

# Meshmixer

## Overview

Meshmixer is state-of-the-art software for working with triangle meshes.

Features include:

- Drag-and-Drop Mesh Mixing
- 3D Sculpting and Surface Stamping
- Robust Convert-to-Solid for 3D printing
- 3D Patterns and Lattices
- Hollowing (with escape holes!)
- Branching Support Structures for 3D printing
- Automatic Print Bed Orientation Optimization, Layout and Packing
- Advanced selection tools including brushing, surface-lasso, and constraints
- Remeshing and Mesh Simplification/Reducing
- Mesh Smoothing and Free-Form Deformations
- Hole Filling, Bridging, Boundary Zippering, and Auto-Repair
- Plane Cuts, Mirroring, and Booleans
- Extrusions, Offset Surfaces, and Project-to-Target-Surface
- Interior Tubes and Channels
- Precise 3D Positioning with Pivots
- Automatic Alignment of Surfaces
- 3D Measurements
- Stability and Thickness Analysis

## Accessing

### Windows GPU Conversion Computer

Meshmixer is available on the [CNF 3D GPU conversion computer](#) accessed via Remote Desktop.

### Own Computer

Meshmixer can also be installed on your own computer. [Download from the Meshmixer website.](#)

## Resources

[Meshmixer manual on-line](#)