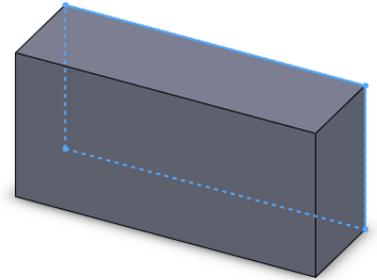
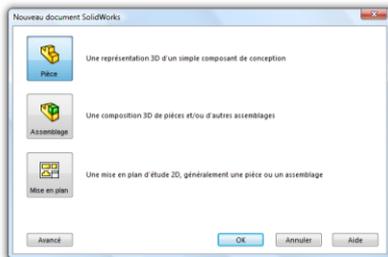


I. Création du volume de base

FICHER / NOUVEAU / PIECE



VALIDER

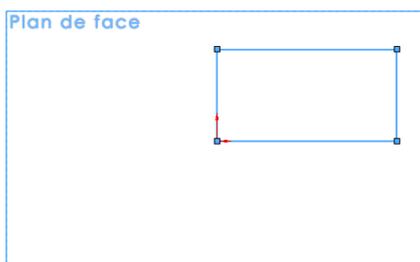
SELECTIONNER **ESQUISSE / RECTANGLE** DANS LA BARRE D'OUTIL



CLIQUER LE **PLAN DE FACE**



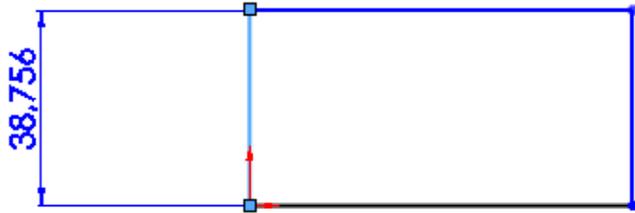
DESSINER UN RECTANGLE (faire glisser / peu importe les dimensions)



