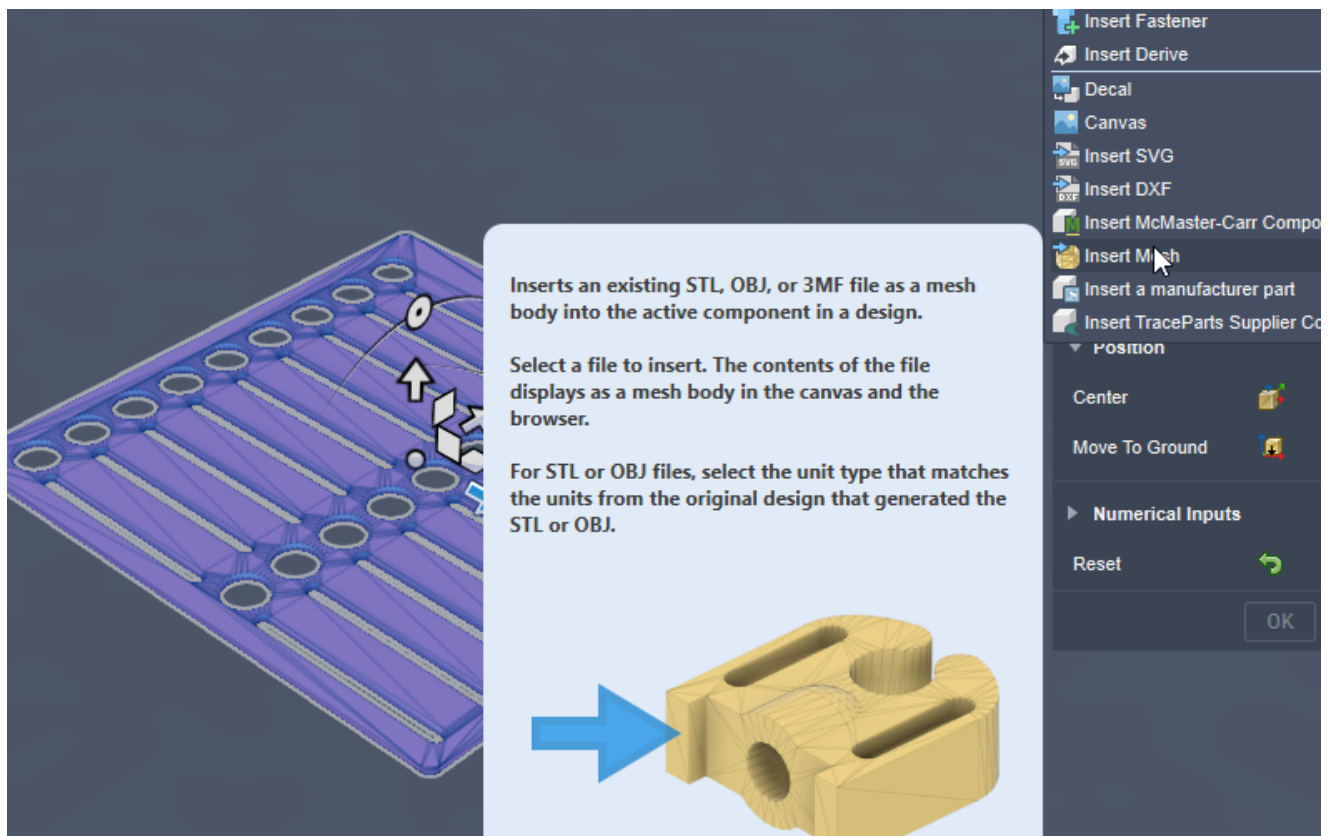
