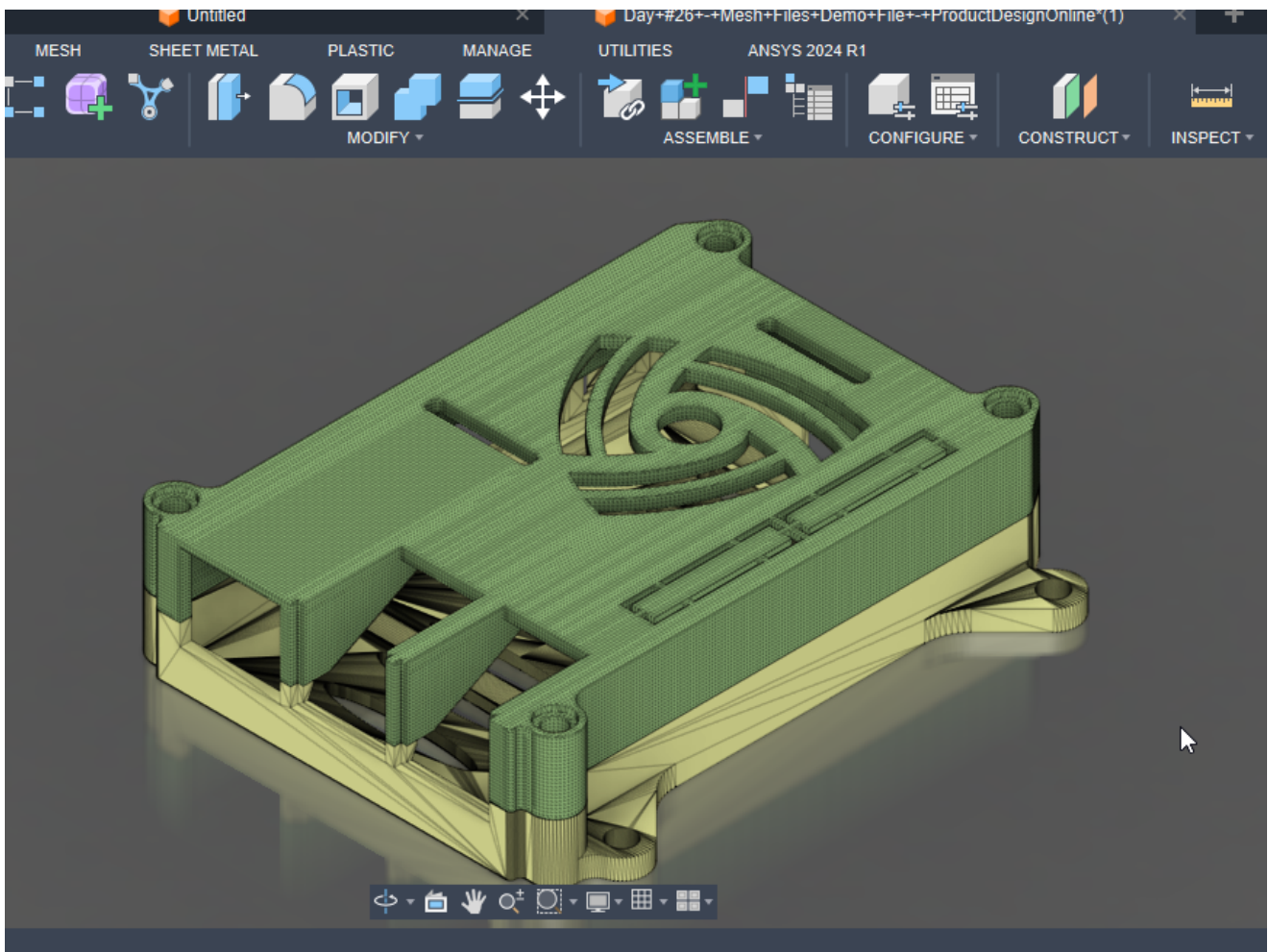
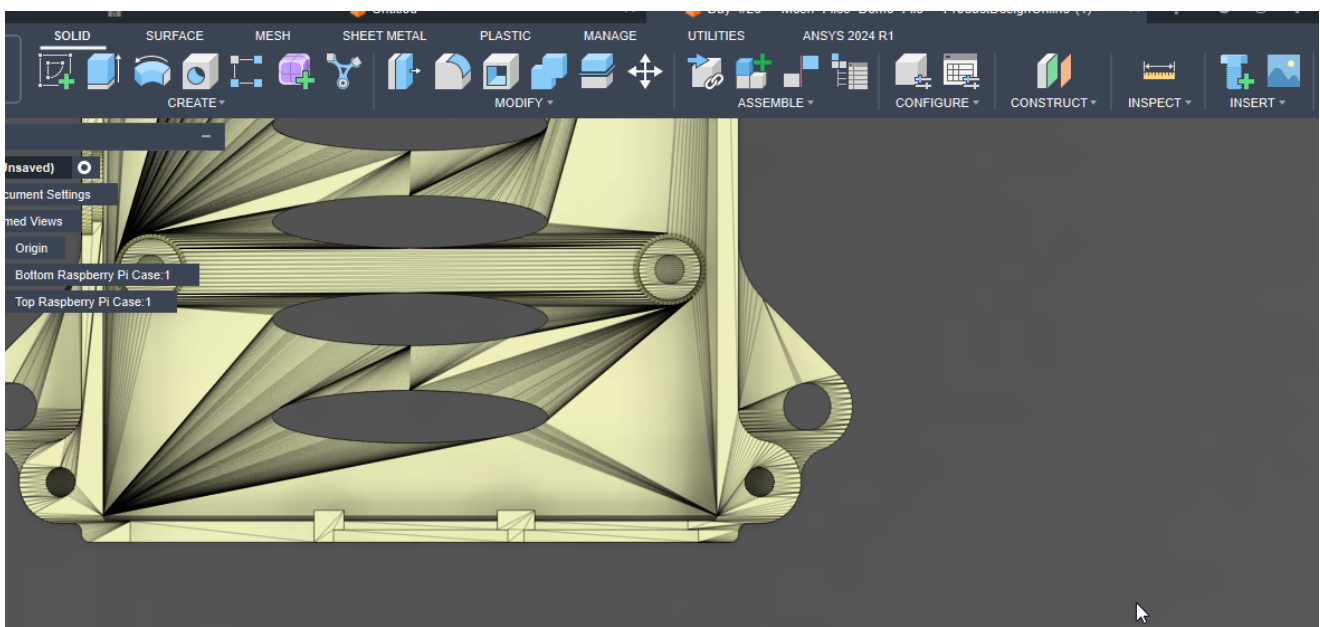


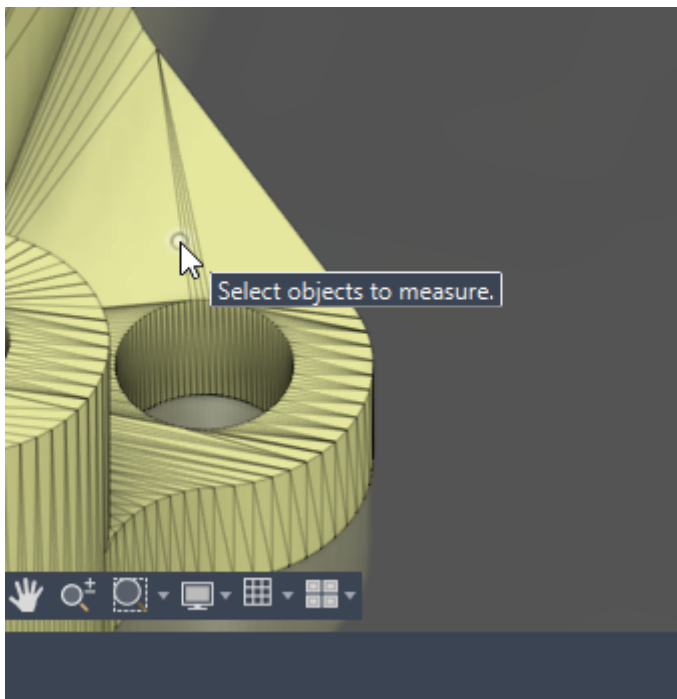
Mesh Editing Basics



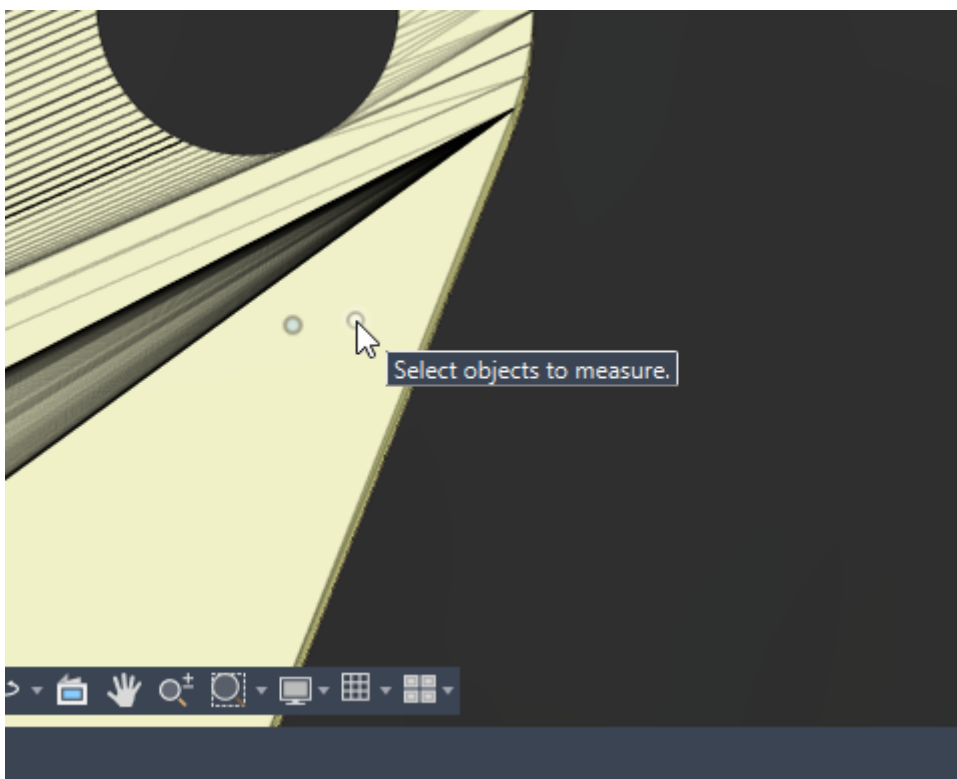
We are going to edit this file just to learn about mesh editing



