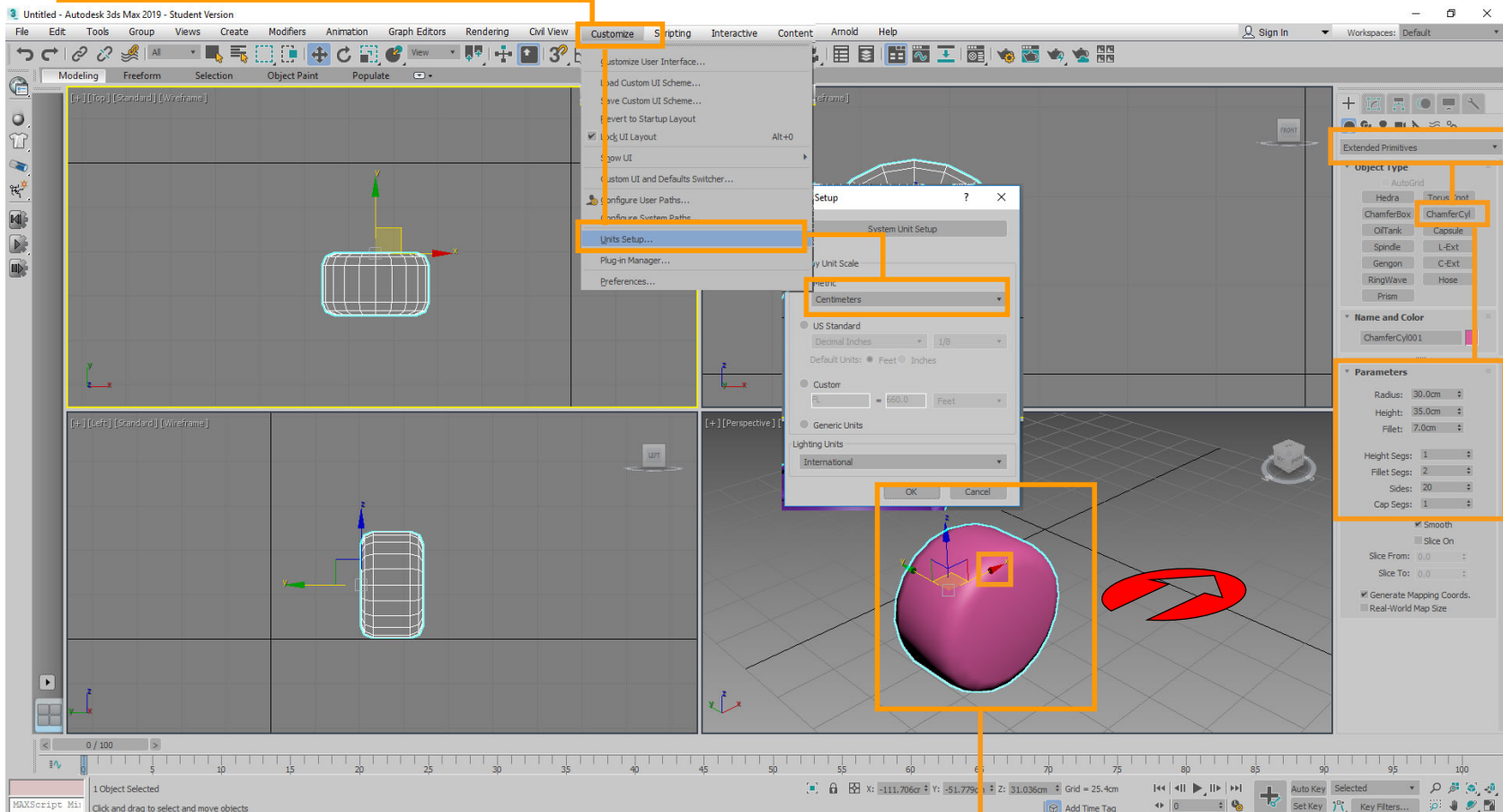Career Technical Education
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## In this tutorial we'll create a very simple vehicle

First - Unreal 4 measures stuff in centimeters. SO let's set 3D Max to measure the same.

