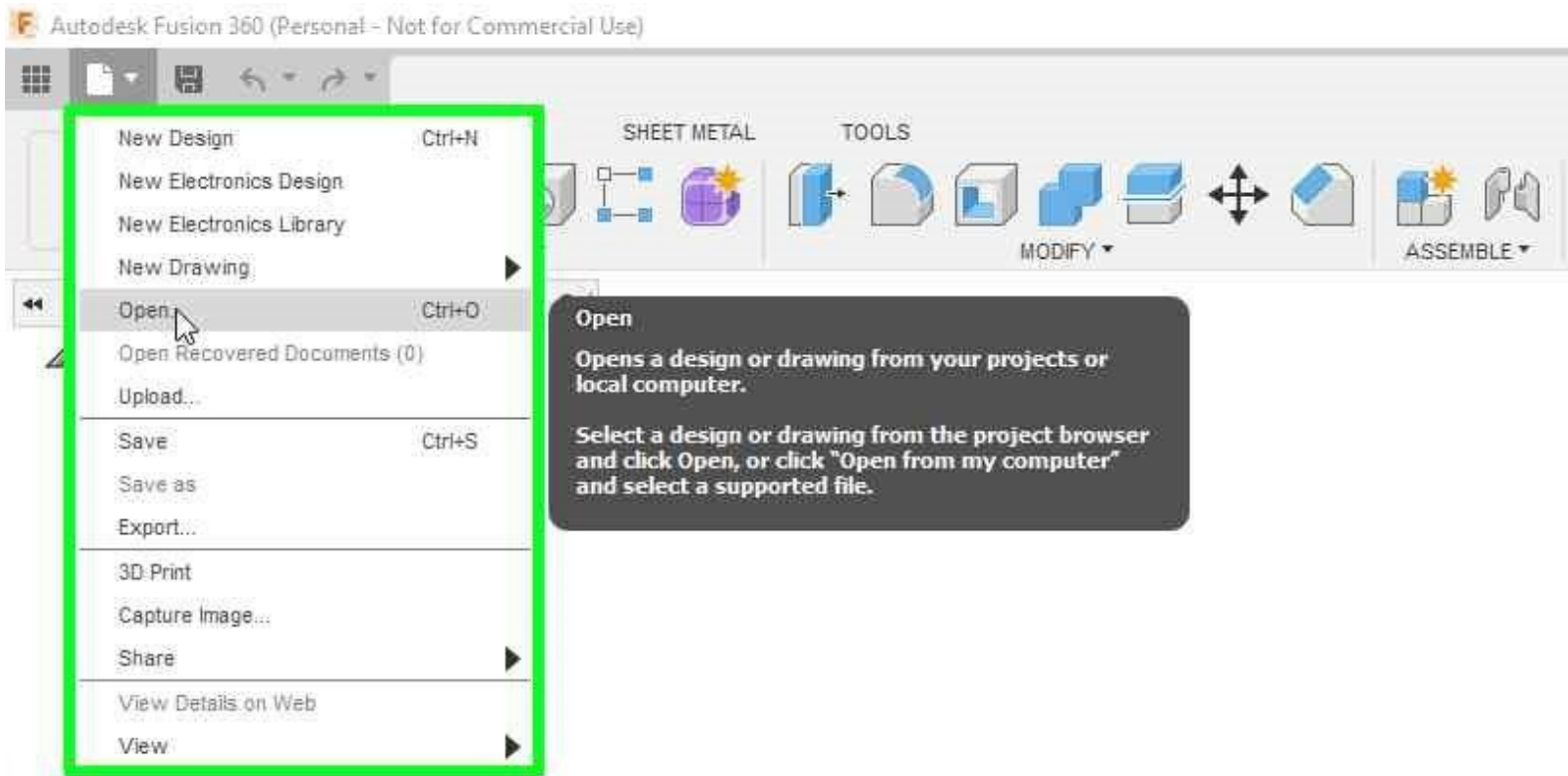


# Voron Design

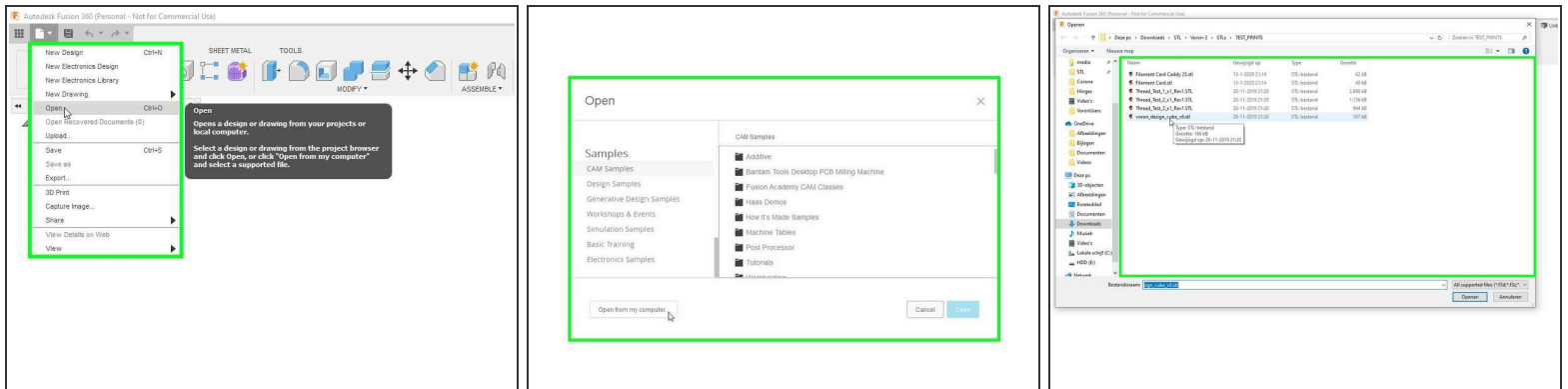
## Modifying STL files in Fusion360

STL files can be a nightmare to modify, but a lot of mods only provide them. A quick tip on how to make it a little bit easier!

