CONVTOSOLID command

The **CONVTOSOLID** command or click Ribbon- Mesh – Convert to SOLIDto convert eligible objects to 3D solids.

Eligible objects include:

3D meshes that completely enclose a volume

Surfaces that completely enclose a volume

Closed polylines and circles with a non-zero thickness property; wide polylines must have a uniform width

The Command has following limitations:

You can select one or more objects to convert to solid, if any object in your selection set is in invalid for the command, you will be prompted again to select the objects.

It's not availableto convert planar surfaces or regions with contiguous edges to 3D solid.

It's not availableto convert separate objects to 3D solid. If the surfaces enclose a watertight area, you can convert to a solid with the SURFSCULPT command.

SMOOTHMESHCONVERT : System Variable, only supports value 3. Smoothness and optimization effect won't be supported in the version.