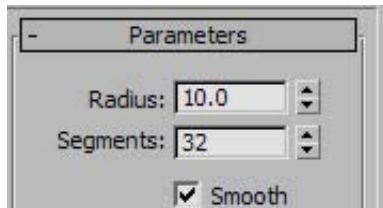


ProBooleans and Buttons

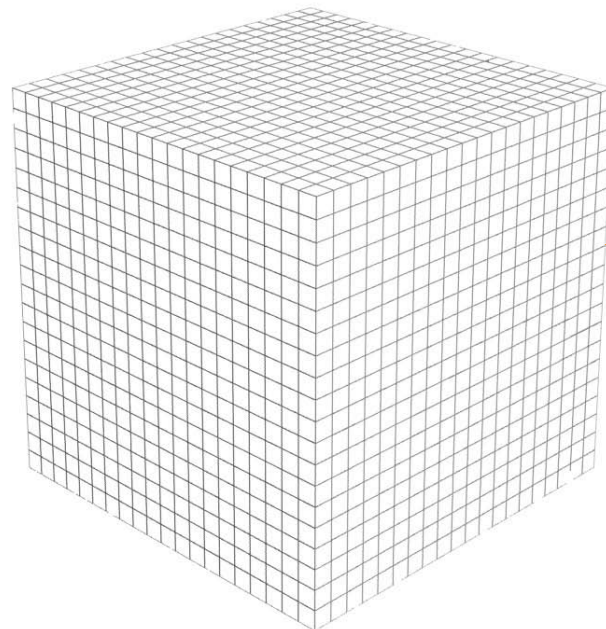
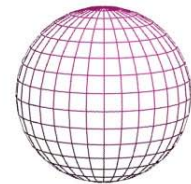


ProBooleans are a way to make two or more objects interact to create a new object. Typically the Boolean process involves "Subtracting" geometry.

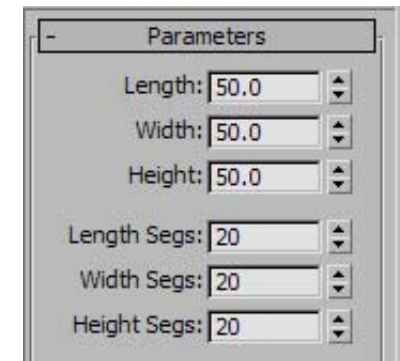
Step One: Create a single sphere:
with the following
parameters:



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



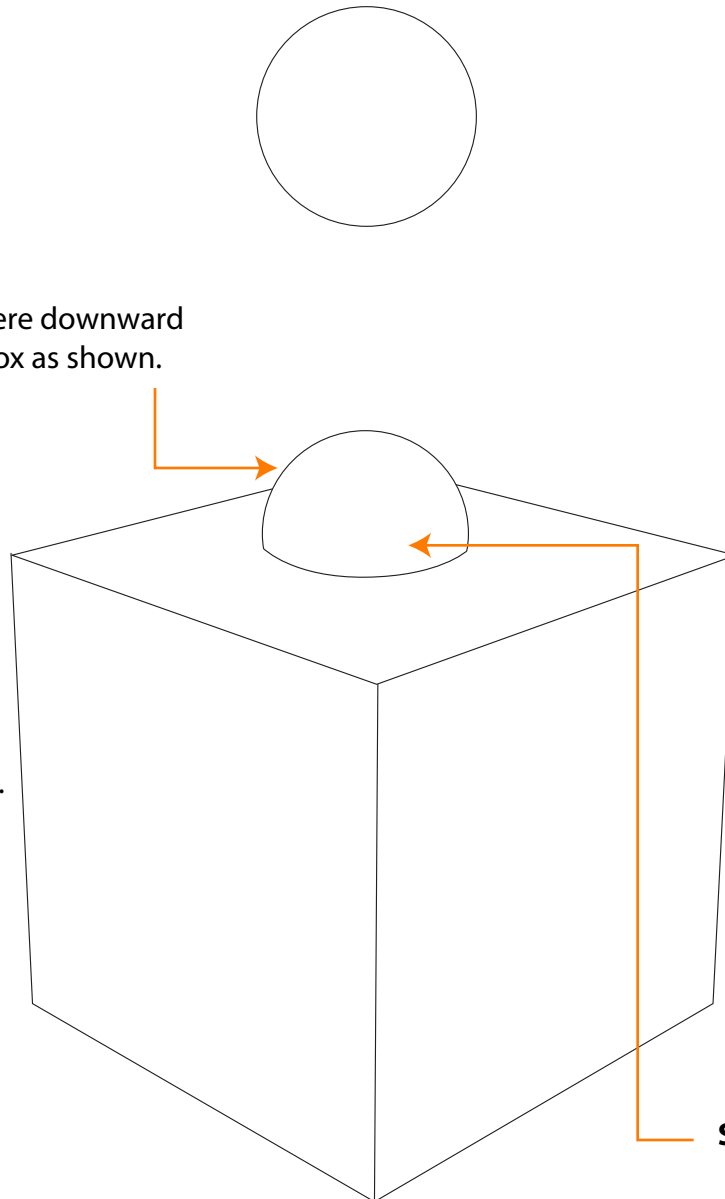
Step Three - Create a box with the
following parameters:



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

ProBooleans and Buttons

Step Four: Move the first sphere downward to intersect the box as shown.

