

# Navigation Mode (Meshmixer)

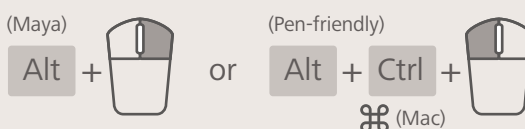
Tumble



Pan



Zoom

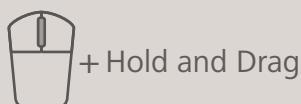


# Navigation Mode (Fusion 360)

Tumble



Pan



Zoom



# Undo Redo

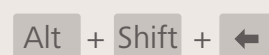
Undo



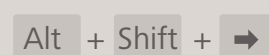
Redo



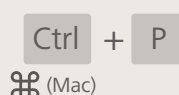
Skip tool changes in undo



Skip tool changes in redo



# 3D Print



# Preferences



# Tool Hotkeys

Select Faces

S

Cancel

Esc

Transform

(Object or Selection)

T

Accept

Enter/A

Soft Transform

Shift + T

Align

N

Surface Brush

2

Inspector

I

Volume Brush

3

Separate Shells

Shift + Y

Stamp

4

## Overhangs

O

Remove clicked post/strut

Ctrl +



Automatically add strut



existing support at joints

Manually add strut


drag from joint,  
to another point on support or model

Note: live strut changes color from red to yellow to green, indicating whether strut satisfies Max Angle criteria. Also, strut will not be added if it intersects model.

same as above, but disable model-intersection test (ie allow strut to intersect model)

