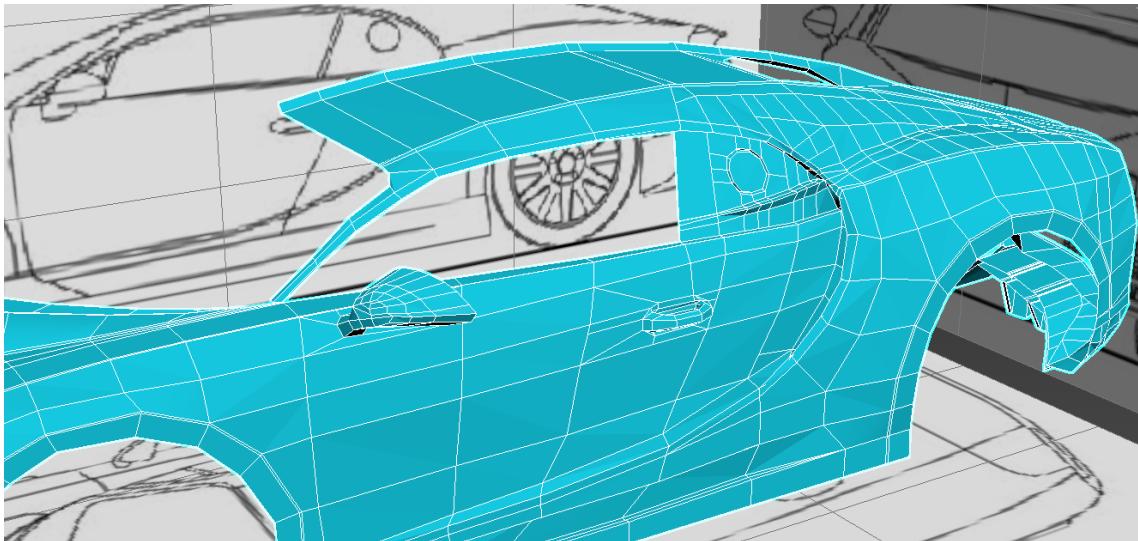


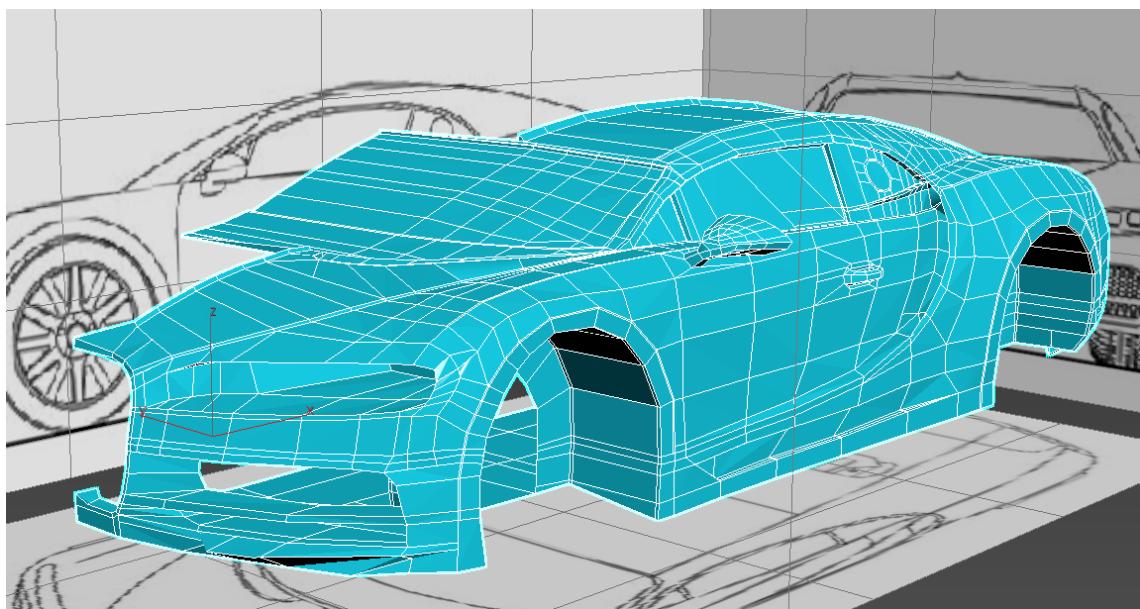
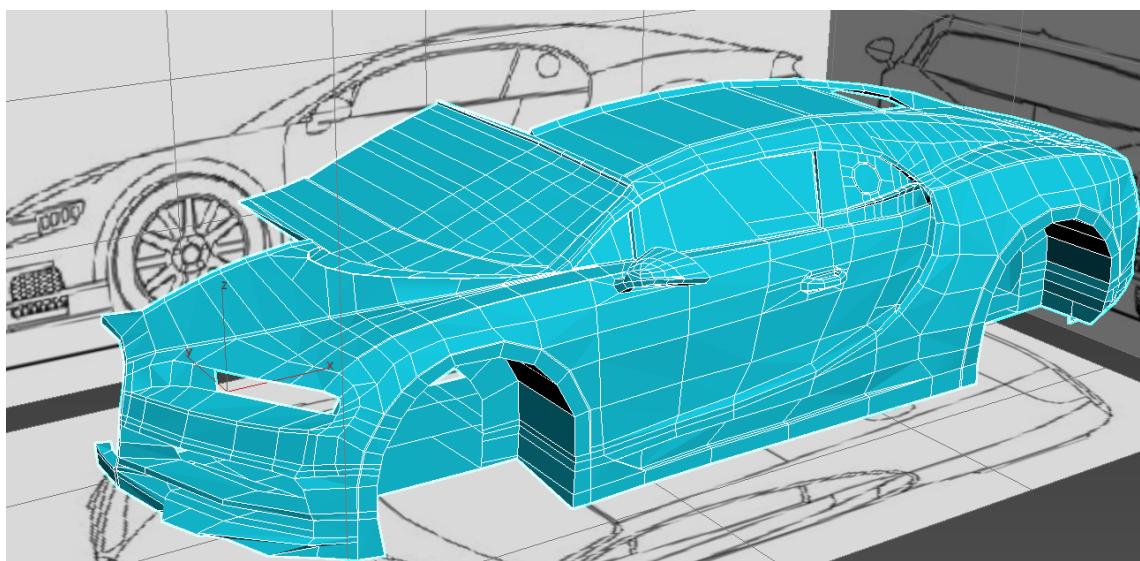
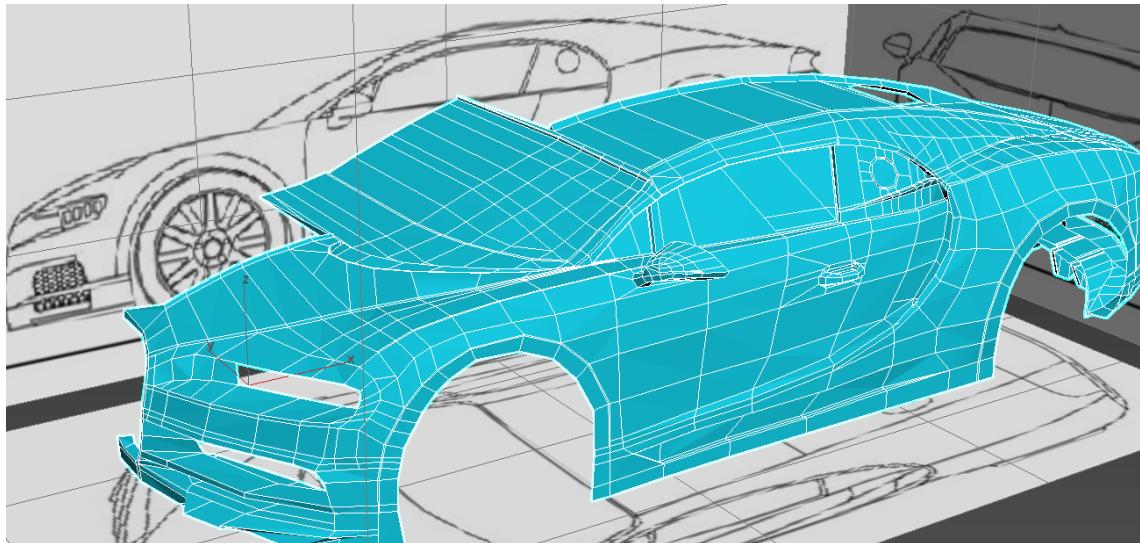


