AUTODESK FUSION 360

2026

BLOG

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Learning Tutorials

A Note to Our Readers

2026

This blog has been created using a combination of artificial intelligence tools and human review to help deliver clear, structured, and up-to-date learning content.

All technical topics, examples, and workflows are curated to support learning and skill development. While every effort is made to ensure accuracy and clarity, readers are encouraged to validate concepts through hands-on practice and documentation. Our goal is to make learning more accessible, efficient, and practical for everyone.

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— CADIN360 Team

WHY PRESS PULL SELECTS WRONG FACE IN FUSION 360

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Introduction

One common challenge faced by Fusion 360 users—especially those new to the software—is why the Press Pull tool selects the wrong face during editing. This issue can cause frustration, wasted time, and confusion, particularly when working with complex models. Press Pull is a powerful feature for quickly modifying geometry, but its accuracy depends on understanding how Fusion 360 interprets face selection. In this post, we'll explore why Press Pull might choose the wrong face, how to troubleshoot and fix this problem, and best practices for reliable face selection. Whether you're a beginner or a seasoned user, this comprehensive guide will help you optimize your workflow and avoid common pitfalls.

Why Does Press Pull Select the Wrong Face in Fusion 360?

Press Pull's face selection is often influenced by several factors including model geometry, selection method, and software settings. When it selects the wrong face, it typically results from ambiguity in the geometry, overlapping faces, or improper initial selections. Understanding these causes is vital to troubleshooting and refining your approach.

Common causes of incorrect face selection

- Overlapping geometry or duplicate faces
- Complex or irregular surface topology
- Hidden or suppressed features
- Using the wrong selection method
- Insufficient or overlapping faces in CAD model
- Model imported from other CAD software with inaccuracies

Each of these causes can contribute to Press Pull misunderstanding which face to modify. Recognizing the root cause is the first step toward more precise edits.

Step-by-step: How to ensure Press Pull selects the correct face

Getting accurate face selection with Press Pull involves a combination of model management, precise selection, and proper settings. Here's a practical guide to improve accuracy:

1. Prepare your model for editing

- Ensure your model is clean: eliminate unnecessary overlapping or duplicate faces
- Use "Inspect" tools to identify hidden or problematic geometry
- Suppress or hide irrelevant features to simplify the workspace

2. Use clear and direct face selection

- Hover over the desired face with the cursor
- Click once to select it; avoid dragging
- If multiple faces are highlighted, use the "select face" tool or click to specify precisely

3. Lock or isolate the face before Press Pull

- Right-click the face and choose "Isolate Face" to work on a clean selection
- This minimizes unintended face selection

4. Utilize selection filters

- Use the selection filter tool (the filter icon in the selection menu)
- Enable only "Faces" to restrict selection to relevant geometry
- This tool helps prevent accidental selection of edges or bodies

5. Adjust the selection visually

- Orbit and zoom to confirm the face you've selected is correct
- Use the "Selection Priority" option if available, to specify the face to modify when multiple options appear

6. Validate the initial selection before applying changes

- Double-check the highlighted face
- Use the "Inspect" tool to confirm surface orientation
- If the selected face isn't correct, undo and try again with refined selection steps

7. Apply Press Pull with confidence

- Once the correct face is selected, proceed to input values or drag as needed
- Use small adjustments initially to verify the change

Practical examples illustrating correct and incorrect face selection

Suppose you're working on a complex housing component with multiple nested features:

- Incorrect selection can occur if pressing Pull on a neighboring or overlapping face
- Correct approach involves isolating the face, clearing other selections, and verifying geometry before modification

Another example:

- When modifying a curved surface, ensure you are selecting the specific curved face rather than an adjacent or internal surface
- Use visual inspection and orbiting around the model to confirm correct face selection

