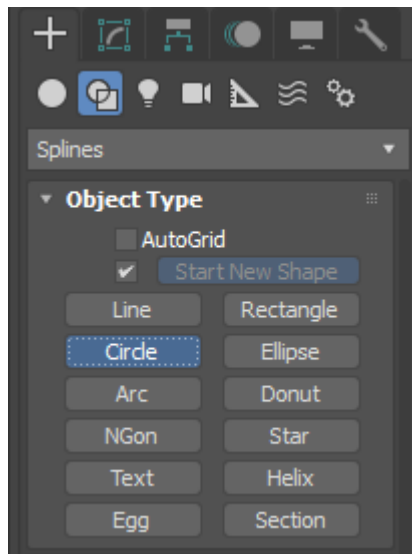
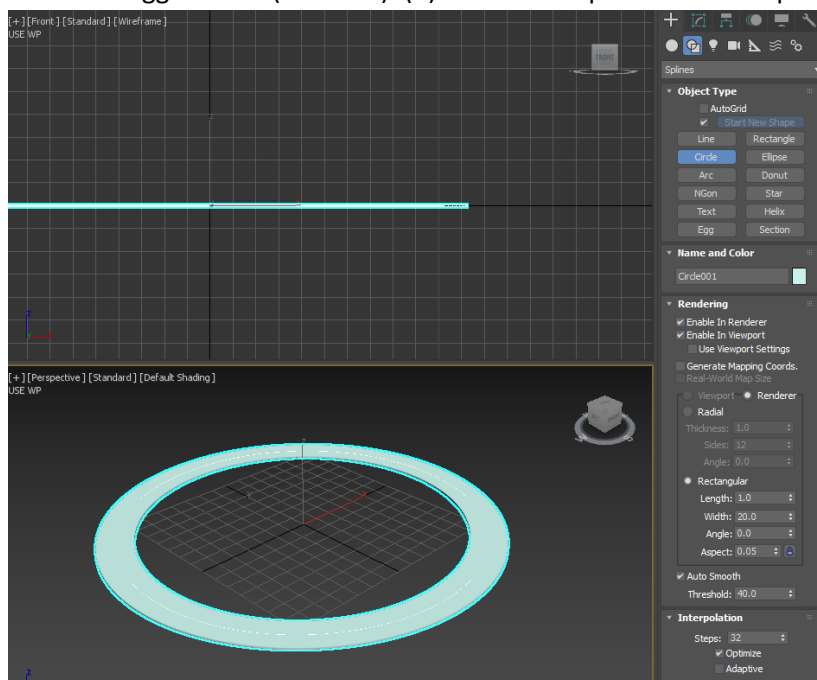


<https://youtu.be/psjcQzJxQCA>

1. Create a circle

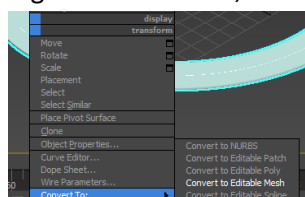


2. Make a 3D object from the circle. (a) Enable in Render (b) Enable in Viewport. (c) change Width to bigger value (like 20.0). (d) Increase Steps to 32 in Interpolation section.

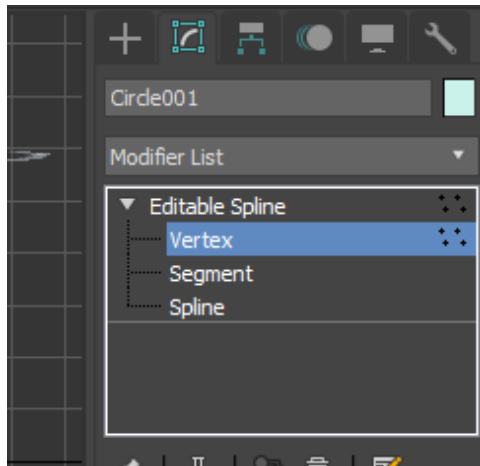


3. Modify the track

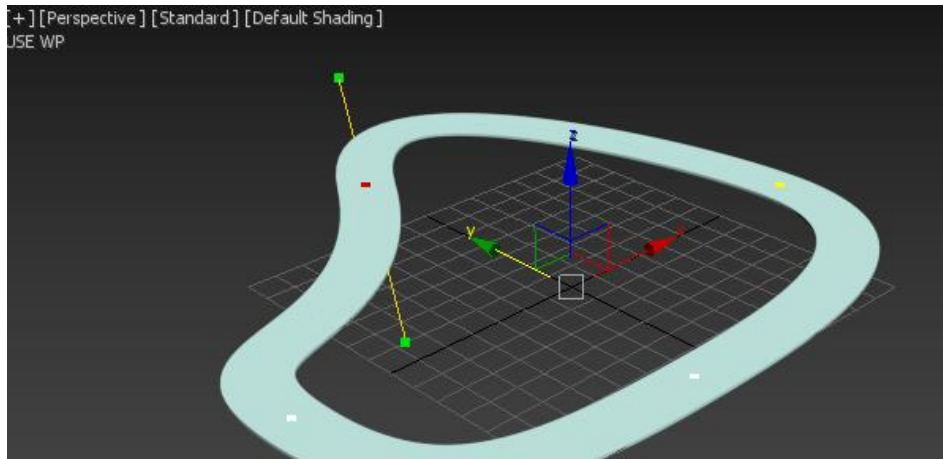
- (a) Right click on circle, convert circle into Editable Spline



