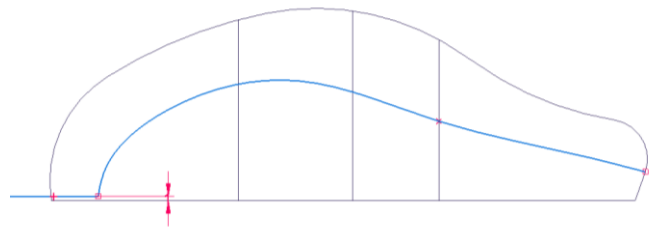
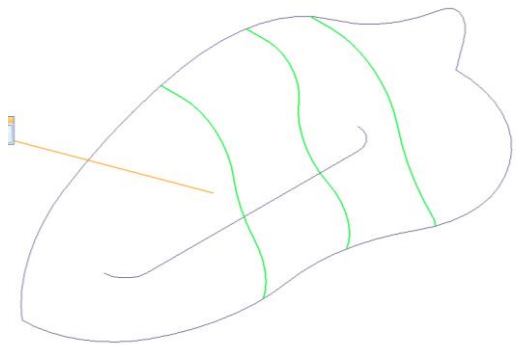
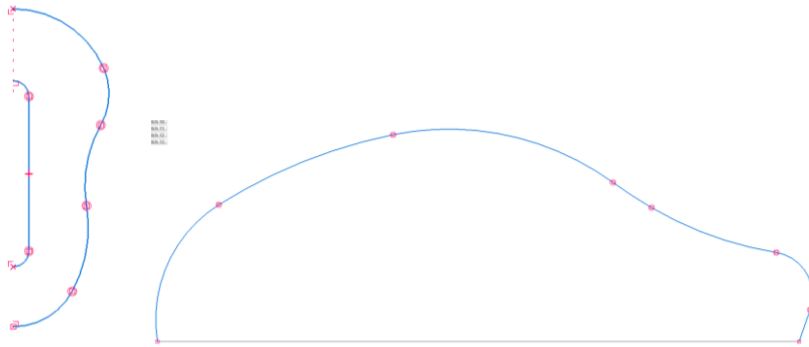
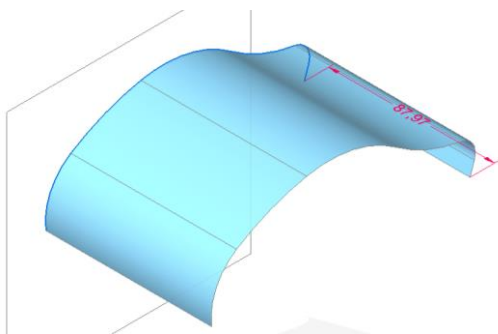


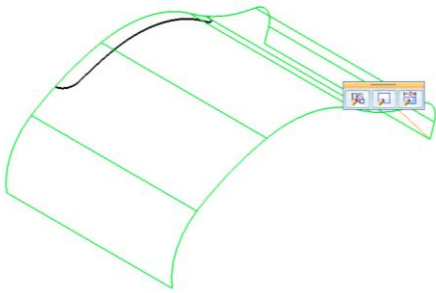
1. Looa sketchid Külje kõverate ülemine sirge sama pikkusega, mis pealmise tasapinna laius.



