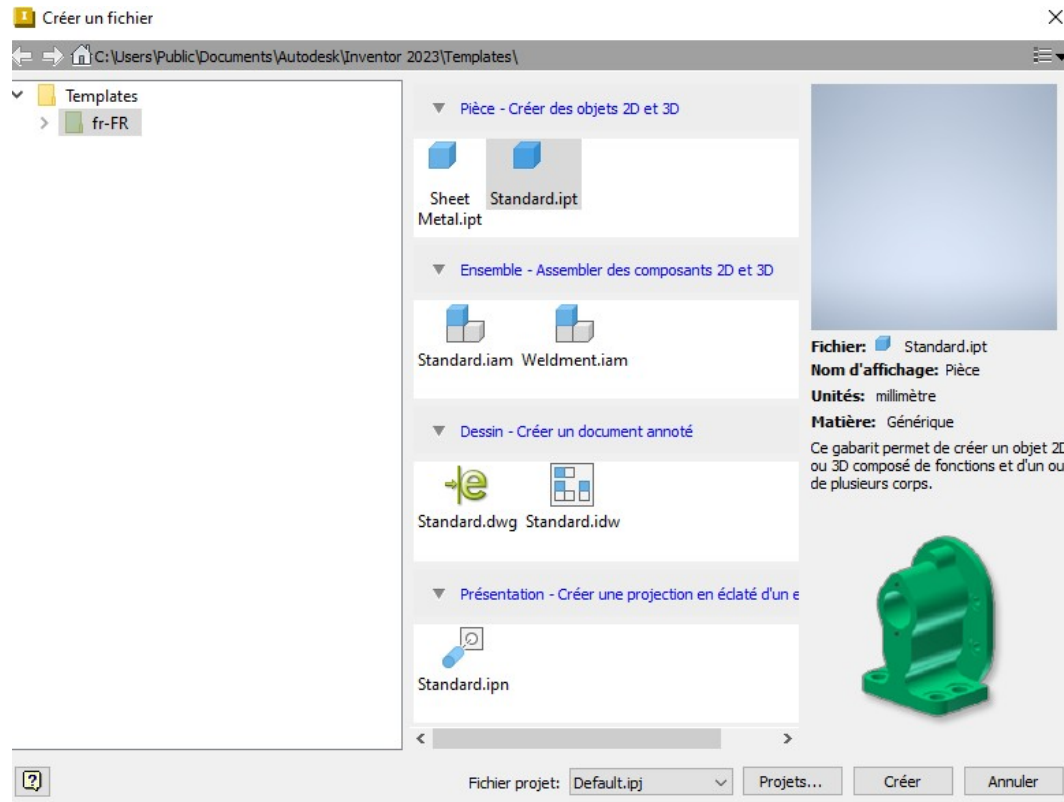


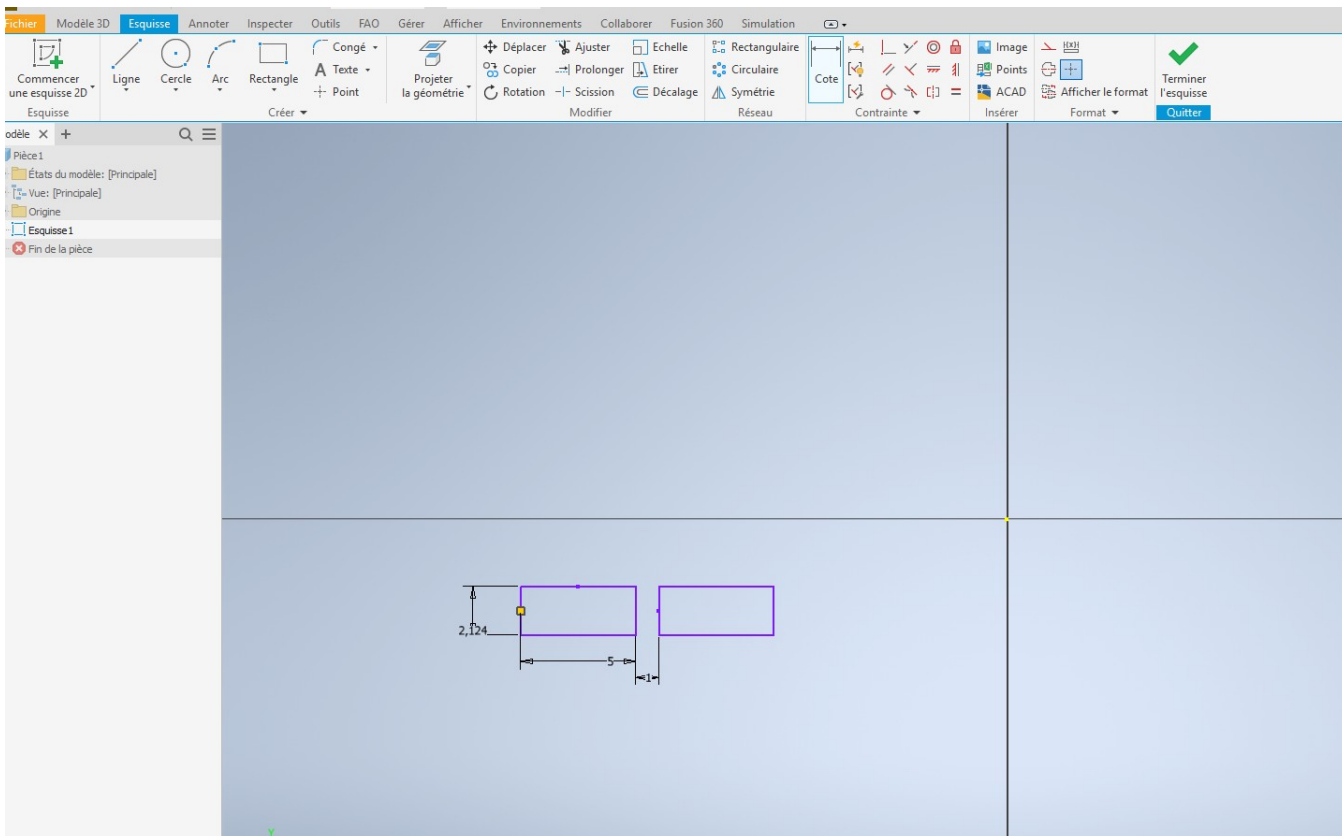
zombie inventory project



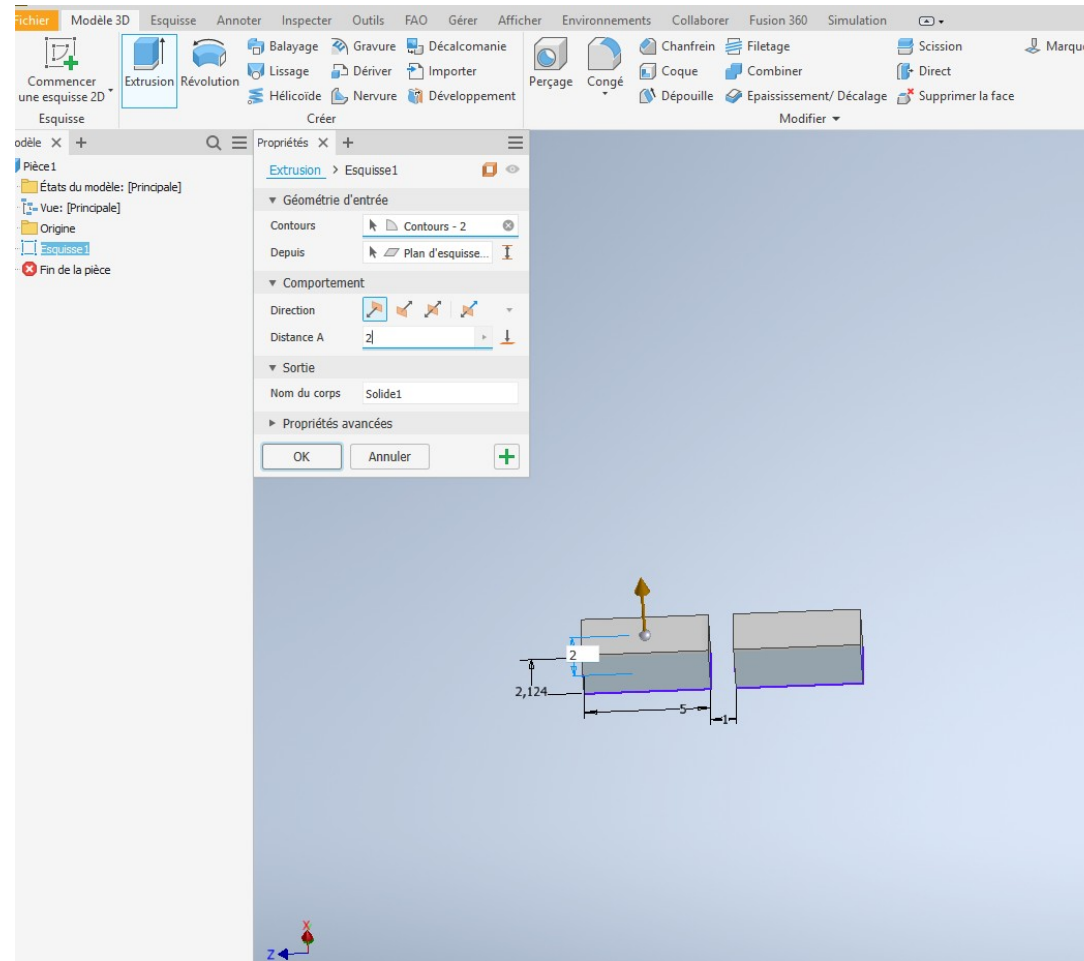
- open the inventor software and launch new and select as in the image



