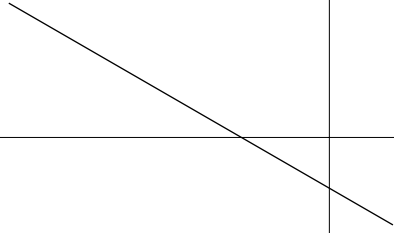
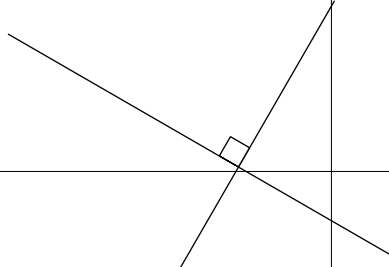


①



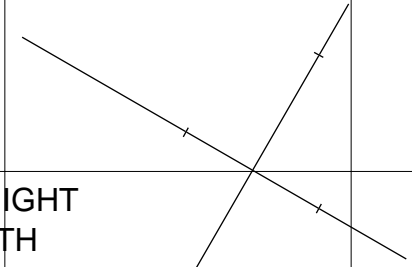
LINE OF AXLE

②



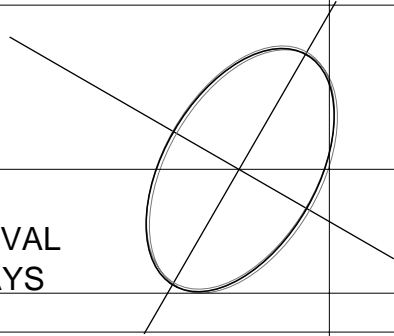
LINE AT RIGHT ANGLES TO IT

③



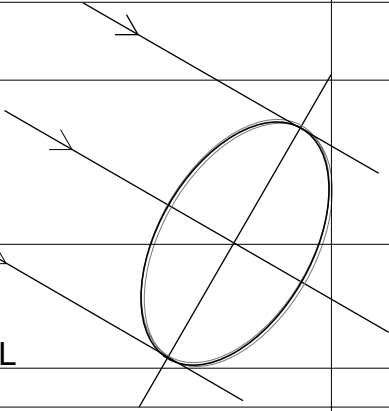
MARK HEIGHT AND WIDTH EQUALLY EITHER SIDE OF CENTRE

④



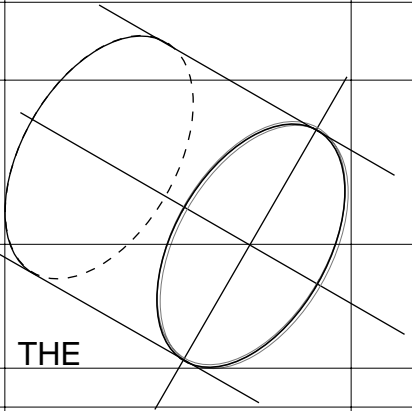
DRAW OVAL LONGWAYS ACROSS

⑤



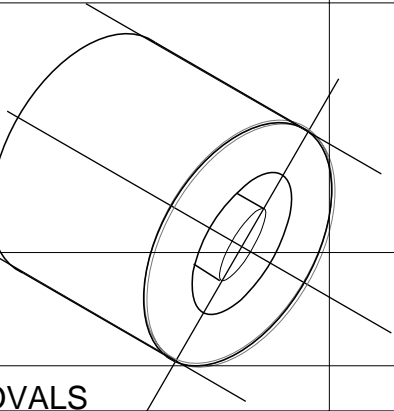
THEN PARALLEL LINES

⑥



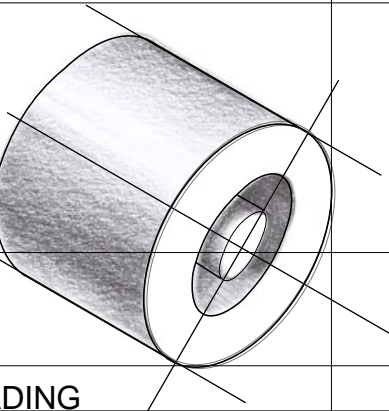
SECOND OVAL AT THE BACK

⑦



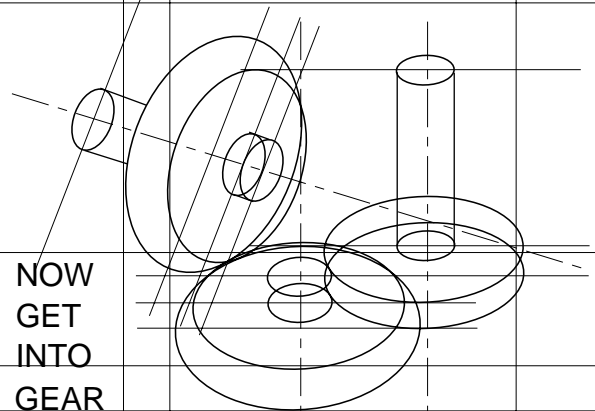
FINISH INNER OVALS

⑧



AND SHADING

NOW GET INTO GEAR



NAME

GROUP

3D WHEELS

DATE