Use Direct Modeling in Fusion 360 to Take Your Models to the Next Level

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Class summary

Learn how to use Direct Modeling techniques to make changes to history-based or history-free models, de-feature models, heal corrupt models, and even model "in context" using Direct Modeling techniques.



Key learning objectives

At the end of this class, you will be able to:

- Use Direct Modeling to move features on a model
- Recognize and remove features off of a model
- Use Direct Modeling techniques to heal corrupt models
- Use Direct Modeling techniques to create in-context designs

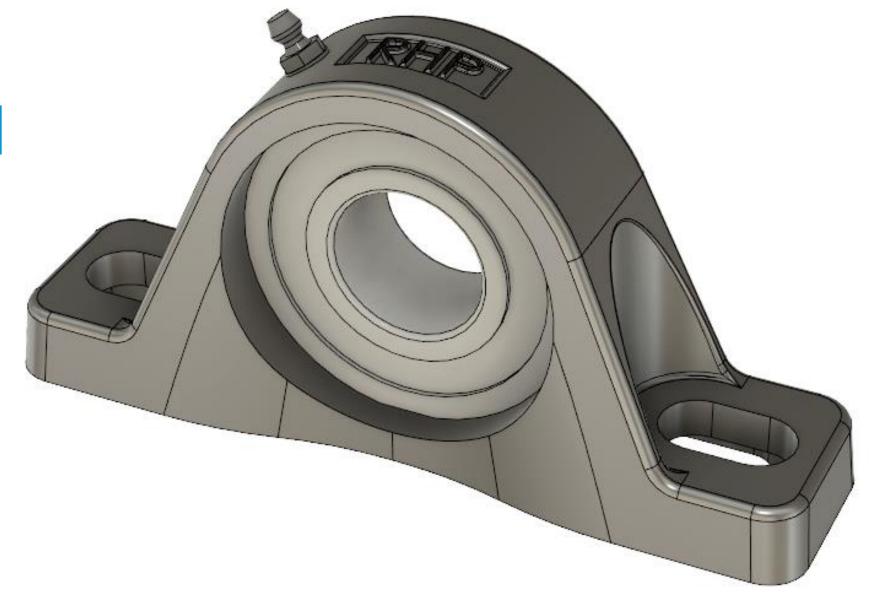


Modifying geometry with Direct Modeling



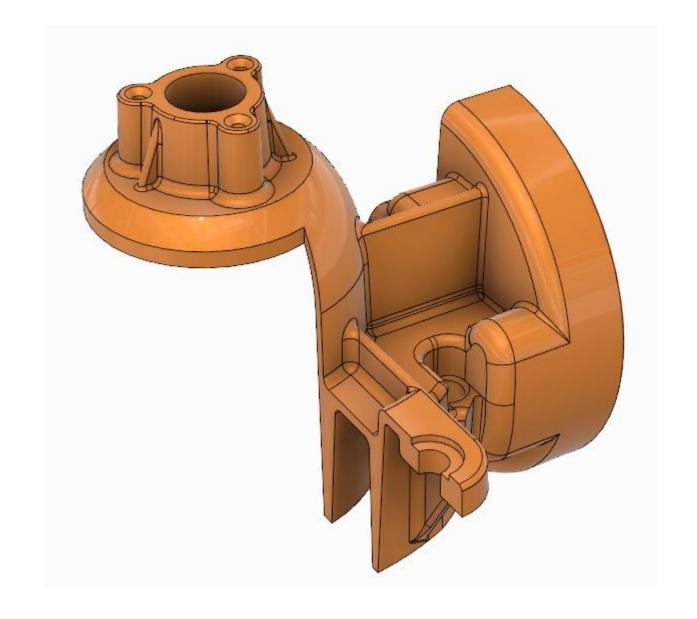


De-featuring imported geometry





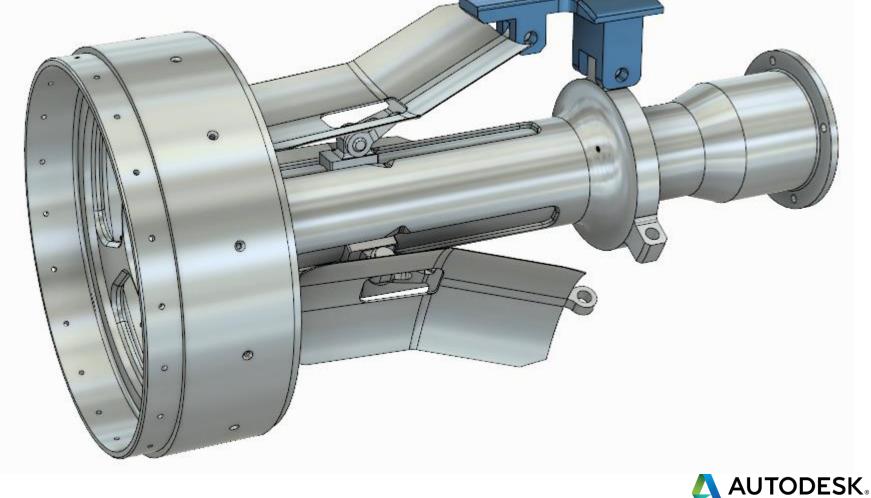
Fixing corrupt geometry with Direct Modeling





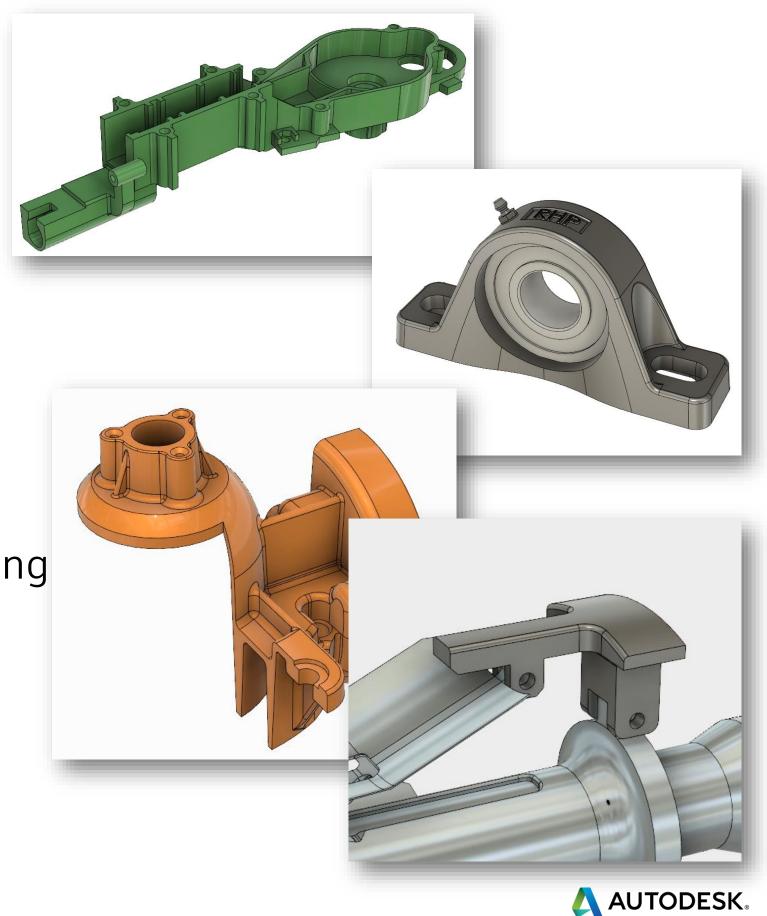
Using Direct Modeling techniques to create in-context





Conclusion

- In conclusion, you have learned how to use Direct Modeling to:
 - Edit and make changes to history based or history free models
 - De-feature imported models
 - Heal corrupted geometry
 - Create quick, in-context designs using existing geometry



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