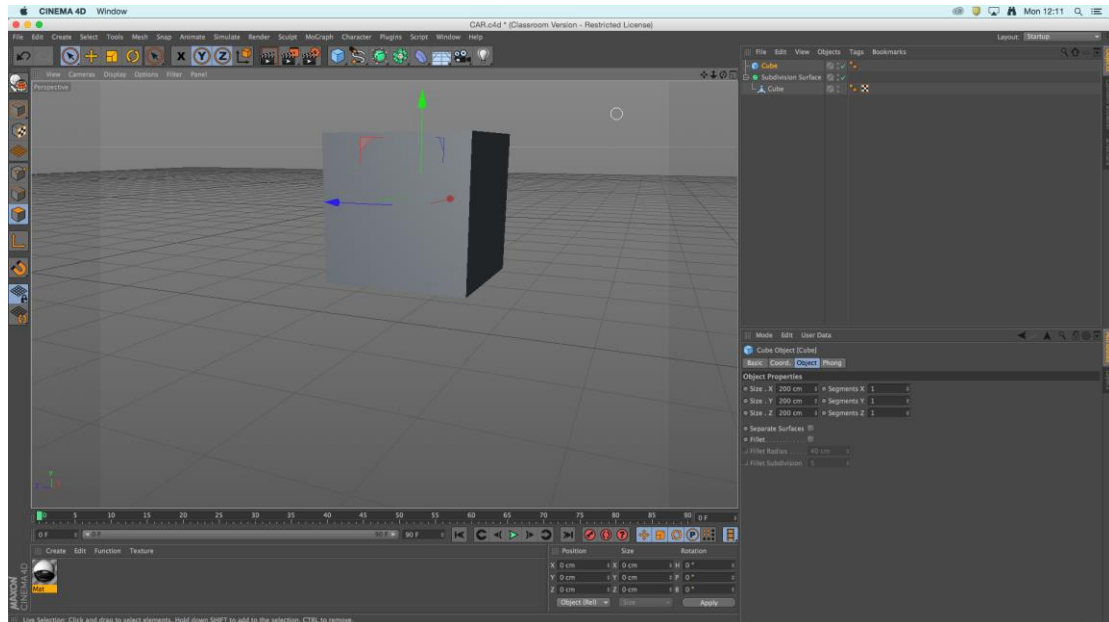


Development

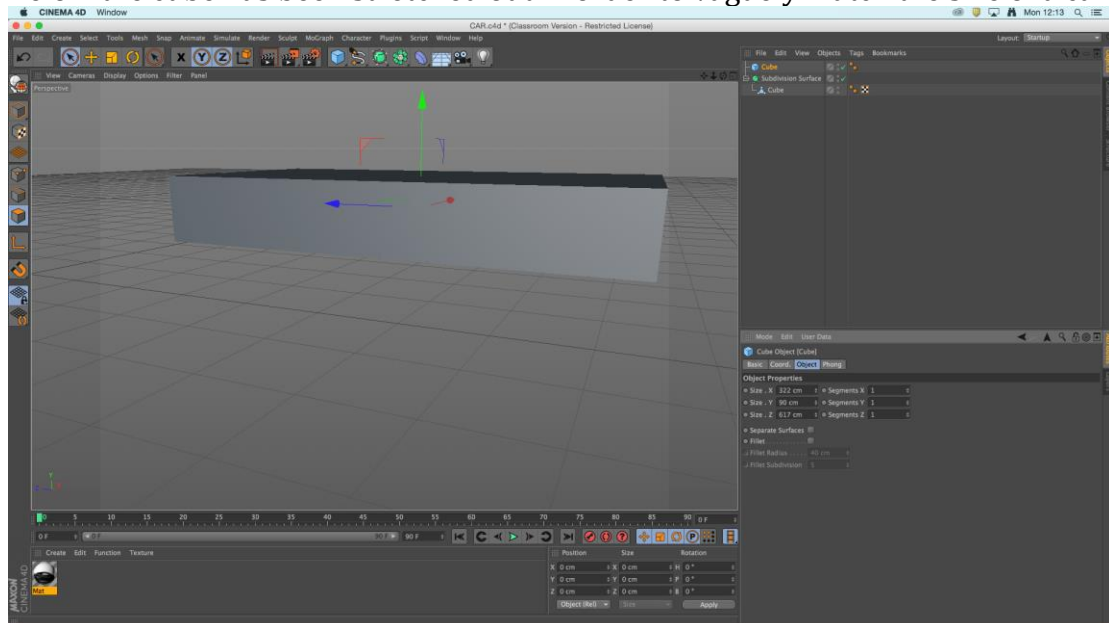
3D Experimentation

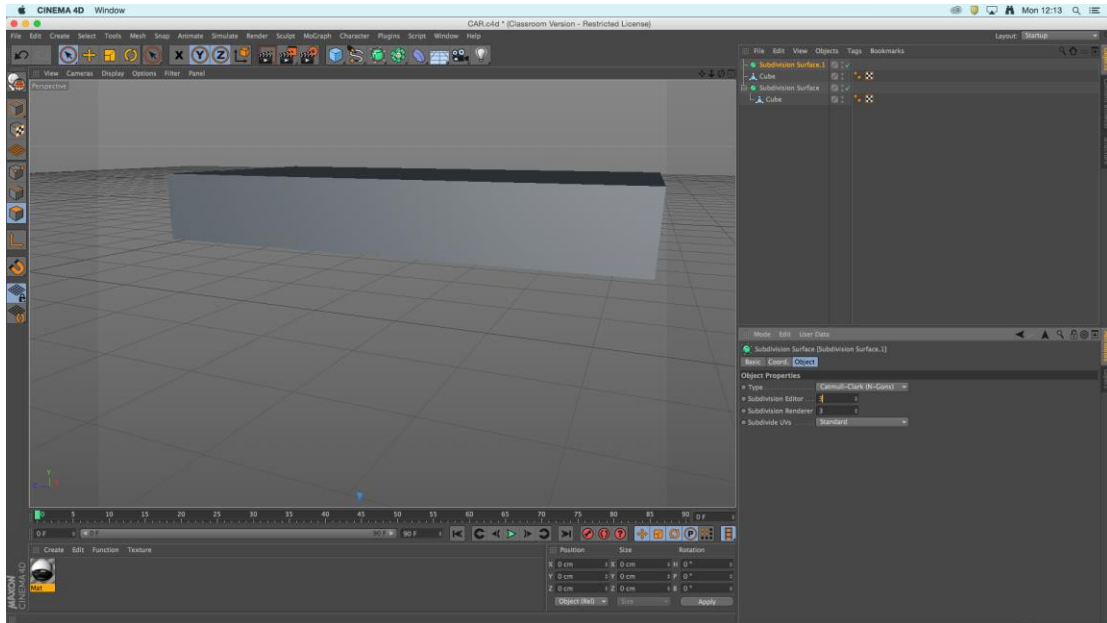
Cube Method

The first attempt I made to make the car was using the cube method which included making a primitive cube and cutting it into pieces.

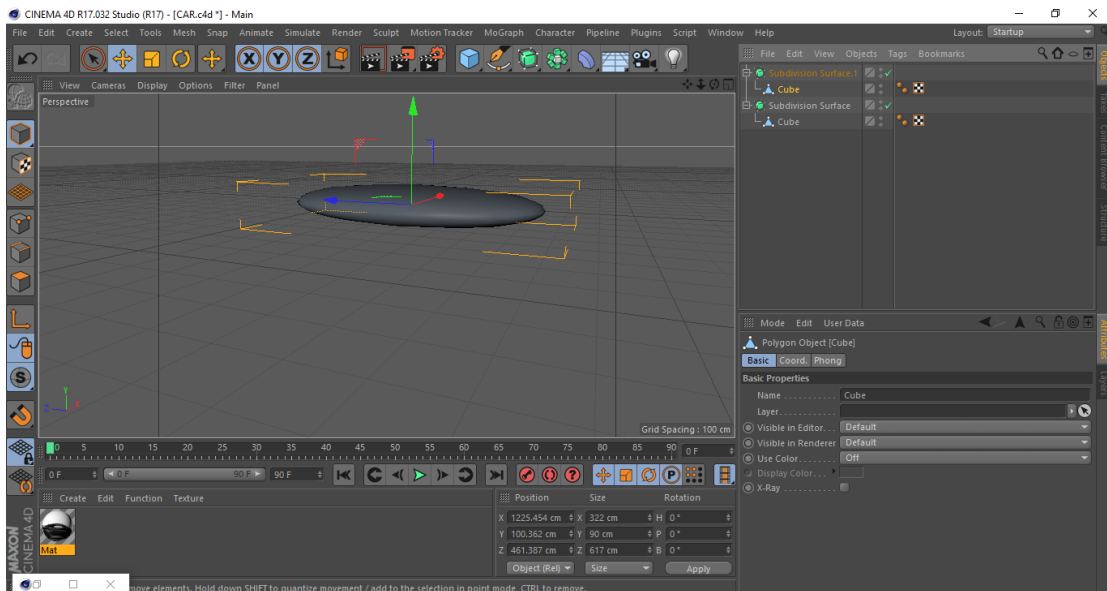


Below the cube has been stretched out in order to vaguely match the size of a car.

