# FabLab ModelMaker: Making a Hole in a Rectangular Shape

This tutorial covers how to remove linear sections from a rectangular shape. This tutorial uses a Mac version of FabLab ModelMaker, but users will find few differences between the Mac and PC versions of ModelMaker.

Before beginning this tutorial, please make sure that you have the advanced tools display selected.

1. Select Tools from the menu bar.
2. Select Advanced from the drop-down menu.
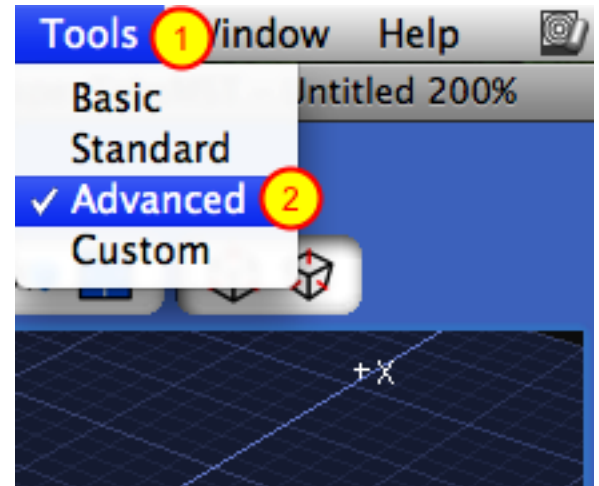

Create an Irregular Prism

1. Click on the Irregular Prism button.
2. Move to the 3D area and create the base and height of your 3D shape. Please review previous tutorials if you don't know how to create a 3D shape.

The 3D area will automatically change once you finish adding height to your 3D shape.
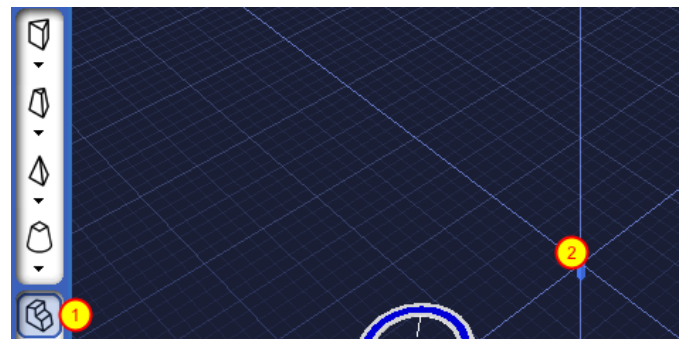
Add Hole Button

1. Click the Add Hole button.
2. Move your mouse to any place on the 3D shape. Click the mouse once to begin making a rectangle.
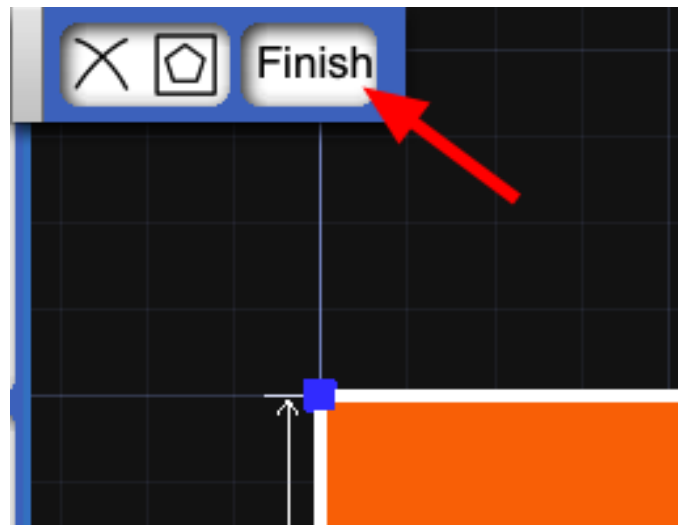3. Click the mouse again to finish creating a rectangle.
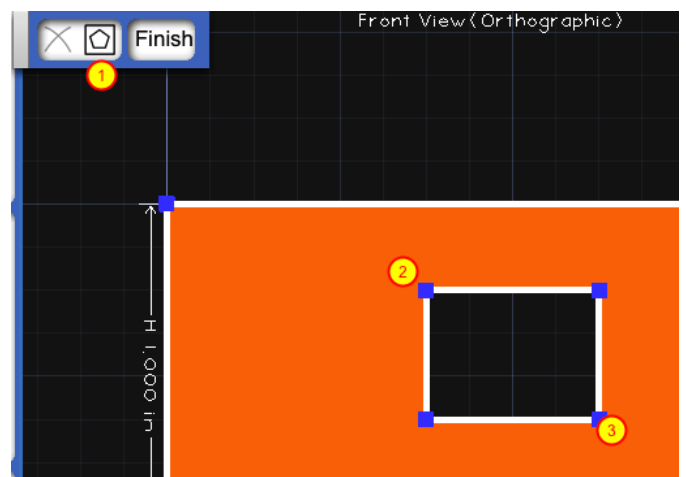
Manipulating and Adding Points

1. Click on the outer border to add points to the hole.
2. Click and drag points to change the shape of the hole.
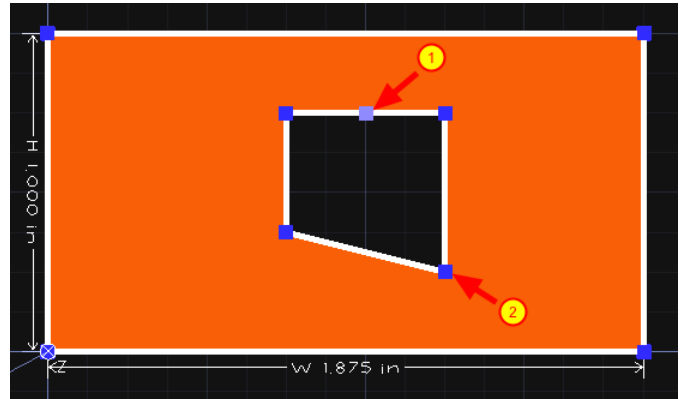
Finish Button

Click on the Finish button to return to the normal 3D area view.

Auto-Arrange Nets Button

Click the Auto-Arrange Nets button to show all of your shape nets in the print view area.*

*Parts of the shape net might appear on separate pages. This is alright. However, a shape net part **should not** span multiple pages.