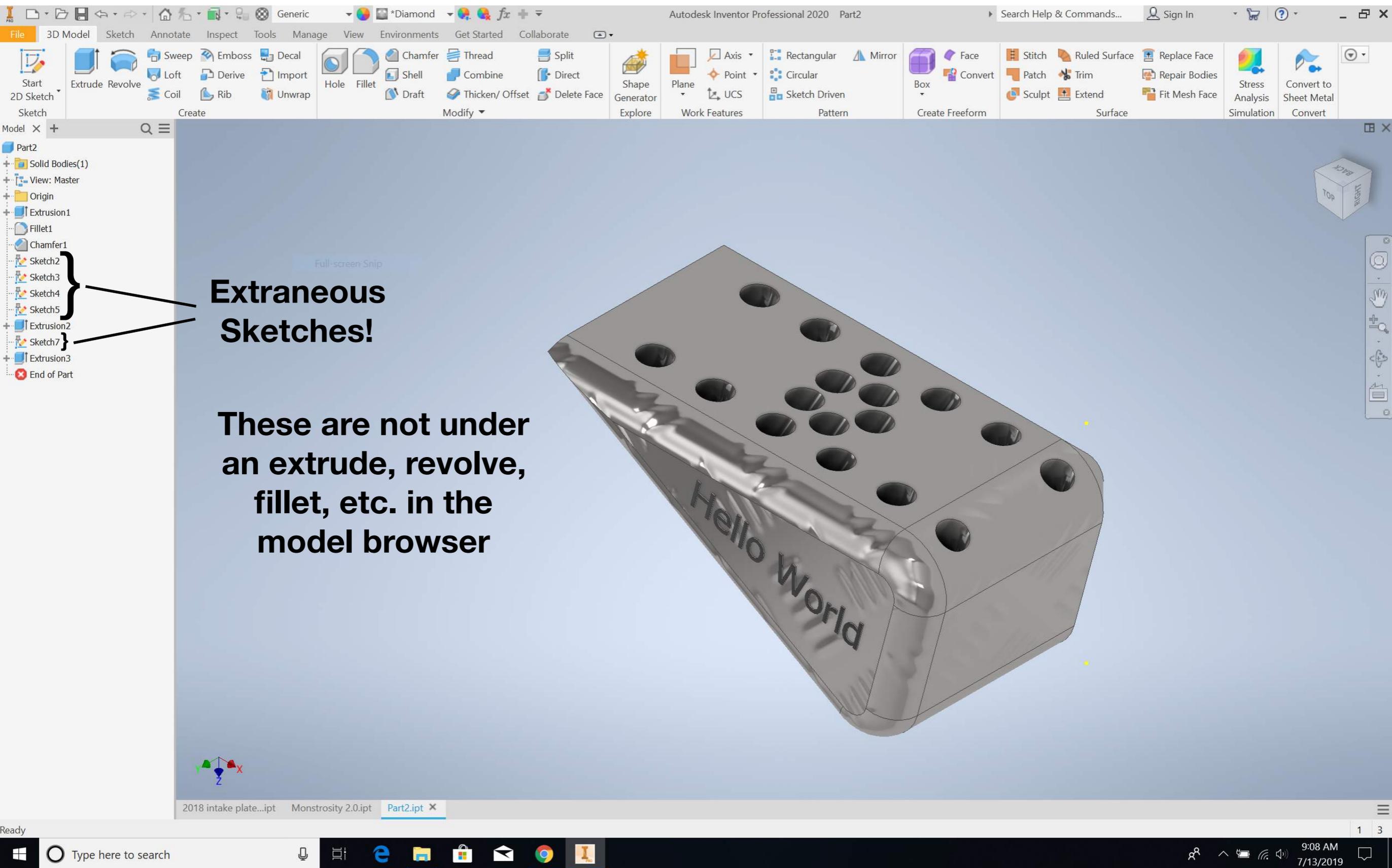


# Extraneous Sketches

We don't want those

