**Experiment: 8**

* **Design of 3D Car using Blender.**

I get started I like to use a

02:39

background image as reference it's gonna

02:41

get a lot more accurate results quicker

02:43

if you just use a reference image for a

02:45

car when you're modeling there trying to

02:46

do it all from memory you can open up

02:48

any sort of background image you want if

02:50

you want to create sort of a different

02:51

style of car or something that's really

02:52

cool

02:53

and in blood a 2.8 we have new options

02:55

for importing background images so I'm

02:57

just gonna hit 3 and my number pad and

02:58

then shift a and then under the add menu

03:01

here we can get onto image and then

03:02

choose background here we can open up

03:04

any image we'd like and this is just a

03:06

basic basic car image I'm gonna hit Z

03:09

and go into wireframe mode so we can see

03:11

our whole background image there and

03:13

it's just a basic sedan car kind of a

03:14

cool-looking car model again you

03:16

guys can use any sort of car you want

03:18

but this is gonna be the outline of the

03:19

one we're modeling today and we're gonna

03:22

use our default cube so I'm just gonna

03:24

hit G and kind of move my cube right

03:26

over the center of the car here and then

03:29

I'm going to tab into edit mode

03:31

I'll hit seven to go into top view and

03:33

then go control R and click twice to put

03:36

a cut straight down the center of our

03:37

cube now I'm going to grab this face

03:40

along the edge here you can either grab

03:42

the face right here or hit 3 on your

03:44

keyboard and this will allow you to

03:46

switch to face select mode and then I'm

03:47

just gonna hit X and delete vertices

03:49

this will delete half of our cube there

03:51

and if I go over to our modifiers tab

03:53

here I'm going to add in a mirror

03:55

modifier to mirror the cube on the other

03:57

side so all we have to do is model half

03:59

the car and the other half will

04:01

automatically be handled with our

04:02

awesome mirror modifier so go add

04:05

modifier mirror and you can see we right

04:07

away have the other half of that cube

04:09

there if I hit Z and go into solid view

04:11

here if I edit something on this side of

04:13

the cube it does it on both sides now

04:15

the only option I need to change in the

04:17

mirror modifier here is I want to enable

04:19

clipping so go ahead and choose clipping

04:21

right there and now I can make sure I'm

04:24

in edit mode by hitting tab hit a to

04:25

select all of our mesh and then hit 3 to

04:28

jump back into our right side view here

04:30

here I'm gonna scale down our cube with

04:32

s and move it just to the front end of

04:35

our car here towards the hood and we

04:37

start off by just or of modeling the car

04:38

from the bottom up that's why I'm

04:40

starting out over by the hood here I'm

04:41

just gonna make sure that I have the

04:42

cube sort of placed right around whether

04:44

you windshield should start there and

04:46

then there's hit s to kind of scale it

04:48

up a little bit more now I'm gonna grab

04:49

just that face on the end there go back

04:52

into right view and hit e to extrude the

04:55

mesh out again so we're making a nice

04:57

longer mesh here and I'm gonna pull it

05:00

all the way out to about this start of

05:01

the tire there so ever dump in a side

05:03

view here now and move around using my

05:05

middle mouse button you can see that we

05:07

have a rectangle form in here and I'm

05:10

gonna hit Z and solid view so we can

05:12

kind of see what this is looking like

05:13

and then up here I'm going to choose the

05:16

show x-ray so this will allow us to

05:18

still see our background but we have a

05:20

little bit more mesh visible hitting for

05:22

me to go back into side view I'm going

05:24

to continue extruding out our cube here

05:26

so I'm gonna hit a and extrude it one

05:28

more time and this time I'm going

05:29

right towards the center of the tire and

05:31

then I'll hit E and extrude it out again

05:34

now I'm gonna go right to the edge the

05:35

tire here again but just like I did on

05:37

this side but you can see that the back

05:39

end of the car should come up a little

05:41

bit here so I could either grab edge

05:43

select here or just hit two of my number

05:45

pad to switch to the edge select and I'm

05:47

gonna grab that bottom edge there go

05:49

back into side view and then hit G and Z

05:52

to grab it just along these z axes and

05:55

we'll pull it up to be right around

05:56

where the bottom of the car there should

05:58

be perfect now I'll go back to face

06:00

select mode by either clicking there or

06:02

hitting three and my number pad grabbing

06:04

that face and then extruding it out to

06:06

follow out to the end of our car here is

06:09

where it comes to an end and you can see

06:11

we have a little bit of a flare in the

06:13

back here so what I'm gonna do is I'm

06:14