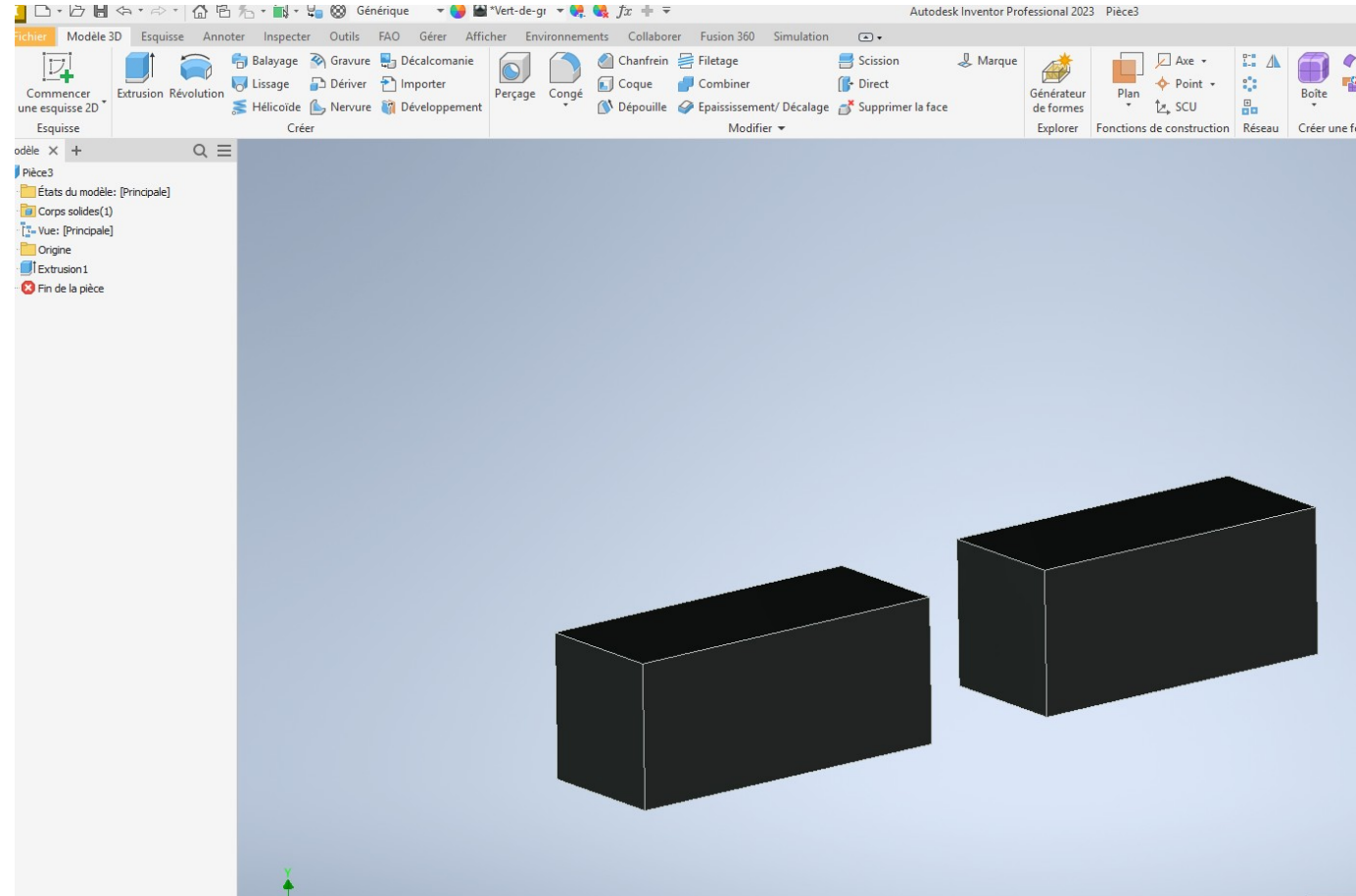
Open a construction sheet, create a new sketch, then draw a rectangle measuring 2.124 mm L in length and 5 mm l in width, and make the same as shown in the image with a 1 mm offset then finish the sketch.



take the extrusion tool then make a 2 mm high extrusion on the 2 pieces



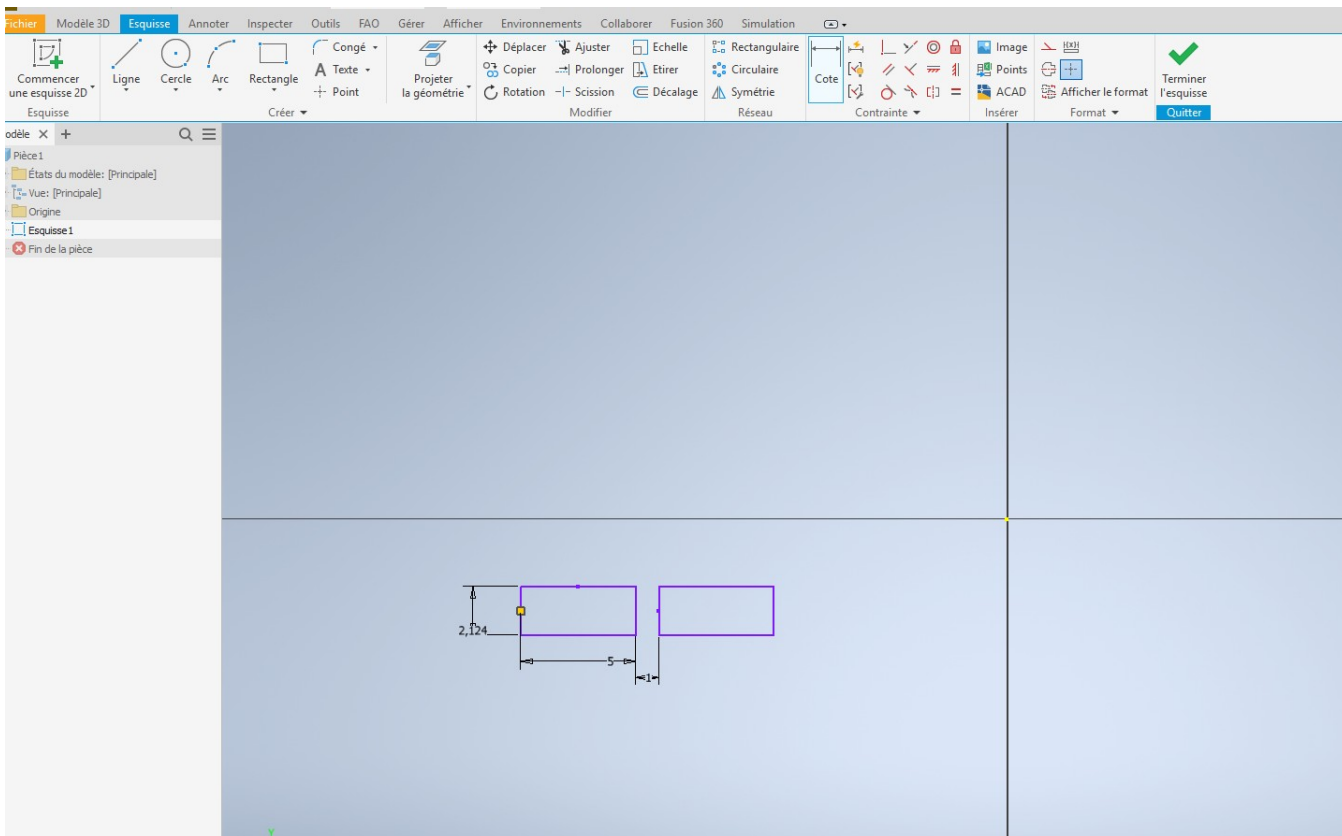
then select the part and above the drilling tool you can set the color to black



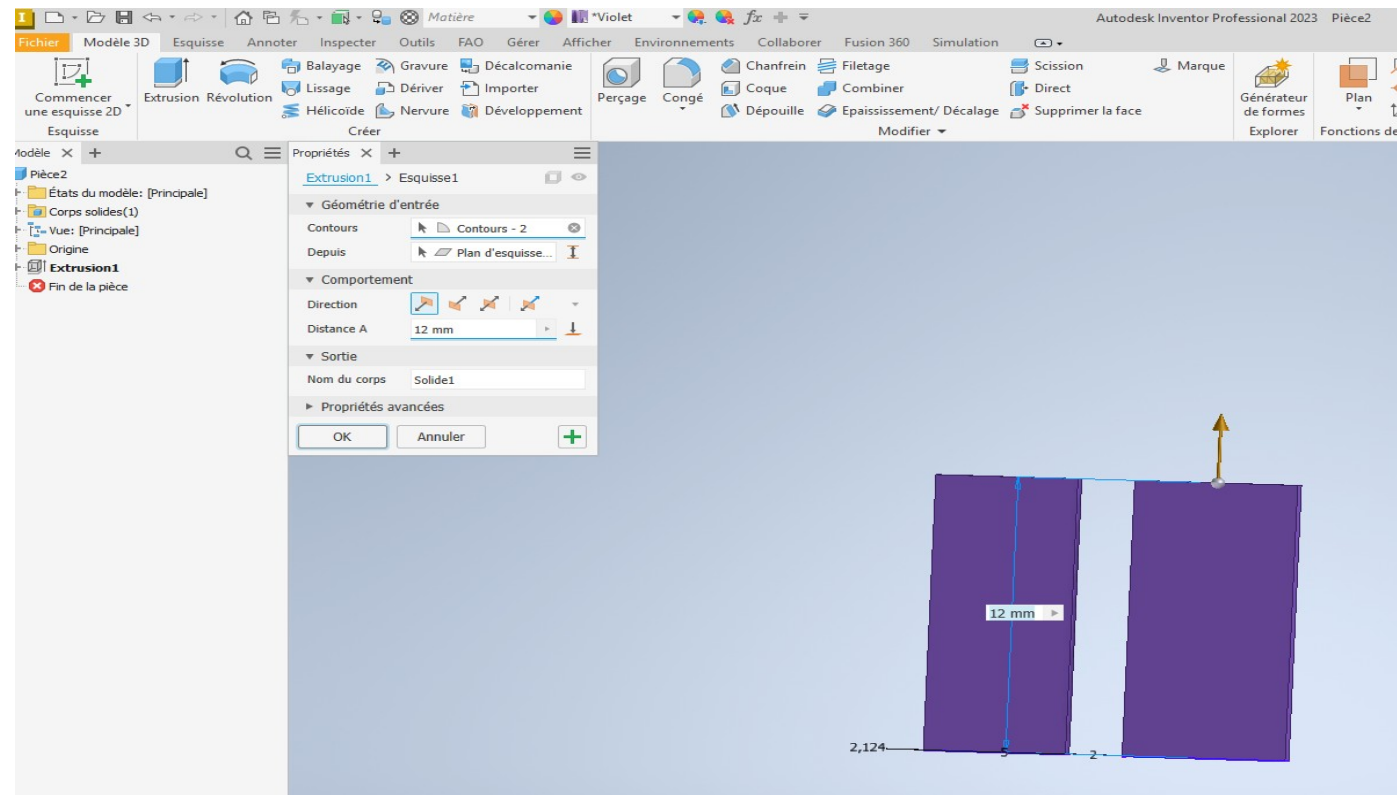
save the part you just made and create a new part with a new sketch!!!



Open a construction sheet, create a new sketch, then draw a rectangle measuring 2.124 mm L in length and 5 mm l in width, and make the same as shown in the image with a 1 mm offset then finish the sketch.