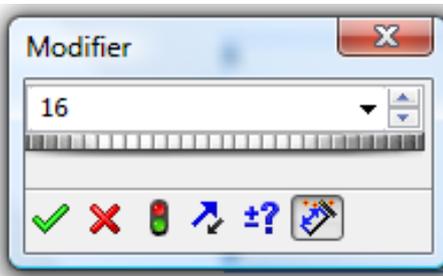
SELECTIONNER DANS LA BARRE D'OUTIL COTATION INTELLIGENTE



CLIQUER SUR UN BORD DU RECTANGLE
SE DECALER HORS DU RECTANGLE
CLIQUER A NOUVEAU

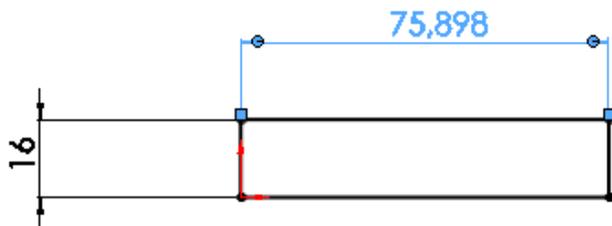


MODIFIER LA COTE (=dimension)
ENTRER 16

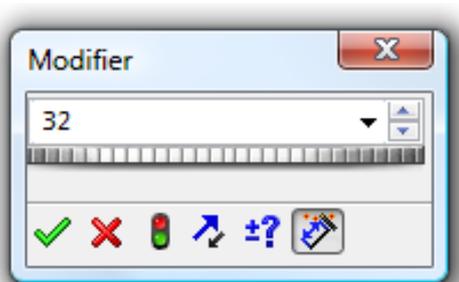


VALIDER

CLIQUER SUR UN AUTRE BORD DU RECTANGLE
SE DECALER HORS DU RECTANGLE
CLIQUER A NOUVEAU

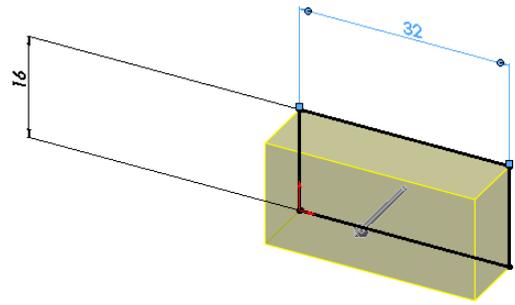
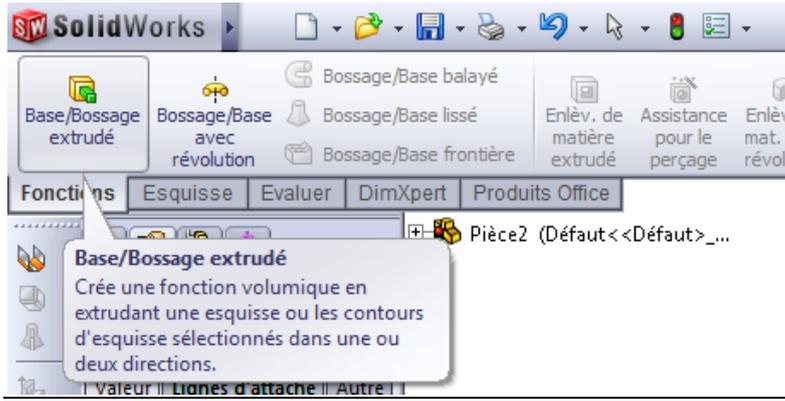


MODIFIER LA COTE (=dimension)
ENTRER 32

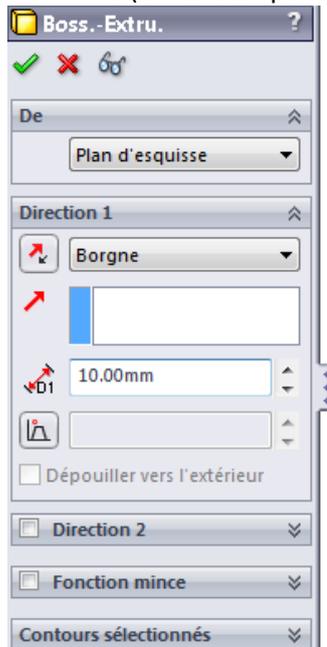


VALIDER

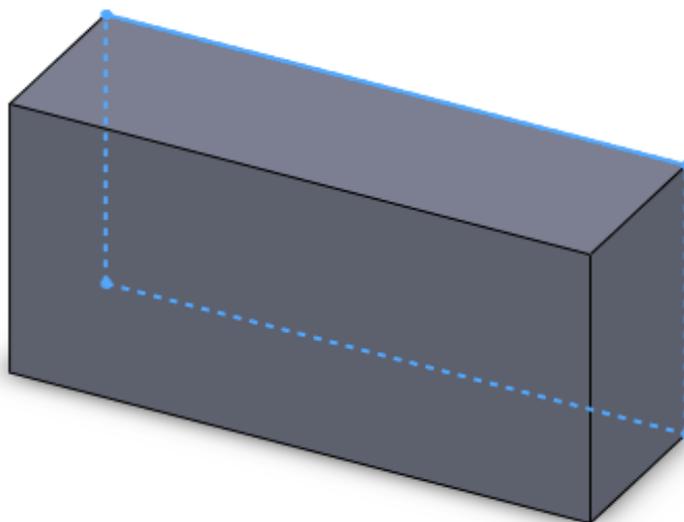
SELECTIONNER FONCTION / BASE-BOSSAGE EXTRUDE DANS LA BARRE D'OUTIL



ENTER 10 (dimension par défaut)

