We start at the origin, which has coordinates (0, 0, 0). First we move 6 units along the positive *x*-axis, affecting only the *x*-coordinate, bringing us to the point (6, 0, 0). We then move 4 units straight downward, in the negative *z*-direction. Thus only the *z*-coordinate is affected, and we arrive at (6, 0, -4).