Blender tutorial for Mechsys

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1 Create a regular object

Press ⬛A to select all default objects, then press ⬛X to delete them.
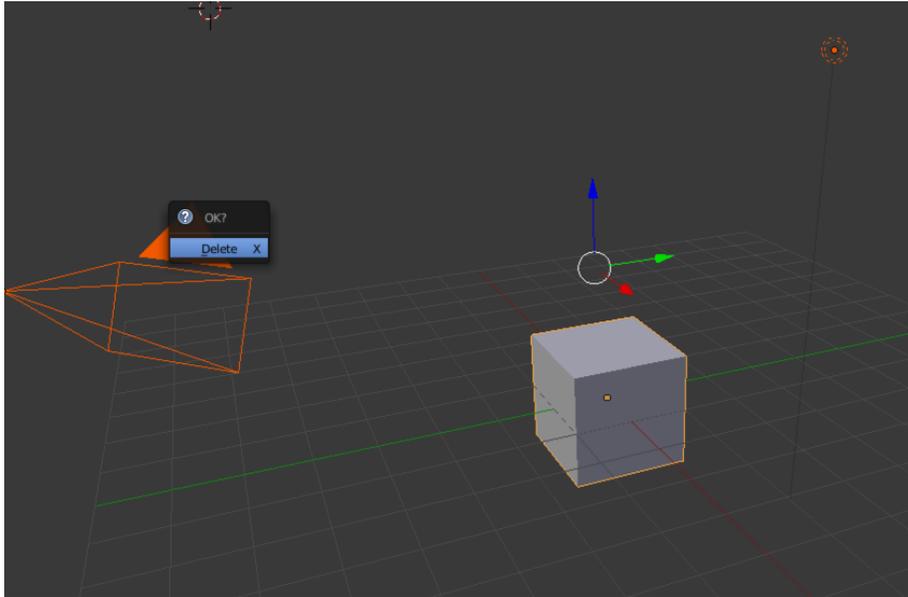
Press ⇧+A, then select Mesh to add a regular object (cube, cylinder...)
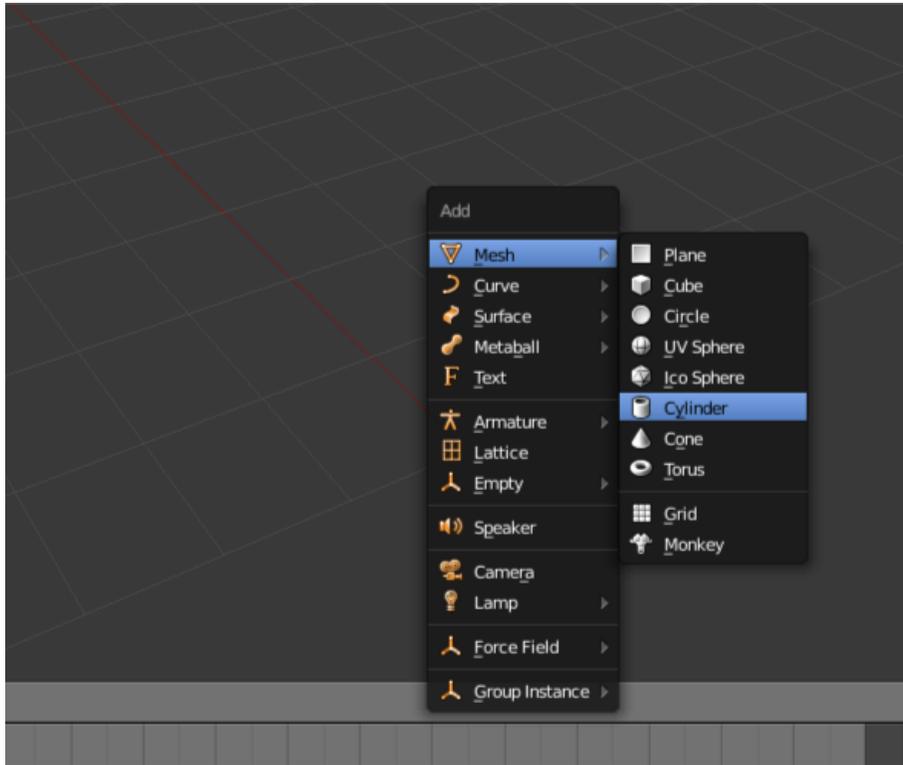
Change the size (position, rotation, scale...) of object
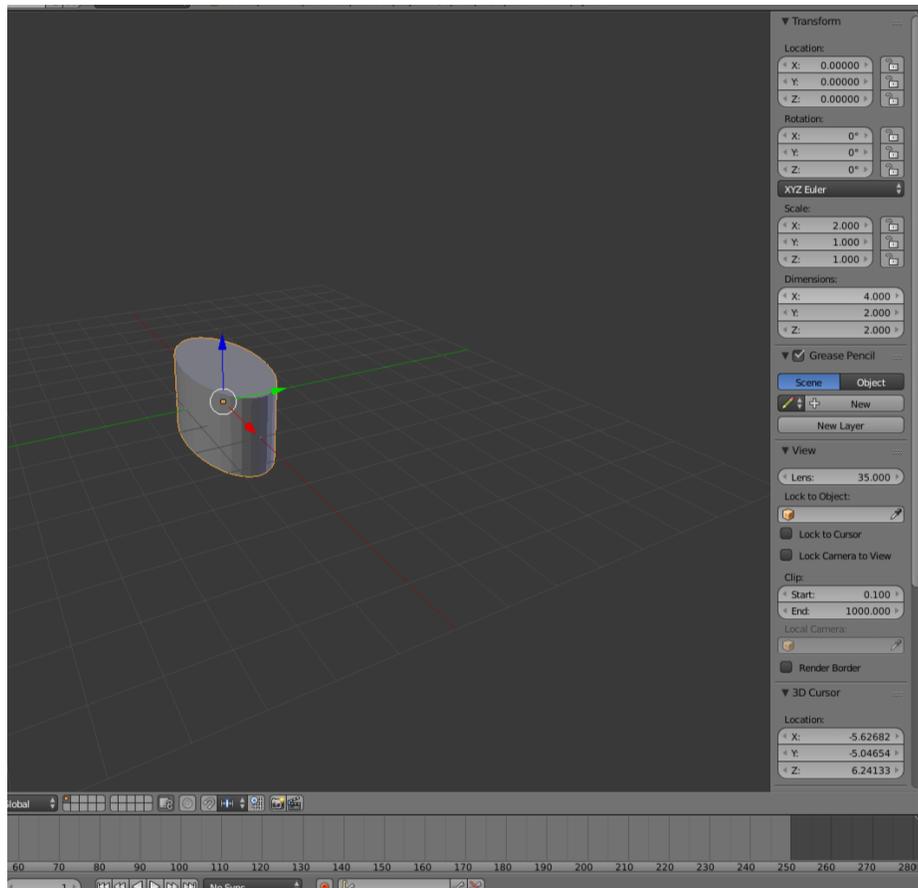
If you want to combine several objects, select them then ctrl + J

