

SOLID MODELLING

ExtrudeCrv = extrude a closed curve into a solid (i.e. circle > cylinder)
(Solid = yes)

Revolve = create a surface of revolution using a silhouette curve, a center axis and a start and end angle

Cap = close planar opening in a polysurface

mergeAllCoplanarFaces = clean up old seams (on coplanar faces)

Loft = (bryan's fav) interpolate a surface between curves

Features

FilletEdge - fillet an edge of a solid or polysurface
"Set all" to change radius

Boolean Operations

DupEdge = generate a curve from a surface edge