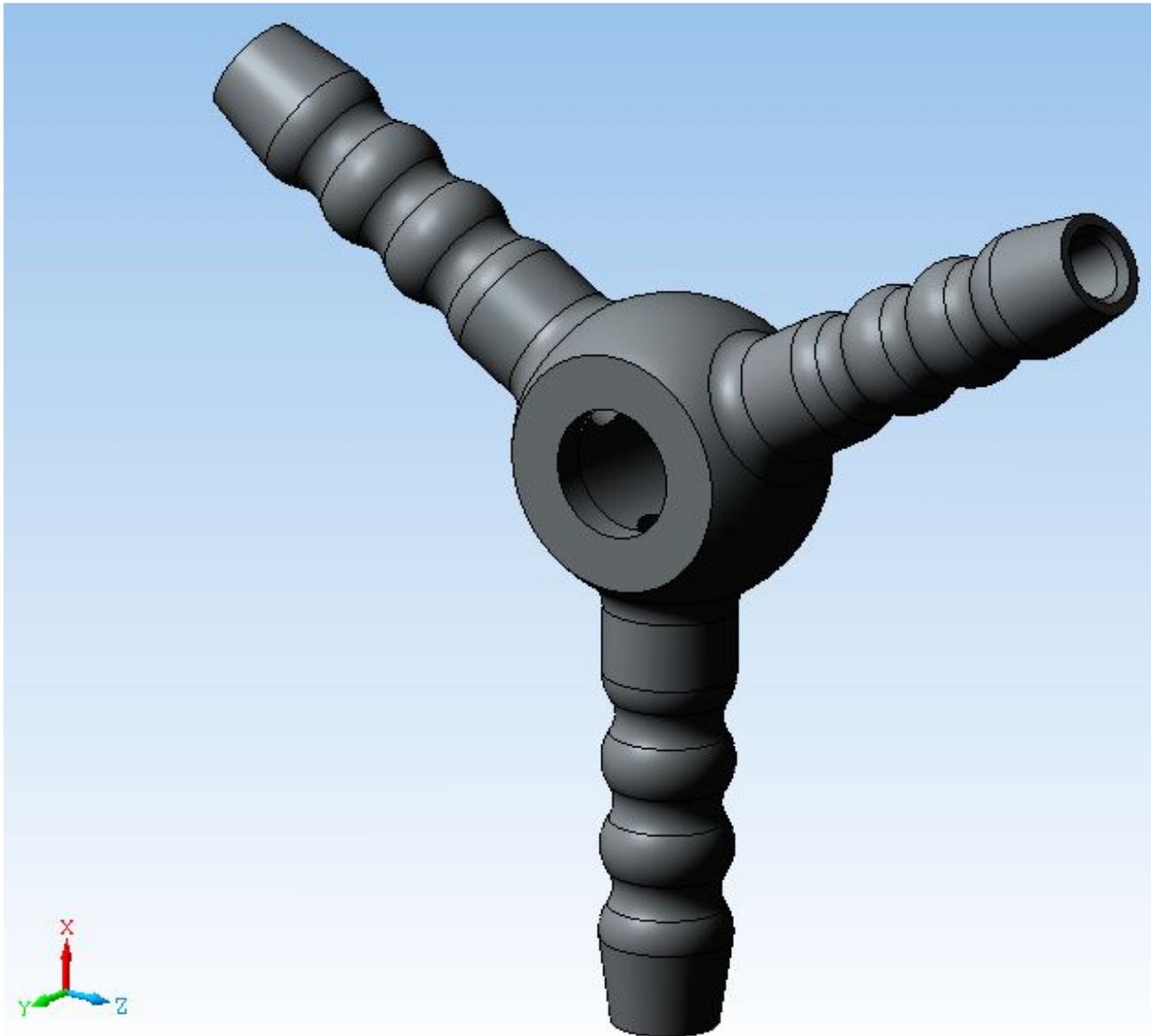
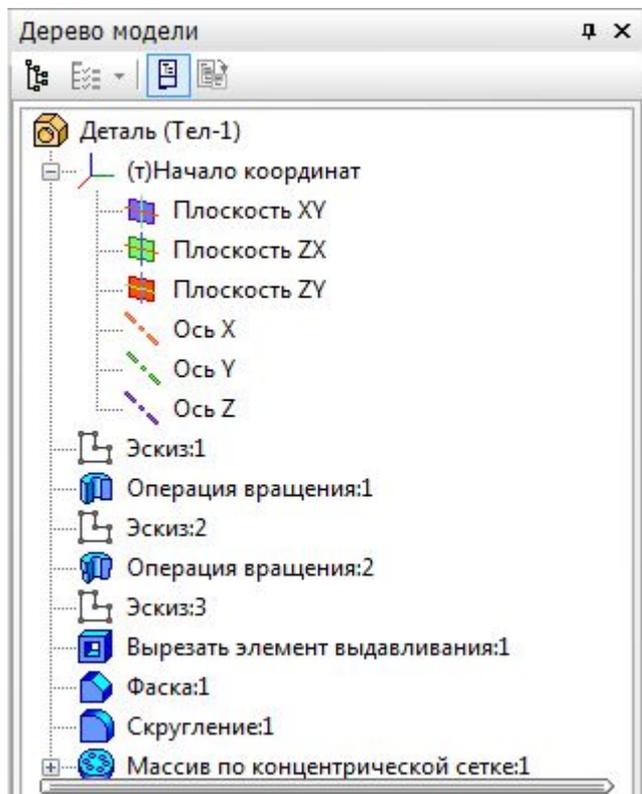


