

ZForm / Quick Start Tutorial

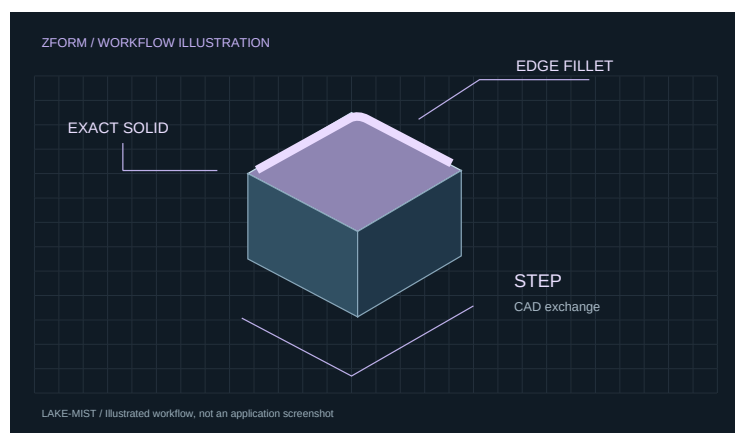
WORK IN PROGRESS | Development build 5.3.0. Features and interface may change. Reviewed 8 October 2026.

Create a solid block and round-trip it through STEP

Allow around 15-25 minutes once installation is complete.

Before you start

Use a new Blender scene with Metric units. Remove the default cube from this practice scene so there is no confusion between a Blender mesh and the ZForm body. Save zform-practice.blend.



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

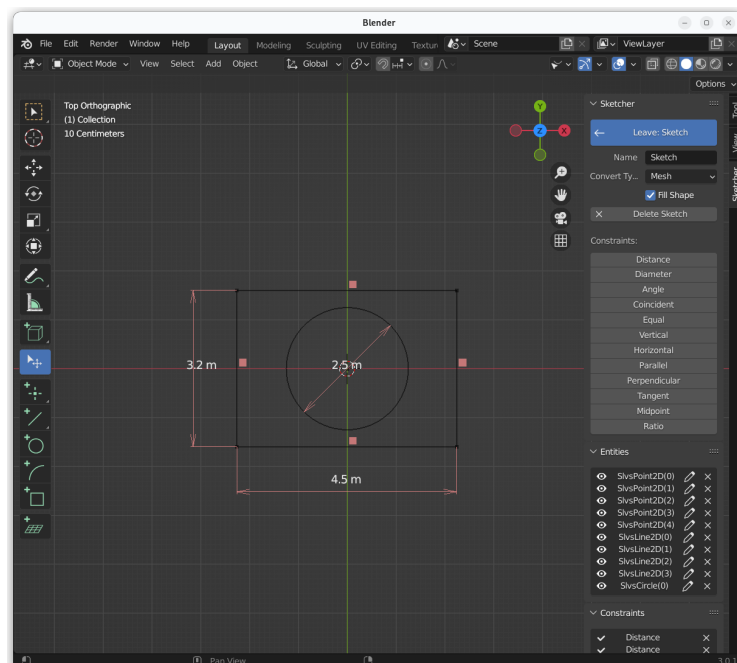
1 / Create a solid primitive

Open ZForm > Create > Primitives. Choose the Box icon. Set X to 100 mm, Y to 60 mm and Z to 20 mm. Confirm the operation and frame the resulting body.

2 / Check the body

With the body selected, use Measure Body in the Object tools. Inspect the reported body information. A simple 100 x 60 x 20 mm block has an expected volume of 120,000 cubic millimetres before editing.

Build and inspect



Bundled Profiles documentation capture: a dimensioned sketch. Interface shown is from the supplied documentation.

3 / Round one edge

Under Modify choose Edge selection, pick one exposed edge and use Fillet. Start with a 2 mm radius. Confirm the operation and inspect the curved edge from more than one angle.

4 / Keep the model editable

Save the .blend with its ZForm body intact. Do not use Convert to Mesh for this exercise: the next step needs an exact solid.

Checkpoint

Inspect the result before continuing. If it differs from the expected operation, undo the last change and repeat with a simpler selection. Save a practice checkpoint once it looks correct.

Finish and verify

5 / Export an exact solid

Use Exchange > Export STEP and write practice-block.step. Keep the .blend as the editable authoring file; STEP is the exchange copy.

6 / Reimport and compare

In a separate practice scene, use Import STEP to open the exported file. Use Measure Body and inspect the fillet. Compare its size and orientation with the authoring model.

Your completion checklist

- The initial primitive has the intended dimensions.
- The fillet is visible and the body remains a ZForm solid.
- The exported STEP reimports with the intended size and shape.

If something is not right

OCP unavailable

Check Blender version and the platform package. Restart after installing binary dependencies; use the supplied engine installer only if instructed by that build.

Fillet fails

Start with one edge and reduce the radius; tight or complex intersections can prevent a valid solid.

STEP export has no solid

Select the ZForm body and ensure it has not been converted to an ordinary mesh.

Guide scope: instructions were checked against the supplied source and documentation. This is not a certification that every exercise has been run on every build. Development images and earlier captures are labelled.