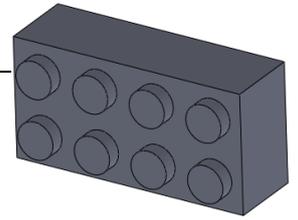


VALIDER

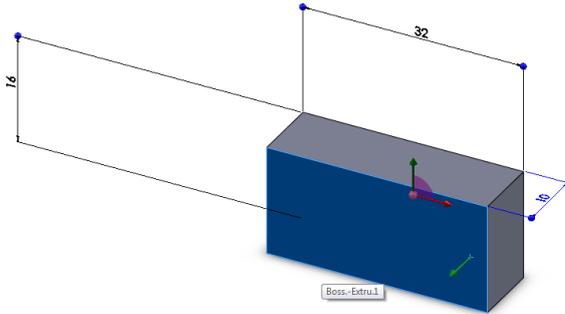


ENREGISTRER

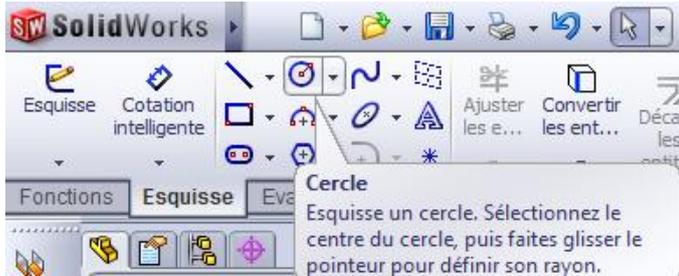
II. Création d'un picot



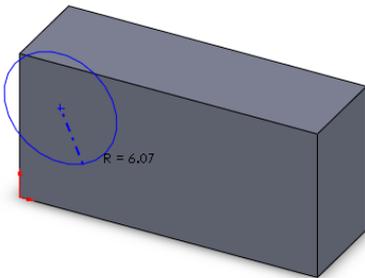
CLIQUER SUR LA FACE DE LA BRIQUE



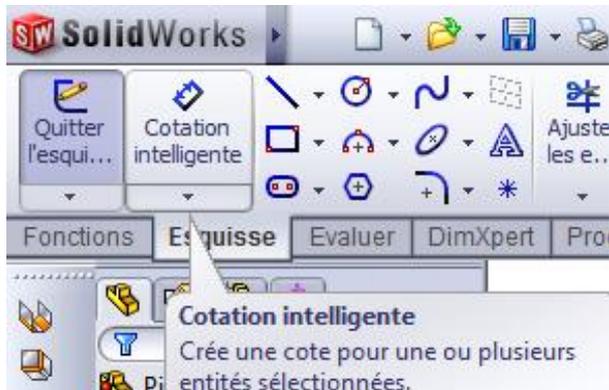
SELECTIONNER **ESQUISSE / CERCLE** DANS LA BARRE D'OUTIL



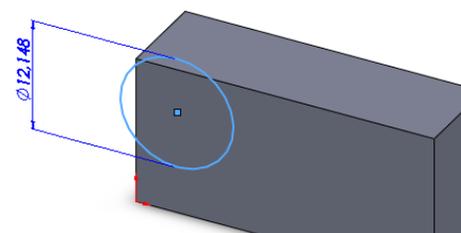
DESSINER UN CERCLE SUR LA FACE (n'importe où, peu importe les dimensions)



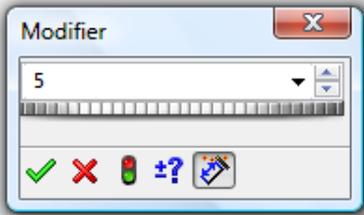
SELECTIONNER **COTATION INTELLIGENTE** DANS LA BARRE D'OUTIL



CLIQUER SUR UN BORD DU CERCLE
SE DECALER HORS DU CERCLE
CLIQUER A NOUVEAU

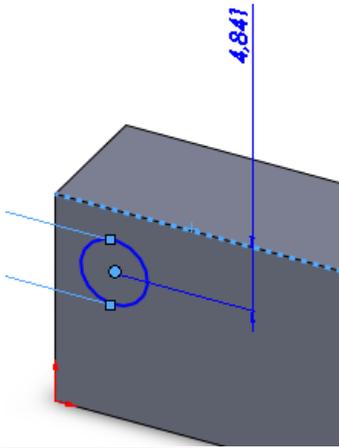


MODIFIER LA COTE
ENTRER 5

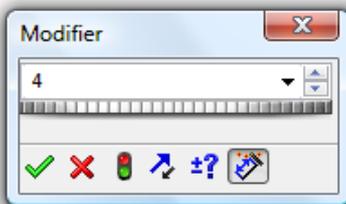


VALIDER

CLIQUER SUR LE CENTRE DU CERCLE
CLIQUER ENSUITE SUR LE BORD (haut) DE LA BRIQUE
SE DECALER HORS DE LA BRIQUE
CLIQUER A NOUVEAU