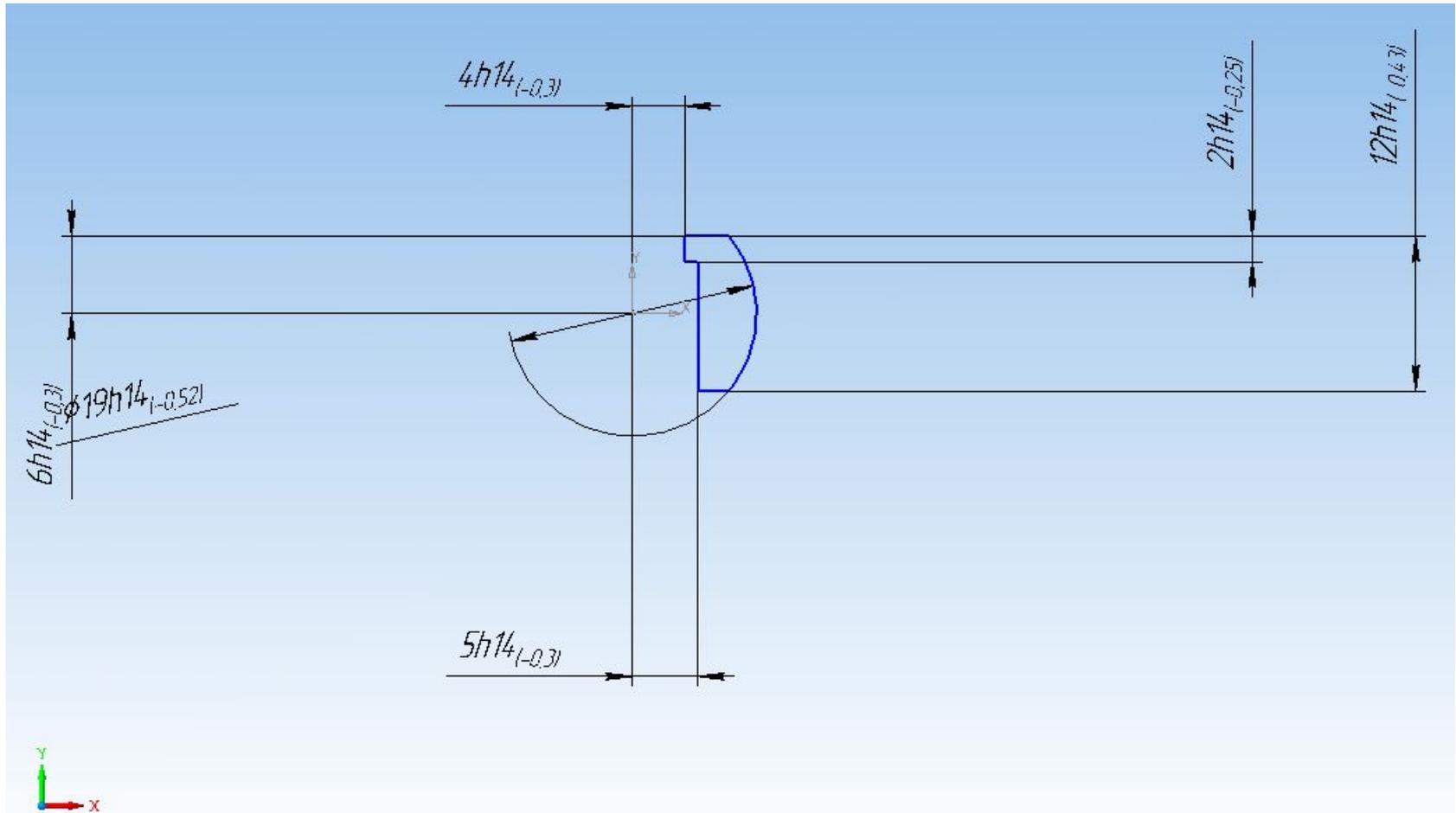
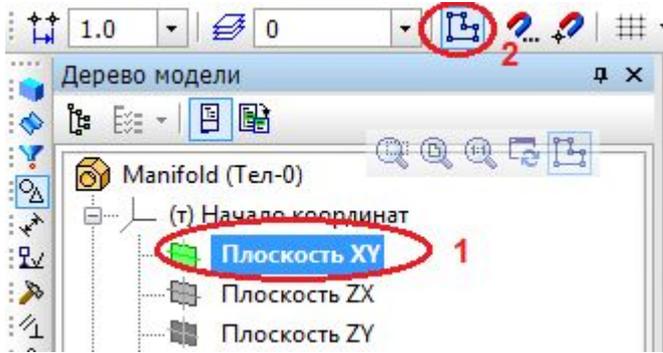
Задание 4.  
Трехмерная модель тройника



