

Inventor tutorial



Sanchez Théo
TSTI2D

Introduction:

- Hi, in this inventor tutorial, you are going to make the triforce symbole of videogames « The legend of Zelda ».
- I hope that tutorial will help you, and good luck for your construction.



Step 1:

- For begining, we going to click in the icon « new »

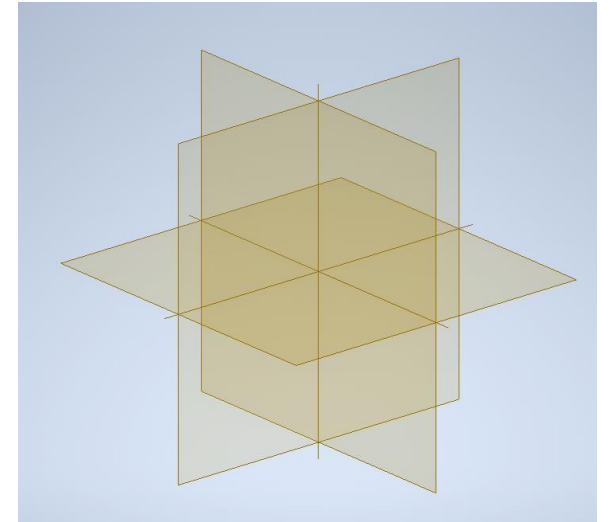


- And we choose « standard.ipt »



Step 2:

- For create tour piece, you need to going « start a 2D esquiss ».
- And choose « XY ».



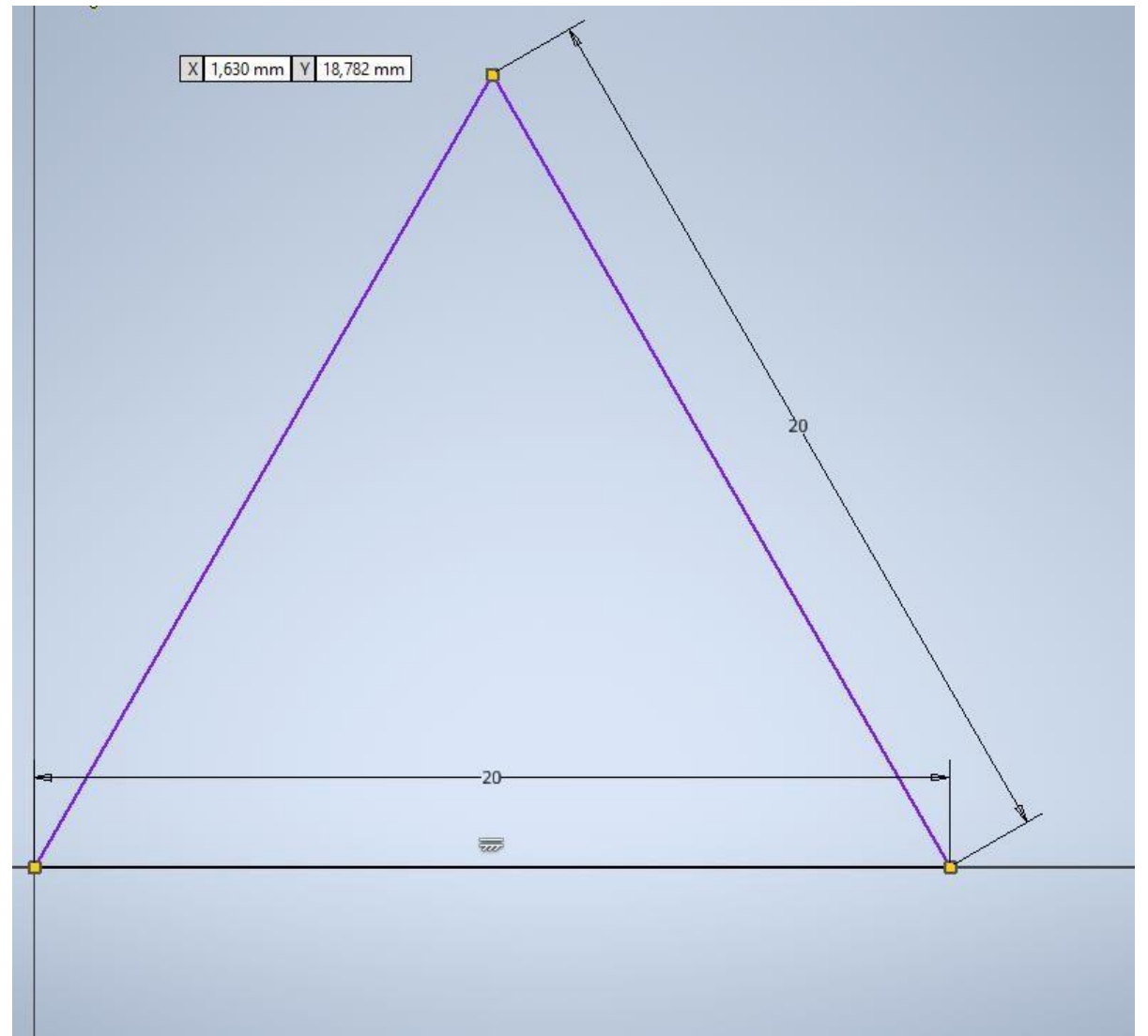
Commencer
une esquisse 2D
Esquisse

Step 3:

- Now, you are going to make a equilateral triangle of measurement 20 mm with the icon « line »

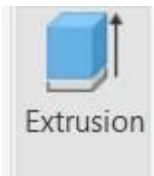


- And this is your triangle :

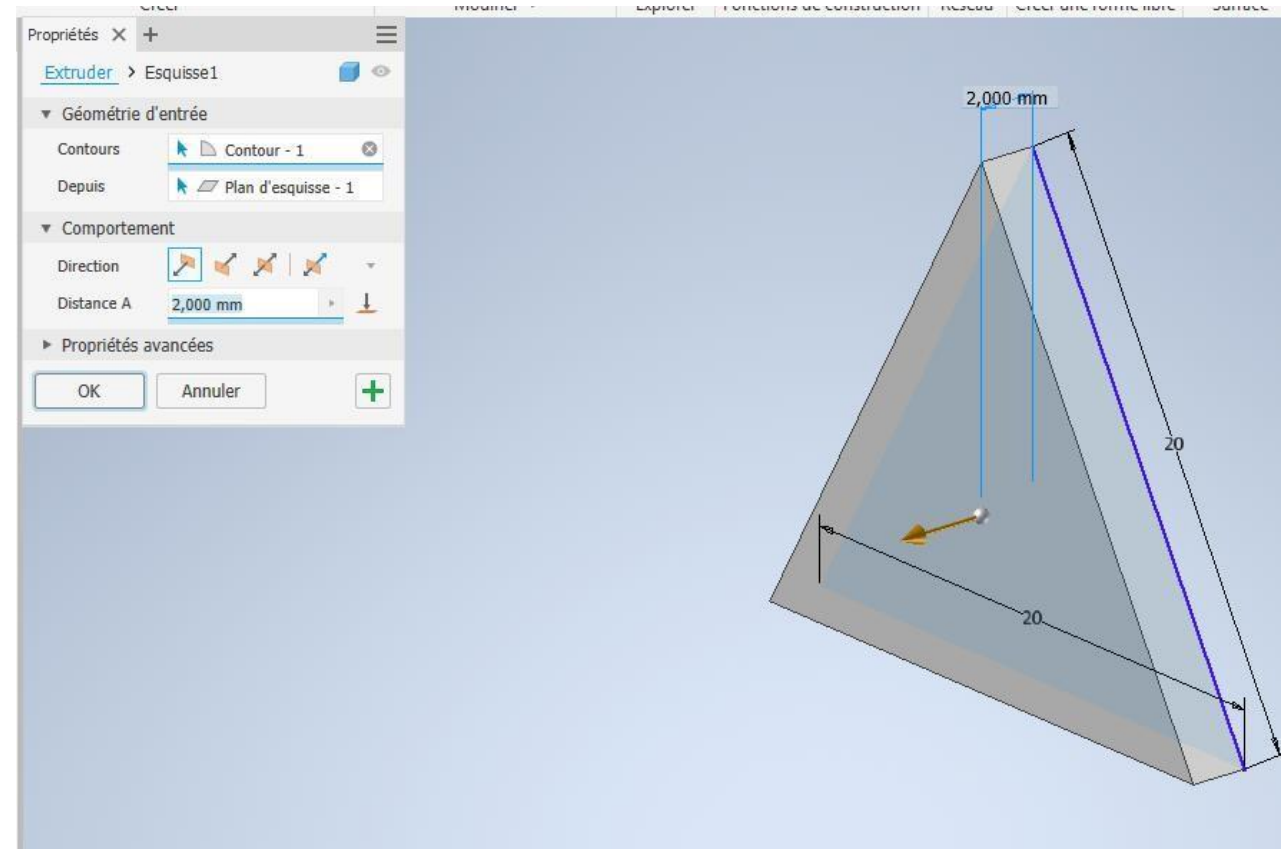


Step 4 :

- Click on « finish the esquisse » and you are going to make an extrusion of the piece.

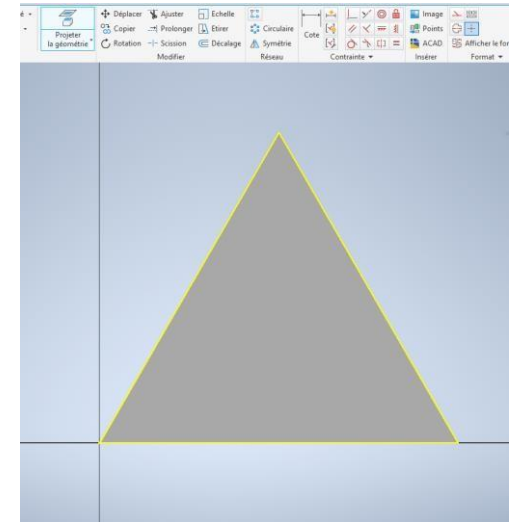


- For the distance, you chose 2mm.



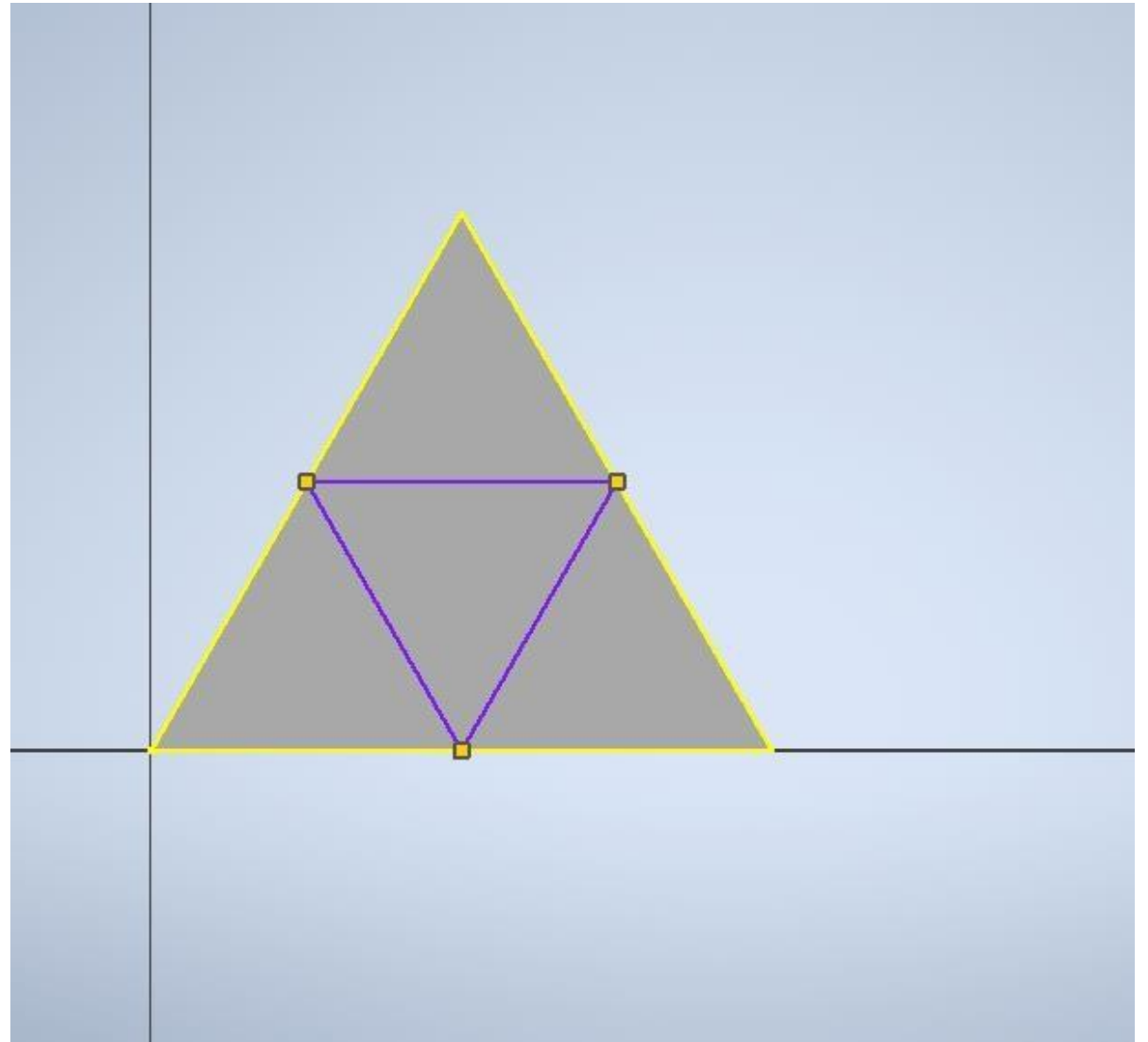
Step 5:

- You will redo an esquiss on the piece and you are going to use the icon « geometrie projection ».
- And this is the result :



