

EXTRUDE Command — GstarCAD 2027

3277 kbadmin September 25, 2026 [Command Reference](#) 0 11

EXTRUDE Command

[GstarCAD 2027](#) · [Command Reference](#)

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Function Description:

This command is used to create a 3D solid from an object that encloses an area, or a surface from an object with open ends. Objects can be extruded orthogonally from the plane of the source object, in a specified direction or along a selected path. You can also specify a taper angle. The DELOBJ system variable controls whether the source objects or selected path are automatically deleted when the solid or surface is created, or whether you are prompted.

Command Access:

Menu: Draw > Modeling > Extrude

Ribbon: 3D > Modeling > Extrude

Toolbar: Modeling > Extrude

Command: EXTRUDE

Alias: EXT

Command Prompts:

Select objects to extrude or [MObj]:

Select objects to extrude

Specifies the objects to extrude. Users can extrude the following objects and sub-objects: lines, arcs, elliptical arcs, 2D polylines, 2D splines, circles, ellipses, 2D solids, regions and surfaces.

Mode

Controls whether the extruded object is a solid or a surface.

Specify height of extrusion

Enters a positive value, the object will be extruded along the Z axis positive direction; enters a negative value, the object will be extruded along the Z axis negative direction. By default, the object is extruded along the normal direction. It is no need to specify all objects in the same plane.

Direction

Specifies the length and direction of the extrusion by two specified points.

Path

Specifies the path of the extrusion on selected objects. The profile of the selected object is extruded along the chosen path to form a solid or surface.

The selected object and path should be on different planes without high curvature.

The extrusion begins with the selected object plane and keeps the direction along the path.

If there is no tangency segment in path, the program extrudes the selected object along each segment and then miter the joint along the plane bisecting the angle formed by the segments.

If the path is closed, the selected object is located on the miter plane. The start section matches with the end section. If the selected object is not on the miter plane, the object is rotated until it is on the miter plane.

Taper angle

Specifies the taper angle of the extrusion.

Enters a positive angle, the selected object will be tapering to extrude.

Enters a negative angle, the selected object will be extruded gradually larger.

The default angle, 0 means to extrude a selected object along vertical direction.

If users specify a larger taper angle or a long height for extrusion, it may lead the object to converge at a point before reaching the extrusion height.

Individual loops of a region are always extruded to the same height.

Users can drag the cursor to specify and preview taper angle. They can also drag the cursor to adjust and preview the extrusion height.

Expression

Enters a formula or equation to specify the extrusion height.

Related References?

- [Commands about Constructing 3D Solids and Surfaces from 2D Geometry](#)

Related Tasks?

- [To Create a 3D Solid by Extruding](#)

Other versions with matching text

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

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