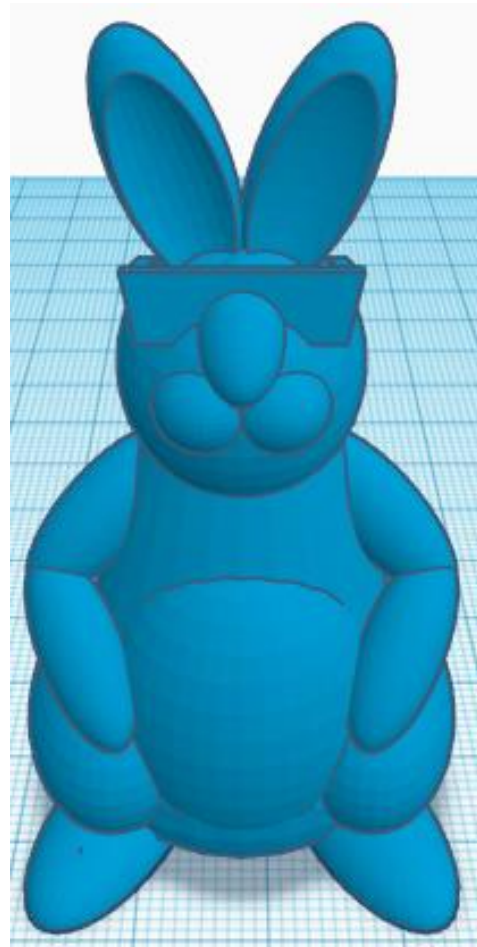




# Bunny for Easter Project

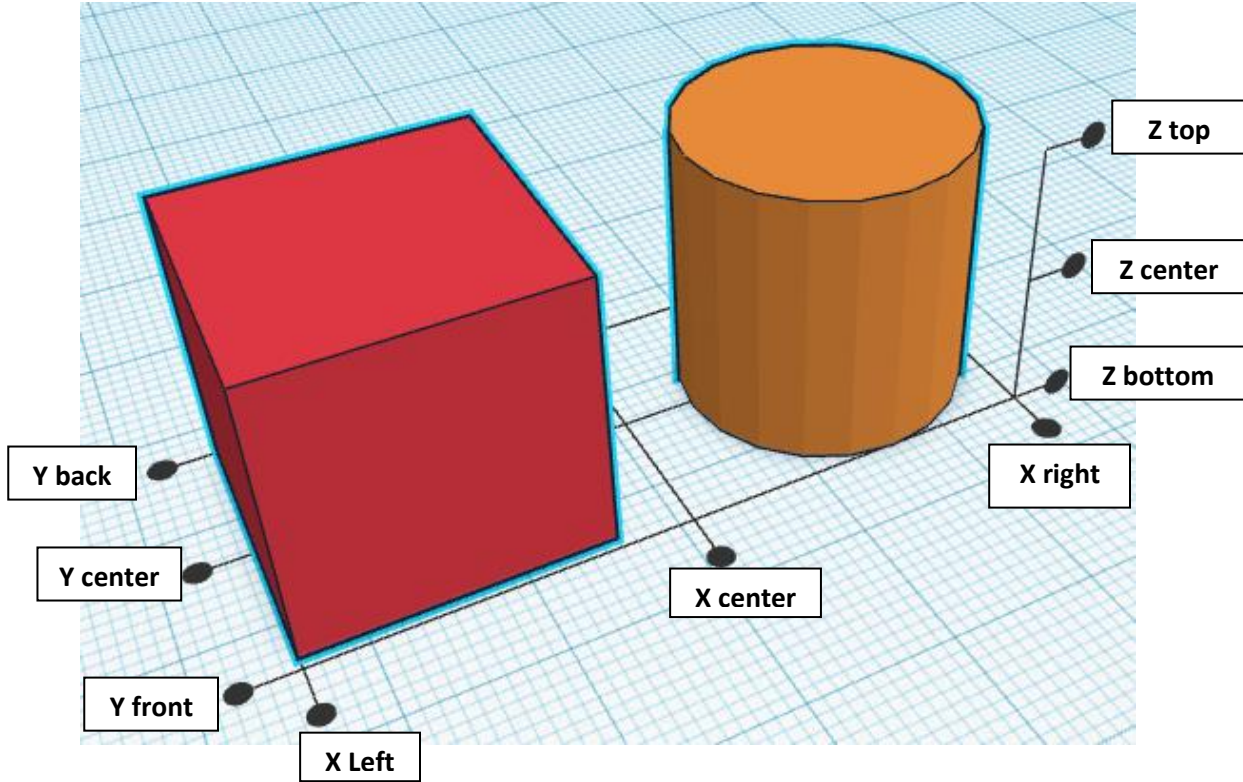


Reference to Aligning, Flip direction, Move direction, and Rotate direction.

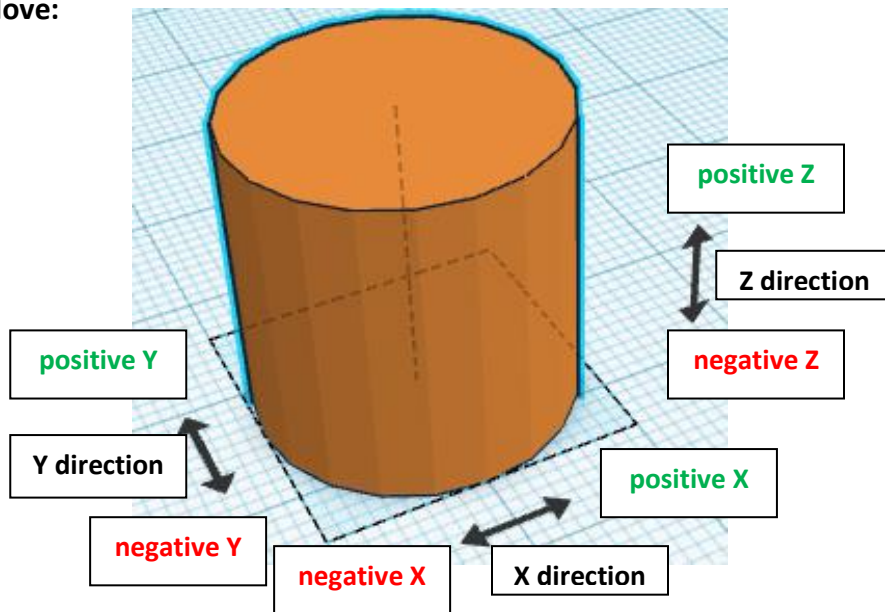
Always be in the "home view" when doing any of these!!!



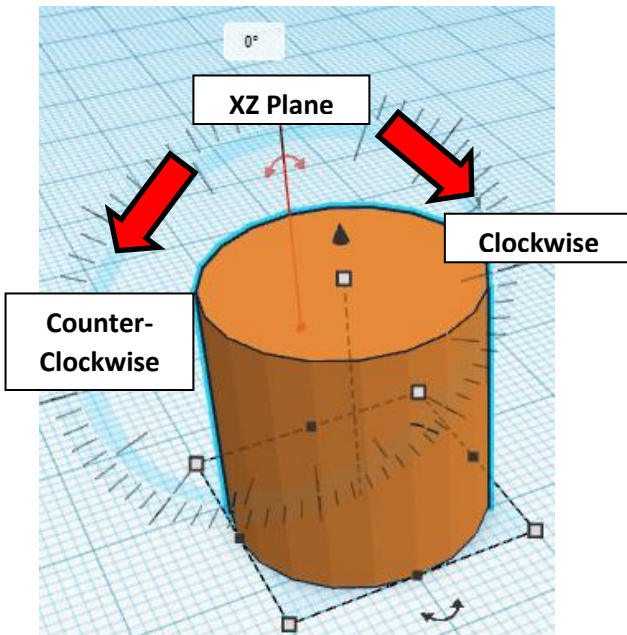
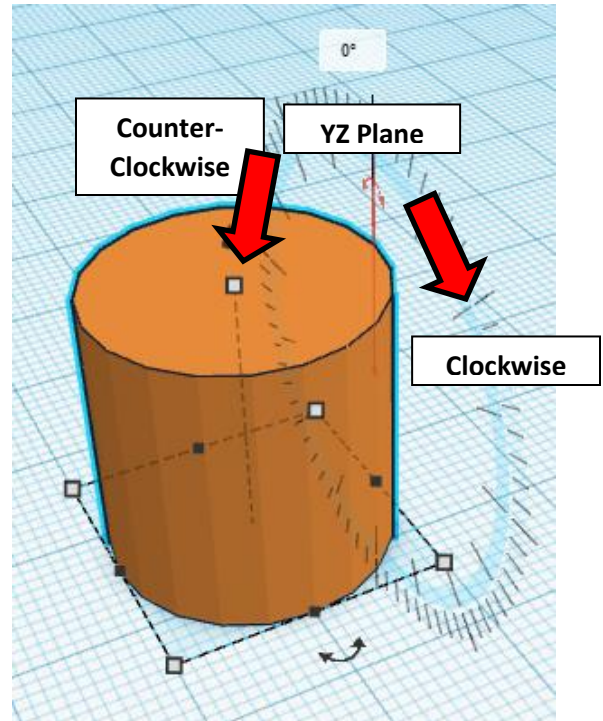
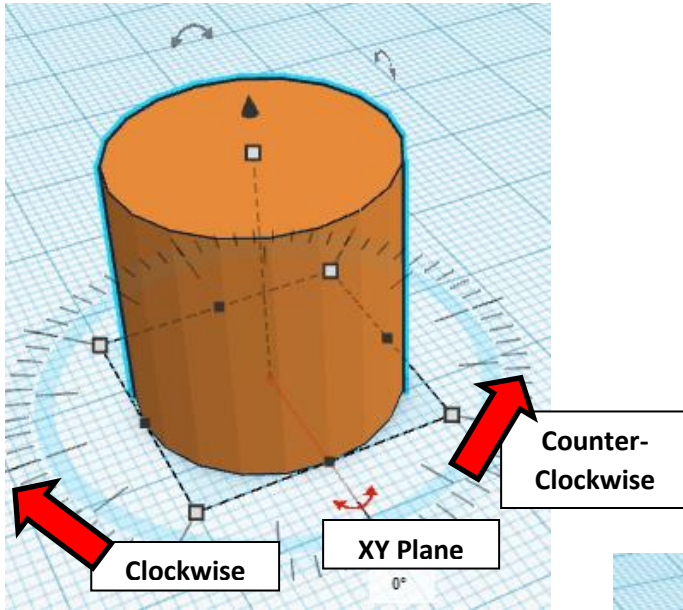
Aligning:



Flip or Mirror and Move:



Rotate:



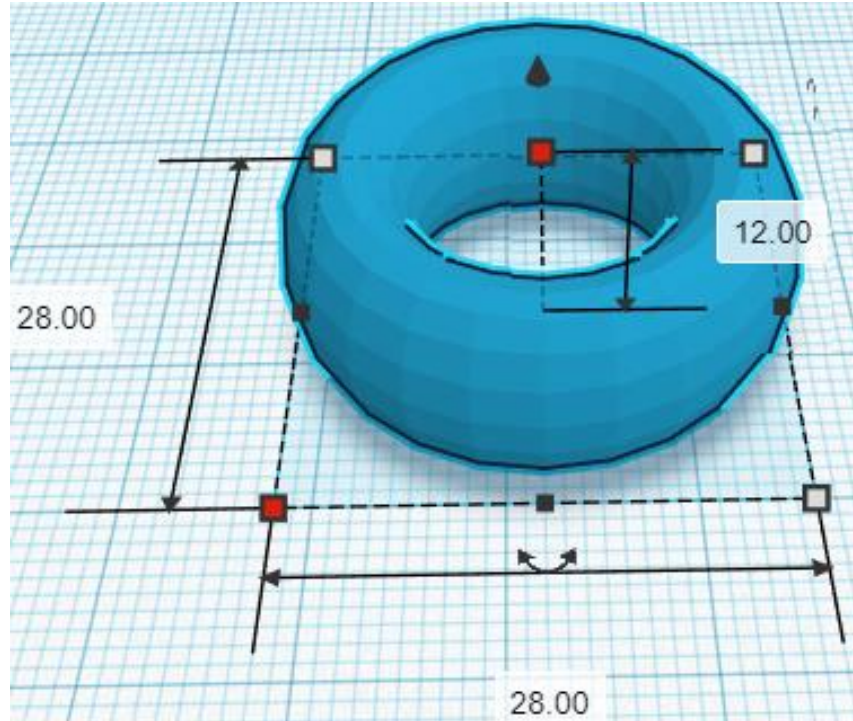


# Bunny for Easter:

## Box Base:

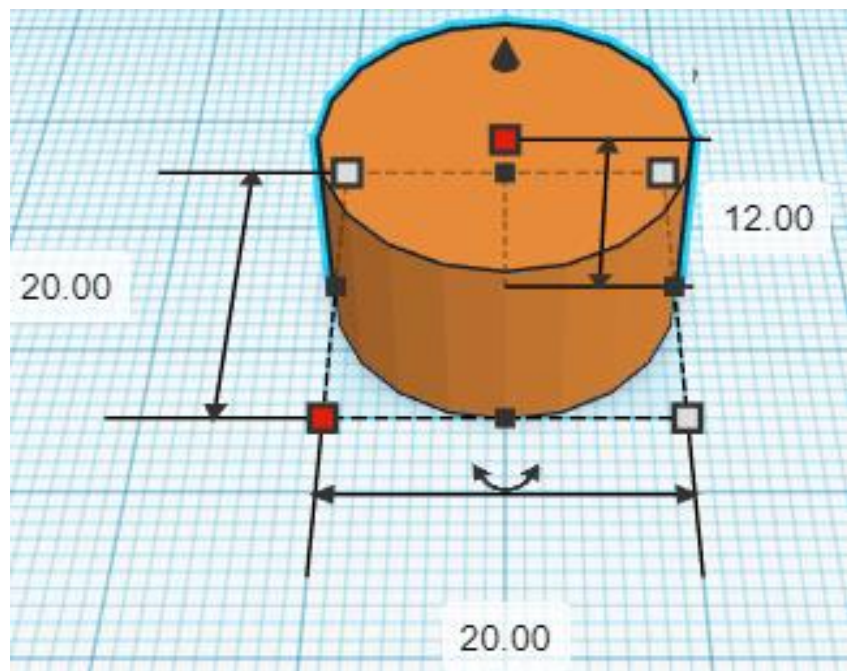
Bring in a Torus, located in Basic Shapes on the right 8 shapes down.  
From now on this will be called the **Base**.