Common mistakes that lead to wrong face selection

- Rushing through selection without zooming or orbiting to confirm face
- Not using selection filters, leading to accidental edge or body selection
- Ignoring overlapping geometry or multiple similar faces
- Failing to isolate or suppress features that could confuse Press Pull
- Using imported models with geometry irregularities
- Not verifying surface orientation, especially when working with mirrored or symmetrical features

Best practices and pro tips for accurate face selection

- Always orbit around the model to visually confirm the face before applying Press Pull
- Use selection filters to narrow down options
- Isolate faces or features when working on specific areas
- Reduce model complexity by hiding or suppressing unnecessary features
- Regularly run "Inspect" tools to check for geometry issues
- When in doubt, redraw or clean up problematic geometry before editing
- Practice consistent workflow: select, double-check, then modify

How to fix Press Pull selecting the wrong face: comparison table

Issue	Cause	Solution	Best Practice
Selecting unintended face	Overlapping or duplicate geometry	Simplify model; delete duplicates	Always clean and simplify before editing
Press Pull affects wrong face	Hidden features or complex topology	Unhide all features; isolate face	Orbit to confirm visual selection

Wrong face chosen when multiple similar faces	Ambiguous selection	Use selection filters and "Isolate"	Use selection preview and confirm faces visually
Surface orientation problem	Incorrect face orientation	Flip face normals in CAD or visually verify	Check surface normals before editing

Conclusion

Understanding why Press Pull selects the wrong face in Fusion 360 is essential for efficient, professional modeling. By preparing your model, carefully selecting and verifying faces, and employing best practices, you can significantly reduce errors and enhance your design workflow. Proper face selection is a foundational skill that empowers you to make precise modifications, saving time and avoiding frustration.

FAQ

1. Why does Fusion 360 sometimes select the wrong face during Press Pull?

Ans: It often happens due to overlapping geometry, complex surfaces, or multiple similar faces confusing the selection process.

2. How can I improve face selection accuracy in Fusion 360?

Ans: Use selection filters, zoom to confirm the face, isolate or hide irrelevant features, and verify surface orientation before applying Press Pull.

3. What should I do if Press Pull is selecting the wrong face even after careful selection?

Ans: Try deleting or repairing problematic geometry, or redraw the face if necessary, to ensure clean geometry.

4. Can imported models cause issues with face selection in Fusion 360?

Ans: Yes, imported models may contain irregular or overlapping geometry, which can confuse selection tools and cause errors.

5. How do I fix face orientation issues affecting Press Pull?

Ans: Use the "Flip Face" command or adjust normals manually in the CAD software to ensure the correct surface orientation before editing.

6. Is there a way to preview which face will be affected by Press Pull?

Ans: While Fusion 360 doesn't have a dedicated preview for Press Pull, orbiting and visually inspecting the selection before confirming helps ensure accuracy.

7. How important is cleaning up geometry before using Press Pull?

Ans: Extremely important—clean, simplified geometry reduces ambiguity and helps ensure Press Pull affects the desired face accurately.

About CADIN360

2026

CADIN360 Learning Tutorials is an educational platform focused on practical CAD, CAM, and CAE learning.

The platform provides clear, industry-oriented tutorials, design workflows, and real-world insights using tools such as Autodesk Fusion 360.

CADIN360 is created to help learners, students, and professionals build strong fundamentals and practical design skills in modern CAD workflows.

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Practice What You've Learned

2026

You've just completed this blog and learned important concepts in Autodesk Fusion 360.

To help you practice and apply what you've learned, the next pages include a sample from our Fusion 360 book .This sample contains practice exercises and real-world practice tasks designed to strengthen your skills.

What you'll find next:

- ✓ Practice exercises from the book
- ✓ A brief overview of the complete book
- ✓ Options to explore or request the full sample

Your hands-on Fusion 360 practice starts next.

