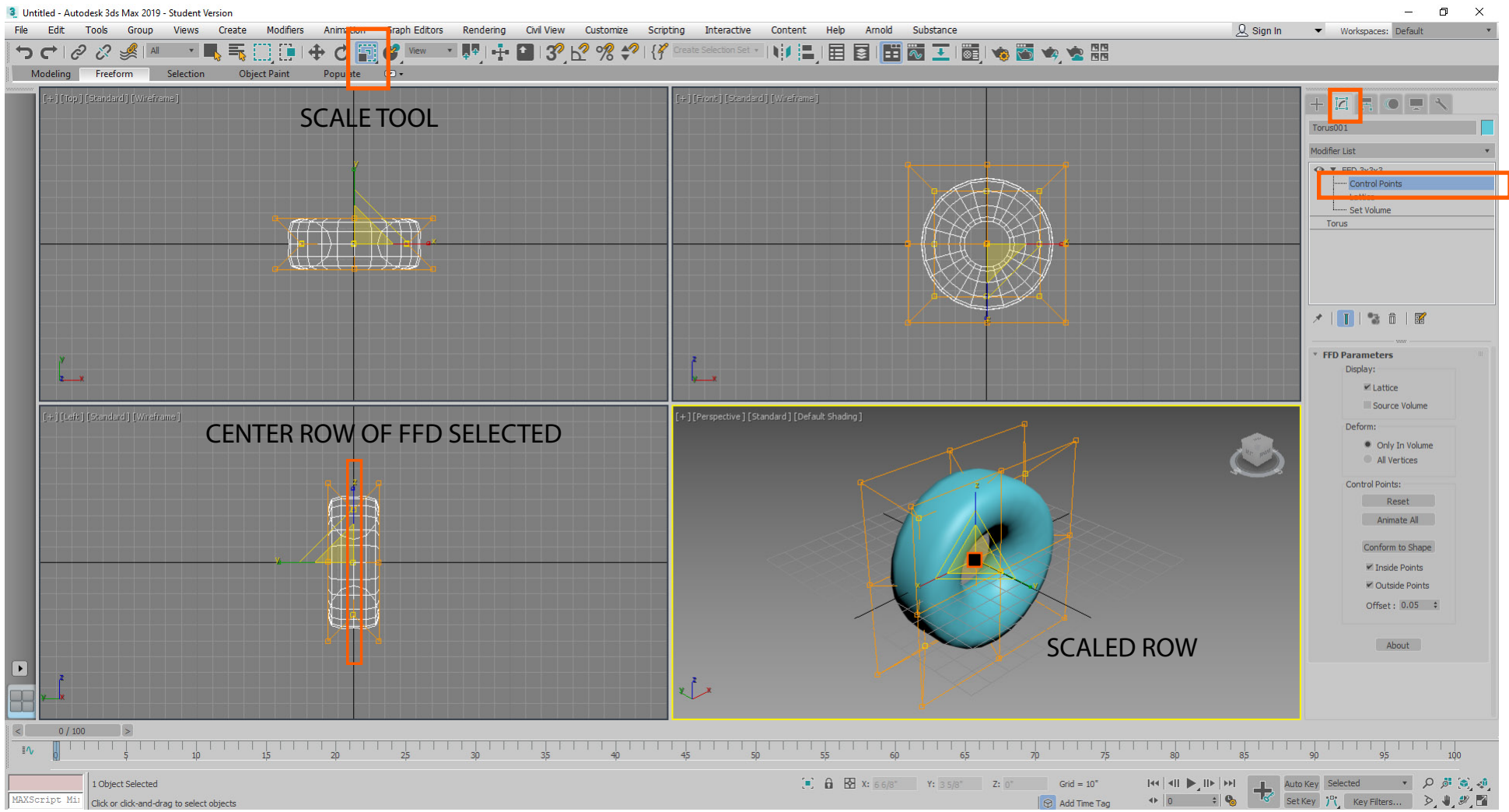


You'll begin modeling the assault vehicle from the ground up, starting with the tires.

1. The "Torus" standard primitive make a perfect foundation for a tire.



2. Place a FFD 3x3x3 on the torus and select and scale the center row of Control Points and flatten the face of the tire.