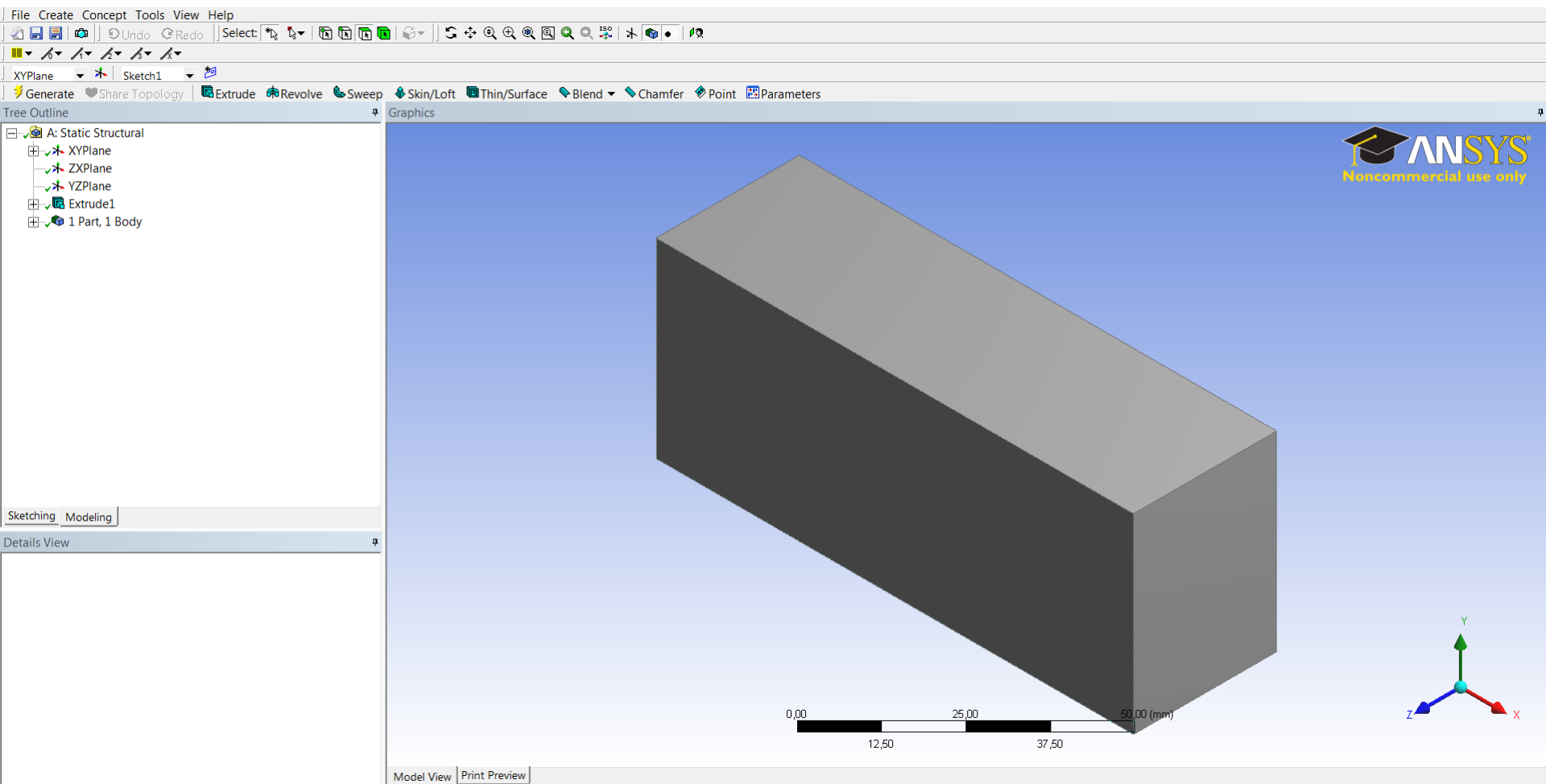


In these tutorials using the Slice command in Design modeler

Workbench 13.0

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# Open Design modeler



