3Ds Max Tutorial - Ferrari F430 Model Part 1

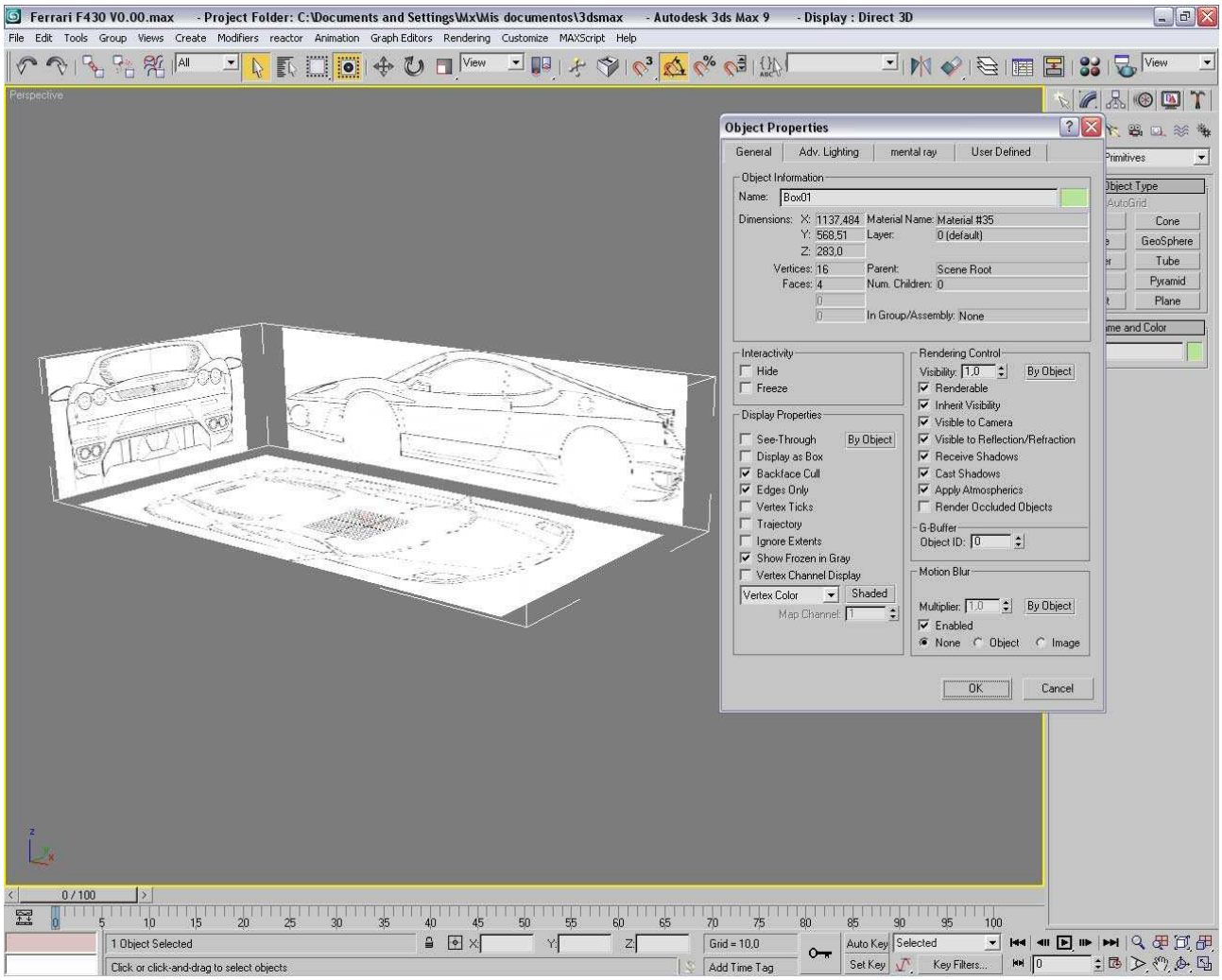
Softwares: 3ds Studio Max
V-ray

Hi people, before start the tutorial is important you download Ferrari F430 blueprints at this link: http://www.tutorials3d.com/blueprints/FerrariF430Blueprint.gif

Now we start with 3ds Max.

BLUEPRINTS

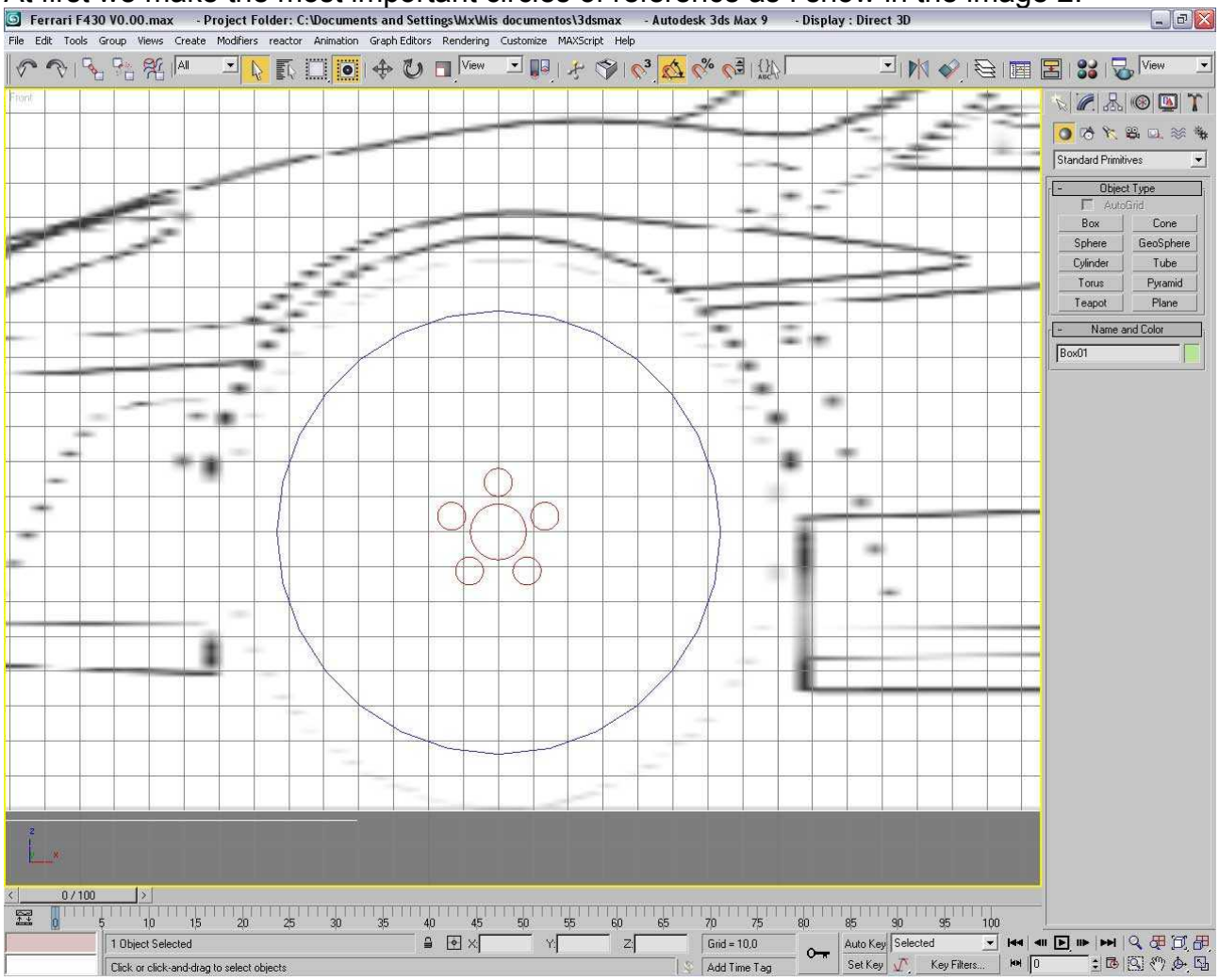
First we make a box and put the blueprints images as I show in the image 1. Then select the box, make a right click and select object properties. Then select the option Backface Cull.



