



ALEX SCERBA

digital sculptor portfolio.



2026 SHELBY F150
OFF-ROAD & SS



2026 SHELBY F250
SUPER BAJA



CHEVROLET CONCEPT RC



HUSQVARNA VAL



2026 SHELBY F150

production flares and rocker extension for Off-Road and SS trims.



FENDER FLARES & MARKER LIGHTS



Meeting Regulation

For the 2026 model, marker lights were required for the increased vehicle width. Custom marker lights were designed and built for the F150 for a distinct look.



FRONT FLARE



Front thermoform fender flare with marker light integration pocket.

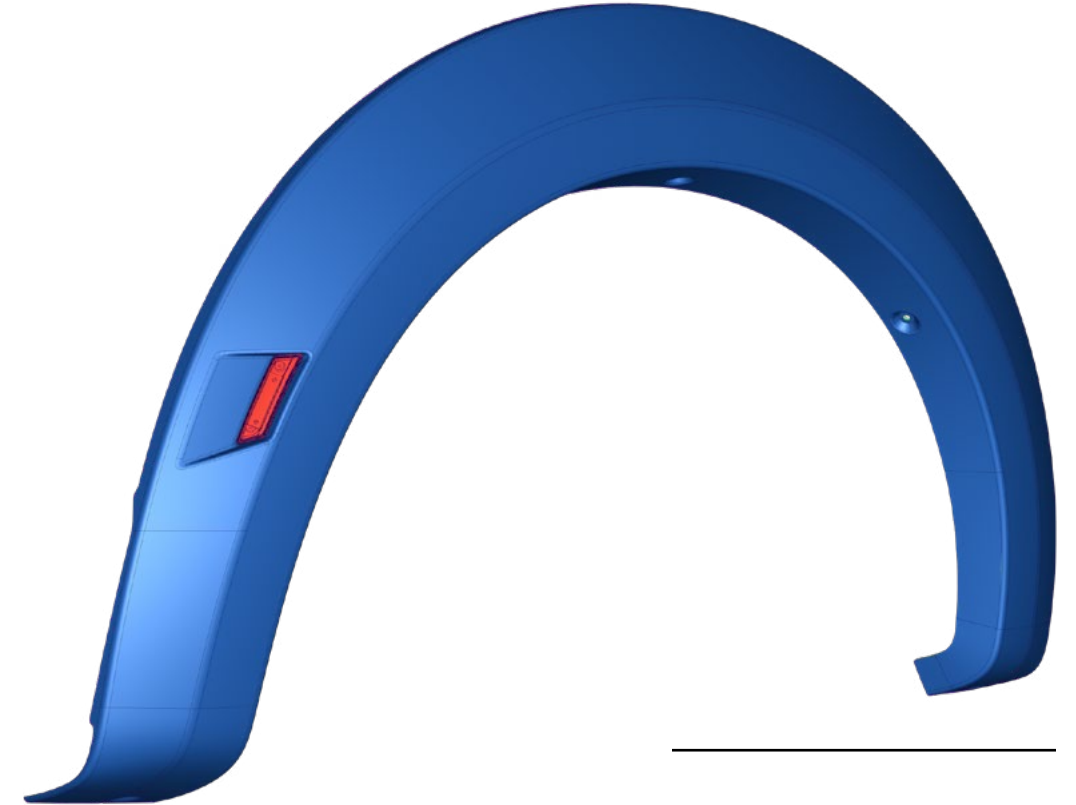


Rear Light Integration

The rear fender flares received the same treatment as the front. Injection molded lights reused for rear.



REAR FLARE



Rear flare with marker light integration pocket.

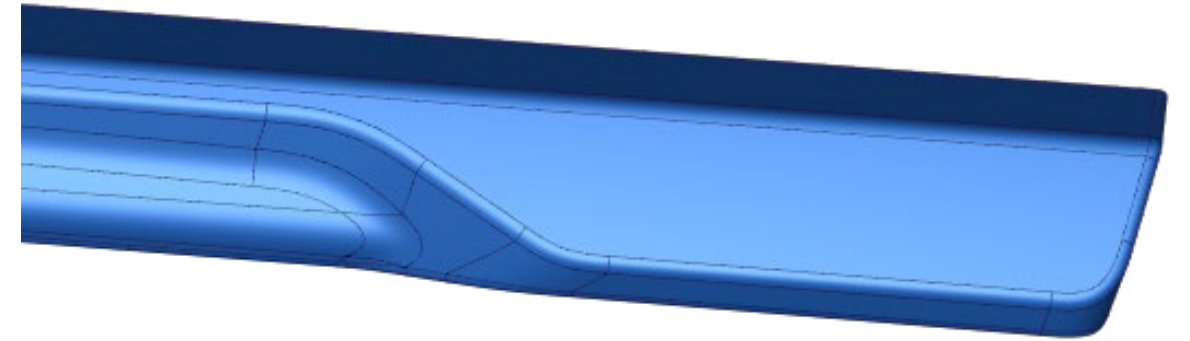


HOOD-INNER PRODUCTION TOOLING



ROCKER EXTENSION

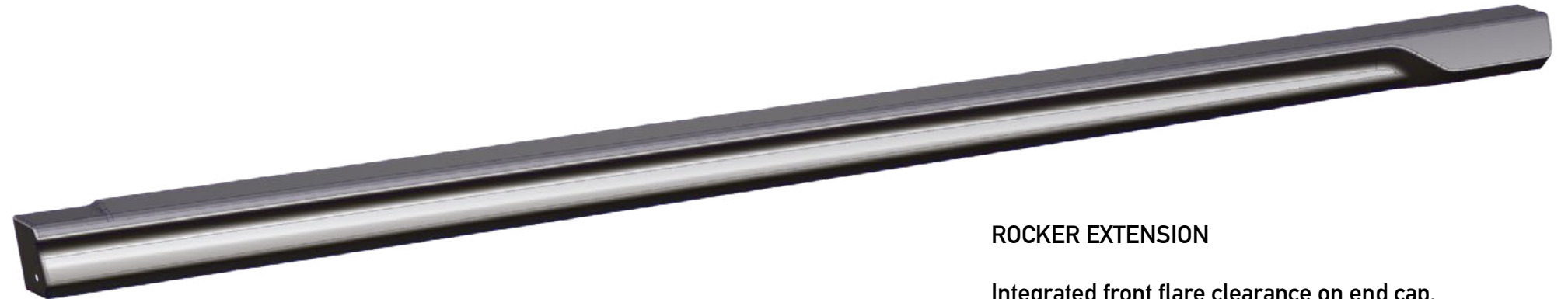
2026 SHELBY F150 SS



Rocker end cap designed for reuse
with shortened F150 SS Sport 2-Door.

OEM+ Surfacing

Rocker surfaces take cues from OEM surfaces to feel integrated with the rest of the vehicle. Light catcher feature angle was referenced to give a cohesive feel with body side.



ROCKER EXTENSION

Integrated front flare clearance on end cap.



2026 SHELBY F250

production hood and fender flares.



