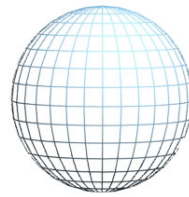
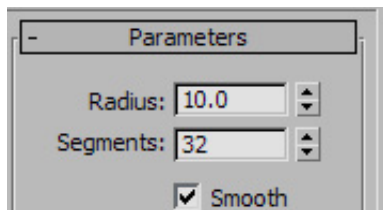


ProBooleans and Buttons

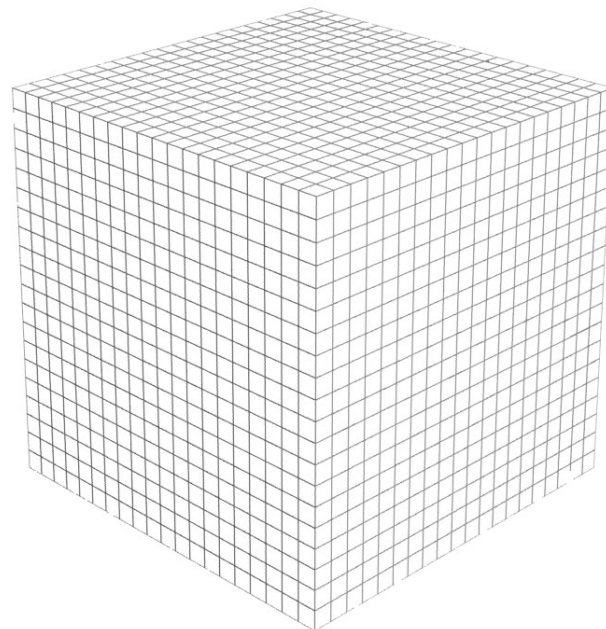
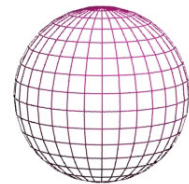


ProBooleans are a way to make two or more objects interact to create a new object. Typically the Boolean process involves "Subtracting" geometry.

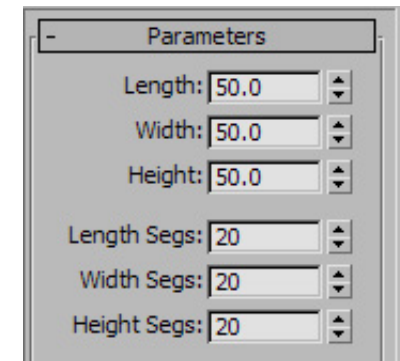
Step One: Create a single sphere:
with the following
parameters:



← **Step Two:** Make a "Copy" clone of the sphere



Step Three - Create a box with the
following parameters:



Note: ProBooleans work best when the polygons on each shape are roughly equal in size.