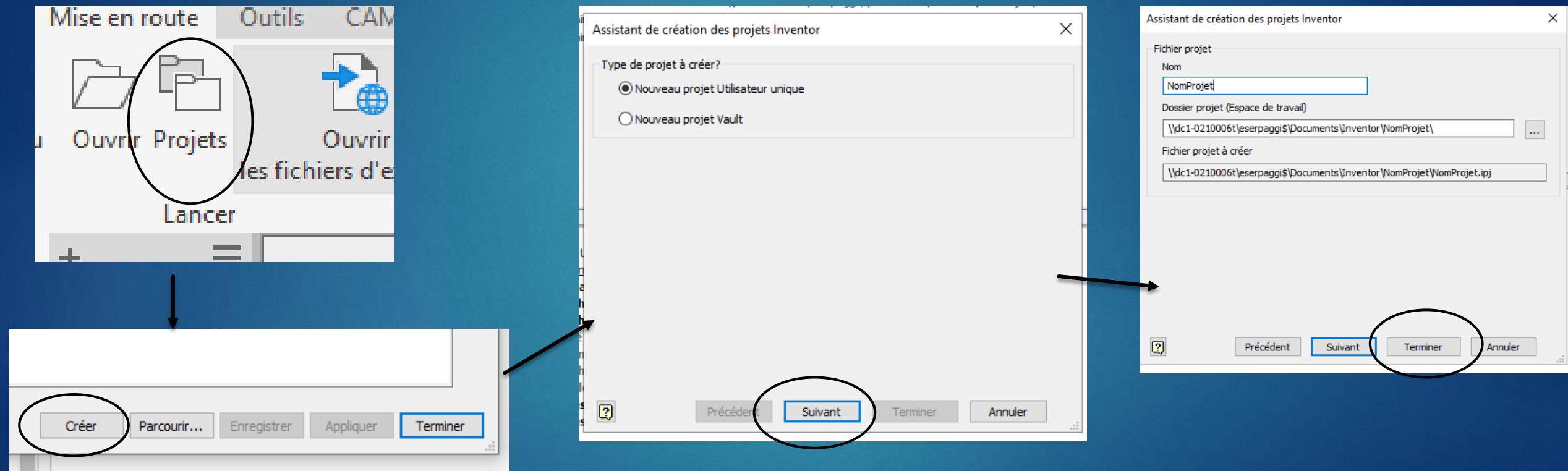


Mario kart item



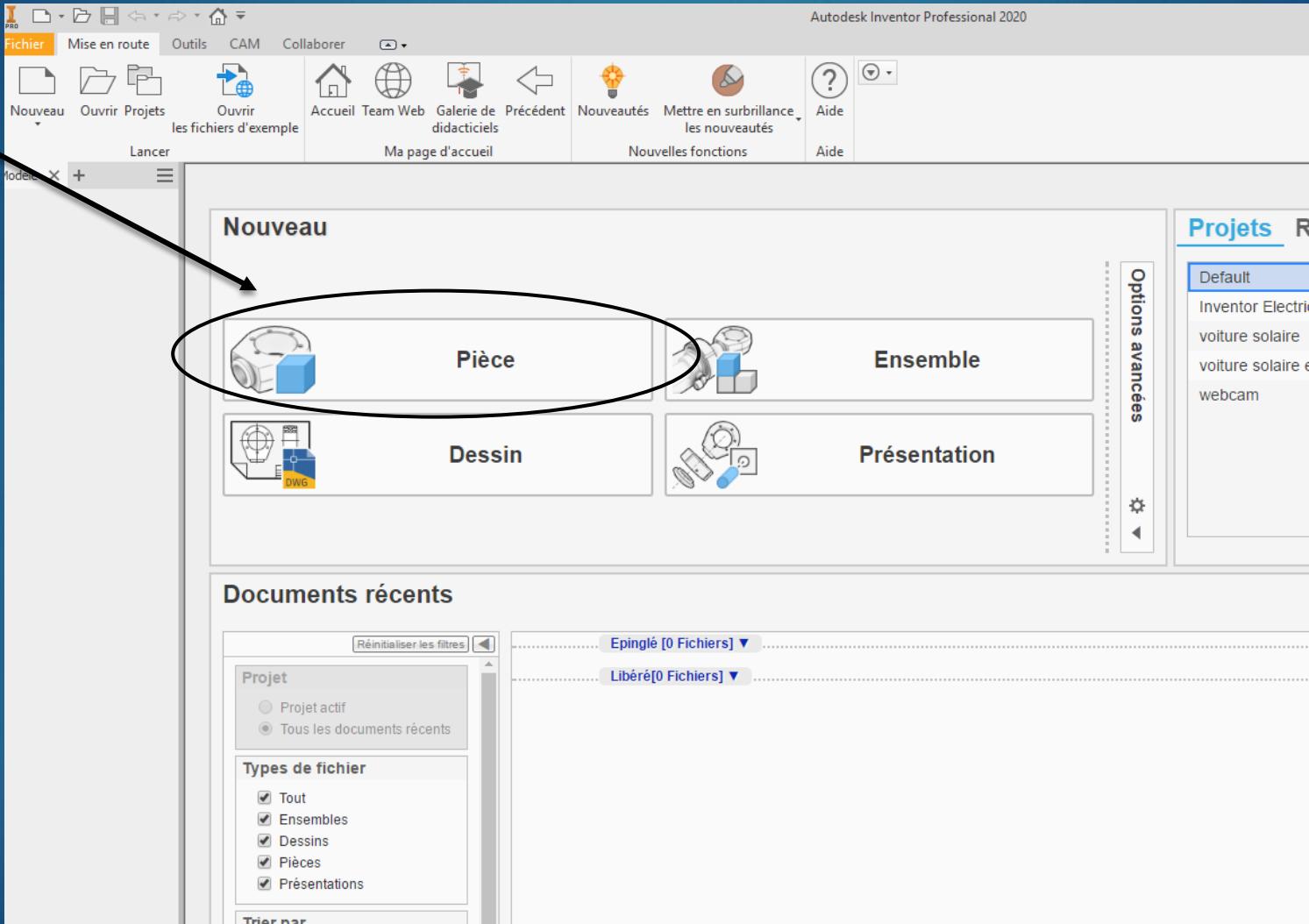
Step 1:

you have to start by creating a project. click on “projets”, then click on “créer”, then “suivant”, then enter a name for your project then click on “terminer”

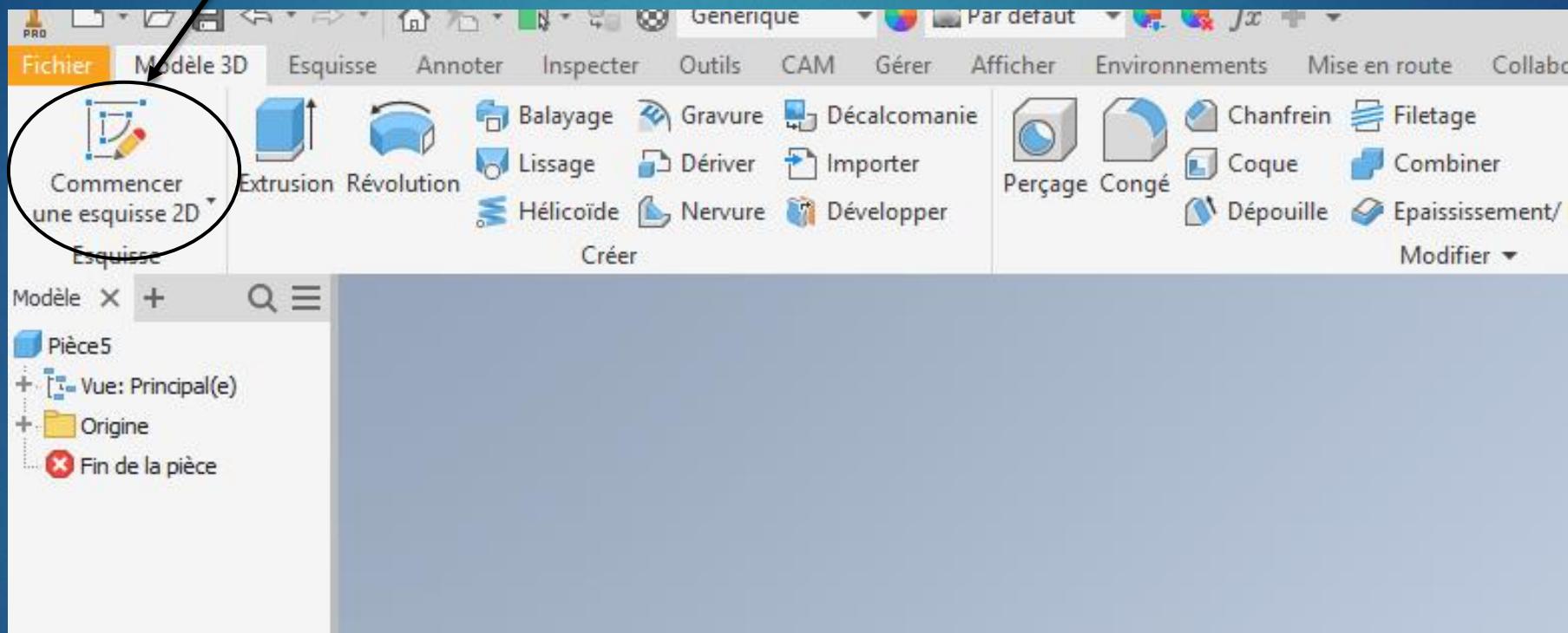


Step 2:

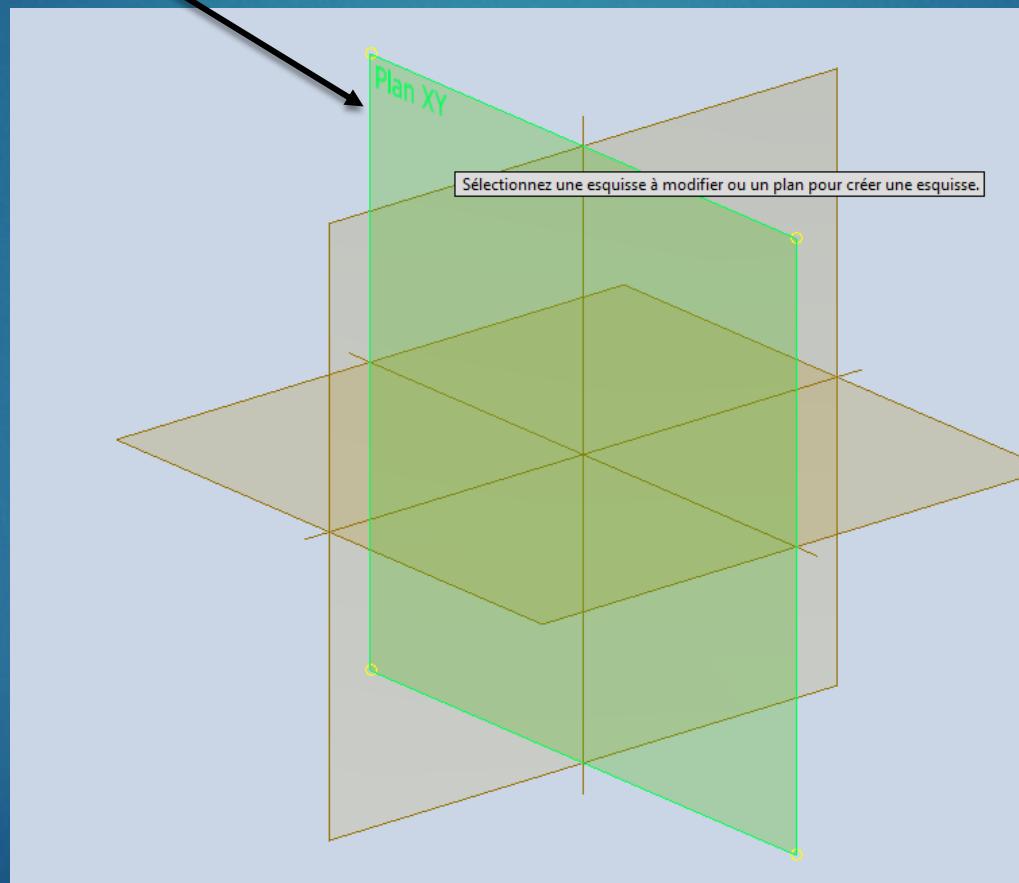
click on “pièce”



Step 3: click on “commencer une esquisse 2D”



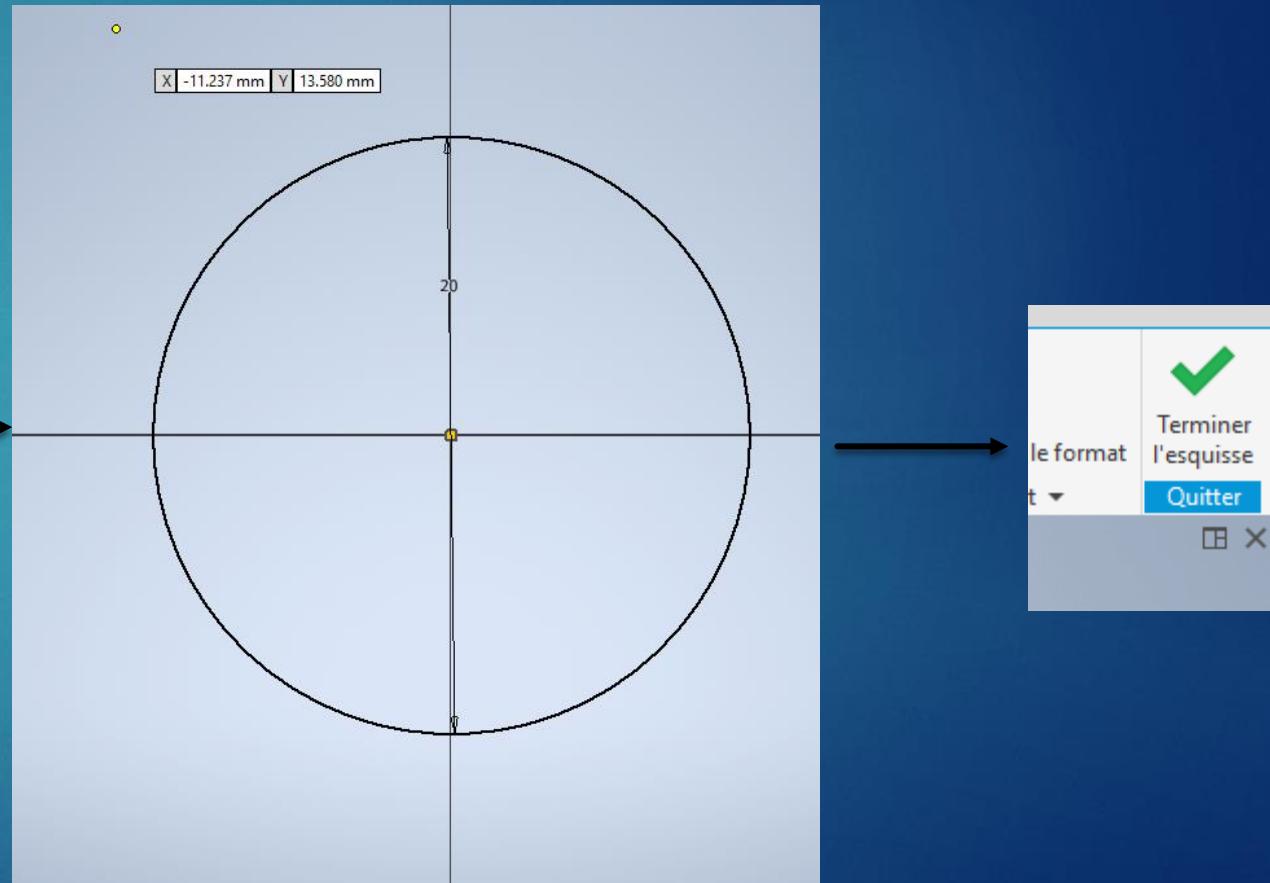
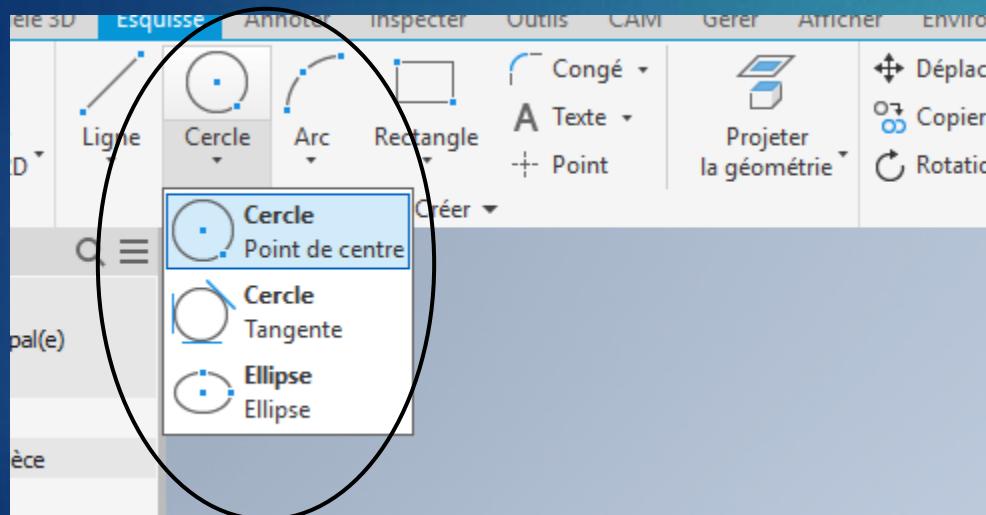
Step 4: select the XY plane



