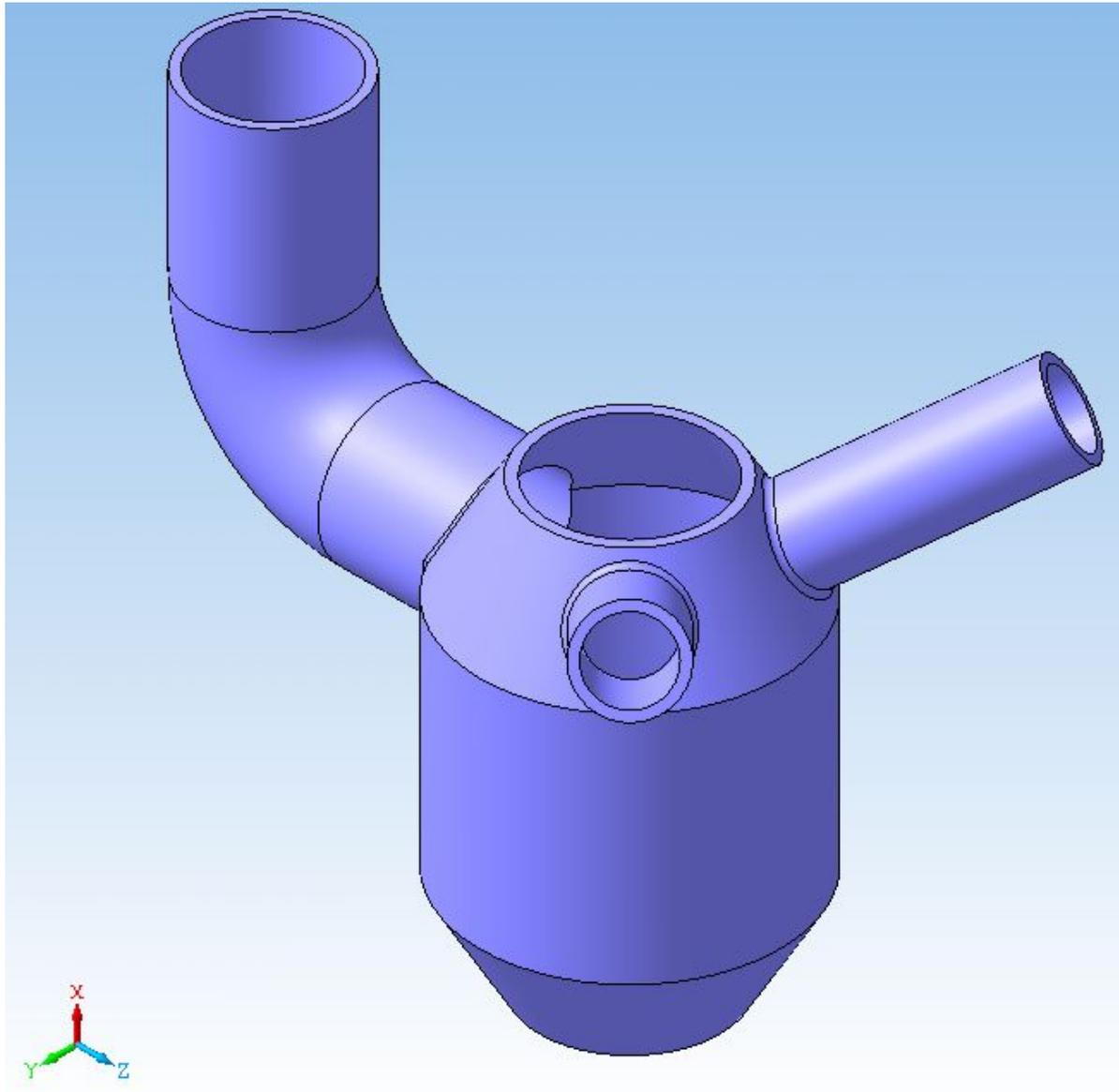
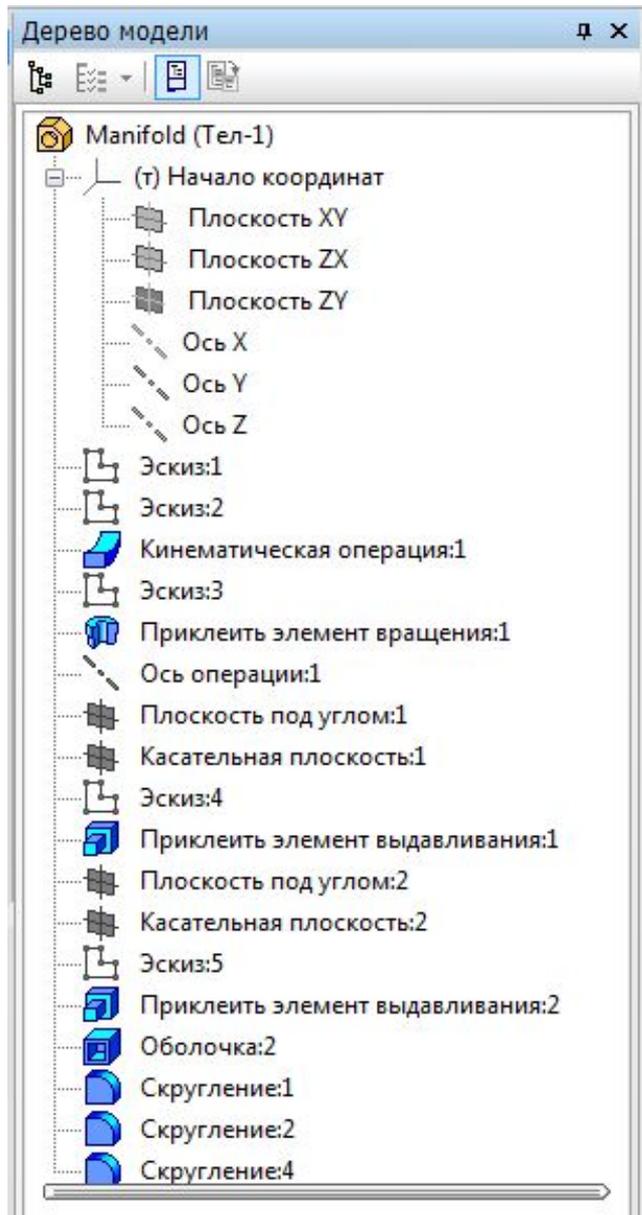


