



Chapter 14
Solid Composites

Subtract 14.1

Creates a composite region or solid by subtraction.

1. **Choose** Modify, Solids Editing, Subtract.
or
2. **Type** SUBTRACT at the command prompt.

Command: **subtract**

SUBTRACT Select solids and regions to subtract from...

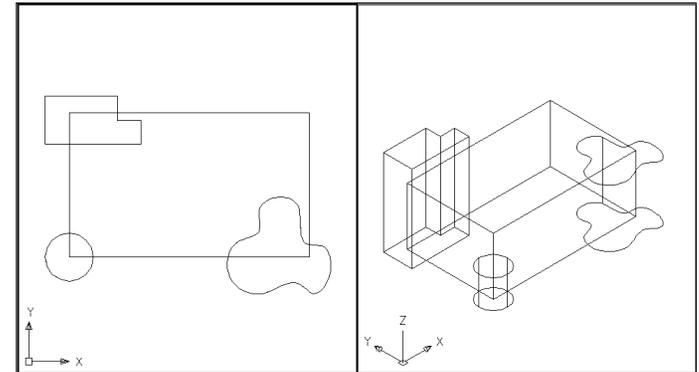
Select objects: **pick the box**

Select objects: **(press enter)**

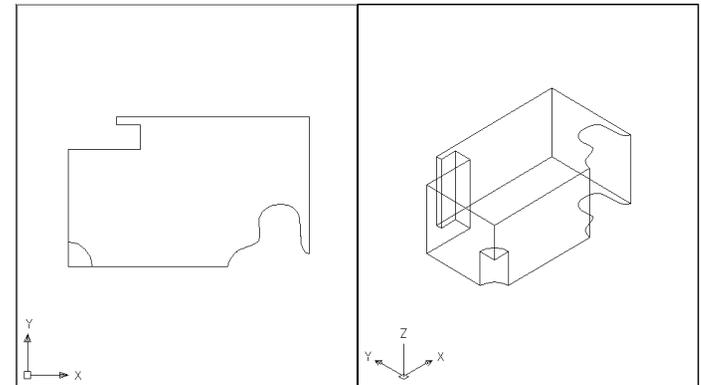
Select solids and regions to subtract...

Select objects: **pick the cylinder**

Select objects: **enter**



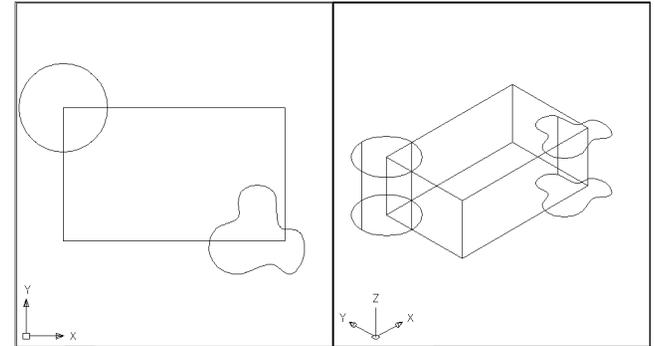
Objects Subtracted from Box



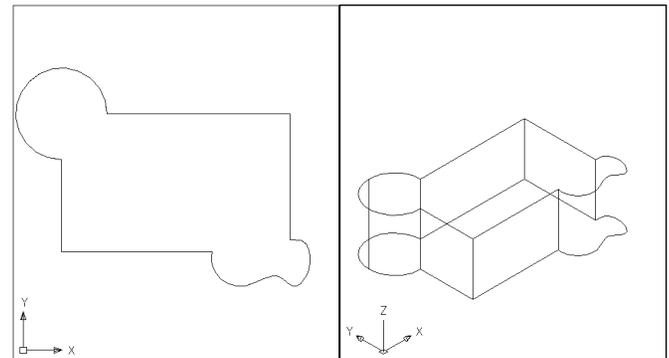
Union 14.2

Creates a composite region or solid by addition.

1. **Choose** Modify, Solids Editing, Union.
or
2. **Type** UNION at the command prompt.
Command: **union**
Select objects: **pick cylinder & box**
Select objects: **enter**



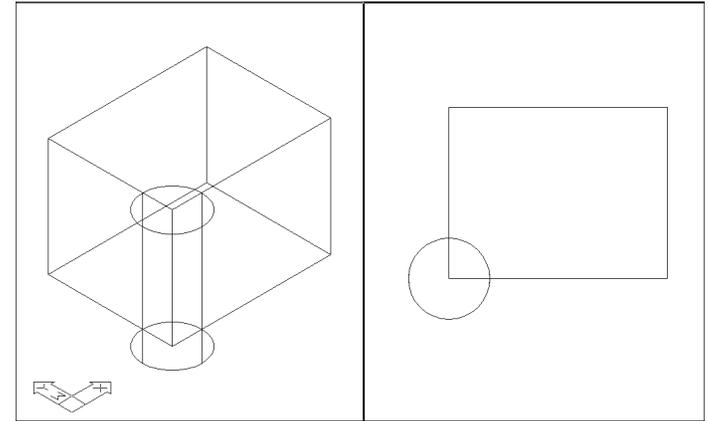
Solid Objects Unioned Together



Intersect 14.3

Creates a solid based on the intersection of two existing solids.

1. **Choose** Modify, Solids Editing, Intersect
or
2. **Type** INTERSECT at the command prompt.
Command: **intersect**
Select objects: **pick cylinder and box**
Select objects: **enter**



Intersection of Cylinder and Box

