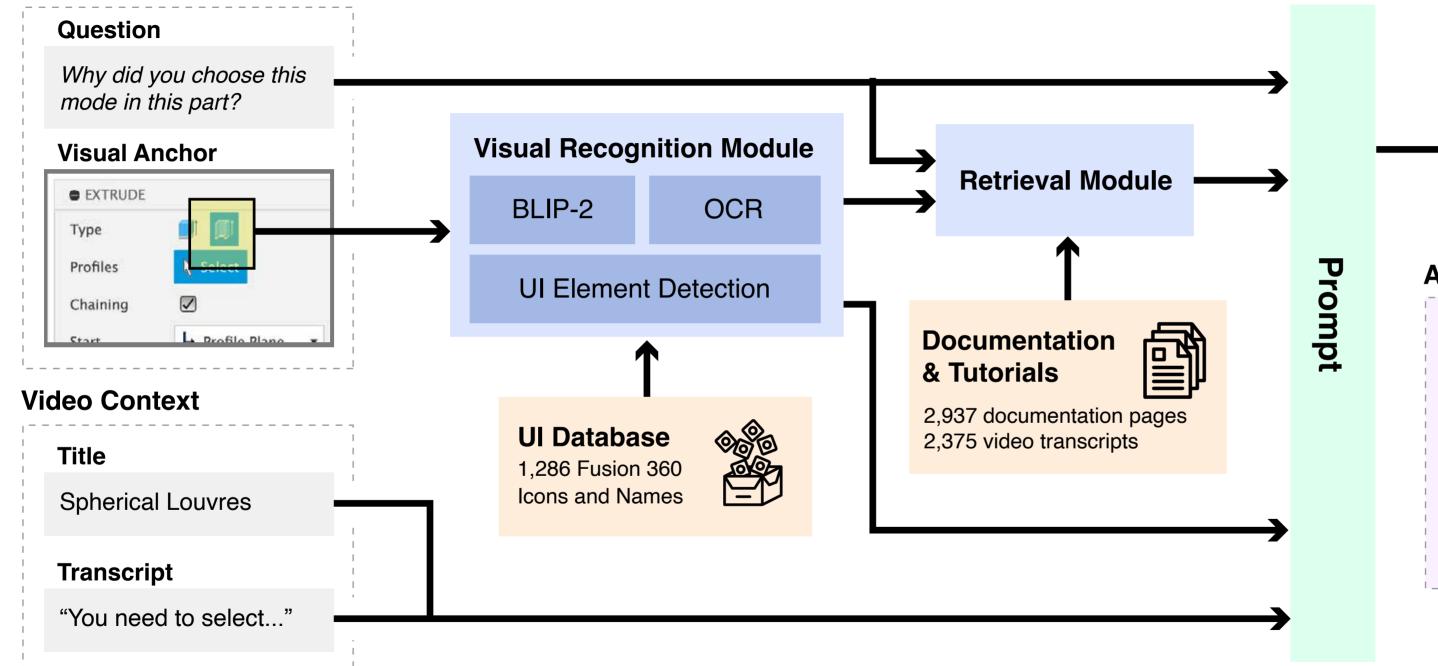
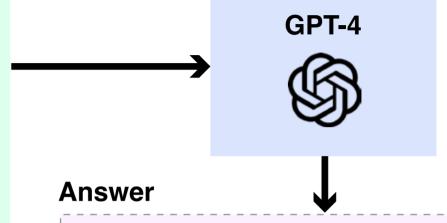
## **User Input**





Extrude and Thin Extrude are both options in Fusion 360 used to add depth to a design. Extrude is used to add depth to the entire area within selected closed profiles, creating a solid object. Thin Extrude, on the other hand, extrudes a thin wall along selected open or closed profiles, creating a hollow object. In this example, Thin Extrude is chosen to create a thin-walled structure, such as a louver.