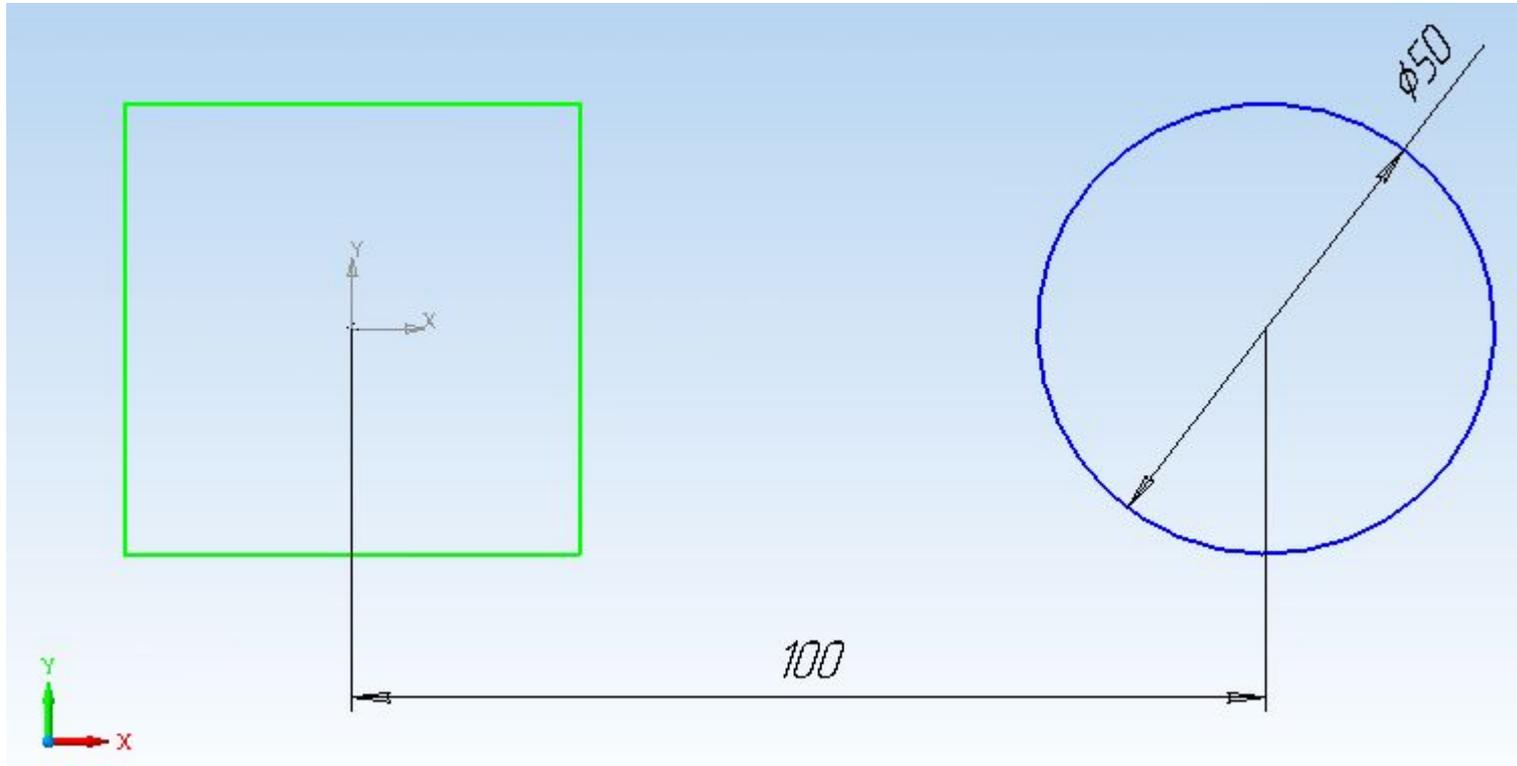
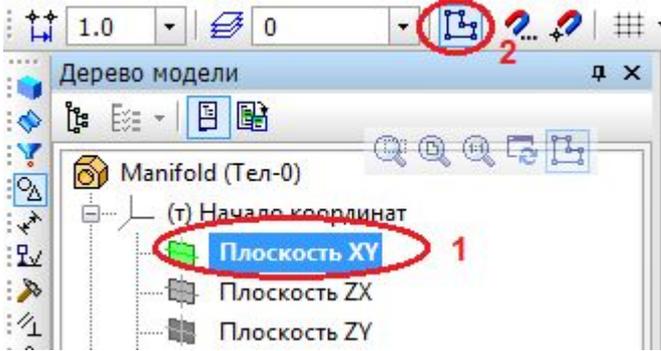
Задание 2.  
Трехмерная модель обечайки



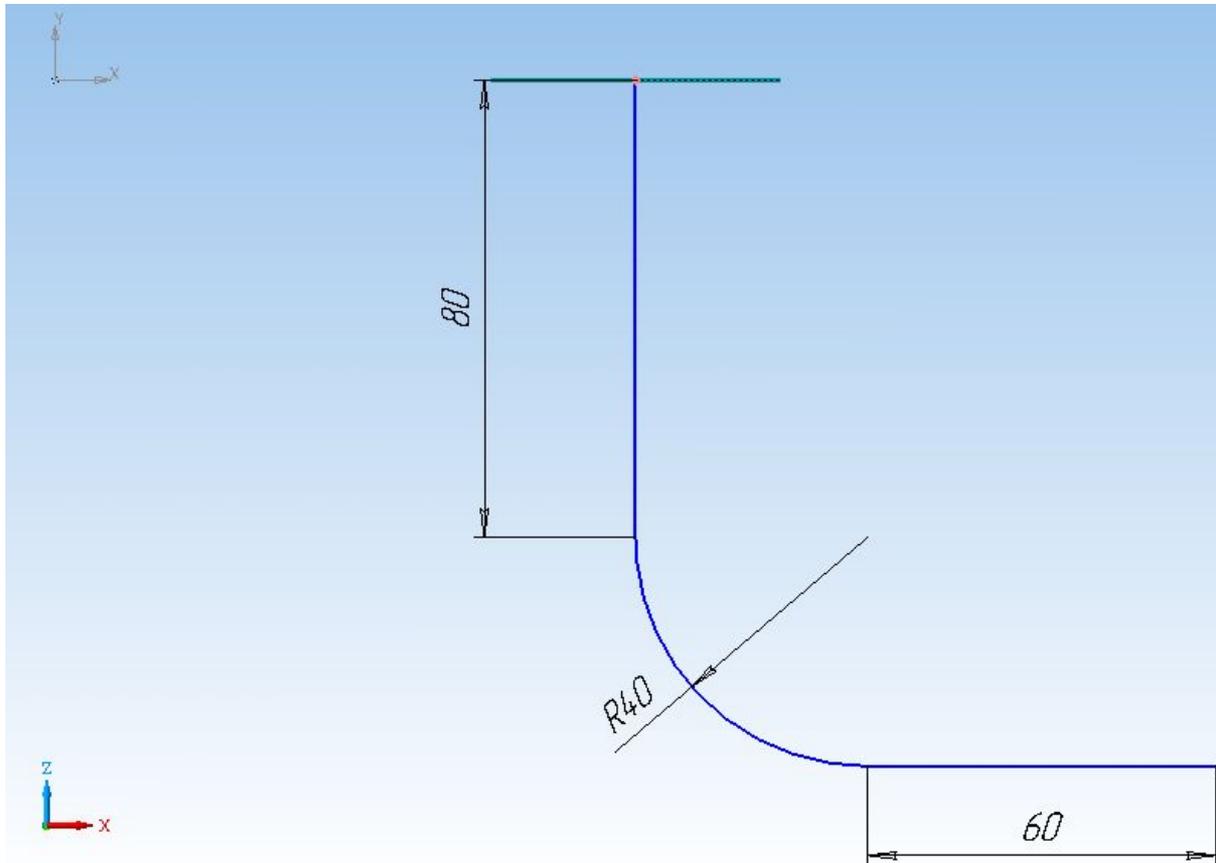
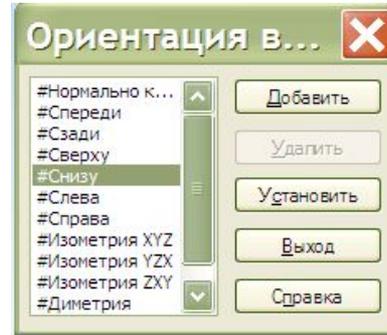
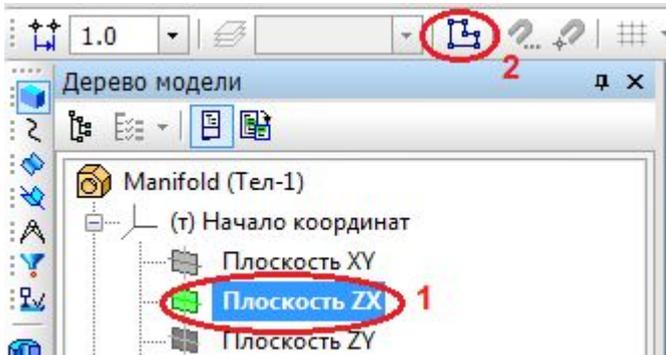
# Дерево построения.