Step 5:

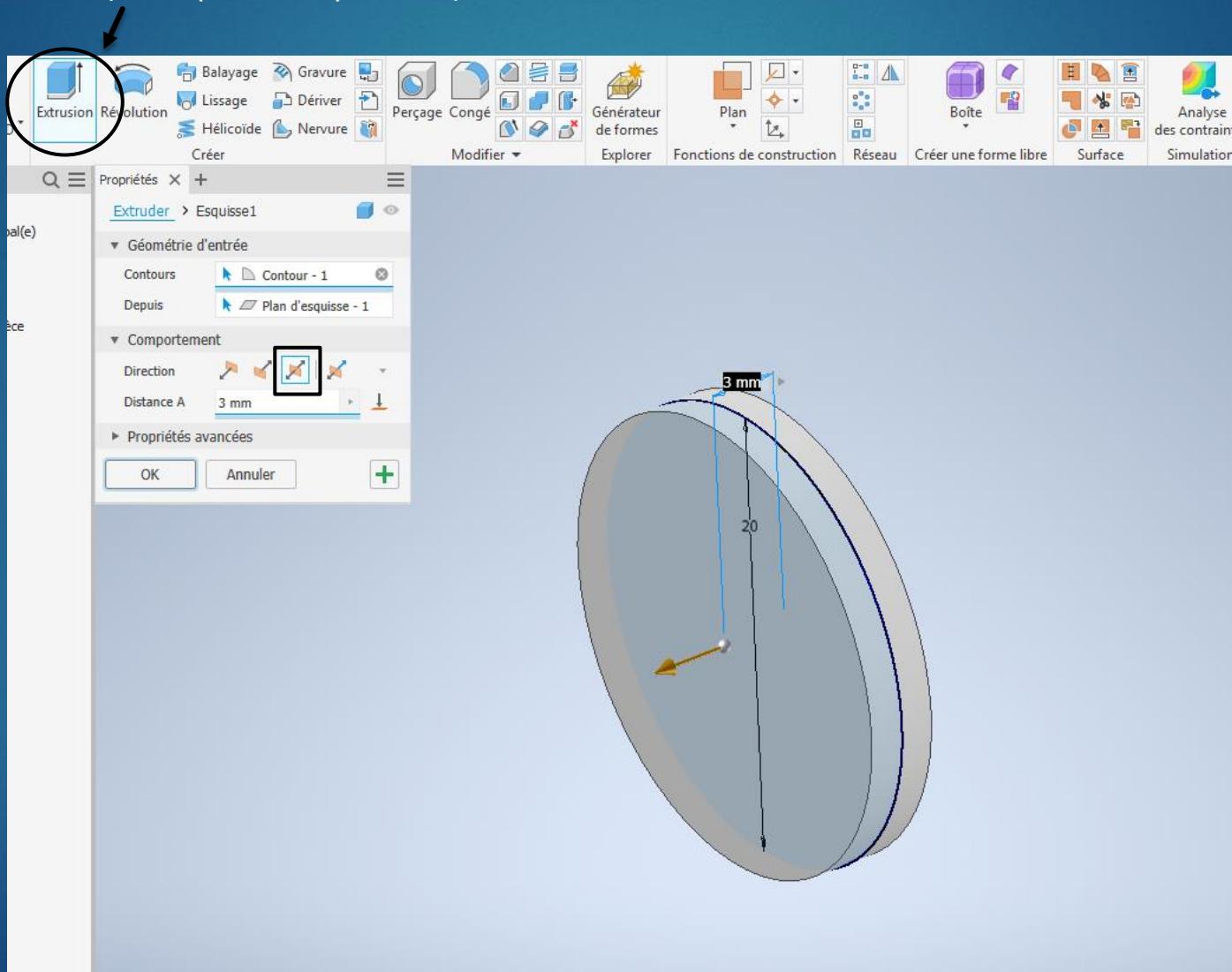
“terminer l'esquisse”

It is necessary to make a circle with a center point of radius 20mm, then click on

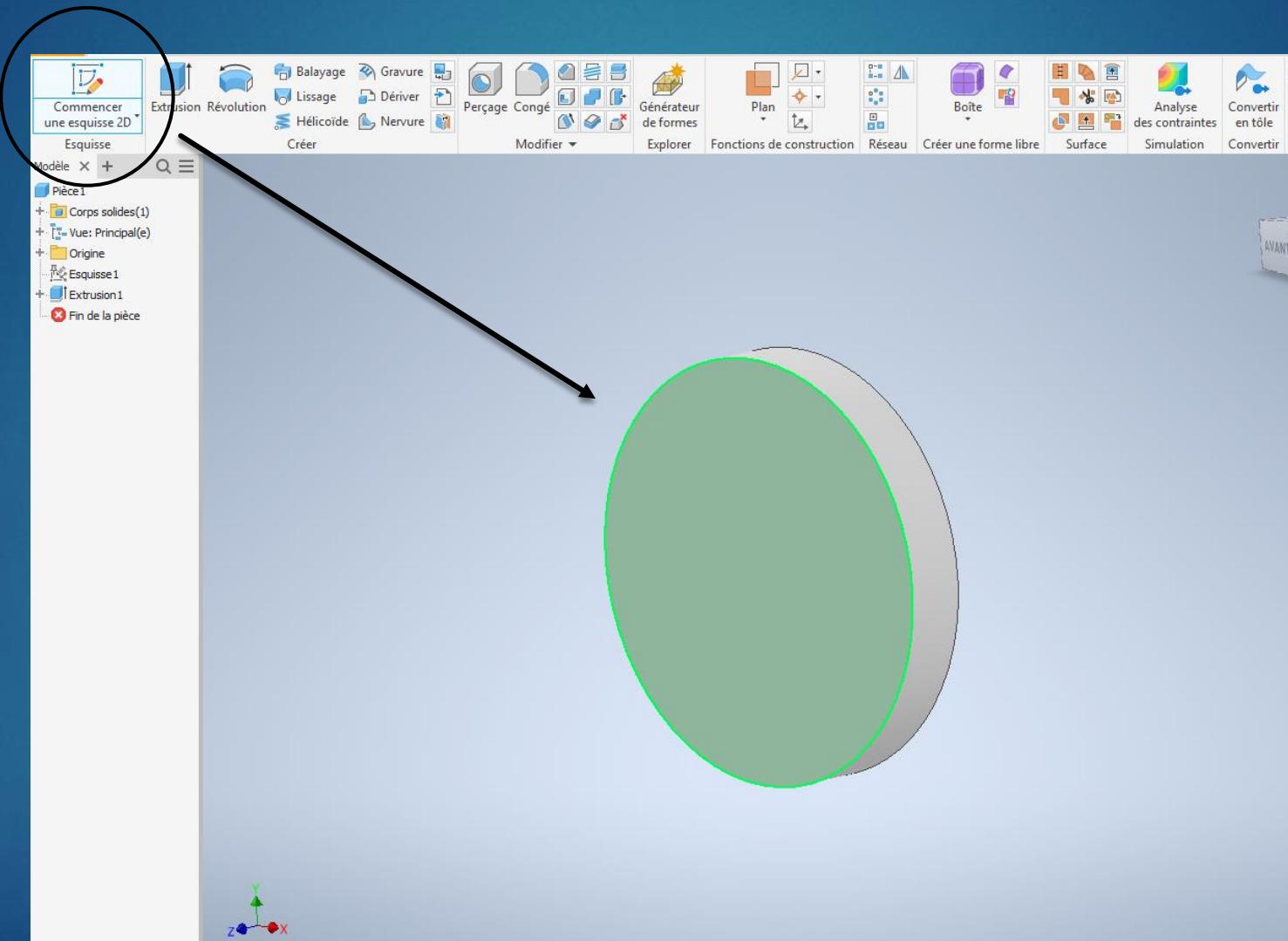


Step 6:

Then it is necessary to make an extrusion. Click on “Extrusion”, then put the direction on “symétrique” (the 3rd) then put a distance of 3mm

