

# Rappels TINKERCAD





AUTODESK®  
TINKERCAD®

Rechercher des conception

Conceptions 3D

Circuits

Codeblocks

NOUVEAU

Leçons

Projets

Project 2

1

2

3



Plan construction



Règle

Tinkercad

Formes simples

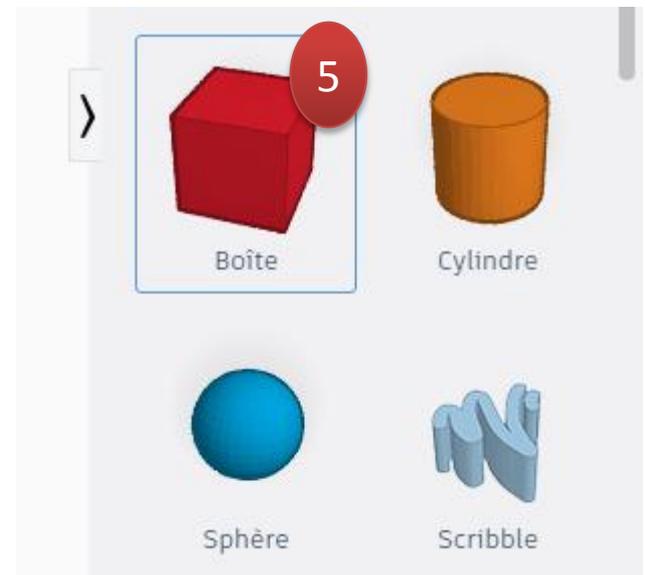
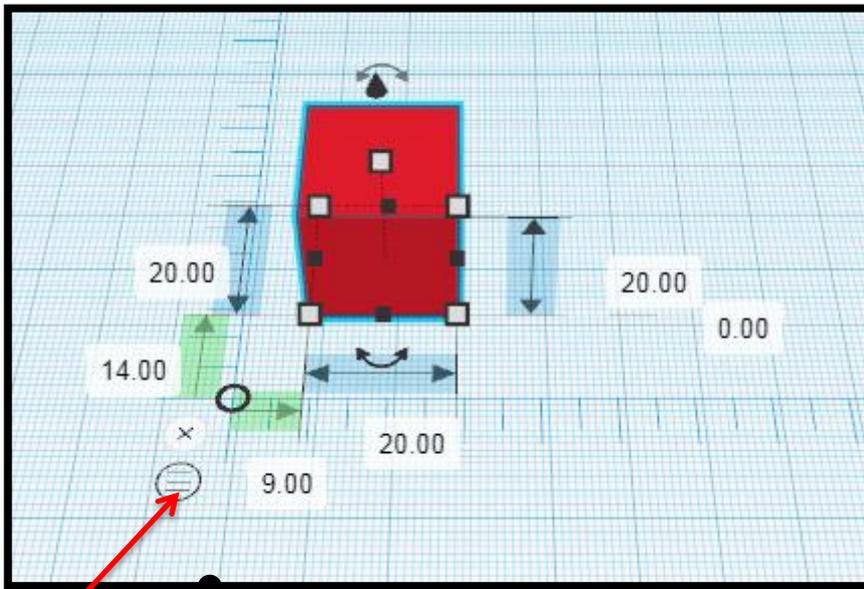
Outil Règle

R

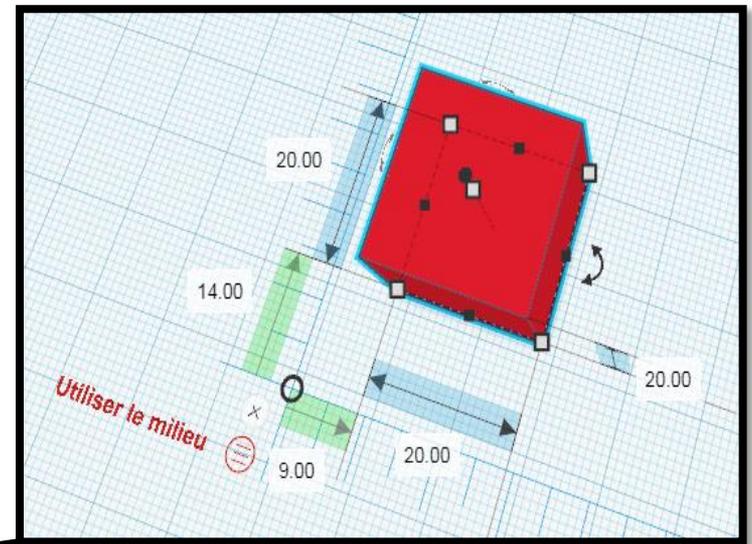
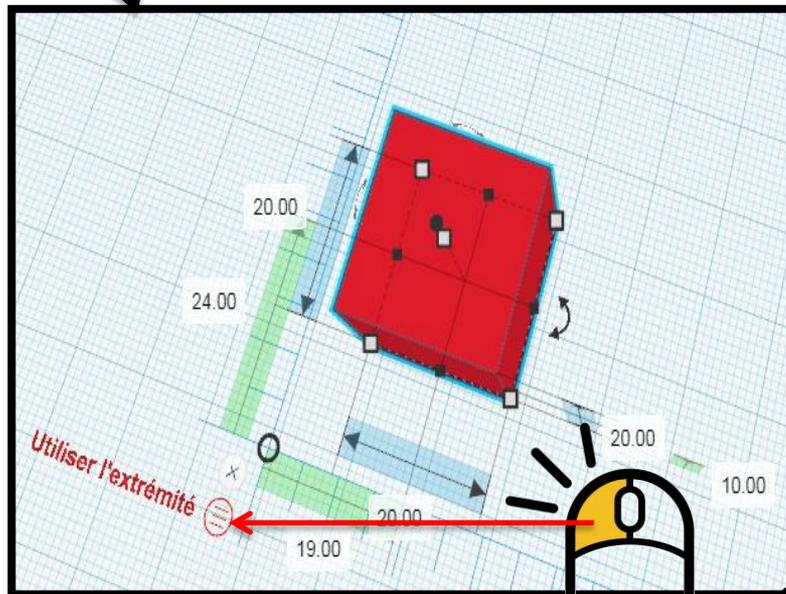
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Plan co

Plan construction



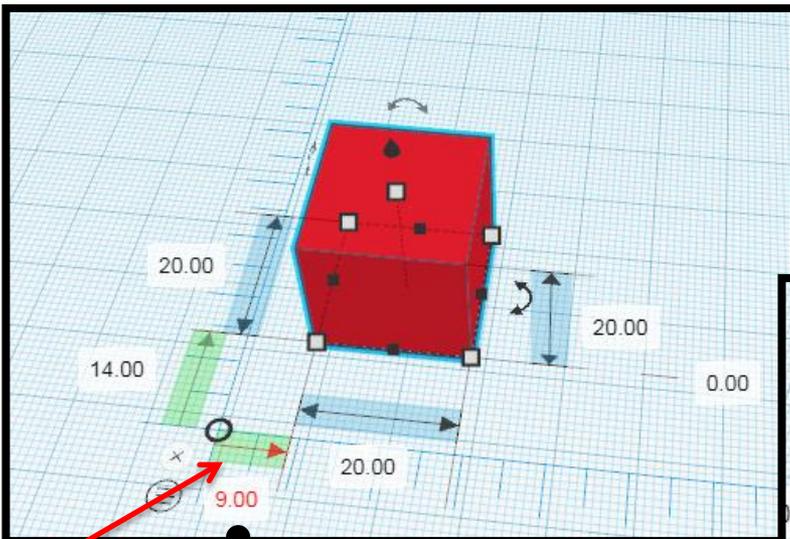
Mesures de l'origine aux extrémités



Mesures de l'origine aux « milieux »

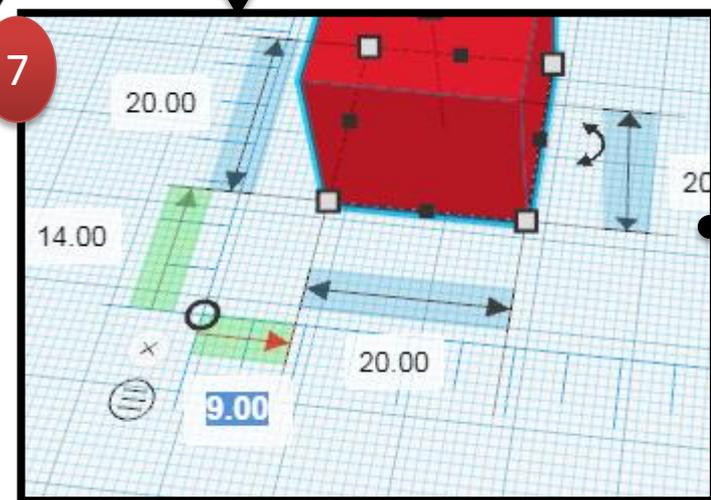
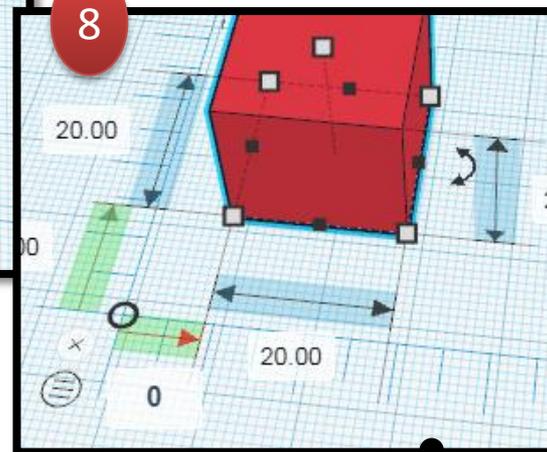
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# Mesures de l'origine aux extrémités

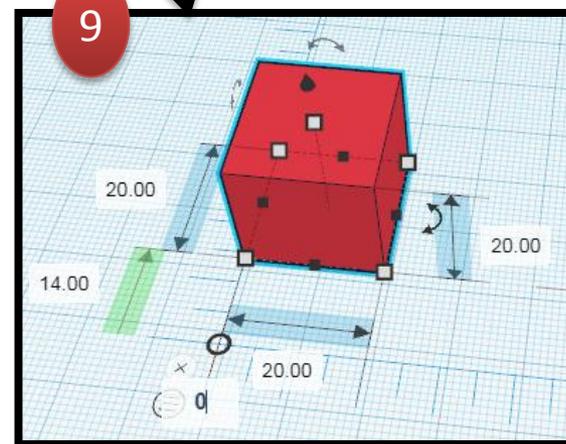


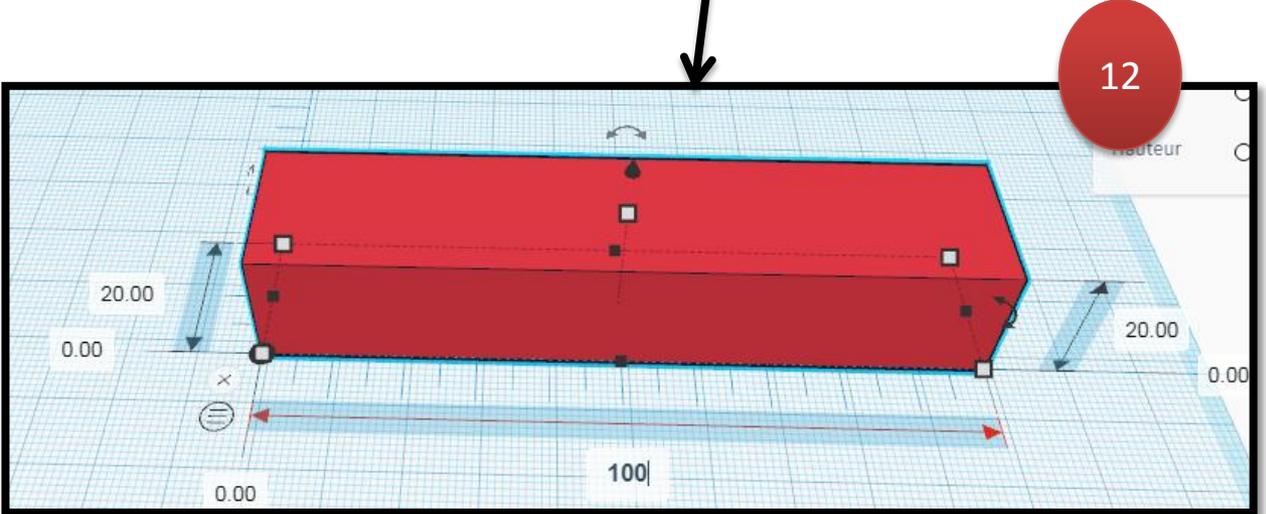
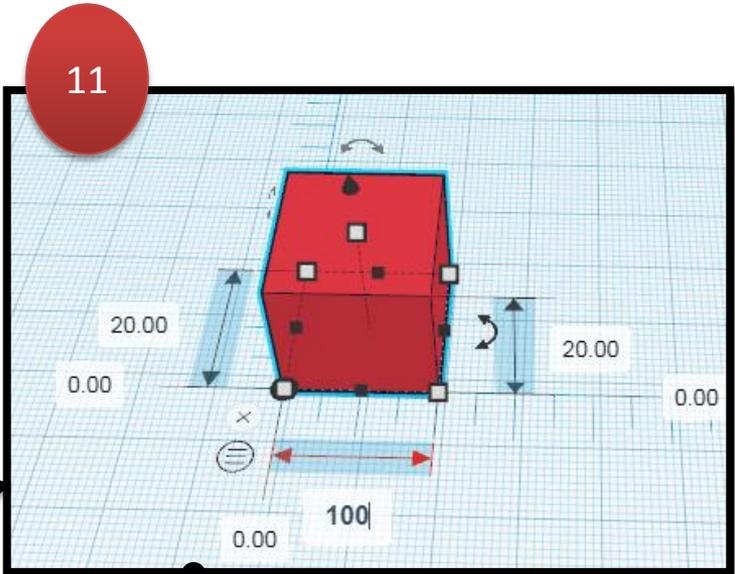
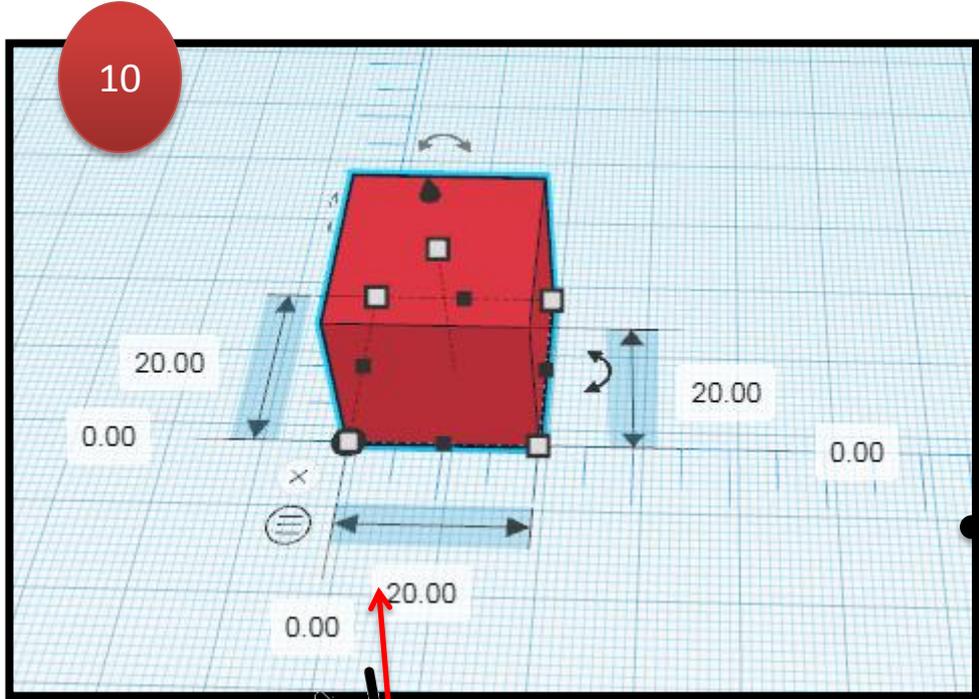
! !  
Suivant la position de votre cube les valeurs peuvent être différentes

8

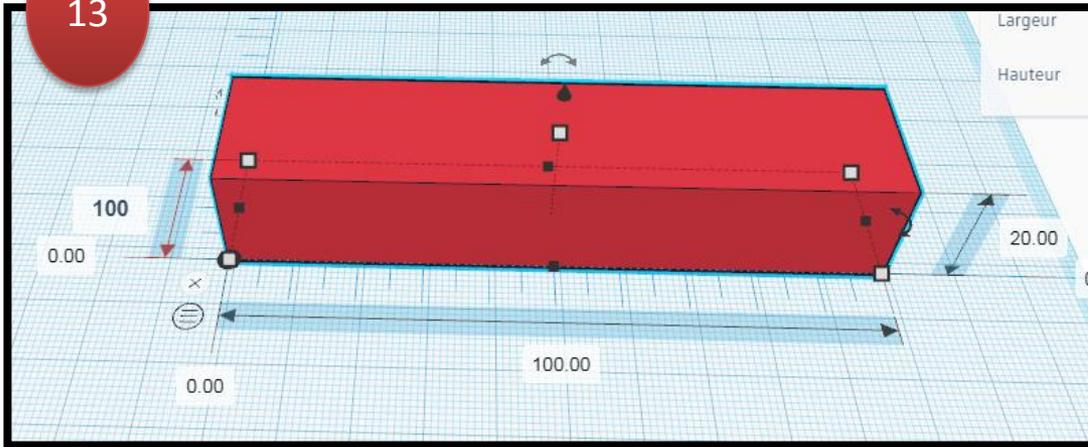


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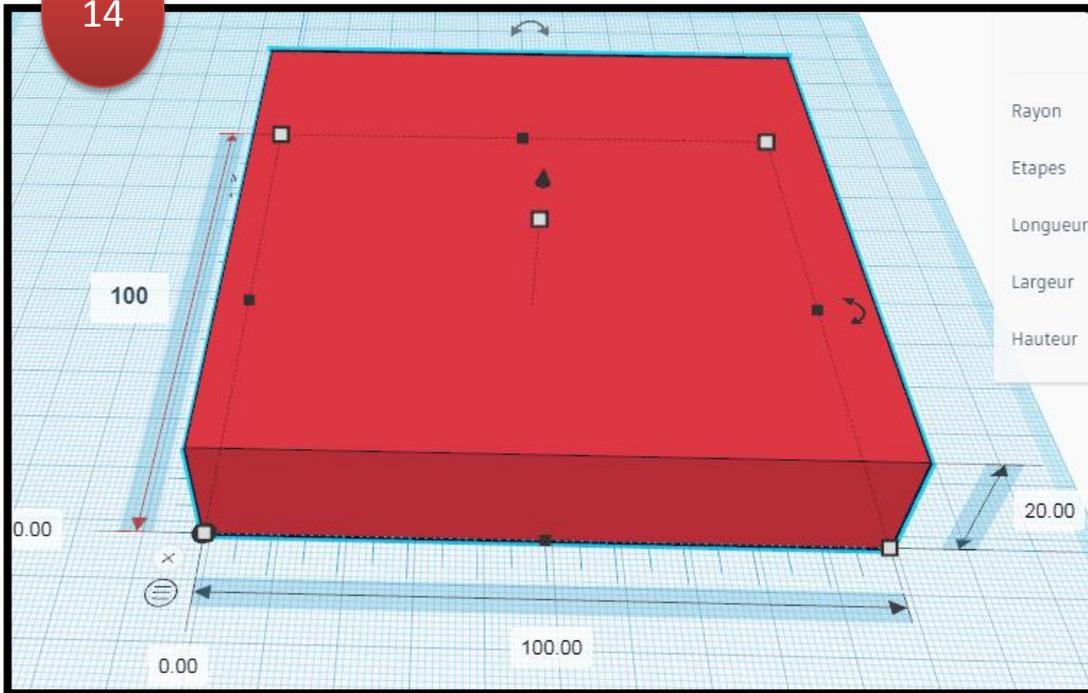