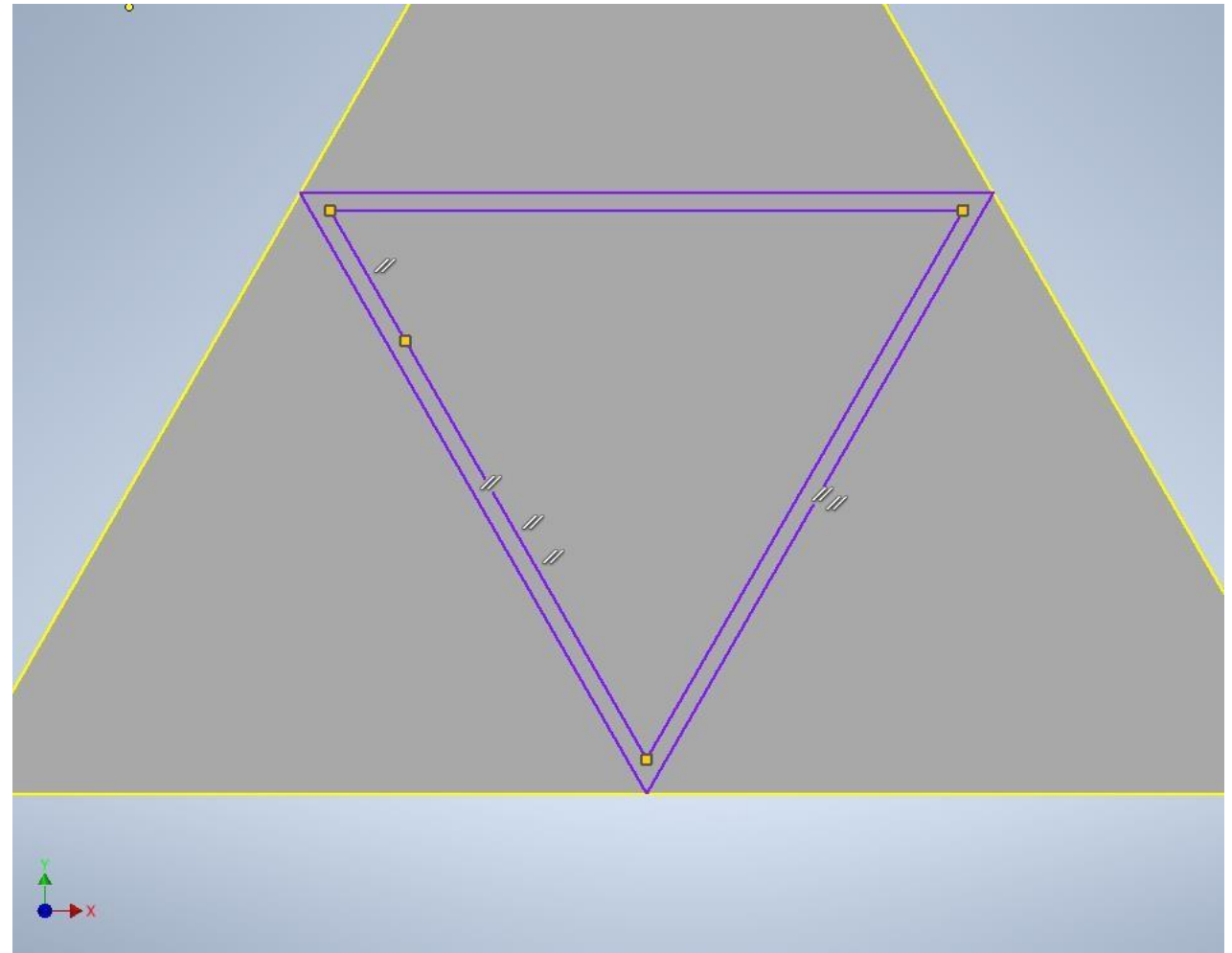
Step 6:

- Now, you will to trace a new triangle in the middle of the first triangle like this :



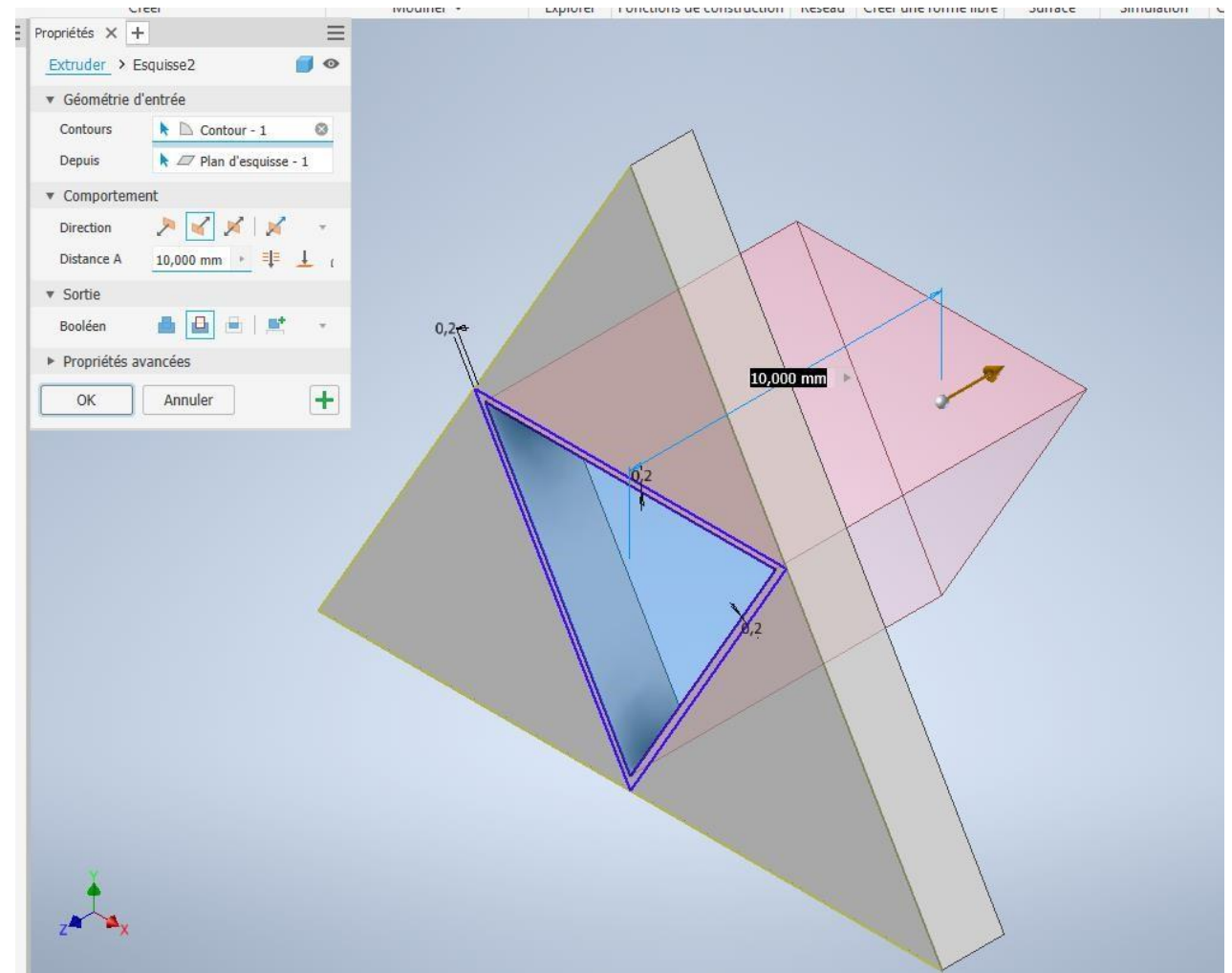
Step 7:

- But, you must still trace a triangle in the previous one and slightly smaller (between 0.5 and 1mm difference).



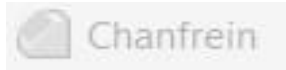
Step 8:

- After this, you will go to « extrusion », but you are going to select « material removal » and select your small triangle .