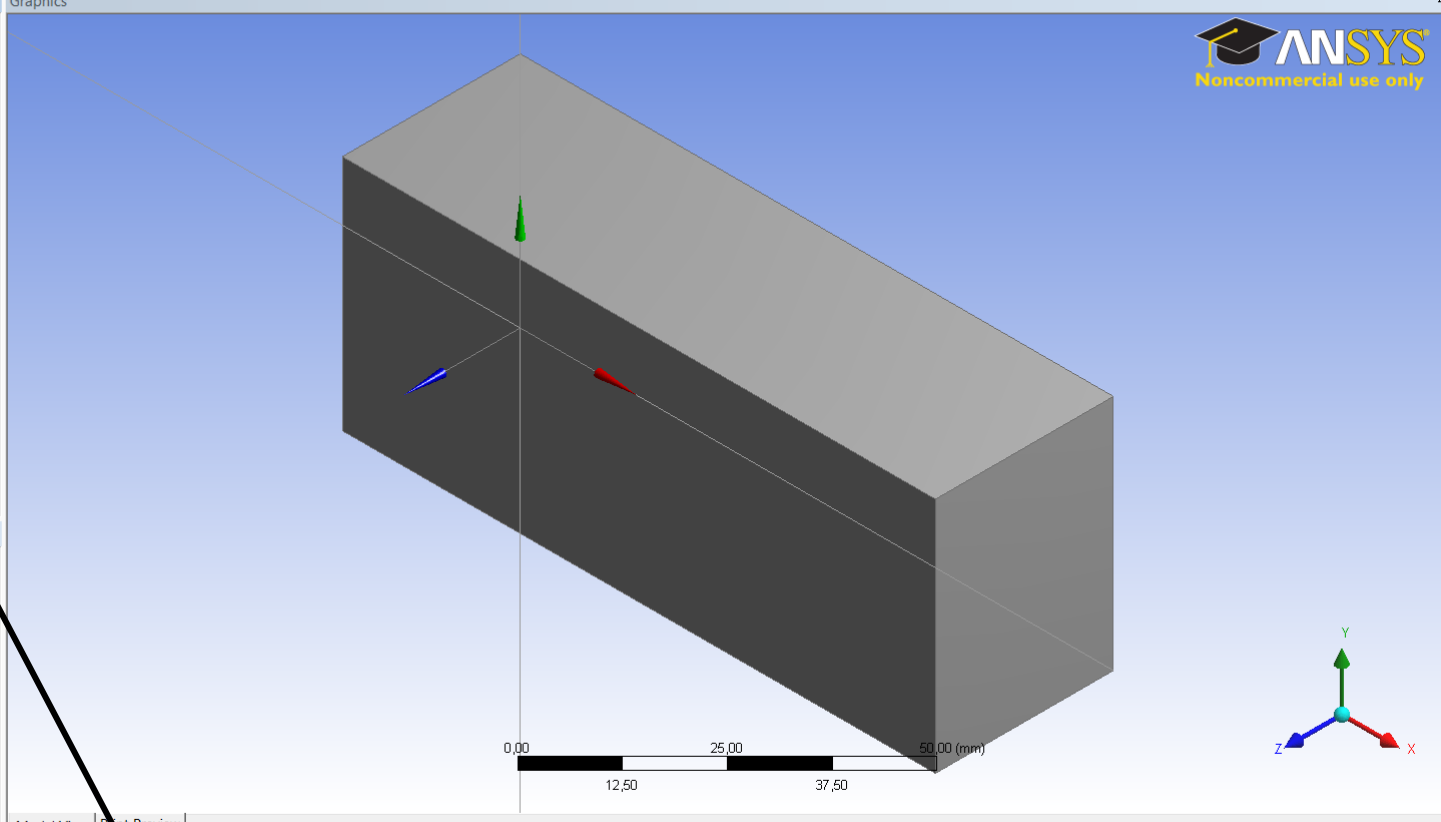
Tree Outline

- [A: Static Structural]
- XYPlane
- ZXPlane
- YZPlane
- Extrude1
- Plane4
- 1 Part, 1 Body