gonna hit Jeep kind of move that face up

06:16

a little bit and then I'll hit E one

06:17

more time to extrude out to the end of

06:19

sort of this flare in the back of the

06:21

car here and then hit to pull it up so

06:24

we kind of are modeling that flare that

06:26

you see right there and it looks kind of

06:28

cool and then I can just hit you one

06:30

more time and scale us along these Z so

06:33

s and Z just scale on the Zed and then

06:36

I'll pull it down to kind of fit their

06:38

last bit of our car right there so if

06:40

you're ever confused about what sort of

06:42

key presses I'm using you can see down

06:44

here I have all the key presses being

06:45

registered and you can just keep your

06:47

eye there if I don't mention what I was

06:49

pressing it will be visible right there

06:51

so now let's go ahead and finish out the

06:53

front end of the car I'm gonna grab the

06:55

front face here on our long rectangle

06:58

I'll hit three to jump into right view

06:59

again now instead of using the G key to

07:01

move your faces around you can always

07:03

grab the gimbal here and this allows you

07:06

to move it by using handles which is a

07:08

little bit more comfortable maybe for

07:10

some people and so on I'm just gonna

07:12

place this right over the edge of our

07:15

tire here just like we did it the back

07:17

end of the car here and then I'll hit E

07:19

and extrude it out right to the center

07:22

of the tire and then I'll hit E and

07:24

extrude it out right beyond the tire and

07:27

now I can just extrude out to right

07:30

about the end of the car here I'll just

07:31

switch to edge select mode by hitting to

07:33

grab that top face and pull it down

07:37

using our handle here we can pull down

07:39

to fit our background image same thing

07:41

with this edge here I'm gonna grab

07:43

edge jump back to the side view here and

07:45

pull it down you can see we have a nice

07:47

shape already of our car then we have

07:50

the outline at the bottom half of our

07:51

car now let's go ahead and jump to top

07:53

view by hitting seven and you can see

07:56

that our car is a little bit narrow for

07:58

my liking

07:58

I'm going to grab everything and then

08:00

pull out along the x-axis here until we

08:02

have about the right thickness for our

08:04

car somewhere right around there looks

08:08

like a decent thickness and there we

08:11

have it so now I'm going to extrude out

08:13

the top end of our car here so switching

08:17

to face select mode we're gonna grab

08:18

every face that is in line with the

08:22

windshield here so I'm grabbing this

08:24

face holding shift and then grabbing

08:27

these next two faces all the way back to

08:30

there looks about right yep that will

08:32

work and what I'm gonna do is I'm gonna

08:34

hit eat and extrude them upwards all the

08:37

way to the top of that windshield just

08:39

clicking as soon as we hit the peak of

08:42

it right there and now I can jump back

08:44

to edge select mode grab this edge and

08:47

we'll pull it right on over to the end

08:48

of our windshield here same thing with

08:52

some of these we're gonna kind of line

08:54

them up to be right in line with our

08:56

windshield now what you might find

08:58

easier than instead of jumping back and

09:01

forth between views here every time you

09:02

need to grab an edge and then jump back

09:04

to right view maybe this gets a little

09:05

confusing for you what you might find

09:07

easier is you can split your window by

09:09

grabbing in the top corner here and

09:11

pulling over and if I just hit n to

09:14

close off our properties tab there we

09:16

can clear that out what you can do is

09:18

you can leave this viewport in top view

09:21

for example and then edit over here so

09:25

for example I want to pull this edge

09:26

down now I'm going to pull it down to be

09:28

right about to back to the car and then

09:30

you want to select this edge you can

09:32

just select it right over here and then

09:34

move it in this viewport so it makes it

09:36

really handy for not having to switch

09:38

views if you don't want to and I'm just

09:40

moving around here with my middle mouse

09:41

button and shift and this might be

09:42

considered a more efficient way of

09:44

working so you're not jumping around

09:45

your viewport as frequently so I kind of

09:48

recommend you guys try it out and see if

09:50

you like it so now I'm gonna grab this

09:52

edge right here so grab that edge right

09:54

there because it's a little hard to

09:55

select even

09:56

top view and sitting in side view here

09:59

then I'm gonna get G and I'm just gonna

10:01

hit G and pull that edge down right

10:04

about there so now we have the nice top

10:07

hood section of our vehicle is looking

10:10

just fine and now what I'm going to do

10:12

is I'm gonna work on the wheel rims here

10:13

a little bit so I'm gonna go with

10:14

control R and we can put a cut all the

10:17