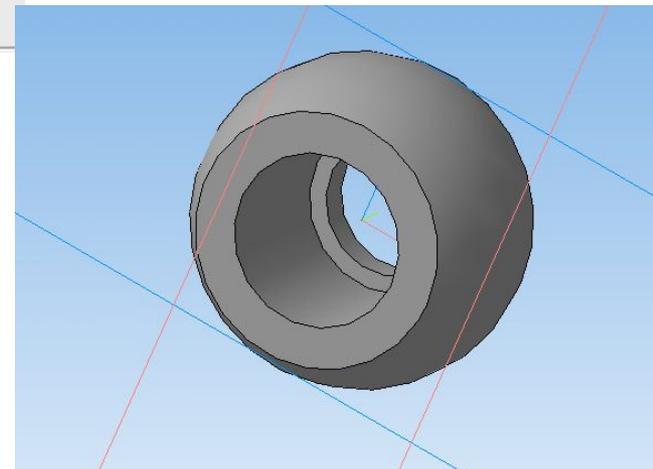
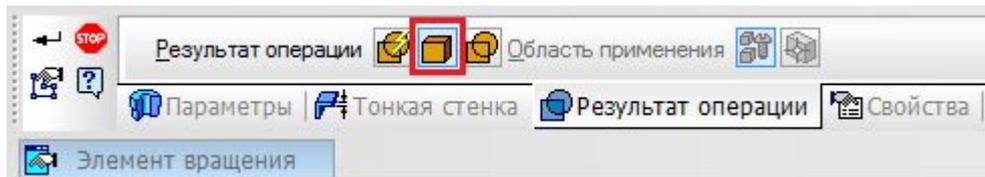
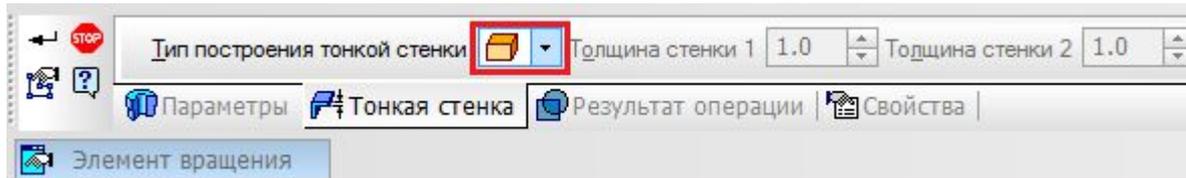
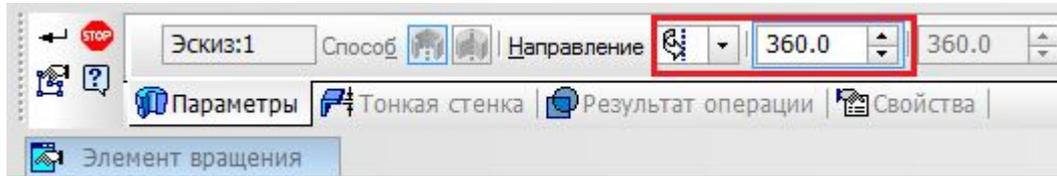
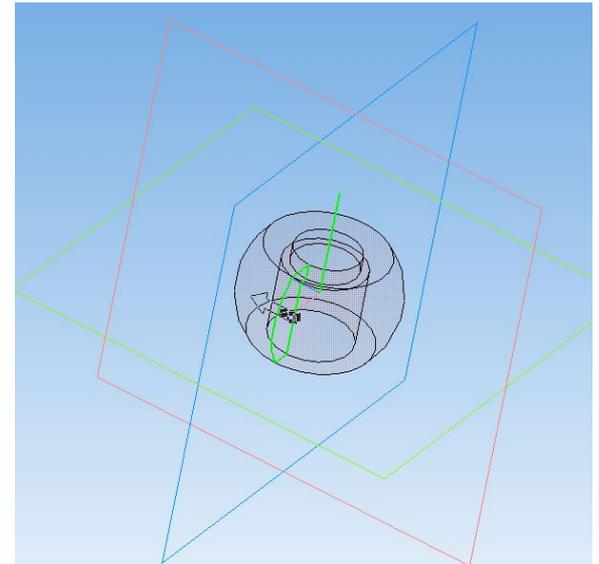
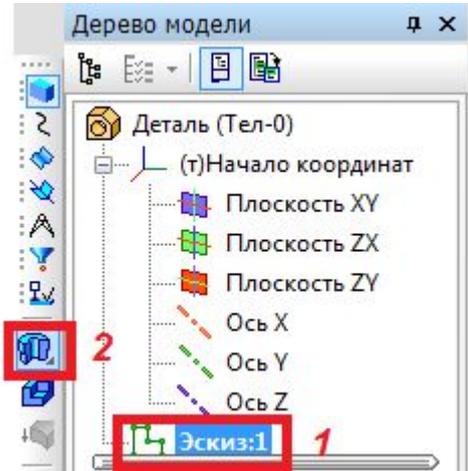
# Дерево построения.



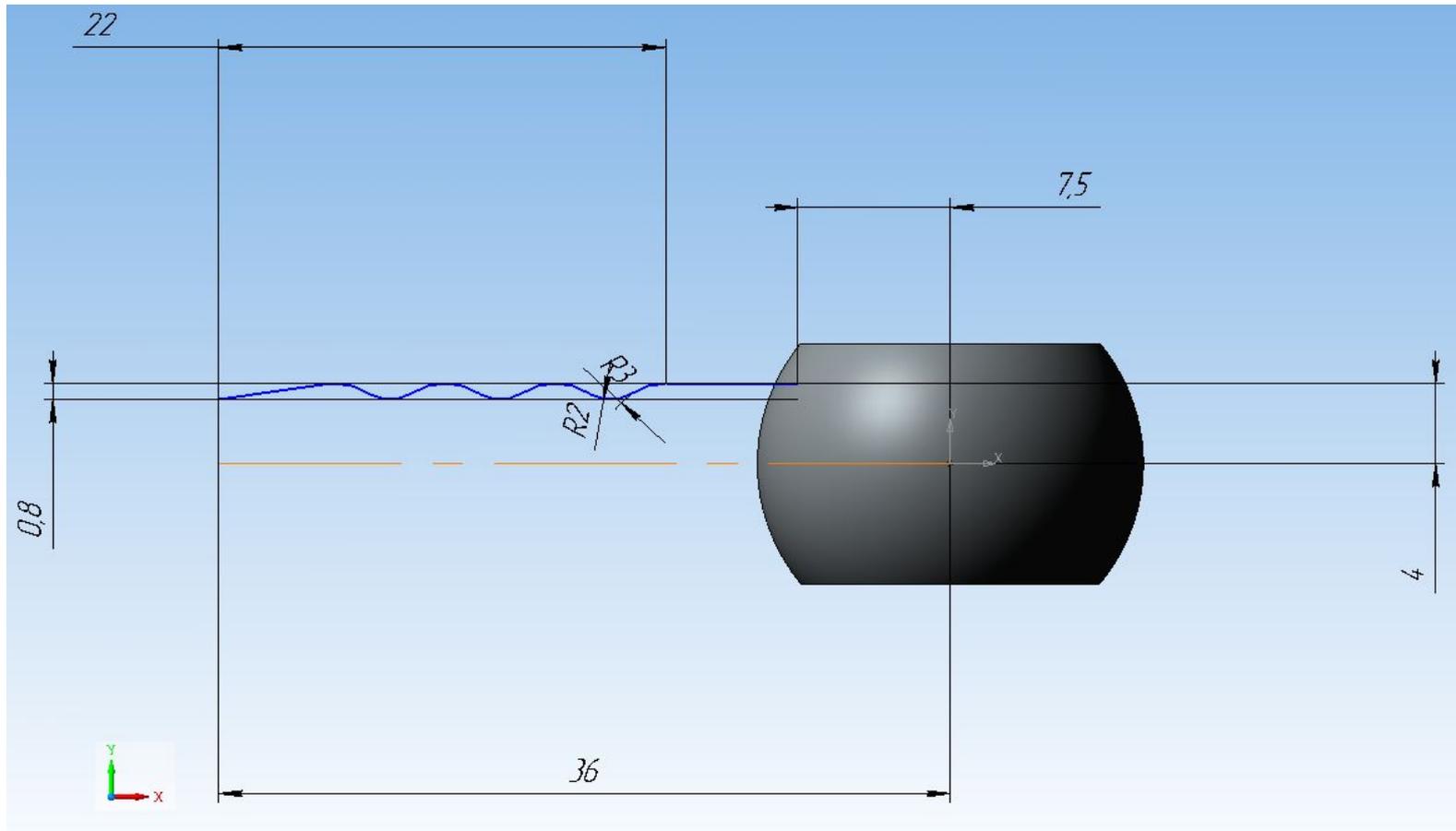
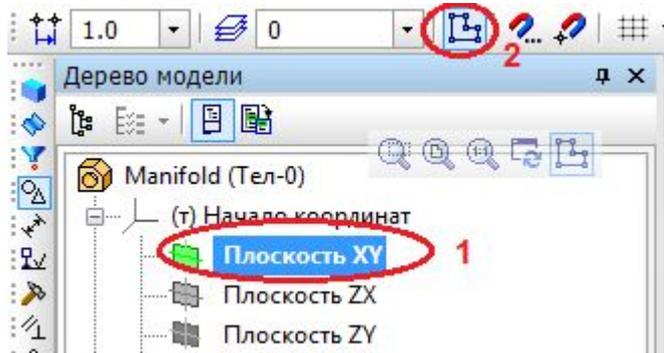
# Шаг 1. Создание Эскиза1.