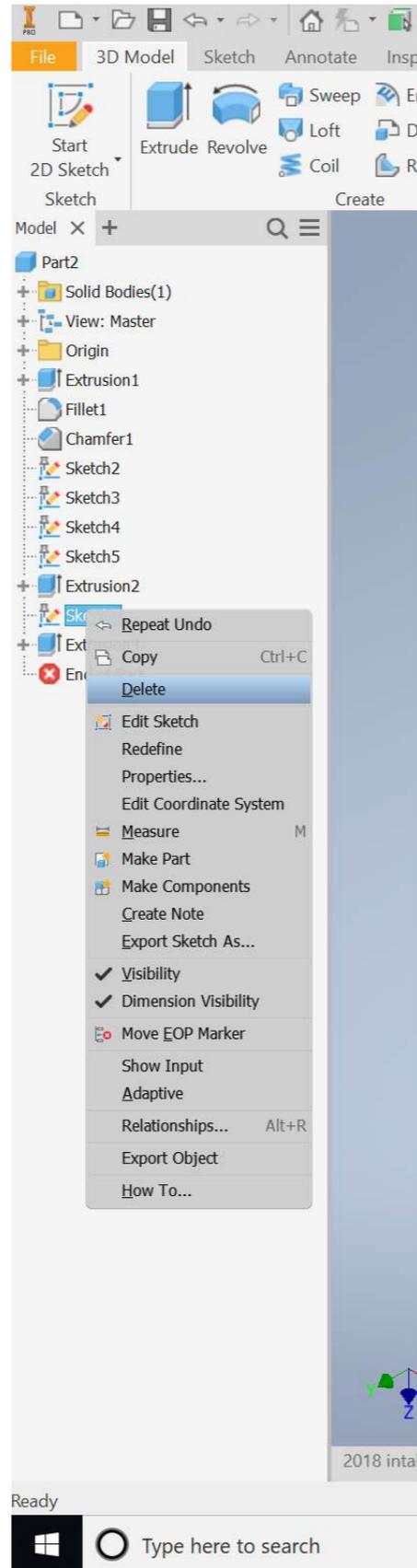
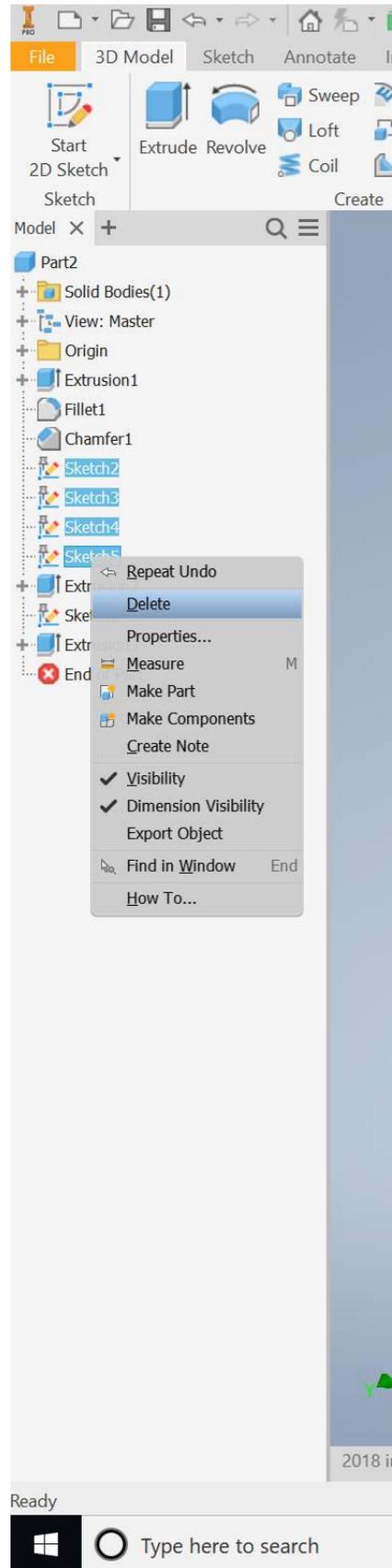
# Example 1



