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