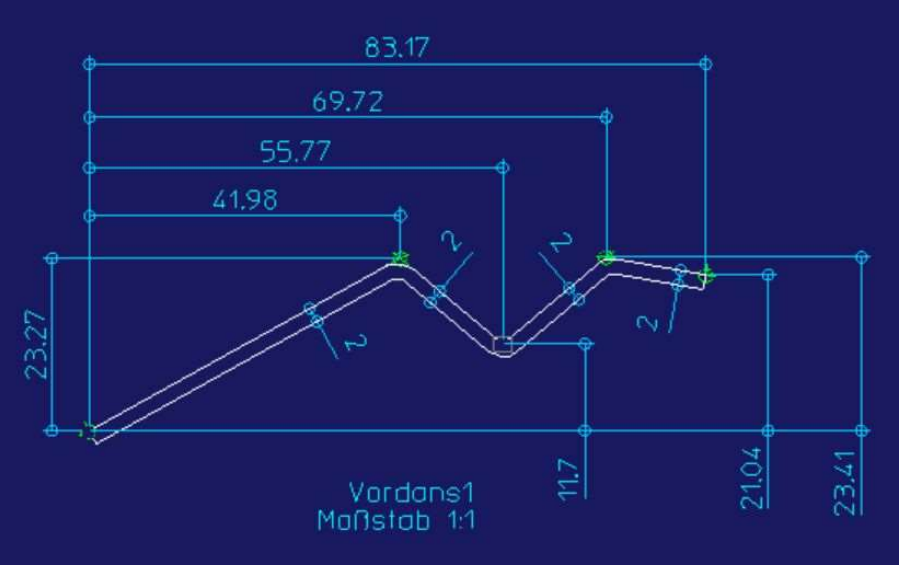
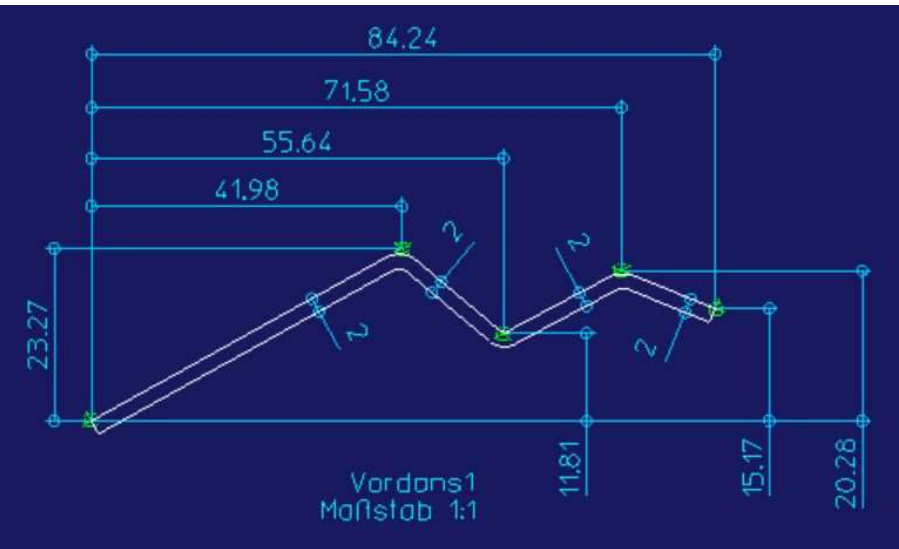