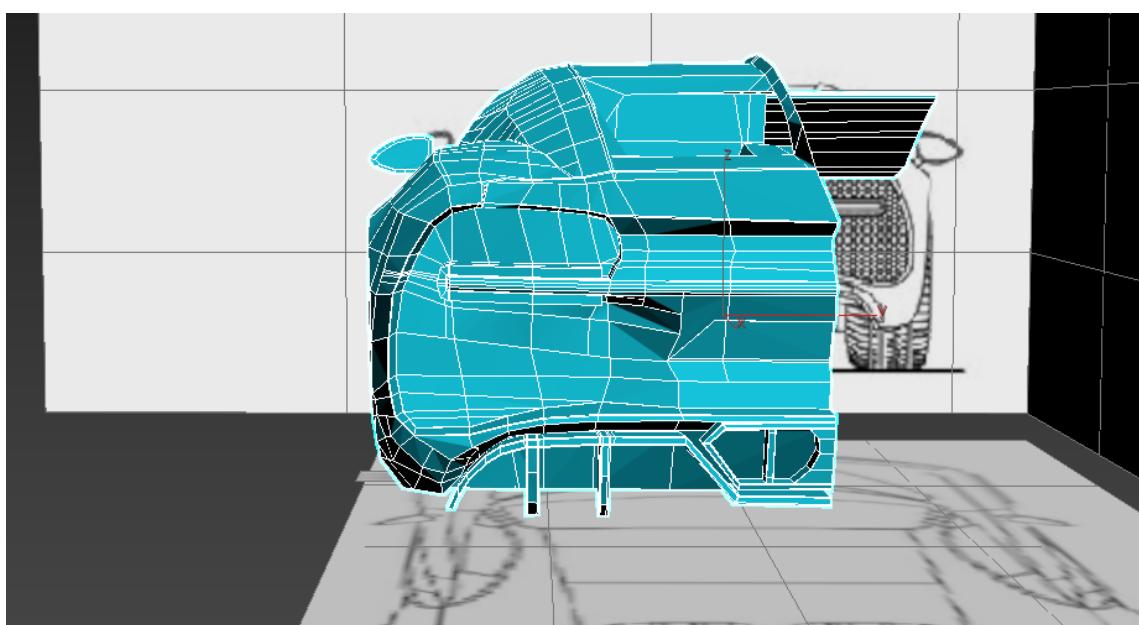
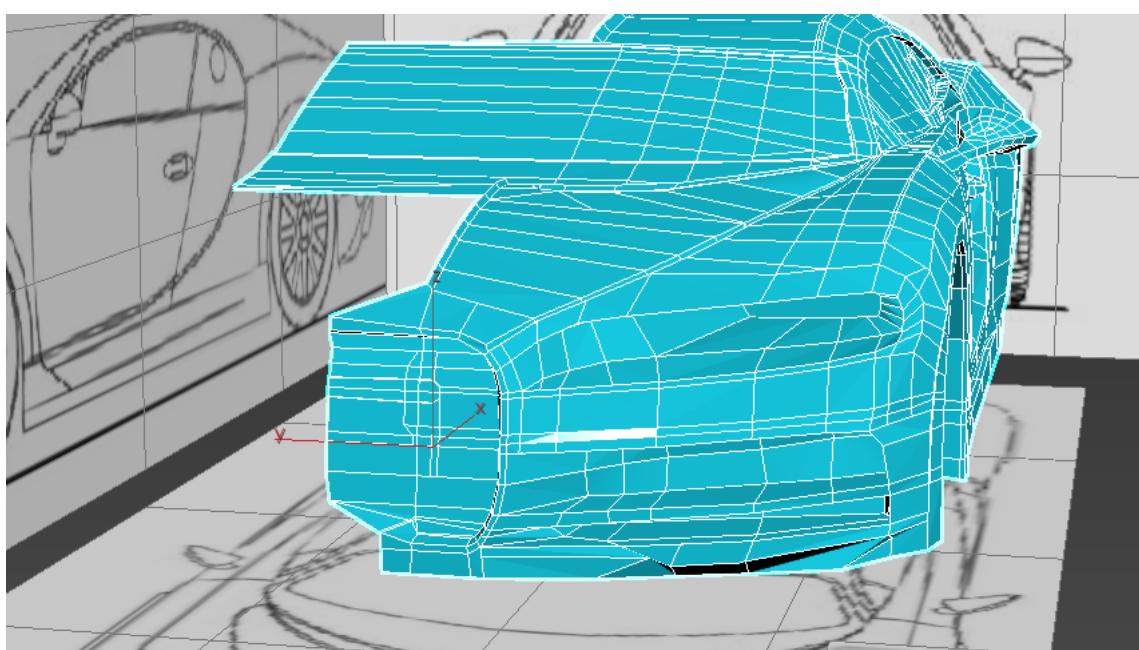
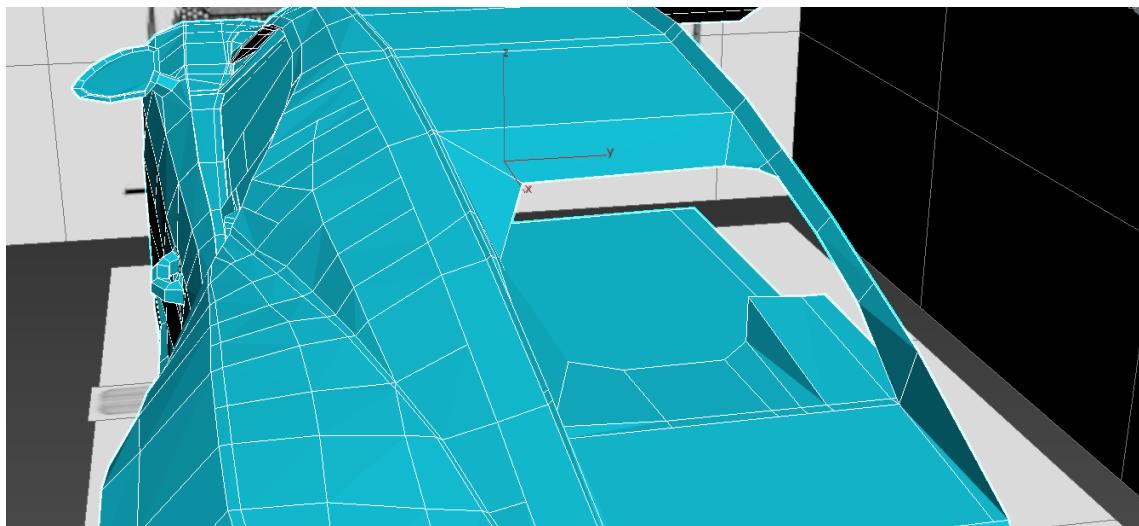




