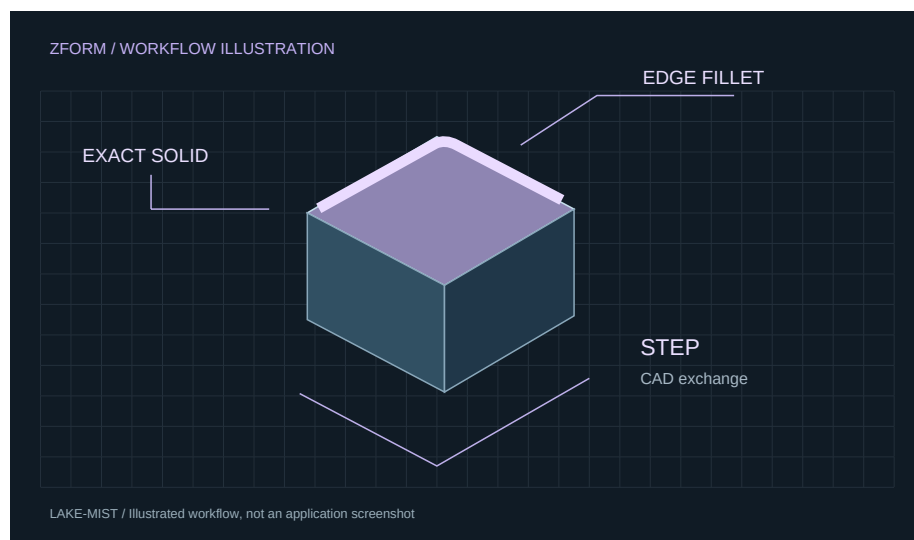


ZForm / Overview

WORK IN PROGRESS | Development build 5.3.0. Features and interface may change. Reviewed 8 October 2026.

Keep the solid behind the surface.

ZForm models exact boundary-representation solids. Build from primitives or Profiles sketches, modify faces and edges, and exchange solid geometry with CAD tools.



Workflow illustration: a solid body, edge treatment and exact-solid exchange. Not an application screenshot.

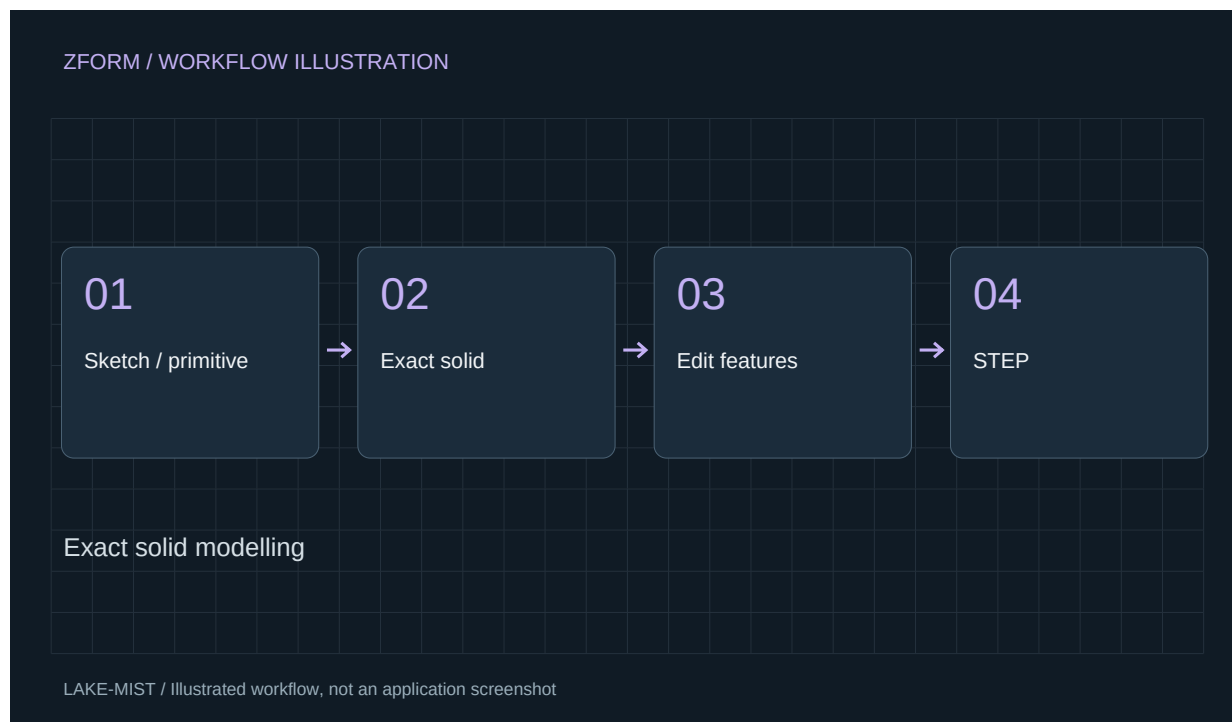
Sketch to solid

Use the companion Profiles extension for constrained sketches, then extrude, revolve, loft or sweep in ZForm.

Direct solid editing

Fillet and chamfer edges, push or pull faces, shell bodies, and combine solids with Boolean operations.

Where it fits



Illustrated workflow: Sketch / primitive > Exact solid > Edit features > STEP

Editable feature structure

Parametric feature editing, sketch relationships and named parameters support design revisions.

CAD exchange

Import and export STEP, BREP and IGES; export STL and DXF for downstream workflows.

Platform and package

Blender 5.3 · platform-specific package. ZForm, Assy, Profiles, Para and Shell. Use the ZForm package for your operating system and processor.

Before you rely on the result

Work in progress. Use the package matching your platform. Exact-solid operations need the OCP geometry engine. Converting a tessellated mesh to a solid does not guarantee recovery of the original analytic surfaces.

Next: [Installation of Addon](#), then the [Quick Start Tutorial](#).