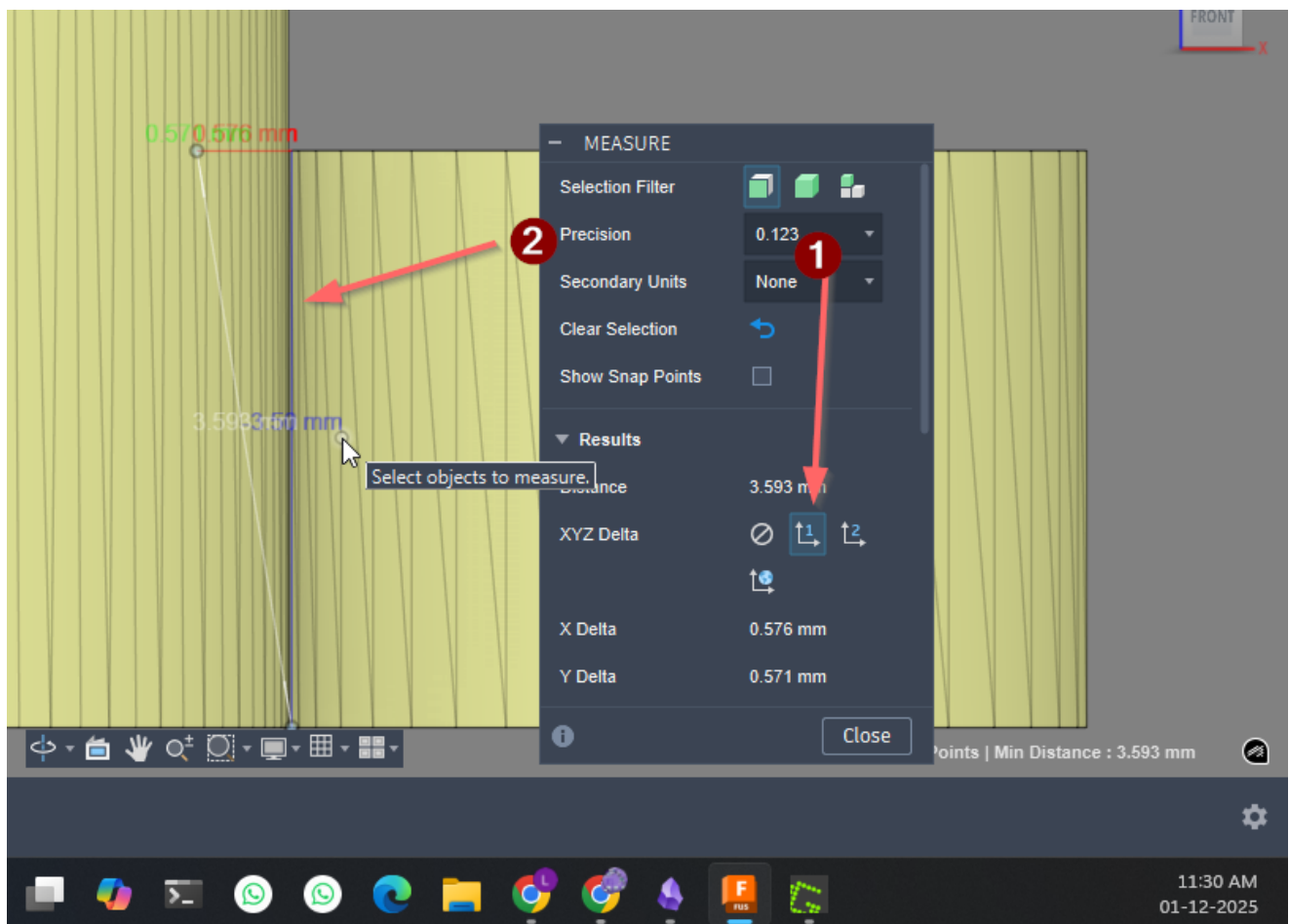
Hide top body and go to inspect to measure height of the bottom body base



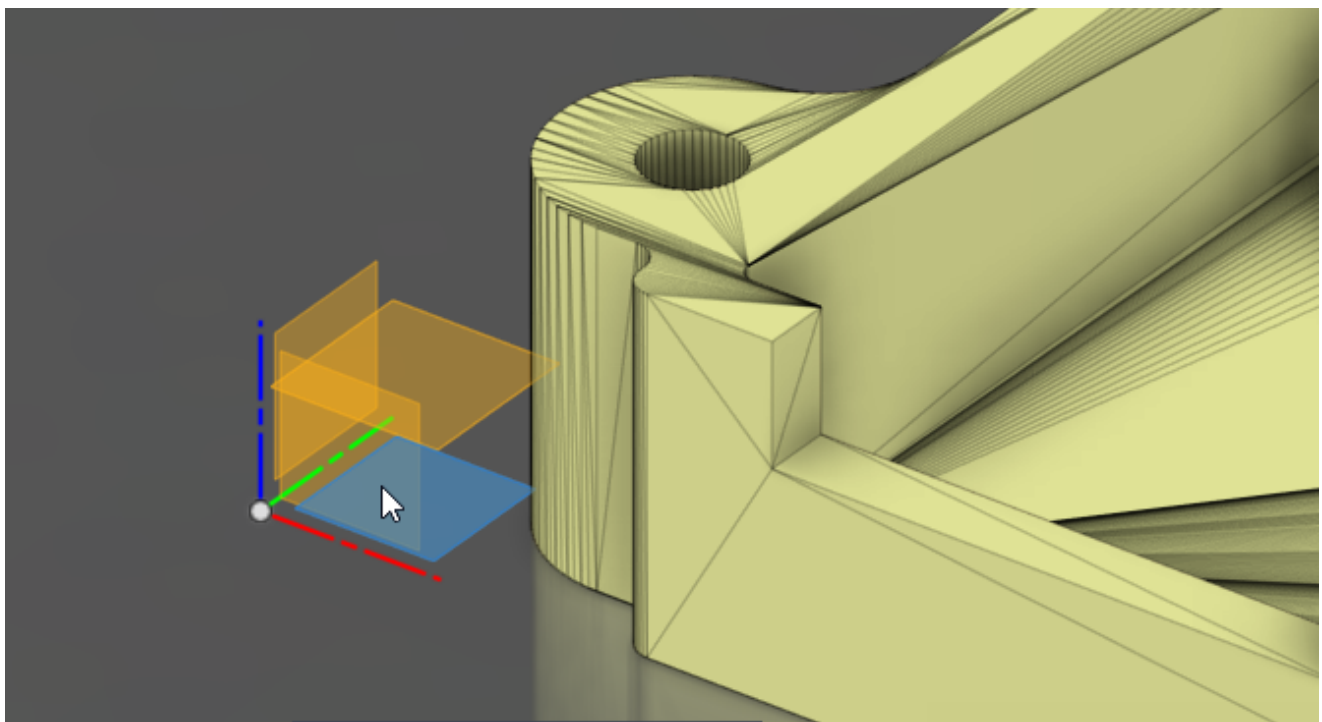
Now click above → then go to bottom face