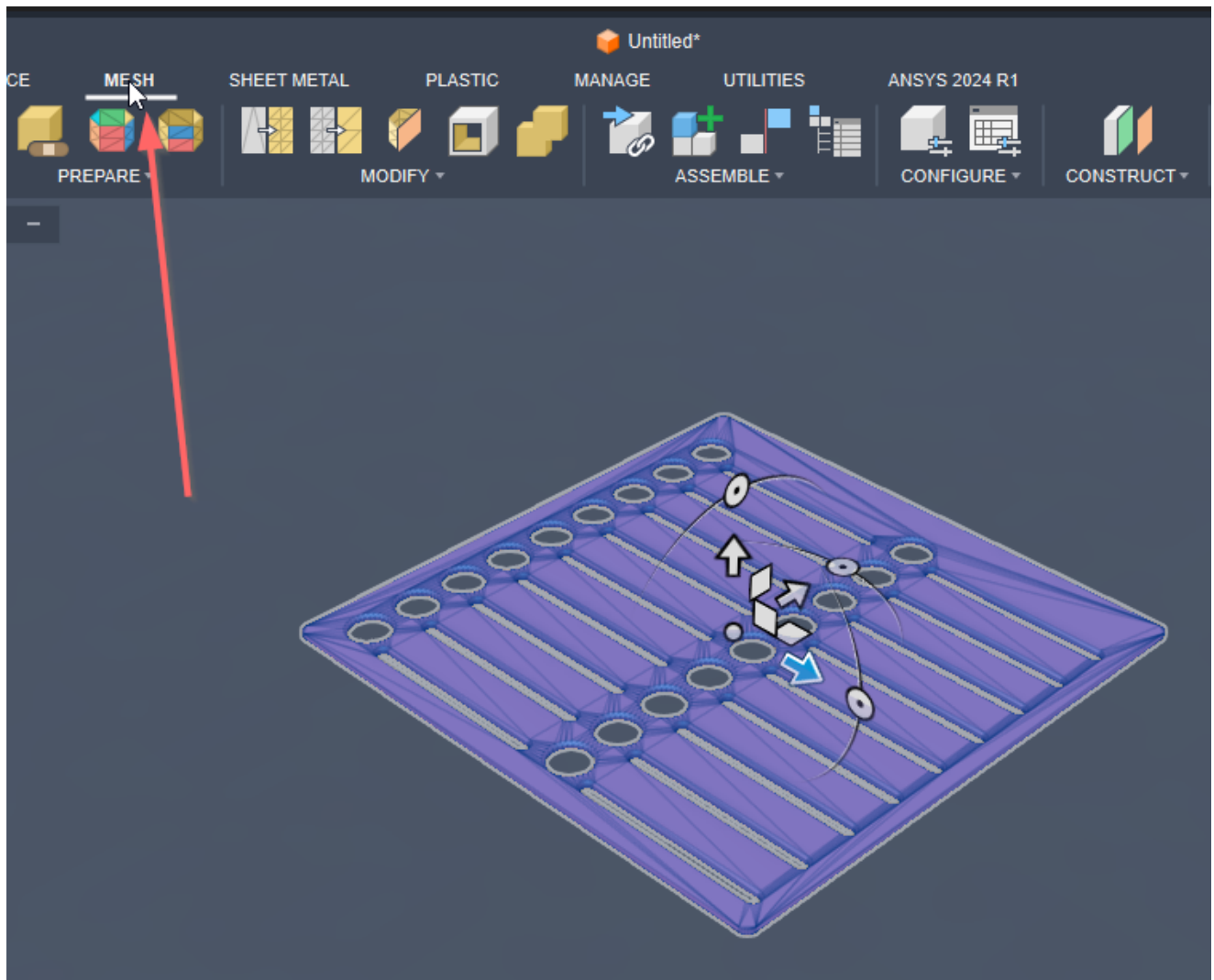


