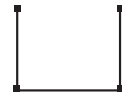


MAKING TIRES BY LATHING

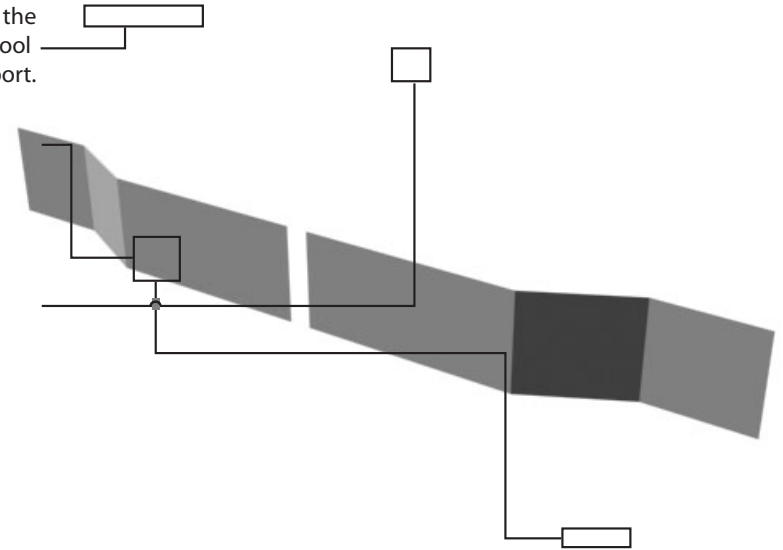
Lathing is a modeling technique where a spline (line) is spun around a central axis to create a three dimensional object.



First draw the "profile" of the tire using the "Line" tool in the "Front" viewport.

Open the lines to view its' sub-object level
Fillet the corners to round them

Then right click on the ends and select "Bezier Corner", this will allow you to round out the tires sides so they look as if they are carrying the weight of the



The finished Tire and Rim

Next, add the the "Lathe" modifier.

Set the direction to

Open the the Lath modifier to the
Adjust the Gizmo to open
shape until it looks like a

PARAMETER

Degrees - How far around the line

Weld Core - Removes the "p

Flip Normals - Sometimes the
needs to be flipped to the o

Segments - Smooths the 3D o

Capping - Covers holes if you don't
set the degrees to 360.

Direction - Which way the line is lathed.
Align - Adjusts the "Axis".

