

FRODEKVALSUND

3D AUTOMOTIVE CAR MODELING DOCUMENT

BREAKDOWN

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"Follow the numbers 1-2 in the top right corner of the reel to relate to what project it is and more information about it. If you are on the website go fullscreen to see the top bar!"

1. Ford Mustang shelby gt500

The GT 500 "Eleanor" was created in Maya for practice in to automotive hard surface modeling. Unwrapped Using UV layout and textured and rendered in Keyshot.

- Techniques used to create this model were polygon modeling, nurbs modeling, spline modeling and sub-division surfaces.
- The polygon count of the finished model is - 367188 Polygons

2. Audi RS6

Audi RS6 - "one of the fastest commercial avant series on the planet" was also modeled and created in Maya for practice in to hard surface modeling. Unwrapped with the use of UV layout and textured and rendered in Keyshot.

- Techniques used to create this model were polygon modeling, nurbs modeling, spline modeling and sub-division surfaces.
- The polygon Count of the finished model is - 94450 Polygons

3. Porche 911 Carrera

"COMING SOON"

4. Lamborghini Aventador LP 700-4

"COMING SOON"

5. Concept Car

"COMING SOON"

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AUTOMOTIVE MODELING

INFO

Reel: [Automotive car modeling](#)

Year: [2013](#)

Softwares: [Maya](#), [Keyshot](#), [UVLayout](#)

TIME MAPPING

HARD SURFACE MODELING

- Intro:	00:00 - 00:14
1. Ford Mustang:	00:14 - 00:41
2. Audi RS6:	00:41 - 01:08
3. Porche:	N/A
4. Lamborghini:	N/A
5. Concept Car:	N/A
- Entro/Details:	01:08 - 01:30

DURATION

TOTAL TIME: [01:30](#)