

# Making a car

## 1. Extruding the cube to a car body

NumPad 3 to get right side view: the cars nose points to right

Tab to get Edit mode

Left Panel: Subdivide (once)

A to unselect all

Unselect "Limit selection to visible" or check that it is not selected

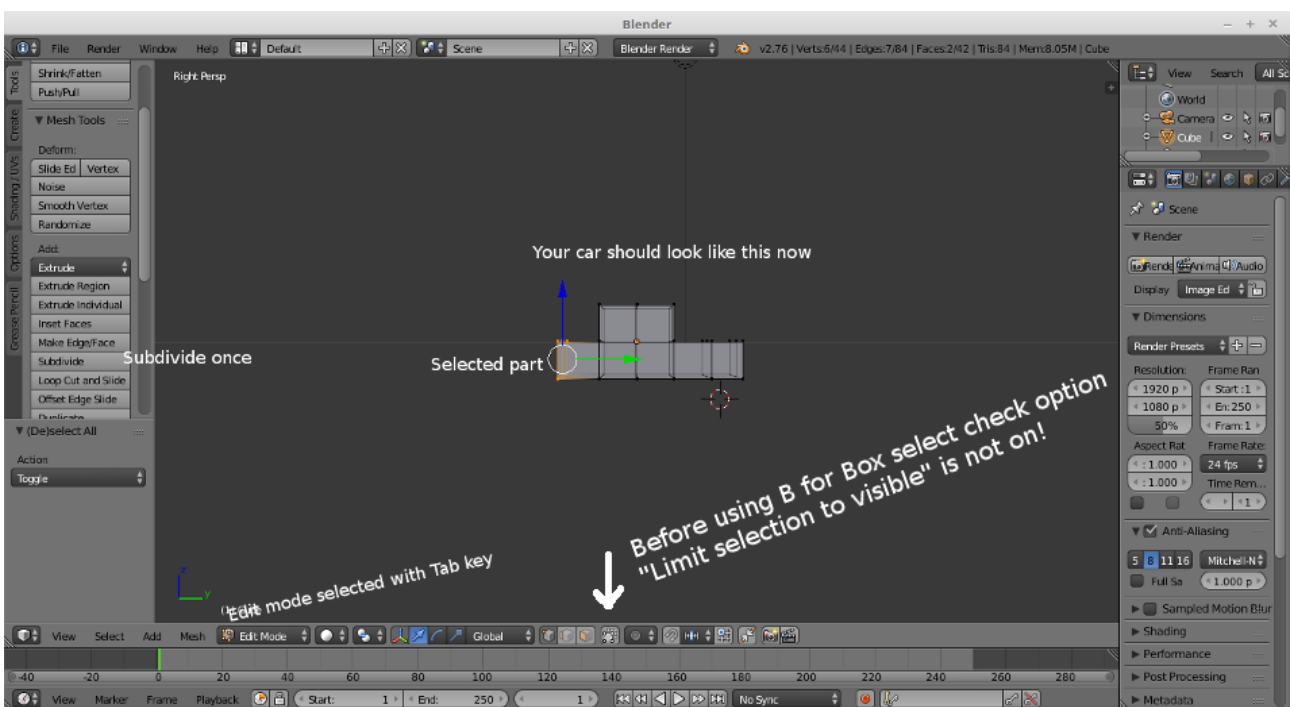
B :Box select a lower right side vertices of the cube

E :Extrude the selected part, Left click, then E :Extrude again

A :Unselect all

B :Box selected the lower left vertices

E :Extrude the selected part



## 2. Coloring the body and windows

A :select all

On the Right panel select Material (small disc, 4th from right, you may have to stretch the panel to see it)