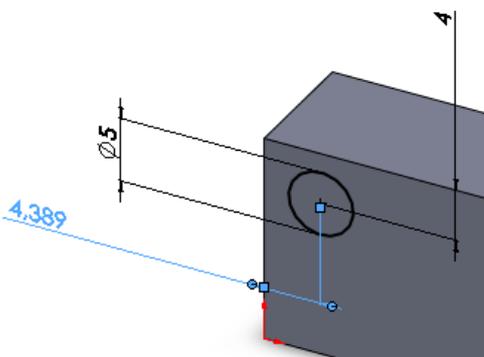


MODIFIER LA COTE
ENTRER 4



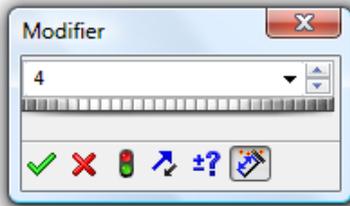
VALIDER

CLIQUER SUR LE BORD (gauche) DE LA BRIQUE
CLIQUER ENSUITE SUR LE CENTRE DU CERCLE
SE DECALER HORS DE LA BRIQUE
CLIQUER A NOUVEAU



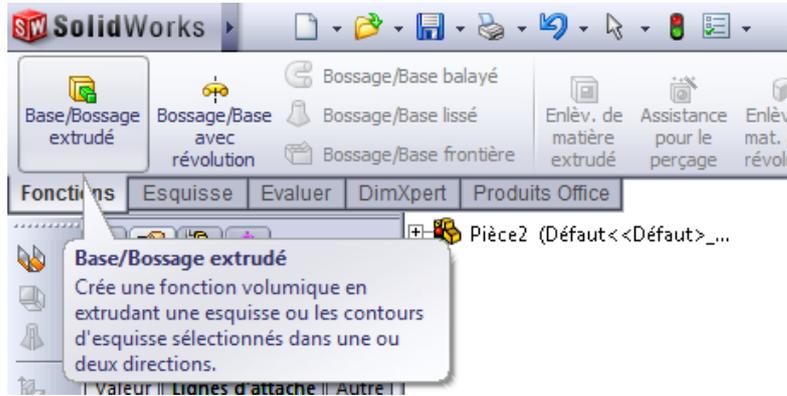
MODIFIER LA COTE

ENTRER 4



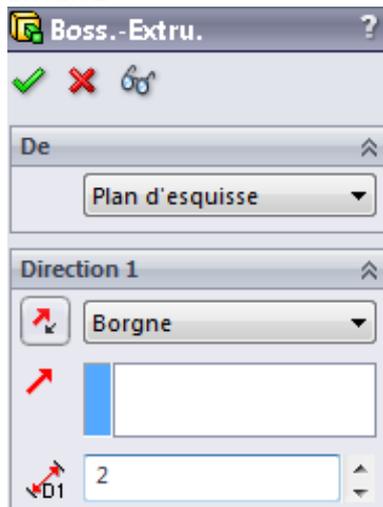
VALIDER

SELECTIONNER FONCTION / BASE-BOSSAGE EXTRUDE DANS LA BARRE D'OUTIL