1. From the "Extended Primitives" panel create a "Chamfered Cylinder" with the exact settings and positioning indicated.

**The wheel must face in the "X" (red) direction.**

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Let 3D Max work for you. Rather than create three more wheels the same way as the first, use "Clone" to make your three reaming wheels.
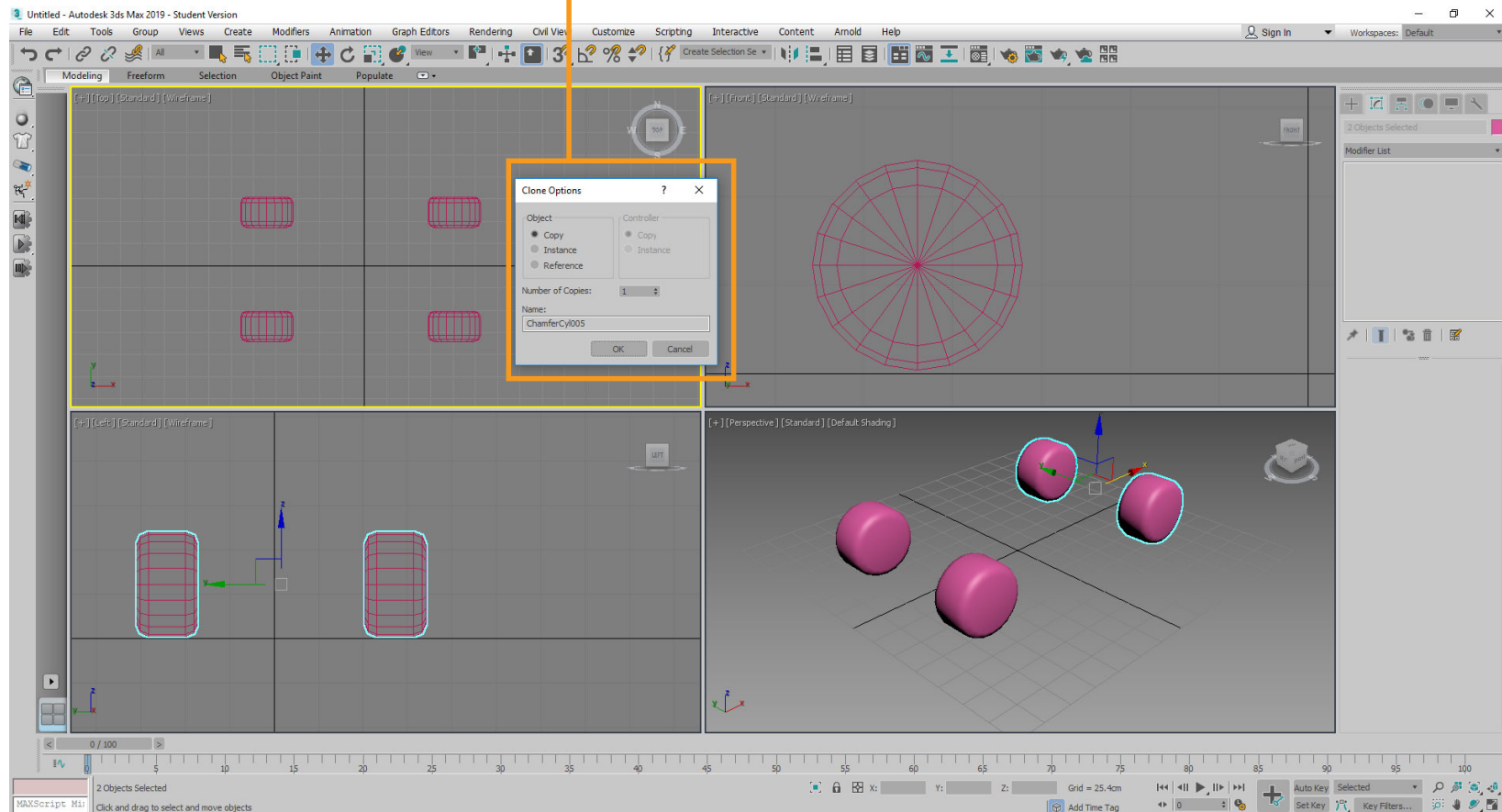
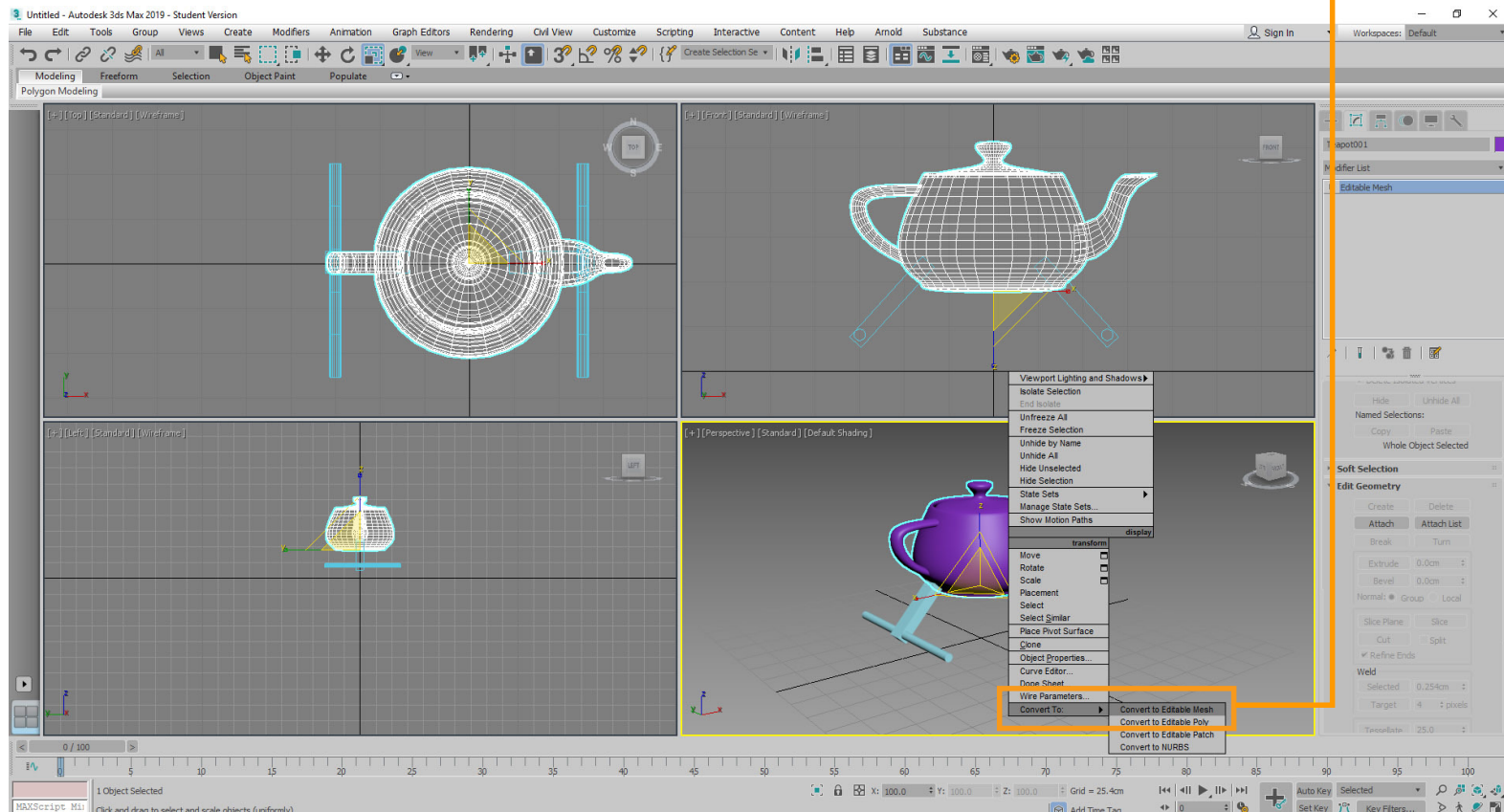**2.** Select the first wheel, hold the Shift key and drag a new wheel.

