

Filling Faces In Shapr3D

CHAT-0170 / REV EXPORT-03 / 2026.08.30

A conversation-specific public summary of filling faces in shapr3d, distilled from the supplied export. The detailed excerpts remain available in the released note file.

STATUS	RECOVERED / SPECIFIC NOTE
CLASSIFICATION	SYS
MATERIAL	CHAT EXPORT / BUILD & TOOLS
DISPOSITION	PUBLIC CONVERSATION EXCERPTS / REDACTED
CATEGORY	Build & Tools
RECORD TYPE	build-thread

TECHNICAL NOTES

Conversation-specific knowledge extracted from the filling faces in shapr3d discussion.

CONVERSATION / QUESTION AND CONTEXT

Is there a way to fill these 3 faces in sktchr3d

CONVERSATION / EXTRACTED GUIDANCE

1. Switch to Tools -> Replace Face.
2. Select one of the faces/edges adjacent to the opening.
3. Select the face that you want the geometry extended to.
4. Repeat for the other sections if necessary.
5. Tap the end plane.
6. Choose Sketch.
7. Use Project to project the existing edges into the sketch.
8. Make sure each area forms a closed profile.

SPECIFICATION

SOURCE	Supplied ChatGPT export
CATEGORY	Build & Tools

CONVERSATION 1 user turns / 1 assistant turns

ATTACHMENTS 6 references detected

PUBLIC DETAIL Extracted knowledge + excerpts

DEVELOPMENT HISTORY

2026.08.30 / EXPORT-04

Matched to the supplied export; key guidance is surfaced separately and the raw transcript remains unpublished.

RELEASED MATERIAL / SOURCE LINKS

CHAT-0170-public-note.txt

PUBLIC-SAFE CONVERSATION NOTE / UNIQUE FILE

<https://u225x.com/downloads/chat-records/CHAT-0170-public-note.txt>

RETURN TO THE LIVING RECORD

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This PDF preserves the public notes at this revision. Visit the record for updates and attached images.

<https://u225x.com/record/CHAT-0170>