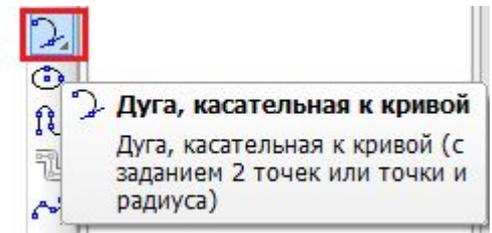
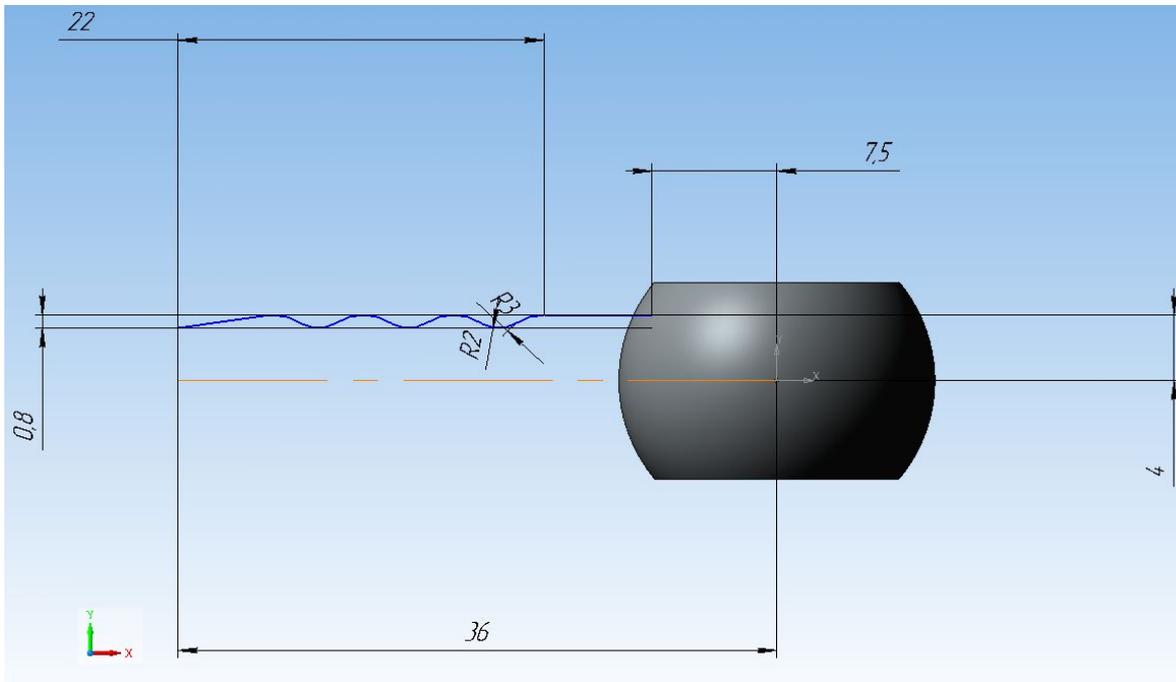
## Шаг 2. Вращение Эскиза1.



### Шаг 3. Создание Эскиза2.



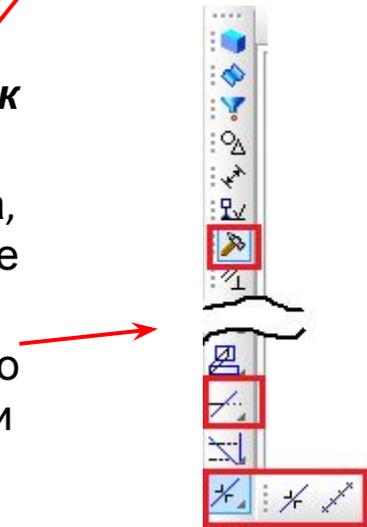
## Шаг 3. Создание Эскиза2.



