## 3D Animation & Modeling Pro-Boolgan Substractions



王 | 🎇 | 🌄 View

Compound Objects

Conform

BlobMesh

Boolean

ProBoolean

Loft05

Move

-Operation: ----O Union O Intersection

Subtraction Merge

Apply Material
Apply Operand Material
Retain Original Material
Sub-object Operations
Extract Selected
Remove C Copy C Inst

Reorder Ops: 0

Change Operation

-Display— @ Result

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Object Type AutoGrid Morph S

Name and Color

Pick Boolean

Start Picking

Technology by nPowerSoftware a Division of IntegrityWare, Inc.

Parameters

Scatter

Connect

ShapeMerge

Terrain Mesher ProCutter

Instance

🔲 Imprint

Cookie

C Operands

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- 1. Pro-Boolean modeling invloves taking 2 objects and: a. Subtracting one from the other or...
  - b. Uniting the two objects to make one object or...
  - c. Creating a new shape from the space where the two objects intersect.
- 2. In this demo we will "subtract" a cylinder from a sphere.
- 3. Begin by creating a sphere and a cylinder.
- 4. Next intersect the 2 objects. Note that the polygons on the 2 objects should be close in size. The finer the mesh, the smoother the final cut will be.
  - 5. Booleans are located under the Create/Geometry/Compound objects.
    - 6. Make sure the sphere is selected.
  - 7. Click the "Start Picking" button.
  - 8. Select the cylinder.



Where ever the cylinder intersected the sphere, material will be removed. Now experiment with the other Boolean settings.