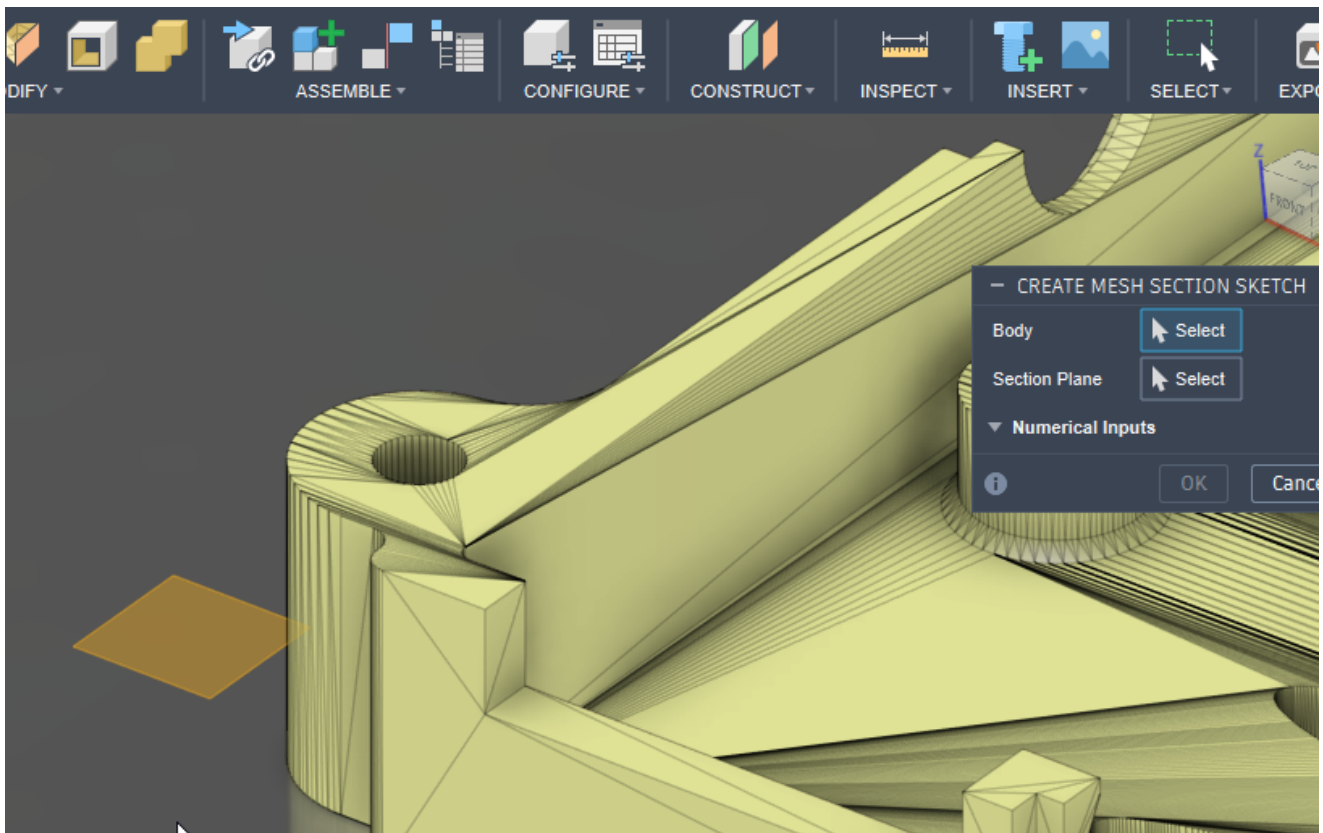
Click somewhere on the bottom face



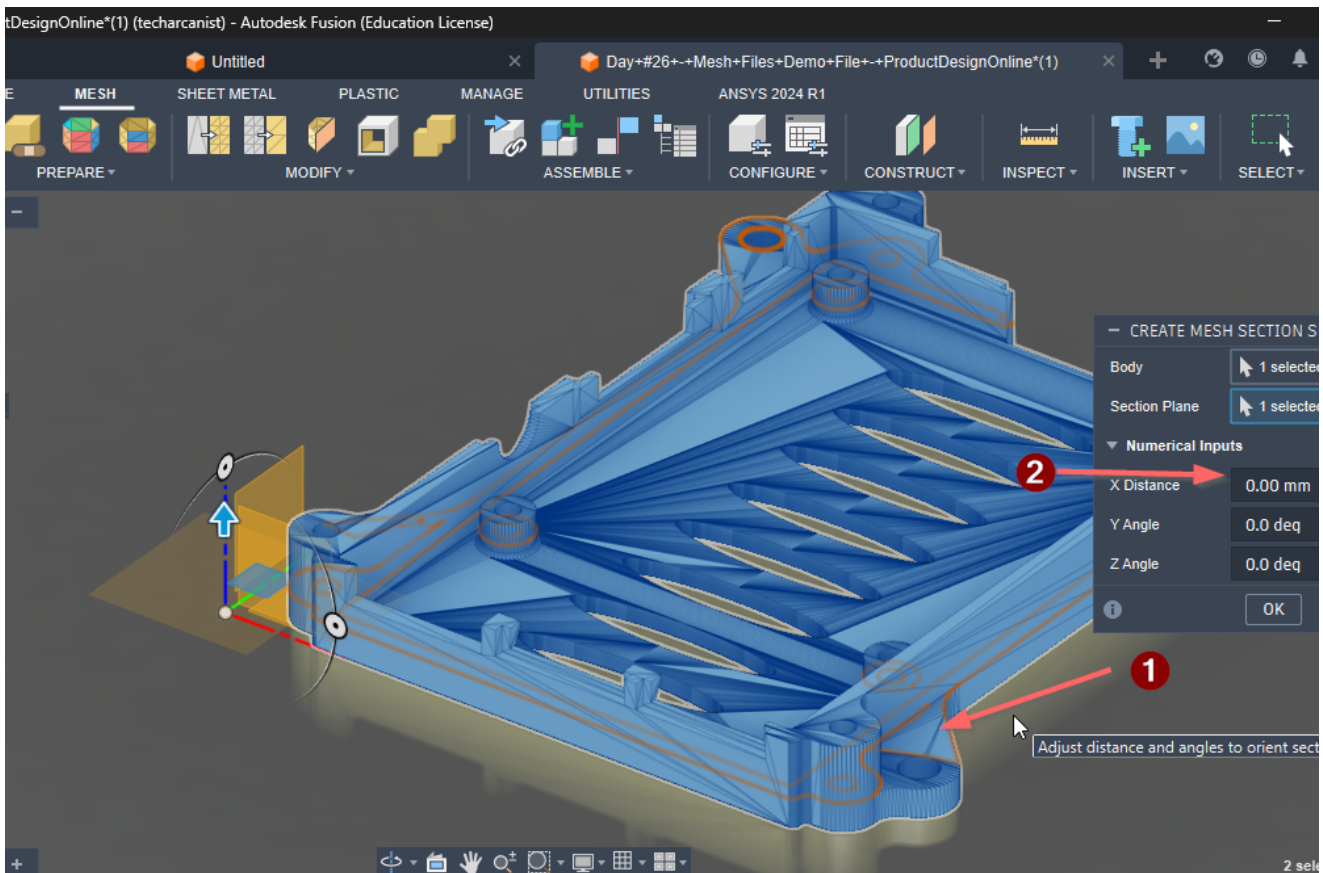
Now click on this option — it shows body height = **3.5 mm**



Create **3.5 mm offset plane** from xy plane



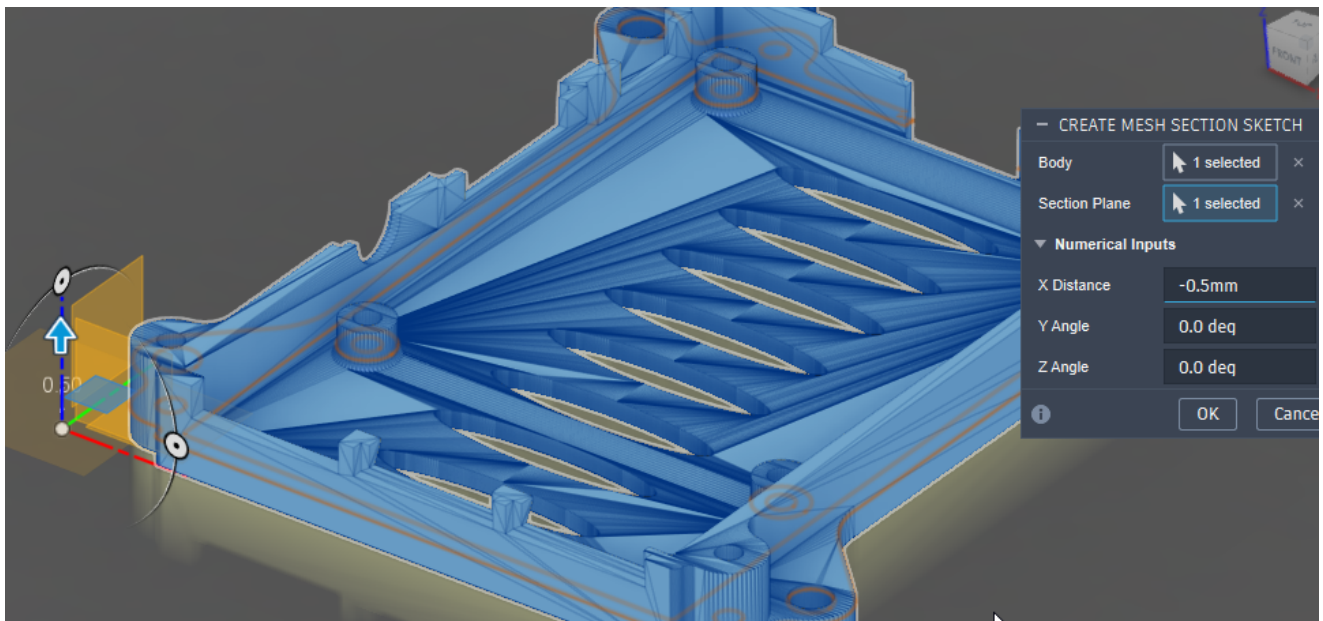
Go to **Mesh** → **Create** → **Mesh section sketch**



