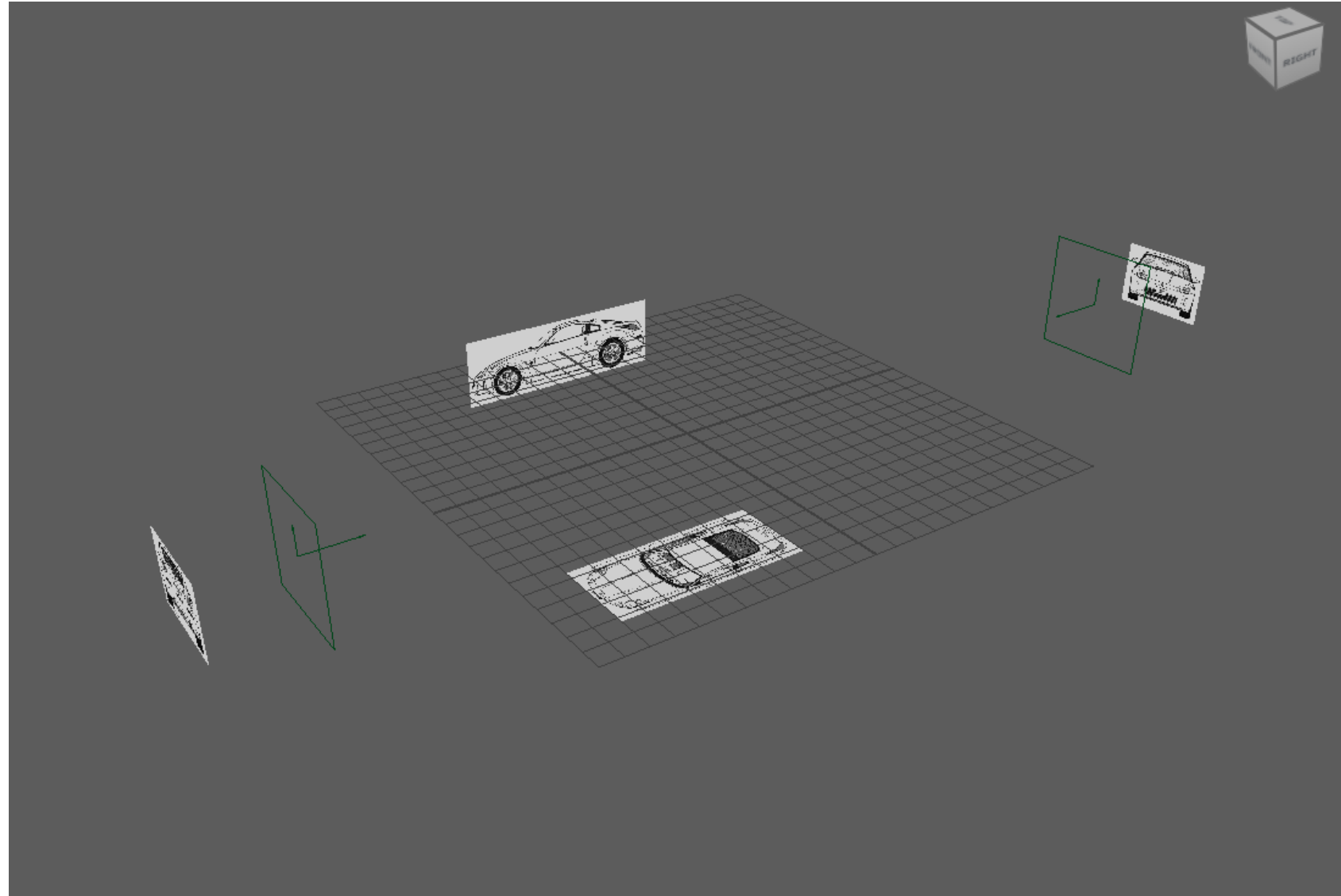




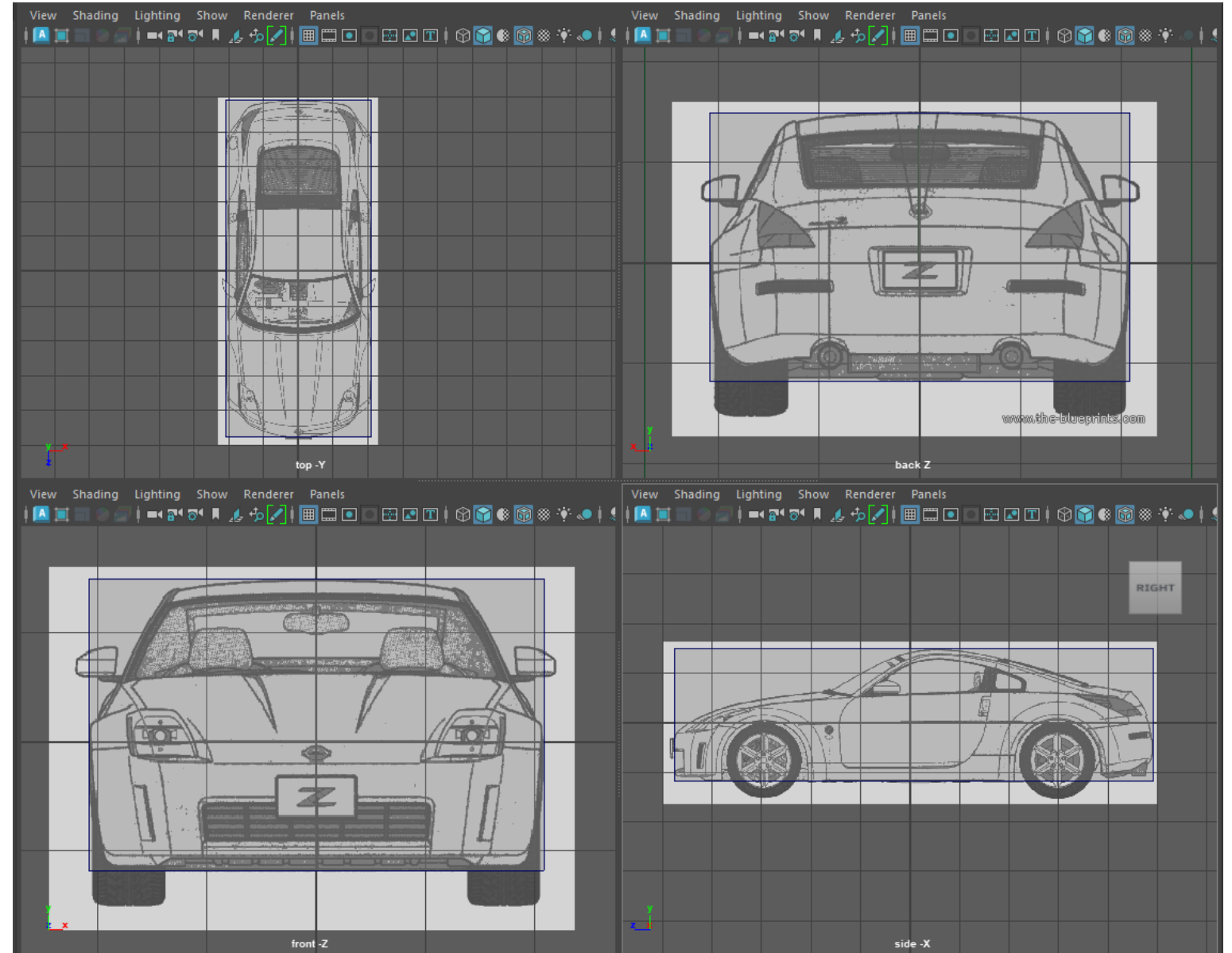
# NURBS Modelling

Markus Gutjahr

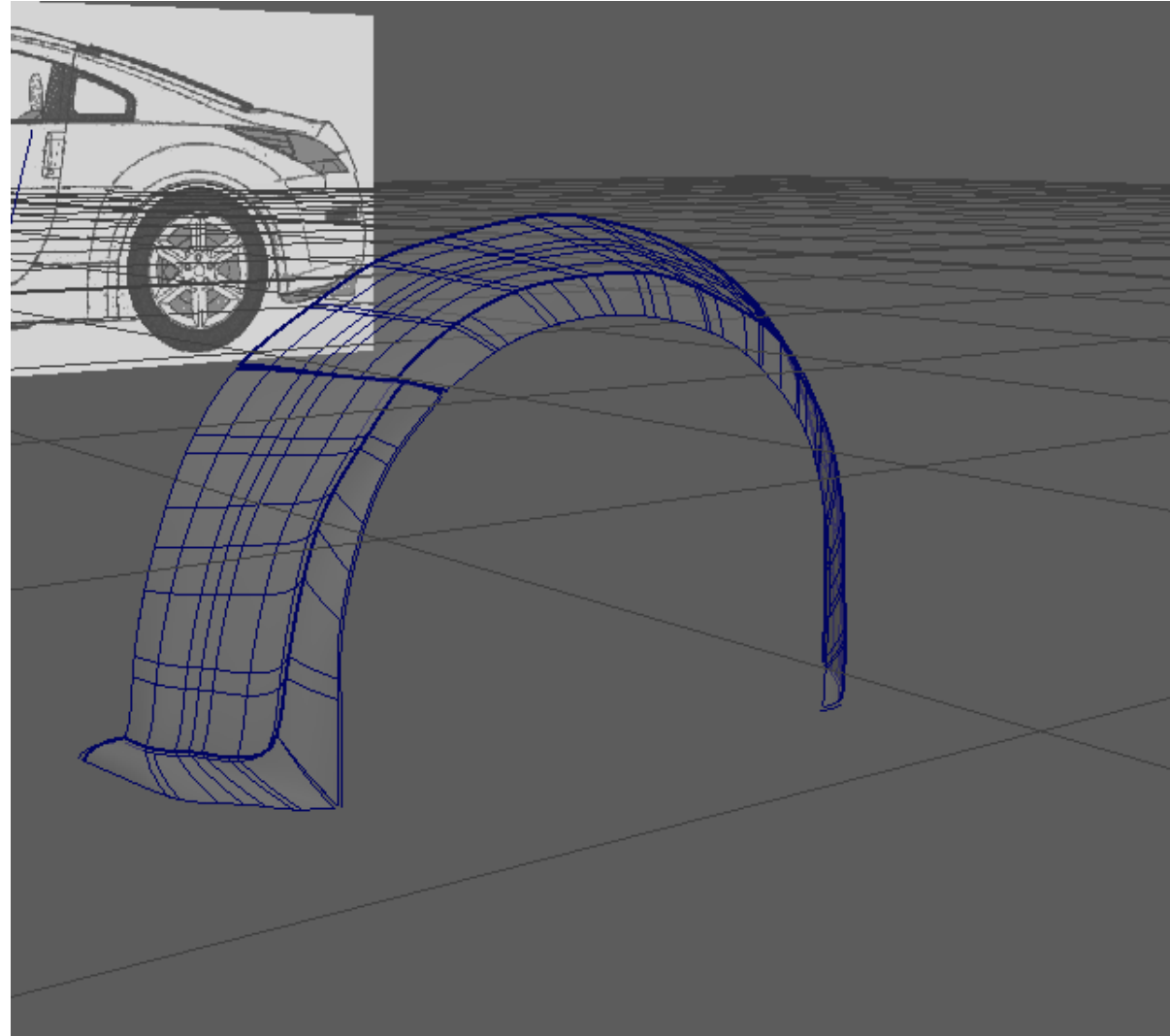
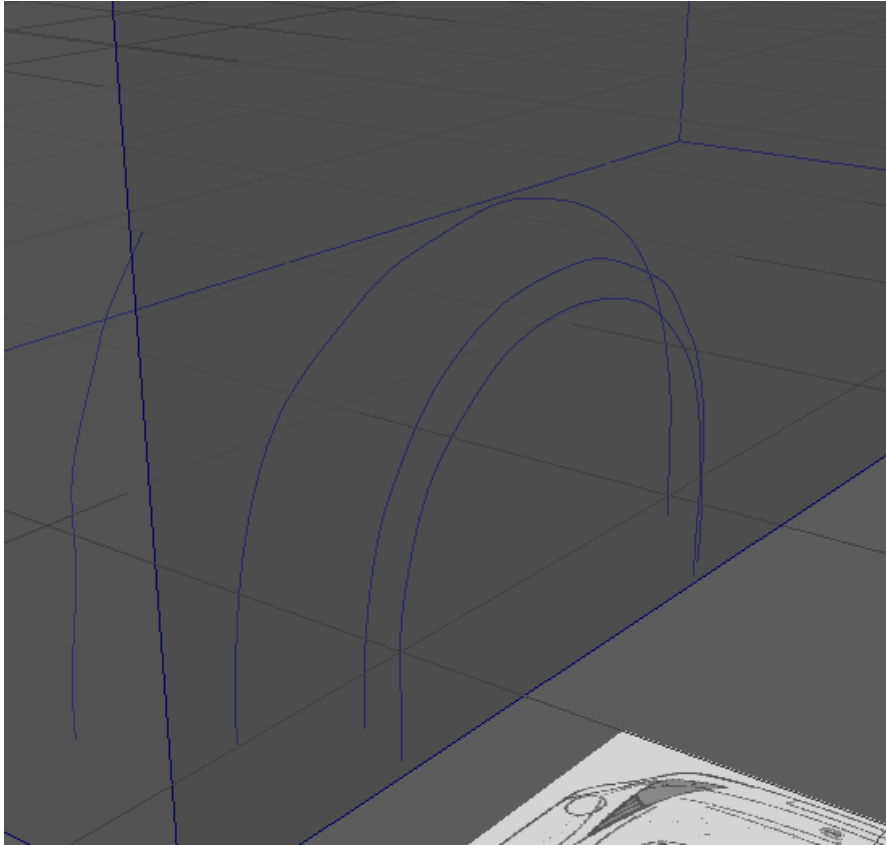
# Image-Planes