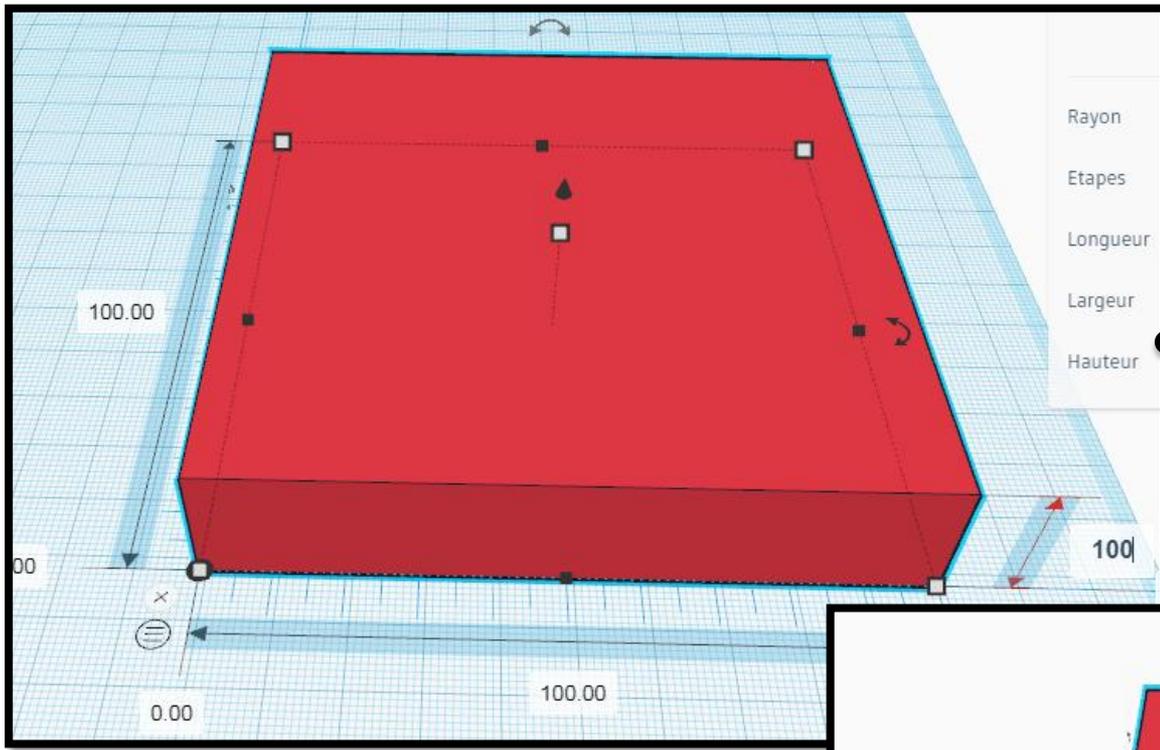


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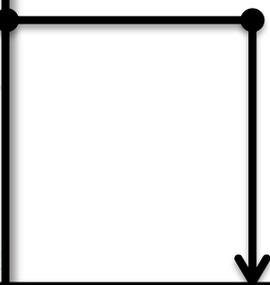


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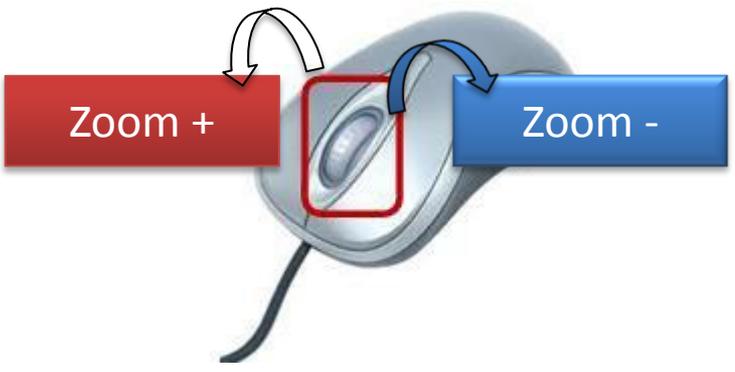
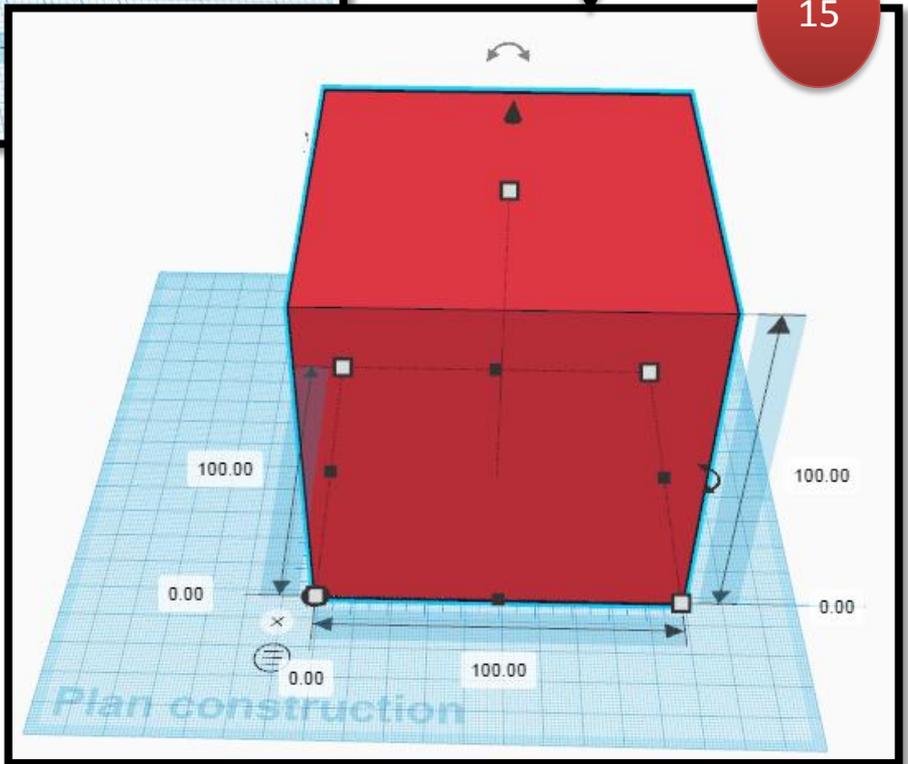


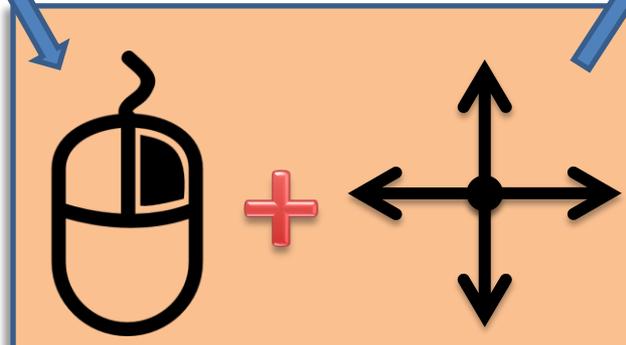
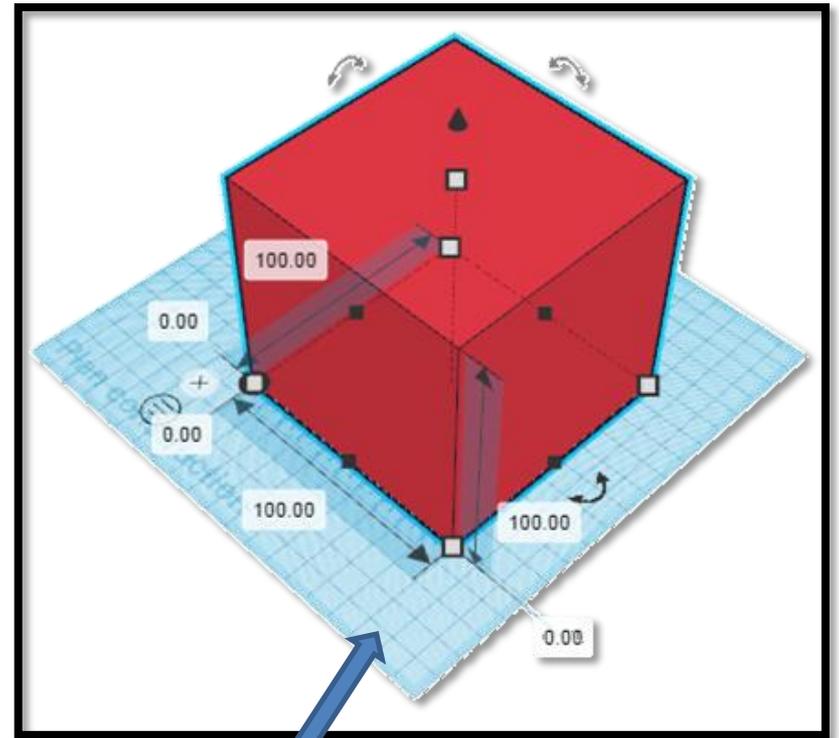
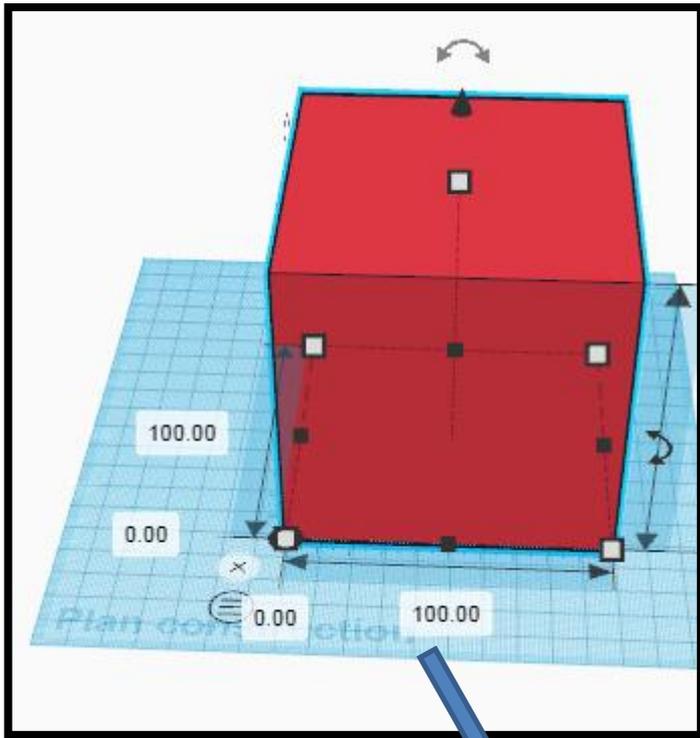


- Rayon
- Etapas
- Longueur
- Largeur
- Hauteur

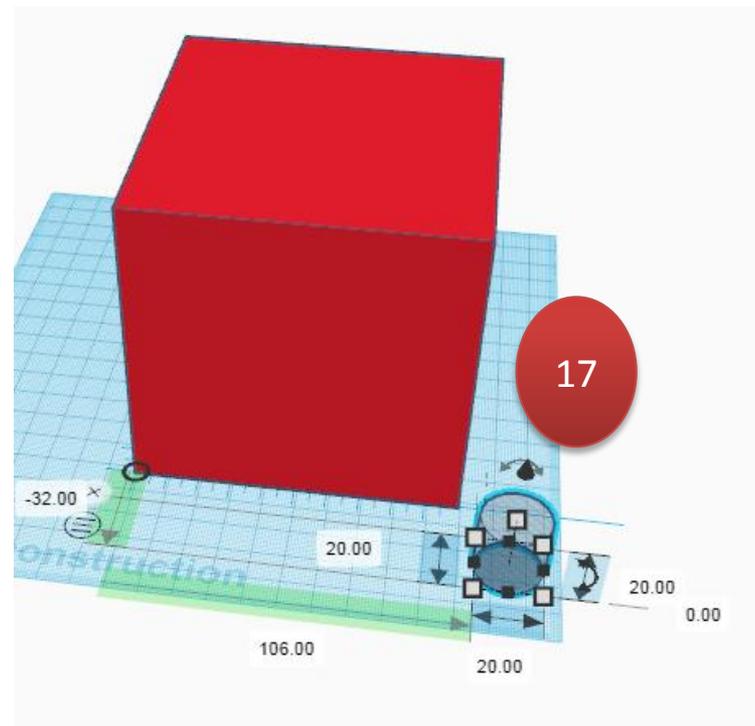
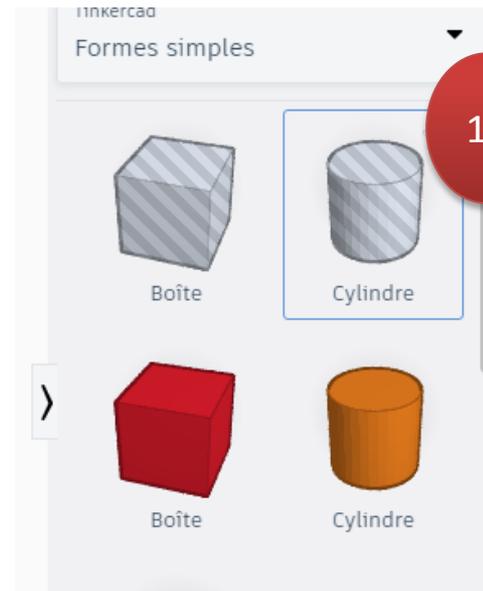
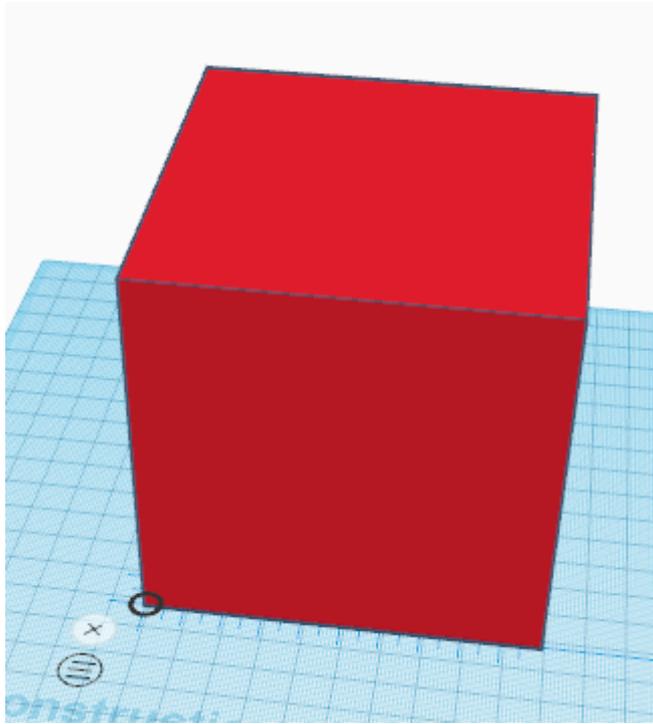


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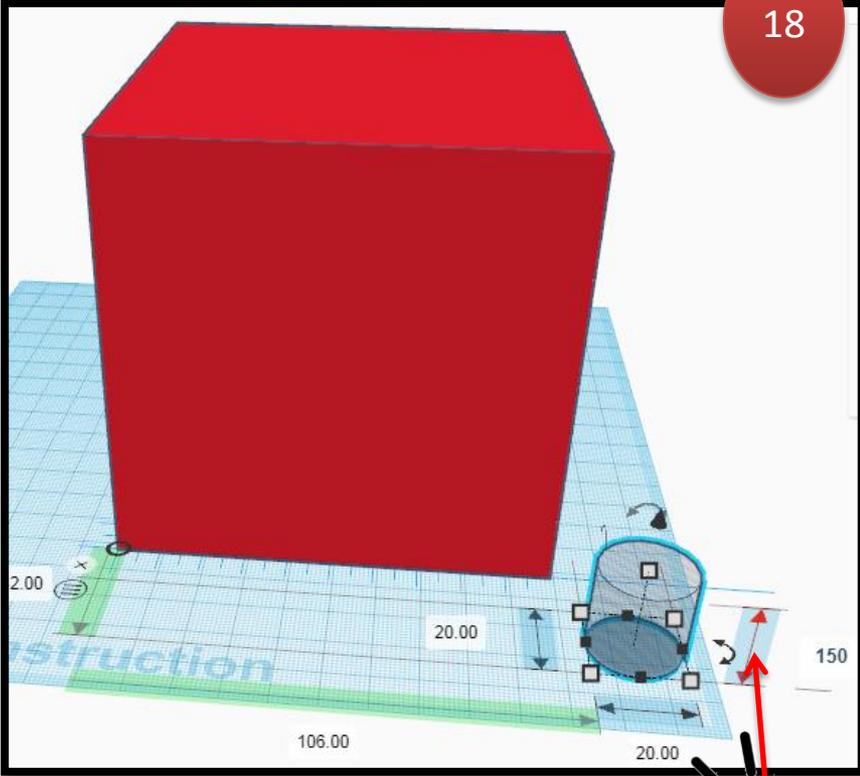