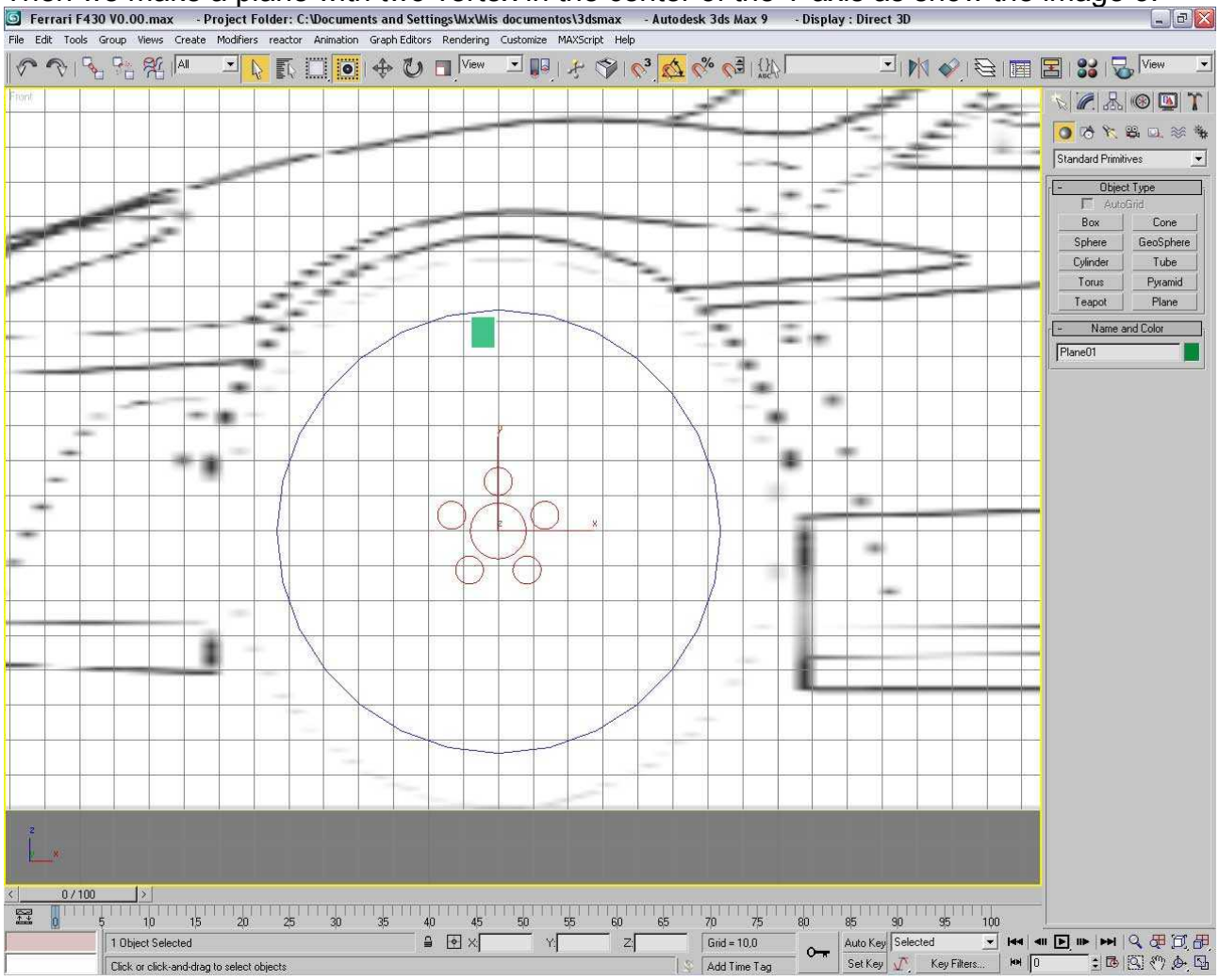
WHEELS

Before start with the modeled we need an image as reference.
We can use that image to see the details: http://www.personalreco.com/blog/wp-content/2005FerrariF430FrontWheel1600x1200.jpg

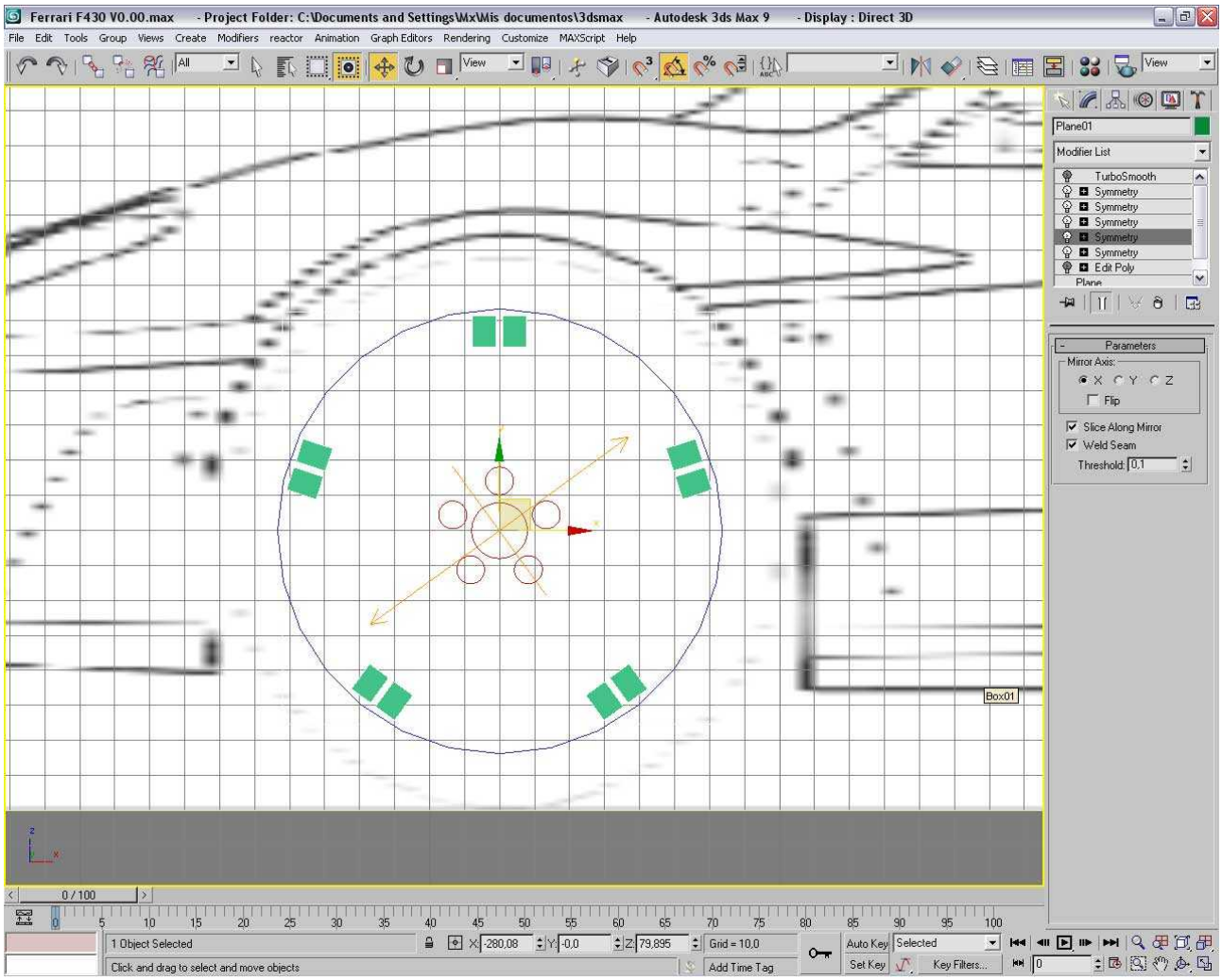
Now we start to model.
At first we make the most important circles of reference as I show in the image 2.



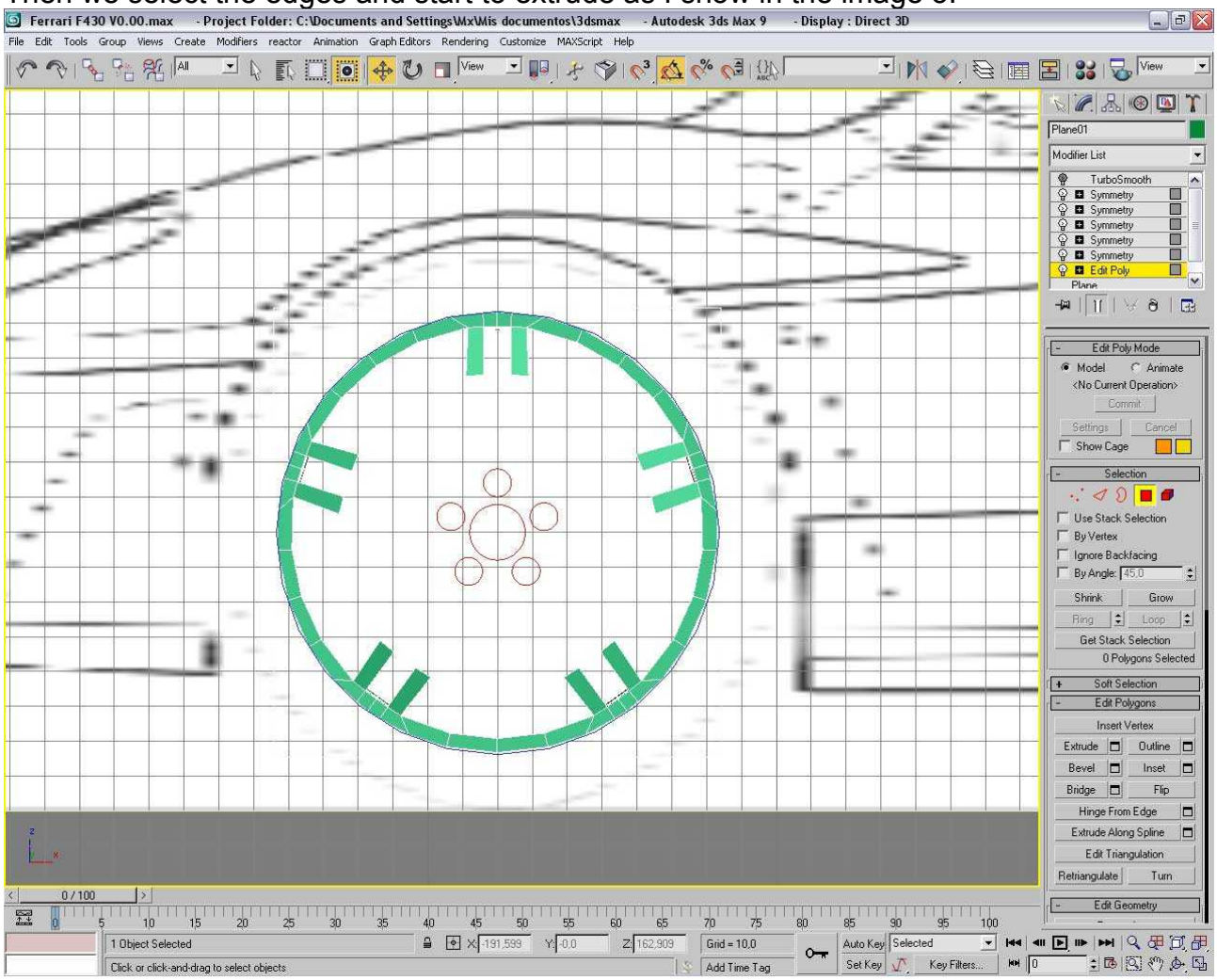
Then we make a plane with two vertex in the center of the Y axis as show the image 3.



