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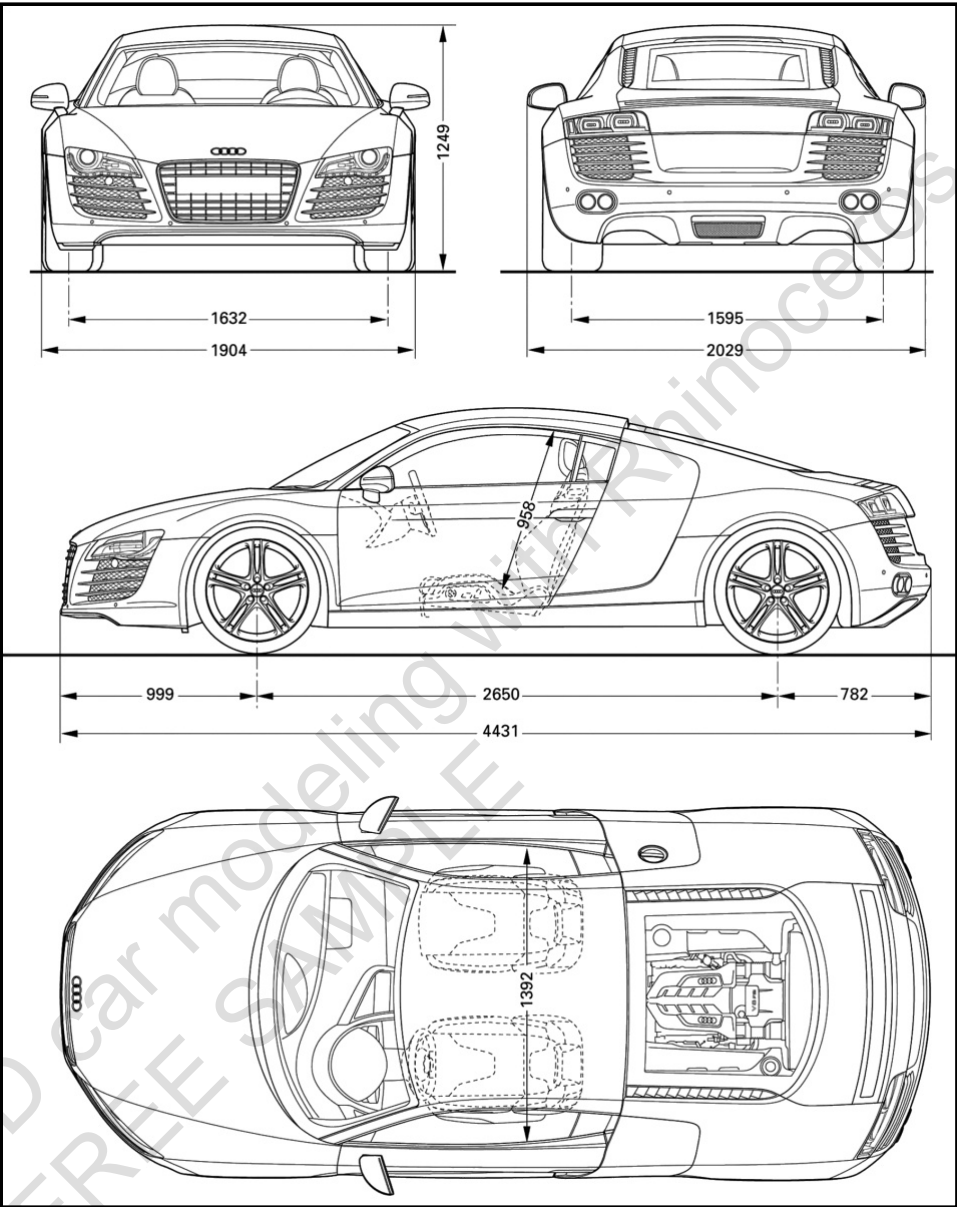
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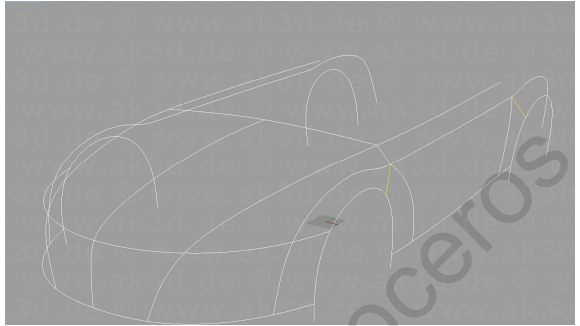
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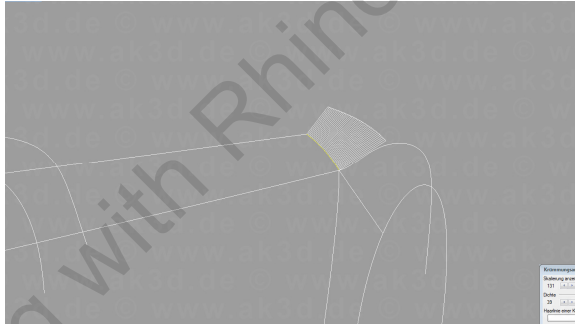




