IMPRINT command

The **IMPRINT** command is used to imprint a 2D geometry on a 3D solid or surface with created new edges on plane.

Command Access:

Menu : Modify > Solid Editing > Imprint Edges
Command : IMPRINT

Command Prompts:

Select a 3D solid or surface:
Select an object to imprint:
Select an object to Delete the source object [Yes/No] :

Function Description:

Users could create edges by intersection shapes of 2D drawing or 3D solid with a plane. In order to get the imprint, the imprinted object must intersect with one or more surface of selected object. The IMPRINT command could be applied on the following objects: arc, circle, line, 2D polyline, 3D polyline, ellipse, spline, region, body, and 3D solid.

Relative Glossary:

Select a 3d solid or surface:
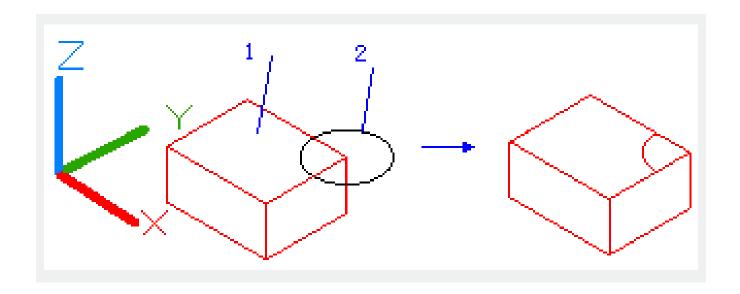Specify a 3D solid or surface object to imprint.
Select an object to imprint:
Specify object intersected with selected 3D object.
Delete the source object [Yes/No] :
Specify whether to delete the imprint profile.