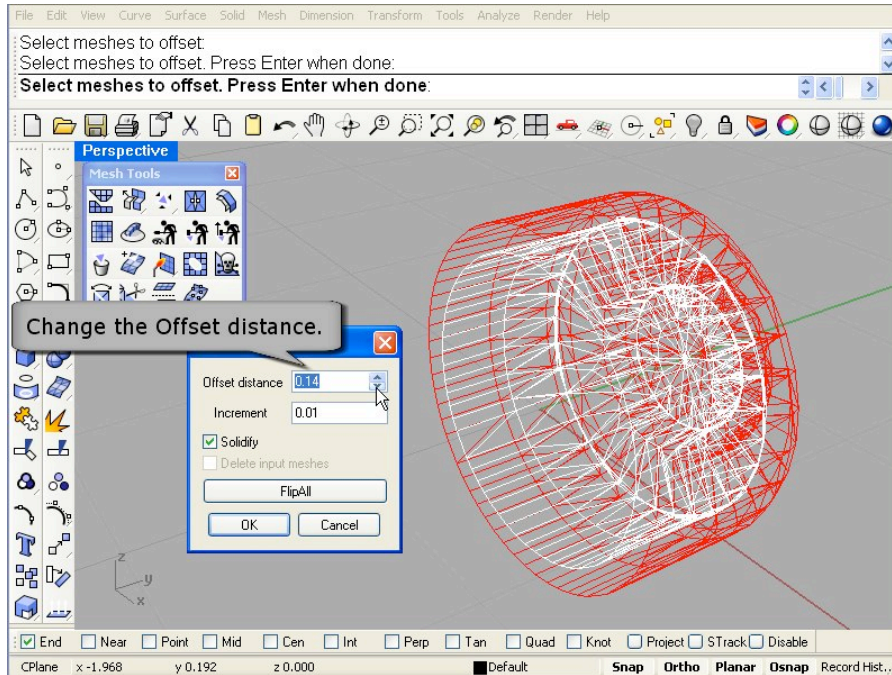




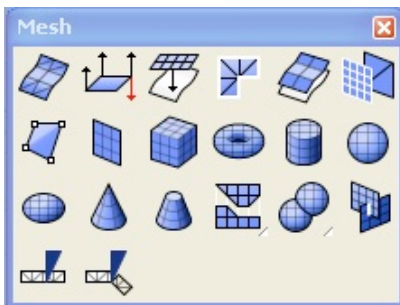
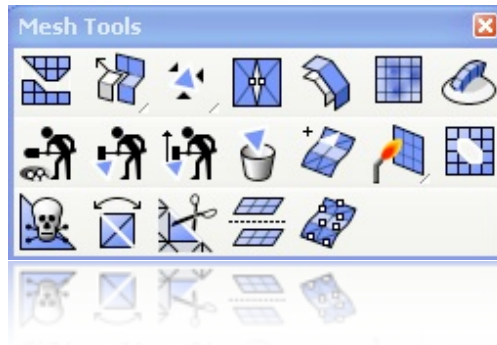
# Rhino Visual Tips 4.0

## Mesh and Mesh Tools

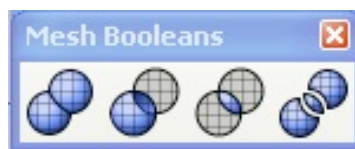
Learn how to draw meshes and edit them, even with solids.



Rhino 4.0 provides us with many new tools that enable us to edit and transform mesh objects. It also provides tools that let you repair open meshes.



**Notes:** There is not an easy way to convert a mesh model into a NURBS model. The information that defines the objects is completely different. However, Rhino has a few commands for drawing curves on meshes and extracting vertex points



and other information from mesh objects to assist in using mesh information to create NURBS models.

### Key things to remember.

While Rhino can create, import and display polygon mesh geometry, Rhino is now capable to model and edit solids and meshes at the same time. You can use commands such as mesh trim, split, and mesh booleans. One of the best commands that come s with Rhino 4.0 is Offset mesh. As you can see from the photo on the left, it not only offsets the surface, but also can create a solid.

