

totally frustrated..... blending doesn't match

Posted by theXbucket - 2010/10/20 00:30

hey,

I try to blend car fender, but I don't know, why this doesn't work - well - on the front fender it worked without problem. you can see this in the picture and in the file.

why does it work on the front but does not on the back? :-o

thanks in advance!

<http://www.kodg-3d.com/images/fbfiles/images/why.jpg>

<http://www.kodg-3d.com/images/fbfiles/files/wuuusaaa.zip>

greetings xBucket

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Re:totally frustrated..... blending doesn't match

Posted by kodg - 2010/10/20 00:56

<http://www.kodg-3d.com/images/fbfiles/files/wuuusaaa.rar>

too little space for the transition from convex to concave

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Re:totally frustrated..... blending doesn't match

Posted by theXbucket - 2010/10/20 01:17

hm, but why does it work on the front fender? even if i split the back surface at the end there's a strange bulge at the beginning...

...oh, and thanks for your file! it's not as even as i'd like to have it, but it could be a way. do you have any other ideas how to solve this kind of shape with maximum control over the shape?

greetz

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Re:totally frustrated..... blending doesn't match

Posted by matzel123 - 2011/03/12 14:37

you must think theoretical.

for example it starts with your wheel curve/surface...best way to do this is to create a simple surface and then cut it with two circles ;)

greetz

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