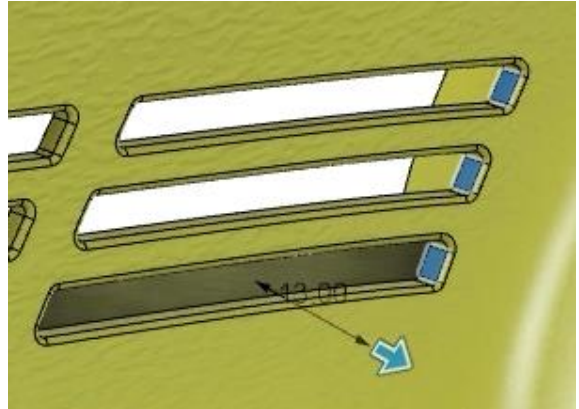# AUTODESK

Resize features with direct modeling

In this module, you'll use Fusion 360's direct modeling tools to adjust geometry that was created in a different CAD program.

Learning objectives:

- Use Delete.
- Use Press Pull.

The completed exercise

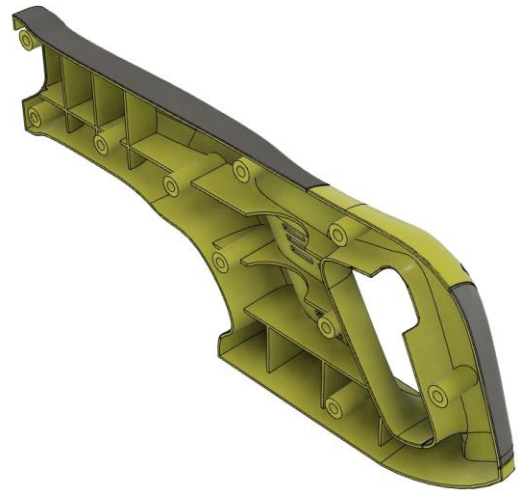1. Upload and open the supplied *saw handle casing.f3d* file.

Figure 1. Open the supplied file

2. Explore the file and notice that there is only a single body inside the Bodyies folder and only one feature in the timeline. This model was imported into Fusion 360 from a different CAD program so the design history is not available. Even though this model was not created in Fusion 360, the direct modeling tools can efficiently adjust the geometry.
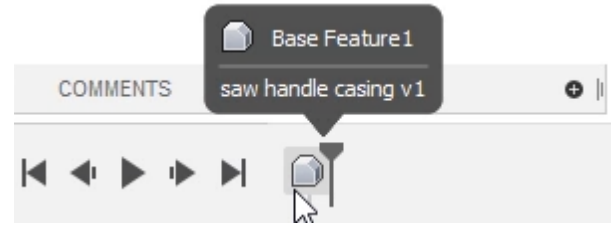

Figure 2. Explore the file

3. Select all the fillets on one of the casing's vents, then click Modify> Delete or press Delete.
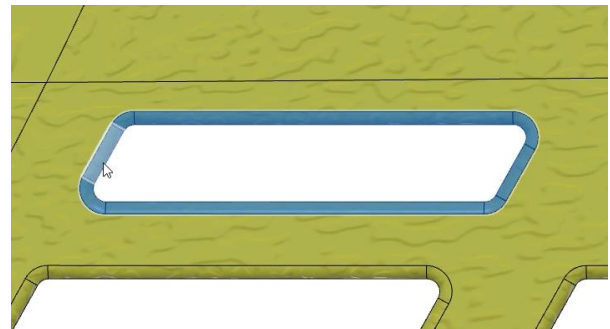

Figure 3. Delete the vent's fillets

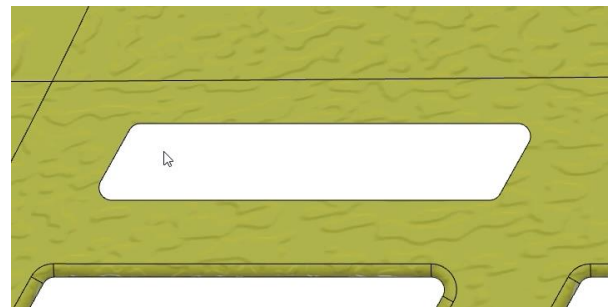**4.** Notice the fillets are removed and the geometry is patched.

Figure 4. Inspect the result

5. Click Modify> Fillet and select the edge where the fillets used to be. Add a 1.5 mm fillet to the edge, then OK the dialog. Since this new fillet was created inside Fusion 360, the timeline's Fillet feature can be edited to change the fillet's size.

Figure 5. Add a fillet to the edge

6. Click Modify> Press Pull.

Figure 6. Open the Press Pull tool

7. Select the three faces shown in the image on the right as the dialog's Faces selection.
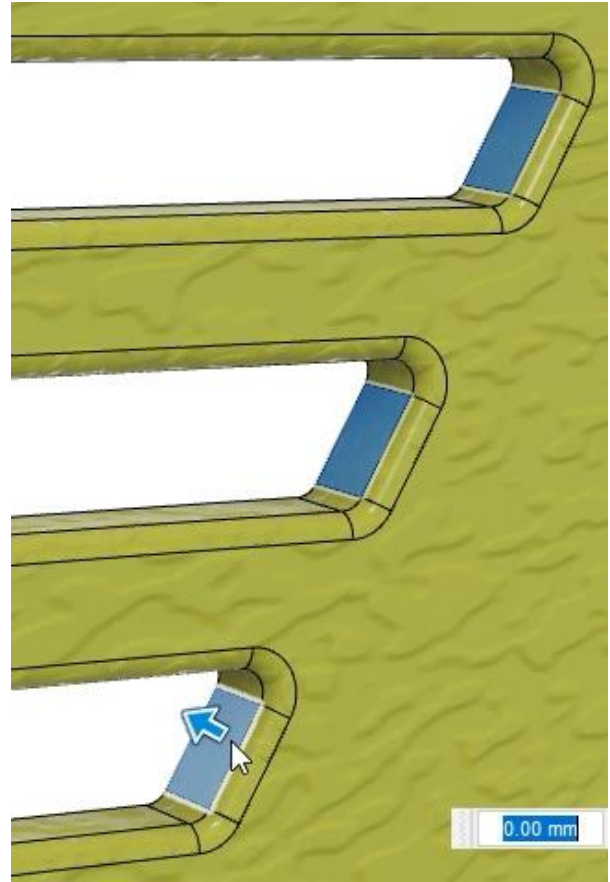

Figure 7. Select the faces

8. Drag the on-screen manipulator and notice that the vents are getting longer. Even though these vent or fillet features are not created in Fusion 360, the direct modeling tools allow you to adjust their geometry. OK the dialog after you finish adjusting the vents. Save the file and continue to the next module.
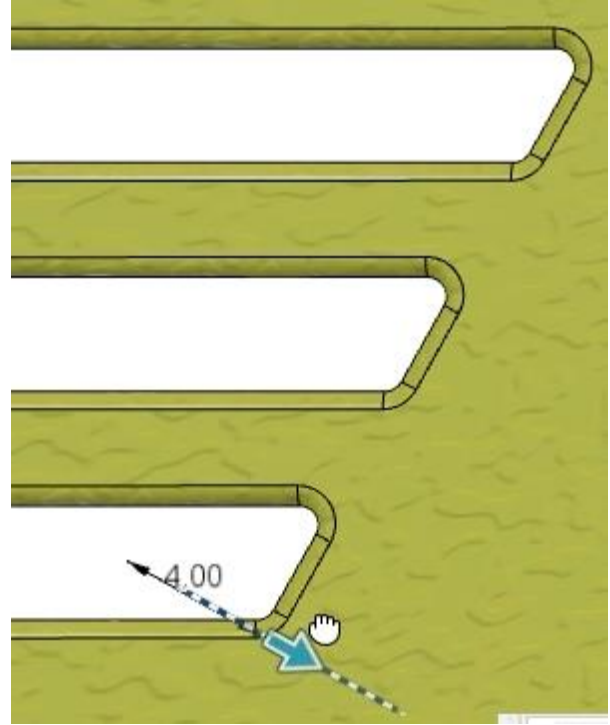

Figure 8. Adjust the vents