**Extraneous Sketches!**

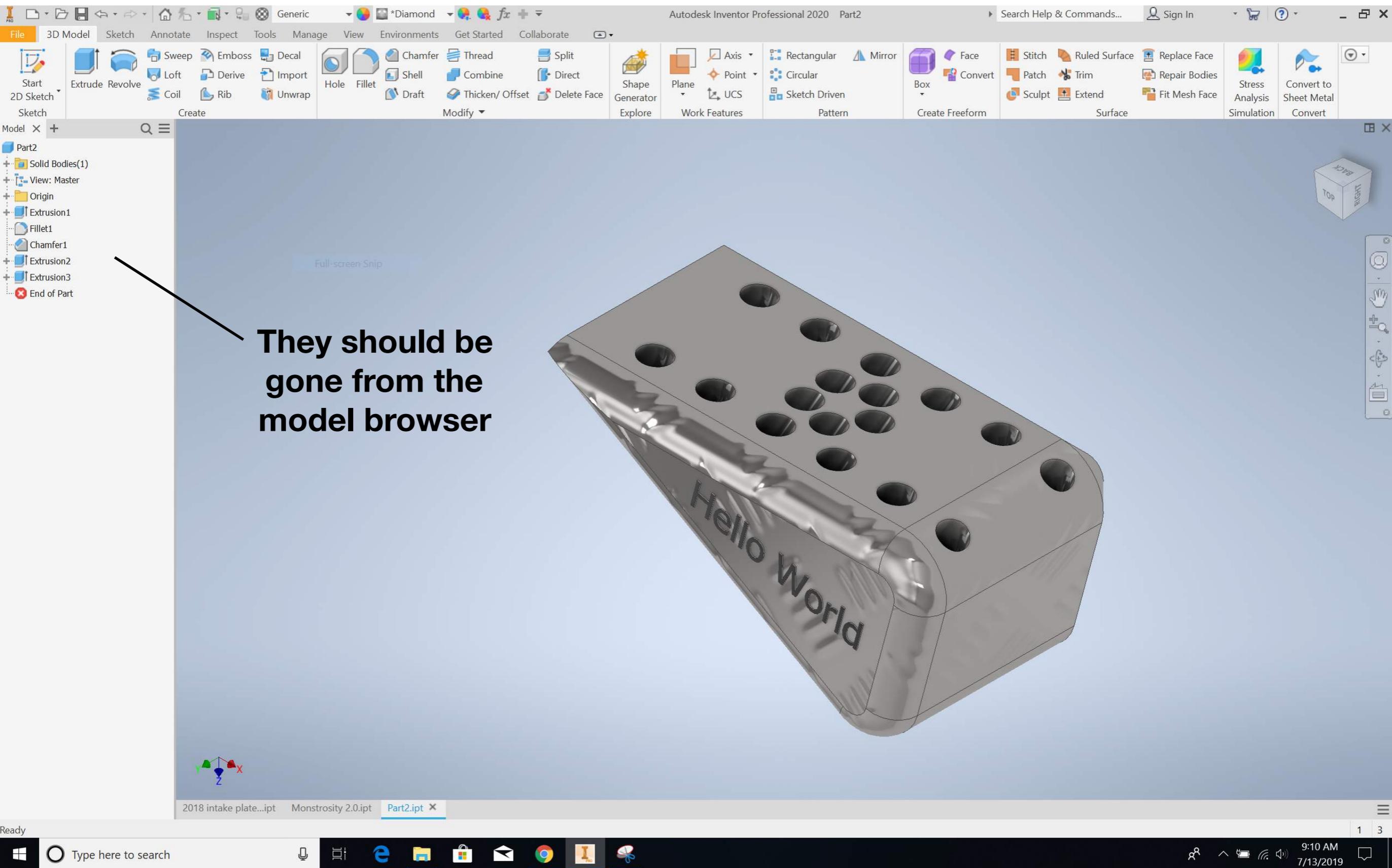
**These are not under an extrude, revolve, fillet, etc. in the model browser**