Change the dimensions to  
28mm X direction,  
28mm Y direction, and  
12mm Z direction.



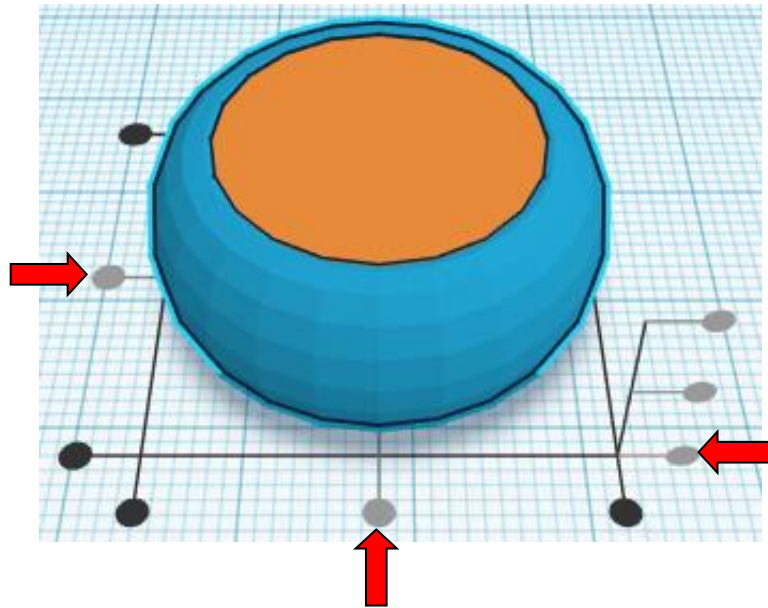
Bring in a Cylinder, located in Basic Shapes on the right 2 shapes down.  
From now on this will be called the **Torus Filler**.

Change the dimensions to  
20mm X direction,  
20mm Y direction, and  
12mm Z direction.



### **Align** Base and Torus Filler

centered in X direction,  
centered of Y direction, and  
bottom of Z direction.



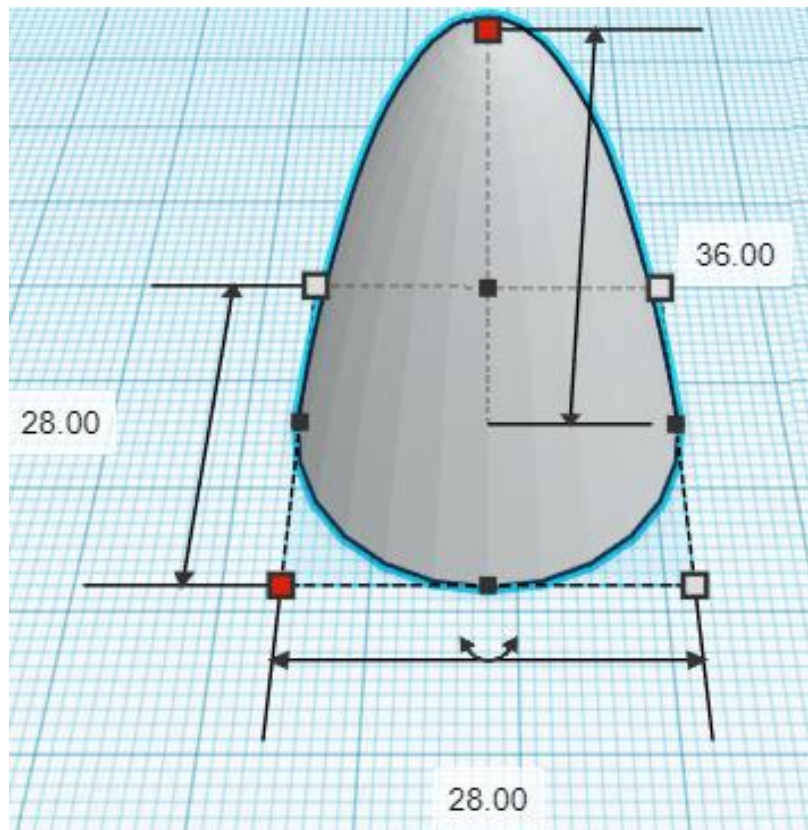
### **Group** Base and Torus Filler

From now on this will be called the **Base**.

Bring in a Paraboloid, located in Basic Shapes on the left 8 shapes down.

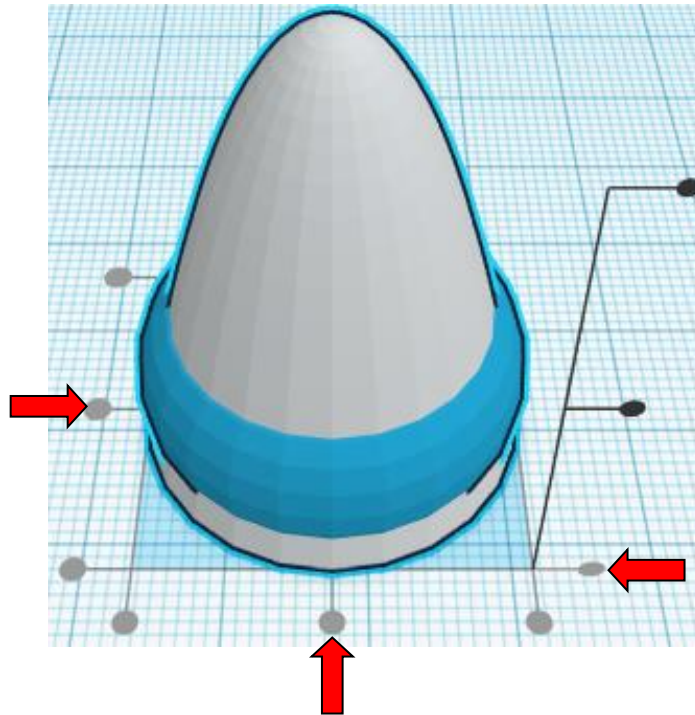
From now on this will be called the **Body**

Change the dimensions to  
28mm X direction,  
28mm Y direction, and  
36mm Z direction.



### Align Base and Body

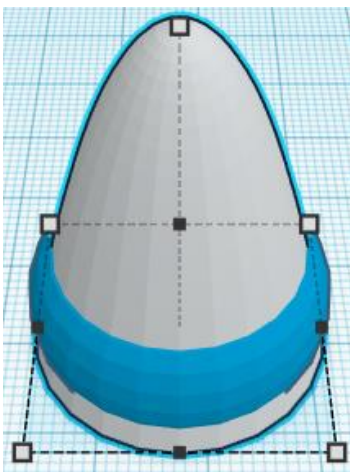
centered in X direction,  
centered in Y direction, and  
bottom of Z direction.



**Move Body** (Must be in home view for this to work!)  
move up in positive Z direction 6mm

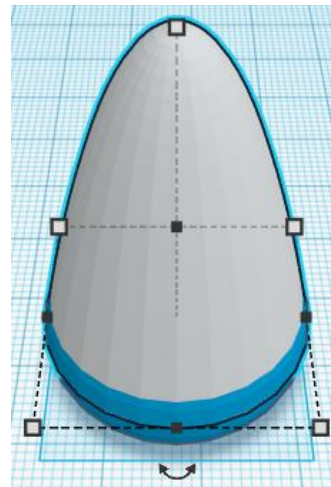
**Hint:** Select Body and push up arrow key 6 times.

Before



6mm  
up  
(hold control)

After



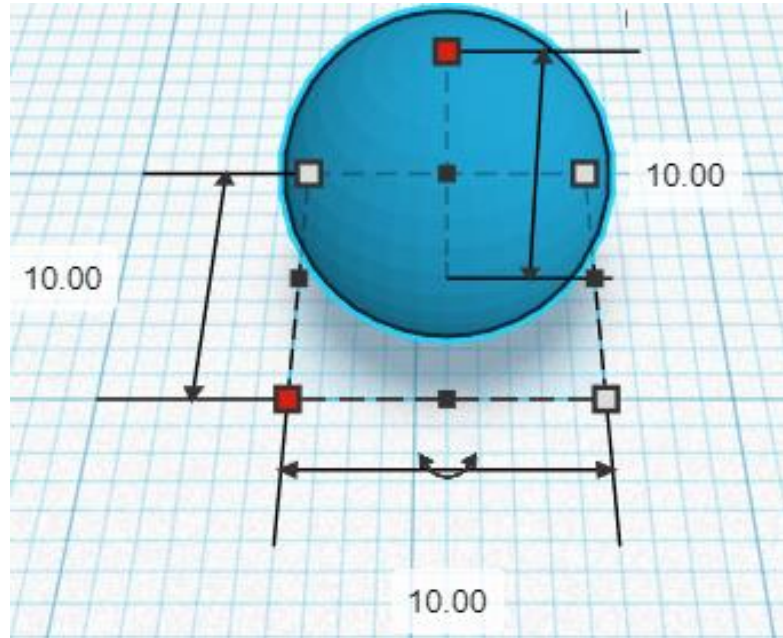
### **Group Base and Body**

From now on this will be called the **Body**



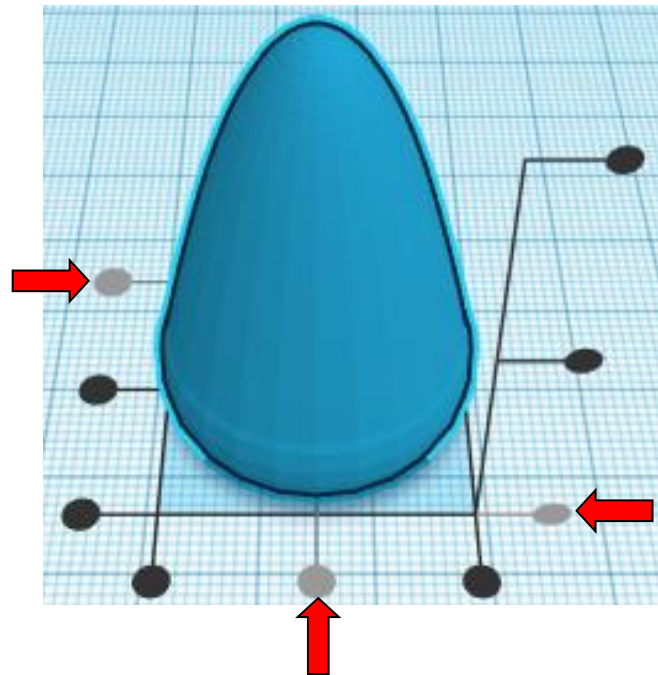
Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Tail**

Change the dimensions to  
10mm X direction,  
10mm Y direction, and  
10mm Z direction.



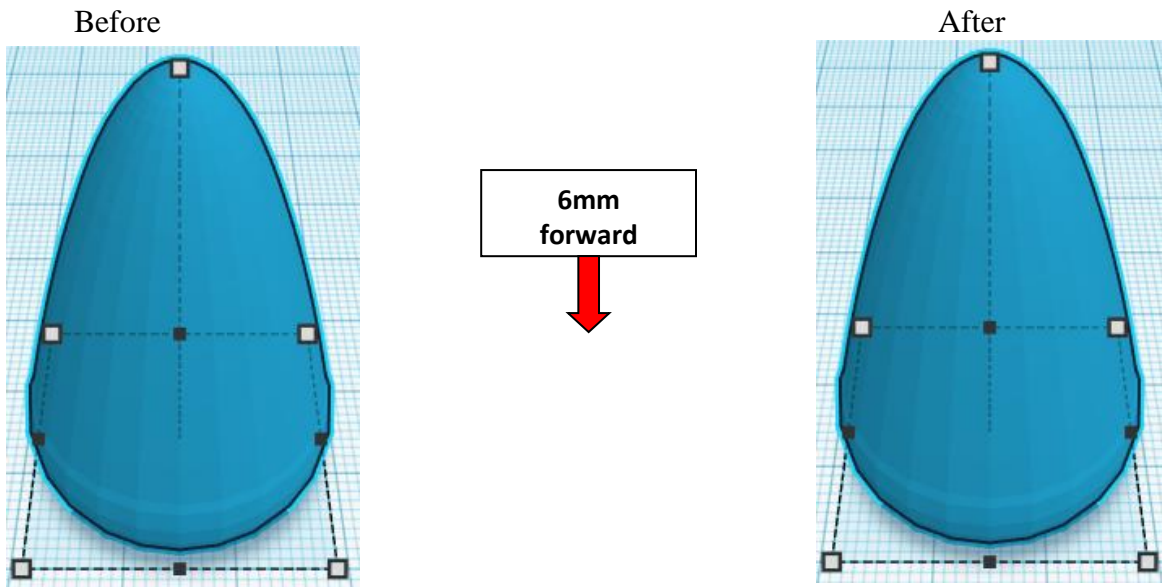
**Align Tail and Body**

entered in X direction,  
back of Y direction, and  
bottom of Z direction.



