Alias Tutorial Knowledge

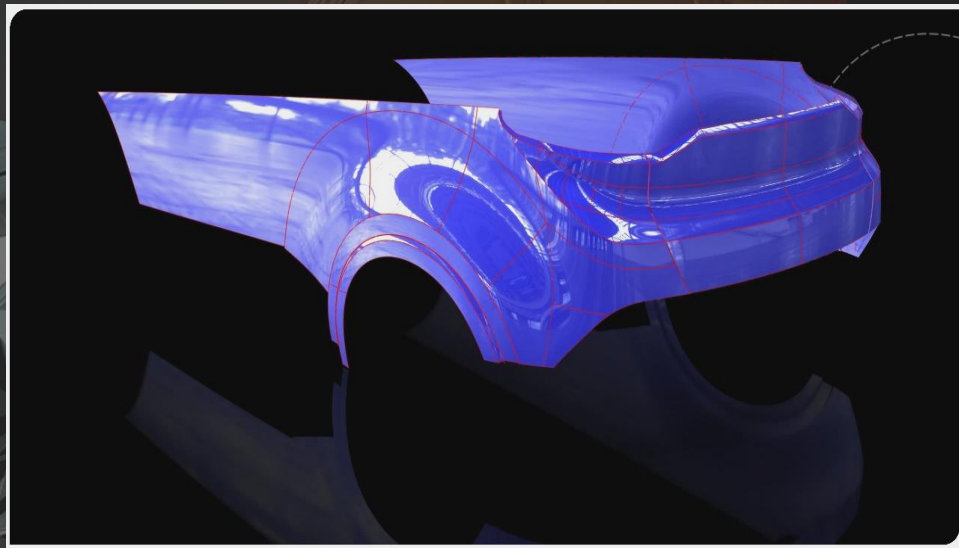## Rear Quarter Panel + Bumper 3

THEMODEL.DESIGN.NET

A-class modeling
Step by step, detailed
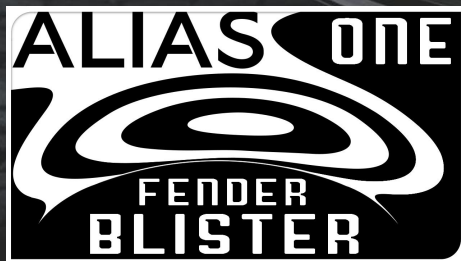modeling process