Next we activate the object snap "Perp" and connect the shoulder to the wheel arch with two points. At the wheel arch we snap on at "Perp" and create the curves. These curves are only helper curves that we will delete later.



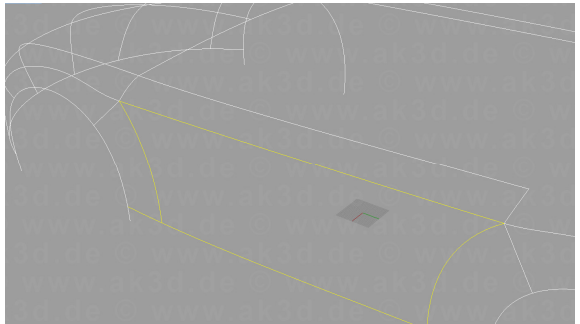
Now we switch back to the viewport "Right" and create our last curve. This curve should have degree 3 and is defined by 2 points. The curve graph should look like this in the viewport "Perspective":



3.1.2 Main chassis surfaces

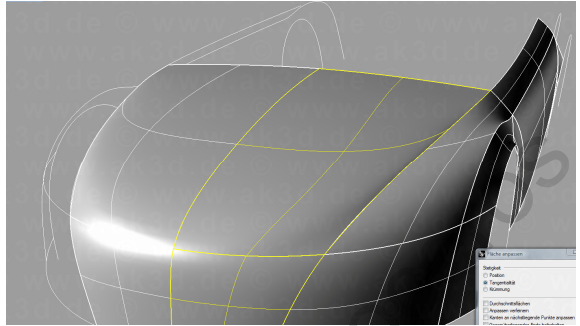


Now we create the first surface! We create a new layer and name it "Surfaces". By clicking on the checkbox next to our newly created layer, we make this layer "active". For the next steps we make this layer invisible by clicking on the light bulb next to the layer. Then we switch to a perspective viewport and choose "Surface from Edge Curves" and click on the following curves:

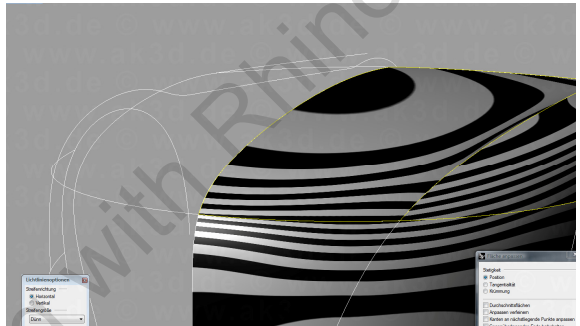




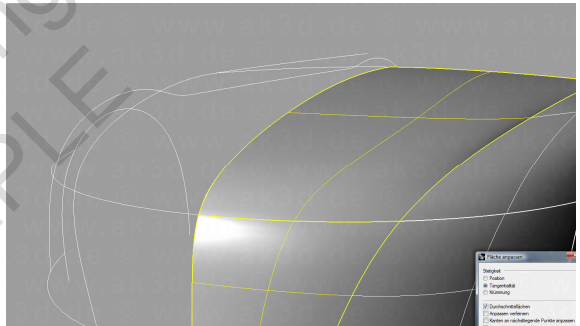
We now matching the following surface on the lower surfaces with continuity "Tangency" and deselect the option "Average Surfaces".



