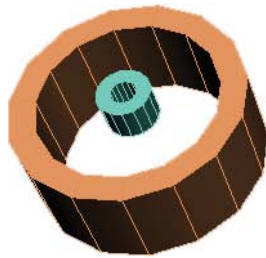


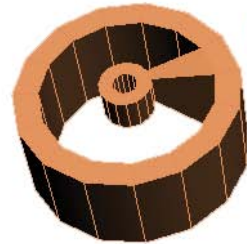
Box Modeling - Rim



1. The sequence below illustrates the development of the rim.



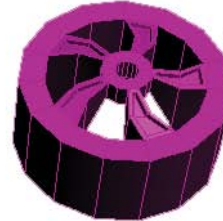
Two Tubes - 15 sides each



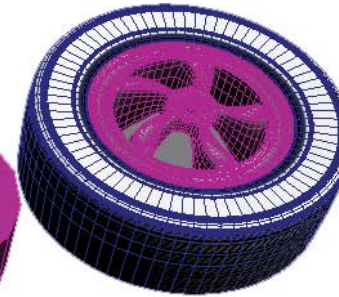
Add the Edit Poly to the the large tube and "Attach" the small tube. Select a poly on the large tube and one on the smal tube. Bridge the polys together.



Select & Bevel



Spin axis



Add a TurboSmooth and place the tire



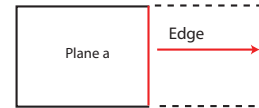
Cars & Edge Modeling

Edge modeling is a variation of basic box modeling.

1. Create a "Plane" (only 1x1 x 1 segments) and add the "Edit Poly" modifier.



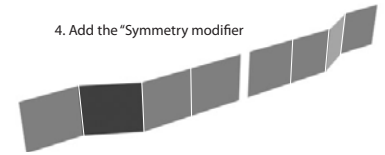
2. Select the right edge of the plane, hold the "Shift" key down, and with the move tool.



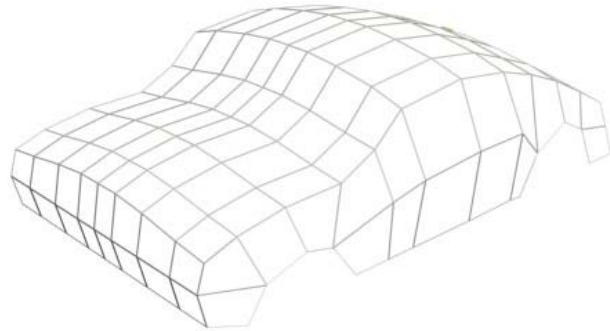
3. Dragging the edge of Plane a creates Plane b.



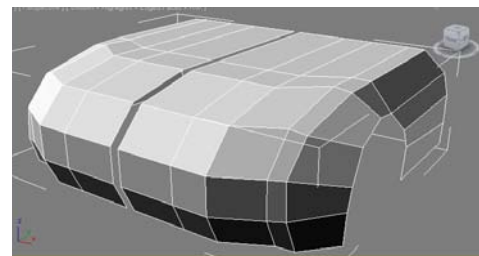
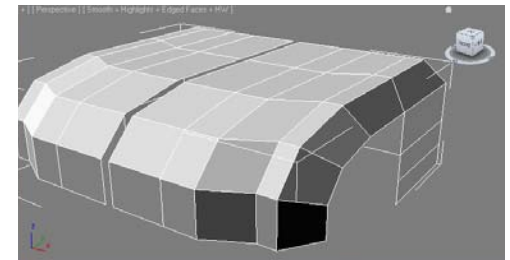
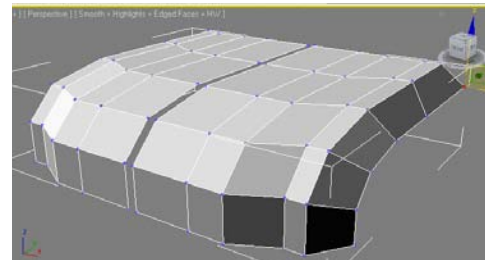
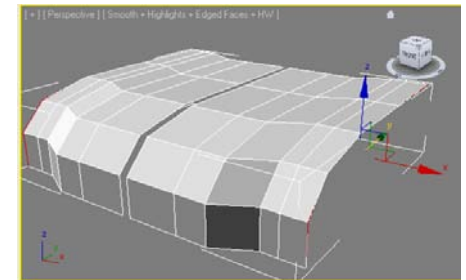
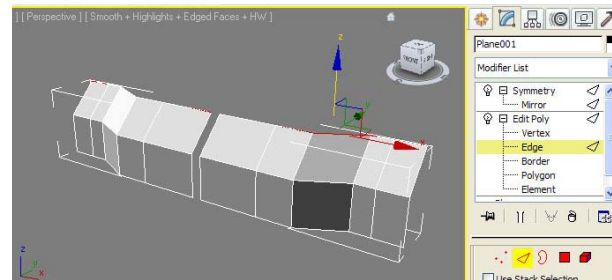
4. Add the "Symmetry modifier"



5. Continue pulling edges to create the cars basic body shape

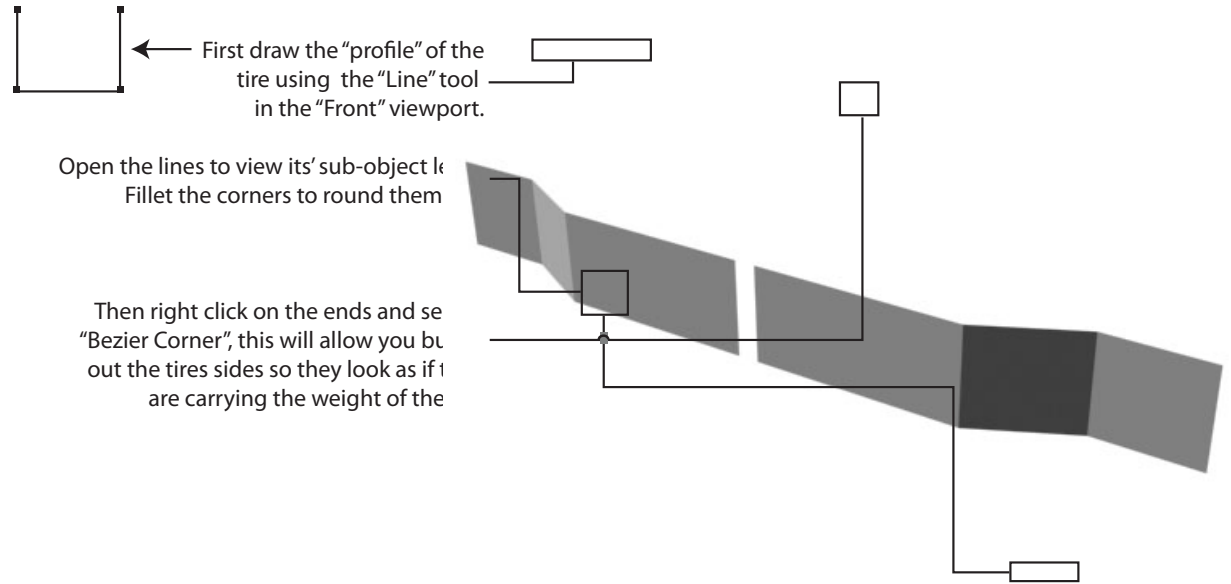


Finished Car



MAKING TIRES BY LATHING

Lathing is a modeling technique where a spline (line) is spun around a central axis to create a three dimensional object.



The finished Tire and Rim

Next, add the the "Lathe" modifier.