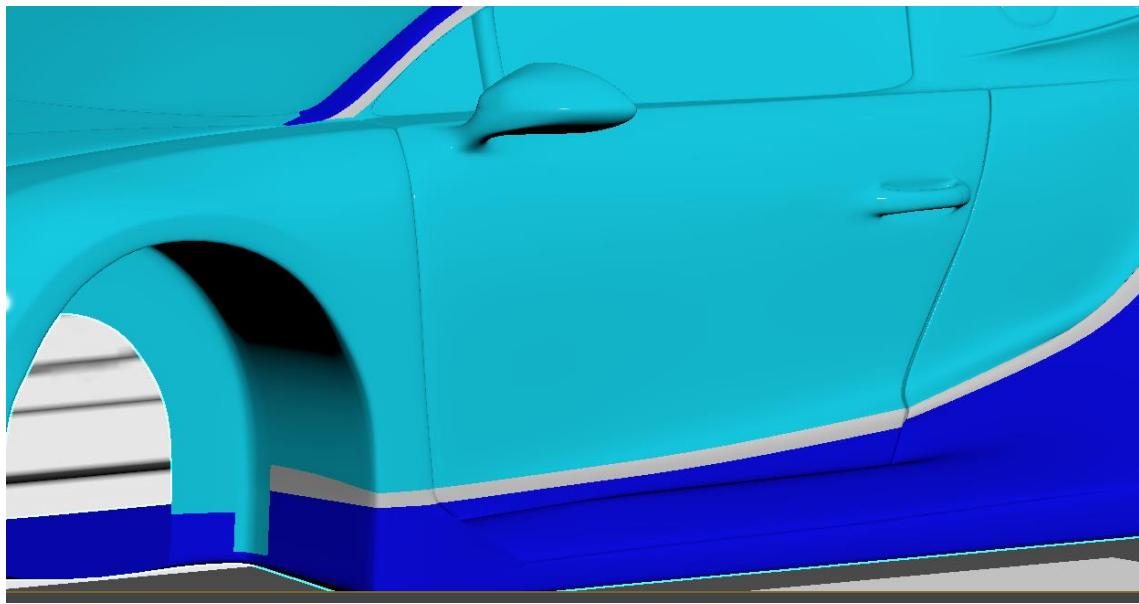






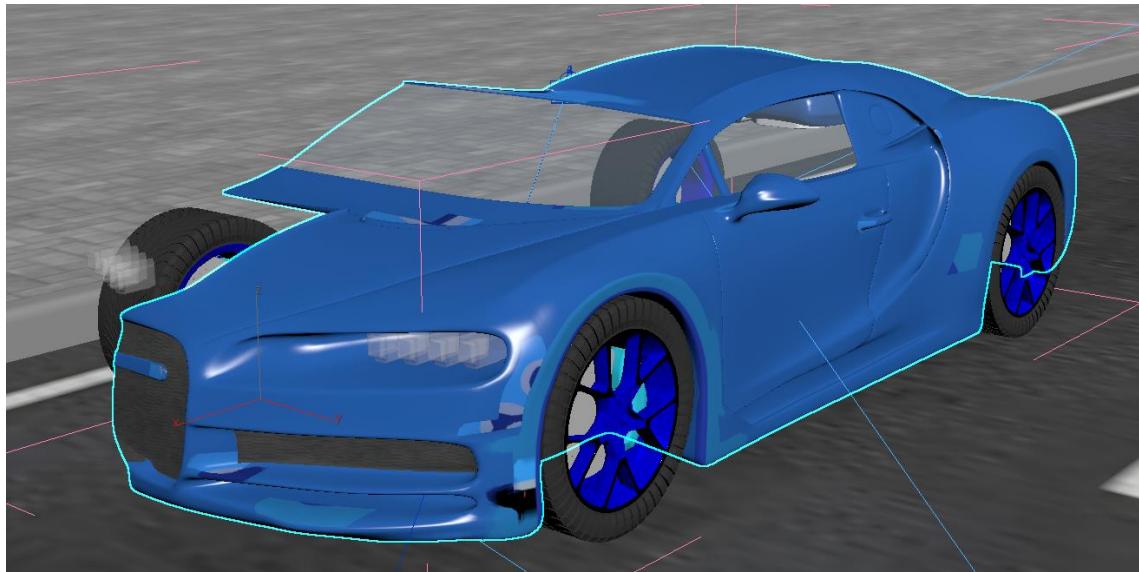


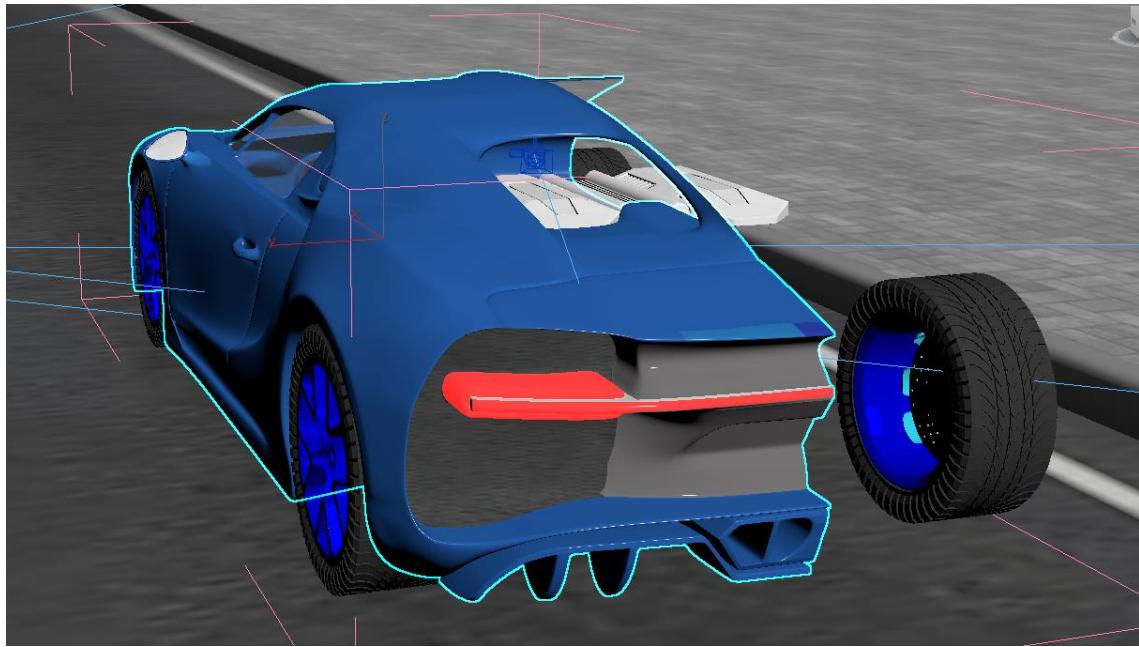
Esta foto es para remarcar los edits poly de las puertas, el color del coche no es el final ya que lo que está ahora en él no es con Unwrap.



Estas fotos son diferentes ya que las estoy haciendo una vez terminado ya todo el trabajo, por lo que el fondo y el escenario son diferentes.

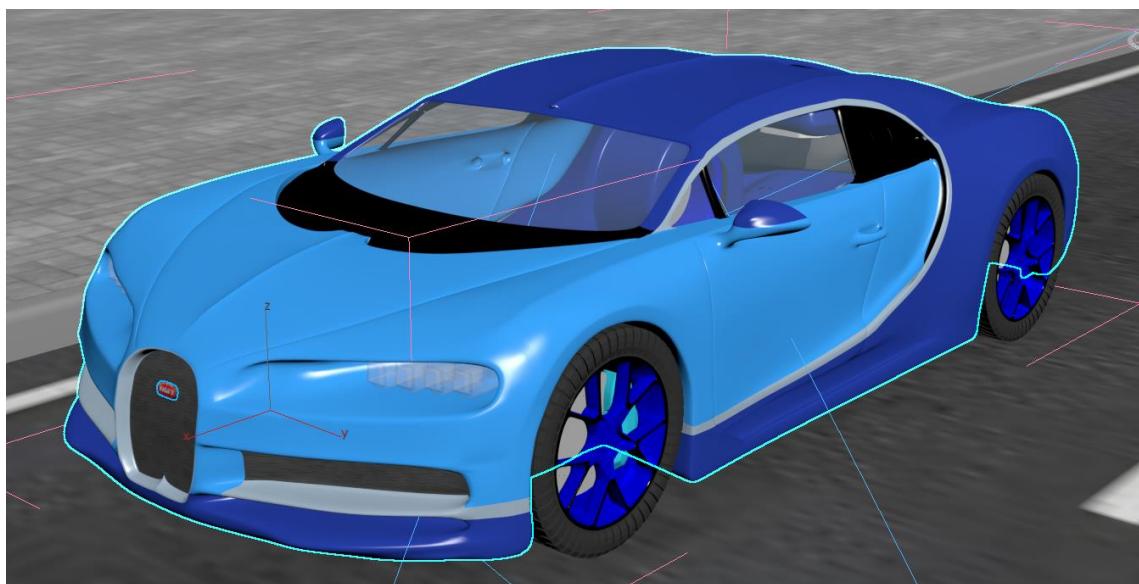
Aquí he aplicado ya el turbosmooth y cambiado el id a algunos polígonos como la calandra delantera o los cristales.



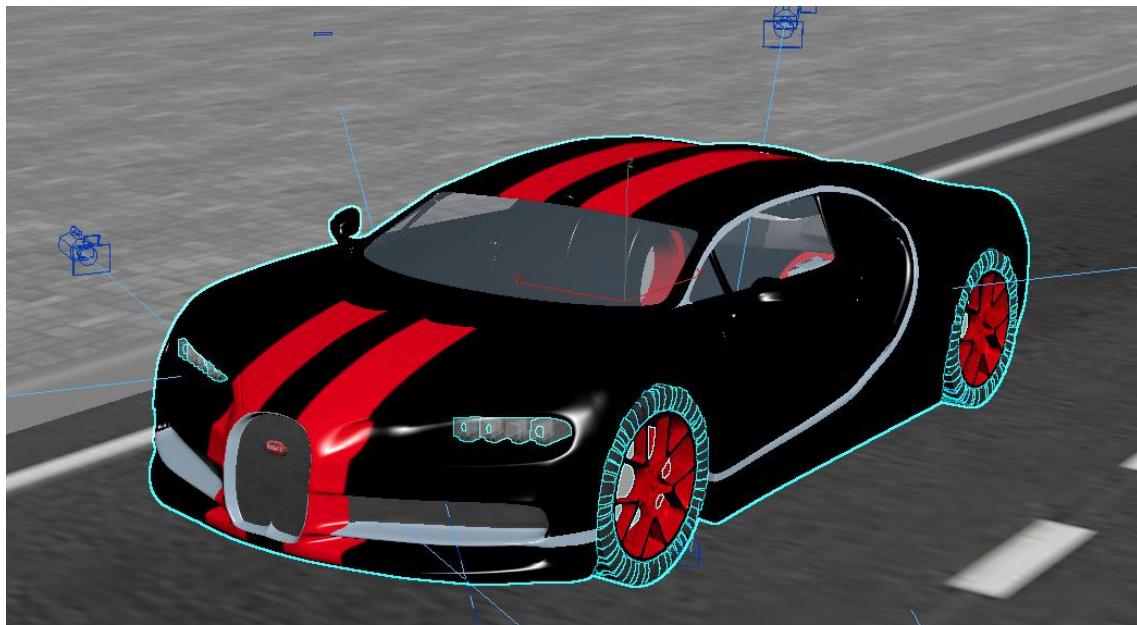


Por últimos simplemente le aplicamos la simetría y el Unwrap para darle las texturas.

Se ve a través de los cristales pero en los renders no se ve.

