

## Step 2. Add a new object

1. put the mode as "Object Mode"

2. select the last block

3. move the mouse cursor to an empty spot

3.1. click on the left button and hold down

3.2. while holding down the left button of the mouse, move the mouse right and lift up the left button of the mouse when you are satisfied.

3.3. then, move the mouse in the vertical direction

3.4. finally, click the left button of the mouse and you have added a cube into the workspace



Step 3. Copy & Paste	Ao     File     Edit     Render     Window     Help     Layout     Modeling       # →     ■     Object     Model     View     Select     Add     Object	Sculpting UV Editing Texture Paint Shading Animation	Rendering Compositing Geometry Nodes	Scripting + Kov Sce	ne 🕫 🛄 × 📾 v ViewLayer ≣ v 🖾 v 🔎 Search			
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