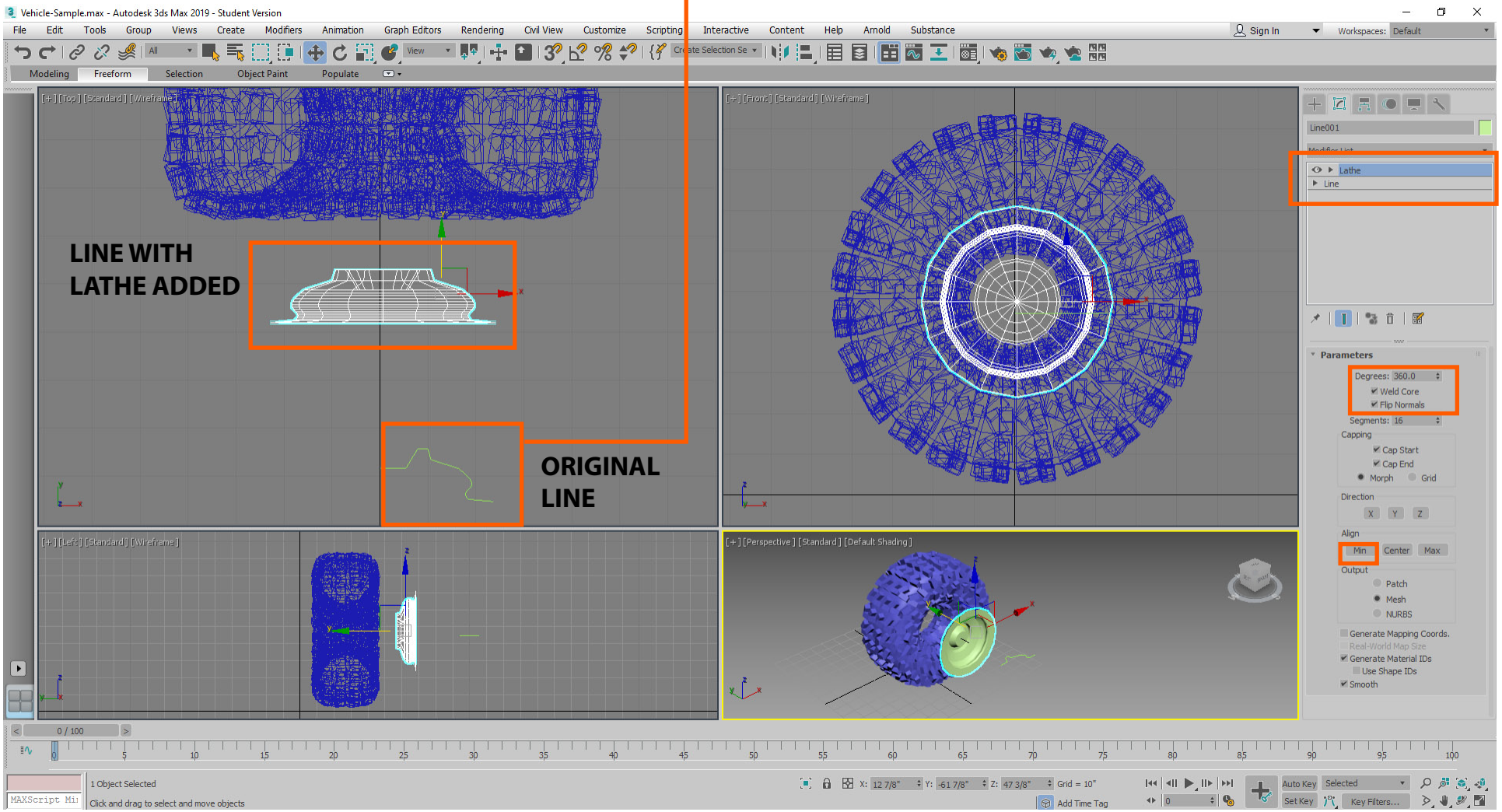
Career Technical Education
SoCal ROC

1. Using the "Line" tool draw a simple line similar to that in the viewport.

2. Apply the "Lath" modifier and