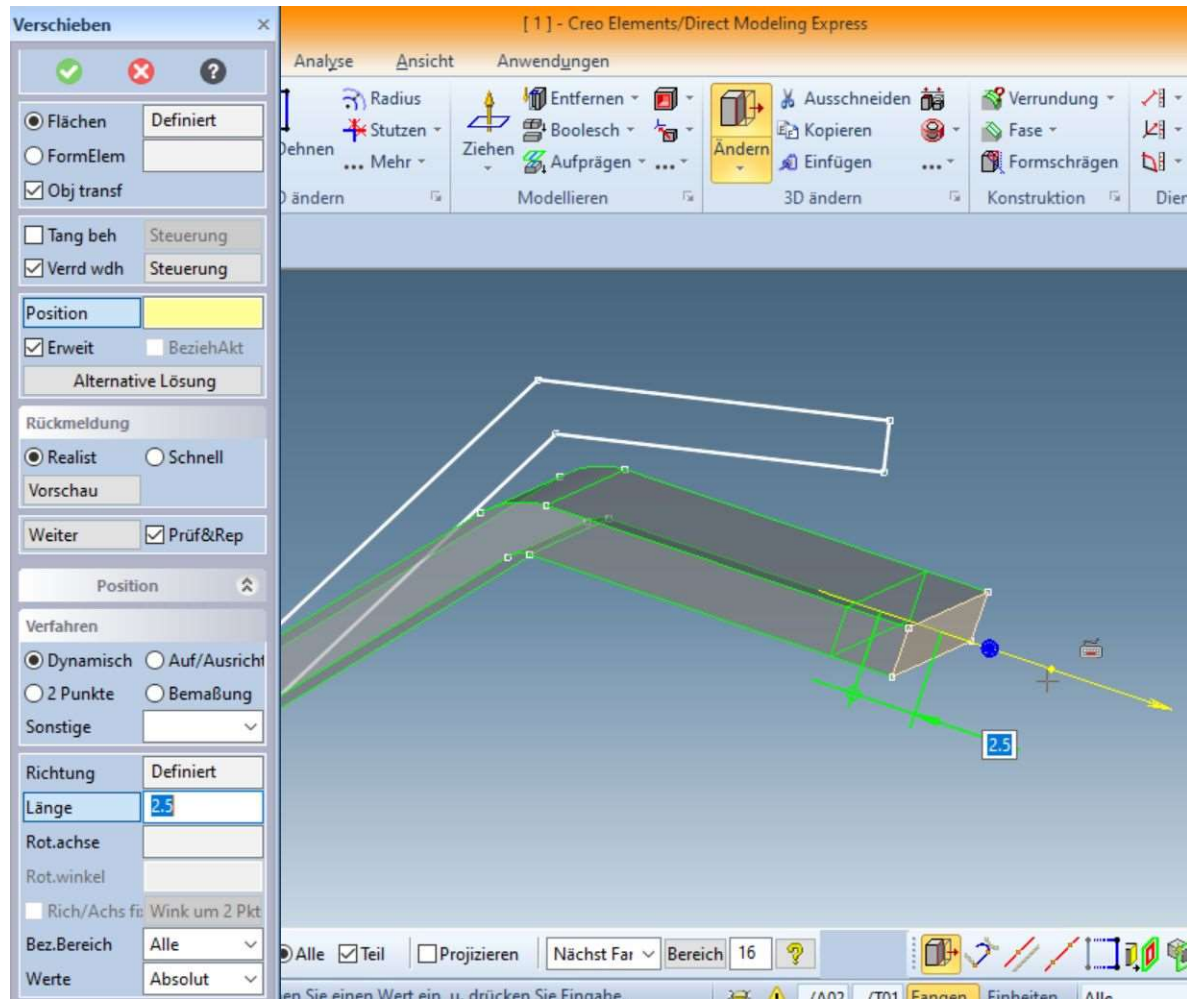
Verschieben

Vorher



Nachher