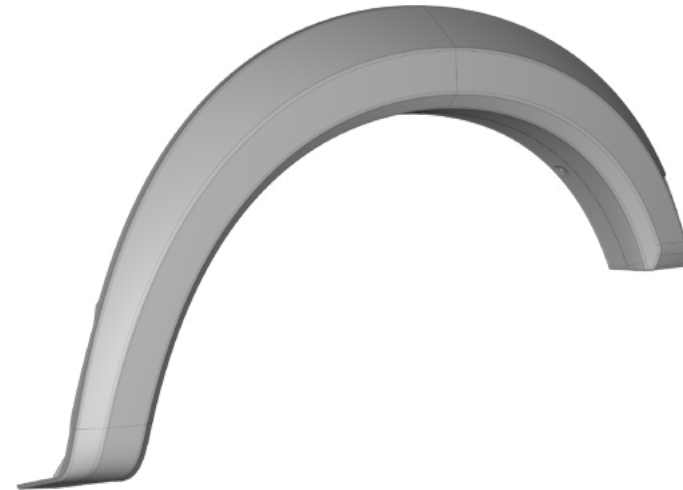
HOOD-INNER PRODUCTION TOOLING

FENDER FLARES w/ SIDE MARKERS

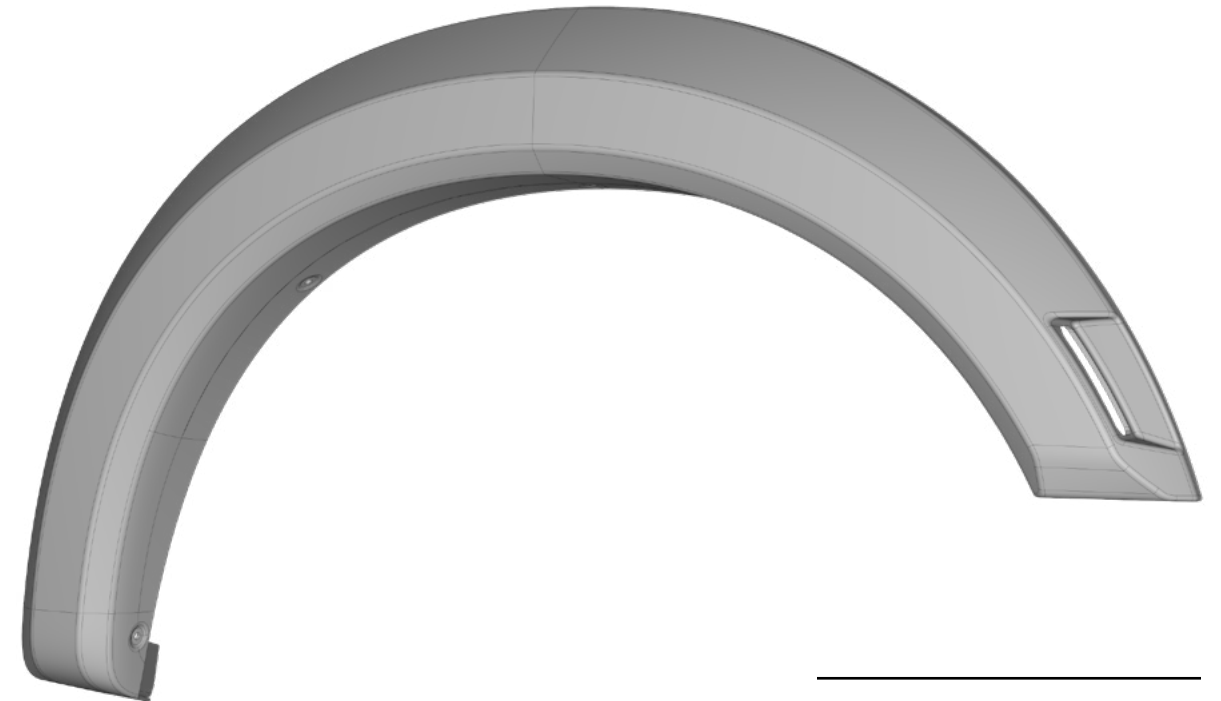


Meeting Regulation

For the 2026 model, marker lights were required for the increased vehicle width. The new flare design accommodates existing lights for a shortened production timeline.



FRONT FLARE

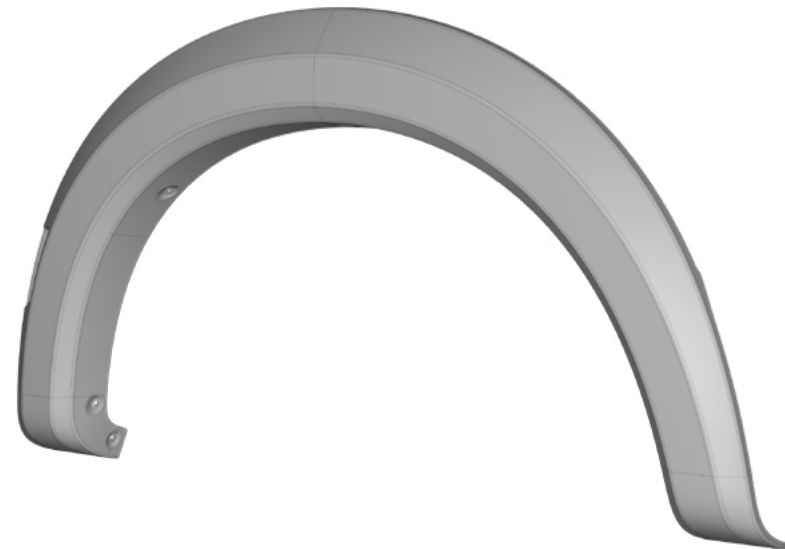


Front thermoform fender flare with marker light integration pocket.

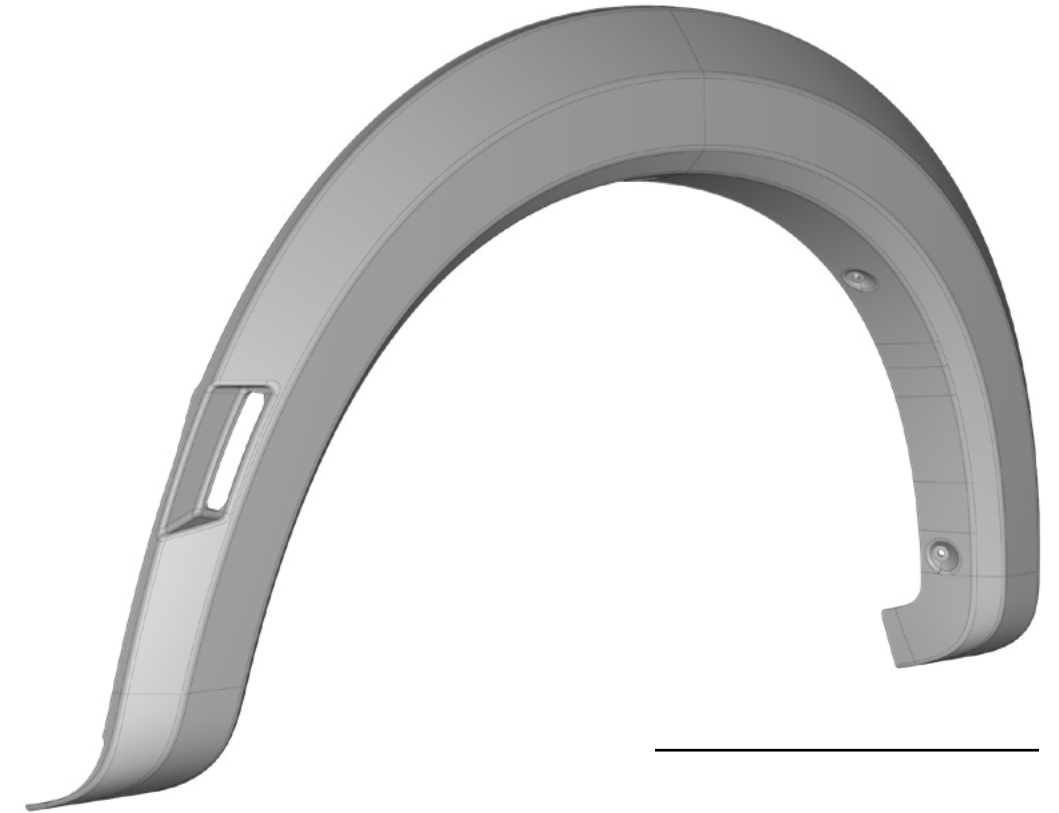


Rear Light Integration

The rear fender flares received the same treatment as the front. Integrated marker light pockets modeled with NURBS.



