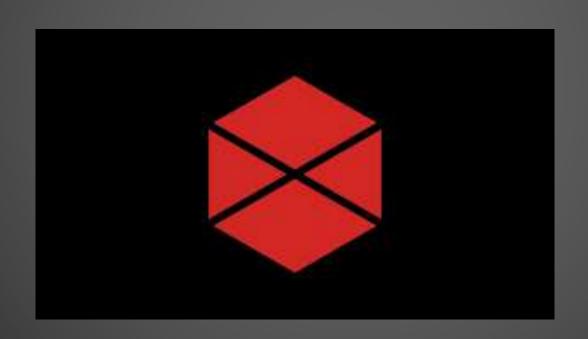
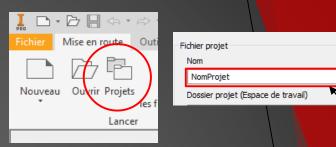
Make the Titan's logo from Destiny 2



In first, you need to create a project: click on « Projets ».

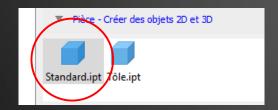


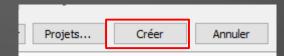
C:\Users\Public\Documents\Autodesk\Invent

Anglo-saxon Conception de moule

A screen will appear, select « Créer », another screen will appear, choose « Nouveau projet Utilisateur unique » and click on « Suivant », after enter the name you want for the project here and click on « Terminer ».

- Now you can click on « Nouveau »
- After this, a screen will appear, here you need to verify the length unit, for this, click on « fr-FR » and check the third line which appears, if it's « Métrique » you're good to continue, if it isn't click on the third line where you have the length unit and click on « Métrique ».
- Now you need to select « Standard.ipt » and click on « Créer ».





2. Select the plane

Select the XY plane

3. Draw the base

Select « Polygones » in the « Forme » category

Now enter 6 on the number of sides line

After you just need to draw an hexagon

4. Define the size

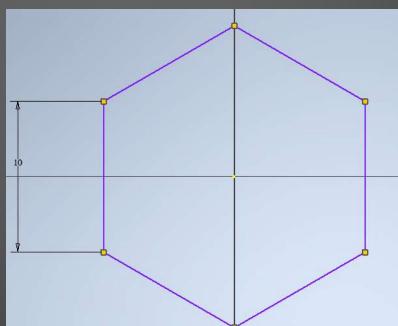
You need to select the « Cote » tool



Now select any side of the hexagon and click near to the hexagon, a screen will appear

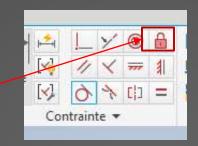
enter 10 in the line

Your figure must to look like that



5. Block the base

Select the tool in shape of padlock



Now you just need to select five sides of the hexagon and click on " Terminer " on the screen wich appeared when you selected the tool

6. Draw the base (step 2)

Now you need to draw the first line wich cut the hexagon, for this, draw any line

After, select the tool « Parallèles »



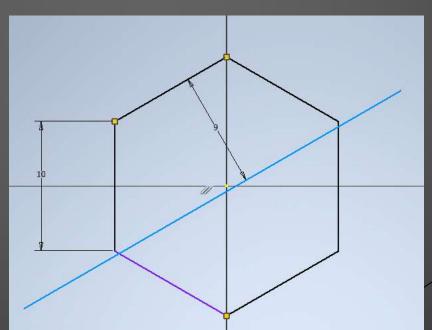
Now select a side of the hexagon and your line (you can

select any side you want but not the side wich is not blocked and his parallel side)

Select th « cote » tool

Select your line and the side of the hexagon wich is parallel and create a cote of 9

Your figure must look like that



7. Draw the base (step 3)

Draw another line and repeat the actions you do with the other line you draw but for the new line select the opposite side to create the parallel and the cote

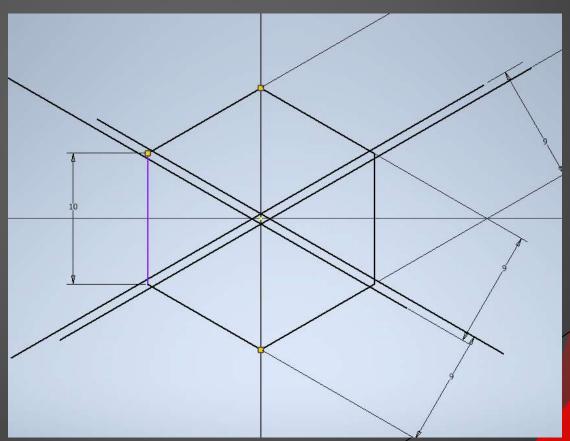
8. Draw the base (step 4)

Draw again any line and repeat the same actions but now you need to choose the perpendicular side of the other lines you draw to make the parallel and the cote

9. Draw the base (step 5)

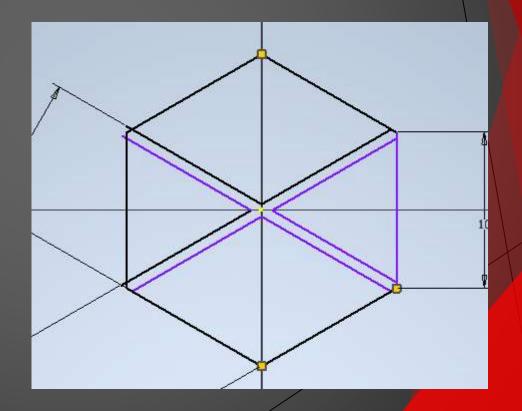
Draw another line and repeat the actions you do with the other lines you draw but for the new line select the opposite side of the side that you chose for the last line to create the parallel and the cote

Your figure must look like that



Draw the base (last step)

- Select the tool ((Ajuster)) with a scissor icon
- Now you can select all the line wich are useless
- Your figure must look like that



11. Finish the drawing

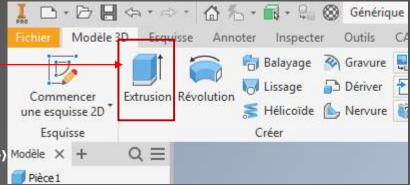
Select ((Terminer l'esquisse »)

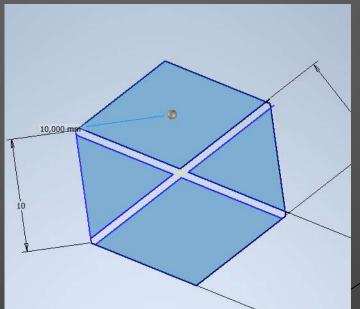
12. Extrude

Select the tool (Extrusion))

Select the drawing and the ((Extrusion)) Modèle × + Pièce1
screen, enter 1

Your figure must look like that





13. Personalize the piece

Now you can personalize the piece by change the color or the material with select the tab (Couleurs) or (Matériaux))