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Intro

Get a comprehensive insight into how to perform A Class Surfacing and High Quality Reverse Modeling. Immerse yourself into intricacies of real A class modeling with this step by step, detailed modeling process explanation. Just watch this 3 parts video tutorial on my YouTube channel. Additionally, on my blog, you can get a PDF with major points from the tutorials, and download a finalized 3D model together with the scan data to try your hand at.
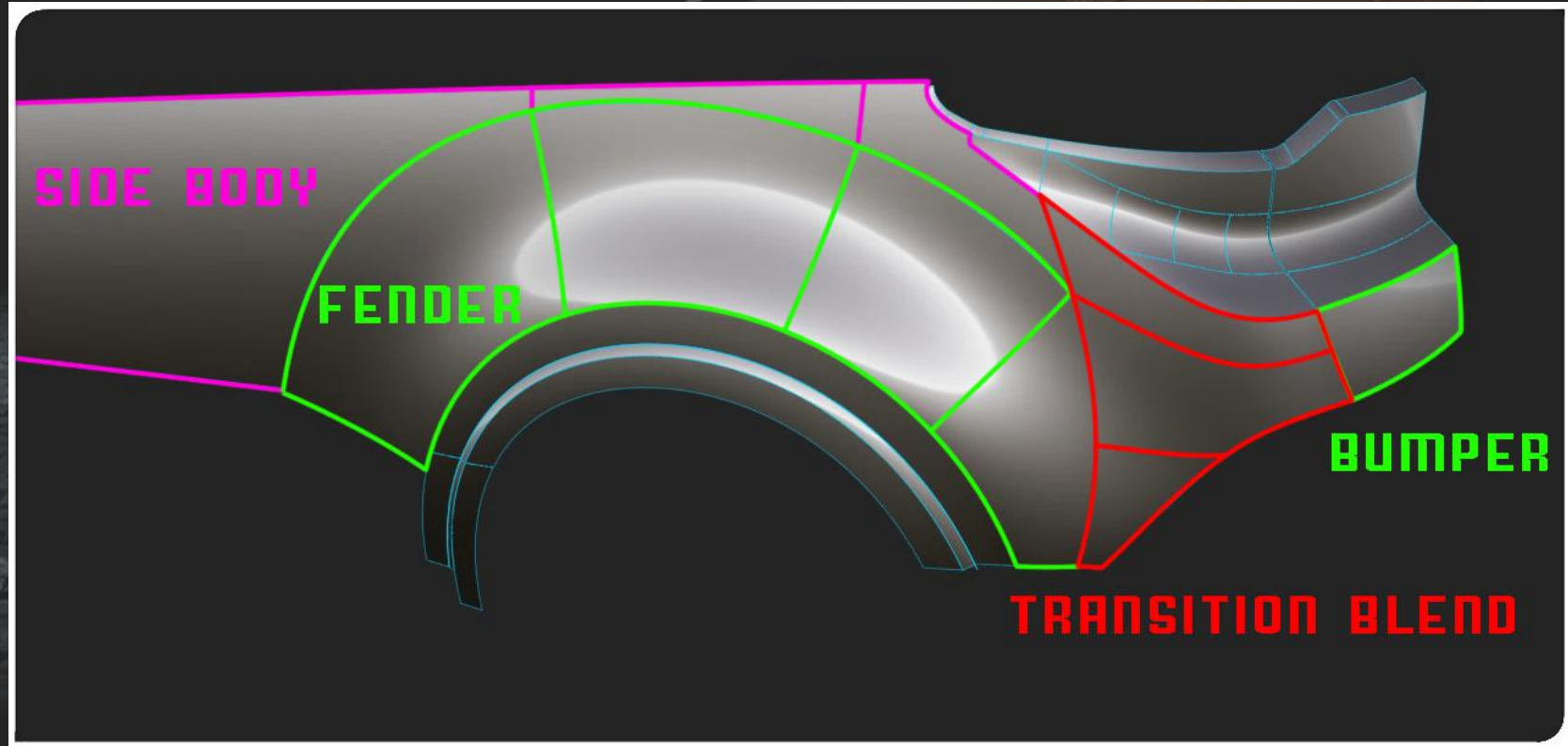
Project Workflow

In this tutorial I work on one of the most complex areas of this car's bodywork. Basically, the task is to blend three different surface patches that will be integrated into one elegant solution.
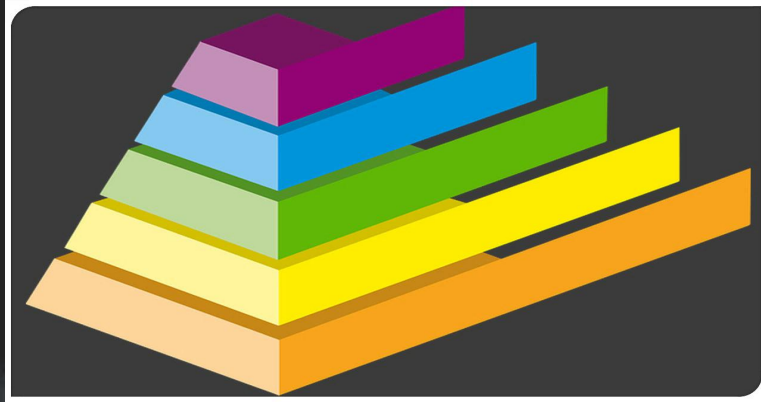
Each particular video tutorial introduces a modeling process of primary surfaces. These are: Bumper slab surfaces, side body surfaces and fenders. They form the foundation for our final portion of surfacing, which is the blend bumper. Produced geometry has A class qualities. By understanding the tribulations behind A class modeling, you will be able to analyze steps taken, and anticipate steps ahead to achieve very good results relatively quickly, and non-destructively manipulate geometry within 1mm of surface to model deviation.