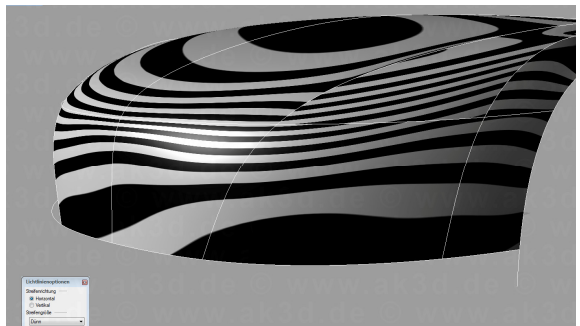
The curves on the right side are leaving the boundary curves. Here we must make further positional improvements with the "Match" tool. This time we choose the edge as Target. Since this edge is as long as the source edge, we can disable the checkbox "Match edges by closest points". We can then delete the mirror surfaces.



The next matching will take place between these two surfaces. It is a tangential matching with "Average Surfaces" as an option:

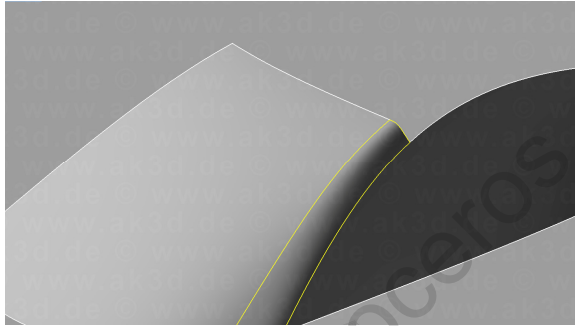


The result looks very good. The hood now flows at the front without interference. Now we copy the two middle surfaces again on the other side to verify it on curvature continuity:

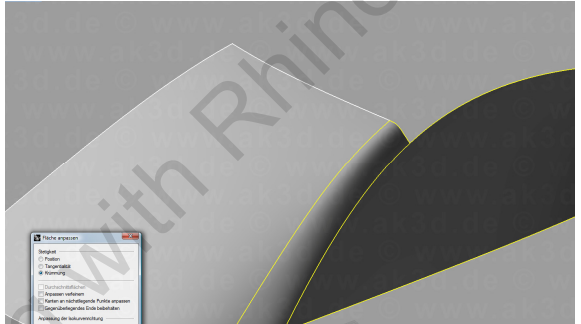




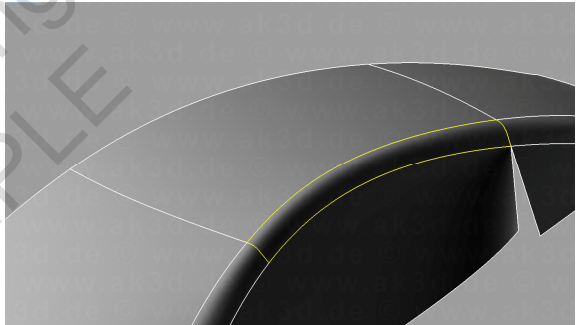
We can then create a new surface of the door window edge curve and the boundary curves.



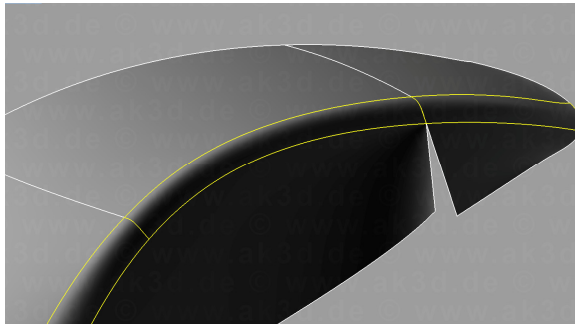
We match this surface now to its neighbor surfaces with "Curvature" continuity and without the option "Average Surfaces". Important is that we have the option "Preserve isocurve direction" activated while we match the surface to the window surface.

