

3D Command — GstarCAD 2027

3042 kbadmin September 25, 2026 [Command Reference](#) 0 8

3D Command

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Function Description:

This command is used to create 3D polyface meshes with common geometric shapes.

Command Access:

Icon: /
Menu: /
Ribbon: /
Toolbar: /
Command: 3D
Alias: /

Command Prompts:

Enter an option

[Box/Cone/DIsh/DOME/Mesh/Pyramid/Sphere/Torus/Wedge]:

Box

Creates a 3D box polyface mesh.

- Specify corner point of box:
Specify corner point of box mesh.
- Specify length of box:
Specify length of box mesh.
- Specify width of box or [Cube]:
Specify width of box mesh by entering a value or specifying a point.
- Specify height of box:
Specify height of box mesh by entering a value or specifying a point.
- Specify rotation angle of box about the Z axis or [Reference]:
Specify
rotation angle of box mesh. The box mesh is rotated around the specified corner point; if entering 0, the box mesh will be orthogonal to the X axis and Y axis of the current UCS.

- Reference:
Align the box mesh to other object in drawing or rotate it by a specified angle. The rotation base point is the specified corner point of box mesh.
- Cube:
Create a cube with equal length, width and height.

Cone

Creates a cone-shaped polygon mesh.

- Specify center point for base of cone:
Specify center point for base of cone.
- Specify radius for base of cone or [Diameter]:
Define the cone base by its radius or diameter.
- Specify radius for top of cone or [Diameter] <0>:
Define the cone top by its radius or diameter. If the radius or diameter is 0, it will create a cone;

if the radius or diameter is larger than 0, it will create a truncated cone.

- Specify height of cone:
Specify cone height.
- Enter number of segments for surface of cone <16>:
Specify number of segments for surface of cone.

Dish

Creates the lower part of spherical polygonal mesh.

- Specify center point of dish:
Specify center point of dish.
- Specify radius of dish or [Diameter]:
Define a dish by its radius or diameter.

Dome

Creates the top part of spherical polygonal mesh.

- Specify center point of dome:
Specify center point of dome.
- Specify radius of dome or [Diameter]:
Define a dome by its radius or diameter.

Mesh

Creates a planar mesh, its sizes in M direction and N direction determine number of lines. The M direction and N direction are similar to the X axis and the Y axis in the XY plane.

Pyramid

Creates a pyramid or a tetrahedron mesh.

- Specify corner point for base of pyramid:
Define four corner points of a pyramid. The Z value of specified point determines the vertex, top surface, or ridge of pyramid.
- Specify apex point of pyramid or [Ridge/Top]:
Define the top of pyramid as a point (apex point).

- Ridge:
Define the top of pyramid as a ridge. The order of two endpoints should be the same as base points to avoid self-intersection.

- Top:
Define the top of pyramid as a quadrangle.

Sphere

Creates a spherical polygon mesh.

- Specify center point of sphere:
Specify center point of sphere.
- Specify radius of sphere or [Diameter]:
Define a sphere by its radius or diameter.

Torus

Creates a toroidal polygon mesh. It is parallel to the XY plane of the current UCS.

The radius of the torus is from the center to the outmost rather than the torus center to the tube center.

- Specify center point of torus:
Specify center point of torus.
- Specify radius of torus or [Diameter]:
Define a torus by its radius or diameter.
- Specify radius of tube or [Diameter]:
Define a tube by its radius or diameter. The radius is from the center of tube to the outmost.

Wedge

Creates a right-angle, wedge-shaped polygon mesh. The sloped face is tapering along the X axis. The rotation base point is the corner point of the wedge. Entering 0 as the rotation angle, the wedge mesh will be orthogonal to the X axis and Y axis of the current UCS.

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

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