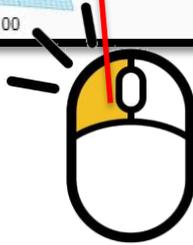
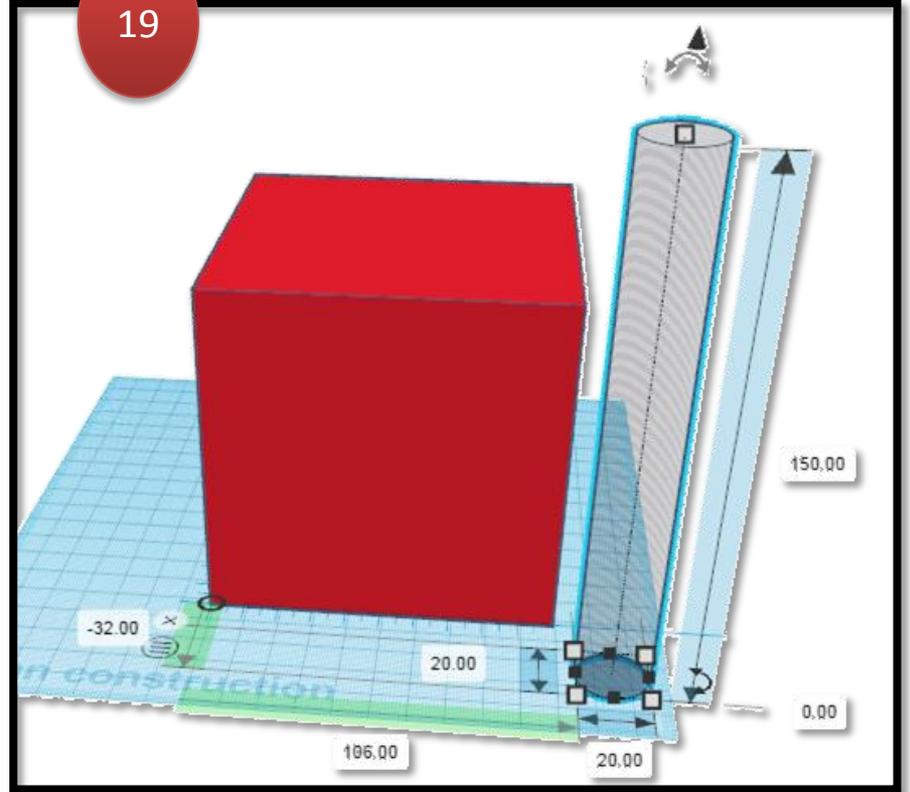
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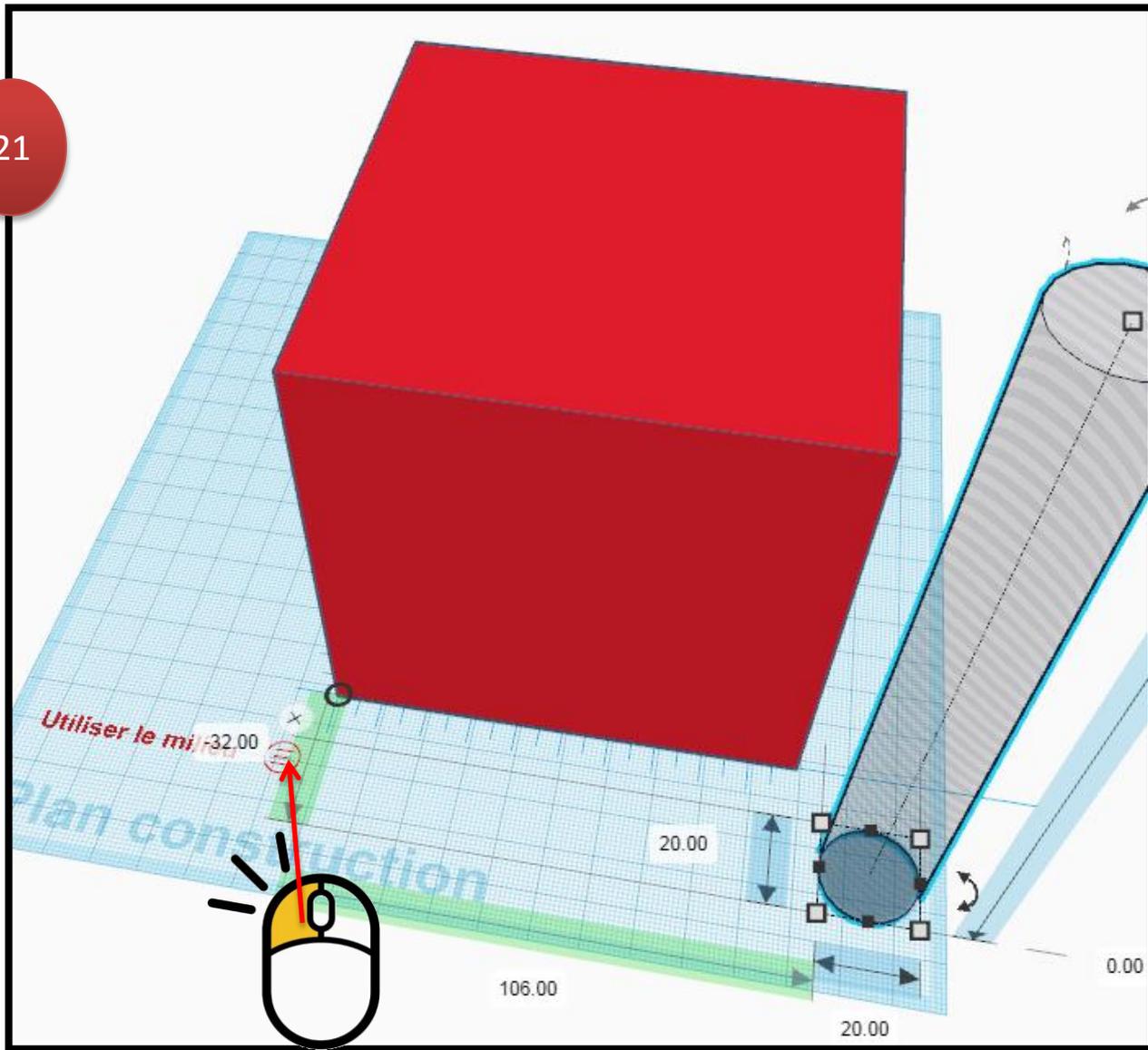


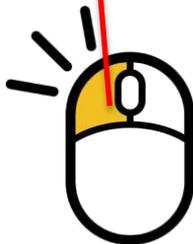
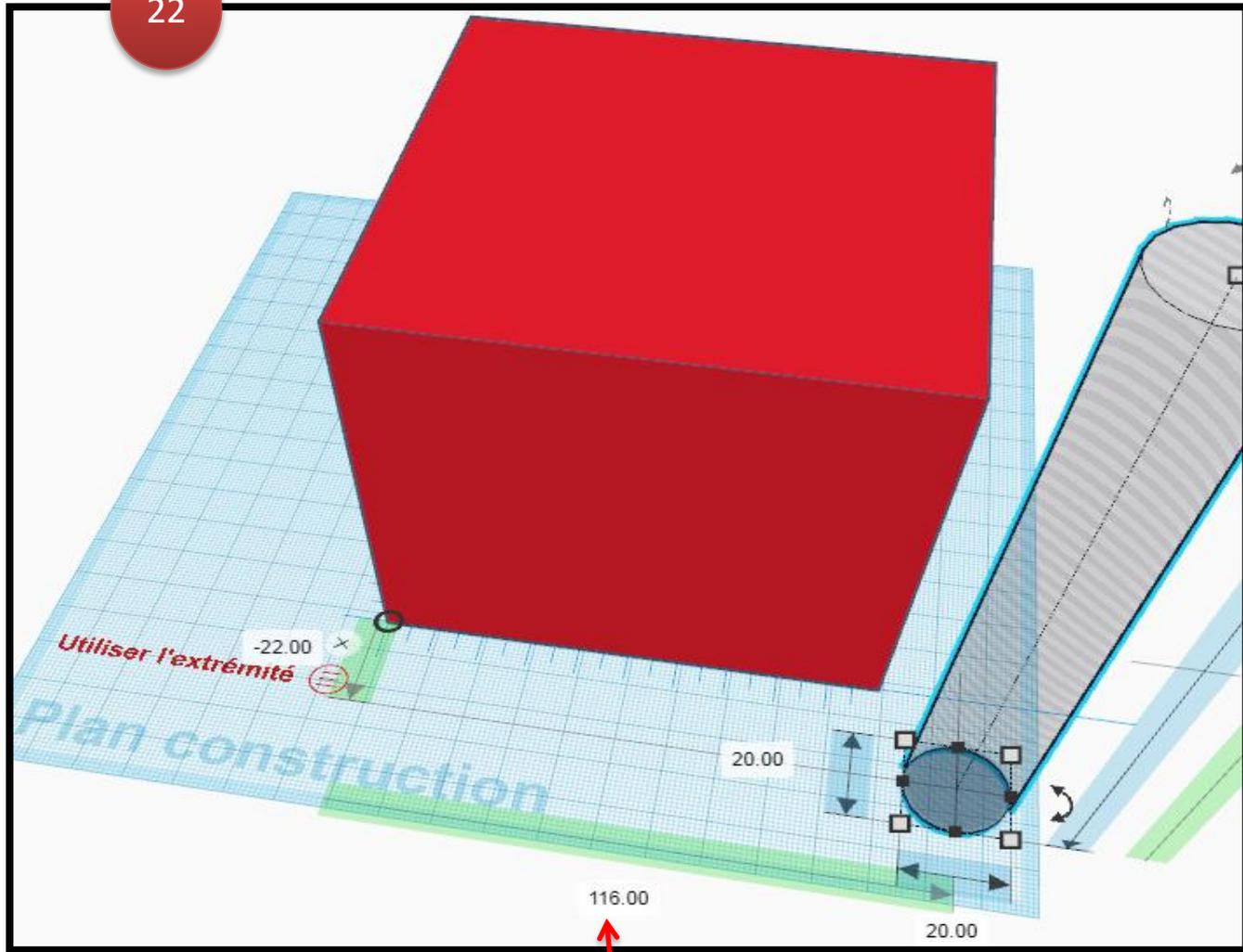
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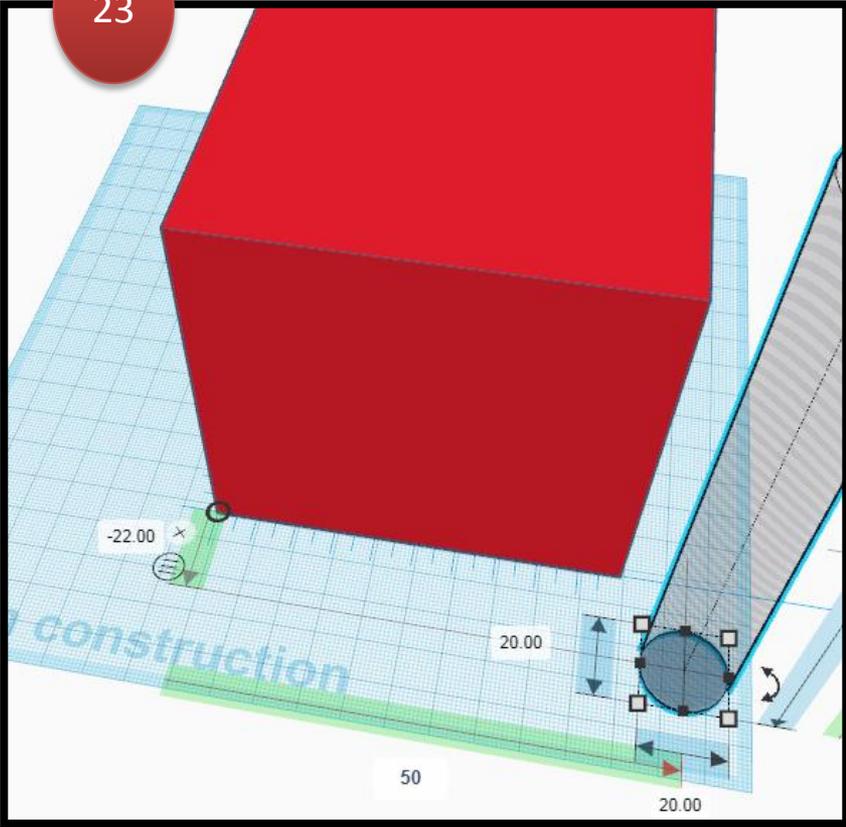
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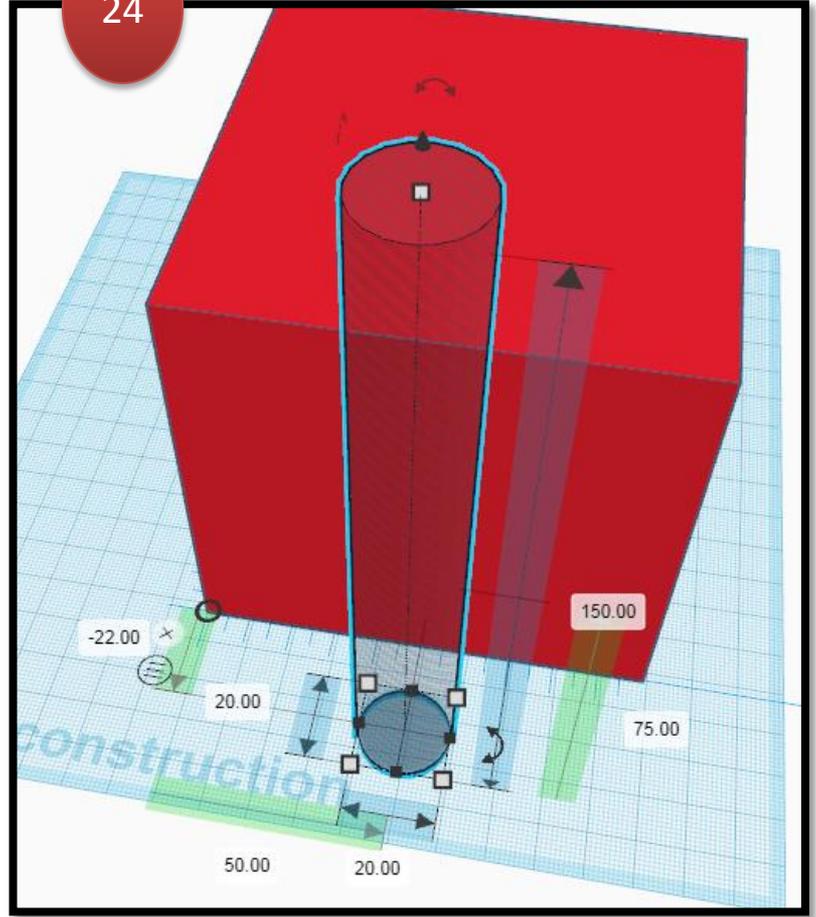




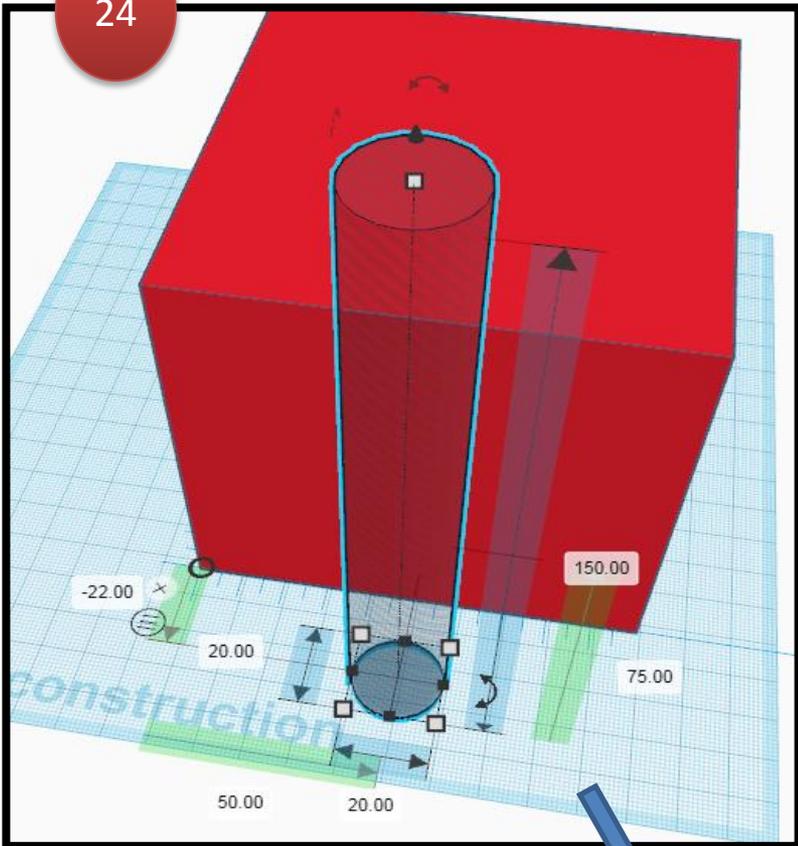
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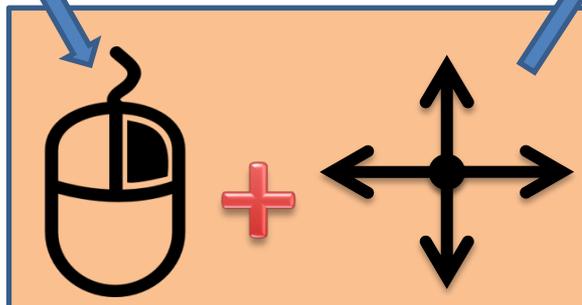
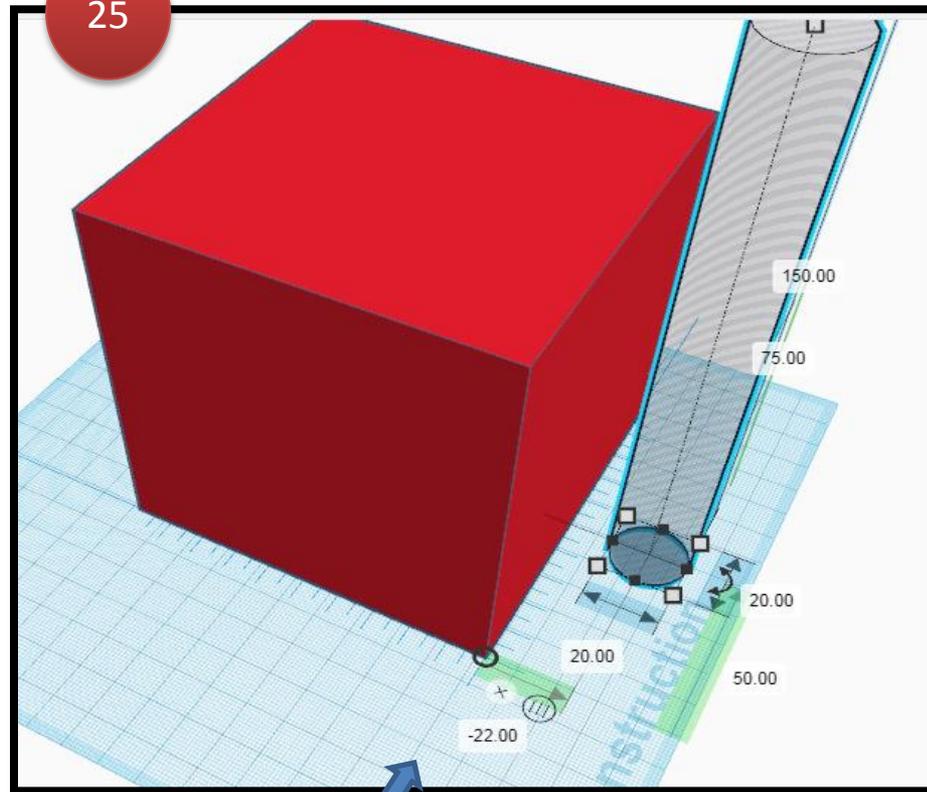
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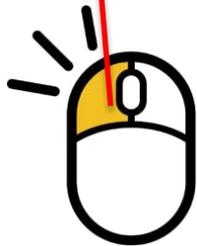
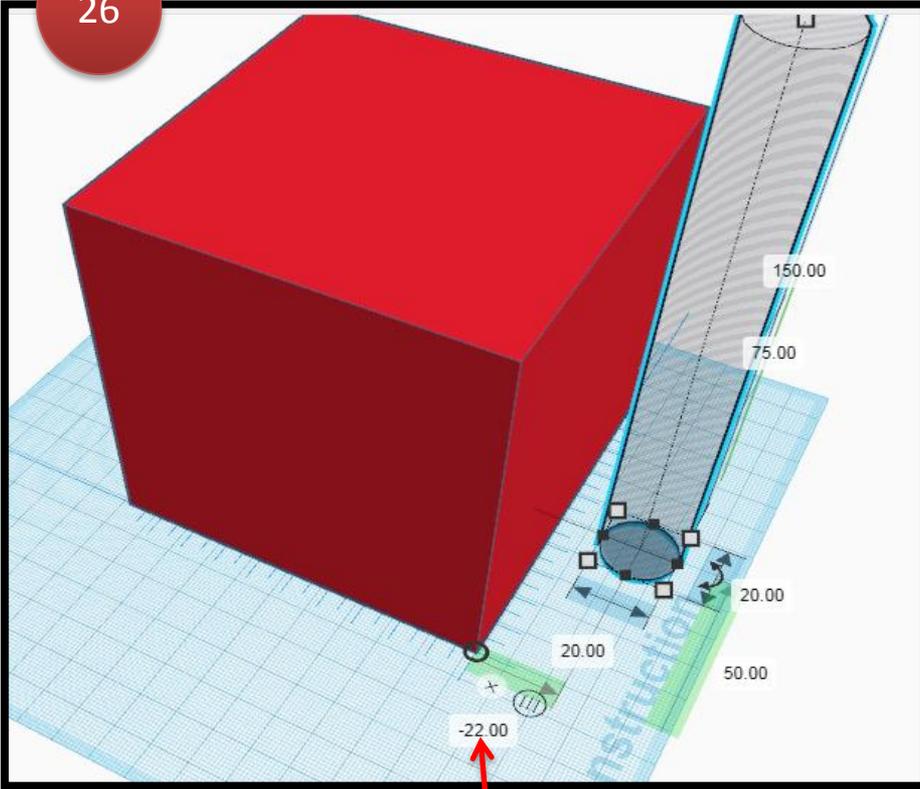
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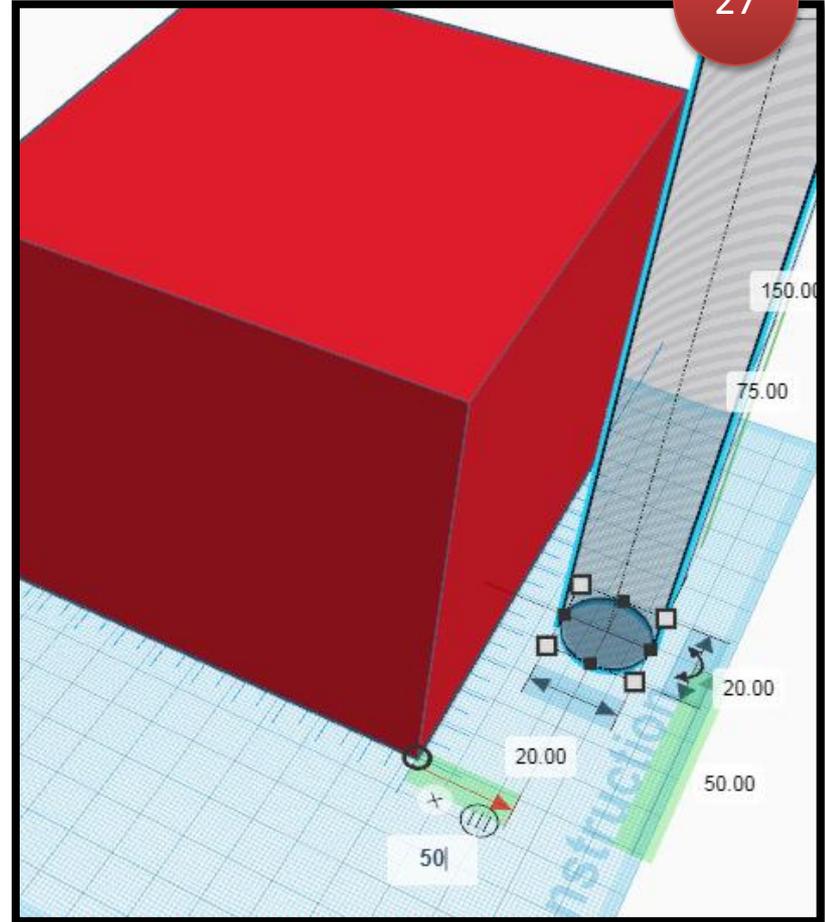
Maintenir clic droit et déplacer la