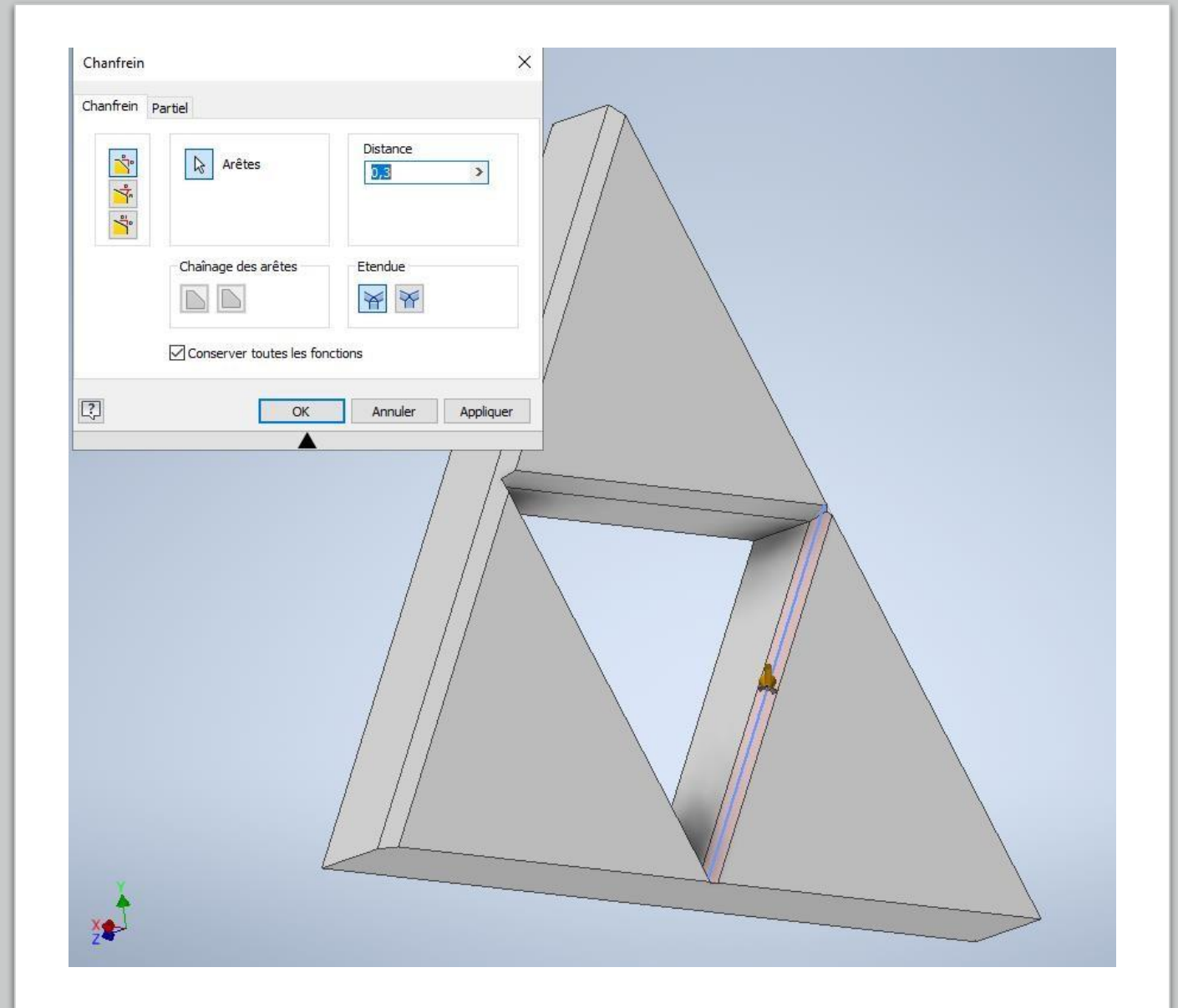


Step 9:

- You will use the tool « chamfer ».



- and you are going select the sides of three triangles (2 mm of measurement).

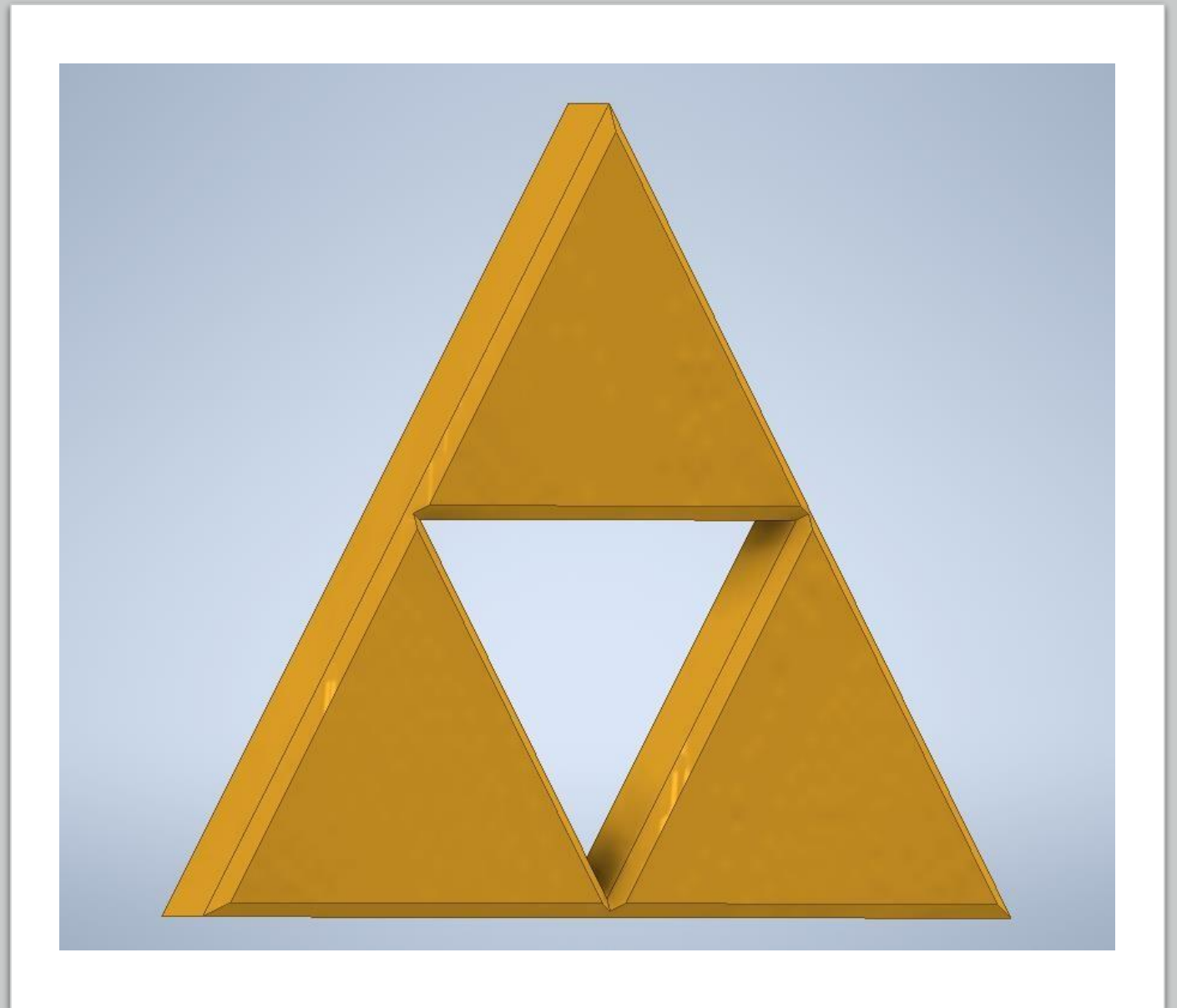


Step 10:

- Well done, you are finish the first part of the triforme, right now, go to this icon and this colour.