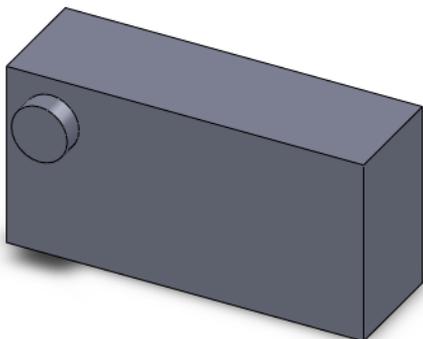


MODIFIER LA PROFONDEUR

ENTER 2

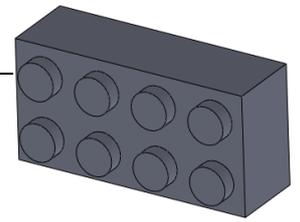


VALIDER

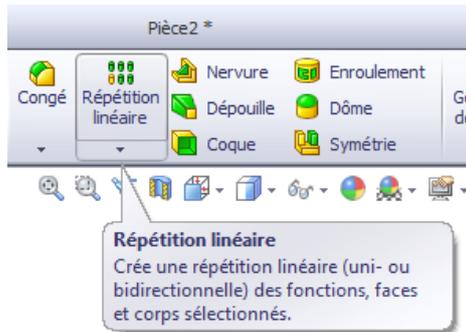


ENREGISTRER

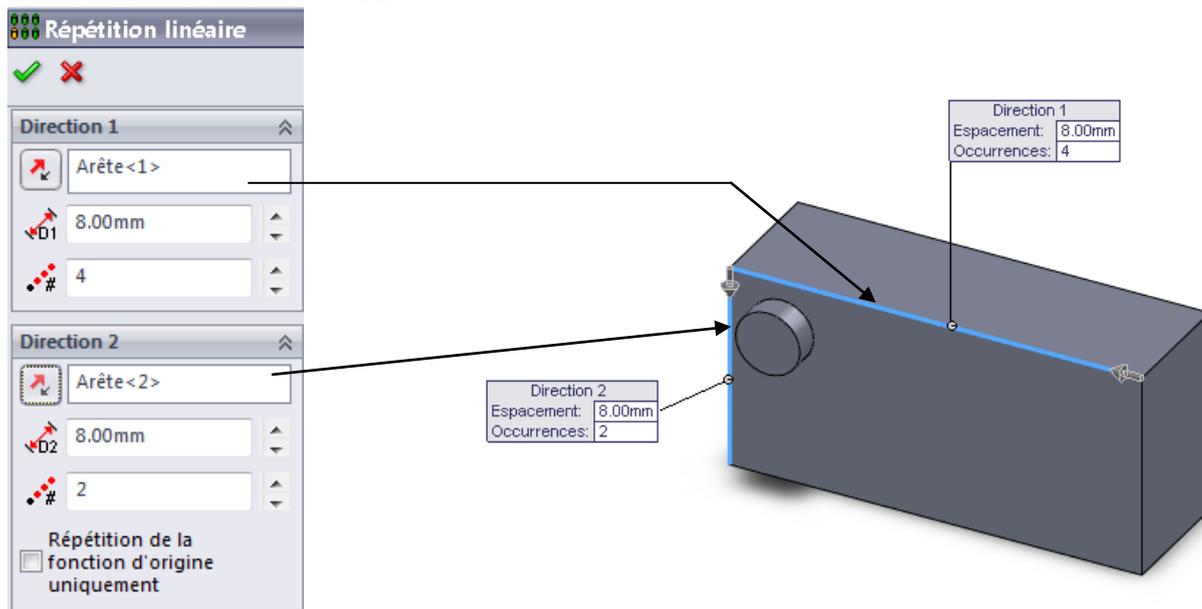
III. Répétition des picots



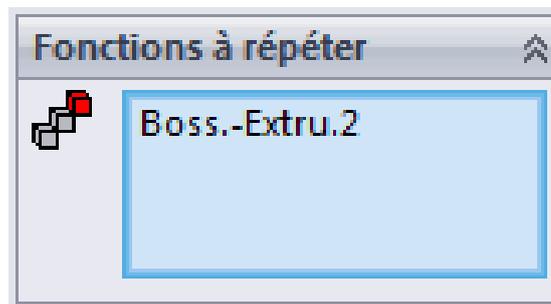
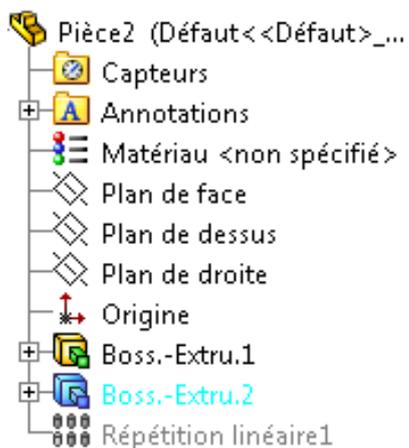
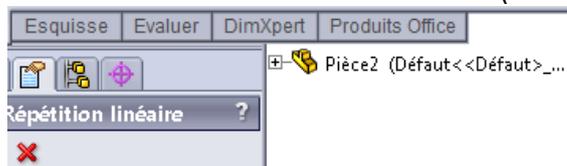
SELECTIONNER REPETITION LINEAIRE DANS LA BARRE D'OUTIL



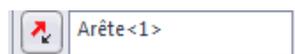
SELECTIONNER LES ARETES SUIVANTES
ENTRER LES PARAMETRES CI-DESSOUS

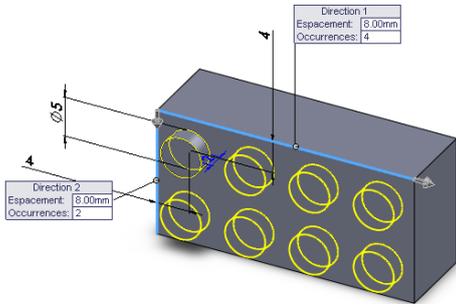


SELECTIONNER LA FONCTION A REPETER (dérouler le menu)

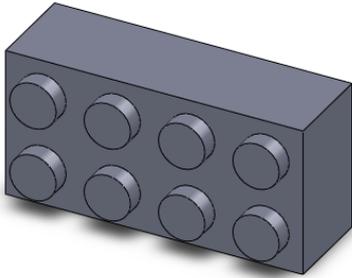


INVERSER LES DIRECTIONS CI BESOIN



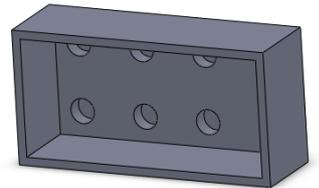
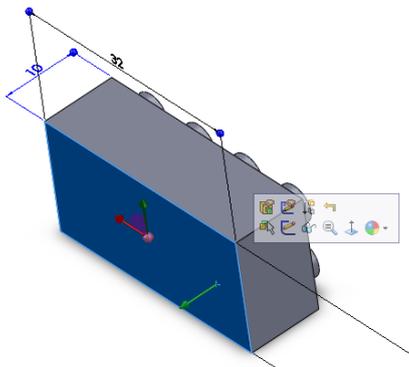


