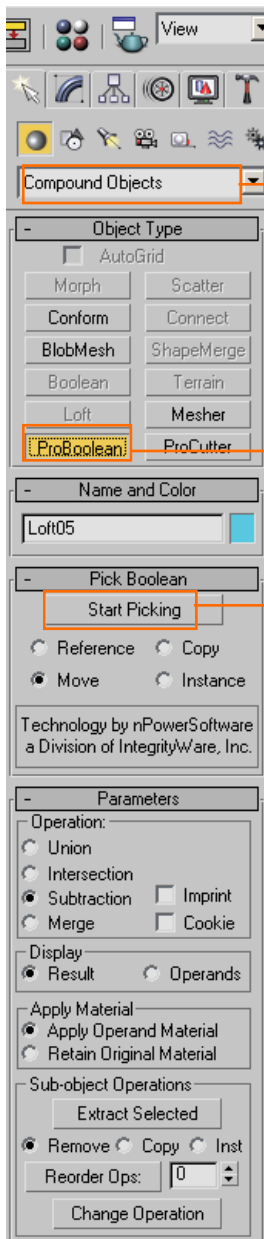
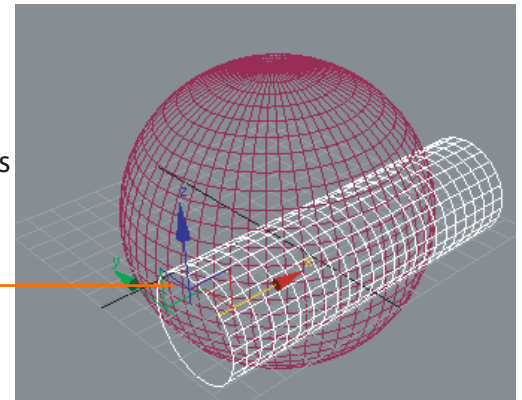


1. Boolean modeling involves taking 2 or more objects and:
  - a. Subtracting one from the other or...
  - b. Uniting the two objects to make one object or...
  - c. Creating a new shape from the space where the two objects intersect.
2. In this demo we will “subtract” a cylinder from a sphere.
3. Begin by creating a sphere and a cylinder.



4. Next intersect the 2 objects. Note that the polygons on the 2 objects should be close in size. The finer the mesh, the smoother the final cut will be.

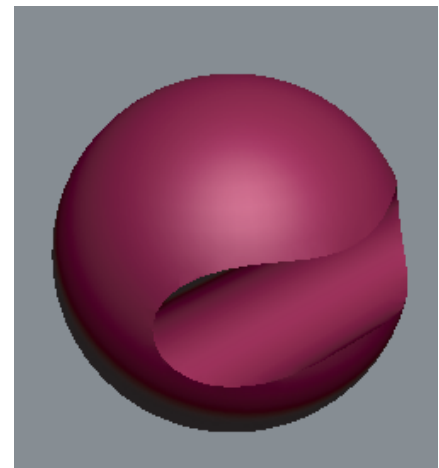


5. Booleans are located under the Create/Geometry/Compound objects.

6. Make sure the sphere is selected.

7. Click the “Start Picking” button.

8. Select the cylinder.



Where ever the cylinder intersected the sphere, material will be removed. Now experiment with the other Boolean settings.