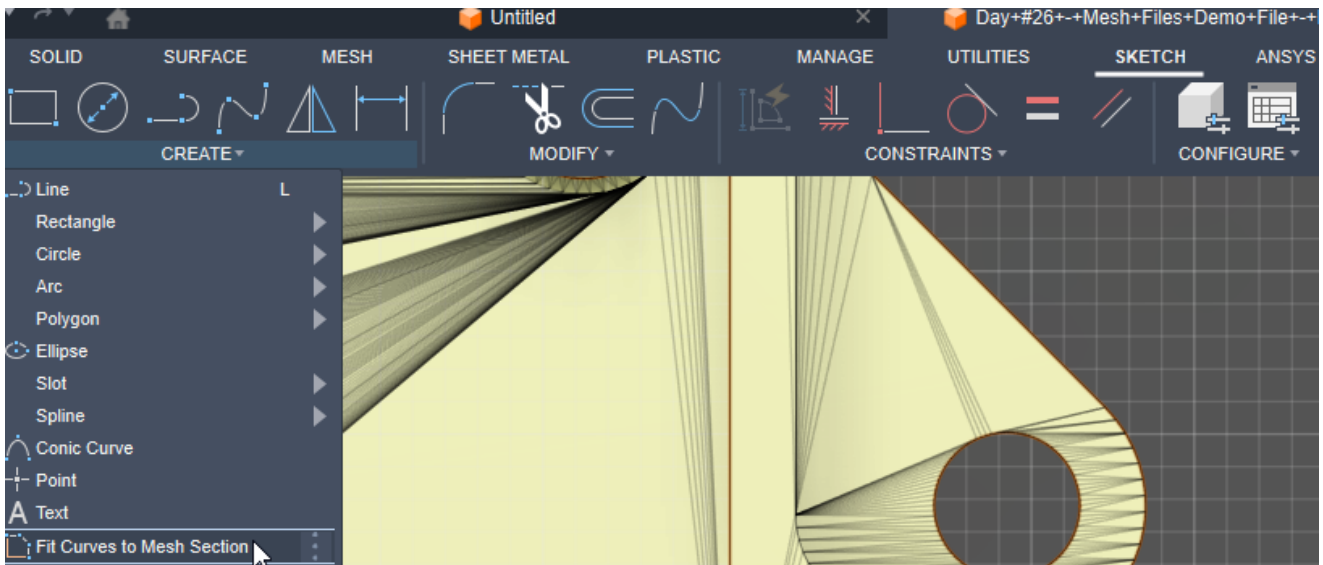
Select body → select offset plane

1 — shows distorted shape

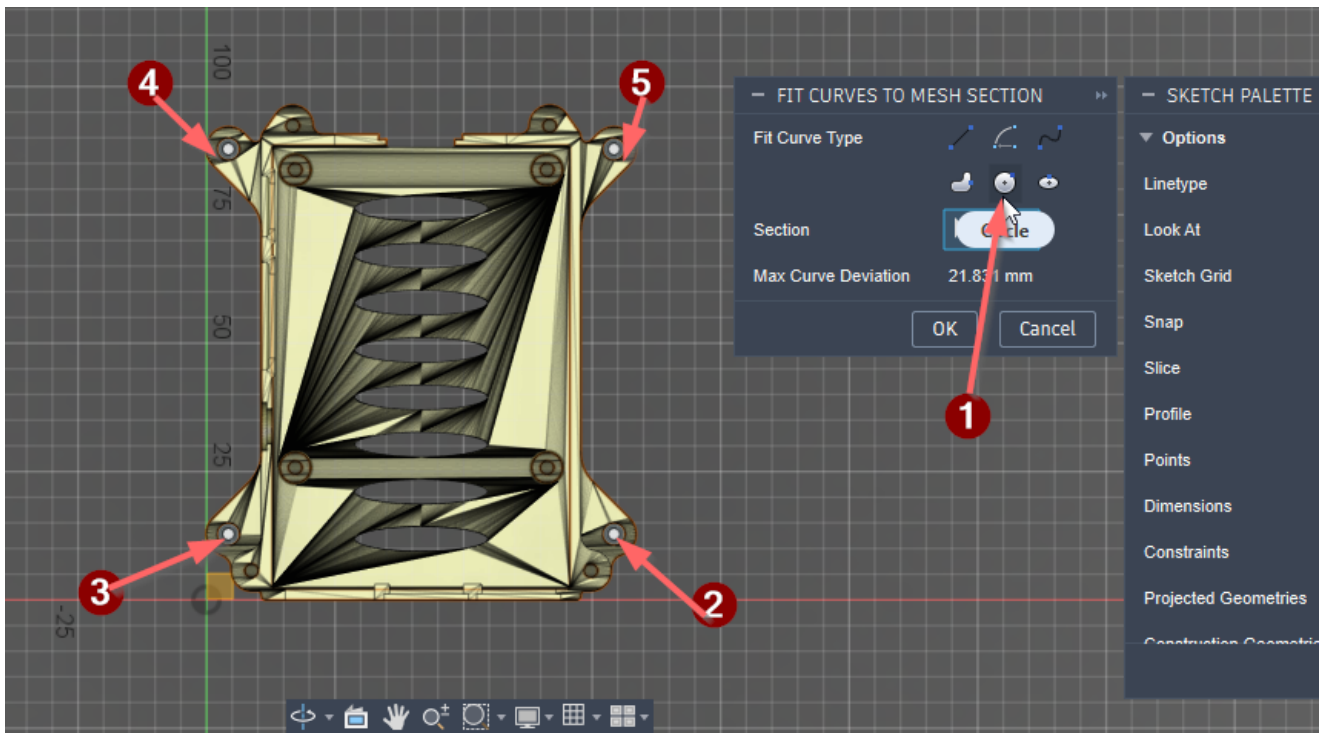
2 — set offset = **-0.5**



Perfect now

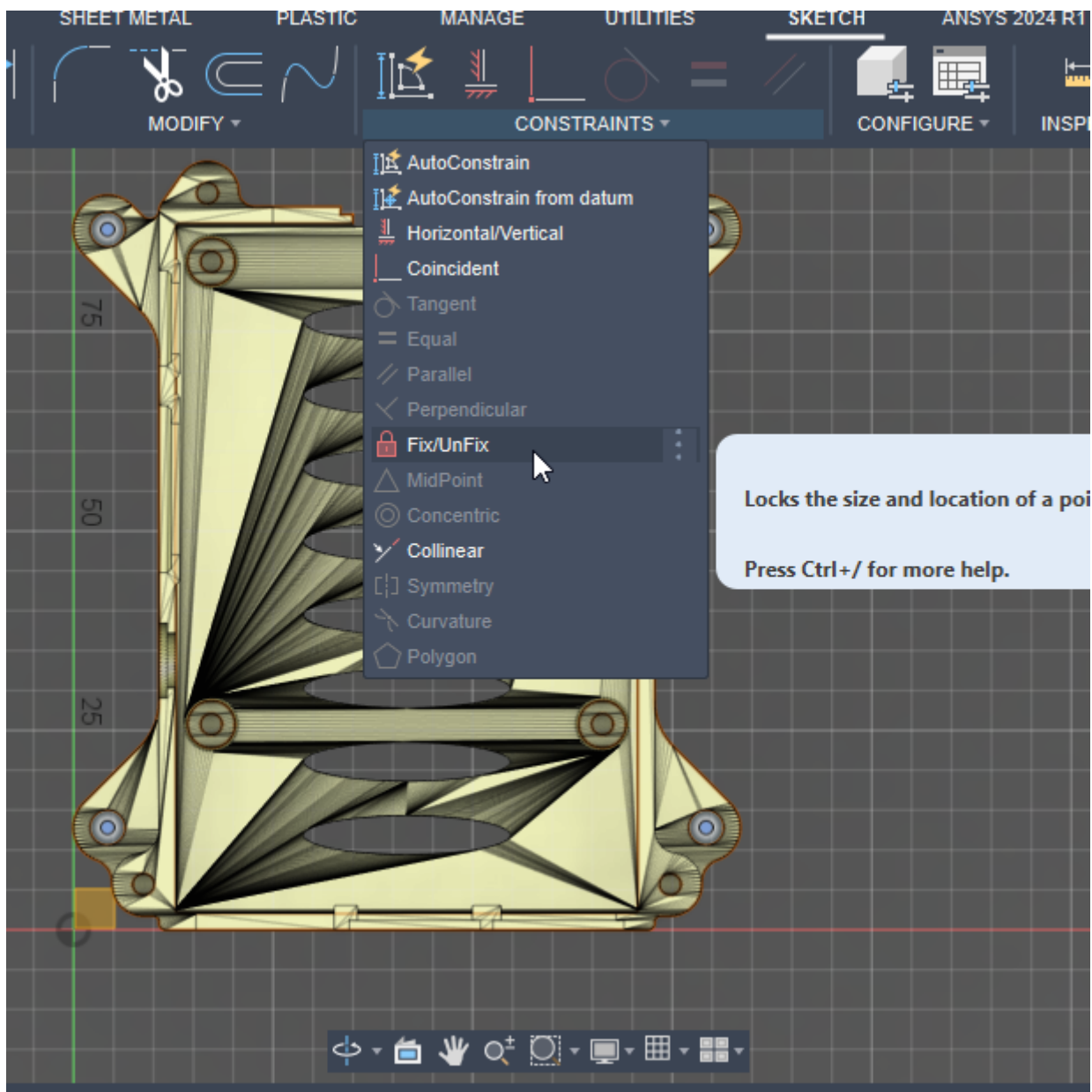


Edit this new sketch → go to **Create** → **Fit curves to mesh section**

