Save Bodies in a Component as 3MF, OBJ, or STL Files

Use the **Save As Mesh** command to export a mesh body from a design in Fusion 360 to a `3MF`, `OBJ`, or `STL` file.

1. In the **Design** workspace, right-click a component in the **Browser**.
2. Select **Save As Mesh**.

    The **Save As Mesh** dialog displays.
3. In the dialog, select the **Format**:

- **3MF**
- **STL** (Binary)
- **STL** (ASCII)
- **OBJ**

4. Select the **Unit Type**:

- **Centimeter**: One unit from the design equals one centimeter.
- **Millimeter**
- **Meter**
- **Inch**
- **Foot**

5. Select the **Structure**:

- **One File**: Saves all bodies in the component to a single file.
- **One Body Per File**: Saves each body in the component as separate files.

6. Click **OK**.

    The **Save STL** dialog displays.
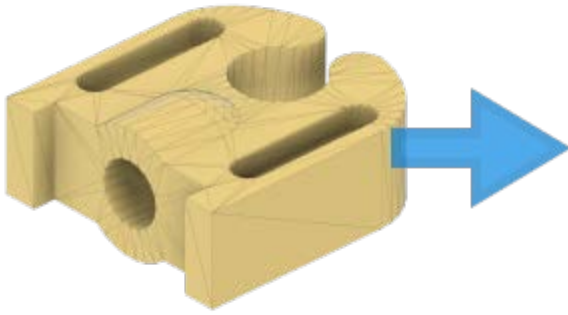7. Navigate to the location to save the file.
8. Enter a file name.
9. Click **Save**.

    The mesh body is saved as a `3MF`, `OBJ`, or `STL` file in the location you specified.

Export a Mesh Body

Use the **Export Mesh** command to export a mesh body from a design in Fusion 360 to a `3MF`, `OBJ`, or `STL` file.

1. In the **Design** workspace, on the **Mesh** tab, select **Export > Export Mesh** ⤵.

   The **Export Mesh** dialog displays.

2. In the canvas, select a mesh body to export.

3. Click **OK**.

   The **Save As** dialog displays.

4. Navigate to the location to save the file.

5. In the **File name** box, enter a file.

6. From the **Save as type** dropdown list, select a file type:

- `STL`
- `OBJ`
- `3MF`

7. Click **Save**.

   The mesh body is saved as an `STL`, `OBJ`, or `3MF` file in the location you specified.