ALIAS ONE
FENDER BLISTER

ALIAS TWO
FENDER BLISTER

ALIAS THREE
FENDER BLISTER

Bumper slab surfaces, side body surfaces and fenders. They form the foundation for our final portion of surfacing, which is the blend bumper.
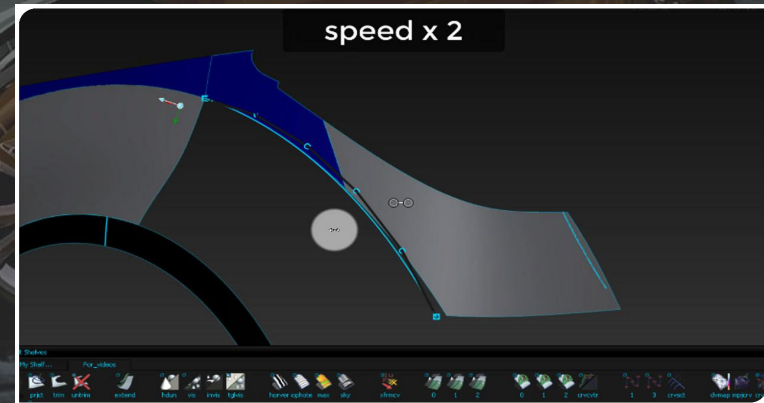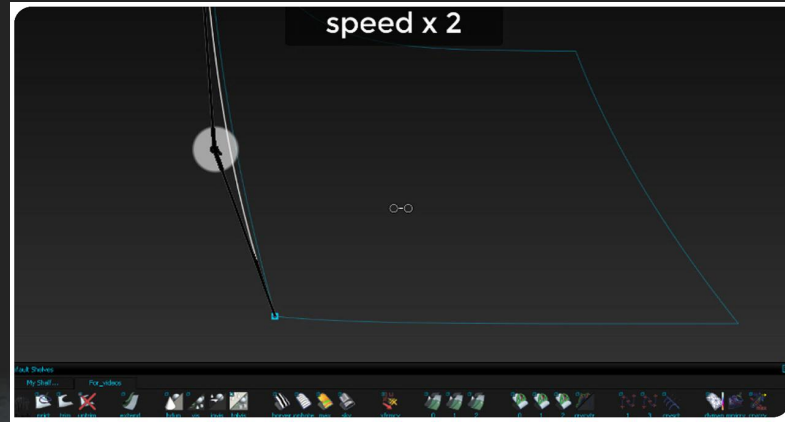
Project Main Content Detailed Explanation

We are ready to create our last portion of fender surfaces using this technique. I call it a pyramid method. Basically we start wide and loose, and slowly move forward to become narrow and accurate. We create a loose surface and manually adjust CVs. As I get closer to desired shape.
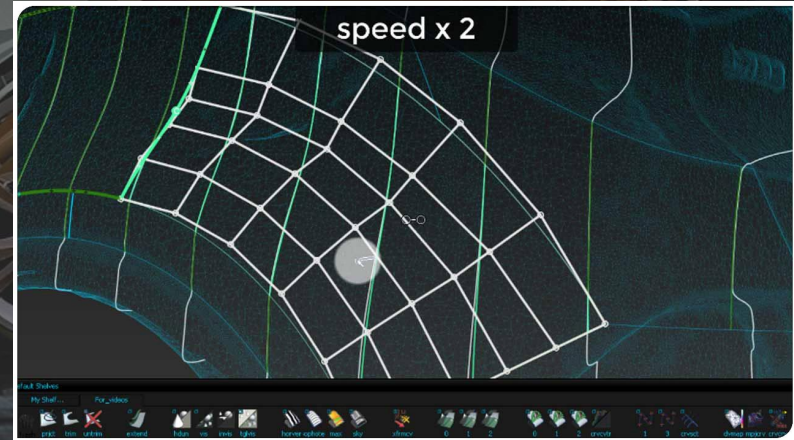

speed x 2

Duplicating the wheel arch curve, move the copied curve, and template our original curve. Check the comb curvature and adjust it if necessary.