Details View

**Details of Plane4**

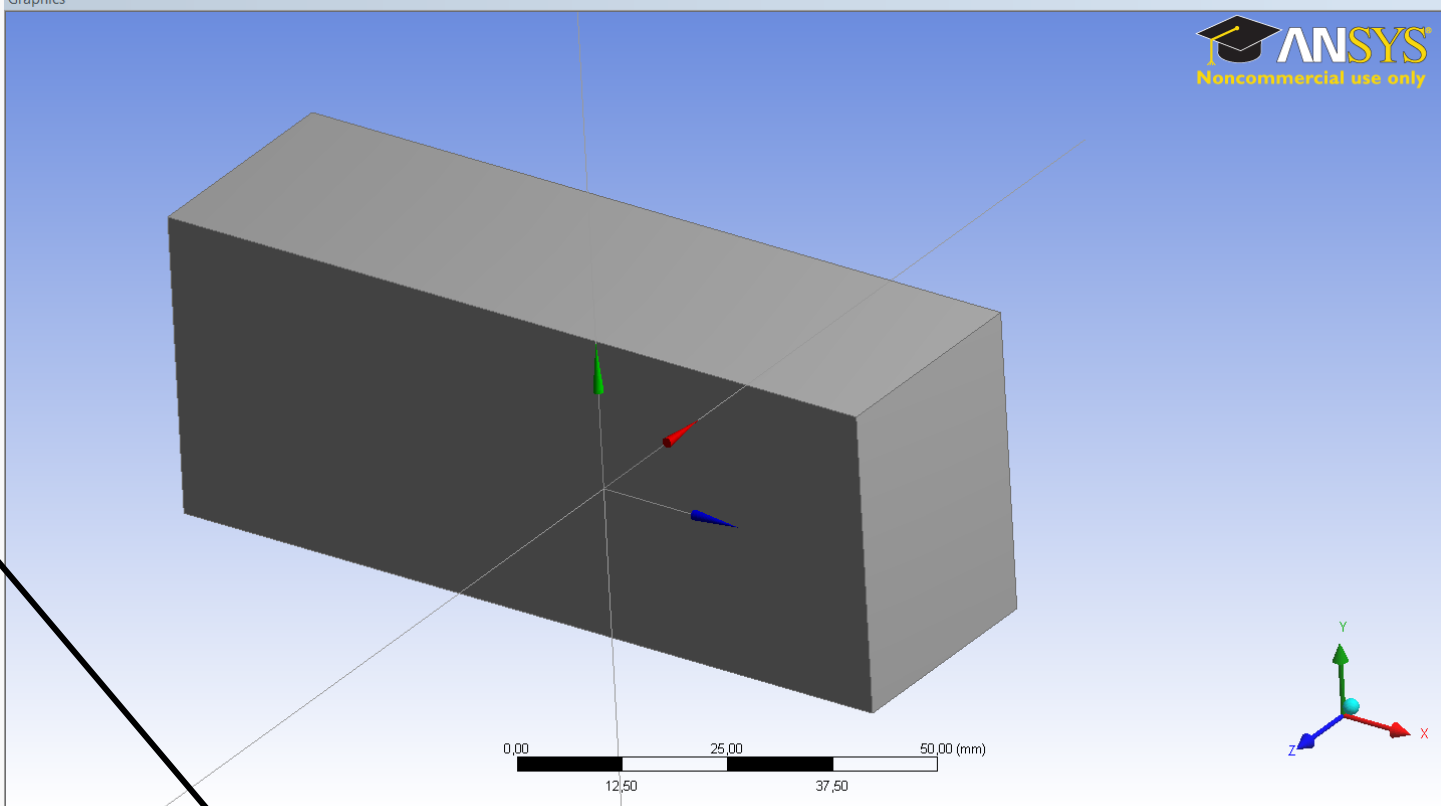
Plane	Plane4
Type	From Plane
Base Plane	XYPlane
Transform 1 (RMB)	None
Reverse Normal/Z-Axis?	No
Flip XY-Axes?	No
Export Coordinate System?	No



Start a new Plan

Tree Outline

- A: Static Structural
  - XYPlane
  - ZXPlane
  - YZPlane
  - Extrude1
  - Plane4
  - 1 Part Body