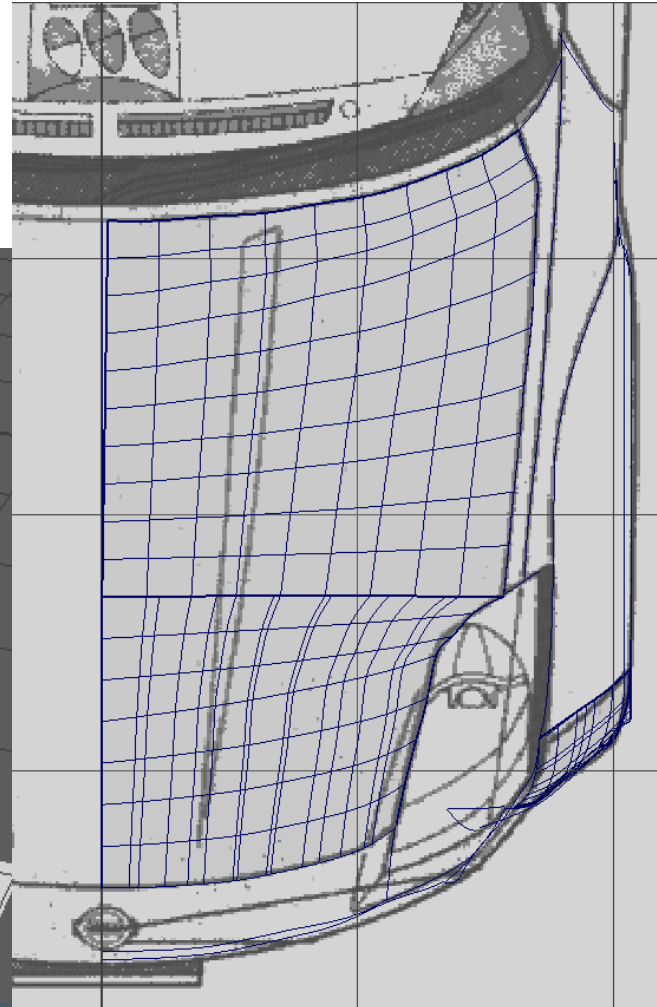
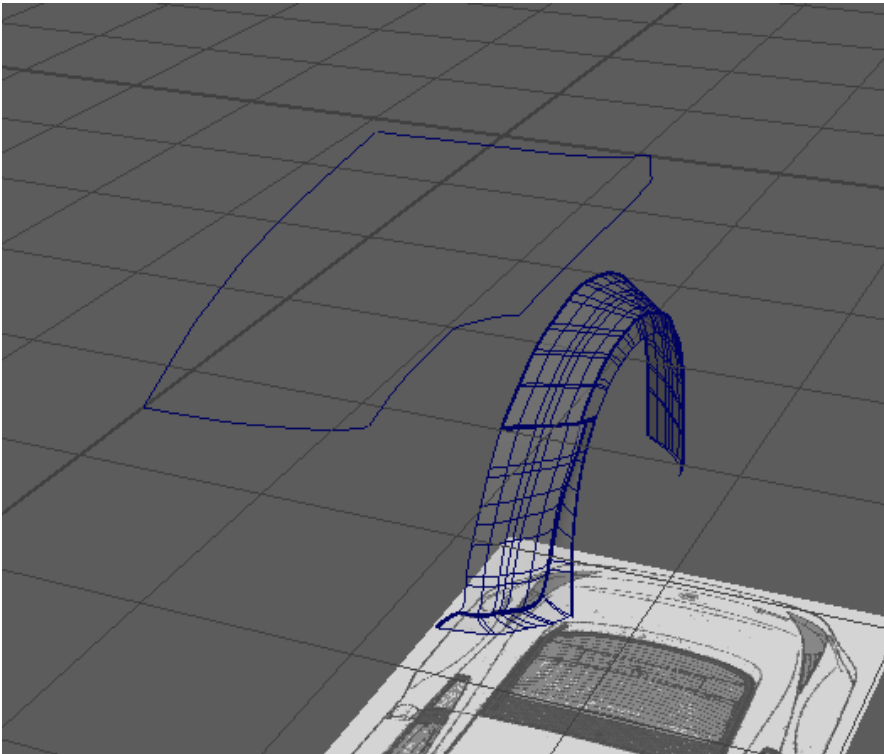
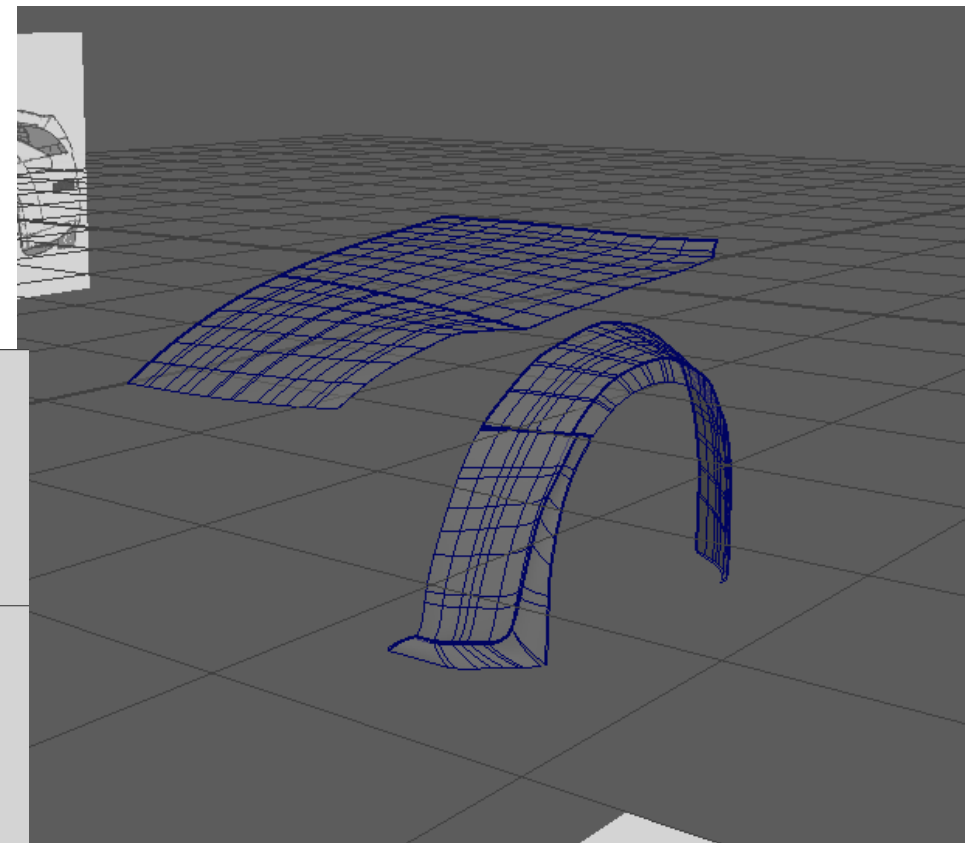
# Cube



