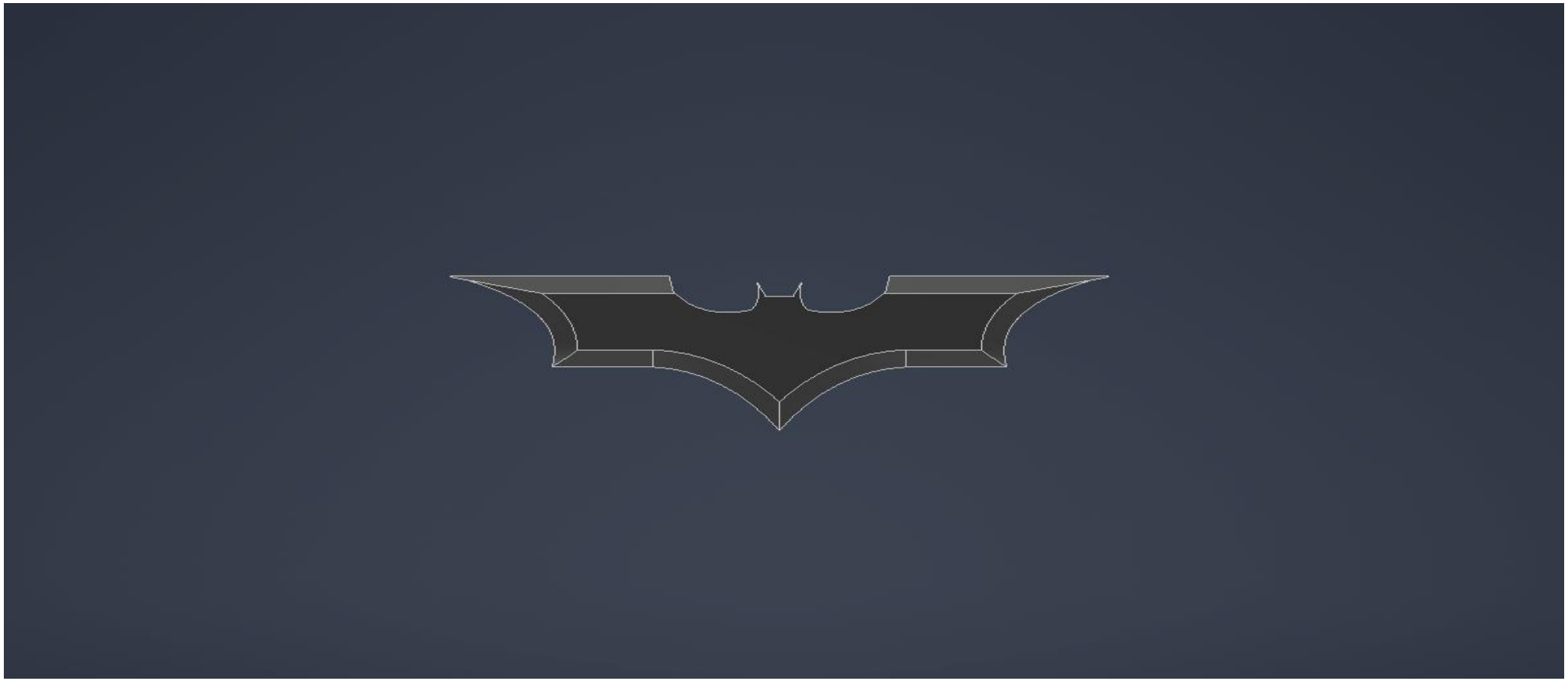
# Batarang

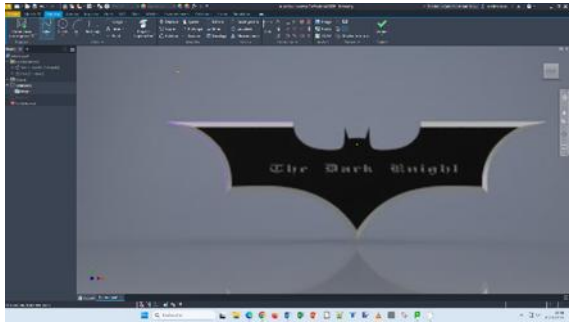


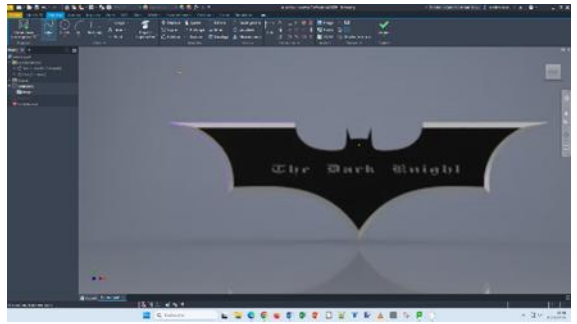
- 1) Place this image at the back of the plane.