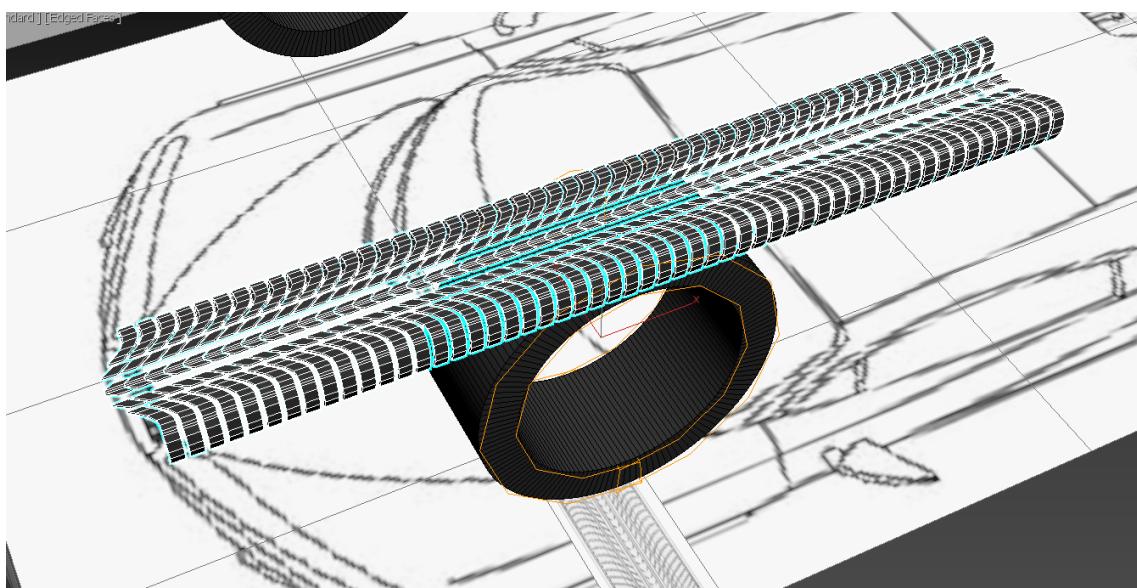


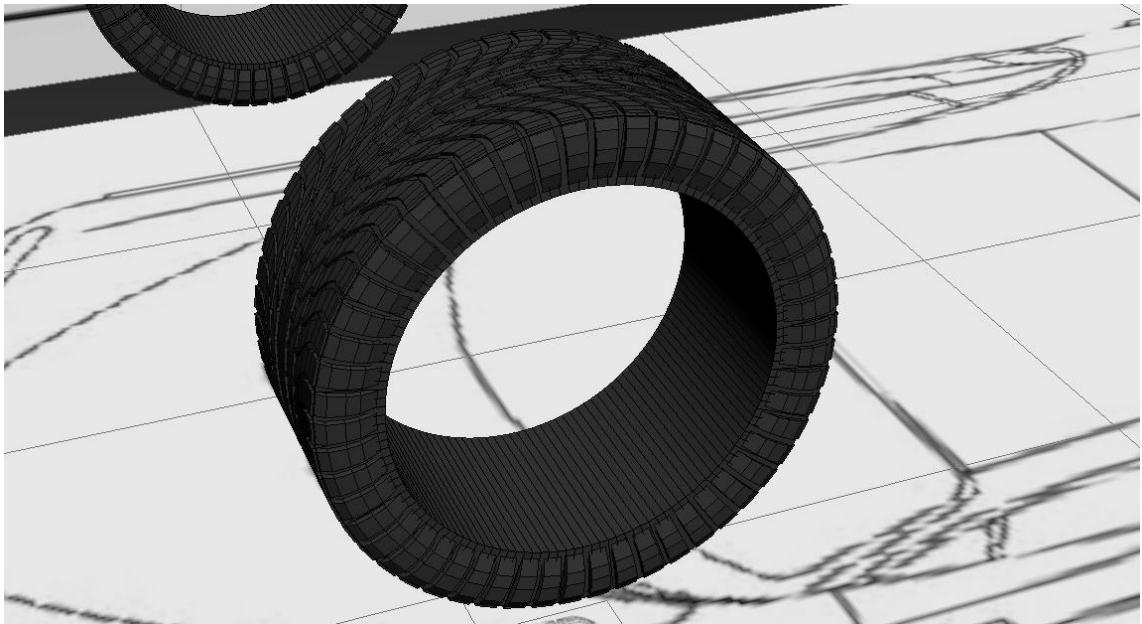
En cuanto al segundo modelo, simplemente copiamos el coche y cambiamos la foto del Unwrap para cambiar los colores.



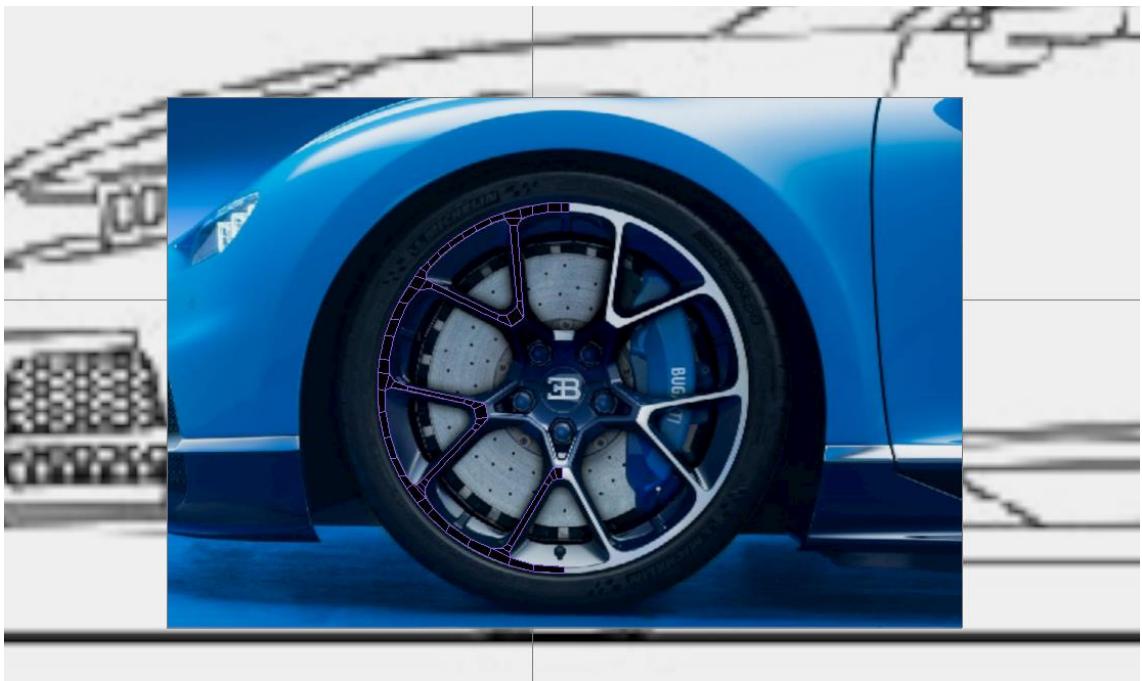
Ruedas:

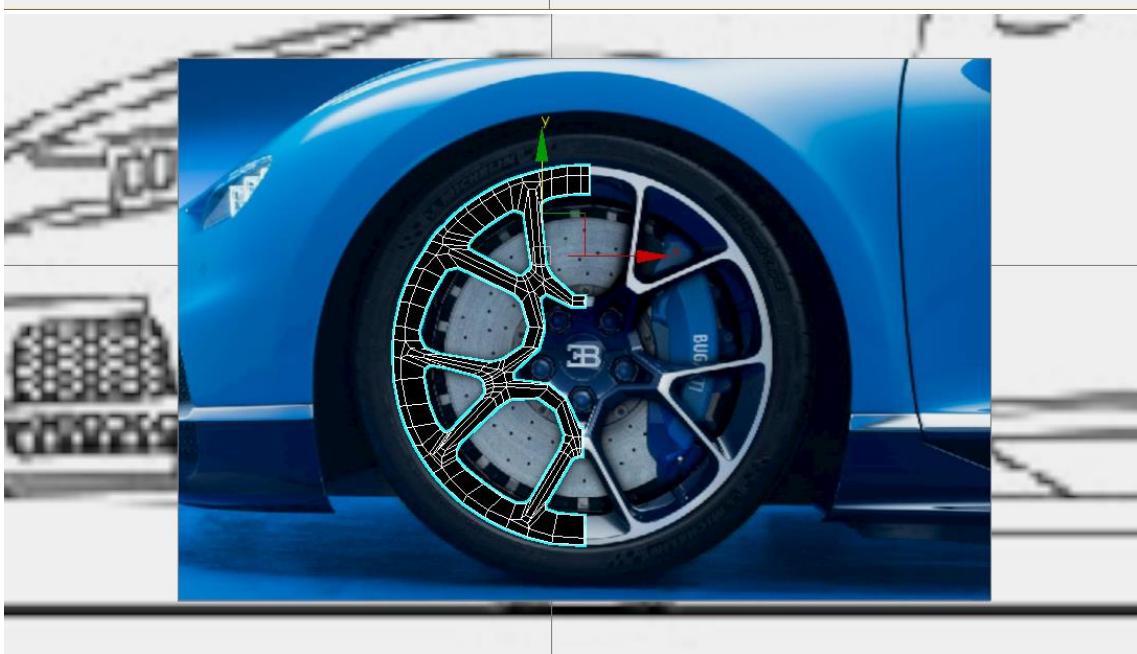
Usando la plantilla que se ve debajo, he modificado con edit polys una tira y después la he copiado muchas veces hasta agruparla. Después aplicado Blend.



