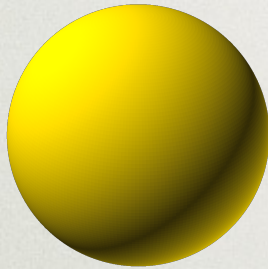


3D PRIMITIVES

sphere



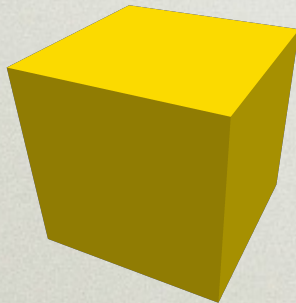
cylinder



import



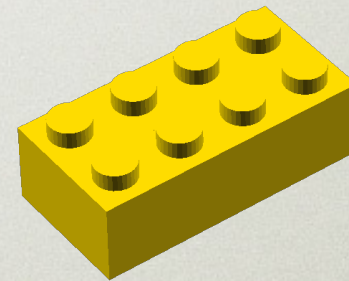
(polyhedron)



cube



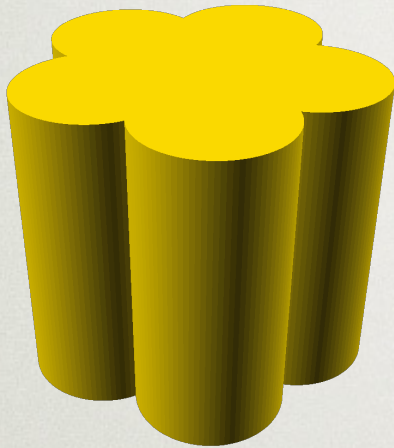
cylinder



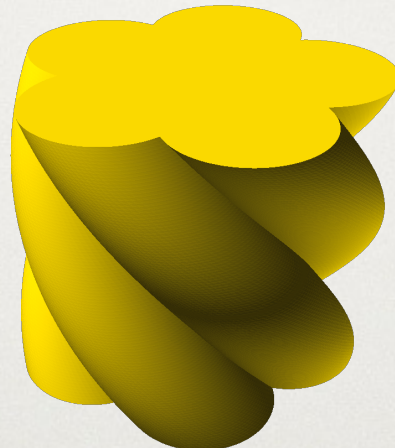
module

EXTRUSIONS

linear_extrude



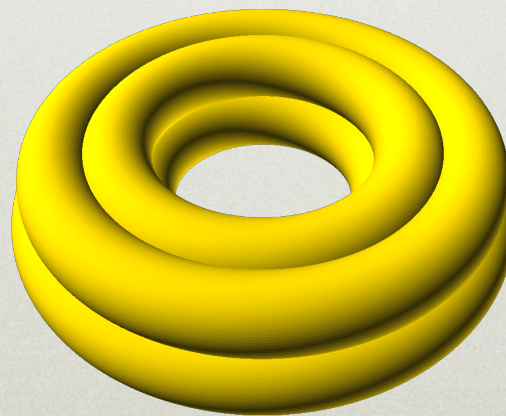
normal



twist



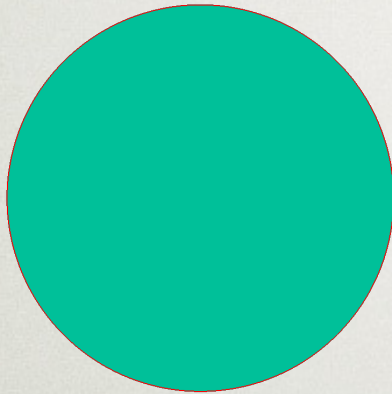
scale



rotate_extrude

2D PRIMITIVES

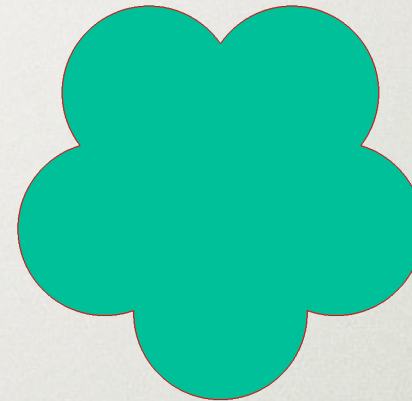
circle



square



import



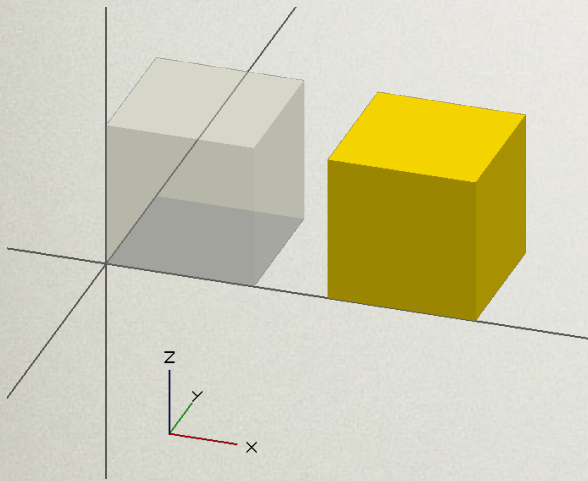
(polygon)

