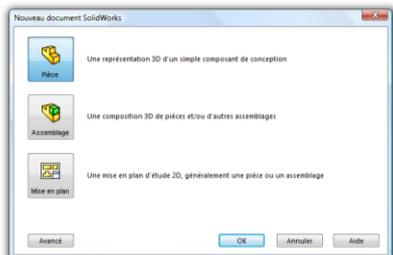
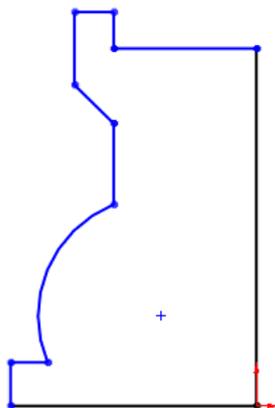


FICHER / NOUVEAU / PIECE

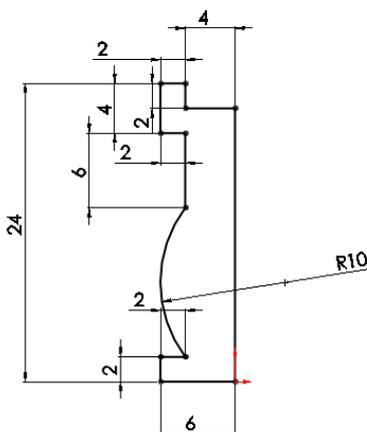


VALIDER

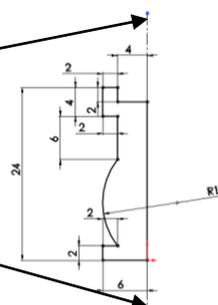
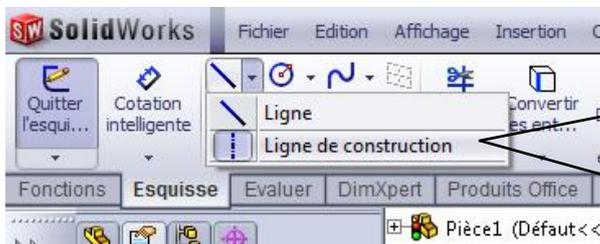
1- Réaliser l'esquisse suivante (outils : Ligne et Arc par 3 points)



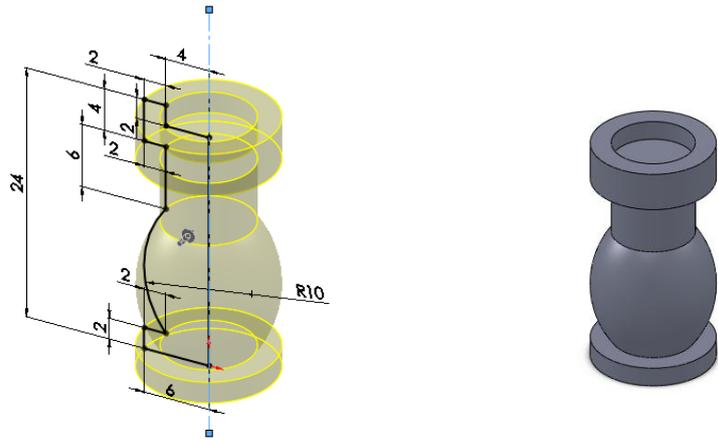
2- Coter l'esquisse



3- Esquisser une ligne de construction (trait d'axe)

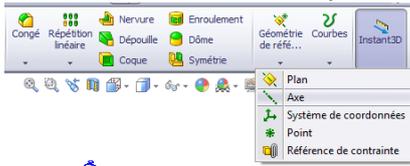


4- Fonction : Base-Bossage avec révolution (sur 360°)



VALIDER

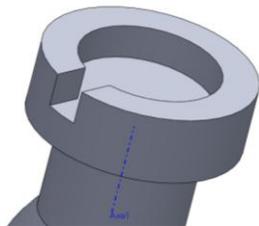
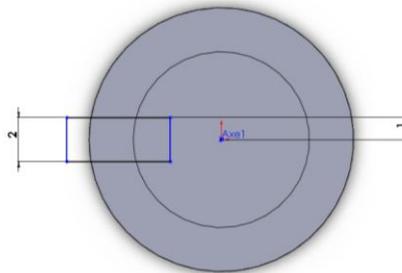
5- Sélectionner un cylindre et créer un axe : Géométrie de référence / Axe