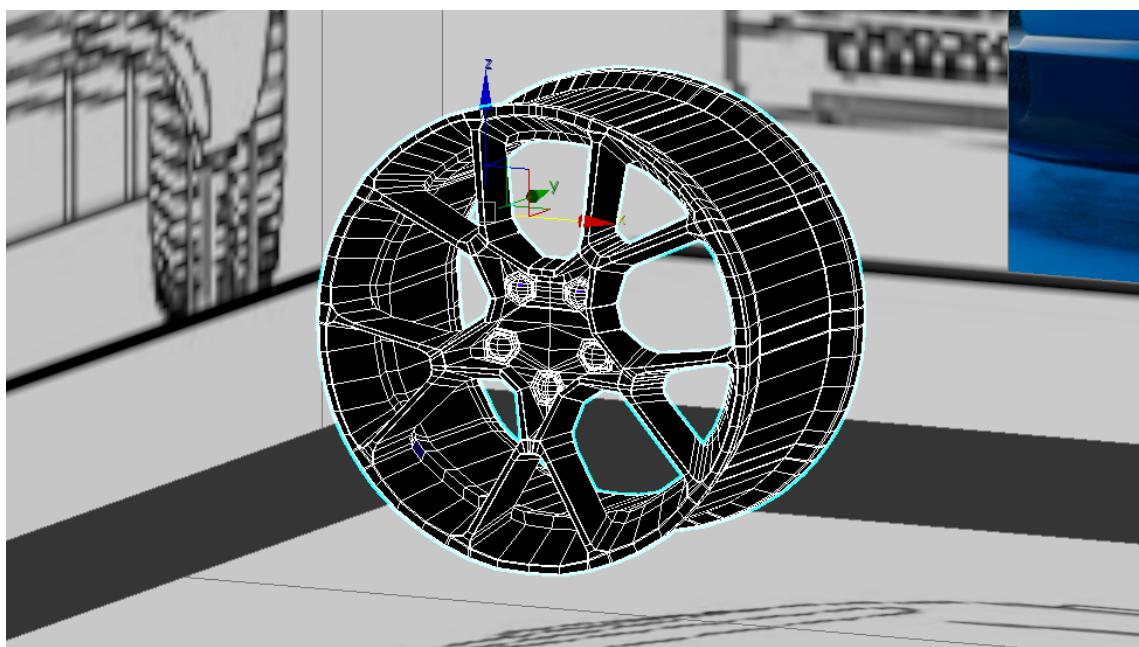
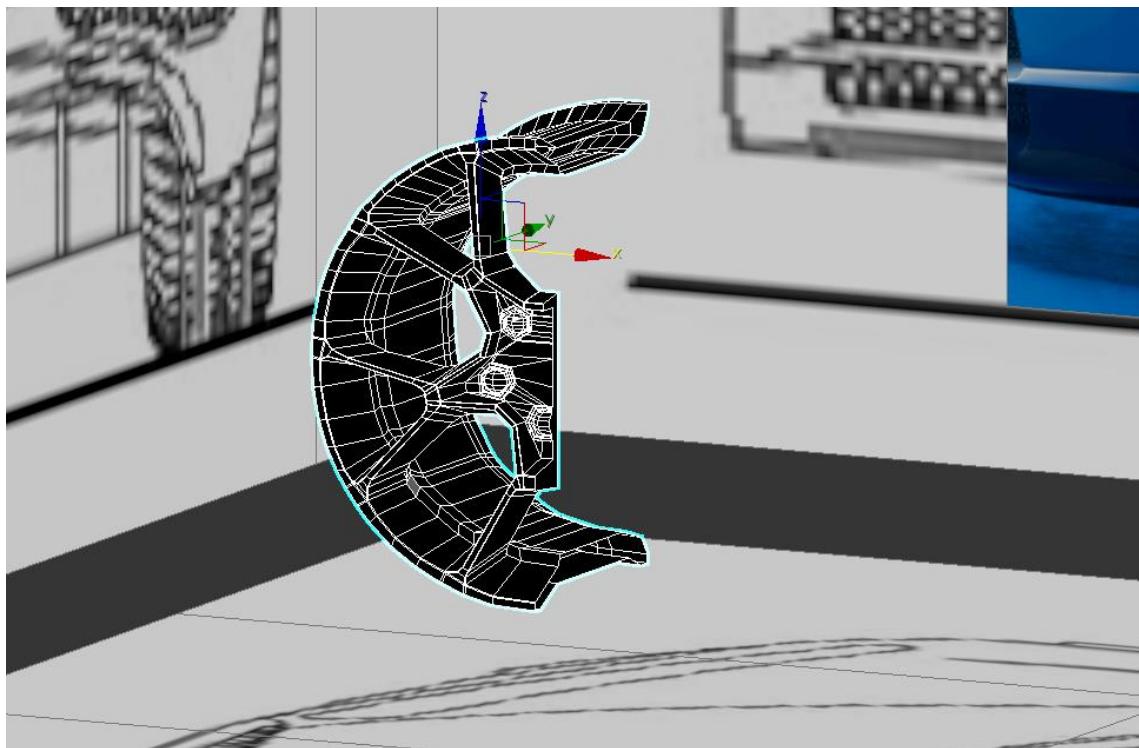


Llantas:





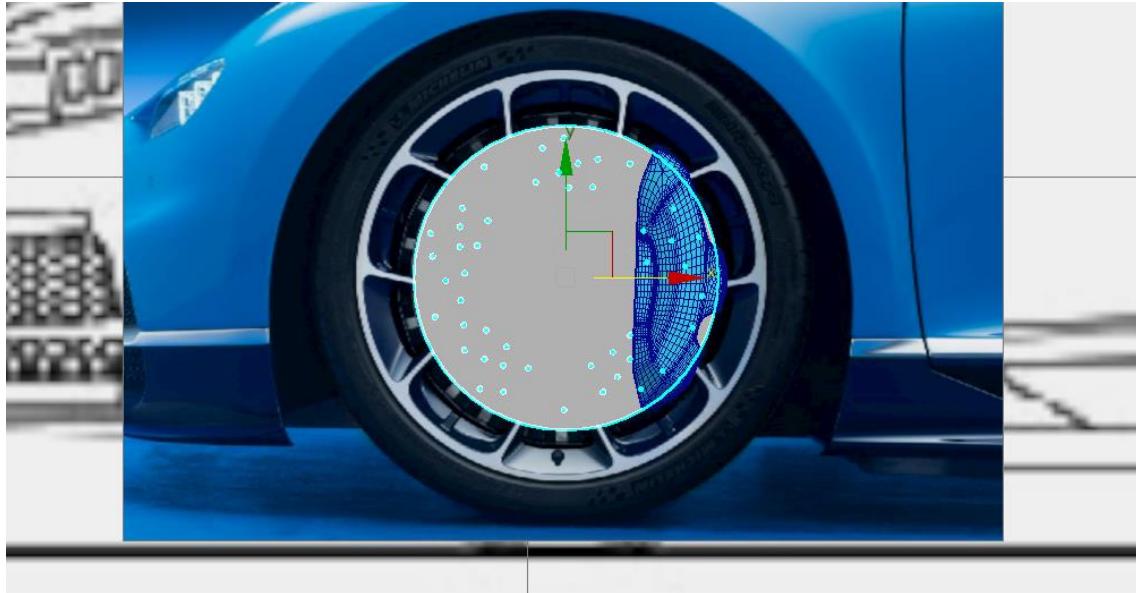




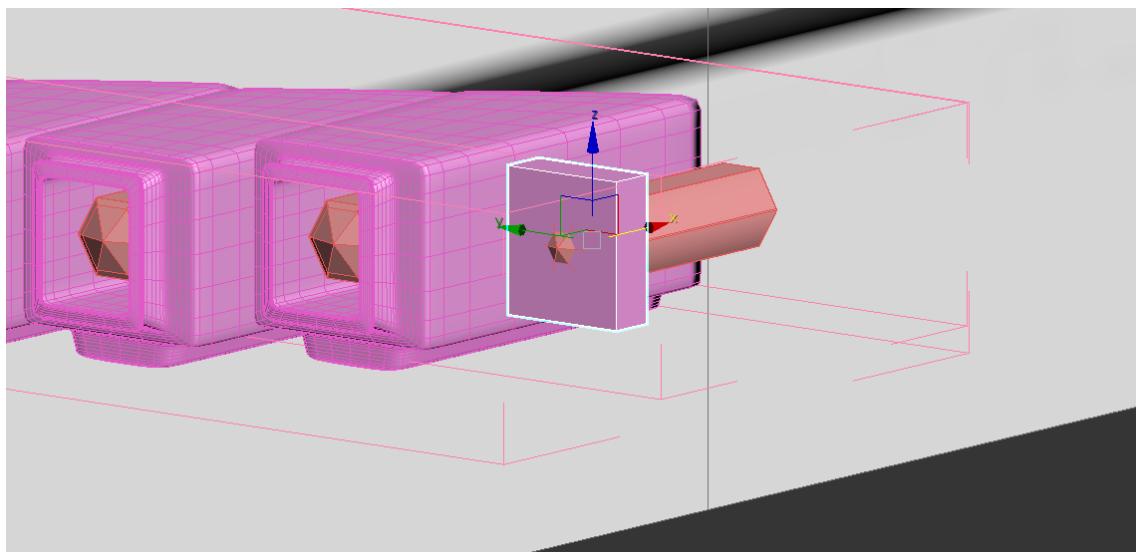
Frenos:

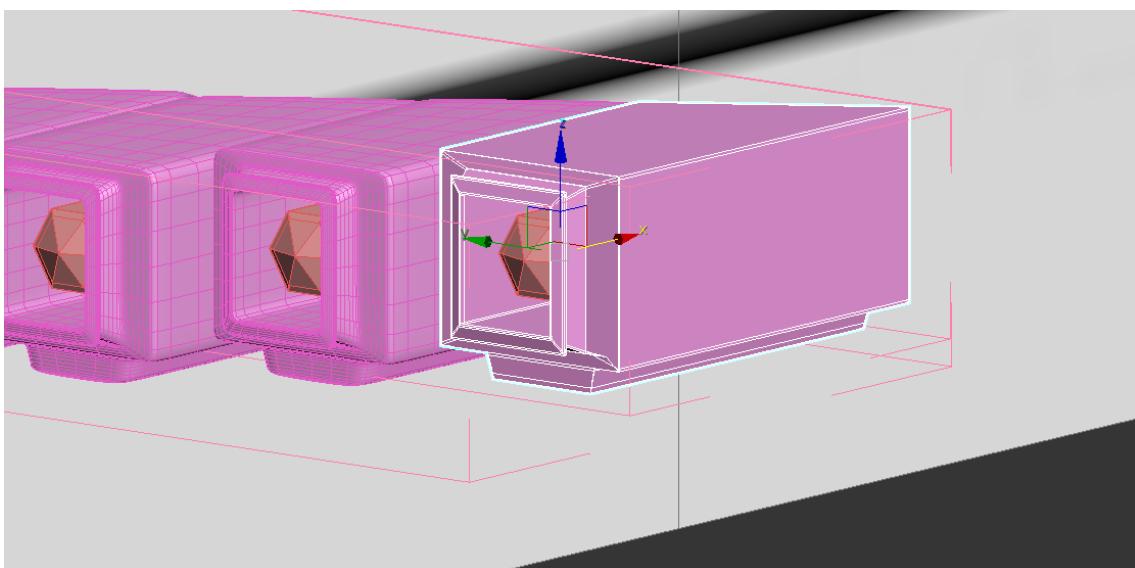
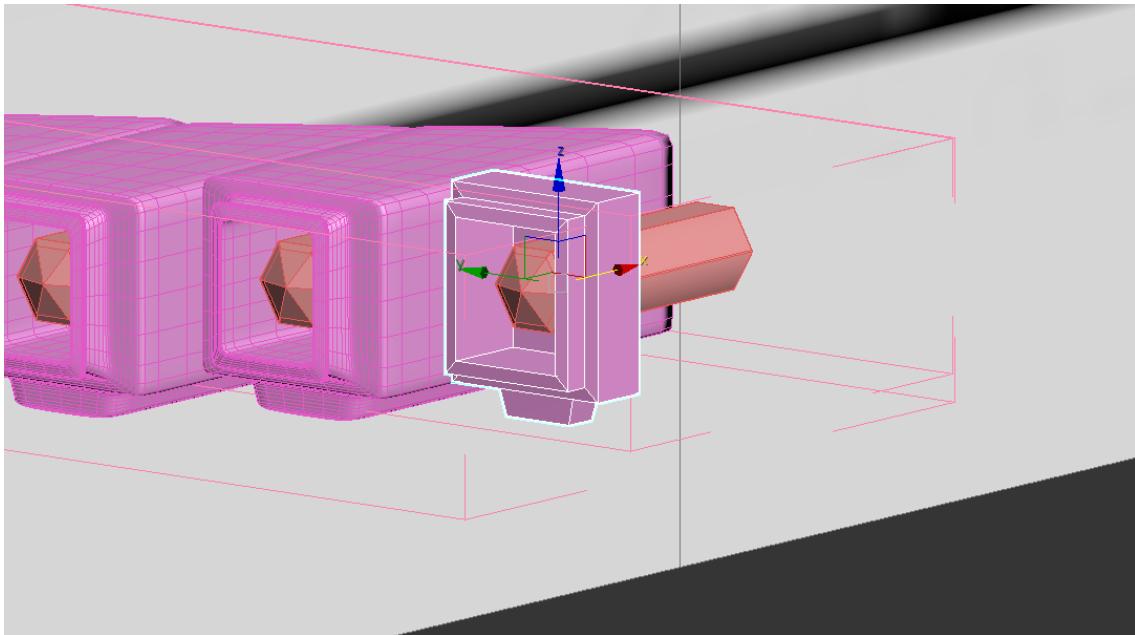
El disco del freno es un cilindro que con operaciones booleanas con cilindros más pequeños le he hecho los agujeros.

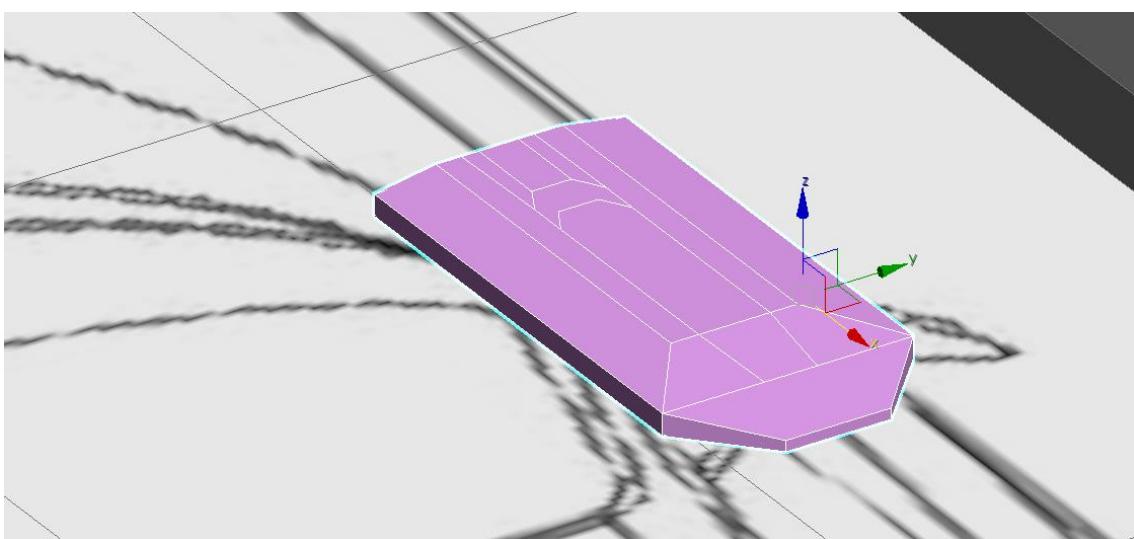
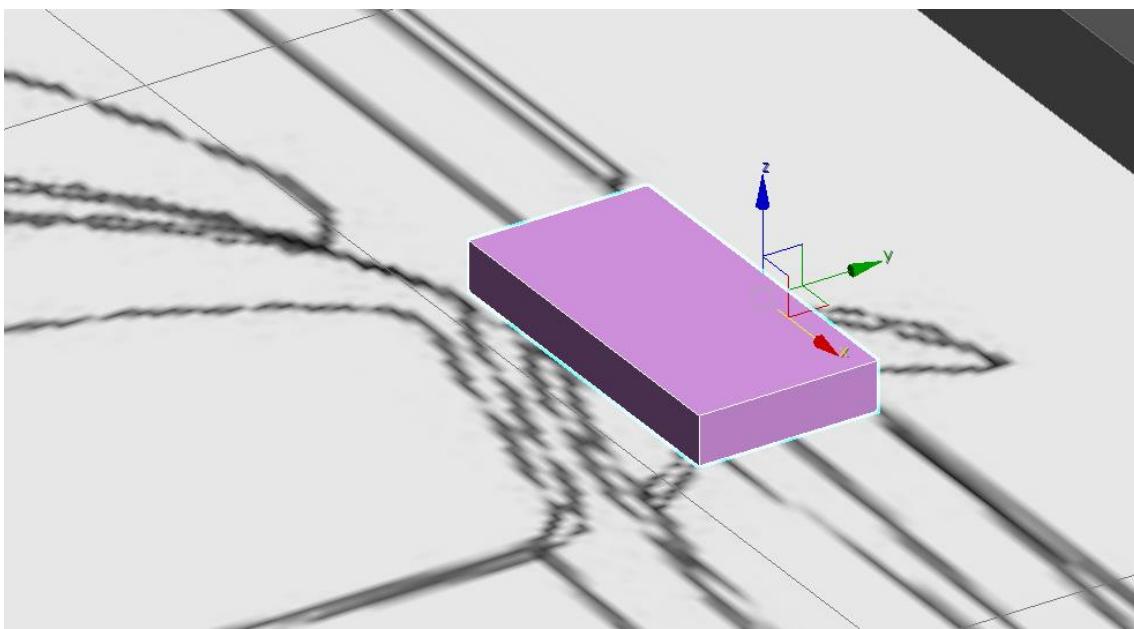
Y el freno azul es solo un par de edit polys por lo que no se ve el proceso.