way along the horizontal axis of our

10:19

vehicle here so I'm just going to click

10:21

it and slide it until the vertices here

10:24

are on top of our wheel just about there

10:27

if you want to be positioned a little

10:28

bit you can do that but double tapping G

10:30

and we'll just position it so it's right

10:32

around there at the top of our vehicle

10:35

and now I'm gonna go ctrl R and do one

10:38

more cut and put this right along this

10:40

black rim that you see along here on our

10:43

vehicle as well perfect so now that we

10:45

have those two cuts I can hit one or

10:48

click the Bob option right here switch

10:50

two vertices select now we can start

10:52

moving around these vertices because I'm

10:54

gonna be in this view for a little while

10:55

now I'll go ahead and close off this

10:56

window as I'm just gonna work in one

10:58

window at the moment and what I'm gonna

11:00

do is I'm gonna grab all these vertices

11:02

and sort of make a basic shape of a

11:04

wheel rim around our car here making a

11:07

nice basic circular shape around each

11:09

wheel we'll do this for the front as

11:11

well and for this area we have two

11:13

vertices that we want to select so

11:15

grabbing both of those by just hitting B

11:17

and box selecting it we can pull those

11:19

back a little bit there something like

11:21

that

11:22

and then we'll jump to the front of the

11:23

car and do the same thing and now we

11:27

have the side view of our mesh sort of

11:30

model down we're gonna go ahead and jump

11:32

back to top view and I'm gonna grab

11:34

everything by hitting a and pull it in

11:36

just a little bit more narrow because

11:38

what I'm gonna do now is I'm gonna grab

11:39

every face along the side here by double

11:42

tapping a to unselect everything and

11:44

then I can hit C to start selecting

11:46

things

11:47

I'm gonna grab every face except for

11:49

those wheel rims so grab everything but

11:52

those wheel rims they're all along here

11:54

except for those four faces on each

11:58

wheel rim so you can see we have it

11:59

there go to top view and if you selected

12:01

any of these faces just hit B and then

12:04

using your middle mouse button we can

12:05

unselect all of those so we have just

12:08

the faces on the side here

12:10

and only the top few hit either extrude

12:13

and then we're just gonna pull those out

12:15

until we have about the right length of

12:17

a wheel well now the whole current might

12:20

need to be pulled in a little bit just

12:21

to kind of get the right thickness of a

12:22

car there I think that looks about right

12:24

about there and now you can see if I

12:27

jump to side view here that we have some

12:30

wheel rims on our vehicle and that looks

12:32

very nice so now what we can do is we

12:35

have this extra geometry from extruding

12:37

that out is I'm gonna switch to edge

12:40

select mode here and at times it might

12:42

be easier to turn off the x-ray mode

12:43

right here so just go ahead and click

12:46

that and also we don't really need our

12:48

grid floor as that's just kind of

12:49

getting in our way and making things

12:50

hard to see so what you can do is you

12:52

can go to the viewport overlays right

12:54

here and we can just turn off our floor

12:56

and our X and y-axis to make things a

12:58

little bit cleaner and then I also like

13:00

to change in the viewport settings here

13:02

by making this drop down I like to turn

13:04

on cavity and shadow and this just kind

13:07

of makes your edges even easier to see

13:09

and it's really nice to have turned on

13:12

when you're working in low poly so that

13:14

makes it just a little nicer ok perfect

13:16

so now we can kind of start modeling the

13:18

corners of our car here a little bit so

13:20

on top we want it to come in a little

13:23

bit so I'm going to grab these edges

13:24

pull them in something like that we can

13:28

go ahead and continue this with this

13:30

face here to pull this one back a little

13:32

bit and this one a little bit as well

13:34

just kind of giving that right amount of

13:37

roundness towards the top of the car was

13:40

kind of grabbing every other edge here

13:41

and moving it so we have about what

13:44

we're looking for just grabbing the

13:45

handle there to move it nice and

13:47

straight on the axis and that's looking

13:49

already quite a bit better I'll pull

13:51

that in a little bit more and we can

13:53

pull this one in just to kind of match

13:55

the keeping kind of nice square geometry

13:58

here that would kind of round off our

13:59

herd here a little bit by grabbing some

14:01

of these edges here and pulling them

14:02

down as you can see the hood was just a

14:04

little bit squared off there that's

14:06

looking better already

14:07

and now let's sort of model our

14:08

headlight so I'm gonna jump to side view

14:10

and turn on the x-ray mode here again so

14:13

we can see what our headlights supposed