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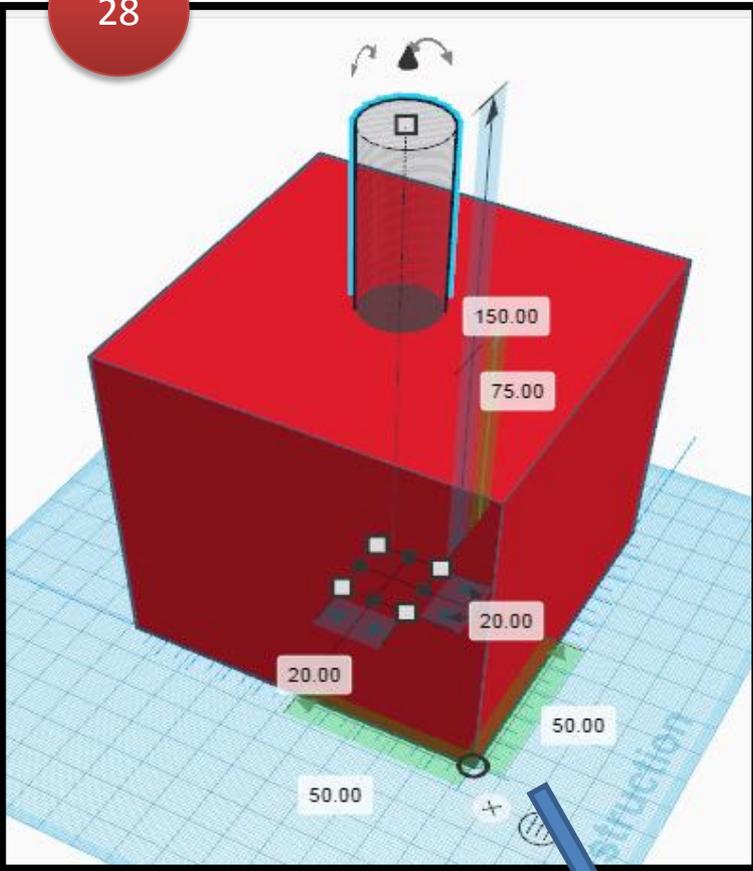
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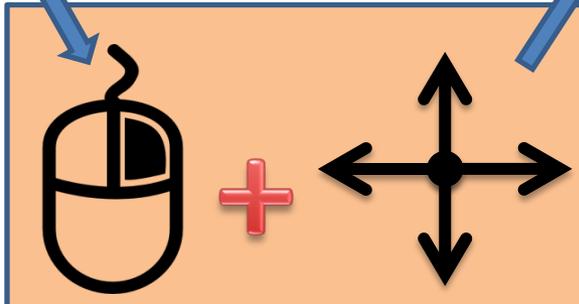
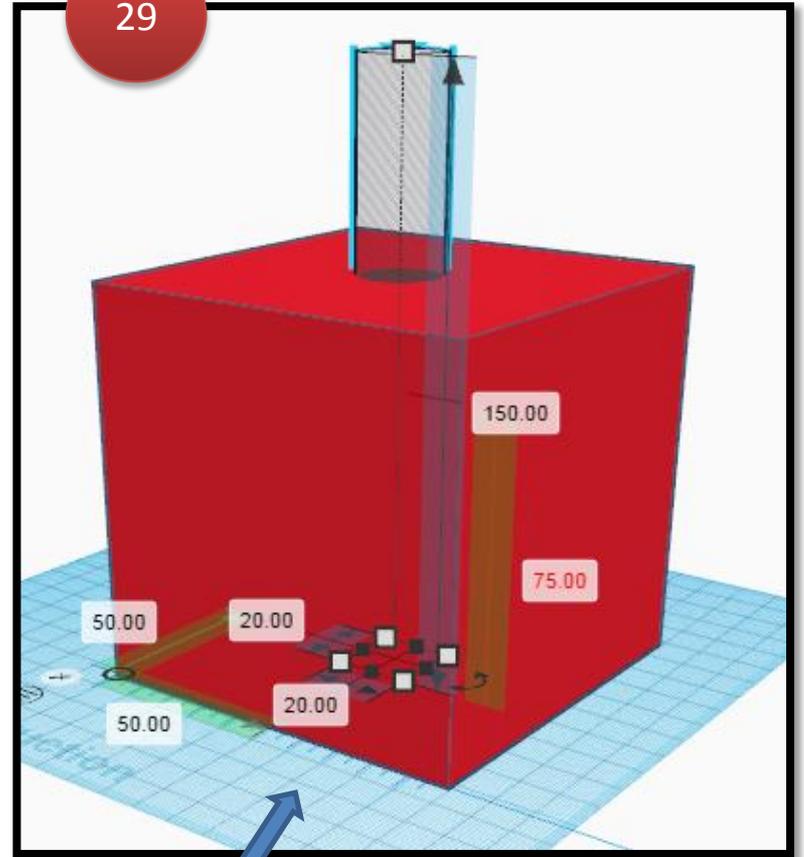
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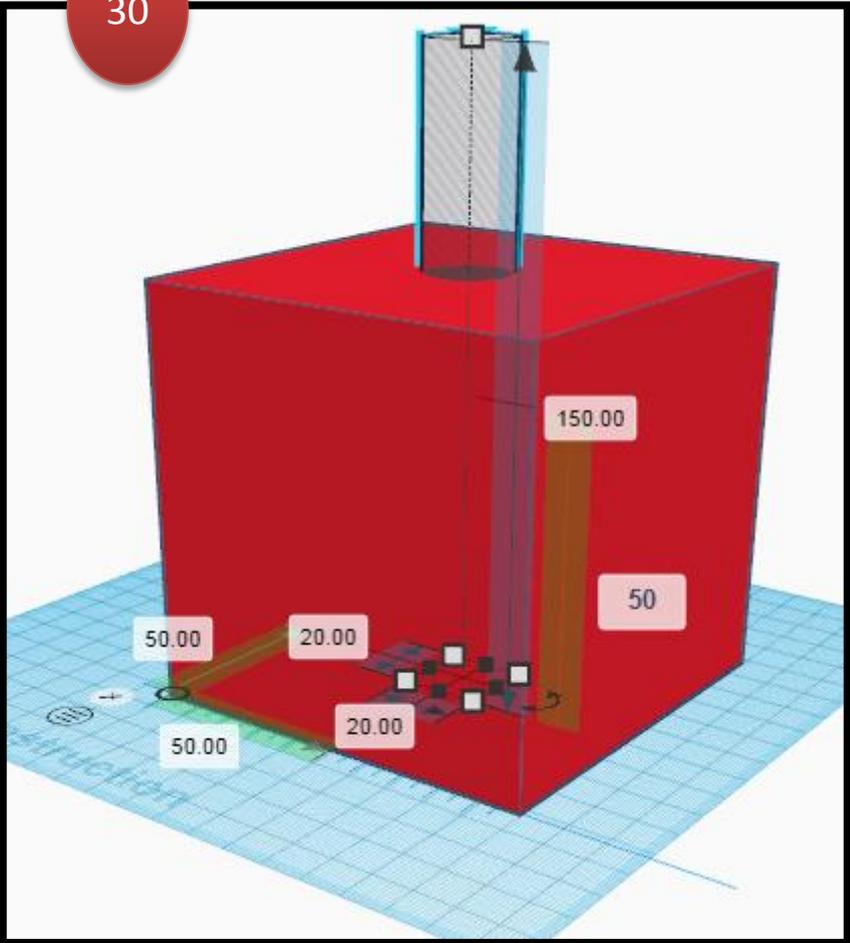


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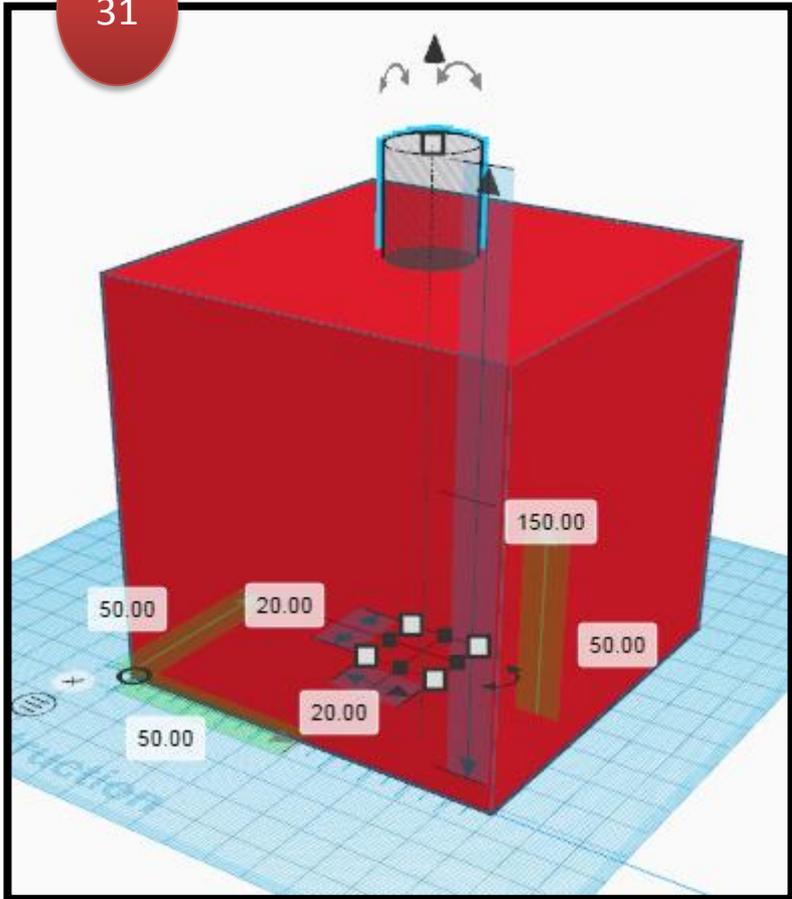


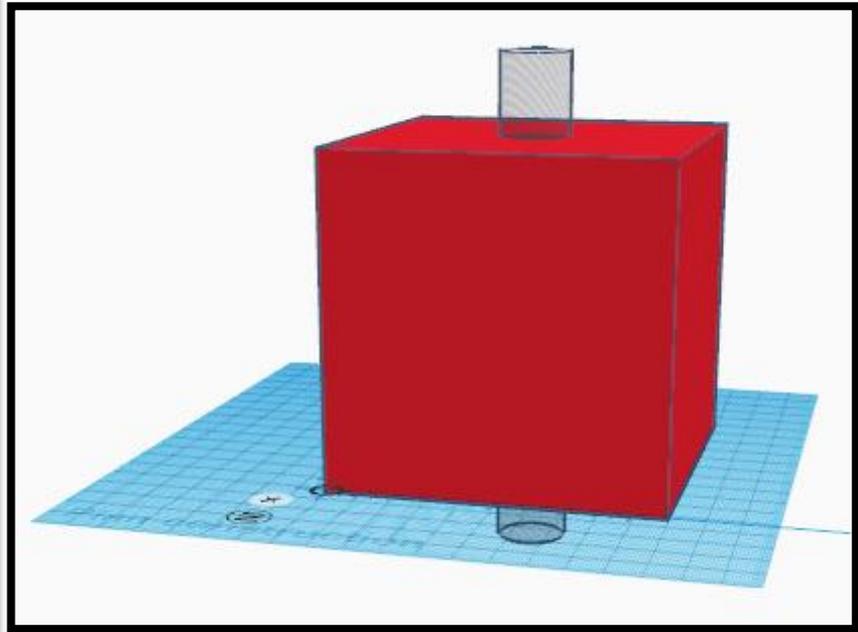
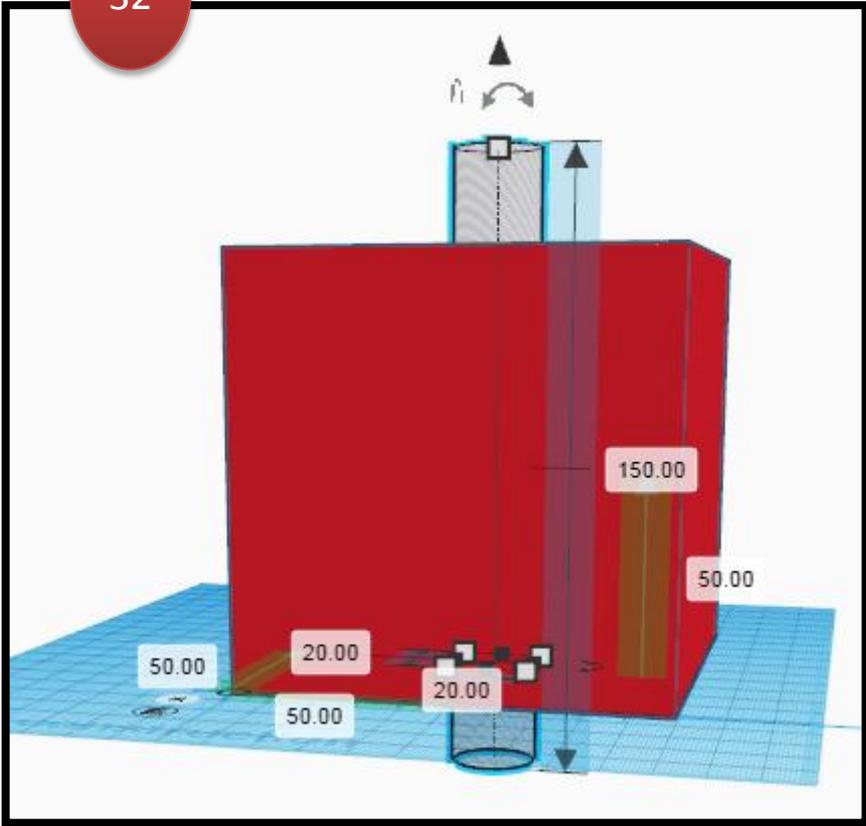
**Maintenir** clic droit et déplacer la

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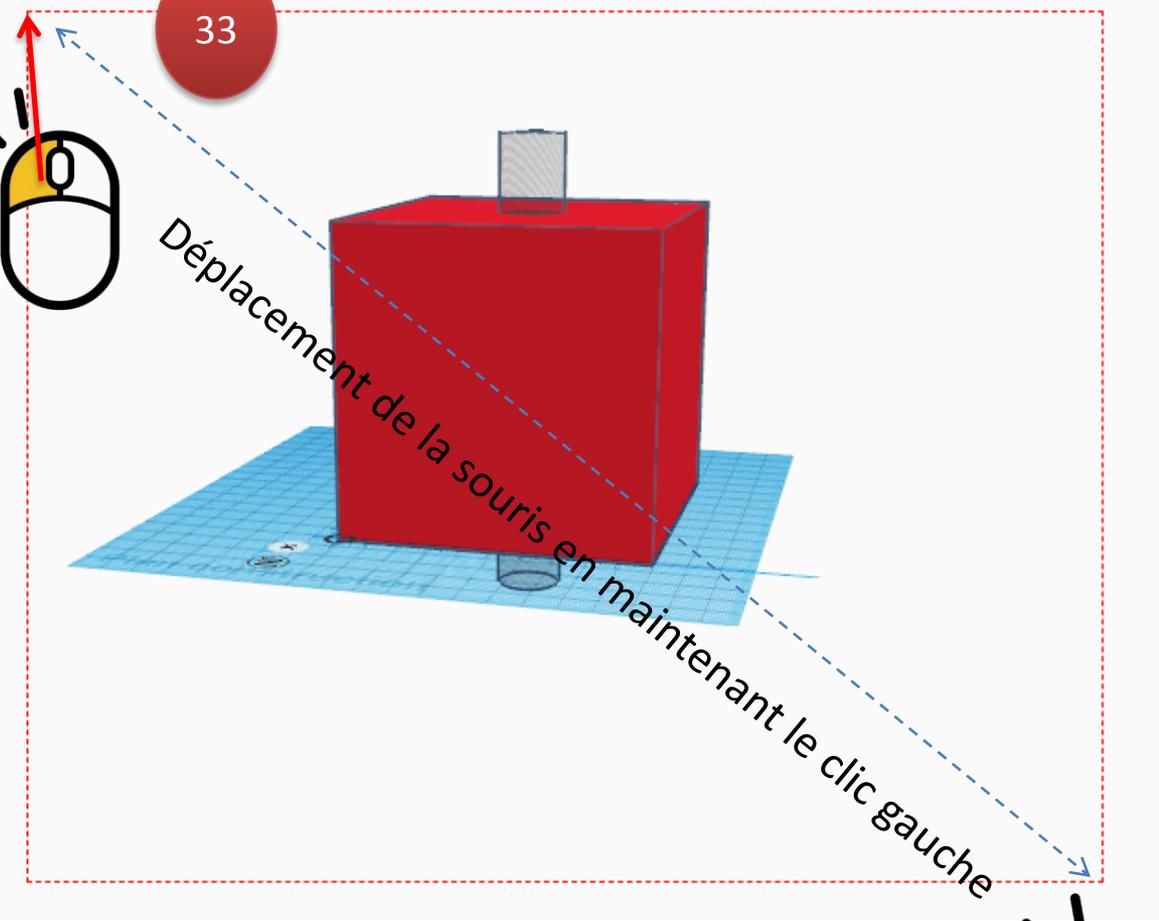
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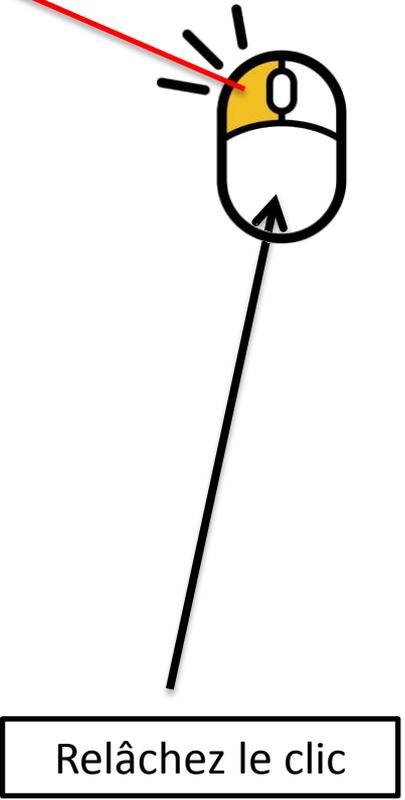
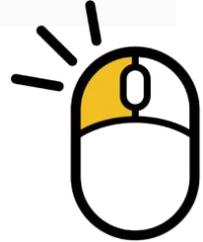