# Radkasten

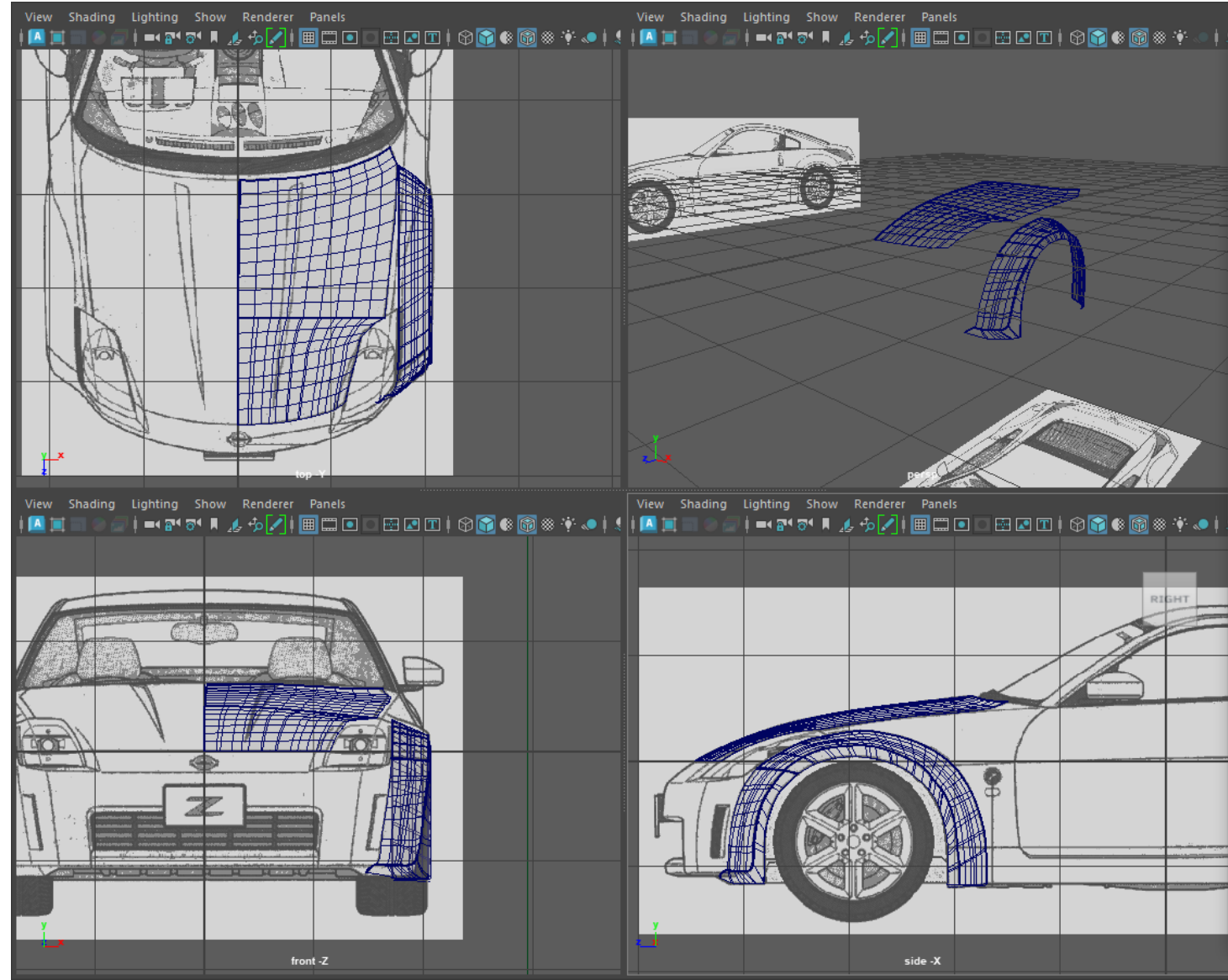


# Motorhaube

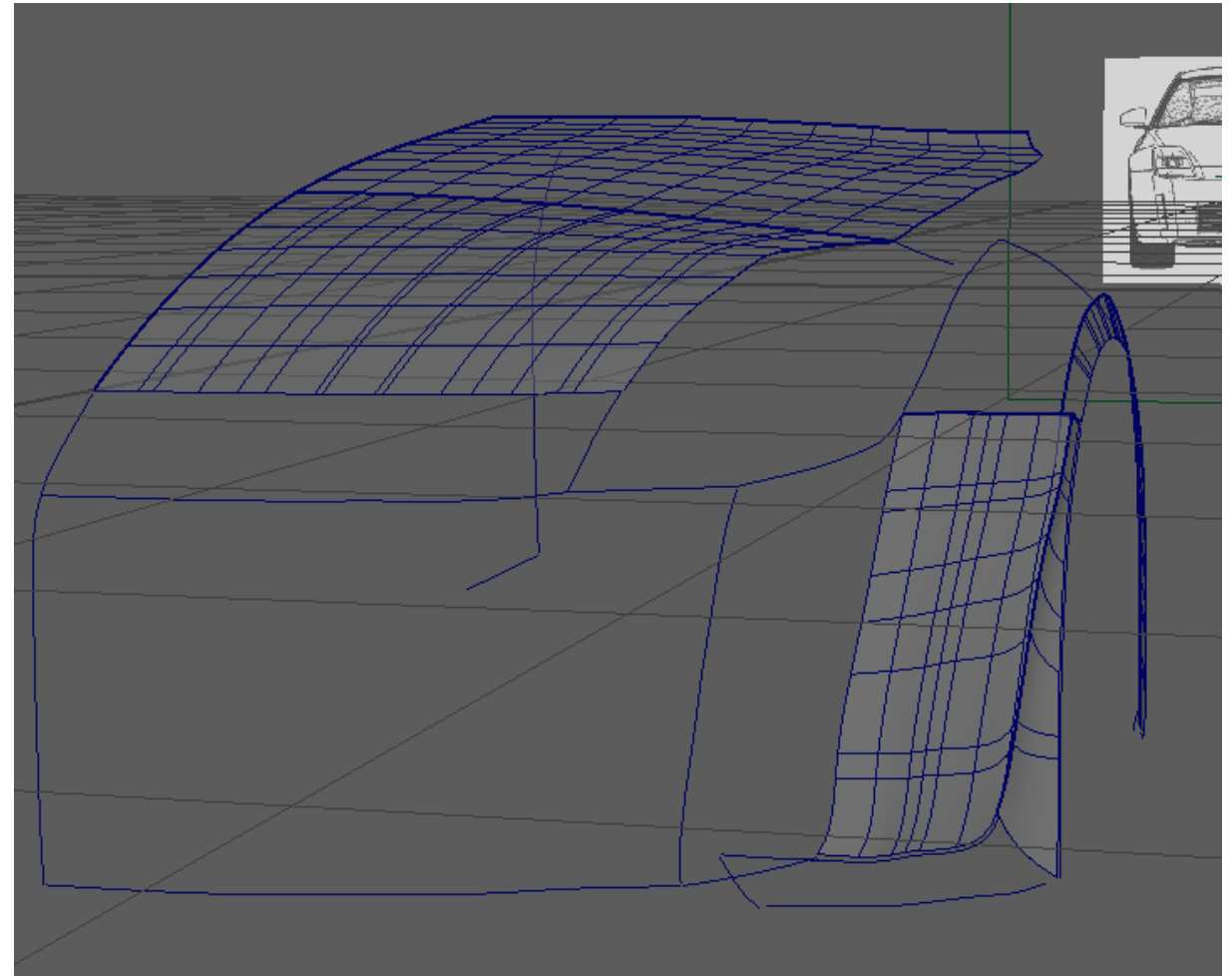
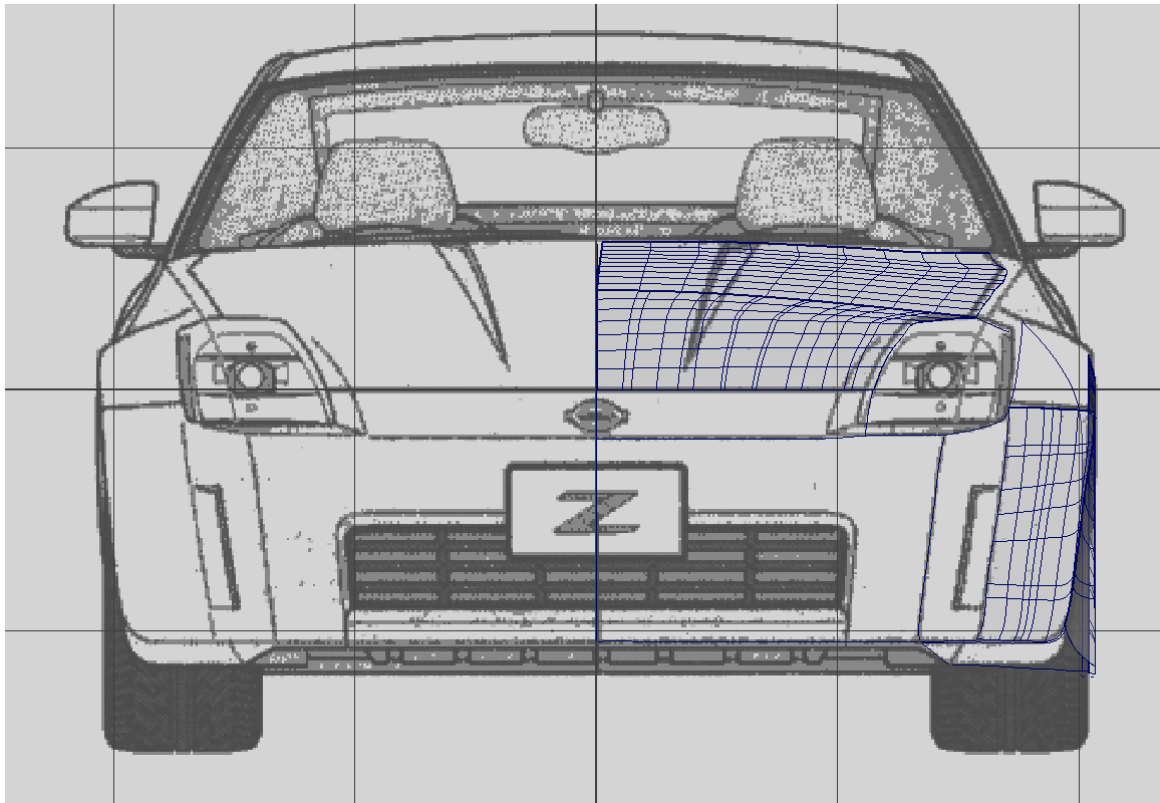




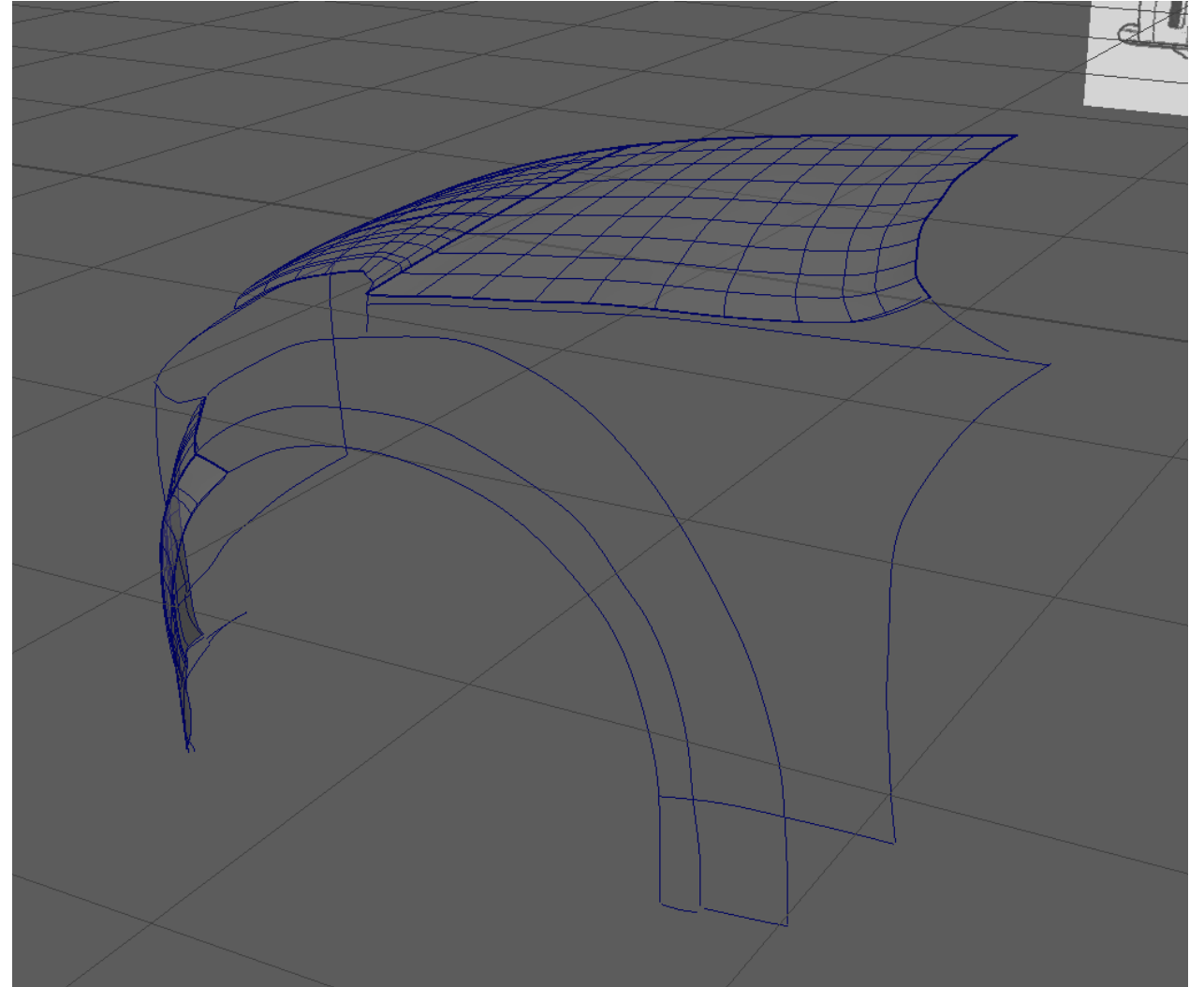
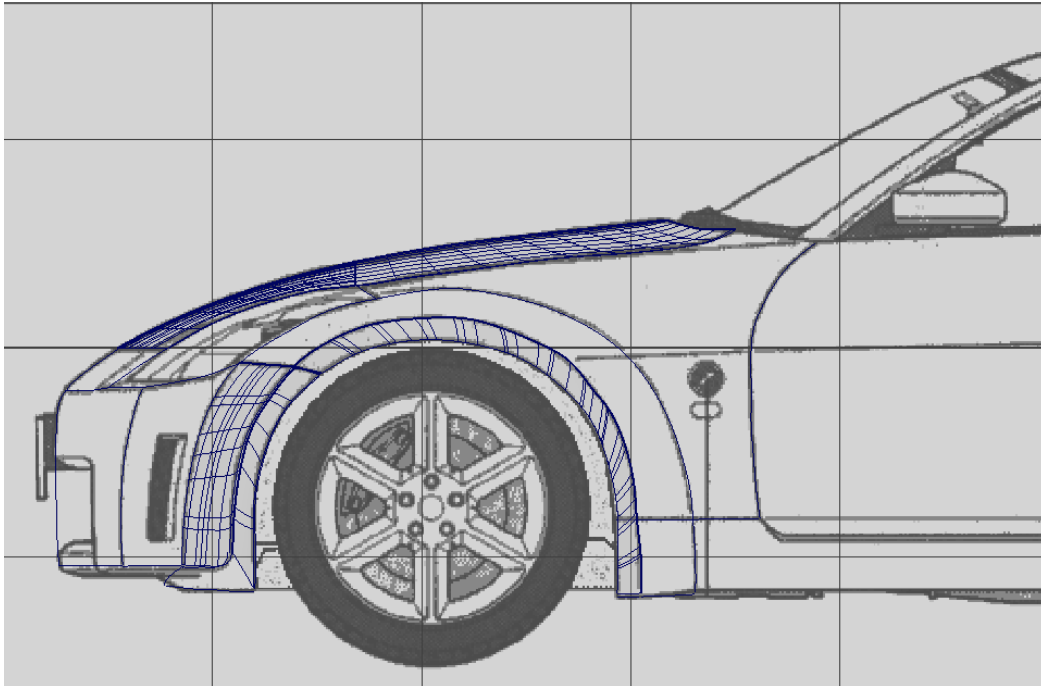
# Zwischenstand-Ansicht