14:15

to look like so now I'm going to grab

14:16

this edge right here and I'm going to go

14:18

to side view I want to kind of pull it

14:20

back to be the headlight here so

14:23

hit G and pull it back a bit as you can

14:25

see here but I'll hit one to switch two

14:28

vertices select and pull just that top

14:30

vertice back a bit to kind of give it

14:32

that angle that we're looking for now

14:33

the front here I'm gonna grab this

14:34

bottom vertex here and pull it over a

14:36

bit just to kind of give some nice angle

14:38

to those headlights we can pull this one

14:41

back a little bit as well we're just

14:44

sort of shaping what we want those

14:45

headlights to look right now so I want

14:47

it to kind of come back here a bit kind

14:49

of routing it off that hood there a

14:51

little bit more and pull that back there

14:53

as well I'll pull that face down just a

14:54

little bit and once you're pretty happy

14:56

with the shape of your headlight as you

14:58

can see I'm getting there I might want

15:00

to pull some of these these in here just

15:02

a little bit as well something like that

15:04

once you're happy with the shape of your

15:05

headlight you can grab the face select

15:07

grab that headlight face and then we're

15:10

gonna hit I to inset just a little bit

15:12

and then hit E and extrude it inwards

15:15

something looks like that very basic but

15:17

if I turn off x-ray mode there you can

15:19

see we have a nice sort of fancy looking

15:21

headlight we grab both these faces here

15:24

and just pull these in just a little bit

15:25

if you want to make those headlights

15:26

just a little bit bigger and I think

15:28

that's looking pretty nice maybe tap

15:31

into edit mode hit wanted to go to our

15:33

vertices select mode and it hits C to

15:36

select all those vertices right there

15:37

all you guys make sure you know all and

15:40

pull that out just a little bit maybe

15:41

it's a little too much angle there so

15:43

looking just a little bit better

15:44

hit ctrl R and we'll put one more cut

15:47

down our car here now the reason for

15:49

this is I can give the hood just a

15:50

little bit more shape I'm gonna grab

15:52

these vertices right across the top

15:54

there and pull these down just a little

15:55

bit so we kind of get that a ripple in

15:57

the hood that looks kind of cool right

16:00

there as you can see we can grab the

16:01

front end of the hood here and pull it

16:02

outwards just a little bit so we have a

16:04

little bit of roundedness

16:05

to our hood and I pull this one up a

16:08

little bit so we have sort of a

16:09

cool-looking shape of a headlight right

16:12

there something like that is looking

16:14

very nice and now I'm gonna work on the

16:17

front venting of our car here so I'm

16:19

gonna grab the face select I'll grab

16:21

both these faces hit ctrl one to jump

16:23

back to the front view like I did a

16:25

moment ago and I'm gonna hit e to

16:27

extrude and then s to scale down

16:29

now you could inset this but it would

16:31

add an extra face in the middle here

16:33

that we don't want so that's why I hit E

16:35

and then

16:36

cailed instead of in setting so go ahead

16:38

and scale it down a little bit more and

16:40

then we'll extrude it one more time to

16:42

give a little bit of inlay to our car

16:45

there and that's just that nice little

16:46

center vent there and the last bit that

16:48

we want to do is some of the bottom

16:50

venting along the bottom end of our car

16:52

here so I'm gonna grab my vertices

16:54

select grab all of these vertices here

16:56

and I'm just gonna double tap G to kind

16:58

of slide them up our car a little bit to

17:00

make this edge here a little bigger

17:01

because this is where the venting is

17:03

going to go so now I'm just gonna grab

17:04

the three faces along the front end of

17:06

our low poly car here and hit e to

17:09

extrude and s to scale well scale it

17:11

down just a little bit there and then

17:13

hit s and z to scale along with that

17:15

access a little bit and now I can hit E

17:18

and extrude it inwards now I'm going to

17:21

do the only thing I'm going to do

17:22

different about this event is I'm gonna

17:23

grab this face along the end here and

17:25

extrude it in eaving a little bit deeper

17:27

this could kind of be those front sort

17:29

of fog lights or something on a car if I

17:31

turn off x-ray mode there you can see

17:33

just looks kind of cool now the last

17:34

thing I want to do for the front end of

17:36

our car just turn back on x-ray mode

17:38

there and hit C and select all of the

17:40

edges along the front of the car here

17:42

making sure that we don't select the

17:44

edge ones here I'm gonna use middle

17:46

mouse button and C to unselect those and

17:49

we don't need that one there and I'm

17:50

gonna pull out the front end of our car

17:52

a little bit by pulling that out just to

17:54