Written By: Bart Lammers

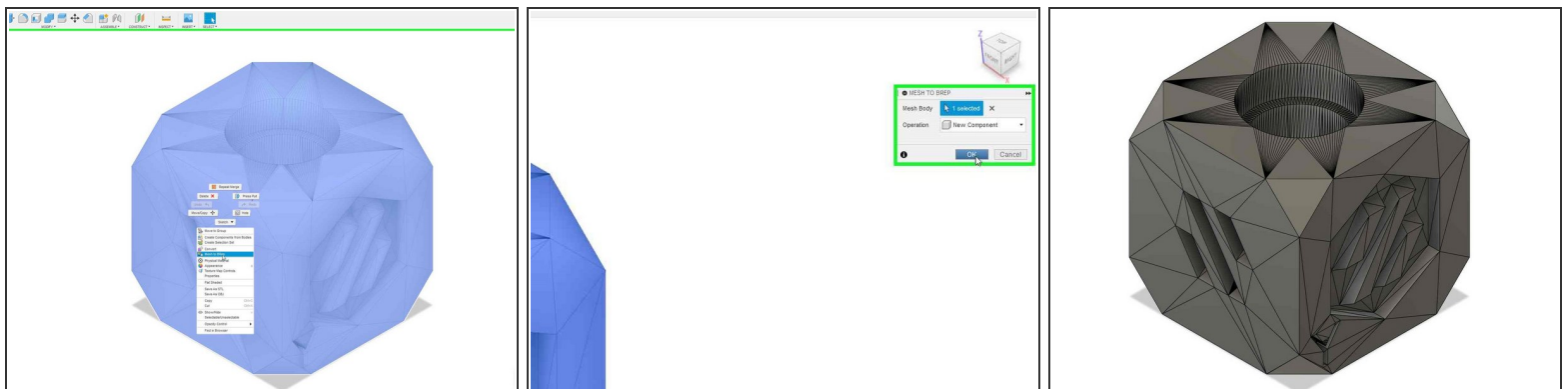


## Step 1 — Import your STL



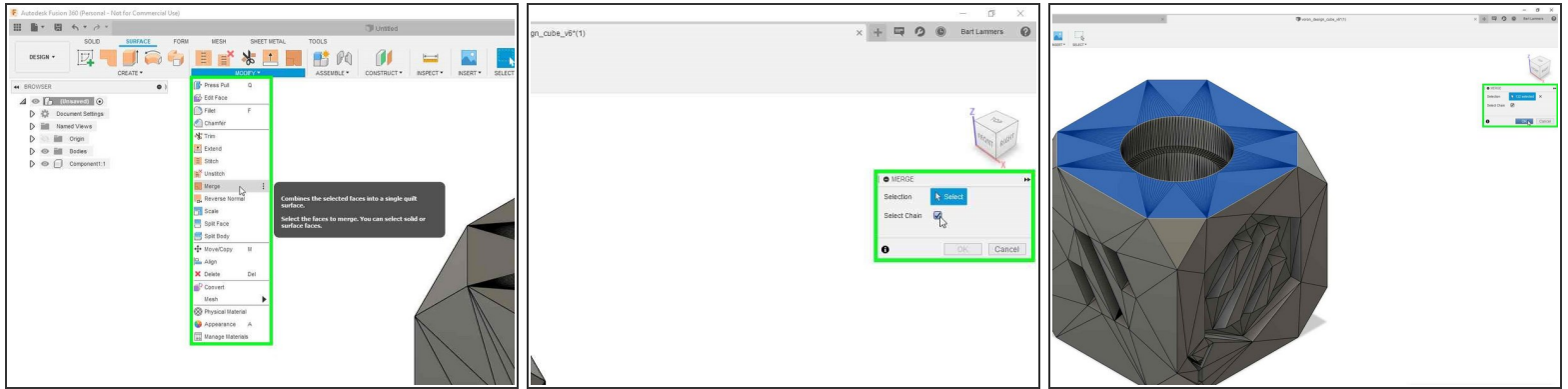
- In Fusion 360 click on File -> Open
- Select Open from my computer
- Select your file

## Step 2 — Converting to BRep



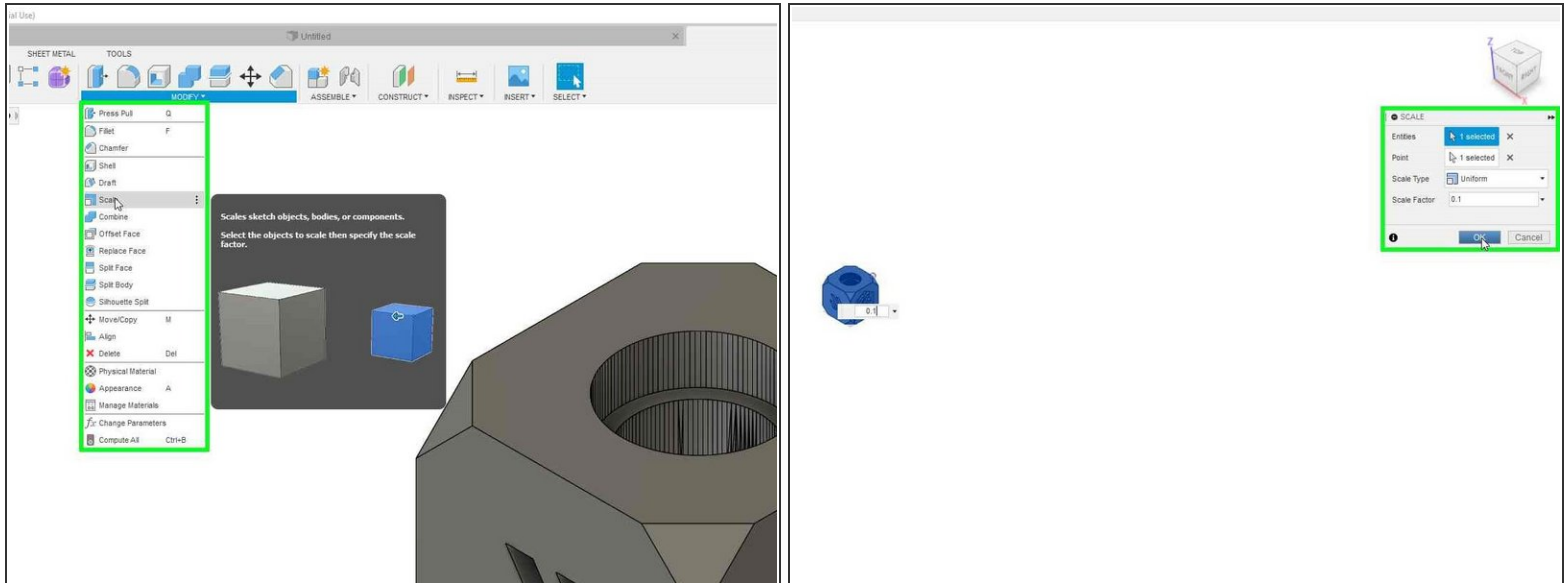
- Right click on the mesh object you just opened and select Mesh to BRep
- In the popup, select if you want a new body or a new component and press OK
- Fusion might warn you if the model is really complex. If it is too complex, it does not execute it at all.
- You now have an object you can model with, but it is very complex still with lot of vertices