2 Create an irregular shaped object

Press ⇧ + A , then select Metaball ⟩ ball (or capsule, plane...)
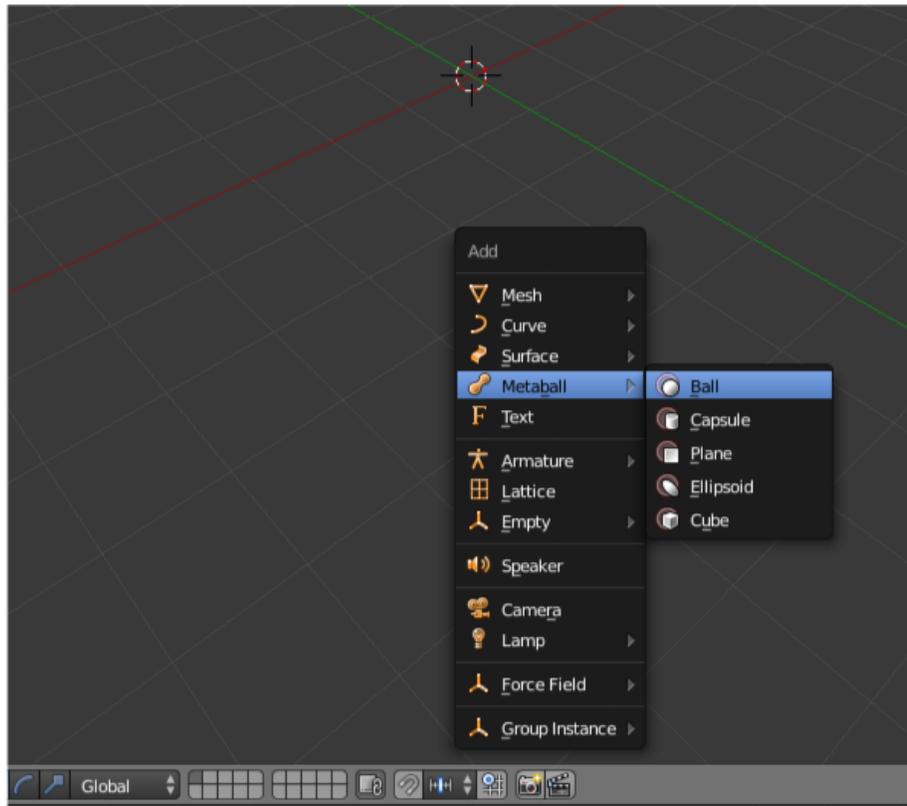
Add numbers of Metaballs to change the shape then press $\boxed{A}$ to select all Metaballs, press $\boxed{\smallsetminus}$+$\boxed{C}$ to convert them to mesh
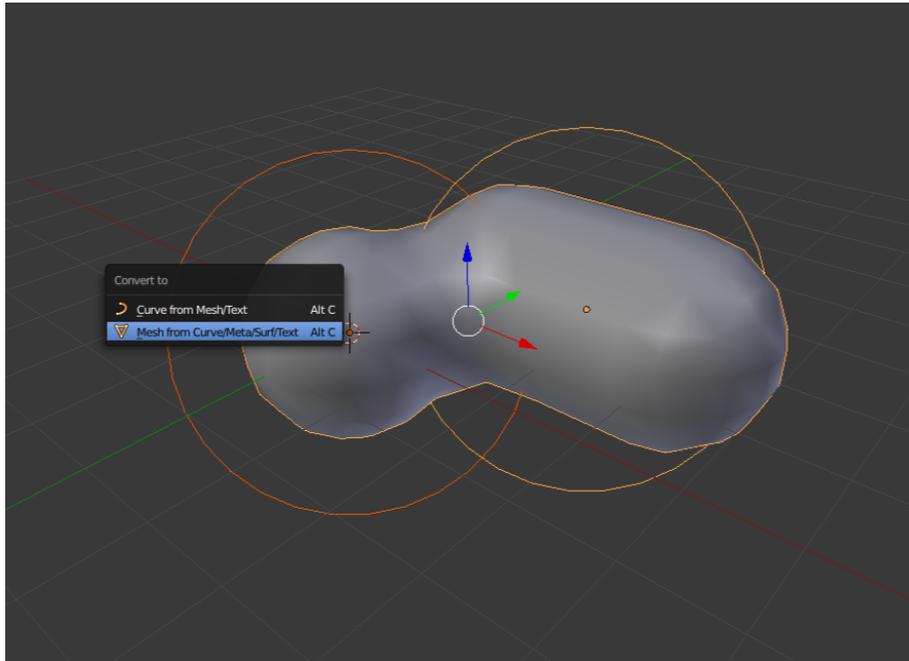
3 export the mesh file

