

# Compound Objects: Booleans

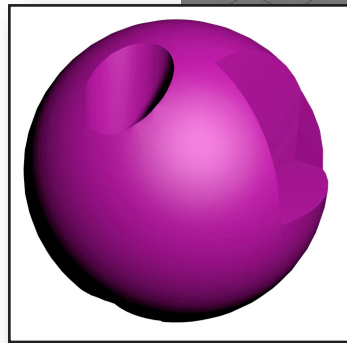
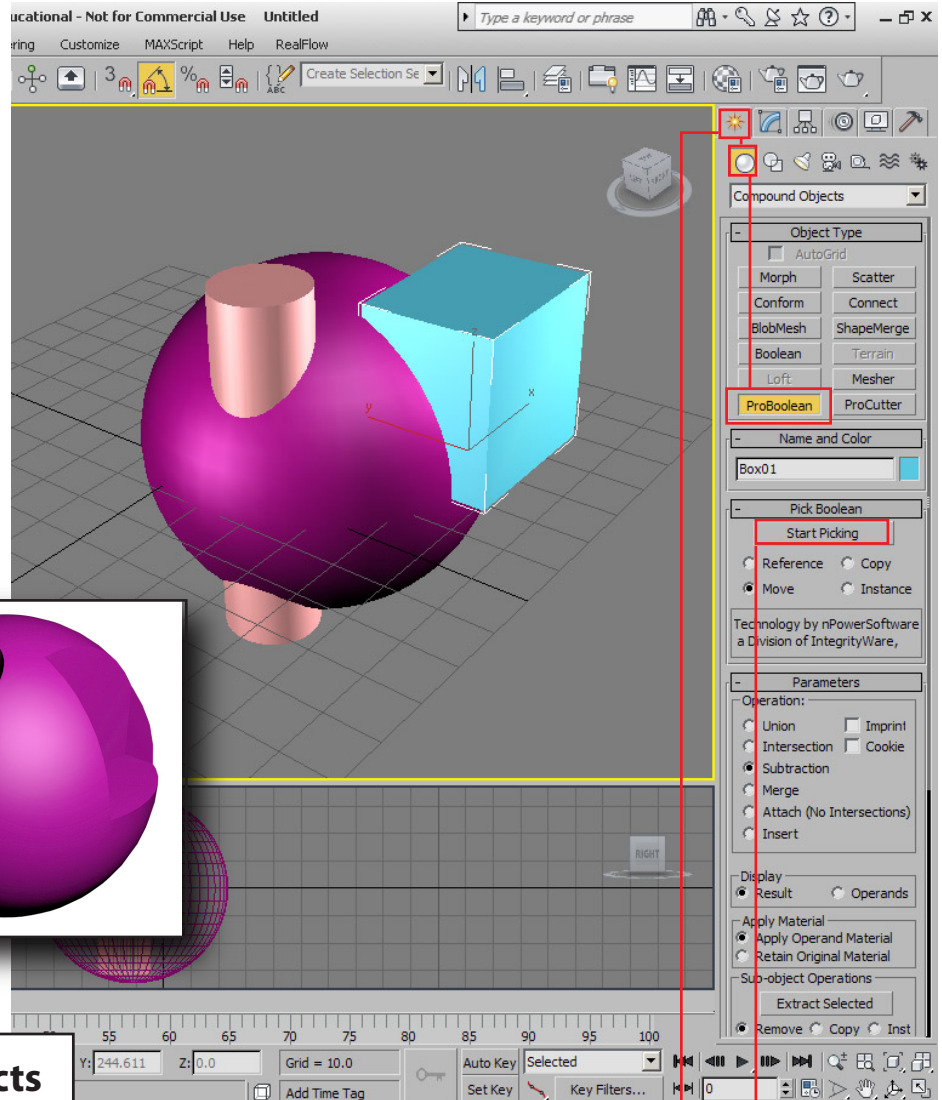
Booleans are a way to make two or more objects interact to create a new object. Typically the Boolean process involves "Subtracting" geometry.

1. Begin by making some geometry, let's say a sphere.

2. Next create a tube and then a box.

3. Arrange the three meshes so they intersect

4. Select the Sphere.

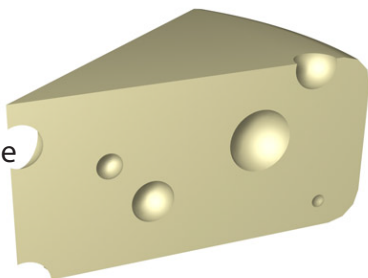


## Examples of "Booleans" objects



Revolver Cylinder

Swiss Cheese



5. Open the "Create" panel and drop the menu to "Compound Objects"

6. Select "ProBoolean".

7. Click the "Start Picking" button select the cylinder and then the box.