Name the material car color

Open the color palette and select the car color

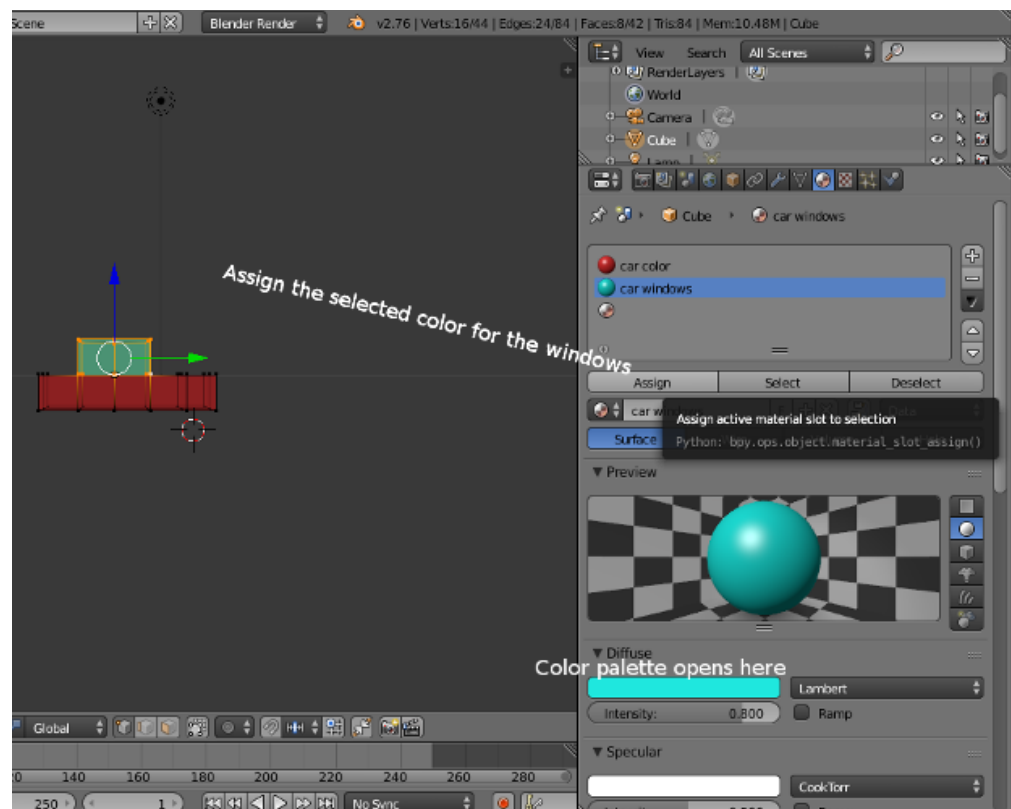
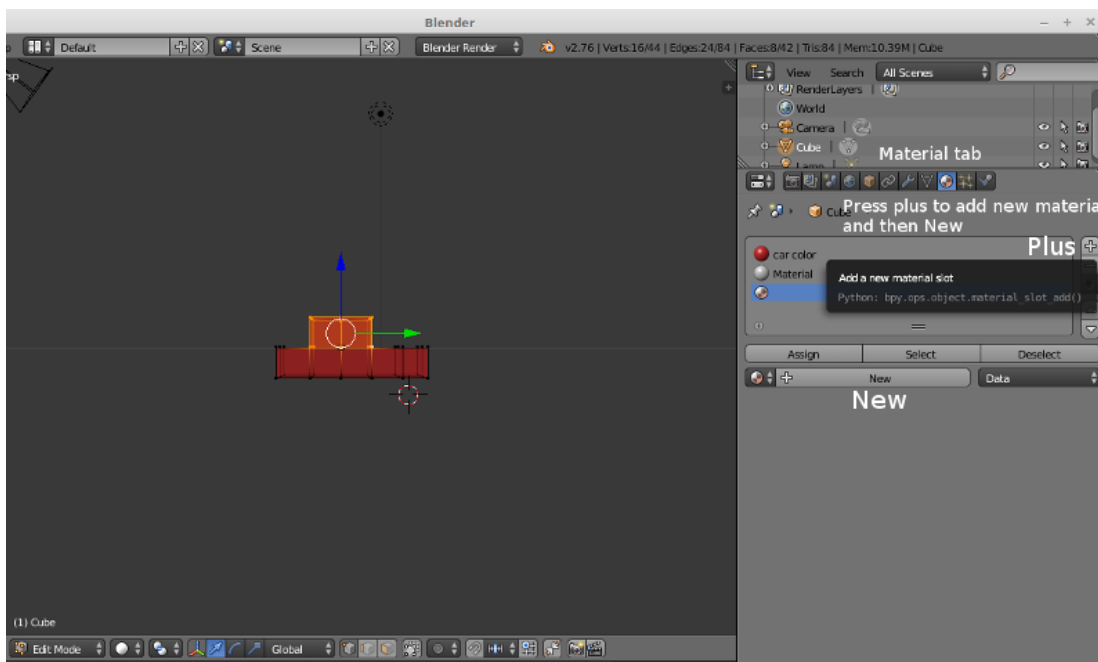
A : unselect all

Right click + Shift: select the car's windows OR better way: press Ctrl+Alt and one of the window beams: circle selects them all!

