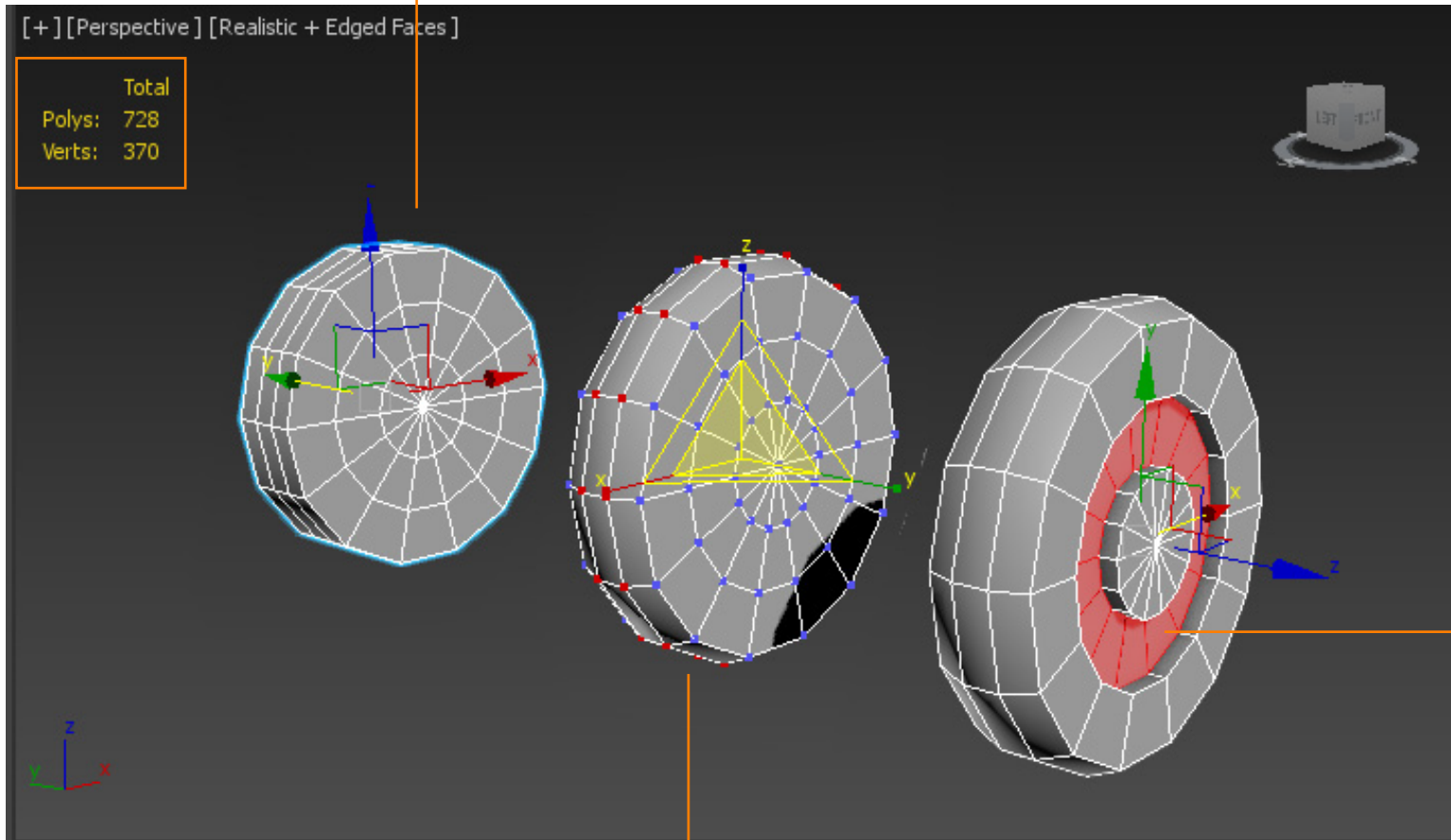**It all begins with the invention of the wheel! This sequence shows the modeling of a wheel and tire.**

1. Begin by making a cylinder in the "Left Viewport". Set the cylinder to:
Radius - 50
Height - 25
Height Cap - 3
Cap Segments - 3
Sides - 14

2. Convert the cylinder into an "Editable Mesh".

3. Select the two rows of vertices (see illustration) and expand them with the "Scale" tool. This rounds the tire.

4. Select the inner ring of polygons and extrude them to create the wheel.