3D Modeling & Animation
Box Modeling - Rim

1. The sequence below illustrates the development of the rim.
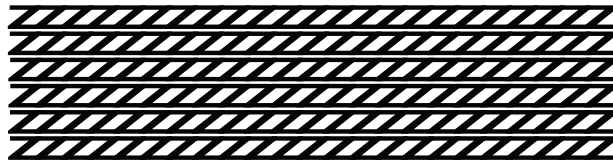
TurboSmooth
& Lathed Tire

Spin axis

Select & Bevel

Attach, Select & Bridge

Two Tubes - 15 sides each
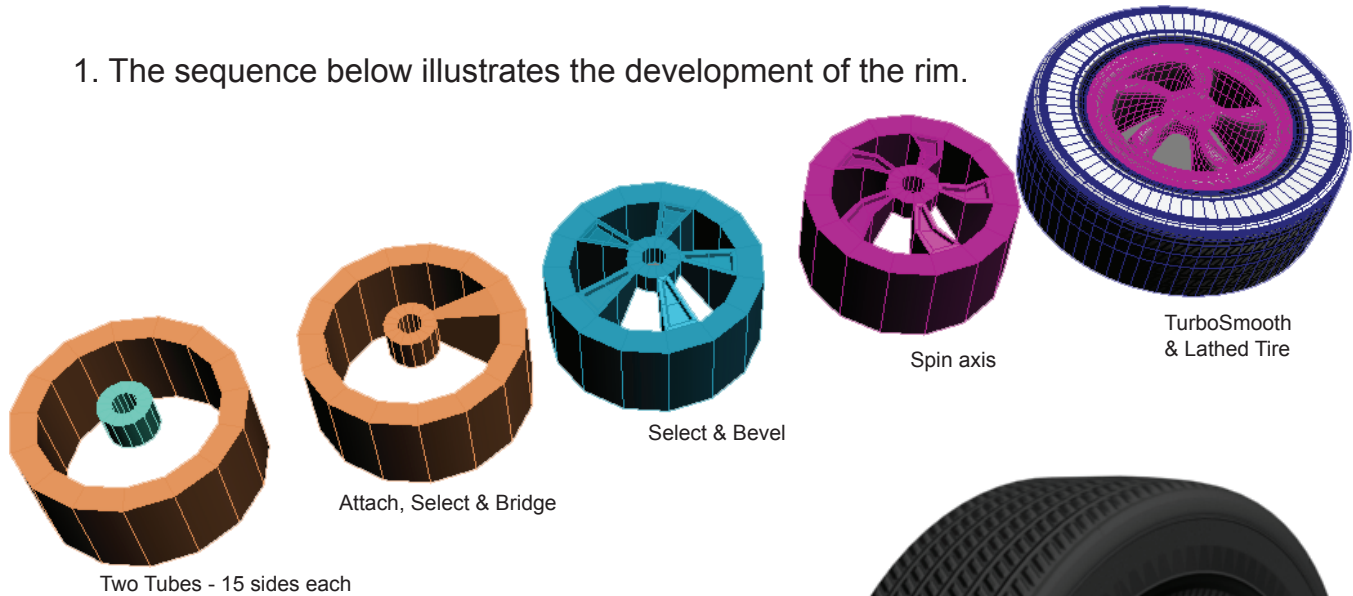
Sub-Object processes used include:
    a. Selecting Multiple Polygons
    b. Bridging
    c. Insetting
    d. Beveling
    e. Selecting Edges and Connecting

2. The tire is created using the Lathing Method.

3. Tread is applied as a Bump Map with cylindrical UVW Map.

Tread Designs Created in Illustrator