Select Material again, click New, name the new material as window

Select the window color from the palette

Press Assign to give that color for the windows area



### 3. Adding modifier to shape the body

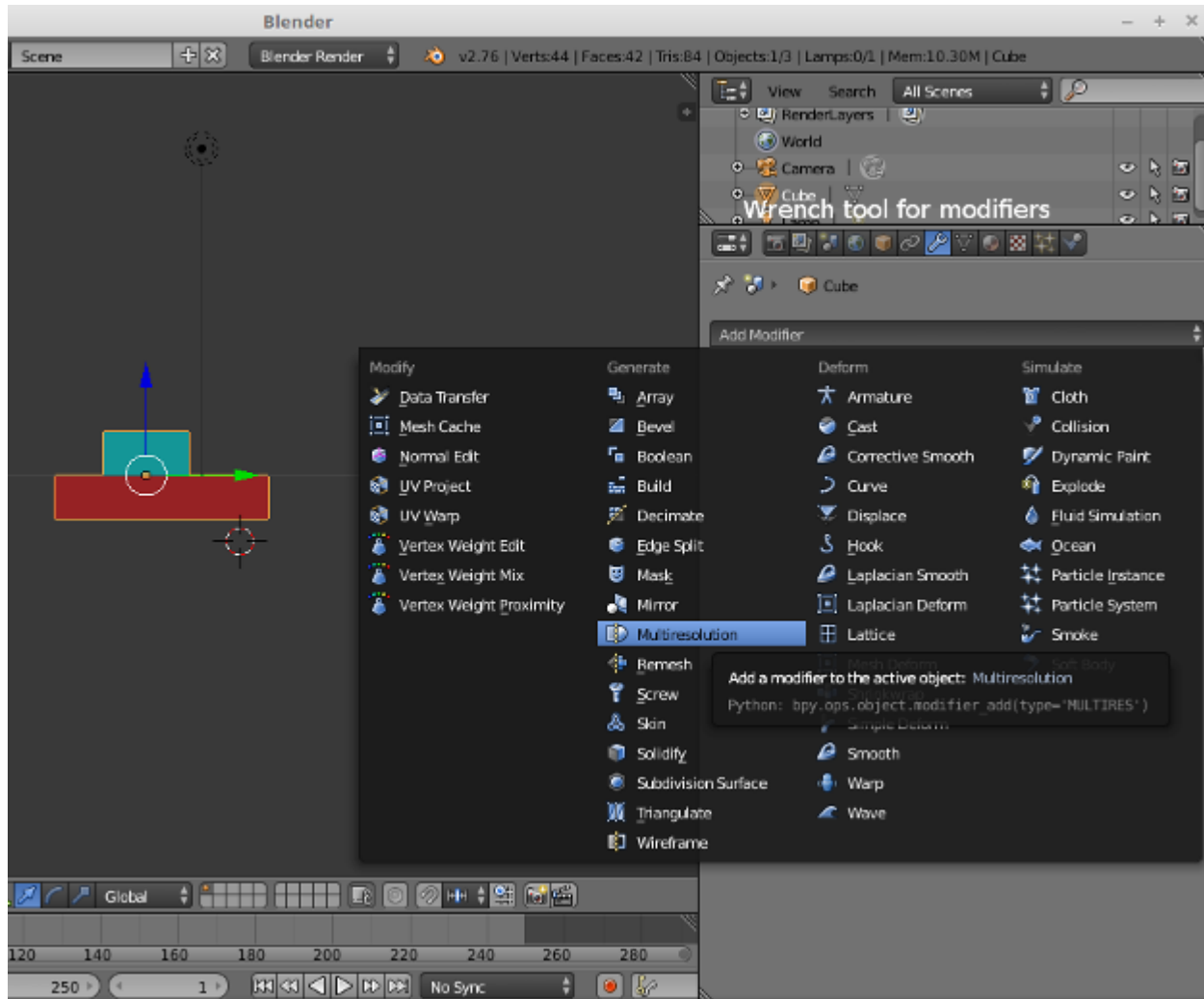
Tab: Object mode

Right panel: select Wrench tool

Add Modifier: Multiresolution

Right panel: Subdivide

Left panel: Shading smooth



### 4. Modelling a wheel

NumPad:1

S : you can scale the car body closer if needed

Left click at the car to move the 3D cursor where the new mesh will be located

Add new mesh: Cylinder

R : Rotate cylinder according to the car body

G :Grab, move the wheel into its place

S: Scale the wheel

Right panel: add new material, name it wheel color, in the Color palette choose a color (black?)

## 5. Making the other wheels

NumPad 3 : side view, move the wheel to its right place

Shift+D : duplicate the wheel and move the other wheel into its place

Ctrl+7 : bottom view

Shift + Right click : select both wheels

Shift+D : duplicate both wheels, move into right place

## 6. Fixing the wheels to the body by parenting

A :unselect all

Right click + shift Select all the wheels (They are going to be the "children" of the car body and must be selected first)

Select the car body then

Ctrl+P

Select Set parent to object