# Шаг 1. Создание эскиза объекта.



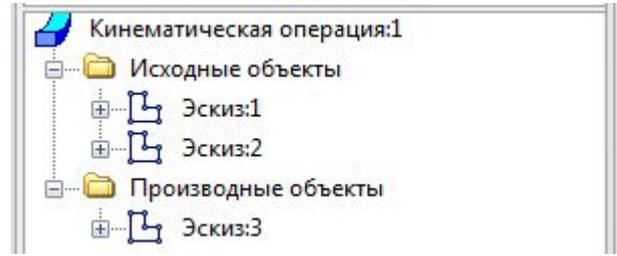
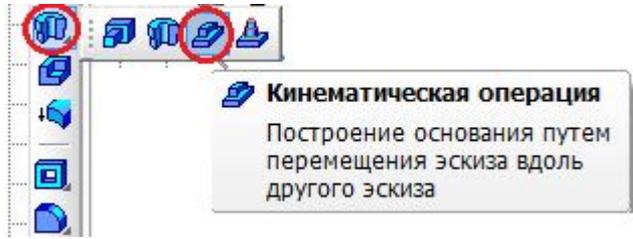
## Шаг 2. Создание эскиза траектории.



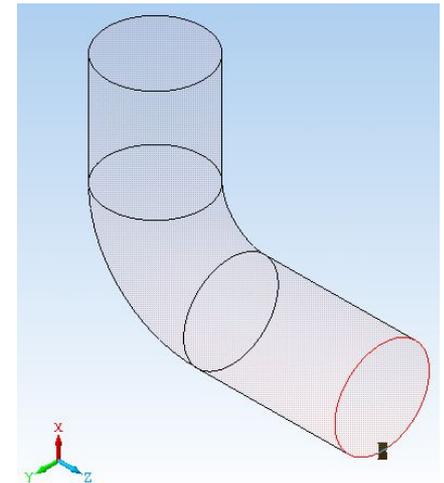
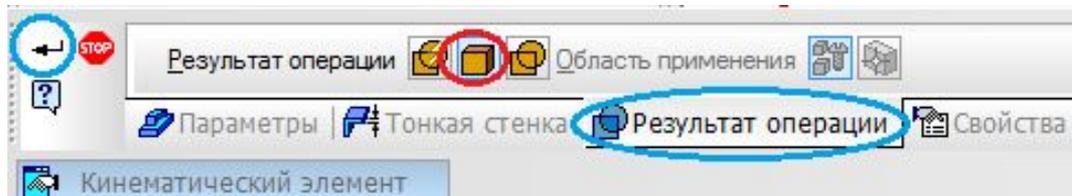
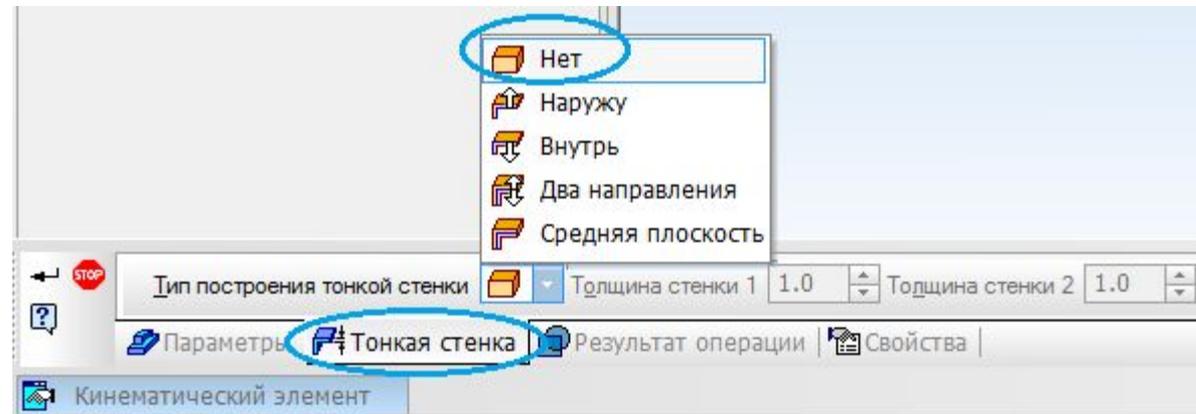
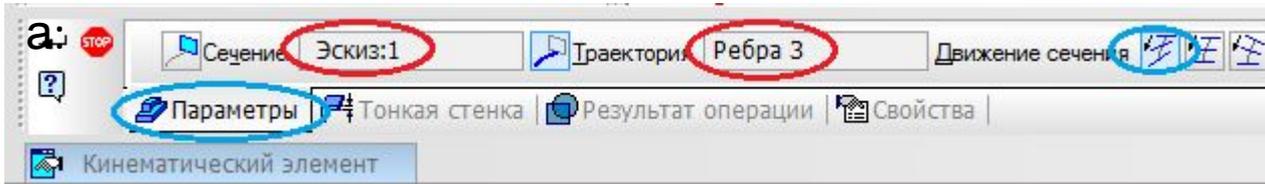
Аккуратно и  
внимательно  
постройте Эскиз