give it a little bit of that roundedness

17:56

and you can see we also want to select

17:57

these edges then to pull them out a

18:00

little bit as well and now I'll pull

18:02

that out just to kind of round off the

18:04

front end of our car there you can see

18:06

we might want to pull back this vertex

18:07

here so I'm gonna hit one to switch to

18:09

vertex select grab that vertex and just

18:11

pull her back right there okay so next

18:13

up I'm gonna work on sort of shaping the

18:15

hood here so let's grab the faces right

18:18

here and right here and we'll grab that

18:22

one too and I'm gonna pull these inward

18:24

a bit I kind of want that angle there as

18:28

we get from the hood we can do the same

18:30

thing for these sort of fender vertices

18:32

here and the corner of the headlight

18:34

there make sure we select all of them in

18:36

there if you're having a hard time

18:37

selecting them all we can always turn on

18:39

x-ray mode right there I'll just pull

18:41

these in a little bit there just to kind

18:43

of round off the corners there it's

18:45

looking nice grab those faces one two

18:47

three and

18:48

extrude em inwards just a little bit to

18:51

give us that sort of inlaid windshield

18:53

look that's perfect right there so

18:56

that's perfect for these front end of

18:57

the car now I want to add a little bit

18:59

more detail to the side of our car here

19:01

so I'm gonna go control our to added one

19:03

more cut so we can grab the top vertices

19:06

here just by hitting C and selecting

19:09

those and pull these up what I can do

19:10

now is grab these three faces as well

19:13

and this time I'm going to hit I to

19:15

inset them just a bit and then we can

19:18

extrude them inwards I'm gonna pull them

19:20

down just a little bit here as well and

19:21

then extrude them in where it's just

19:23

like we did with the hood now we might

19:25

want to pull these faces inwards just a

19:27

little bit there so we have sort of that

19:30

shape and that's looking really good and

19:31

now I don't kind of work on the side of

19:33

the door here so I'm gonna switch to

19:34

edge select mode we'll hit three to go

19:36

into our side view and then turn on

19:39

x-ray mode and you can see we kind of

19:41

have this shape here on the car but I

19:43

kind of want to replicate so I'm gonna

19:45

hit one switch and do vertices select to

19:47

grab that vertex and we'll pull it right

19:49

to that corner there and then I'm gonna

19:51

pull these vertices here just by hitting

19:53

box selected grabbing all of them pull

19:55

them over right there yeah now I want to

19:57

grab these vertices just along there

20:00

whoops

20:01

make sure we get the right one there not

20:03

you if you get the wrong one you can

20:05

just hit C and middle mouse button to

20:06

unselect it I'm gonna pull these out a

20:09

little bit and this will kind of just

20:10

give us the faces nice and visible there

20:12

if I turn off that of that shape of the

20:14

car I want this line here to be a little

20:16

bit straighter so I'll pull this vertice

20:18

up just to keep that nice and straight

20:20

for the door there on the back here we

20:21

can kind of round off the end of the car

20:24

here a little bit just by grabbing these

20:25

vertices and rounding him out a little

20:27

bit these faces here maybe it could be

20:29

tucked in just a little bit here pull it

20:31

in and you can see a car is coming

20:32

together quite nicely but I think it's

20:35

time to give this car some wheels so

20:38

what we're gonna do is going to stay in

20:39

edit mode and I'm going to put my cursor

20:41

right at that point thereby shift or

20:44

right clicking to place the cursor and

20:46

I'm gonna go shift a and add in a circle

20:49

the circle we can have some settings for

20:51

it right here you can see the add circle

20:53

settings if you just click that button

20:55

there to open it up I'm gonna change it

20:57

to 16 vertices and I'm also going to

20:59

take these scale down because if I don't

21:01

take the scale down is going to

21:02

sect with the mirror modifier here and

21:05

kind of connect in the middle we don't

21:06

want that all right now we have that I

21:08

can grab it and pull it out we'll hit R

21:10

and 90 along the y-axis by hitting our

21:15

90 and then Y and if I hit side view

21:19

here we can scale that tire up to be

21:20

approximately the right size right

21:23

around there looks about a good

21:24

scientists me we might have to kind of

21:27

adjust our our fender here a little bit

21:29

once we have our tire and I'm just going

21:32

to hit E and extrude it out along the

21:34

x-axis to give ourselves some nice

21:36

thickness there let's pull it out till

21:38

we have about the proper thickness of a

21:40

tire now I'm gonna grab the rest of the

21:43

tire here hit E and scale I'm gonna

21:46

scale us down to be the right thickness

21:48

for our tire if you hit three any number