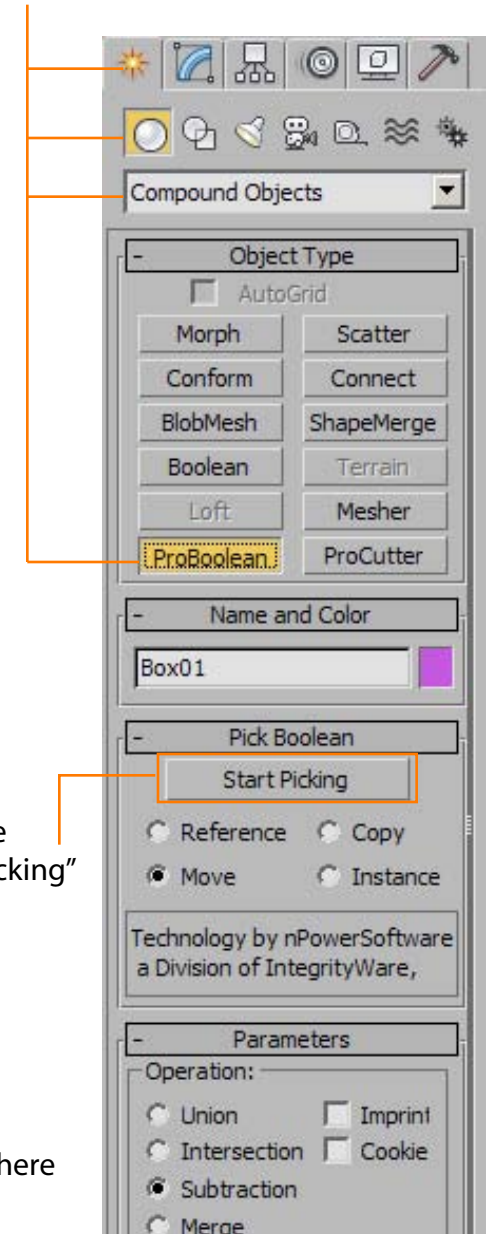


Step Five: Select the Box.

Step Eight: Click on the sphere

Step Six: Open the ProBoolean panel.

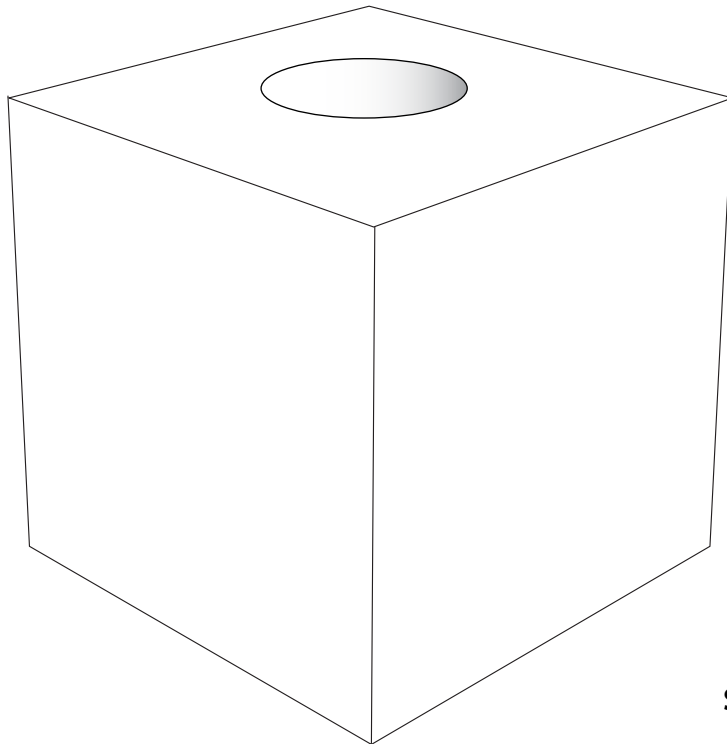
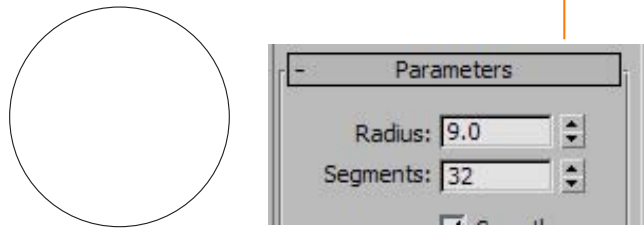
Step Seven: Click the "Start Picking" button.



ProBooleans and Buttons

For the button to look realistic, we need to give it "Clearance". Clearance is the space between the button and the hole that the button fits into.

Step Nine: Select the copy sphere and reduce its' radius to 9.0



Step Ten: Squash the sphere into a button shape with the "Scale" tool



Step Eleven: Move the button to the box.