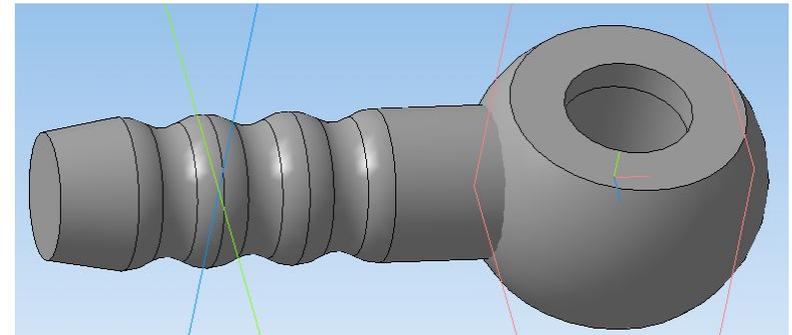
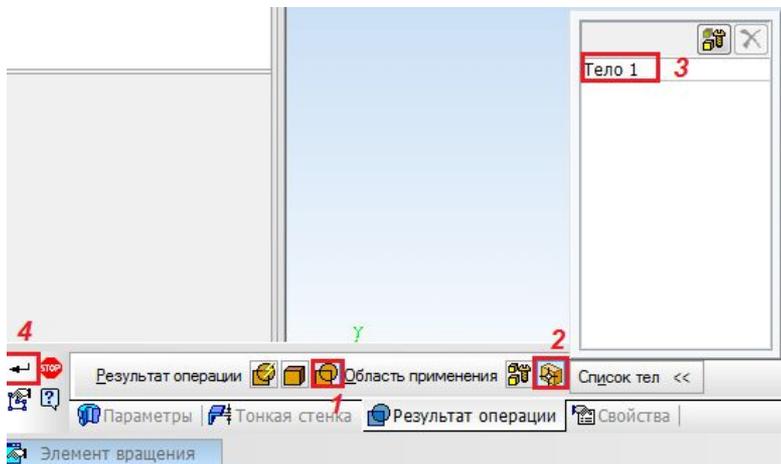
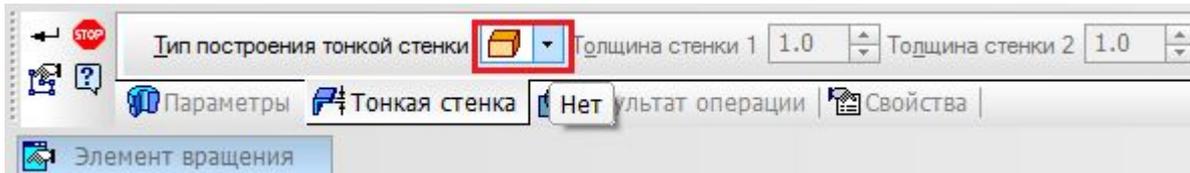
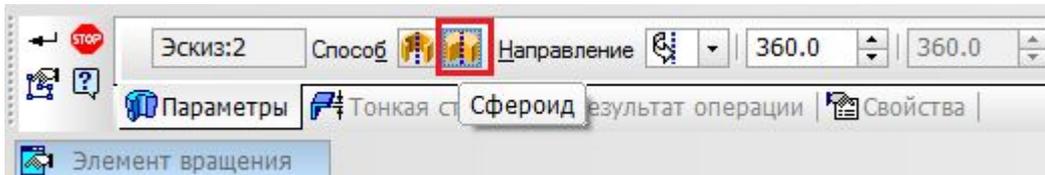
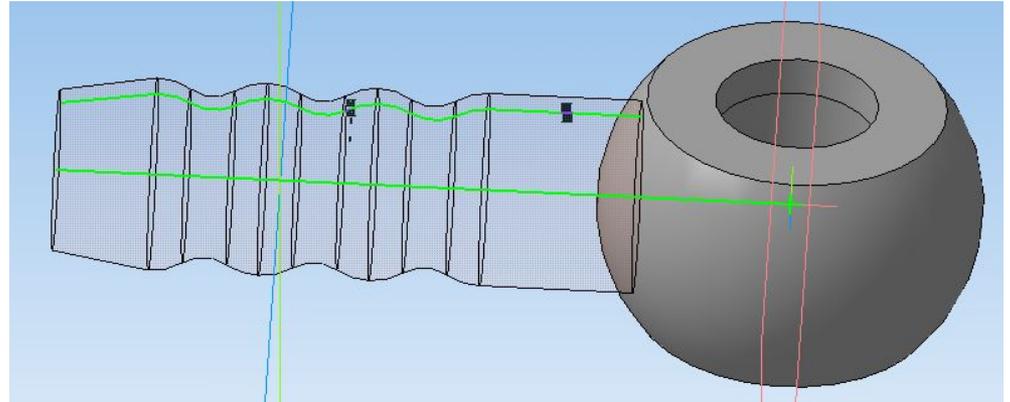
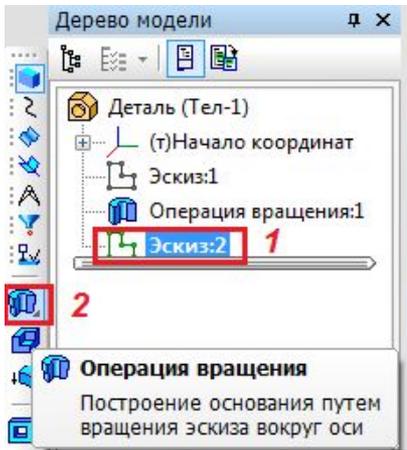
### Рекомендации:

*Эскиз удобно строить, используя вспомогательные линии!*

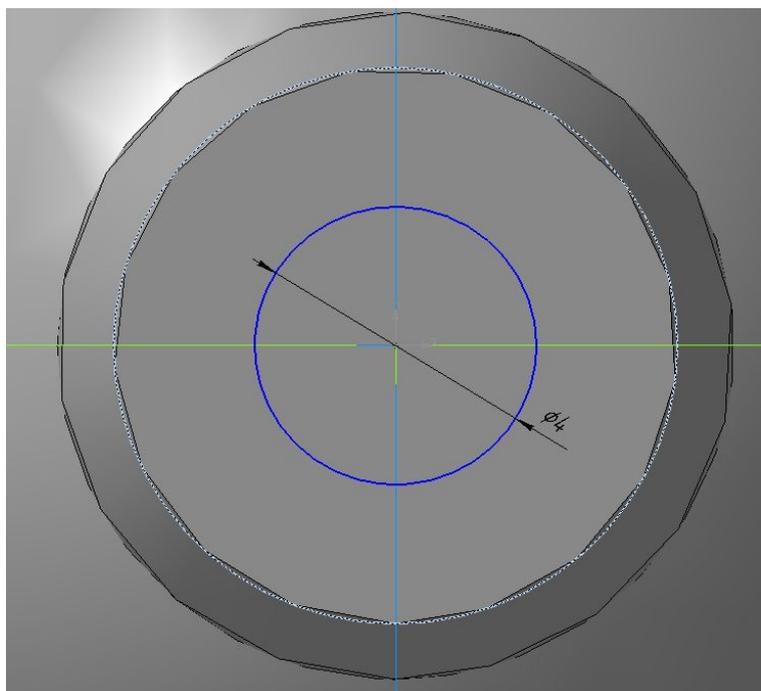
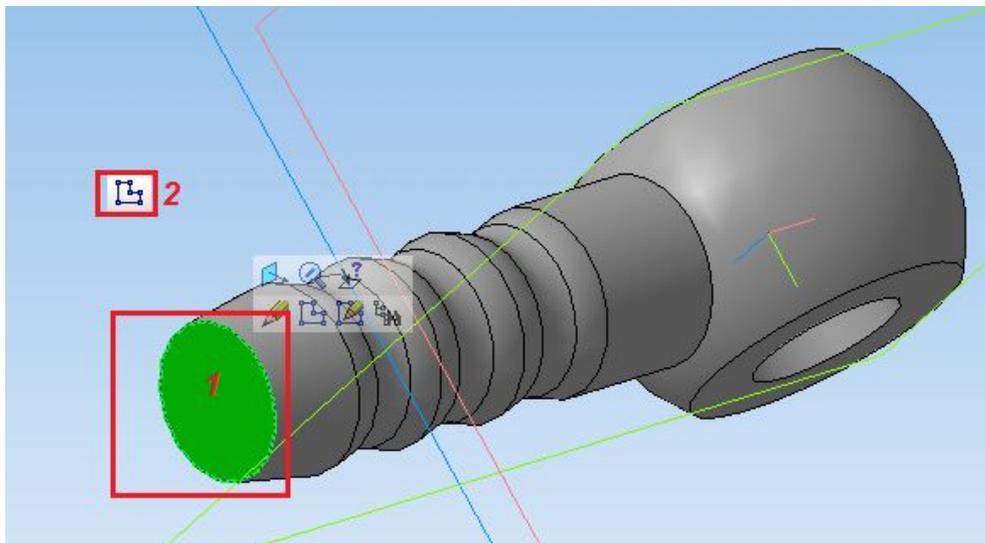
1. Используйте инструмент построение **дуги, касательной к кривой**
2. Вначале указывайте кривую, к которой будет построена дуга, затем введите радиус на панели свойств, а затем уже выбирайте точки привязки.
3. Дуги можно строить немного больше по длине, затем можно использовать инструменты: разбить кривую, усечь кривую и удалить «хвосты».
4. Затем удалить все вспомогательные линии.