# Example 1



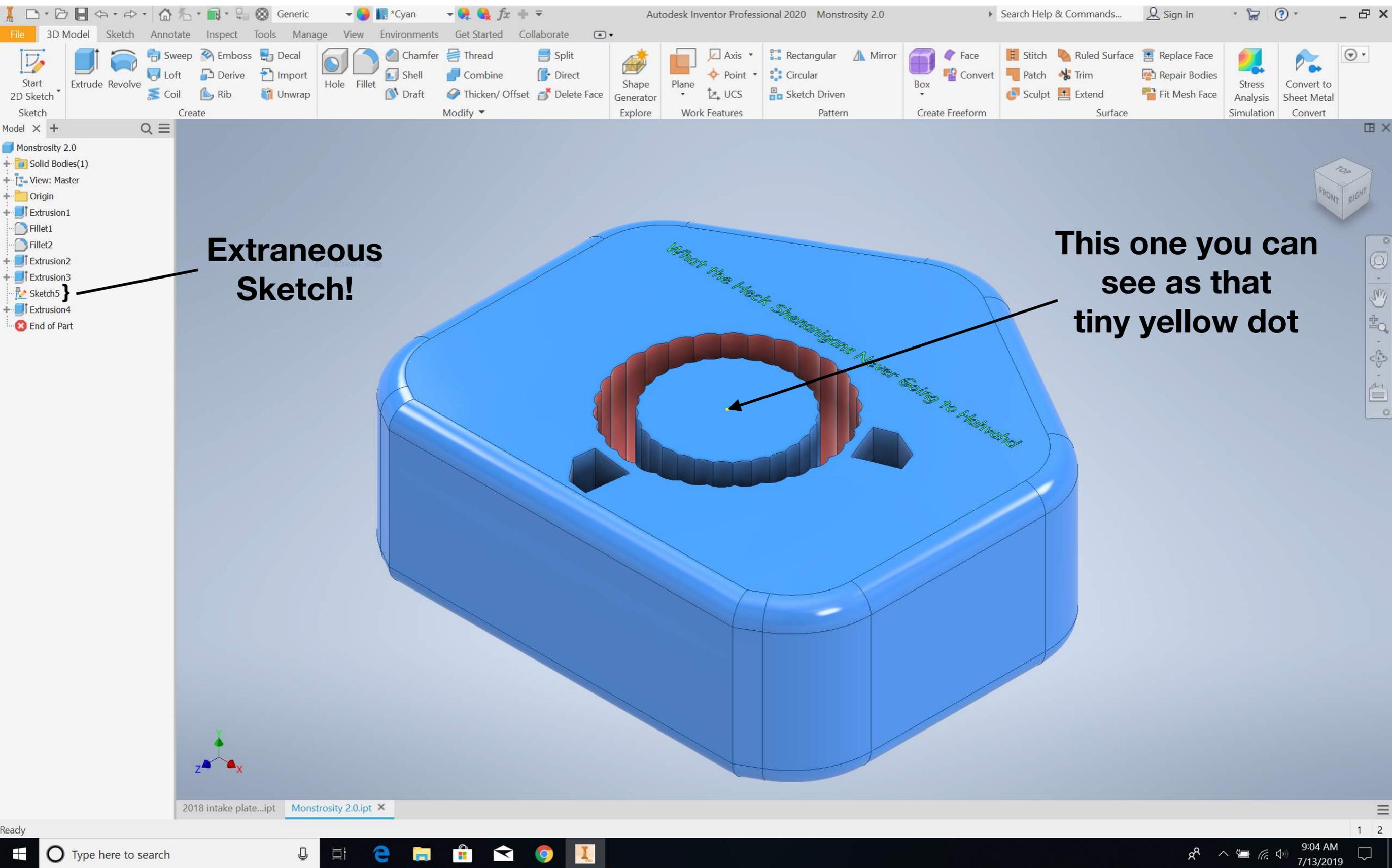
**Right-click on the  
extraneous  
sketches  
to delete them.**