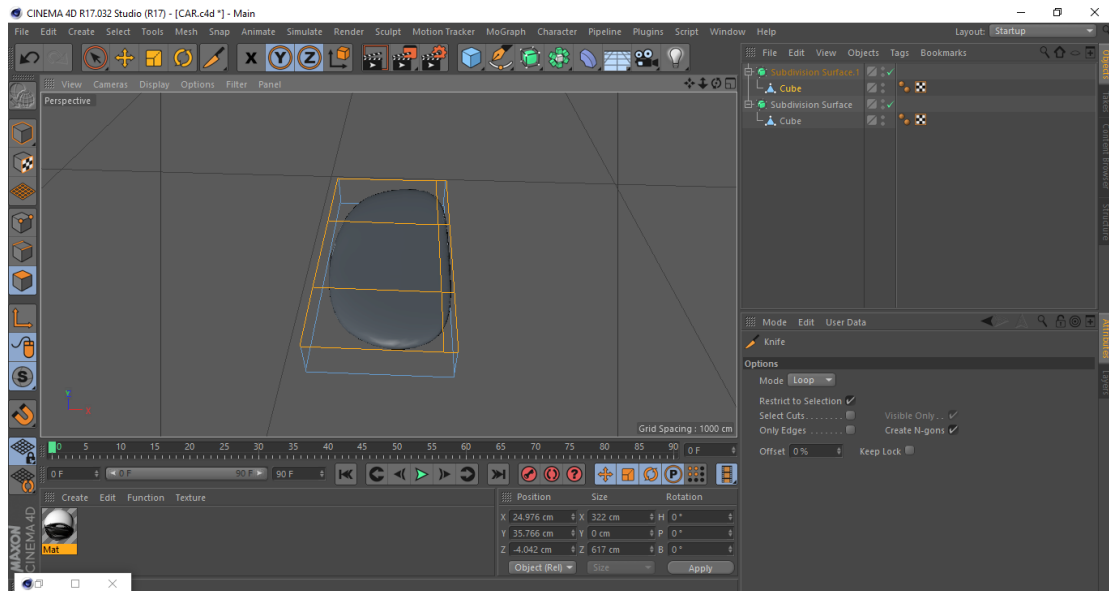
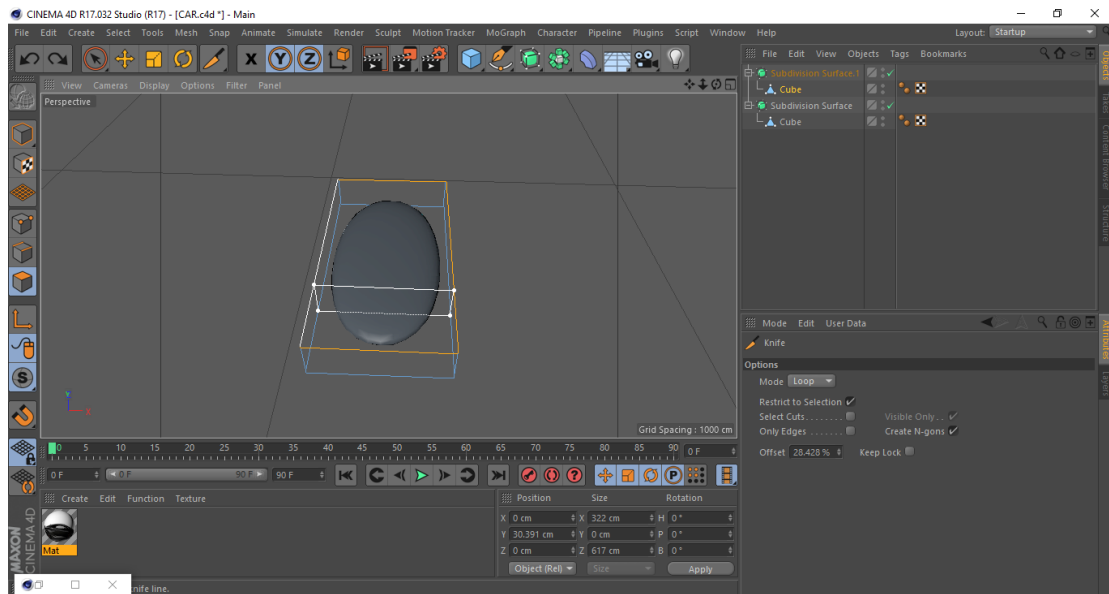


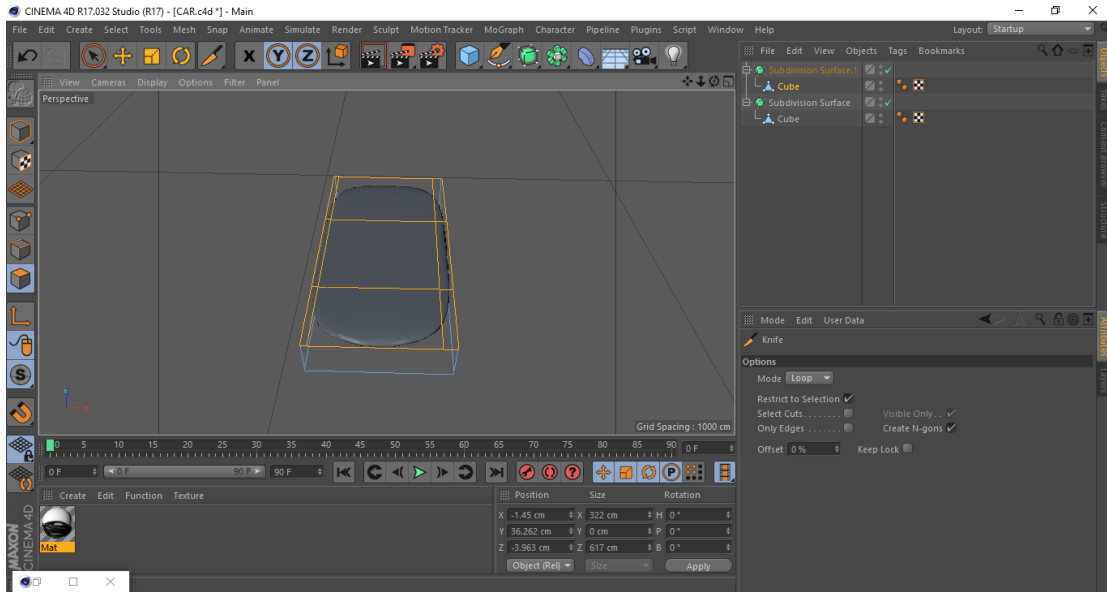


When dragged under the **subdivision surface** the cube deforms into the shape below.