21:50

pad you can kind of use that image

21:52

actually as reference there and then I'm

21:55

gonna hit s and X to kind of scale out

21:58

because the tire kind of bulges a little

22:00

bit like that so we're gonna have a

22:01

little bit of bulge there there we have

22:03

it and now I'm gonna hit E and extrude

22:06

again let me sort of the rim right there

22:08

and that's looking pretty fine now I'm

22:09

gonna hit E and scale along just the X

22:13

access to pull this in a bit tighter

22:15

something like that

22:17

E and scale this is just extruding it in

22:20

a scaling till we have about a center

22:23

point about that size and now I'm gonna

22:25

hit E and scale along the x-axis again

22:28

just scale it out and now I'm gonna do

22:31

is I'm gonna grab just that ring there

22:33

by alt left clicking it and then hit

22:36

face so we have that nice sort of wheel

22:38

ram and if you want it to be really

22:40

detailed you can get the inside of that

22:42

wheel rim there as well and face it off

22:44

okay so now all we have to do is add the

22:46

spokes that are on our rim here and to

22:49

do that I'm gonna grab face select mode

22:50

here I want to grab every other face

22:53

around the inside of this tire jumping

22:57

around here there we go it should be a

23:00

total of eight and now I'm gonna hit e

23:02

to extrude and s to scale and here's

23:05

where the magic happens we just scale

23:07

those rims down towards the center there

23:09

and then I'm going to pull them inwards

23:11

a bit and you can see we have something

23:13

like this looking pretty good but we

23:15

want the wheel

23:16

to kind of come out a little bit further

23:18

so all I have to do is grab that Center

23:19

face there of our on our wheel hit ctrl

23:22

+ and this will allow us to select all

23:24

the nearby faces and I'm just gonna hit

23:27

+ until I have all the inside faces

23:29

there and now I can pull this outwards

23:32

to be right around there and maybe I'd

23:35

want to pull my Center faces out there a

23:36

little bit more as well and you can see

23:38

there we have a nice-looking low poly

23:41

tire rim now you can kind of adjust like

23:43

I said the rim on your car a little bit

23:45

grabbing those inside edges and kind of

23:48

positioning that rim to be a little bit

23:51

more accurate to where your your car

23:53

wheel is I'm going to tap into edit mode

23:55

hit L to select that tire shift D to

23:58

duplicate it then I'm just gonna hit G

24:00

and Y to move that duplicated tire along

24:03

the Y access to the back of the car I'll

24:05

just line it up right about there you

24:07

can see this rim might need to be

24:08

adjusted a little bit as well and you

24:10

can see um we have some tires on our

24:14

sports car and it's looking mighty fine

24:16

now if I do say so myself this could

24:18

kind of be tucked in at the back and I'm

24:20

not gonna really focus on much of the

24:21

detail on the back here you can also add

24:23

your headlights here if you want it to

24:25

but just to keep the video short we're

24:27

gonna mainly focus on a front render of

24:30

our car and the last thing to do on the

24:32

modeling of our basic low poly car here

24:35

it's first off we could kind of pull in

24:37

these bottom edges here just a little

24:39

bit tuck those in a little bit right

24:41

there that looks pretty nice and of

24:44

course we need some review mirrors you

24:46

can't see behind you without rear view

24:47

mirrors this this won't be roadworthy

24:50

right now and now to add in those rear

24:51

view mirrors it's really simple I'm just

24:53

gonna grab a face right off our car here

24:55

hit shift D pull it out a little bit

24:57

here I'm gonna scale it down along the

24:59

y-axis so s and Y to scale it down a bit

25:02

and I'm going to just place it right

25:04

around where we want the the rearview

25:07

mirror to be coming out of the car here

25:09

I'll rotate a little bit and pull it

25:10

right inside of the car and then hit E

25:12

and extrude it out here I'm just gonna

25:14

grab some of these faces along the edges

25:16

here and kind of square it off a little

25:19

bit you could say maybe grab a edge

25:21

there and round it off a little okay now

25:23

I'll grab that face there pull it out to

25:26

be about the right angle of our

25:27

headlights

25:28

I'll hit e to extrude

25:30

and then s to scale it up a bit and then

25:31

e to extrude it one more time and now

25:34

I'm just going to do a little bit of

25:36

mesh modeling on this to make it look a

25:38

little bit better so we'll scale that

25:39

back face off a little bit

25:40

pull it over there we want this Reva me

25:42

to be facing our driver so I can just

25:46

hit L just like that whole loose part

25:48

rotate it along the x axis to kind of

25:50

rotate it up and then R and Z to rotate

25:53

along the is that axis kind of facing it

25:56

towards our driver there a little bit

