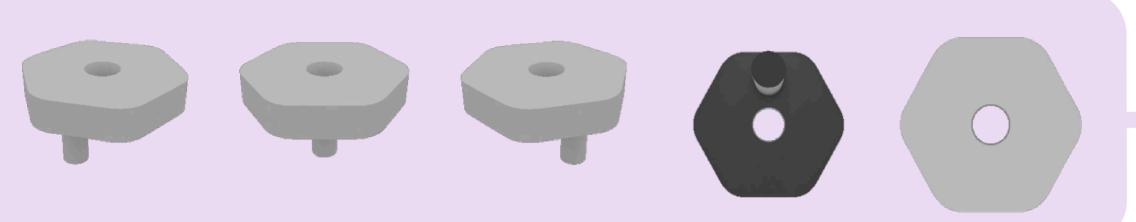


Blender multi-view Renders



```
{"parts": {
    "part_1": {
       'coordinate_system": { [ ... ] },
      "sketch": {
         "face_1":
           "loop_1": {
             "line_1": {
               "Start Point": [0.0184,0.2745],
               "End Point": [0.1373,0.0686]
             },
      "extrusion": {
         "extrude_depth_towards_normal": 0.1373,
         "extrude_depth_opposite_normal": 0.0,
        "sketch_scale": 0.75,
"operation": "NewBodyFeatureOperation"
```

Minimal Json **Descriptions** 

Generated

Json

```
{"parts": {
                        "part_1": {
                           "coordinate_system": { [ ... ] },
"sketch": { [ ... ] },
"extrusion": { [ ... ] }
Descriptions
                         "part_2": { [ ... ] }
                  }}}
```

"part\_2": { [ ... ] }

Generate **Annotations** 



GPT-4.1

Annotation Prompt

Start by creating a hexagonal shape with rounded corners for the main body.

[ ... ]

The final part is a hexagonal plate with rounded corners and a central through-hole, with a single cylindrical peg projecting downward from one of its off-center faces.



Generation Prompt