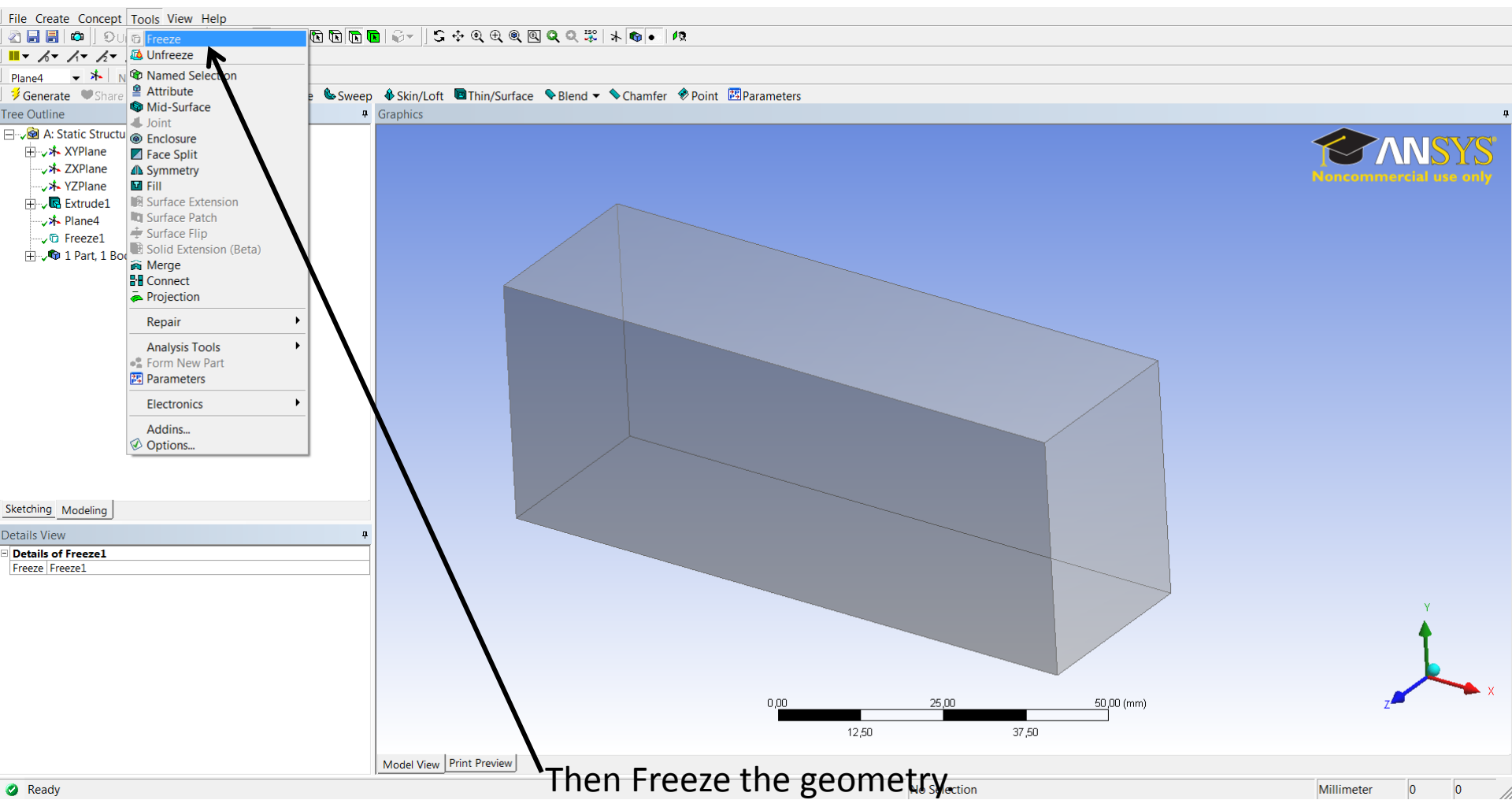
Sketching Modeling

Details View

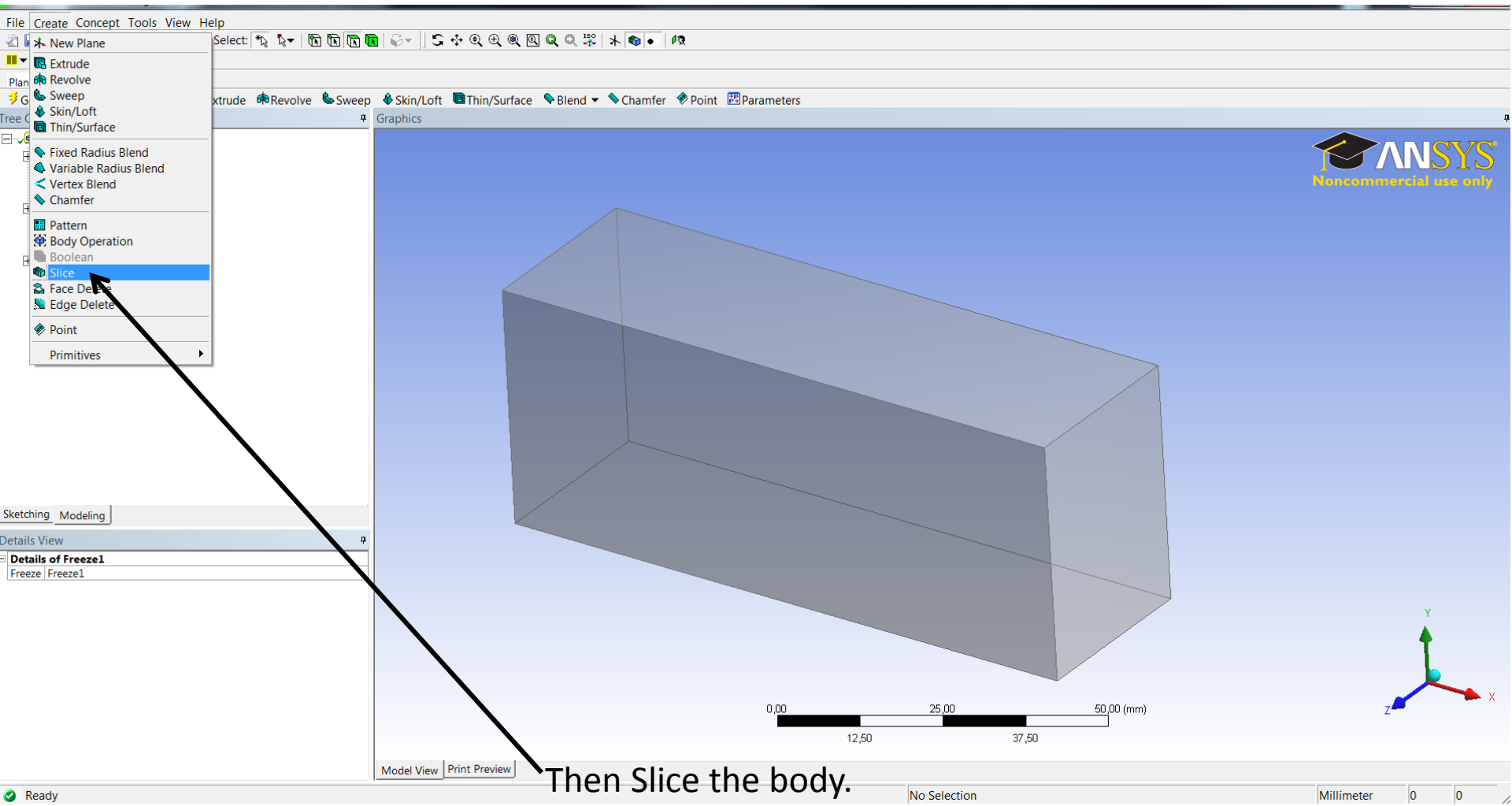
Details of Plane4	
Plane	Plane4
Type	From Plane
Base Plane	XYPlane
Transform 1 (RMB)	Rotate about Y
<input type="checkbox"/> FD1, Value 1	90 °
Transform 2 (RMB)	Offset
<input type="checkbox"/> FD2, Value 2	40 mm
Transform 3 (RMB)	None
Reverse Normal/Z-Axis?	No
Flip XY-Axes?	No
Export Coordinate System?	No

Model View Print Preview

Click on the new Plan and move the plan to the slice position. To move the plan use the Transform x (RMB).