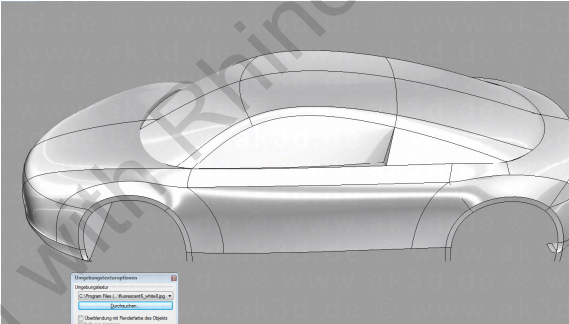
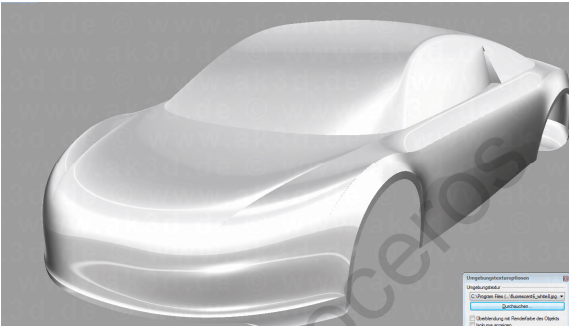


Then we create the following surface with the edges of the existing surface.

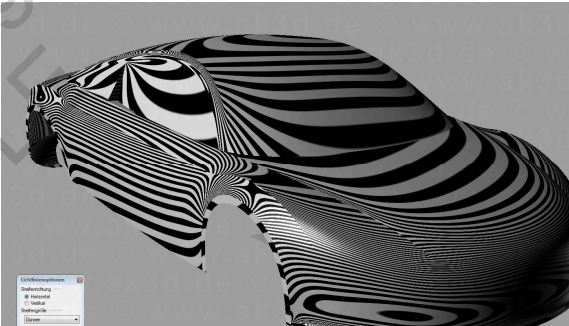


Now we match the surfaces together with the option "Preserve isocurve direction":

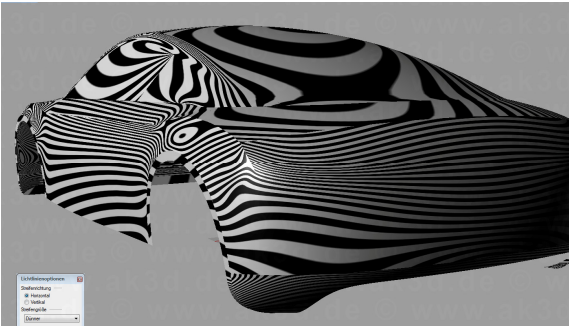




The most precise analysis setting is “Thin” in the “Zebra Analysis” tool:



All blends are just perfect!



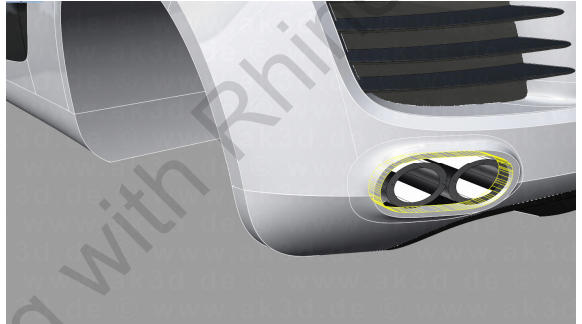


We unhide the remaining surfaces again and move the tailpipes on the layer "Chrome" and hide the blueprints:



shift

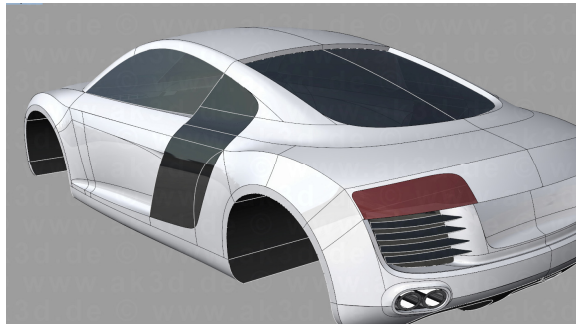
Now we extrude the following boundary curve to "30" inward as a direction we define the "Y" axis:



Also here we make invisible the isocurves. Finally we mirror the new surfaces and solids to the other side:

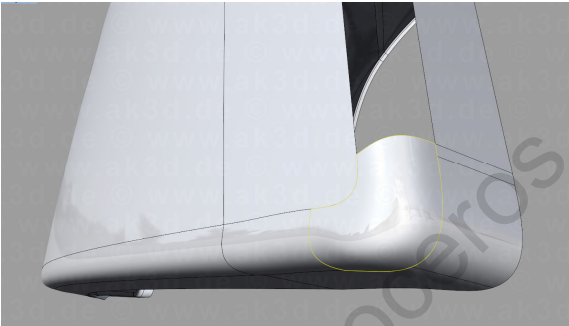


In the following parts of the construction we will further increase the detail by filleting edges etc. to add more depth. First we set the colors of the construction lines to inverse colors of the materiality. The white surfaces get black curves, the black surfaces have white lines etc. This will significantly increase the overview.





And blend then the surfaces:



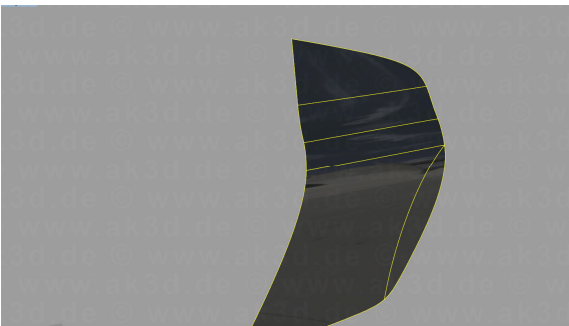
We trim the opposite edge at snap point "Perp" in this case:



When we have filleted all edges in this way, we can mirror all surfaces of this element to the other side and then join all these surfaces to a single polysurface:



Then again, we unhide all surfaces and isolate only the following surfaces:





del

Then we trim and delete the corresponding curves so that these forms remain:

Trim



del

Now we fillet the corners with a radii that best match the original:

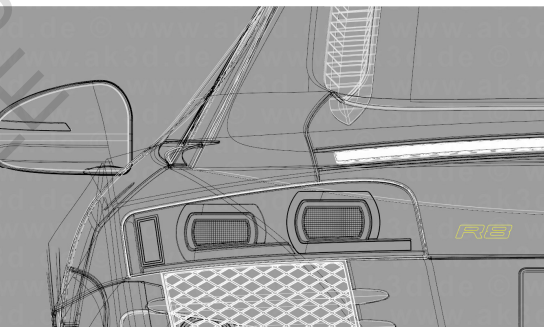
Trim



del

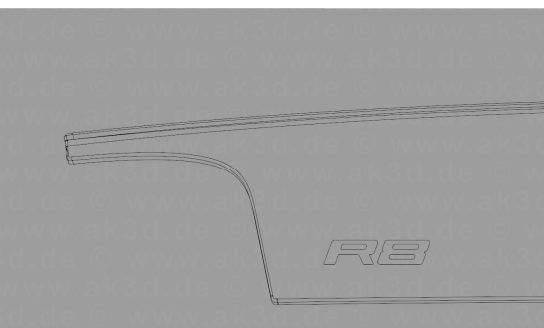
Now we join the curves, hide the R8 layer, rotate and move the logo so that it sits behind the vehicle in place:

Trim



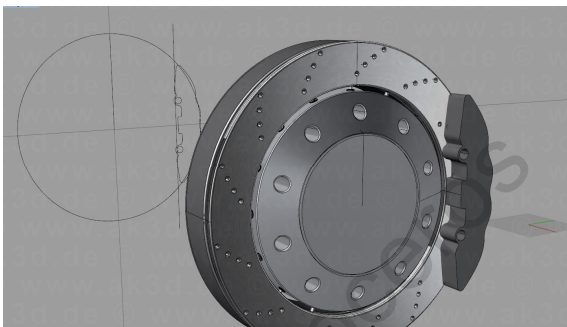
Then we hide all objects except this part of the tailgate and the R8 curves:

Trim

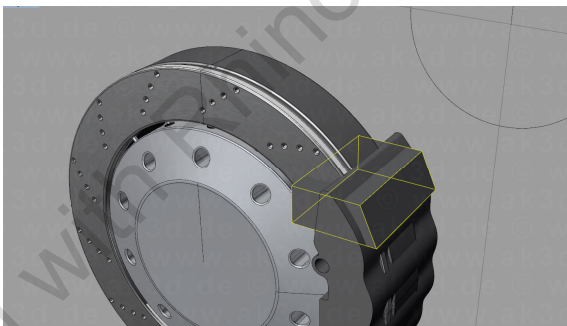




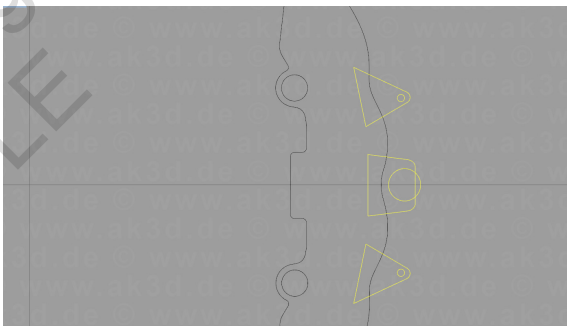
This surface we extrude now and move it to the following location:



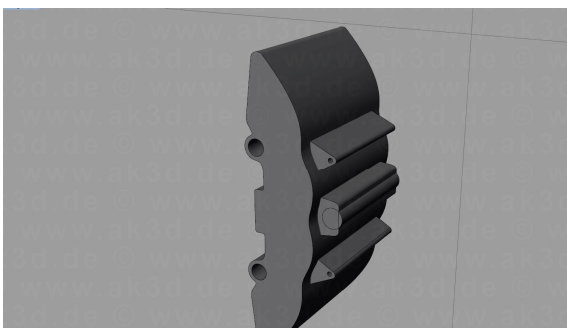
Then we create the following box, explode it and move the corner point:



We then create the following curves in the viewport "Right":

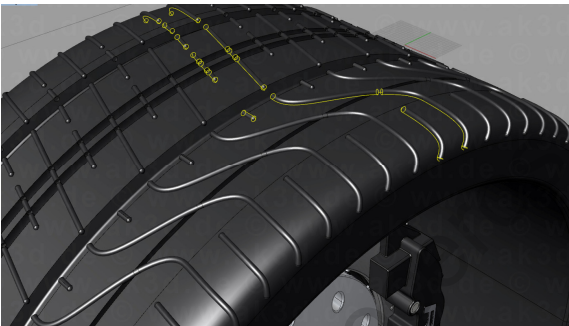


And extruding and positioning them then here:

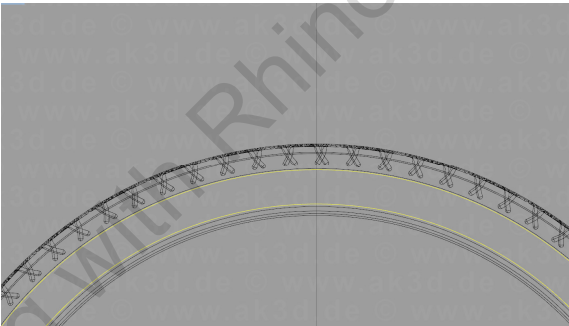




Then we start the "Polar Array" with a number of "40" and the center of the wheel:



Now we start a Boolean difference and subtract all these tubes out of the tyre. And create the following two parallel curves: above with distance "1" unit, and below by "3" units:



Then we extrude these curves and trim the tyres and create solid with the resulting surfaces, each with a distance of "-2" units for inside. Then we delete the deck surface and join all surfaces:



These edges we fillet with a radius of "0.5" units, remove the inner surface and blend the two end edges:

This completes our tyres. We add the side printing later as a bump map. We will now proceed with the last part of the car. The aluminum wheel:

