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