(b)Go to modify section. Click circle object and select Vertex from Editable Spline

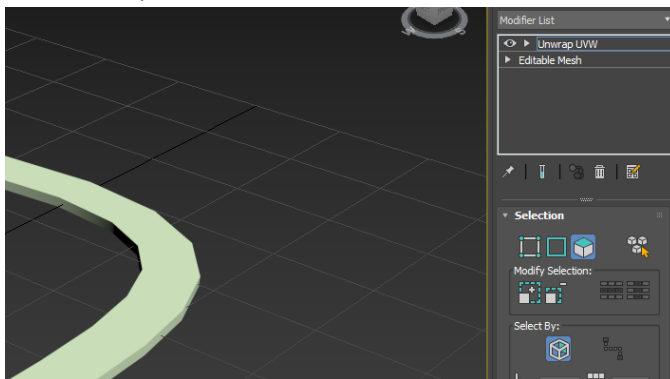


(c)Change shape by moving vertex



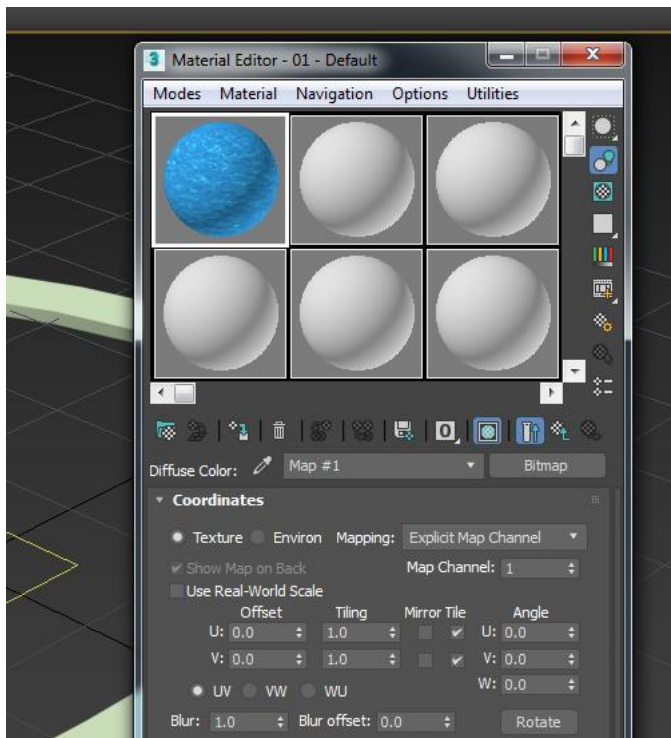
(d) Right click on the object and convert to editable mesh object

4. Add Unwrap UVW modifier



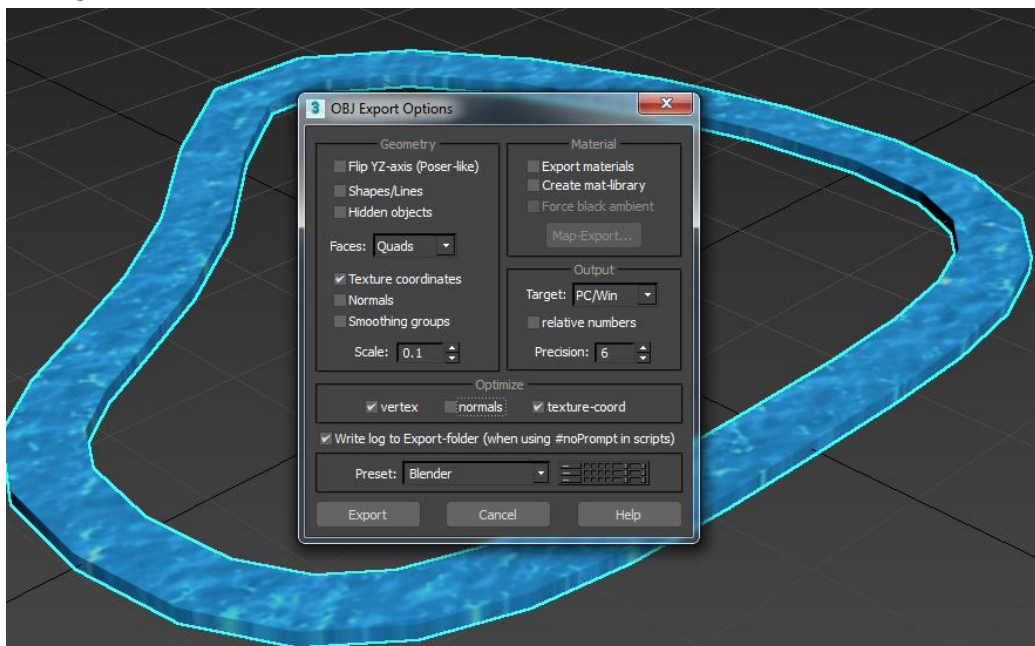
5. Download a high-resolution (1000x1000) texture

6. Create a material using compact material Editor



Please keep Tiling as 1.0

7. Convert object into an editable mesh object again. Export model to obj file using following setting



8. Use "LoadObjClass example" (the zip file is located in Aula).
9. Integrate codes into your project