После  
построения  
выйти из Эскиза

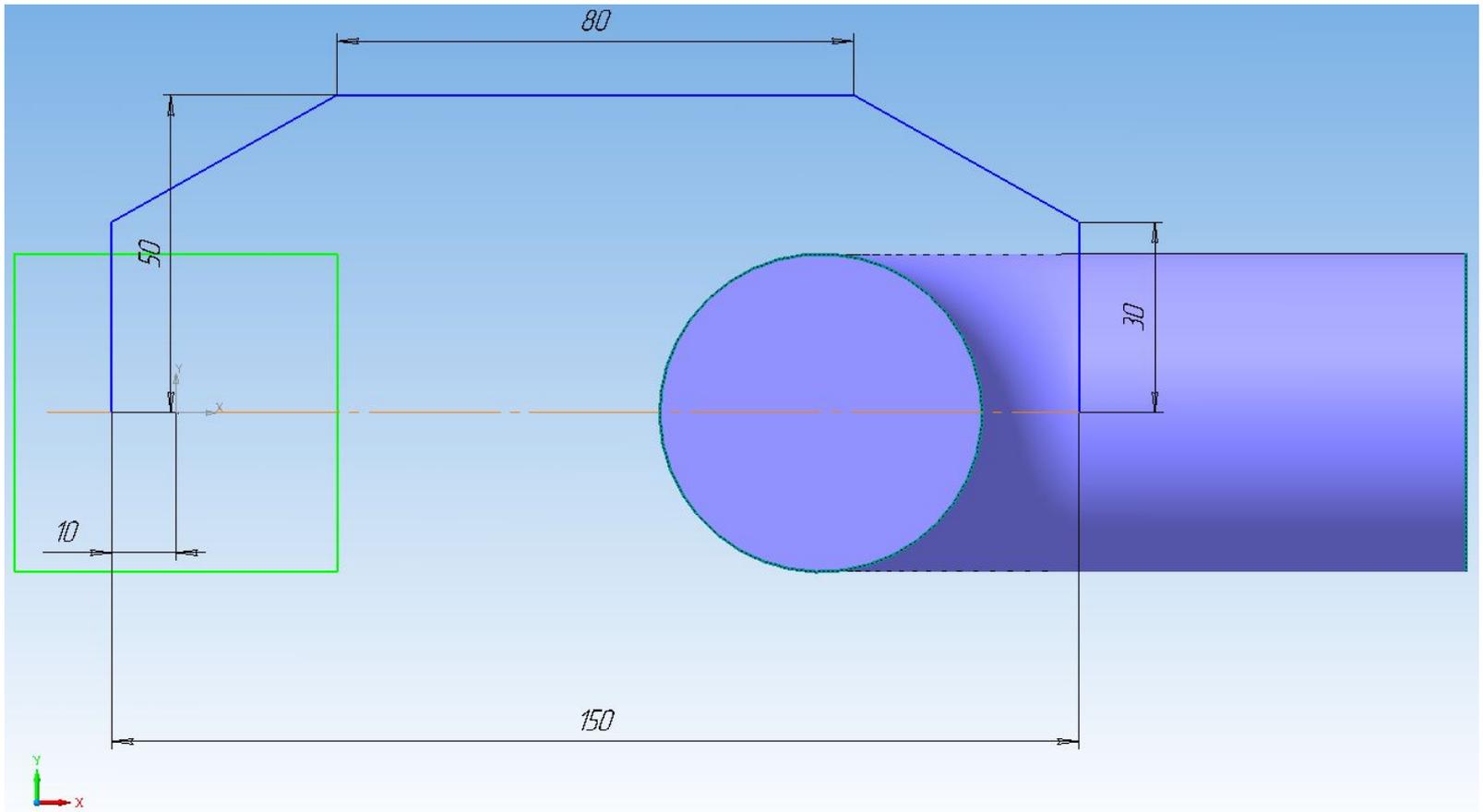
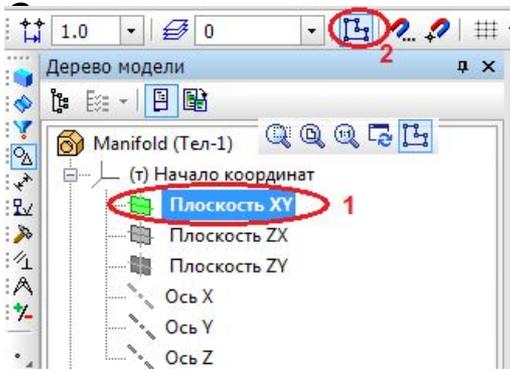
# Шаг 3. Кинематическая операция по траектории.