set the parameters as needed.



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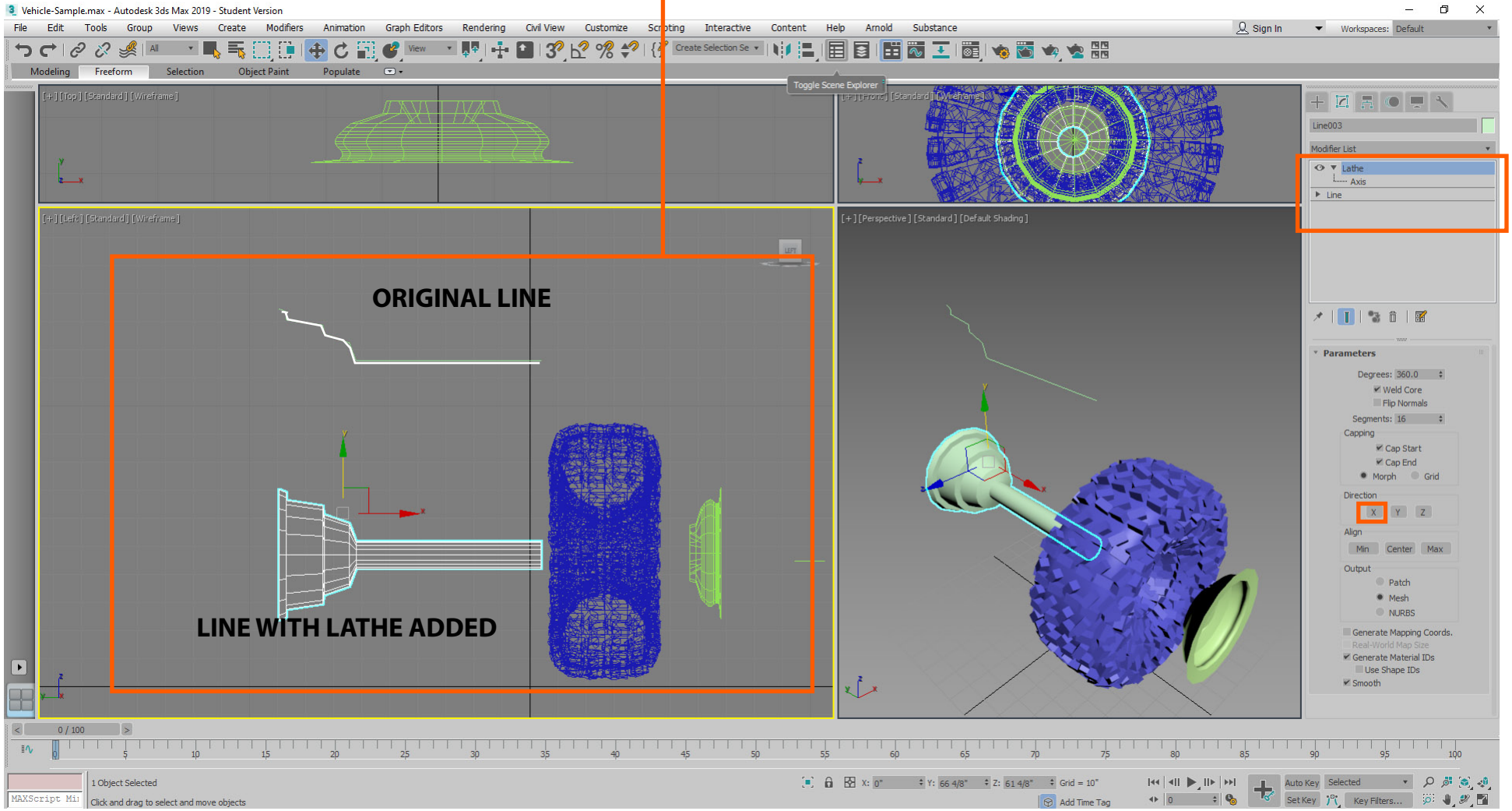
Make an axle the same way but begin in the Left Viewport.



