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

Alt+S to scale selection along the normal

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

**Making the body:**

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 the back. E-key then left-click. Pull it out. S to scale. E-key then left-click. Pull out.

**Make inner of the tire**

Select the face. Shift-D duplicate. Pull out. E-key left-click. Alt-S mouse up (PICTURE 9)

**Bridge back tire and body**

Select one face on the tire and S-Y-0 to scale.

Select that face and the face on the back of the body then W-loop tools-bridge (PICTURE 10)

**Make the body more**

Loop cut in the body.

Select the two faces close to the front tires. E leftclick. Scale smaller a little. Extrue up. E leftclick. Scale bigger. Extrude up. E leftclick. Extrue up. Then S-Z-0 (picture 11)

Extrue mode to get (PICTURE 12)

**Make handle**

Copy the circle face of the tire to the body.

Do extrude push in like with the tire.

Shift-D to duplicate then pull out.

**Copy handle to body**

Move the handle to the body