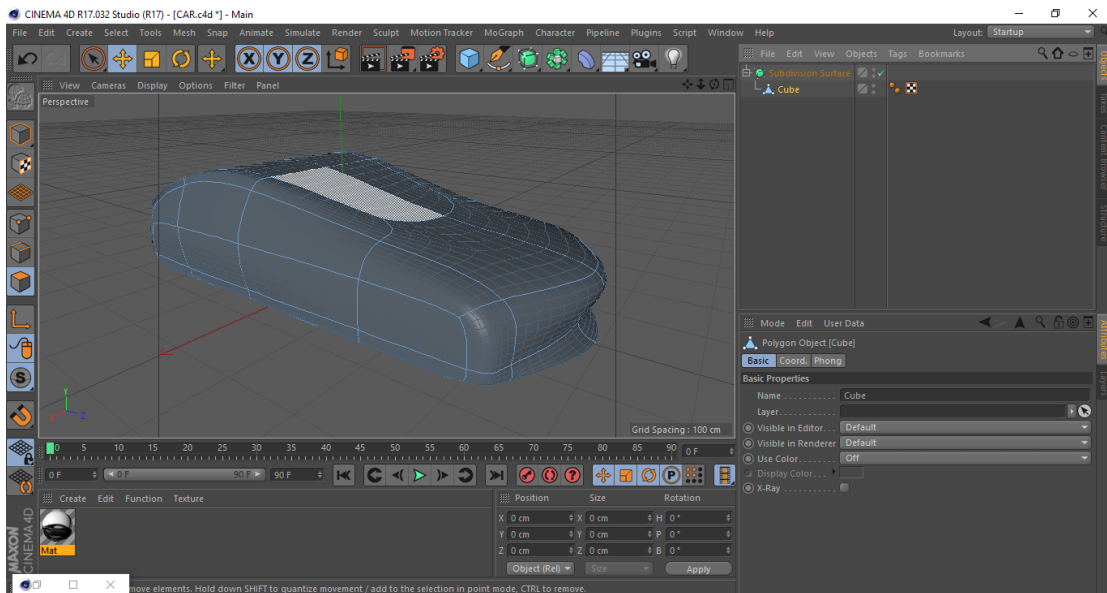


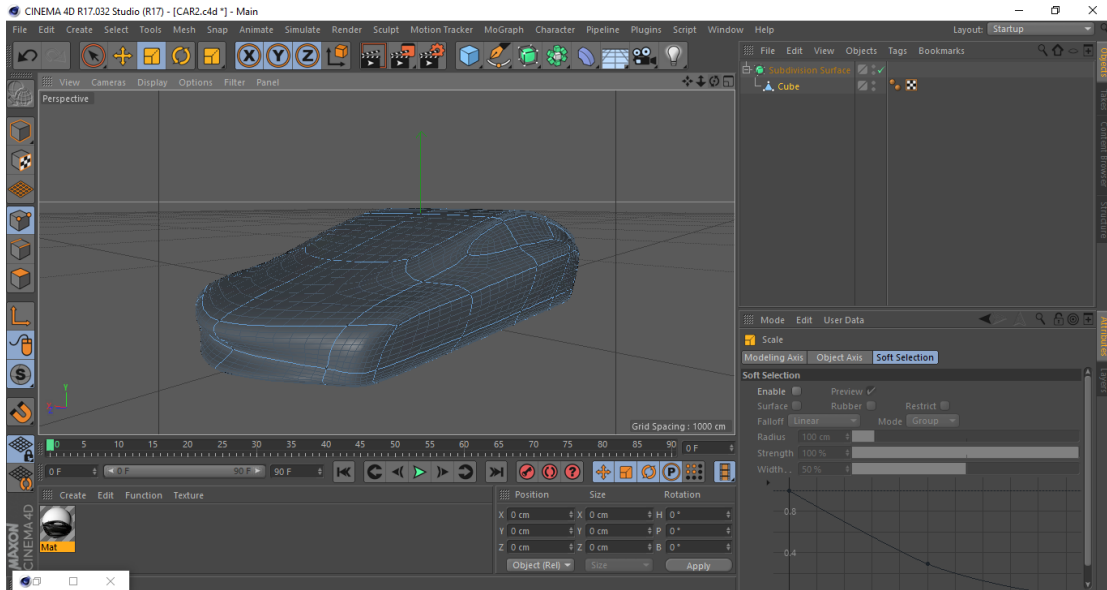
By using the **knife tool**, I am able to cut the shape into sections.



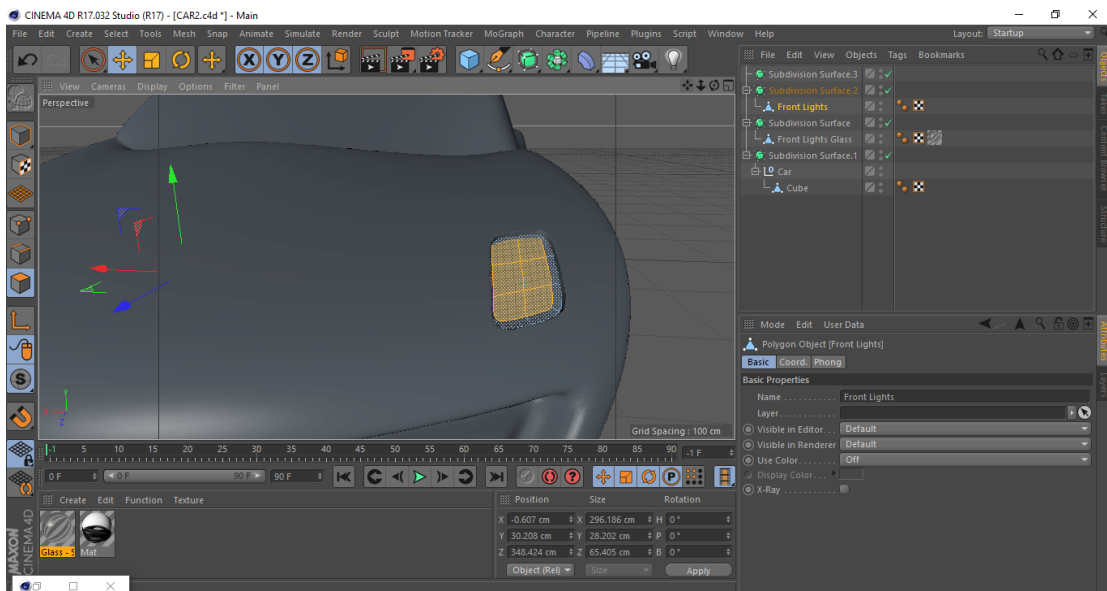


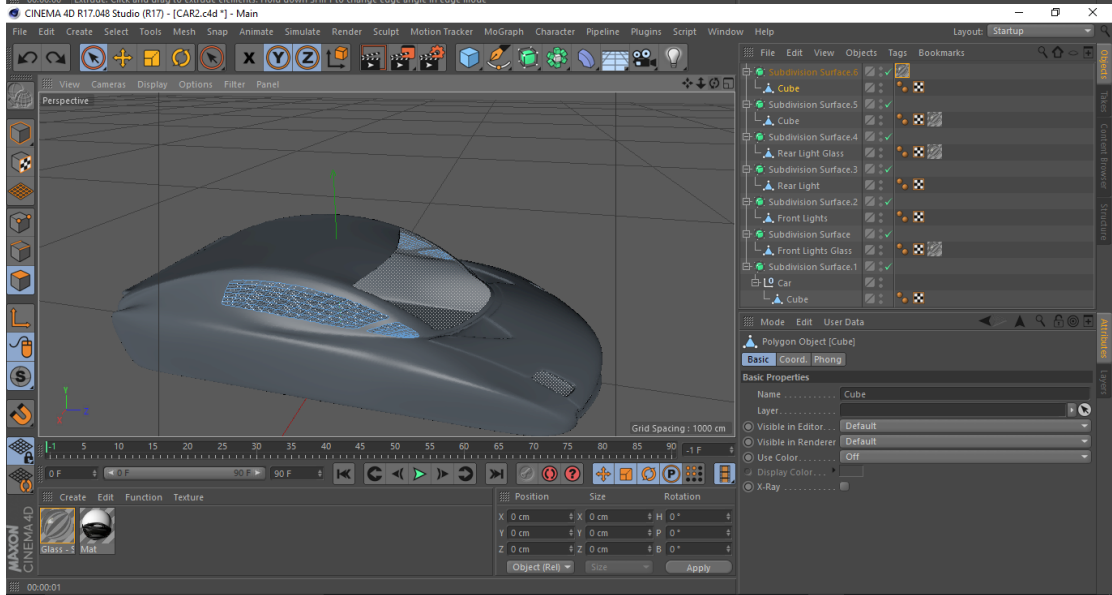
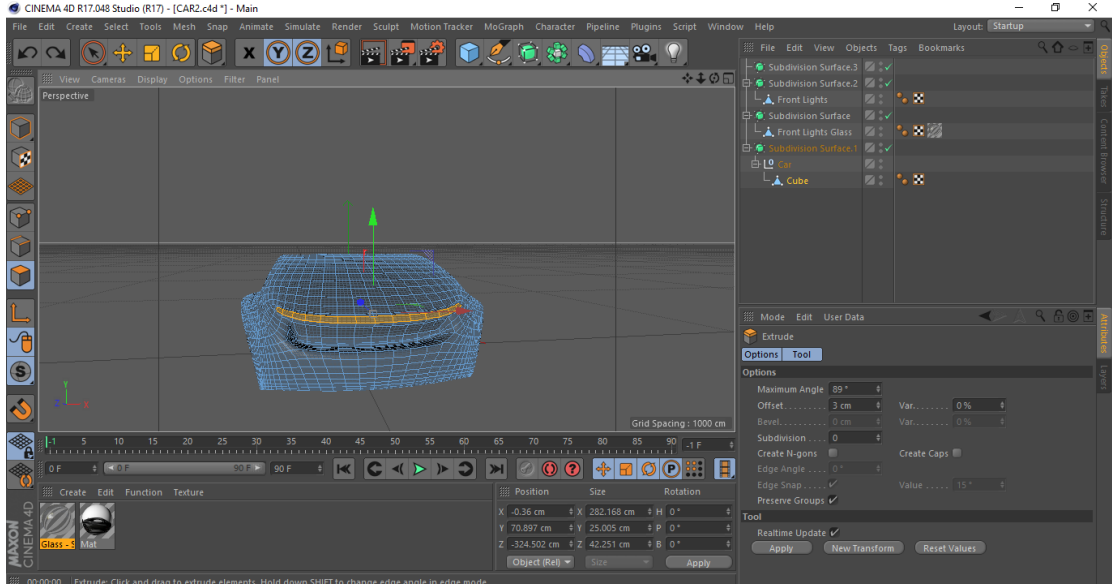
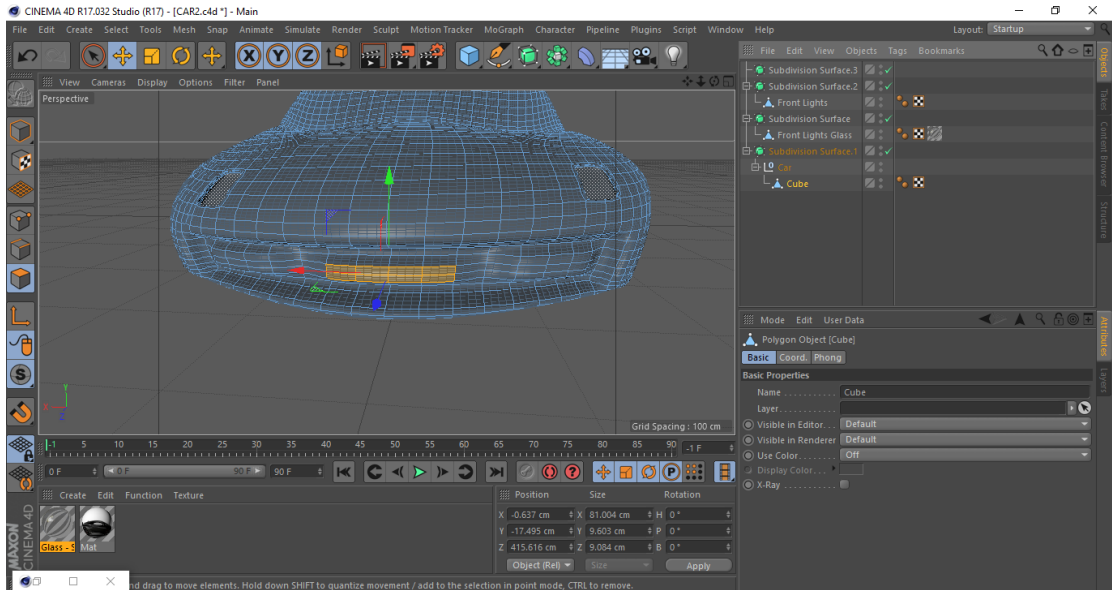
By selecting the sections of the vehicle I was able **extrude** and move different parts of the design to my liking.