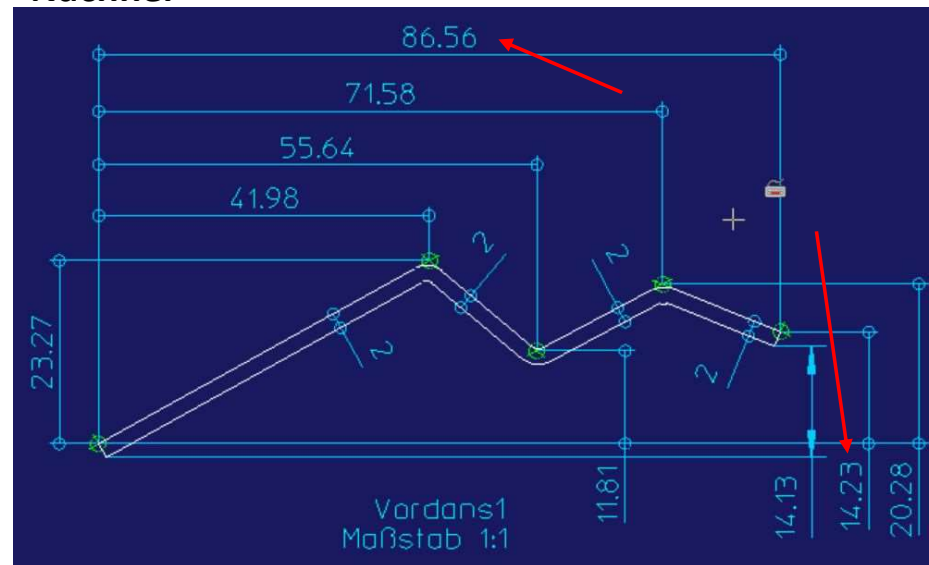


Dehnen

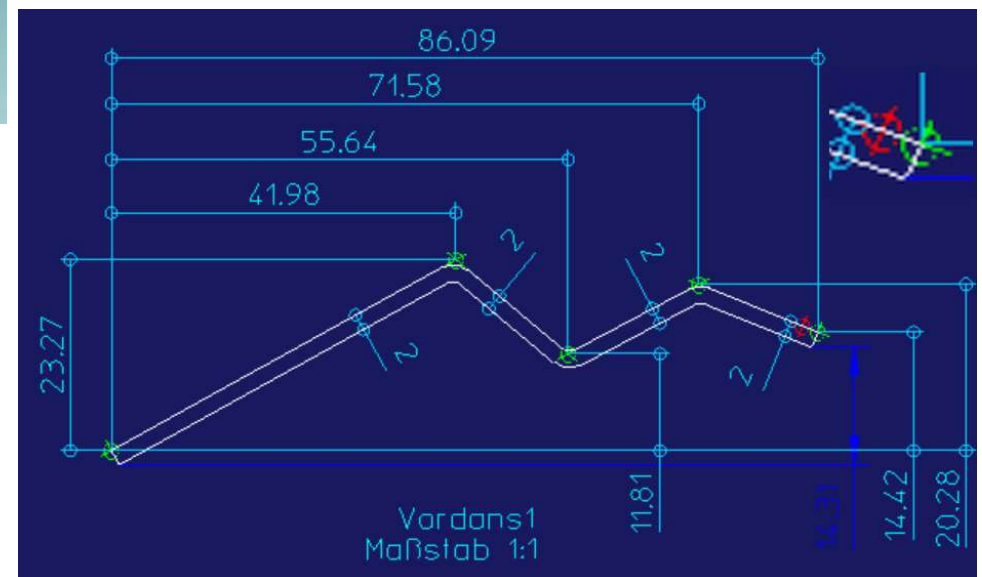