VALIDER

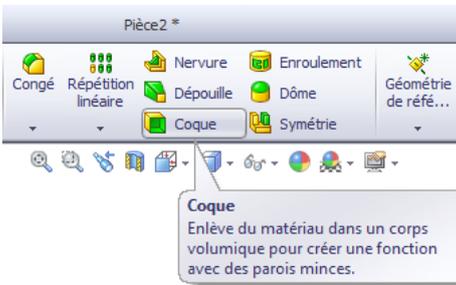


IV. Réalisation de la coque (creuser la brique)

CLIQUER SUR LA FACE ARRIERE

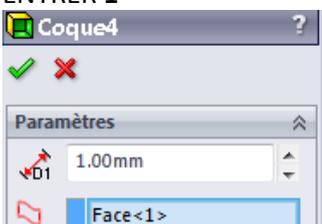


SELECTIONNER COQUE DANS LA BARRE D'OUTIL

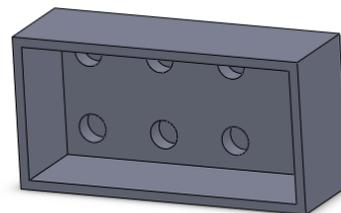


MODIFIER LA VALEUR

ENTRER 1



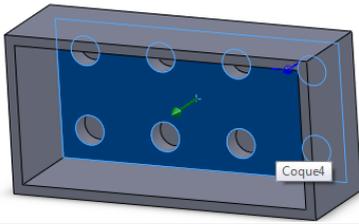
VALIDER



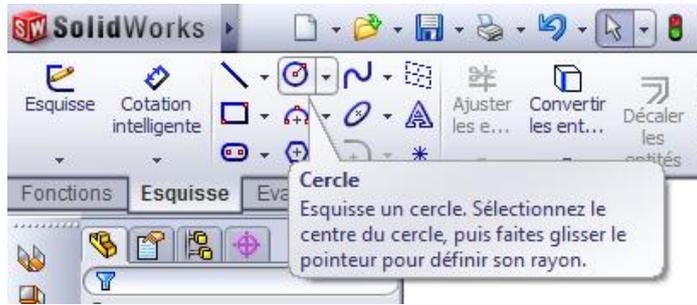
ENREGISTRER

V. Création des cylindres intérieurs

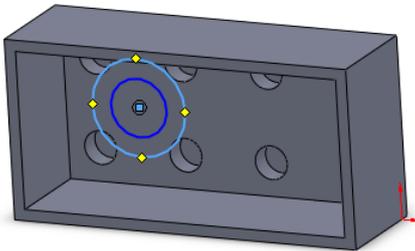
CLIQUER SUR LA FACE INTERIEURE



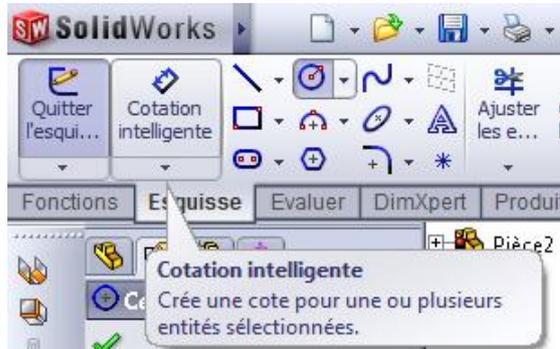
SELECTIONNER **ESQUISSE / CERCLE** DANS LA BARRE D'OUTIL