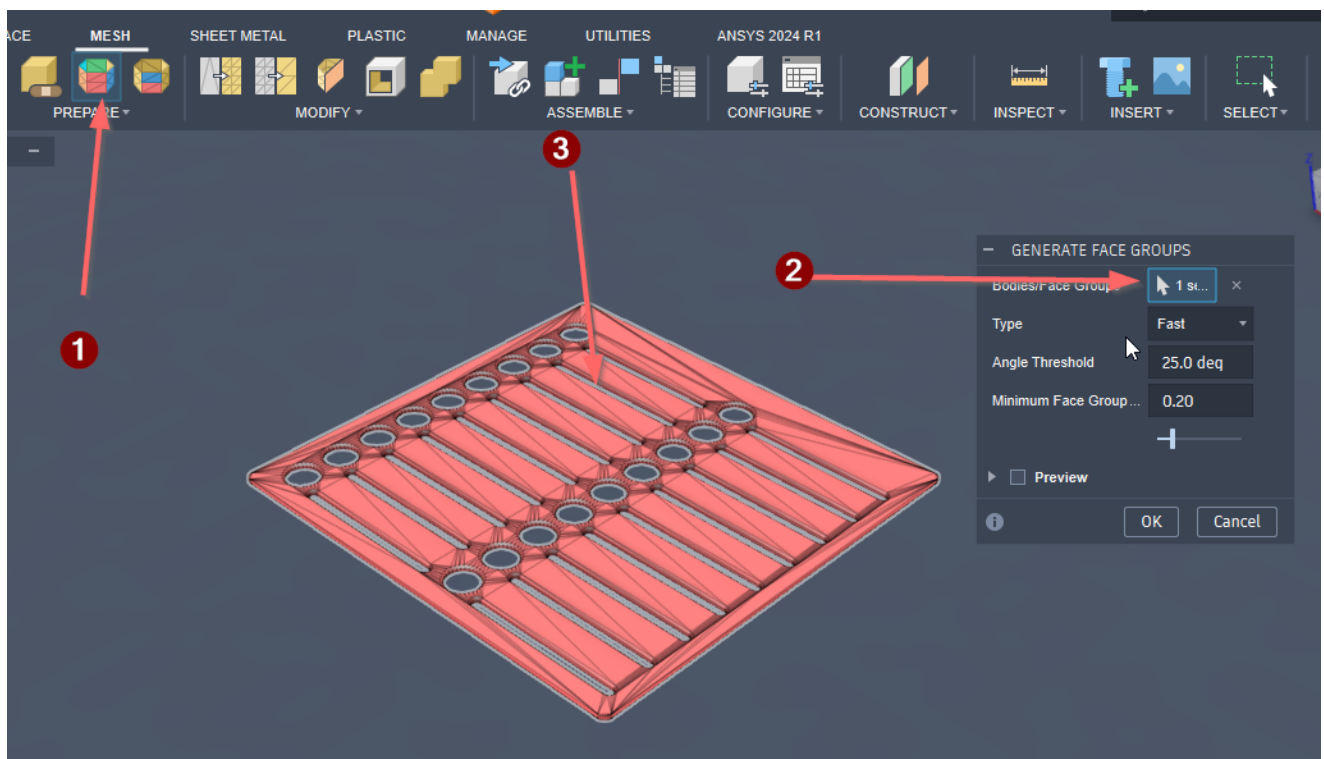
Mesh Editing & Converting STL to Editable Solid