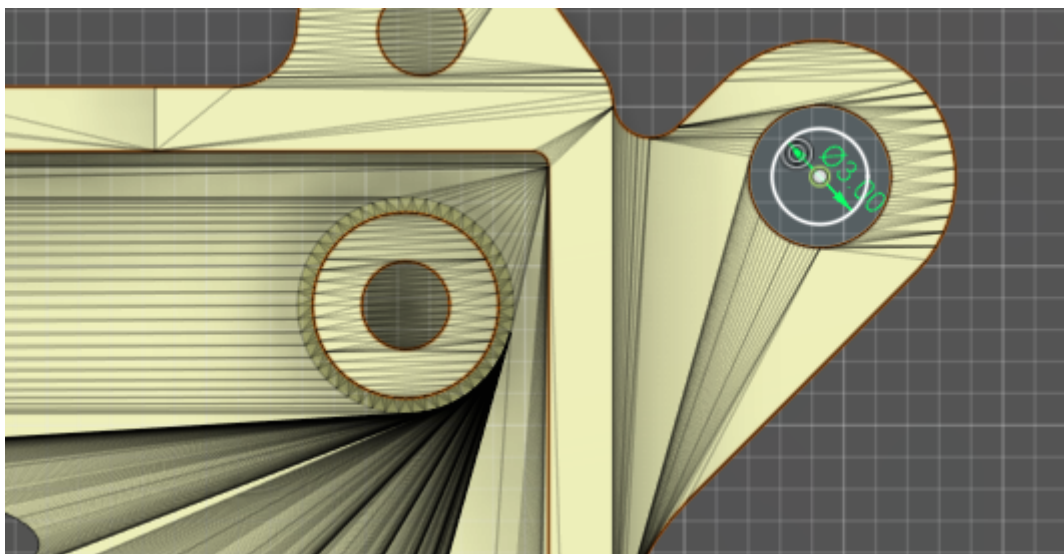


1 — select **circle**

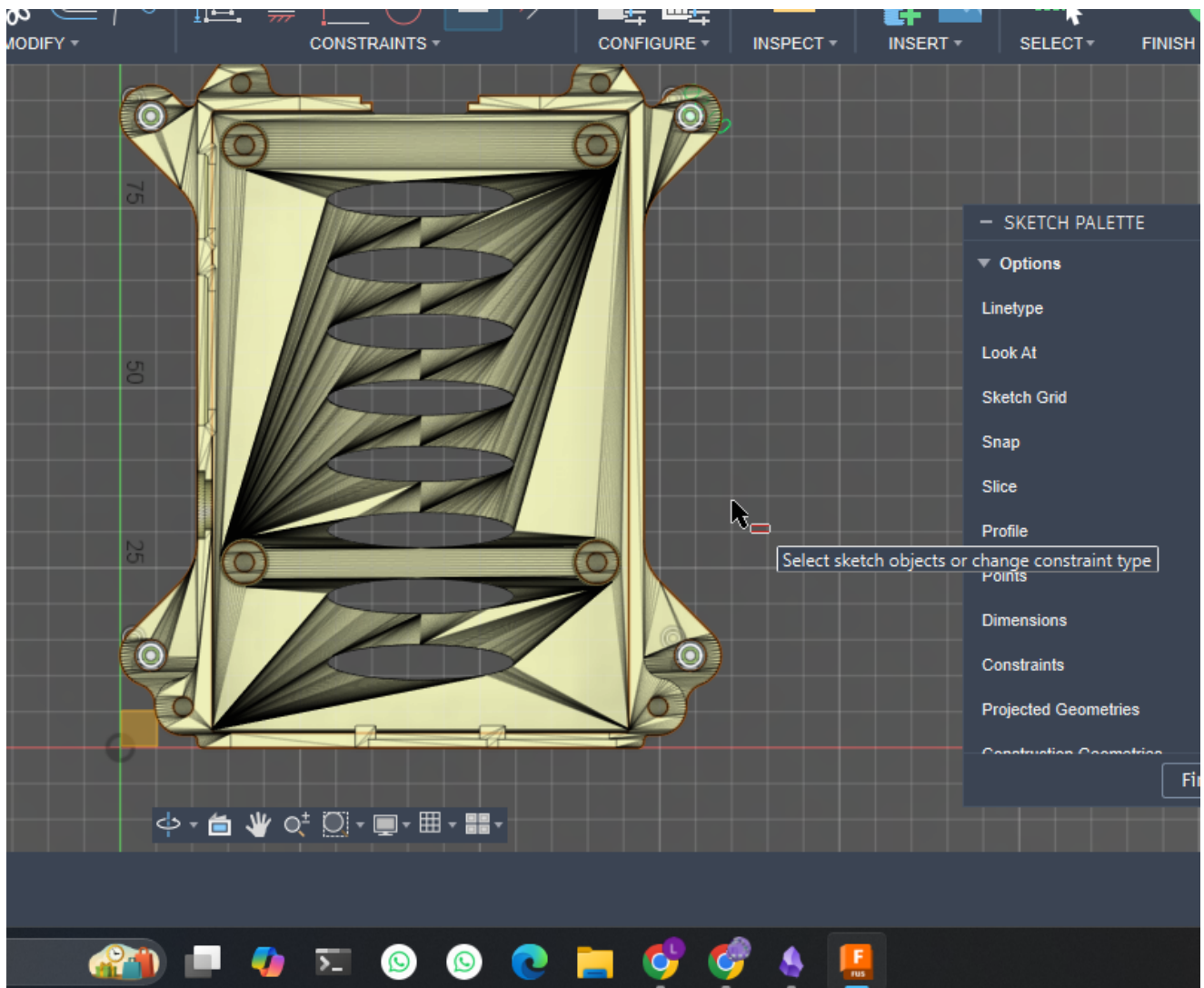
2,3,4,5 — select all four circles



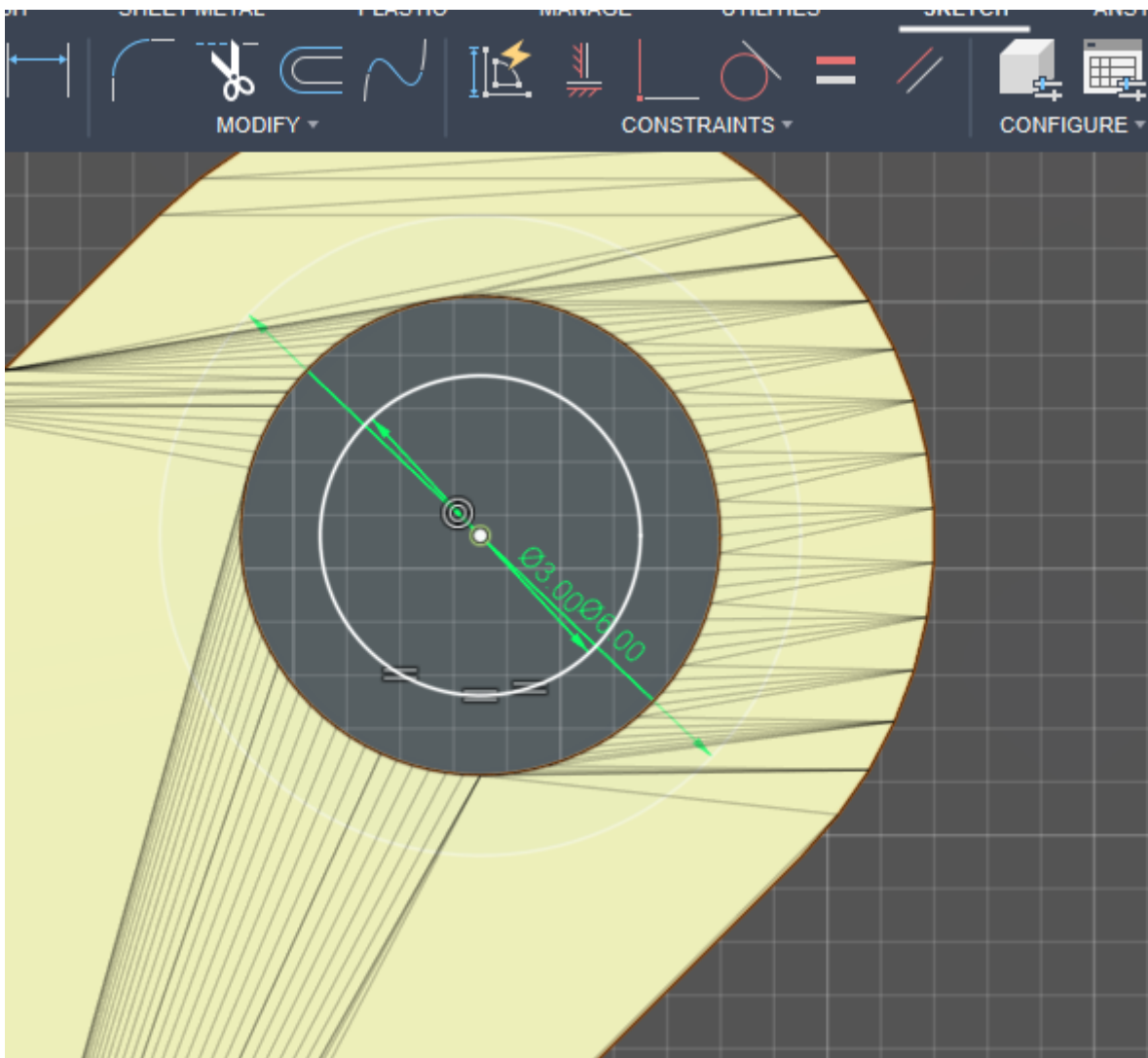
Select all circles → apply **fix** constraint



