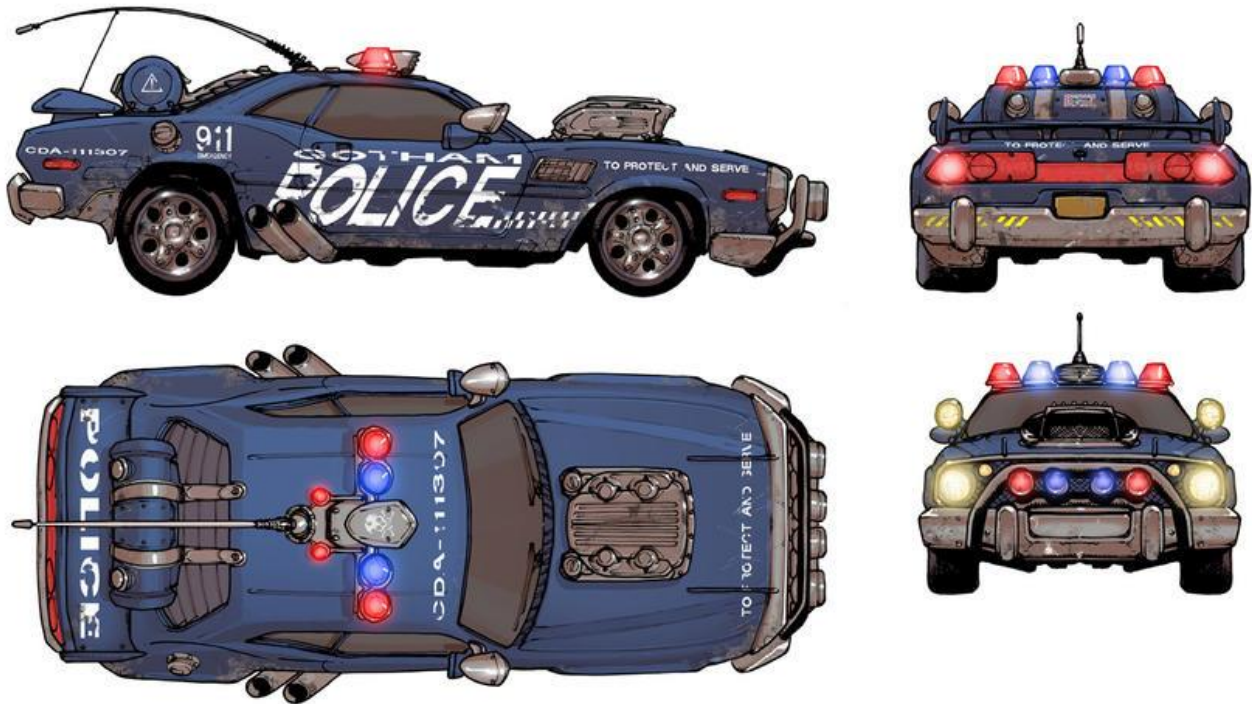


SEMESTER WORK. TASK 1.

REFERENCE

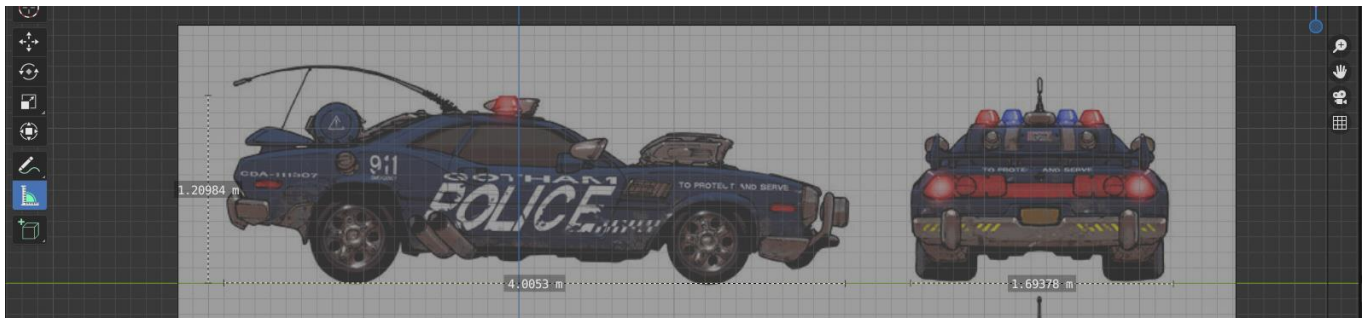
I found a reference of this car on [DeviantArt](#).



