

3D Modeling & Animation

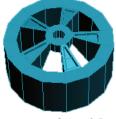
Modeling Rims and Tires

1. The sequence below illustrates the development of the rim.



Two Tubes - 15 sides each







Add a TurboSmooth and place the tire

Select & Bevel

Add the Edit Poly to the the large tube and "Attach" the small tube. Select a poly on the large tube and one on the small tube.

on the smal tube. Bridge the polys together.

