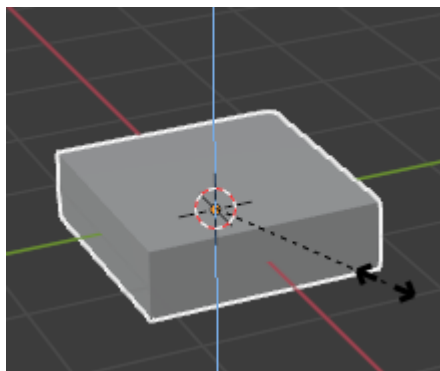


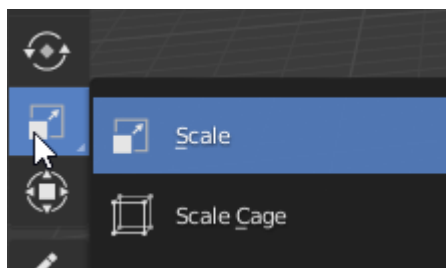
1. Make the base of the chair

Add ▸ Mesh ▸ Cube

Flatten the cube by pressing **S** then **Z** and moving your mouse.



Tip: You can also use the scale tool to help you size in different directions:

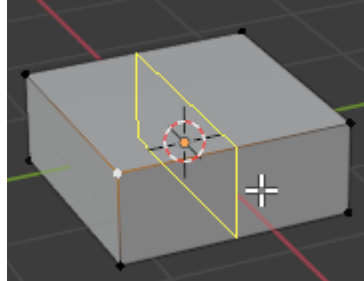


2. Split the base into sections

Select the chair base and go into **Edit Mode**.

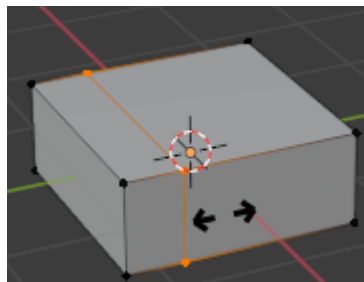
Press **control/command** + **R** to use **loop cut**.

Move your mouse and get the **yellow line** to cut the chair base as shown. **DON'T** click yet.

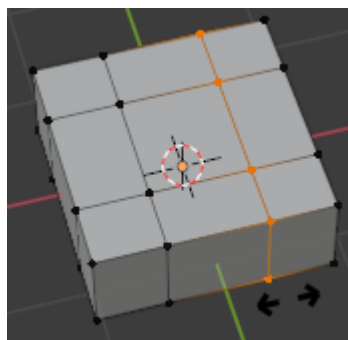


Hold down the left mouse button, and **drag the mouse** to the left of the chair base. Let go of the mouse button to **fix the cut**.

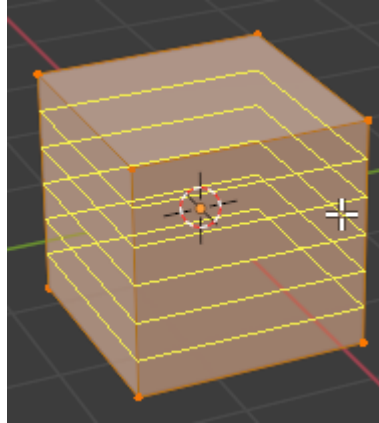
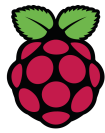
(**Control/Command** ⊕ **Z** will undo an mistakes)



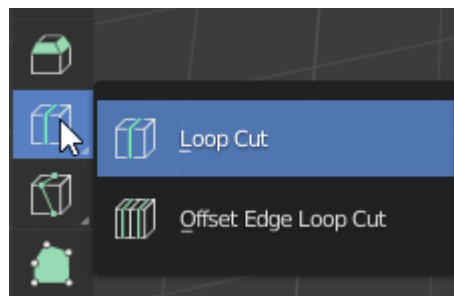
Repeat the process until you have your chair base looking like the following picture:



Tip: By rolling your mouse wheel when adding a loop cut, you can choose to add more than one loop cuts at the same time:



Tip: You can also use the **Loop Cut tool** when in edit mode:



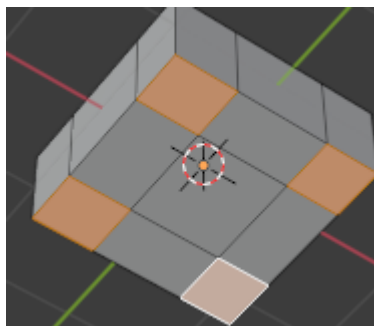
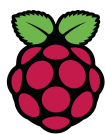
3. Add the legs and the back struts