Project Main Content Detailed Explanation
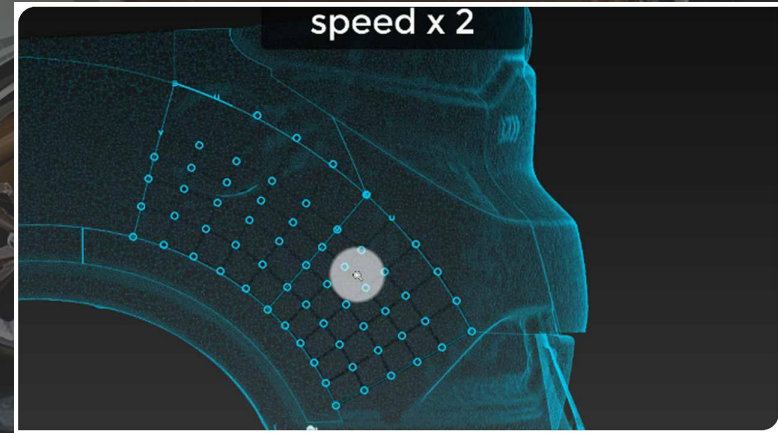
Let's move this curve close to the trimmed edge.

Let's use a square tool to patch this area up.
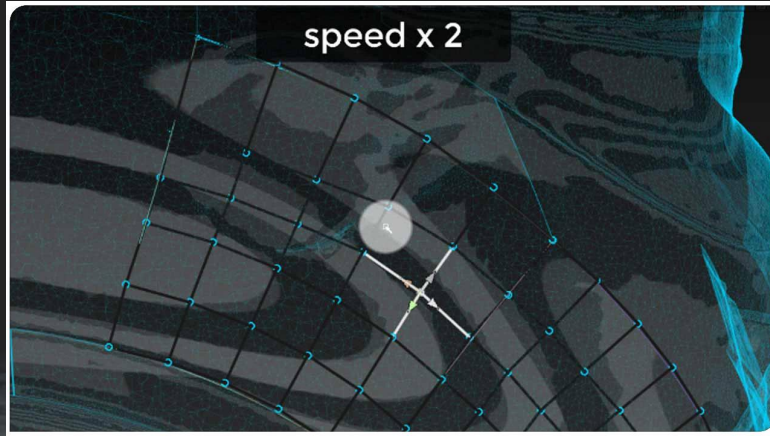
Project Main Content Detailed Explanation

This zebra flick will be difficult to fix.

Grab a detach tool, press and hold CTRL
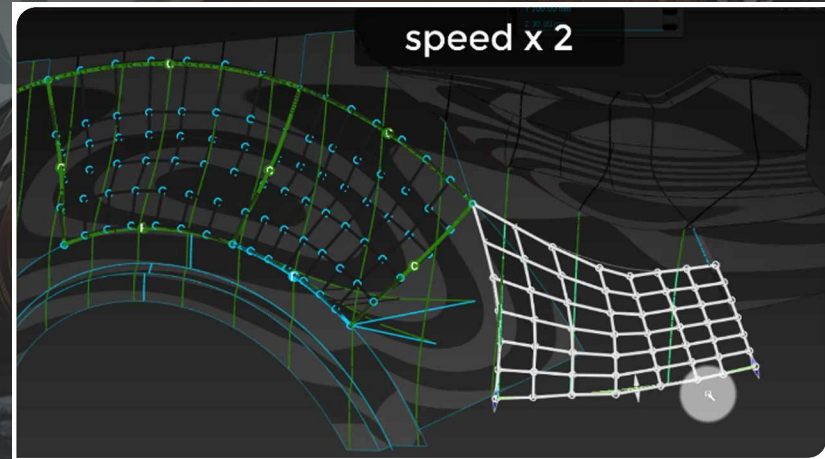Button to separate the patches and have more
'sculptability'.

