

“Join” “Group” and “Explode” commands:

Make a box and “Explode” it. Notice that it is all separate planes. Select all of the planes and “Join” them. Now they are together again. Note that “Join” is about geometry grouping. If you “Group” the objects, they will all select together, and look exactly like a solid but they are NOT a solid, and you can NOT perform solid editing commands on a group.

“ExtractSrf” command:

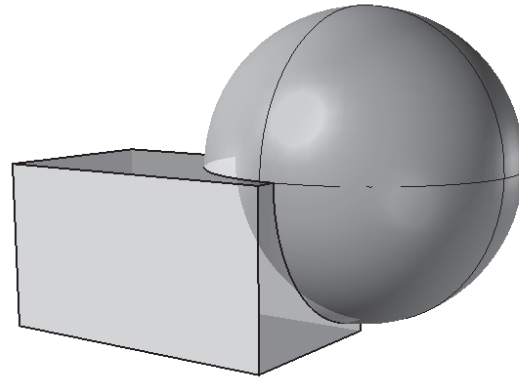
Allows you to remove a surface from a joined object without exploding it. Enter the command, pick the surface you want to extract, and hit enter. The surface will un-join the original solid.

“Cap” command:

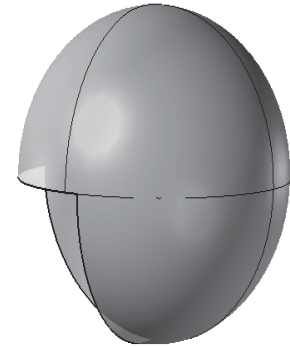
Takes an open surface with planar holes and caps them creating a solid object. Extrude a rectangle with the caps option set to “no”. Select the resulting surface and enter the “Cap” command. The open rectangular polysurface should close into a solid.

“BooleanUnion,”  
“BooleanDifference”  
“BooleanIntersection”

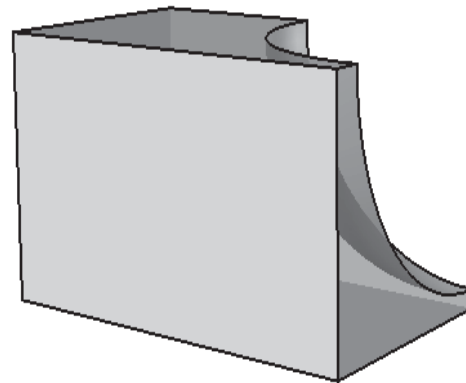
Create a sphere and a box and intersect them. Now let’s Boolean these objects using each of the three commands.



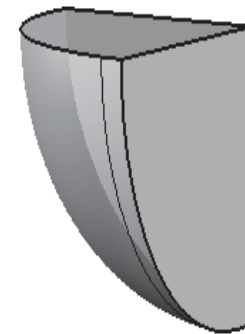
“BooleanUnion,”



“BooleanDifference 1”



“BooleanDifference 2”



“BooleanIntersection”