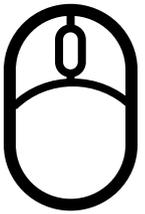
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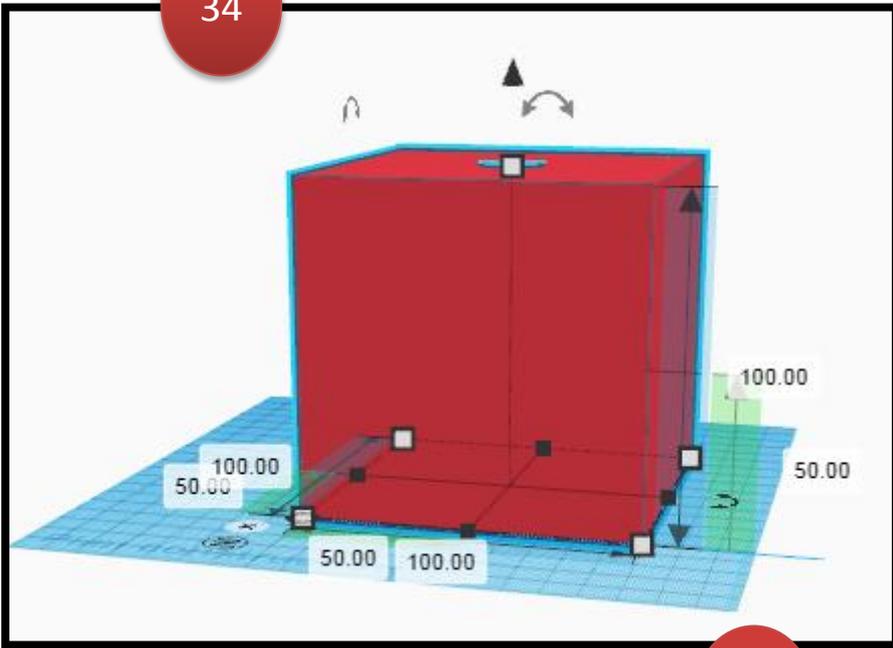
Déplacement de la souris en maintenant le clic gauche



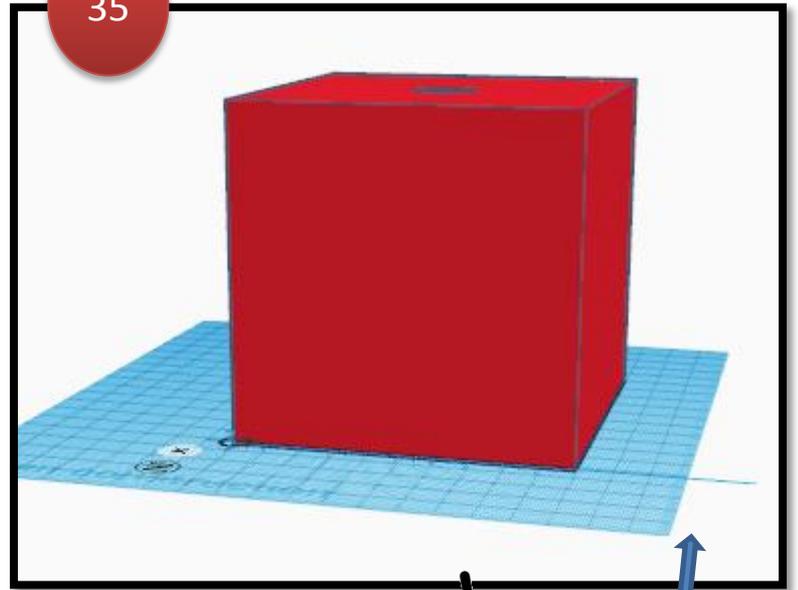
Relâchez le clic



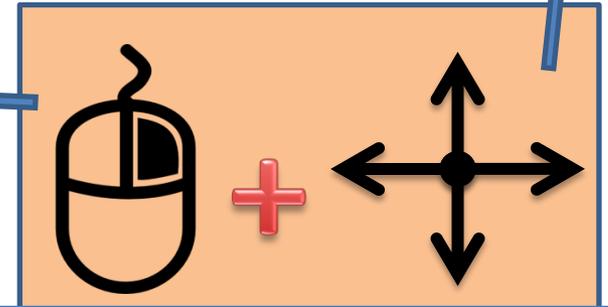
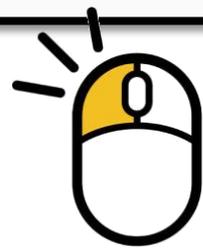
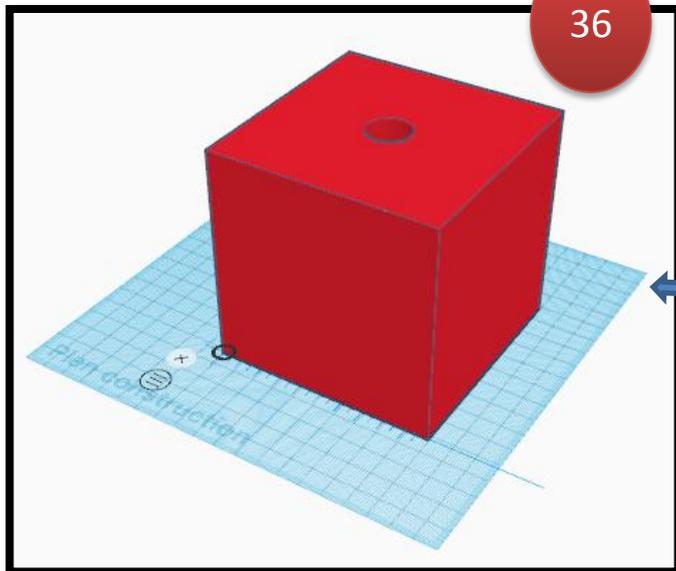
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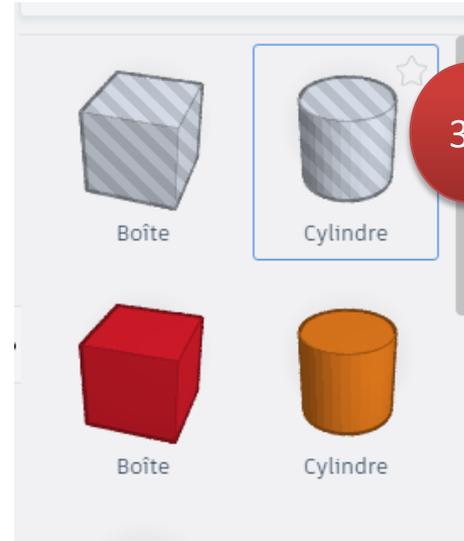
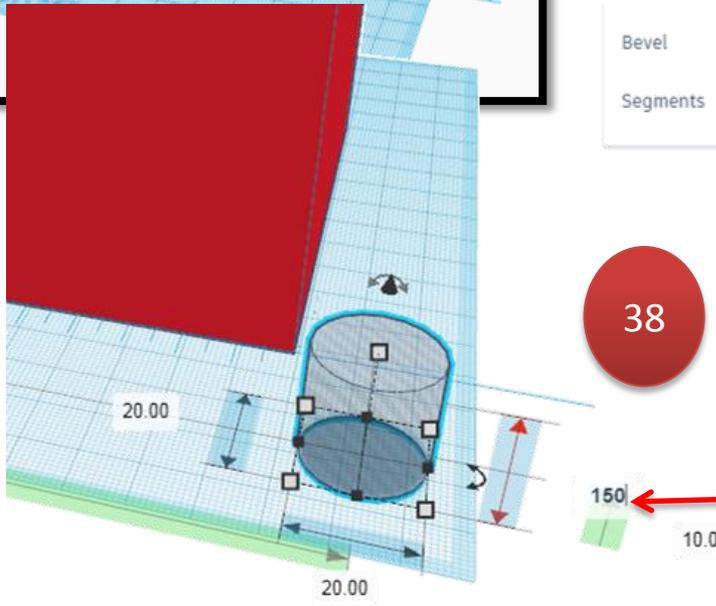
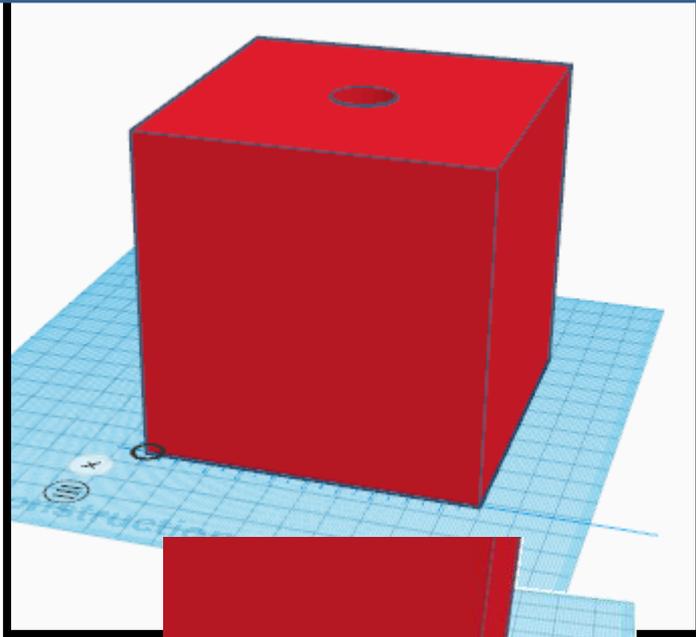


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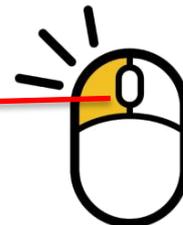


**Maintenir** clic droit et déplacer la souris

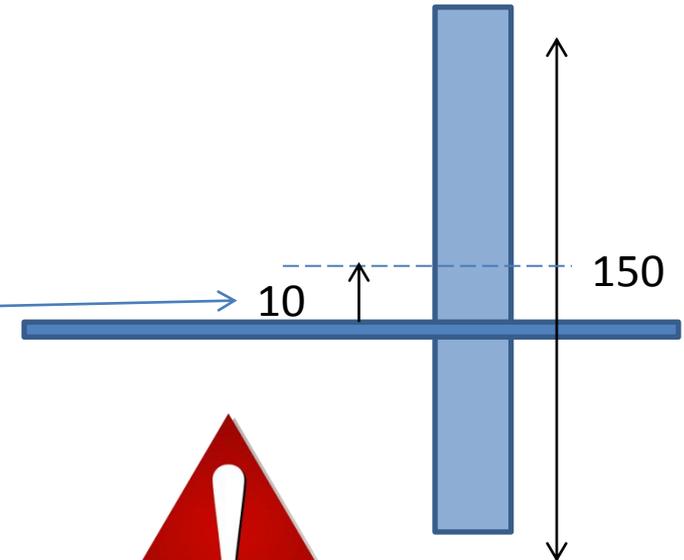
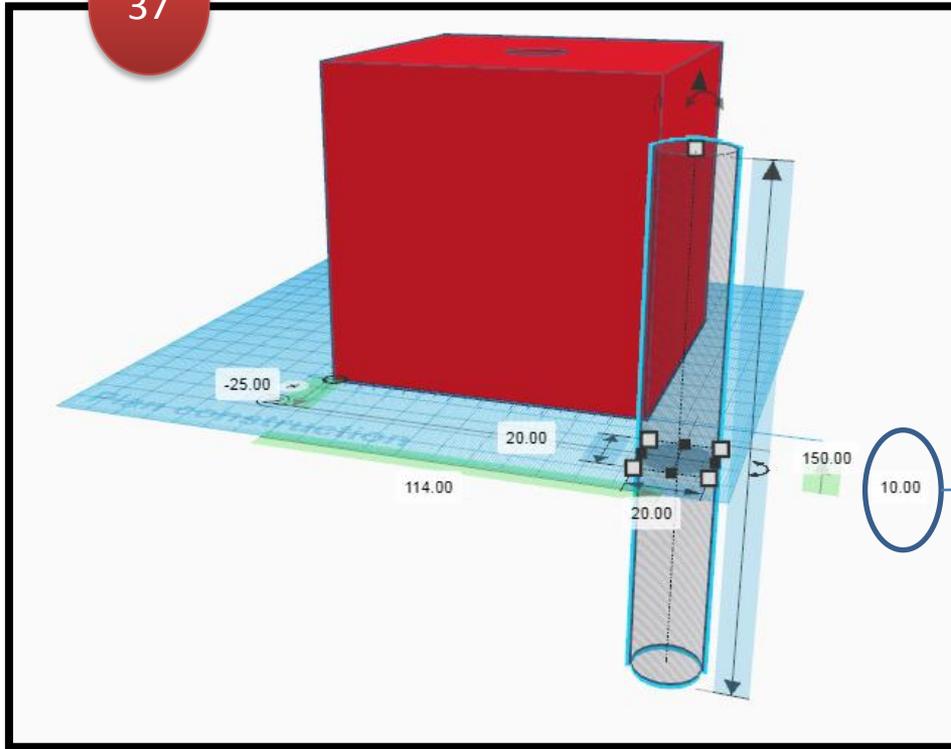
**Solution1** : On va chercher à nouveau un cylindre que l'on dimensionnera et ensuite nous allons le faire tourner



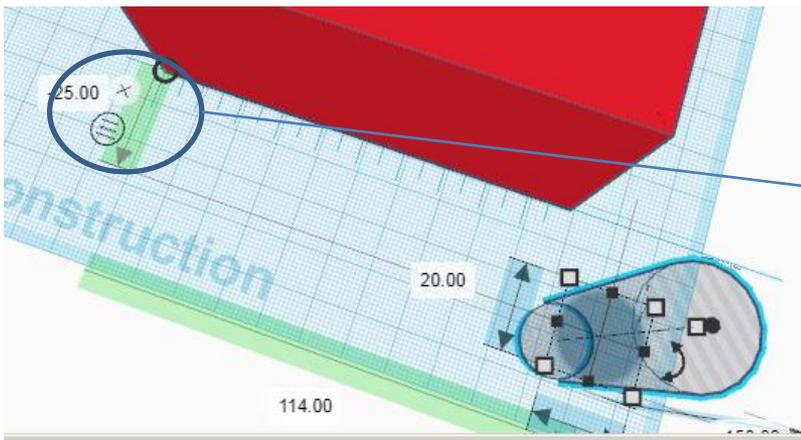
Bevel  
Segments



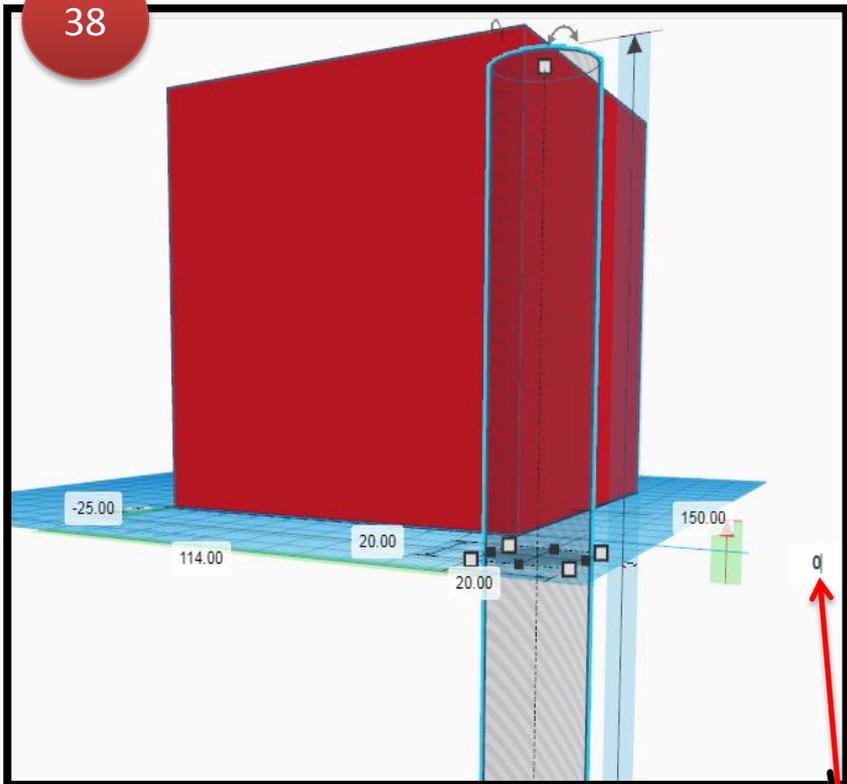
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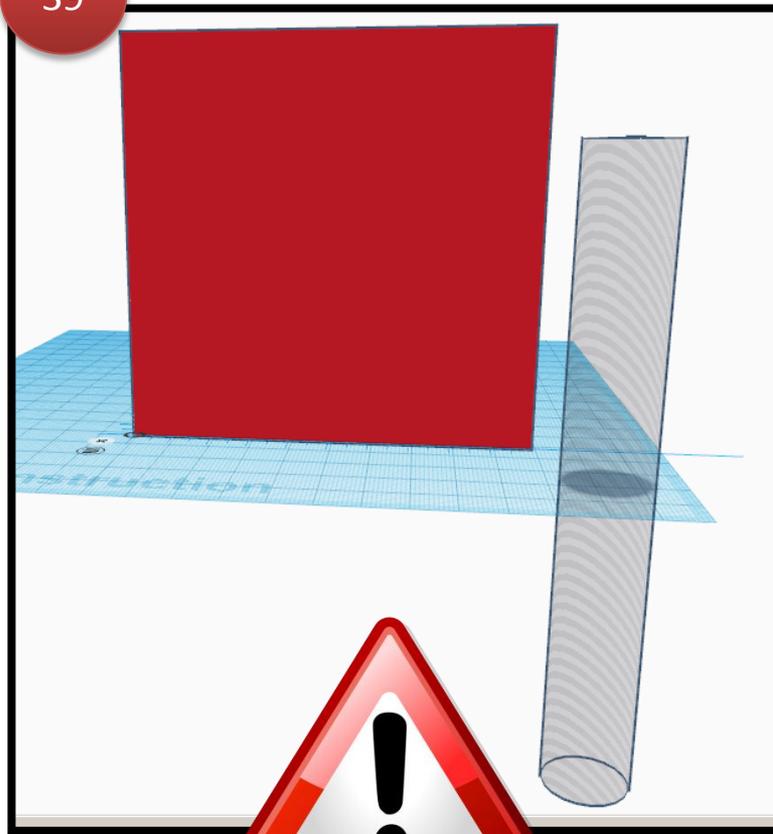
Avec 150 mm et l'option **placer au milieu**:  
le logiciel nous dessine un cylindre de 150  
mm de hauteur placé à peu près au milieu  
du plan