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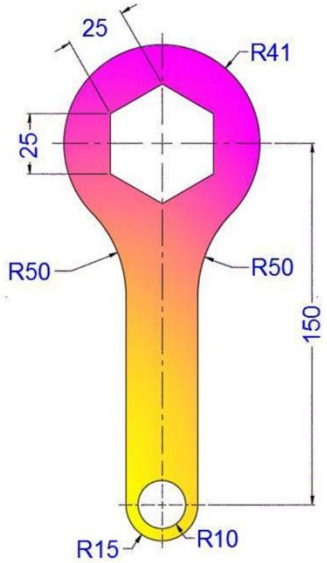
- Assembly



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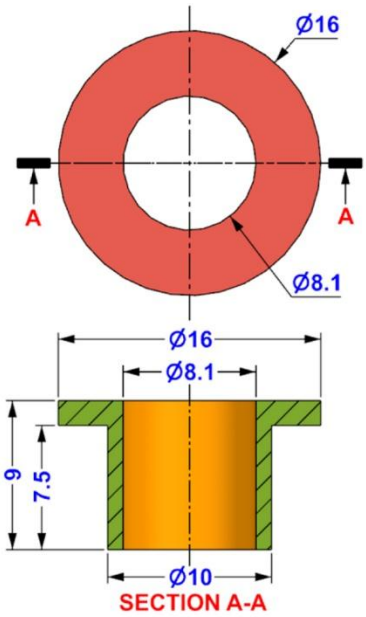

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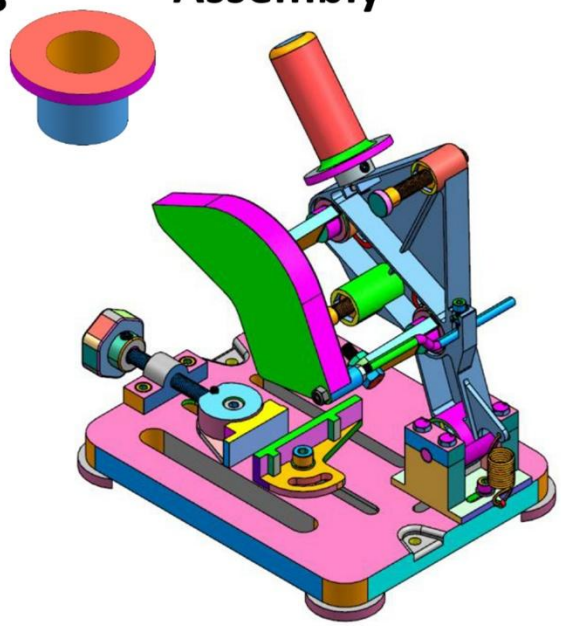

Assembly

SACHIDANAND JHA

AUTODESK

FUSION 360 ALL IN ONE WORKBOOK

500+ PRACTICE EXERCISES

2D Sketching • 3D Modeling • Assembly Drawings

SACHIDANAND JHA

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This book contains over 500 carefully crafted practice drawings, including:

- 200 2D Sketching Exercises
- 200 3D Modeling Exercises
- Comprehensive Assembly Models with 150+ Individual Part Drawings

We founded CADIN360 in 2016 with the goal of delivering practical, high-quality learning material for CAD software. More than 9 years later, we're still committed to producing consistently exceptional books. With each of our titles, we're working hard to set a new standard for the industry. From the paper we print on, to the authors we work with, our goal is to bring you the best books available.

I hope you see all that reflected in these pages. I'd be very interested to hear your comments and get your feedback on how we're doing. Feel free to let me know what you think about this or any other CADIN360 book by sending me an email at cadin360@gmail.com

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Best regards,

Sachidanand Jha
Founder & CEO, CADIN360

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AUTODESK FUSION 360 ALL IN ONE WORKBOOK

- This book contains over 500 CAD practice exercises, organized as:

  1. 200 2D Sketching Exercises
  2. 200 3D Modeling Exercises
  3. Assembly Projects with 150+ Part Drawings

- This book is a practice workbook. It does not include step-by-step tutorials for creating 2D drawing, 3D models and Assembly.

