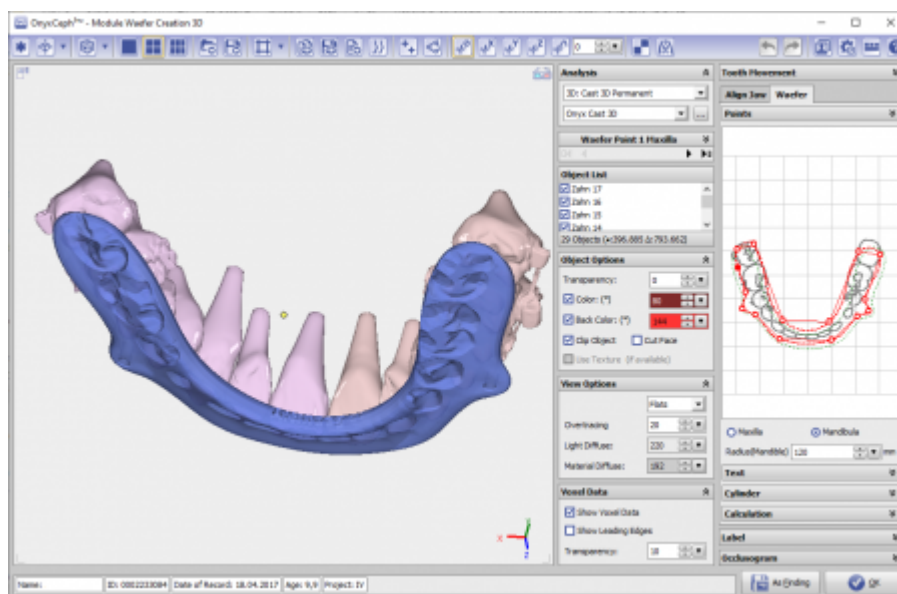


# Waefer Creation 3D

## First Steps

1. Define three points for the waefer plane on each the upper and lower jaw
2. Define 2D outline for upper and lower surface with left click in sketch on the right
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

Complete workflow: <https://www.youtube.com/watch?v=7Ohm0Ksx2k4>

From:

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

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