# Example 1



They should be gone from the model browser

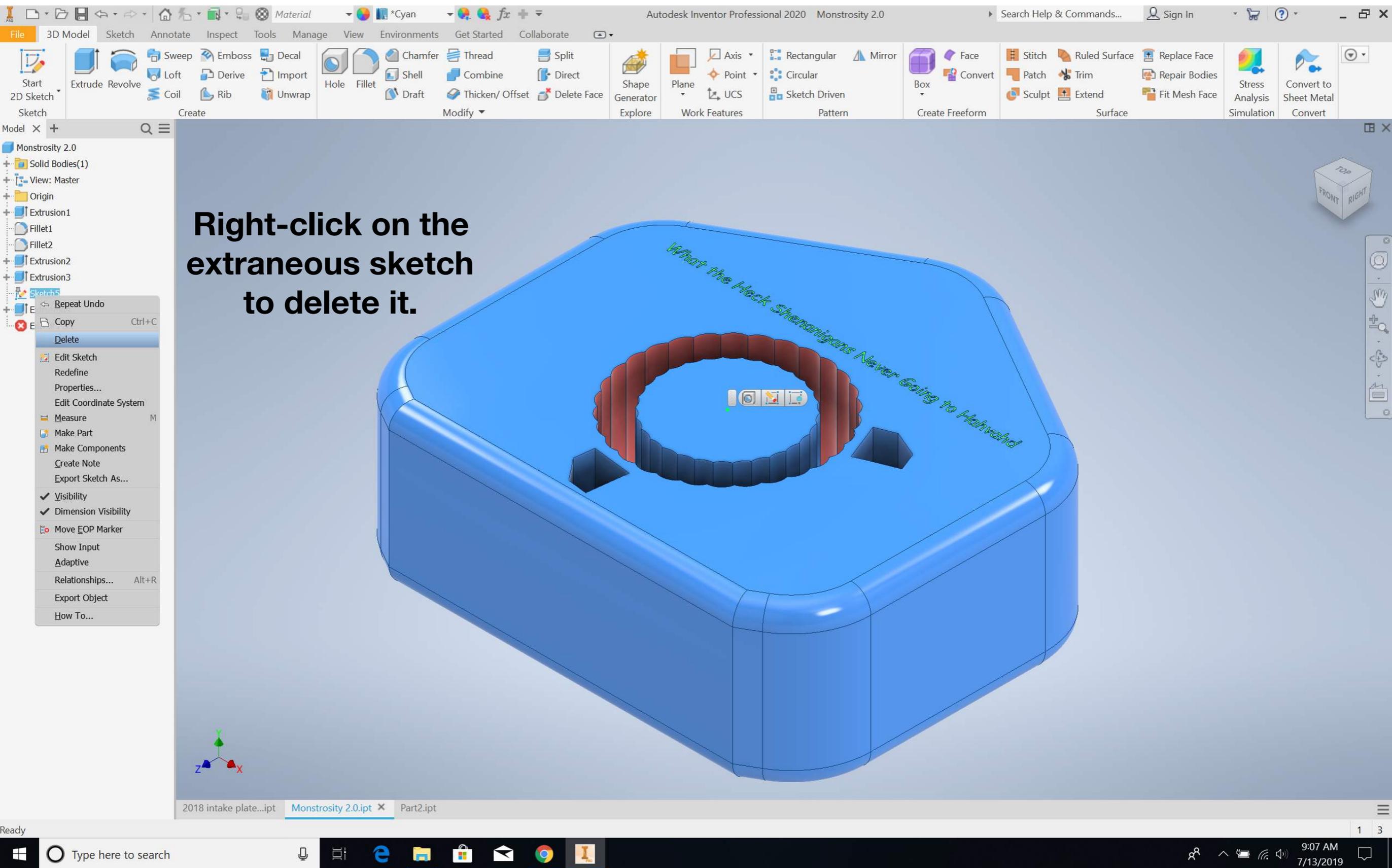