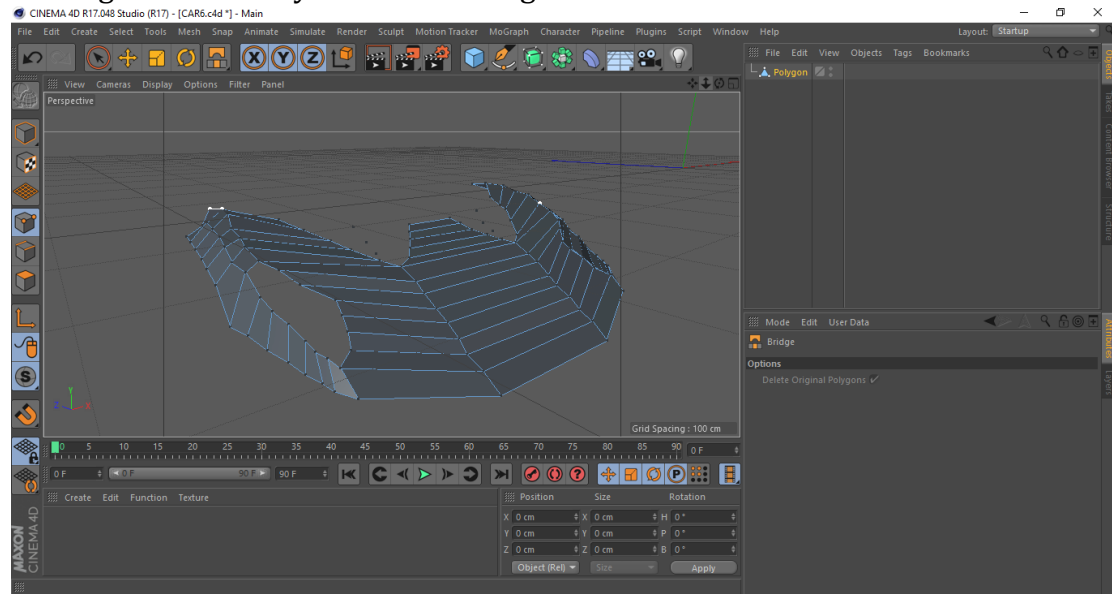
By making the subdivision surface **editable**, I was able to select individual properties such as headlights and extrude them to create a unique design.



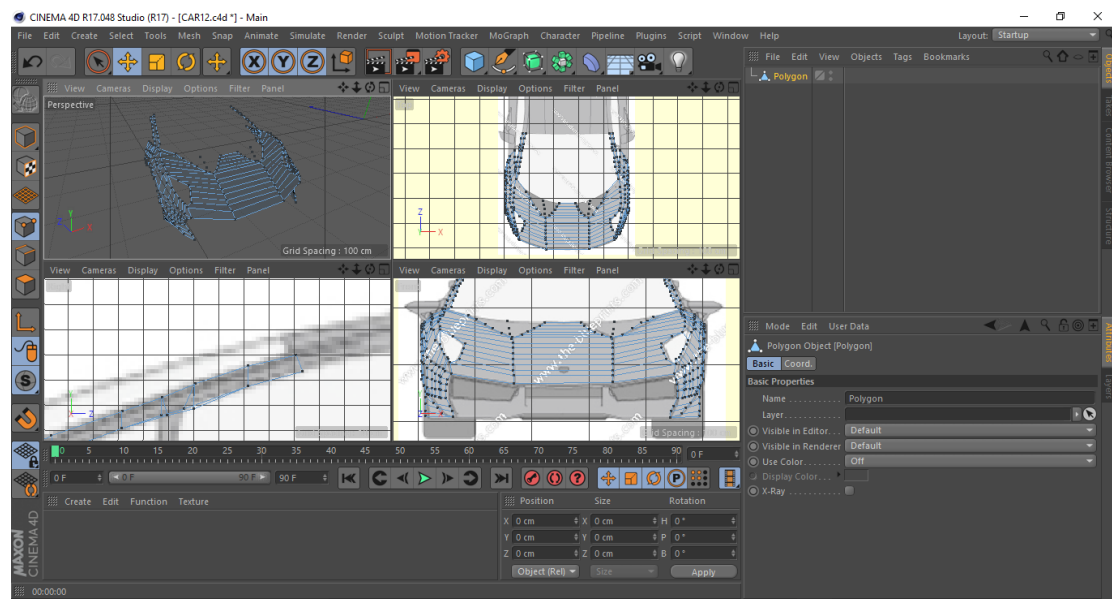


New Method: Polygon Method

Using an empty polygon, clone tool, mirror tool and background images which have been aligned from all angles. I found this method to be more precise, although it is severely time consuming.