# Front



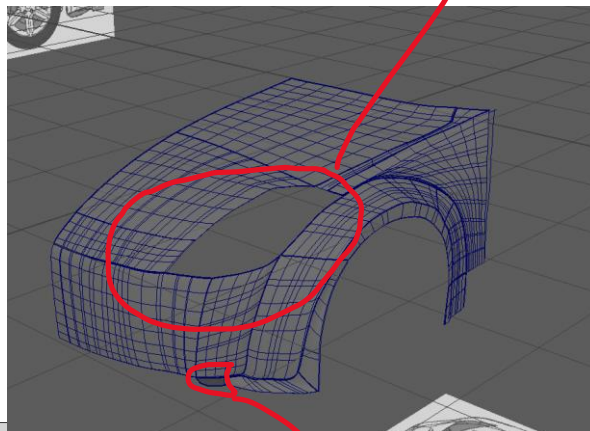
# Kotflügel



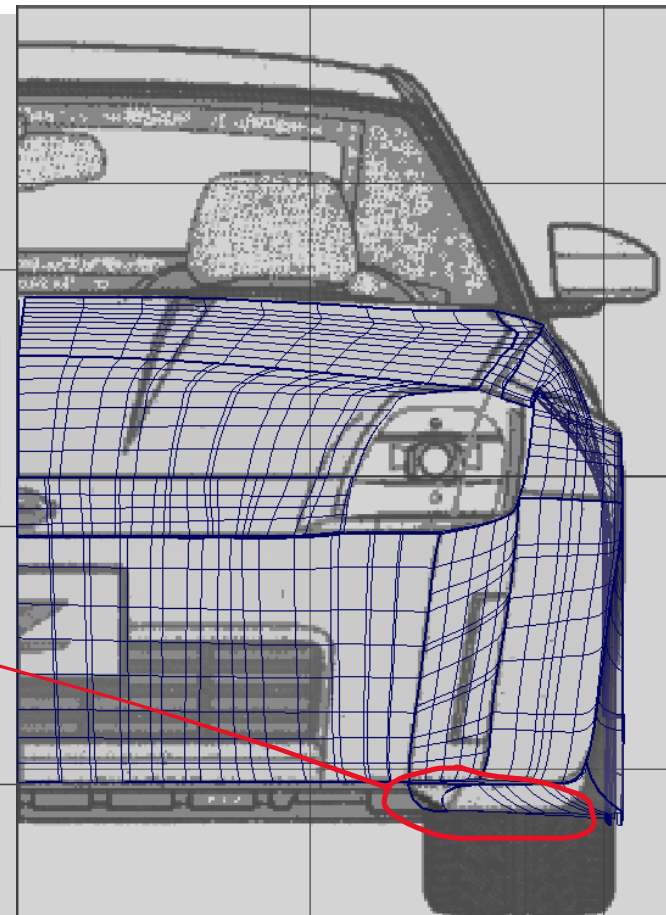
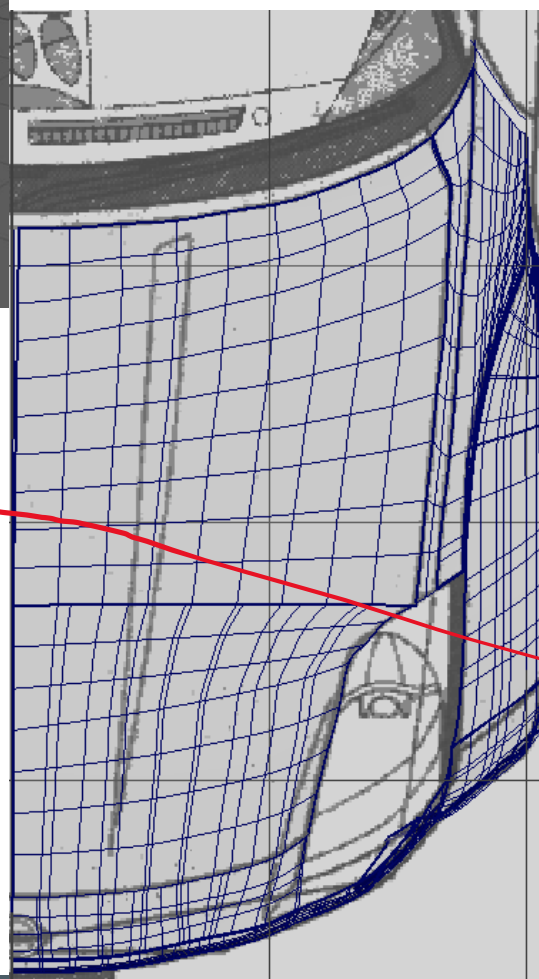
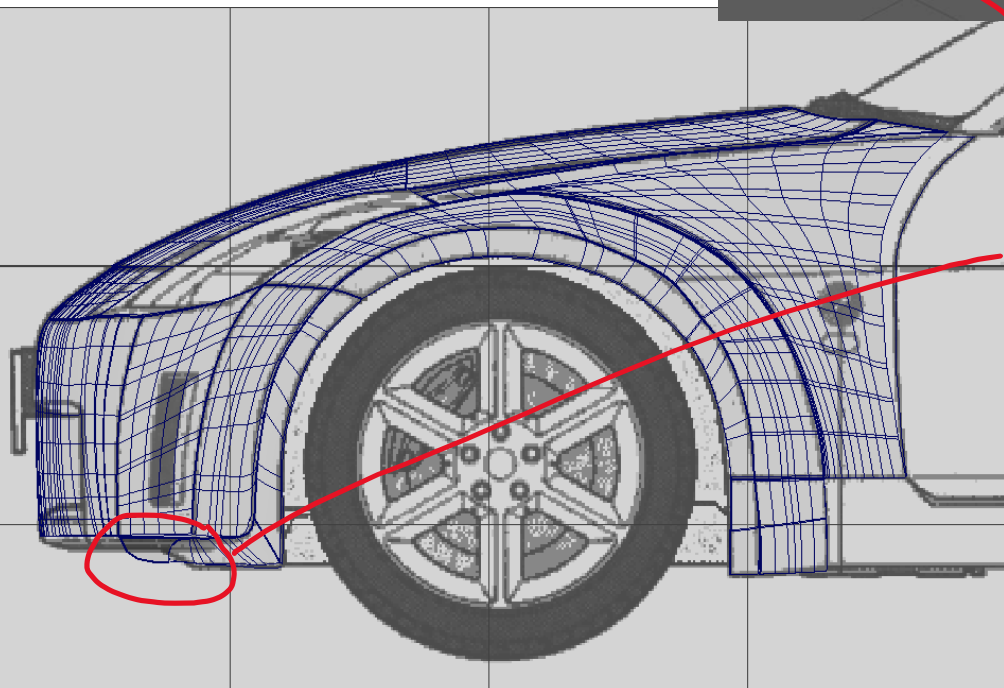