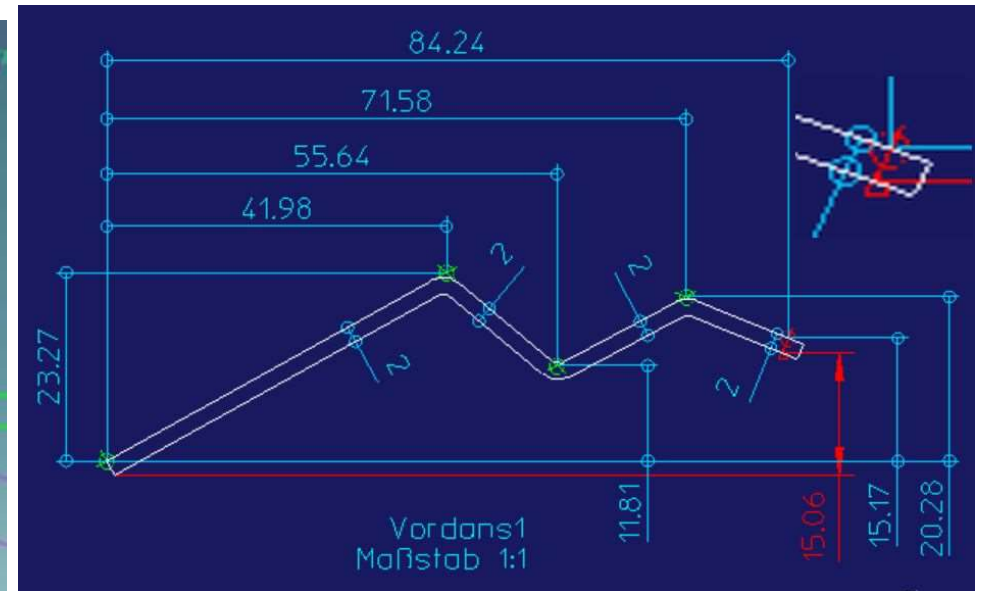
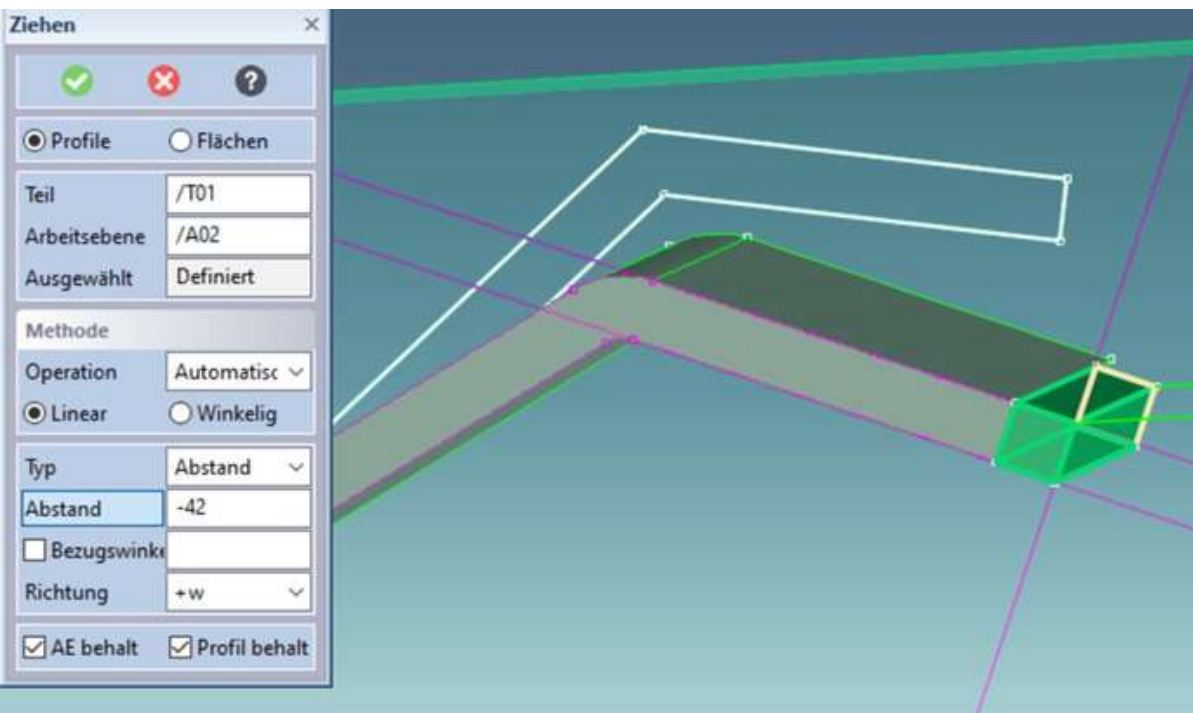
Vorher