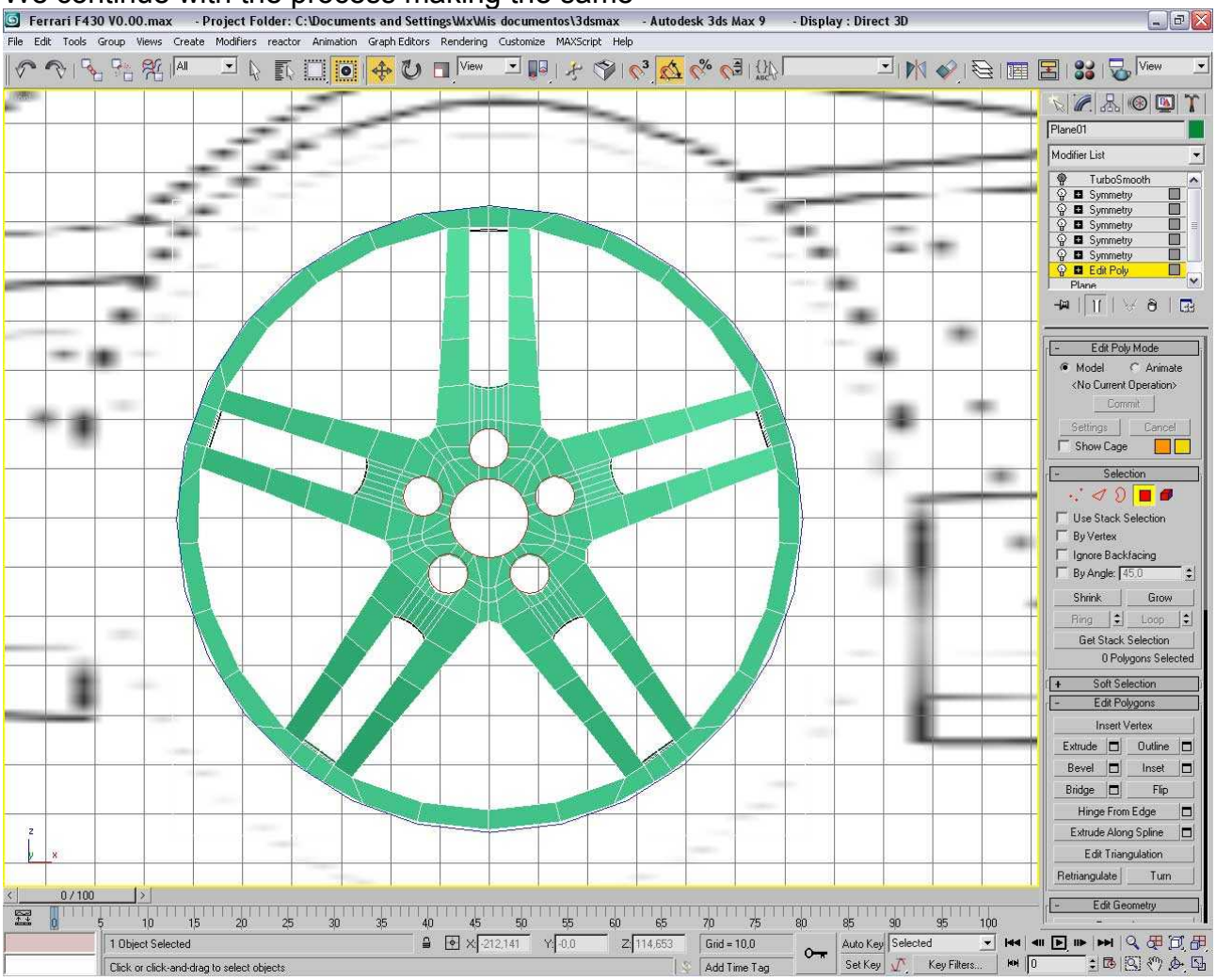
Now we transform it in an editable poly and put a simetry in the Y axis.
And then we put five new simetries with center point in the midle of the wheel and rotate its 72º one for one.



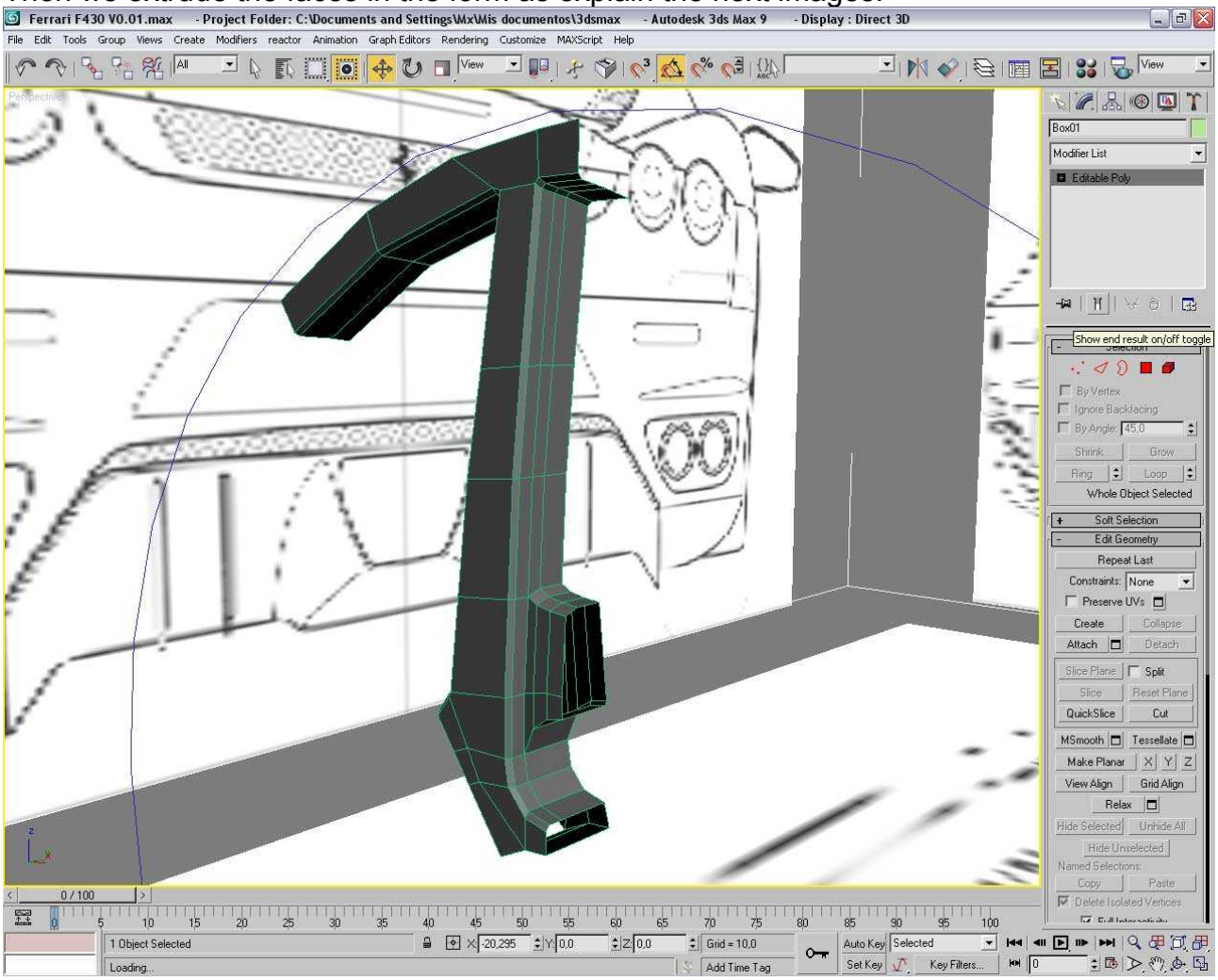
Then we select the edges and start to extrude as I show in the image 5.