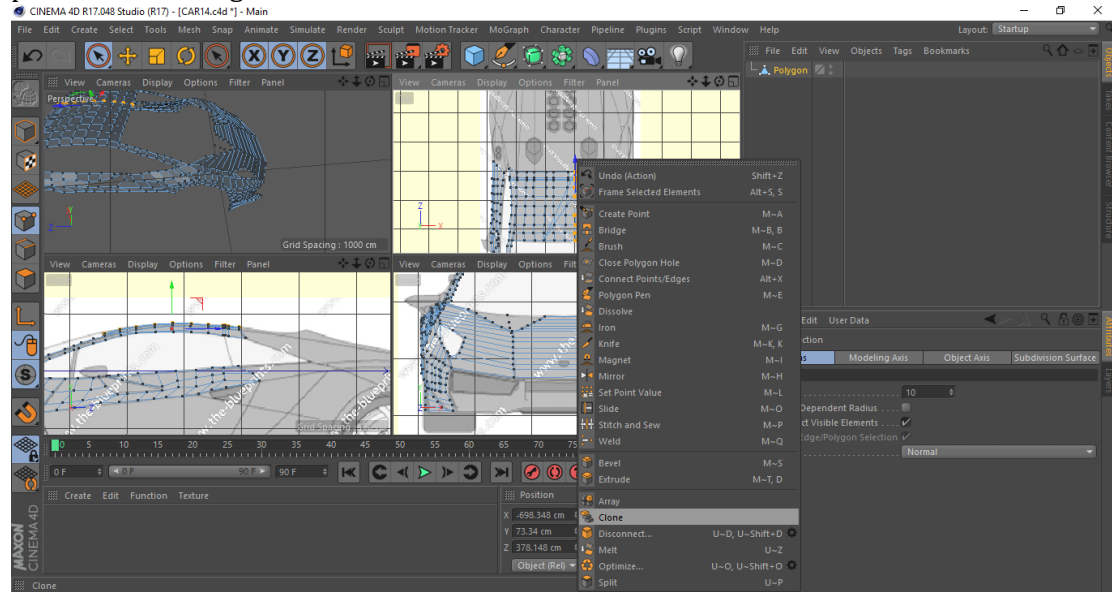


Front of the car

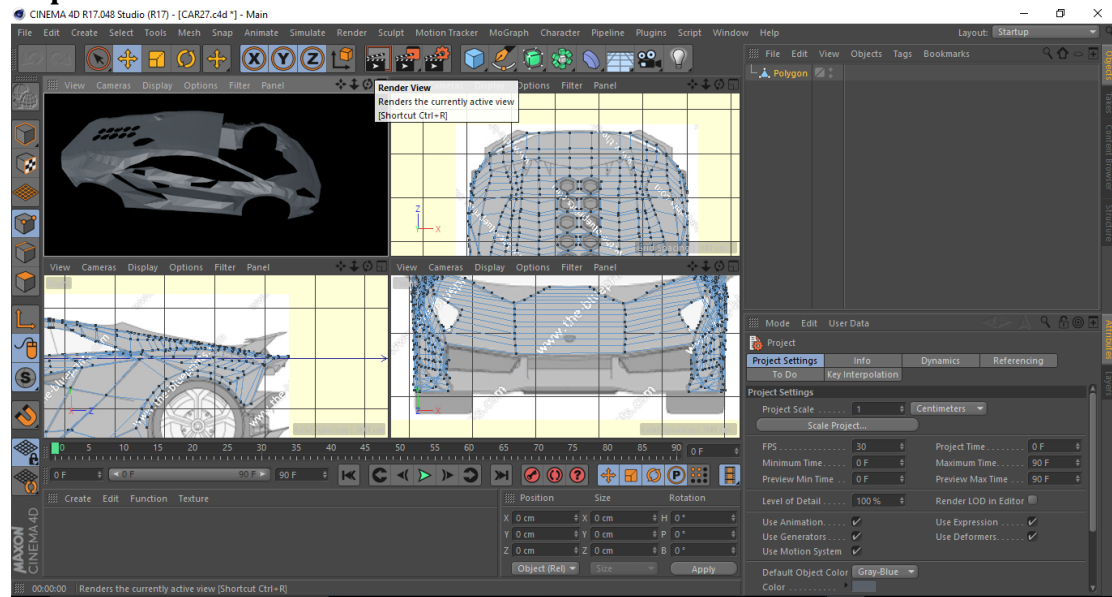


Side of the Car

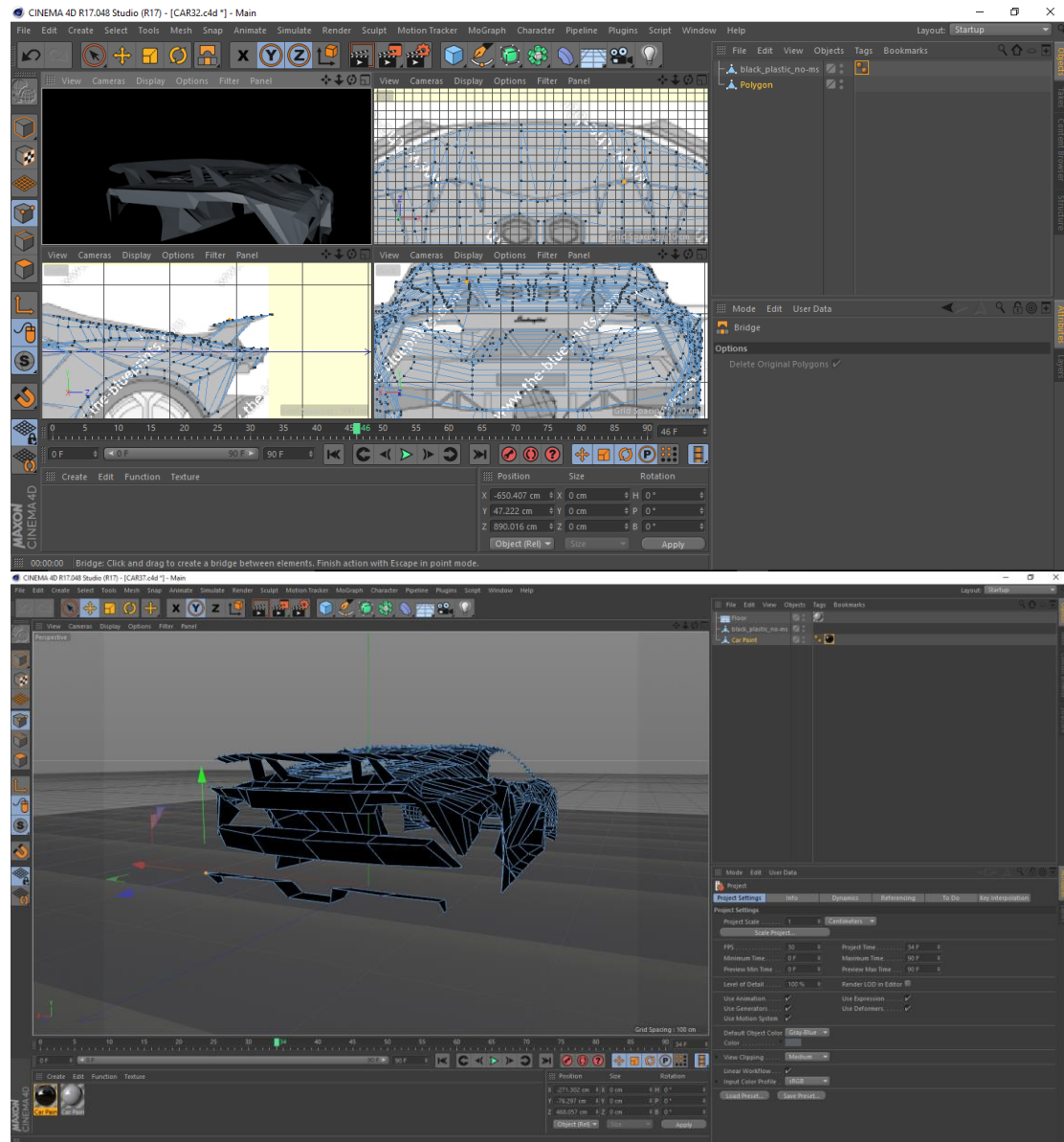
Clone tool is used to make the development process quicker by repeating multiple points and moving them around a similar location to save time.



