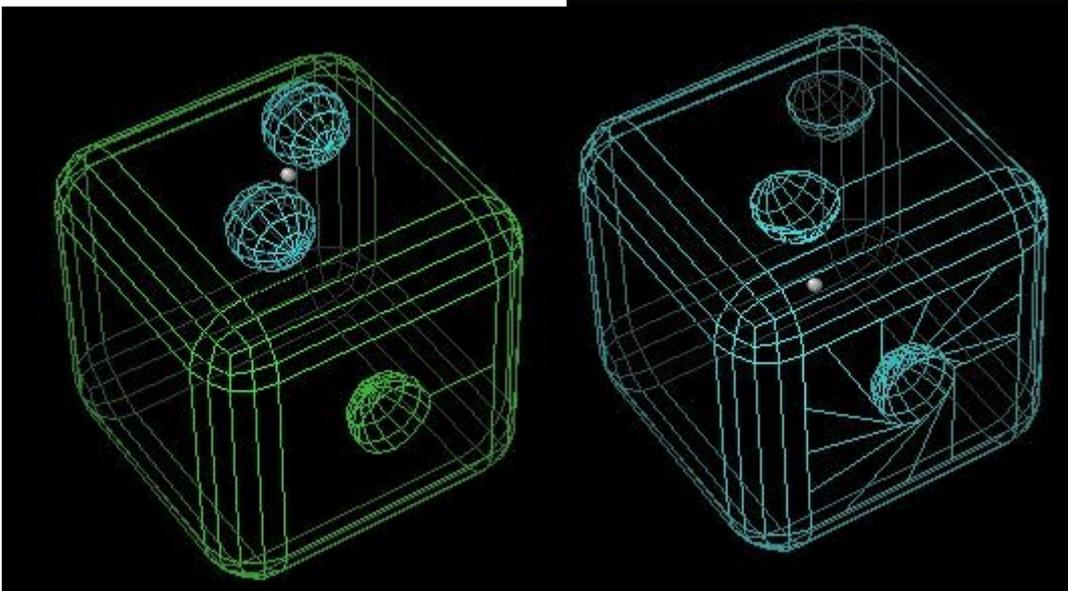


## Create a dice (part 2)

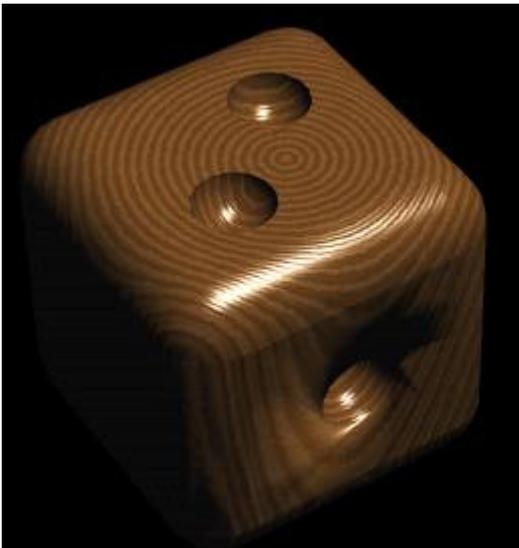
### Boolean Operations (continuing)

If you repeat Boolean Operations on a same object, you may have some little problems.

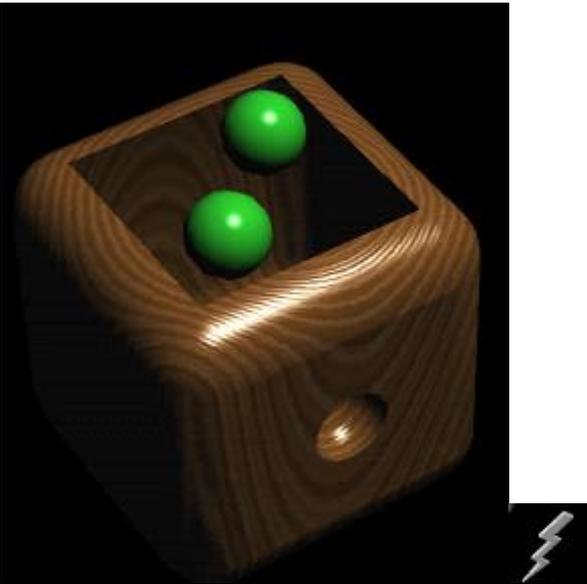
See this example:



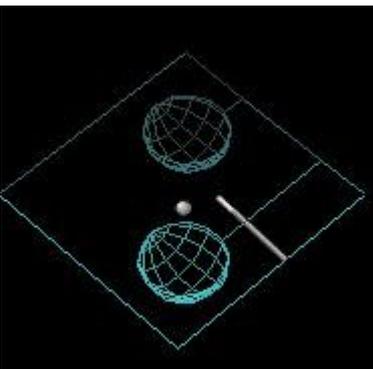
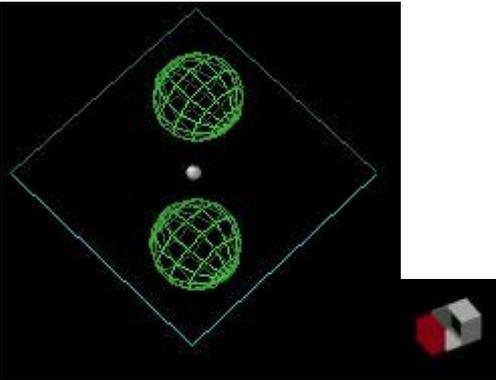
The first face of my die has been too much subdivided and shows visual defects

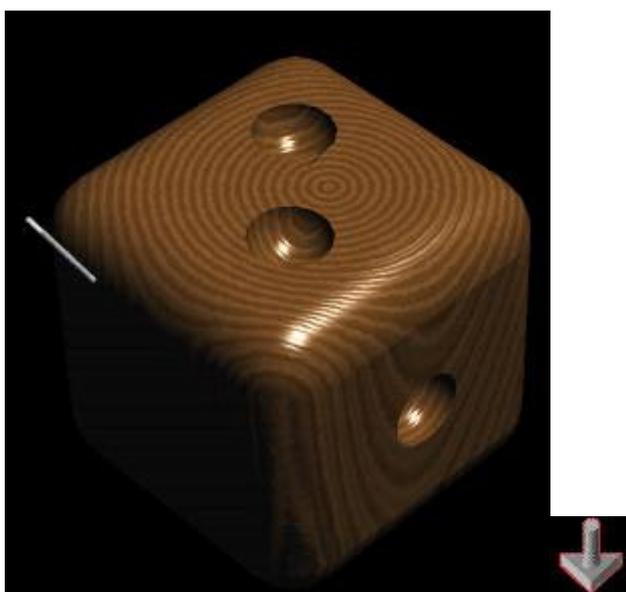
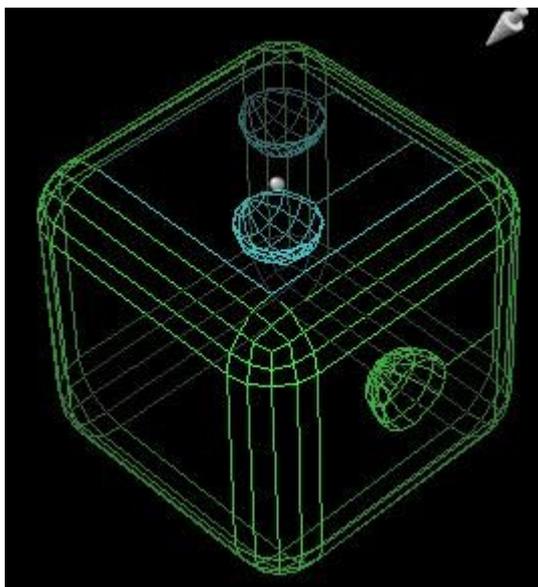


I will work face by face. You may use boolean operation on each side of the cube. Suppress the six faces of the cube, with the Delete Tool.



With the Extract Surface Tool, you will create again the deleted sides. You may now use boolean operations on each side, and then weld all these objects together.





My die is finished

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[Create a dice \(part 1\)](#)

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