Project

Steps:-

1. Shape the cube in form of car in edit mode.
2. Colour the car from material available use mirror modifier.
3. Take a spere make two lines on it a convert it into road use of mirror modifier.
4. Use texture on it.
5. Take trees from preset use partical seting 🡪 hair🡪no. of tress set it accordingly.
6. Make trees rotate 90 deg through surface .
7. Give them texture accordingly.
8. Use transform on frames rotate 360 deg for rotation of globe.