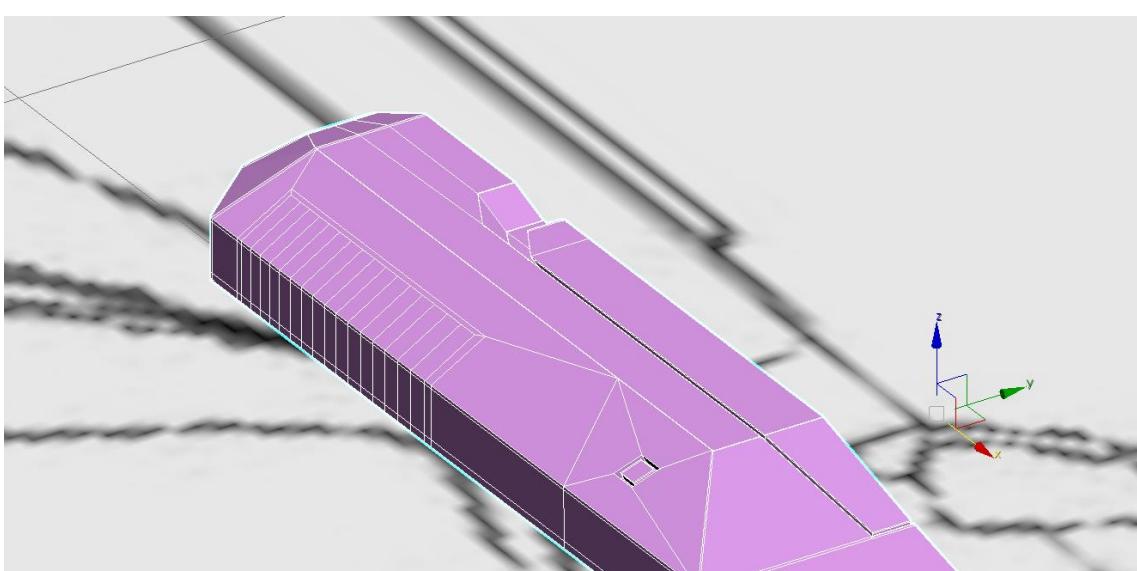
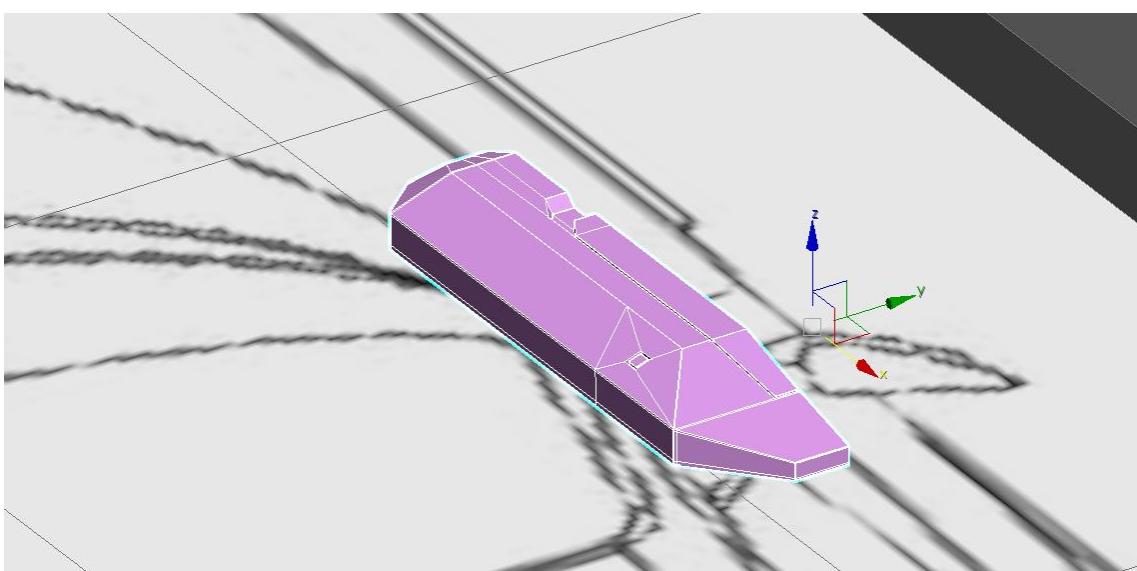
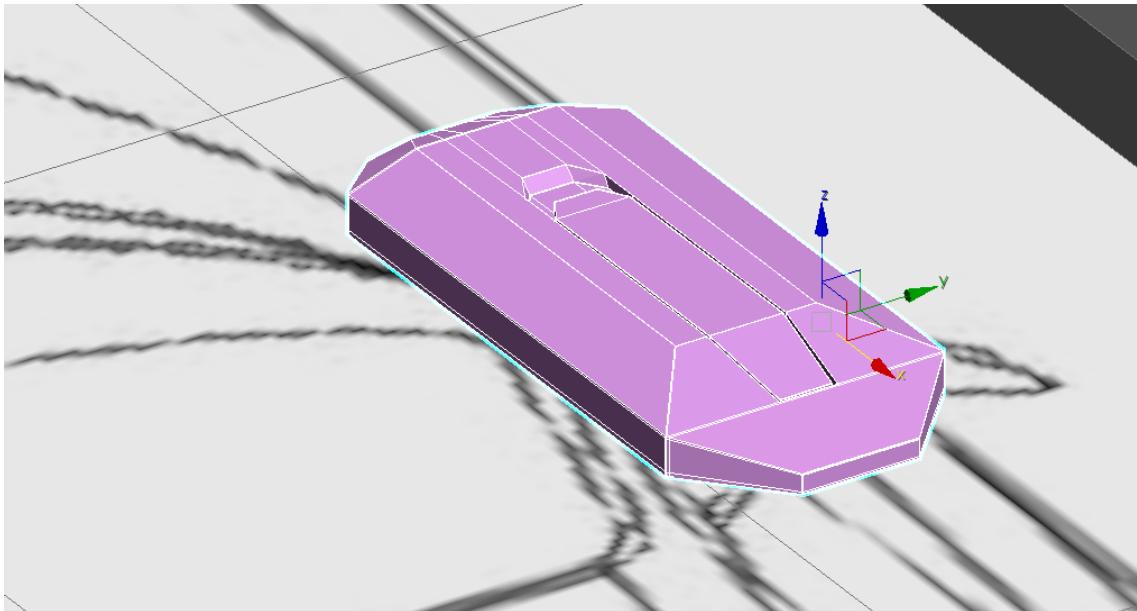
**Luces:**

