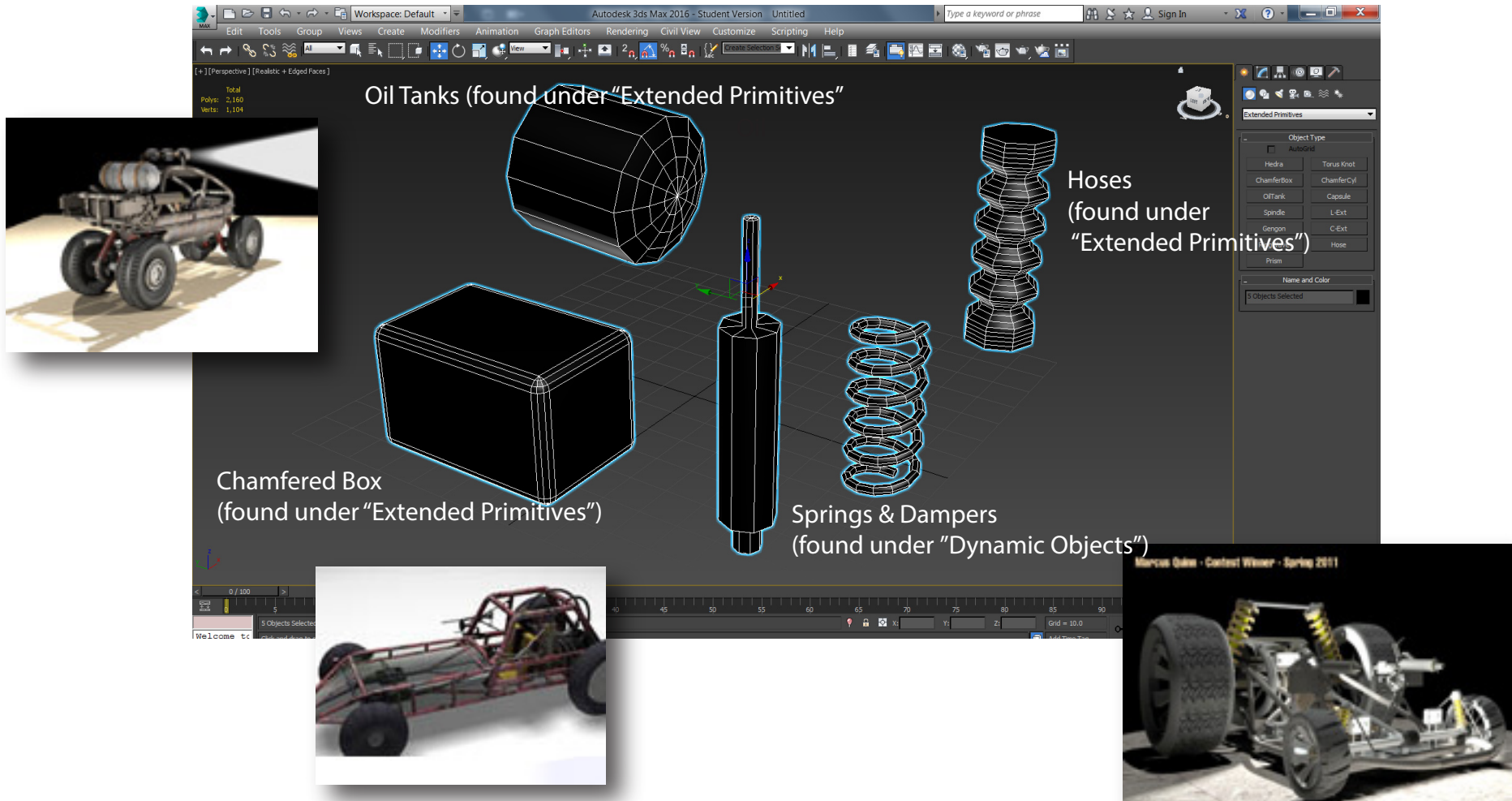


In addition to the parts found in Mad Max's Junkyard, there are elements already in 3D Max that make great vehicle parts. You can find these under the "Create" panel.

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

This tutorial shows some of these.



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