Sfære

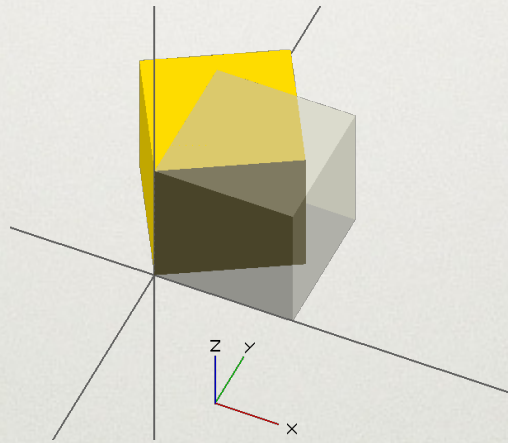
text

TRANSFORMATIONS

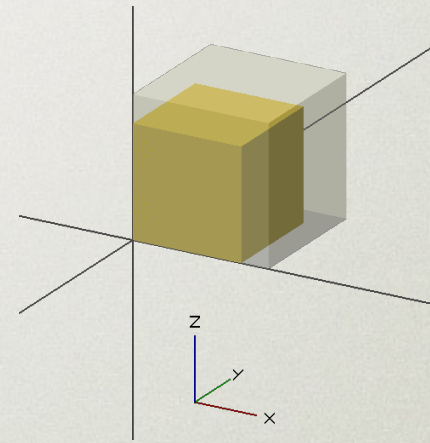
translate



rotate

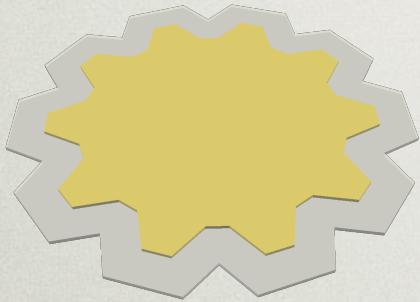


scale



OPERATORS

offset



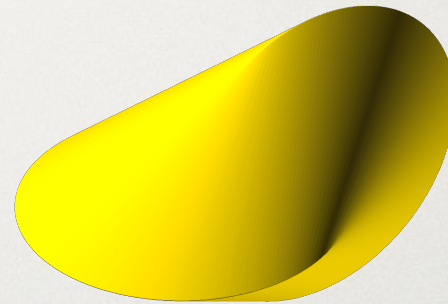
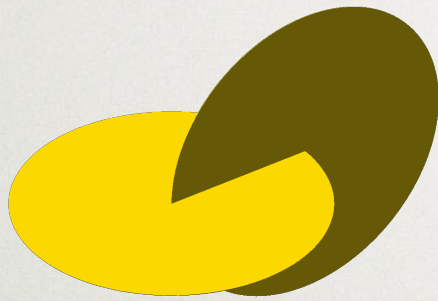
projection



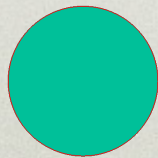
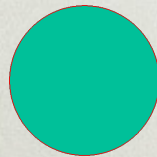
surface



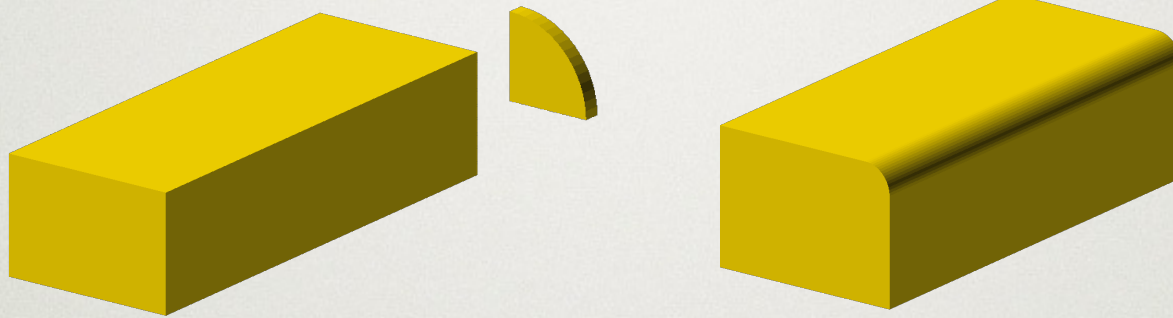
HULL



hull



MINKOWSKI



minkowski

