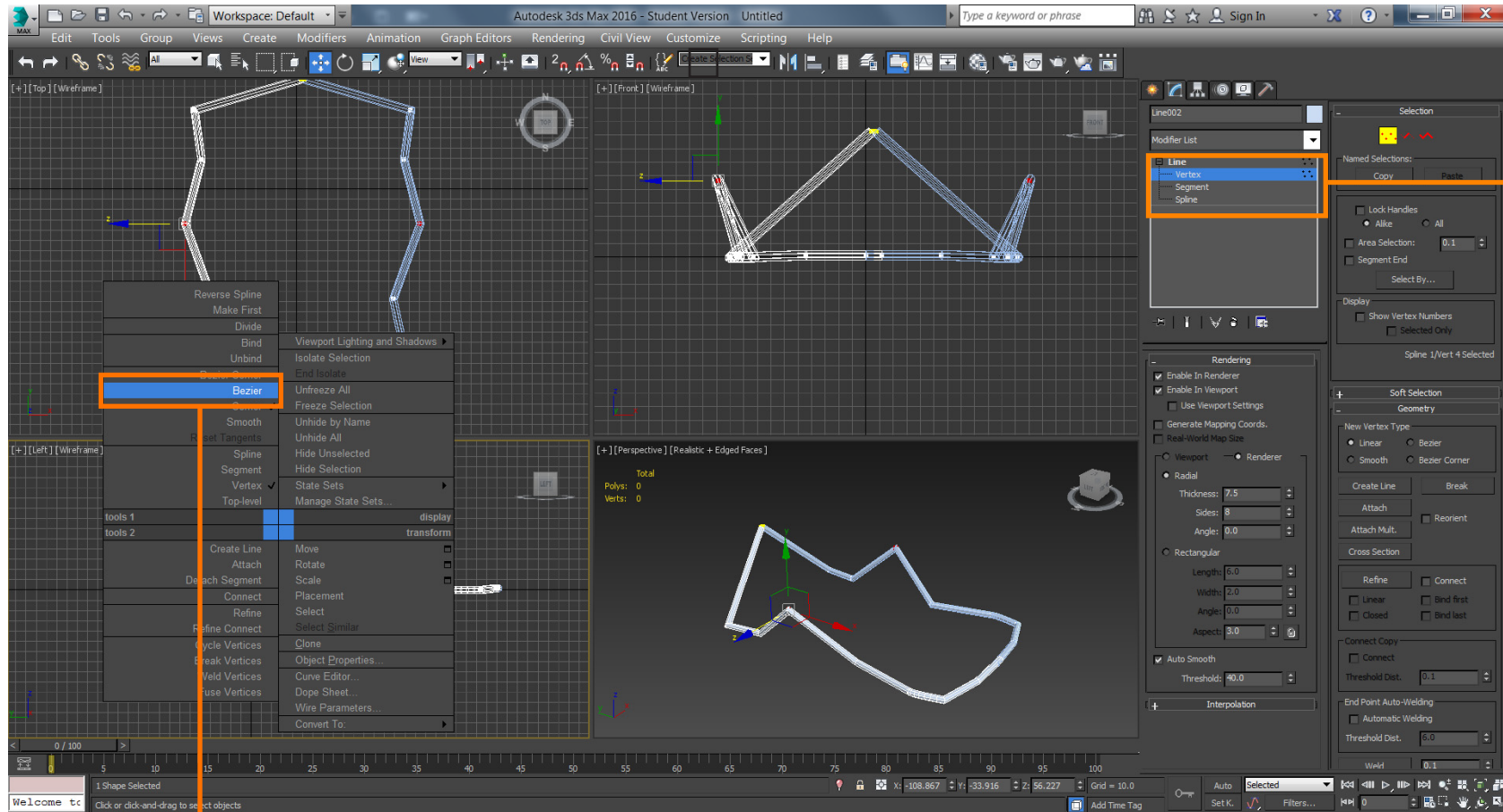## Shape the frame using the Sub Object Level

1. Right click on a vertex and choose "Bezier" This gives you control arms that let you shape the frame.

Fill-in the rest of your buggy with more lines to make a stable and believable structure. Be creative. Make your buggy look different.