

4.1.17 Cut through

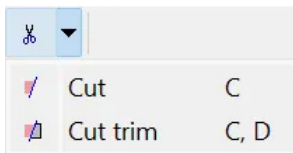
An element must be active for the function to be used.



"intersect" ? intersect element with plane

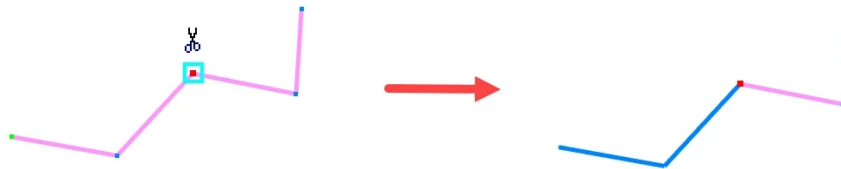
Cut **C** ? Cut element with surface

There are different ways to cut through elements:



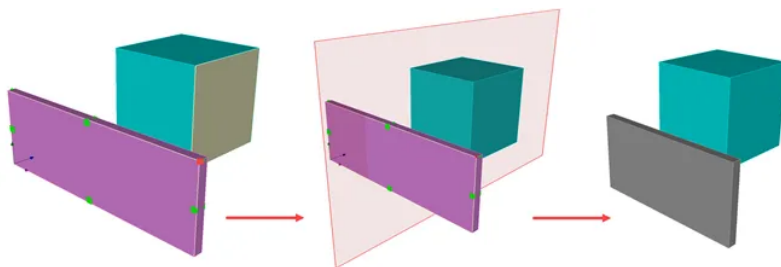
Cut line **C**

Activate line ? Select function **C** ? Select point on line



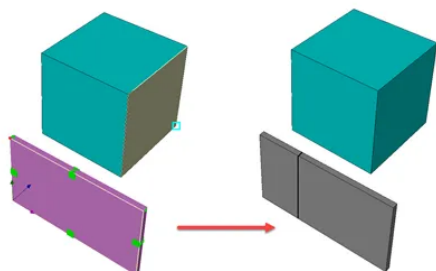
Cut surface **C**

Activate element ? select function **C** ? select surface ? plane of the surface separates the active element and the part with the active point remains behind



Cut through **C**, **D**

Activate element ? select function **C**, **D** ? select area ? plane of area separates the active element and the two new elements remain

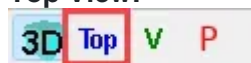


Other cutting functions:

(L) part with active point remains, (M) part with active point is deleted, **C** contour, **D** cut through, **X** plane XY, **Y** plane YZ, **H** horizontal, **P** parametric, **V**

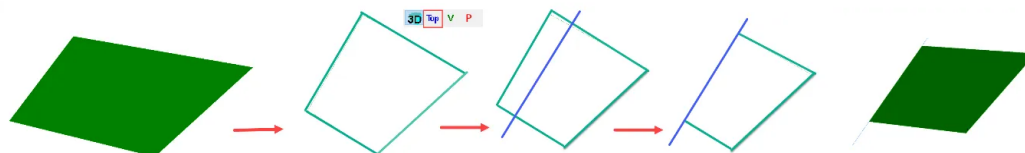
vertical 2P, **2** 2 planes, **M** mesh, **3** 3 points, **W** cut away.
Cut in

Top View:



Top View: Cut surface with Line

Draw surface with **F** ? Activate "Top View" ? Draw line with **L** ? Activate surface ?
Cut function **C** ? Select line ? Surface is cut vertically by line, part of surface with
active point remains



Top View: Intersect terrain / mesh with line or surface

Activate "Top View" ? draw closed line **L** or surface **F** ? activate terrain ? intersect
function **C** ? select line ? terrain is intersected vertically with line, intersection can
be deleted



Additional options

When a function is executed, function options based on it, including keyboard
shortcuts, are described at the bottom left of the window.