Nachher

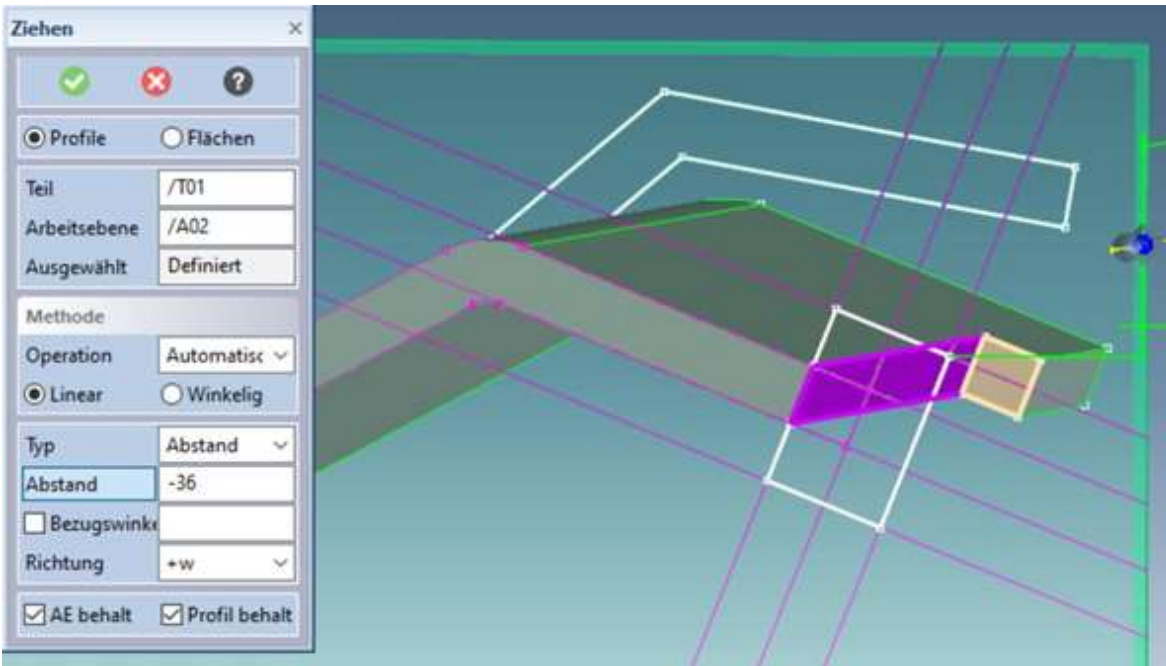


Nach Aktualisierung



Material hinzu extrudieren

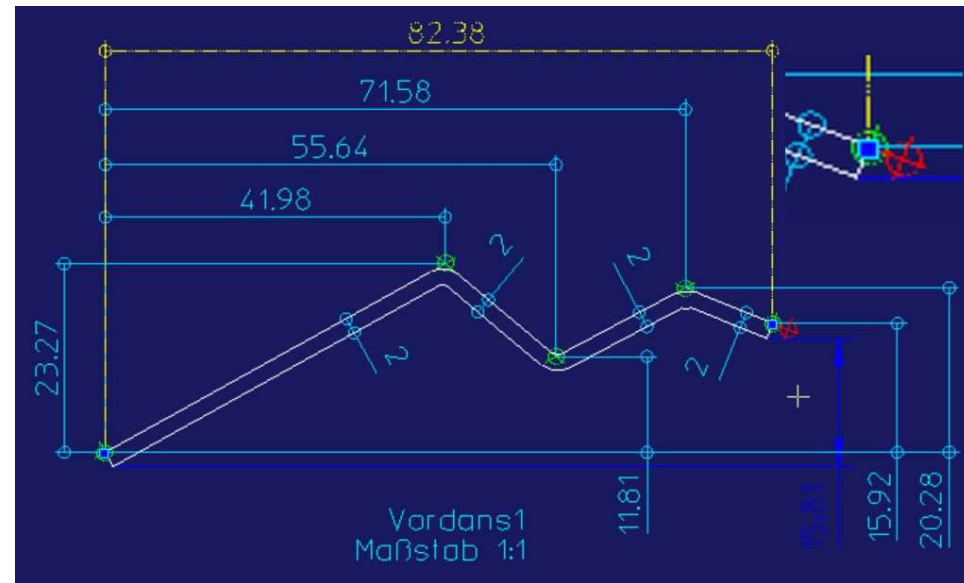
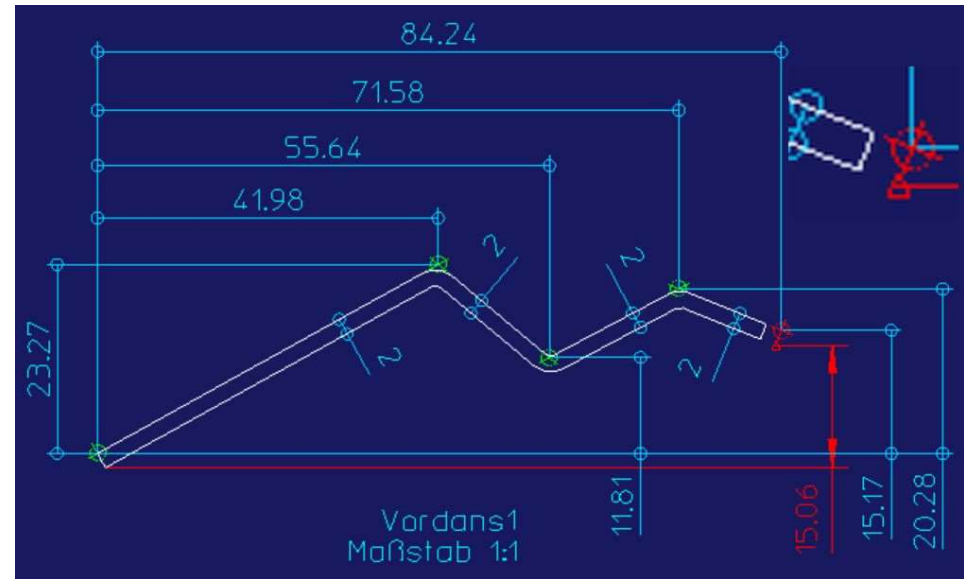
**Neuen projizierten
Bezugspunkt erstellen und
die Masse neu anhängen.**