# Example 2



**Extraneous Sketch!**

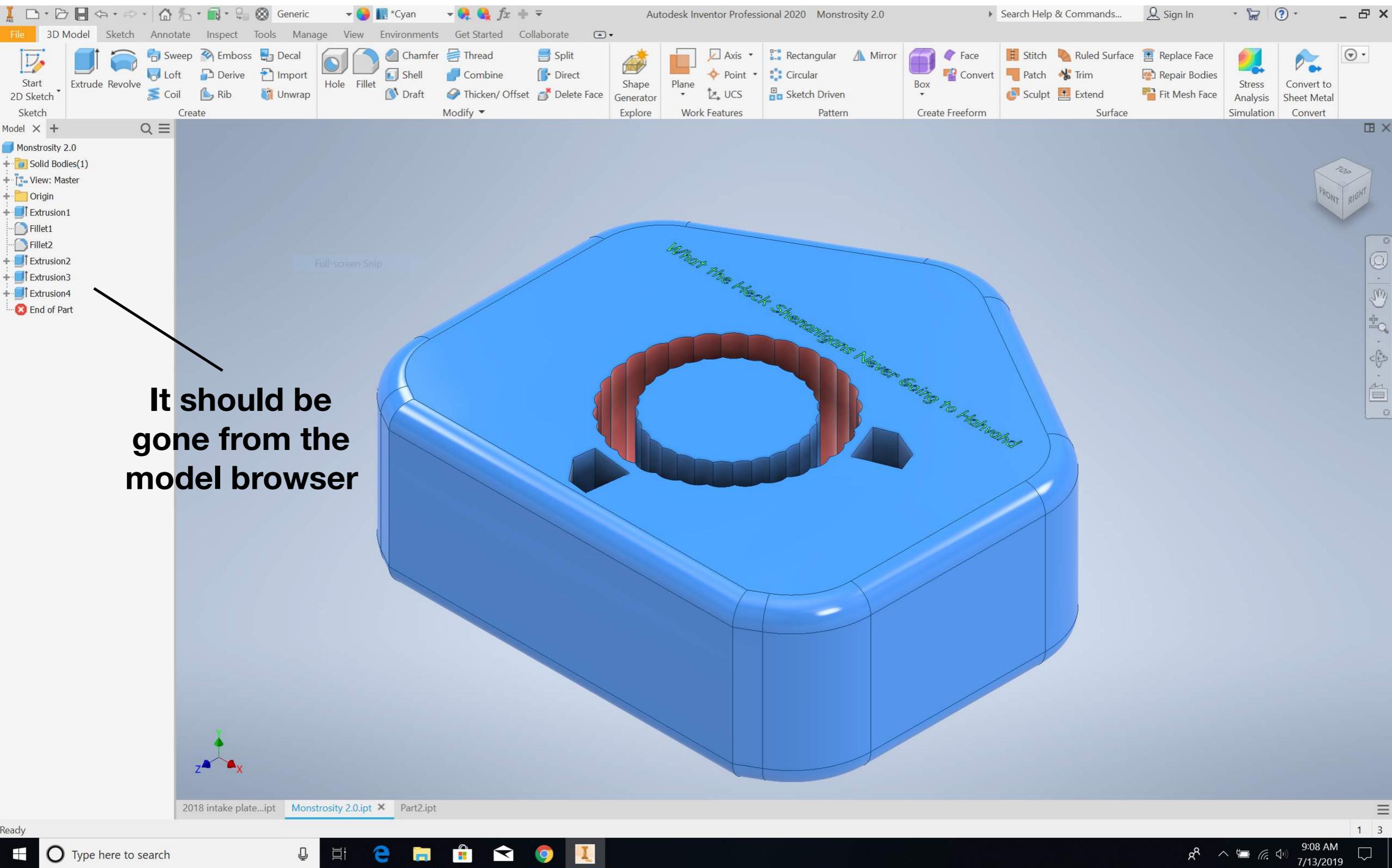
**This one you can see as that tiny yellow dot**

