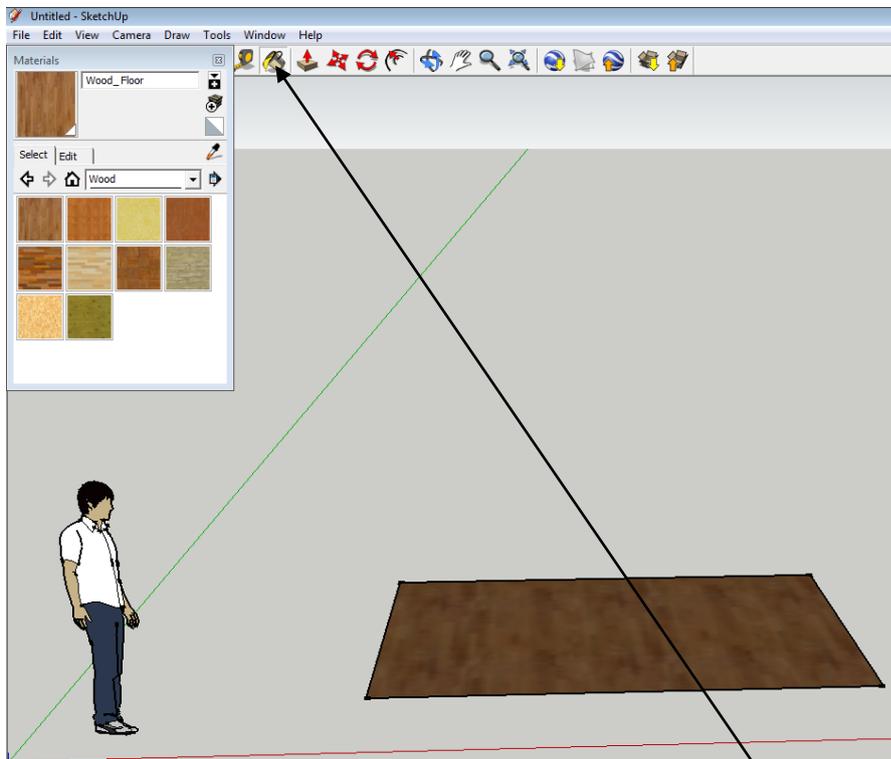
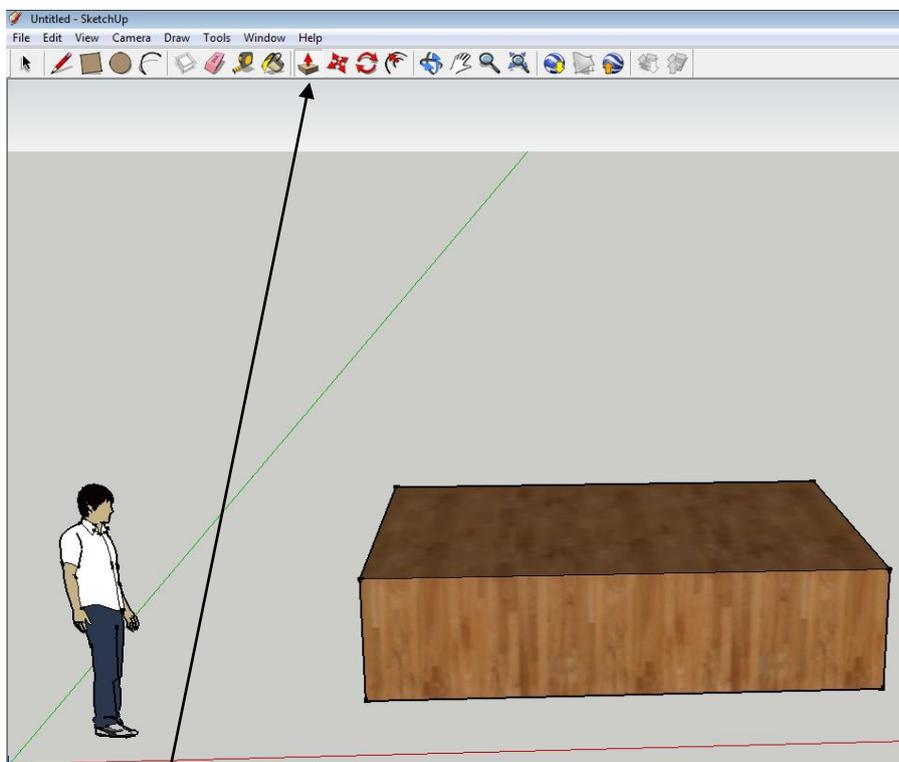


Creating Furniture

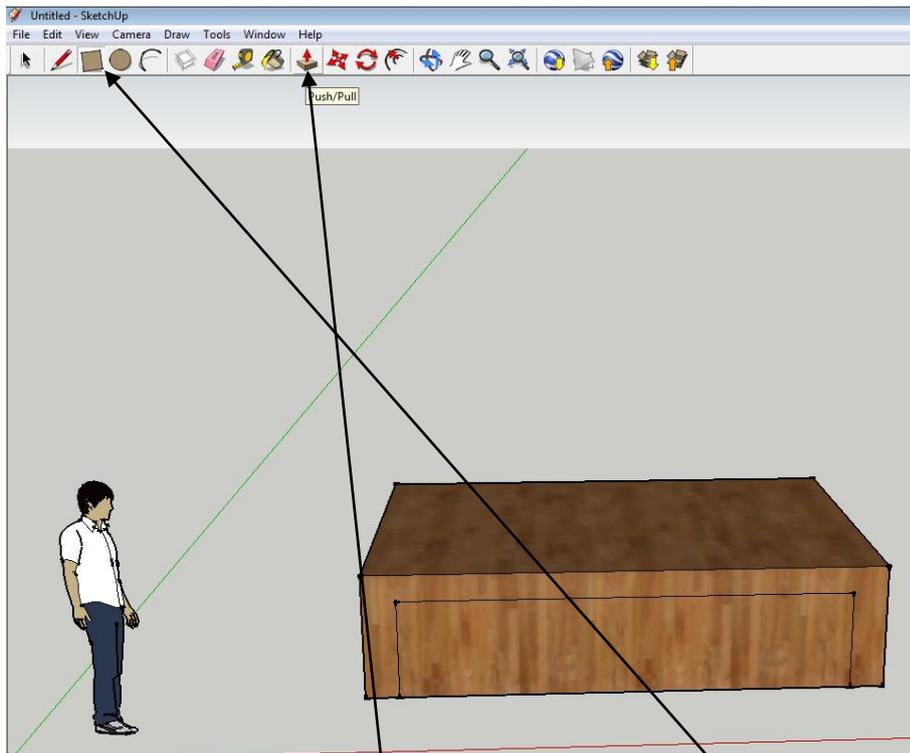
A Desk



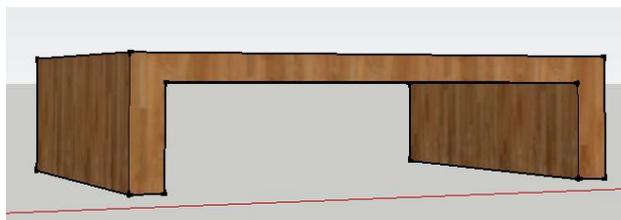
Firstly draw a rectangle on the floor. Then using the fill bucket add a suitable colour



Use the Push/Pull tool to make the rectangle 3D.



To hollow out the middle of the desk draw another rectangle on the front face of the 3D desk. Then using the push pull tool push the middle piece out.



The end result is a desk



Similar techniques can be used to create other pieces of furniture