25:57

more and now I'm gonna grab that edge

25:59

right there by hitting - and then you're

26:02

selecting that edge pull it out I'll

26:05

grab these edges in the back here pull

26:06

them up just some basic modeling to

26:10

quickly come up with what looks like a

26:12

low poly a review mirror here that

26:15

already doesn't look too bad

26:17

so we can just kind of pull it around a

26:19

little bit we have these edges and pull

26:21

them into the car a little bit more

26:23

easily or hidden alright so there's our

26:25

finished car model you can continue

26:27

tweaking it if you like but I'm going to

26:29

show you guys how to quick render and

26:30

Evi so you have a nice final results to

26:33

share I'm gonna hide our background

26:35

image there just by selecting it and

26:36

hiding it I'll go shifty and in a plain

26:39

scale it up we're gonna grab it by

26:42

hitting G and Z just to be the floor of

26:44

our car here it doesn't have to be too

26:46

big we can scale it back down a little

26:47

bit the top view and hit G to kind of

26:50

Center it right over our car though well

26:51

grab that lamp well delete it but then

26:53

we'll go shift date and add an another

26:55

light and this is going to be if

26:57

sunlight we're gonna change it from a

26:59

strength of 1 to 7 and just position it

27:03

on top of the car pointing straight down

27:05

is all you need to worry about now I'm

27:07

gonna go to our world settings here I'm

27:08

going to open up an HDR for some

27:10

additional lighting

27:11

click that box right there and choose

27:12

environment texture and then open up an

27:14

HDR I'll link to a cool one from HDR

27:17

Haven in the description below now if I

27:19

switch to rendered view here by clicking

27:21

that button there you can see that we're

27:24

rendering in TV and we can have a little

27:26

bit more shadows on this scene so with

27:27

our lamp selected I'm gonna go to the

27:29

lamp settings here drop down the shadow

27:31

option and choose contact shadows those

27:33

makes it look just a little bit nicer

27:35

now I'm gonna jump to our Eevee settings

27:37

here and I'm gonna choose ambient

27:39

occlusion and screen-space reflections

27:42

I'm going to crank up the distance

27:44

a little on our ambient occlusion here

27:46

to give it a little bit more blacks and

27:48

now I'm gonna give our floor ie a

27:49

material as well no material just make

27:52

it nice and dark there and not too

27:54

reflective so I'm gonna try a little bit

27:55

that specularity down maybe give it a

27:57

little bit less roughness though so we

27:59

see just a little bit of a reflection

28:00

cuz that's kind of cool now let's give

28:02

our sports car a nice sporty car like

28:04

car so I'm gonna choose a base color

28:05

here of a nice hotrod red I'm just

28:08

trying to specular down a little bit on

28:09

it down to about a point for now let's

28:11

give our headlights some color so I'm

28:13

gonna go plus on the materials and a new

28:15

material there this one instead of being

28:17

principled we're gonna make any mission

28:19

shader the grabbing mission right there

28:21

give it a nice LED light color blue and

28:24

then crank the strength up to about a

28:26

five now I'm going to tab into edit mode

28:29

select that face right there by grabbing

28:31

the face select grab that face and

28:33

assign our new emission material to it

28:35

now let's go ahead and add some

28:36

materials to our tires

28:38

I'm gonna tab into edit mode I'm gonna

28:40

alt left-click that ring right there

28:42

around the tire and I'm gonna hit ctrl +

28:44

to increase in that selection to the

28:47

whole bit of the tire there now if I hit

28:49

the plus key here and in a new material

28:52

this one is just gonna be a dark tire

28:54

material as you might have guessed and

28:55

we don't want too much specularity a

28:57

tire as it's not very reflective it's

28:59

sort of a rubber material and so we're

29:01

also going to increase the roughness on

29:03

this one up to about eight point seven

29:05

is good and now all we have to do is

29:07

click a sign to see that material being

29:08

added to our tire there now I want sort

29:10

of a shiny material for those rims so

29:13

I'm gonna add in a new material I'm

29:14

gonna make this one just a sort of gray

29:16

material here and I'm gonna make it a

29:18

little less roughness to give it a

29:19

little bit more shine and with tab in

29:21

edit mode

29:22

grab that Center face and hit ctrl + a

29:24

few times just to select everything in

29:27

the middle there and I'll hit assign on

29:29

that new silver material let me make

29:31

that just a little bit darker but that

29:33

looks pretty cool now we need a

29:34

windshield material so I'm just gonna

29:36

hit that plus key again we're gonna make

29:37

this sort of a nice light blue the tab

29:40

in edit mode to grab those windshield

29:42

faces and of course our side windows