- SI units (millimeters) are used for all dimensions.

- Third Angle Projection is used throughout this book.

- This book is for **AUTODESK FUSION 360** and also suitable for Other Feature-Based Modeling Software such as Inventor, Catia, SolidWorks, NX, Solid Edge, AutoCAD, PTC Creo etc.

- Designed for students, engineers, drafters, and designers looking for extensive CAD practice using Autodesk Fusion 360.

- The exercises cover a wide range of real-world modeling challenges—from simple sketches to complex assemblies—offering clear, concise, and structured drawing practice.

- Exercises are organized to gradually develop beginner to advanced-level design skills.

- Each exercise is self-contained, and can be completed independently.

- Assembly drawings follow industry standards to help improve visualization and multi-part modeling skills.

- All dimensions are in mm. Assume missing dimensions logically.

HOW TO USE THIS BOOK

This book contains over 500 CAD practice exercises, designed for self-paced learning using Autodesk Fusion 360 or any feature-based modeling software.

- 2D Sketching Exercises: Start here if you're a beginner or learning how to use the sketch environment.

- 3D Modeling Exercises: Follow after mastering sketching. Practice creating solid models using the provided dimensions.

- Assembly Drawings: Use after completing part models to understand multi-part assemblies, relationships, and constraints.

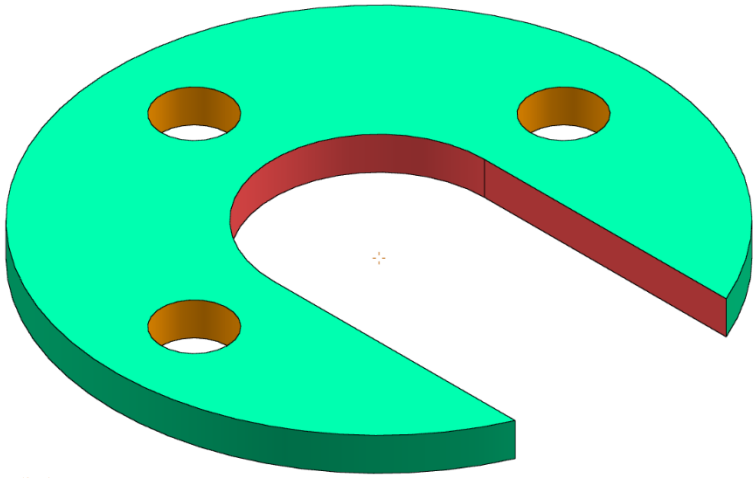
Tips for Best Use:

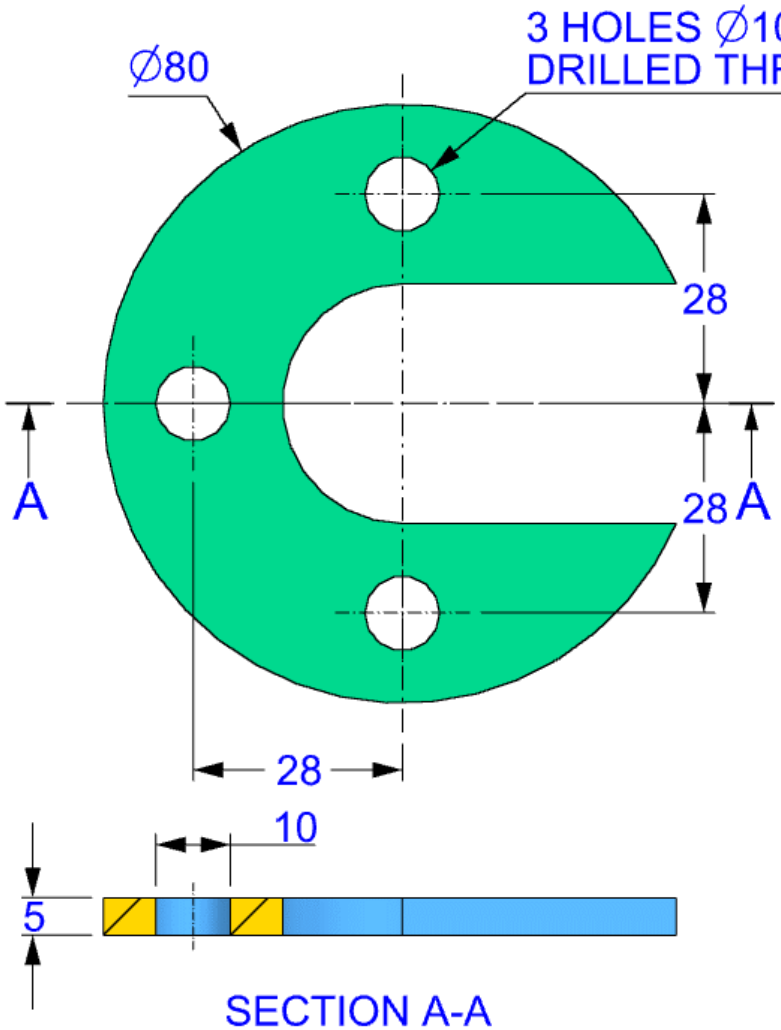
- Complete the exercises in order, or jump to any skill level you prefer.
- All dimensions are in millimeters.
- Where dimensions are missing, apply logic or practice estimation.
- This book is ideal for both students and professionals preparing for industry design work.

Note:
This book is available in multiple formats – **Black & White**, **Standard Color**, and **Premium Color** editions.

Happy learning!
– Team CADIN360

EXERCISE-01





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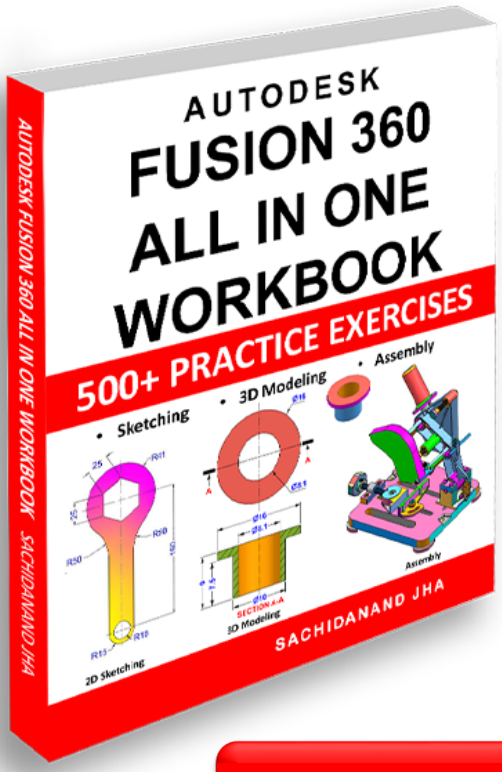

What's Included in the FUSION 360 ALL IN ONE WORKBOOK?

- ✓ Books contains exercises of Sketching, 3D Modeling & Assembly.
- ✓ 500+ Practice Exercises with Dimensions
- ✓ Full Assembly STEP Files (.stp format) – Compatible with all major CAD software
- ✓ Get 200 3D Exercises in .f3d file format
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We're honored to be a part of your journey.
Happy Designing!
– Team **Cadin360**

Master Fusion 360 with Real-World Practice Exercises

This book contains over 500 Fusion 360 practice exercises including sketching, 3D modeling, and assembly drawings. Designed for students, engineers, and professionals to build practical CAD modeling skills.

AUTODESK FUSION 360 ALL IN ONE WORKBOOK

This book contains:-

- 200 2D Sketching Exercises
- 200 3D Modeling Exercises
- Multi-part Assembly Exercises & Detailed Drawings
- All drawings in 3rd Angle projection
- All dimensions are in mm(metric system)