

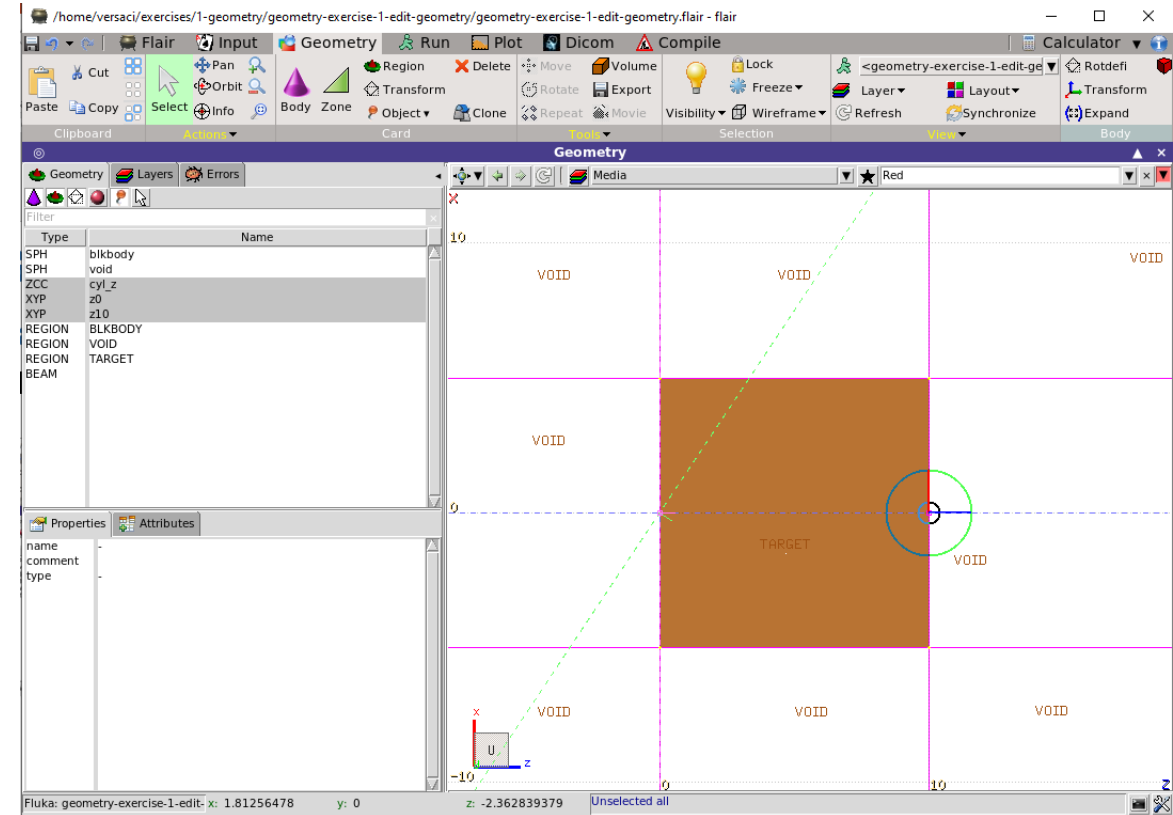
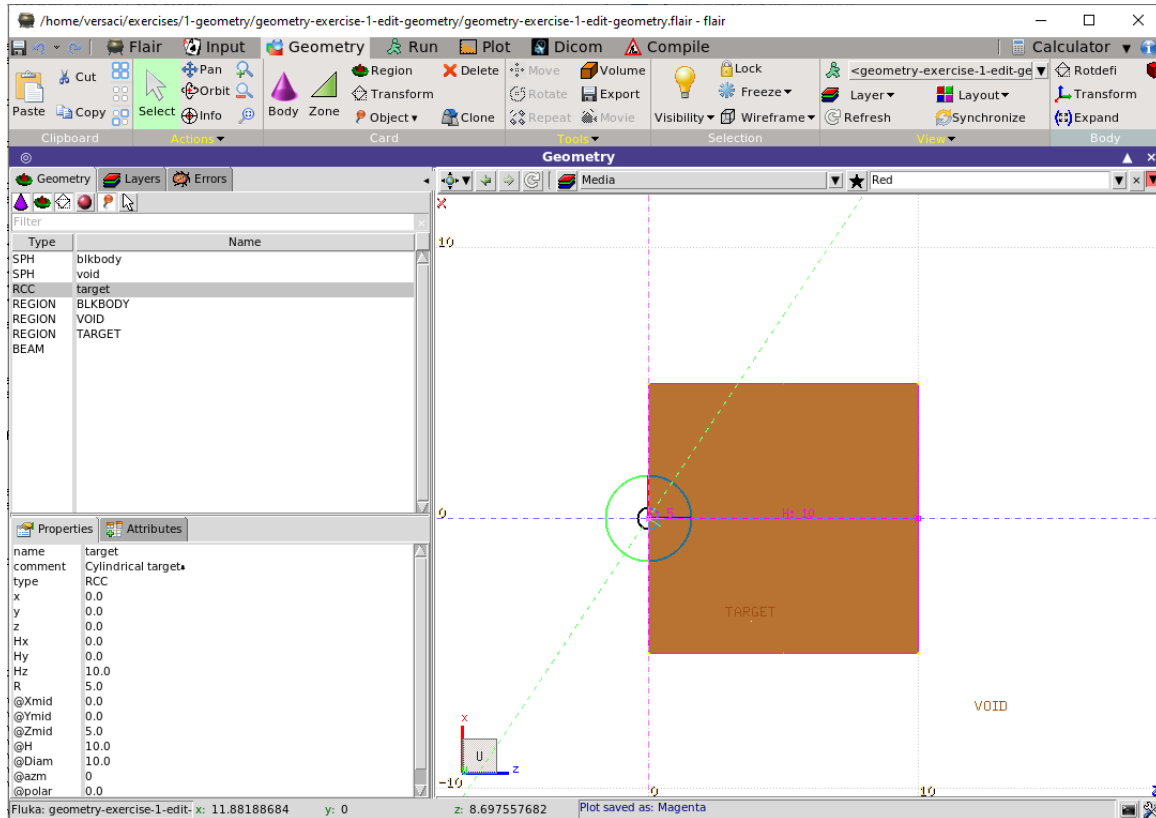


Geometry Hands on

Basic geometry editing with the geometry editor

Geometry exercise – Basic geometry editing

From finite bodies to infinite bodies



Geometry exercise – Edit geometry

Basic geometry editing

- Start Flair and create a new project based on the “basic” template
- Verify that the target is defined using a single RCC body
- Using only the geometry editor:
 - re-define the target using only infinite bodies (1 cylinder and 2 planes)

