

Overview

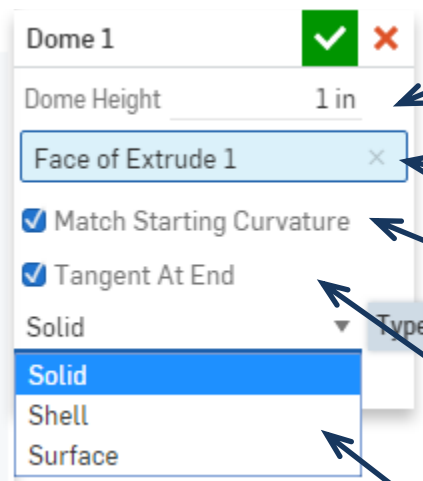
The Primitives Module allows you to some primitives that are not present in base OnShape:

- Torus
- Sphere
- Dome

These are possible using Onshape core, but take several steps.

Dome

A dome is special case of a loft, between the selected face and a single vertex, located at the center of the selected face.



Height of the dome. The top of the dome will be a vertex located above the center of the selected face

Select face to dome from

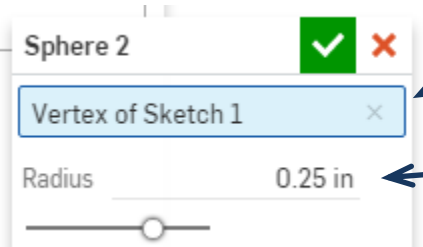
If true, the dome surface will be smooth with the starting shape. If false, the domed surface will be a plane

If true, the dome surface will be smooth. If false, it will be sharp

Solid: A solid dome is created
Shell: A shell with the specified thickness is created. The thickness is towards the inside
Surface: A Dome surface is made

Sphere

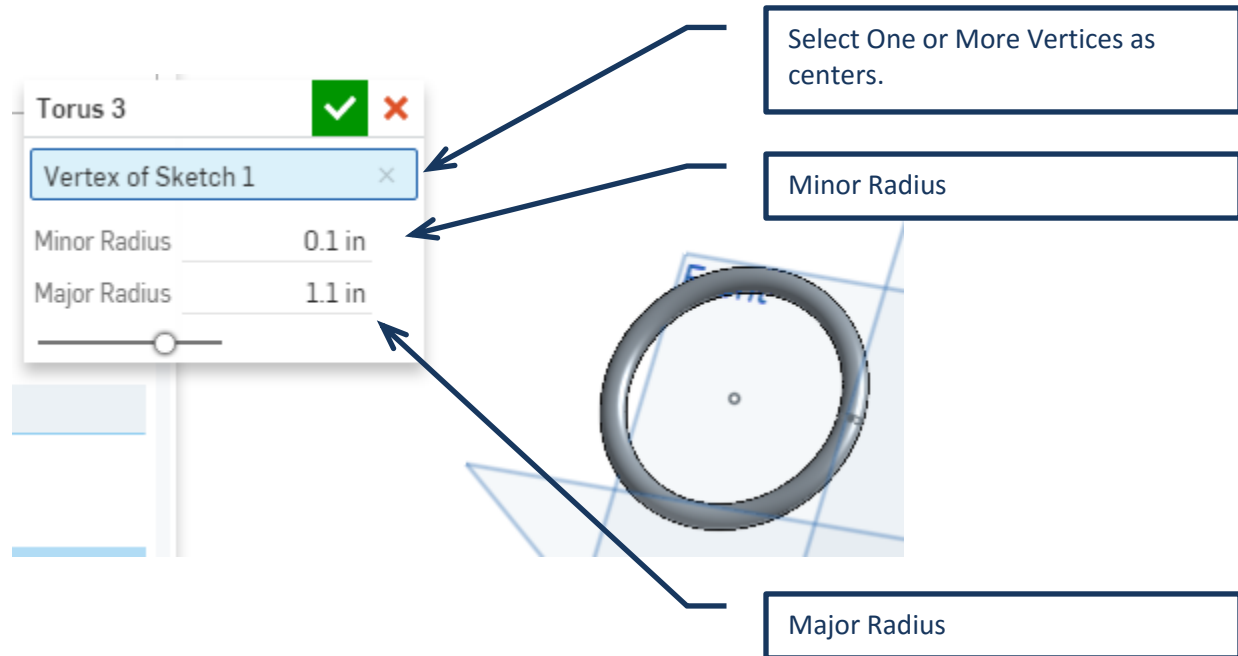
To create a sphere, select one or more vertices as the center



Select One or More Vertices as centers.

Select sphere radius

Torus



Using Onshape Featurescript

Featurescript is a way to extend Onshape with powerful, easy to use new features. You can learn more about it at <https://www.onshape.com/featurescript>

Support

For support, please email dev@parametricparts.com or visit <http://store.parametricparts.com/contact.html>

Warranty

No warranty is provided, explicit or implied.