DESSINER 2 CERCLES DE MEME CENTRE



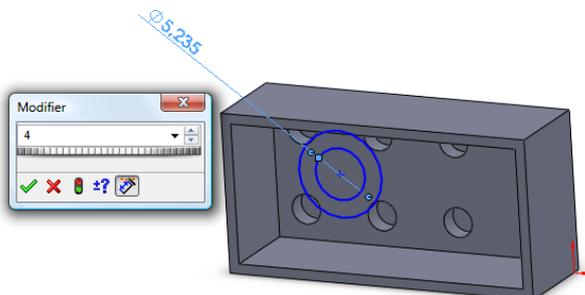
SELECTIONNER **COTATION INTELLIGENTE** DANS LA BARRE D'OUTIL



CLIQUER SUR LE CERCLE INTERIEUR

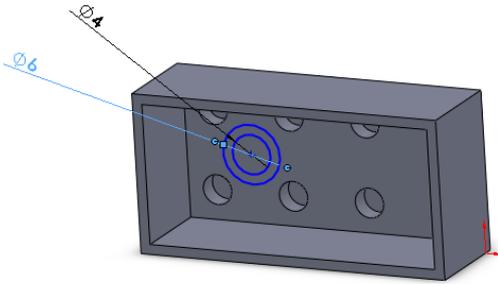
MODIFIER LA COTE

ENTRER 5



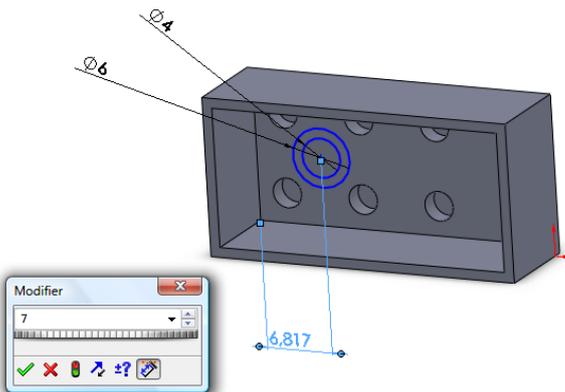
VALIDER

CLIQUER SUR LE CERCLE EXTERIEUR
MODIFIER LA COTE
ENTRER 6



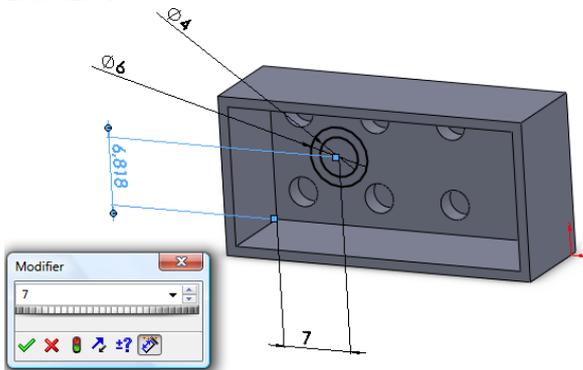
VALIDER

CLIQUER SUR UN CERCLE ET SUR UNE ARETE INTERIEURE (gauche)
MODIFIER LA COTE
ENTRER 7



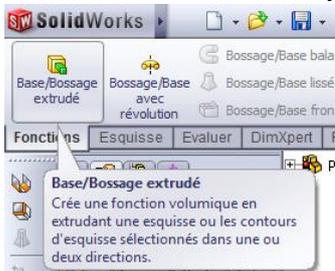
VALIDER

CLIQUER SUR UN CERCLE ET SUR UNE ARETE INTERIEURE (bas)
MODIFIER LA COTE
ENTRER 7



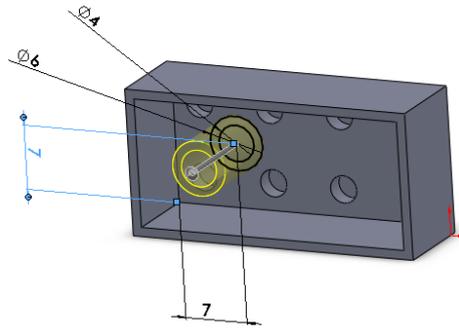
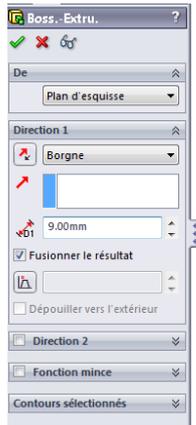
VALIDER

SELECTIONNER FONCTION / BASE-BOSSAGE EXTRUDE DANS LA BARRE D'OUTIL

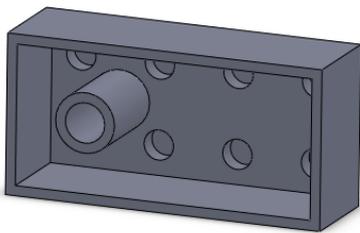


MODIFIER LA PROFONDEUR

ENTRER 9

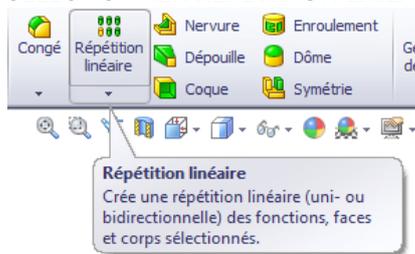


VALIDER



ENREGISTRER

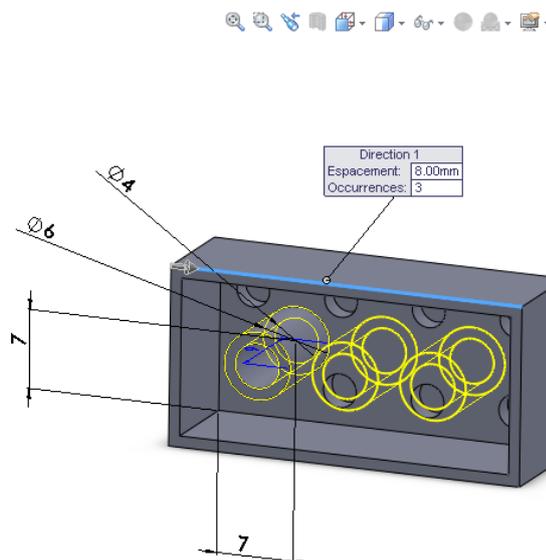
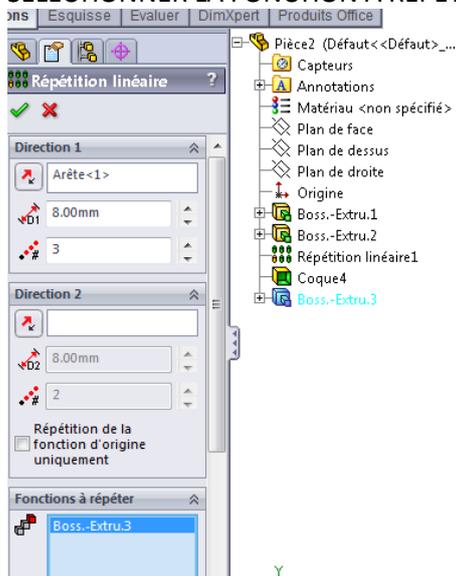
SELECTIONNER REPETITION LINEAIRE DANS LA BARRE D'OUTIL



CLIQUER SUR UNE ARETE SUPERIEURE

ENTRER LES VALEURS SUIVANTES

SELECTIONNER LA FONCTION A REPETER



VALIDER

ENREGISTRER