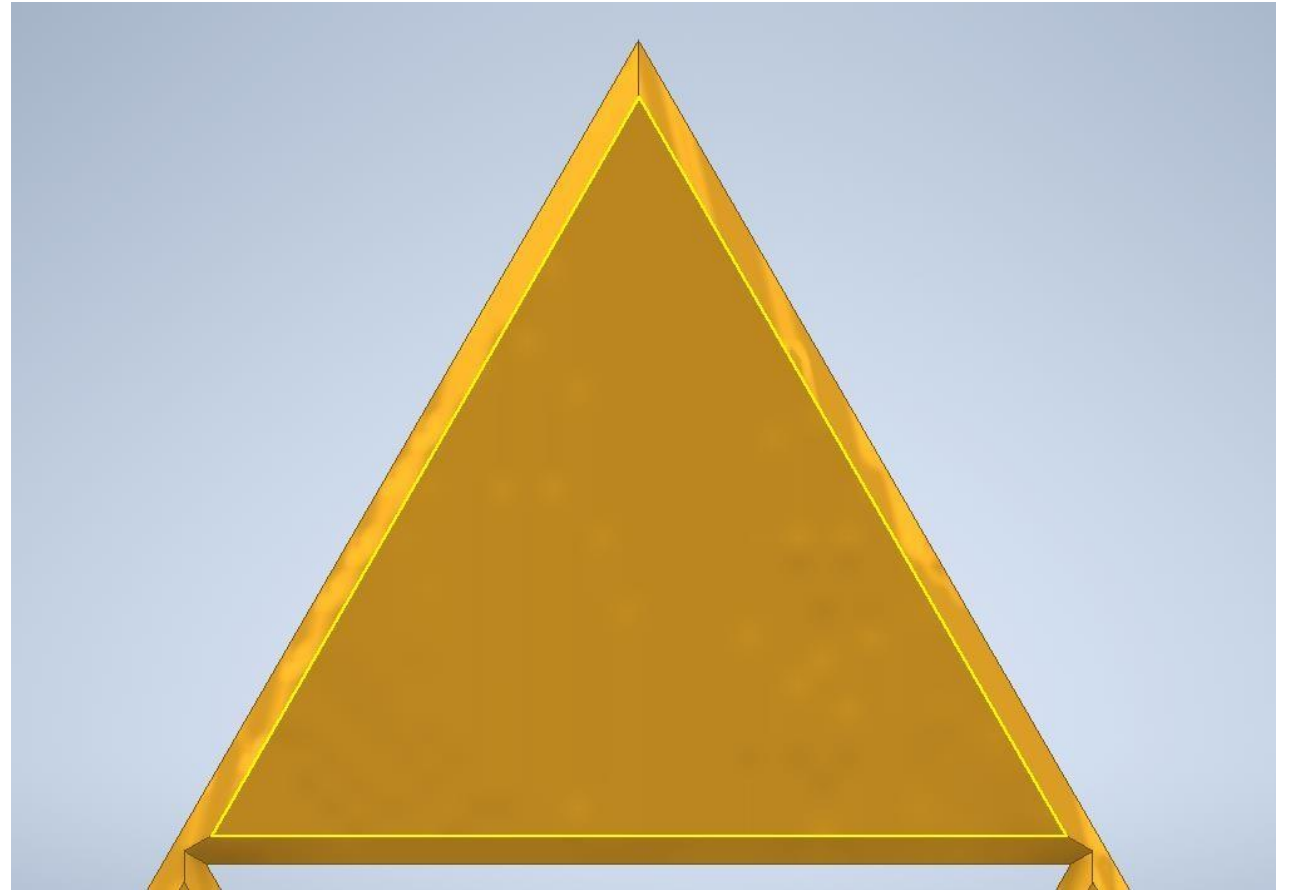


- Select the piece.



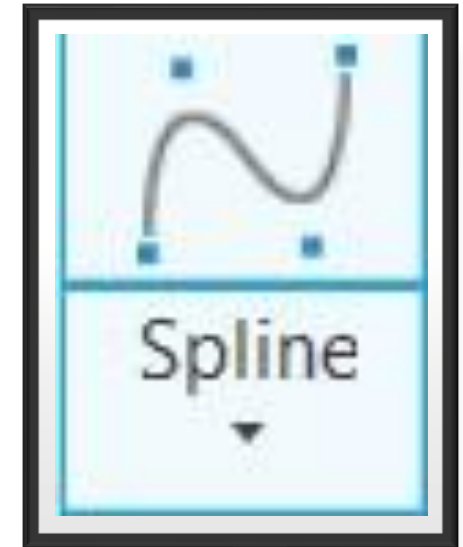
Step 11:

- Now, open a new 2D esquiss on the up triangle and use the toole « geometriy projection ».



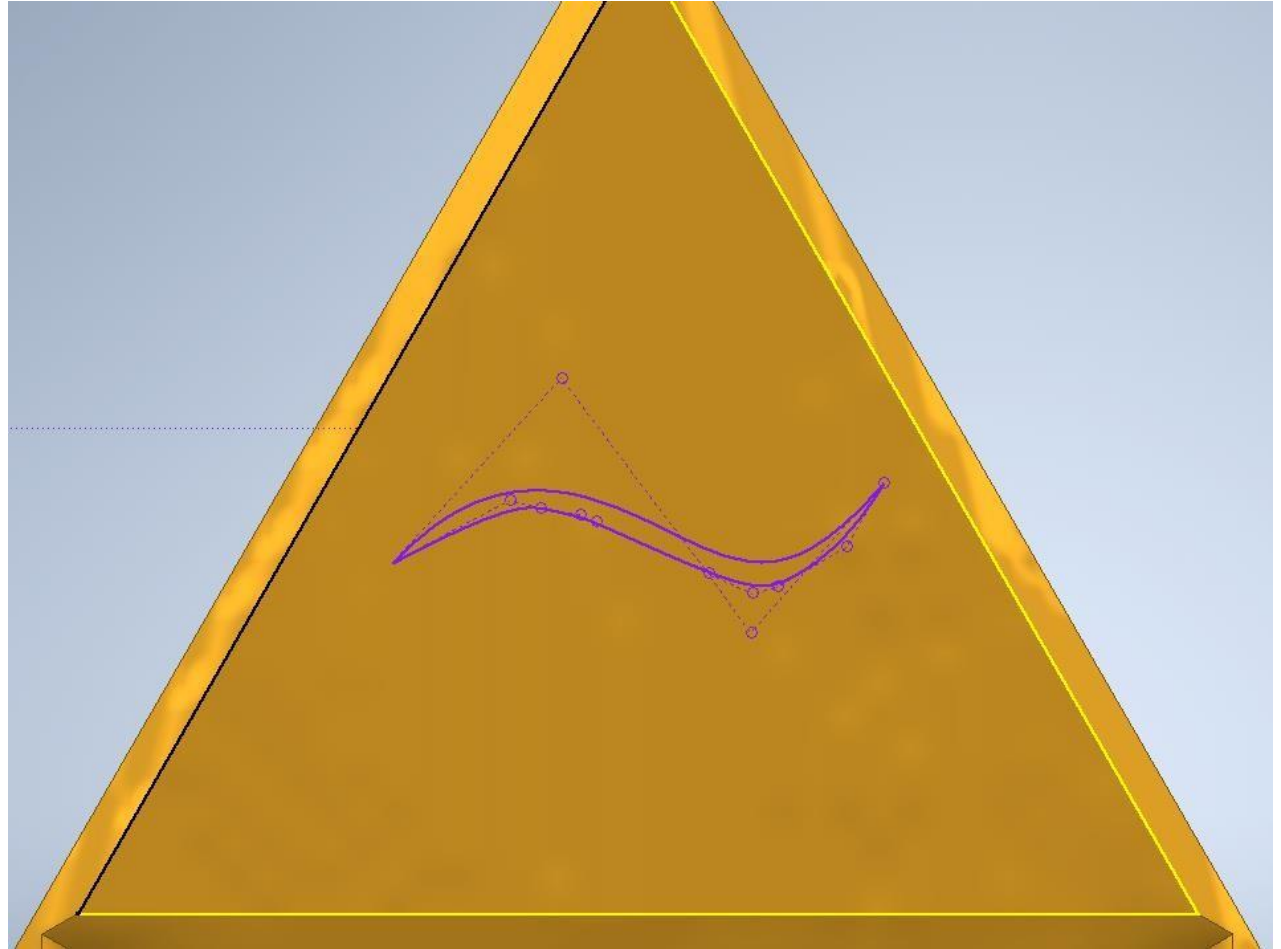
Step 12:

- You will select the icon « line »,but you are going to change this mod and you will choose « spline » (under « line »).