## СВОЙСТВ

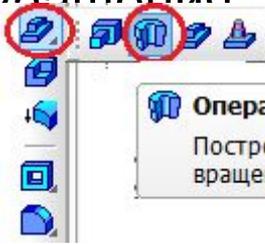


# Шаг 4. Построение Эскиза



# Шаг 5. Операция

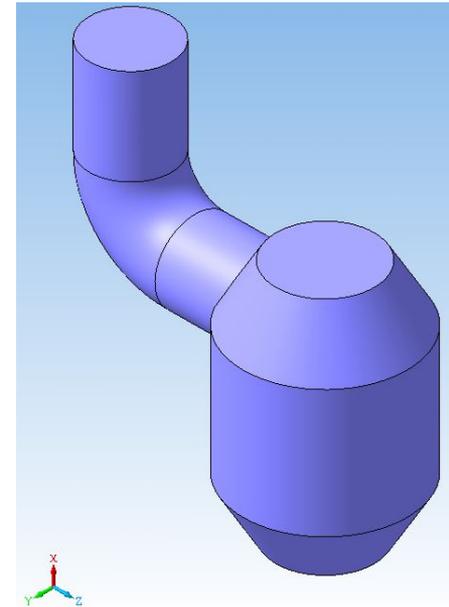
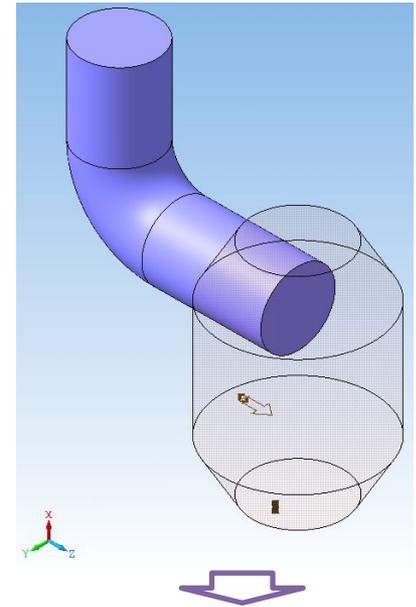
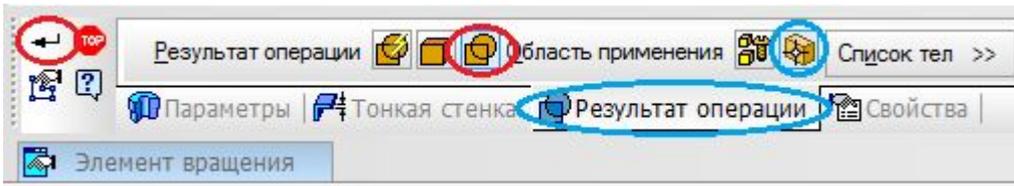
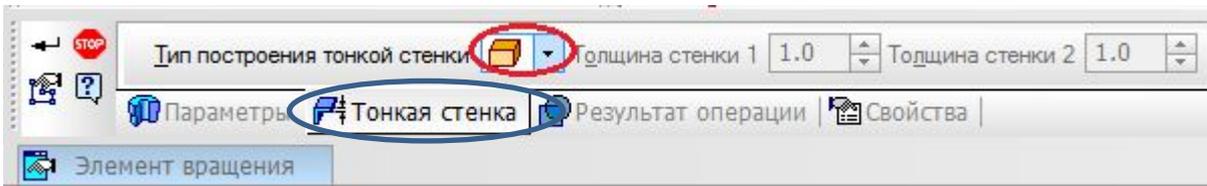
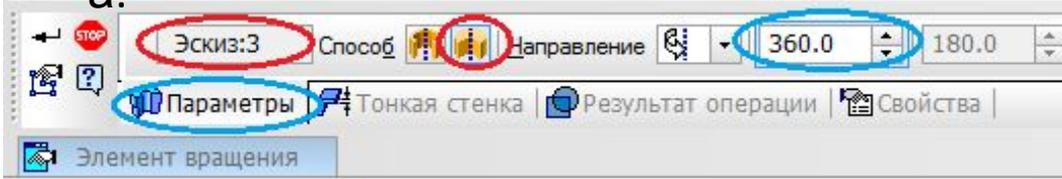
## вращение



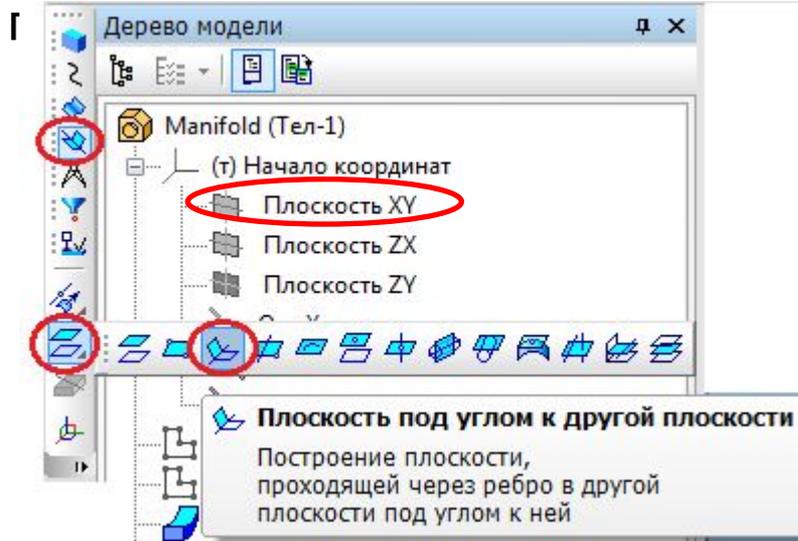
**Операция вращения**  
Построение основания путем вращения эскиза вокруг оси

## Свойств

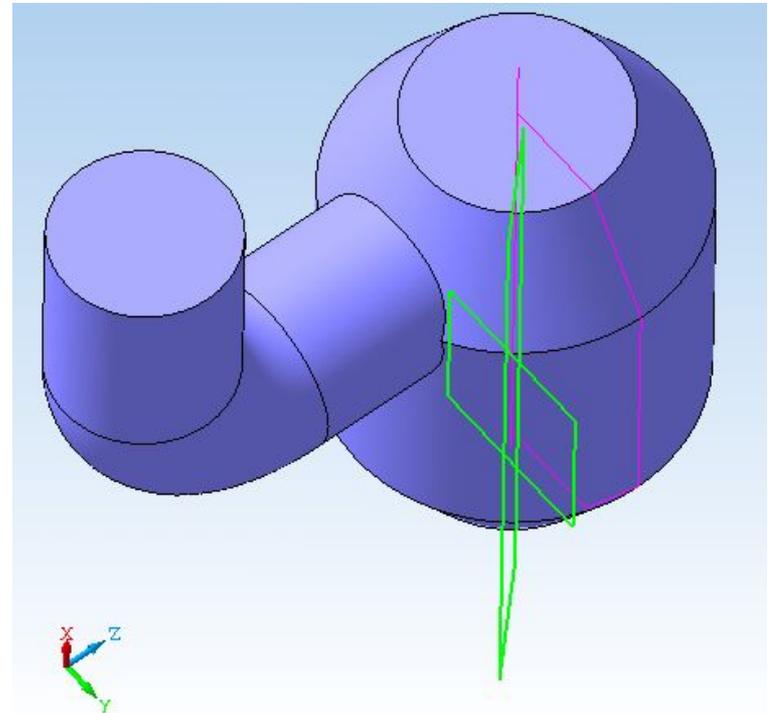
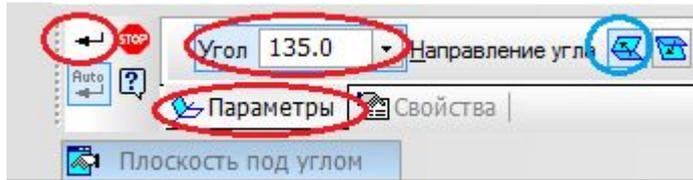
а:



## Шаг 6. Создание плоскости под углом к



## Свойств

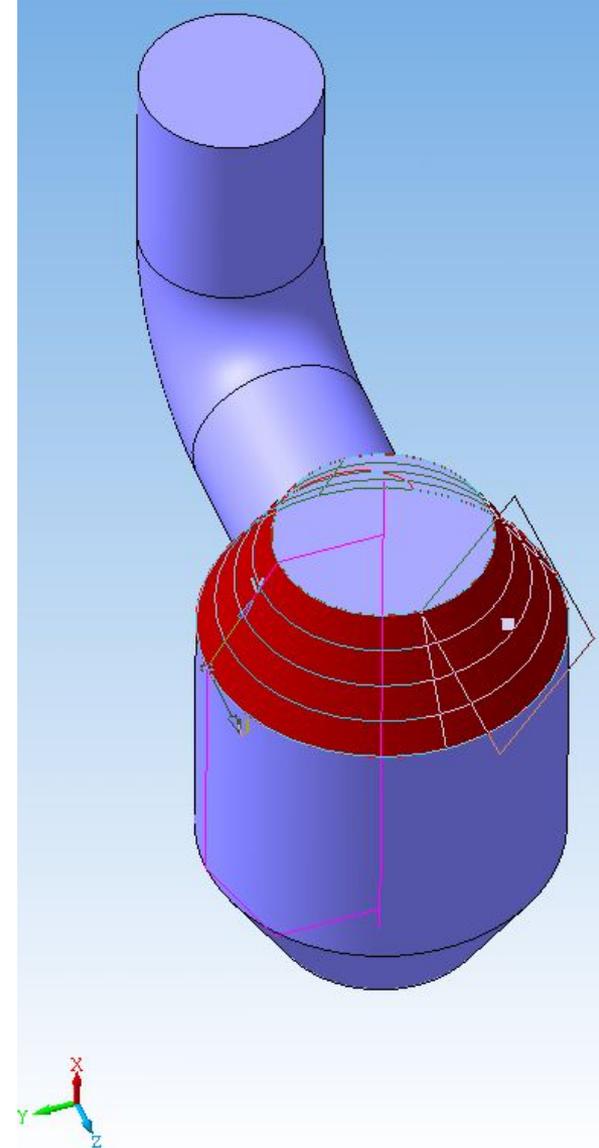
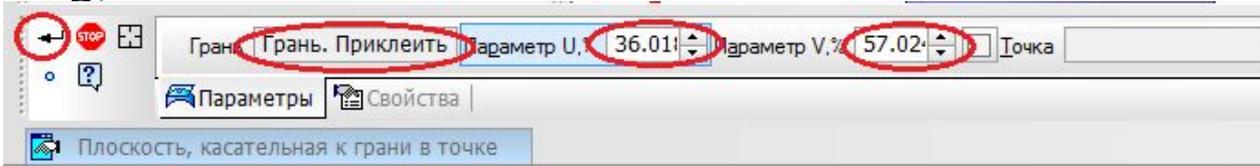


# Шаг 7. Создание касательной плоскости

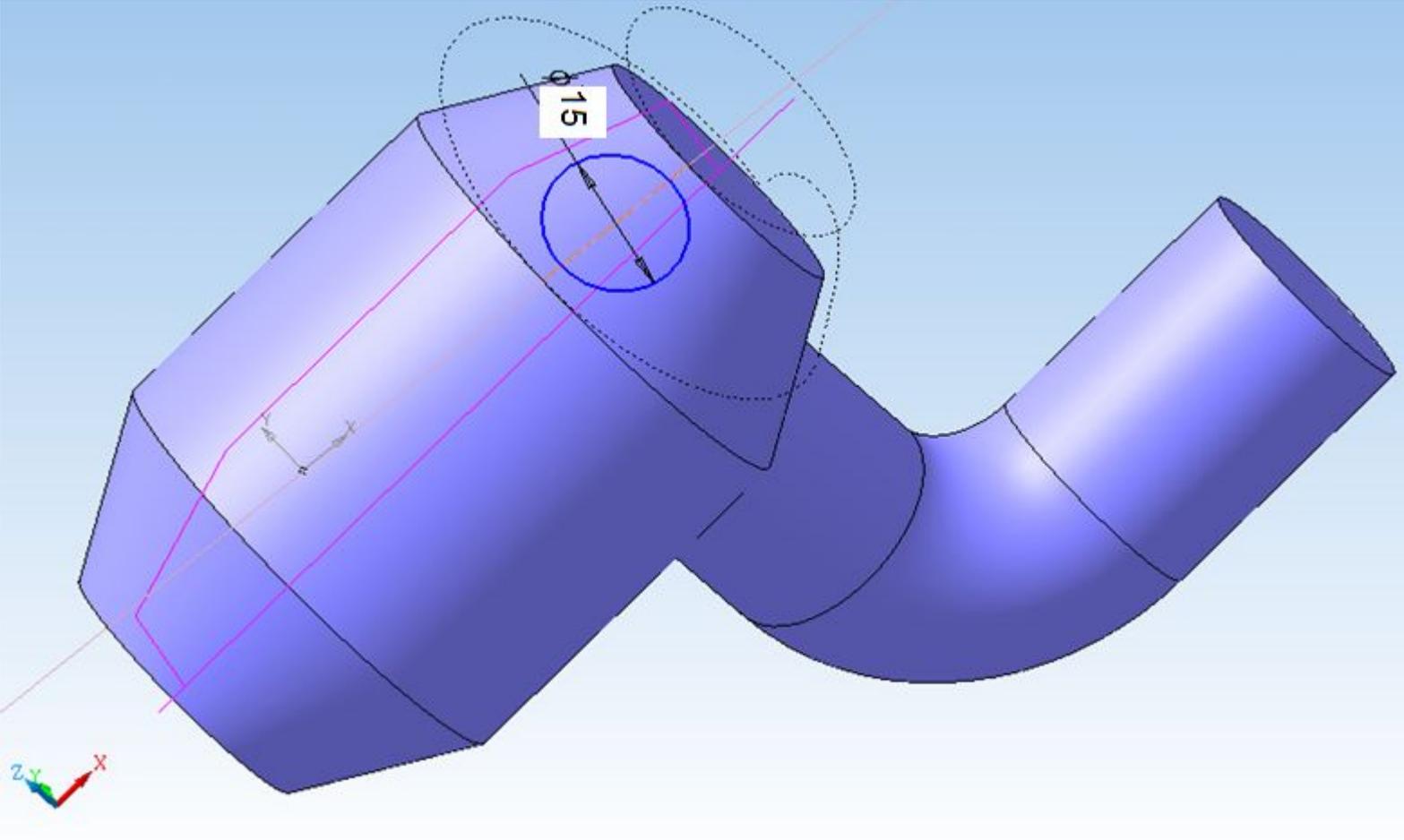
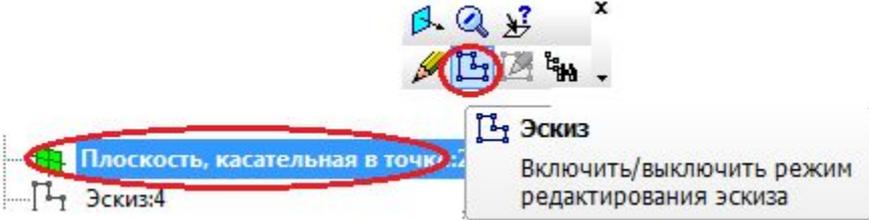


