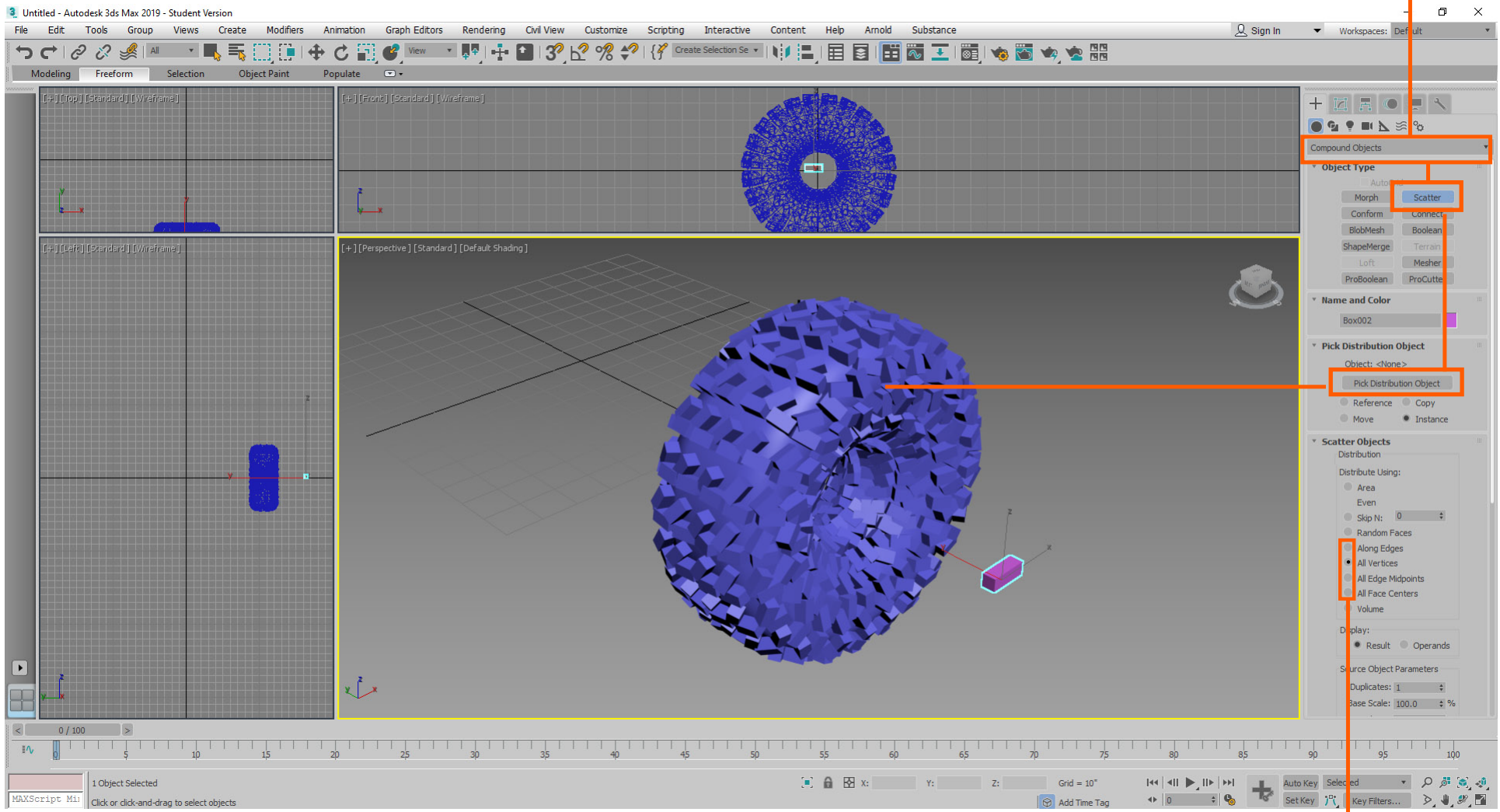


Tires need treads. You'll use the basic modeling technique called "Scattering".

1. Open the "Compound Objects" panel and select "Scatter".



2. Select one of these "Scatter Objects", options and the box will multiply on the surface of the torus.