The initial step involved and I opted for a car. After choosing a specific model, I located blueprints and then placed them in planes, ensuring correct positioning before freezing them. I encountered a minor issue when the color changed to gray after freezing, but I swiftly resolved it in the settings.

Next, I embarked on creating the complete model. Beginning with a plane, I crafted the hood and utilized the edge tool to fashion a cohesive model of the car, excluding the wheels and rearview mirrors. While using the cut tool to increase edges and vertices, the car lacked the desired volume initially.

Subsequently, I divided the plane into objects using the detach tool, adding necessary indents between them, such as between the hood and bumper.

Creating the wheels proved challenging due to their intricate details. I started by forming a tube and two cylinders in the desired positions to serve as the wheel's foundation. Crafting the mount between the tube and cylinder involved using lines, which I duplicated as needed. For the tire, I employed a tube, applied chamfer for smoothness, and used tilt edge to create a zigzag pattern. Through cloning, I replicated the front wheel.

Constructing the rearview mirror involved using a plane and applying turbosmooth for added smoothness, followed by symmetry to create a single object.

For materials, I utilized physical materials and bitmaps to achieve the right textures also i used metal.

The rendering phase involved setting up cameras and lighting to achieve the desired effects, including shadows.

Moving onto animation, I created three main dummies connected to the front and rear wheels, as well as the car's main body. After that, I set the turn of the wheels and the end point for the car to move.

First, I made three main dummies, which I connected to the front, rear wheels and head part. Then the dummy was in front of the car and connected to the dummy main and wheels. After that, I set the turn of the wheels and the end point for the car to move.

Now you can see my first version of the background on the screen, but I changed the photo process of creating it.

In the end, I created a background using a box positioned within the camera's view and appropriately relative to the car. After adding materials and selecting a photo, I fine-tuned rendering, lighting, and shadows.