

# TIP

## Using Surfaces as a Boundary to Clip Solids

If you use a Surface, like topography, to clip a Solid or several Solids at once, be sure to toggle ON the checkbox **Boundary is an open Surface(s)**. By toggling ON, the program knows to extrude the Surface into a Solid, either vertically or oriented by an edit grid. The underlying intersector engine can now resolve what is in/out and above/below a Solid or Surface. In the following series of figures (Figures 1 - 4), a topographic Surface is used to clip geologic Solids.

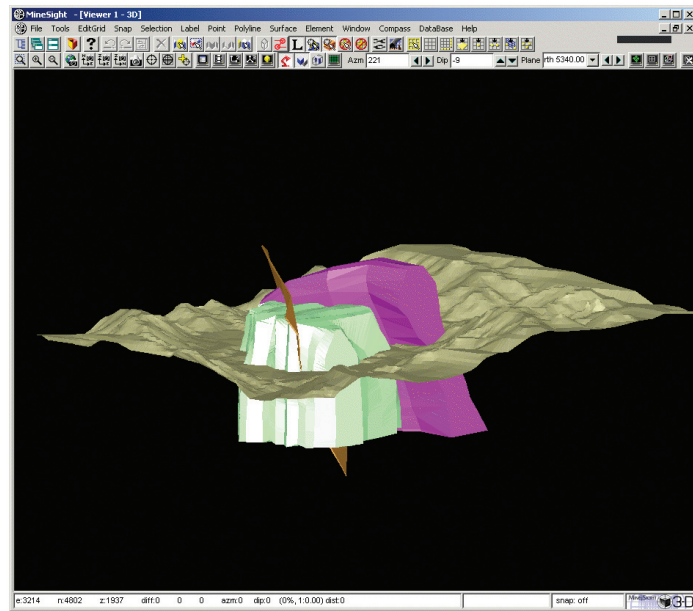


Figure 1 The topographic Surface will be used to clip geologic Solids.

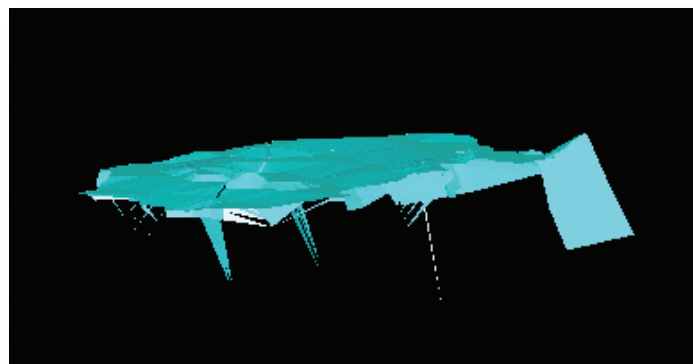


Figure 2 Shows the bad result from clipping the Solids shown in Figure 1 without **Boundary is an open Surface(s)** toggled ON. Inside/outside can only work if the boundary passed to the intersection/clipping engine is a Solid, so MineSight® needs to internally convert the clipping Surface to a Solid.

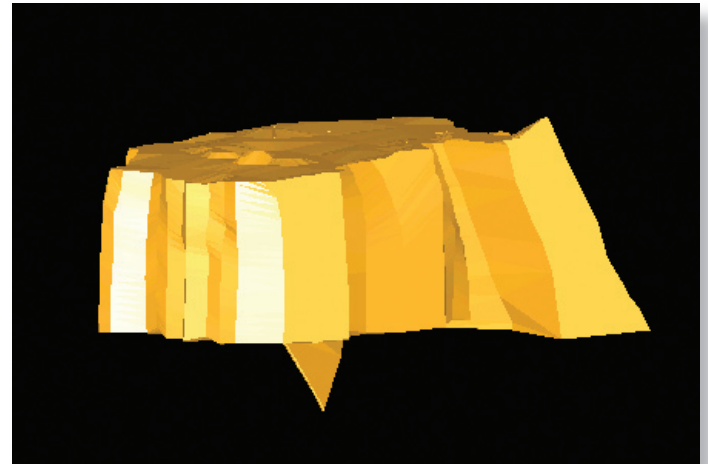


Figure 3 Shows the correct results from clipping the same Solids shown in Figure 1 with **Boundary is an open Surface(s)** toggled ON.

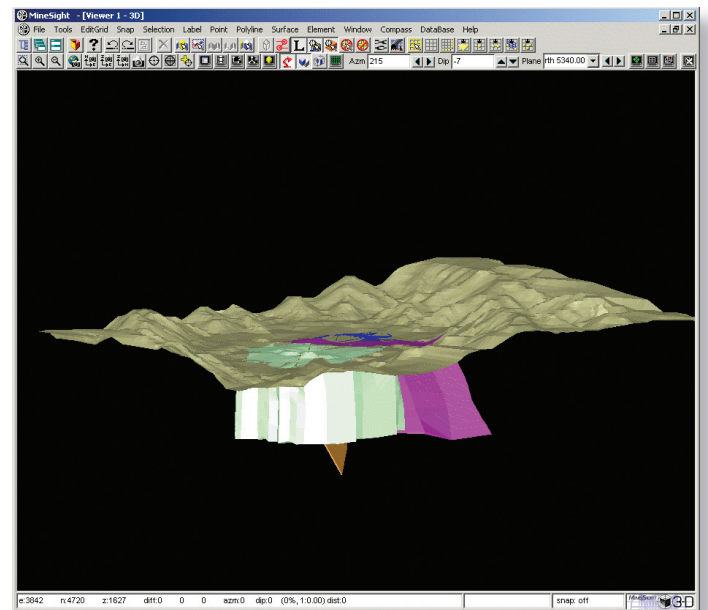


Figure 4 Shows the results after clipping with the resulting Solids styled by material. In this case, all of the geologic Solids shown are different elements within the same geometry object.