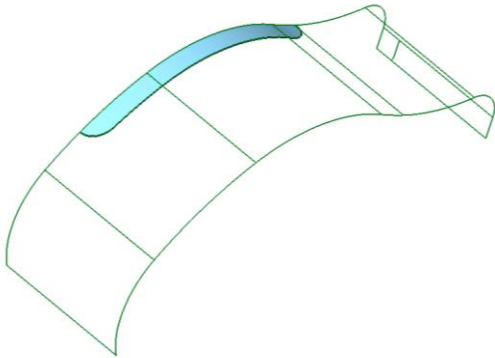
2. Extrude Ülemine Sketch



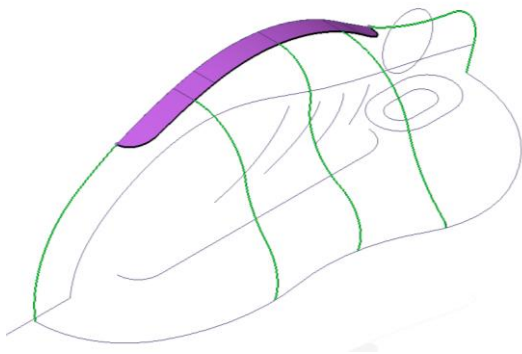
3. Project Sketch loodud extrude-le



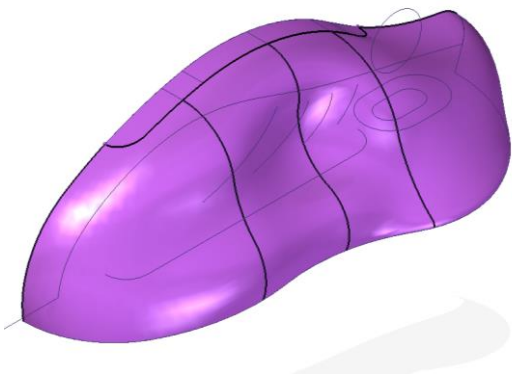
4. Trim Surface



5. Vajadusel Derived curve (Single) Intersection Point. Split ja Derived



6. Ülemisest servajoonest ja põhjast Bluesurf

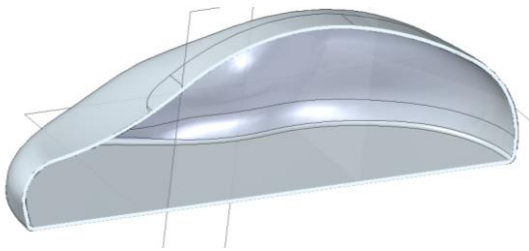


7. Peegeldada

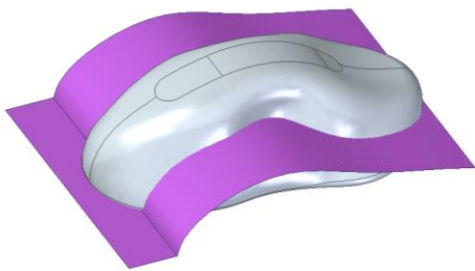
8. Luua põhi Bound või Blueurf
9. Stich Main Body
10. Tegevused saab Group-ida
11. Roundida alumine serv



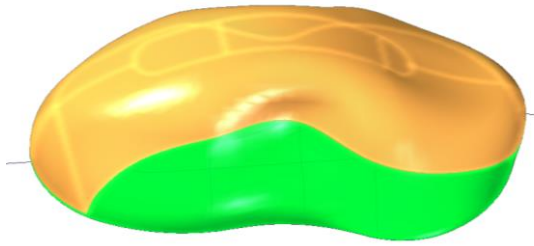
12. Thin Wall
13. Kontrollida (Set Planes/View) kuidas sisu on



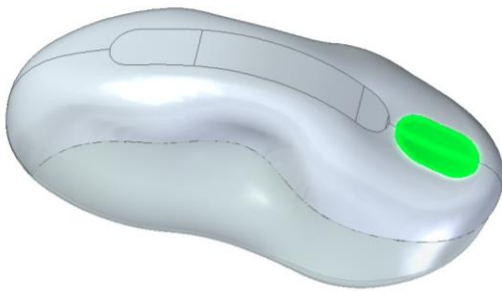
14. Extrude (Extrude peab olema laiem kui täpselt seinani)



15. Lindil Home Solid seksioonis lisavalik Split. Nimetada „Ülemine ja alumine“ Design Body osas. Edaspidi jälgida milline tükki on aktiivne.

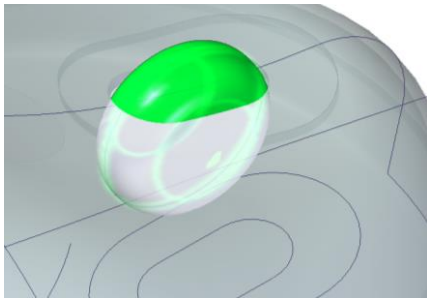


16. Samuti Splittida Rulli Ümbrus Anda nimi



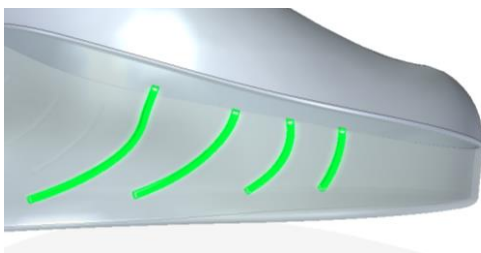
17. Lõigata rulli auk.

18. Add Body ja Luua Rull. Extrude ja Round



19. Project Sketch tükile Alumine . (Vaadata, et ikka välimisele Face-le)

20. Panna peale triibud Sweep ja Round otsad. Võib proovida ka lõigata



21. Peegeldada. (Kui ei saa, siis peegeldada sketchid ja teha teisel pool uuesti)

22. Kirjutada ka sobiv tekst peale



23. Multy Body Publishing

24. Võtta Asm fail

25. Teha Render

26. Lisada materjalid

27. Lisada materjalid



28. Kui aega jääb lisada USB otsaga kaabel.