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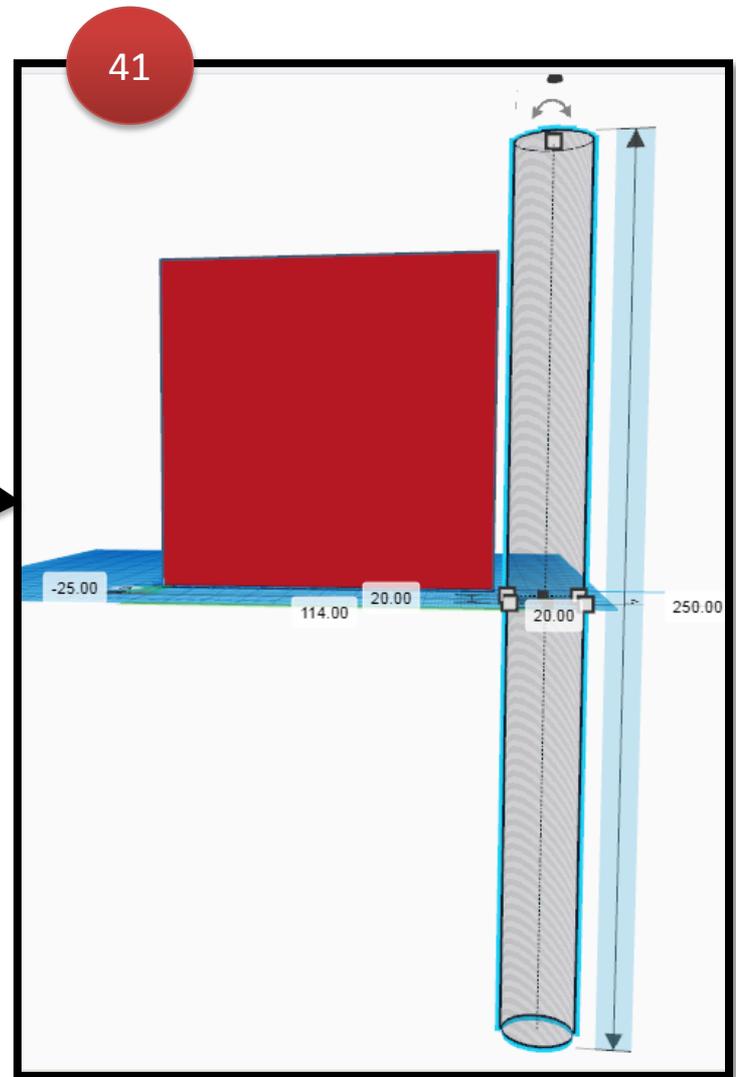
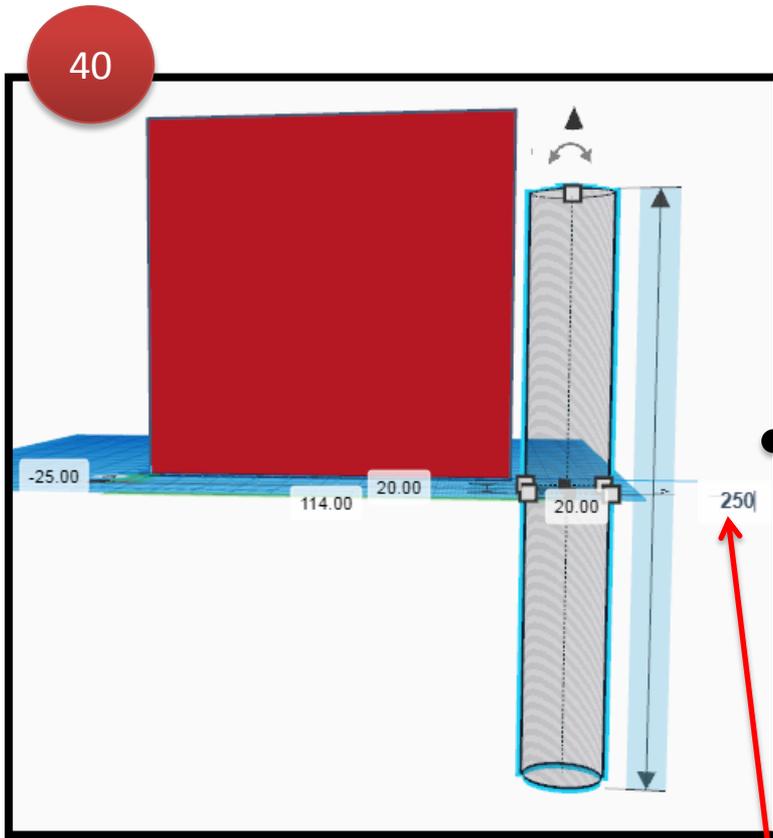


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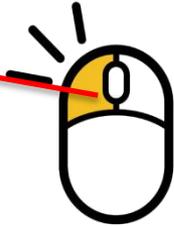
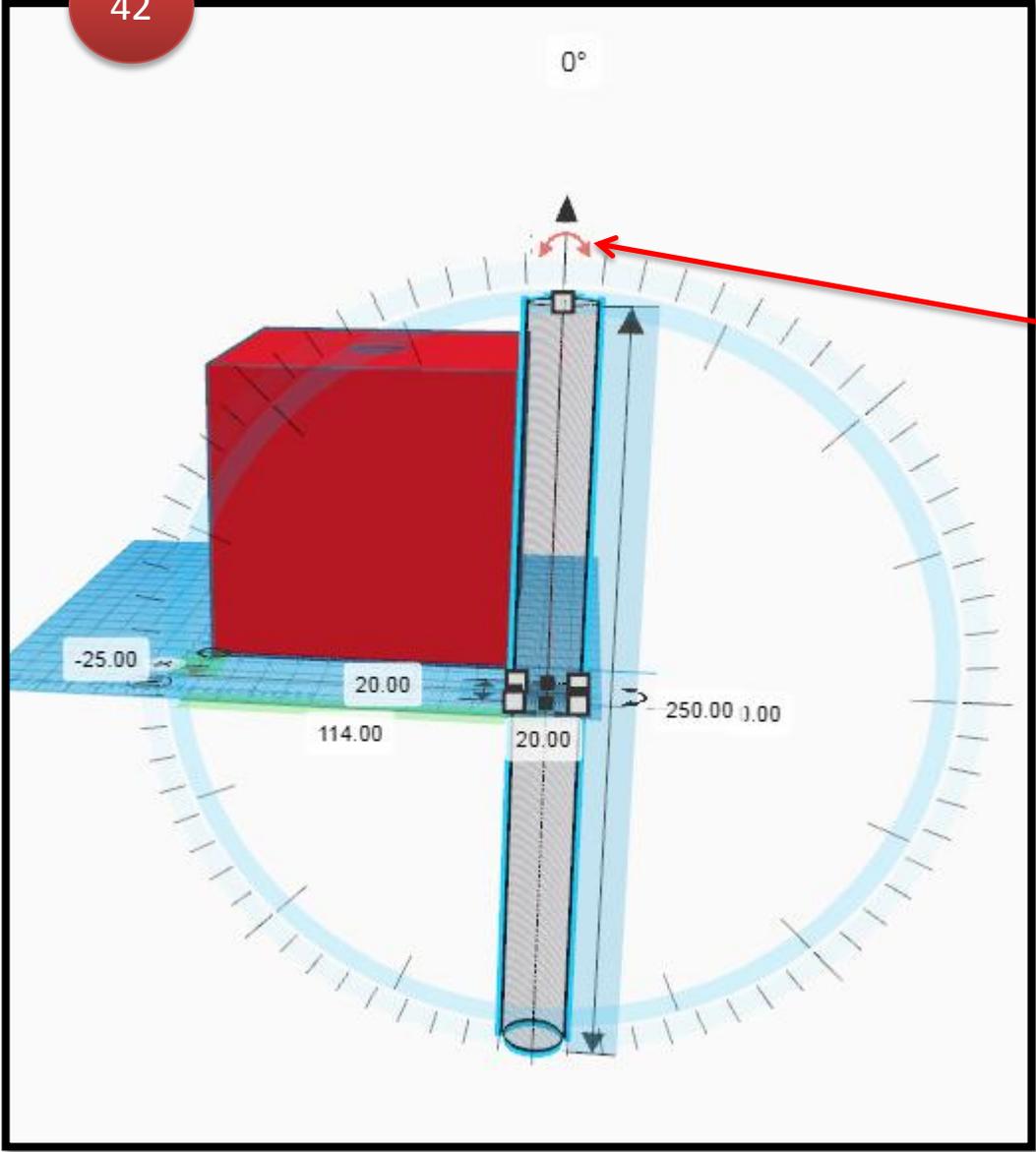


Ici le cylindre est maintenant bien réparti il y a 75 au dessus du plan et 75 en dessous du plan ,mais si l'on veut percé à travers tous le cube il faudrait:

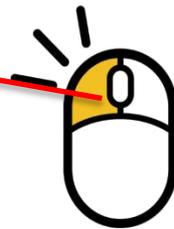
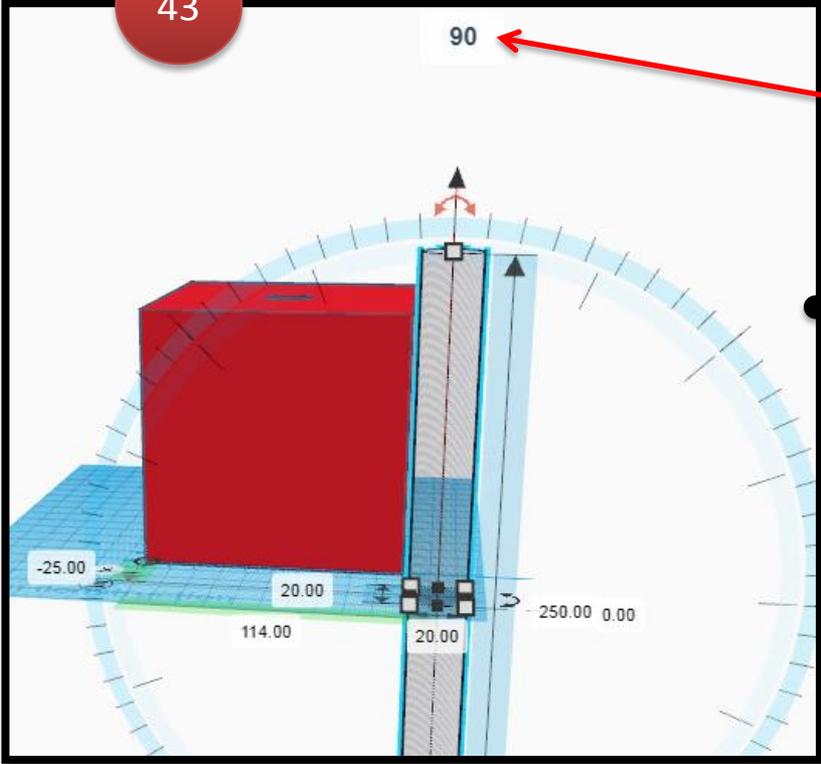
- soit augmenter la taille du cylindre
- soit le « monter » pour qu'il « dépasse un peu »



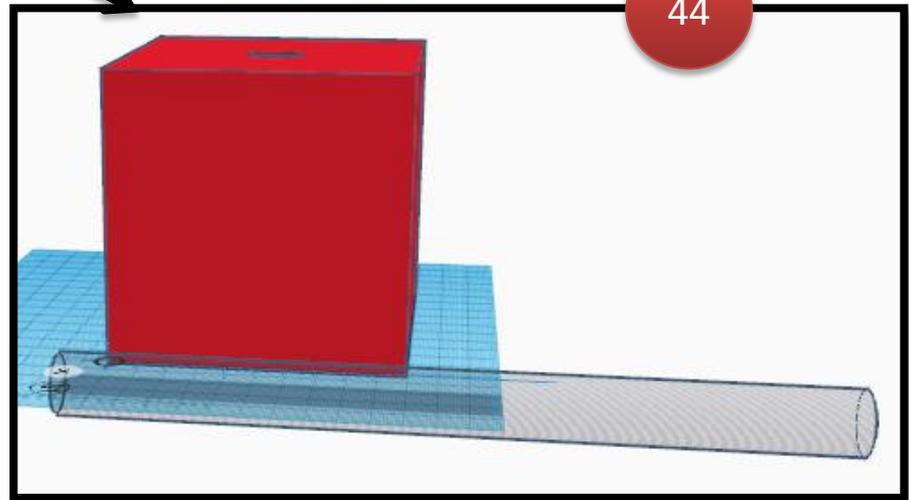
Je fais le choix d'augmenter la hauteur

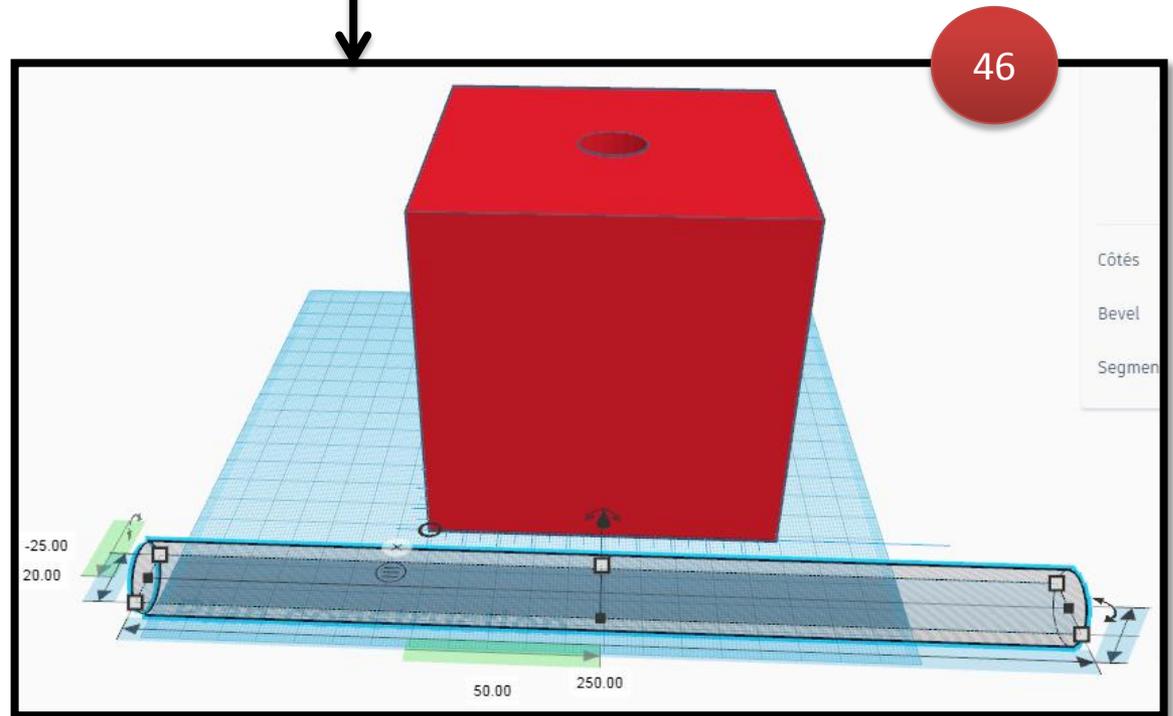
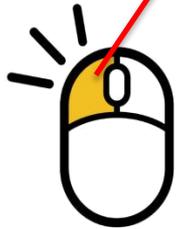
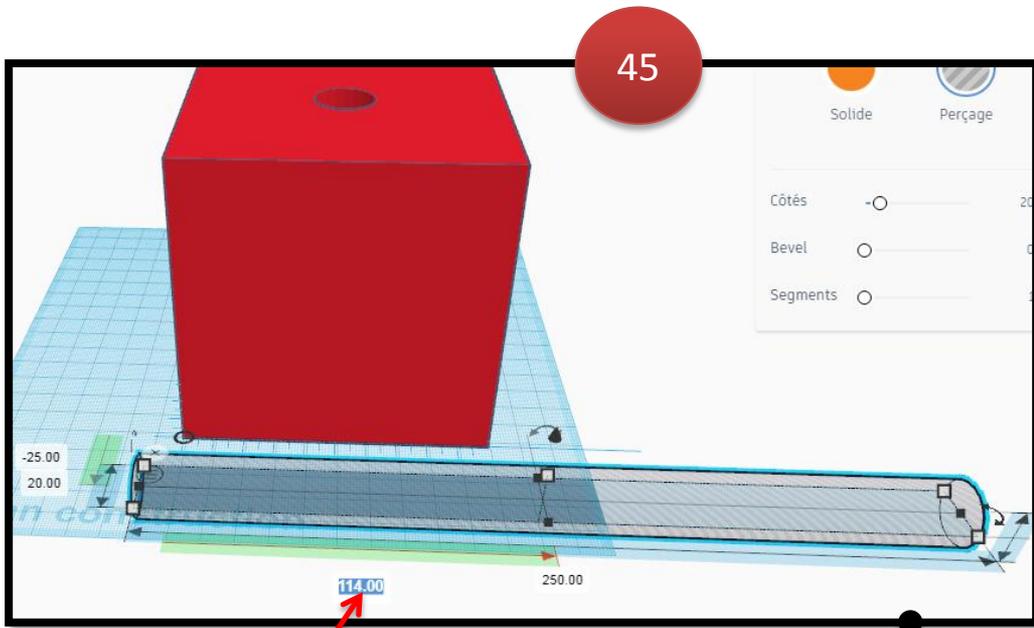


