To Open your Model:
- Types of models / files that can opened are: STL, OBJ
- Click the Plus Sign (Import) button at the top of the (left side menu bar)
- It's a good idea to duplicate your model as soon as you bring it in, in case you make changes that are hard to undo later

To Duplicate:
- Click on the model to select it
- Click on the Edit menu button (left side menu bar)
- Click the duplicate option
- you can click the eye next to the object in the object browser to Hide it

Saving:
- Always save your original models in a separate file!

Navigation:
- use two fingers to zoom in and out using track mouse
- hold down option/ alt key to tumble

To add a part to your 'My Parts' library
- Select the object in the Object browser
- Click on the SELECT menu button (left side menu bar)
- Keyboard Command - A - to select all of the model
- Click on the Analysis menu Button (left side menu bar)
-> Choose Inspector
-> Hole Fill - auto repair all -> Accept

- Click on the SELECT menu button (left side menu bar)
- Keyboard Command - A - to select all of the model
- In the Select menu - Choose Convert To -> Solid Part
- Click Accept

–> Click on the MeshMix menu button (left side menu bar)
-> Click on My Parts - and choose the last item in the list: My Parts in order to show your model as a mixable part
-> Click and drag your model onto whatever model you want to attach it to in the main interface

Position it, scale it, etc are all under the **Transform Area** in the Edit Menu

To Delete a model:
- Select it
- Click the Trash Can icon at the bottom of the menu

Save your File:
1) - Save your project by going to File -> Save As -> (give it a name)

2) - Export the model by going to File -> Export -> choose STL (ascii) as the file format

Video + Tutorial Resources:
Meshmixer Manual
Autodesk Meshmixer 101 (series of tutorial videos)
Detail Tutorial on Combining of two different 3D models in MeshMixer
Apply a Voronoi Pattern to a model (that is NOT the bunny) through this tutorial.