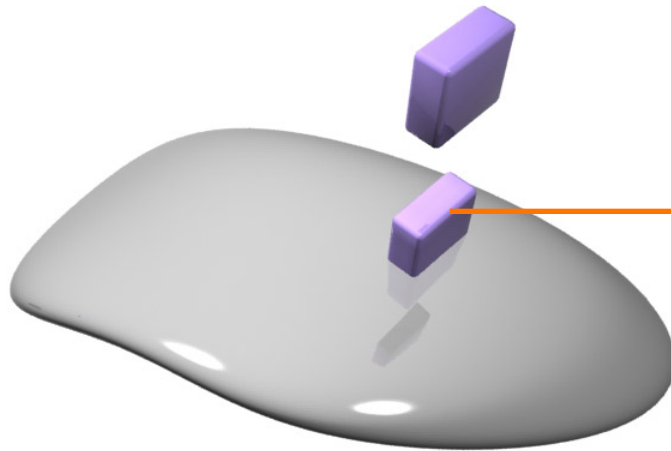




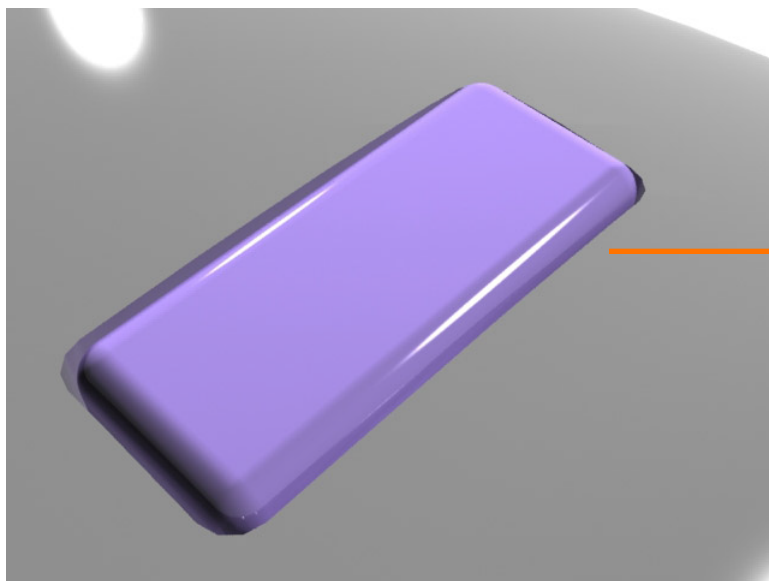
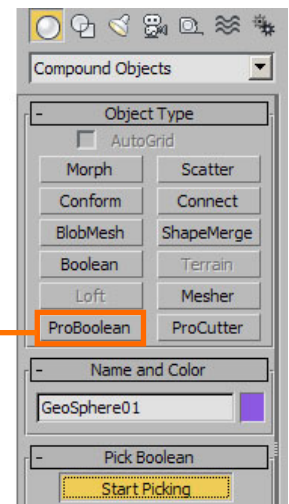
Design Your Own Controller

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

4. Make a button and clone a copy



5. Place the button into the controller and perform the ProBoolean.



6. Resize the copy button to be slightly smaller than the original. This way it will fit nicely into the hole made by the ProBoolean.

