



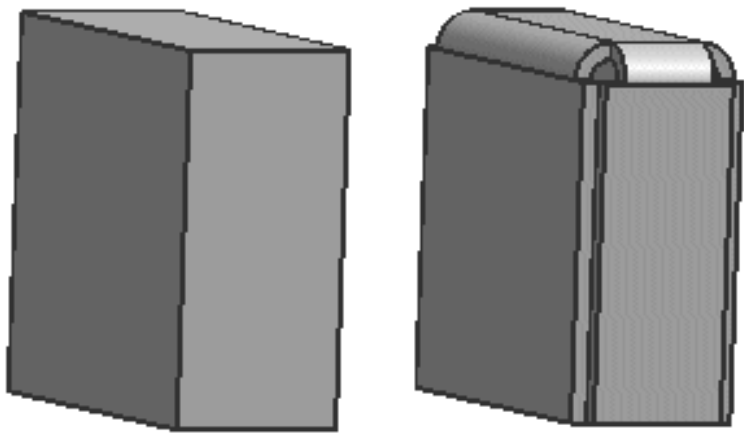
Convert to Sheetmetal overview

Overview

[How To](#)

[Options](#)

Use **Convert to Sheetmetal** to convert plain solid models created in the Modeling application to NX Sheet Metal models.



Where do I find it?

Application	NX Sheet Metal
Toolbar	NX Sheet Metal→Convert list  →Convert to Sheet Metal
Menu	Insert→Convert→Convert to Sheet Metal



Convert a solid model to a sheet metal part

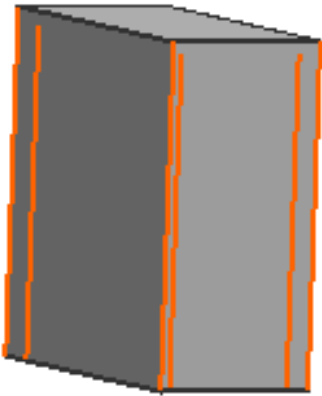
[Overview](#)**How To**[Options](#)

1. Click **Convert to Sheetmetal** .

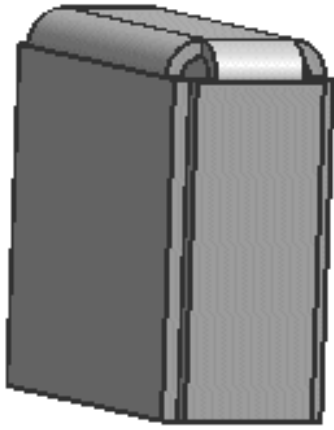
2. Select the part you want to convert.

3. Select a planar base face  (preferably one that has tangent continuity with the other faces in the model, or that will have after you rip edges).

4. Select the edges that you want to rip .



5. Click **OK** to complete the conversion.

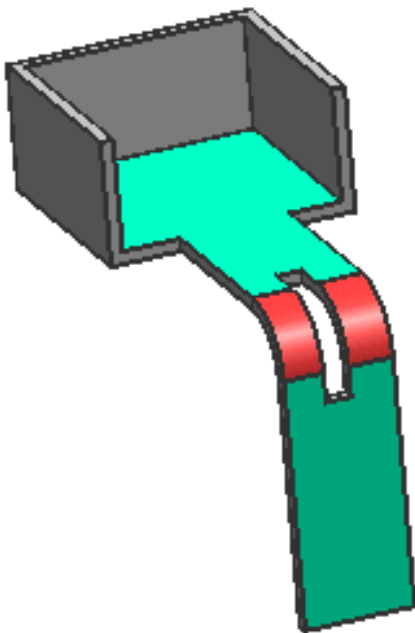
**Note:**

If you unbend or flatten a part and then use **Convert to Sheetmetal**, you cannot rebend the areas that were previously unbent.

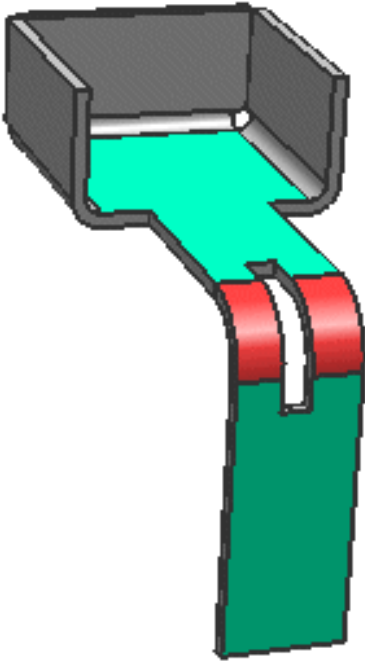
Tips and techniques for using Convert to Sheetmetal

Successful conversion of a model into sheet metal largely depends on the topology of the part and the base (seed) face you select. A face that has tangent continuity with other faces in the model gives better results after conversion. You can use the edge-rip option to achieve tangent continuous faces.

For example, in the part shown below, the red faces can never be tangent continuous to each other. The green faces are tangent continuous to rest of the body, but not to the corners of the box. So, after selecting a green face as the base, you would select edges to rip that make the remaining body also tangent continuous (in this case, the back corner edges).



The following graphic shows the part after conversion. Note that picking a red face as the base face wouldn't have produced as good a conversion.



Here's another example of a part where the selecting a red face as the base face wouldn't produce a good conversion.

