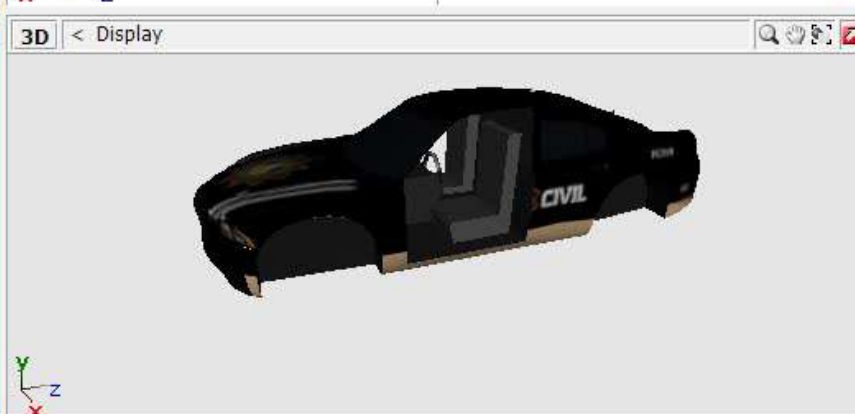
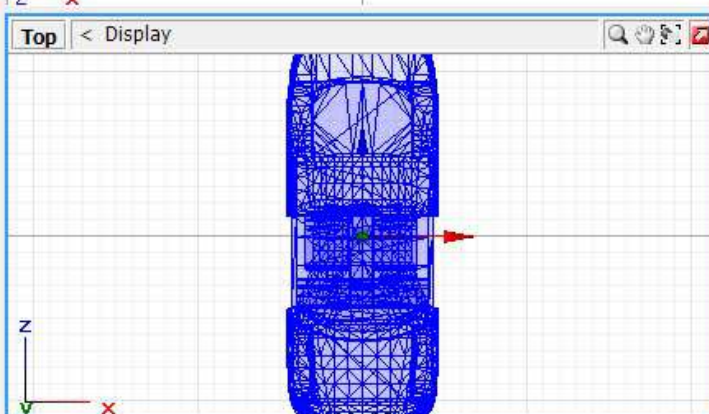
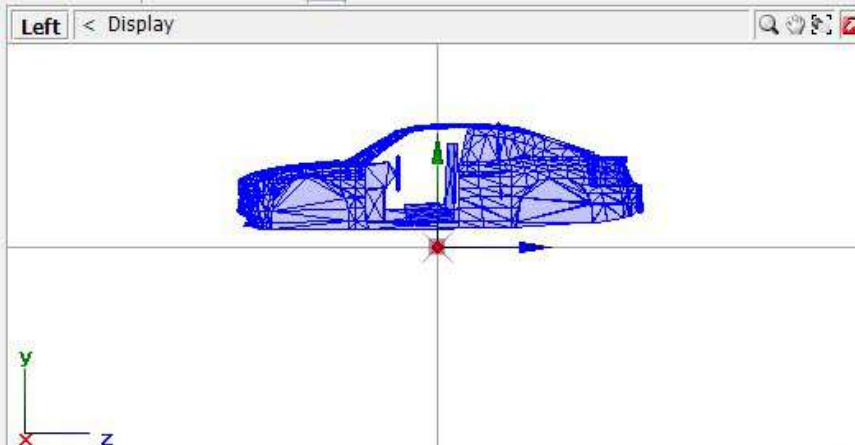
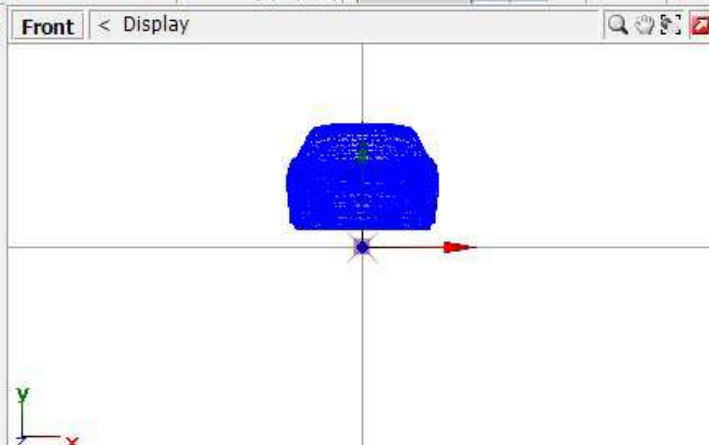


- Create...
- Display...
- Modify...
- Select...
- Surface...