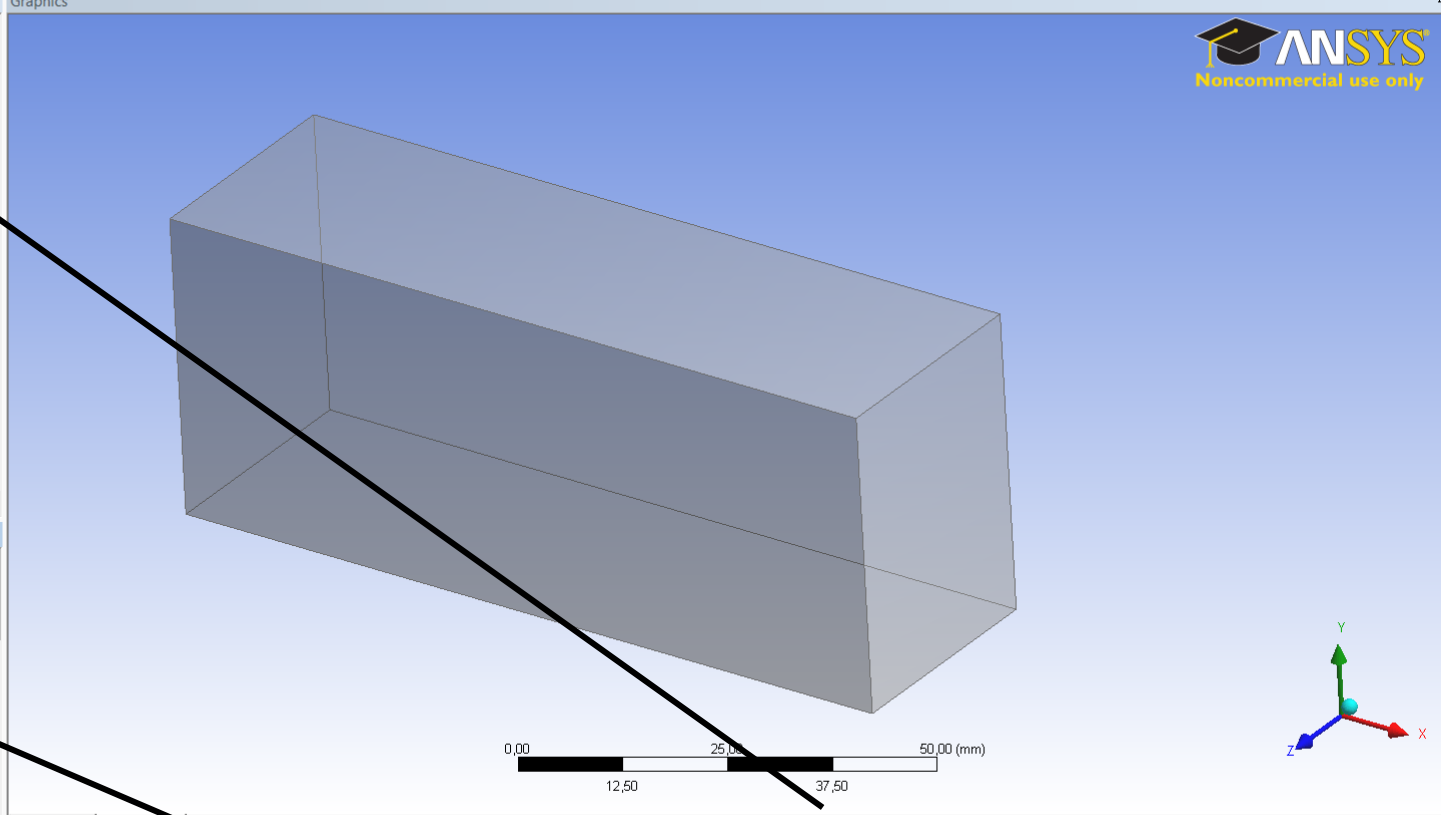
Then Freeze the geometry



Then Slice the body.

Tree Outline

- A: Static Structural
  - XYPlane
  - ZXPlane
  - YZPlane
  - Extrude1
    - Plane4
  - Freeze1
  - Slice1
  - 1 Part, 1 Body



Sketching Modeling

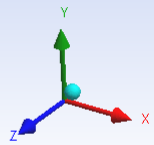
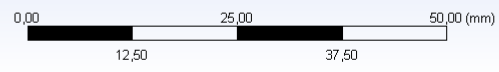
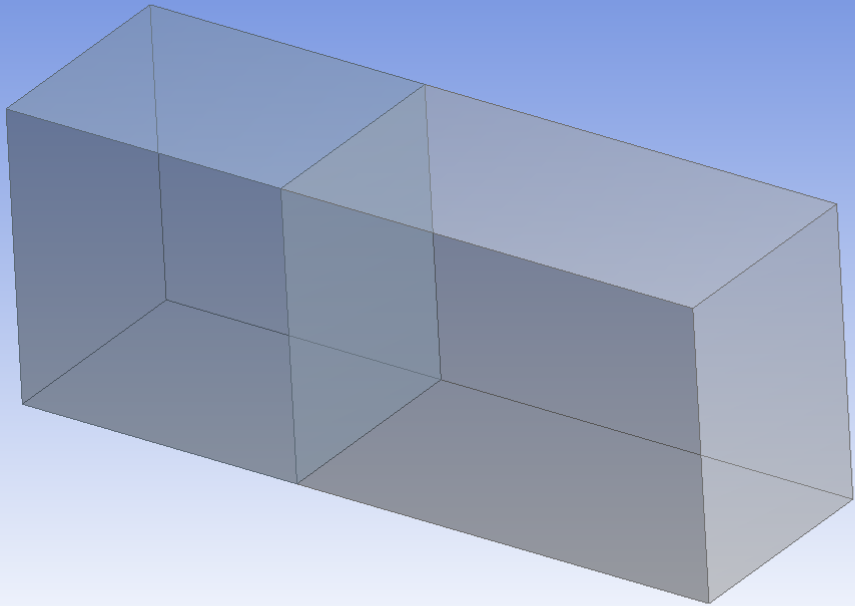
Details View