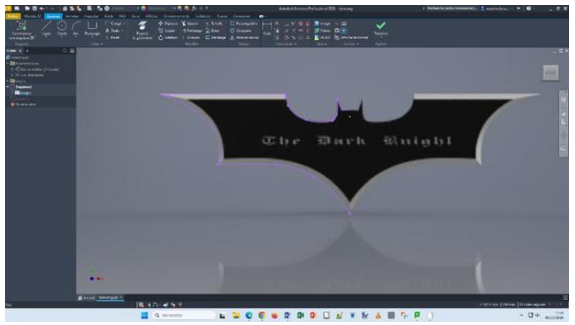


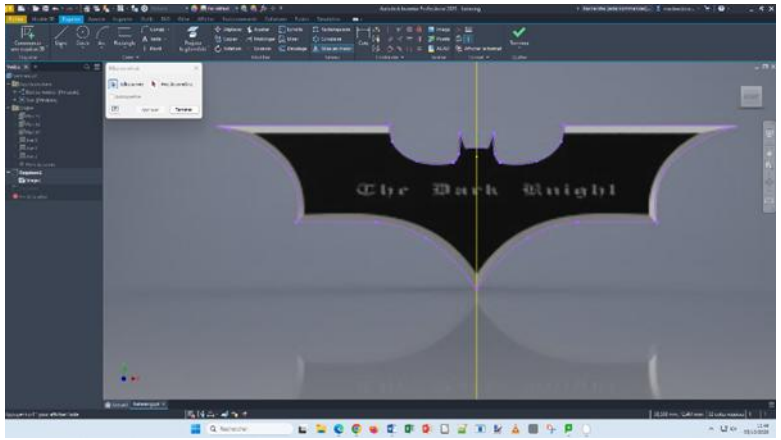
- 2) Start the sketch on the XY plane.

- 3) Trace the lines of the image using the line tool.



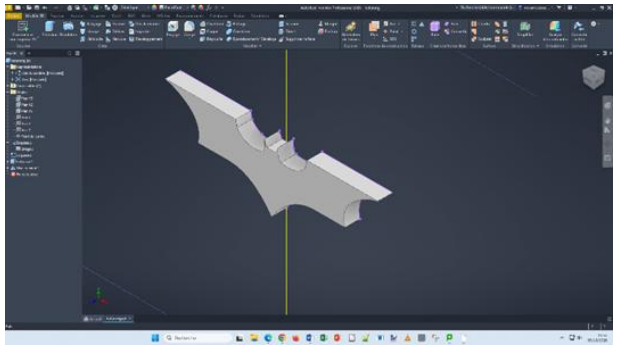
- 4Continue with the spline tool
- 5) 

- 6) Continue by alternating between splines and lines, depending on the curves.
- 7) Stop halfway through the piece on the image.
- 8) 

- 9) Use the symmetry tool to cover all the lines in the image.
- 10) selected the Y axis and create
- 11) 

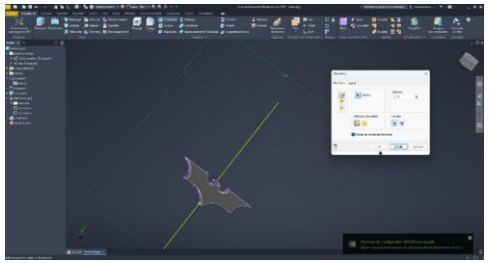
- 12) Then, finish the sketch.
- 13) Use the extrude tool

- 14) Select our sketch and extrude by 3 mm.

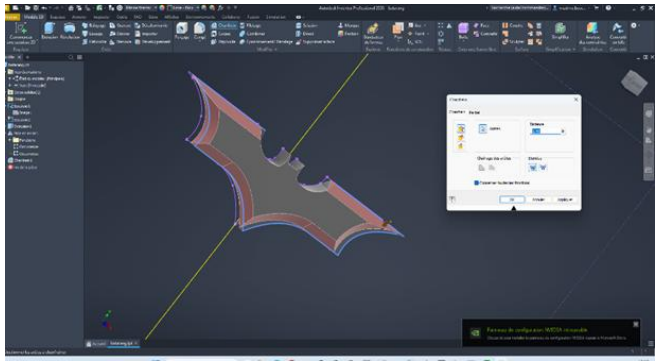
15) 

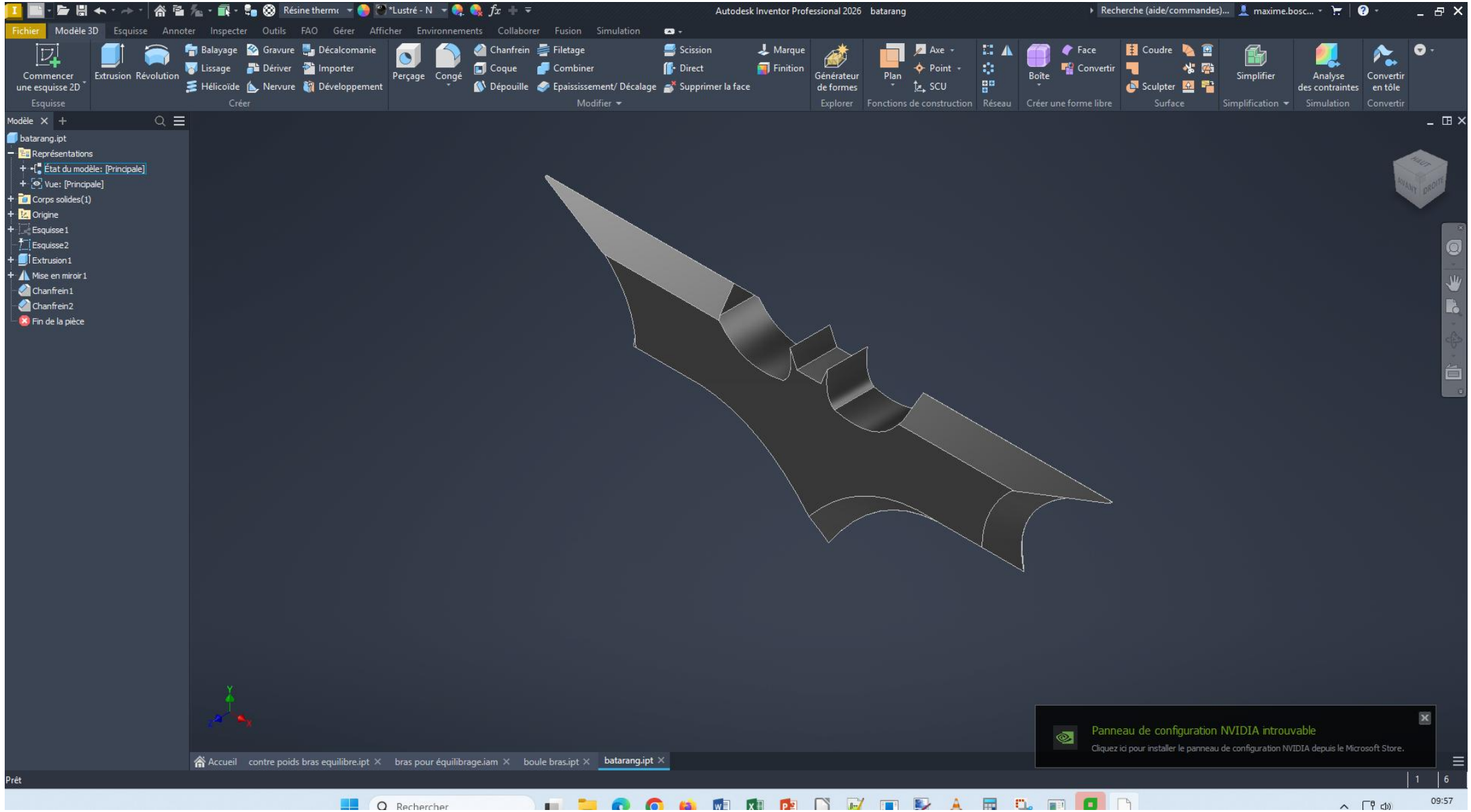
16) Select the Gloss Black color for the part.

17) Use the chamfer tool

18) Chamfer the edges of the part by 1.5 mm, except for the head. 

19) And do the same on the other side, adding a 1 mm chamfer.

20) 


Autodesk Inventor Professional 2026 batarang
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Afficher
Environnements
Collaborer
Fusion
Simulation
Commencer une esquisse 2D
Extrusion
Révolution
Balayage
Lissage
Hélicoïde
Gravure
Dériver
Nervure
Décalcomanie
Importer
Développement
Perçage
Congé
Chanfrein
Coque
Dépouille
Filetage
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Direct
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Convertir
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Sculpter
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Explorer
Fonctions de construction
Réseau
Créer une forme libre
Surface
Simplification
Simulation
Convertir
Modèle
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Représentations
État du modèle: [Principale]
Vue: [Principale]
Corps solides(1)
Origine
Esquisse1
Esquisse2
Extrusion1
Mise en miroir1
Chanfrein1
Chanfrein2
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09:57