

The Mad Max Assault Vehicle is designed to teach you all 8 basic modeling techniques:

1. Assembling and Modifying Primitives
2. Scattering
3. Lathing
4. Box Medeling
5. Booleans
6. Lofting
7. Extruding
8. Rendering Splines

Each technique is used in one or more of the basic elements of the vehicle:

1. Tires
2. Rims
3. Axles
4. Frame
5. Seats
6. Engine
7. Shocks
8. Body
9. Steering wheel

All vehicles must have all nine elements.