Link: <https://www.deviantart.com/chuckdee/art/DCOMMO-GothamSquadCar-256809787/>

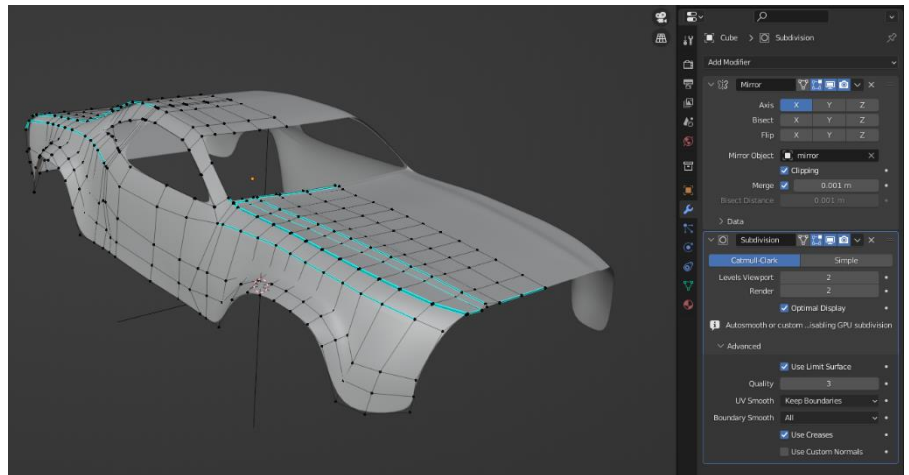
WORKFLOW

I added a reference to the scene in several angles. I lowered the transparency a bit and fitted the picture approximately to the real size of the car.

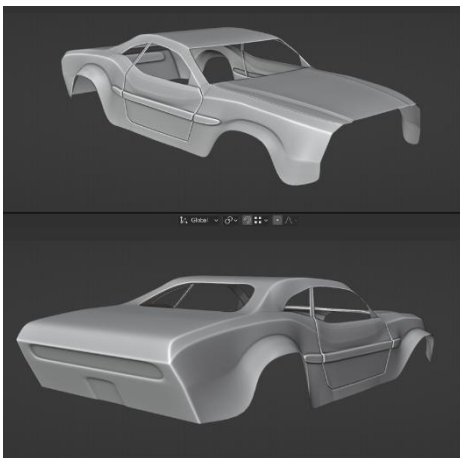


Car Body

I started with the body of the car. I added a plane to the scene and extruded the vertices relative to the picture, repeating the silhouette of the car. Next, I delete the front and side windows. Because most of the elements are symmetrical, I added a **Mirror** modifier. I also added the **Subdivision** modifier.

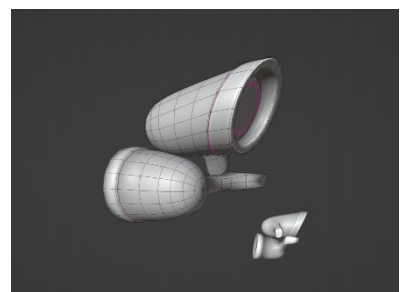
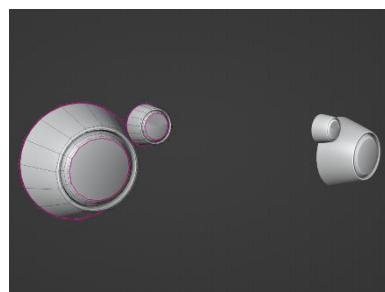
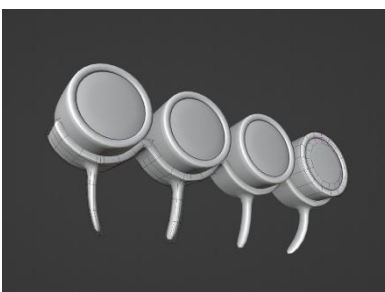
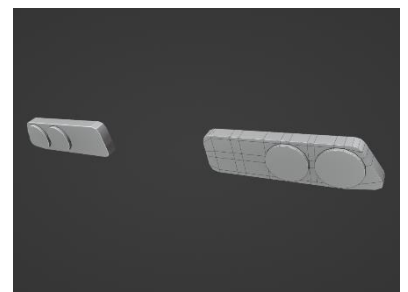
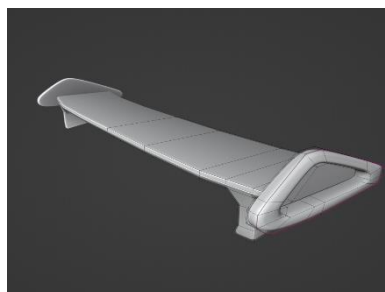
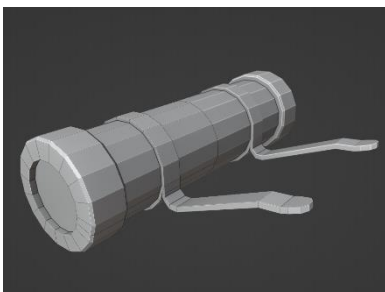


Next, I extruded the space between the door and the body, the side piece, the space for the taillights, and the vehicle registration plate.



