

1. Creating geometry:

- Lines
- Circles
- Squares
- Rectangles
- Fillet
- Chamfers
- Splines
- Mirroring objects
- Arrays (polar, rectangular)
- Angles
- Wireframe -vs- solid modeling
- Importing solid models (Solidworks, Inventor, AutoCAD, etc.)

2. Modifying existing geometry:

- Increase or decrease the diameter of circles
- Trim / break / extend lines
- Tangents to splines and circles
- Increasing or decrease the length of lines
- Moving existing geometry

3. Creating the virtual workspace:

- Origin
- WCS (workspace coordinate system (x,y,z))
- Tool-planes
- Construction plains