REAR FLARE

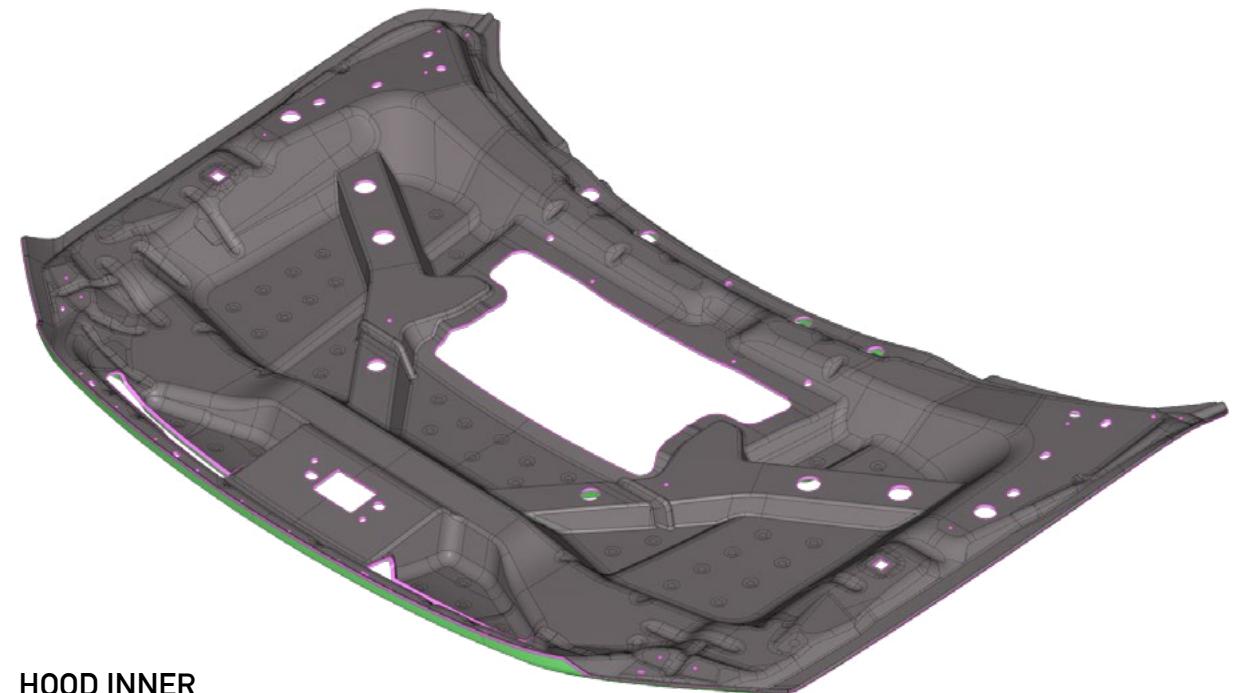


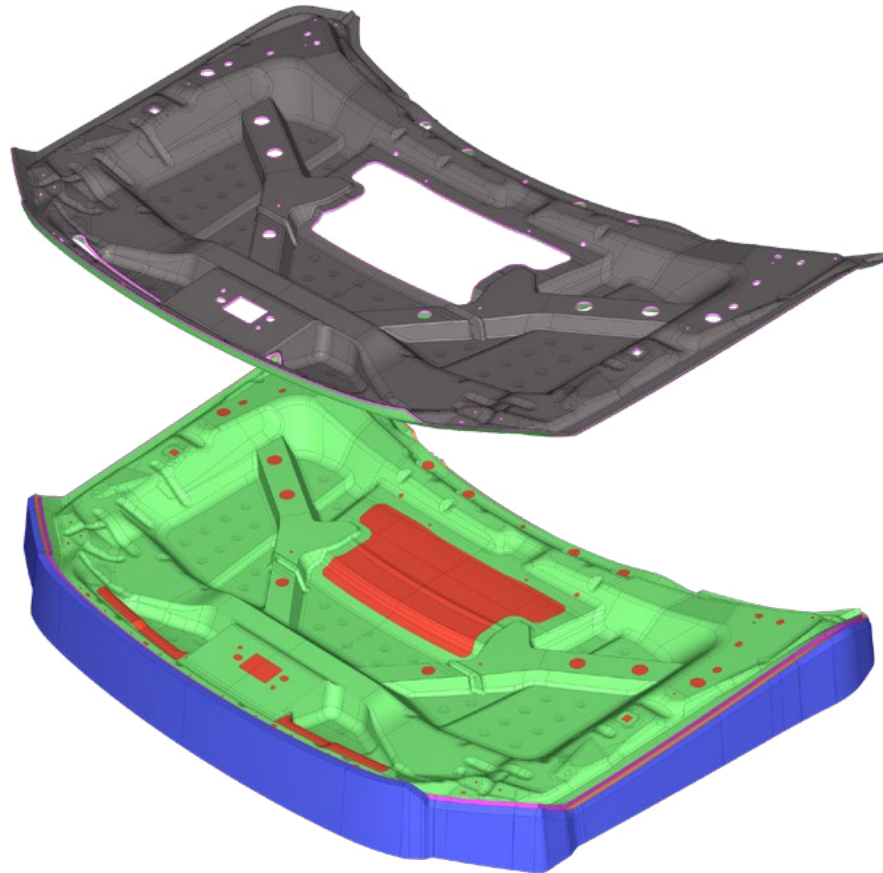
Rear flare with marker light integration pocket.



OEM Surface Integration

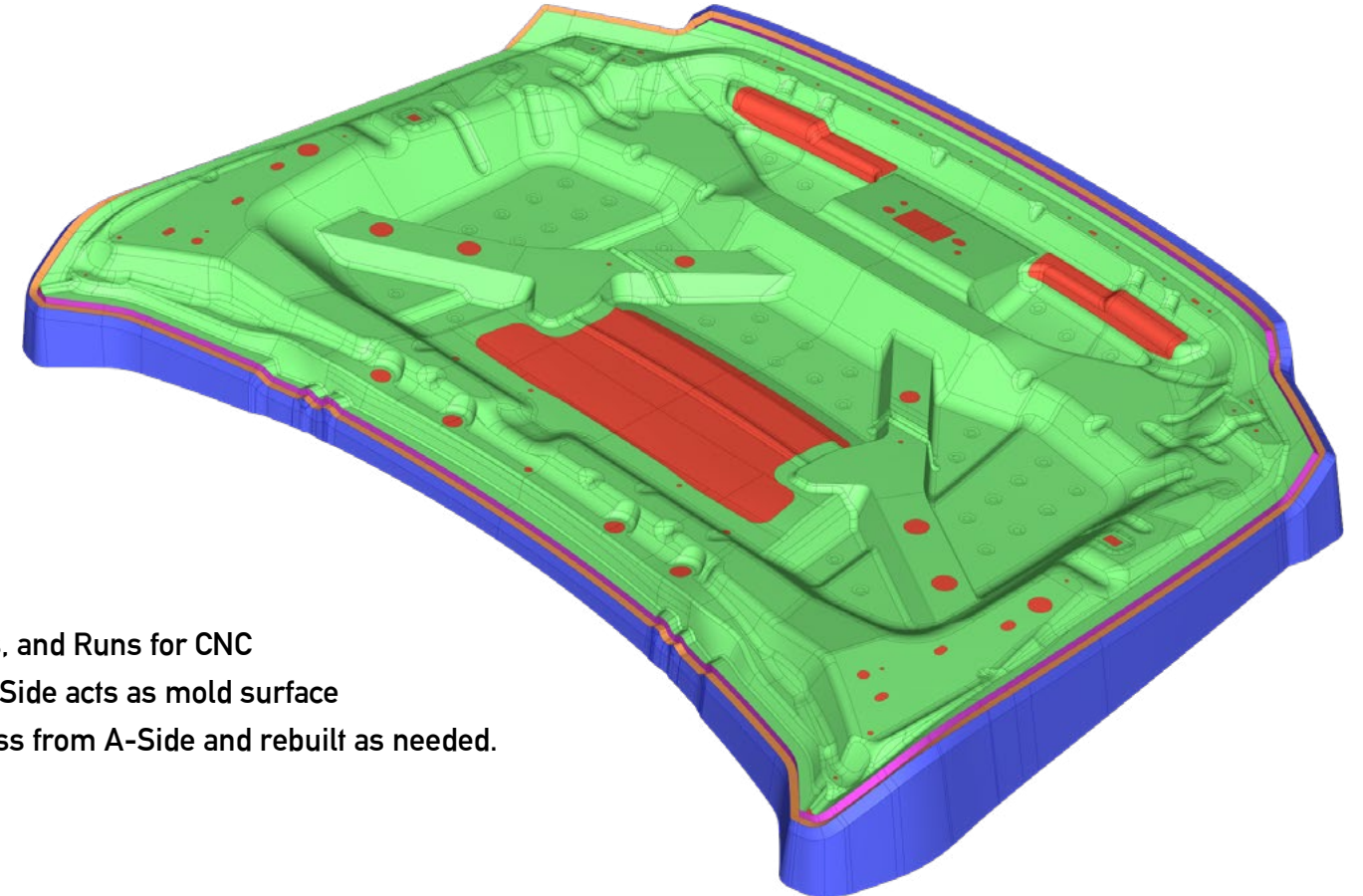
Working with OEM surface allows for hard point clearance and reduced modeling time.



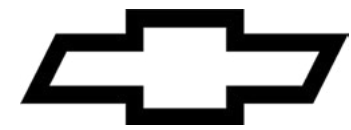


PART/TOOL RELATIONSHIP

Thermoform Tooling



Parts divided into Trims, Guides, and Runs for CNC routing operation post-mold. B-Side acts as mold surface
Offset nominal material thickness from A-Side and rebuilt as needed.