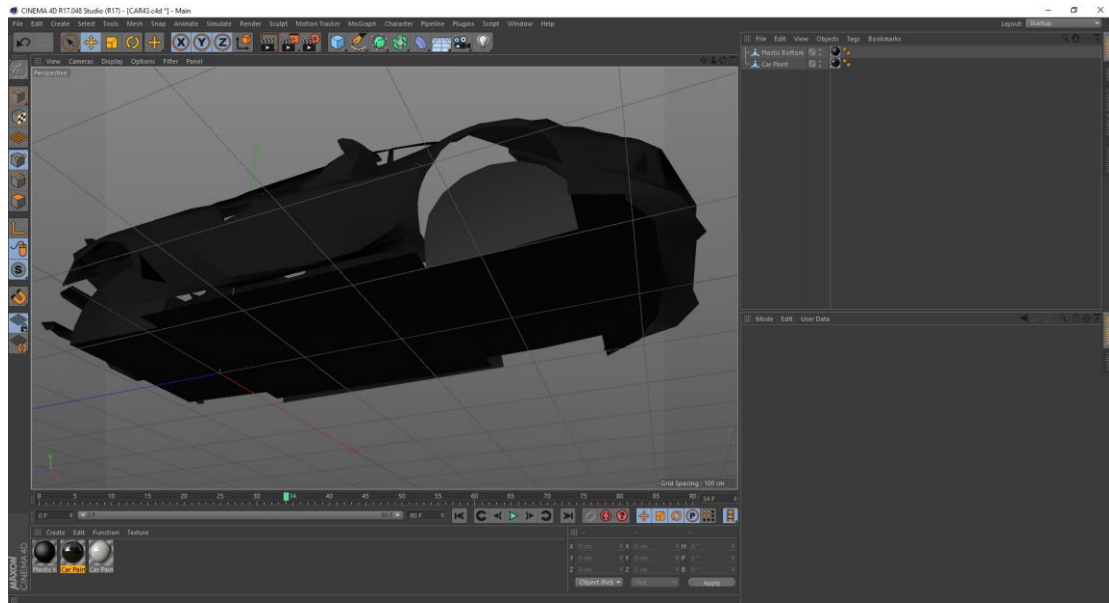
Top of the Car



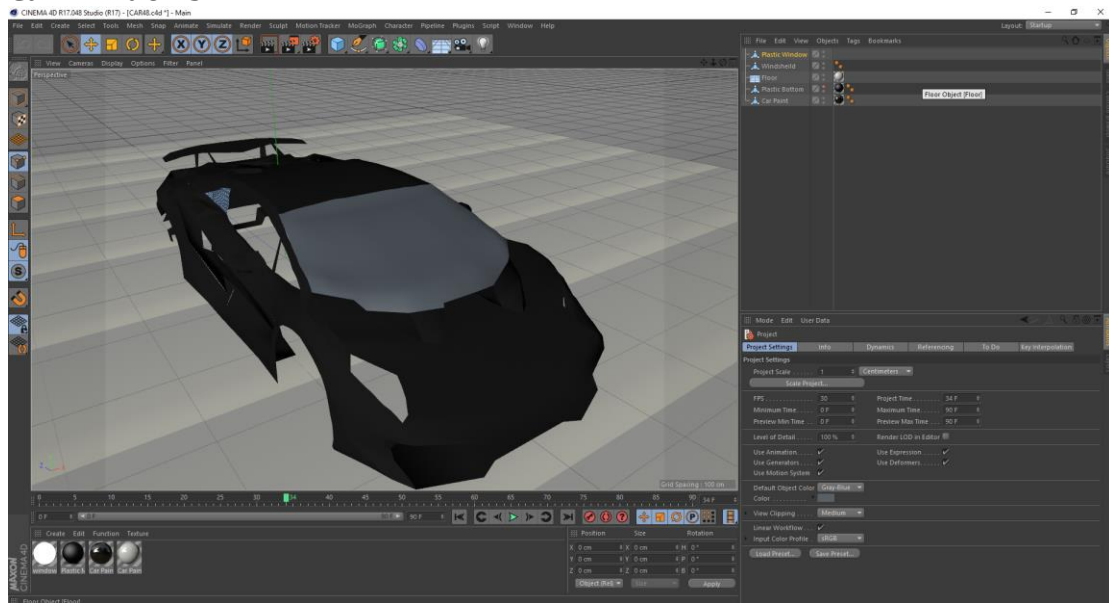
Back of the Car

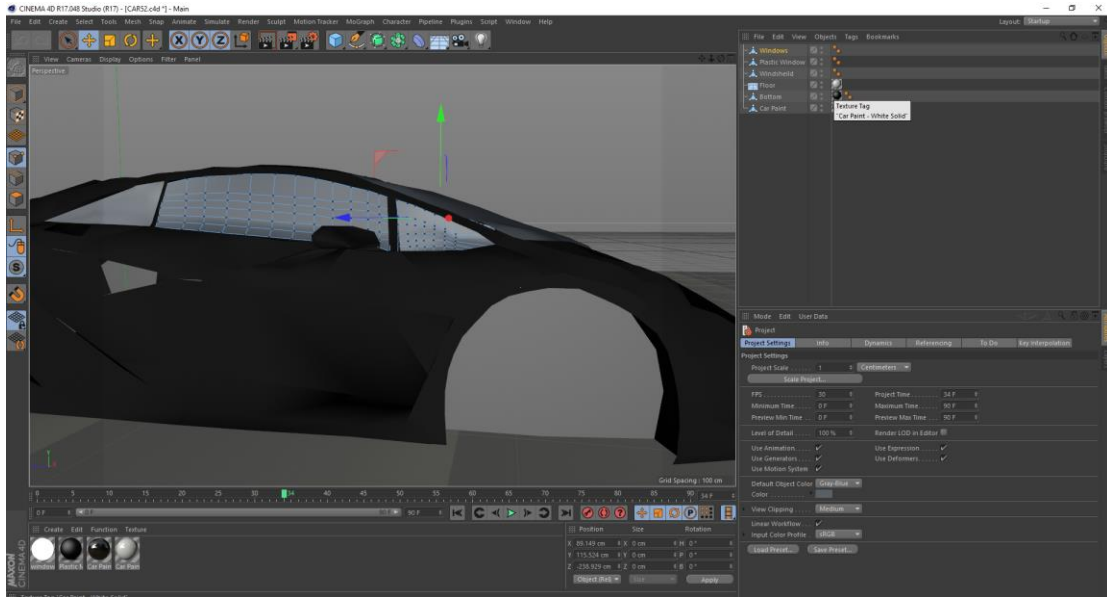


Bottom of the Car

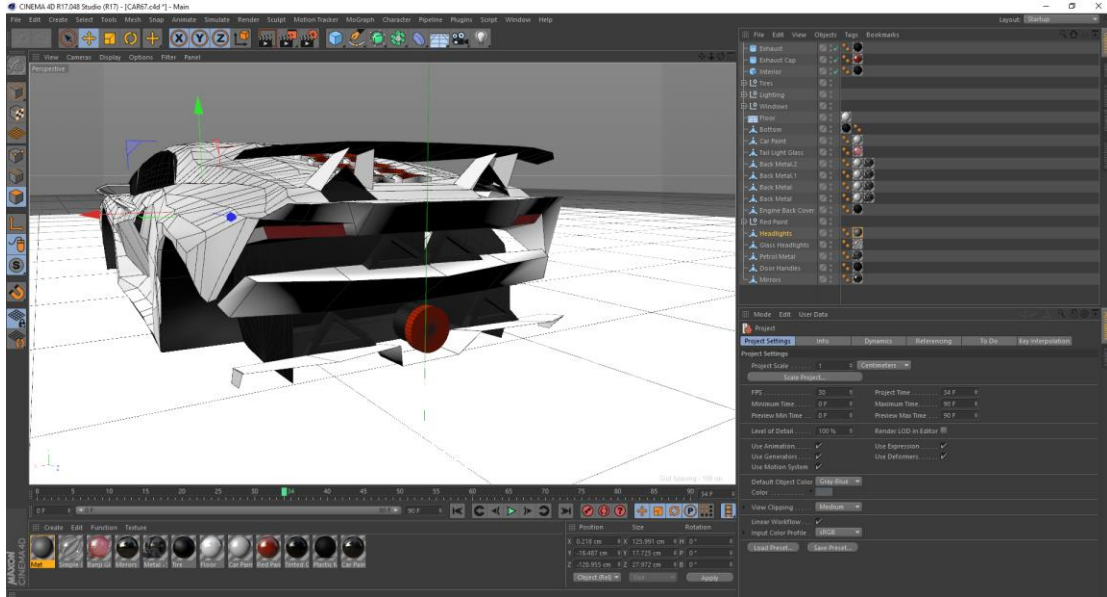
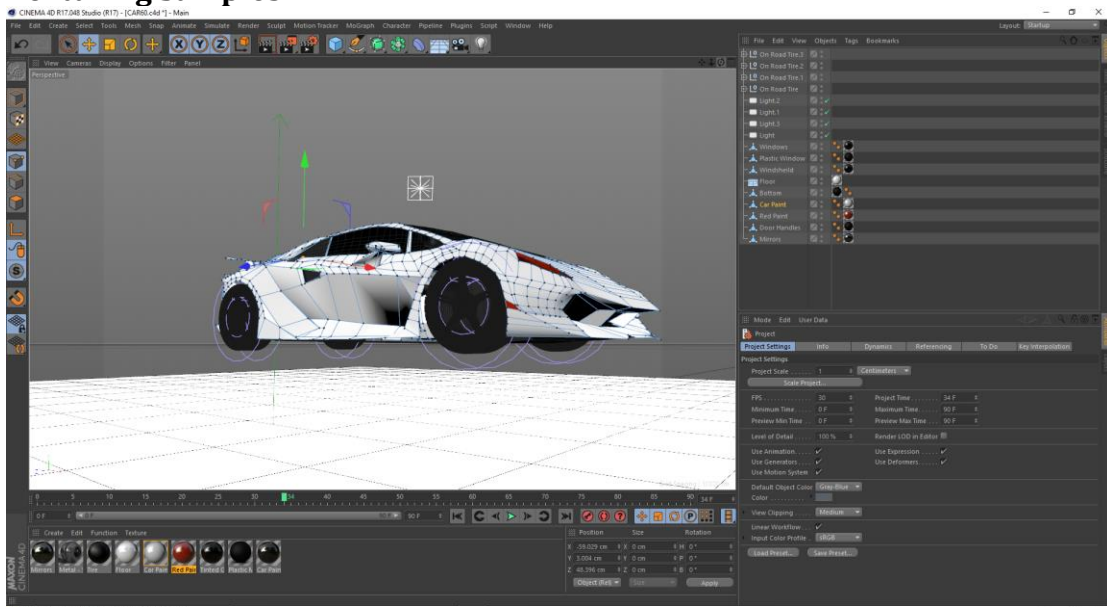