Insert your STL file using: Insert → Insert Mesh.



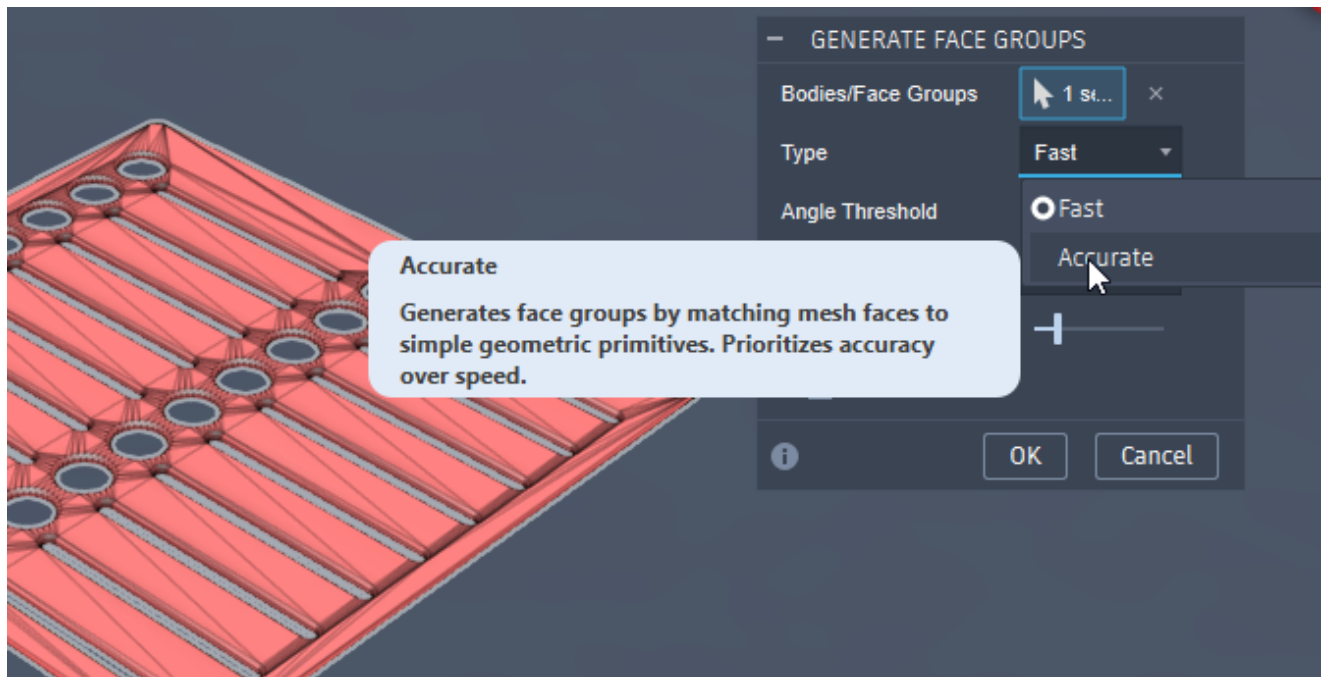
Go to the Mesh workspace/tab.



