Chapter 9
2D Solids and 3D Faces
**2D Solid 9.1**

1. **Choose** Draw, Solids, 2D Solid.
   or
2. **Type** SOLID at the command prompt.
   
   **Command:** solid
   
   First point: P1
   
   Second point: P2
   
   Third point: P3
   
   Fourth point: P4
   
   Third point: enter

**2D Hatch 9.2**

1. **Choose** Draw, Hatch...
2. **Choose** the Other Predefined tab.
3. **Choose** Solid.

**NOTE:** 2D Solids and Hatches cannot be rendered or shaded.
3D Face 9.3

3DFACE creates a three- or four-sided surface anywhere in 3D space. You can specify different Z coordinates for each corner point of a 3D face. 3DFACE differs from SOLID, which creates a three- or four-sided surface that is parallel to the current UCS and can be extruded.

With 3DFACE, you control which edges of a 3D face are visible, allowing accurate modeling of objects with holes. Entering i or invisible before the first point of an edge makes the edge invisible.

1. Choose Draw, Surfaces, 3D Face.
   or
2. Type 3DFACE at the command prompt.
   Command: 3dface
   First point: pick
   Second point: pick
   Third point: pick
   Fourth point: pick
   Third point: enter
Edge 9.4

1. **Choose**  
   Draw, Surfaces, Edge.
   
or
2. **Type**  
   EDGE at the command prompt.
   
   Command: `edge`
   
   Display/<Select edge>: pick a 3D edge
3D Invisible Edge 9.5

1. Choose
   Draw, Solids, 3D Face.
   or

2. Type
   3DFACE at the command prompt.
   Command: 3dface
   First point: P1
   Second point: P2
   Third point: i P3
   Fourth point: P4
   Third point: i P5
   Fourth point: P6
   Third point: P7
   Fourth point: P8
   Third point: enter

   NOTE: You must enter an “i” for invisible before the face is chosen.
Pface 9.7

1. Type PFACE at the command prompt.
   Command: pface
   Specify location for vertex 1-8: P1 -P8
   Face 1, vertex 1:
   Enter a vertex number or [Color/Layer]: 1
   Face 1, vertex 2:
   Enter a vertex number or [Color/Layer] <next face>: 2
   Face 1, vertex 3:
   Enter a vertex number or [Color/Layer] <next face>: 6
   Face 1, vertex 4:
   Enter a vertex number or [Color/Layer] <next face>: 7
   Face 1, vertex 5: enter
   Enter a vertex number or [Color/Layer] <next face>:
   Face 2, vertex 1:
   Enter a vertex number or [Color/Layer]: 2
   Face 2, vertex 2:
   Enter a vertex number or [Color/Layer] <next face>: 3
   Face 2, vertex 3:
   Enter a vertex number or [Color/Layer] <next face>: 4
   Face 2, vertex 4:
   Enter a vertex number or [Color/Layer] <next face>: 6
   Face 2, vertex 5:
   Enter a vertex number or [Color/Layer] <next face>:
   Face 3, vertex 1:
   Enter a vertex number or [Color/Layer]: 4