 **Плоскость, касательная к грани в точке**  
Построение плоскости, касательной к грани в указанной точке

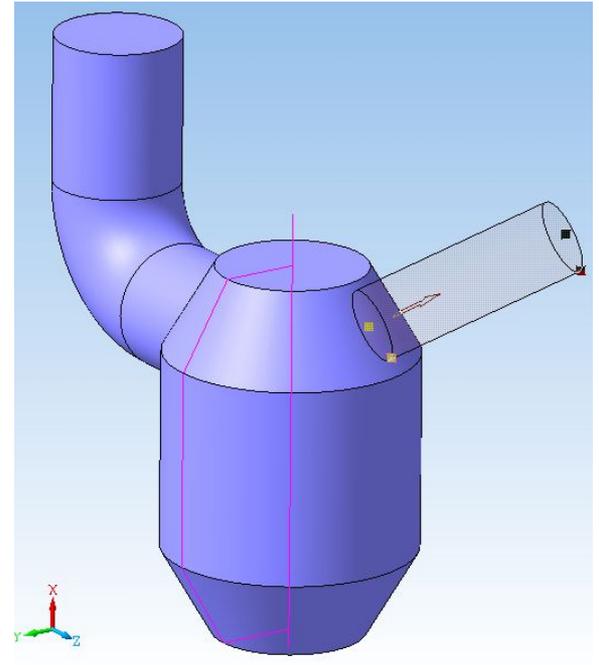
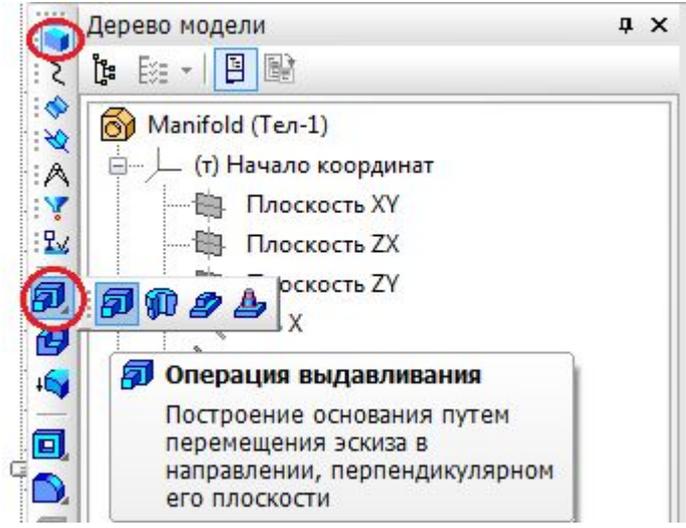
## Свойств



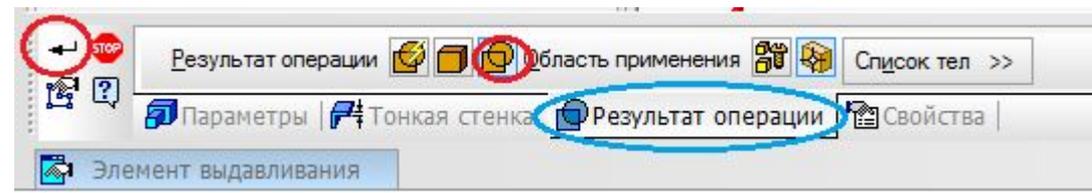
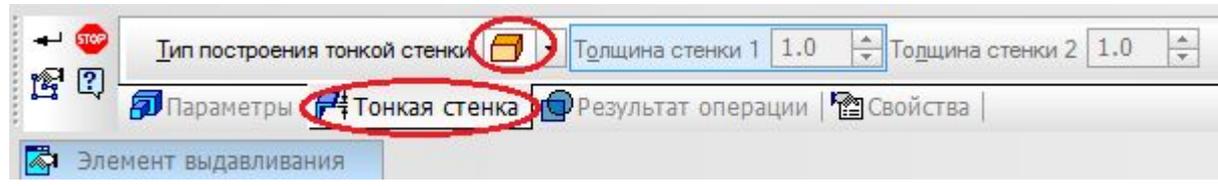
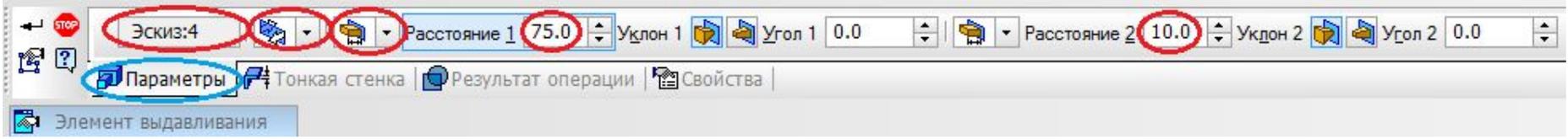
# Шаг 8. Создание Эскиза 4 на новой плоскости



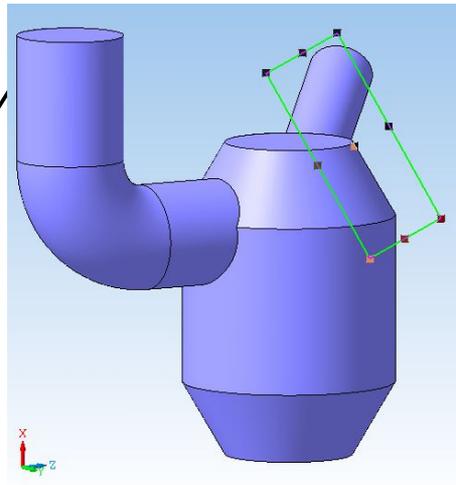
# Шаг 9. Операция



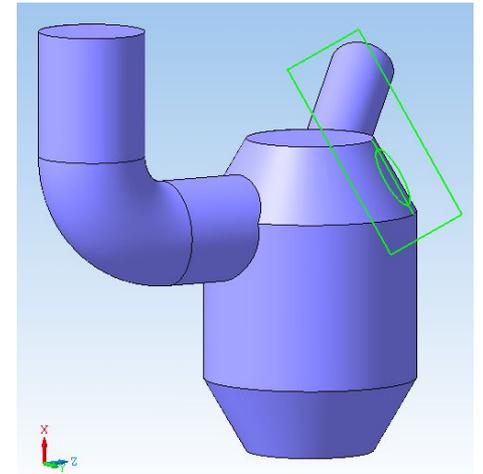
## Свойств



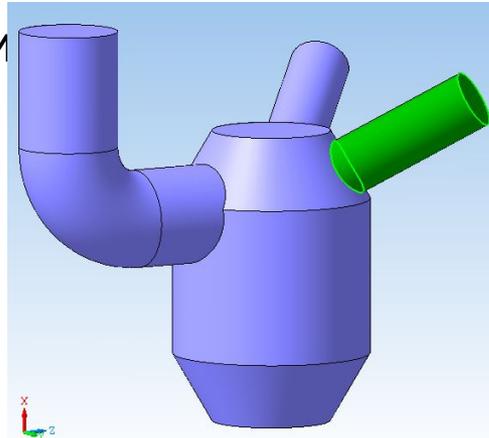
Шаг 10. Создание еще одной плоскости, касательной к Грани (произвольное расположение).



