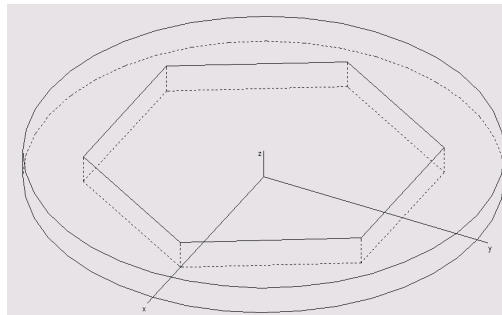
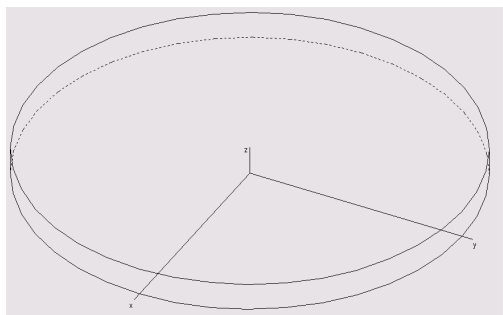


# Einfacher Gabelschlüssel

Versuche anhand der Bilder diesen oder einen ähnlichen Gabelschlüssel zu entwerfen!

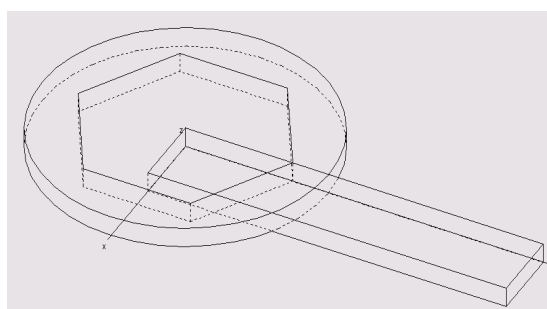
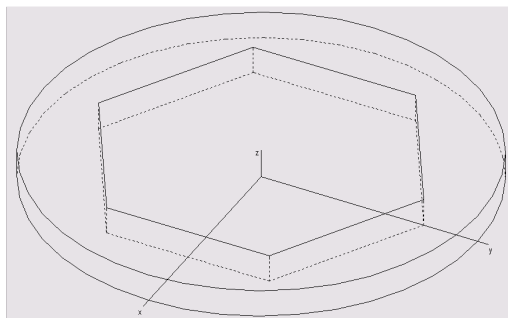
3D –Objekte Zylinder: (z.B..  $r = 40$ ;  $h = 5$ )

3D –Objekte Regelmäßiges Prisma (6-Eck) (z.B.:  $r = 30$ ;  $h = 5$ )



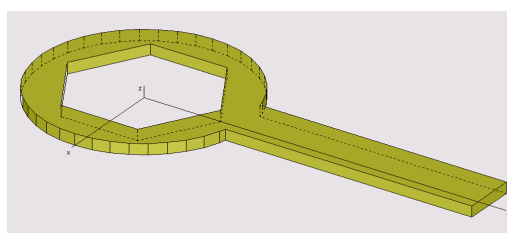
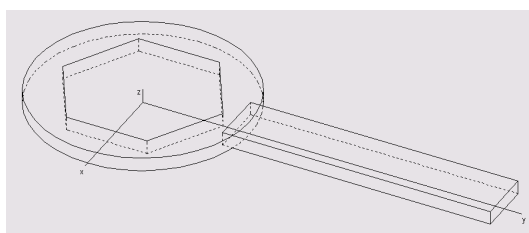
Transformieren Drehen

3D –Objekte Quader



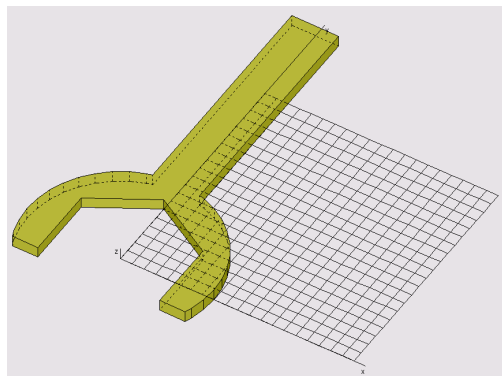
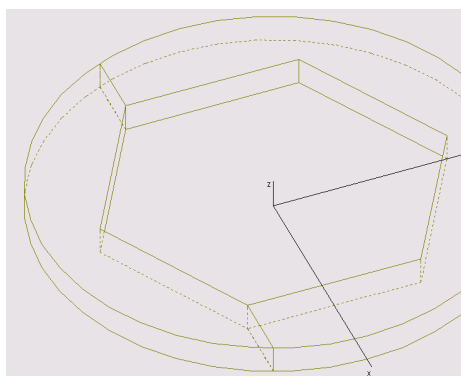
Transformieren Verschieben

