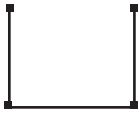




3D Modeling & Animation

Making Tires by Lathing

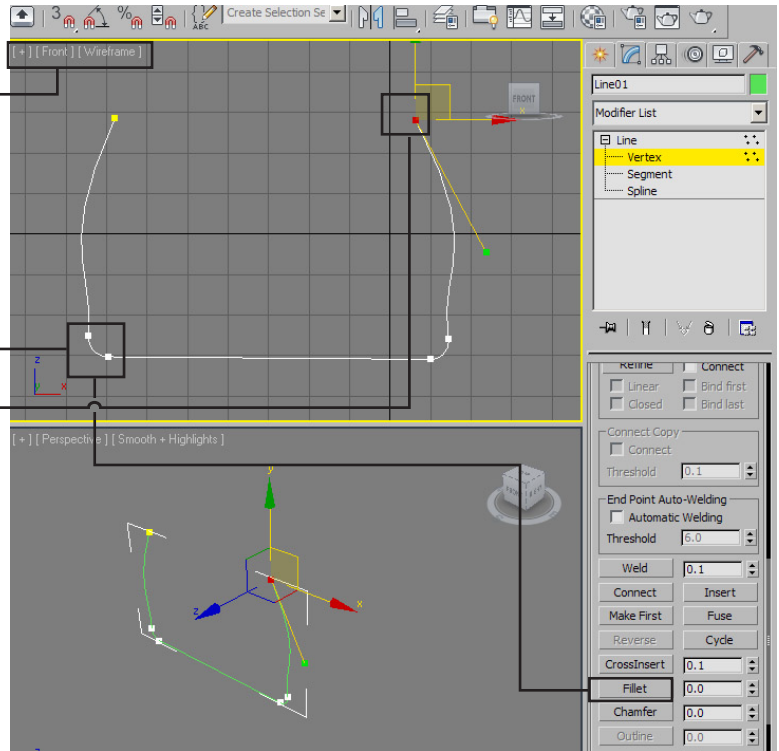
Lathing is a modeling technique where a spline (line) is spun around a central axis to create a three dimensional object.



← 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 off.

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



Next, add the the "Lathe" modifier.

Set the direction to "X".

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

PARAMETERS

Degrees - How far around the line spins.

Weld Core - Removes the "pucker".

Flip Normals - Sometimes the inside needs to be flipped to the outside.

Segements - Smooths the 3D objects.

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

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