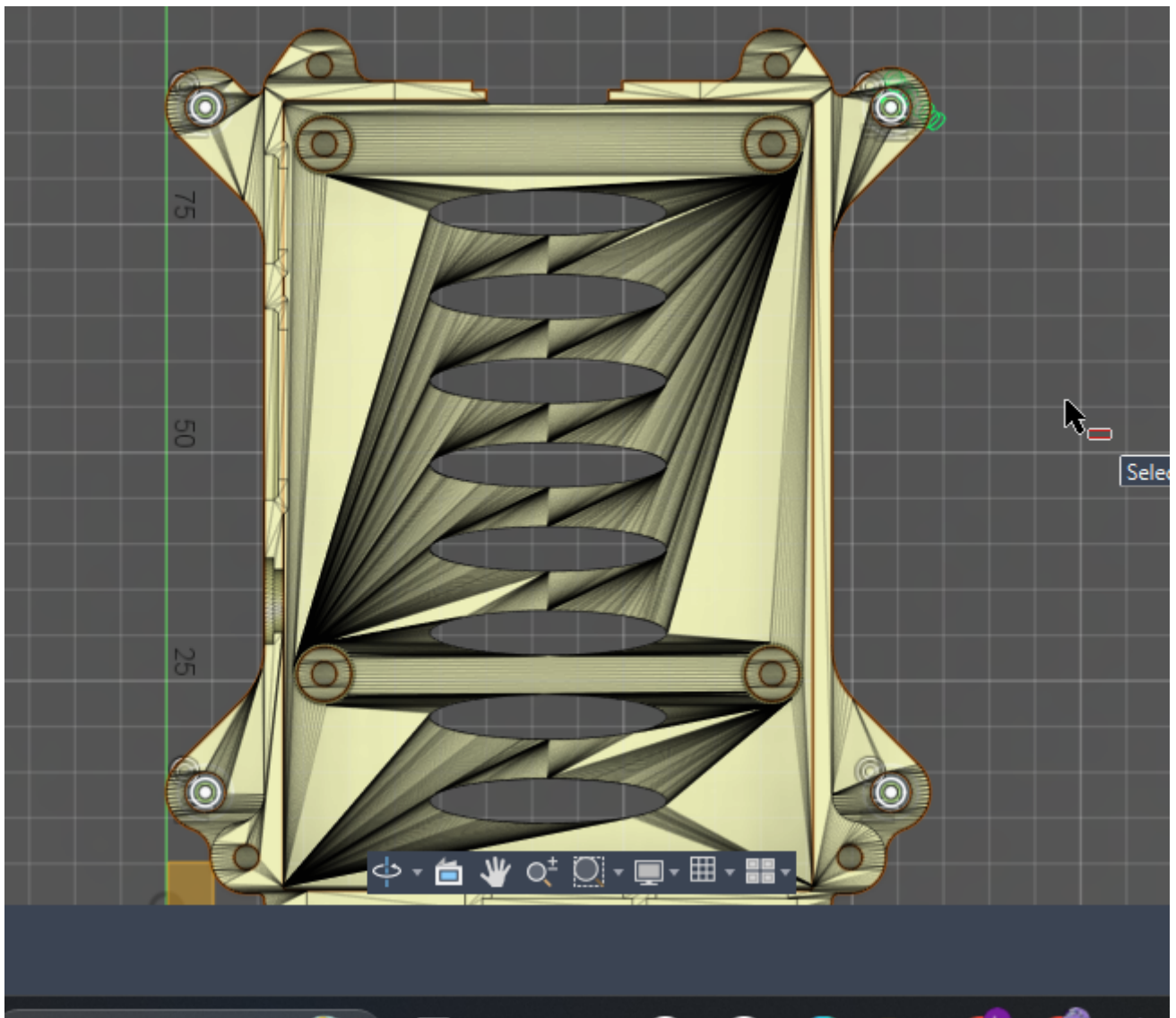
Create new inner circles → set one to **3 mm** → apply **equal** to all



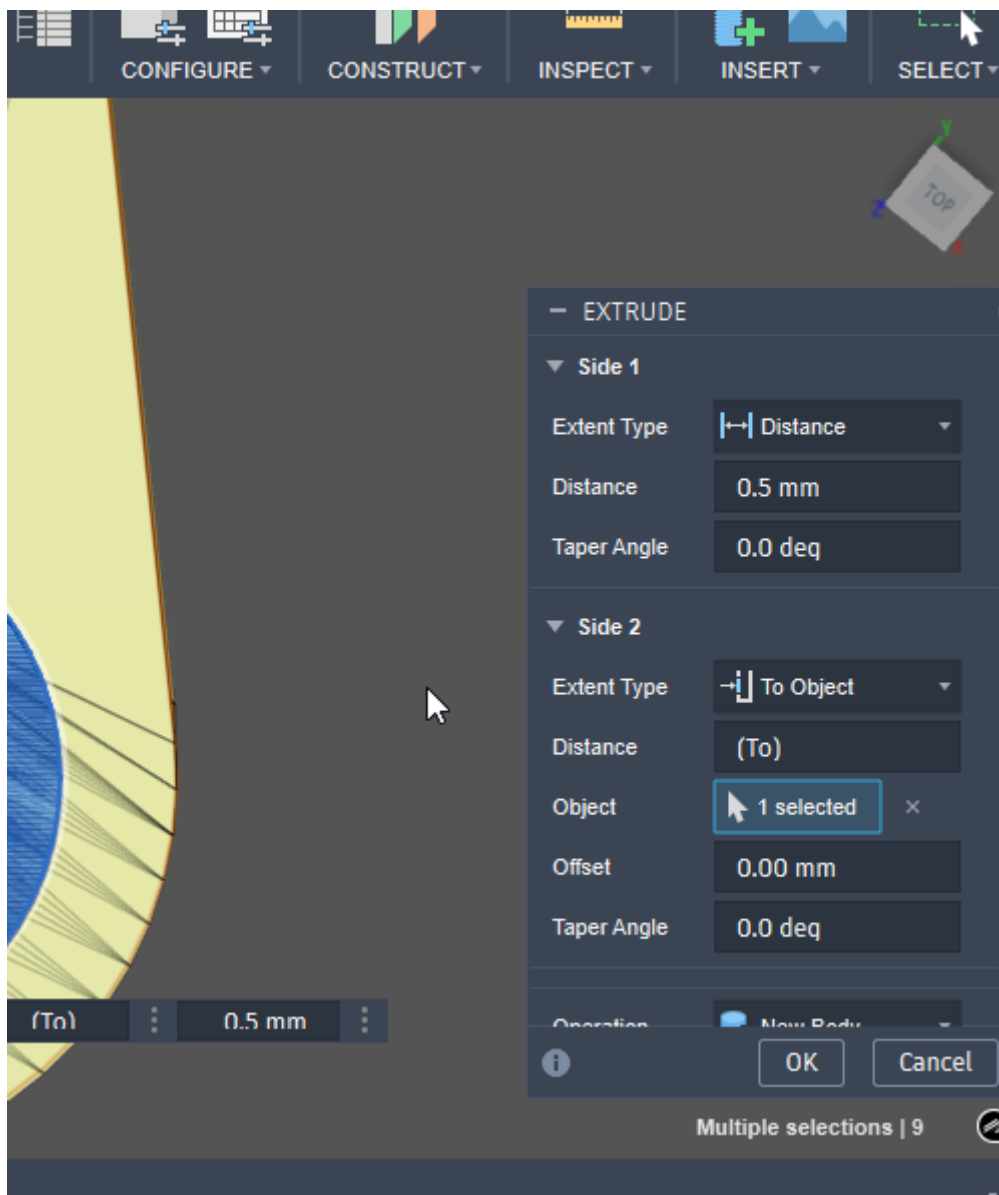
All inner circles now **3 mm**



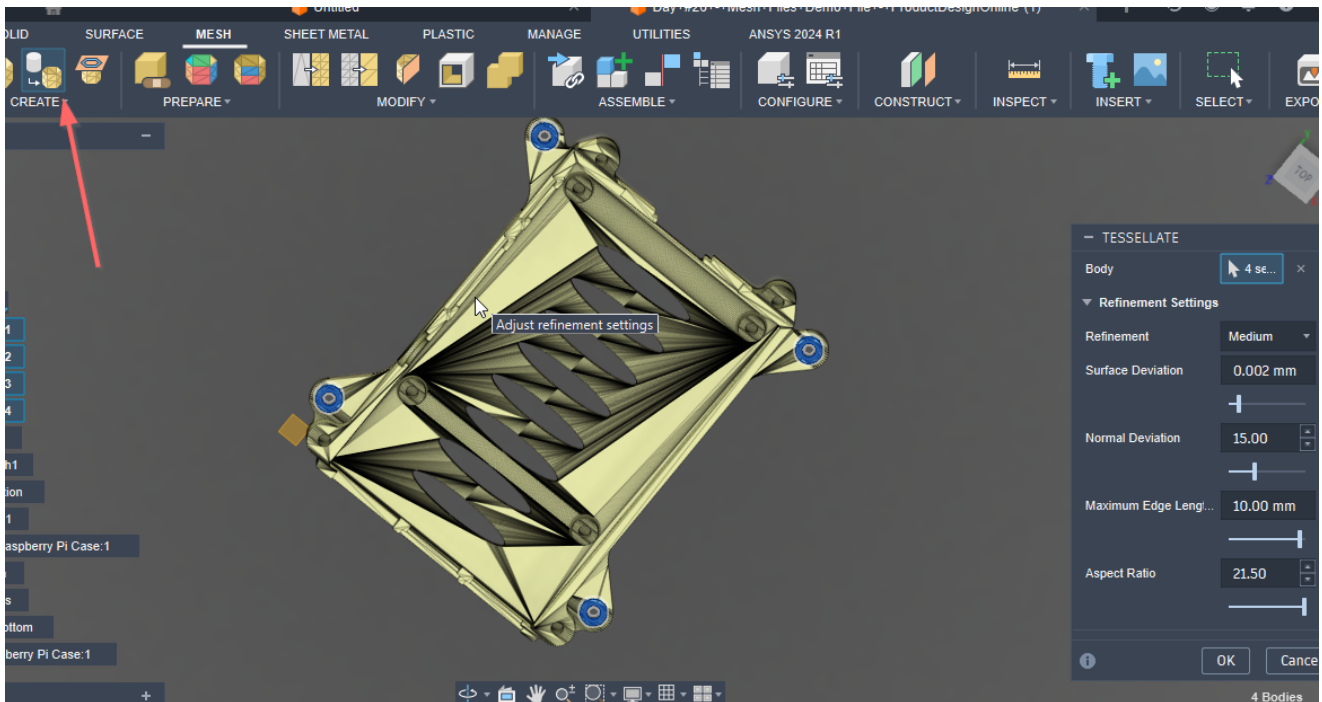
Now create outer circles → set one to **6 mm** → apply **equal**