## Step 3 — Cleaning up the model



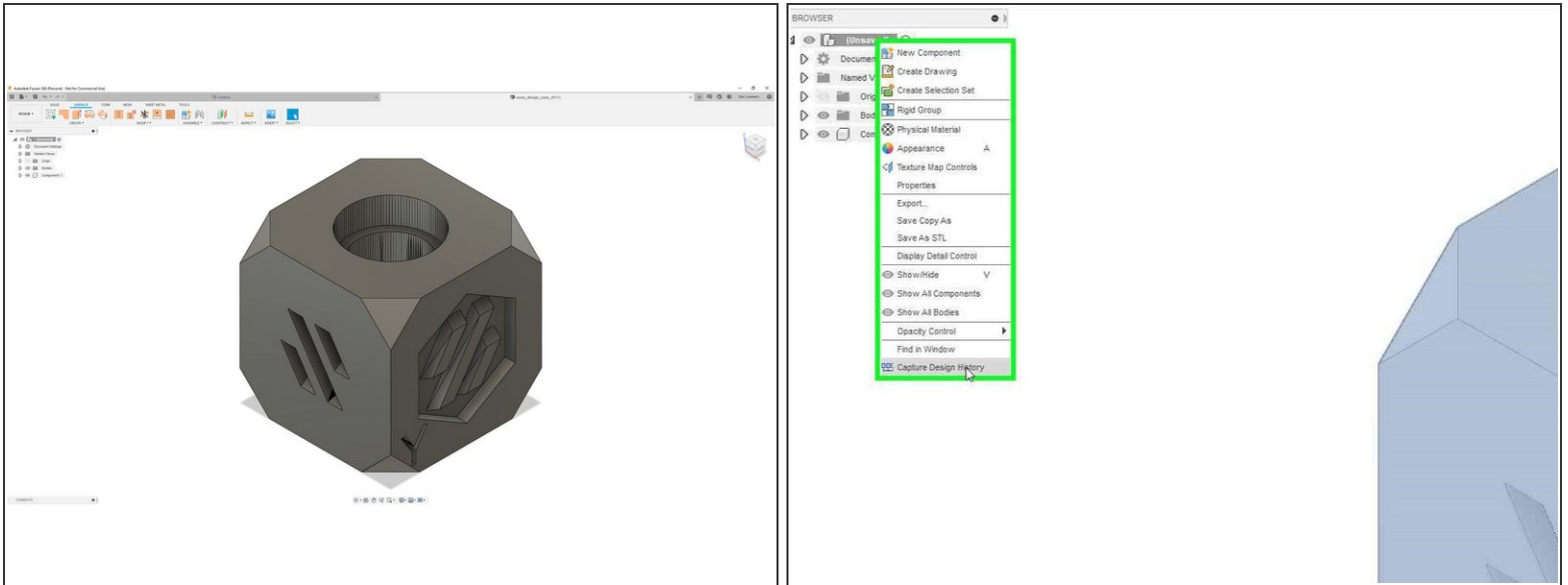
- Go to surface in the top menu and look for merge in the modify menu
- Check the box for Select Chain in the popup and select any visible vertex of your model. You should see it highlight the entire plane now.
- Press OK and wait. This might take some time, depending on the model

## Step 4 — Scale back the object



- For a reason unknown to me, imported STL files are often 10x too big (probably a cm / mm mixup) If this is the case, do this step.
- Back in solid find the scale option under modify
- Click on the body and set it to 0.1
- Click OK

## Step 5 — Enjoy your work



- Enjoy your cleaned up model. It is not perfect yet, especially round holes are not yet perfectly round. But it does allow you to modify it more easily.
- At this point you may want to enable design history before making modifications. Enabling this beforehand does not let you convert mesh to BRep!