

REVOLVE Command — GstarCAD 2027

3521 kbadmin September 25, 2026 [Command Reference](#) 0 15

REVOLVE Command

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Function Description:

This command is used to create 3D solids or surfaces by objects revolving around axes. Users can use open outlines to create curves and use the closed outlines to create solids or curves.

The revolve path and outlines can be as the following:

- Open or closed
- Planar or non-planar
- Solid and surface edges
- A single object (in order to stretch multiple lines, use the JOIN command to convert them to a single object)
- A single region (in order to stretch multiple regions, use the UNION command to convert them to a single object)

Users can use the DELOBJ system variable to delete the outline automatically.

If the associativity is on, the effect of the DELOBJ system variable is ignored, as well the original geometry is not deleted.

The following objects can be revolved:

Curves, elliptical arcs, 2D solids, 2D and 3D splines, wide lines, arcs, 2D and 3D polylines, ellipses, circles and regions.

Note: Select face and edge subobjects at the same time by pressing CTRL.

Users can not revolve objects nested in a block or self-intersection. When revolving, it may ignore the width of polyline and rotate around the center of polyline path; the revolving direction is determined by right-hand rule.

Command Access:

Icon:

Menu: Draw > Modeling > Revolve

Ribbon: 3D > Modeling > Revolve

Toolbar: Modeling > Revolve

Command: REVOLVE

Alias: REV

Command Prompts:

Select objects to rotate or [MOde]:

Specify axis start point or define axis by [Object/X/Y/Z] <Object>:

Specify objects to rotate

Specifies objects to rotate around an axis.

Specify axis start point

Specifies the start point of rotation axis. The positive direction of axis is from the first point to the second point.

Axis endpoint

Specifies the endpoint of rotation axis.

Start angle

Specifies angle offset for selected objects, the plane of objects is the beginning of rotation angle.

Angle of revolution

Specifies the rotation angle for selected objects.

Entering a positive angle, the selected objects revolves along anticlockwise direction; on the contrary, entering a negative angle, they revolves along clockwise direction. Users can also drag cursor to specify and preview rotation angle.

Object

Specifies rotation axis by selecting objects. The positive direction of axis is from the nearest point to the furthest point.

Users can specify rotation axis by selecting lines, linear polylines and edges of solids or surfaces.

Note: Select faces and their subobjects by pressing CTRL.

X

Specifies the positive direction of X axis in the current UCS to be the positive direction of rotation axis.

Y

Specifies the positive direction of Y axis in the current UCS to be the positive direction of rotation axis.

Z

Specifies the positive direction of Z axis in the current UCS to be the positive direction of rotation axis.

Related References?

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

Related Tasks?

- [To Revolve Objects About an Axis to Create a Solid](#)

Other versions with matching text

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

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