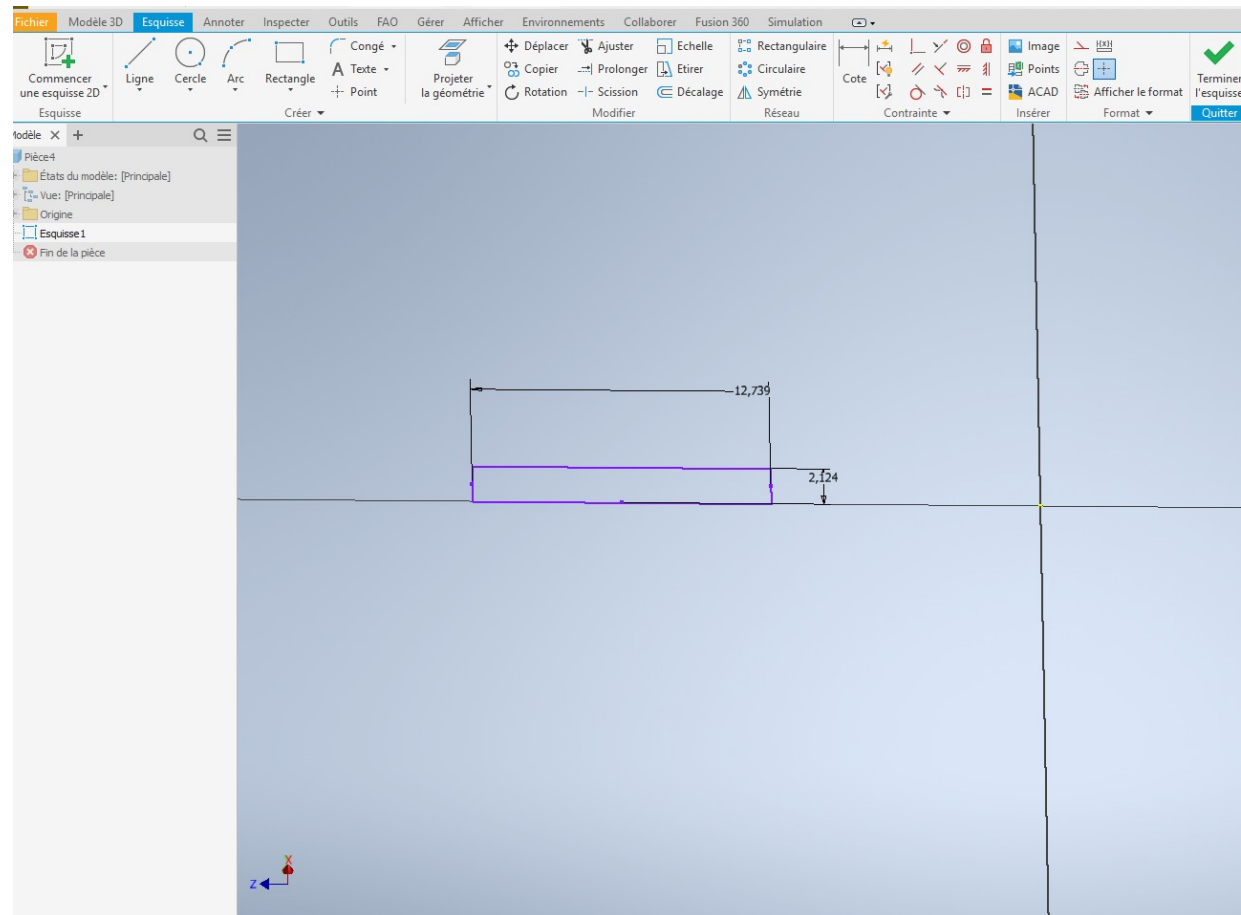
finish the sketch, then select extrusion, select the part, and extrude by 12 mm and select and, like earlier, put the color purple on the piece



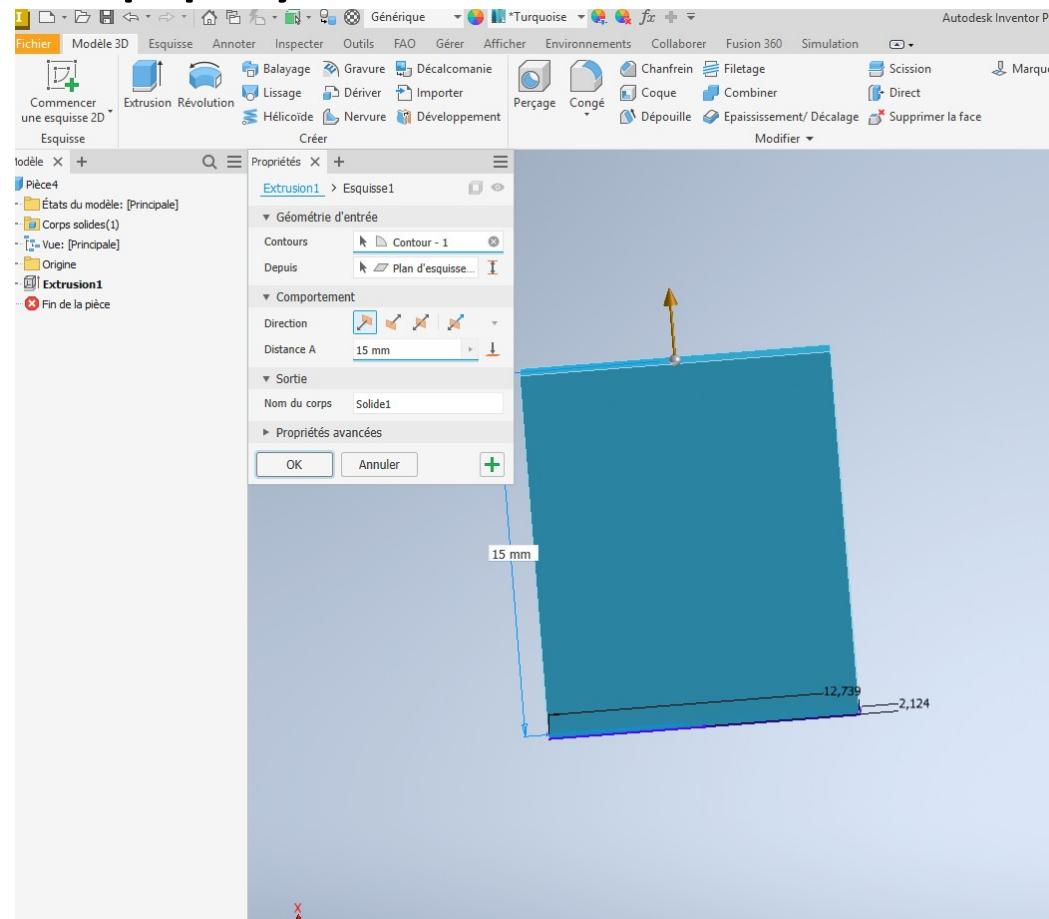
**save the part you just made and create a
new part with a new sketch!!!**



create a rectangle 12.739 mm long and 2.124 mm wide to make the legs



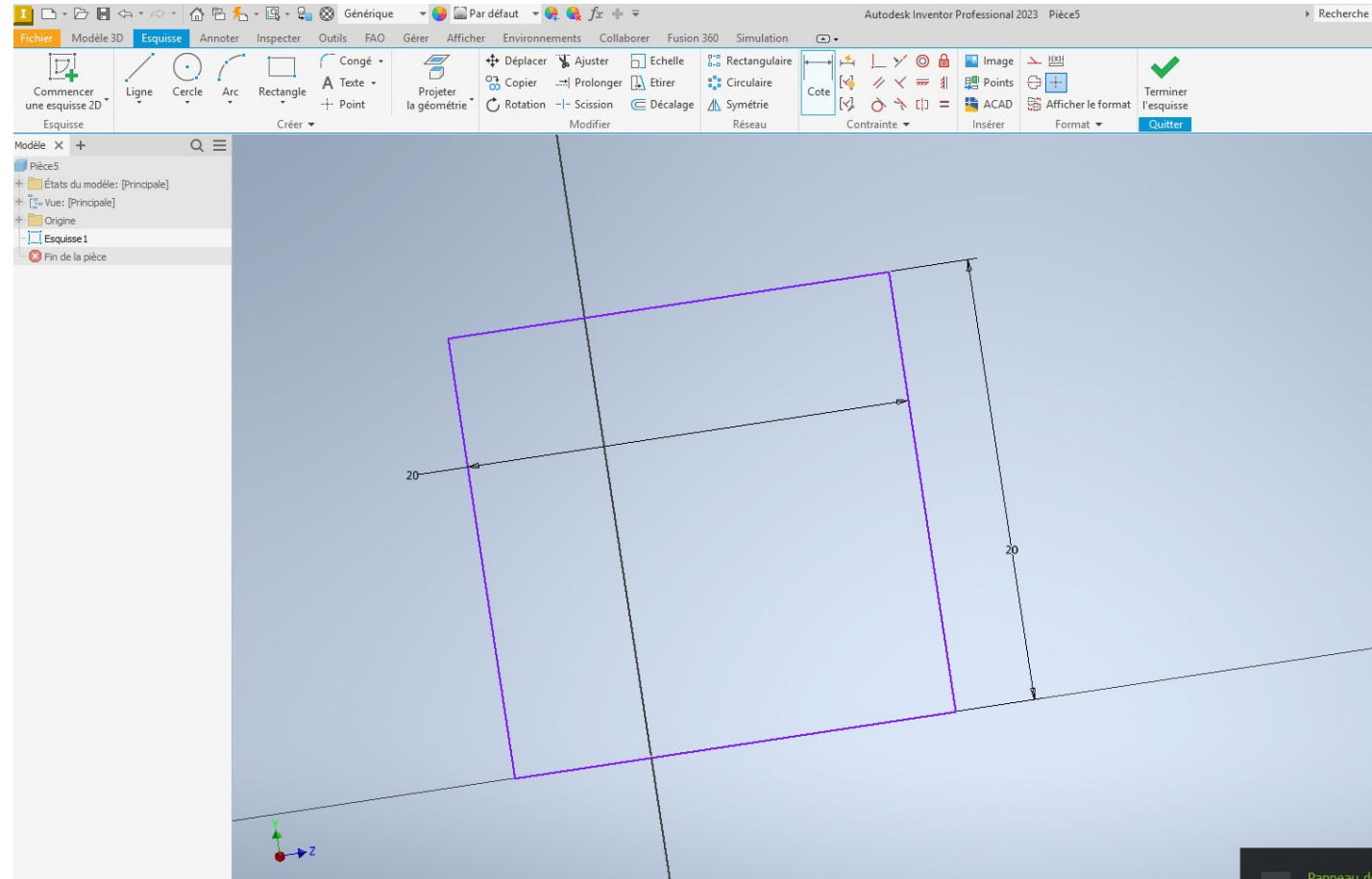
Finish the sketch, then select extrusion to make it 15 mm, then select the part again and apply the blue color.



