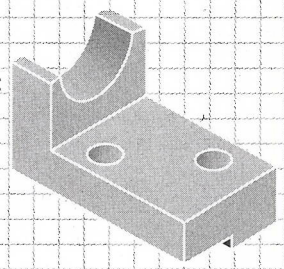
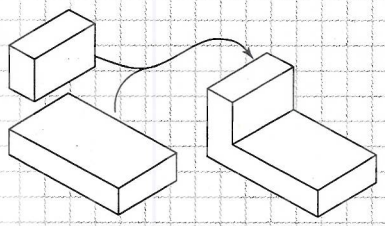
Hands On 2.2

Using Boolean operators

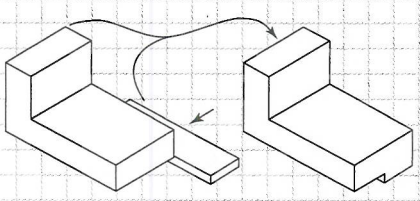
Given the solid modeling primitives shown above and the Boolean operators for union, difference, and intersection, list the steps required to form each of the solids at right, or use your own paper to sketch steps like the example below.

Example:

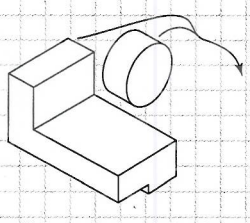




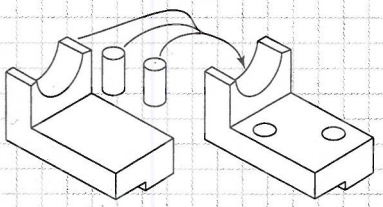
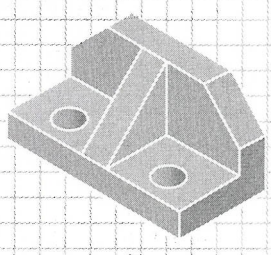
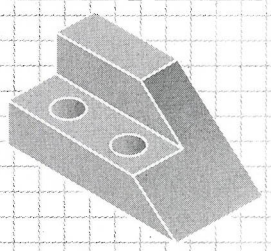
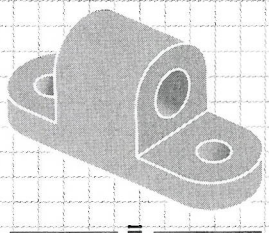
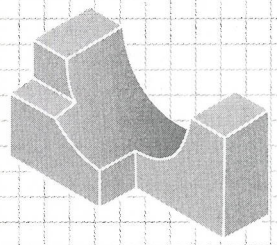
Block U Block = Object 1



Object 1 U Block = Object 2



Object 2 – Cylinder = Object 3



Object 3 – Cylinders = Object 4