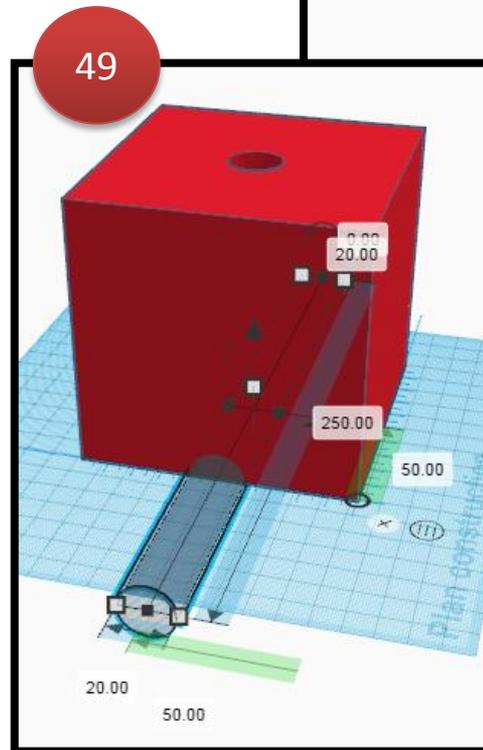
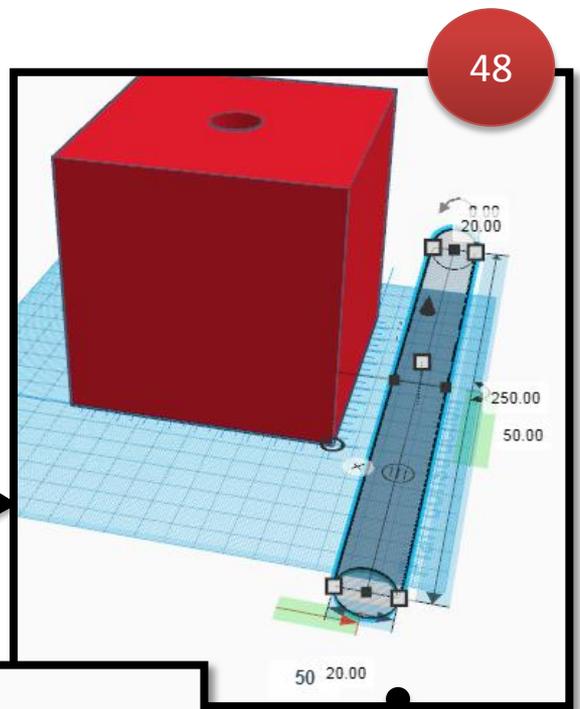
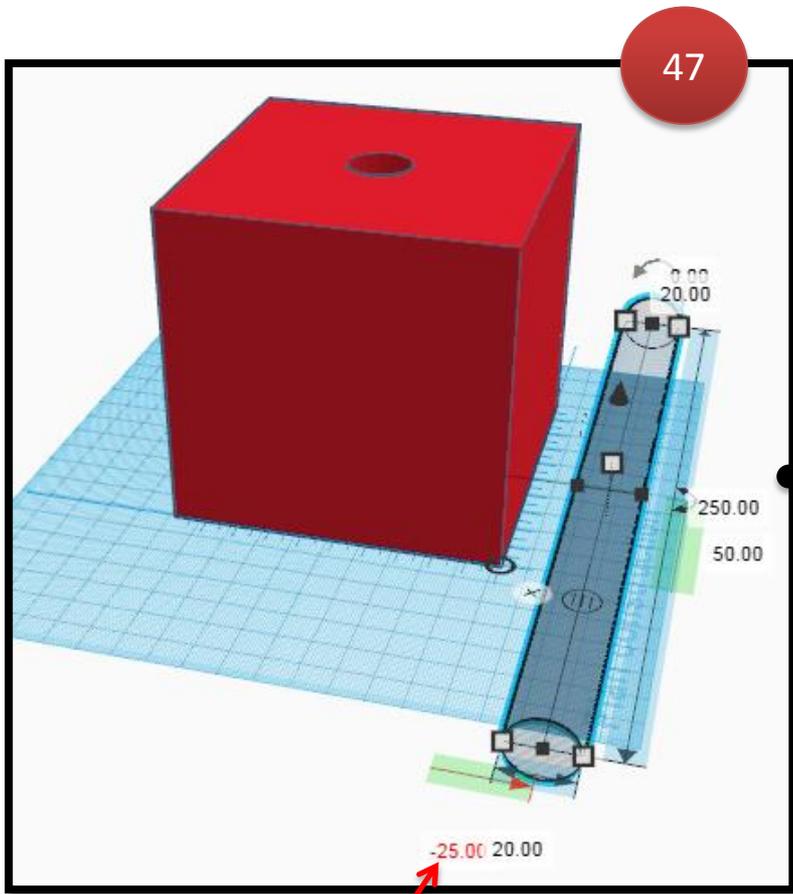
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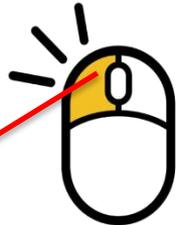
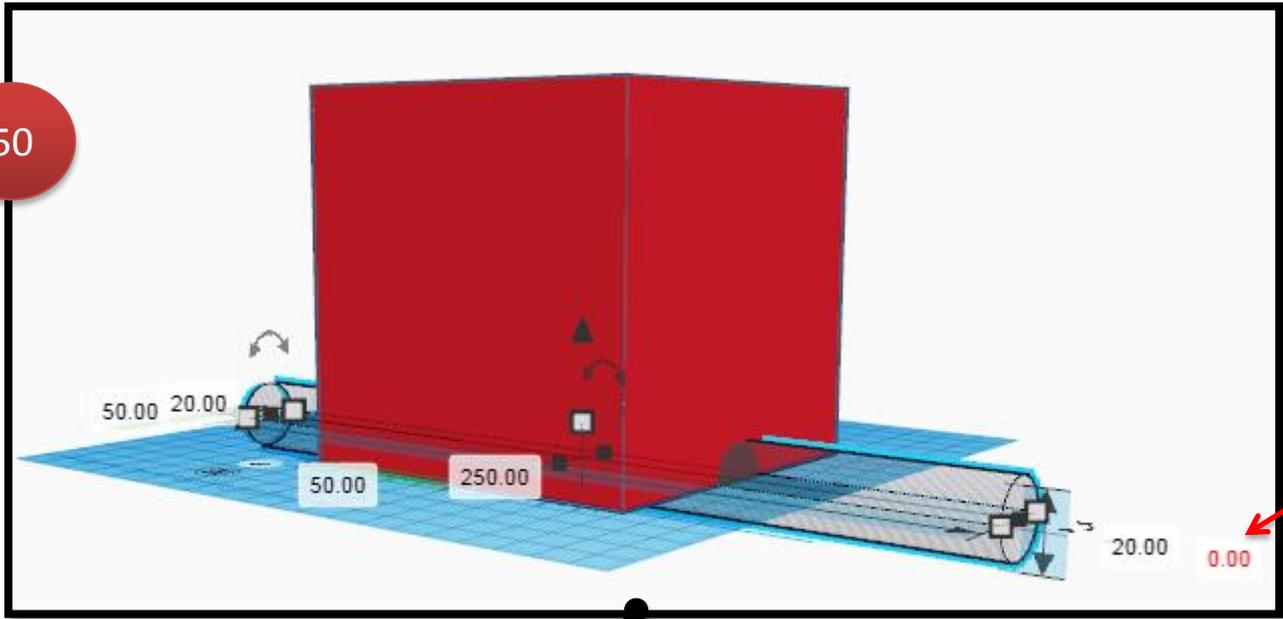
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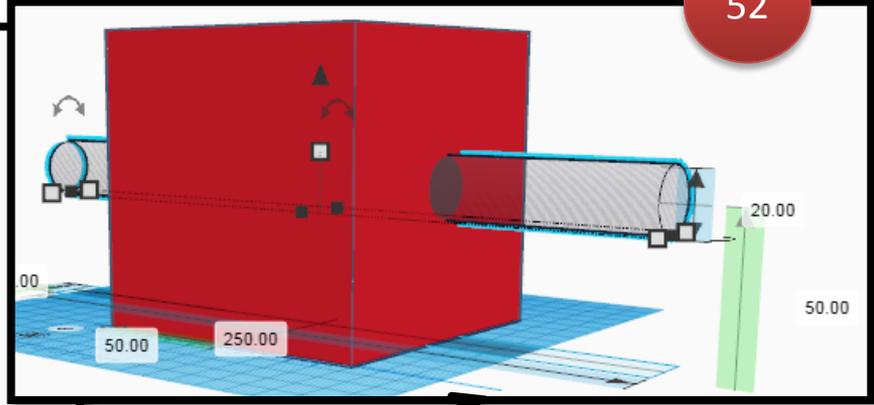
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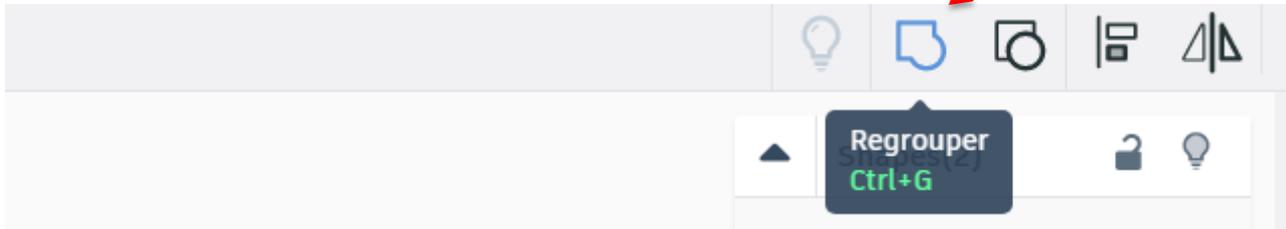
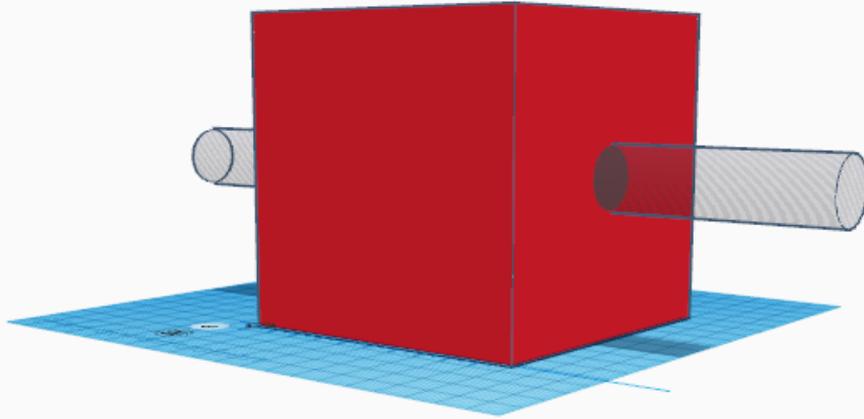


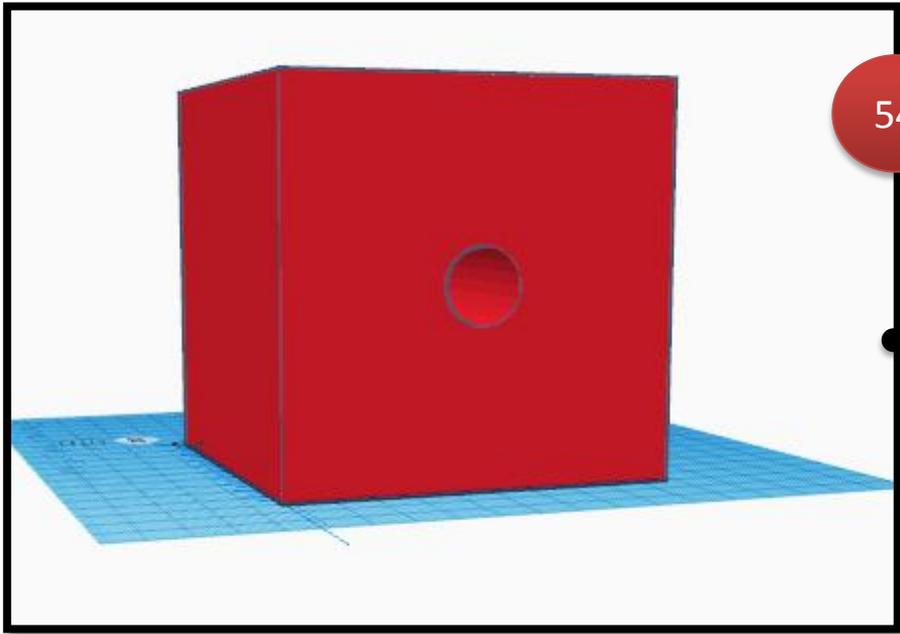
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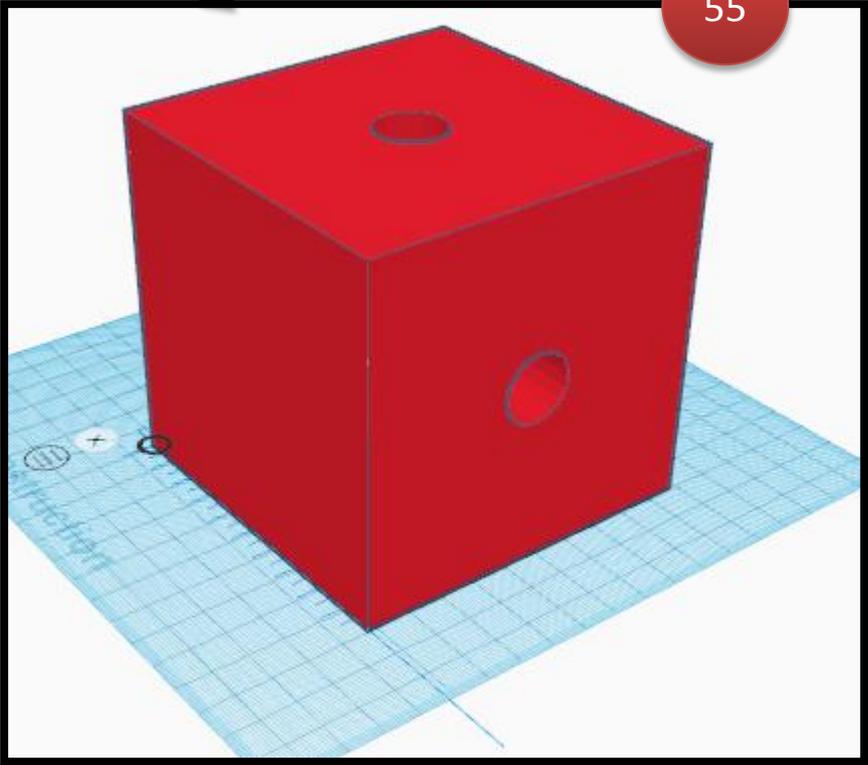
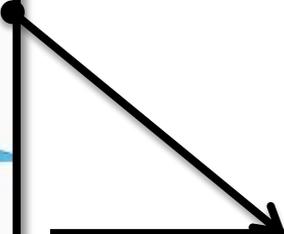
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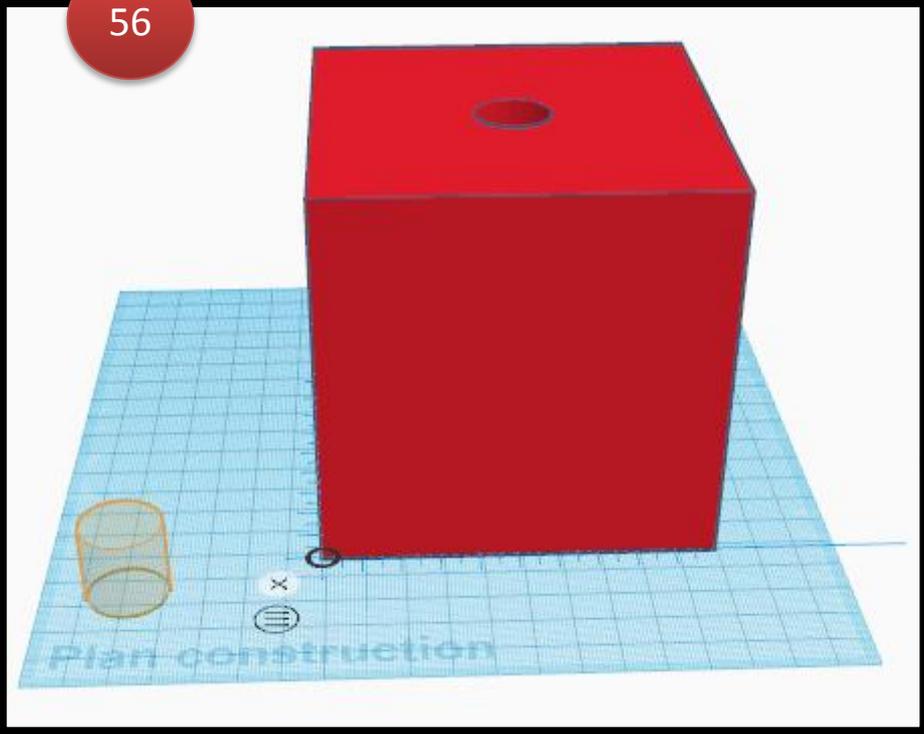


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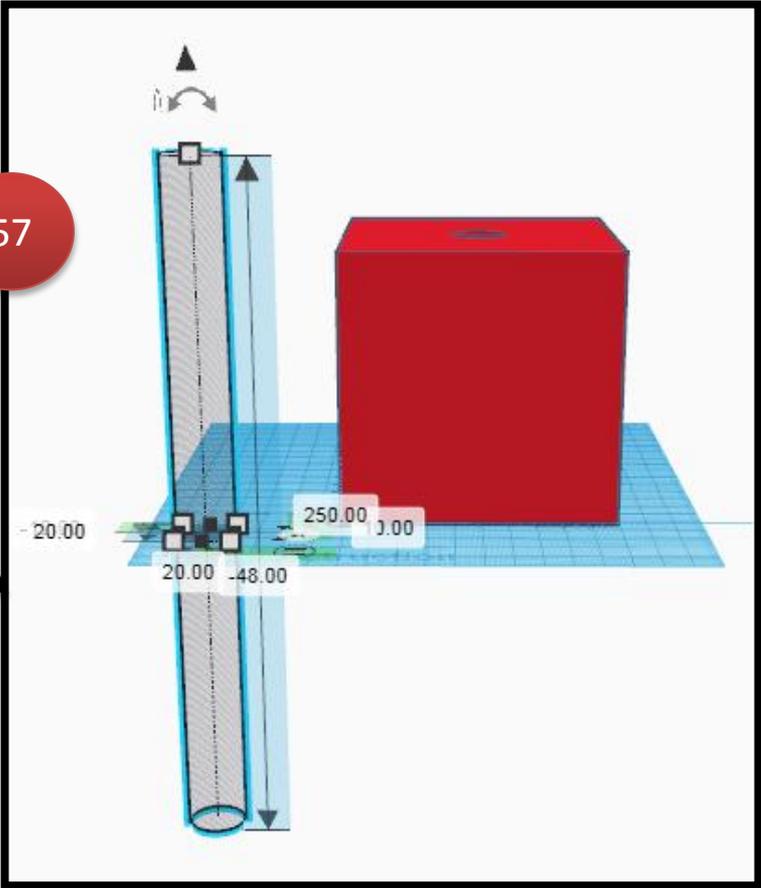


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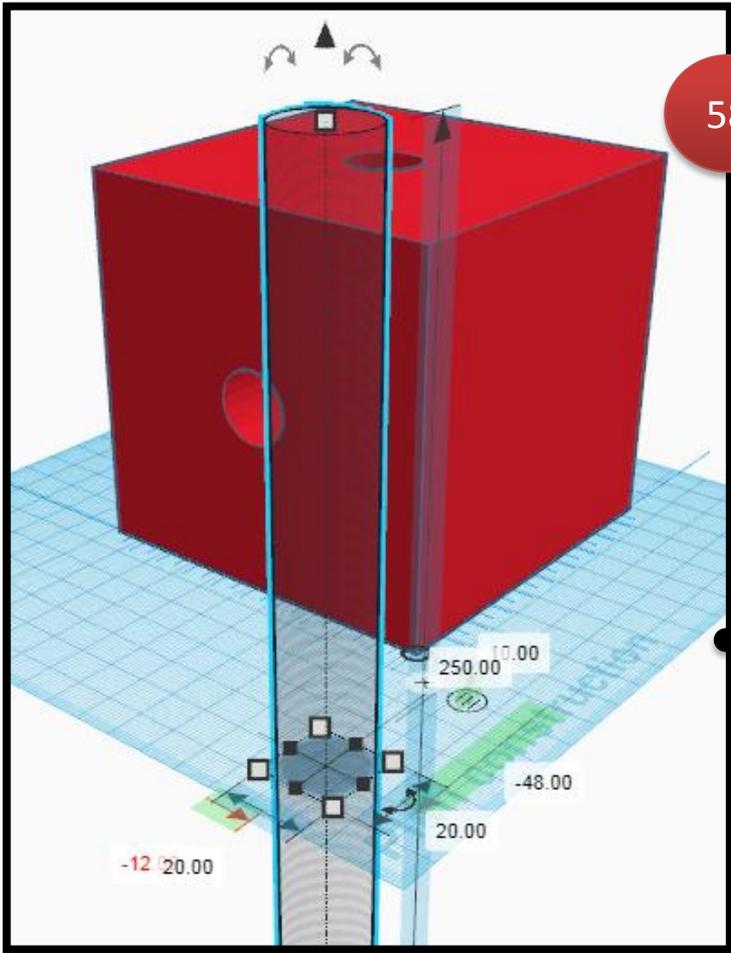
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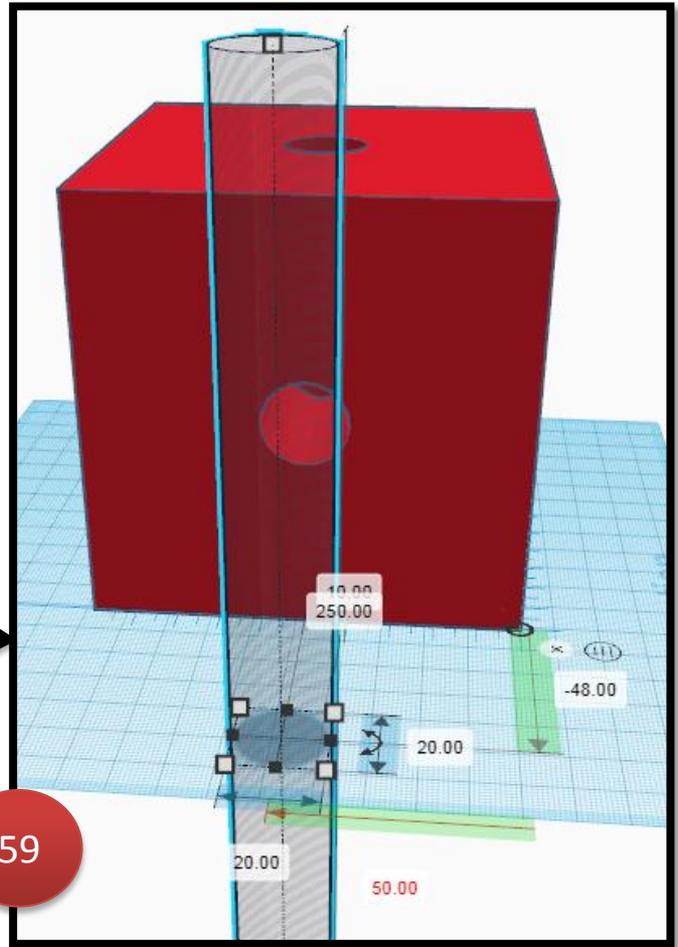
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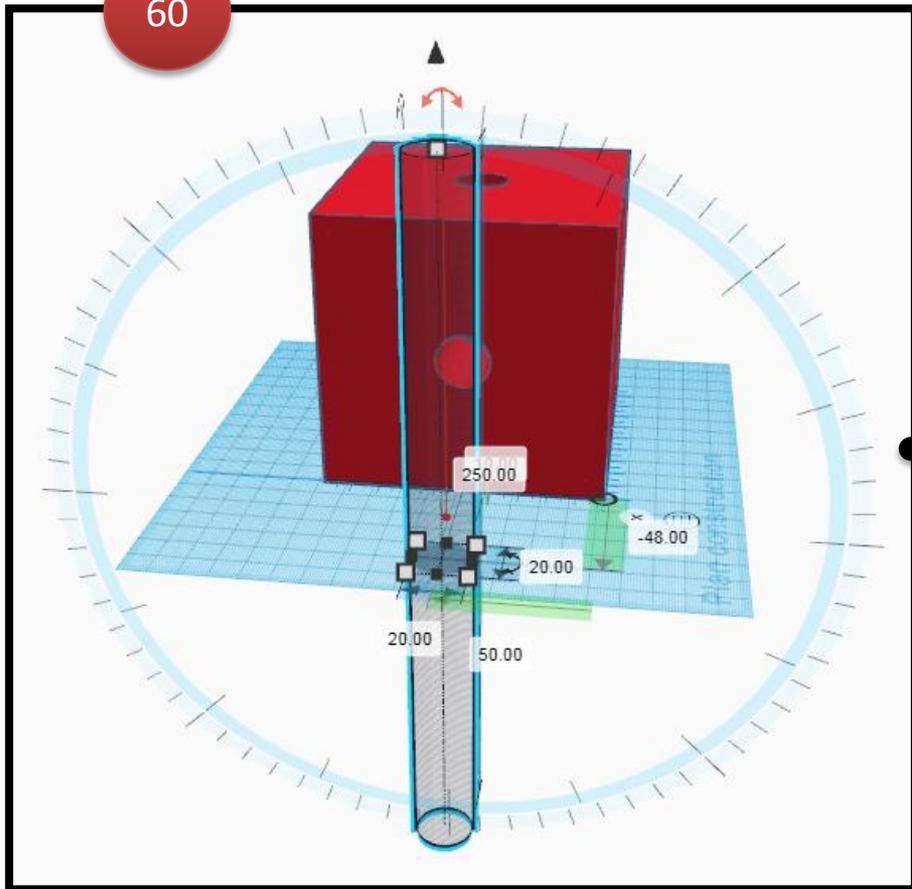
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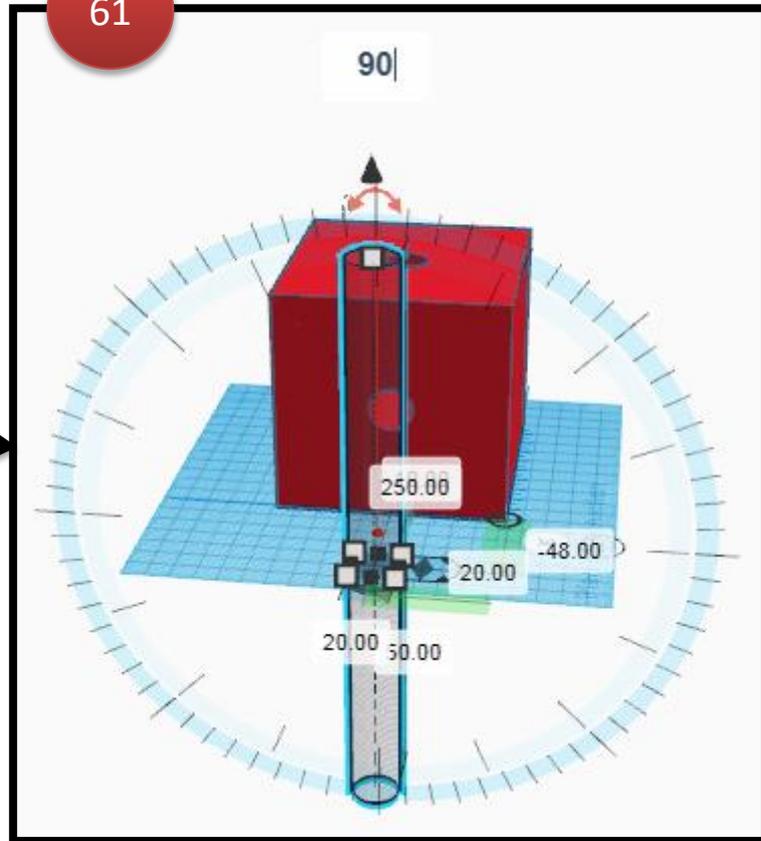
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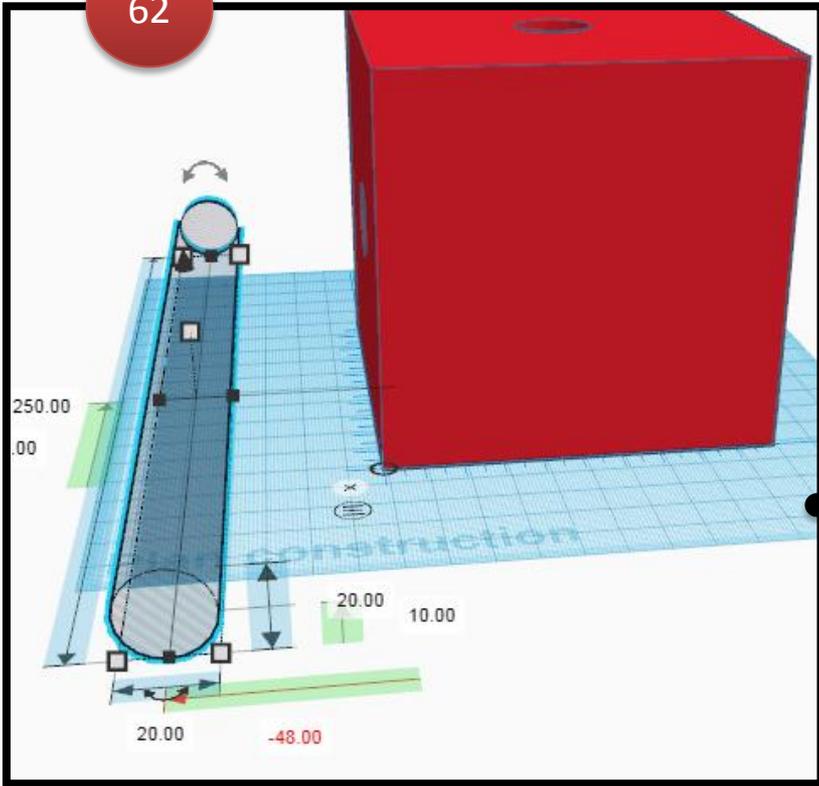
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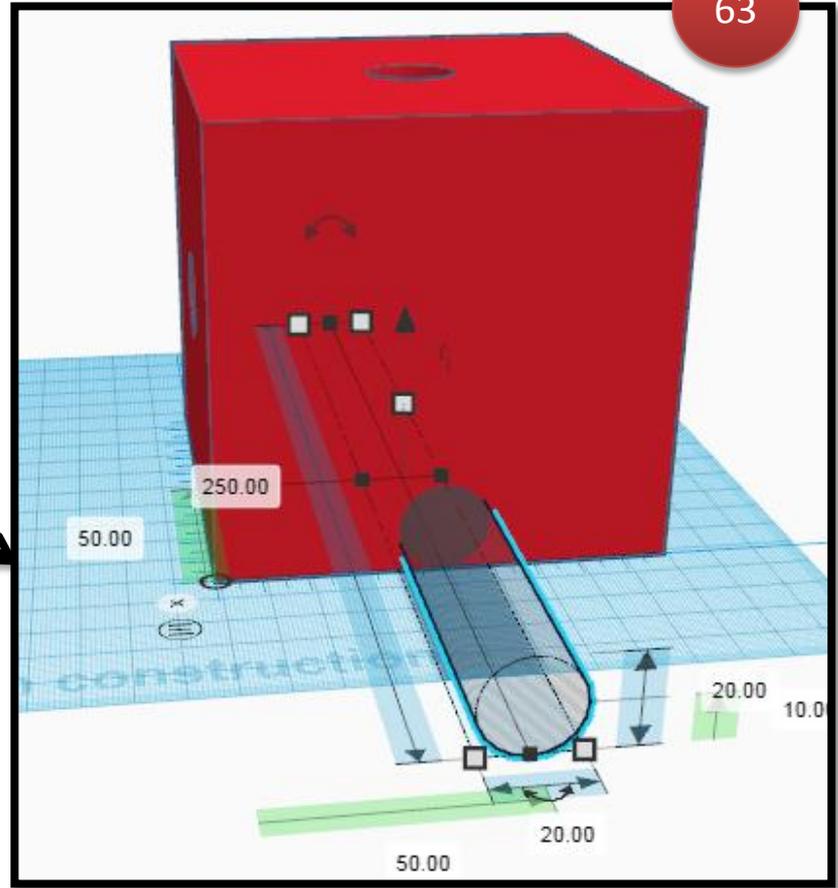
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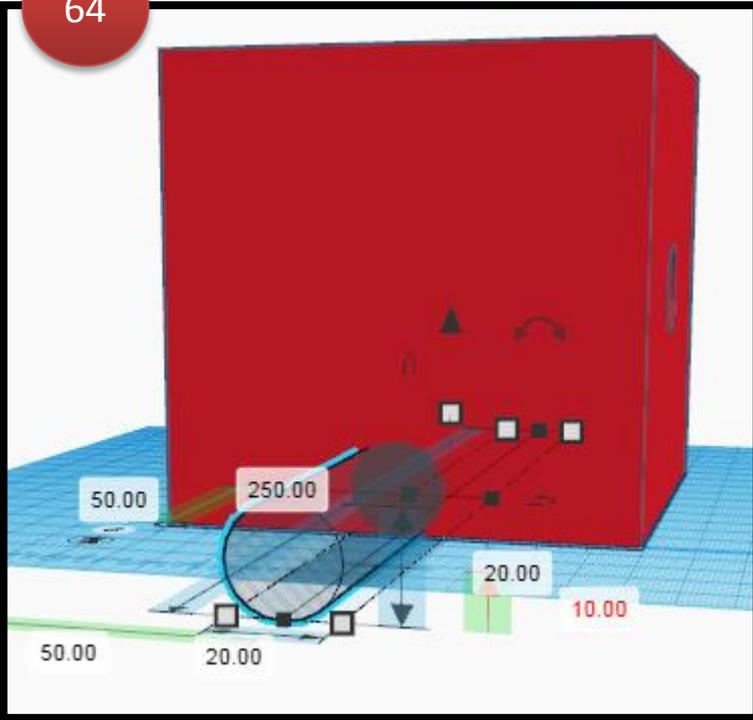
62



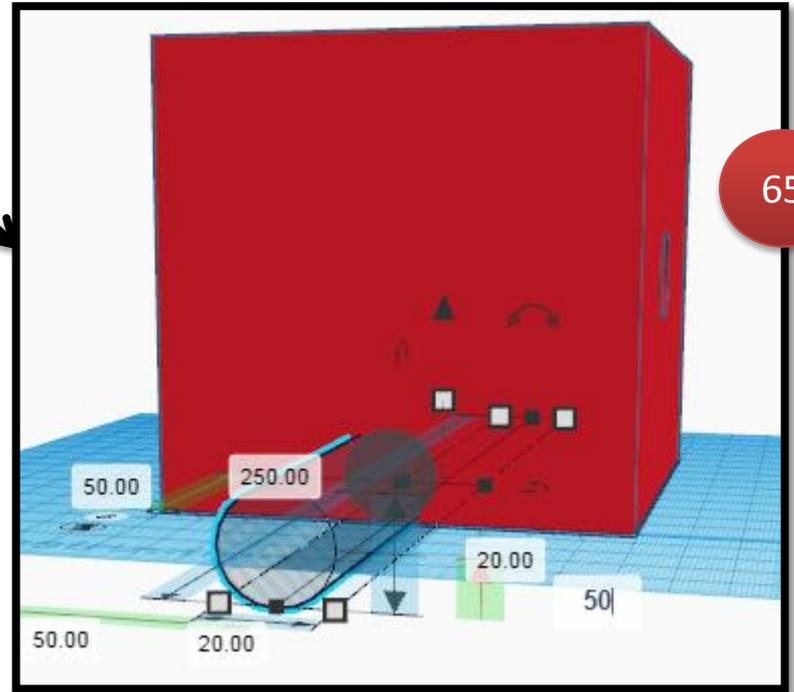
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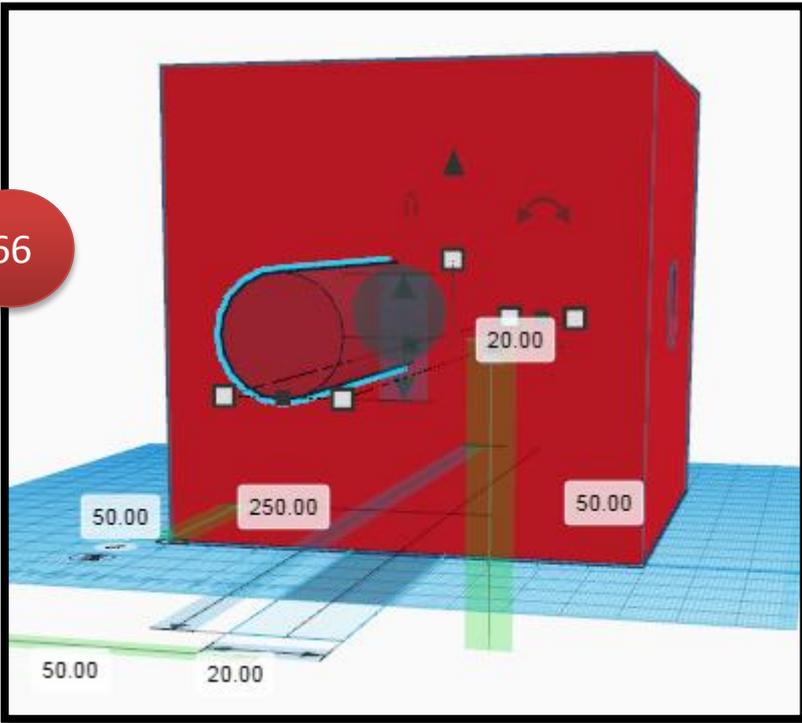
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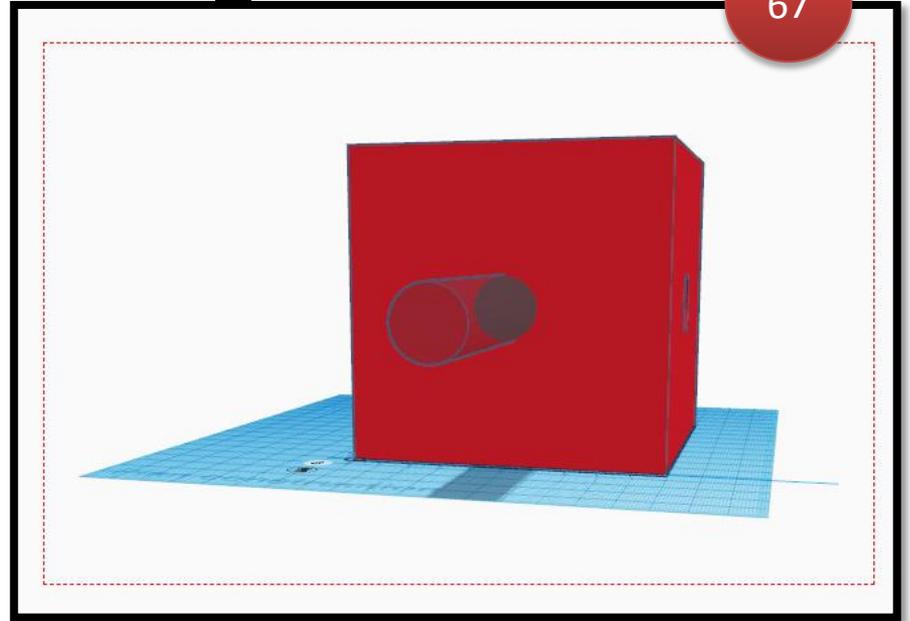
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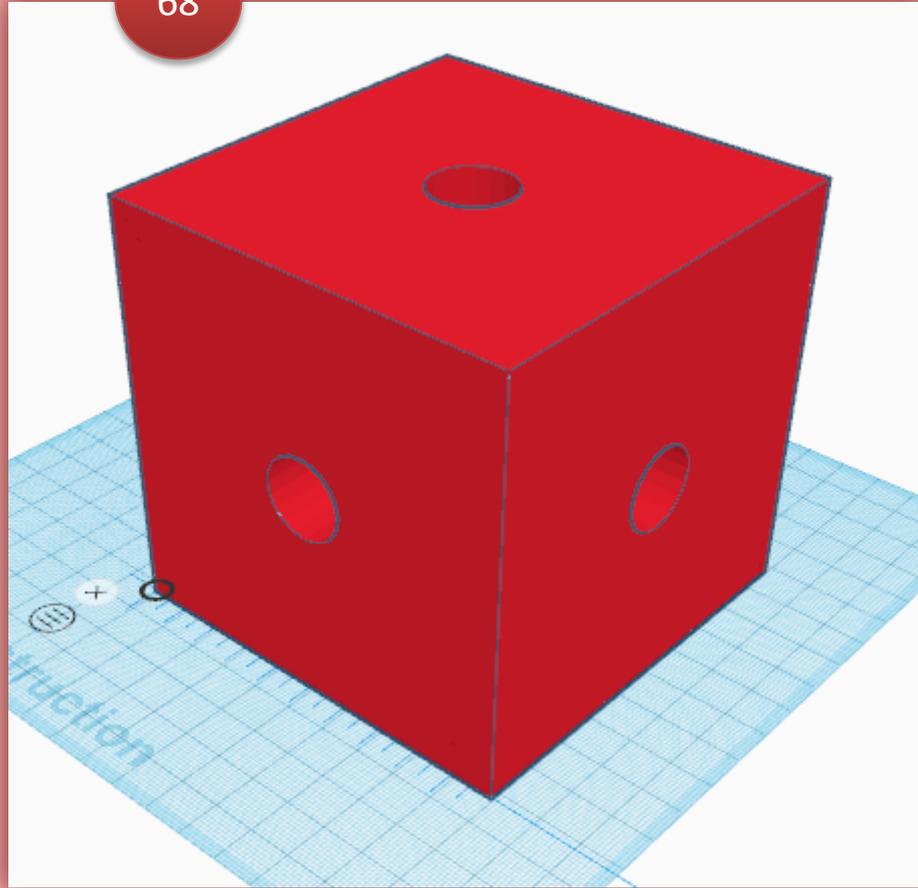
66



67



68



**C'est à vous !**