# Example 2

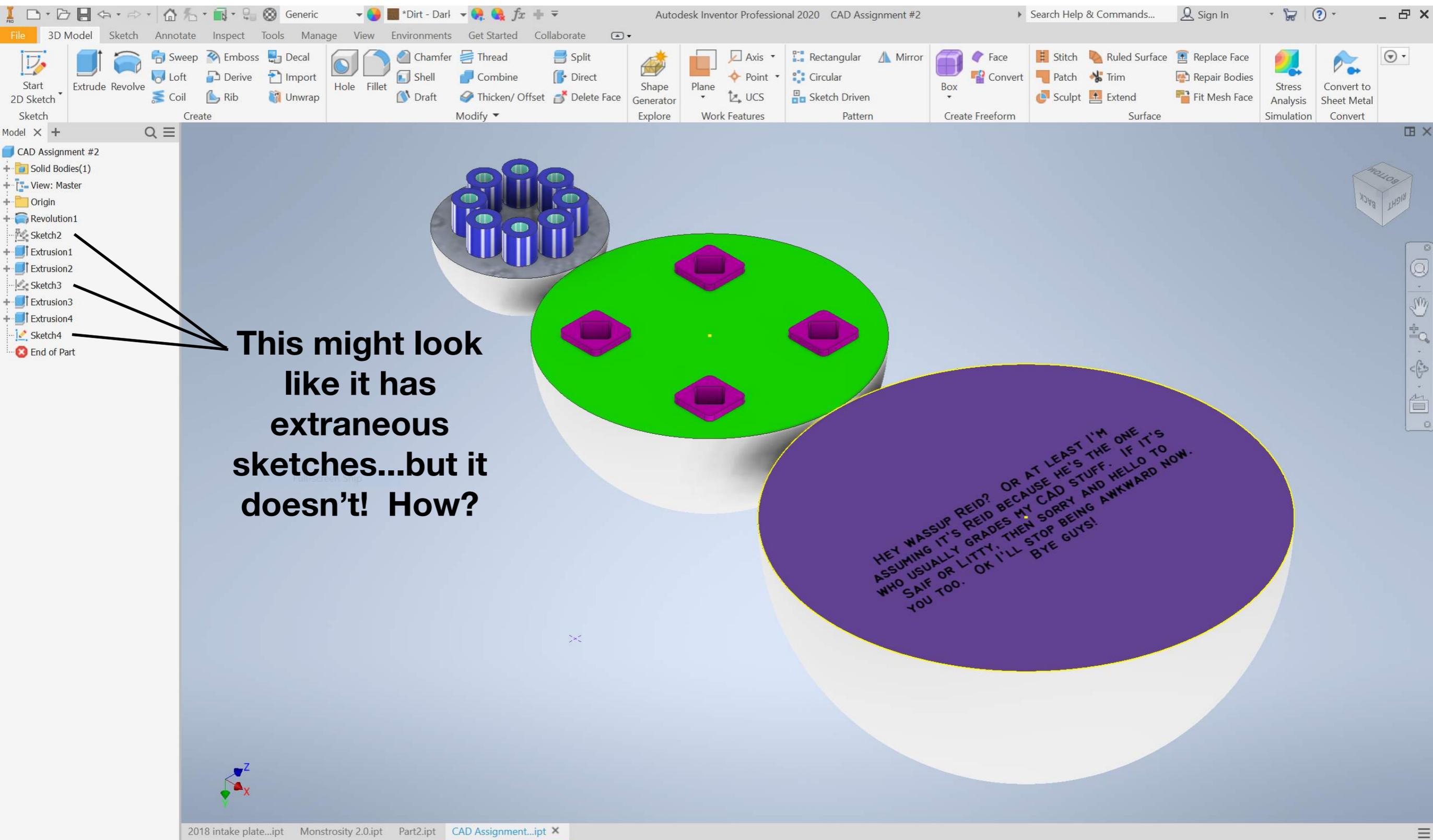


**Right-click on the extraneous sketch to delete it.**

# Example 2

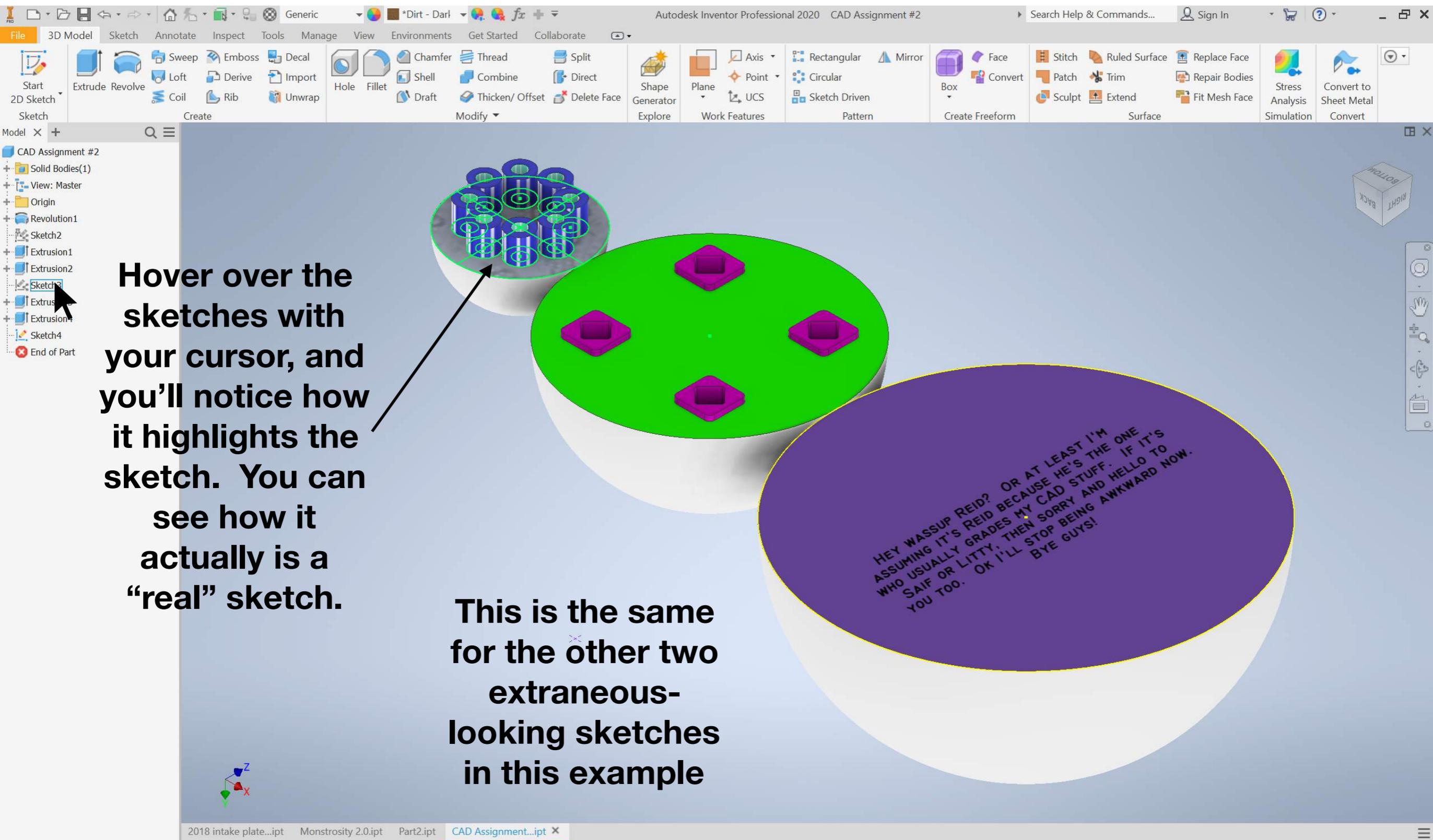


# Example 3 - NO extraneous sketches!



This might look like it has extraneous sketches...but it doesn't! How?

# Example 3 - NO extraneous sketches!



Hover over the sketches with your cursor, and you'll notice how it highlights the sketch. You can see how it actually is a "real" sketch.

This is the same for the other two extraneous-looking sketches in this example

**A general rule of thumb to identifying  
extraneous sketches:**

- 1. Check to see if the sketches are under an extrude, revolve, fillet, etc. in the model browser.**
  - 1. If they are, they are most likely not extraneous sketches.**
  - 2. If they are not, move to step 2.**
- 2. Hover your cursor over the sketches in question.**
  - 1. If they highlight a sketch on your part, they are most likely not extraneous.**
  - 2. If they don't, then they are most likely extraneous.**