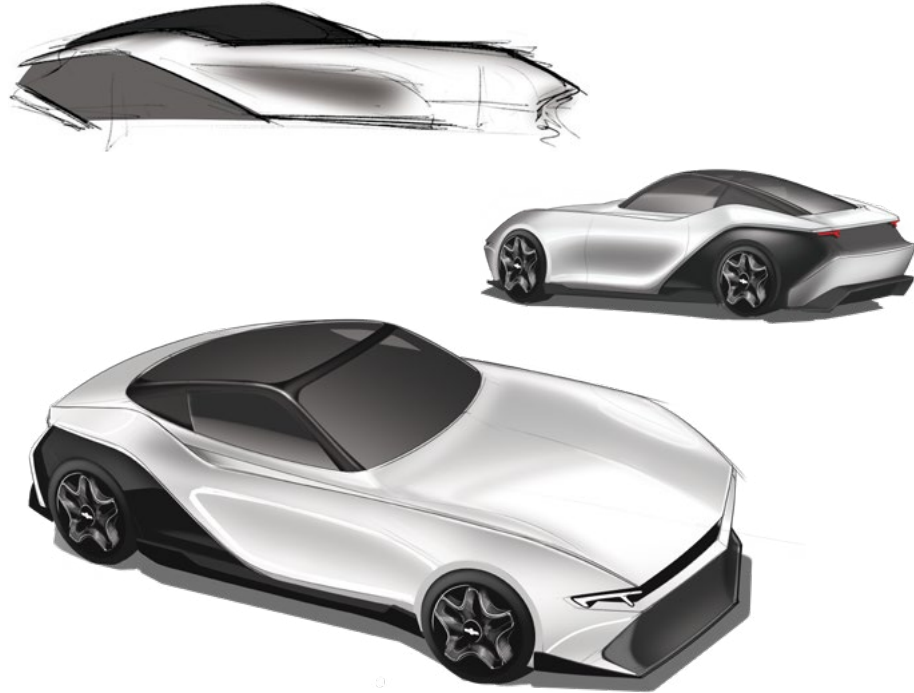
CHEVROLET CONCEPT RC

3D printed RC car scale model.



SKETCH TO MODEL

CHEVROLET CONCEPT RC

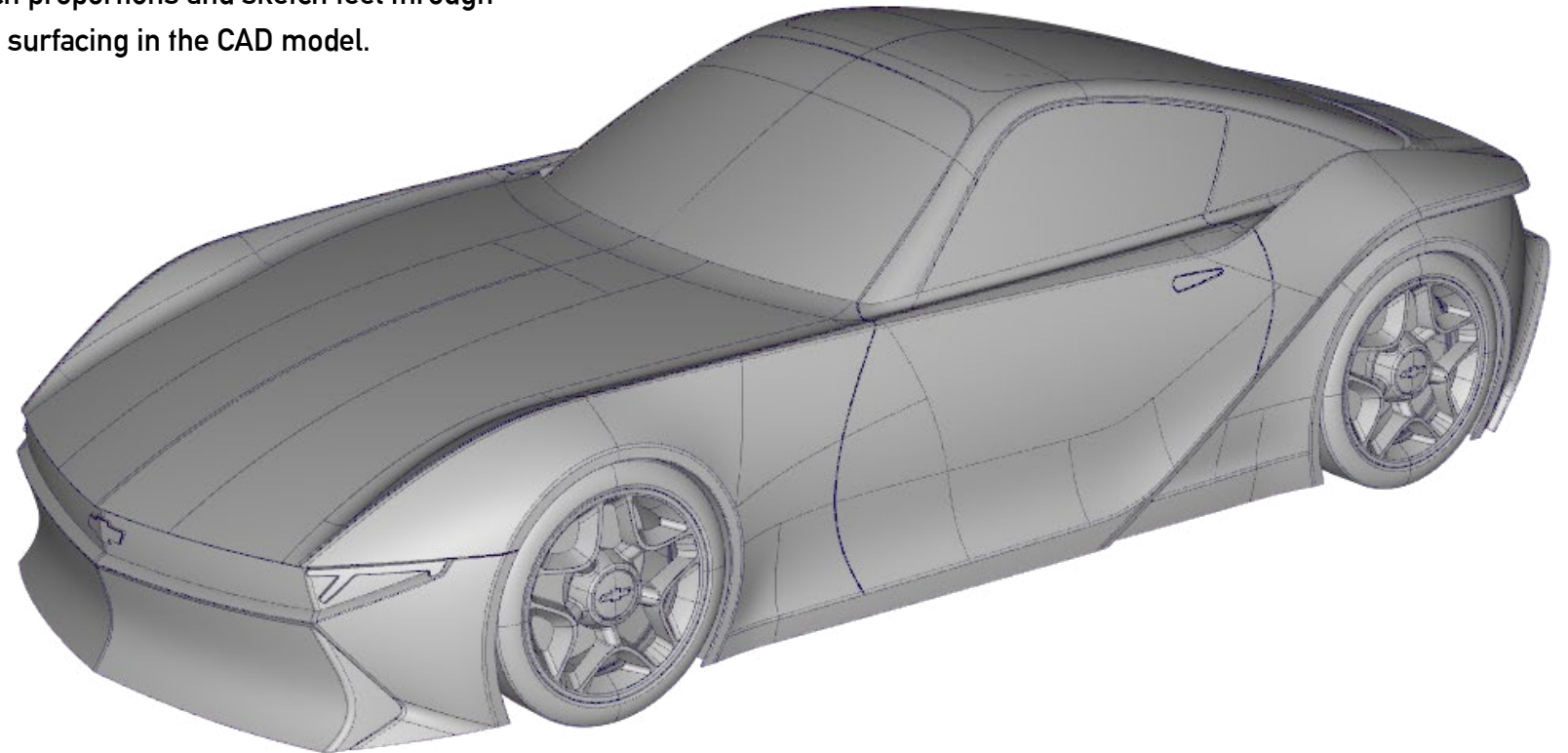


Sketch Reference

2-door compact sport coupe design. Distinctive rear graphic breakup adds modeling complexity and visual interest.

CAD Model

Concept model based on design reference sketches. Worked to match proportions and sketch feel through organic NURBS surfacing in the CAD model.



