

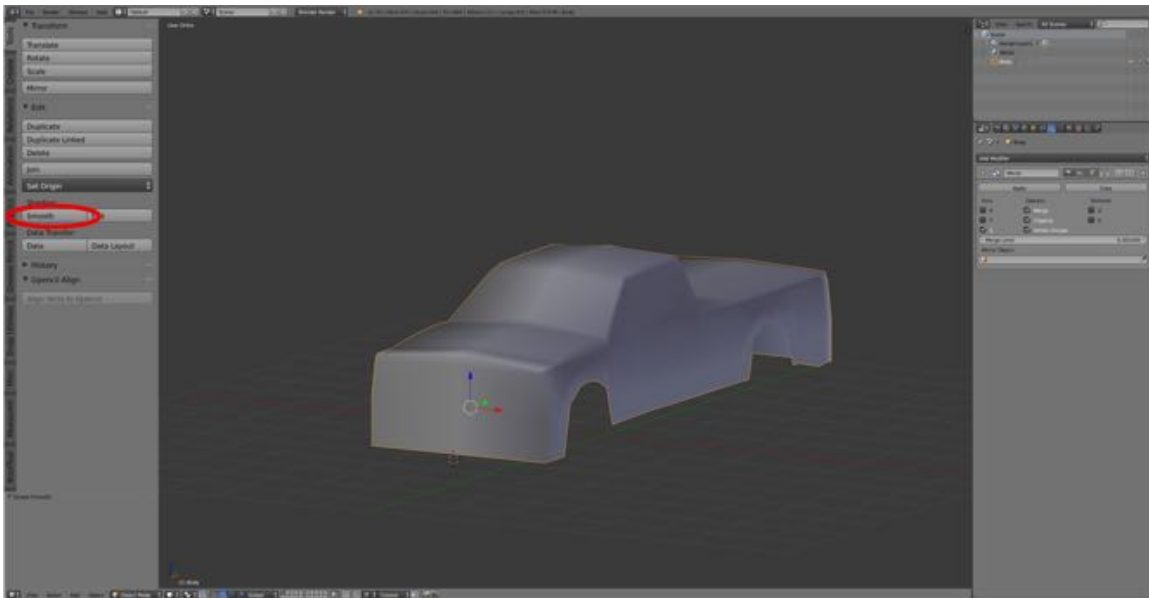
Modeling the 2010 Ford F250

Step 05

Modeling – Smooth and Mark Sharp

At this point our model looks rather “boxy”. To smooth the model:

- **Switch to Object Mode (TAB-KEY).**
- **With the model selected (A-KEY), select Smooth (Tool Shelf > Tool Tab > Edit Pane > Shading > select Smooth).**



874

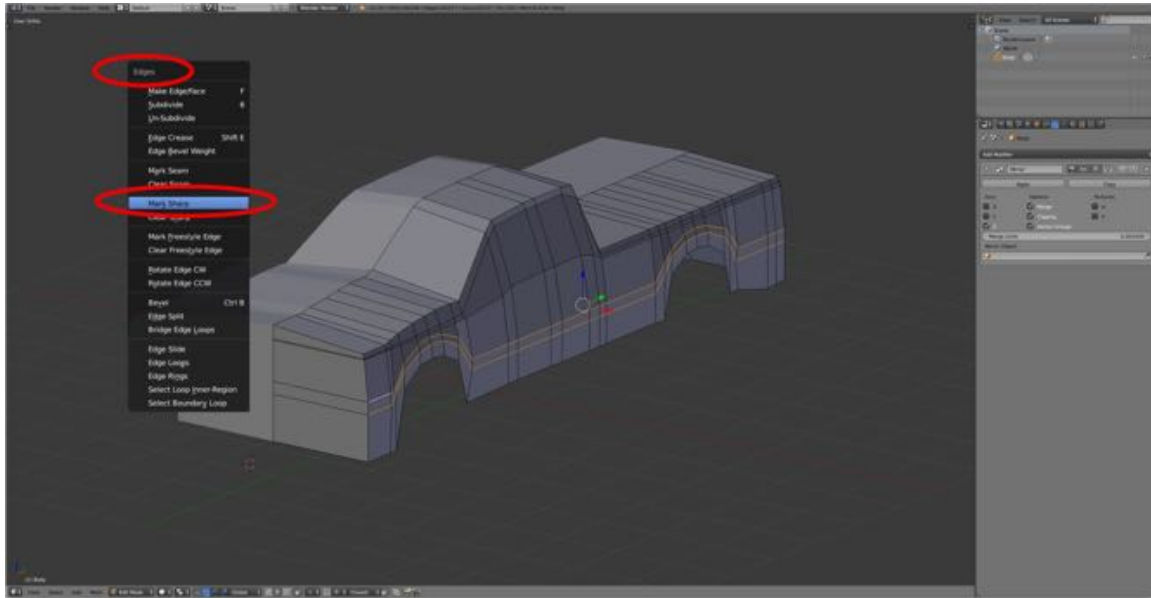
We have been carefully adding only quads (faces with four sides) so that when we smooth there will be a minimum of stretching of the faces. Smoothing then gives an overall smoothness. But some of the edges should be sharp as indicated in the prototype, for example the two edges running down the side and over the wheel wells.



815

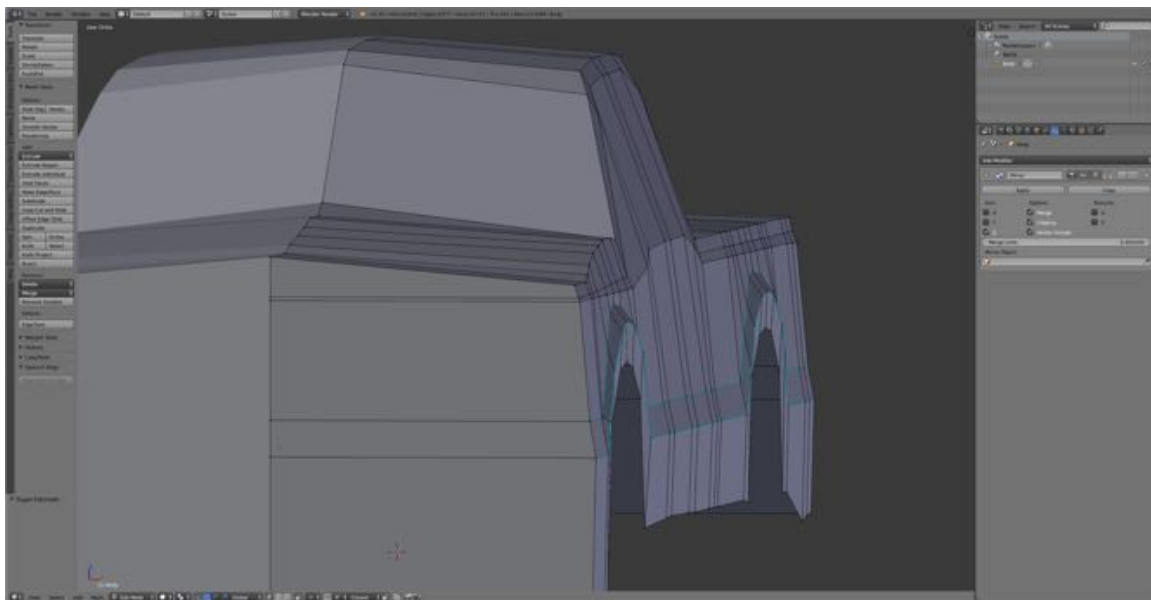
To sharpen them up we need to do two things. First, we need to select and define the edges as sharp (Mark Sharp). Then, we need to apply an Edge Split Modifier.

- **Switch** back to **Shading Flat** (**Tool Shelf > Tool Tab > Edit Pane > Shading > select Flat**).
- **Switch** back to **Edit Mode** (**TAB-KEY**) and **switch** to **Edge Selection Mode**.
- **Select** (**RMB > SHIFT + RMB**) the **edges** down and over the **wheel wells**.
- Bring up the **Edges Menu** (**CTRL + E-KEY**) and **select Mark Sharp**.



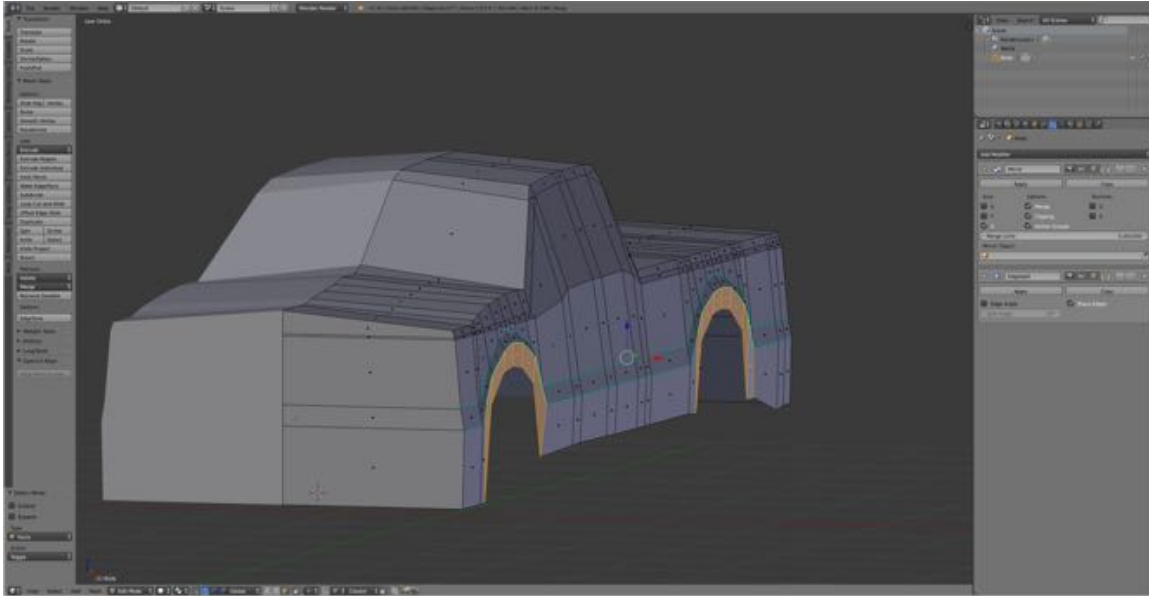
875

- Select the **top edge** and **move inwards** just a bit.
- Select the **bottom edge** and **move outwards** just a bit.



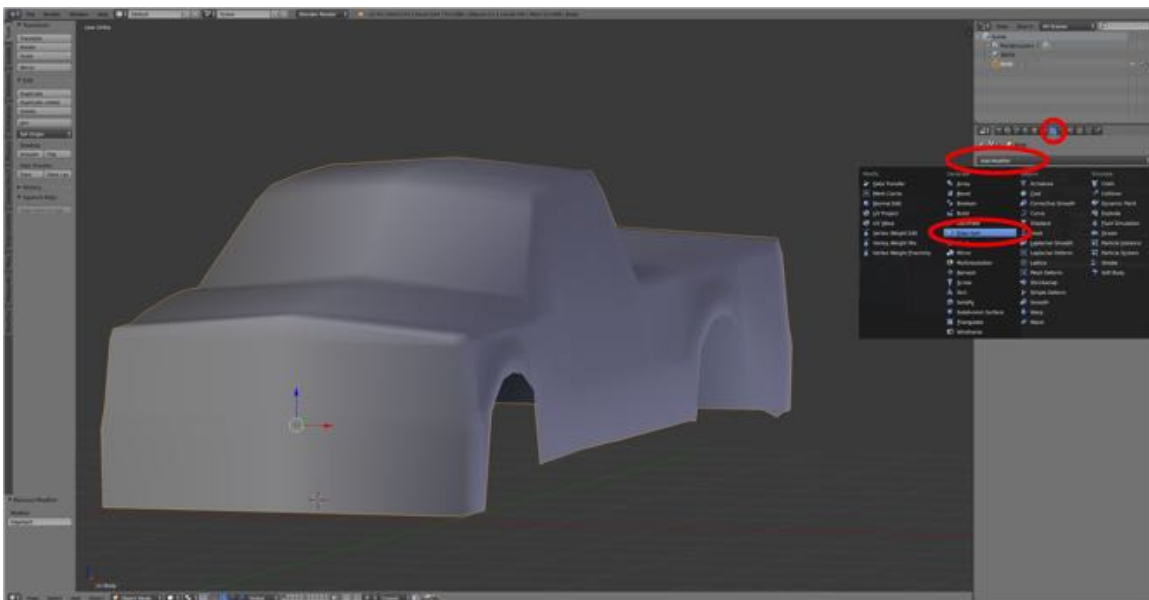
876

- Switch to **Face Selection Mode**, select the **faces** around the wheel wells and **flatten** (**Tool Shelf > Tool Tab > Deform > Loop Tools > Flatten**).



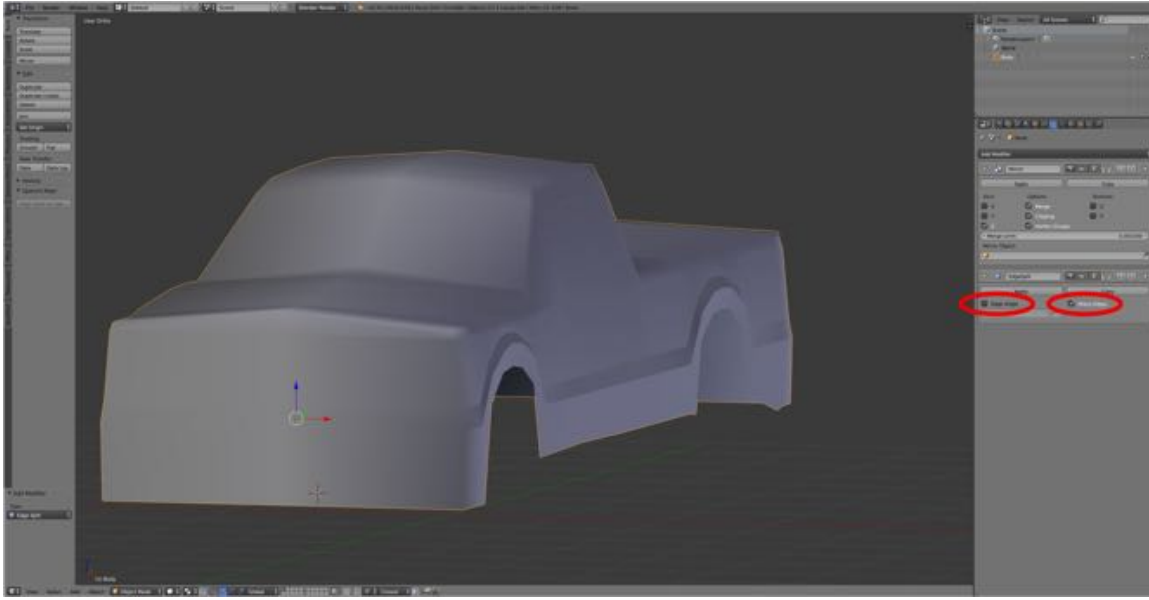
887

- **Switch to Object Mode (TAB-KEY).**
- **With the model selected (A-KEY), select Smooth (Tool Shelf > Tool Tab > Edit Pane > Shading > select Smooth).**



877

- **In the Properties Editor under the Modifiers Icon select Add Modifier and then select Edge Split.**
- **Deselect Edge Angle and make sure Sharp Edges is selected.**



878

Notice that the edges that we marked sharp now appear sharp while the rest of the model is smooth. We'll designate several more edges as sharp later.

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to **incrementally increase** your file name **“FordF250_05.blend”**.
- **Save** the file to a folder named **“2010 Ford F250 Blender Files”**.
- Right after you have saved your Blender file, under the **Information Editor’s Window Menu**, select **Save Screenshot**.