

In addition to the parts found in Mad Max's Junkyard, there are elements already in 3D Max that make great vehicle parts. You can find these under the "Create" panel.

Also there are simple "Primitives" you can "modify" that make for good vehicle creation.

This tutorial shows some of these.

The image is a composite of several elements related to 3D modeling in Autodesk 3ds Max. At the top center is a screenshot of the software interface, showing the 'Create' panel with the 'Extended Primitives' rollout selected. Below this, several 3D models are displayed with labels: 'Oil Tanks (found under "Extended Primitives")' pointing to a cylindrical tank with a grid pattern; 'Hoses (found under "Extended Primitives")' pointing to a vertical stack of hexagonal segments; 'Chamfered Box (found under "Extended Primitives")' pointing to a rectangular box with rounded corners; 'Springs & Dampers (found under "Dynamic Objects")' pointing to a coiled spring and a vertical damper. On the right side, the 'Object Type' panel is visible, showing a list of object types including 'Hose'. On the left, there is a small inset image of a vehicle chassis with two oil tanks. At the bottom, there are two more inset images: one showing a vehicle chassis with a red frame and another showing a more complete vehicle model with a large tire and suspension system.

Oil Tanks (found under "Extended Primitives")

Hoses (found under "Extended Primitives")

Chamfered Box (found under "Extended Primitives")

Springs & Dampers (found under "Dynamic Objects")

**Here's an easy way for making a fatty tire. Perfect for desert driving.**

1. Begin by creating a primitive "Torus"
2. Then add a 3x3x3 FFD modifier.
3. Open the modifier and select "Control Points"
4. Use the "Scale" tool to squeeze the center rows of the control points and flatten the torus into a tire shape