**Move Body** (Must be in home view for this to work!)  
move forward in negative Y direction 6mm

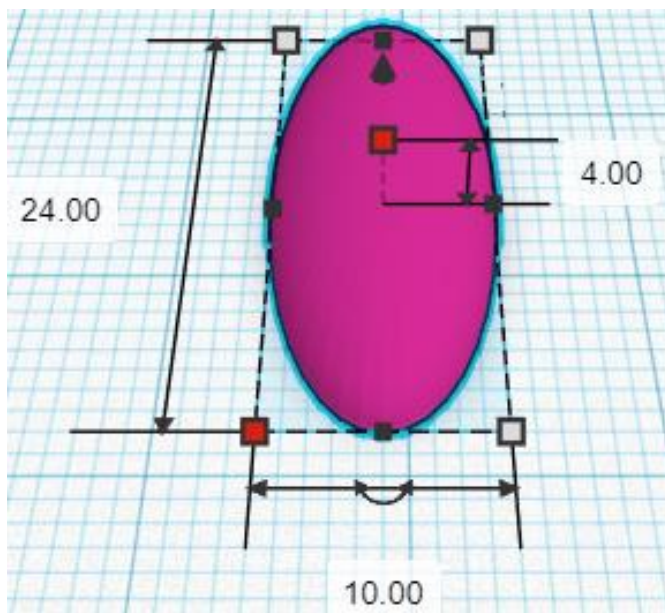
**Hint:** Select Body and push down arrow key 6 times.



**Group Tail and Body**  
From now on this will be called the **Body**

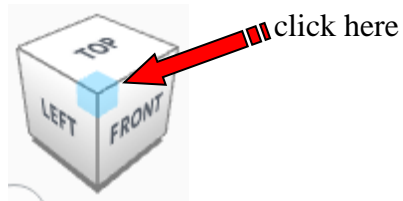
Bring in a Half Sphere, located in Basic Shapes on the left 7 shapes down.  
From now on this will be called the **Left Foot**

Change the dimensions to  
10mm X direction,  
24mm Y direction, and  
4mm Z direction.



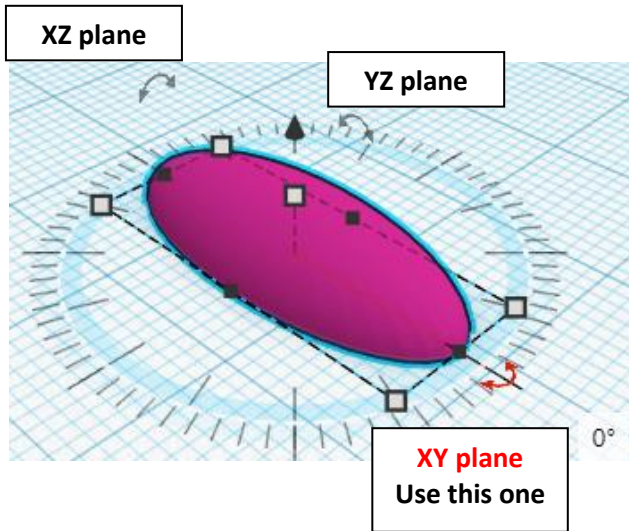


Go to TOP LEFT FRONT view for rotations

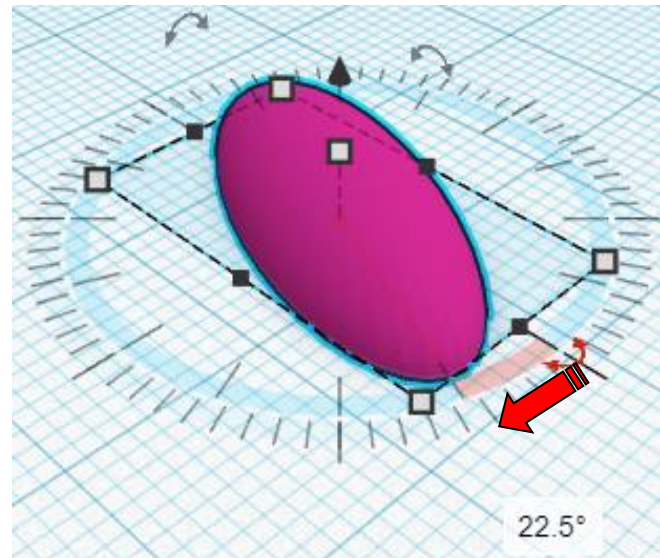


**Rotate** the Left Foot clockwise 22.5 degrees in XY plane.

Before



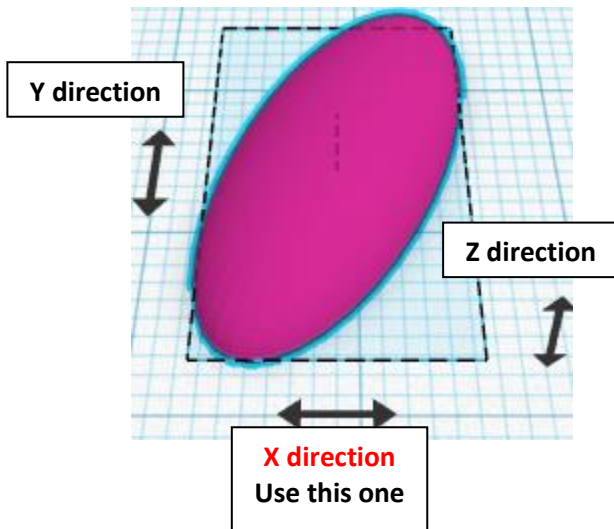
After



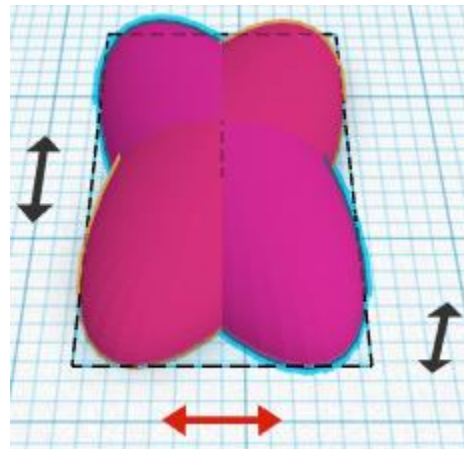
**Duplicate** Left Foot 1 time

**Flip** Left Foot in X direction.

Before



After



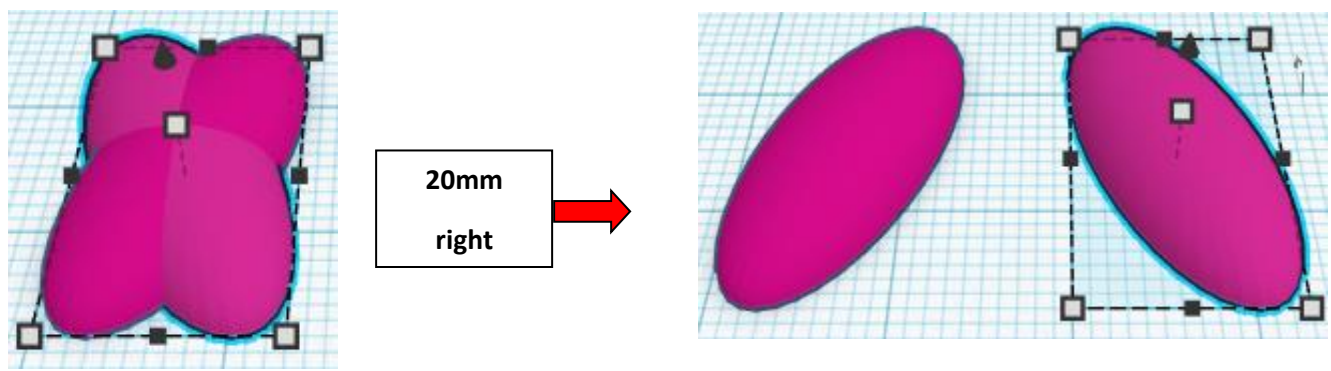
From now on this new flipped part will be called the **Right Foot**

**Move Right Foot** (Must be in home view for this to work!)  
move right in positive X direction 20mm

**Hint:** Select Right Foot and push right arrow key 20 times.  
or  
Select Right Foot and hold down shift and push right arrow key 2 times.

Before

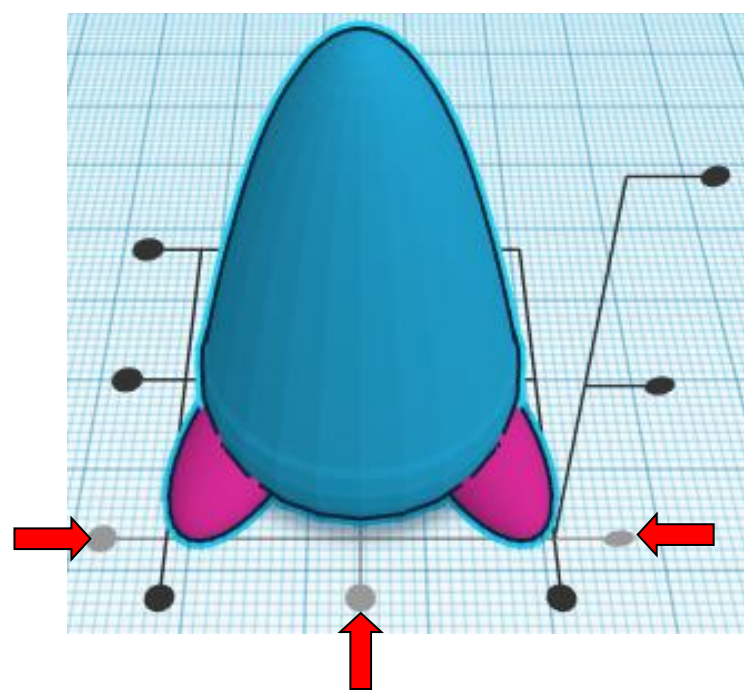
After



**Group Left Foot and Right Foot**  
From now on this will be called the **Feet**

**Align Body and Feet**

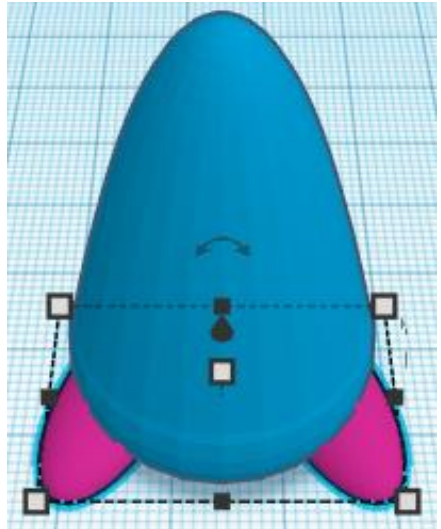
centered in X direction,  
front of Y direction, and  
bottom of Z direction.



**Move Feet** (Must be in home view for this to work!)  
move forward in negative Y direction 5mm

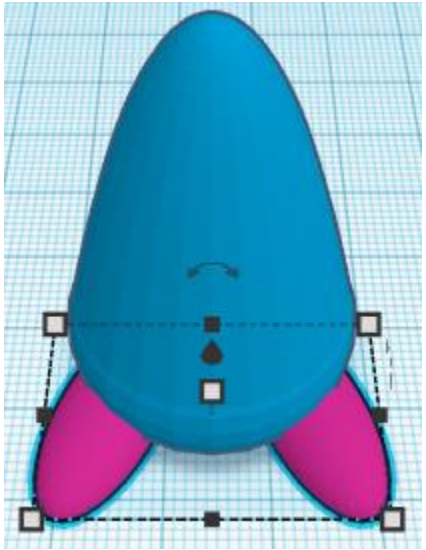
**Hint:** Select Feet and push down arrow key 5 times.

Before



5mm  
forward

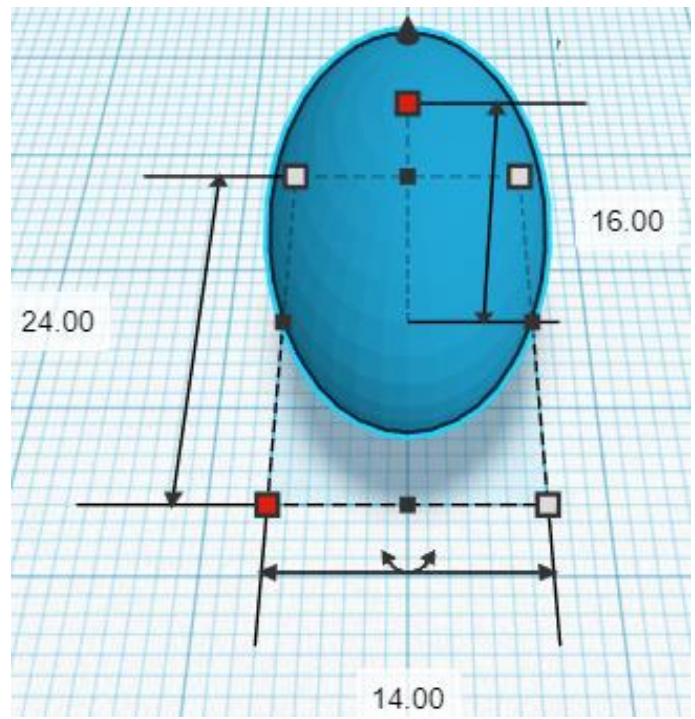
After



**Group Body and Feet**  
From now on this will be called the **Body**

Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Left Leg**

Change the dimensions to  
14mm X direction,  
24mm Y direction, and  
16mm Z direction.