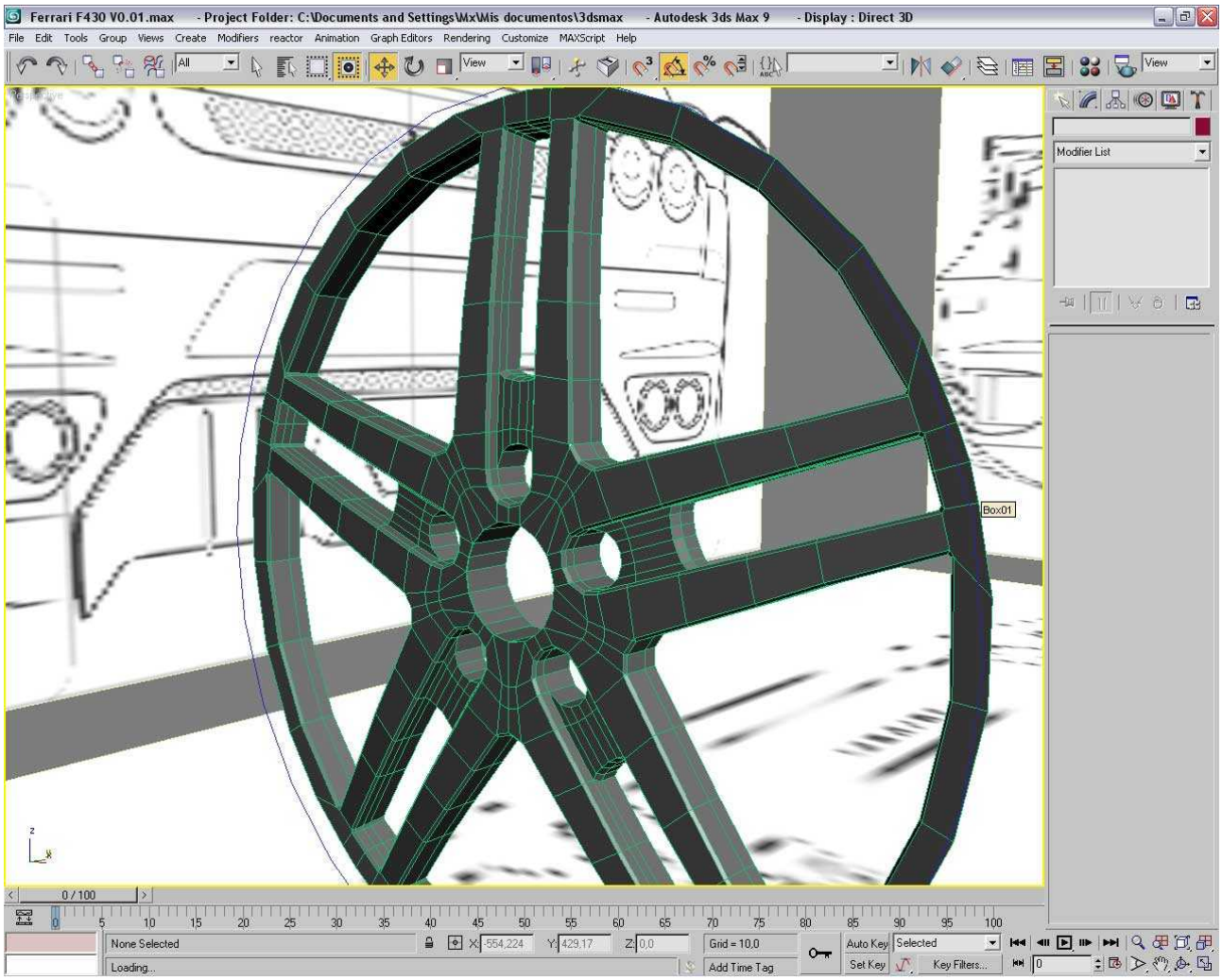


We continue with the process making the same

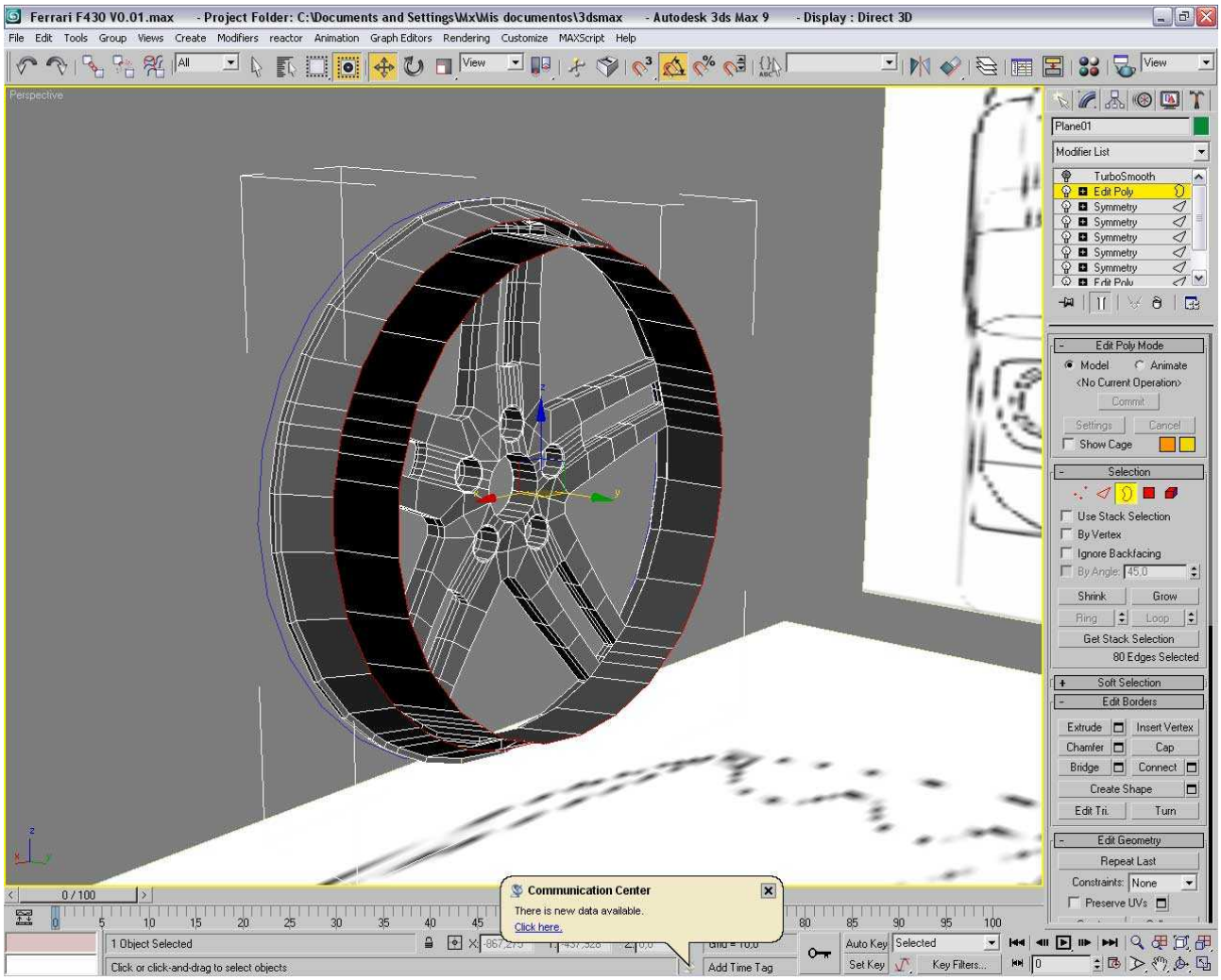


Then we extrude the faces in the form as explain the next images:

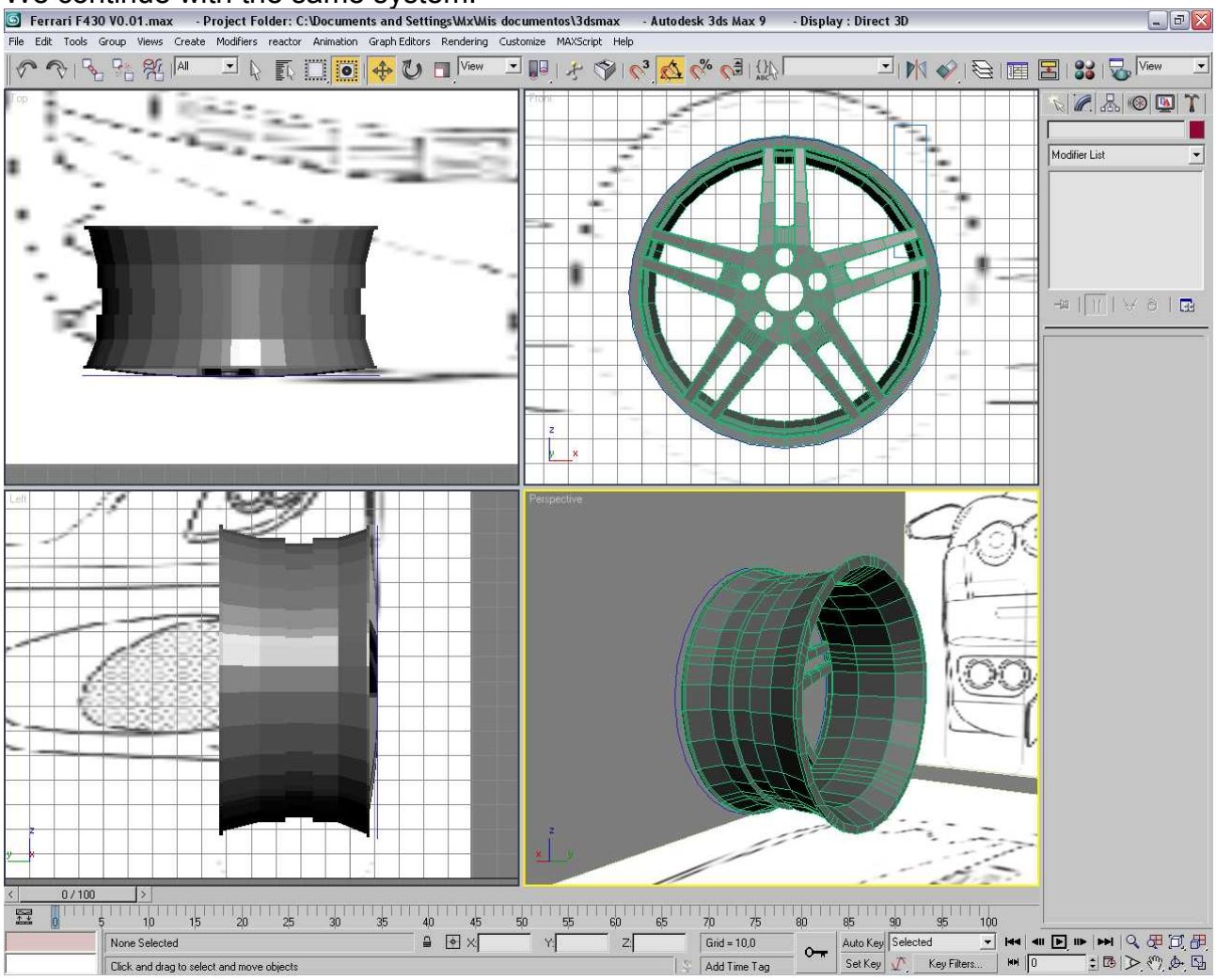




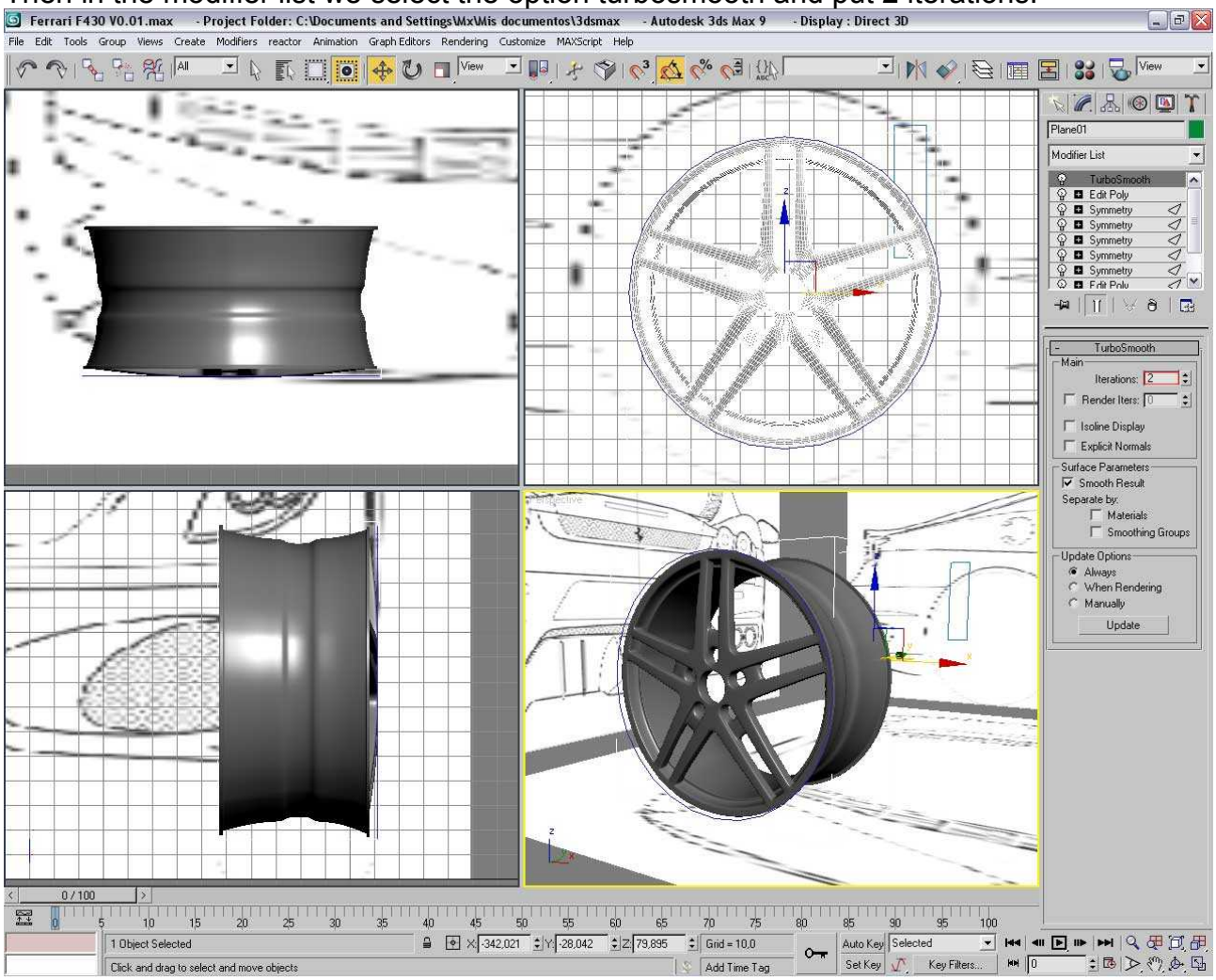
Now we select in modifier list the option edit poly and selecting the border of the wheel we extrude it:



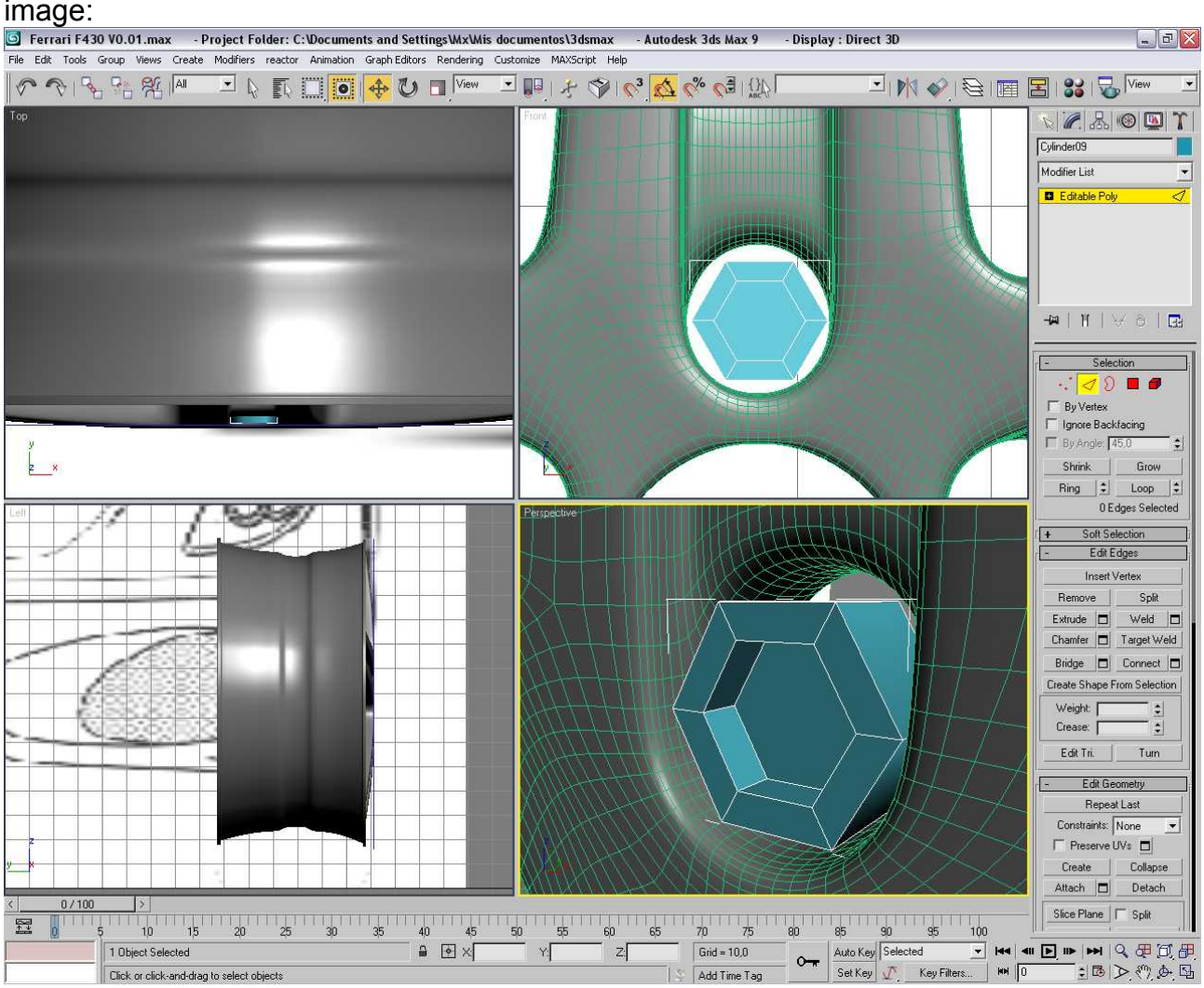
We continue with the same system:



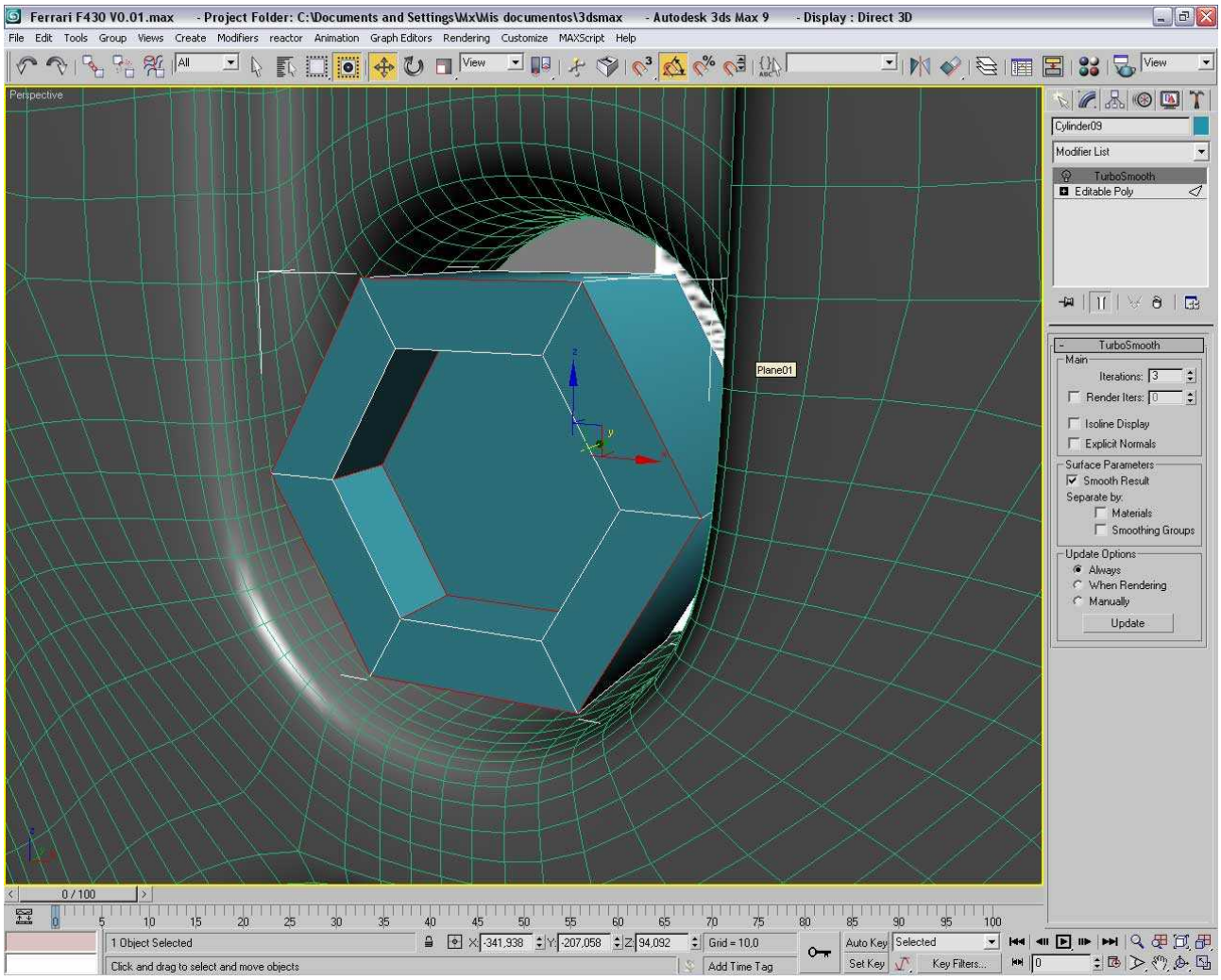
Then in the modifier list we select the option turbosmooth and put 2 iterations:

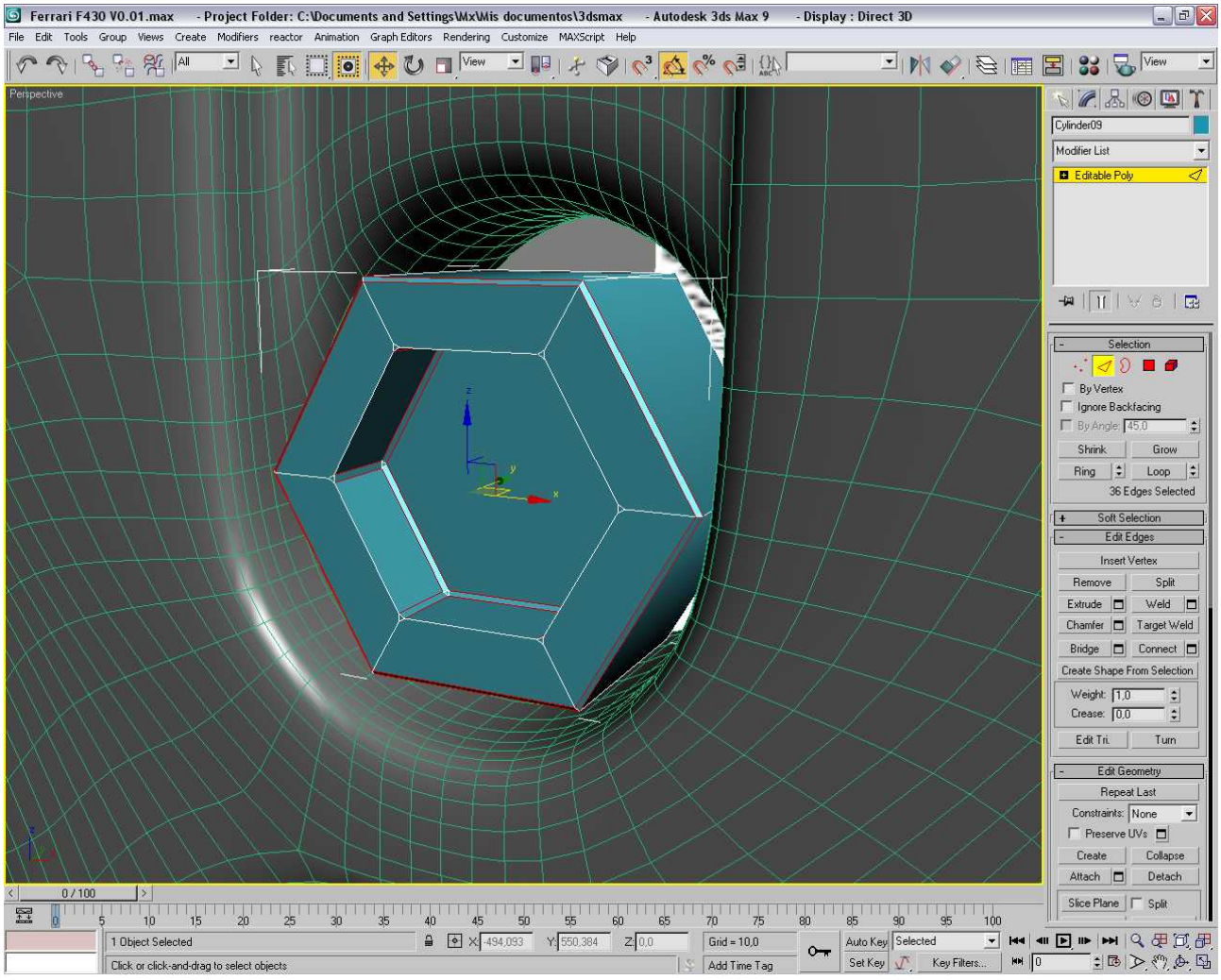


Now we continue with the screws starting with a cilinder with 6 sides and converting it in an editable poly.
Then we select the frontal face and make an inset. After that estrude it as I show in the image:

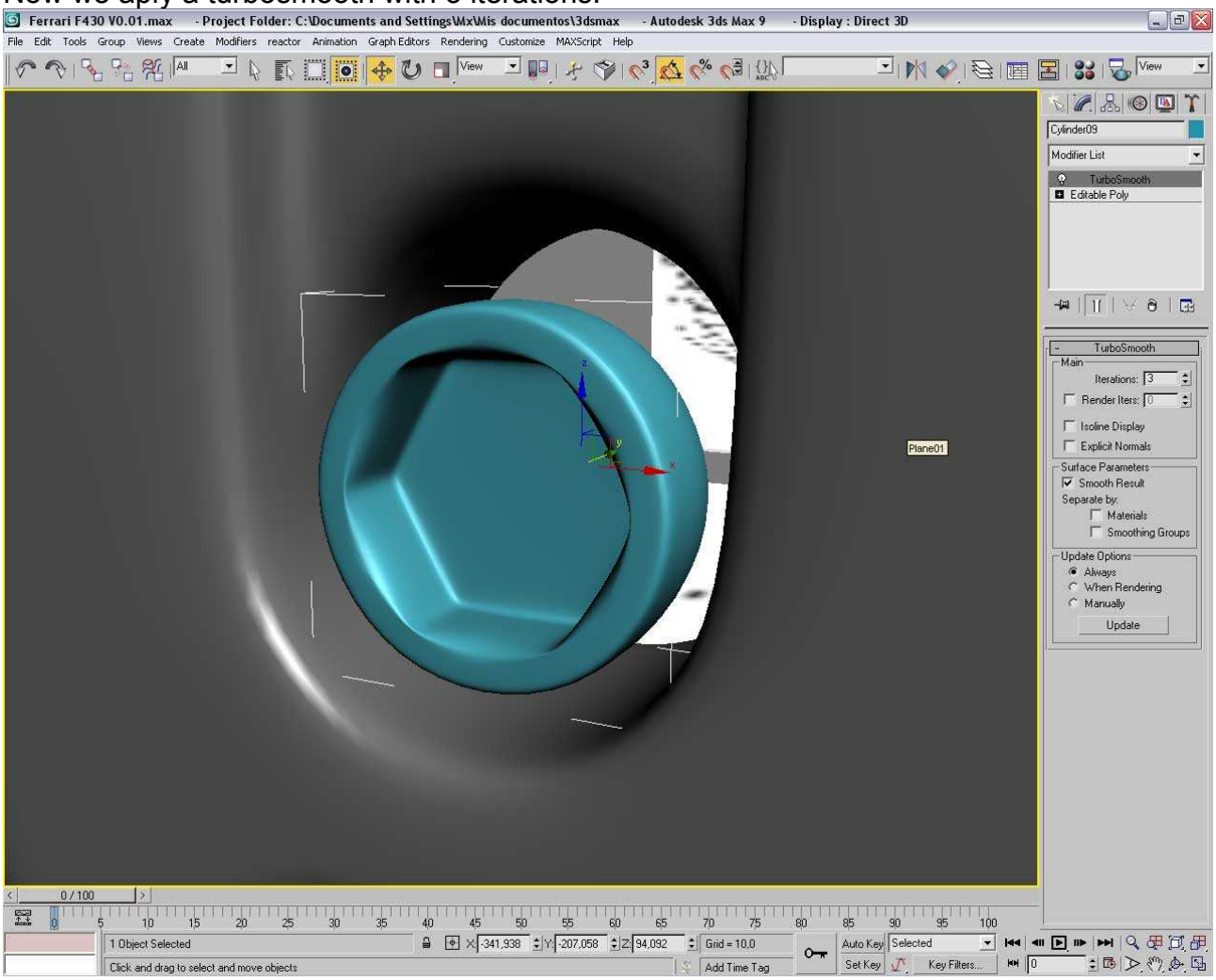


Then Chamfer the red edges:

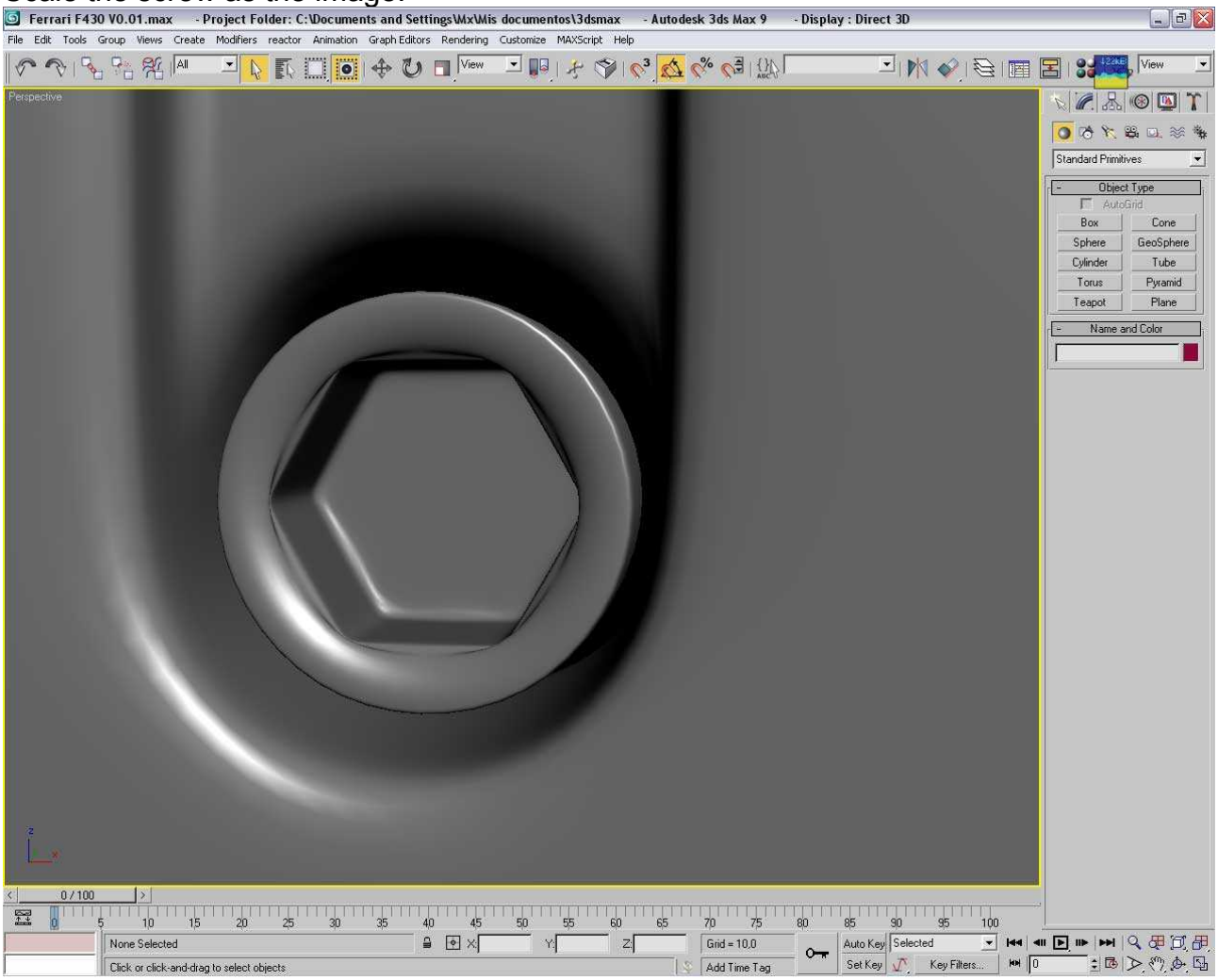

Ferrari F430 V0.01.max - Project Folder: C:\Documents and Settings\Mx\Mis documentos\3dsmax - Autodesk 3ds Max 9 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers reactor Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Plane01
Cylinder09
Modifier List
TurboSmooth
Editable Poly
TurboSmooth
Main
Iterations: 3
Render Iters: 0
Isoline Display
Explicit Normals
Surface Parameters
Smooth Result
Separate by:
Materials
Smoothing Groups
Update Options
Always
When Rendering
Manually
Update
0 / 100
1 Object Selected
X: -341,938 Y: -207,058 Z: 94,092
Grid = 10,0
Auto Key Selected
Set Key Key Filters...
Click and drag to select and move objects
Add Time Tag


Ferrari F430 V0.01.max - Project Folder: C:\Documents and Settings\Mx\Mis documentos\3dsmax - Autodesk 3ds Max 9 - Display : Direct 3D
File Edit Tools Group Views Create Modifiers reactor Animation Graph Editors Rendering Customize MAXScript Help
Perspective
Cylinder09
Modifier List
Editable Poly
Selection
By Vertex
Ignore Backfacing
By Angle: 45,0
Shrink Grow
Ring Loop
36 Edges Selected
Soft Selection
Edit Edges
Insert Vertex
Remove Split
Extrude Weld
Chamfer Target Weld
Bridge Connect
Create Shape From Selection
Weight: 1,0
Crease: 0,0
Edit Tri. Turn
Edit Geometry
Repeat Last
Constraints: None
Preserve UVs
Create Collapse
Attach Detach
Slice Plane Split
0 / 100
1 Object Selected
X: -494,093 Y: 550,384 Z: 0,0
Grid = 10,0
Auto Key Selected
Set Key Key Filters...
Click or click-and-drag to select objects
Add Time Tag

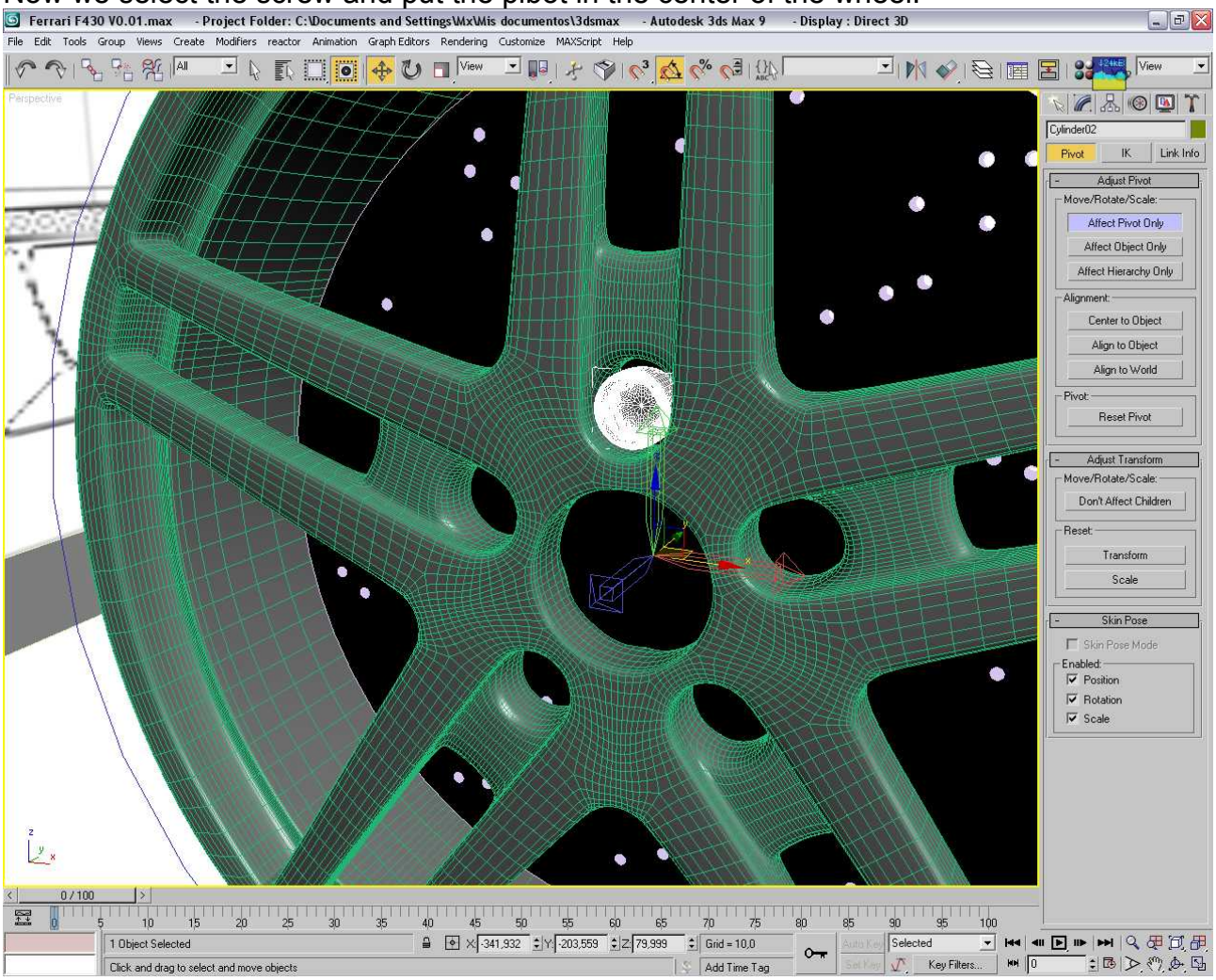
Now we aply a turbosmooth with 3 iterations:



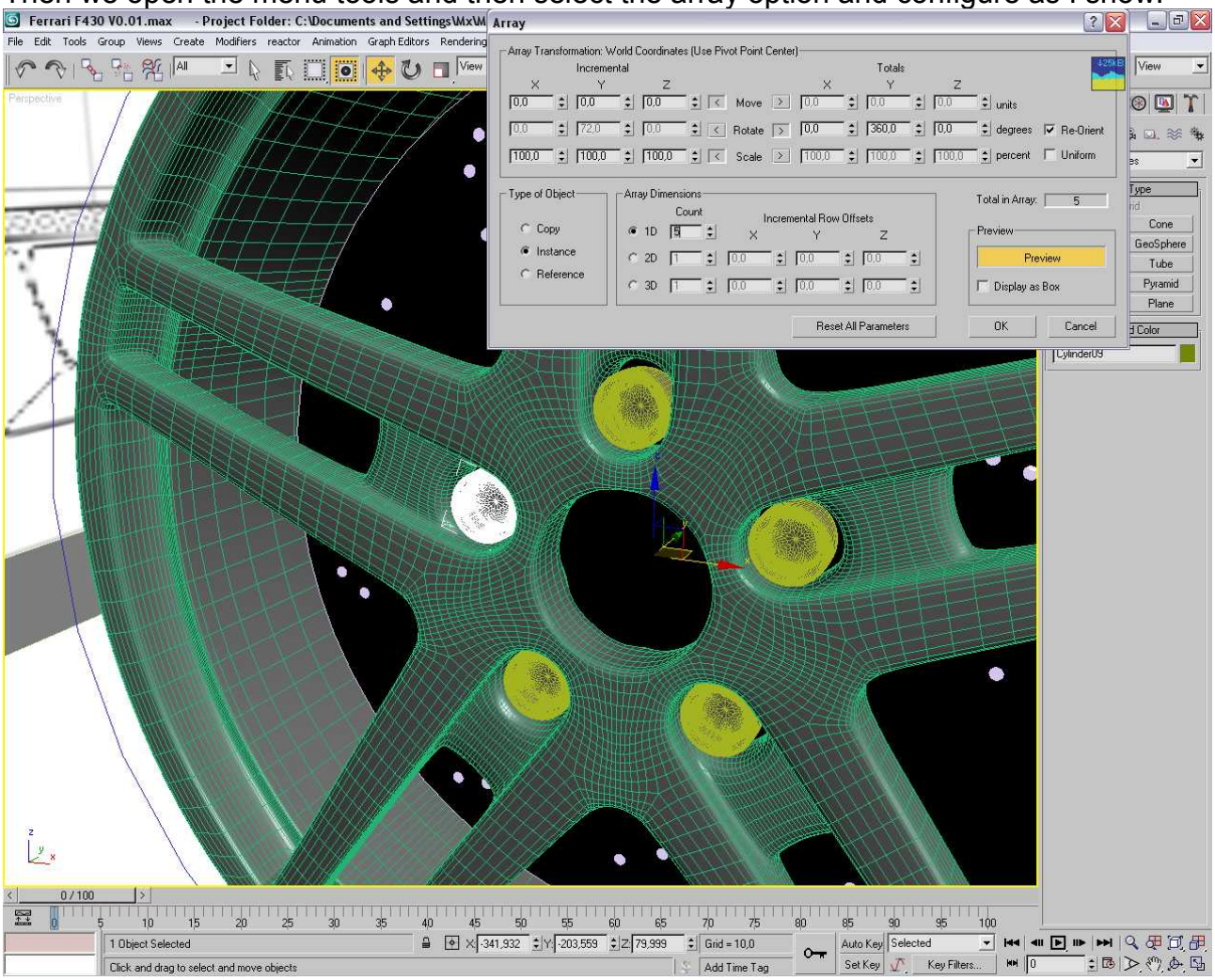
Scale the screw as the image.



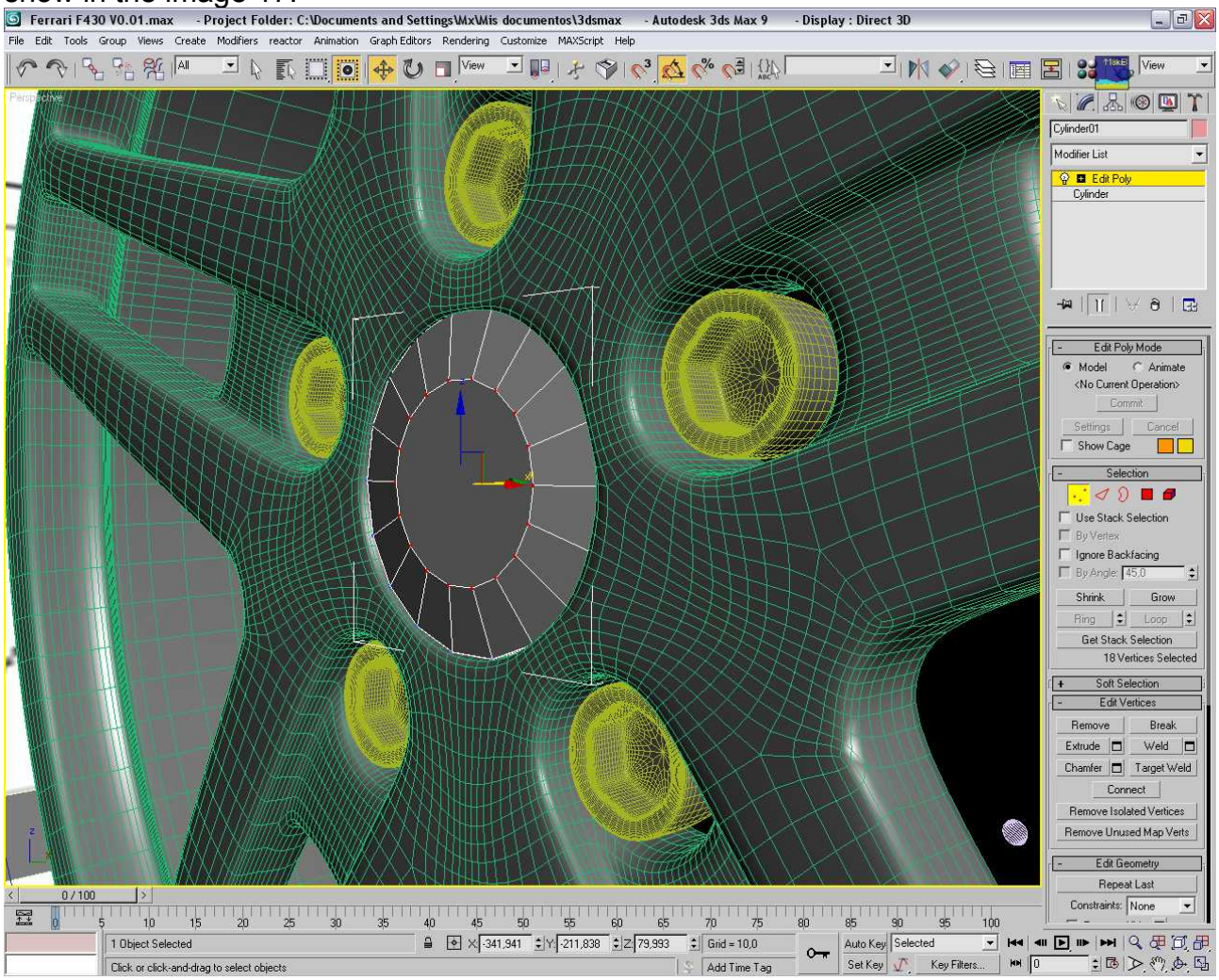
Now we select the screw and put the pibot in the center of the wheel:



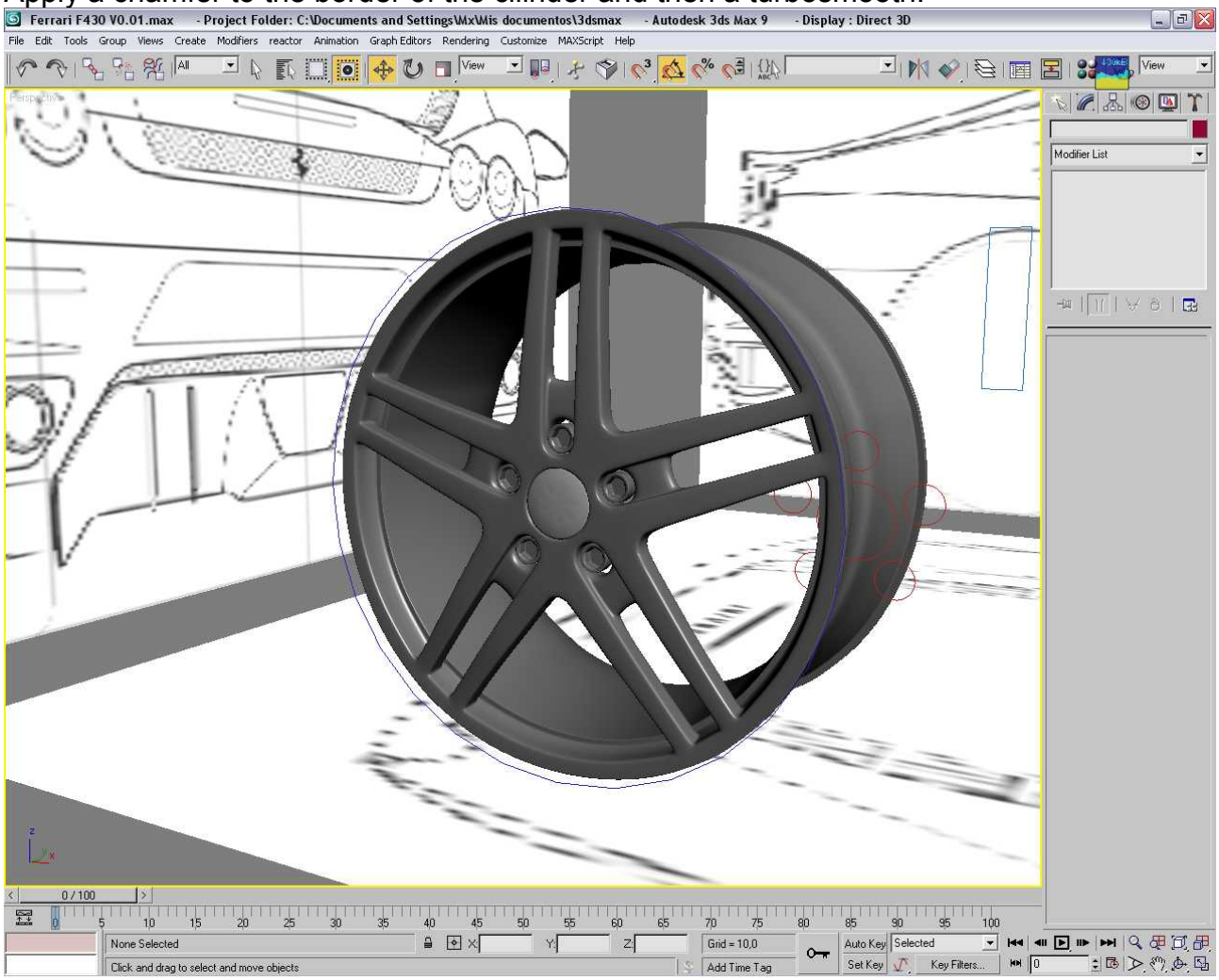
Then we open the menu tools and then select the array option and configure as I show:



Next we make a cilinder with two caps segments and move the vertex of the center as I show in the image 17.



Apply a chamfer to the border of the cilinder and then a turbosmooth:



Now we have fineshed the wheel and we will start with the model of the rest of the car.