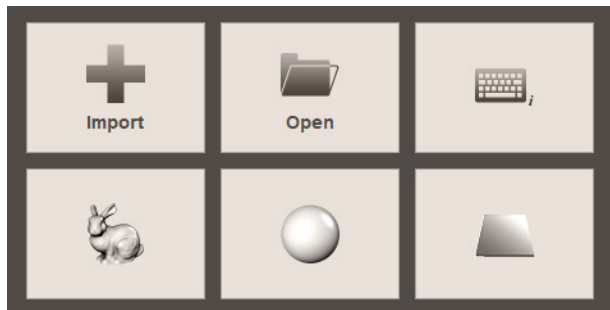


Meshmixer is free software that is helpful for modifying 3-D objects, for use with 3-D scans and for creating custom supports for 3-D prints.

## 1. Opening screen

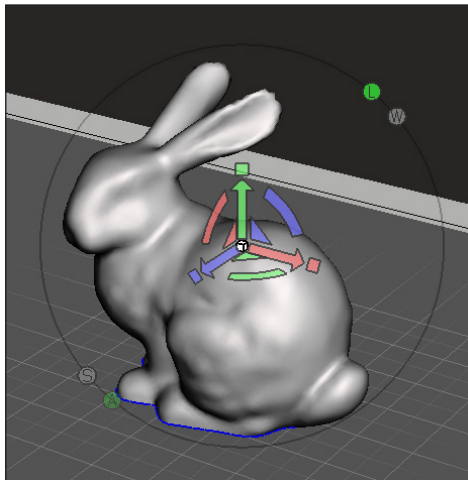
*Import* is for .STL files, *Open* is for Meshmixer files



## 2. Moving an object

*Edit – Transform*

- Arrow moves it along that axis
- Triangles move it within that plane
- Boxes at ends of arrow shrink or expand on that axis
- White box in center changes size proportionally
- Arcs rotate on axis



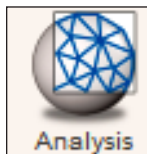
## 3. Getting an object flat and centered

*Edit – Align*



## 4. Creating custom supports

- *Analysis – Overhangs*
- To get back to default, Choose top option in Preset list – *Replicator 3mm Default*



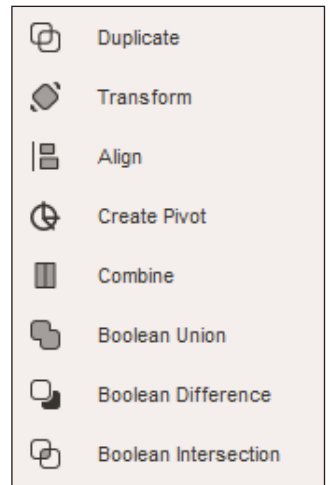
## 5. Simplifying a mesh

*Select*, then double-click to select all:  
*Edit – Reduce*



## 6. Joining shapes

- Hold down Shift key and click on other object to select both
- From the menu, *Boolean Union* joins them, *Boolean Difference* makes the second object selected into a hole in the first object and *Boolean Intersection* gives the area where the two shapes overlap.



## 7. Modifying sections of the model

*Select* – Click and drag to highlight area of model, or double-click to select entire model



## 8. Saving a file

- To print, *Export as .STL* file type
- To continue working in Meshmixer later, *File – Save*