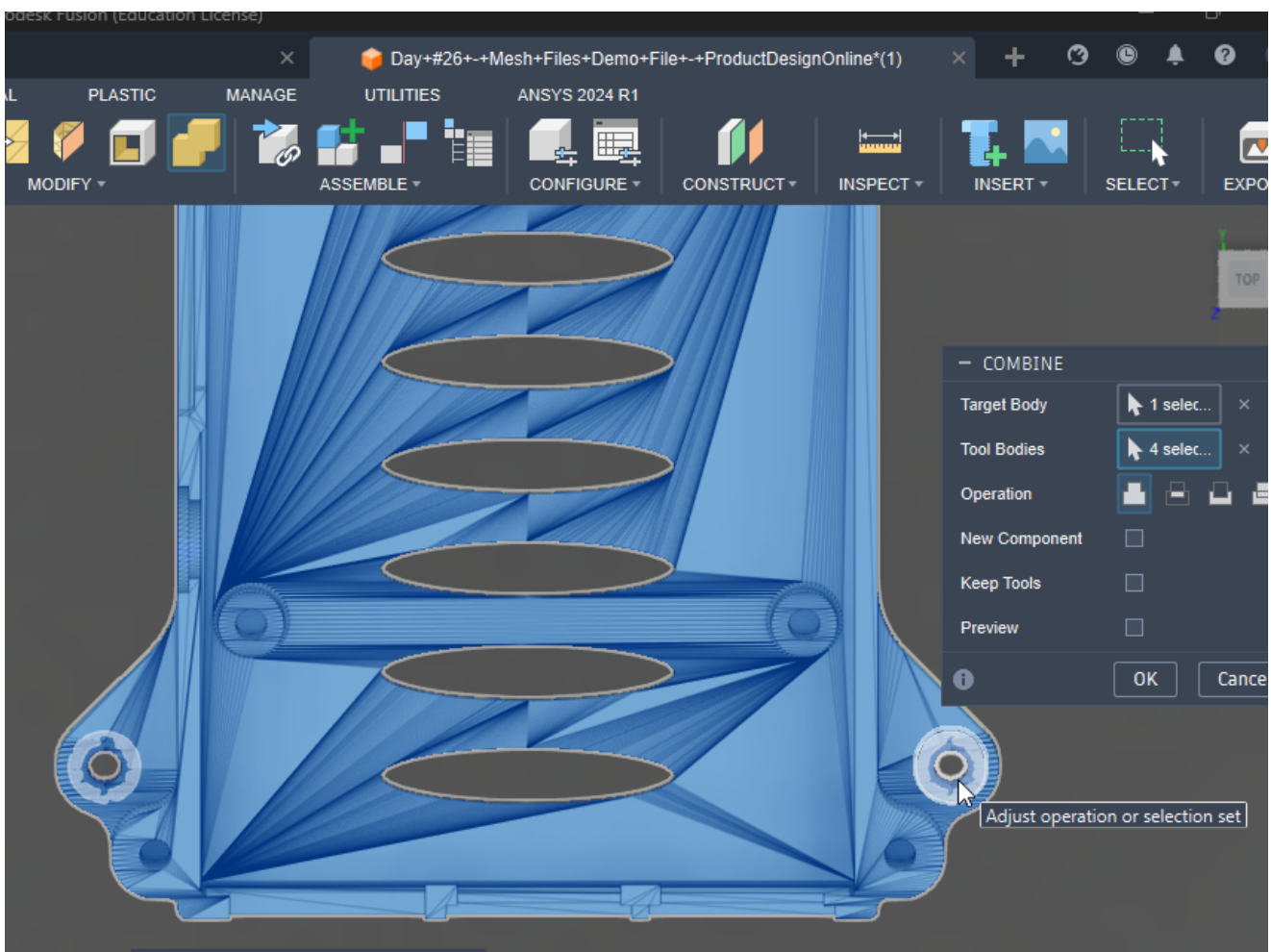
Done



Extrude them **up & down** (two sides)