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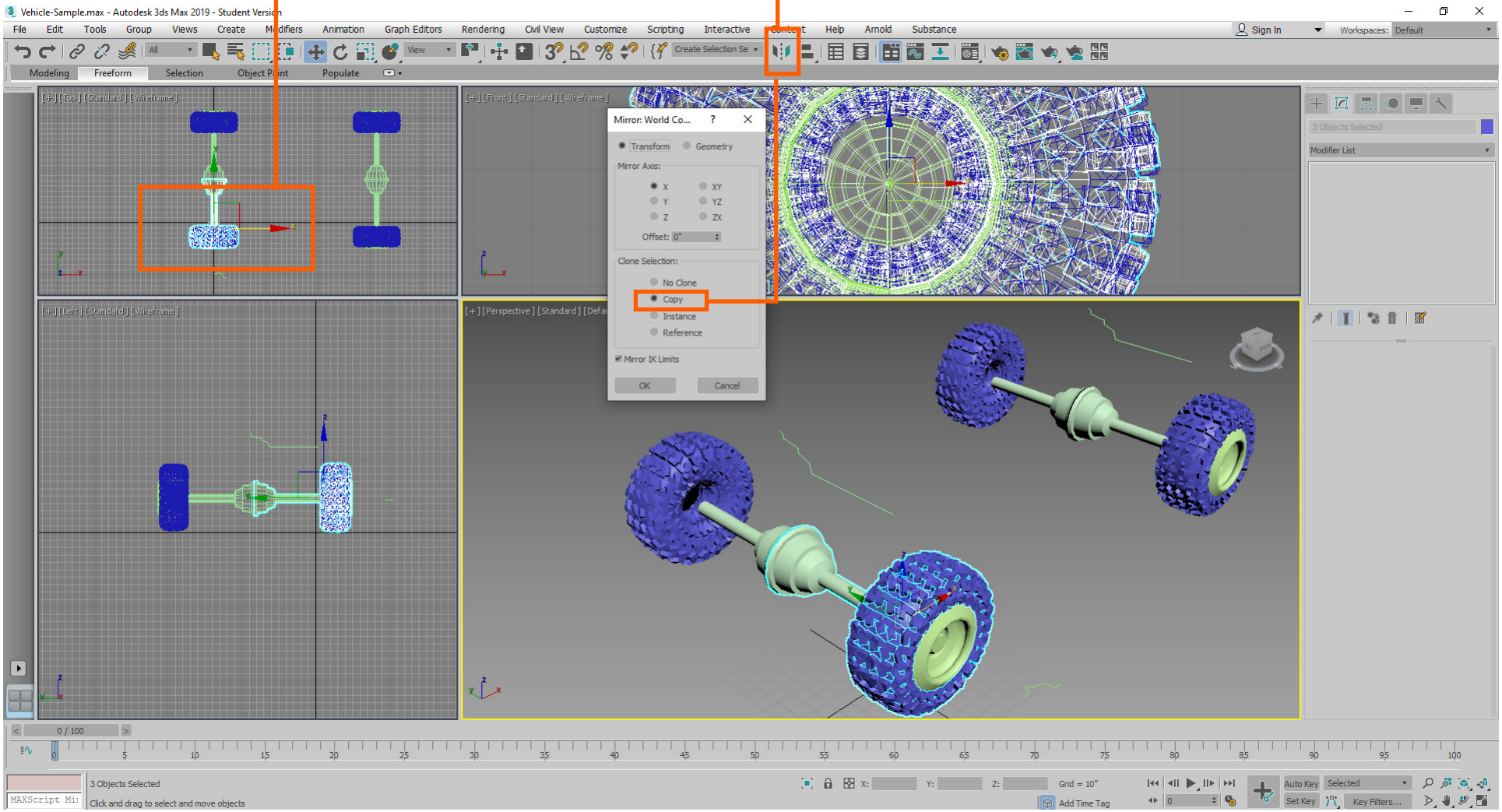
Always make the 3D Max work for you; why do the same thing three more times when you can have 3D Max "Clone" your work.

1. Select your Tire, Rim, and Axle.

2. Open the "Mirror" tool and "Copy".