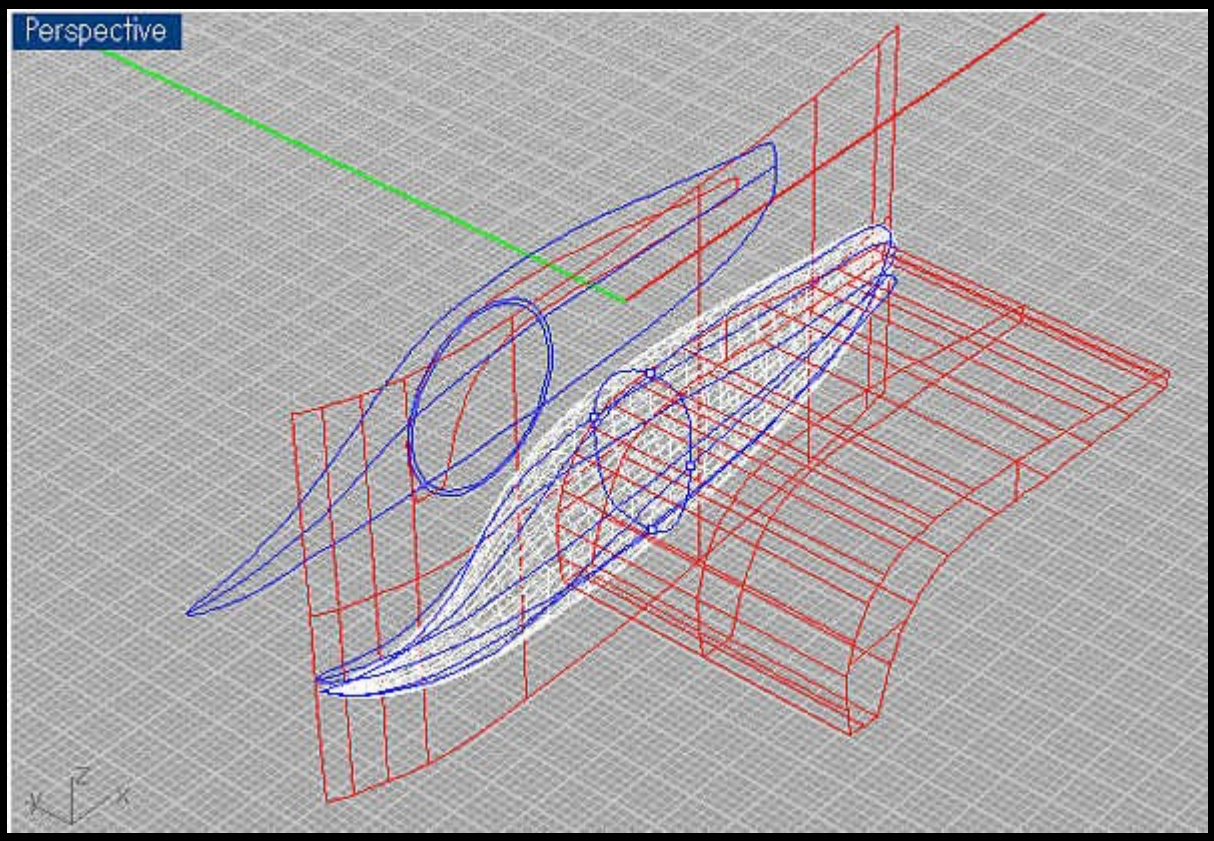
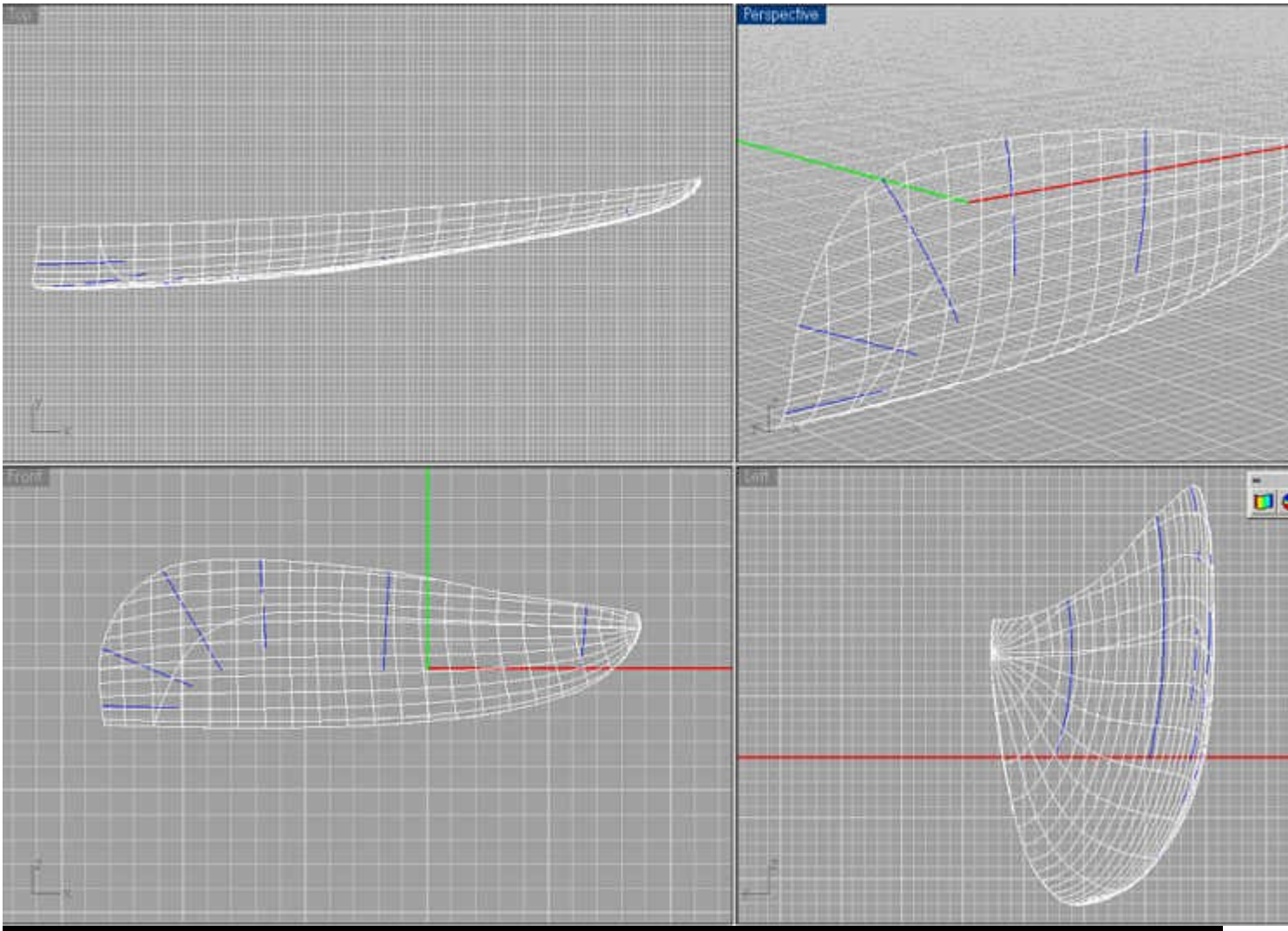


(fig 19)

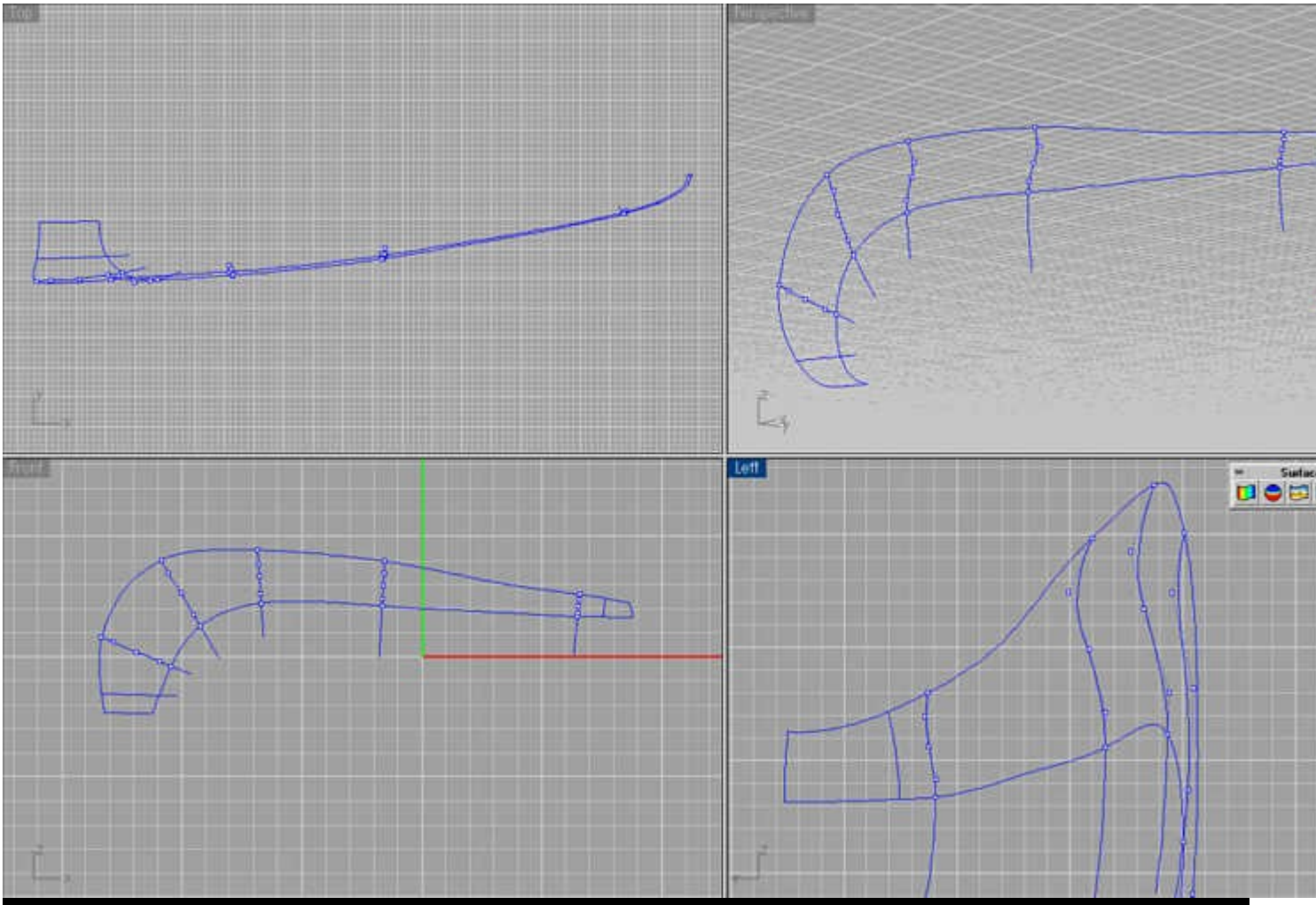
Details of the front fender.

Make lines to cut out the part that wants to change surface.
And extrude it.
Even the intermediate line that makes with the Extrude command . (fig 19)



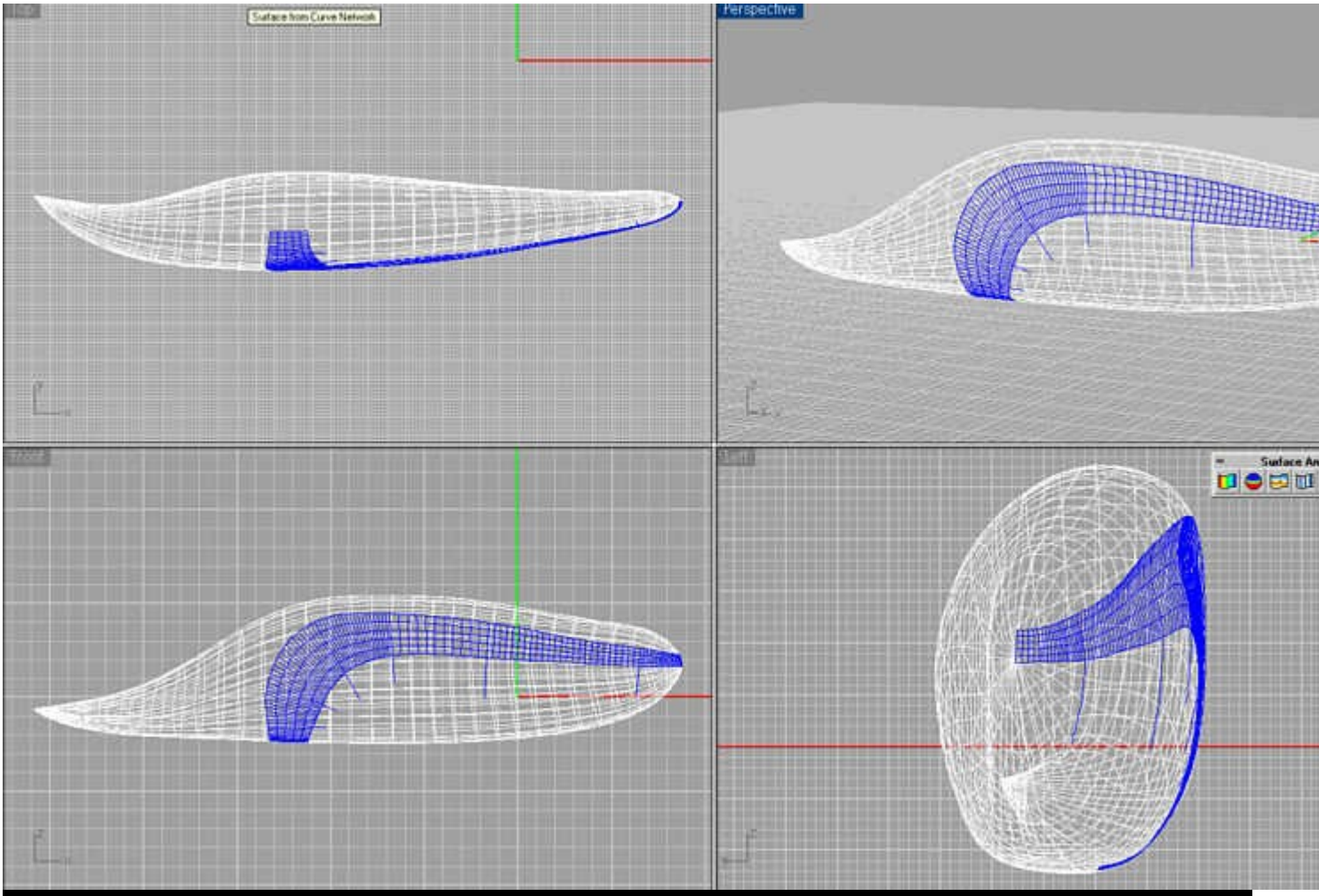
(fig 20)

Make the section line with several places, using Section commands from the side view plane. (fig 20)



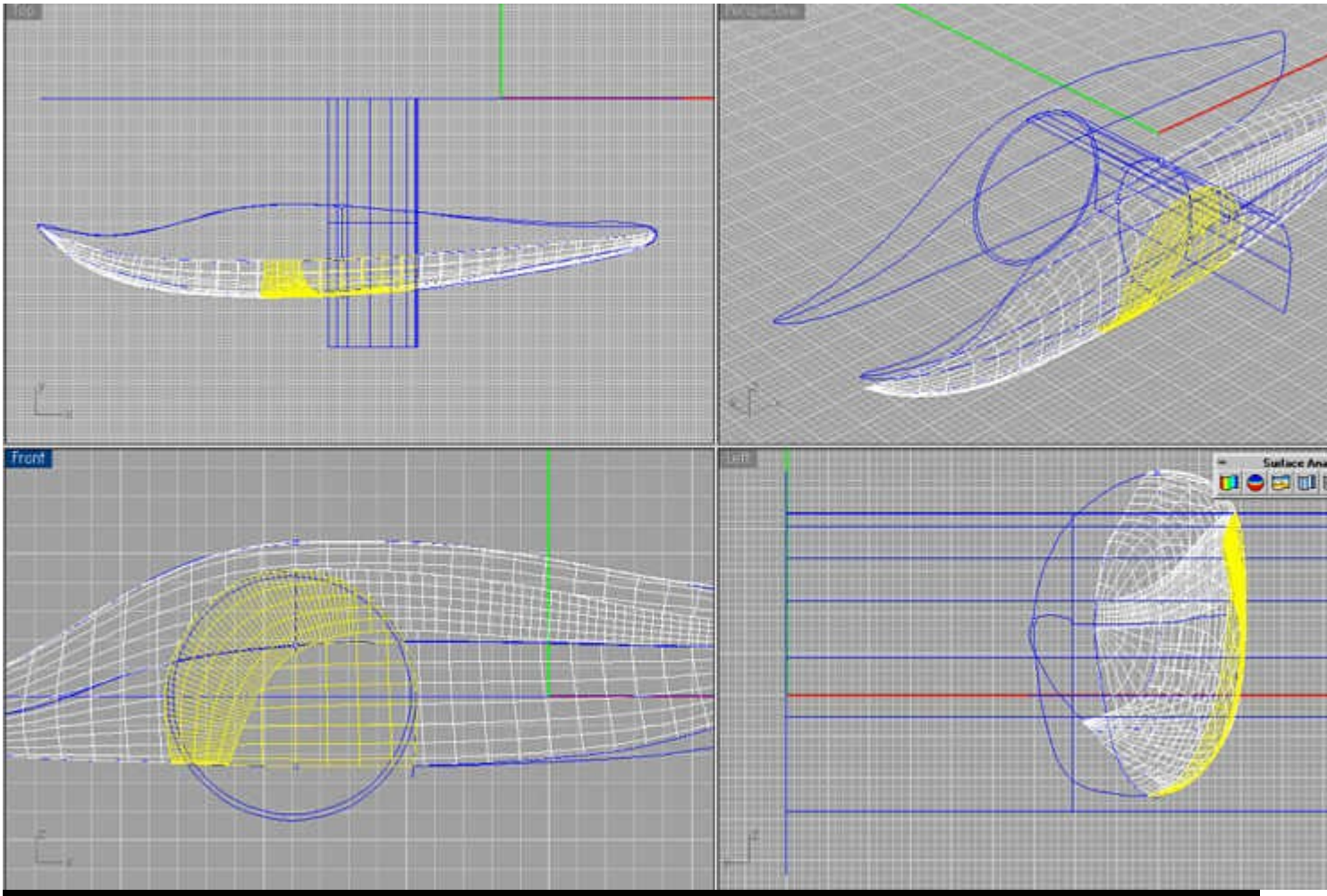
(fig 21)

Rebuilds these curves to decrease with number of control points.
And fix these curves to change the form. (fig 21)



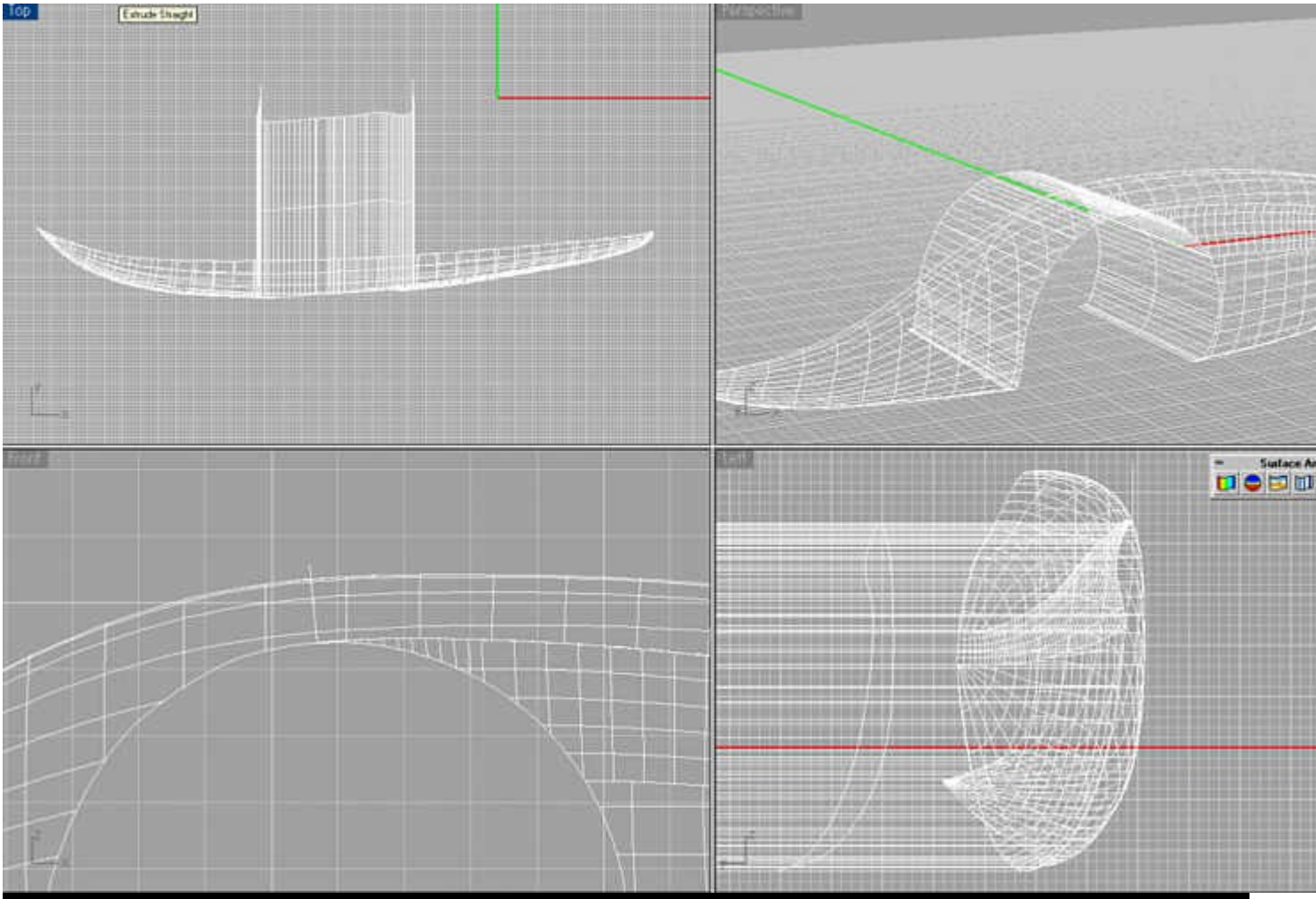
(fig 22)

Create a surface from a curve with a NetworkSrf command. (fig 22)



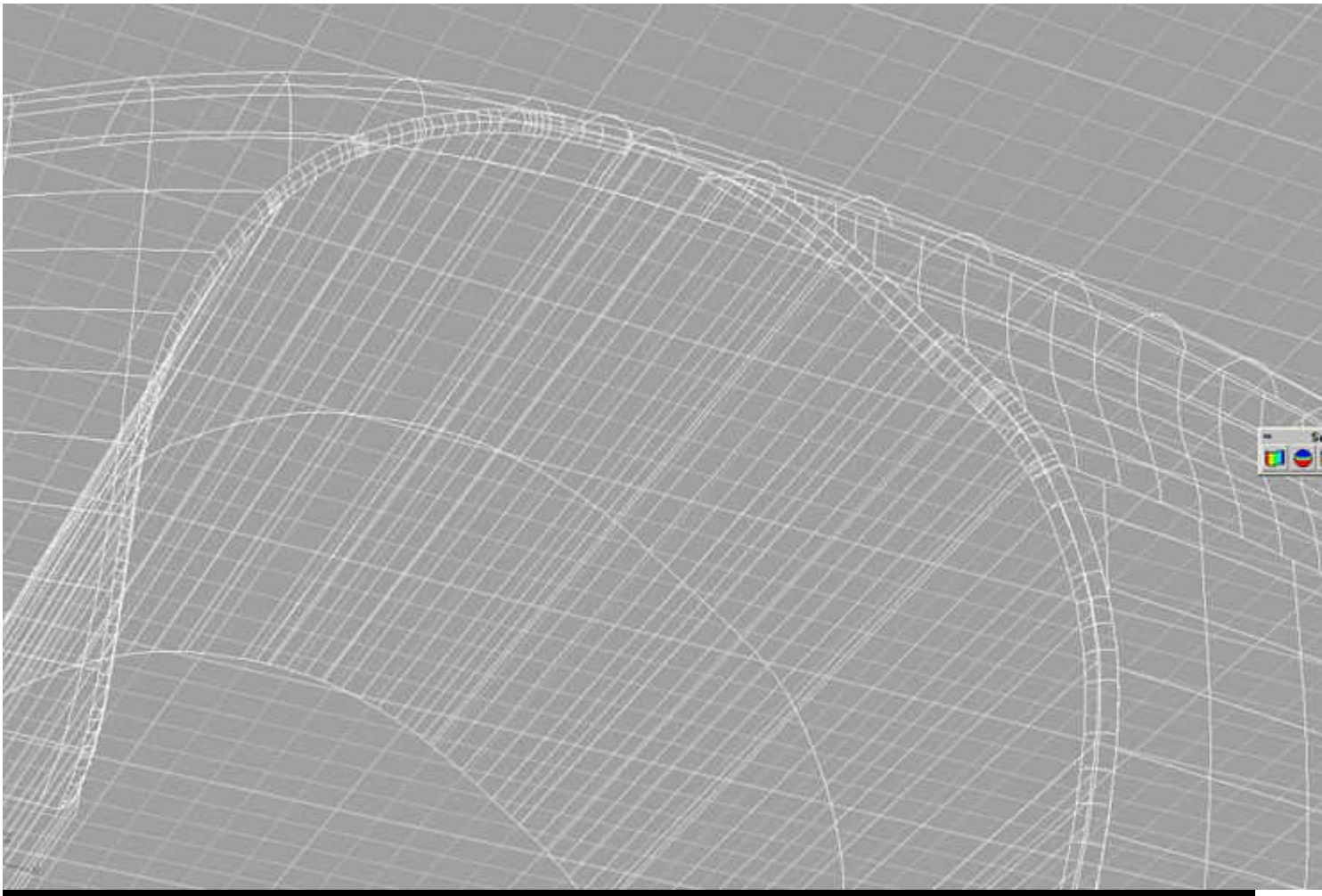
(fig 23)

Make a face with an Extrude command from the line in the fender arch second half.
Cut a fender arch by using a Split command. (fig 23)



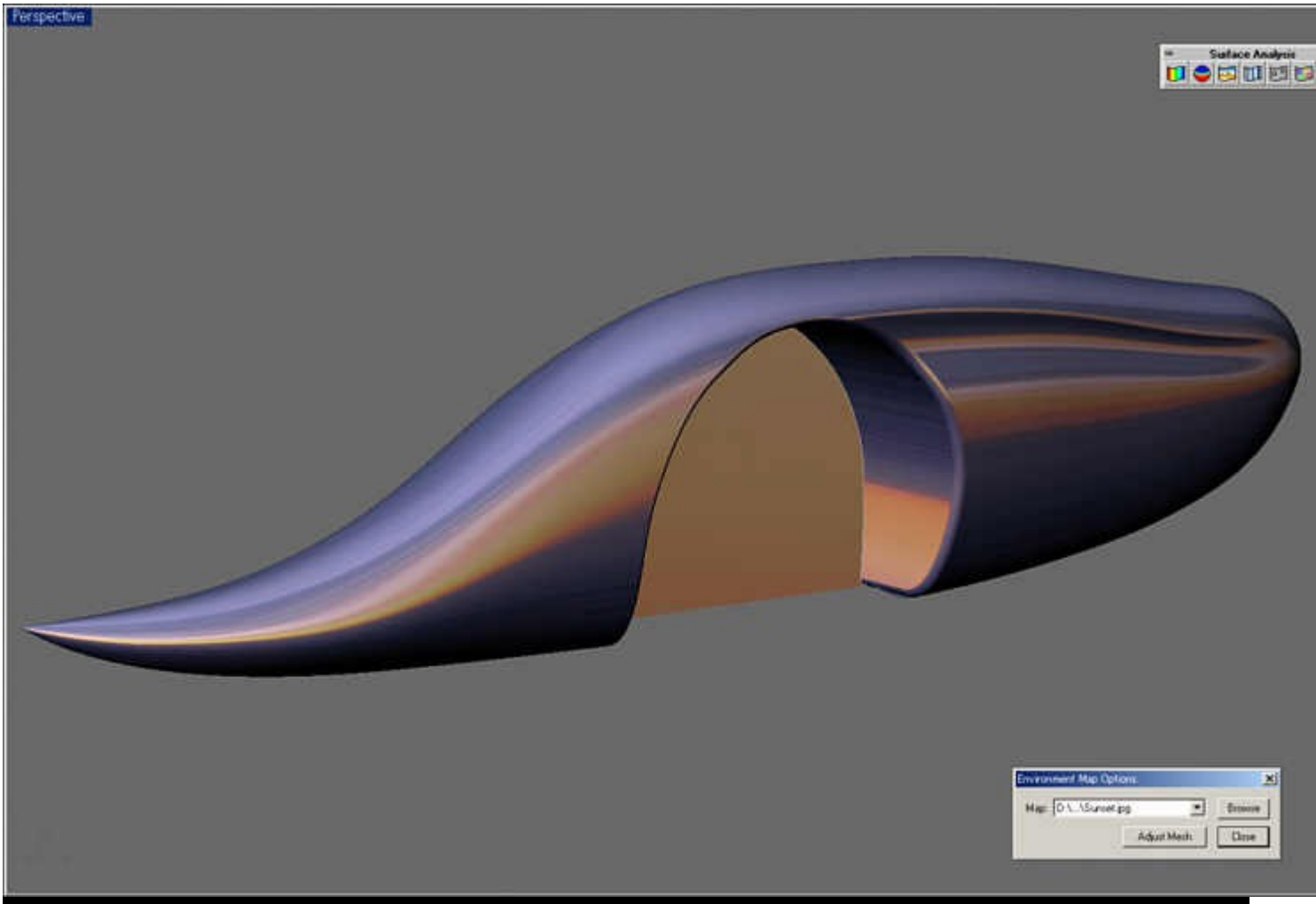
(fig 24)

Make the face inside of the fender with the Extrude command,
from the edge line of the fender arch that cut. (fig 24)



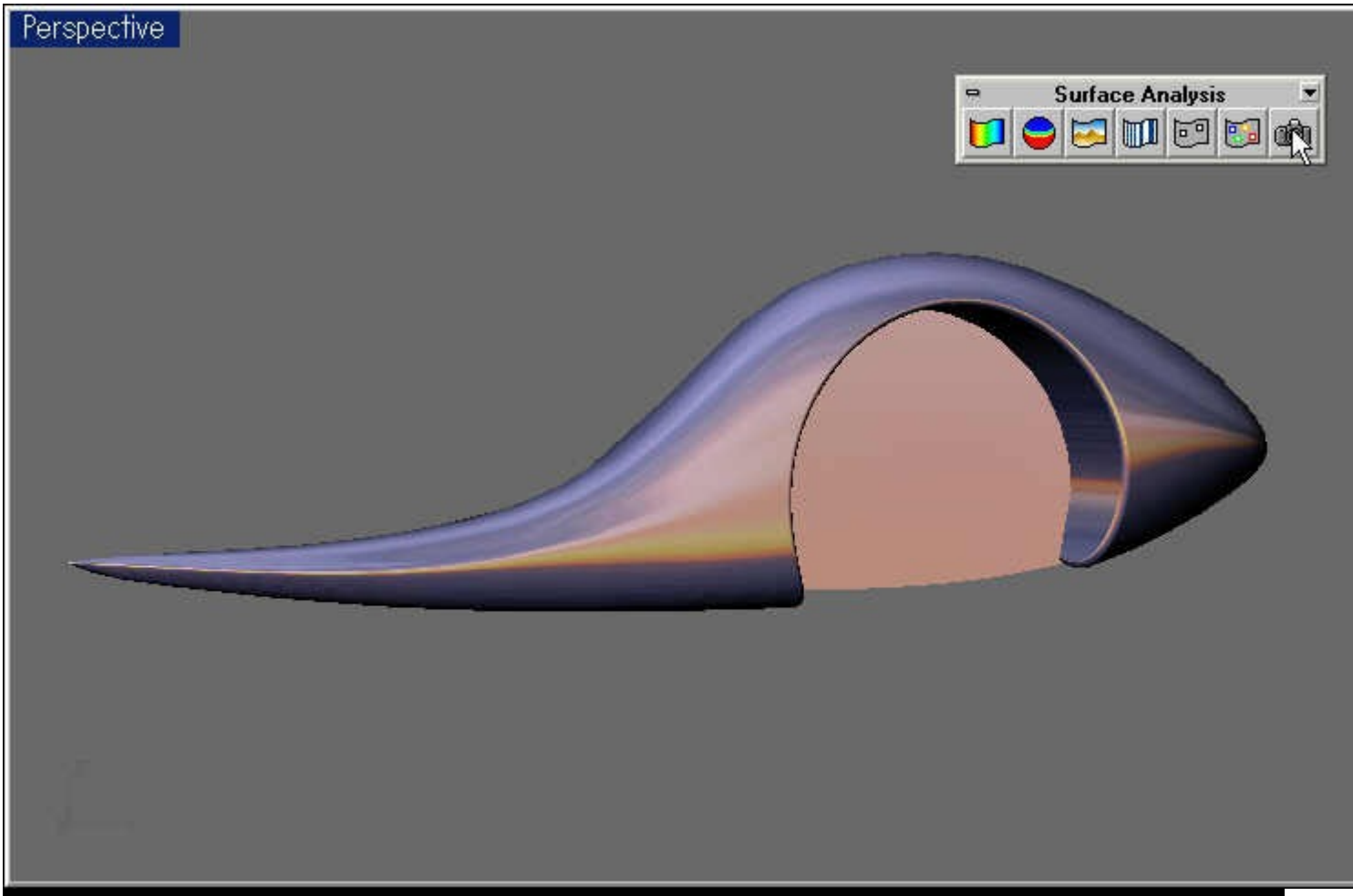
(fig 25)

Connect those faces by using a Join command .
fillet the edge of those surface by using a FilletEdge command. (fig 25)



(fig 26)

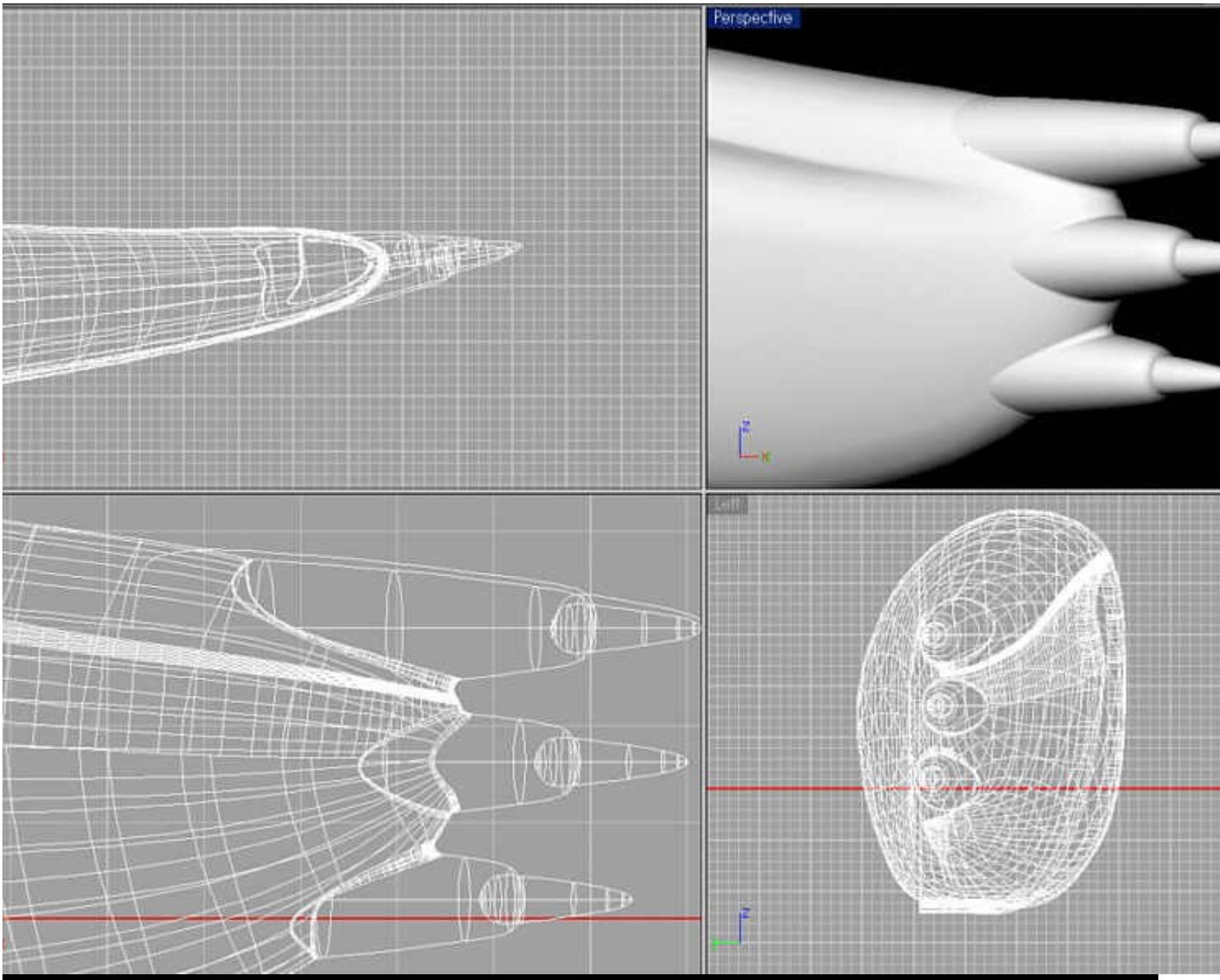
Confirm the form the front fender that was completed with Environment Map. (fig 26)



(fig 27)

Creating of the rear fender arch

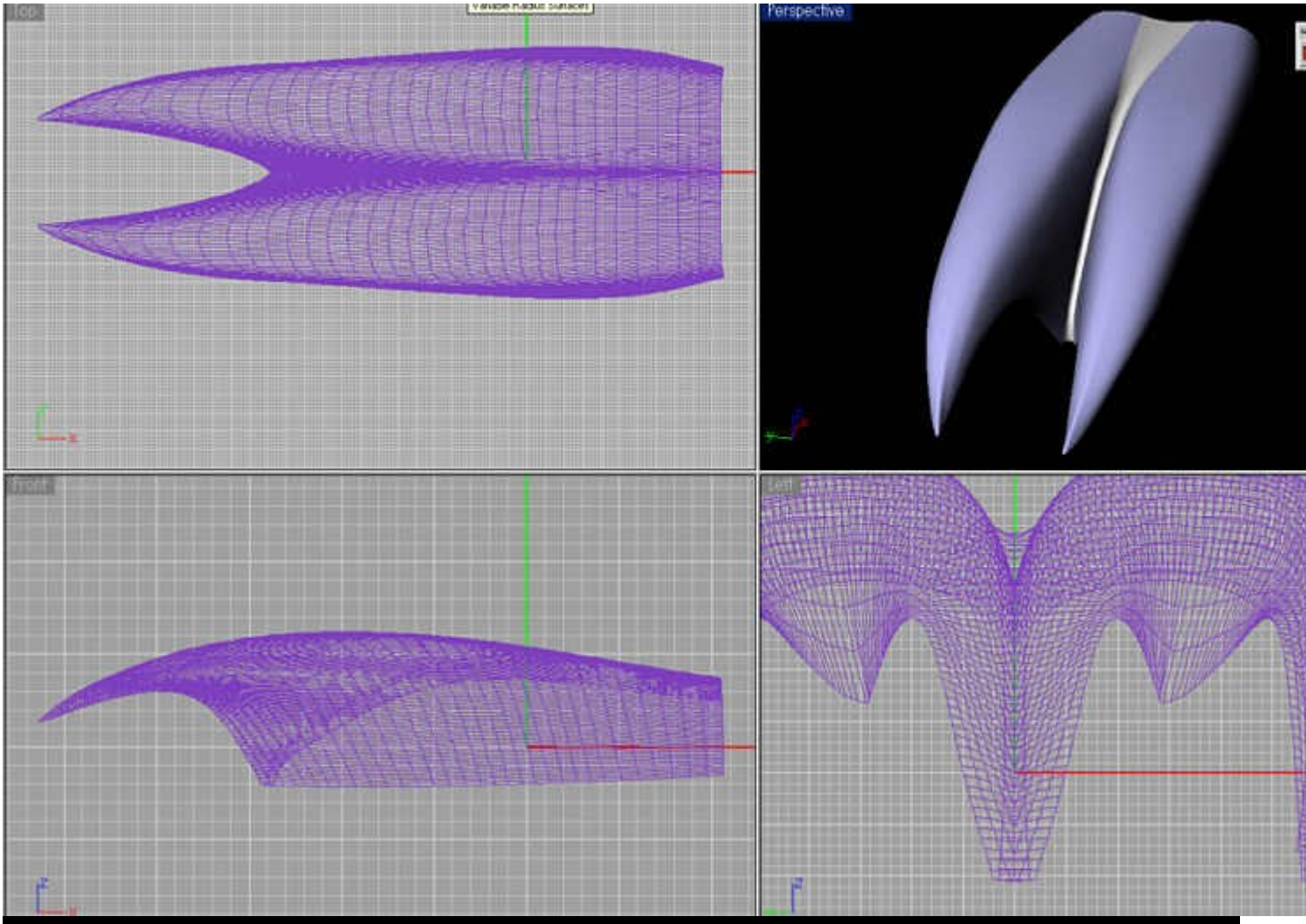
Make a solid obj from closed fender arch line with a Extrude Planar Curve command.
Cut a fender part by using the BooleanDifference command.
Fillet the edge of the fender by using a FilletEdge command. (fig 27)



(fig 28)

Creating of the details of the front fender

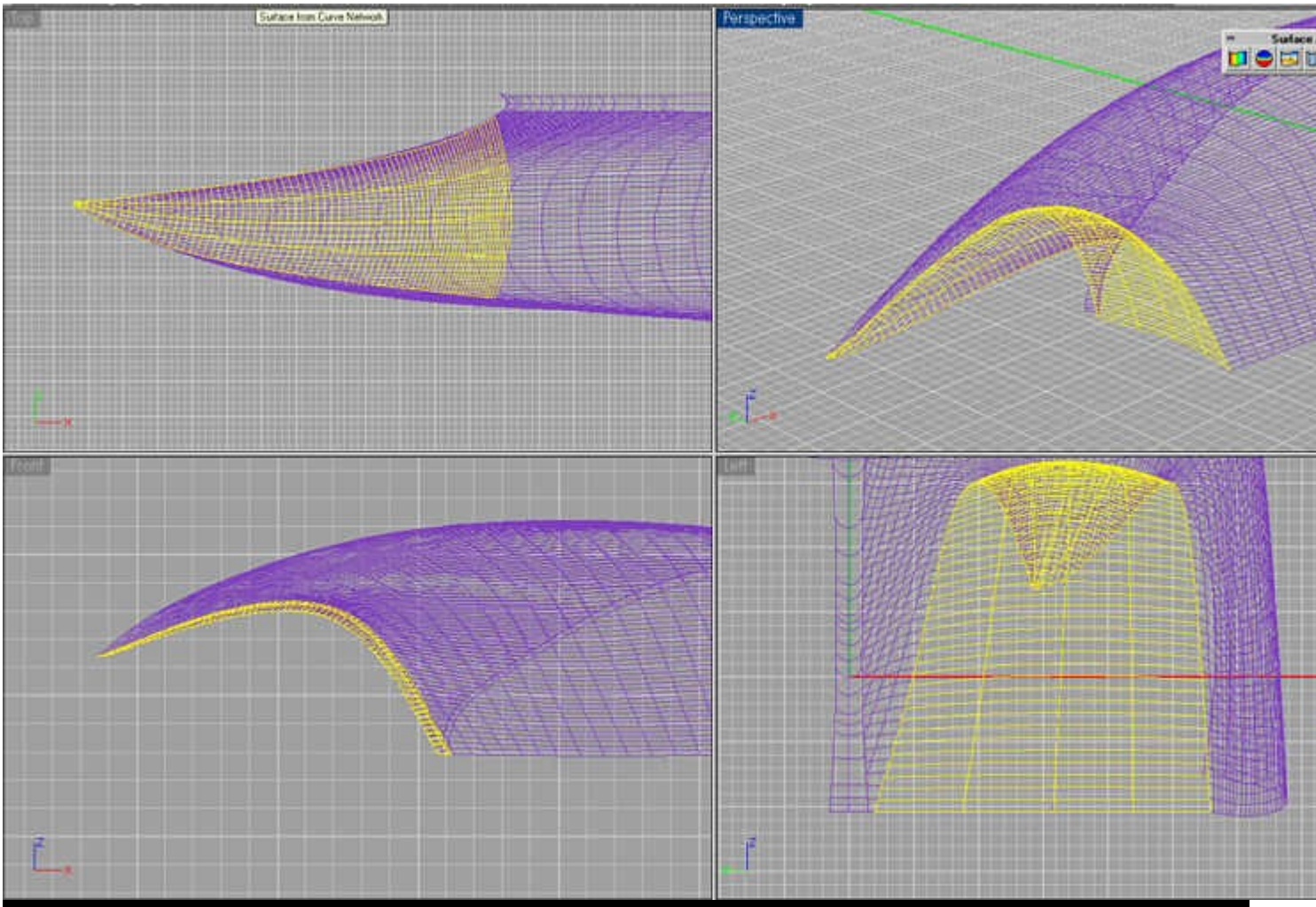
Make the turn body of solid with a Revolve command , move and copy that.
Split the face divides the part that overlapped with a Split command and delete it.
Fillet a part of the edge by using a FilletEdge command. (fig 28)



(fig 29)

Creating of the details of a bonnet

Mirror the part by using a Mirror command and delete the overlapped part.
Blend the form of the right and left with the radius
that differs in the back from the front by using a VRBSrf command. (fig 29)



(fig 30)

Create the face the top form by using a NetworkSrf command. (fig 30)

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