**Duplicate Left Leg** 1 time

From now on this will be called the **Right Leg**

**Move Right Leg** (Must be in home view for this to work!)

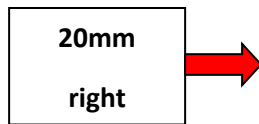
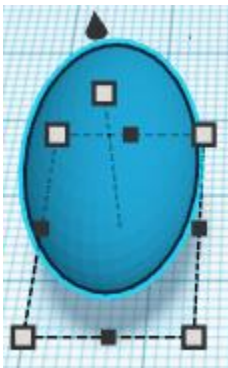
move right in positive X direction 20mm

**Hint:** Select Right Leg and push right arrow key 20 times.

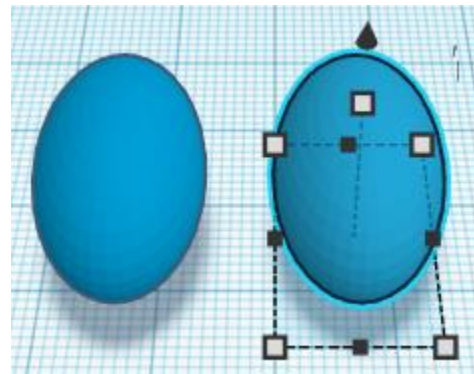
or

Select Right Foot and hold down shift and push right arrow key 2 times.

Before



After

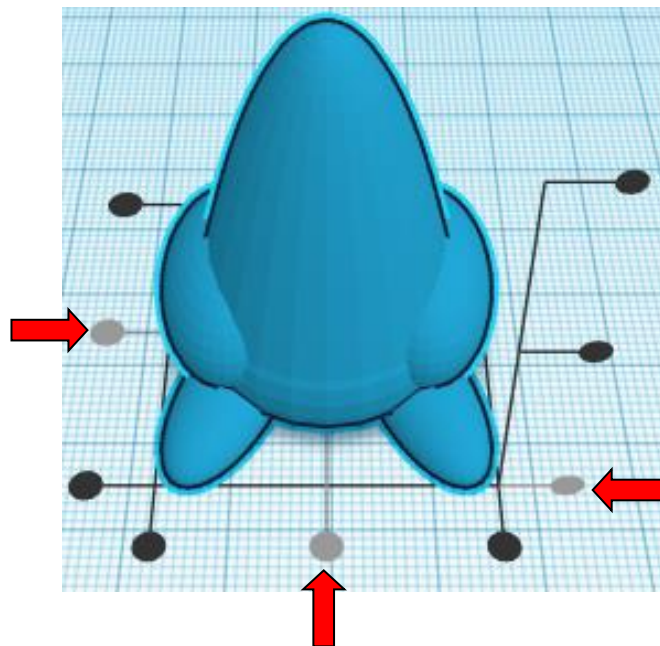


**Group Left Leg and Right Leg**

From now on this will be called the **Legs**

**Align Body and Legs**

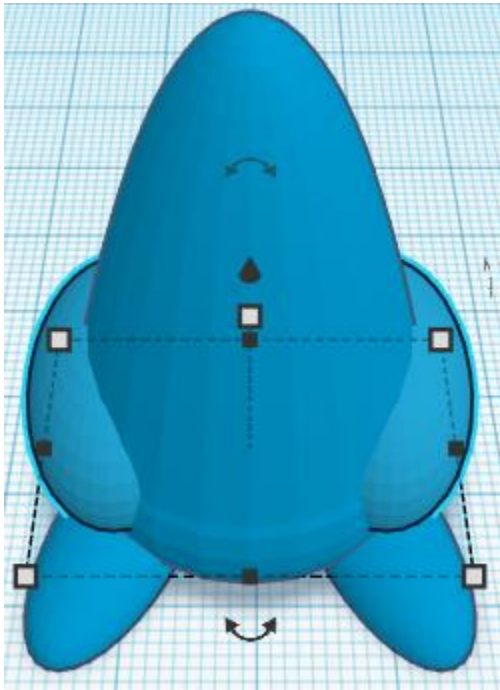
centered in X direction,  
centered of Y direction, and  
bottom of Z direction.



**Move Legs** (Must be in home view for this to work!)  
move forward in negative Y direction 3mm

**Hint:** Select Legs and push down arrow key 3 times.

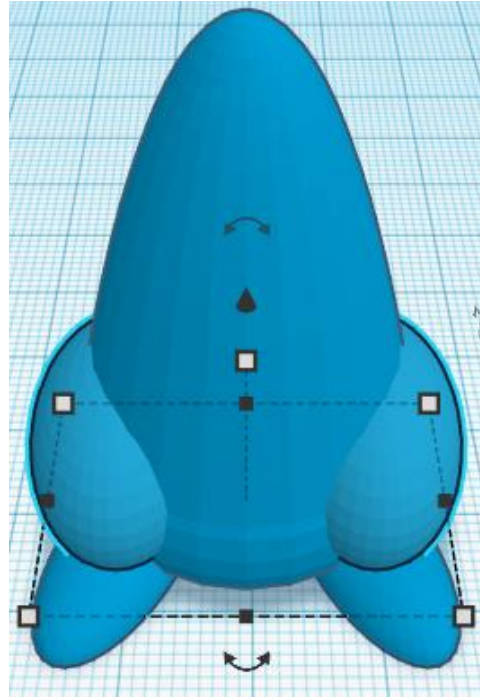
Before



3mm  
forward



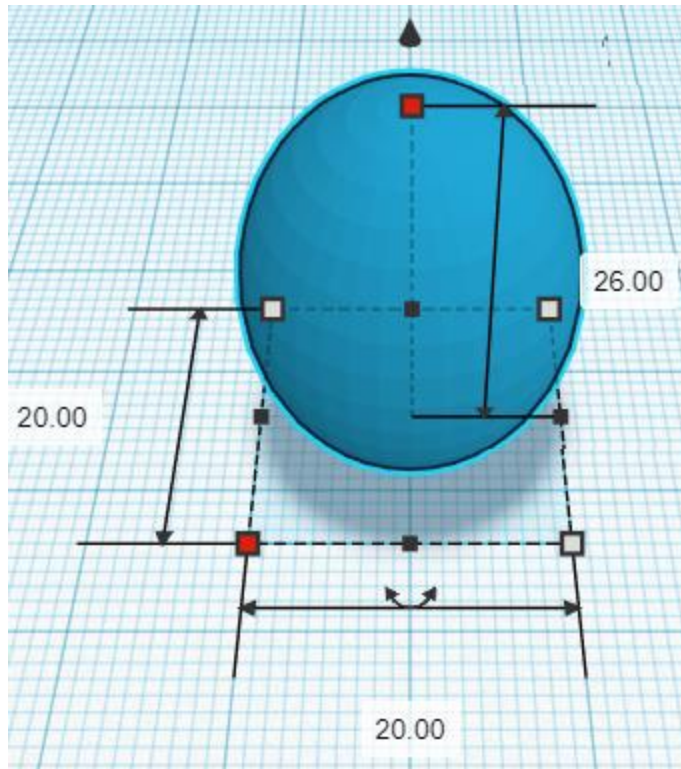
After



**Group Body and Legs**  
From now on this will be called the **Body**

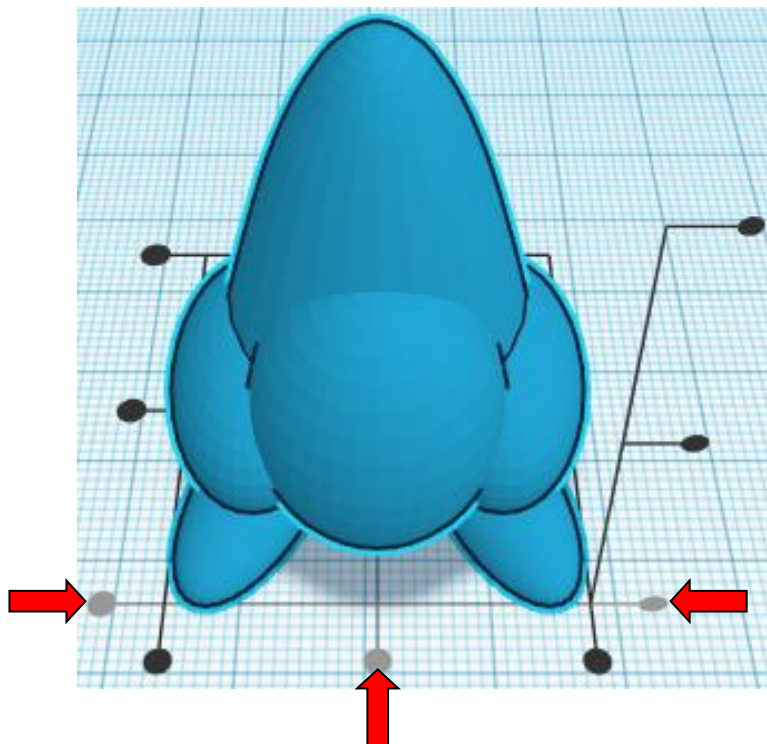
Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Belly**

Change the dimensions to  
20mm X direction,  
20mm Y direction, and  
26mm Z direction.



**Align Body and Belly**

centered in X direction,  
front of Y direction, and  
bottom of Z direction.

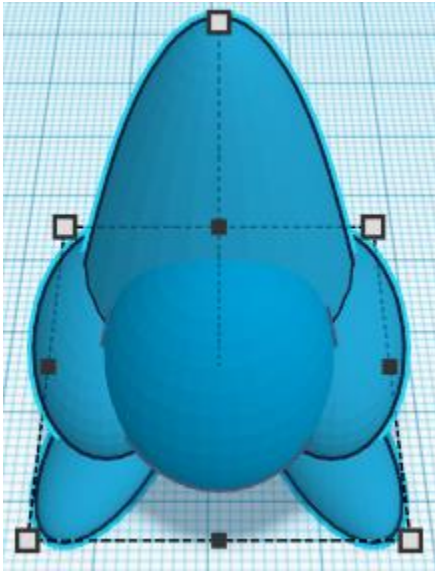





**Move Body** (Must be in home view for this to work!)  
move forward in negative Y direction 3mm

**Hint:** Select Body and push down arrow key 3 times.

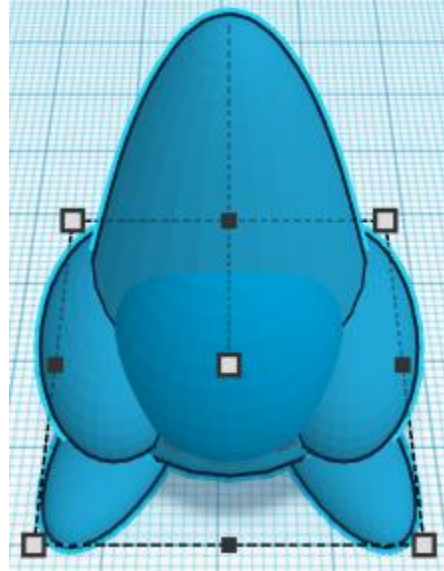
Before



3mm  
forward



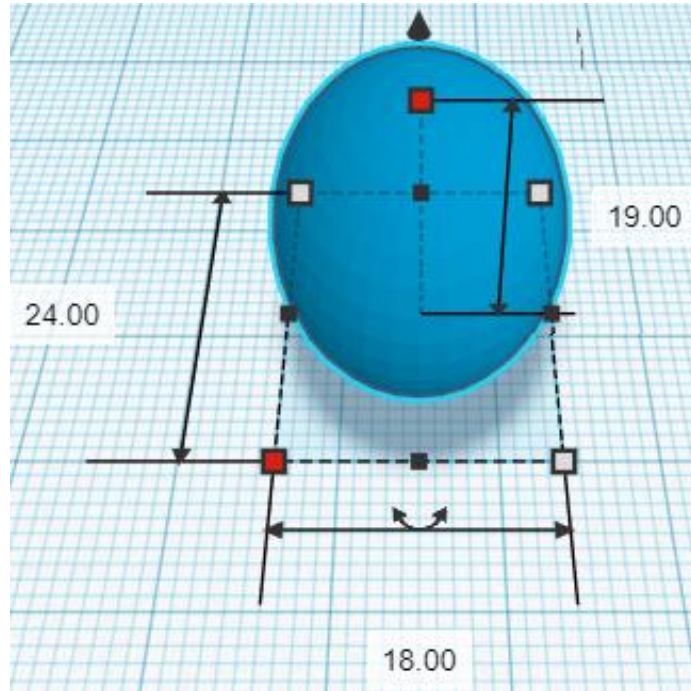
After



**Group Body and Belly**  
From now on this will be called the **Body**

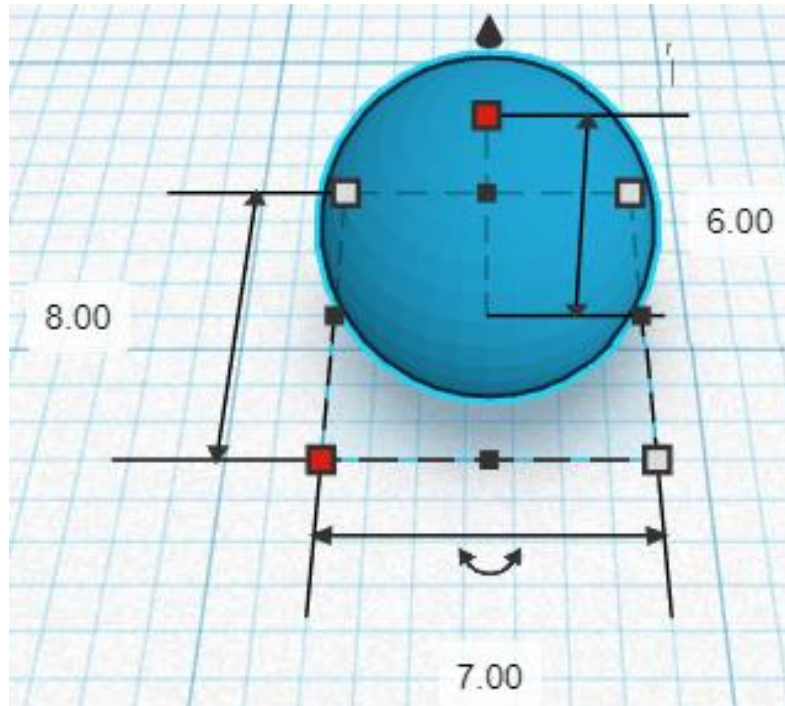
Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Head**

Change the dimensions to  
18mm X direction,  
24mm Y direction, and  
19mm Z direction.



Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Left Cheek**

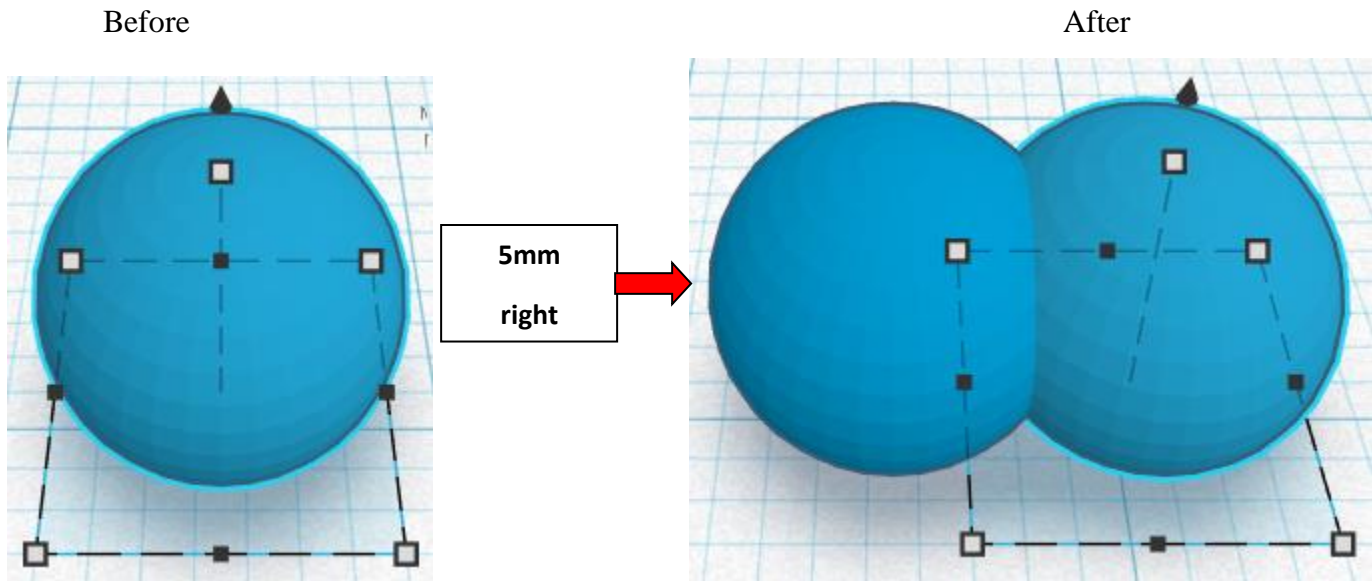
Change the dimensions to  
7mm X direction,  
8mm Y direction, and  
6mm Z direction.



**Duplicate** Left Cheek 1 time  
From now on this will be called the **Right Cheek**

**Move Right Cheek** (Must be in home view for this to work!)  
move right in positive X direction 5mm

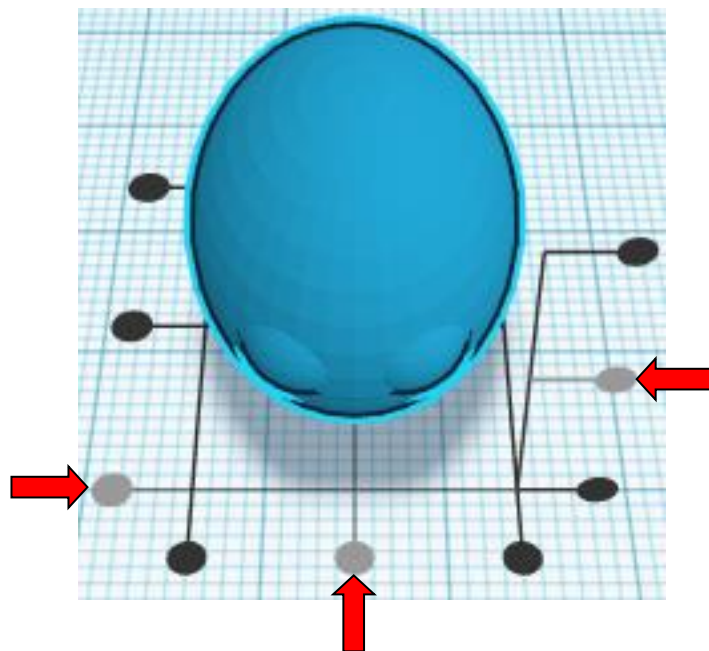
**Hint:** Select Right Cheek and push right arrow key 5 times.



**Group Left Cheek and Right Cheek**  
From now on this will be called the **Cheeks**

**Align Head and Cheeks**

centered in X direction,  
front of Y direction, and  
centered of Z direction.





**Move Cheeks** (Must be in home view for this to work!)  
move forward in negative Y direction 1mm  
and  
move up in positive Z direction 1mm

**Hint:** Select Cheeks and push down arrow key 1 time.  
Then select Cheeks and hold control and push up arrow key 1 time.

Before



1mm  
forward



1mm  
up  
(hold Control)



After



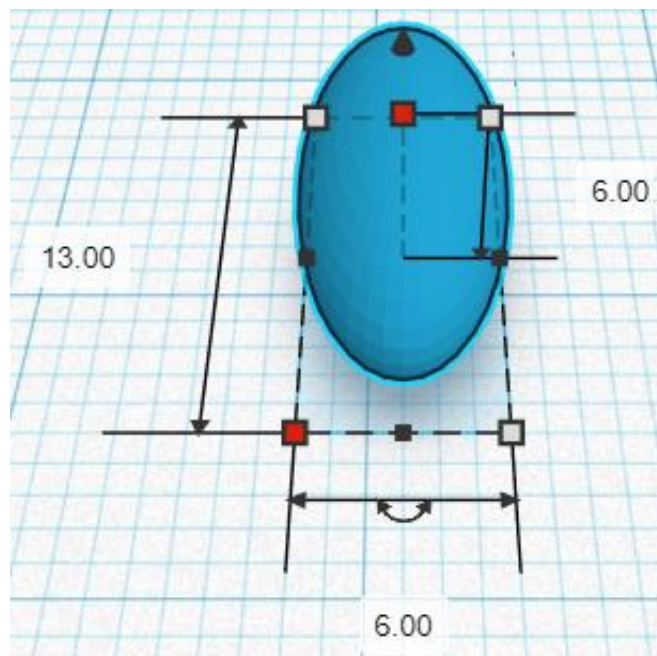
**Group Head and Cheeks**

From now on this will be called the **Head**

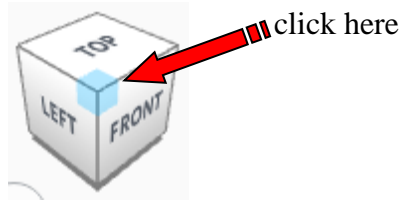
Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.

From now on this will be called the **Nose**

Change the dimensions to  
6mm X direction,  
13mm Y direction, and  
6mm Z direction.

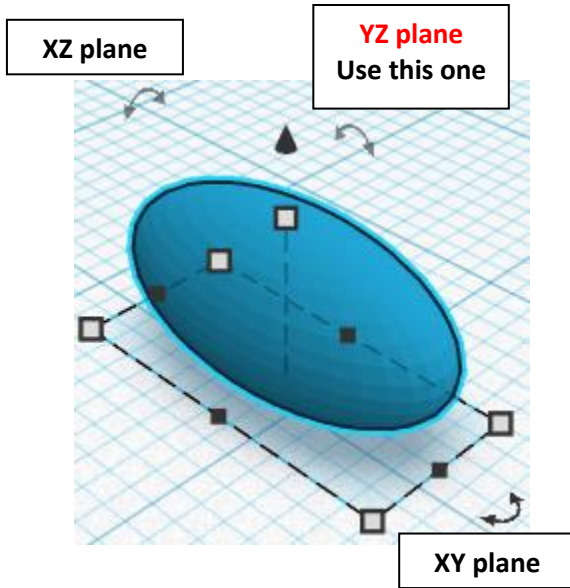


Go to TOP LEFT FRONT view for rotations

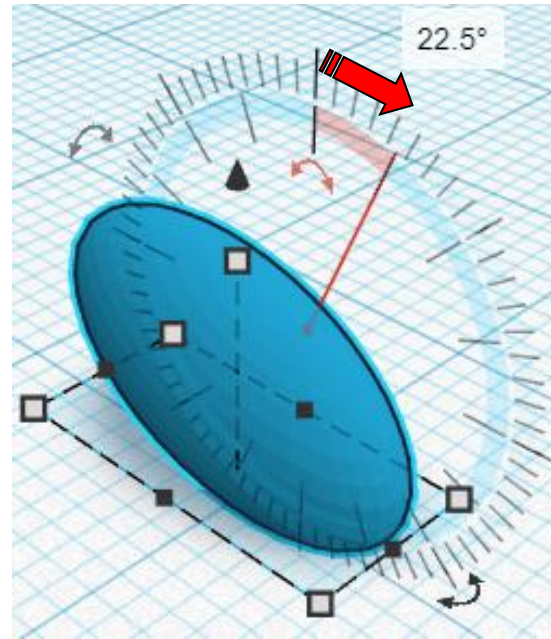


**Rotate** the Nose clockwise 22.5 degrees in YZ plane.

Before

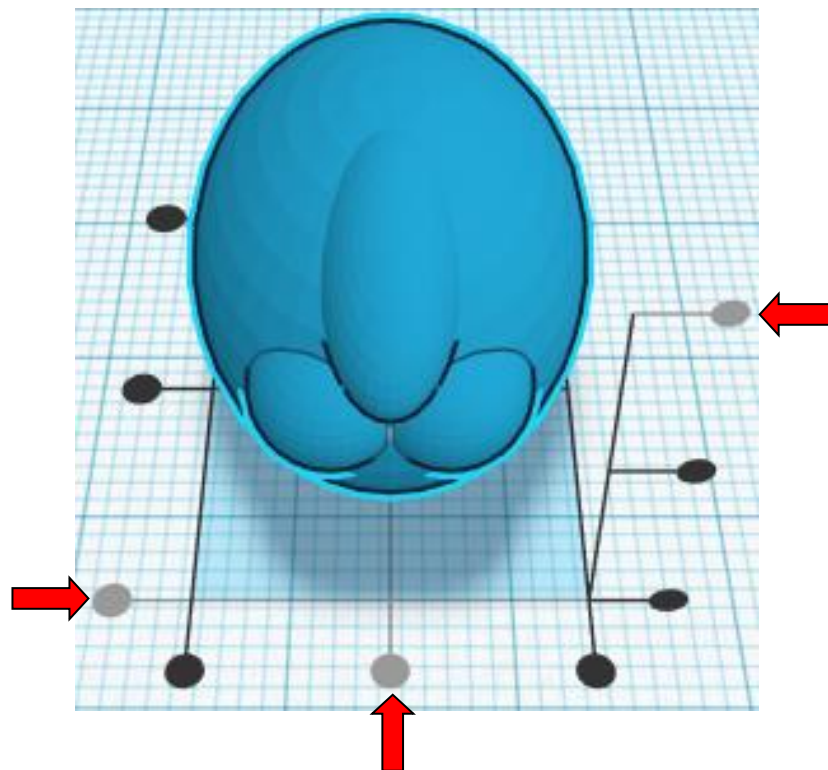


After



**Align** Head and Nose

centered in X direction,  
front of Y direction, and  
top of Z direction.



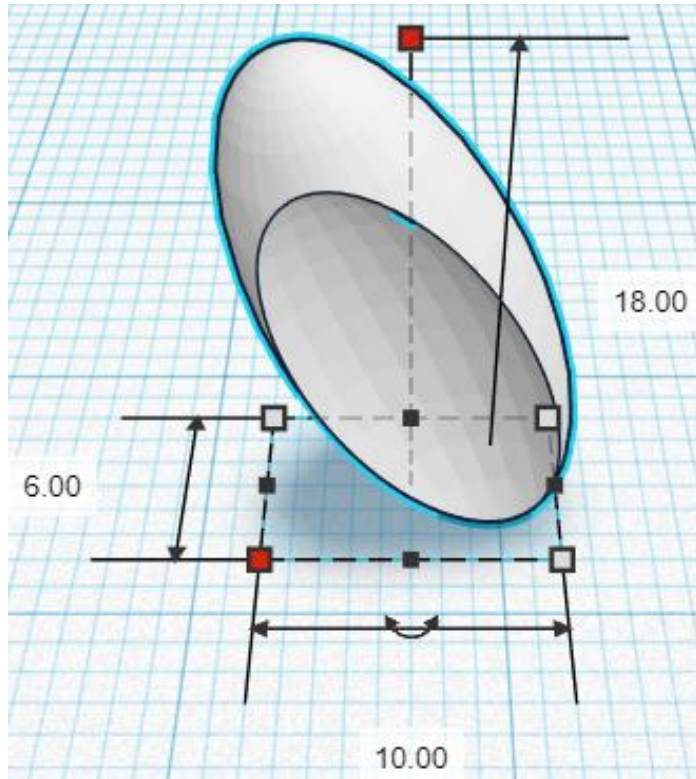
**Group Head and Nose**

From now on this will be called the **Head**

Bring in a Bunny Ear, located in Characters on the left 8 shapes down.