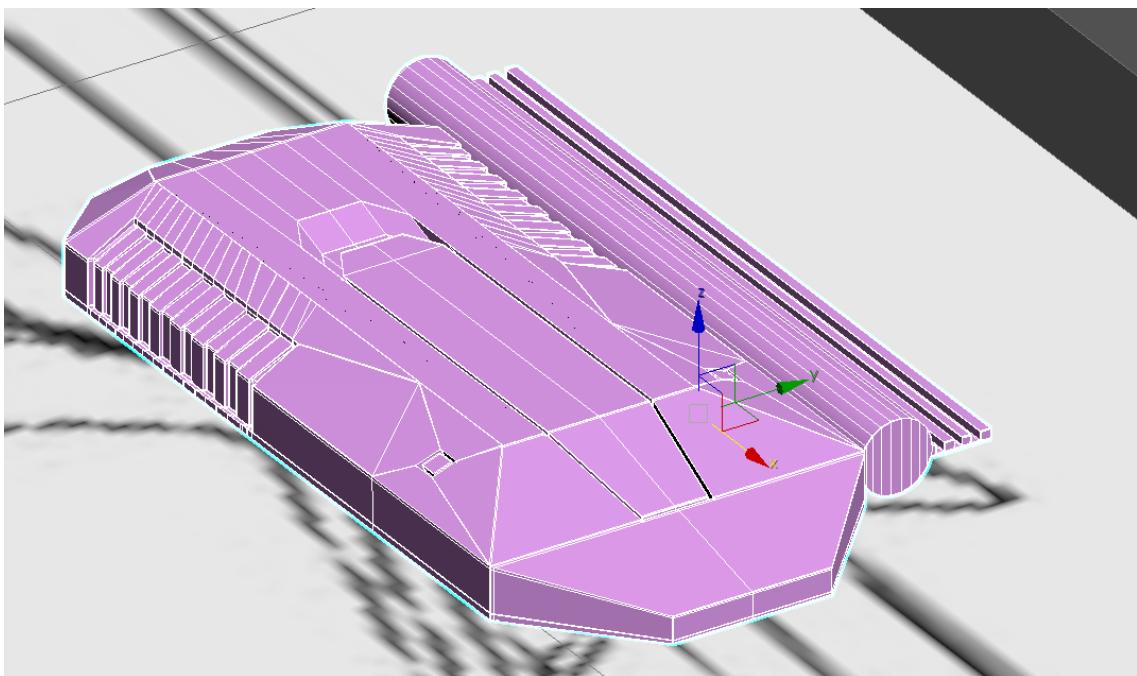
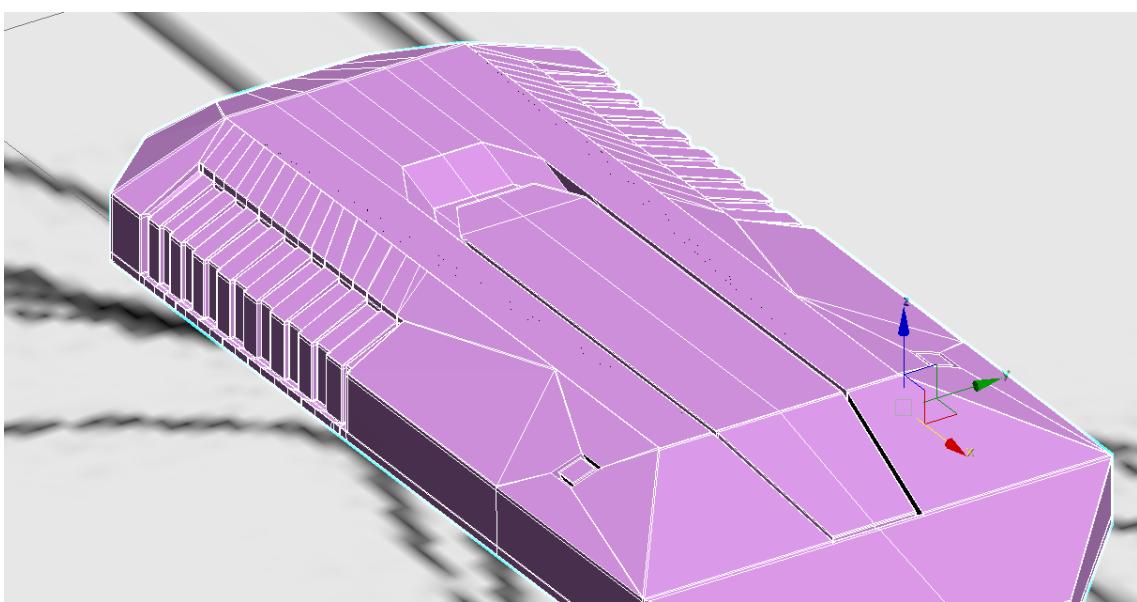
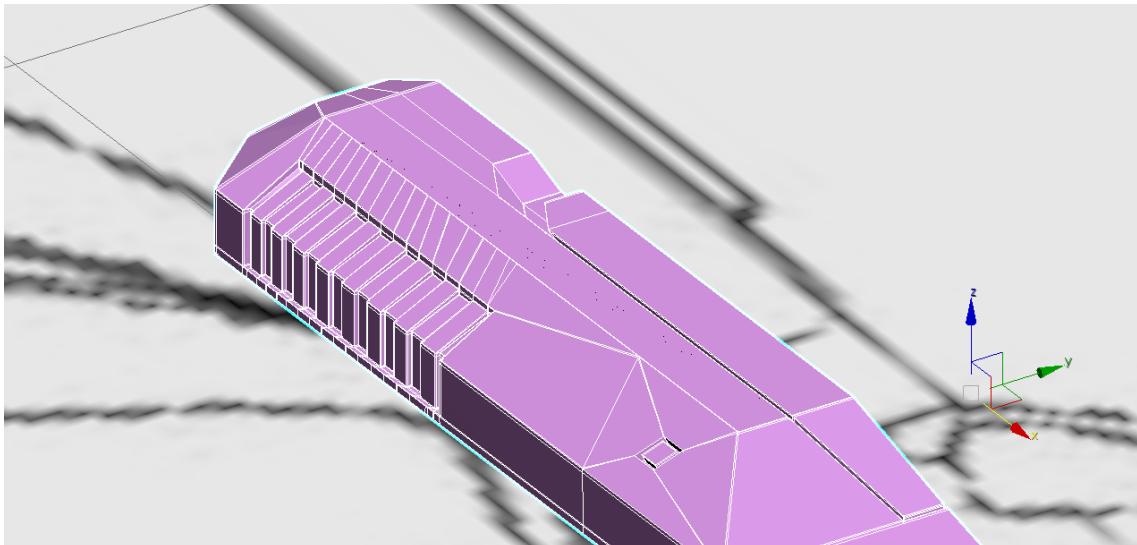
Muestro el proceso de una ya que el resto son copias y están agrupadas.

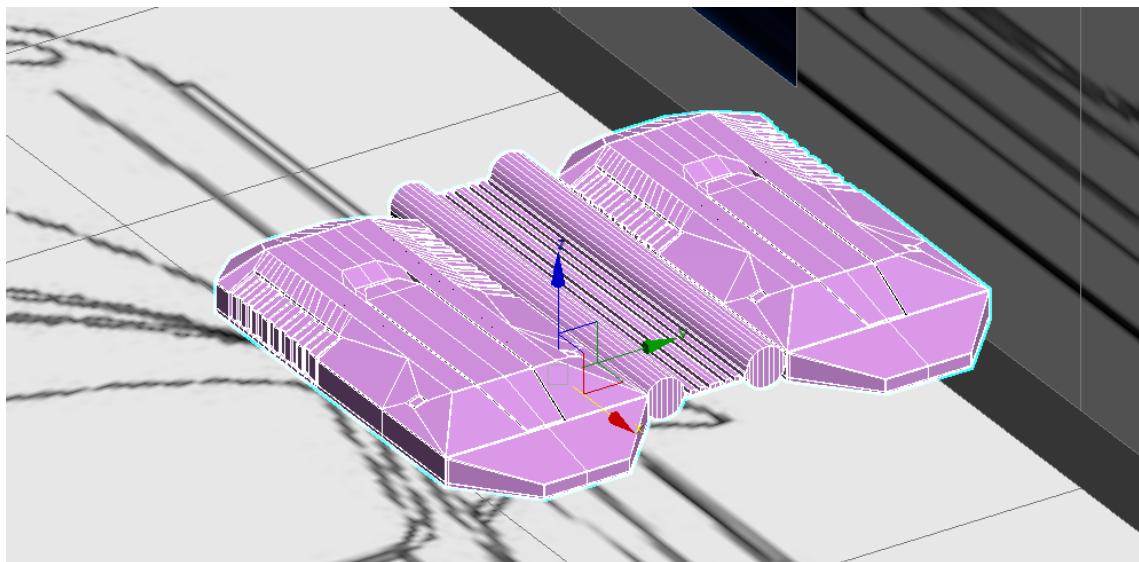




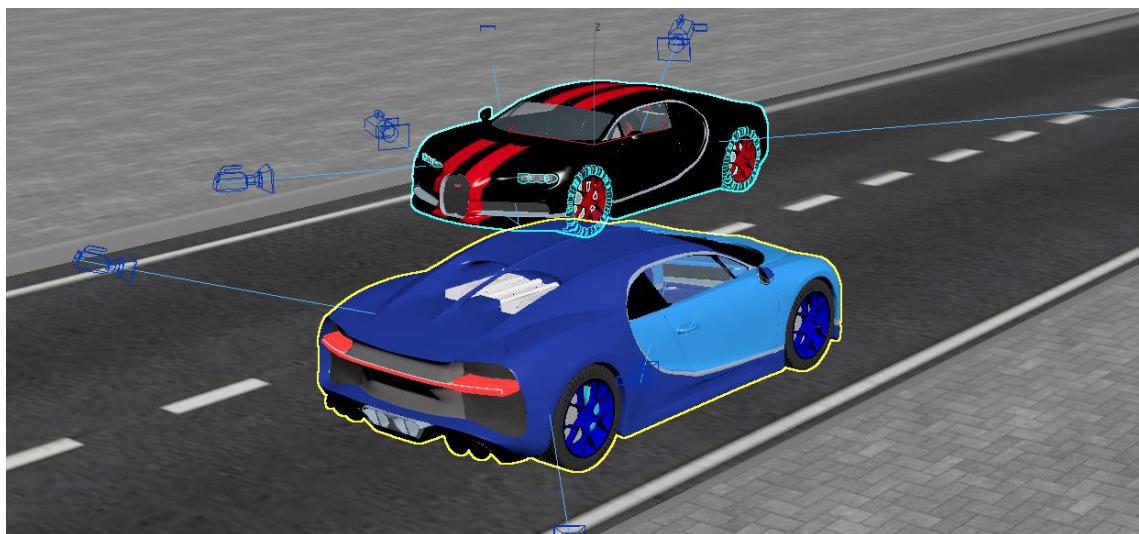
Motor:





**Escenario:**

Por último en cuanto al escenario, consta de un par de planos con texturas de tipo tiling que no tienen nada de especial.



Materiales: