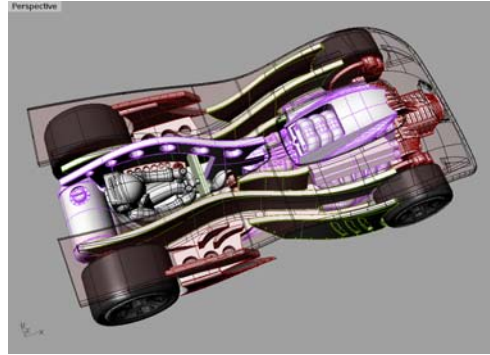


Blade

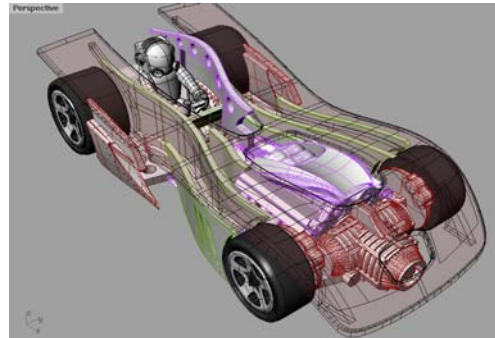
This model was on a very tight schedule. It had the added twist of needing a sculpted figure. Before ClayTools, I would have had to subcontract this piece of business, adding time and cost to the job, or cutting into my profit margin. Instead, I was able to rough out the figure quickly in Rhino and add the rest of the sculptural elements in ClayTools. The result was a 4-hour figure turnaround as opposed to days. The deadline was met, and all budget parameters were held.

– Kyle Houchens

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Figures 1 & 2: *Blade* Rhino models.

Figure 3: ClayTools digital clay model of *Blade* driver.

Figure 4: *Blade* diecast car.

VR

In this case the rear end of this vehicle had a complicated transition that was proving troublesome. Instead of spending the time to work through this in a NURBS environment, I got it close in Rhino, moved into ClayTools, and “sanded out” the visible seam. The result was a perfect transition in an important highlight area, in minutes, not hours.

– Kyle Houchens

Figure 1: Problem - highlight not tracking smoothly.

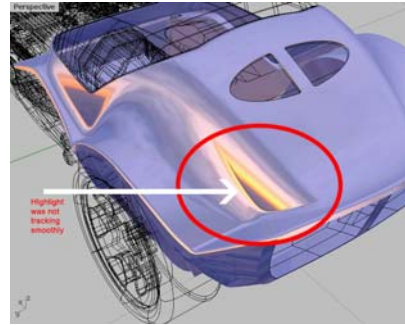
Figures 2 & 3: Rhino models used to “get it close”.

Figure 4: Rhino data with highlight break imported into ClayTools.

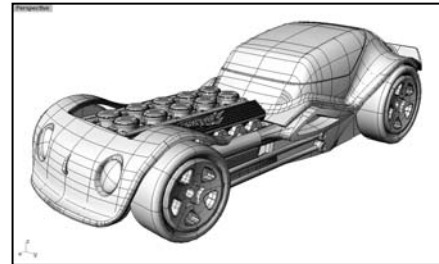
Figure 5: ClayTools digital clay model with highlight fixed to track smoothly.

Figure 6: VR diecast car.

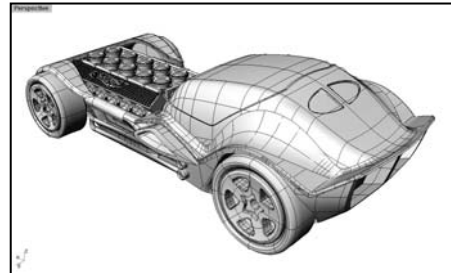
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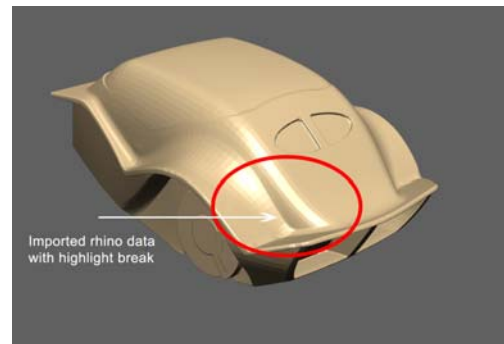
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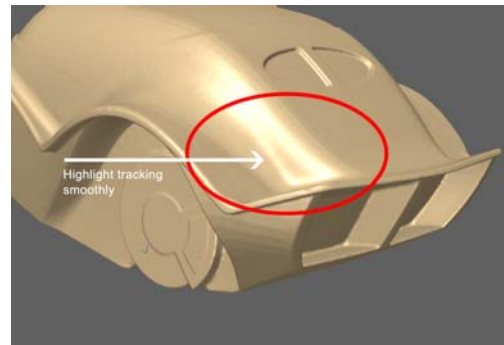
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