New techniques: mirror modifier, Shift-d duplicate, scale 0 to flatten in a direction (e.g scale S 0)

Delete cube

Add cylinder : 8 vertices

Go to Num-1 view

Go to edit mode

Press num-5 to go to orthographic view

**R**otate (key-R) in Y-axis 90

Hover the mouse on the cylinder. Ctrl-R and left-click

Z-key to go to wireframe

Face-select half of the cylinder then x delete faces

Add modifier mirror: Check Clipping then click the triangle to make it mirror

Z-key to go to solid

Select a face then E-key to extrude then left click

Then scale slightly smaller then push it in slightly

…….

Shift-D to duplicate then move along y axis

Select two objects

Shift-S choose cursor to select

Shift-A create plane

E to extrude then key-G go up slightly higher than the tires

Go to Edge select. Select one edge of the cube then pull it down lower than the tires: 13:35

Face select