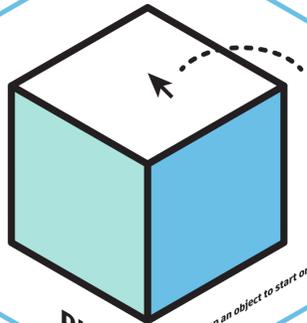
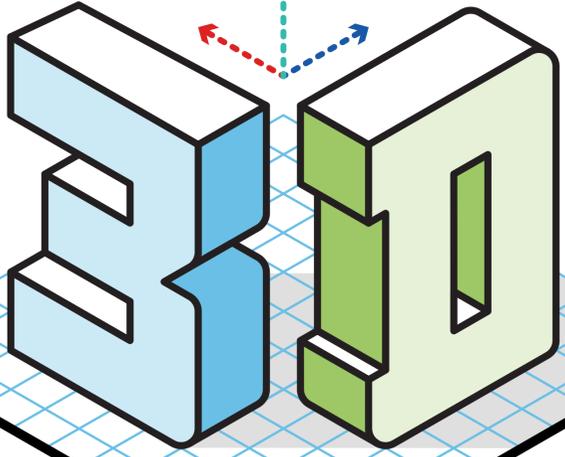
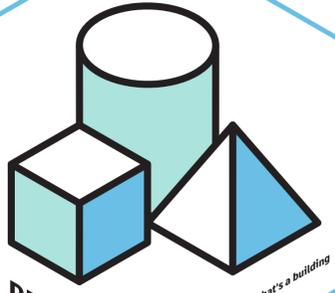