Modellieren Vereinigung  
Modellieren Differenz



Modellieren - Trennen (ebener Schnitt)

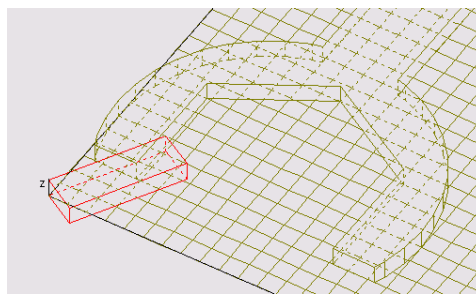
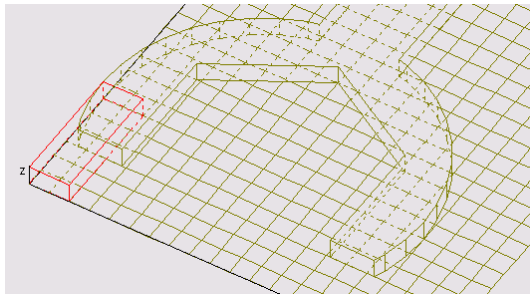
2D – Objekte Raster



Transformieren Verschieben (wähle Schiebevektor)

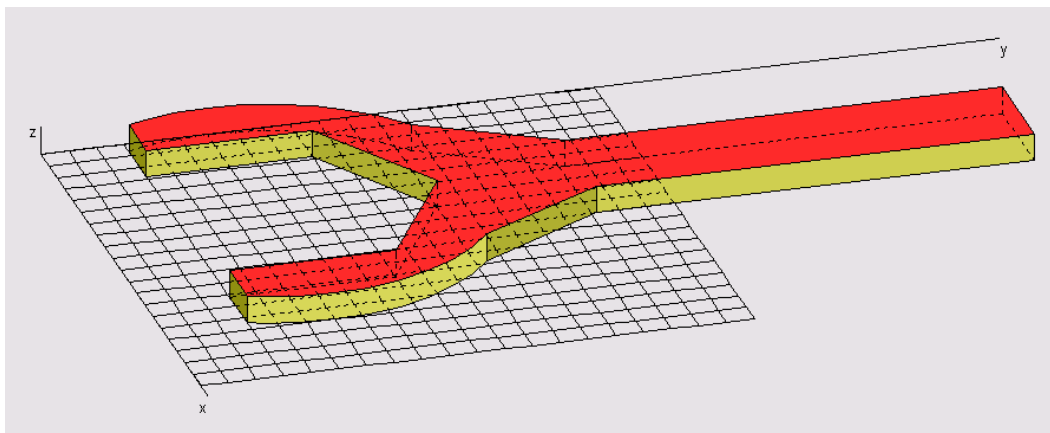
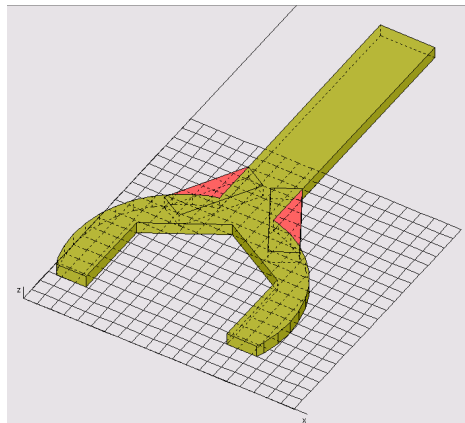
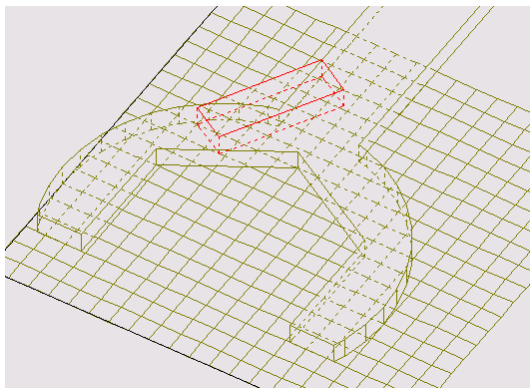
3D –Objekte Quader

Transformieren Drehen



Transformieren Verschieben

Transformieren Spiegeln



Modellieren Fasen:

