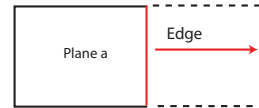# Cars & Edge Modeling

Edge modeiing is a variation of basic box modeling.

1. Create a "Plane" (only 1x 1 x 1 segments) and add the "Edit Poly" modifier.
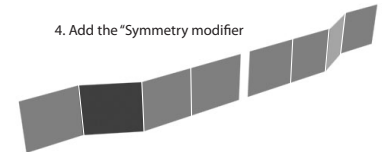
Plane a

2. Select the right edge of the plane, hold the "Shift" key down, and with the move tool.

Plane a | Edge

3. Dragging the edge of Plane a creates Plane b.

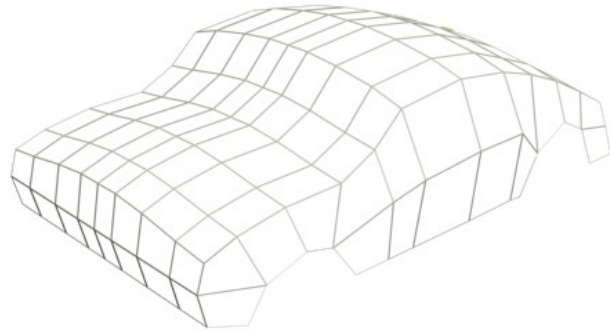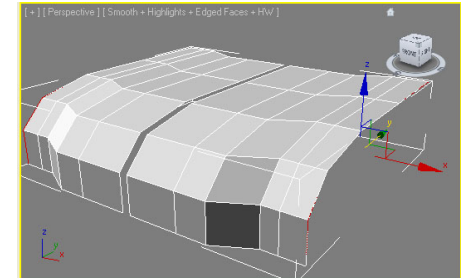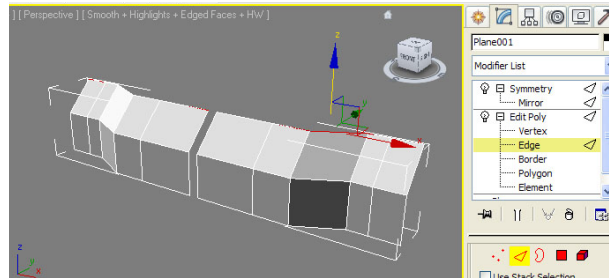Plane a | Plane b

4. Add the "Symmetry modifier

5. Continue pulling edges to create the cars basic body shape

Finished Car