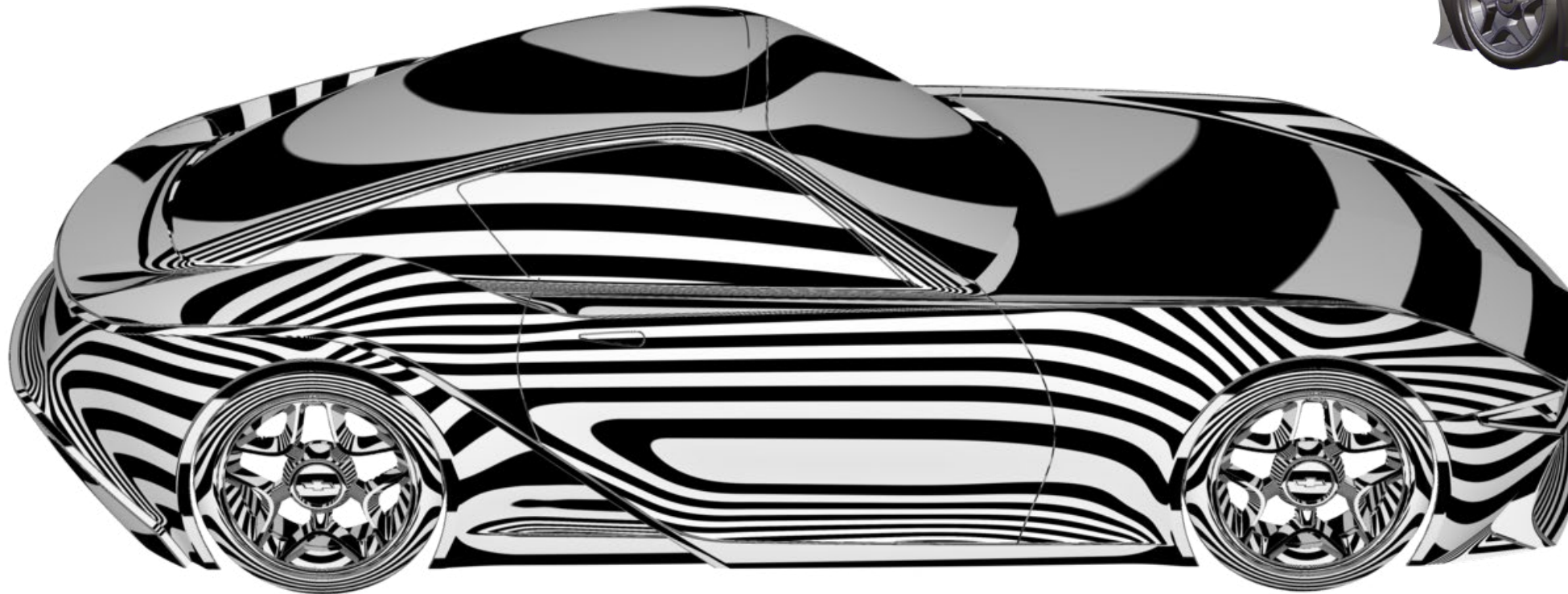


SURFACE FLOW

CHEVROLET CONCEPT RC

Surface Refinement And Flow

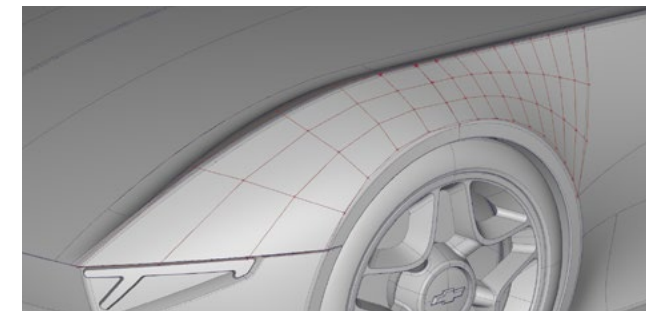
Autodesk Alias Auto Studio surfacing tools allow for clean surface flow and highlights.

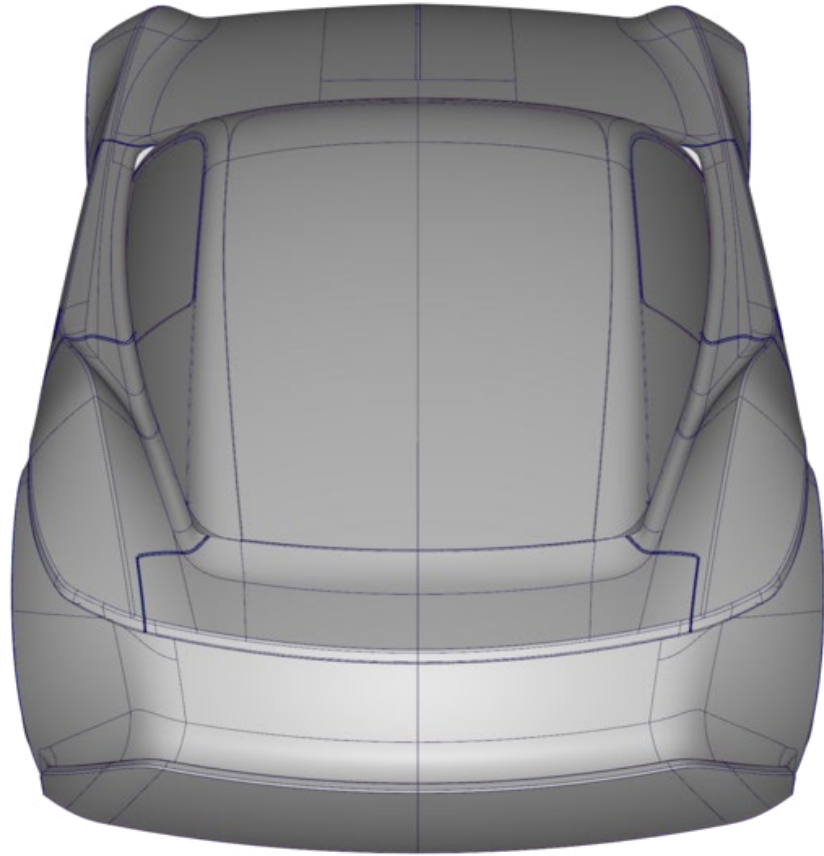


HIGHLIGHT CONTROL

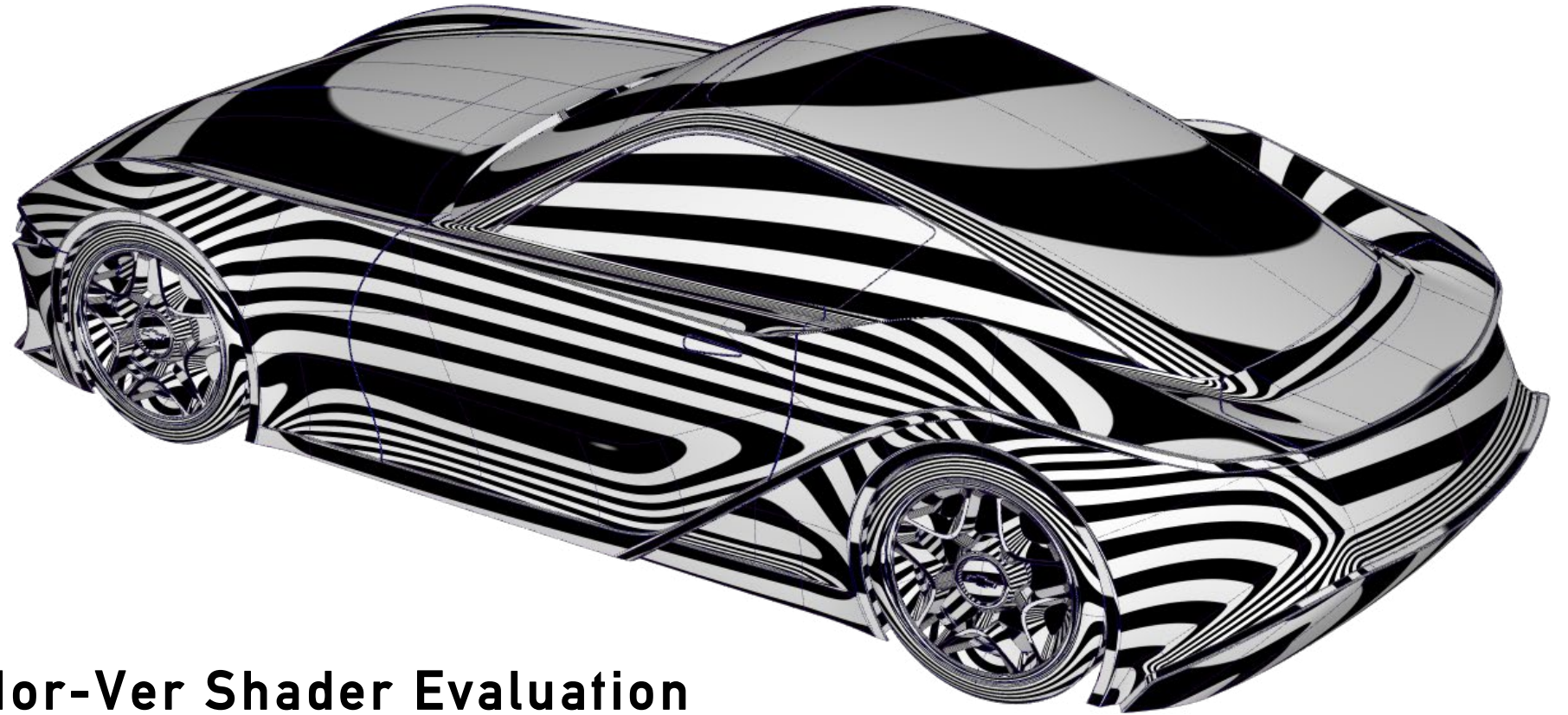


Single span fender patch CV structure.





REAR EVALUATION



Hor-Ver Shader Evaluation

Horizontal/Vertical map highlights and surface flow to accurately evaluate surface quality.