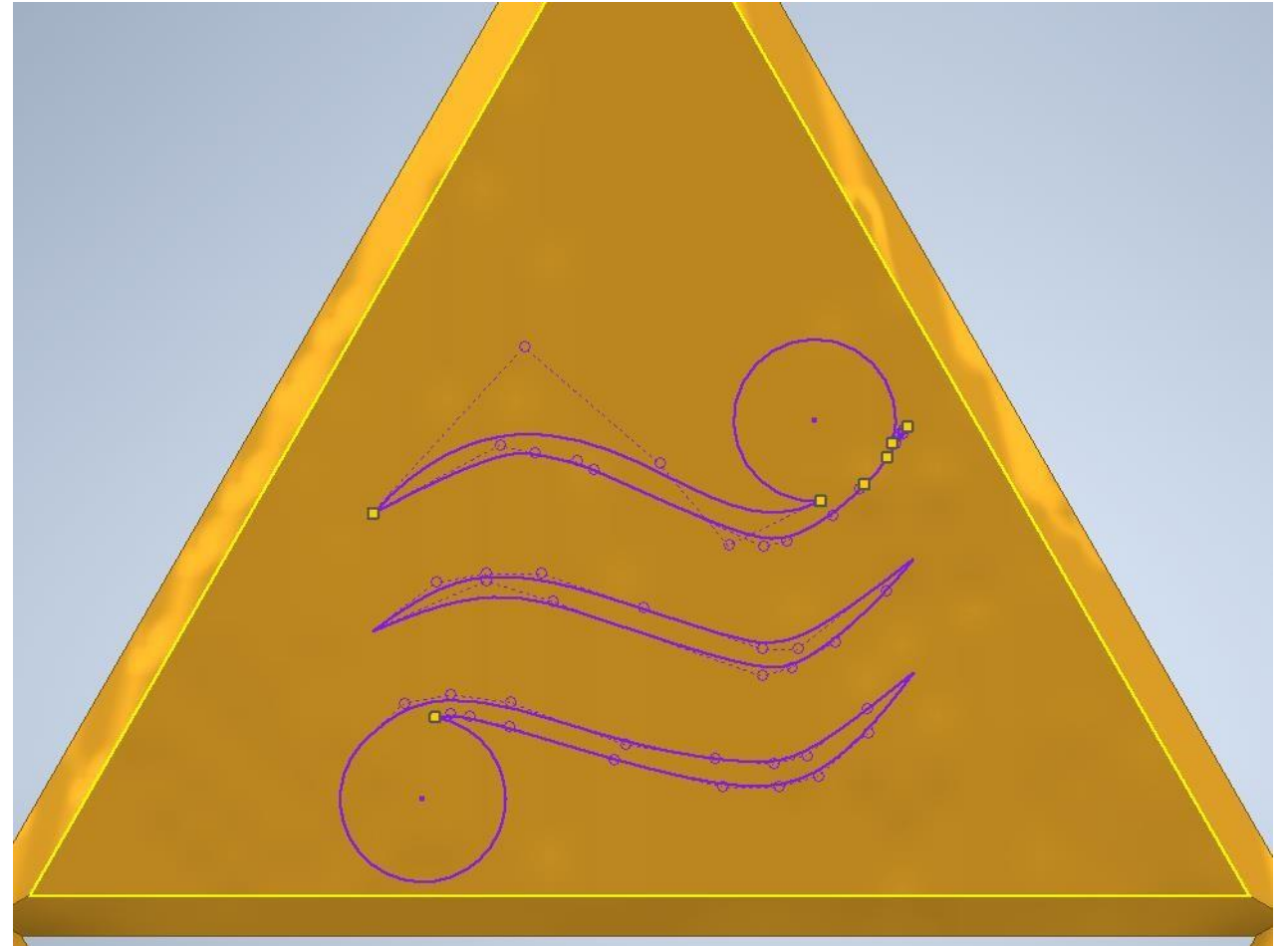
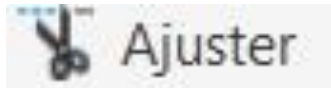
Step 13:

- With « spline », you will draw two waves that meet (it's up to you to choose your measurements).
- You can adjust the waves with the several points.



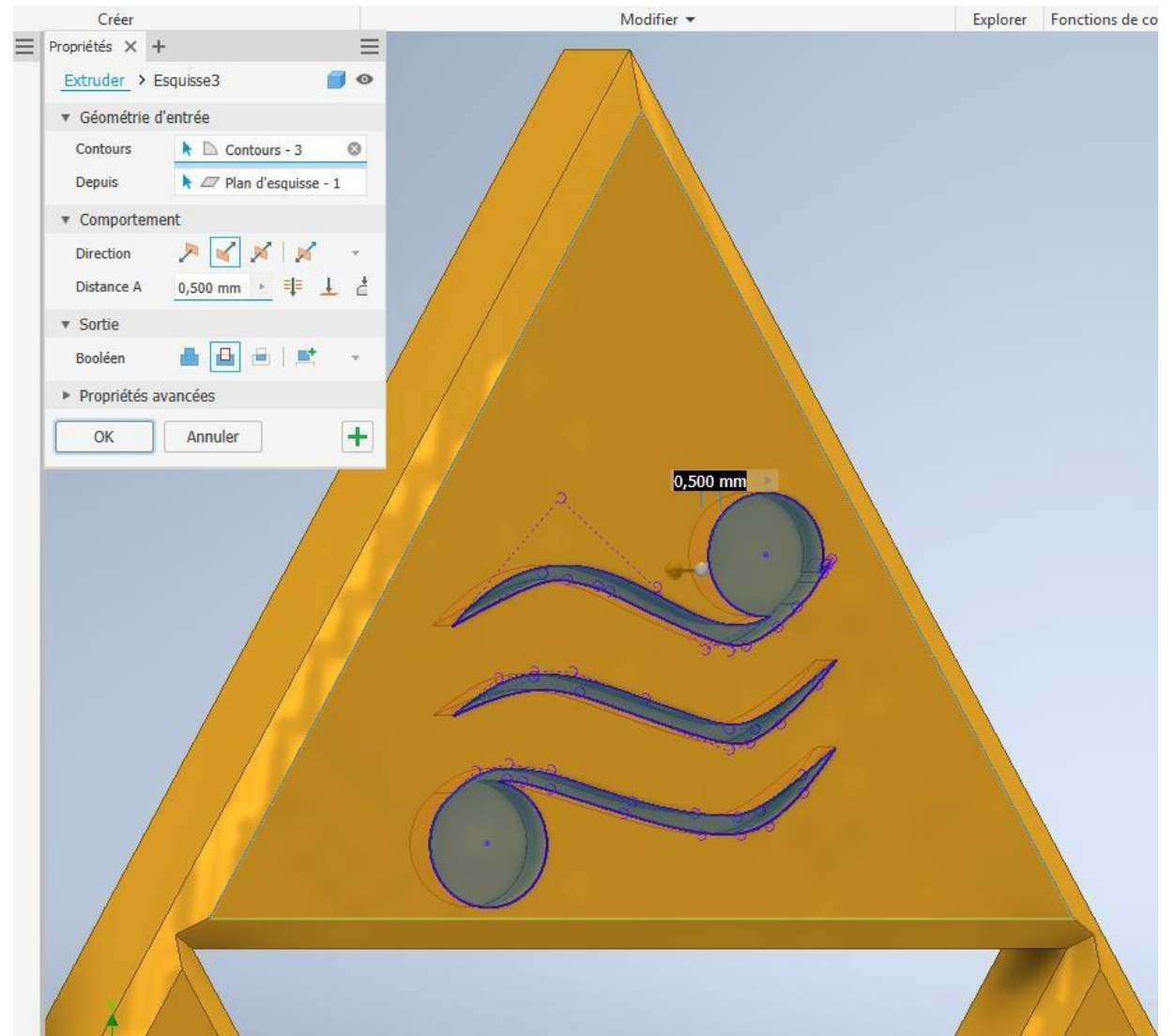
Step 14:

- Repeat this action three times and you will trace one circle on up right and a circle on down left .
- I repeat, you choose your measurements.
- You can use the tool “ajuste” for delete the useless line.



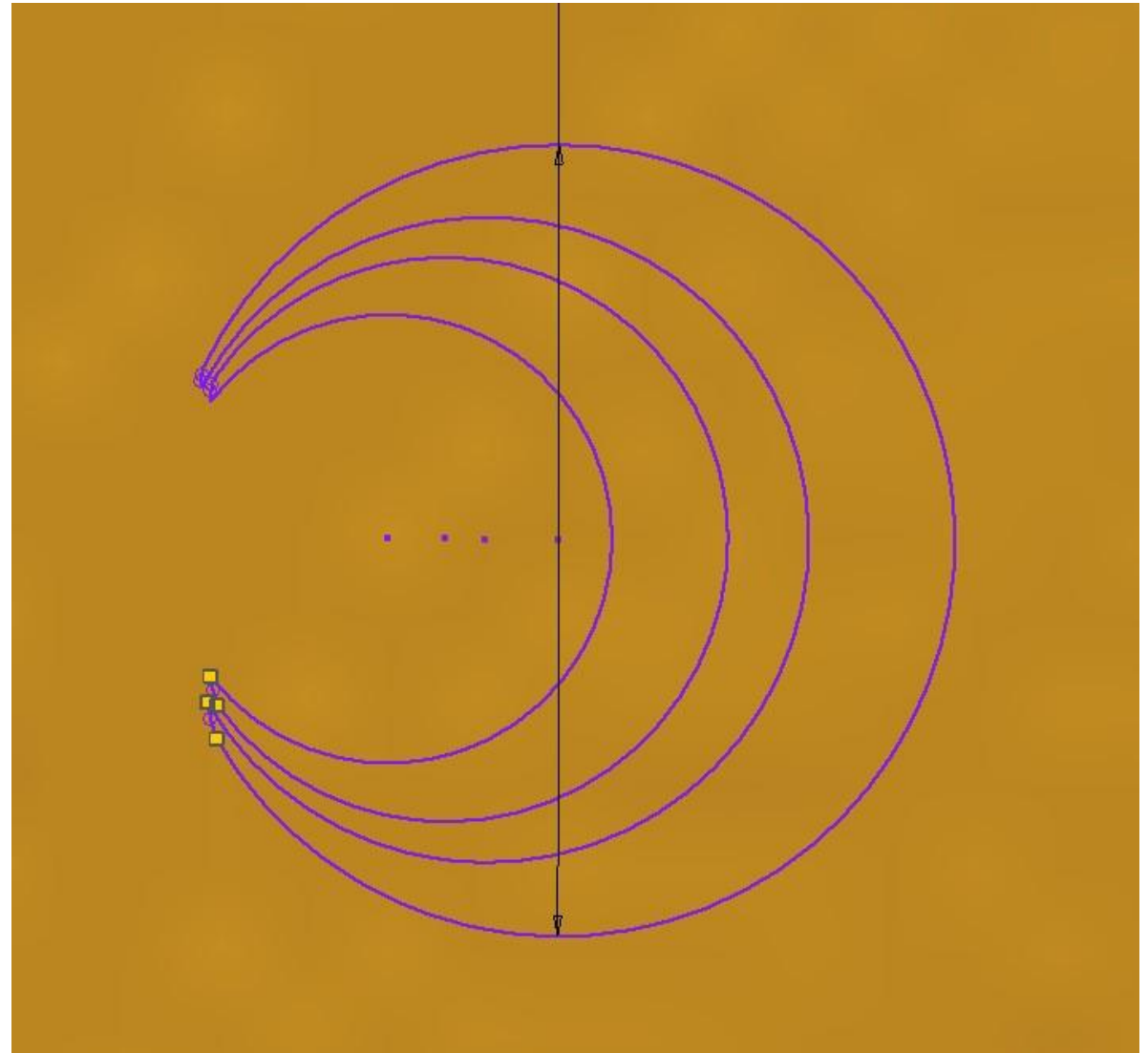
Step 15:

- you will return to « extrusion » and you will select one more time « material removal » and you are going to choose over part of your little symbole.
- The measurement of your extrusion will be 5 mm.



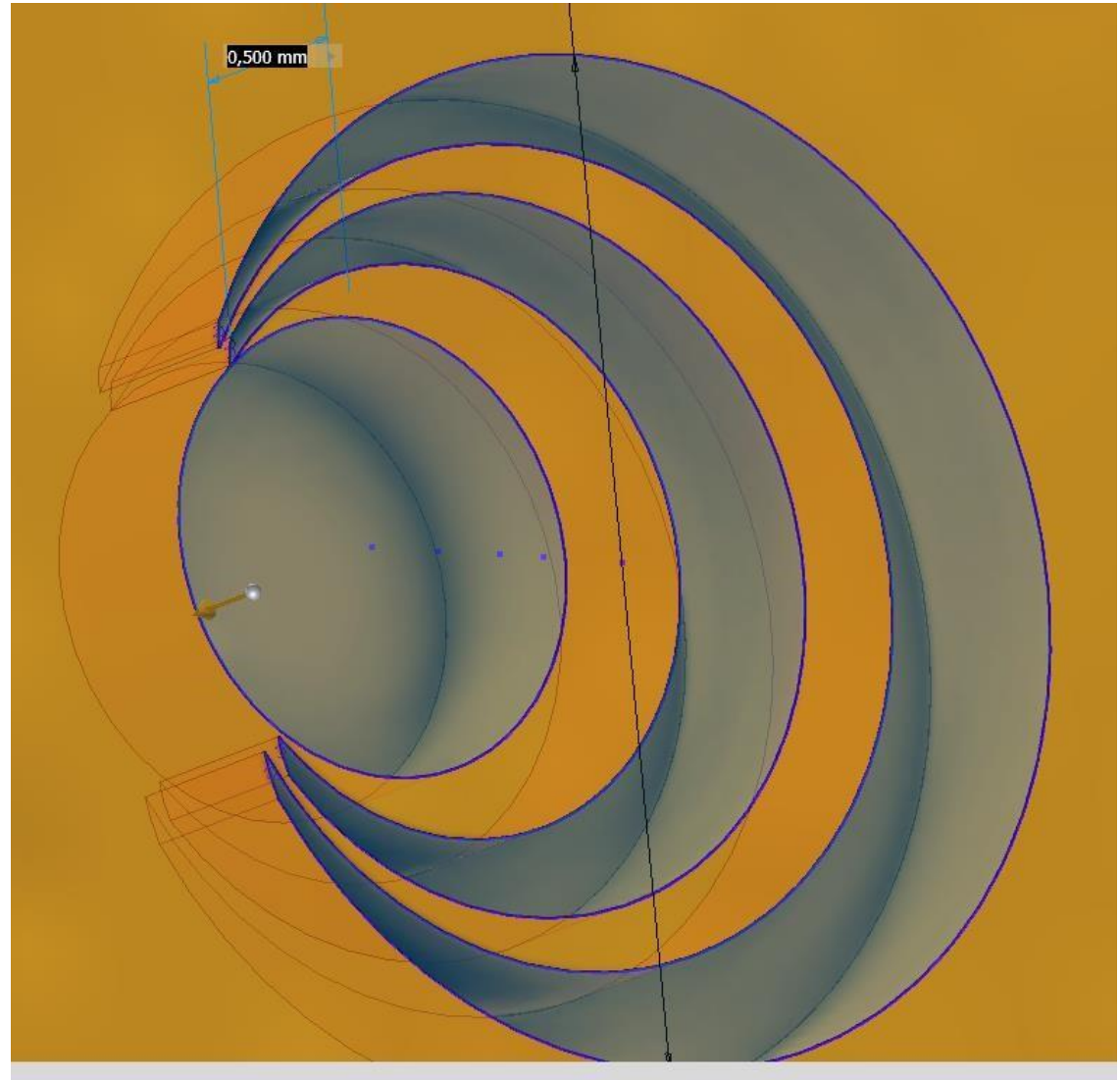
Step 16:

- You going to create a new esquiss on the right triangle and you will trace a first circle in the triangle center (measurement of your choice).
- In this circle, you are going to trace a second more small and repeat this action two times.
- Finally, you will connect the first and the second circle, and the third with the fourth. Then delete the left sides of circles with the tool « ajust ».



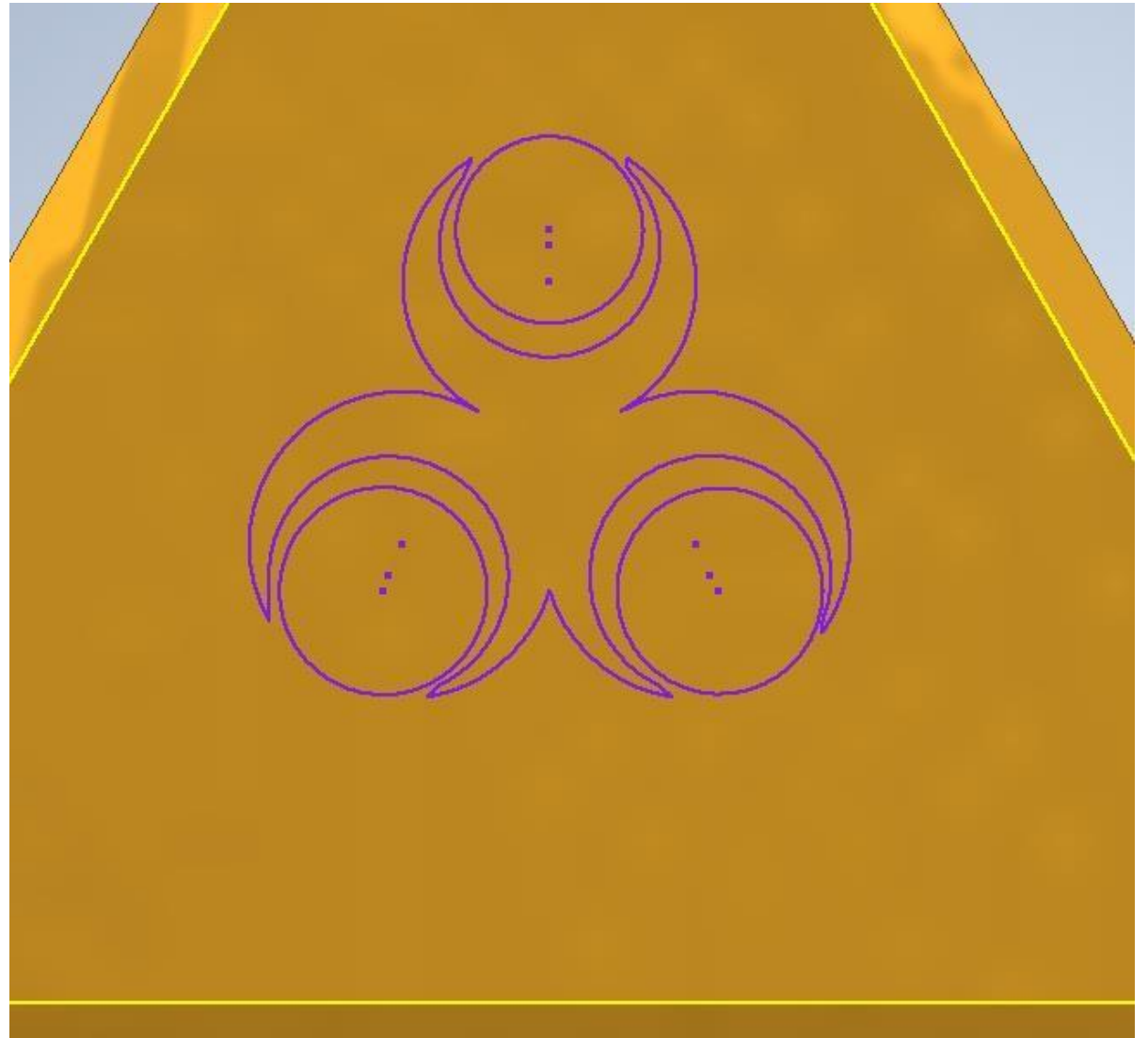
Step 17:

- You are going to trace a last circle like this (measurement of your choice).
- Now, you will repeat the extrusion like the first little symbole.



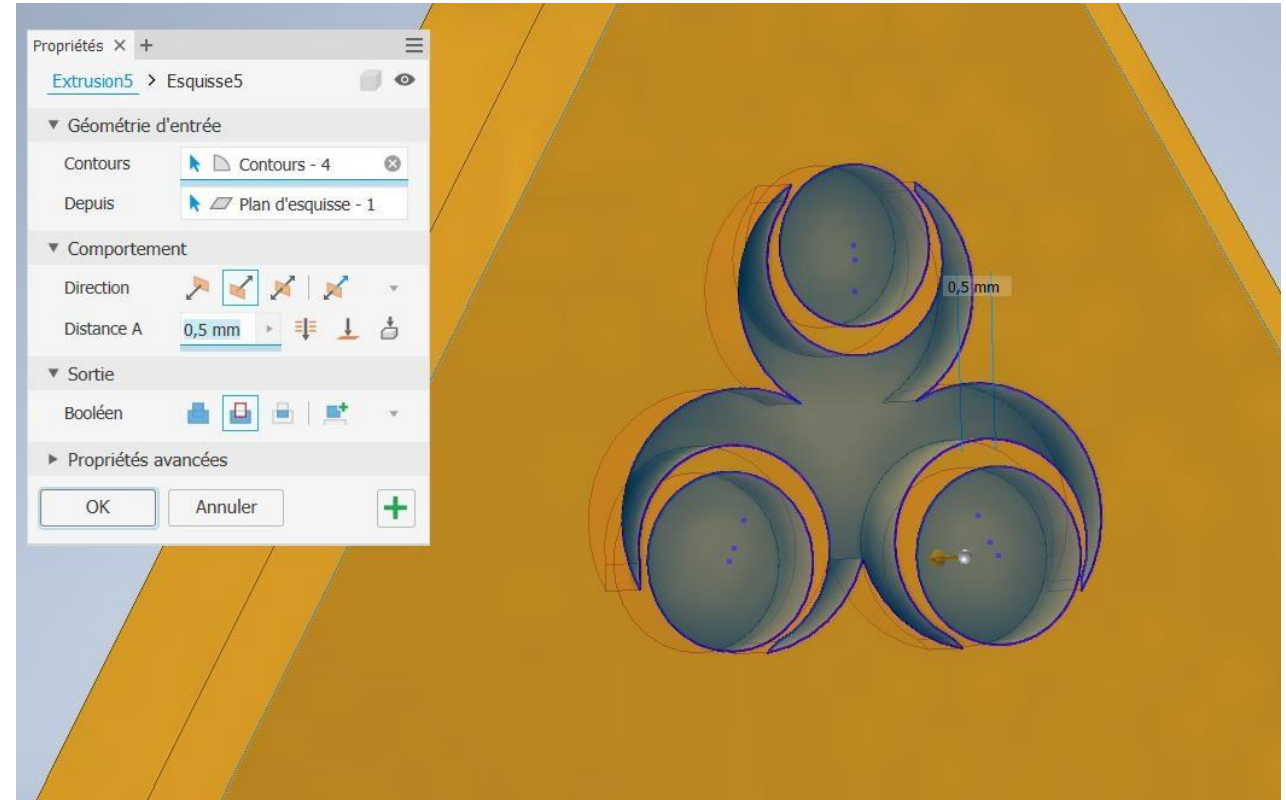
Step 18:

- For the last little symbole, you are going to trace a third esquiss on the last triangle and you will draw three circle (2mm of diameter) whose touch it.
- One more time, you are going to trace a little circle in over the three circles, and you will ajust like the last symbole.
- And finally, You will trace more three circle like this (measurement of your choice).



Step 19:

- Now you are going to make the last extrusion.
- Like the last symbols, you will select your zoned and you will writing « 5mm » like this.



Step 20:

- For finish, you will choose « colour » (black) and select the insides of the symboles.
- Well done, you have finished the tutorial.