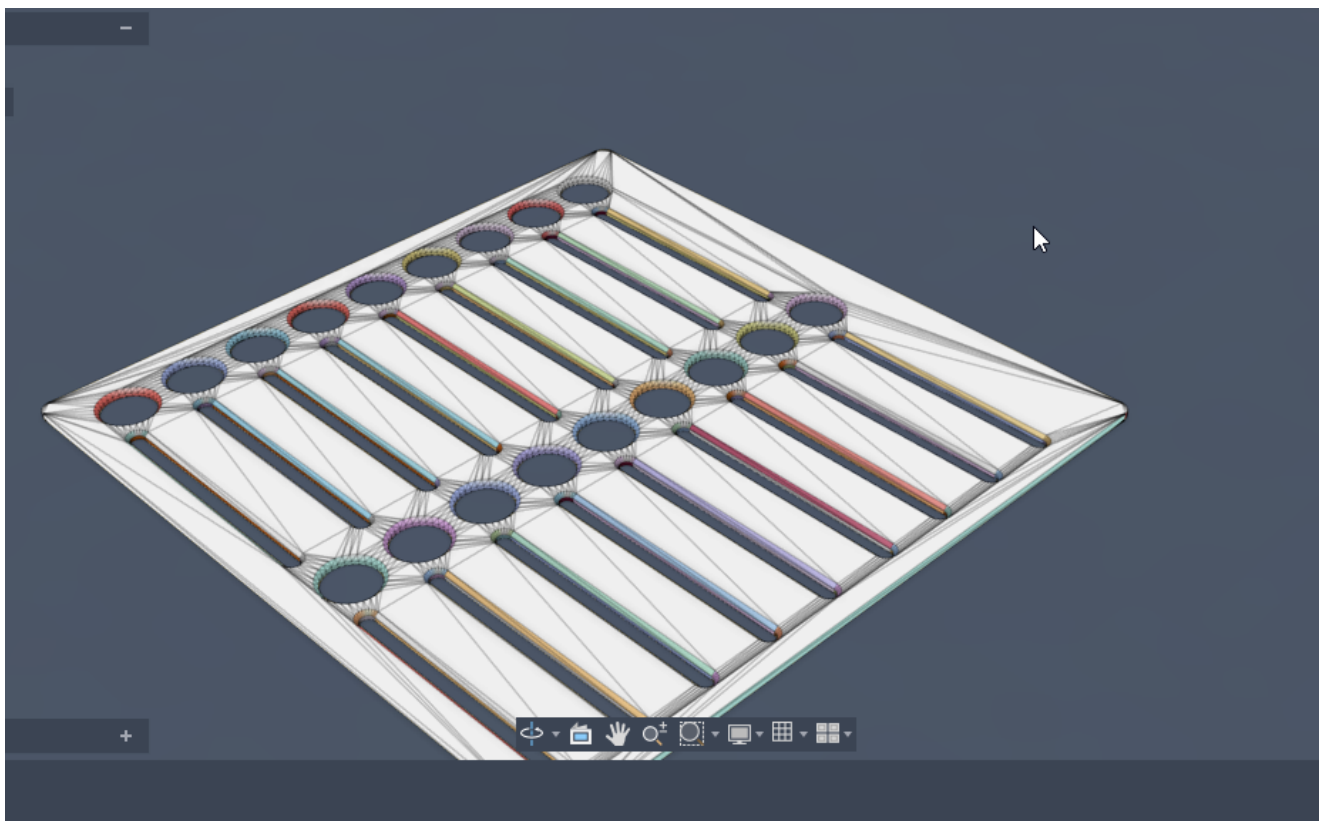
1 — Open “Generate Face Groups”