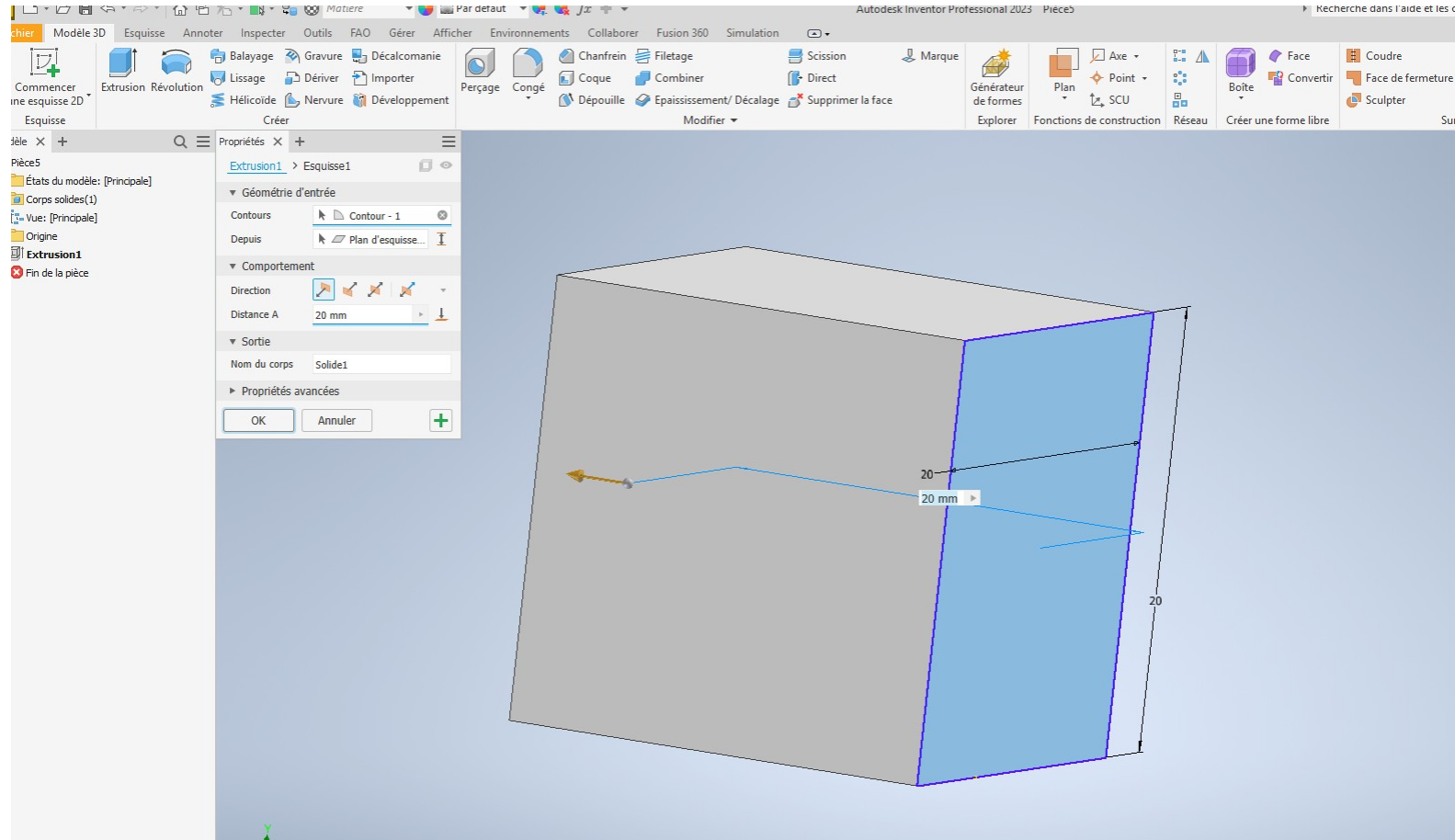
save the part you just made and create a new part with a new sketch!!!



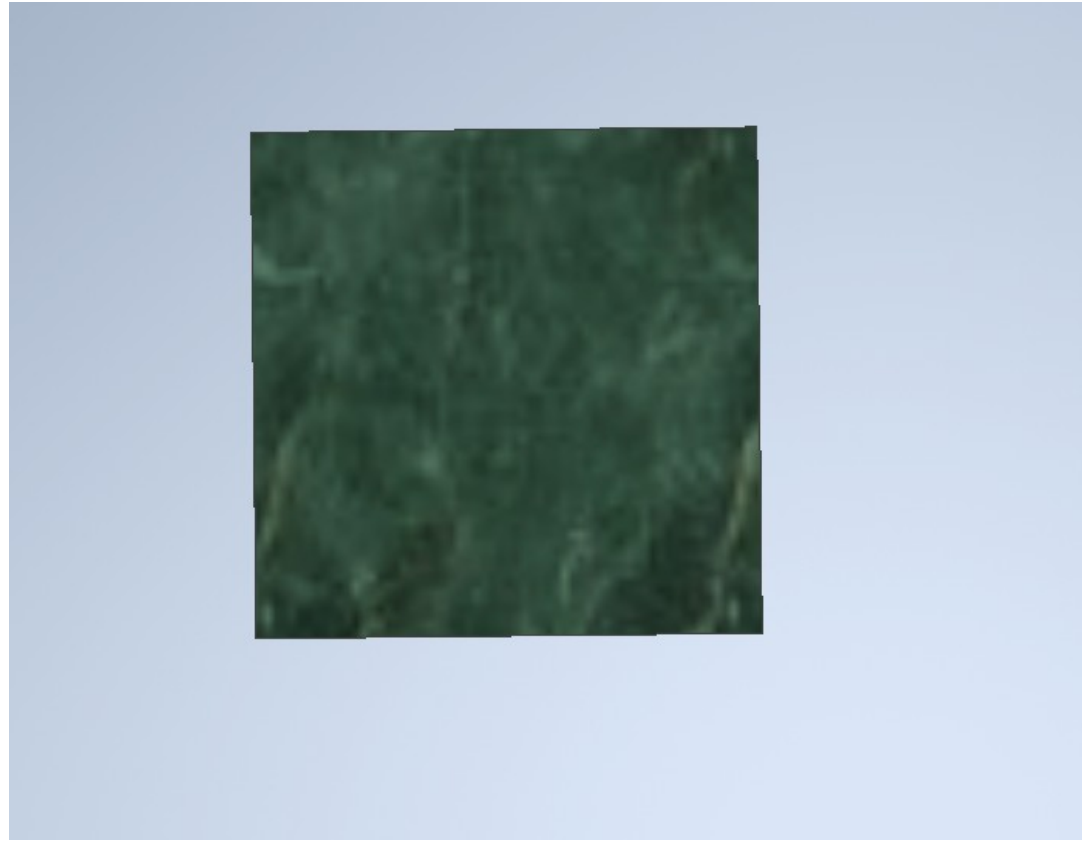
create a new part and a new sketch, then
make a 20 mm by 20 mm square



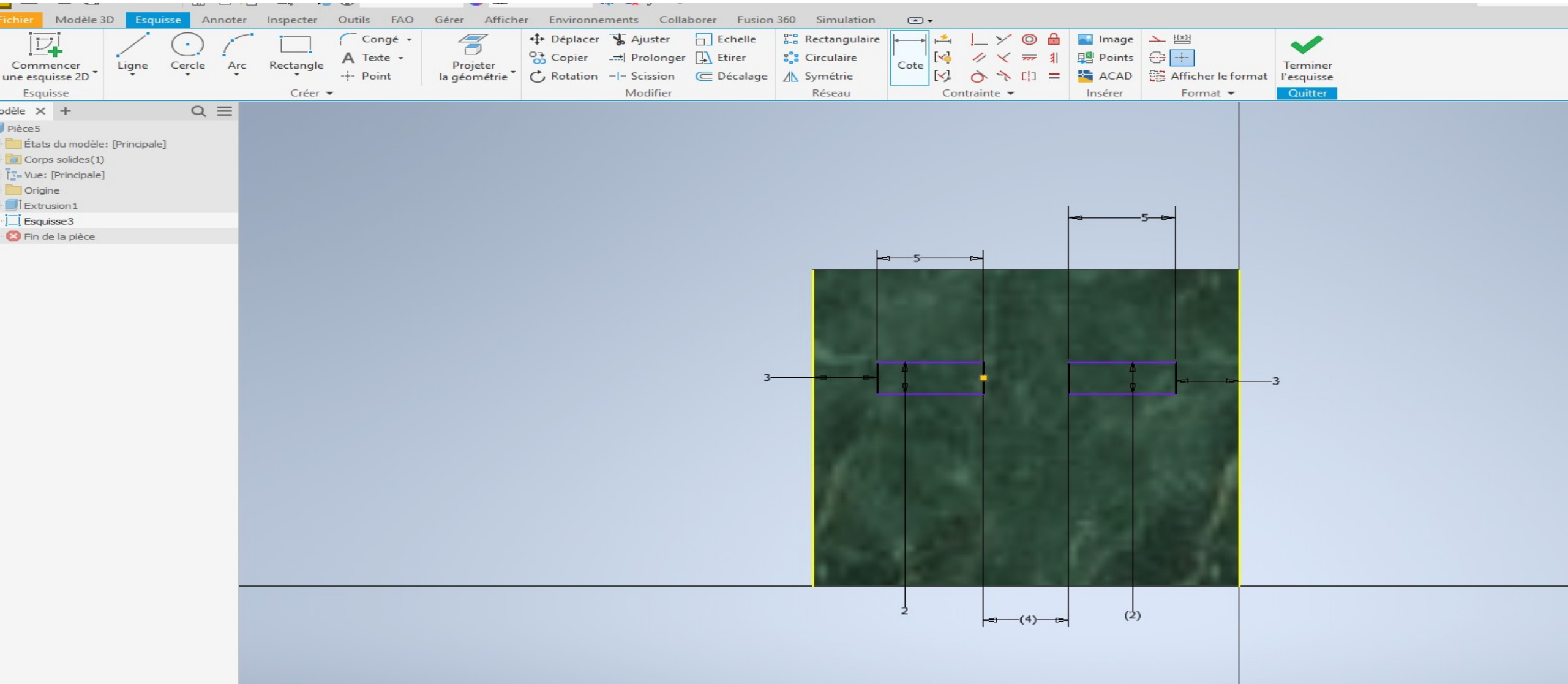
finish the sketch and then make a 20 mm extrusion



