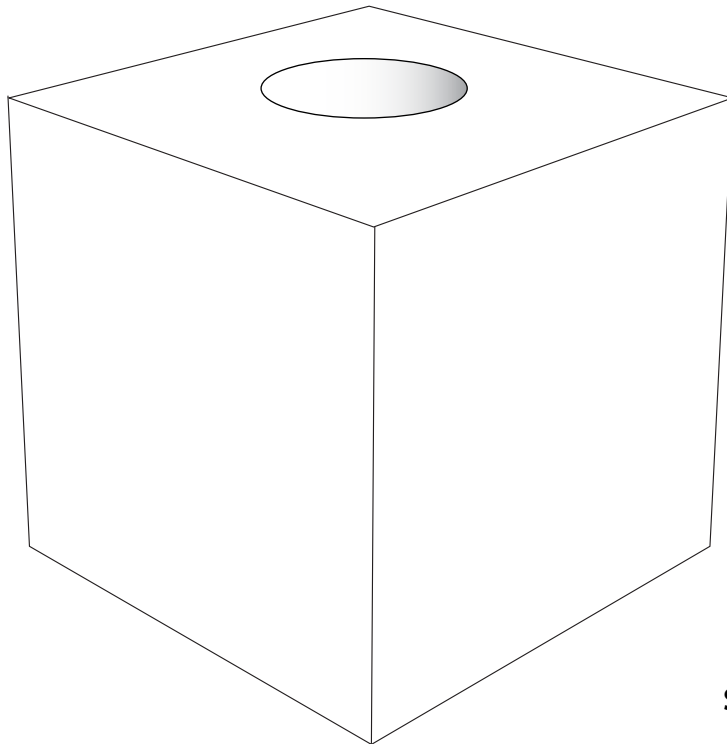
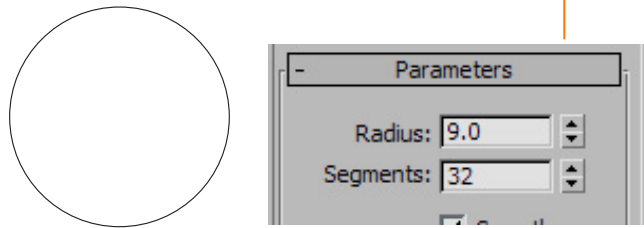


# ProBooleans and Buttons

**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.