# Erster Endstand

**Problem:**  
**gedanklicher Fehler**



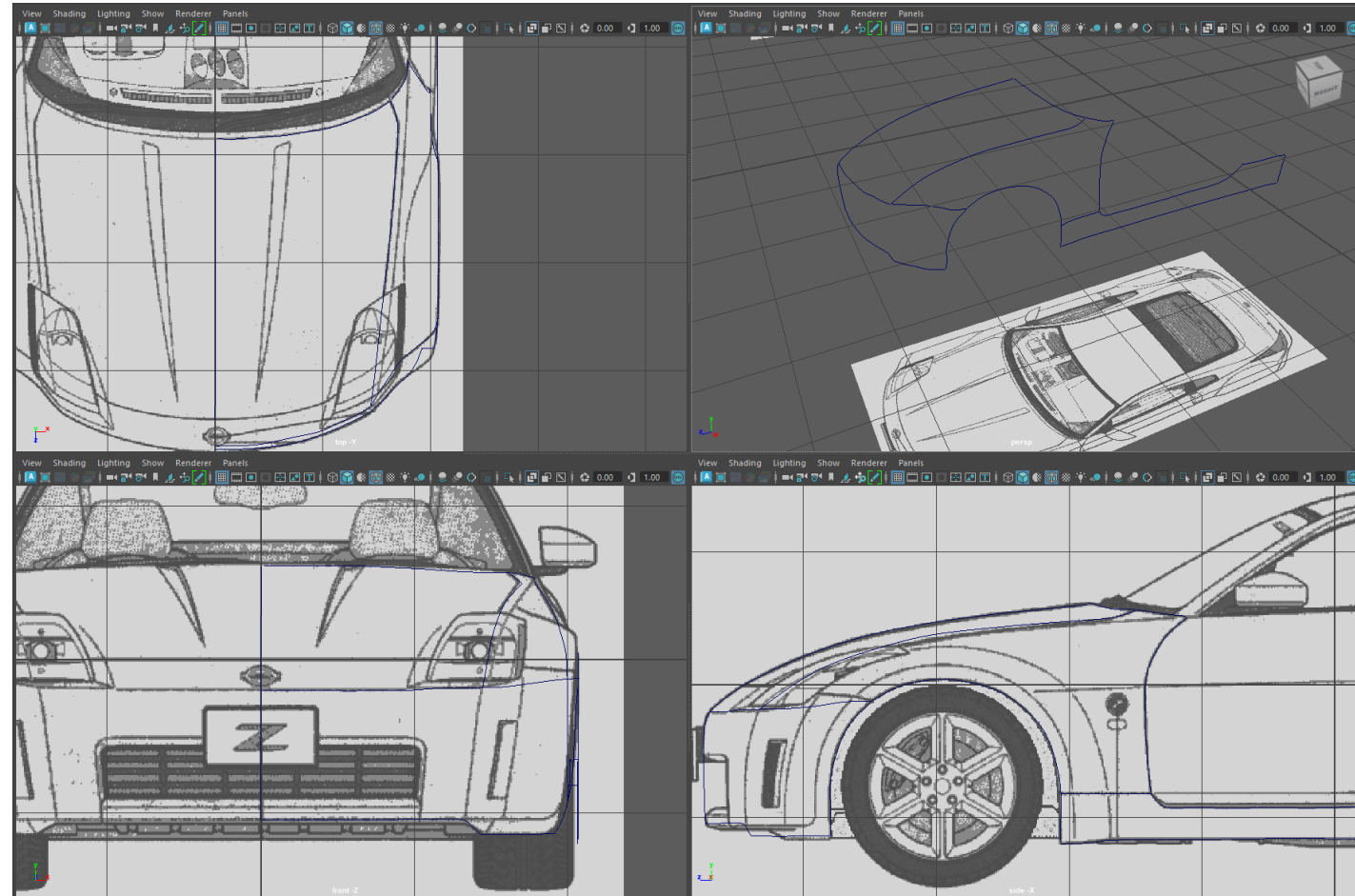
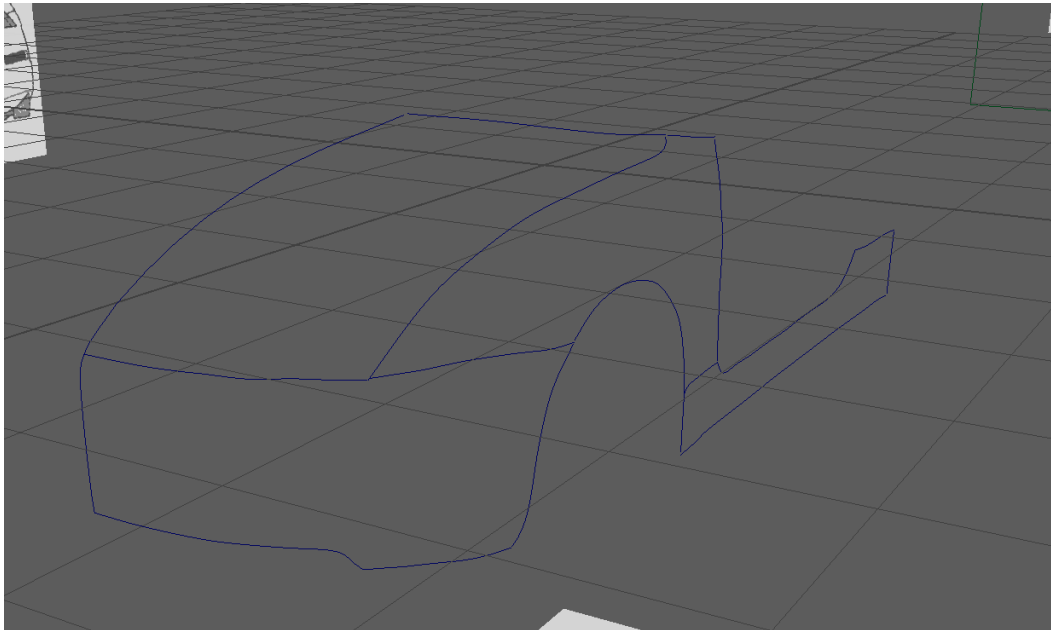
**unschön**



# Überarbeitet

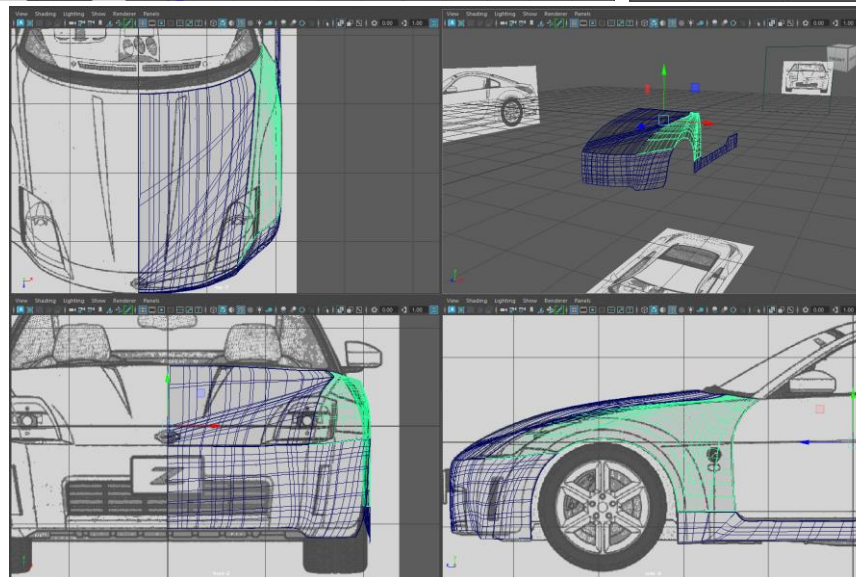
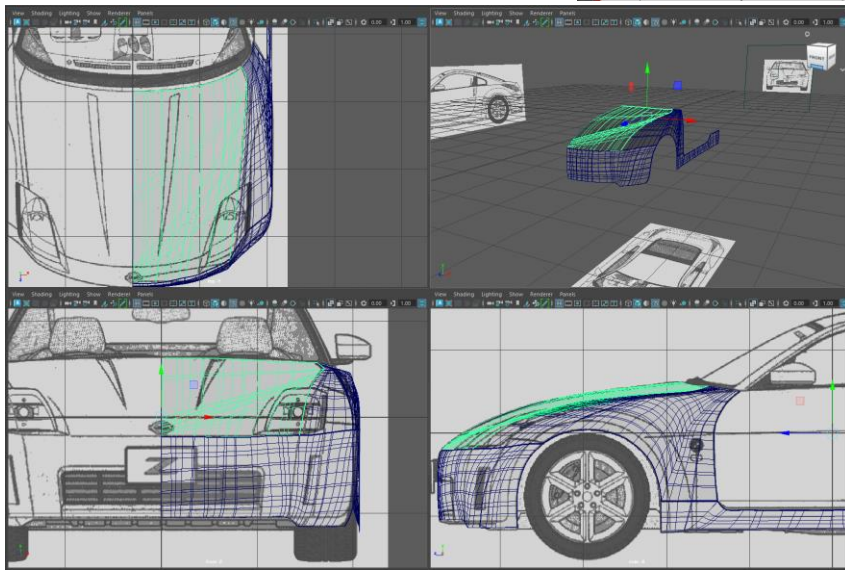
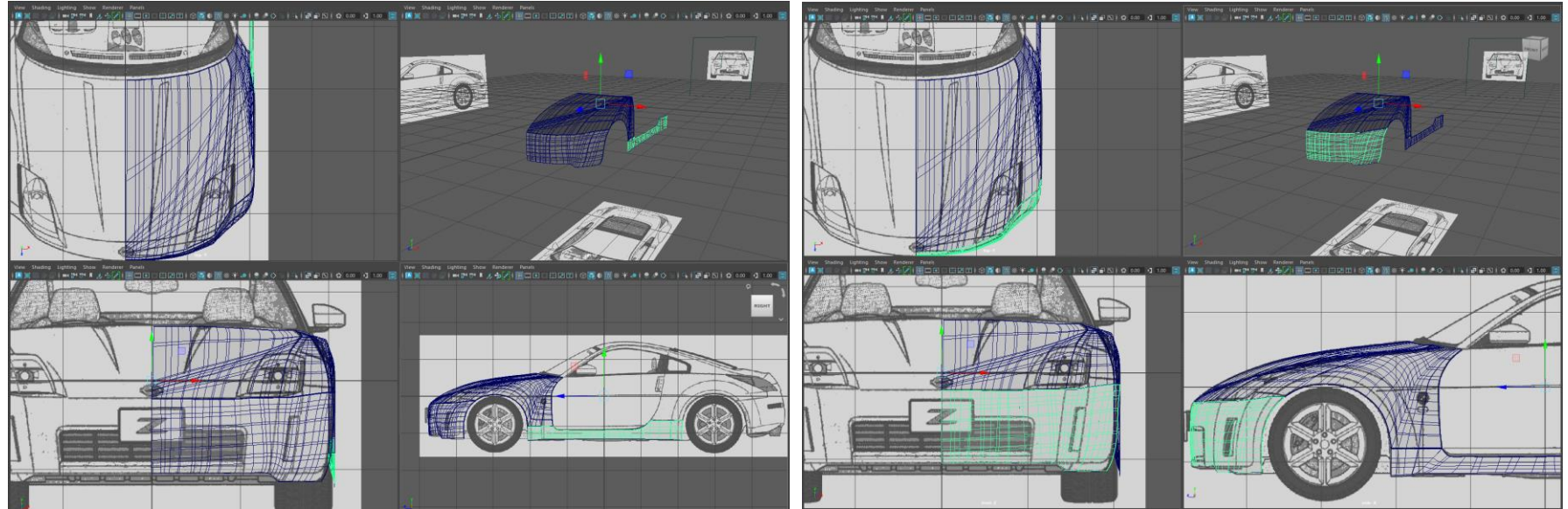
Reale Bilder des Fahrzeuges dazu genommen

-> nur „echte Teile“ modelliert



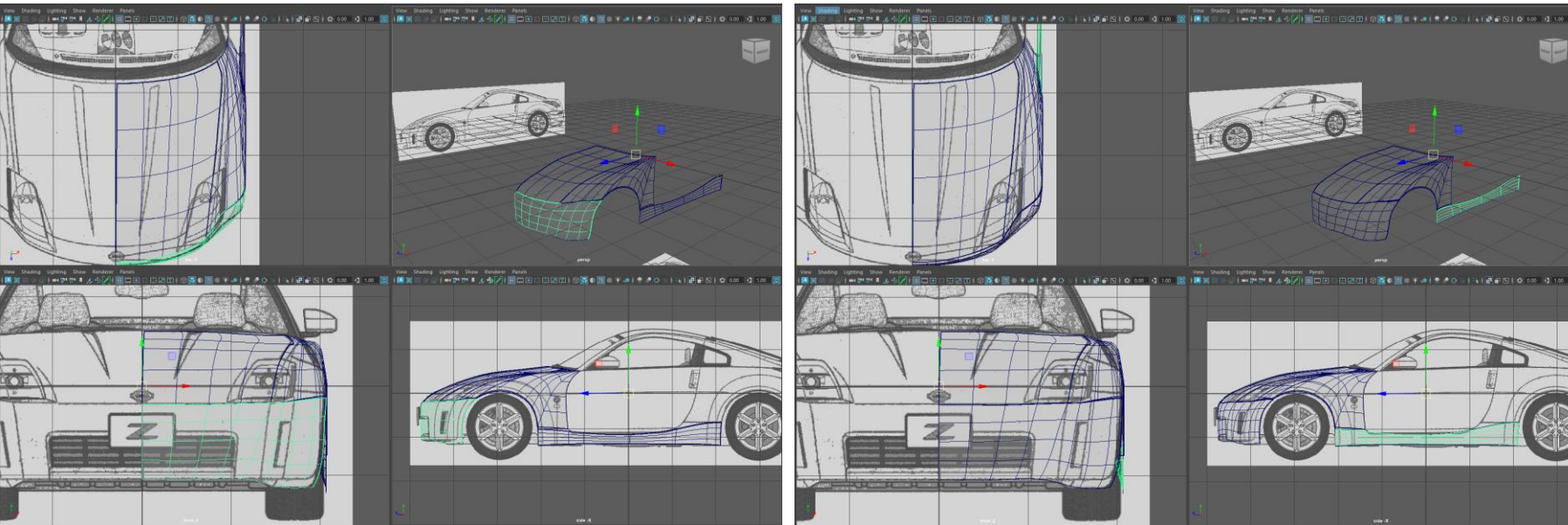
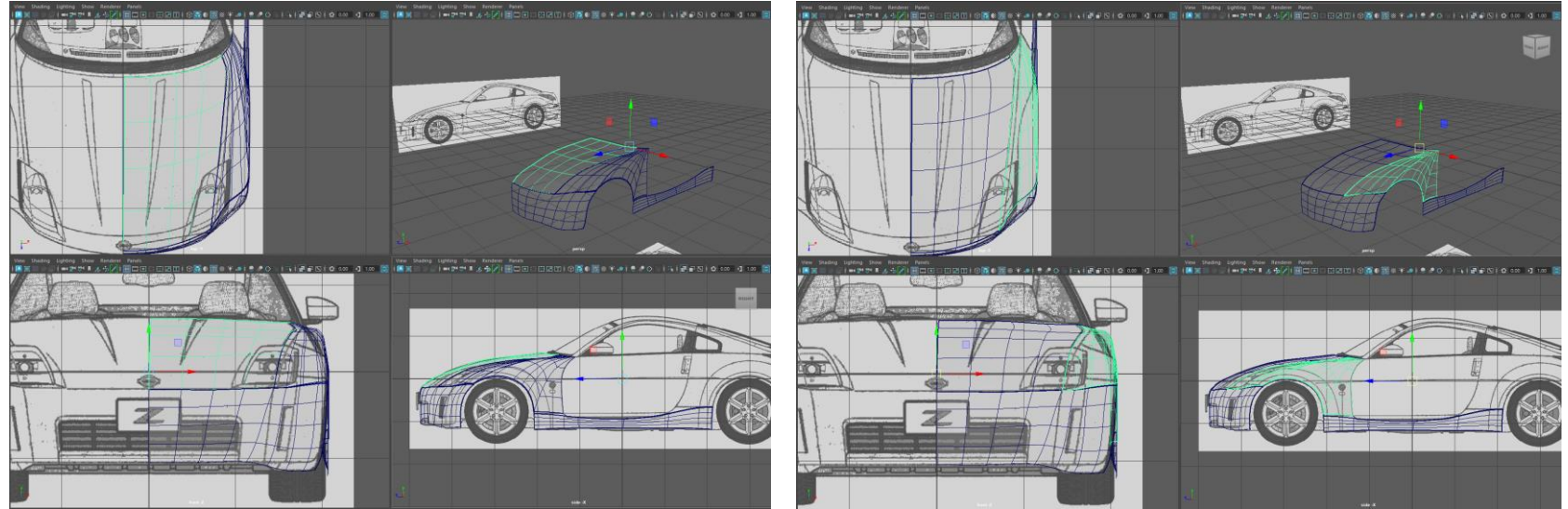


# Neue Flächen



# Rebuild

Da wir nicht zu viel Zeit  
investieren sollten,  
mittels rebuild schnell  
aufgeräumt





# Endergebnis