2 — Select method

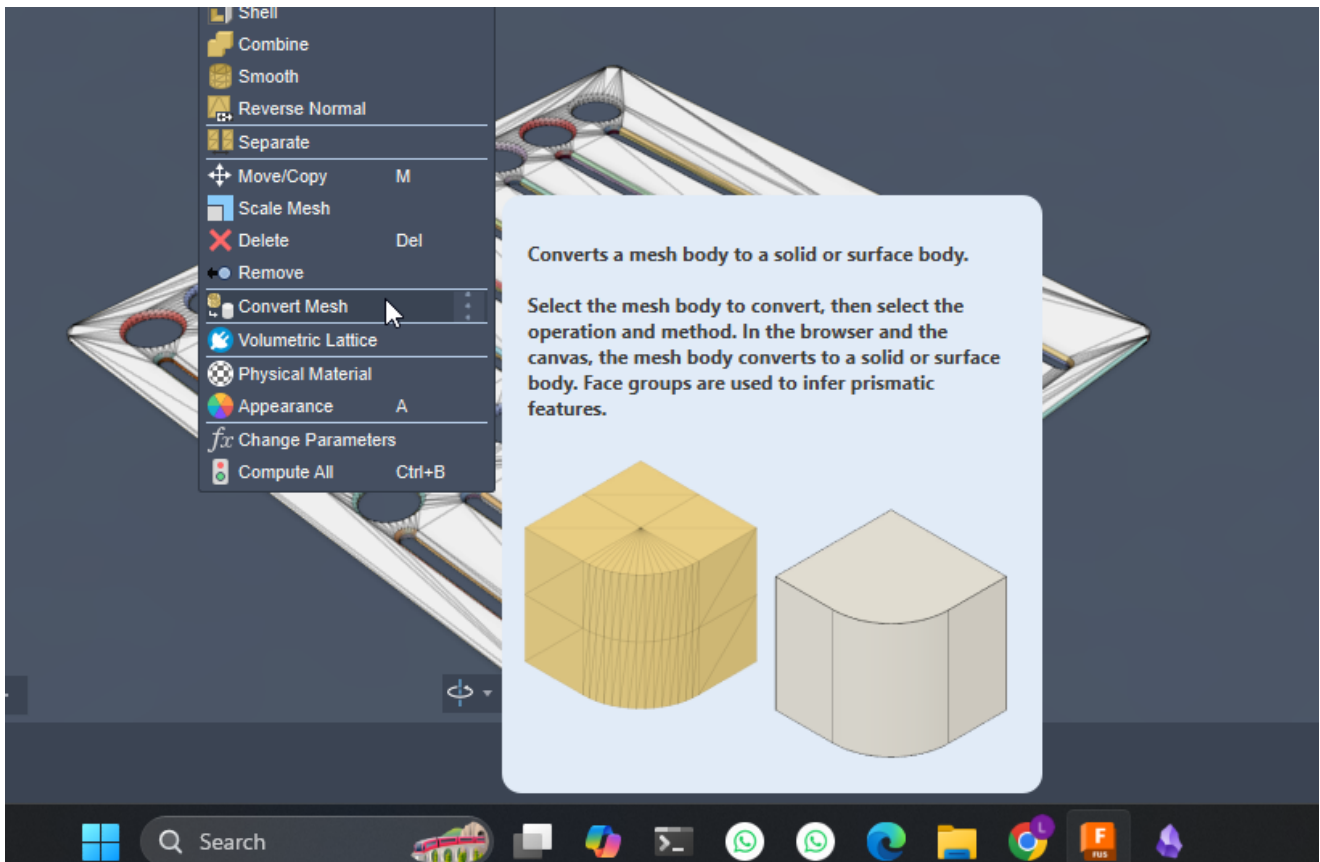
3 — Select the mesh body



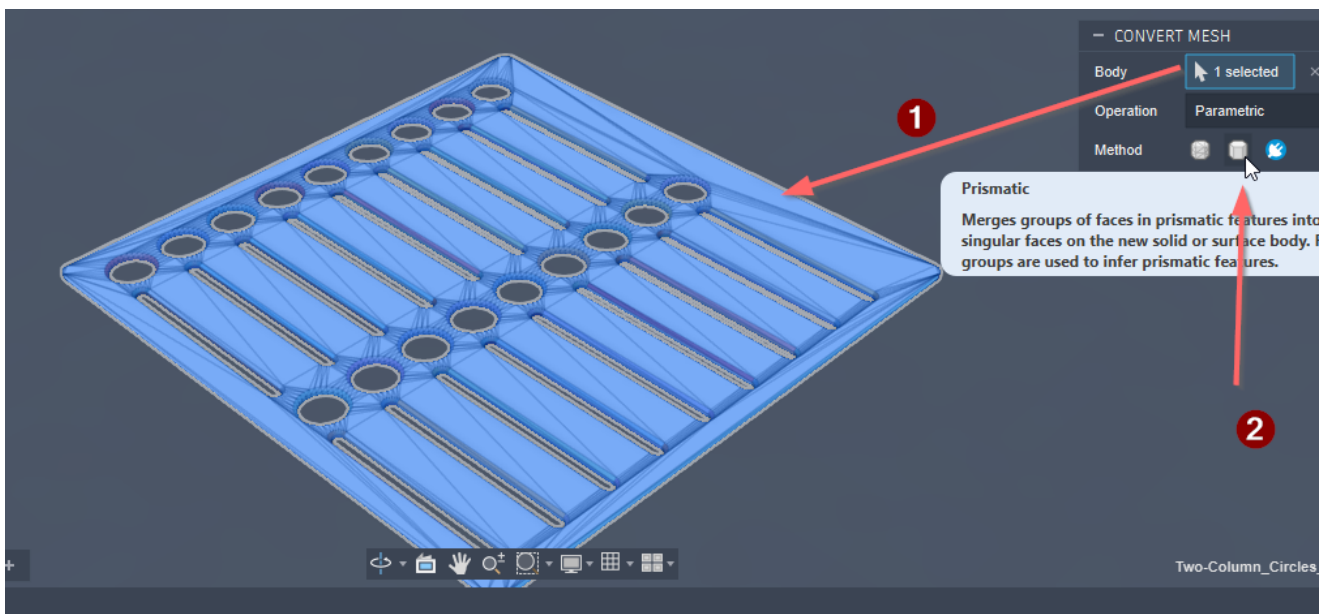
Switch the Face Grouping method to “Accurate” (better detection).



