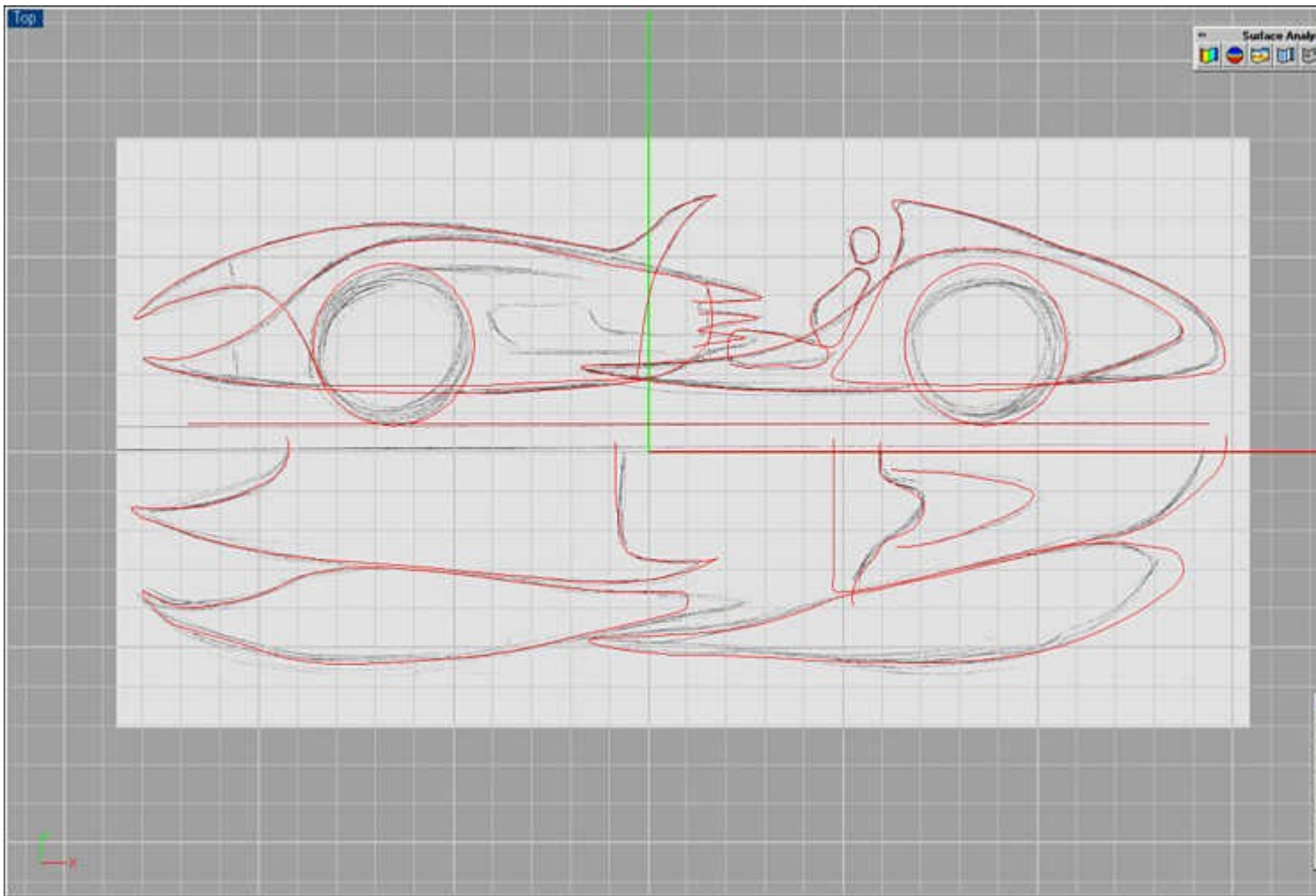(fig 1)

First of all think design and draw the illustration.
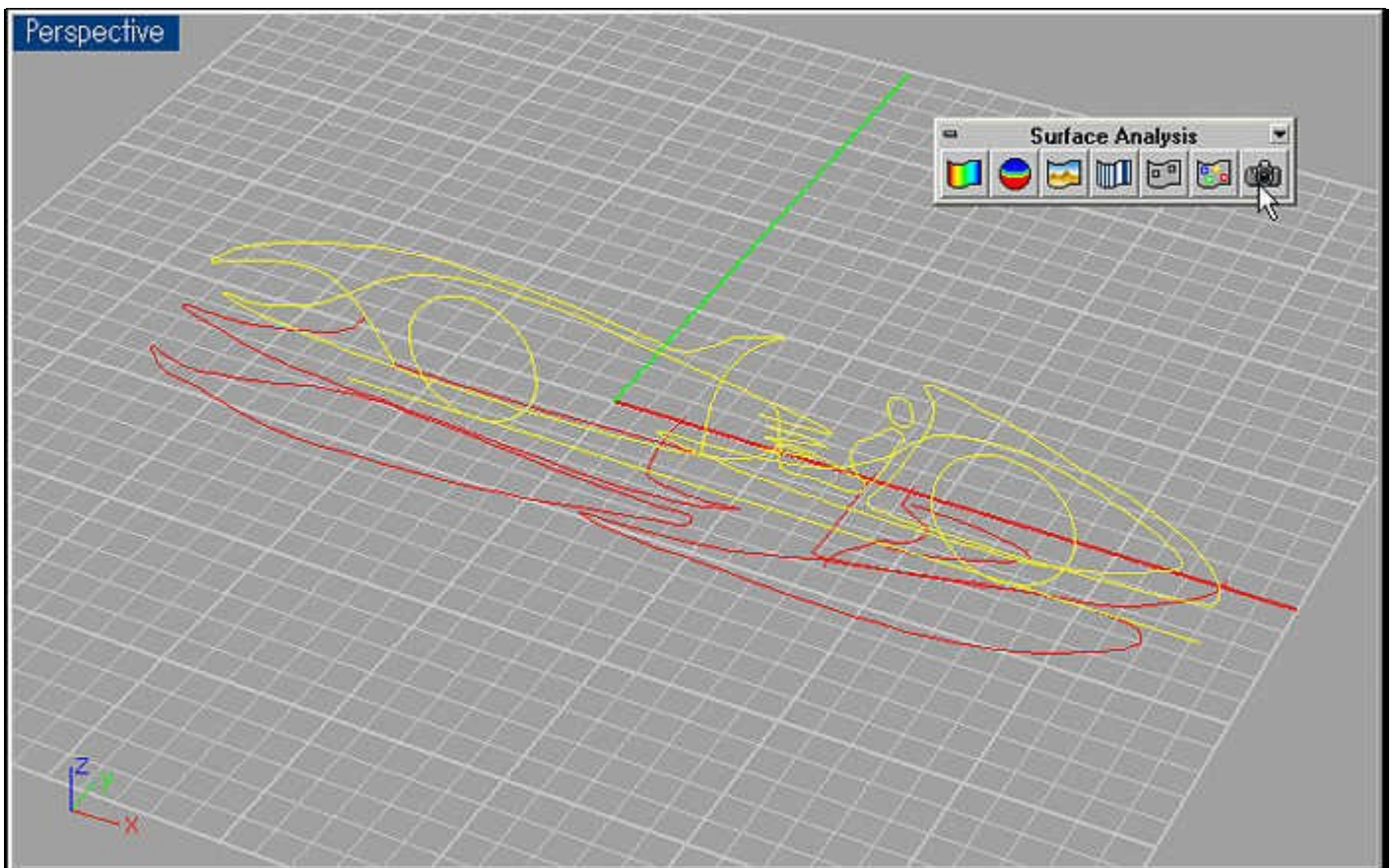It is a monster car at this time, I image monster nail . (fig 1)

(fig 2)

Draw the line of side view and top view at the same scale by freehand.
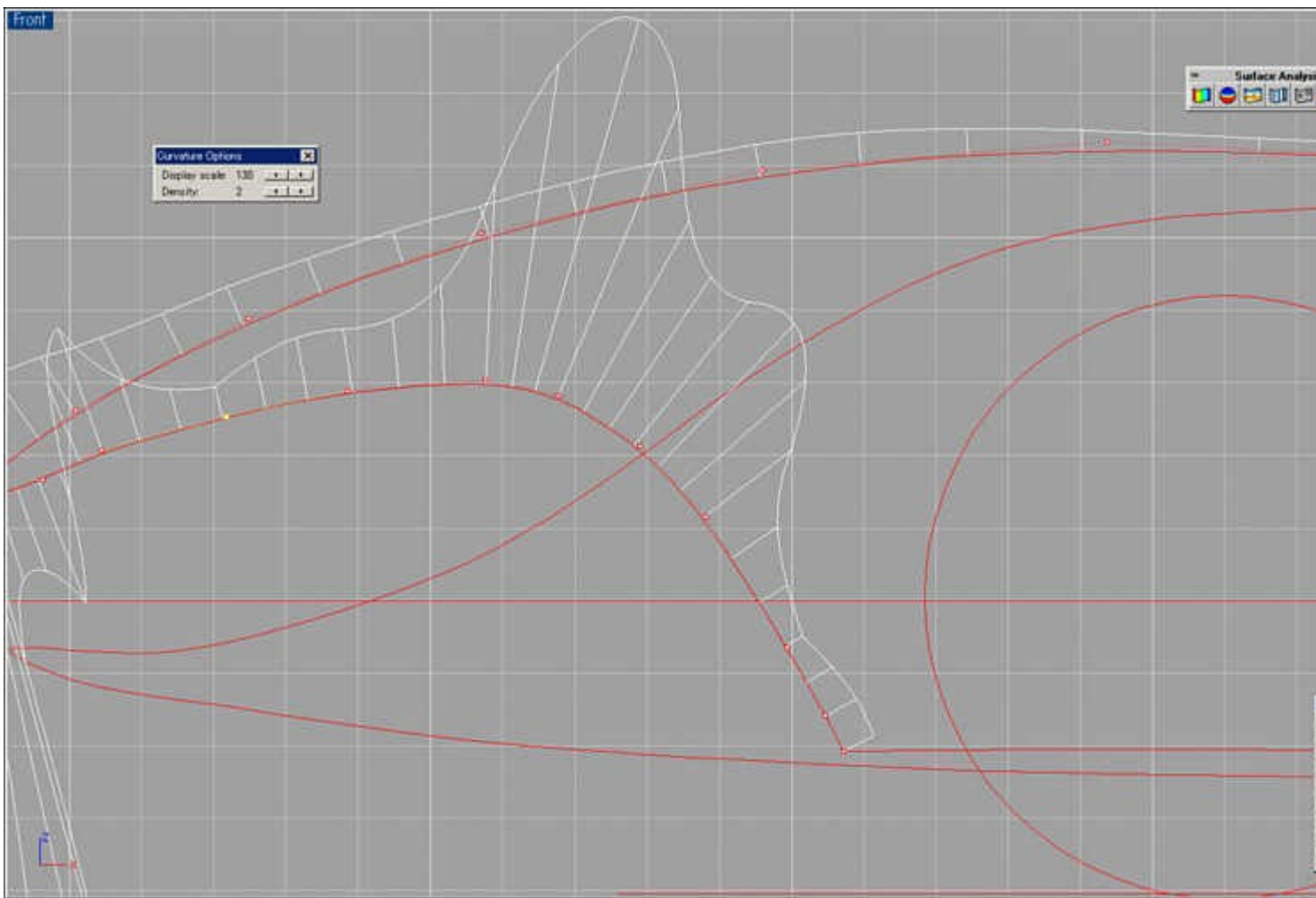
Save it by a scanner.

Put the image at TOP VIEW with the Place Background Bitmap command .
Create some curve on the line of the image by using an InterpCrv command, with clear color. (fig 2)
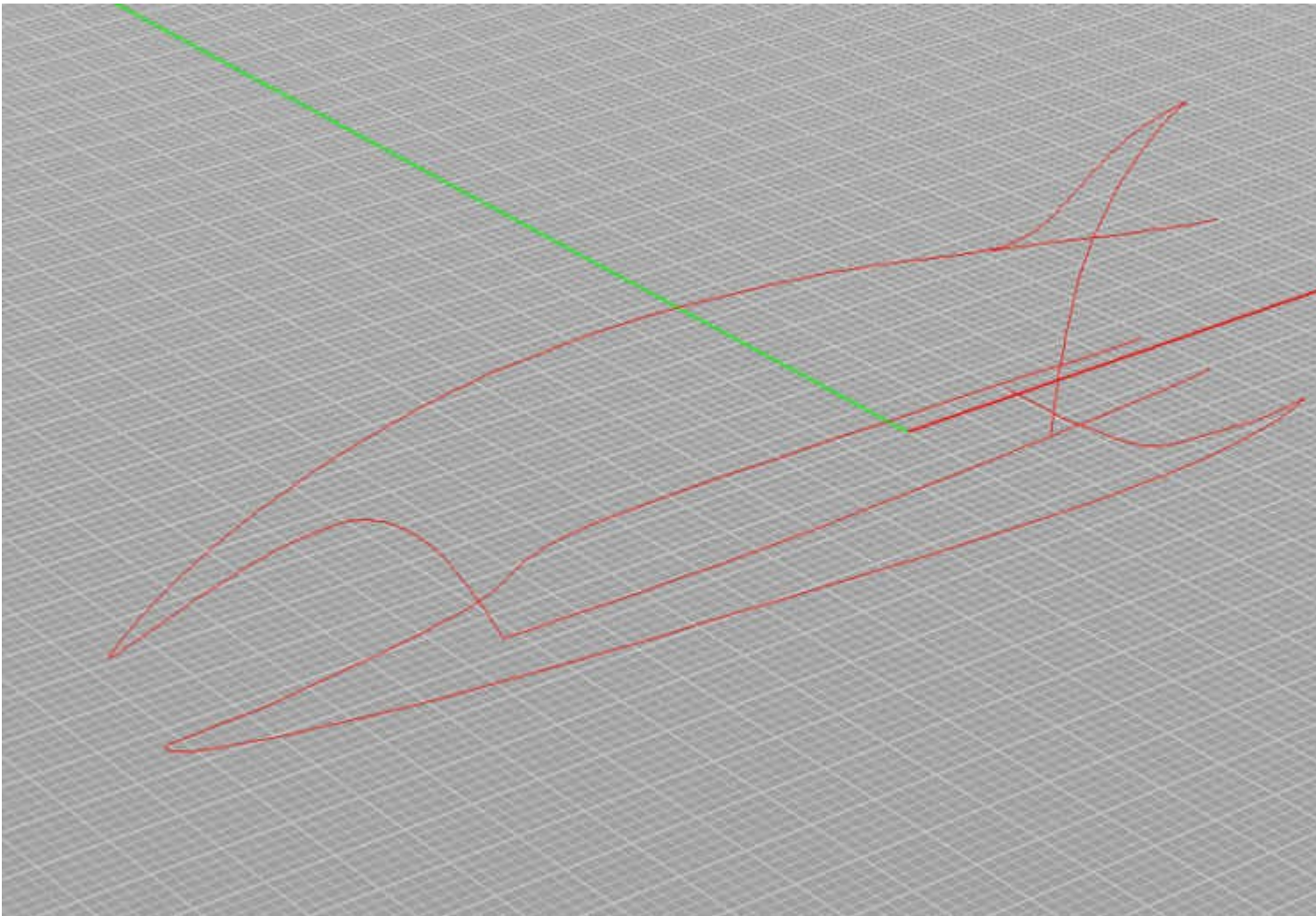
(fig 3)

Take away the background picture by using a RemoveBackgroundBitmap command.
Rotat the line of the side view 90 degrees to stand it. (fig 3)

(fig 4)

Do it makes CurvatureGraphOn, Control Points On and
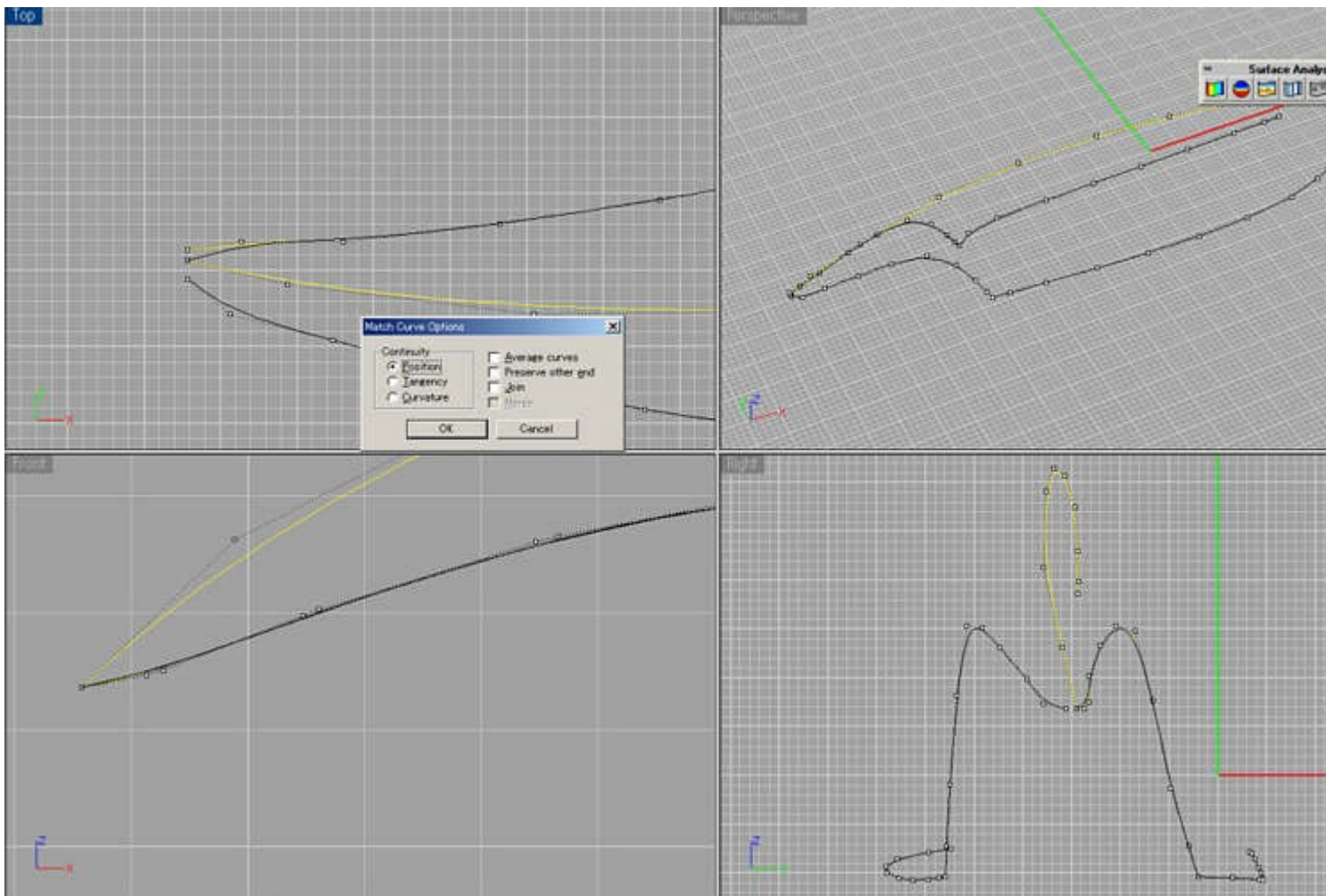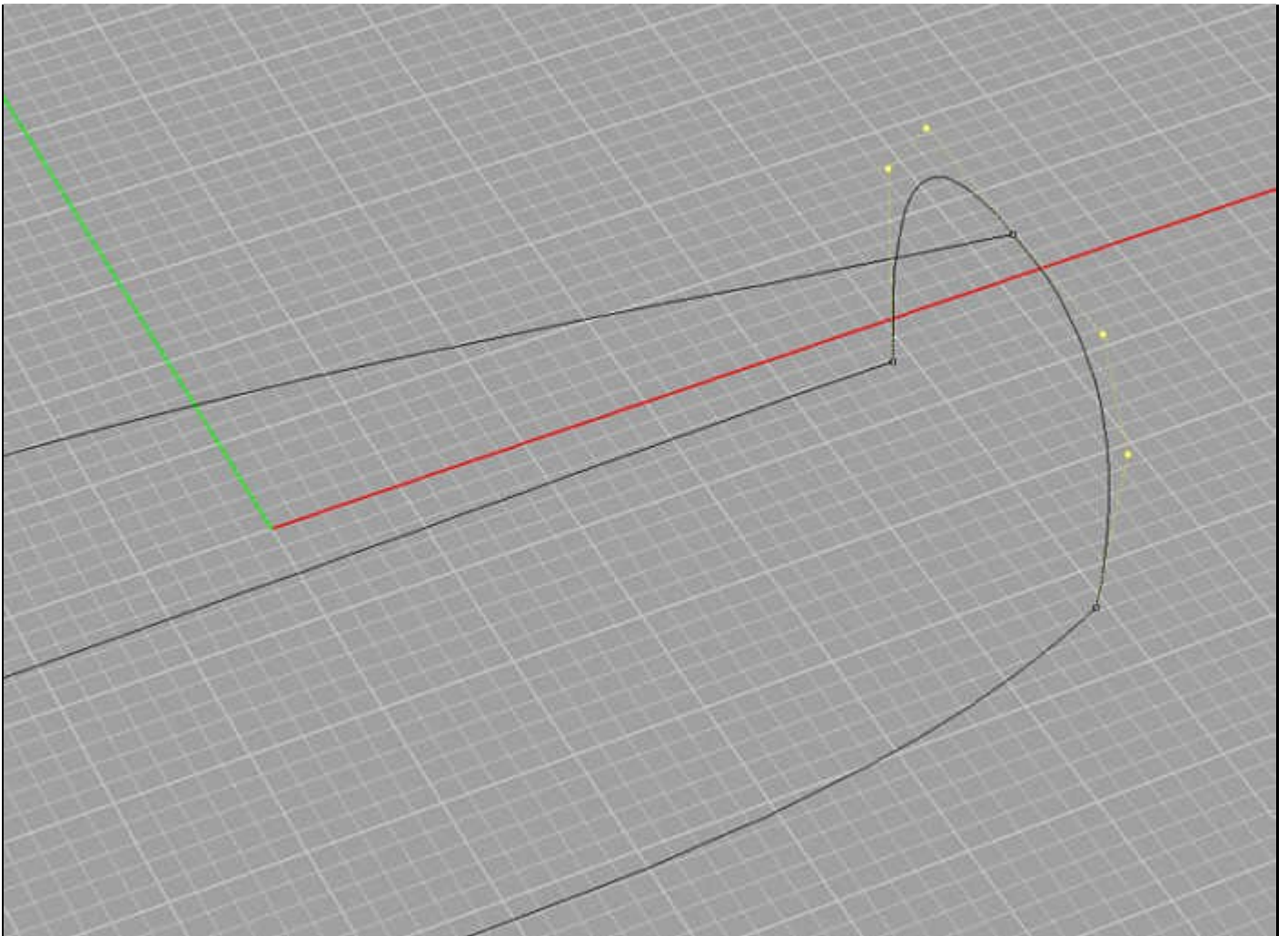arrange the curve moving these control point. (fig 4)

(fig 5)

Make layers for every each parts .
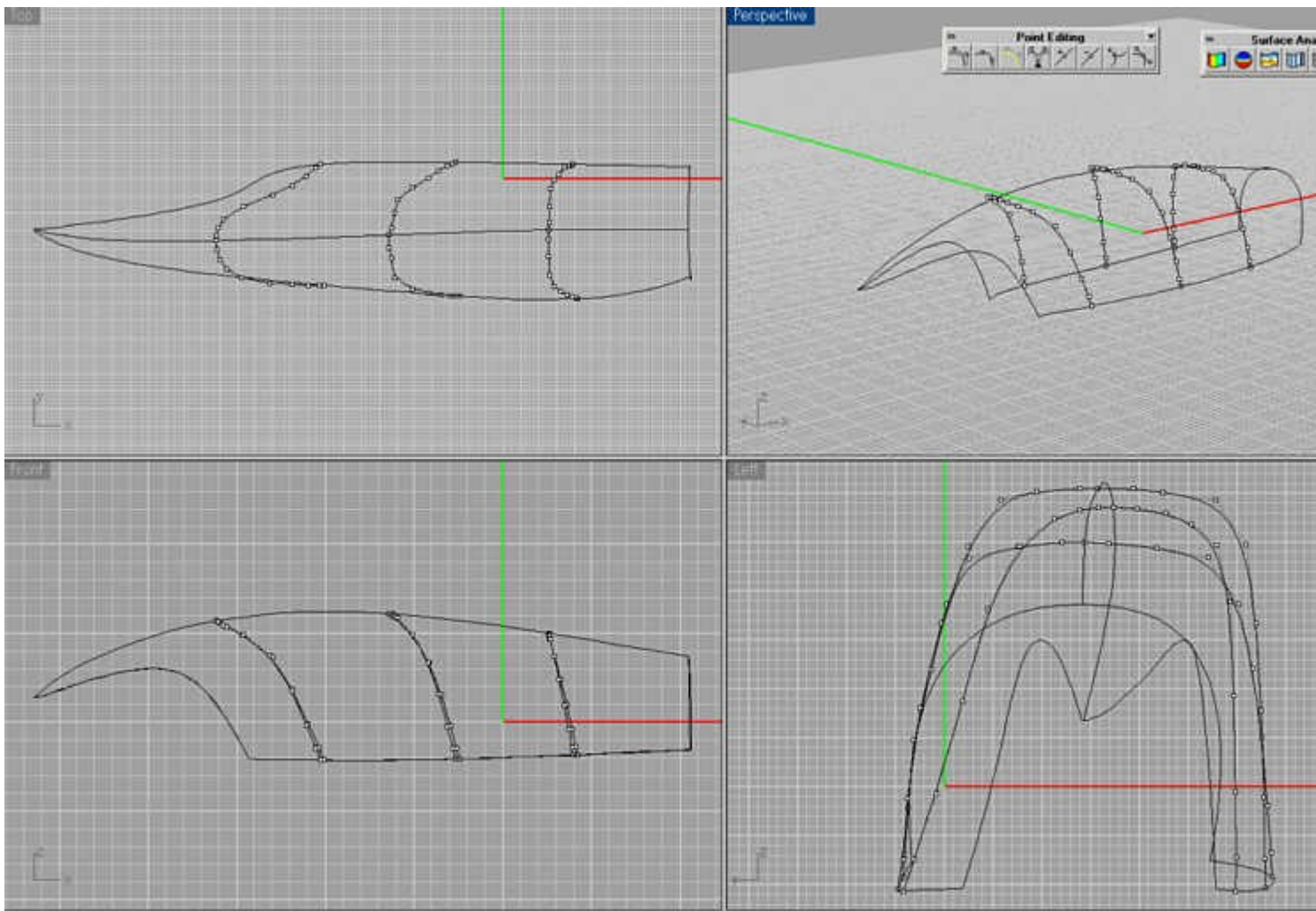Display a only bonnet layers to make the bonnet first. (fig 5)

(fig 6)

Make the boundary line that becomes the base of surface with Curve From 2 Views.
Decrease these control point with a Rebuild command and
connect the edge of these line with a Match command. (fig 6)

(fig 7)

Create a line to the other edge point and adjust these control points . (fig 7)
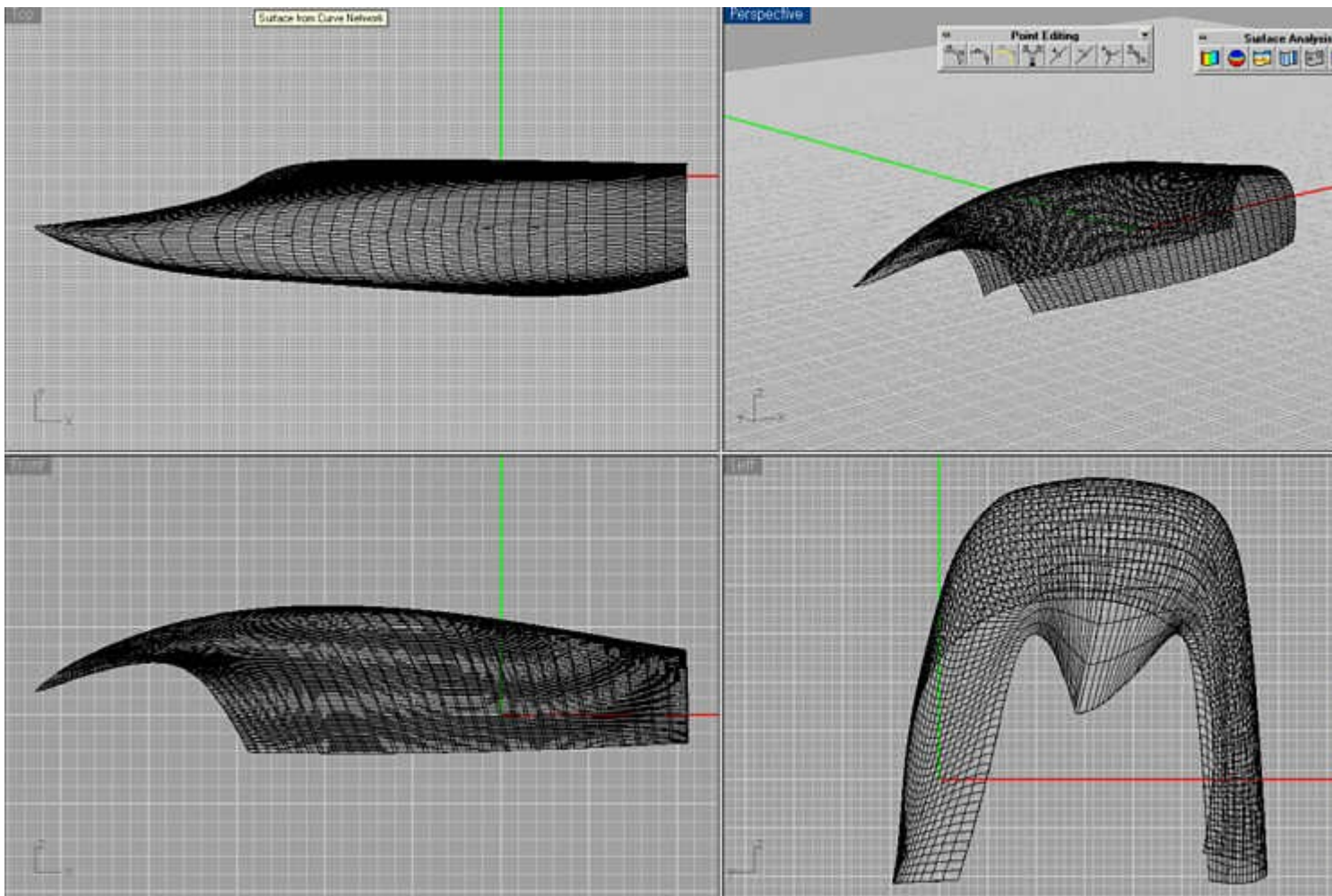
(fig 8)

Create an intermediate section line. (fig 8)

(fig 9)

Create a surface from a curve with a NetworkSrf command. (fig 9)