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3. Finish the vehicle body with a teapot, cylinders for axles, and boxes to connect the axles to the teapot.

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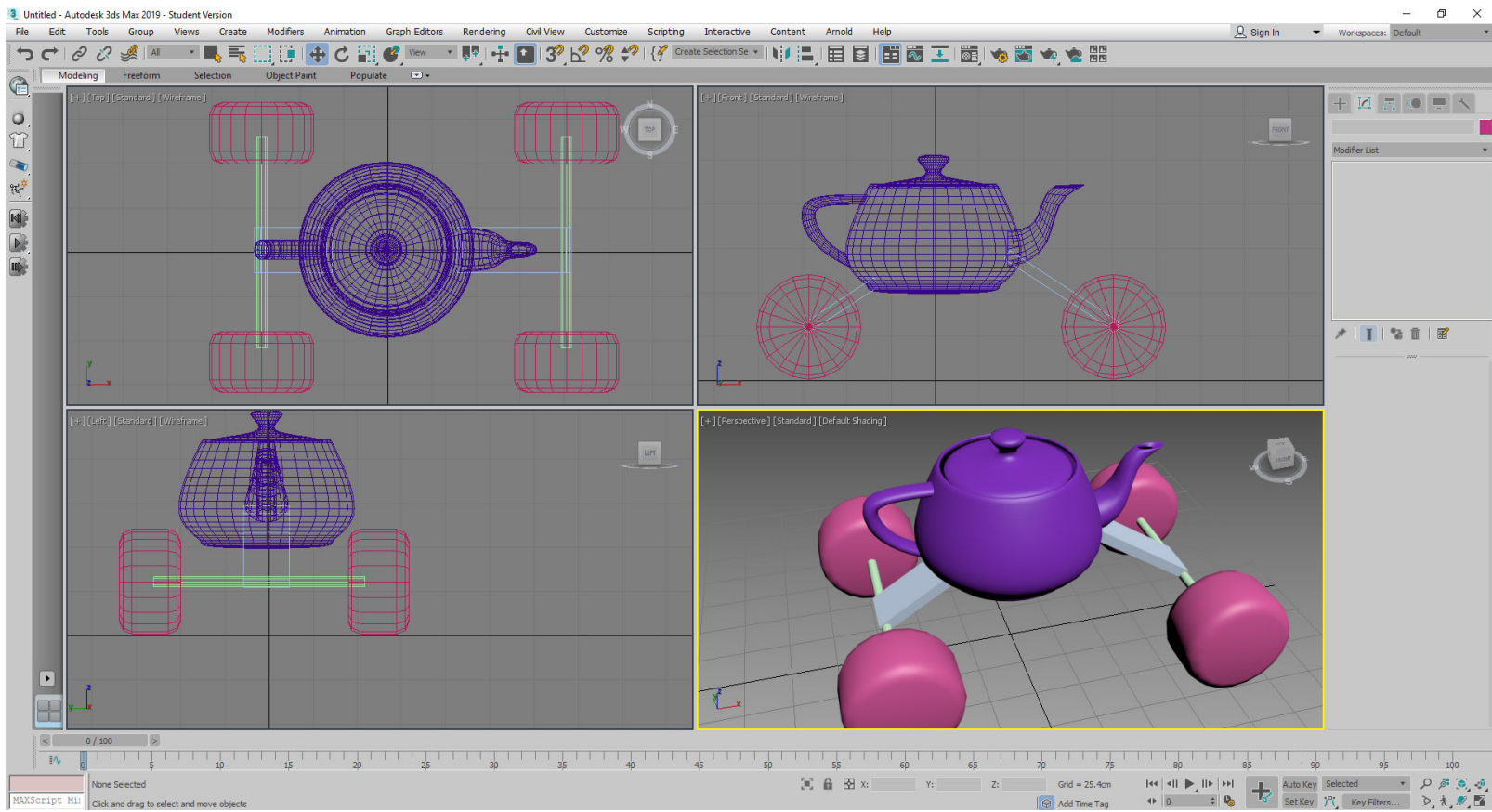
Next you have to "Attach" the teapot to axles and boxes.

4 . Right click on the Teapot and convert it to a "Editable Mesh".

5 . Now select the "Attach" button and click on the axles and the boxes. They will instantly change to the color of the teapot indicating they are attached. TURN OFF THE ATTACH BUTTON

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Next we'll place the "Pivot Point" of the vehicle to 0'0'0'.