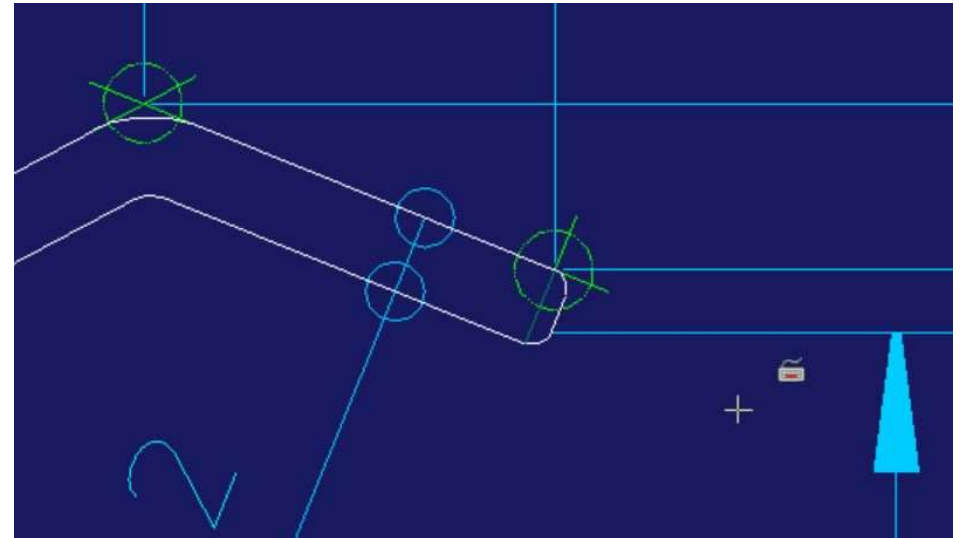
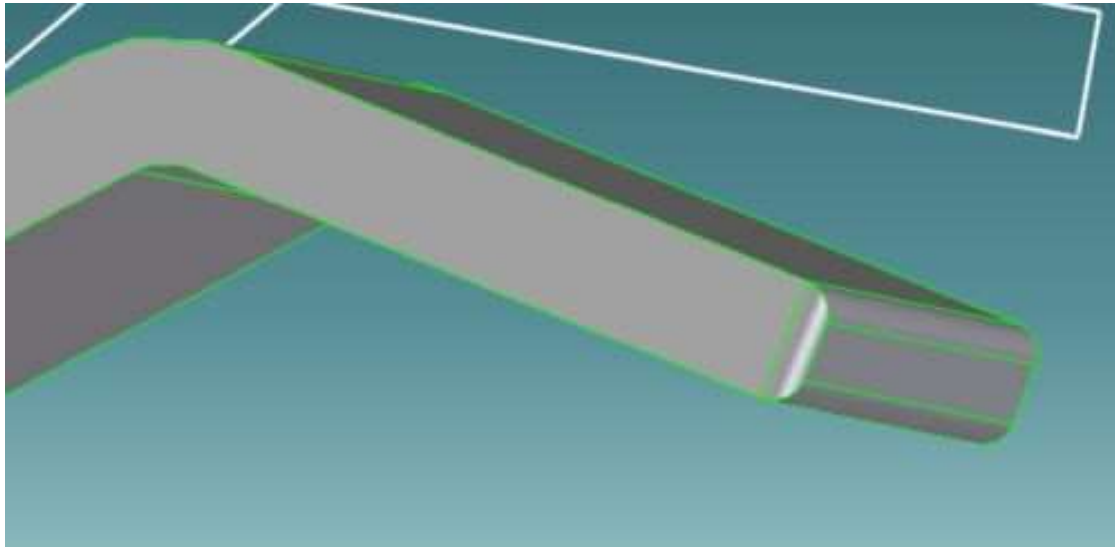


Material wegschneiden

Neuen projizierten Bezugspunkt erstellen und die Masse neu anhängen.

Nach Aktualisierung





Abrundungen hinzu

**Zwei neue projizierte Bezugspunkte erstellen und die Masse neu anhängen.
Den „falschen“ alten löschen,**