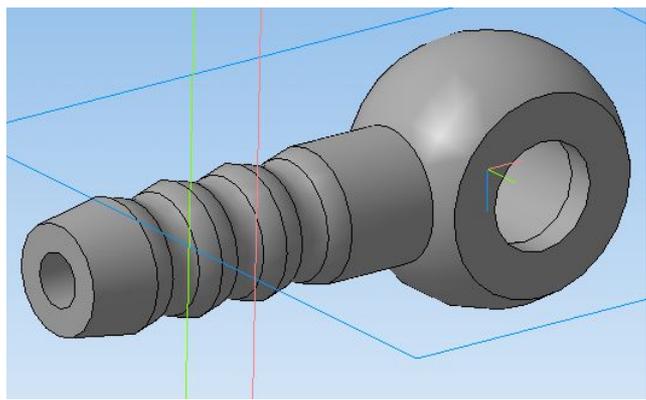
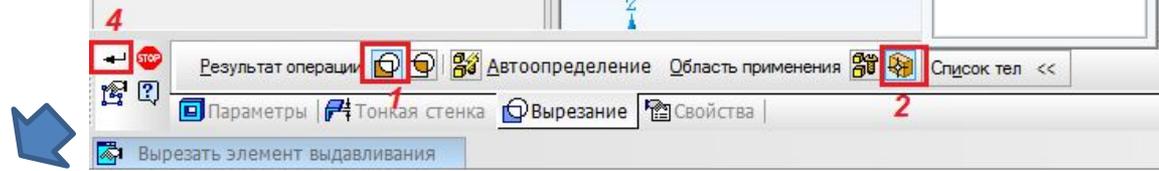
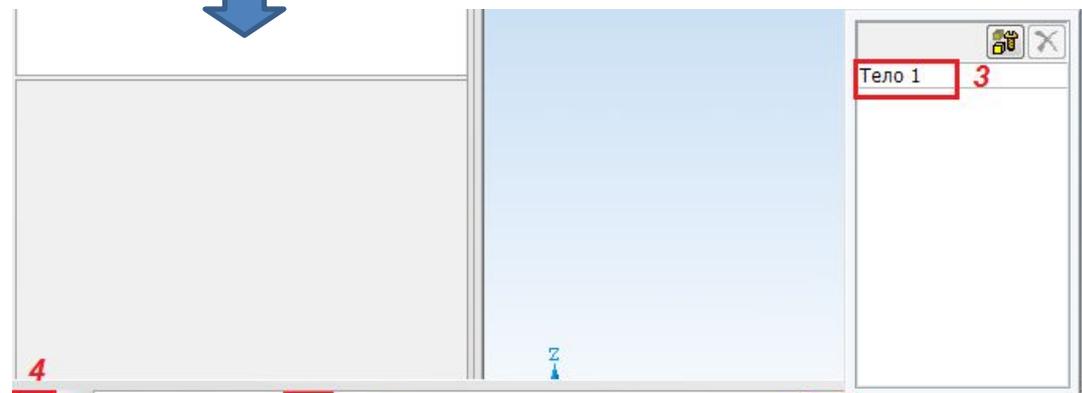
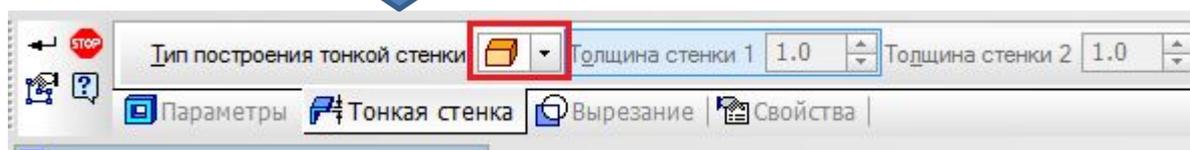
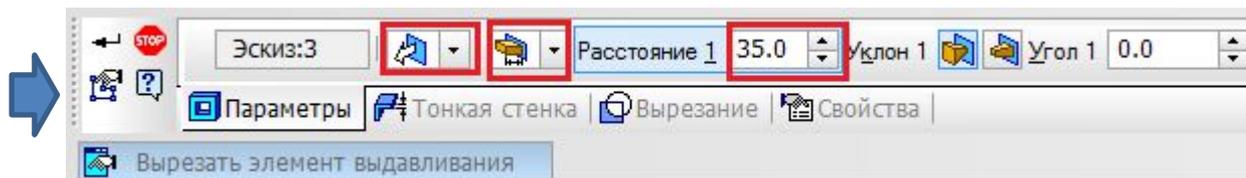
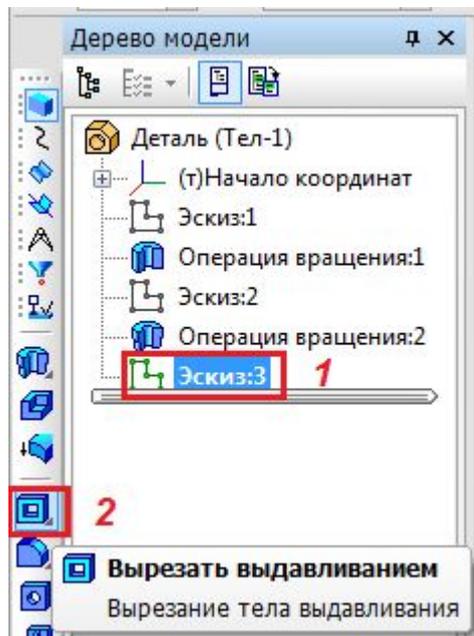
## Шаг 4. Вращение Эскиза2.



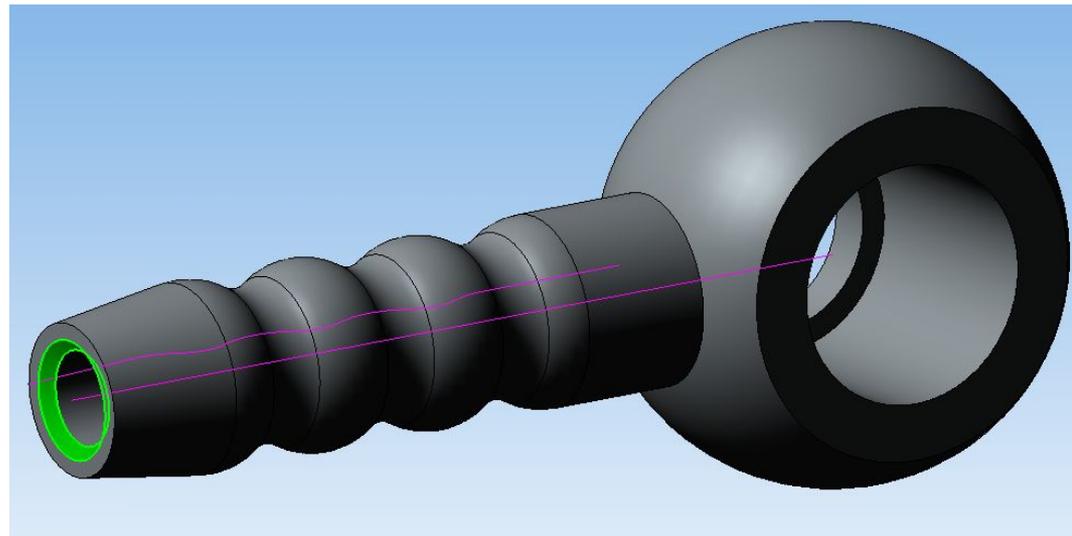
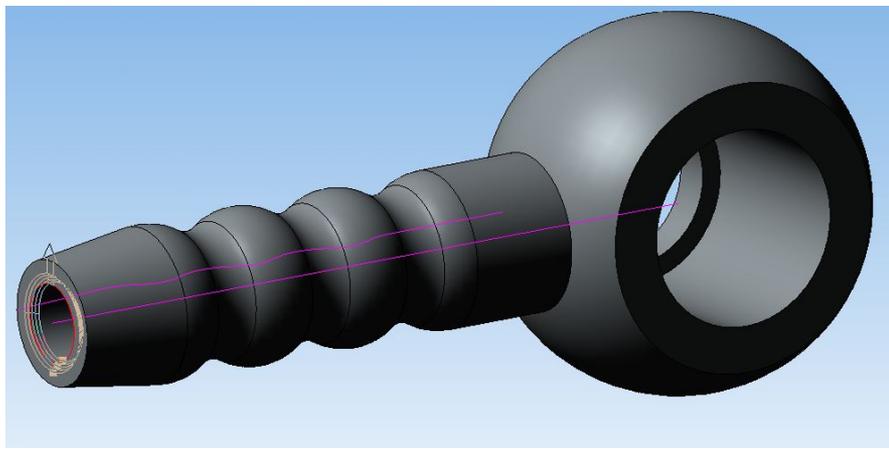
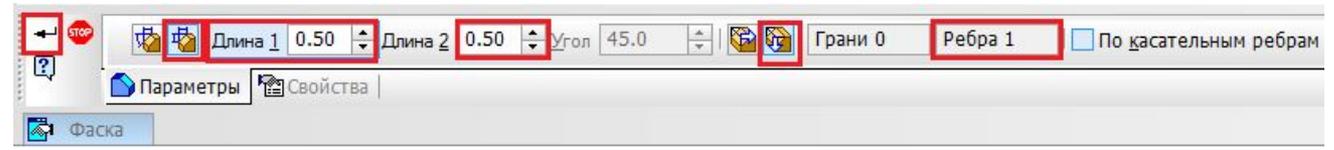
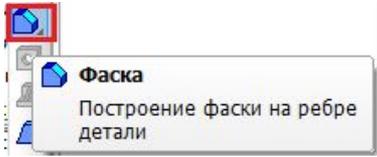
## Шаг 5. Построение Эскиза3 на грани.



