

SLICE Command — GstarCAD 2027

4073 kbadmin September 25, 2026 [Command Reference](#) 0 9

SLICE Command

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Function Description:

This command is used to create 3D solids or surfaces by slicing or sectioning existing objects.

The cutting plane is defined by 2 or 3 points. Users can save one or two sides of 3D solids.

The sliced objects keep their layers and colors properties, but the history of the original objects are lost.

Users can slice 3D solids and surfaces, the cutting plane can be a surface, circle, ellipse, arc or elliptical arc, 2D spline and 3D polyline.

Command Access:

Menu: Modify > 3D Operations > Slice

Ribbon: 3D > Solid Editing > Slice

Toolbar: /

Command: SLICE

Alias: SL

Command Prompts:

Select objects to slice:

Specify start

point of slice or [planar Object/Surface/Z axis/View/XY/YZ/ZX/3 points] <3
points>:

Objects to slice

Specifies the 3D solids or surface objects to be sliced. To slice a mesh object, users should convert it to a solid or surface first.

Specify start point of slice

The slicing plane is defined by two points, specifies the start point of slice. The slicing plane is perpendicular to the XY plane of the current UCS.

- **Specify second point on plane:**
Specifies the second point to create the slicing plane.

Planar object

Aligns the cutting plane to the specified plane that defined by the selected circle, ellipse, arc, elliptical arc, 2D spline or 2D polyline.

- **Select a circle, ellipse, arc, 2D-spline, 2D-polyline:**
Specifies the object to be aligned.

Surface

Aligns the cutting plane to a specified surface.

- **Select a surface:**

Specifies a surface to be aligned.

Note: The surface can not be meshes that created by the REVSURF, RULESURF and TABSURF commands.

Z axis

Specifies the cutting plane by one point on the plane and another point on the Z axis, and the slicing plane is perpendicular to the specified plane.

- **Specify a point on the section plane:**

Specifies one point on the slicing plane.

- **Specify a point on the Z-axis (normal) of the plane:**

Specifies another point on the Z-axis to define the plane perpendicular to the slicing plane.

View

Aligns the cutting plane to the current viewing plane. Specifying one point to define the position of the cutting plane.

- **Specify a point on the current view plane<0,0,0>:**
Specifies a point to define the first slice point.

XY

Aligns the cutting plane to the XY plane of the current UCS. Specifies one point to define the cutting plane.

YZ

Aligns the cutting plane to the YZ plane of the current UCS. Specifies one point to define the cutting plane.

ZX

Aligns the cutting plane to the ZX plane of the current UCS. Specifies one point to define the cutting plane.

3 points

Creates the cutting plane by 3 points.

Point on desired side

Defines a point to determine which side of the solid to kept. This point can not be located on the cutting plane.

Keep Both sides

Both sides of the solid are kept. The cutting plane creates two solids and no more than two.

Related References?

- [Commands about Editing 3D Solids and Surfaces](#)

Related Tasks?

- [To Slice a Solid or Surface](#)

Other versions with matching text

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

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