Make sure that you are in **Edit Mode** and **Select**

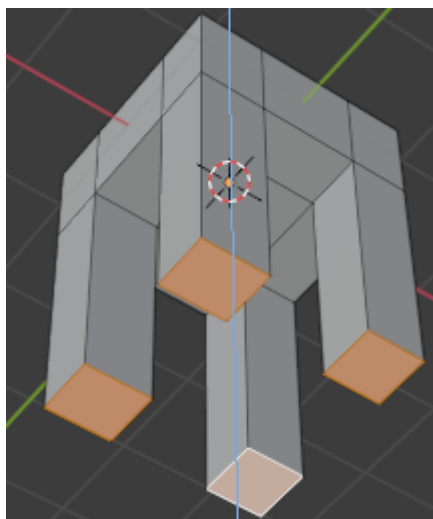
Mode: 

Go to **Face select** (you can press **3**) 

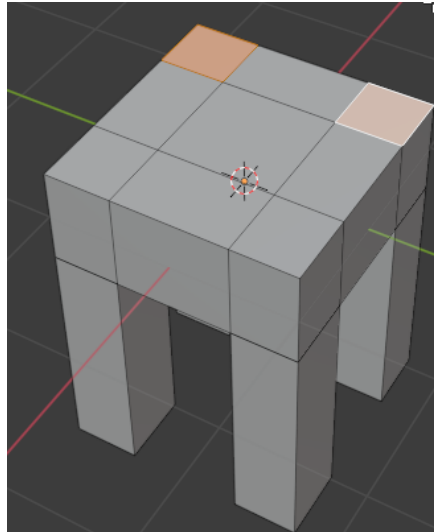
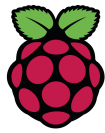
Holding **Shift**, select all **four corner faces** on the bottom of the chair base:



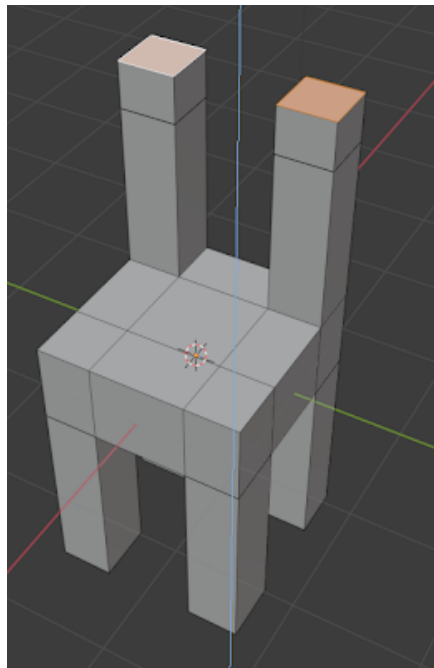
Press **E** to **extrude** the chair legs down:



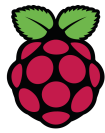
Go to the top of the chair and **select** the **two corner faces** that will form the back of the chair:



Extrude the back of the chair twice:



Tip: If you are struggling to get the chair leg or chair back struts to be the same length, try enabling the **Snapping tool**, by clicking on the **magnet icon**



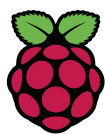
Raspberry Pi

Now when you move things, they will be snapped to set locations in the 3D space. The snapping tool also works on **rotation** and **scaling** by selecting them from the **drop-down menu**:

Don't forget to turn this off by clicking on the magnet icon again

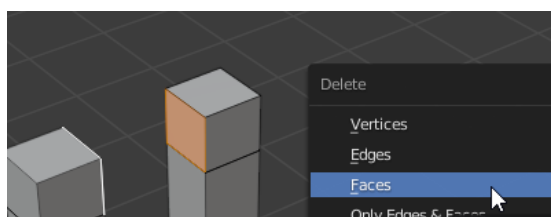
4. Add a backrest

Select the **top innermost faces** of the backrest:



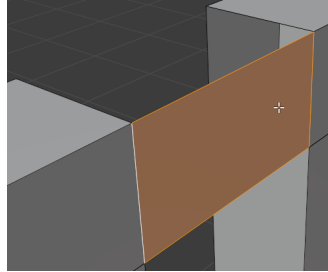
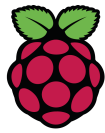
Raspberry Pi

And press **X** to delete them:



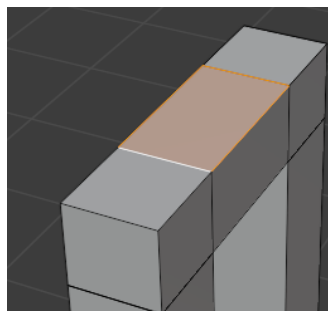
Now go to **Edge Select** mode, and **select opposite edges** at the top of the backrest by holding down **Shift**

Press **F** to create a new face between the opposite edges



Select the **three edges** that make up the top of the chair backrest

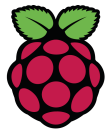
Press **F** to make a face between them



Repeat this process for the rest of the top of the backrest

Tip: If you are struggling to see what you are editing, try and use the **numpad** to help you:

- **.** focuses on the thing you have selected



Raspberry Pi

-
- **7** is top view
 - **9** is bottom view
 - **1** is side view
 - **3** is front view
 - **0** is the camera view

Explorer task

Create a table