From now on this will be called the **Left Ear**

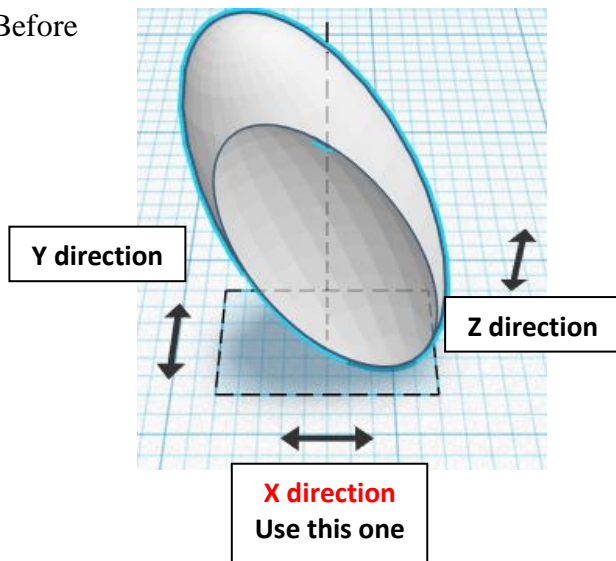
Change the dimensions to  
10mm X direction,  
6mm Y direction, and  
18mm Z direction.



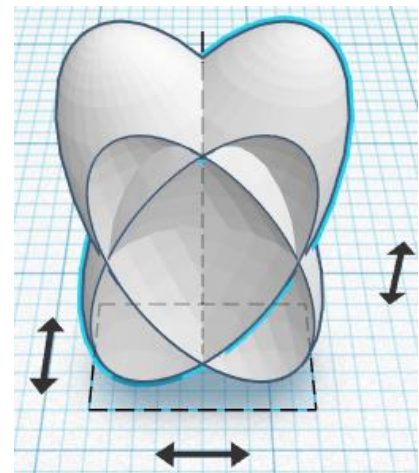
**Duplicate Left Ear** 1 time

**Flip Left Ear** in X direction.

Before



After



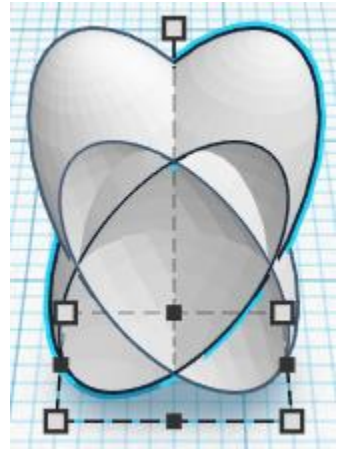
From now on this new flipped part will be called the **Right Ear**



**Move Right Ear** (Must be in home view for this to work!)  
move right in positive X direction 10mm

**Hint:** Select Right Ear and push right arrow key 10 times.  
or  
Select Right Ear and hold down shift and push right arrow key 1 time.

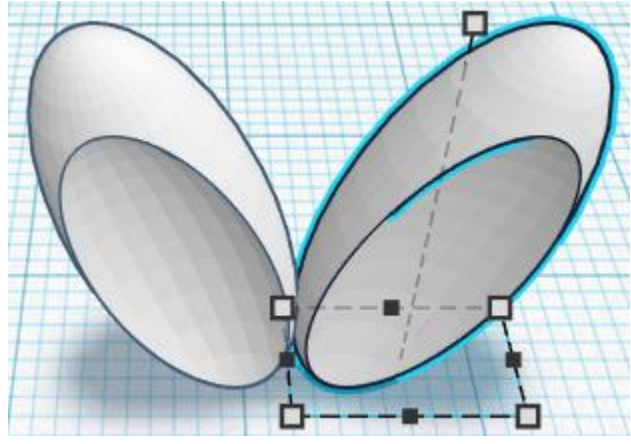
Before



10mm  
right



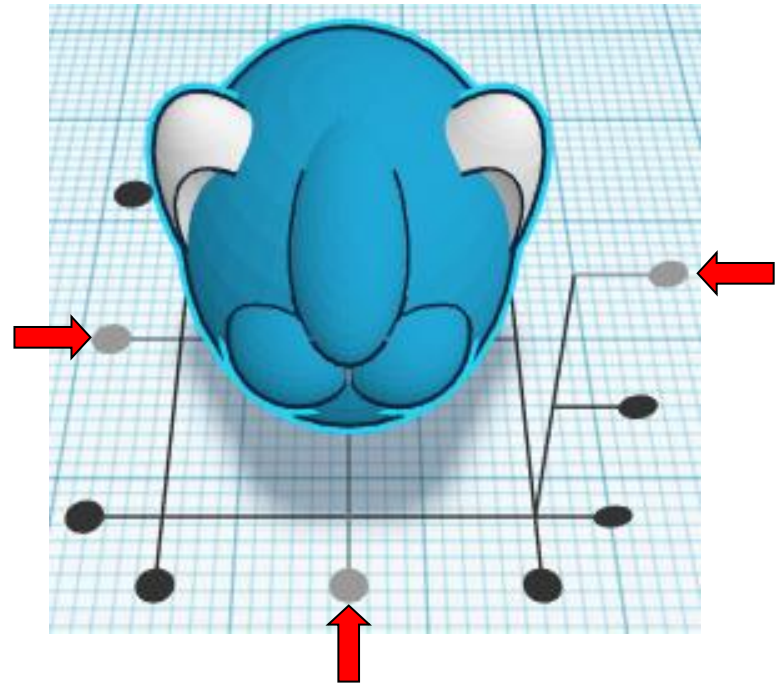
After



**Group Left Ear and Right Ear**  
From now on this will be called the **Ears**

**Align Head and Ears**

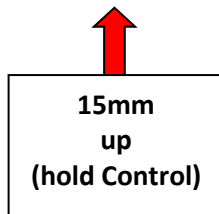
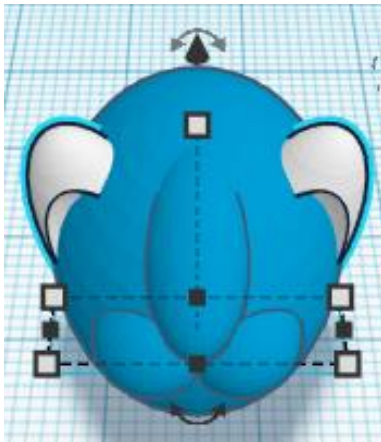
centered in X direction,  
centered of Y direction, and  
top of Z direction.



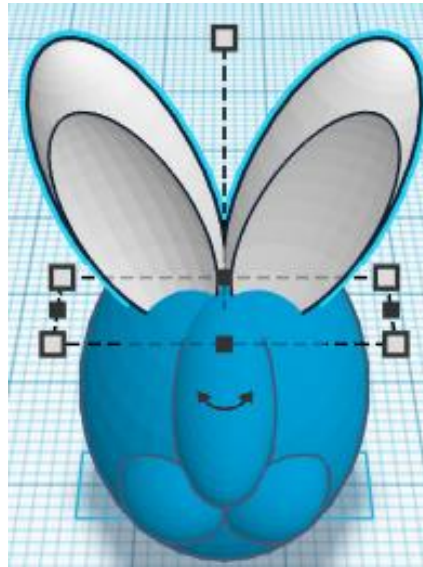
**Move Ears** (Must be in home view for this to work!)  
move up in positive Z direction 15mm

**Hint:** Select Ears and hold control and push up arrow key 15 time.  
Or  
Select Ears and hold shift and hold control and push up arrow key 1 time.  
Then release shift but continue holding control and push up arrow 5 times.

Before



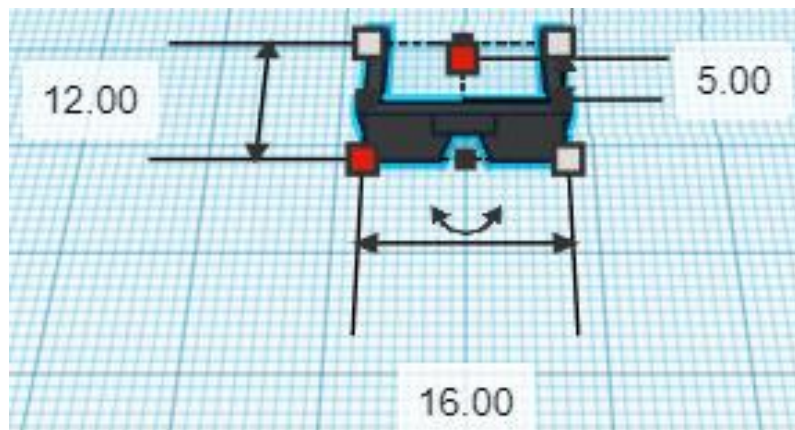
After



**Group Head and Ears**  
From now on this will be called the **Head**

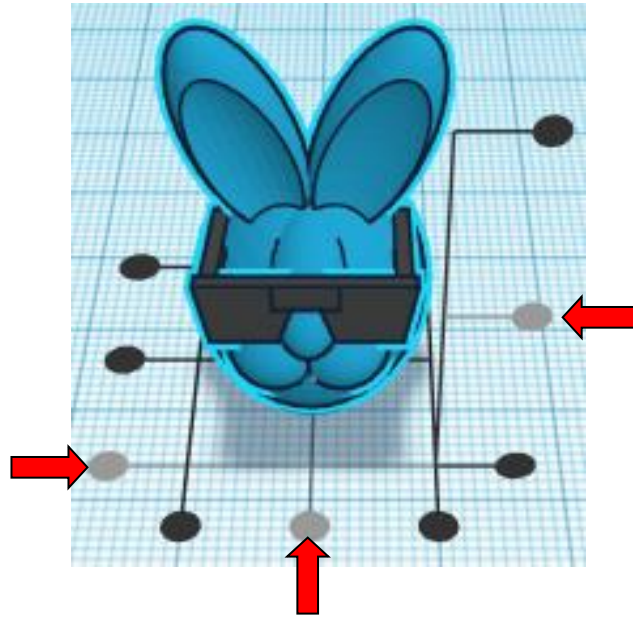
Bring in a Shades, located in Characters on the right 3 shapes down.  
From now on this will be called the **Sunglasses**

Change the dimensions to  
16mm X direction,  
14mm Y direction, and  
5mm Z direction.



### Align Head and Sunglasses

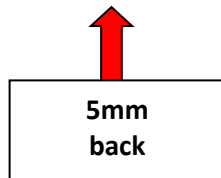
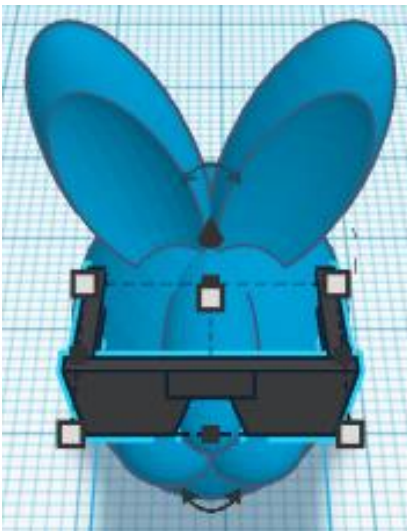
centered in X direction,  
front of Y direction, and  
centered of Z direction.



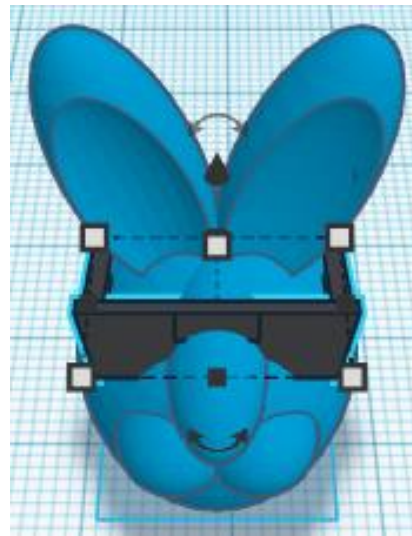
**Move Sunglasses** (Must be in home view for this to work!)  
move back in positive Y direction 5mm

**Hint:** Select Sunglasses and push up arrow key 5 times.

Before



After

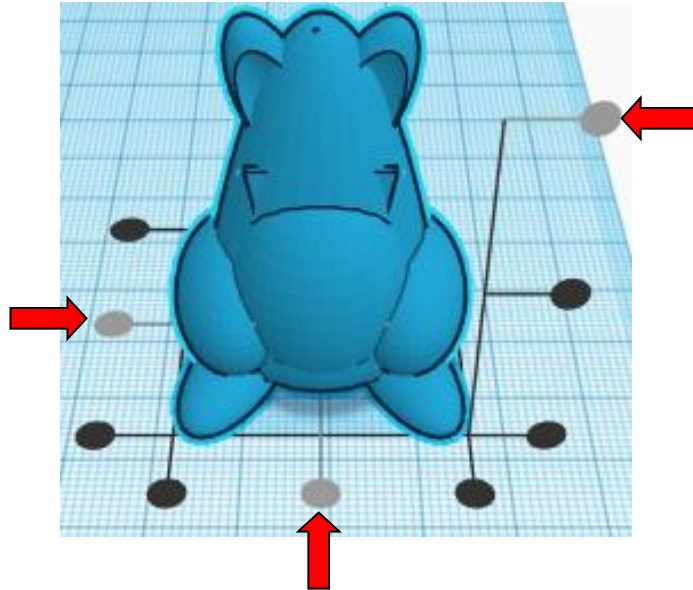


**Group Head and Sunglasses**  
From now on this will be called the **Head**



### Align Head and Body

centered in X direction,  
centered of Y direction, and  
top of Z direction.