Car Windows





Texturing Samples

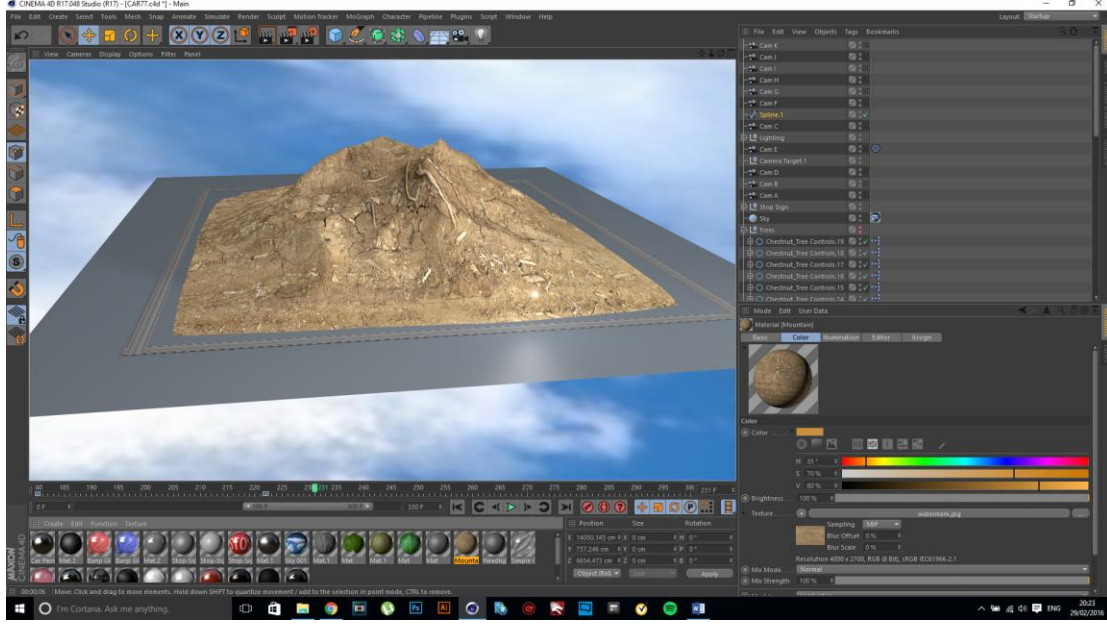
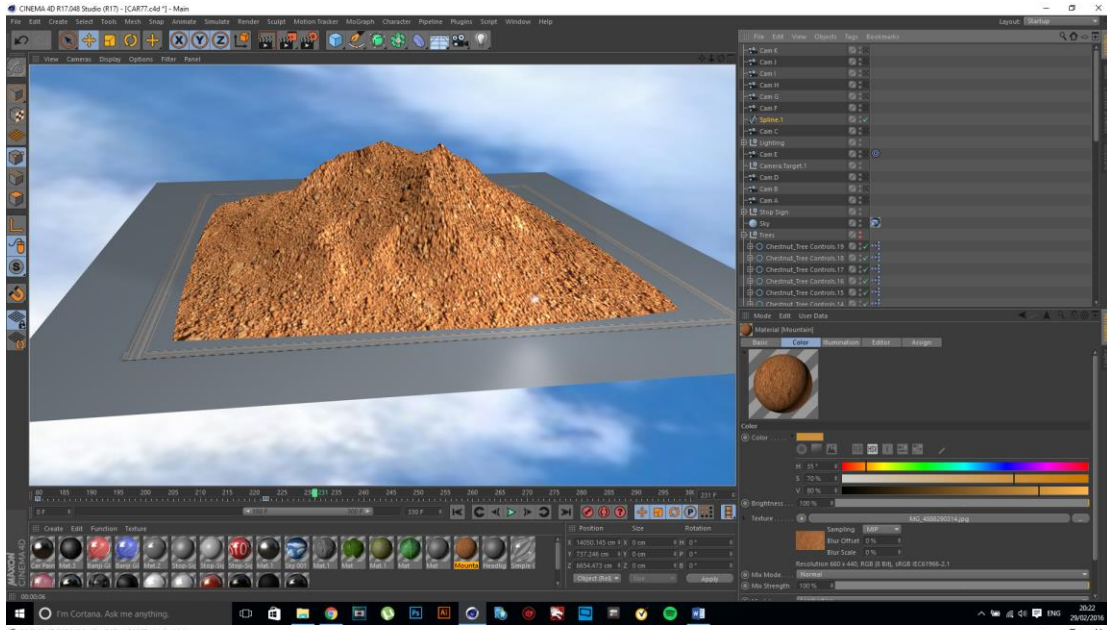


