

# Modeling the 2010 Ford F250

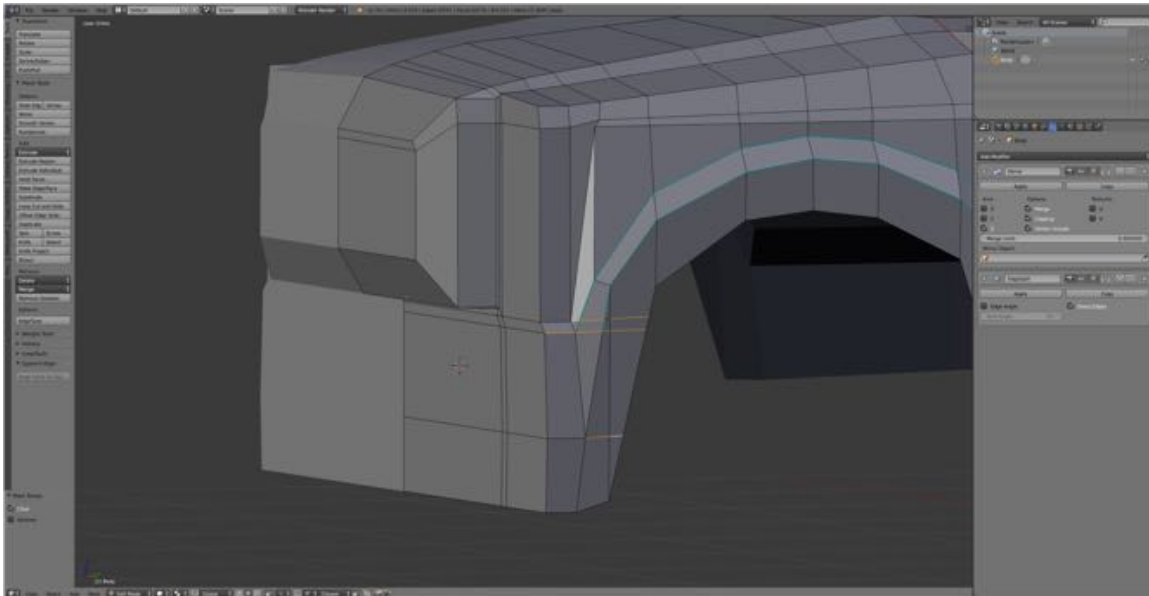
## Step 07

### Modeling – Front Bumper, Headlight

#### Front Bumper

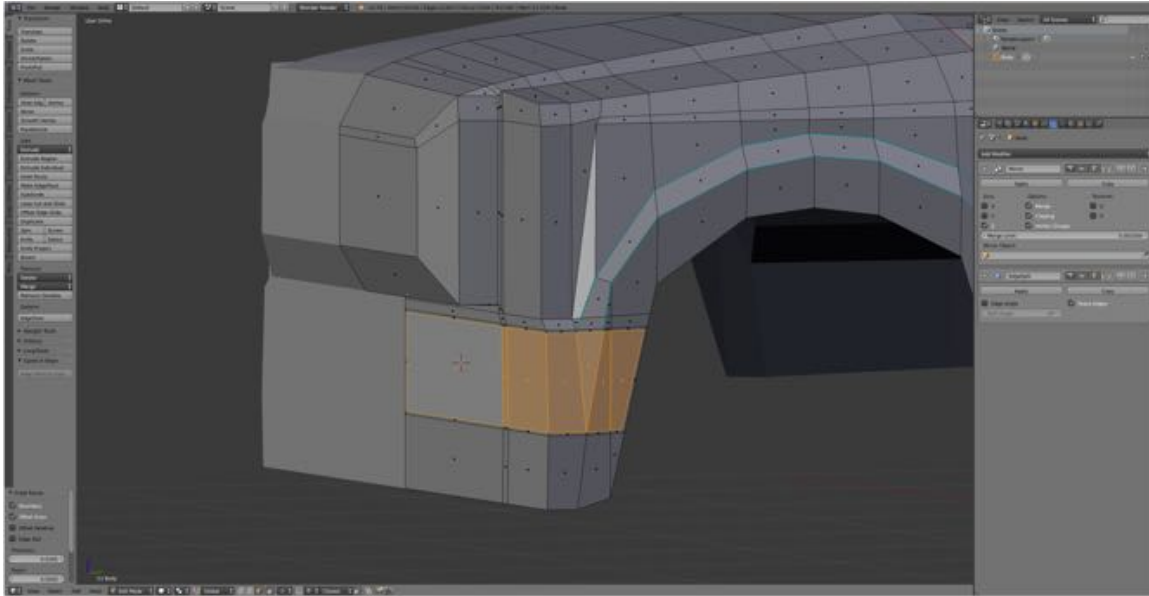
The front bumper extends back to the front wheel well. To achieve this we are going to place three knife cuts using the Knife Tool (see website).

- Select the **Knife Tool (K-KEY)** and **place three knife cuts** as shown.



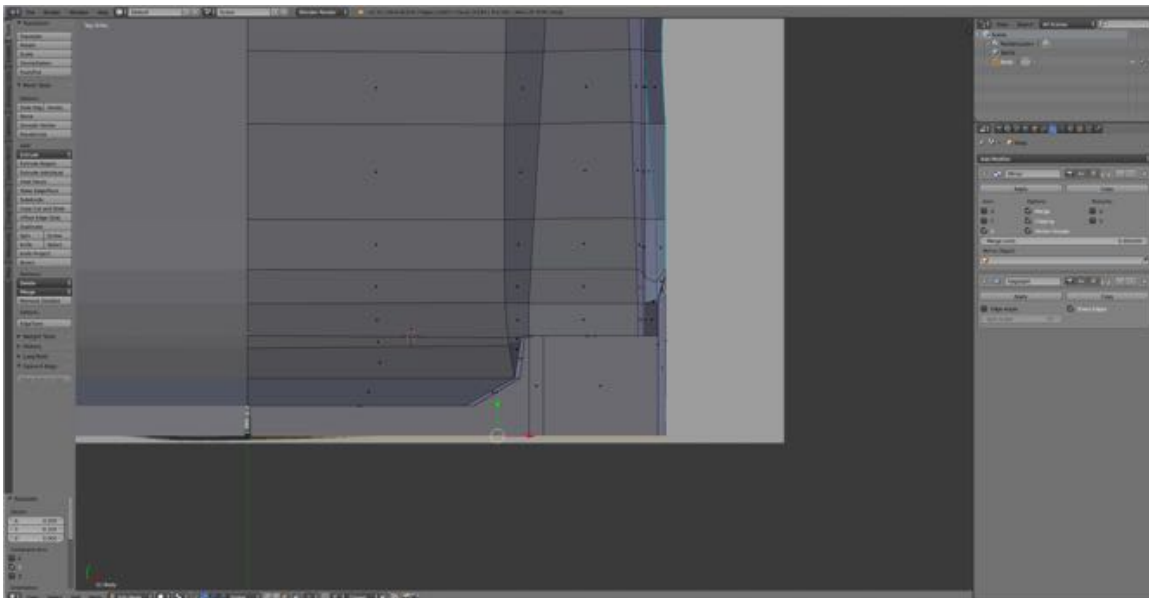
893

- Select the **faces making up the bumper** and **place an insert**.



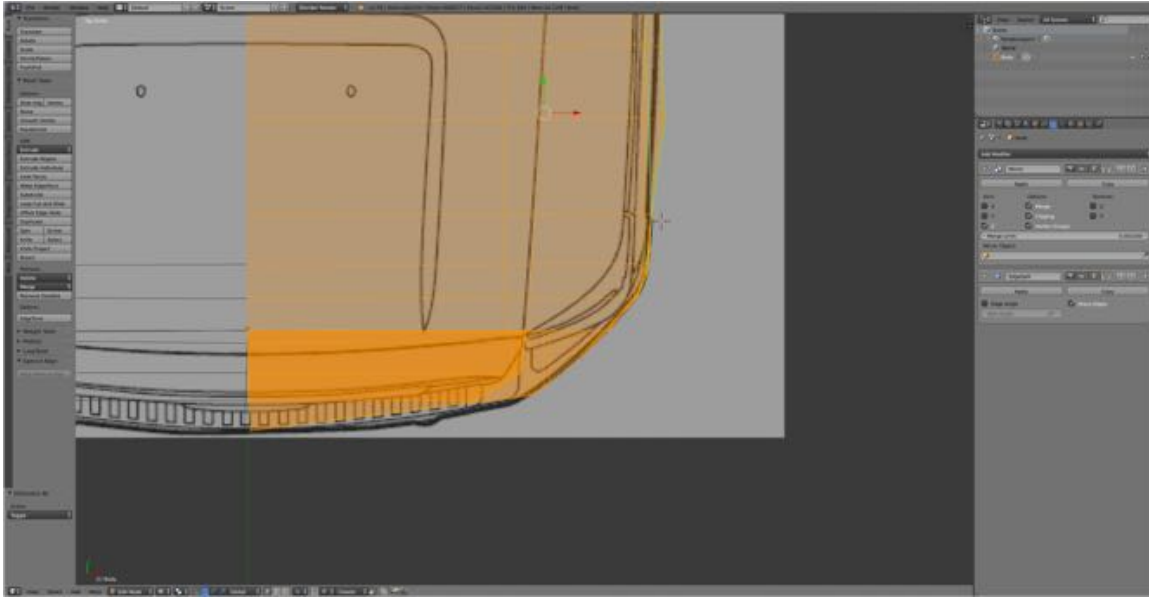
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- **Select the front facing faces, switch to Top View and drag them forward.**

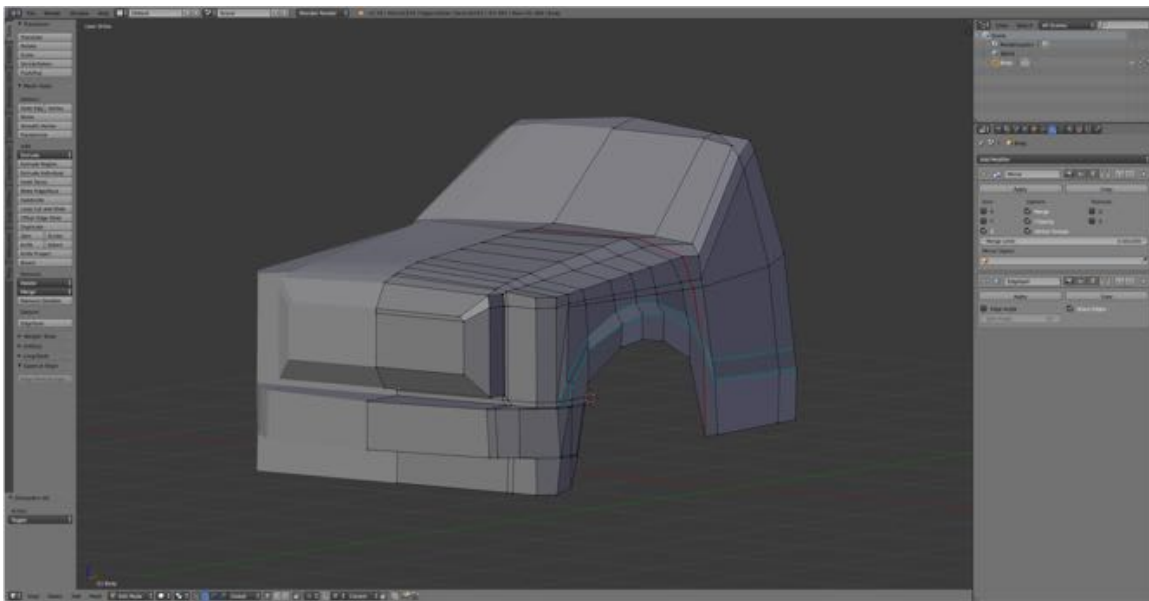


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- **Switch to Vertex Selection Mode and Wireframe Mode, and using the Circle Selection Tool (C-KEY > Drag) move the corner vertices to align with the edge of the bumper.**



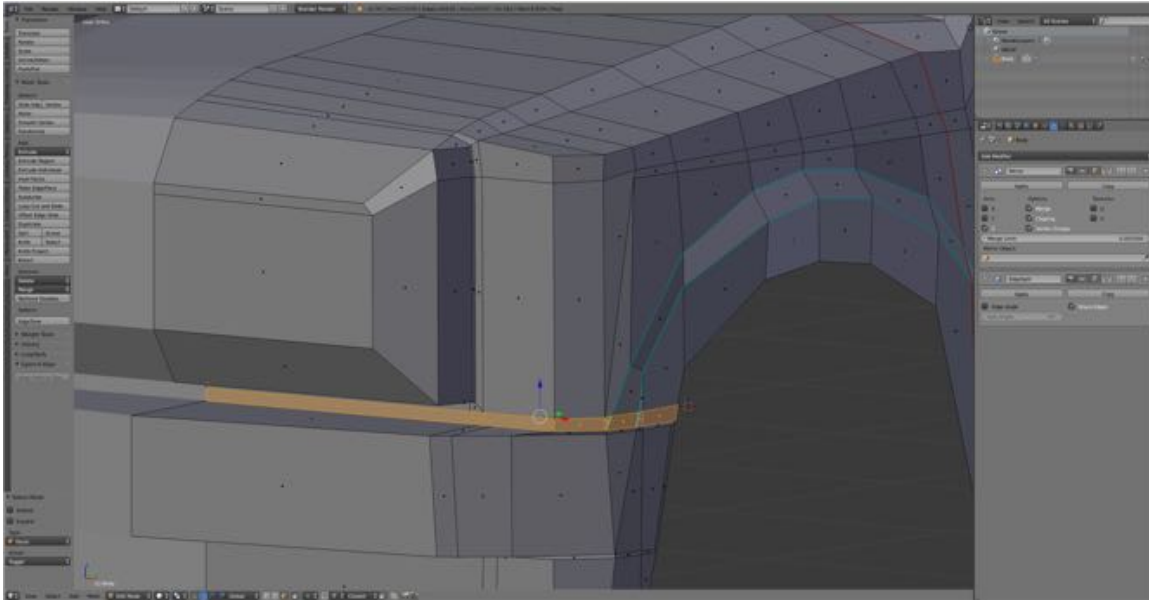
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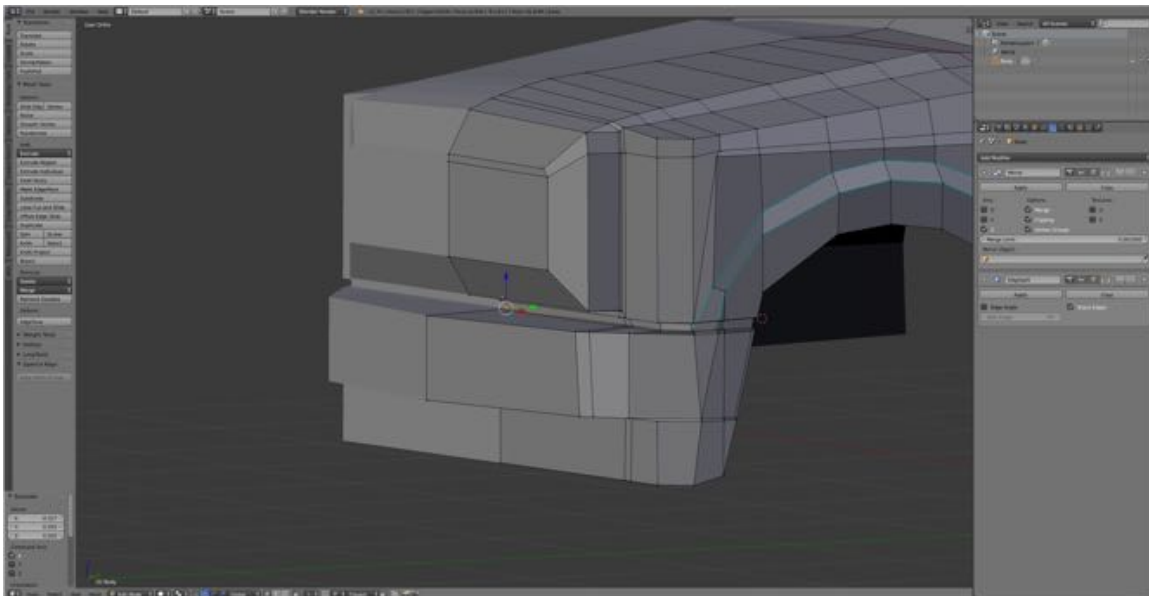
We now need to form the crease between the grill and headlight and the bumper.

- **Switch to Face Selection Mode** and **select** the faces as shown.



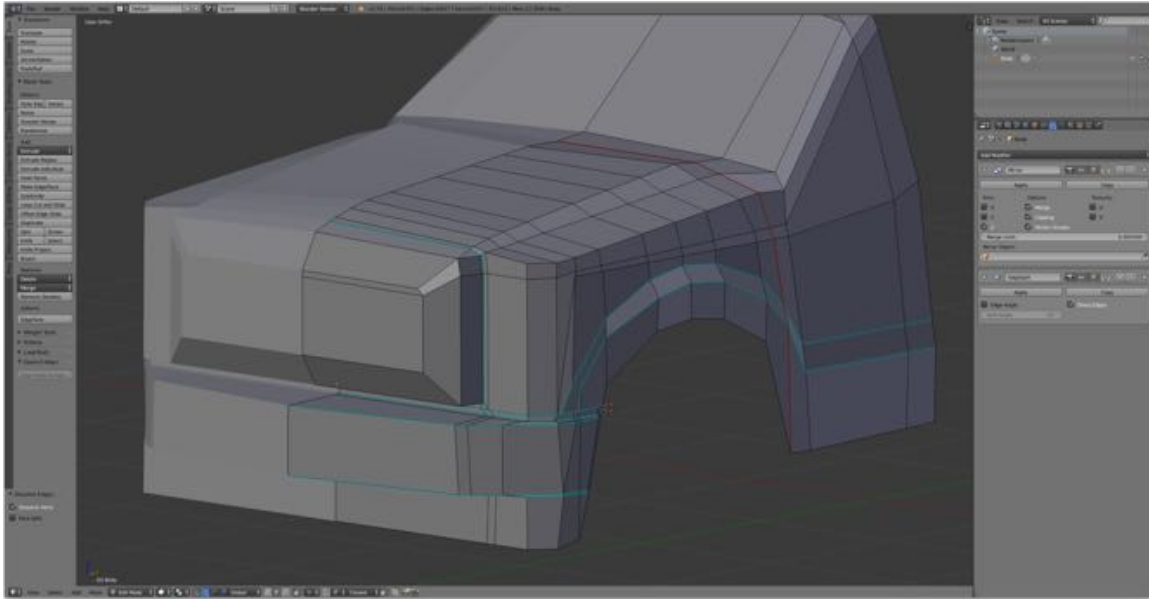
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- **Place an insert (I-KEY).**
- **Delete the face** at the center and (with clipping still on) pull vertices to centerline.
- **Delete the face** at the wheel well.
- **Drag the faces inward** (front faces along the Y-axis and side faces along the X-axis).



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- **Switch to Edge Selection Mode and Mark Sharp as shown (CTRL + E-KEY > Mark Sharp).**

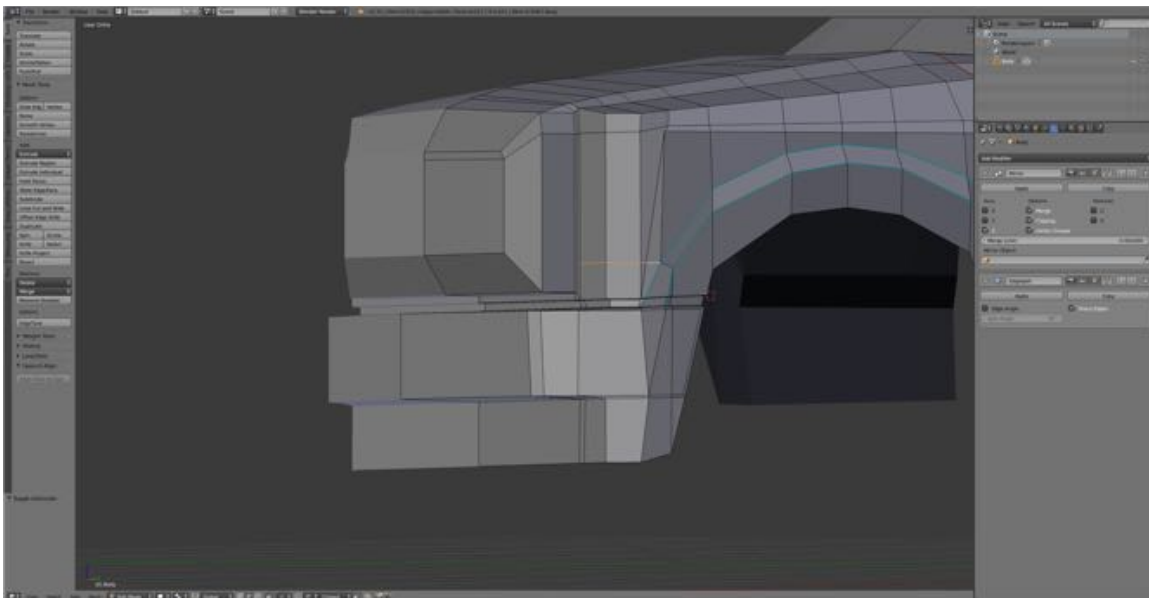


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## Front Headlight

One final thing we need to do is demarcate the lower edge of the headlight by placing another knife cut.

- Select the **Knife Tool (K-KEY)** and place a **knife cut** as shown.



901

Save your work.

- Press **SHIFT + CMD + S-KEY** and **NUMPAD-PLUS-KEY** to incrementally increase your file name **“FordF250\_08.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**.

The front end is probably the trickiest part of the model. With this part of the model roughed out, it should be downhill from here.