SCENE

CAMERA LIGHT OBJECT OBJECT

CSG\_OBJECT CSG\_OBJECT

DIFFERENCE UNION

difference { SOLID\_OBJECT SOLID\_OBJECT SOLID\_OBJECT SOLID\_OBJECT } union { UNION\_OBJECT UNION\_OBJECT UNION\_OBJECT }

FINITE\_SOLID\_OBJECT FINITE\_SOLID\_OBJECT FINITE\_SOLID\_OBJECT FINITE\_SOLID\_OBJECT OBJECT OBJECT UNION

BOX CYLINDER CYLINDER CYLINDER CYLINDER CYLINDER union { UNION\_OBJECT UNION\_OBJECT}

V\_CORNER1, V\_CORNER2 BOX\_MODIFIERS