AutoCad 3D Commands

1. 3DMOVE: Moves objects in a 3D space.
2. 3DALIGN: Aligns objects in 3D space.
3. 3DROTATE: Rotates objects in 3D space.
4. 3DSCALE: Scales objects in 3D space.
5. BOX: Creates a 3D box object.
6. SPHERE: Creates a 3D sphere object.
7. CYLINDER: Creates a 3D cylinder object.
8. CONE: Creates a 3D cone object.
9. TORUS: Creates a 3D torus object.
10. WEDGE: Creates a 3D wedge object.
11. PYRAMID: Creates a 3D pyramid object.
12. EXTRUDE: Extends a 2D object into 3D space.
13. REVOLVE: Creates a 3D object by revolving a 2D profile around an axis.
14. SWEEP: Creates a 3D object by sweeping a 2D profile along a path.
15. LOFT: Creates a 3D object by lofting between two or more cross sections.
16. ARRAY: Creates multiple copies of an object in a pattern.
17. MIRROR3D: Creates a mirrored copy of an object in 3D space.
18. UCS: Defines a user coordinate system.
19. VIEW: Sets a specific viewpoint in 3D space.
20. VPOINT: Sets the current view direction.
21. DVIEW: Sets a specific view direction and angle.
22. SOLIDEDIT: Modifies solid objects.
23. UNION: Joins two or more objects into a single object.
24. SUBTRACT: Subtracts one object from another.
25. INTERSECT: Finds the intersection of two or more objects.
26. SLICE: Creates a section view of a 3D object.
27. SECTIONPLANE: Defines a section plane for use in creating section views.
28. SECTION: Creates a section view of a 3D object.
29. RENDER: Creates a photorealistic rendering of a 3D object.
30. LIGHT: Creates a light source for use in rendering.
31. MATERIAL: Applies a material to an object for use in rendering.
32. CAMERA: Defines a camera view for use in rendering.
33. REGION: Creates a 3D solid or surface from a closed boundary.
34. ALIGN: Aligns multiple objects in 3D space.
35. FILLET3D: Creates a rounded corner between two 3D objects.

36. CHAMFER3D: Creates a beveled edge between two 3D objects.
37. BLEND: Creates a smooth transition between two or more surfaces.
38. THICKNESS: Adds thickness to a 2D object.
39. SURFSCULPT: Creates a sculpted surface.
40. SPLINEDIT: Edits a spline object.
41. POLYSOLID: Creates a 3D solid box with optional chamfers or fillets.
42. POLYLINE: Creates a 3D polyline.
43. POLYSURF: Creates a 3D surface from a closed boundary.
44. LOFTGEO: Creates a 3D surface by lofting between two or more profile curves.
45. NETSURF: Creates a 3D surface by patching a mesh grid.
46. JIGSAW: Creates a surface by piecing together patches.
47. EXTRUDEALONGPATH: Extrudes a 2D profile along a 3D path.
48. SWEEPALONGPATH: Sweeps a 2D profile along a 3D path.
49. PROJECTGEOMETRY: Projects 2D geometry onto a 3D surface.
50. ARRAYPOLAR: Creates a circular array of objects.