**Section Conclusion: Let's Start Applying more Complex Features:**

This section covered our second batch of features in SOLIDWORKS. The main focus was on Revolved boss and cut, Swept boss and cut, lofted boss and cut, and reference planes

Before your leave this section make sure you know the following:

* What are the features Revolved boss and Revolved cut and how to apply them.
* What are the features Swept boss and Swept cut and how to apply them.
* What are the features lofted boss and lofted cut and how to apply them.
* What specifies a new reference plane.
* How to create new reference planes.
* How many planes are needed to apply sweep and loft features.

If you do not know or unsure of any of the listed aspect above, we recommend reviewing the lectures in this section again before moving to the next!!