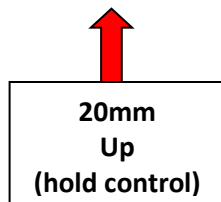
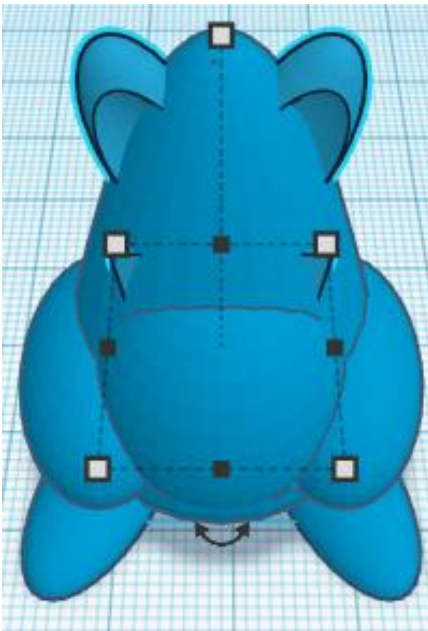
**Move Head** (Must be in home view for this to work!)  
move up in positive Z direction 20mm

**Hint:** Select Head and push up arrow key 20 times.

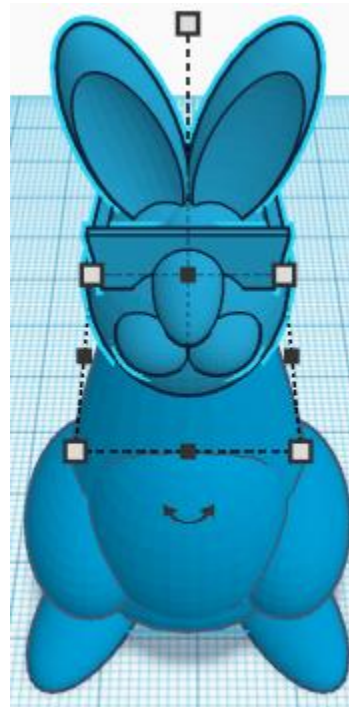
Or

Select Head and hold shift and hold control and push up arrow key 2 times.

Before



After

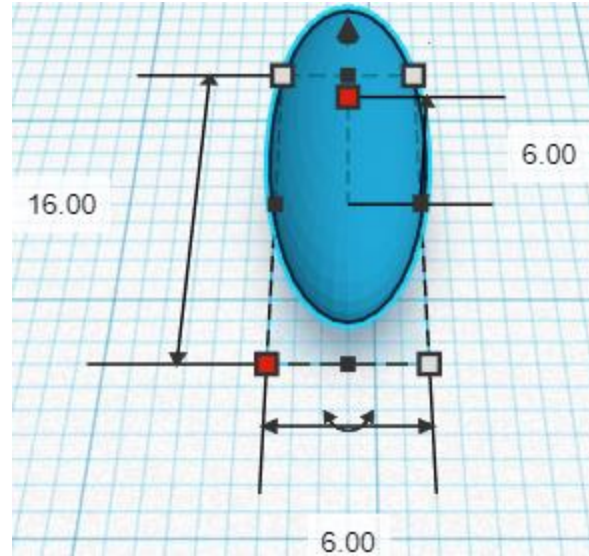


### **Group Head and Body**

From now on this will be called the **Bunny**

Bring in a Sphere, located in Basic Shapes on the left 3 shapes down.  
From now on this will be called the **Forearm**

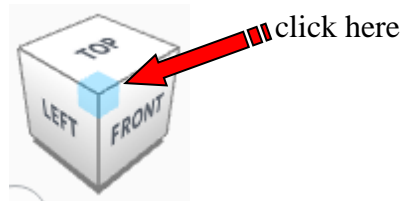
Change the dimensions to  
6mm X direction,  
16mm Y direction, and  
6mm Z direction.



**Duplicate** Forearm 1 time

Set Duplicate off to the side for now.  
From now on this will be called the **Upper Arm**

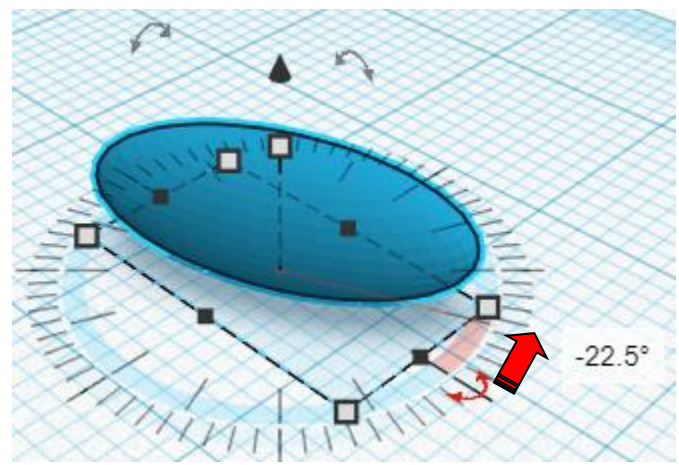
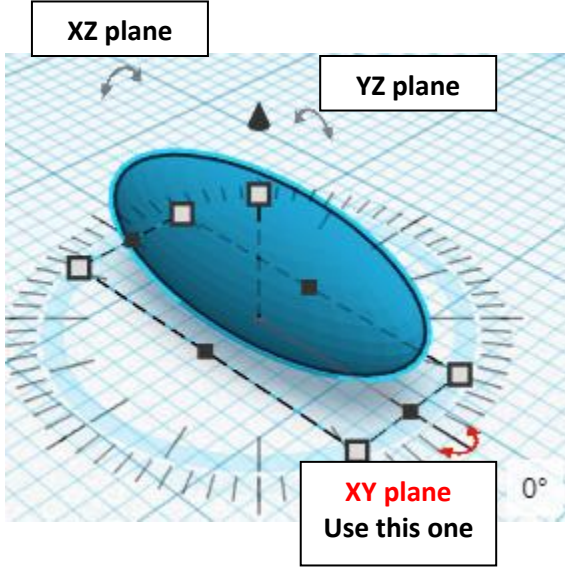
Go to TOP LEFT FRONT view for rotations



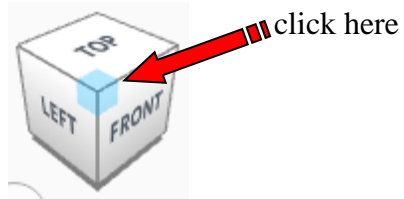
**Rotate** the Forearm counter-clockwise 22.5 degrees in XY plane.

Before

After



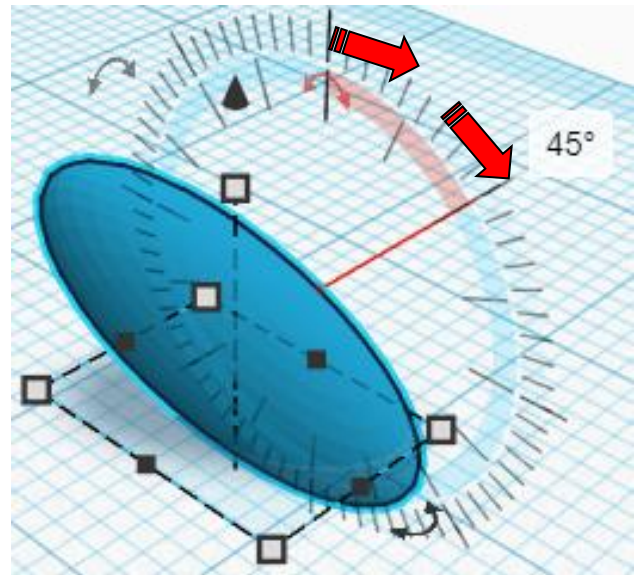
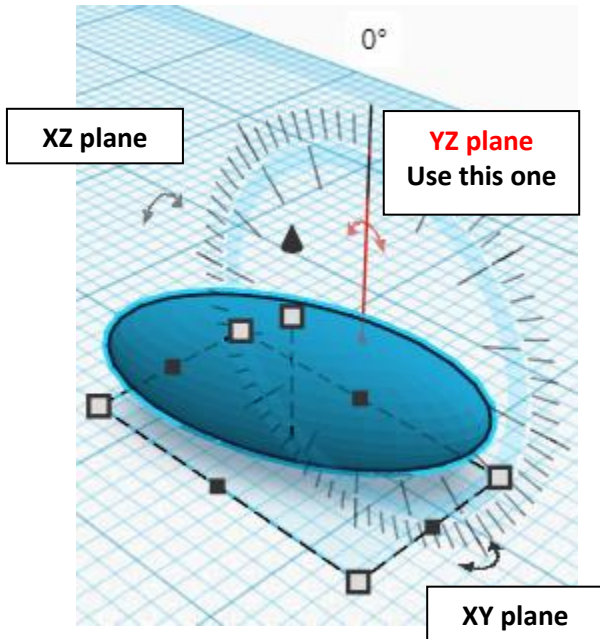
Go to TOP LEFT FRONT view for rotations



**Rotate** the Forearm clockwise 45 degrees in YZ plane.

Before

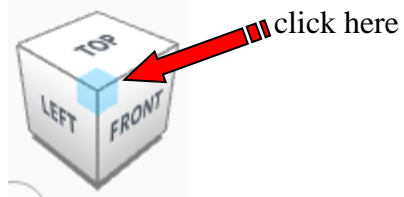
After





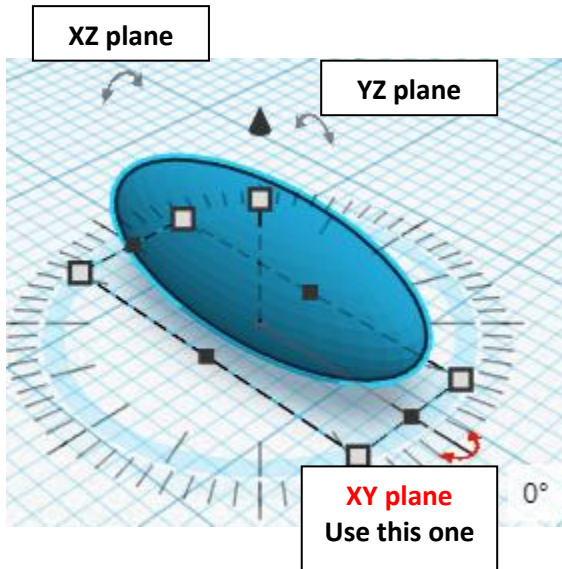
Remember the **Upper Arm** that you sat aside? Use it for this next part.

Go to TOP LEFT FRONT view for rotations

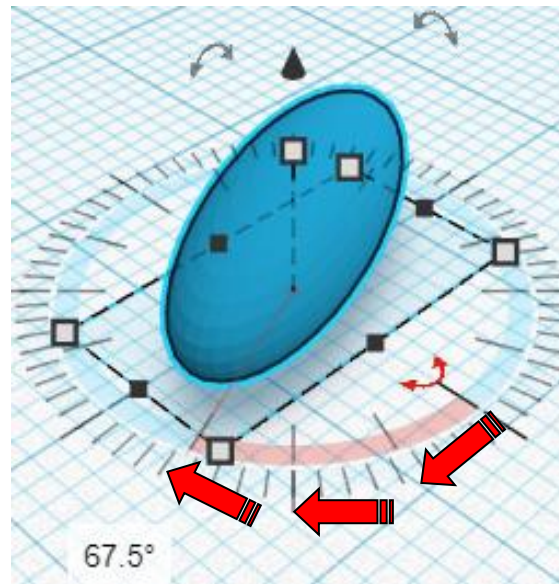


**Rotate** the Upper Arm clockwise 67.5 degrees in XY plane.

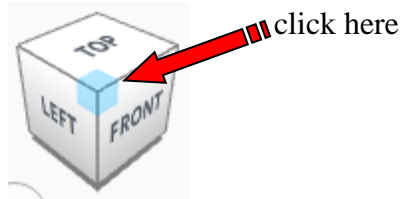
Before



After



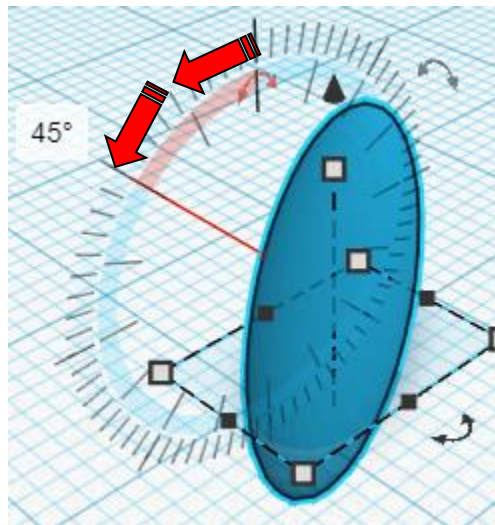
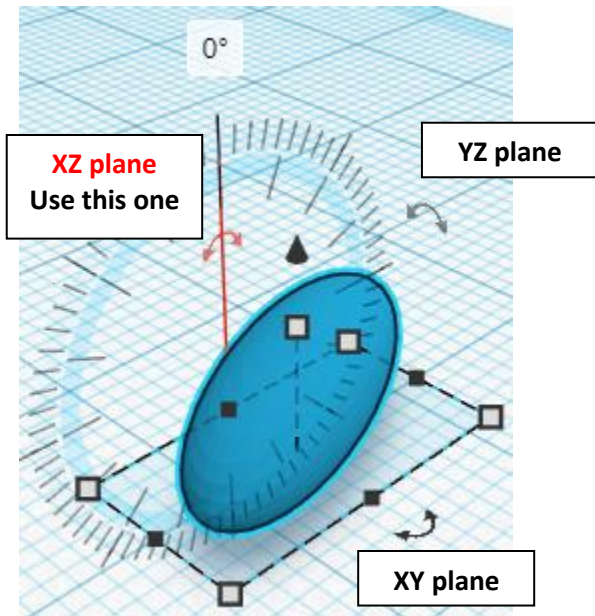
Go to TOP LEFT FRONT view for rotations