29:46

here as well grab all of them there and

29:48

assign that windshield material to it

29:49

and something else you can do if you

29:51

want a little bit of transparency on

29:52

your window here I didn't do any

29:54

modeling on the inside but if you wanted

29:56

to you could go ahead and

29:57

down here change the blend mode to be

29:59

additive here and you can see through

30:01

the window a little bit there it's kind

30:03

of cool if you want to see through it

30:04

even more you could turn the alpha value

30:06

here down now of course we don't do the

30:09

back tire there cuz we're a dummy dumb

30:10

so just go ahead and select that rim and

30:12

assign that to it right there you might

30:15

also want to assign your tire material

30:17

to the inside rim on the car here so

30:19

just go ahead and select these faces

30:21

here and assign that darker tire

30:23

material tool so now you can see that

30:25

that looks kind of a little bit better

30:27

so we'll do the same with the front

30:28

there and man I gotta say it's a lot of

30:30

fun working in Evi materials because all

30:32

a while you're making changes and stuff

30:34

it's just looking super cool so now I

30:36

want one more gray material for the

30:38

front end of our car here so we're just

30:39

gonna hit that plus key scroll down and

30:41

give this sort of a darker material

30:44

there tap it edit mode and we'll grab

30:46

these edges along here at faces and

30:49

assign it to it I knew but you at the

30:51

bottom actually I want to make this rim

30:53

there red still cuz that's just kind of

30:56

cool maybe black oh yeah a little bit of

30:58

definition there that's kind of cool

30:59

I'll go ahead and assign that color to

31:01

the ones in the middle there as well

31:02

last but not least let's add a little

31:04

bit of color to our tree view mirror

31:07

there because it's kind of nice and I

31:09

like it so it deserves a little bit of

31:11

color a little bit of love and attention

31:13

grab some of those faces there and

31:15

assign the type material to it there we

31:17

go a little bit of black on there as

31:19

cool oh yeah give that the class

31:21

material duh can't see behind you if you

31:23

don't have a glass material there but

31:24

that is gonna wrap up the tutorial guys

31:27

I hope you've enjoyed it last thing you

31:29

can do to add a little bit of cacao

31:31

punch to your car here is turn on the

31:33

bloom and then of course you're gonna

31:35

want to turn the threshold way up so

31:37

it's just blooming off of those

31:38

headlights but hey it's kind of cool oh

31:40

the last final thing to make this kind

31:42

of a cool render grab that front tire

31:44

there pick your view and then hit R and

31:46

Z and oh yeah give those tires a little

31:48

bit of rotation there oh and there you

31:51

have it if you guys want to render it

31:52

with the background you can otherwise

31:54

you can go to film here and choose

31:55

transparent just so you can see a car

31:57

only in the render I'd like to turn off

31:59

the overlays there as well so you can

32:01

just see what your car is looking like

32:02

and yeah you can make any sort of tweaks

32:04

now still to the mesh that you want in

32:06

evey even so just grabbing some of these

32:09

edges there kind of pull those out a

32:10

little bit

32:11

so that wraps up this low-poly vehicle

32:14

creation tutorial series and blood of

32:15

2.8 hope you guys have had some fun and

32:17

I like to again things AK from CG boost

32:19

for sponsoring in this video tutorial

32:21

you guys can check out his complete

32:22

beginners series with the link in the

32:24

description it goes into even more depth

32:26

in this tutorial all kinds of things on

32:28

animating and creating a final scene and

32:30

blender from beginner to end so a very

32:33

nice elaborate in-depth course from Zack

32:35

and if you guys use that link in the

32:36

description you get that discount that I

32:38

mentioned as well as support me and Zack

32:41

not creating more blender content for

32:43

you guys so definitely check that out if

32:44

you're interested in diving even deeper

32:46

into low poly and scene creation that

32:48

link will be in the description but

32:50

that's when do it guys I also want to

32:51

give another shout out to un racing for

32:53

sending over their nice share making me

32:55

comfortable as I'm making these video

32:57

tutorials for you guys you can also

32:59

check out their chairs with the link in

33:01

the description below also if you guys

33:02

create a cool vehicle like this one I

33:04

love seeing your finished creations so

33:06

either post it in the comments below or

33:08

send it over to me on Instagram or

33:10

Twitter I always enjoy seeing everything

33:12

you guys create you guys are super

33:14

creative but that's been do it and I'll

33:15

see you guys all in a future video

33:17

tutorial ba ba

English (auto-generated)