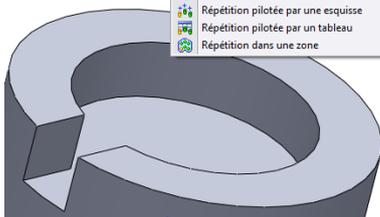
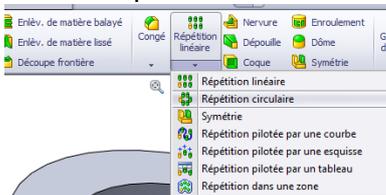
6- Sélectionner le disque du haut (et se mettre "Normal à" = en face)

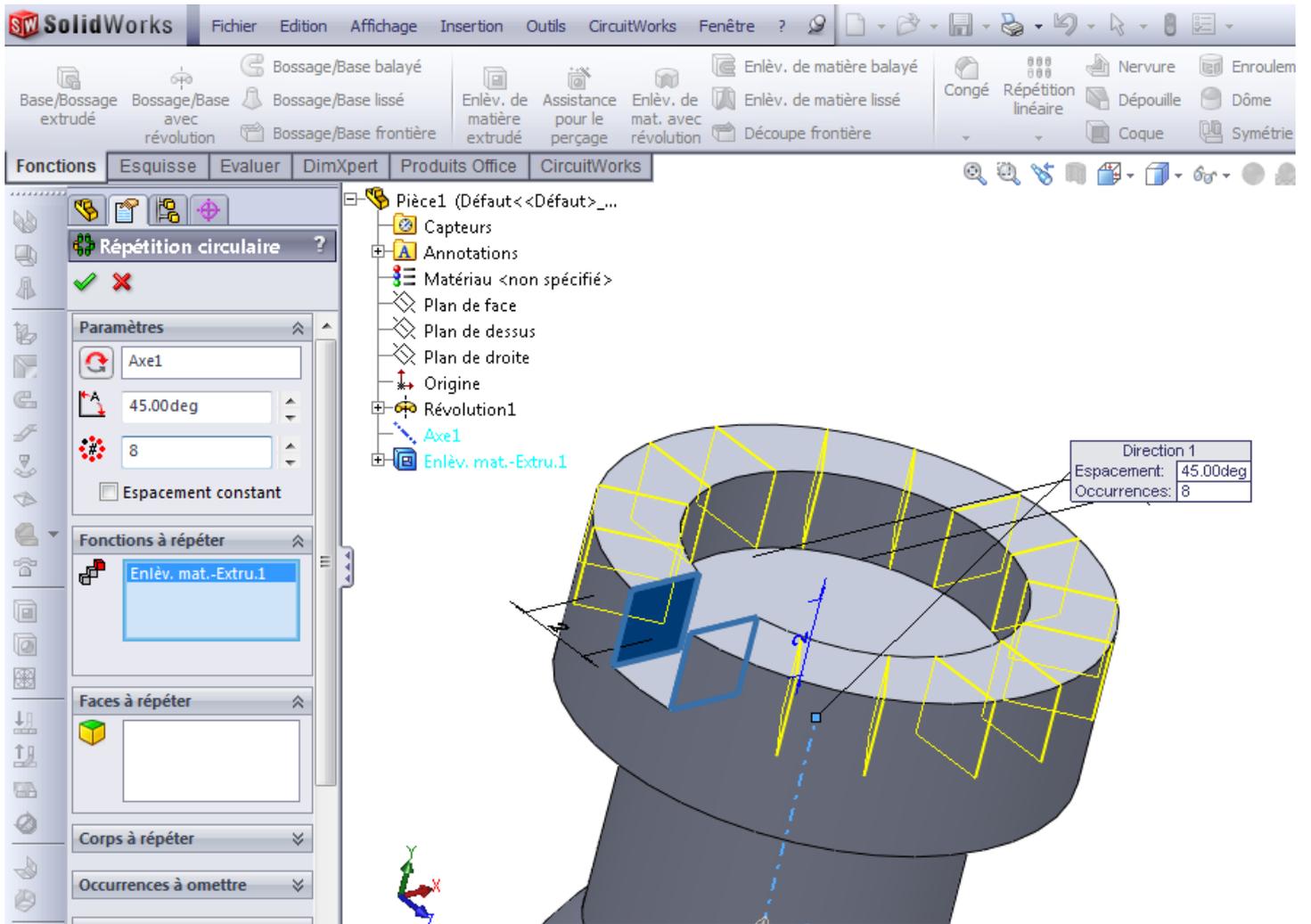
7- Esquisser un rectangle et le coter

8- Enlever la matière sur 2mm



9- Répétition circulaire





VALIDER