**Rotate** the Upper Arm counter-clockwise 45 degrees in XZ plane.

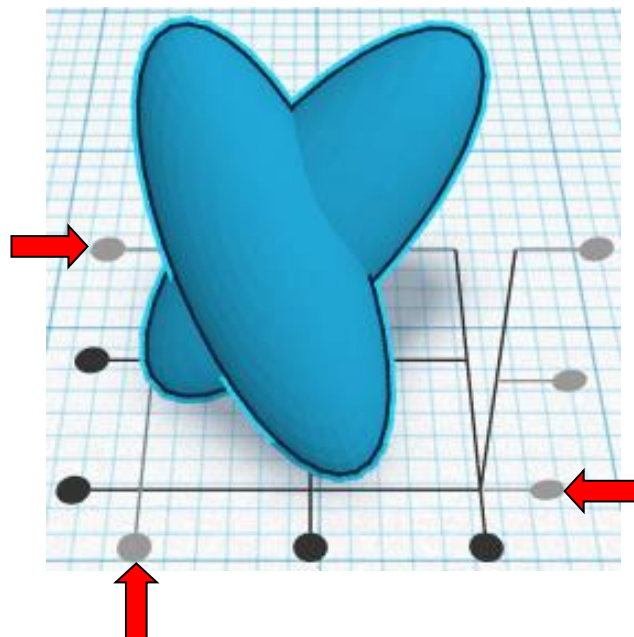
Before

After



**Align** Forearm and Upper Arm

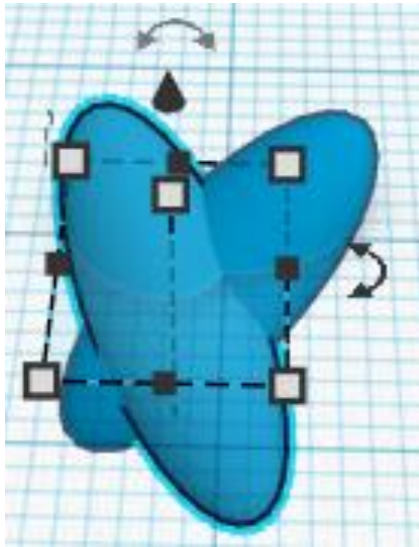
left in X direction,  
back of Y direction, and  
bottom of Z direction.



**Move Forearm** (Must be in home view for this to work!)  
move forward in negative Y direction 5mm  
and  
move down in negative Z direction 8mm

**Hint:** Select Forearm and push down arrow key 5 times.  
Or  
Select Forearm and hold control and push down arrow key 8 times.

Before



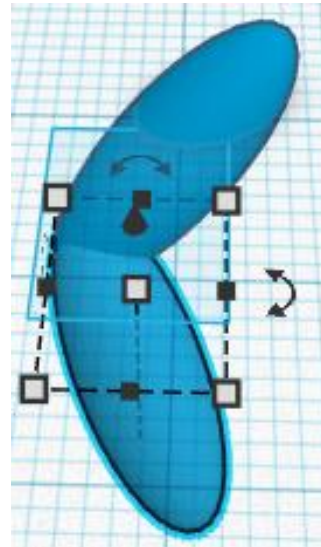
5mm  
down



8mm  
down  
(hold control)



After



**Group Forearm** and **Upper Arm**  
From now on this will be called the **Left Arm**

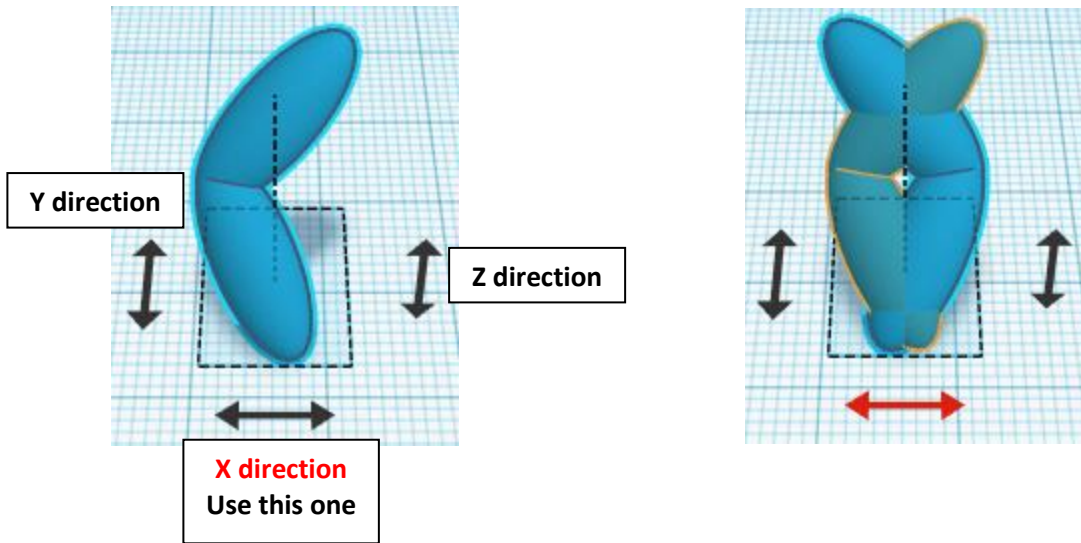
**Duplicate Left Arm** 1 time



Flip Left Arm in X direction.

Before

After



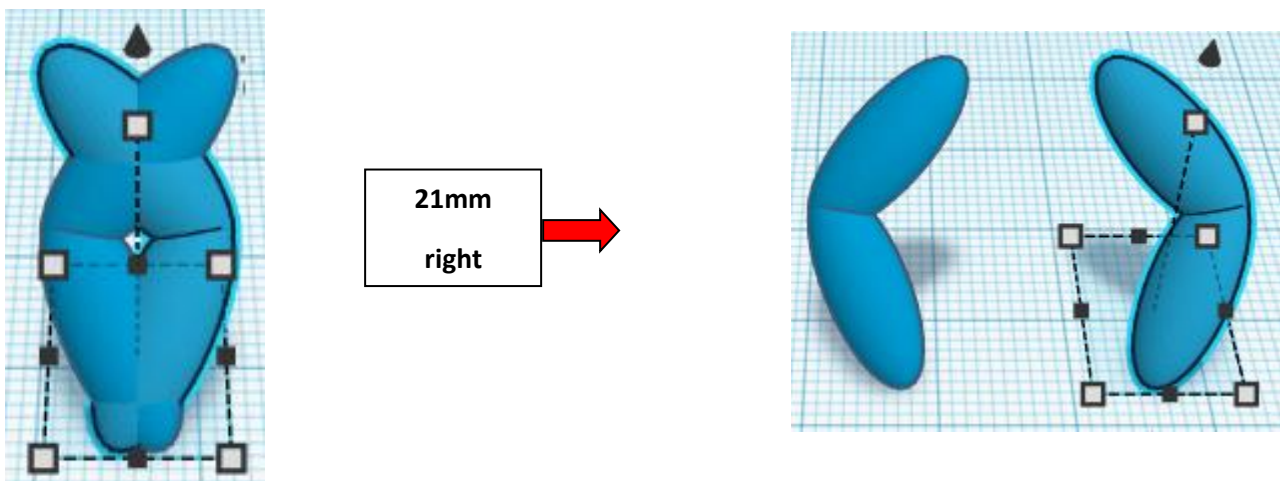
From now on this new flipped part will be called the **Right Arm**

**Move Right Arm** (Must be in home view for this to work!)  
move right in positive X direction 21mm

**Hint:** Select Right Arm and push right arrow key 21 times.  
or  
Select Right Arm and hold down shift and push right arrow key 2 times.  
Then release shift and push right arrow key 1 time.

Before

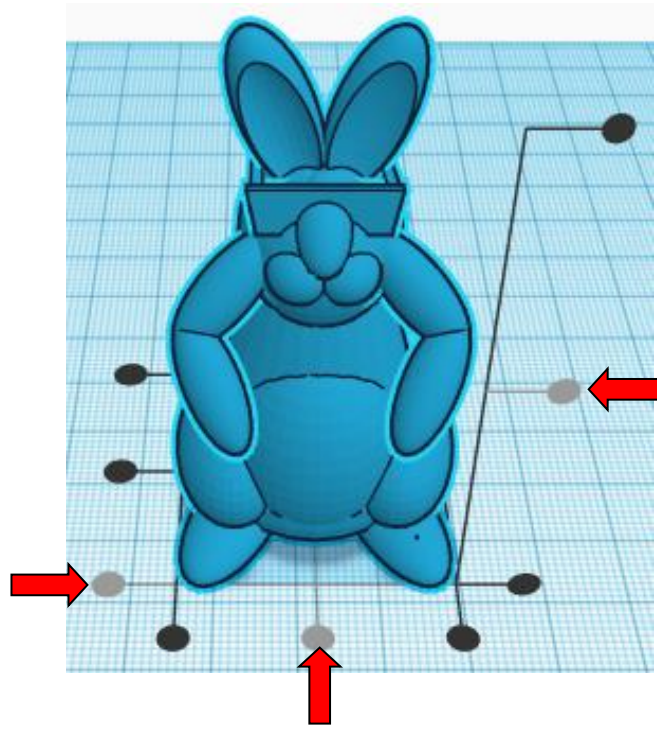
After



**Group Left Arm and Right Arm**  
From now on this will be called the **Arms**

**Align Bunny and Arms**

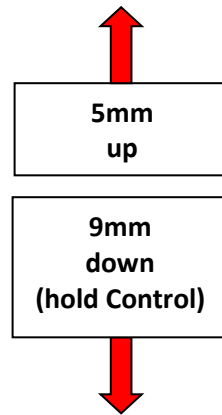
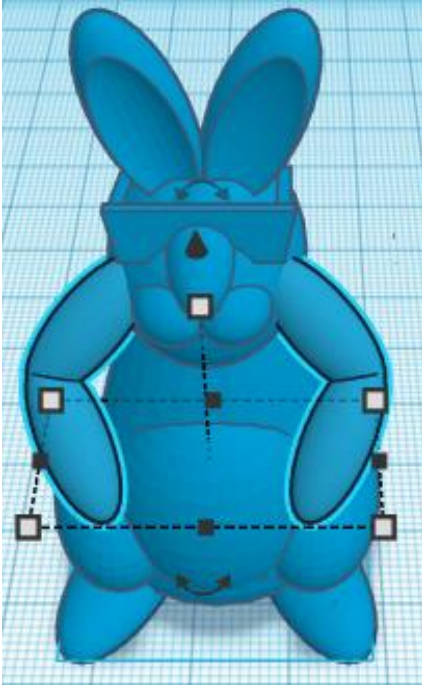
centered in X direction,  
front of Y direction, and  
centered of Z direction.



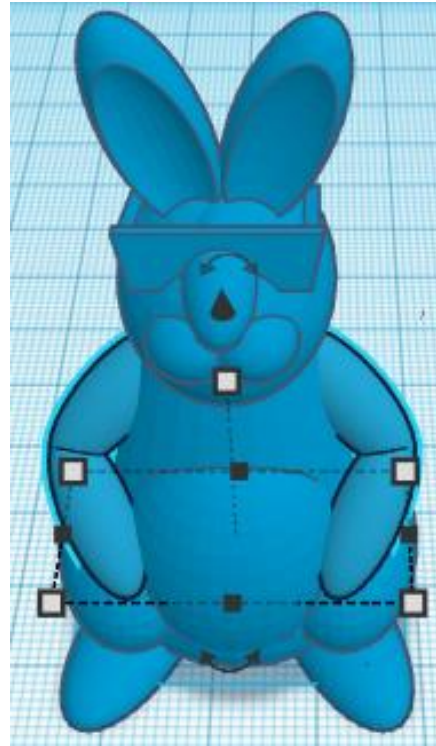
**Move Arms** (Must be in home view for this to work!)  
move back in positive Y direction 5mm  
and  
move down in negative Z direction 9mm

**Hint:** Select Arms and push up arrow key 5 times.  
Then select Arms and hold control and push down arrow key 9 times.

Before



After



**Group Bunny and Arms**  
From now on this will be called the **Bunny**

**You are done, hope you enjoy!**