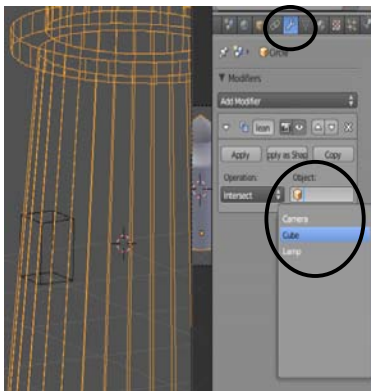
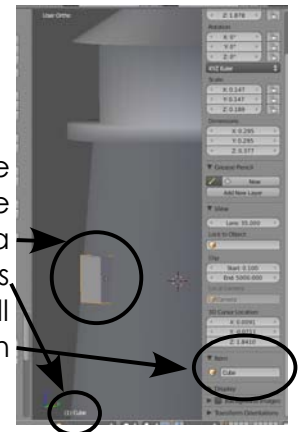


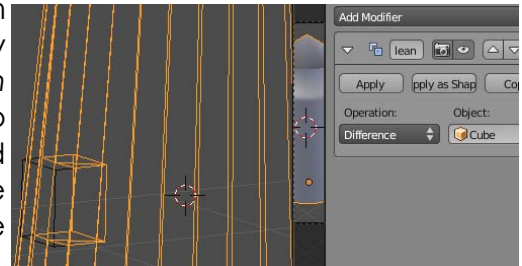
Boolean Editing- Lighthouse Windows

To begin this exercise, start by opening up your **Lighthouse** file from the previous exercise. We are going to use Boolean operations to cut some simple windows in your lighthouse.

Begin by adding a **Cube** (Shift "A"-Add-Mesh-Cube) to your scene and scale it to an appropriate size and shape. Using your principle views of #1,#3, and #7, place the cube in a good location for a window. With the cube still selected, make note of the cube's name, displayed in the lower left corner of the viewport. We will need to know that name later. The name can also be changed in the Transform window.



Now select the **Lighthouse** and enter Wireframe view ("Z" key). Go to the **Modifiers** Panel and add a **Boolean Modifier**. Select the **Cube** from the list under **Object**. By changing the **Operation** from "**Intersect**" to "**Difference**", you should see a cut in the lighthouse to match the cube. Hit "**Apply**".



Now you can move the cube to a different spot and add another Boolean modifier to cut another window using "**Difference**" and "**Apply**". You can even use different mesh shapes to cut other window and door shapes. Press "F12" to see a rendered view of your results.

Remember to add the Boolean Modifier to the lighthouse and not the cube!

**** Call the instructor when finished ****

