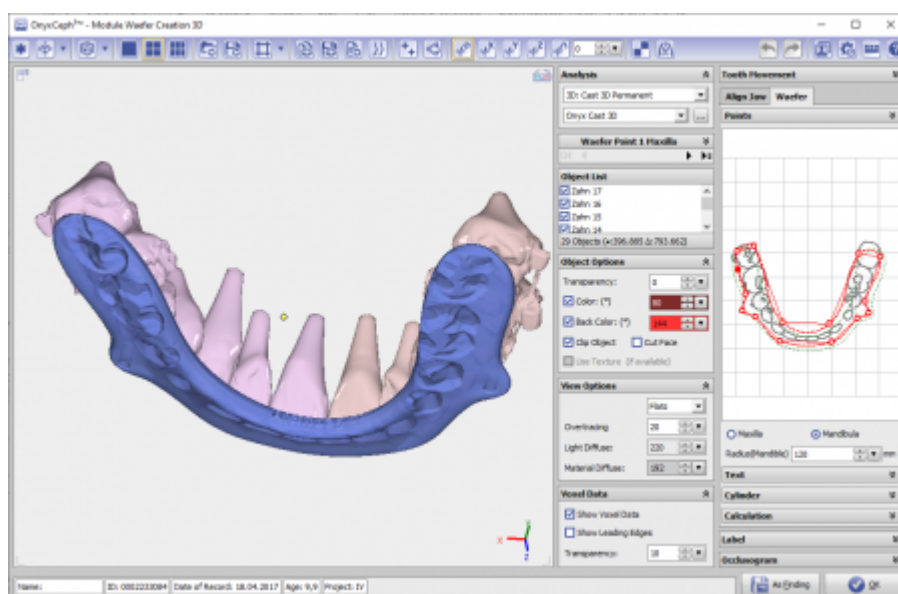


# Waefer Creation 3D

## First Steps

1. Place reference points from point list on the model
2. Define 2D outline for upper and lower surface
3. Optionally place additional points for texts and holes
4. Compute Waefer object, export using the object list
5. Save as project and new finding

## Module user interface



## References

Screenshots
3D Views
Videos
Links

From:  
<http://www.onyxwiki.net/> - [OnyxCeph<sup>3</sup>™ Wiki]

Permanent link:  
[http://www.onyxwiki.net/doku.php?id=en:waefer\\_creation\\_3d&rev=1513718249](http://www.onyxwiki.net/doku.php?id=en:waefer_creation_3d&rev=1513718249)

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