Project Main Content Detailed Explanation

Geometry is still not very accurate. In such situations sliding might do the job. Also active history is very helpful.
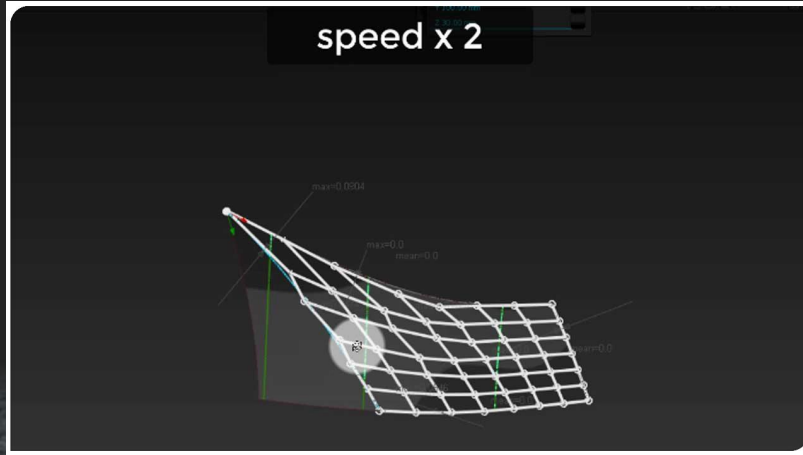
Go back and tweak surfaces we built in previous video. We will detach the blend and work on better transition.
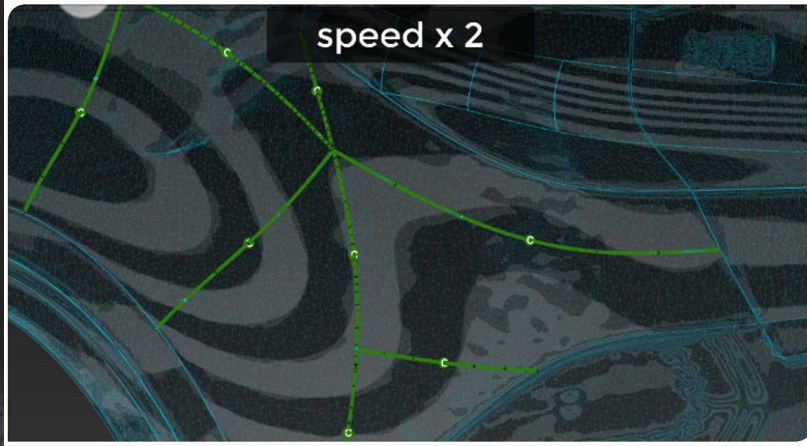
Project Main Content Detailed Explanation

Let's trim convert this path.

Behind the scenes I fixed the problem.
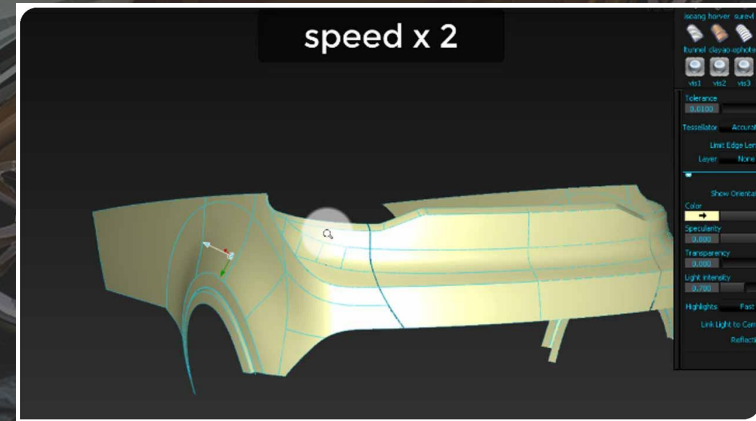We are close to completion.

Project Main Content Detailed Explanation

speed x 2

Compare geometry to the scan data. We can see that scan is doing something slightly different to what our surface is doing. There are some discrepancies here and there but generally, not too bad.

speed x 2

So this is our final model. If you want you can download it off my blog - The link is in description, I hope you enjoyed this tutorial, I hope it was helpful

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Project Main Content Detailed Explanation

End of Part Three