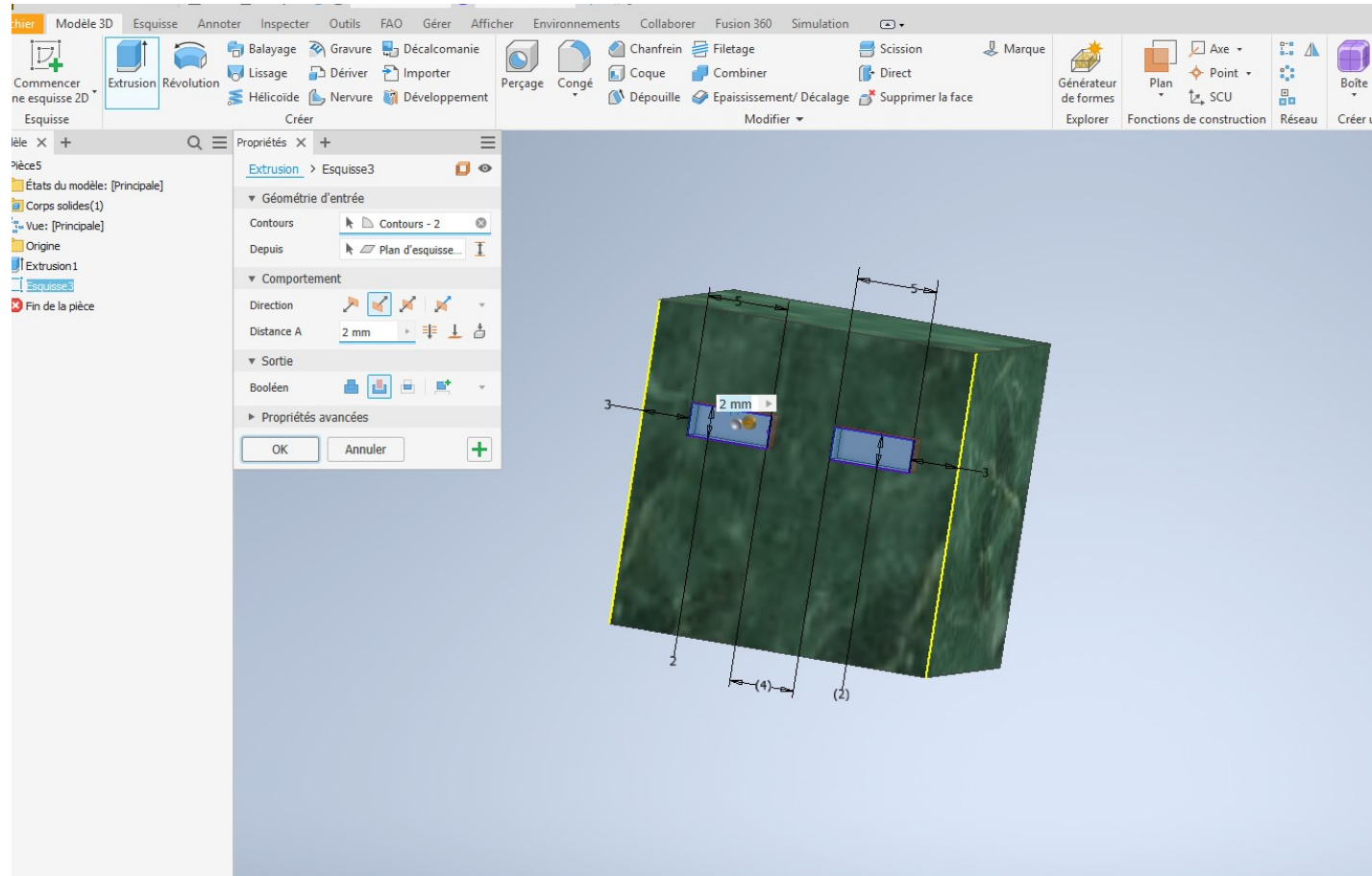
then select and apply the dark green color



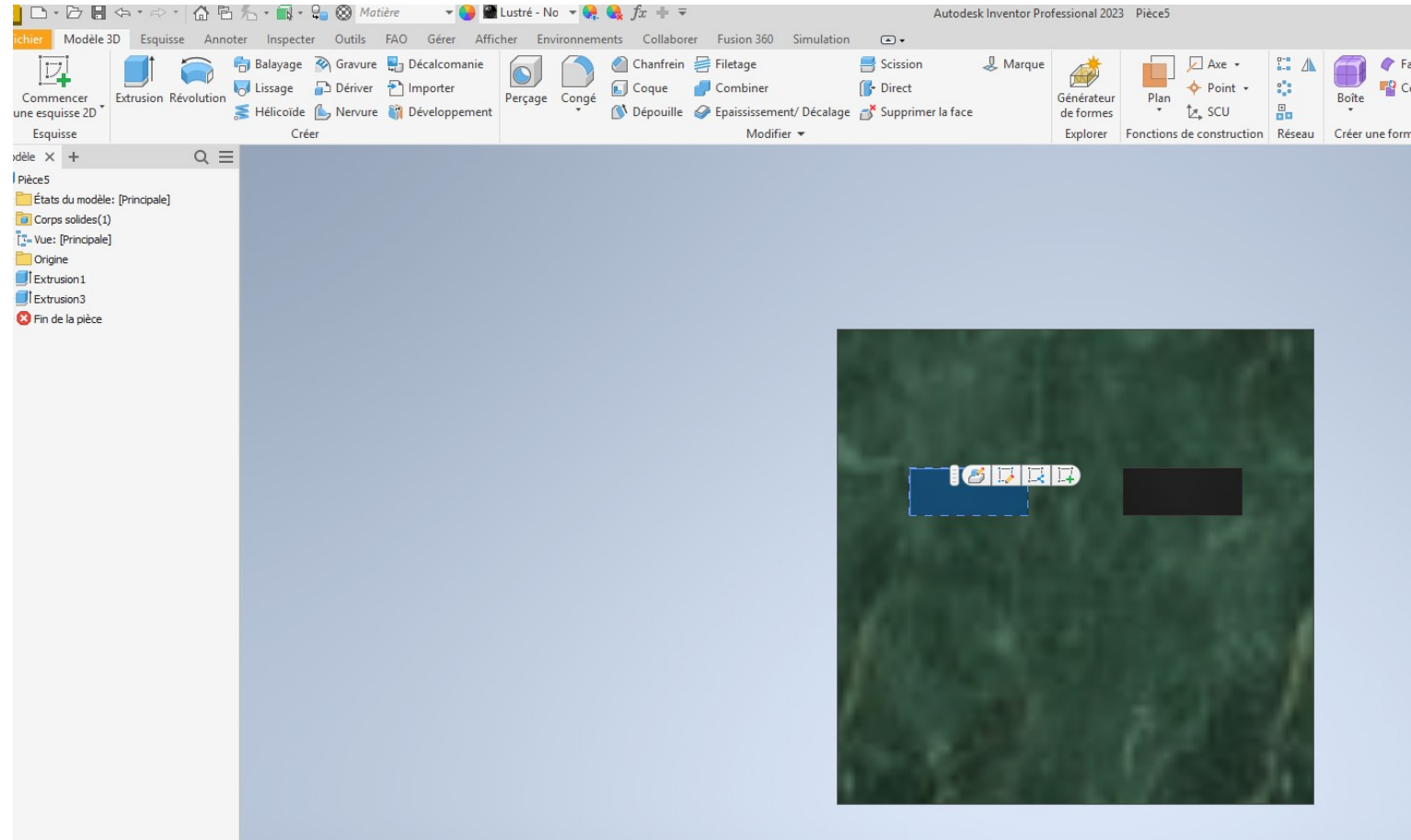
create a new sketch and select a face of the square, then make the eyes using the dimension tool and draw them with a rectangle



after tracing the eyes, finish the sketch and make a 2 mm extrusion for both eyes



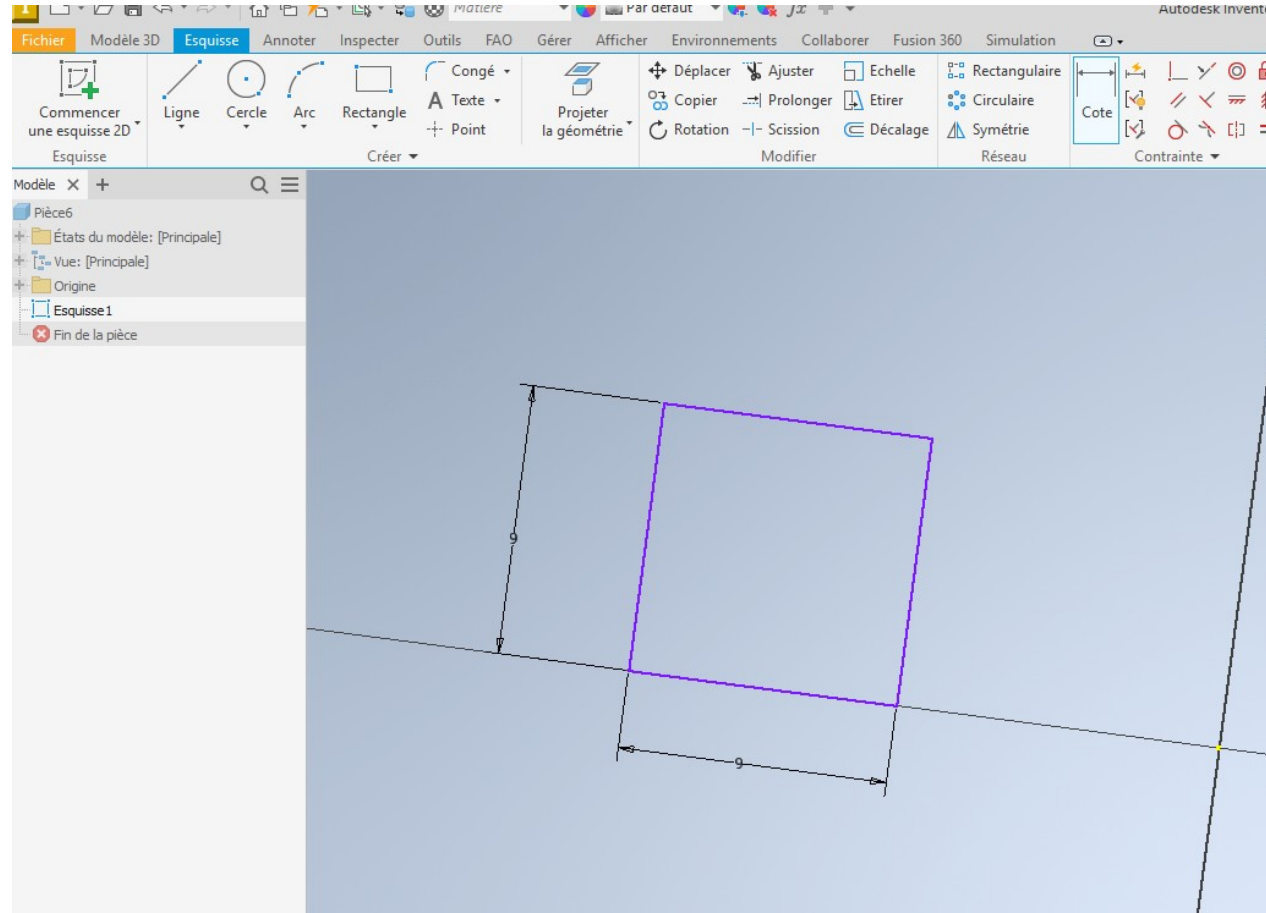
Then select the eyes and apply the color (black varnish) to the eyes.