☒ FC_DC_body

Show all Hide all

- ① Texture "C:\Users\Policemod27\Desktop\Crear Vehiculos\Fuerza Civil (Dodge Charger)\FC_DC_body.png" was externally modified and reload.
- ① Texture "C:\Users\Policemod27\Desktop\Crear Vehiculos\Fuerza Civil (Dodge Charger)\FC_DC_body.png" was externally modified and reload.
- ① Texture "C:\Users\Policemod27\Desktop\Crear Vehiculos\Fuerza Civil (Dodge Charger)\FC_DC_body.png" was externally modified and reload.
- ① Texture "C:\Users\Policemod27\Desktop\Crear Vehiculos\Fuerza Civil (Dodge Charger)\FC_DC_body.png" was externally modified and reload.
- ① Performing autosave to "c:\users\policemod27\desktop\crear vehiculos\zmodeler\Autosave\Untitled_autosave1.z3d"

SELECTED MODE Auto Cursor: -0.18000, 0.00000, -0.36000

ZModeler ver 2.2.4 (Build 981)

File View Options Edit Help



Create...

Display...

Modify...

Align...

Attach

Break

Connect

Delete

Exact Transf...

FFD

Flip

Insert

Mirror

Move

Rotate

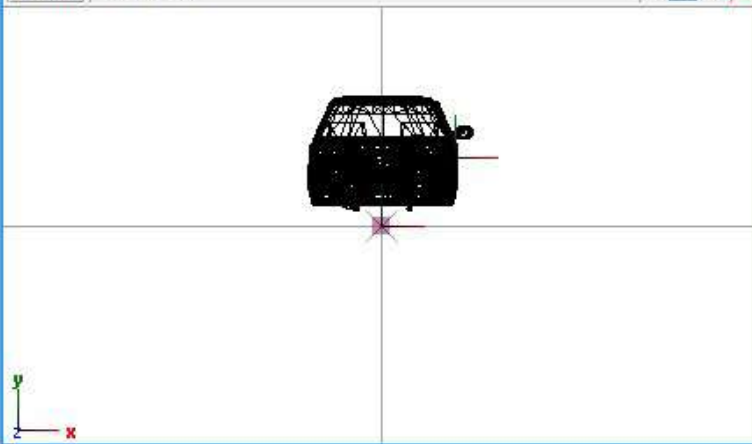
Scale

Submesh...

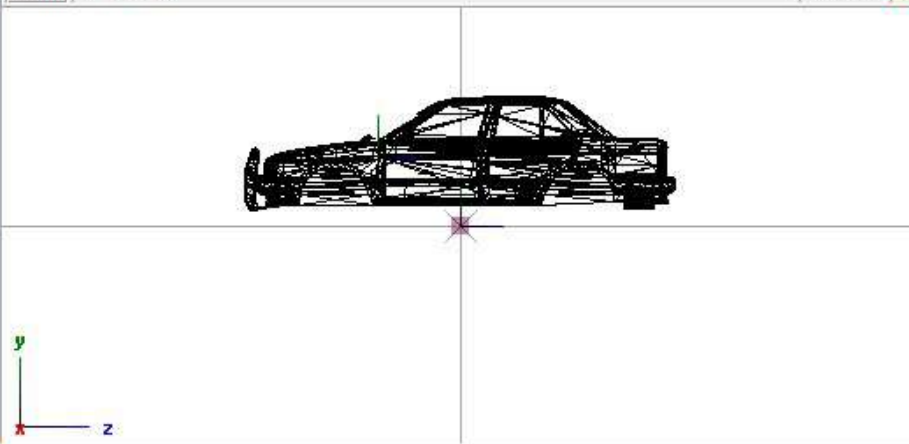
Select...

Surface...

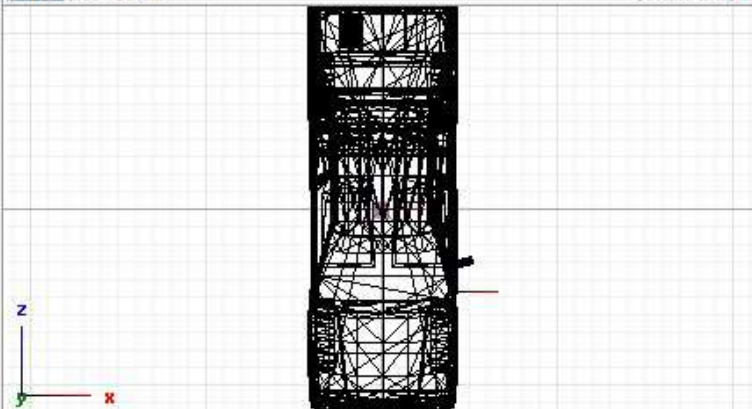
Front < Display



Left < Display



Top < Display



3D < Display



- ☒ TsuruTM_body
- ☒ TsuruTM_door01

Show all

Hide all

ZModeler is ready.

Click and drag to move. Expand options box for additional settings.

SELECTED MODE

Auto

Cursor: -2.10000, -0.98000, 0.00000