VISUALIZATION

CHEVROLET CONCEPT RC





WHEEL BADGE INTEGRATION

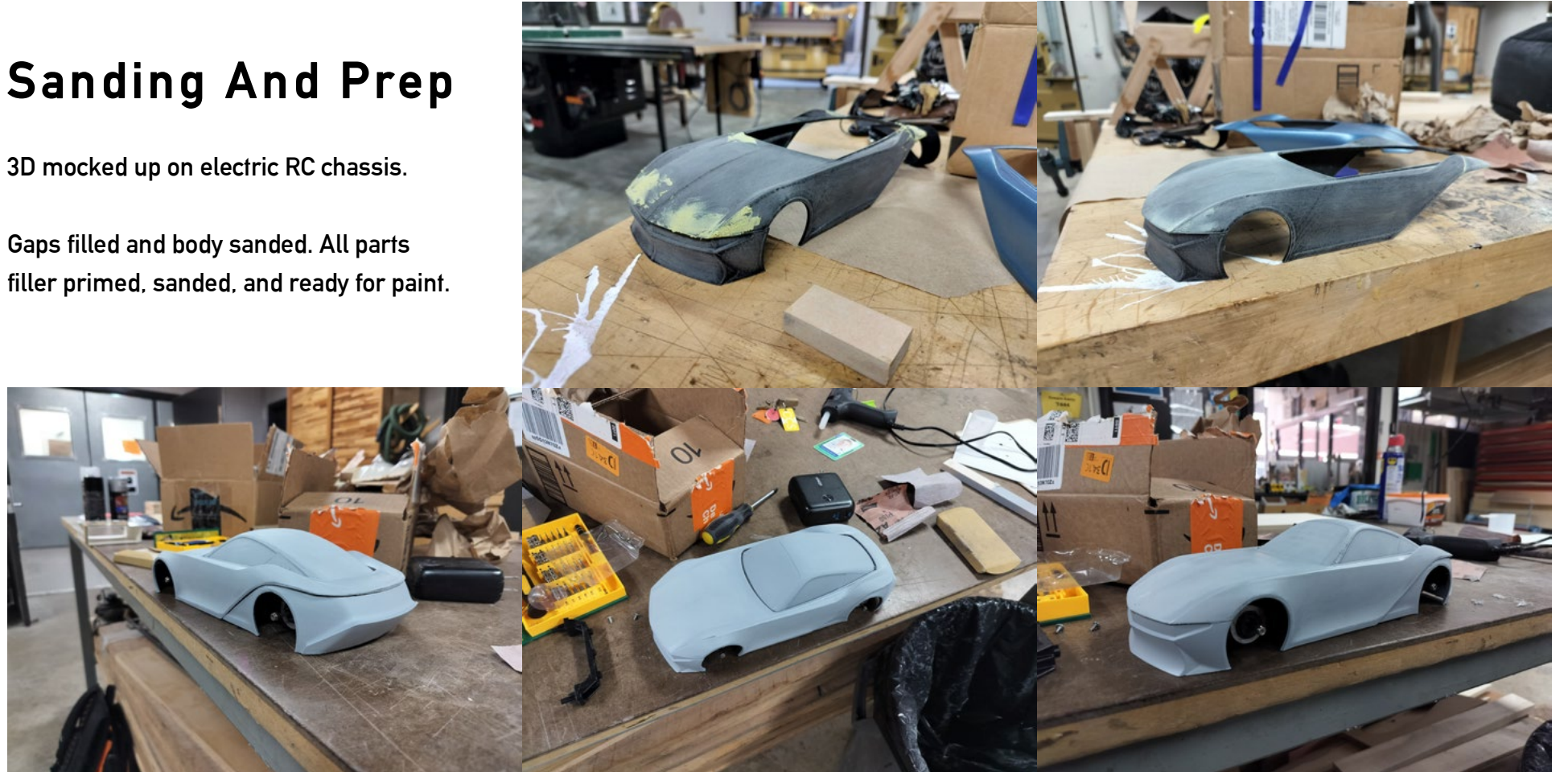




Sanding And Prep

3D mocked up on electric RC chassis.

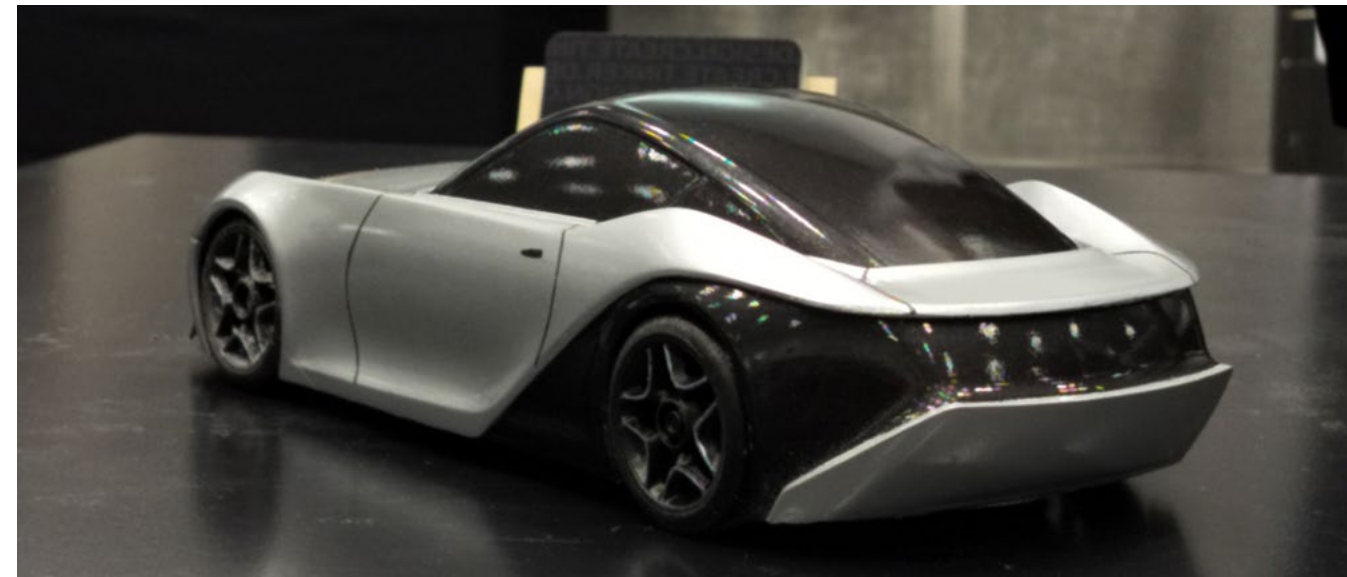
Gaps filled and body sanded. All parts filler primed, sanded, and ready for paint.





FINAL MODEL

CHEVROLET CONCEPT RC



1/16th Scale

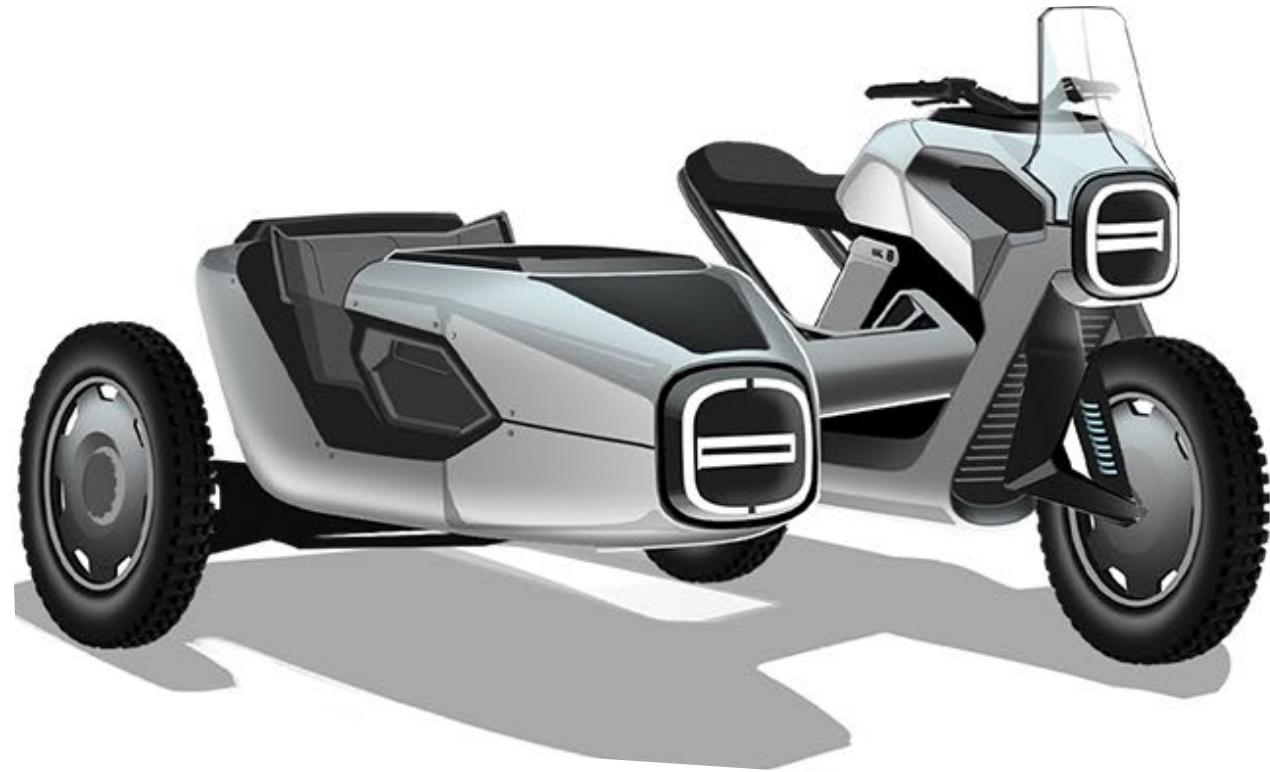
Fully operable RC model.
Hand-painted lines & DRL.