# HOW TO SPEAK



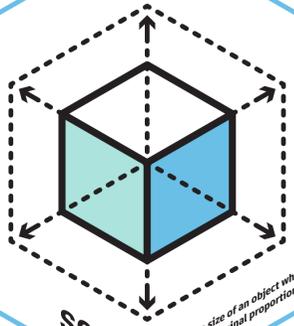
**PLACE**

Drag and drop an object to start or add onto a design



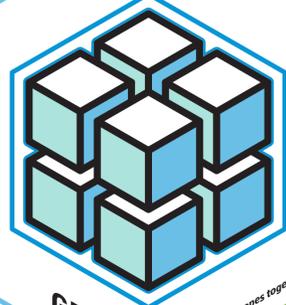
**PRIMITIVE**

Basic geometric shape that's a building block for 3D design



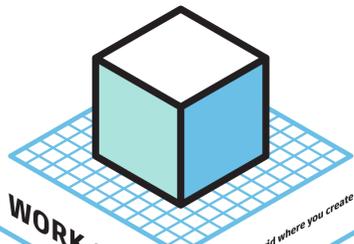
**SCALE**

Change the size of an object while maintaining its original proportions



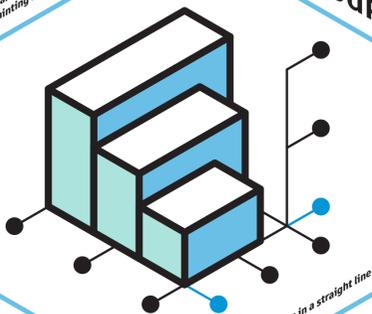
**GROUP**

Link two or more shapes together



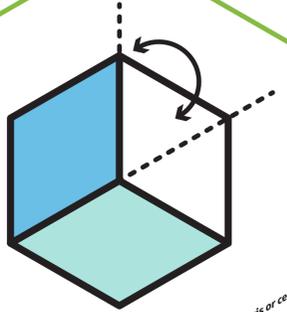
**WORK SPACE**

The large, blue grid where you create your designs



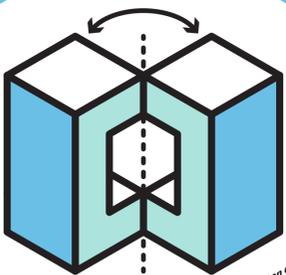
**ALIGN**

Place or arrange things in a straight line



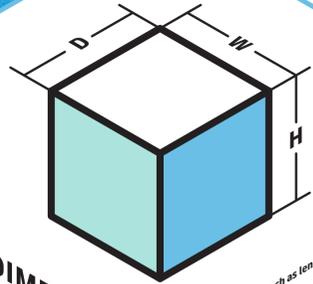
**ROTATE**

Move in a circle around an axis or center



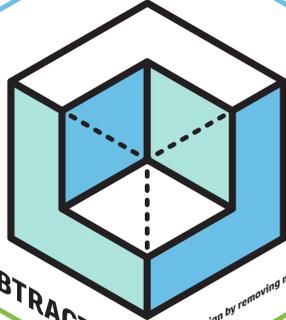
**FLIP**

Create the mirror image of an object or turn it over along an axis



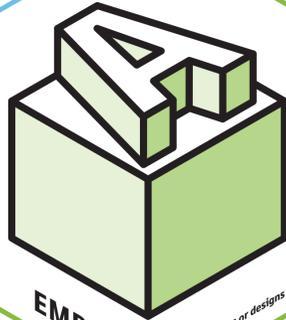
**DIMENSIONS**

A measurable extent, such as length, width, or height



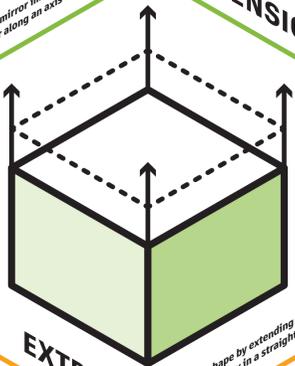
**SUBTRACTION**

Shape a design by removing material from it



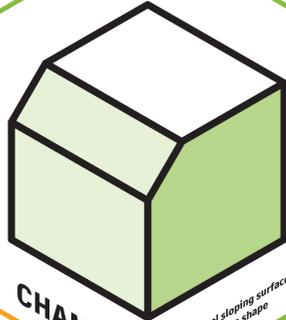
**EMBOSS**

Add raised shapes or designs to a surface



**EXTRUDE**

Create a 3D shape by extending a 2D shape outline away in a straight line



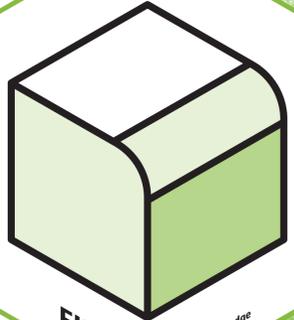
**CHAMFER**

A symmetrical sloping surface at an edge or corner of a shape



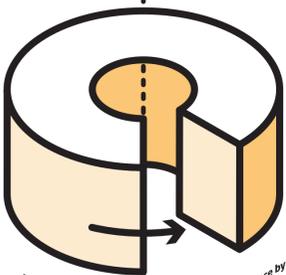
**CONCENTRIC**

Circles or shapes which share the same center point



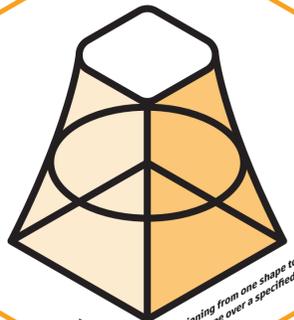
**FILLET**

Make a rounded edge



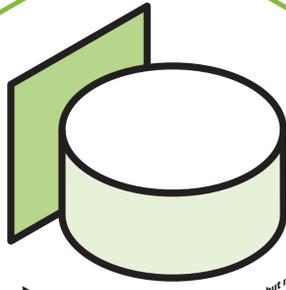
**REVOLVE**

Create a 3D solid or surface by sweeping an object around an axis



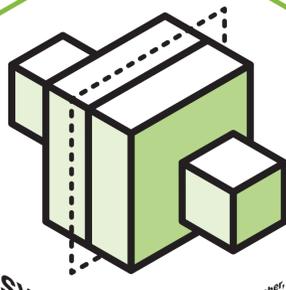
**LOFT**

Transitioning from one shape to a different shape over a specified distance



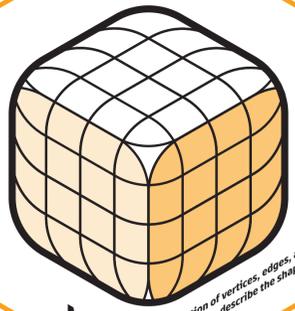
**TANGENT**

A line or plane touching, but not intersecting, a curve or curved surface



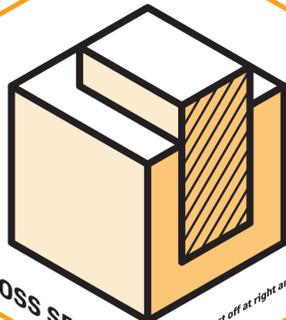
**SYMMETRY**

Two parts facing each other, or in multiples, spaced equally around an axis



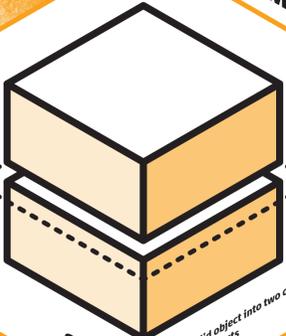
**MESH**

A collection of vertices, edges, and faces that can describe the shape of a 3D object



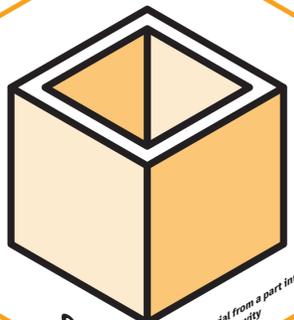
**CROSS SECTION**

To cut an object off at right angles to an axis



**SLICE**

Divide a solid object into two or more separate 3D objects



**SHELL**

Remove material from a part interior, creating a hollow cavity



**COMBINE**

Unite two bodies or components into a single component

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