Details of Slice1	
Slice	Slice1
Slice Type	Slice by Plane
Base Plane	Plane4
Slice Targets	All Bodies

Select the Base plan and generate

Tree Outline

- A: Static Structural
  - XYPlane
  - ZXPlane
  - YZPlane
  - Extrude1
    - Plane4
    - Freeze1
    - Slice1
  - 2 Parts, 2 Bodies
    - Solid
    - Solid



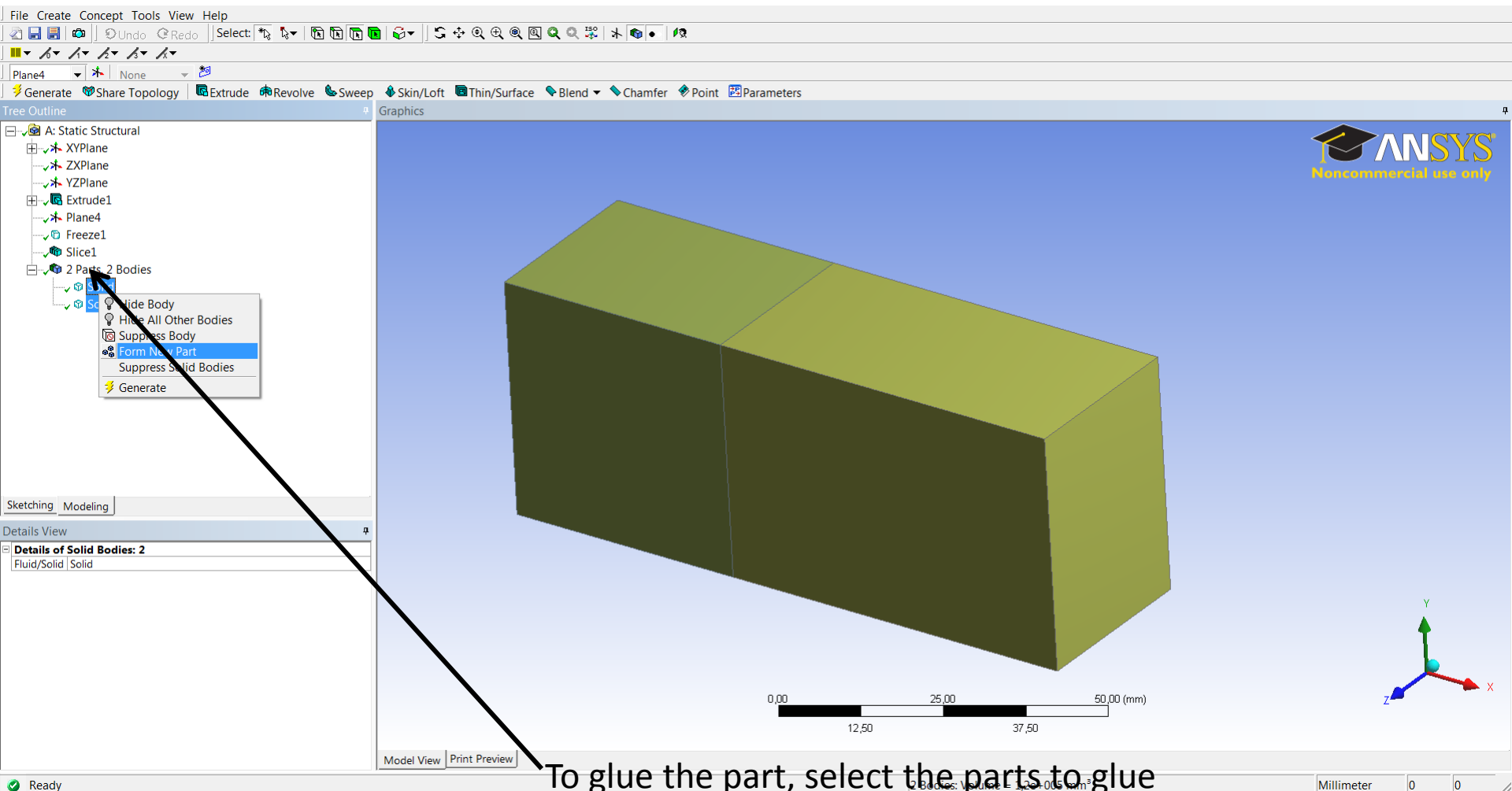
Sketching Modeling

Details View

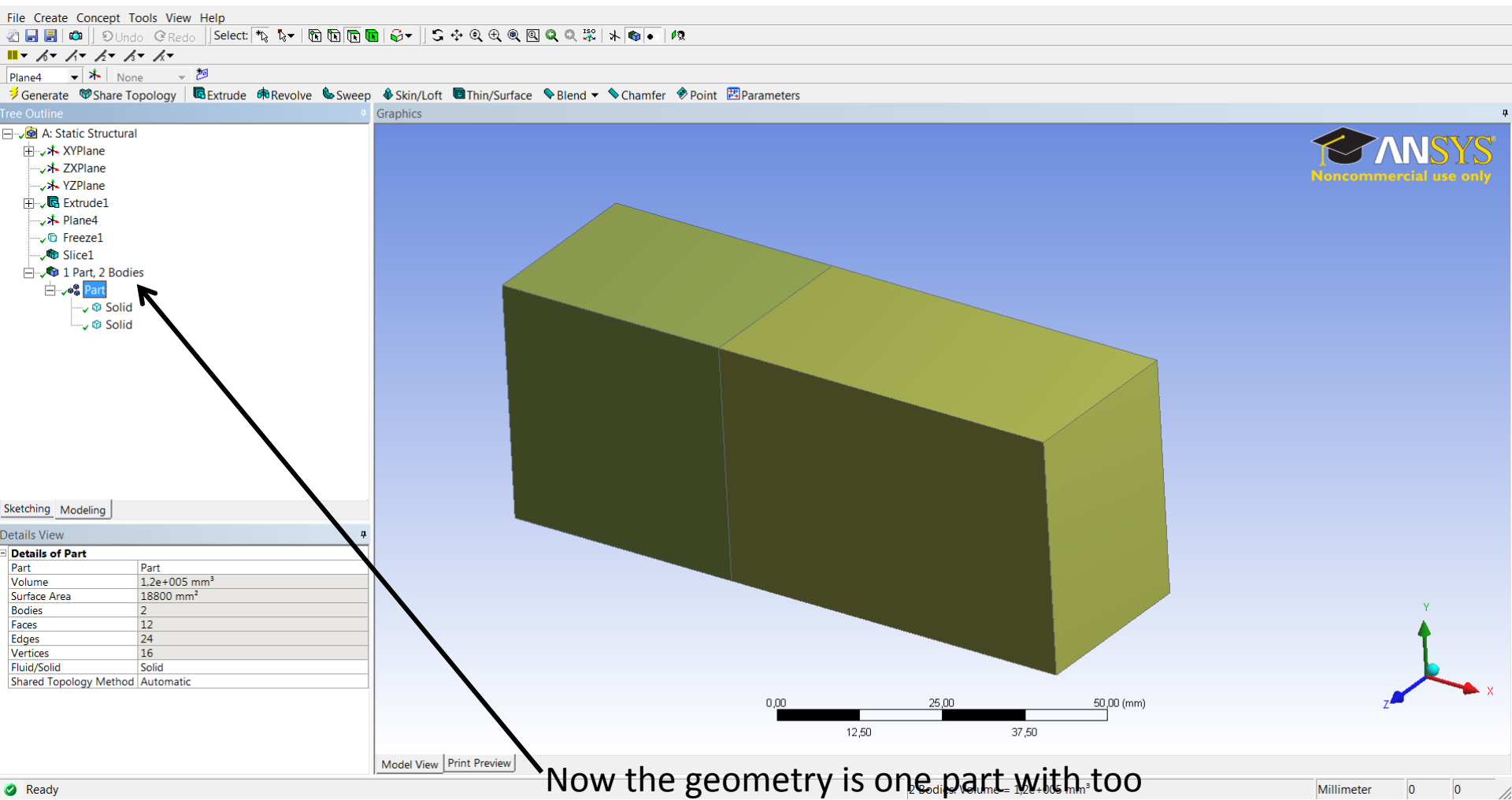
<b>Details</b>	
Subject	
Author	
Prepared For	
<b>Information</b>	
First Saved	Wednesday, November 30, 2011
Last Saved	Wednesday, November 30, 2011
Product Version	13.0 Release
<b>Optimizations</b>	
Optimized Generate	On
Saved Feature Data	Partial
<b>Graphics</b>	
Facet Quality	5

Now there are too parts





To glue the part, select the parts to glue and right click and select Form New part.



Now the geometry is one part with two bodies.