HUSQVARNA VAL

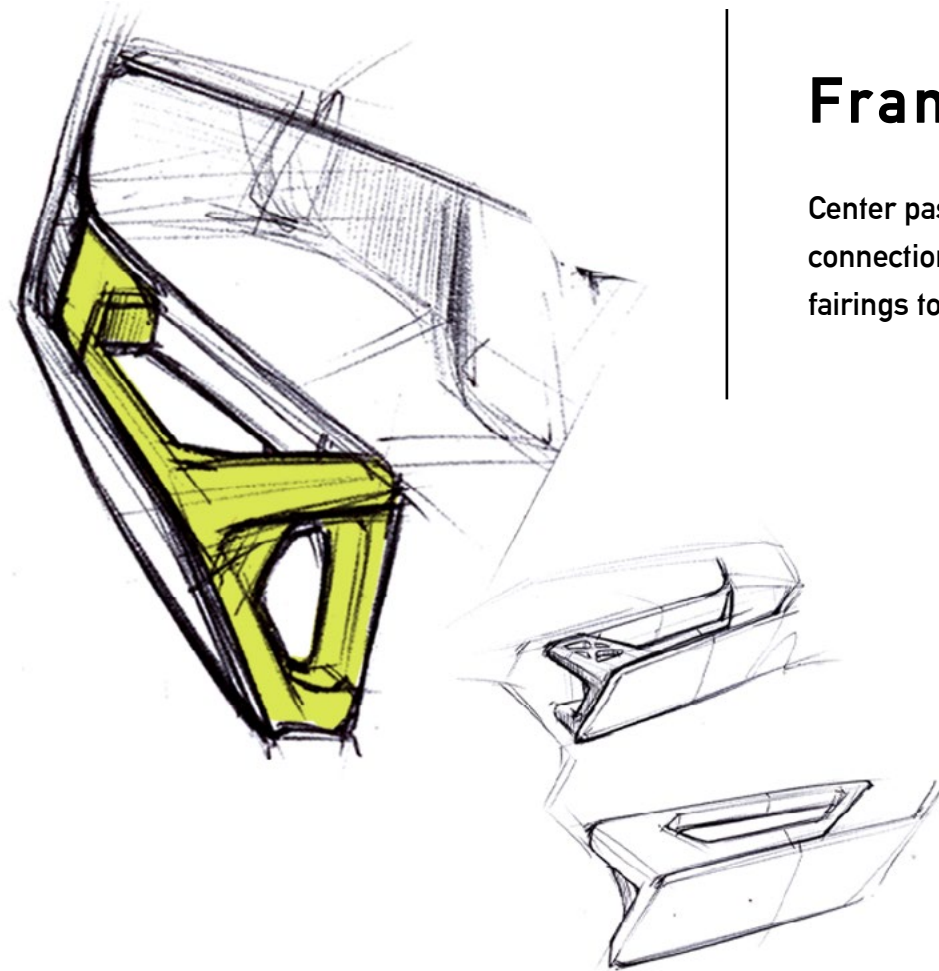
Alias NURBS + Blender Sub-D hybrid model.



Sketch Theme

Guides proportions and detail development for 3D model.



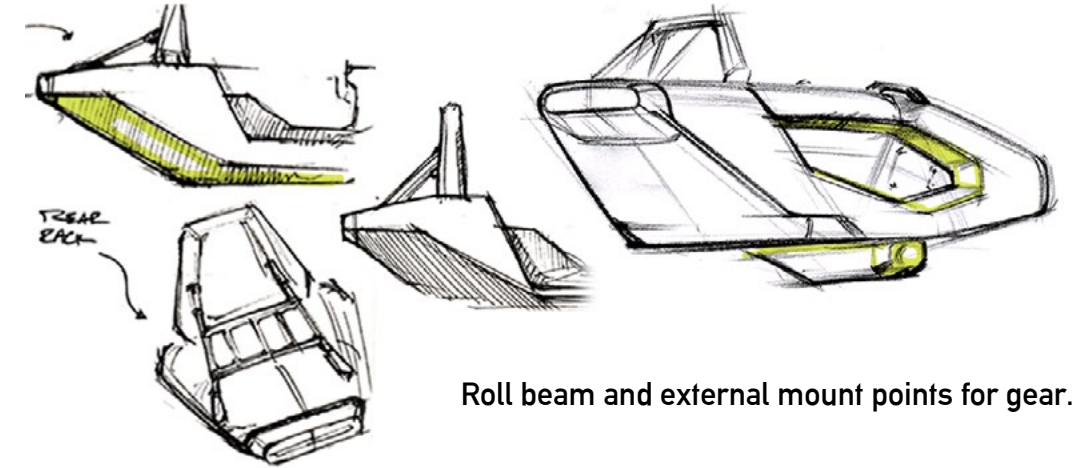


Frame Details

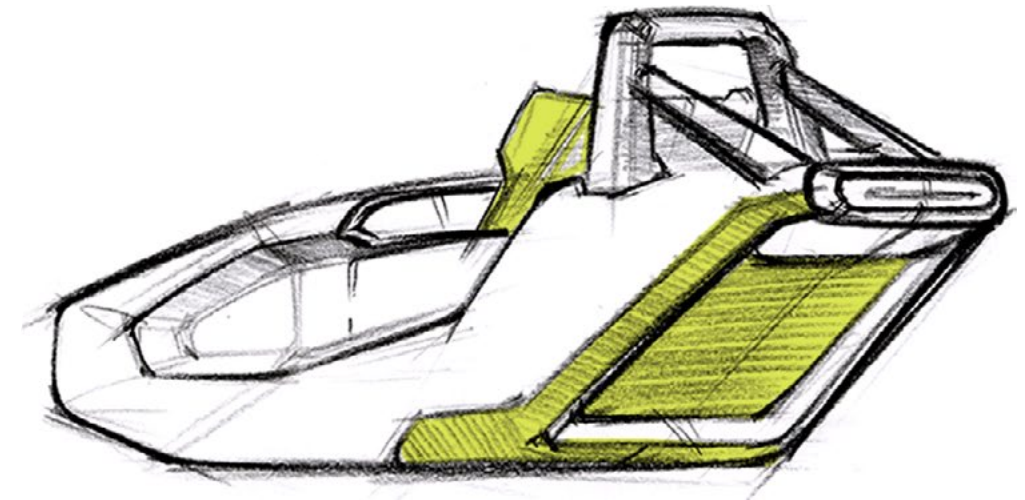
Center pass-through allows for sidecar beam connection, and structural elements attach outer fairings to motorcycle.

Sidecar

Side shapes allow interface with attachment beam and rear area houses range-extending batteries.



Roll beam and external mount points for gear.