6. Select the teapot and open the "Hierarchy" panel. Move the pivot so it is below to teapot.
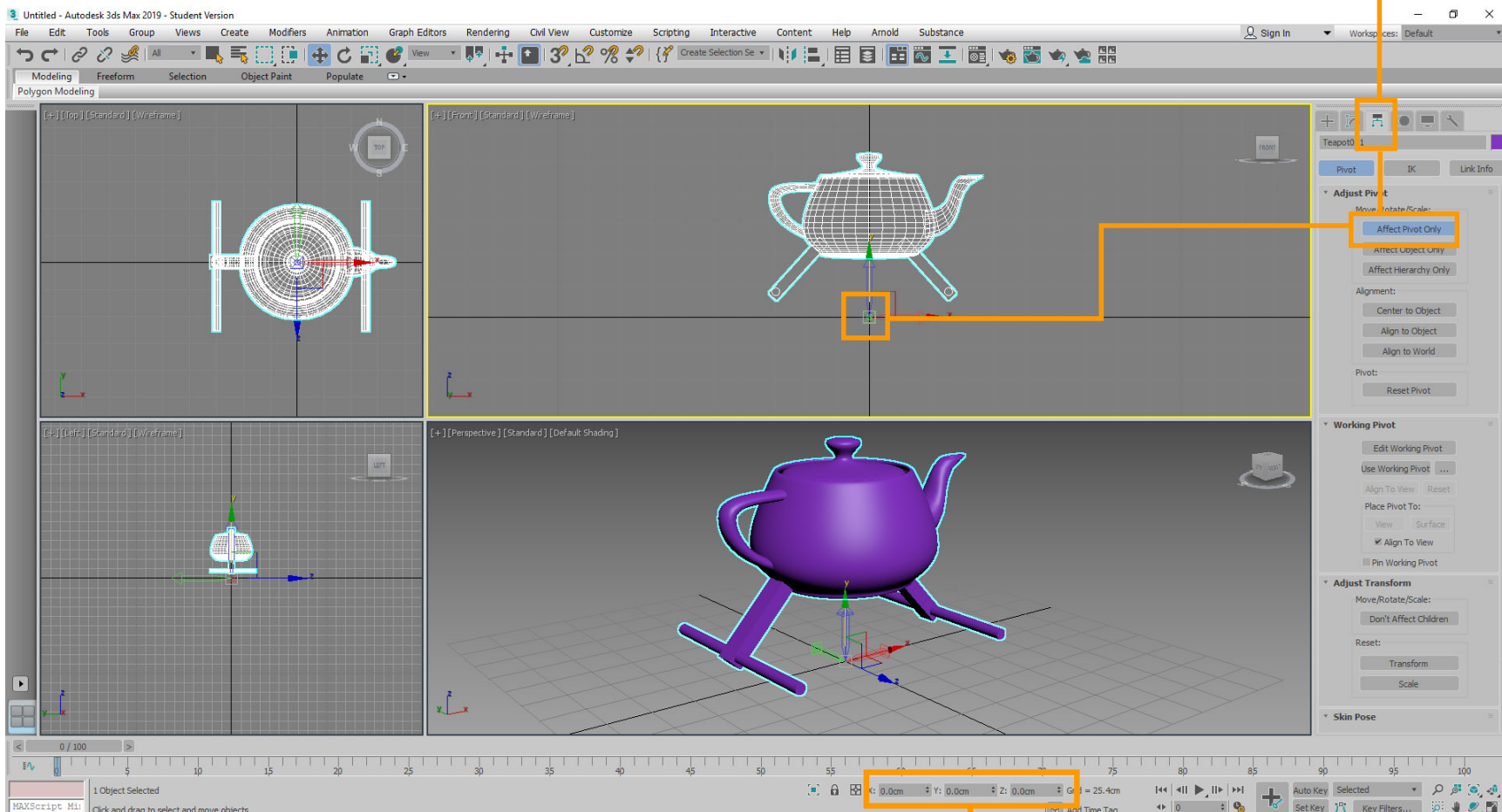
7. Turn off the Affect Pivot button and type 0,0,0 in the x,y,z boxes. This will position the teapot body in the center of the 3D Max world.