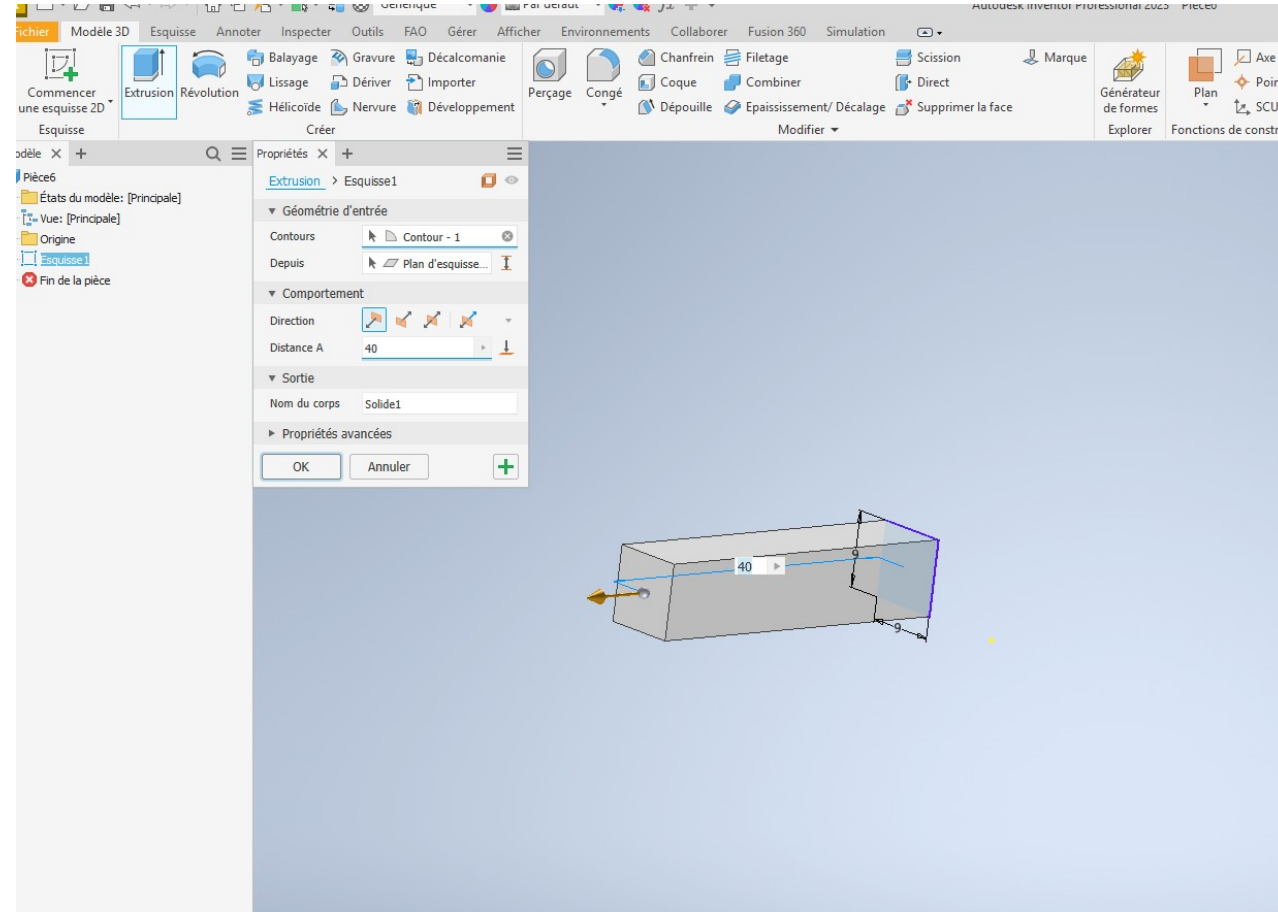
save the part you just made and create a new part with a new sketch!!!



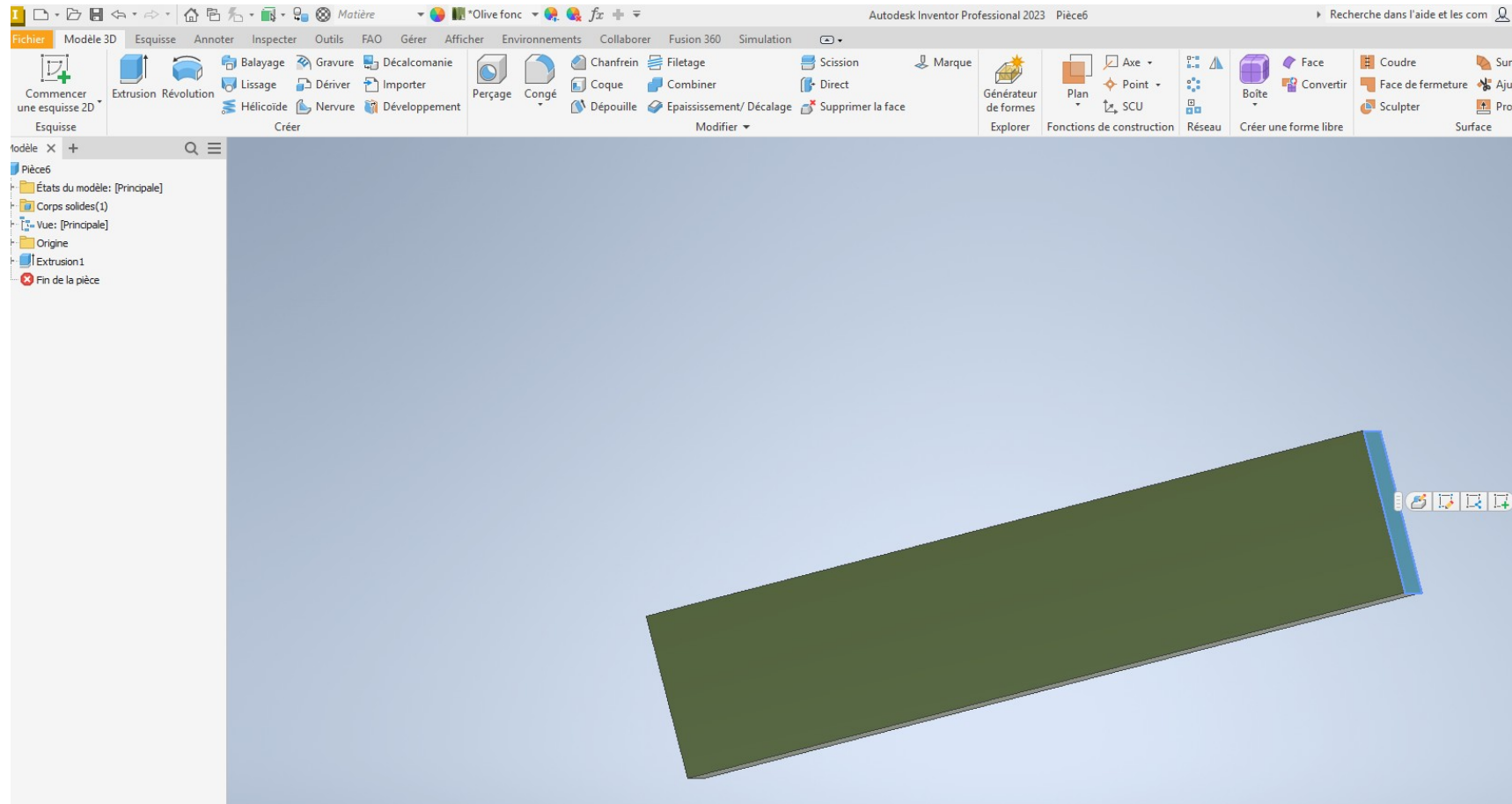
create a new part, start a new sketch, then
draw a 9 mm by 9 mm square



finish the sketch then make a 40 mm
extrusion for the arm



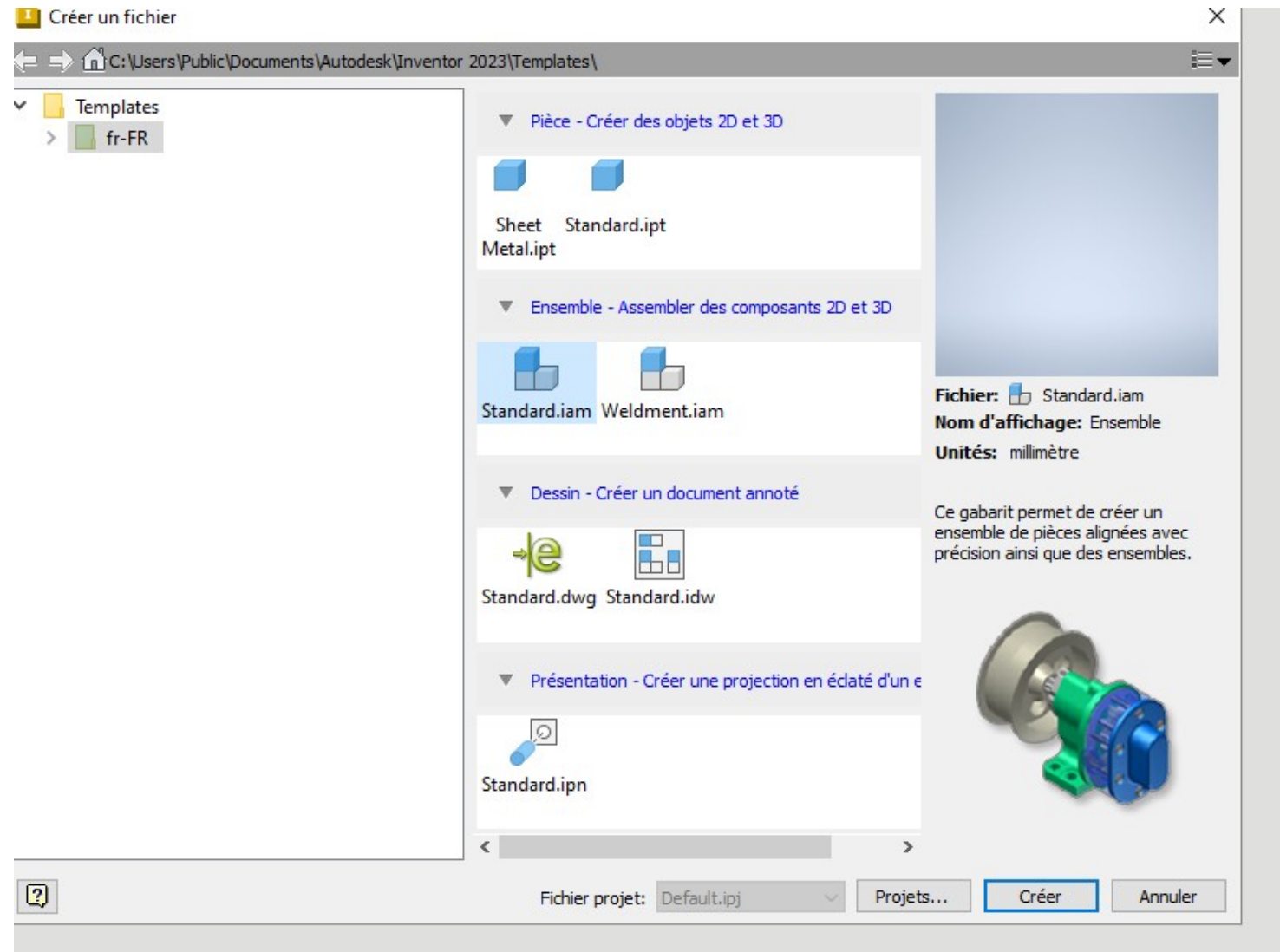
then select the room and apply the color
(dark olive)



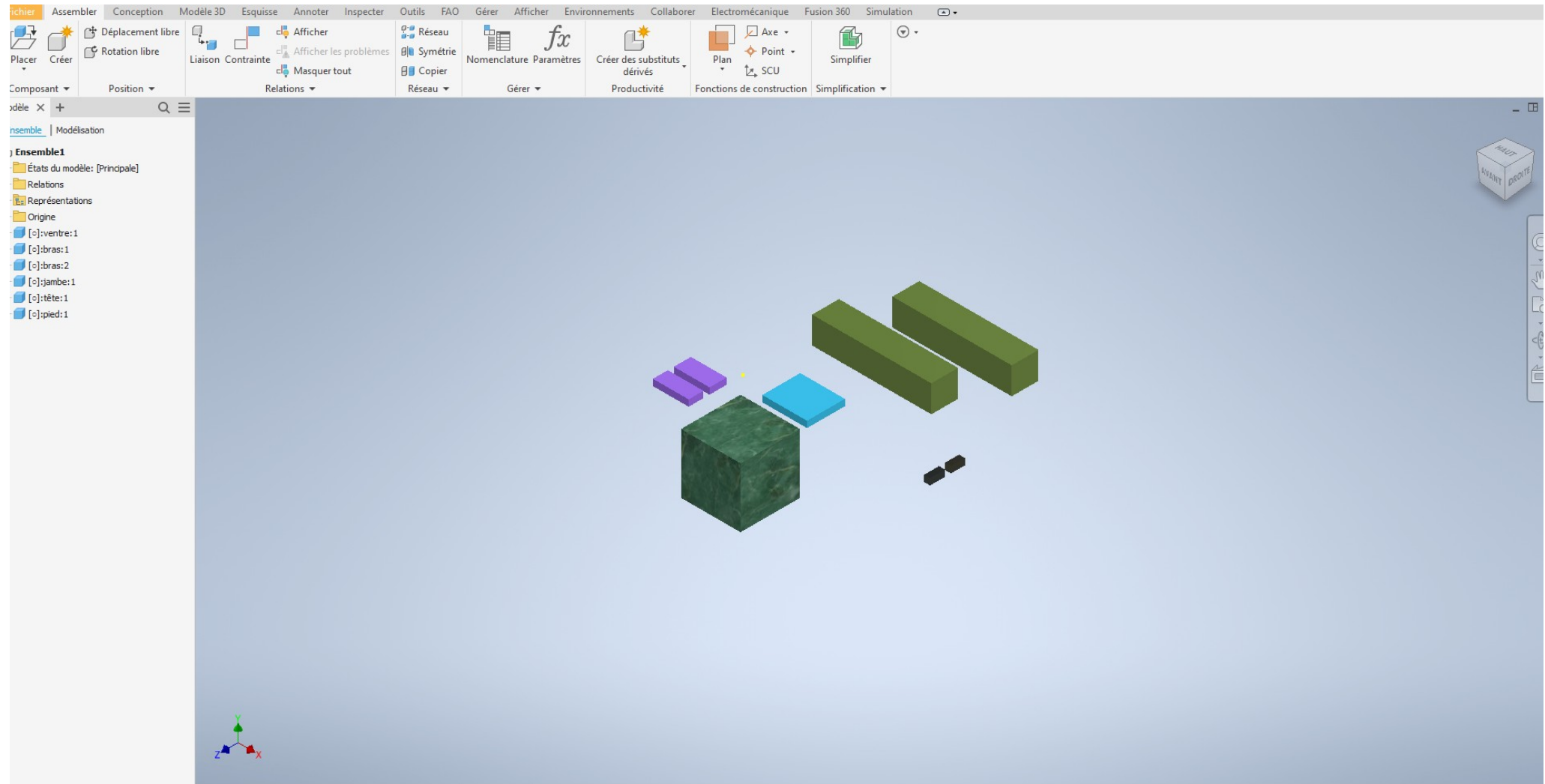
At the end of the first part, you must have this
in your documents.

	bras	07/10/2025 18:55	Autodesk Invi
	jambe	07/10/2025 18:51	Autodesk Invi
	pied	07/10/2025 18:51	Autodesk Invi
	tête	07/10/2025 18:51	Autodesk Invi
	ventre	07/10/2025 18:51	Autodesk Invi

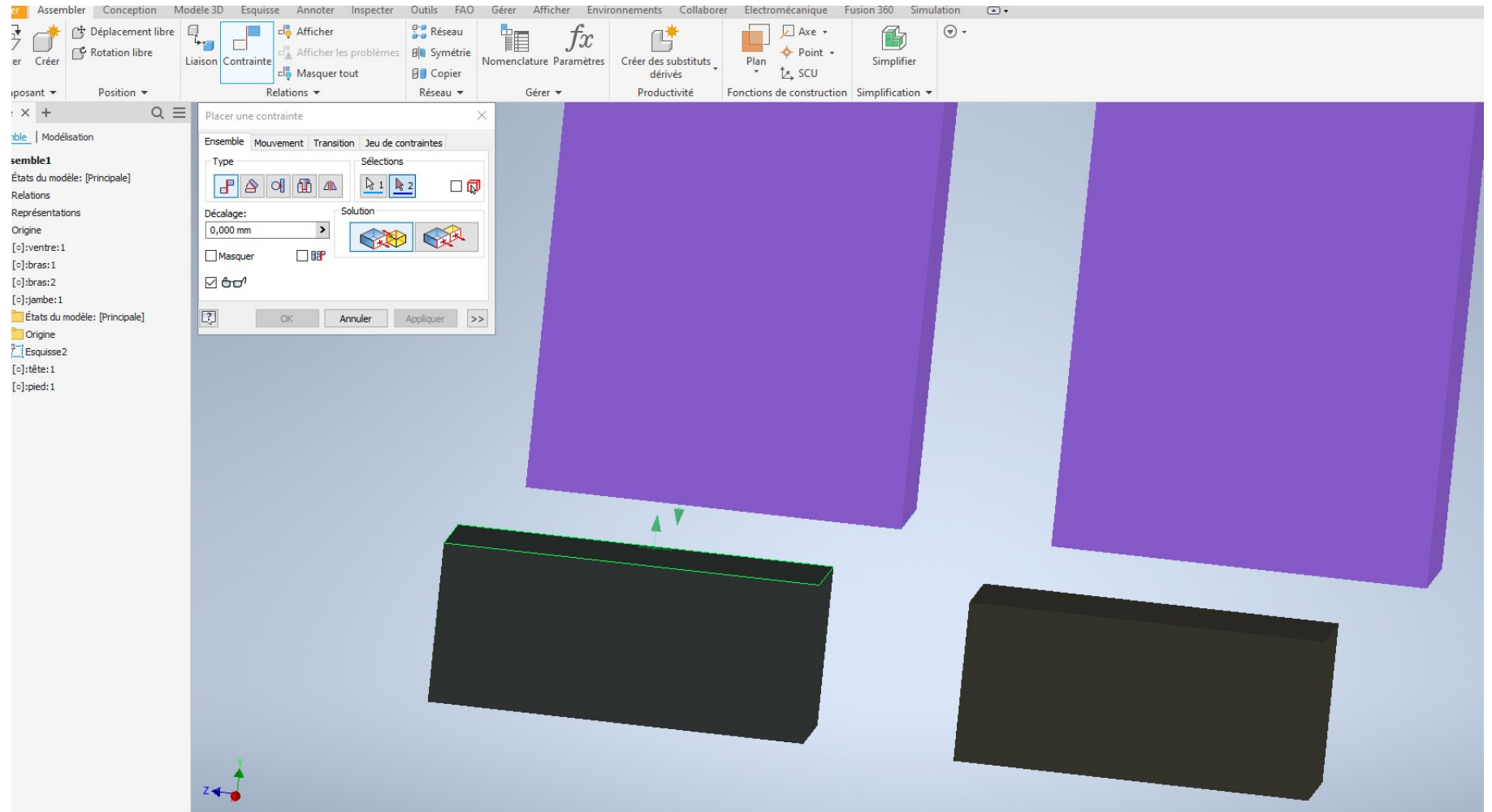
Start again press again and choose the mode select



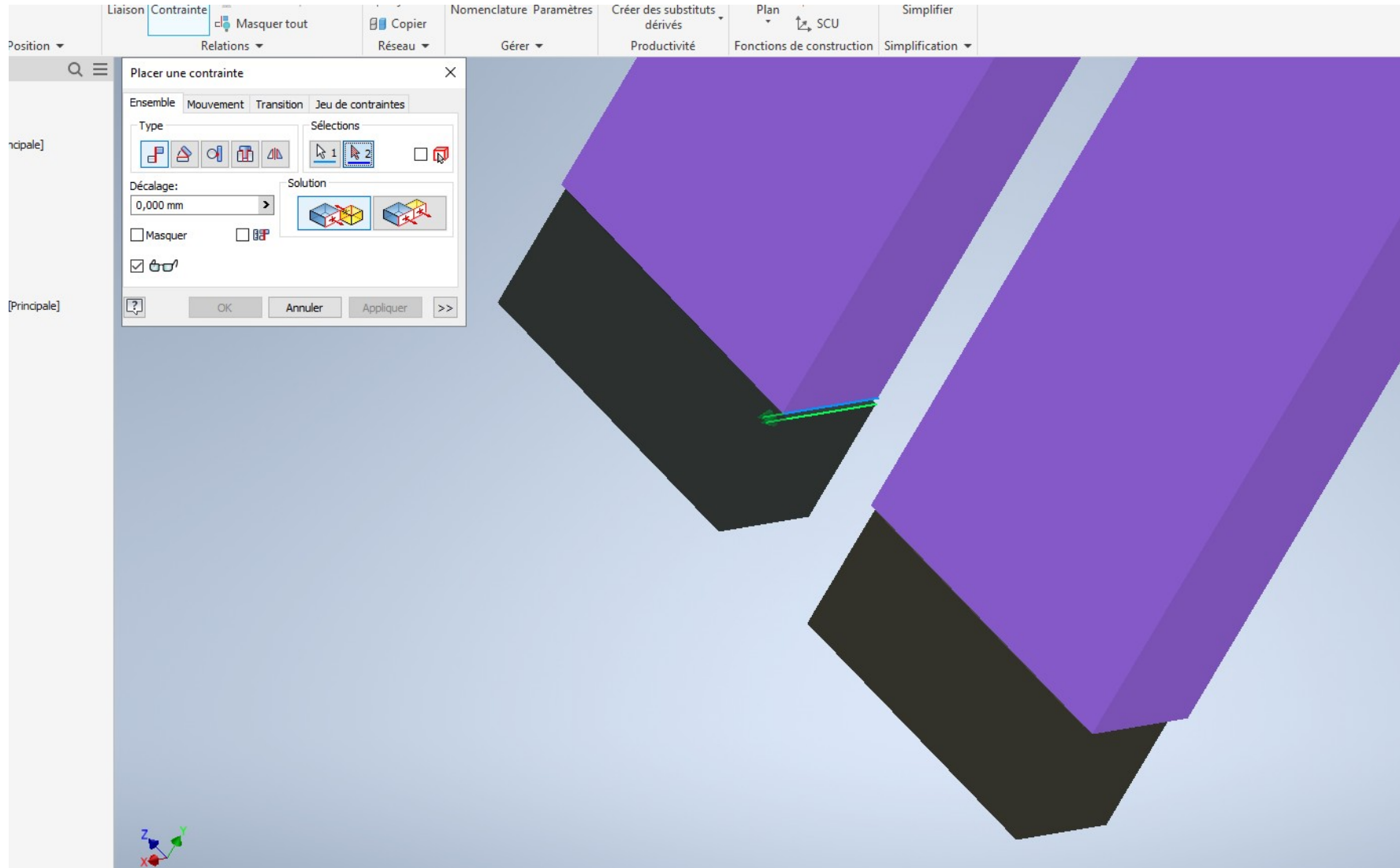
after that open open the rooms as on the screen



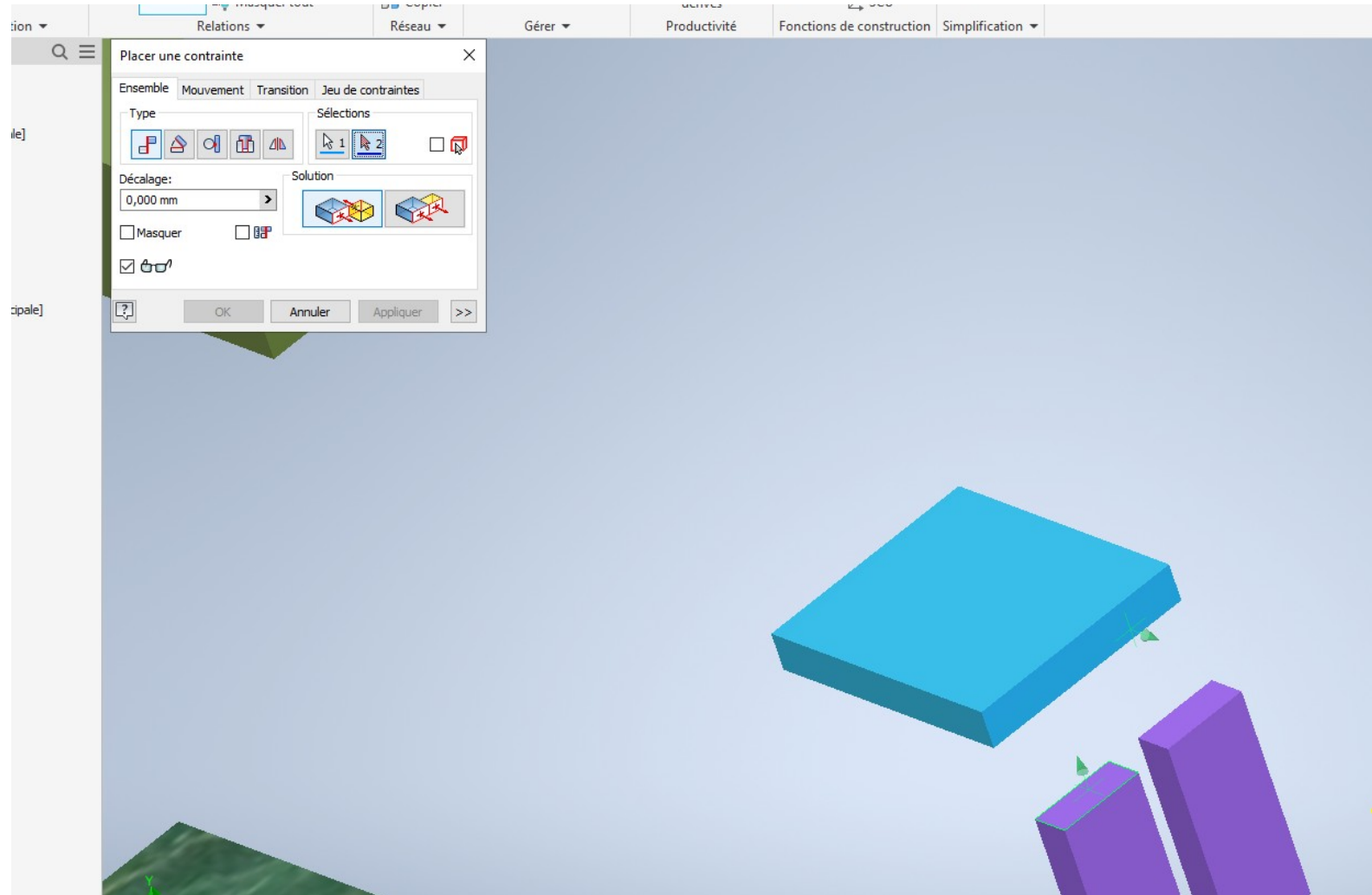
press the constraints tool and select as on the screen



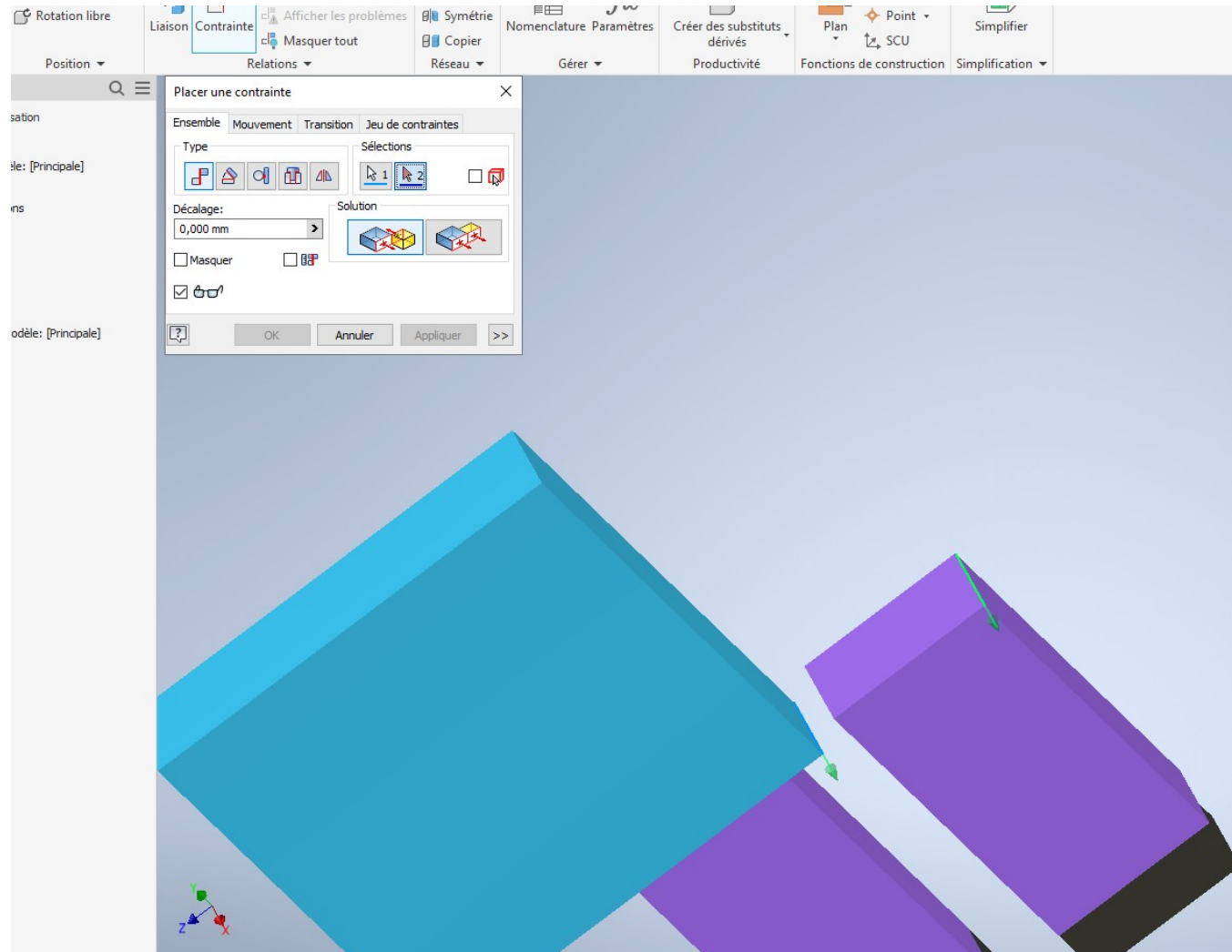
press the constraints tool and select as on the screen



press the constraints tool and select as on the screen



press the constraints tool and select as on the screen



To place the head click on the top of the belly and the bottom of the head



To place the arms click on the side of the arms and also with the belly to place them



Good luck and compliments on your successful work.

