

Manual Geometry Transformation

A 3D CAD assembly is a set of viewable SCS and SCZ files in the Dynamic and Streaming Viewers respectively, an end user can manually transform the geometry of one or more SCS and SCZ files from the assembly right in these viewers. As such a file can be a subassembly or leaf part, the user can move and rotate a given subassembly or part on the 3D scene along:

- The X, Y, and Z axes in the coordinate system of this given subassembly or part.
- A surface or edge of another part.

The end user can move and rotate a single subassembly or part with multiple geometry transformation sessions to achieve its necessary position and orientation. Multiple subassemblies and parts can be moved and rotated on the 3D scene.

The user can also add markup lines to the moved and rotated subassemblies and parts as well as move and rotate the ones with existing markup lines. While moving and rotating, the existing markup lines preserve their connections. For more details on markup lines, see the Markup Lines in Dynamic Viewer and Streaming Viewer section.

The Dynamic or Streaming Viewers does not embed manual geometry transformations into 3D CAD model native and viewable files.

A 3D CAD model view with manual geometry transformations can be saved as outlined in the Saved Views section.

To quite the manual geometry transformation of a subassembly or part, either:

- Click on the 3D canvas outside a 3D CAD model.
- Press Escape on the keyboard.