SKETCH TO MODEL

HUSQVARNA VAL

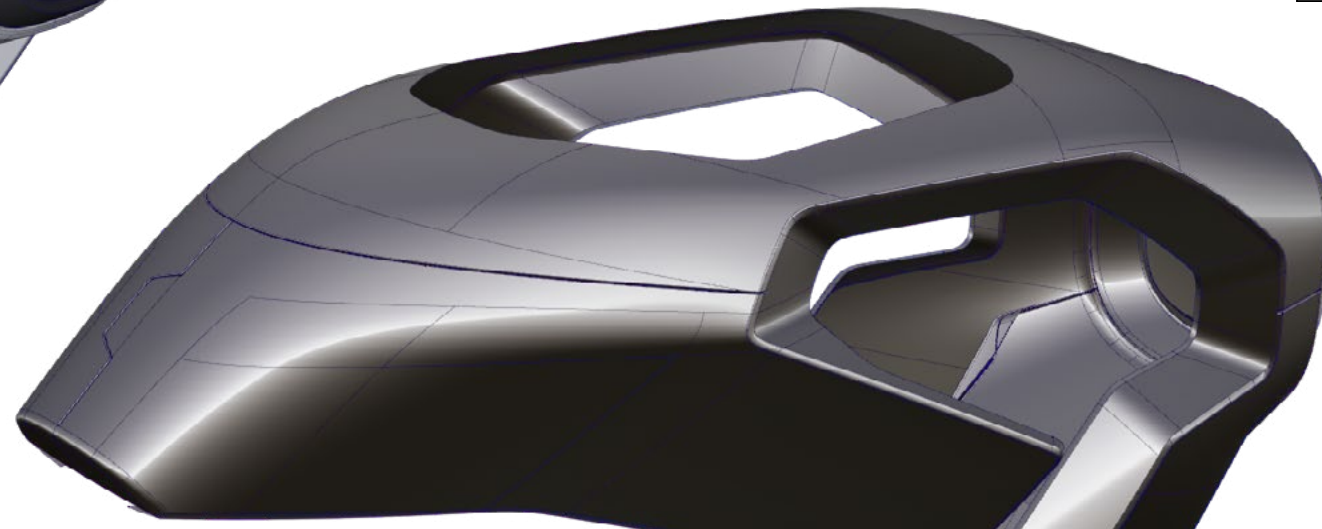


CAD Model

Alias NURBS workflow used for better surface and highlight control. Refine sketch theme in 3D space.



SKETCH REFERENCE



WINDSCREEN



Wheel Process

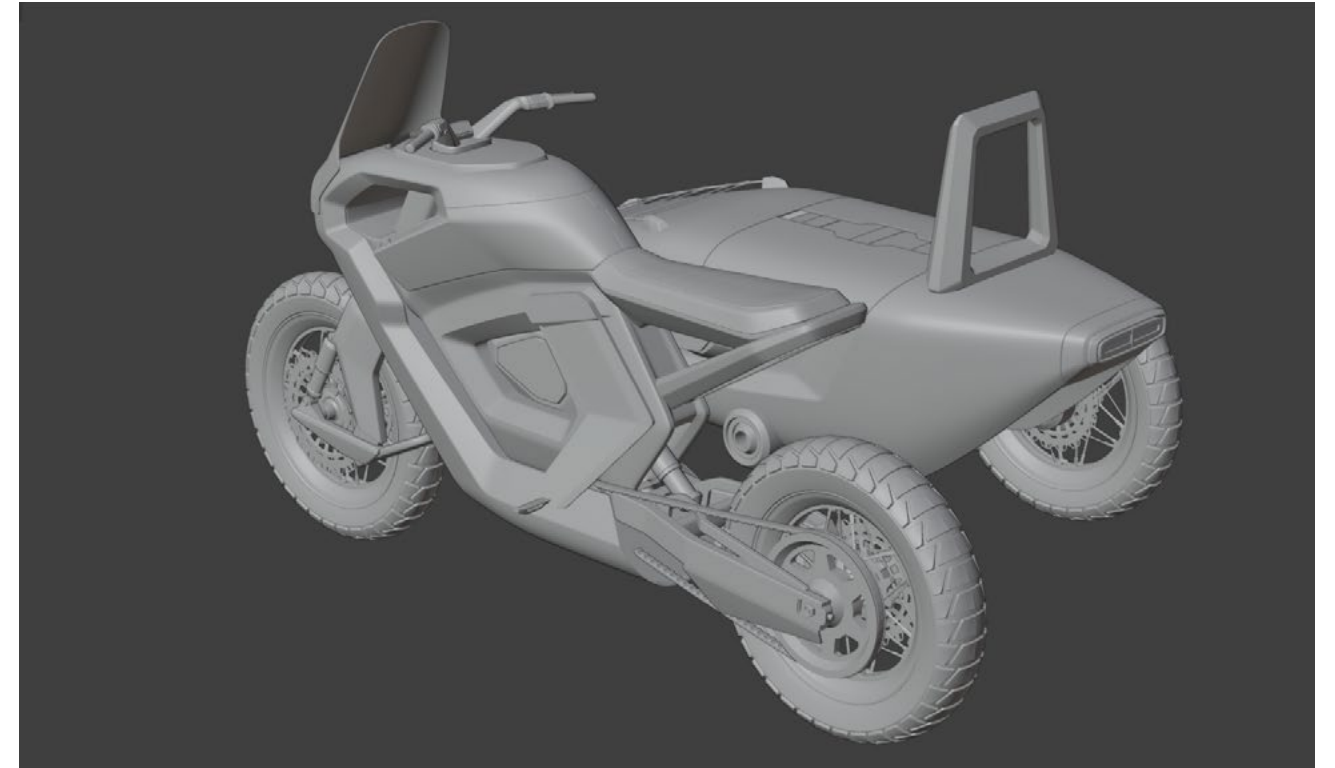
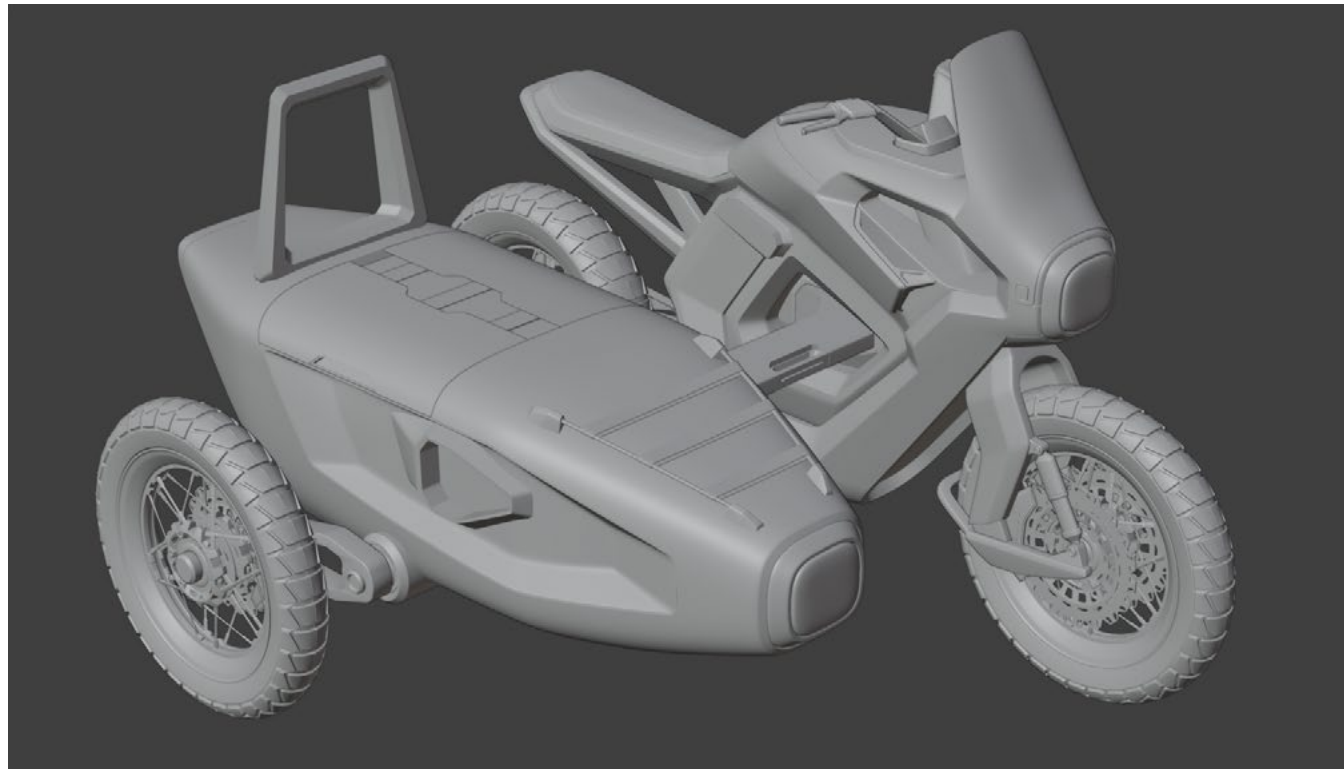
Alias radial and planar symmetry tool used when able to speed up modeling process.





Surface and Sub-D

Alias NURBS elements merged with Blender Sub-D data for render and animation.





FINAL RENDERS

HUSQVARNA VAL





FINAL RENDERS

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LINK TO ANIMATION

<https://www.youtube.com/watch?v=RXhwG4fjCKw>



THANK YOU

visit <https://www.alexscerba.com> for more.