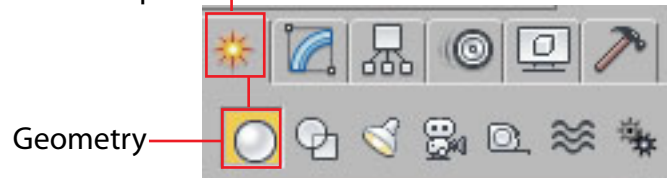


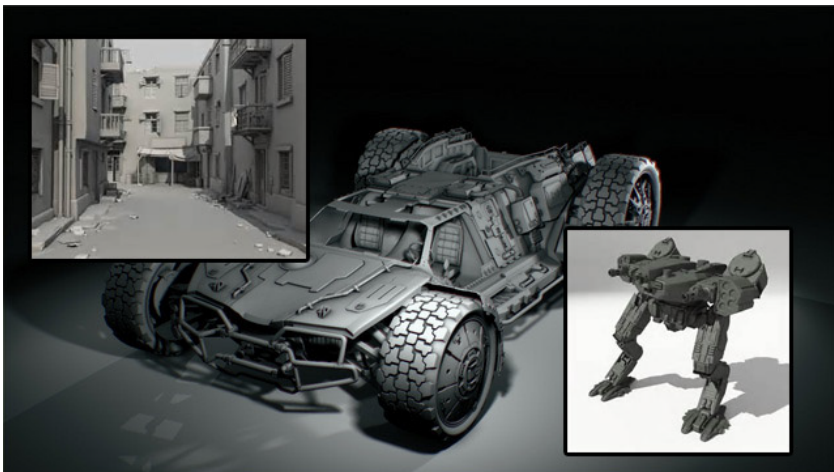
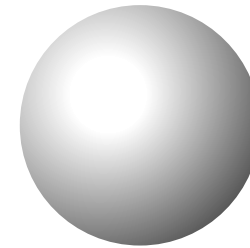
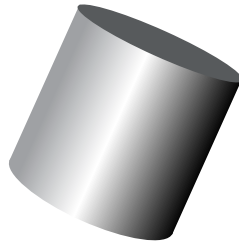
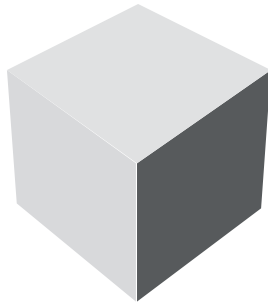
# 3D Primitives - Geometry/Meshes

**You can use any 3d primitive to box model. It doesn't have to be a box!**

3D objects are found on the "Create" panel



**GEOMETRY** (Also called "Primitives") objects include: Boxes, Cylinders, Spheres, Cones etc.



Box/Poly modeling is used to create what are called "Hard Surface" models. Stuff like buildings, cars, planes, and mechs.