Final Texture and Car Design

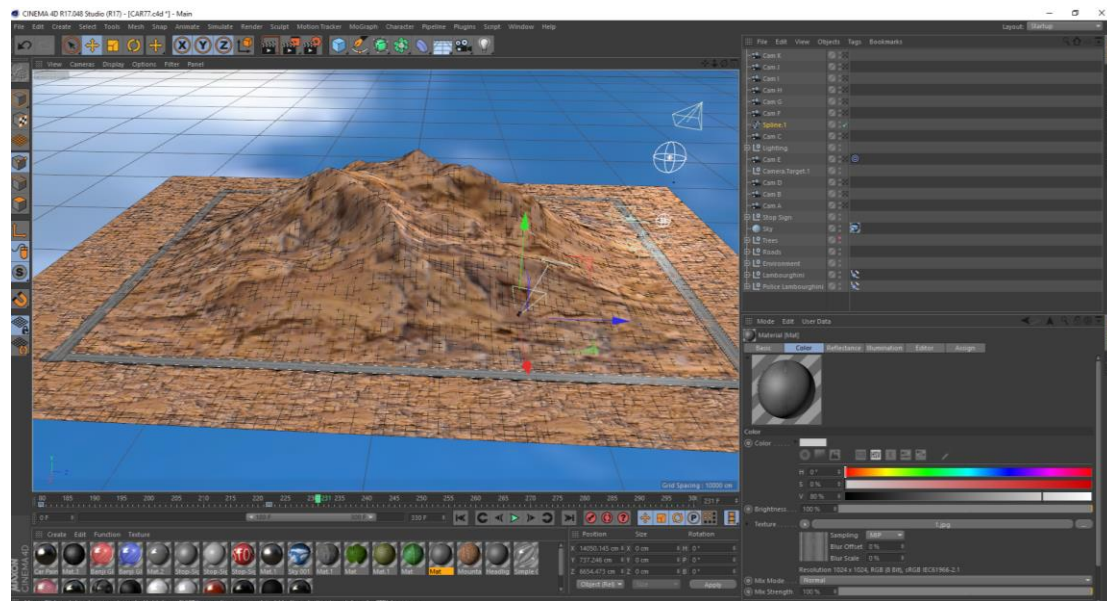


Environment Texturing Experiment

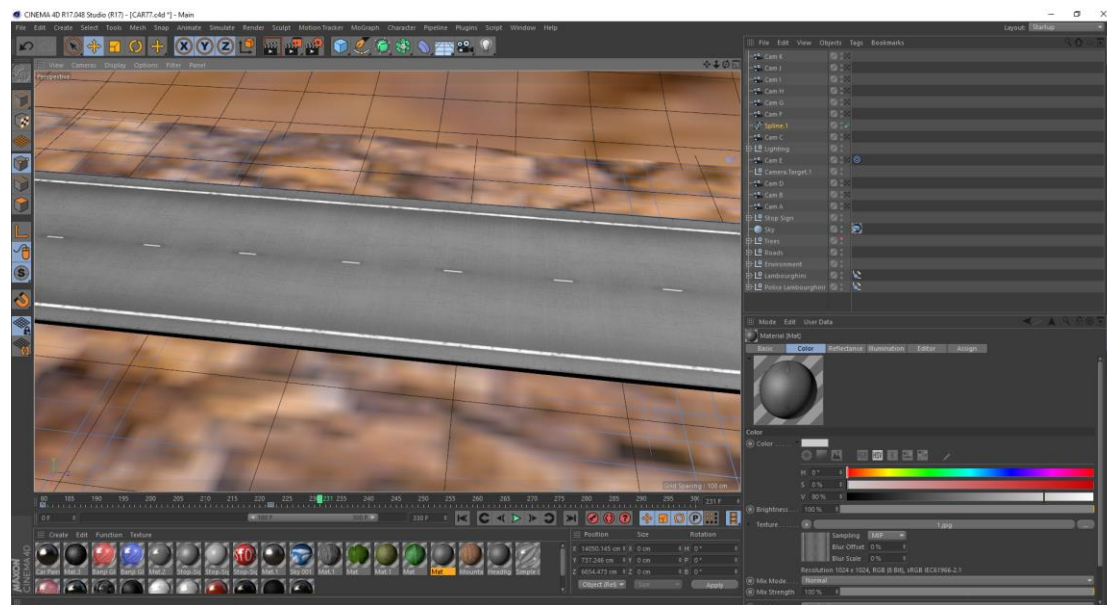




Final Choice

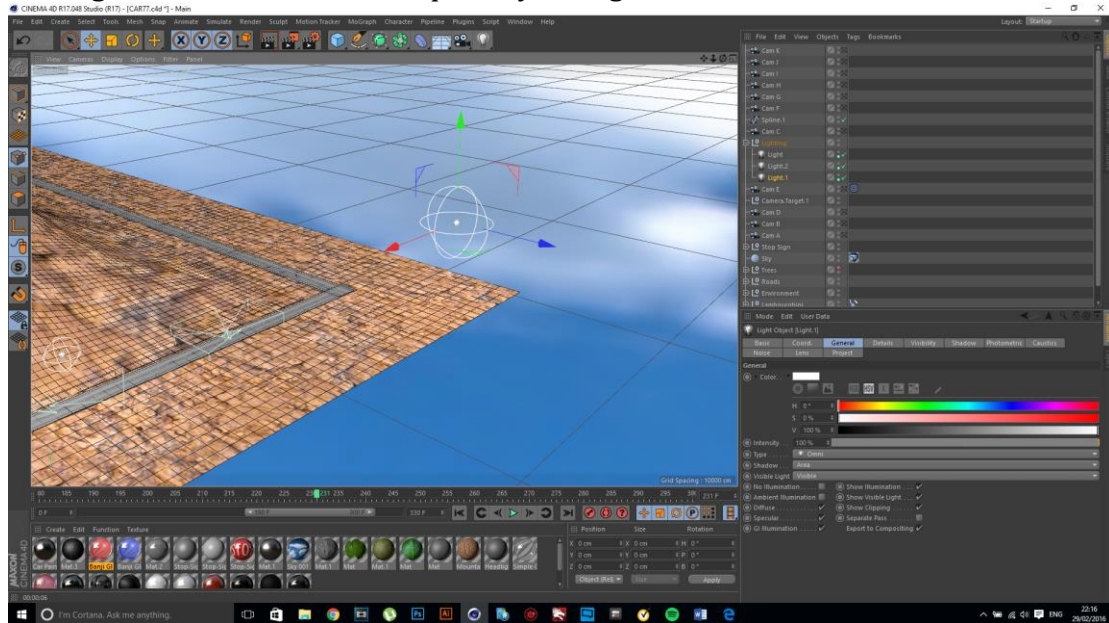


Road Texture

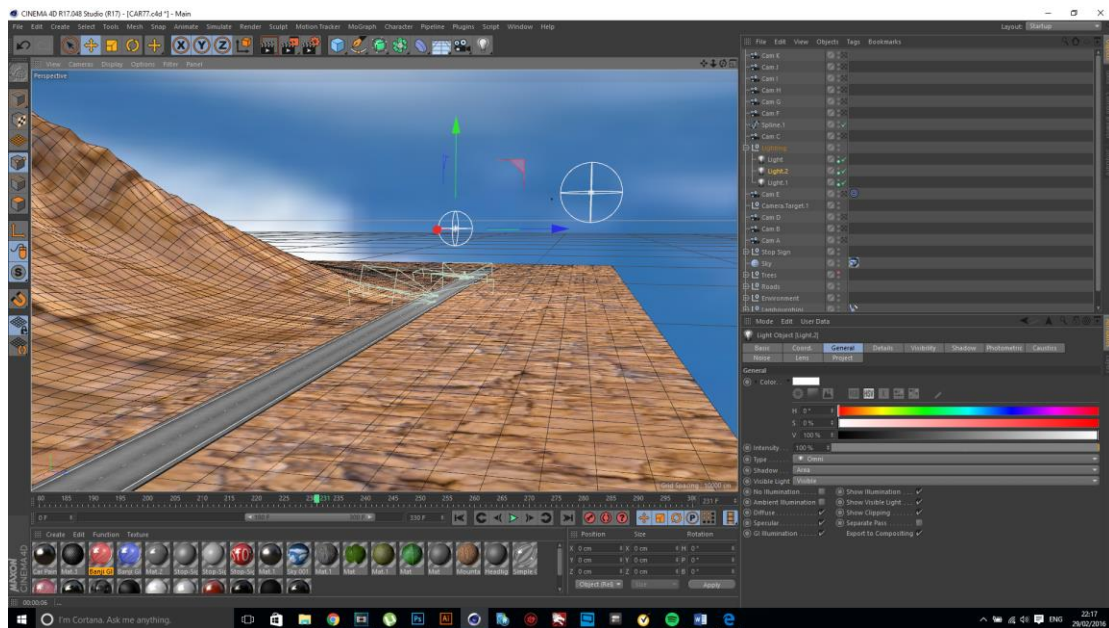


Lighting experiment

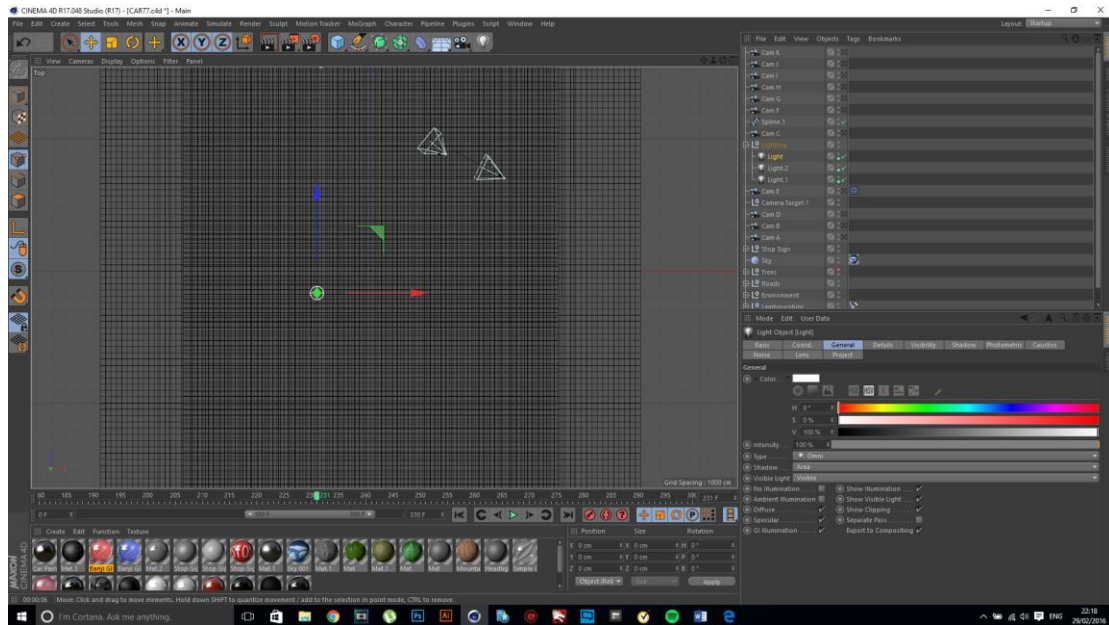
This was the location of the first light and was originally set to invisible however I changed to visible in order to portray sunlight.



This light is used in order to light the vehicles and the road



In order to light up the entire mountain I had set a light very far above the mountain however this didn't light it up correctly until the intensity changed to 100%.



Stop Sign



Police Lamborghini

