CS194-028 / CS294-119

Jonathan Bachrach, EECS Department, UC Berkeley

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Do you want to

make this

on this

```
defn workbench (dims:V3f, sa:Float, la:Float, t:Float) :
  val leg   = reflect-x $ reflect-yz $ l-beam(cube(la, z(dims), t))
  val foot  = bin(la, 1.0f * la, t, 0.0f)
  val sup   = group $ weld $ align-min-z $ [ leg, foot ]
  val sups  = rot-corners(x(dims), y(dims), sup)
  val skirt = frame(x(dims), y(dims), sa, t)
  val top   = [ cube(x(dims), y(dims), t) ]
  shapes $ group $ align-max-z $ seq(group, [ sups skirt top ])
```

in code?

Have you ever wanted to design a 3D structure but were intimidated?

Have you been frustrated by the tedium of 3D design apps?

Are you a programmer and want 3D design to be like software design?

Do you want to design 3D structures at the speed of rapid fabrication?