Fusion automatically divides the mesh into multiple face groups (colored surfaces).

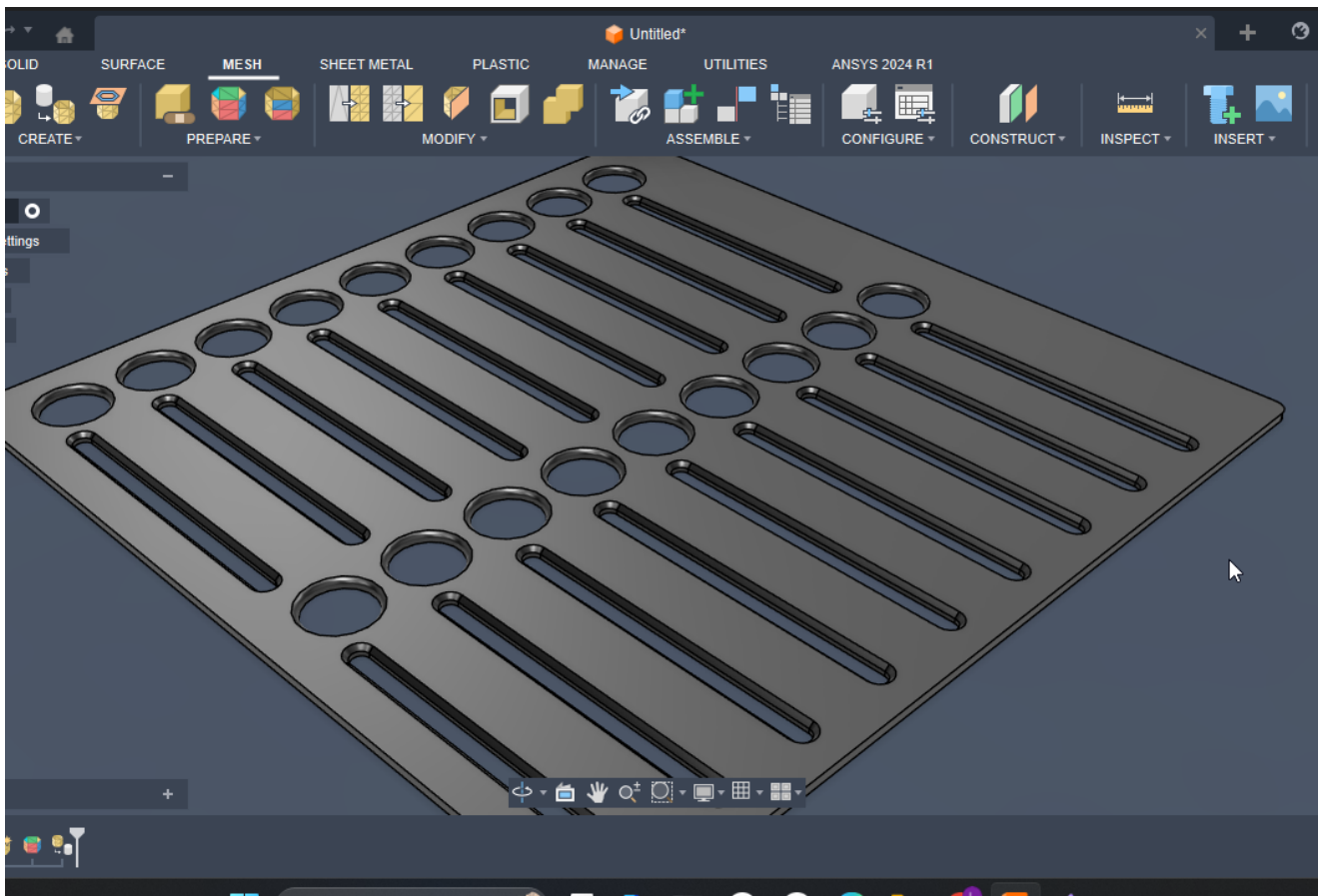


Go to Modify → Convert Mesh.

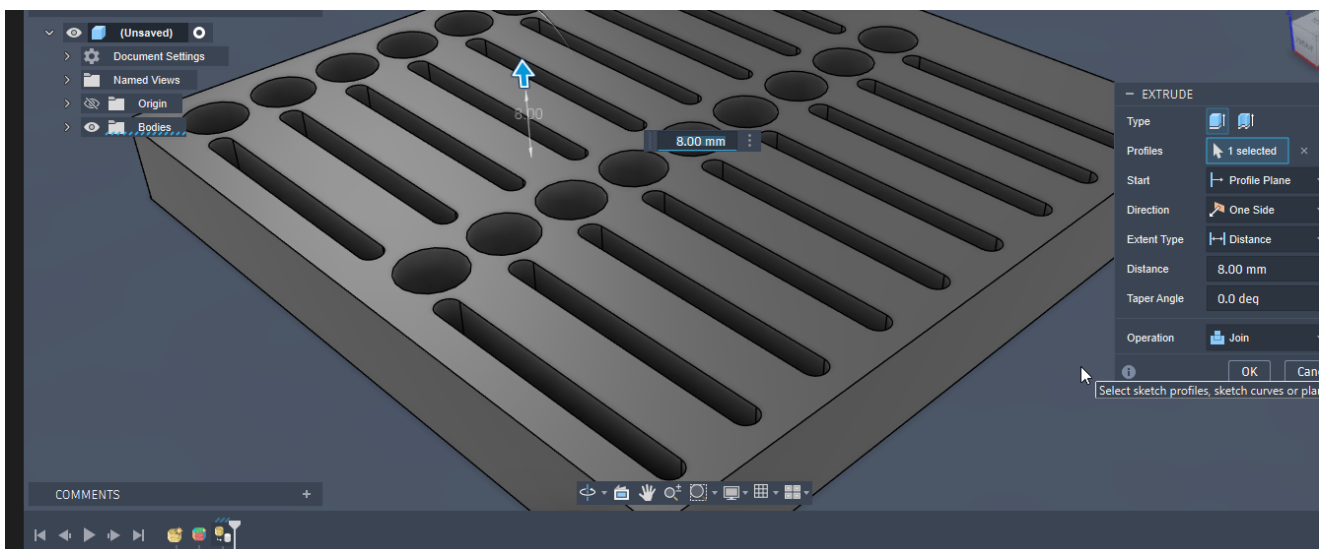


1 — Select mesh body

2 — Choose “Prismatic” (best for CAD-like shapes)



Result: Mesh converted into a prismatic solid body.



Now you can edit this as a normal solid: Extrude, Sketch, Emboss, Delete faces, etc.