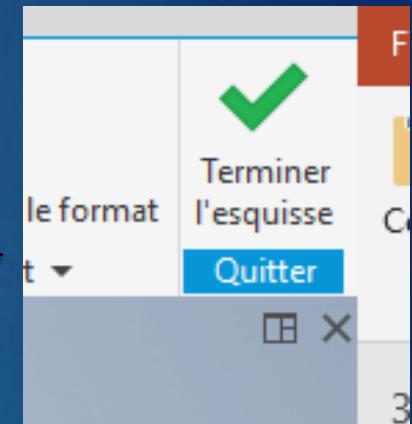
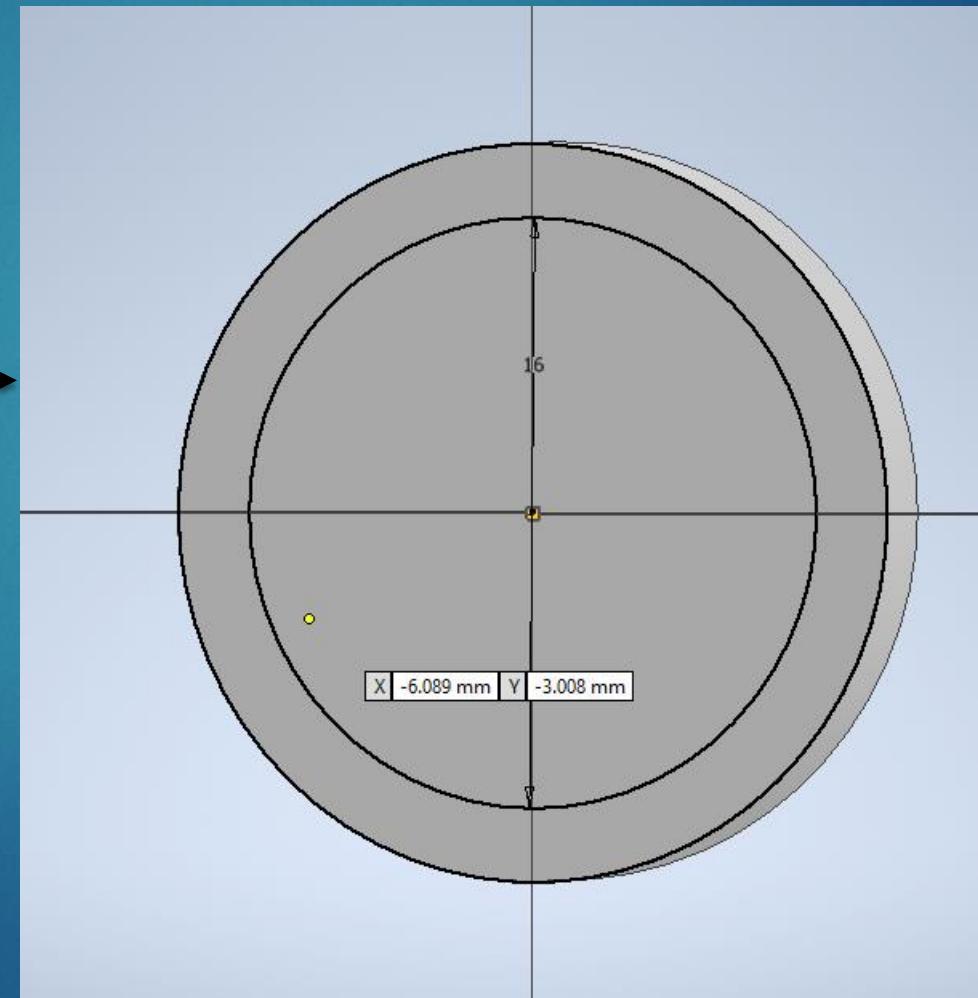
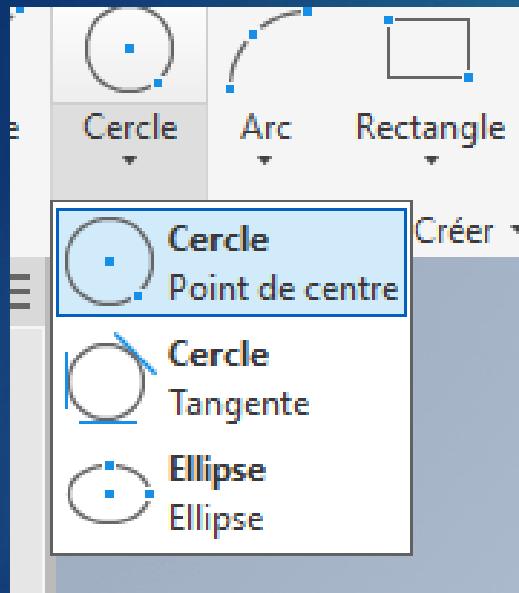


Step 7: you have to start a “esquisse 2D” then click on a make of the part

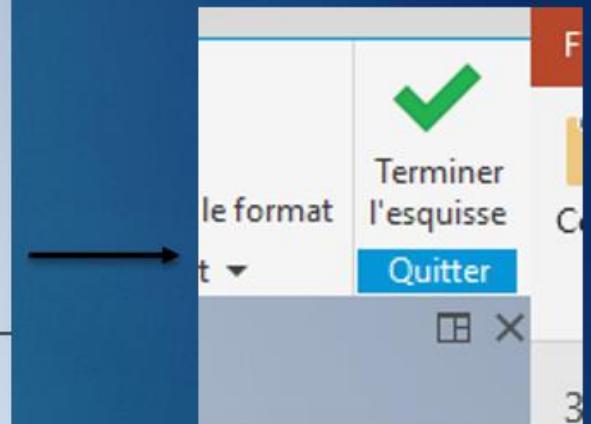
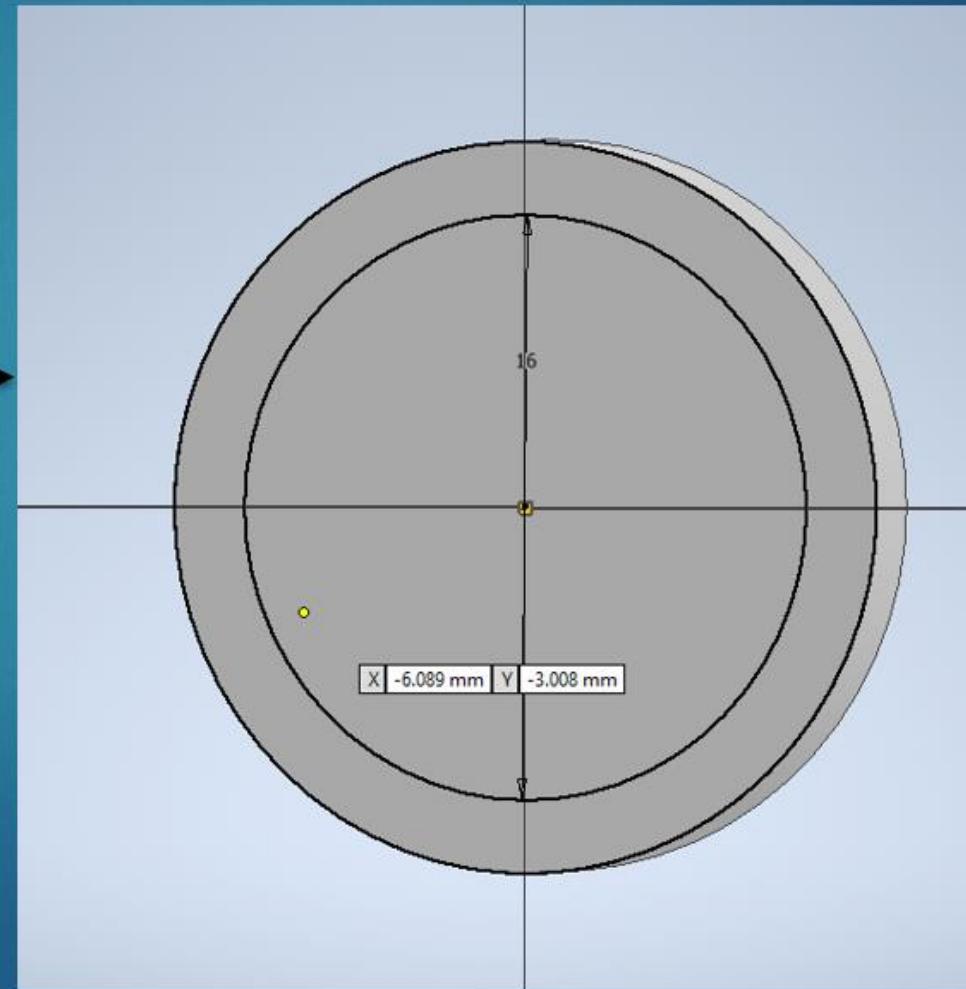
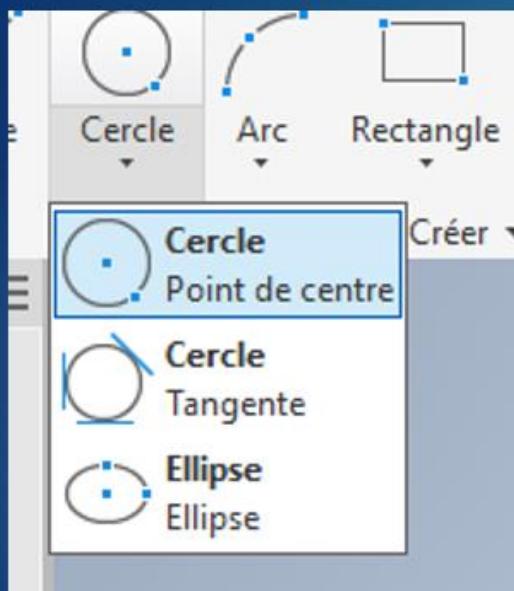


Step 8:

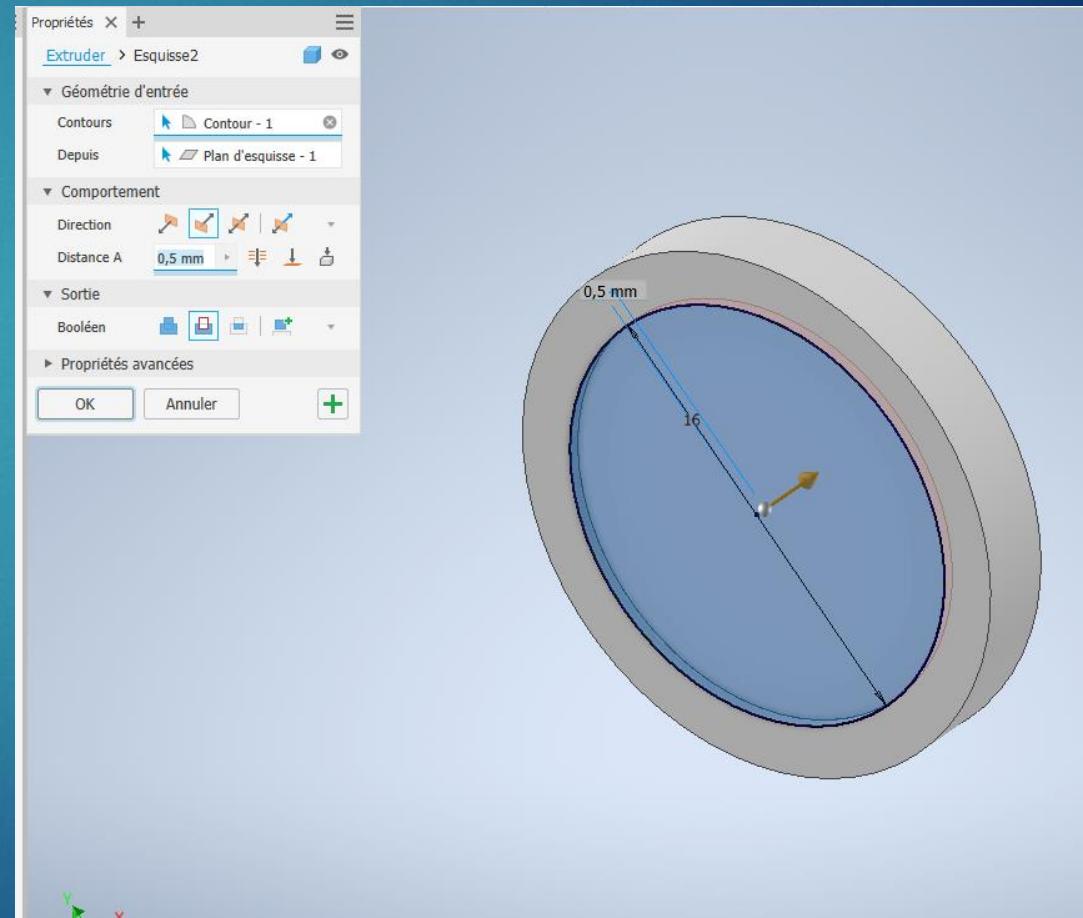
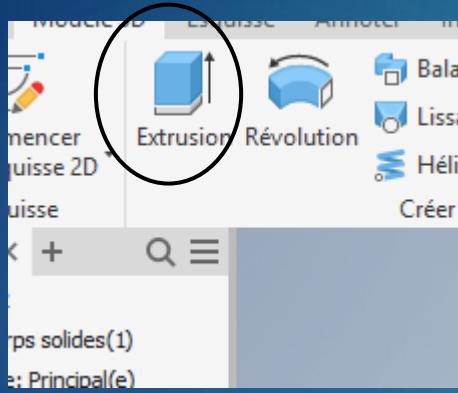
then you have to make a circle with a center point of radius 16mm starting from the center of the room and click on “ terminer l'esquisse”.



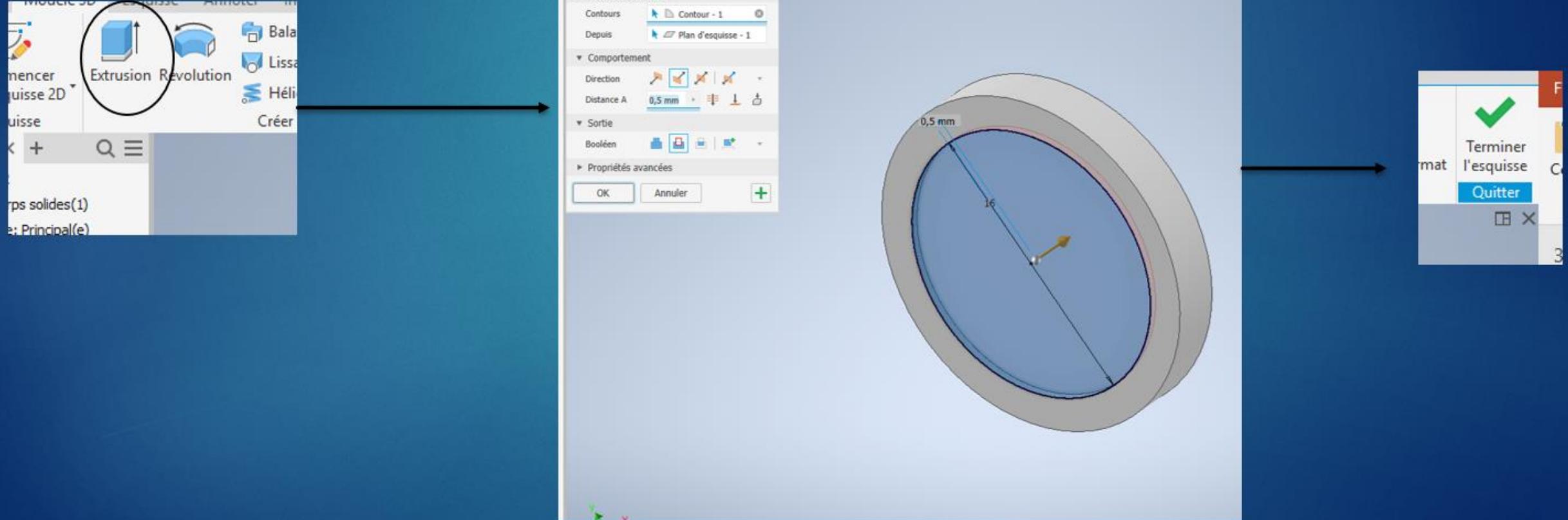
Step 9: repeat step 8 but on the other side



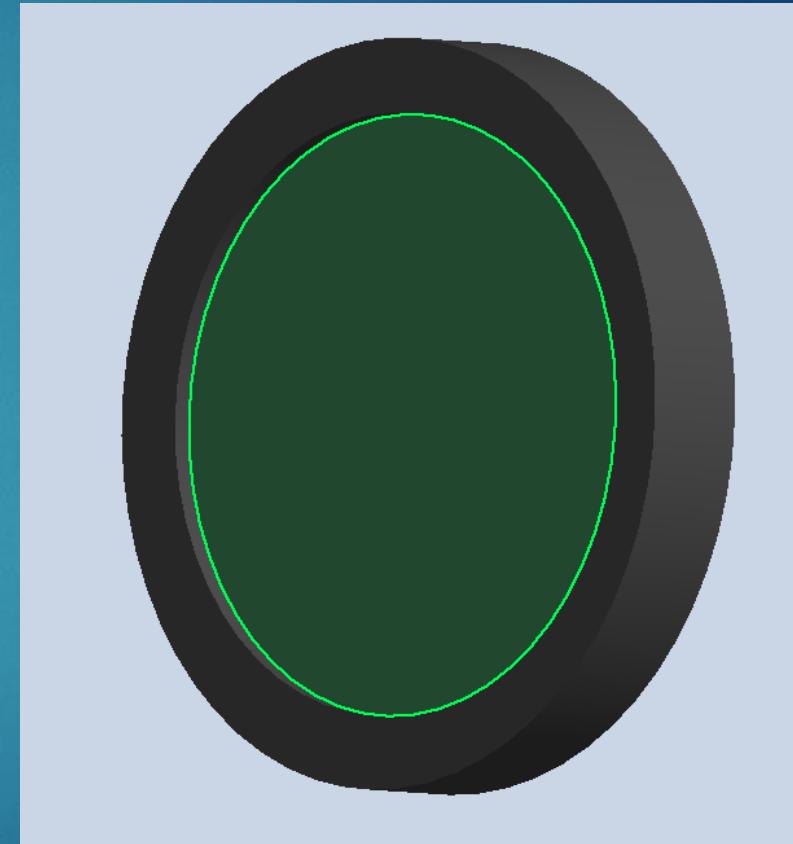
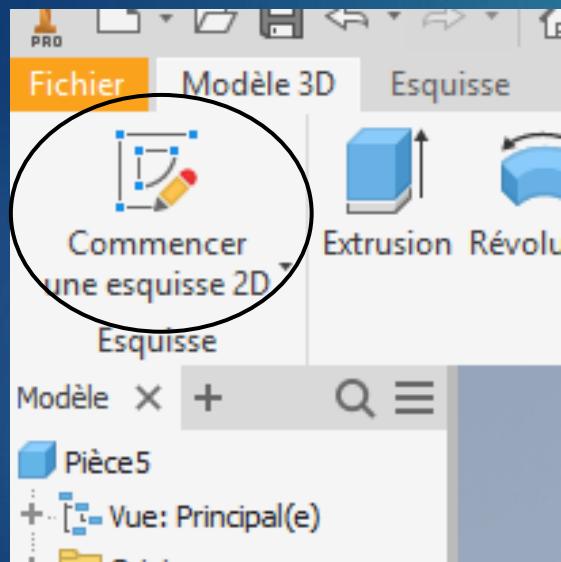
Step 10: click on « extrusion », then make an inverted extrusion (the 2nd) with a distance of 0.5mm



Step 11: do the same as the step before but on the other side

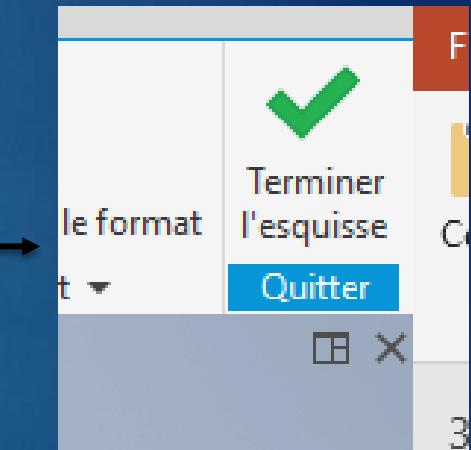
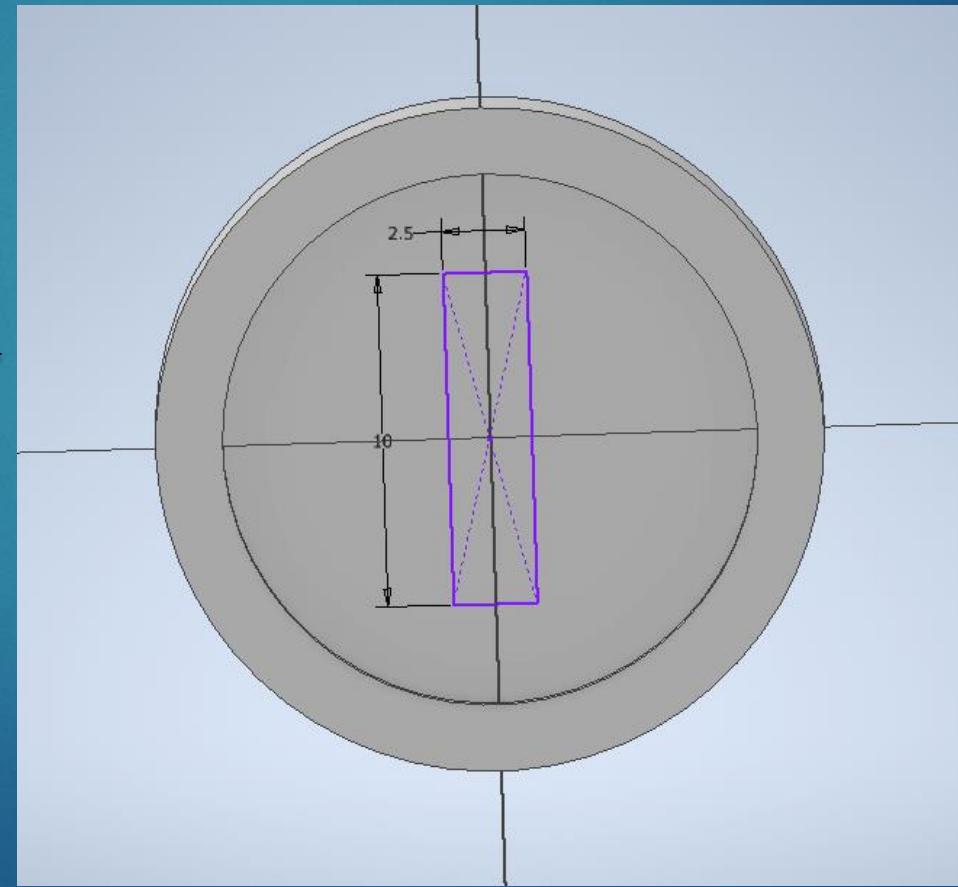
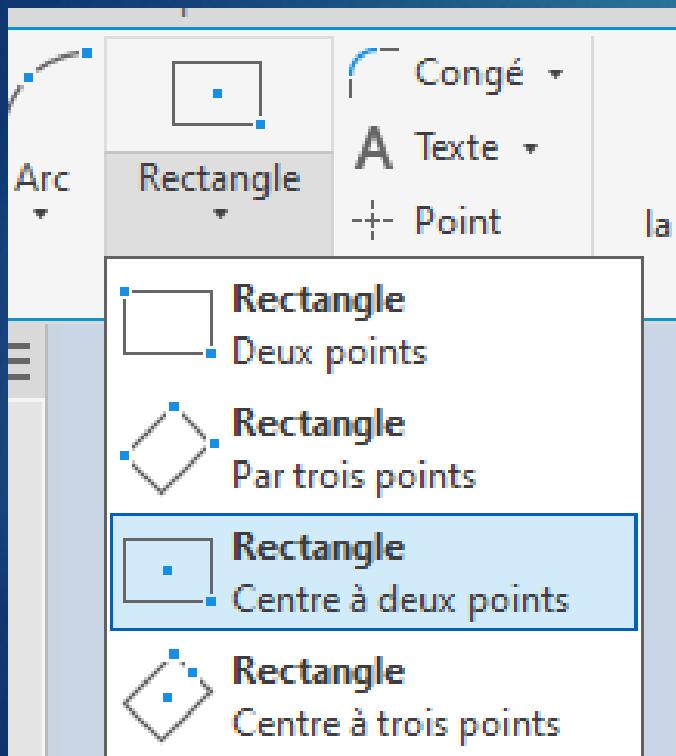


Step 12: click on “commencer une esquisse 2D” then click on the center of the room



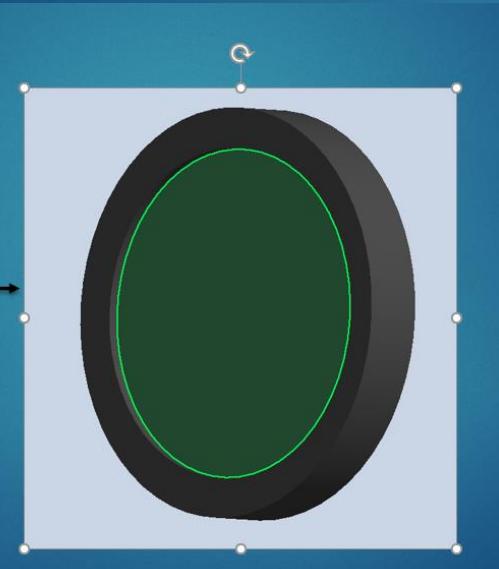
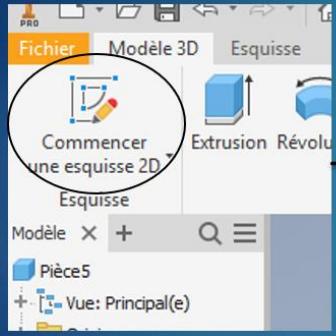
Step 13: make a rectangle with a center at 2 points 10mm high and 2.5mm wide

then click on “terminer l'esquisse”

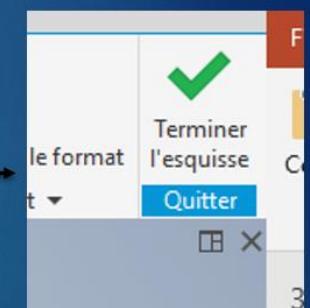
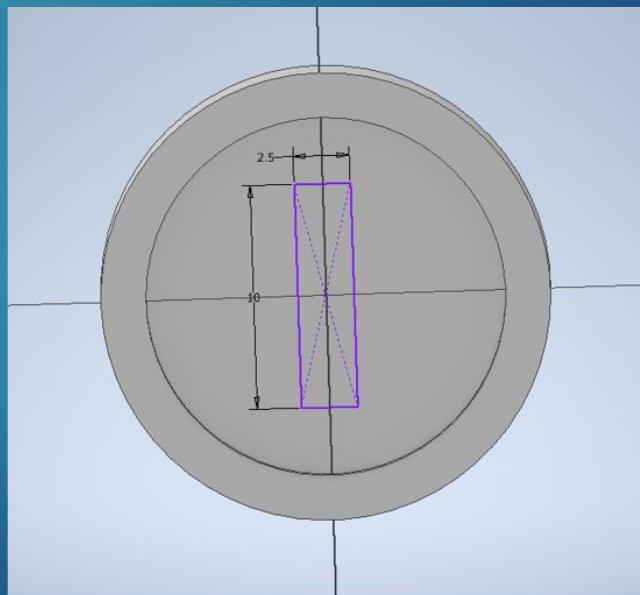
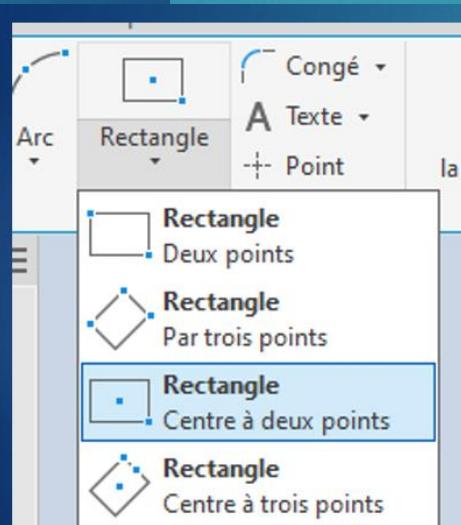


Step 14: repeat, step 12 and step 13 on the other side of the room

Step 12

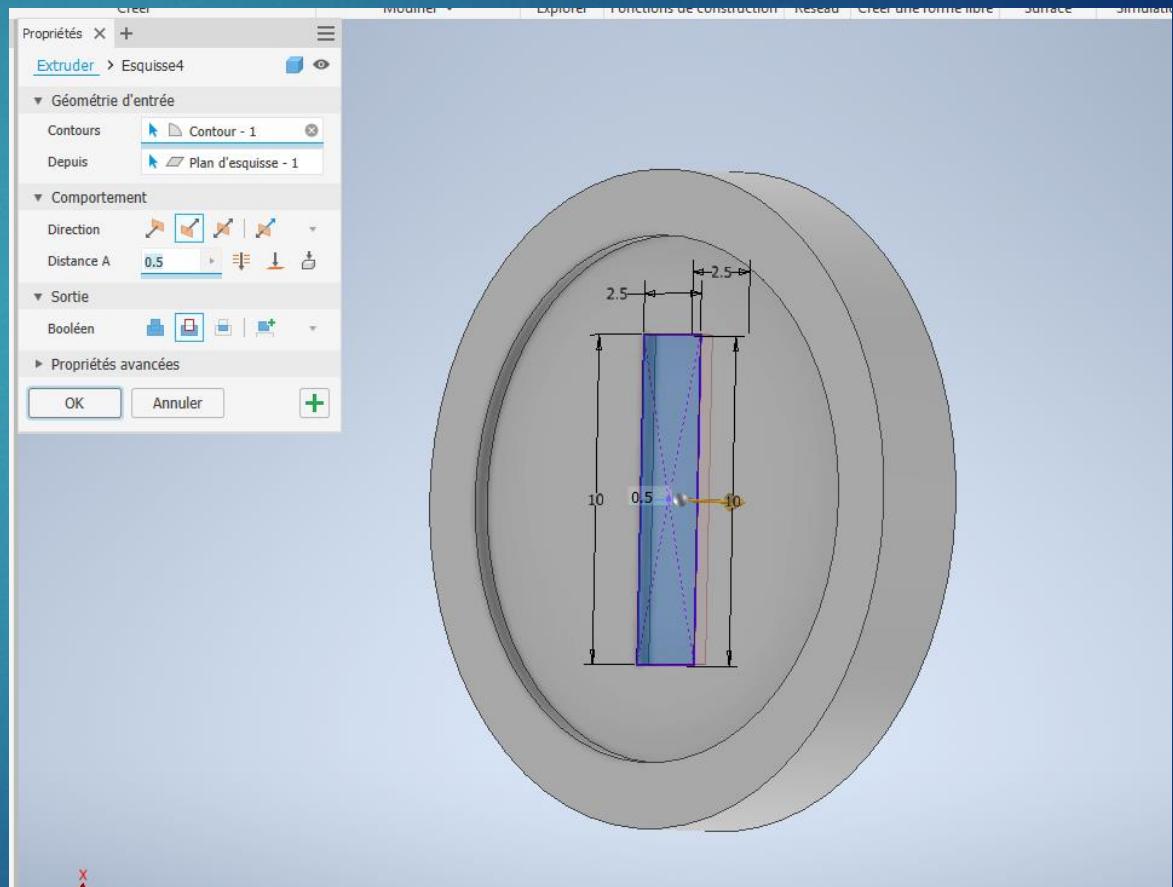


Step 13

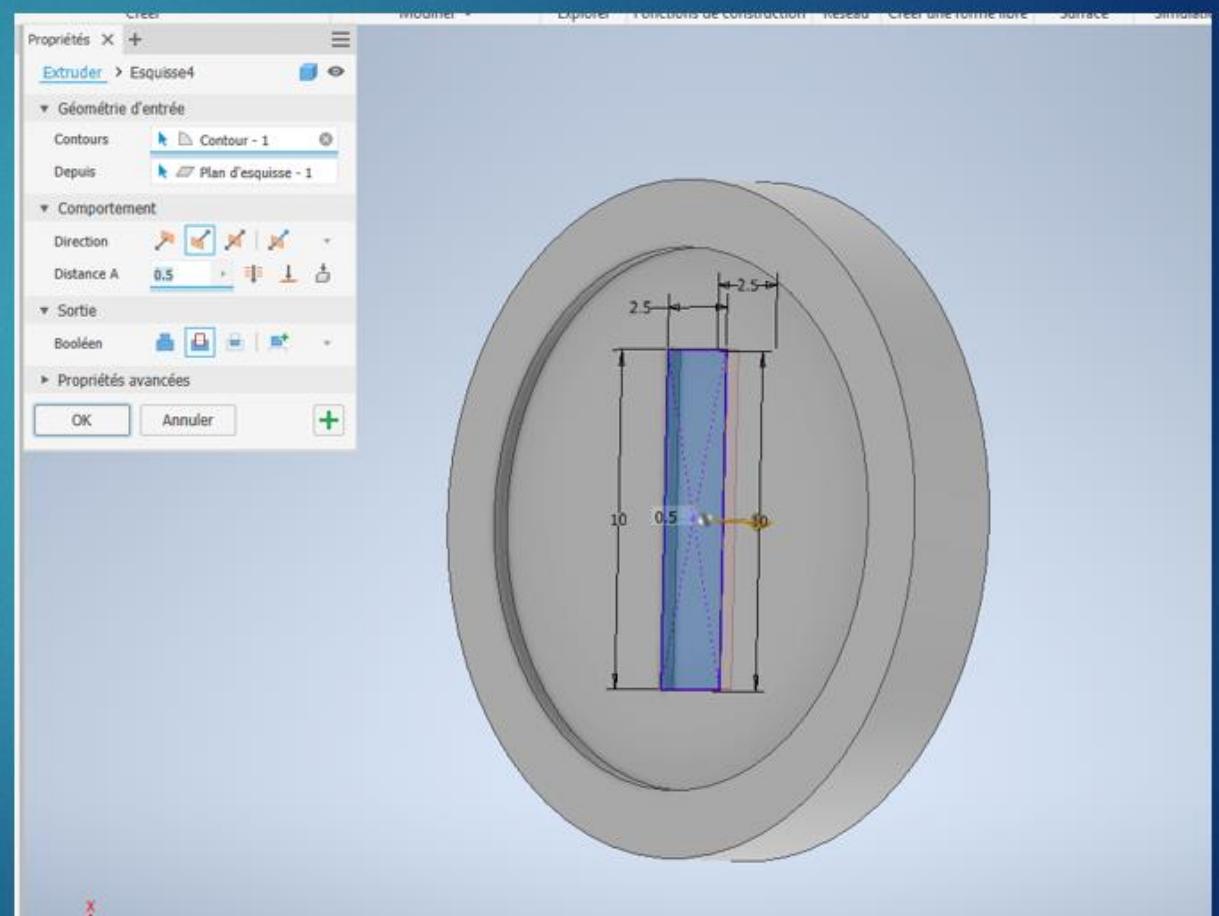
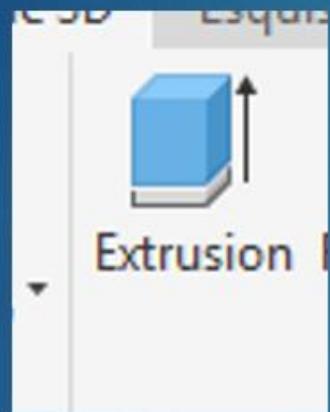


Step 14

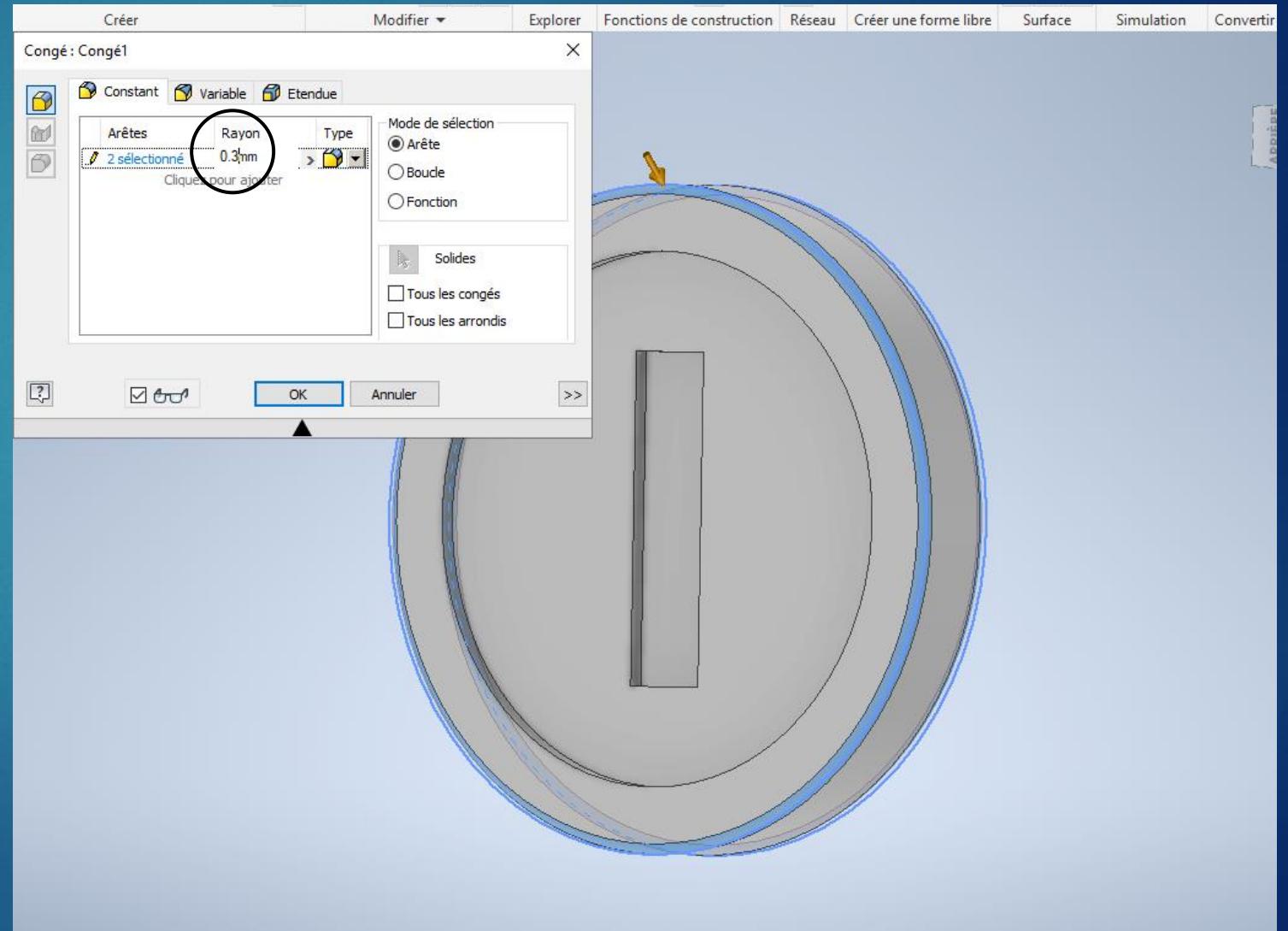
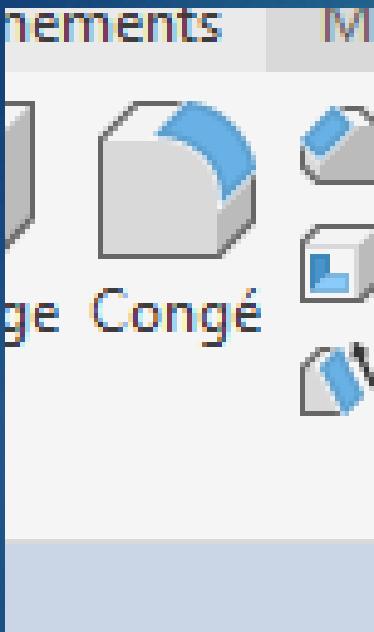
Step 15: extrude 0.5mm from the rectangle in reverse direction.



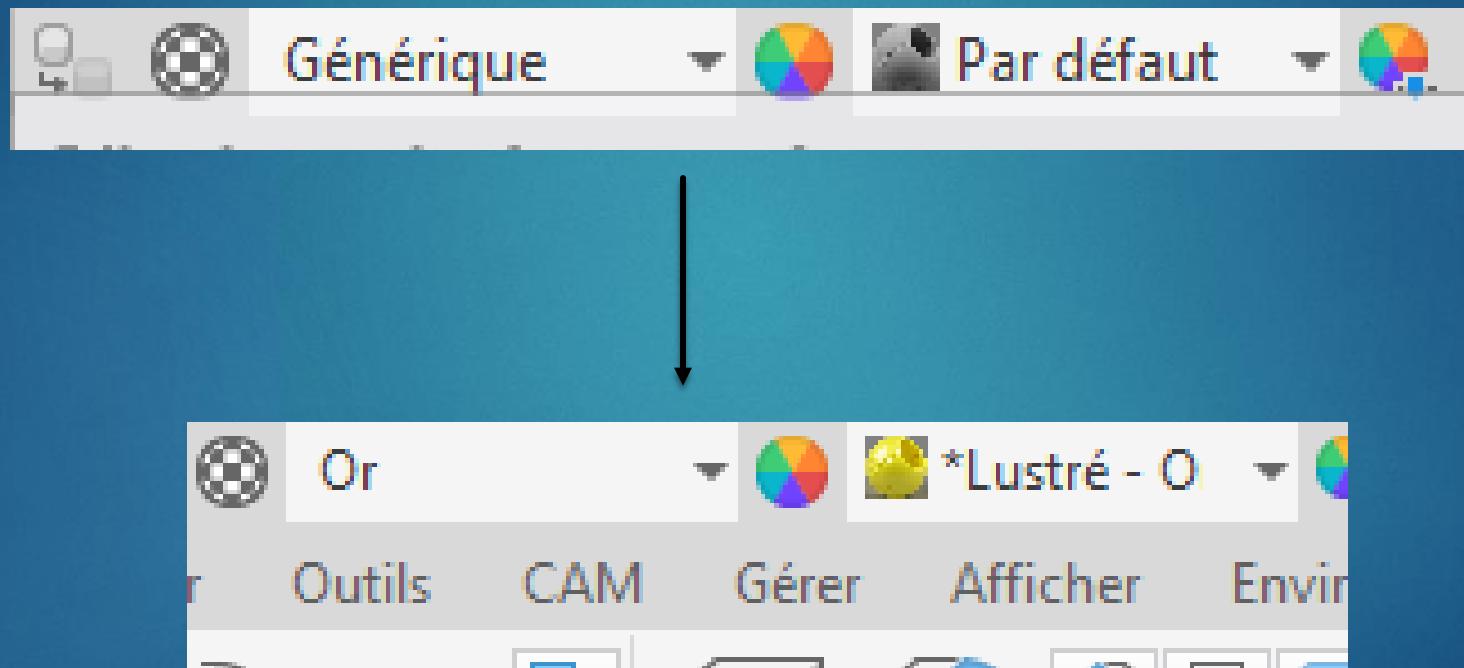
Step 16: repeat step 15 on the other side



Step 17: click on "congé" then put 0.3mm radius



Step 18: change the material to "or" and the appearance to "Lustré - or"



Step 19:

final result