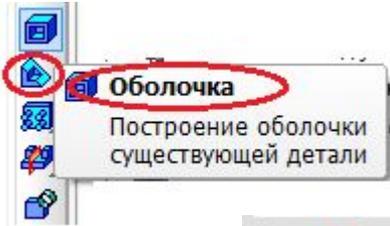
Шаг 11. Создание Эскиза 5 на новой плоскости.



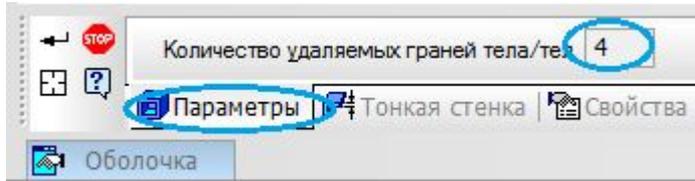
Шаг 12. Операция выдавливания (настройки те же, см. слайд 11).



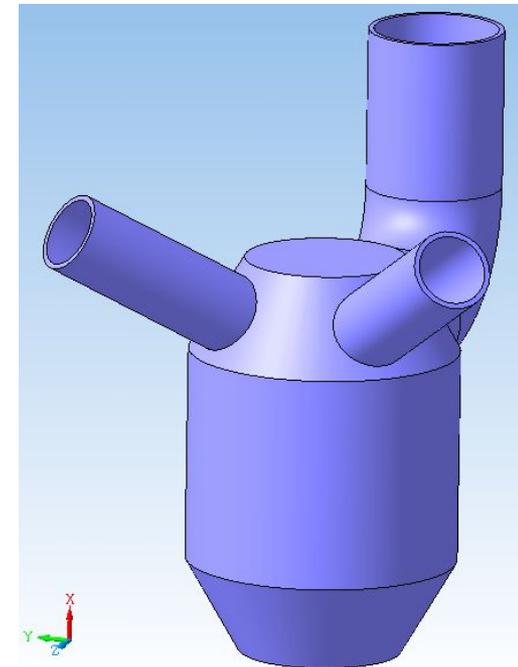
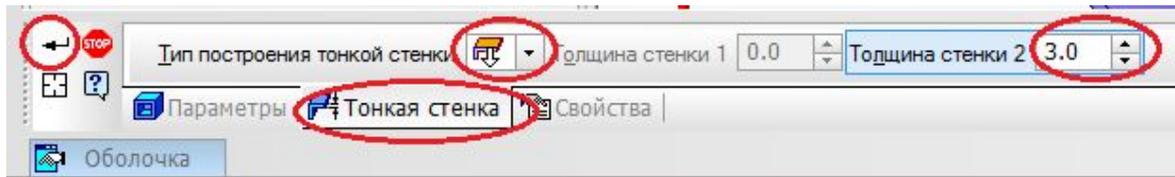
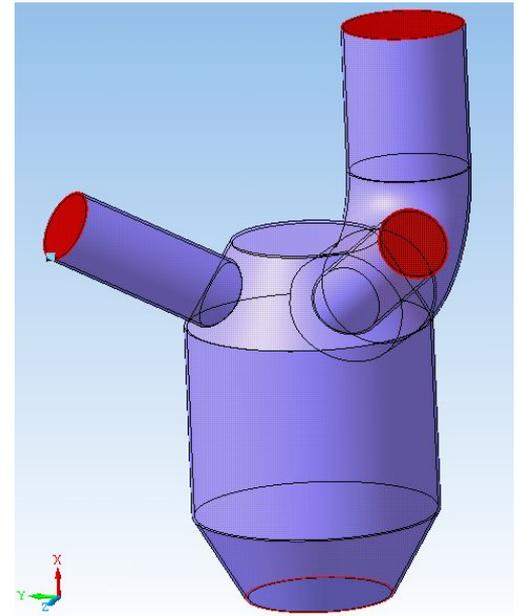
# Шаг 13. Операция оболочка.



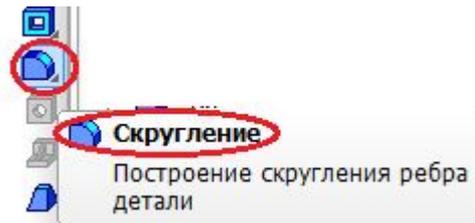
СВОЙСТВА:



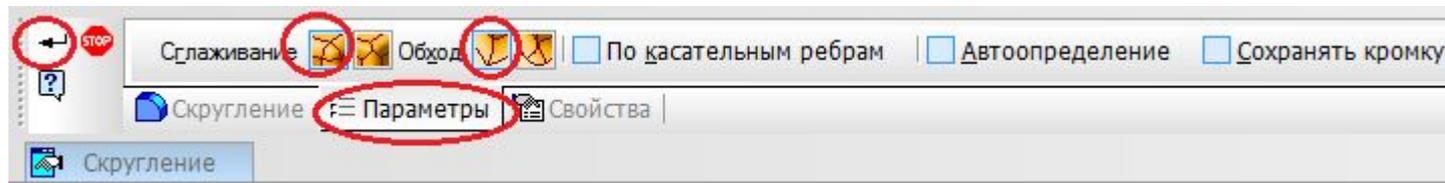
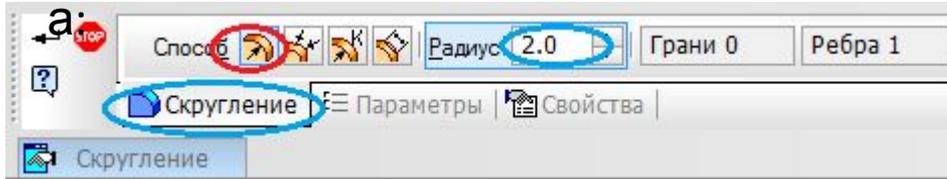
→  
Выбрать удаляемые грани



# Шаг 14. Операция Скругления.



## Свойств



Выбрать скругляемые кромки