Open text editor
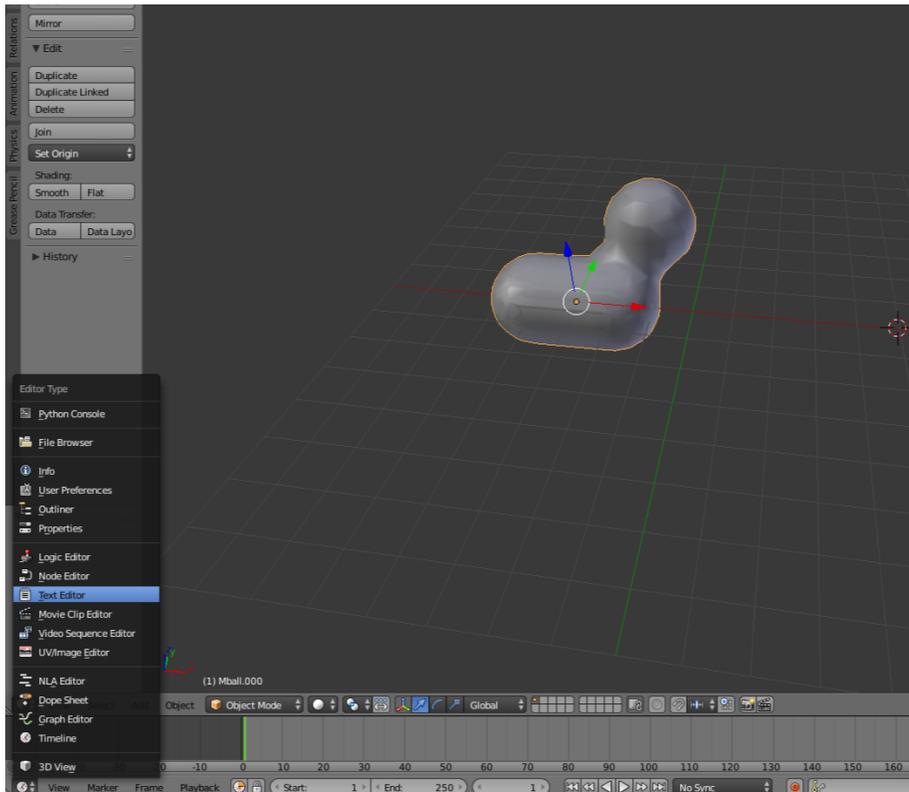
select open and find the blender addon, then run, you should see a new window at left, select save {.py,.msh} files.