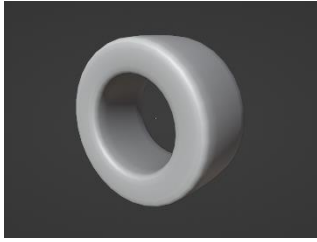
Other Elements

Then I started to create the individual elements of the car, which I will later join with the **Boolean** modifier.



Wheels

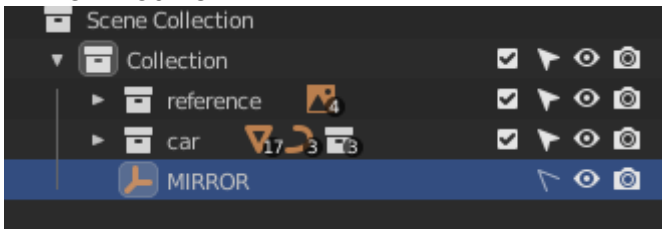
For the wheel, I first created a disc and tire separately. Then I joined them into a single mesh and removed unnecessary faces. I use only one geometry for the wheel. The other wheels were created with the **alt + D** key combination and the **Mirror** modifier.



TOOLS / MODELING TECHNIQUES

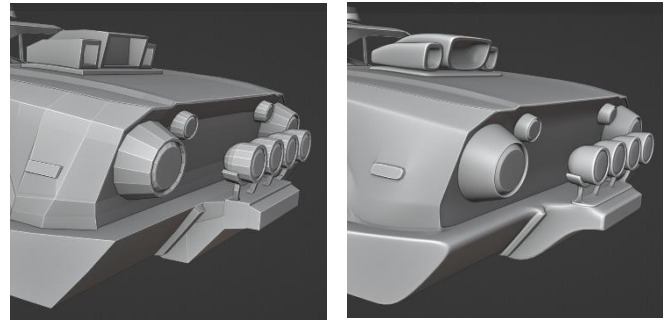
Mirror Modifier

In order not to ruin anything by accidentally shifting the origins, not to bother with finding the mirror axis, etc., I added a plane axis to the center of the scene and turned off its selectable toggle. Now I can use it as a *Mirror object* in **Mirror** modifier



Subdivision Modifier

I used this modifier to give a more organic shape, smoothing out sharp corners, etc. I used 2 levels of subdivision.

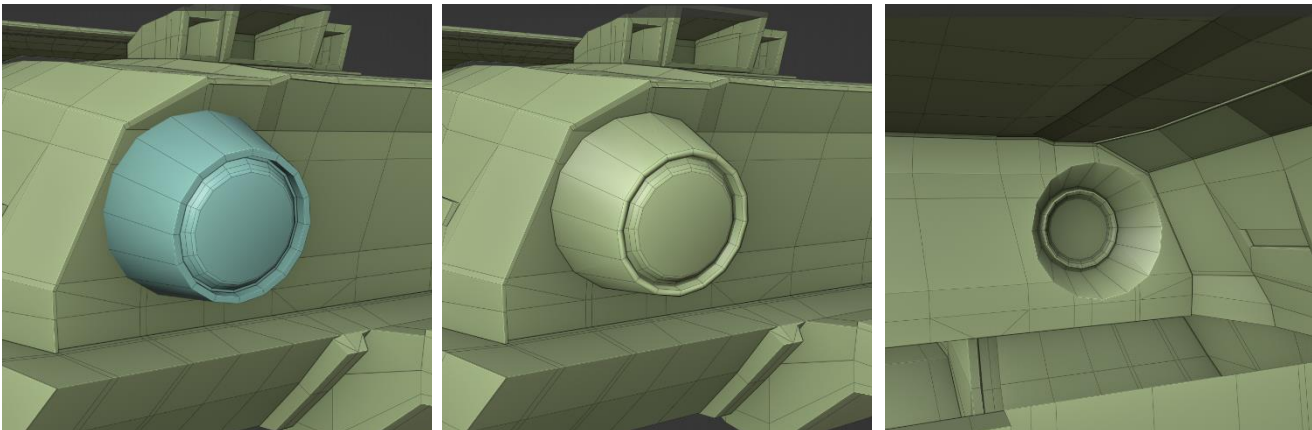


Boolean Modifier

I have used this modifier for several purposes. For example to create holes in the wheel disc:



Or for quick joining of two meshes:



Other Modifiers

I also used the **Bevel** modifier to round corners, and the **Solidify** modifier to pull out difficult shapes.

Tools

The tools I used most often were **Knife** and **Extrude**. I also used **curves** to create the two bottom and front pipes. Then I just converted them into a mesh.

TIME

It took me about **35 - 40 hours** to make the model.

FINAL RESULT