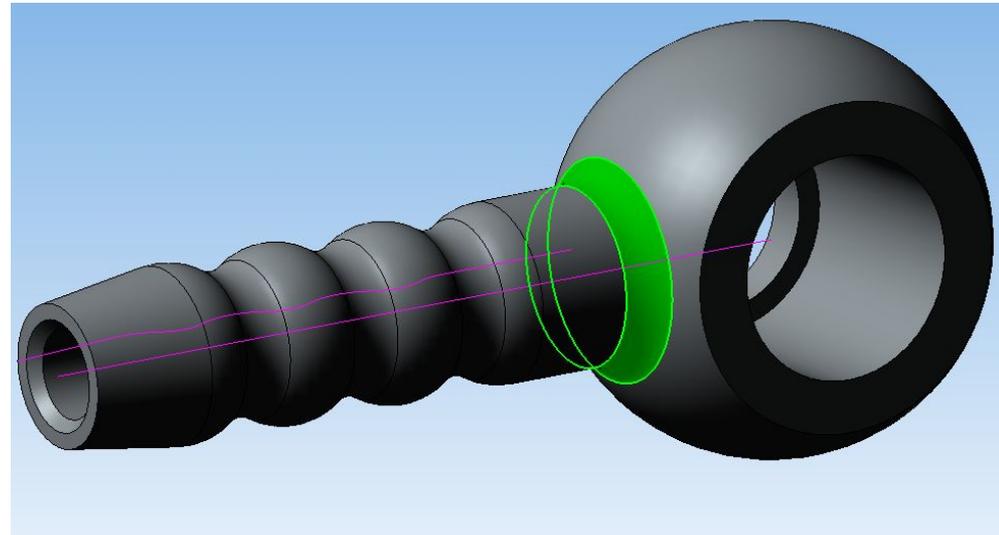
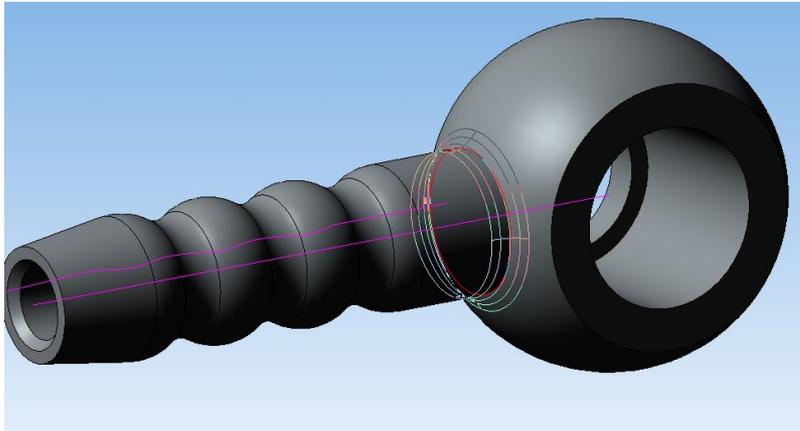
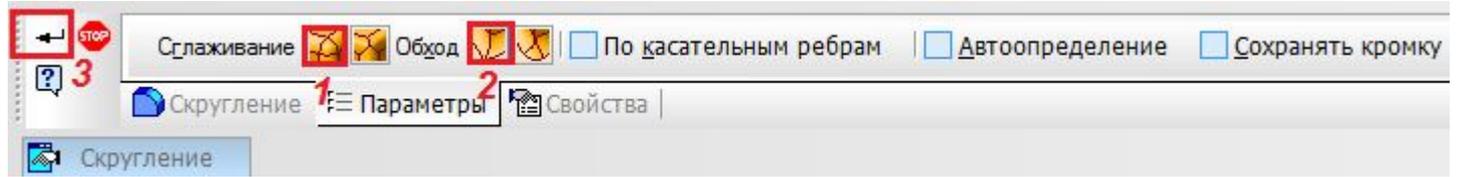
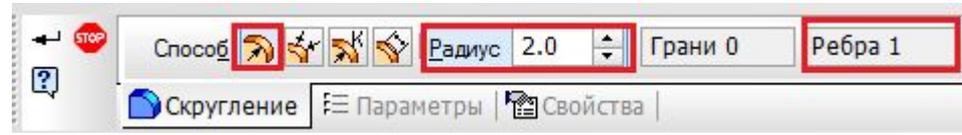
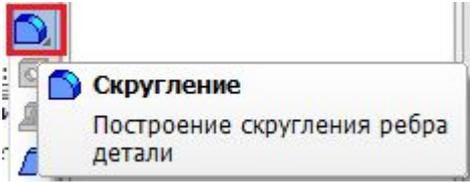
# Шаг 6. Вырез Эскиза3.



# Шаг 7. Создание фаски.



# Шаг 8. Создание скругления.



# Шаг 9. Массив по концентрической сетке.