Shift +



drag

# Brush Properties

Primary


**Volume Brush**

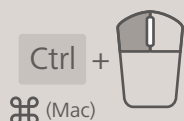
Secondary



Toggle Symmetry

Shift + S

Invert



Toggle Refinement

R

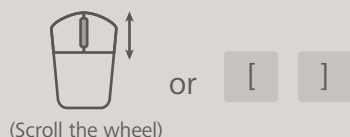
Strength



Toggle Adaptive Refinement

T

Brush Size



Toggle hold boundary

B

Toggle preserve groups

G

Toggle attract

A

# Selection Tool

Select All



Expand/Contract Ring



Connected



Expand to Groups



Invert



Invert Connected



Expand



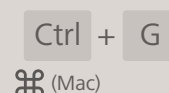
Optimize Boundary



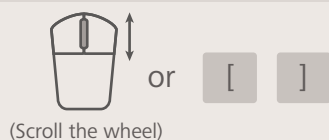
Deselect



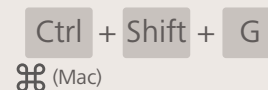
Create Facegroup



Brush Size



Clear Facegroup



# Selection Based Commands

Discard

Selection &amp; X

**Remesh**

Selection &amp; R

Erase &amp; Fill

Selection &amp; F

+10/-10 to mesh density

Selection &amp; D/F

Smooth Loop

Selection &amp; B

Toggle adaptive

Selection &amp; T

Invert Selection

Selection &amp; I

Toggle preserve groups Selection &amp; G

Extrude

Selection &amp; D

Fit Primitive

Selection &amp; F

**Reduce**

Selection &amp; Shift + R

Optimize Selection Boundary

Selection &amp; O

+10/-10 to mesh density

Selection &amp; D/F

Extract

Selection &amp; Shift + D

Toggle adaptive

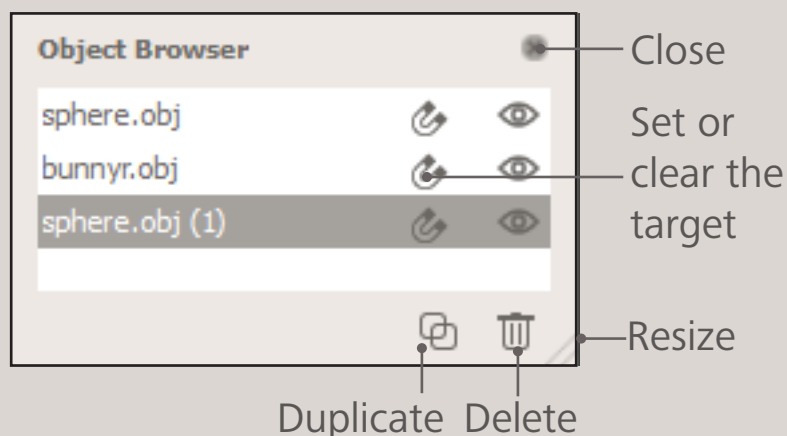
Selection &amp; T

Offset

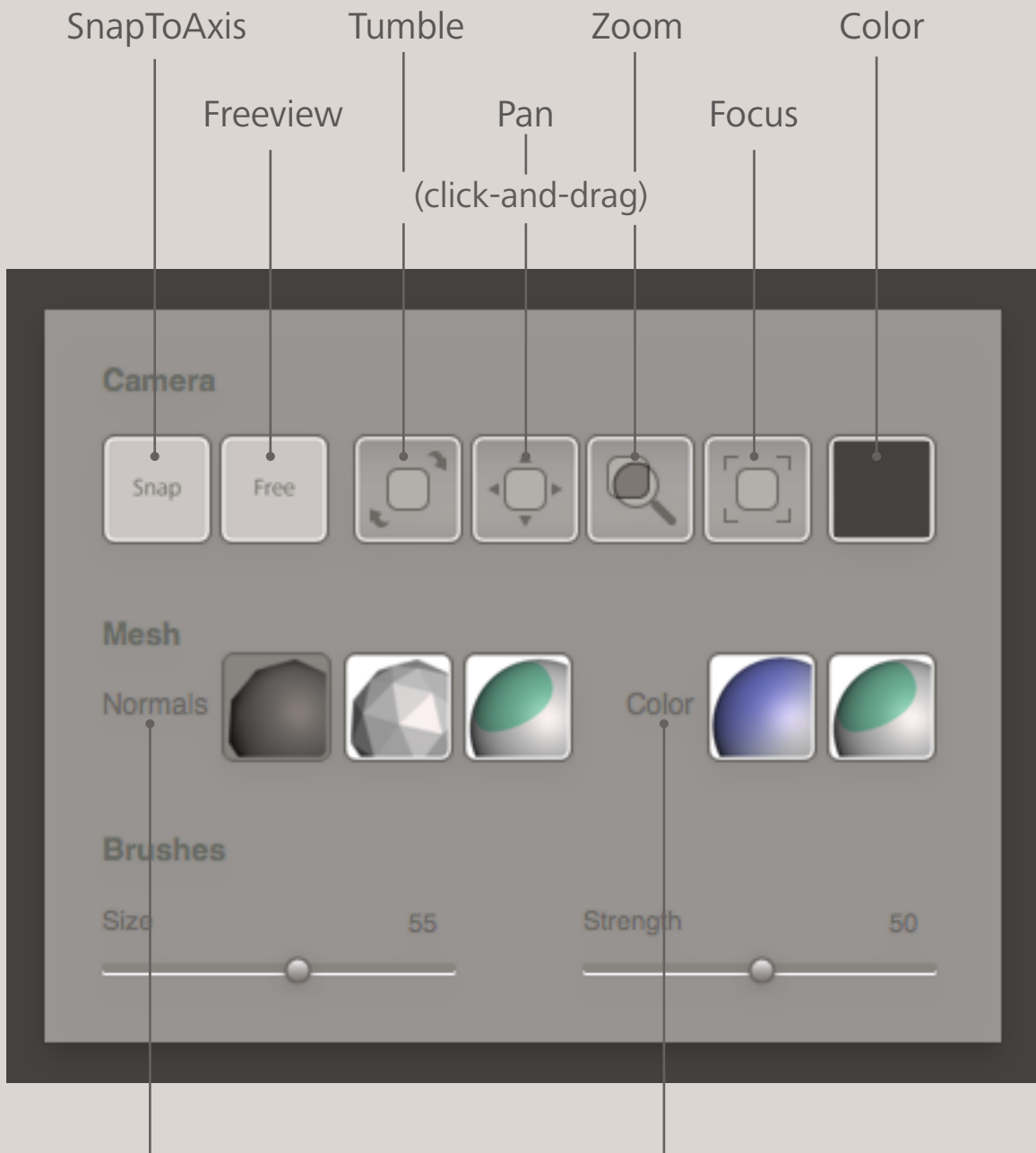
Selection &amp; Ctrl + D

## Object Browser

Ctrl + Shift + O



# Hotbox Space



Controls the smoothness of mesh shading

Choose vertex or face group colors

Super Q! This hotkey runs a frequently-used user-interface action in most tools. For Example:

*In Inspector Tool it Repairs All,*

*In Make Solid and Pattern it runs the Update button,*

*In Plane Cut it cycles the cut mode.*

Q