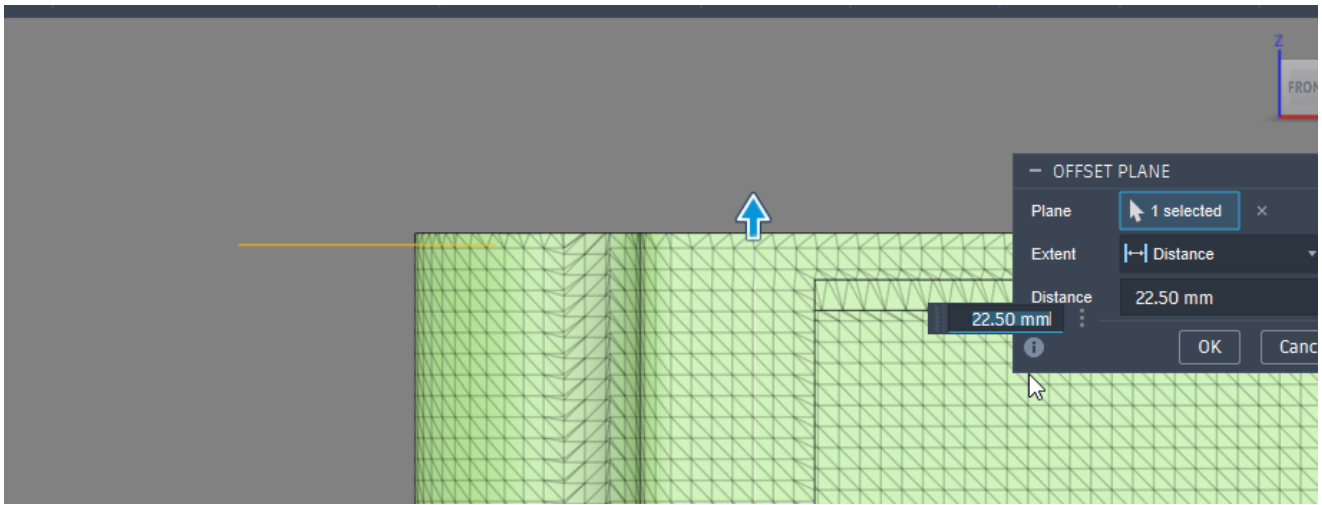


Now use **tessellate** to convert these solids to mesh

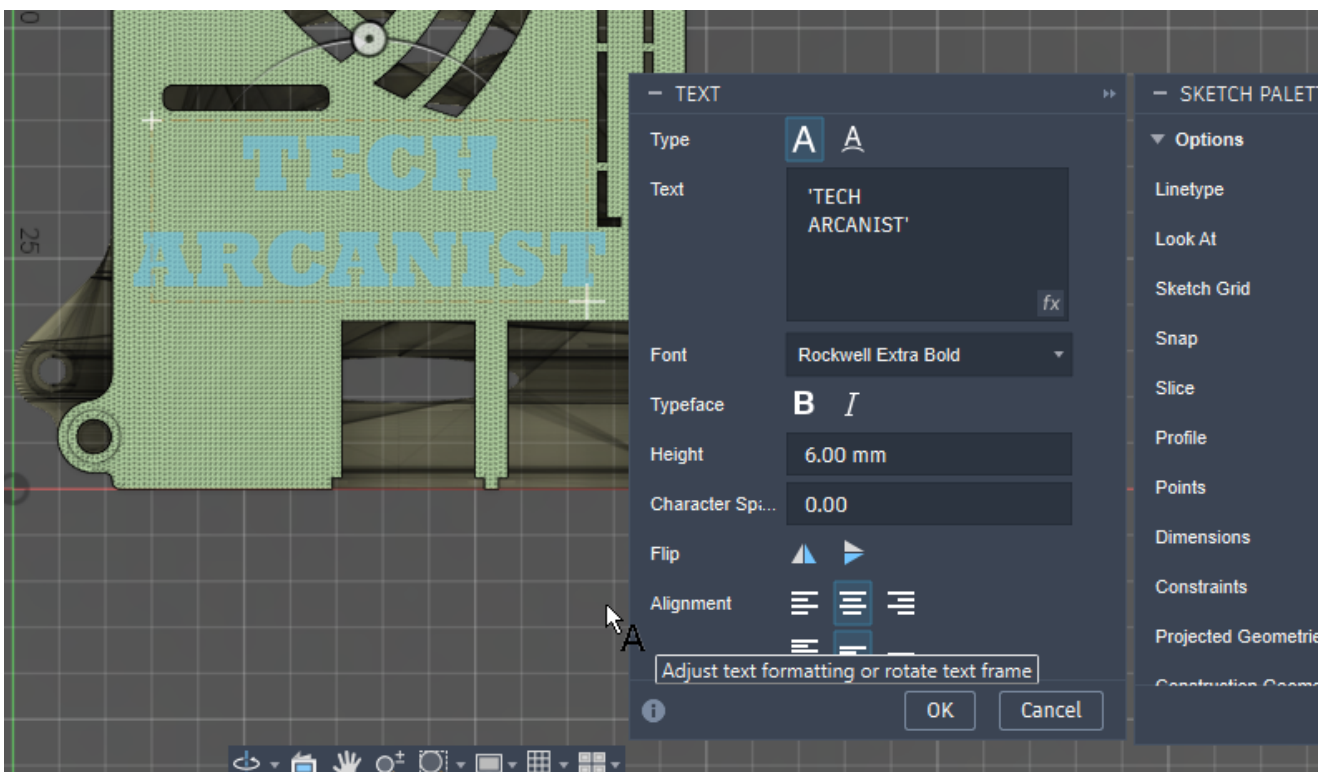


Now use **mesh combine** to join all mesh parts together

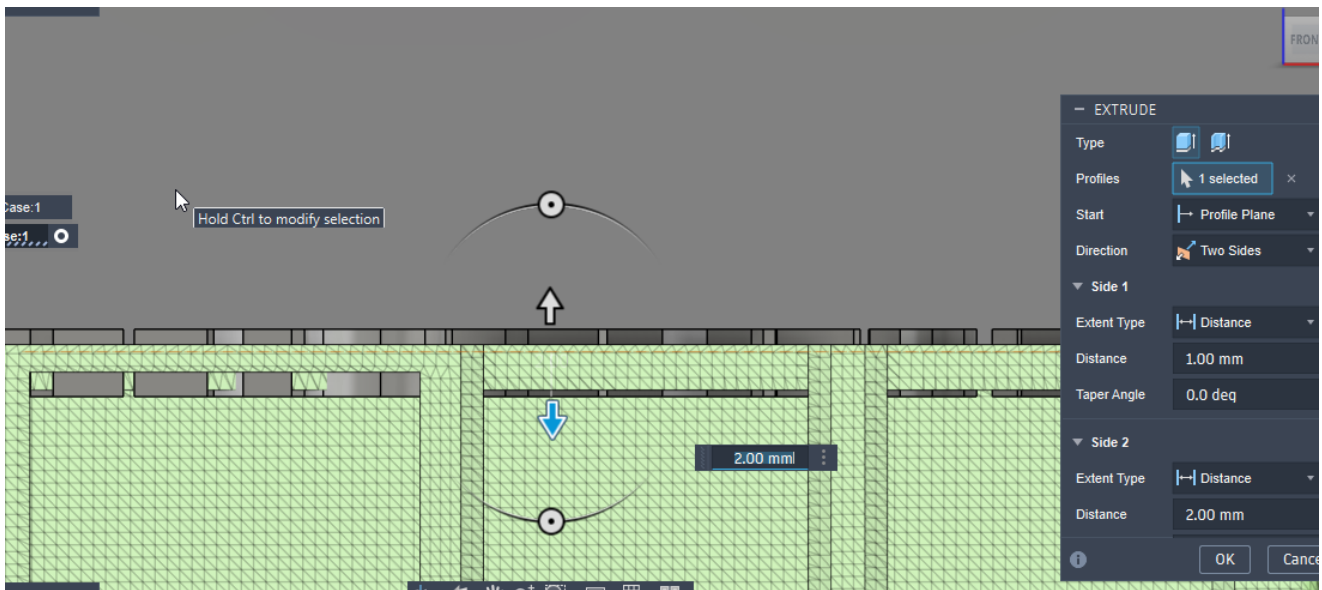
mesh cut example



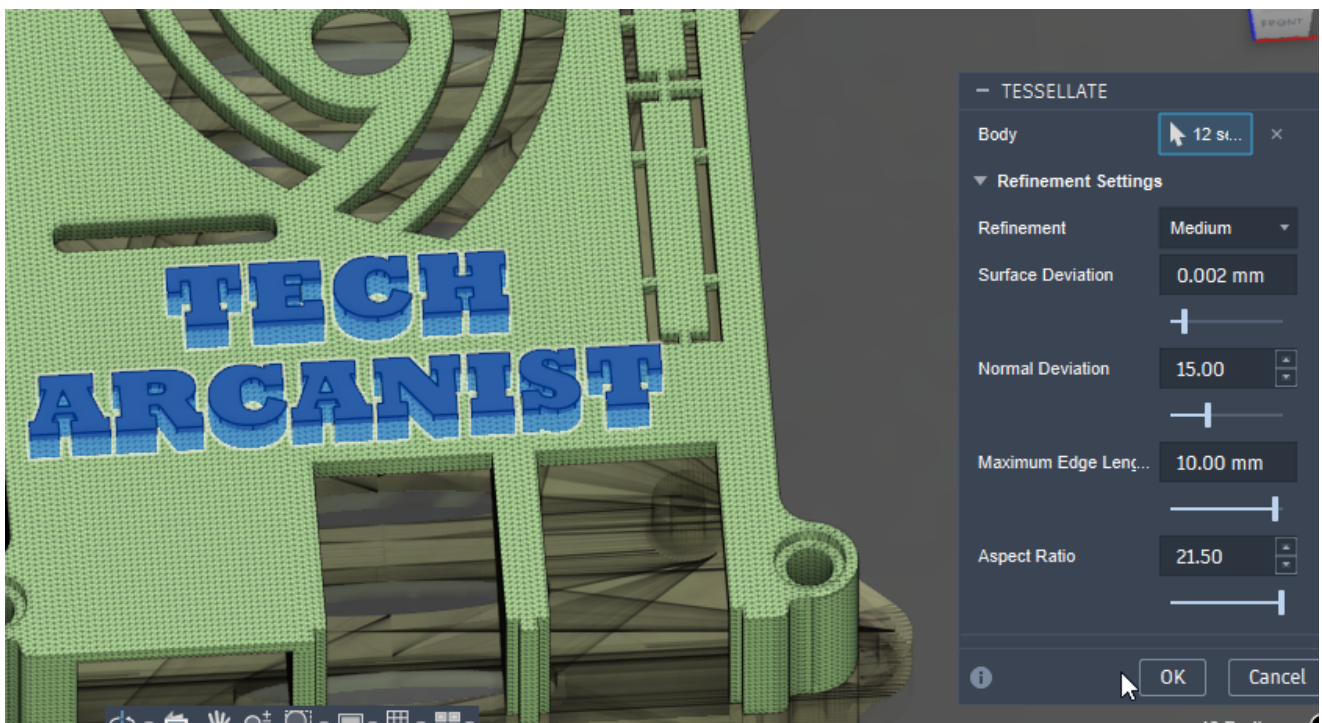
Unhide top case → create offset plane → sketch on it



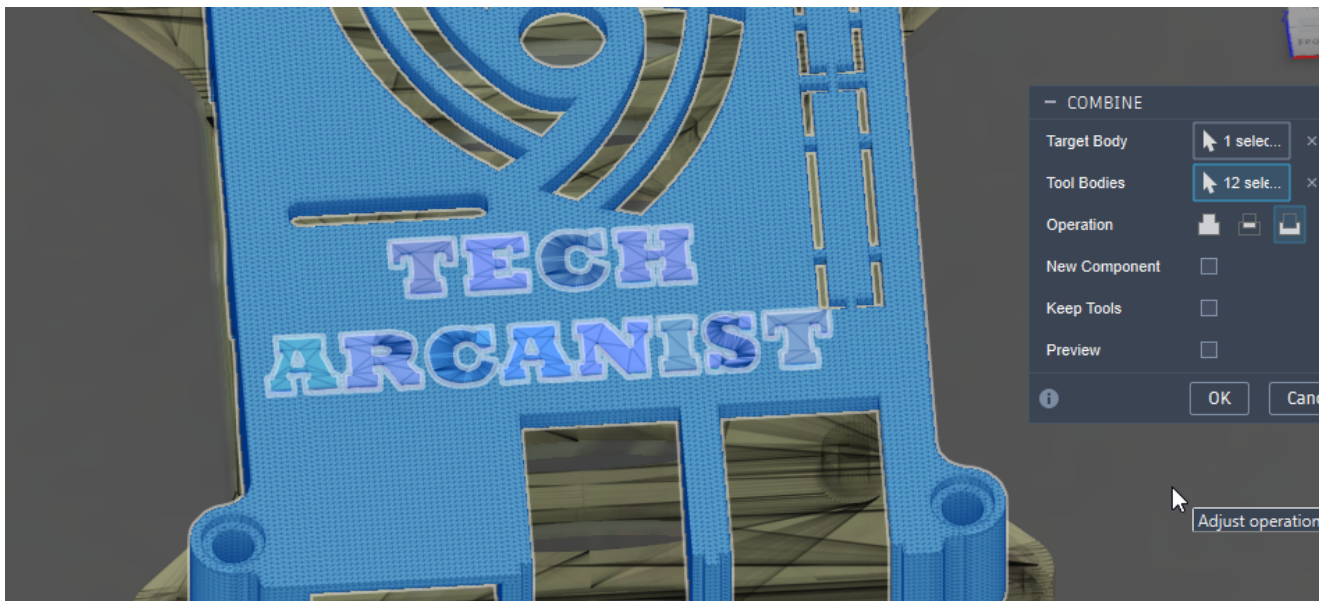
Add text



Extrude text slightly both sides



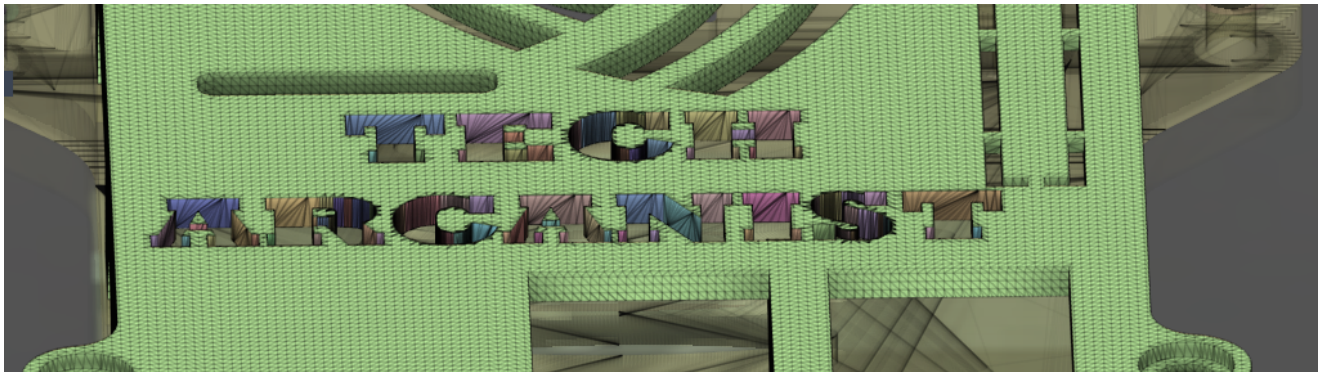
Convert text to mesh using **tessellate**



Use mesh combine → cut

target = main body

```
tool = text
```



and done 🎉