



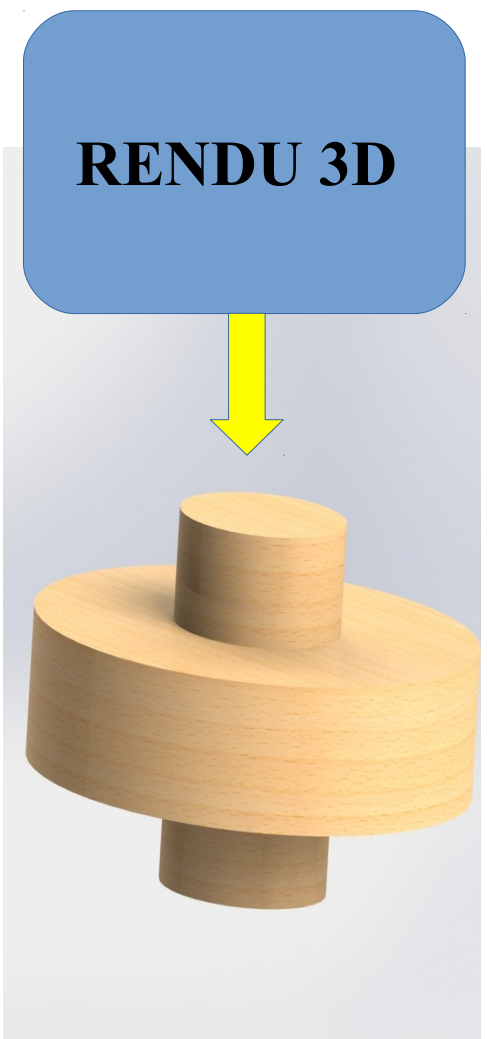
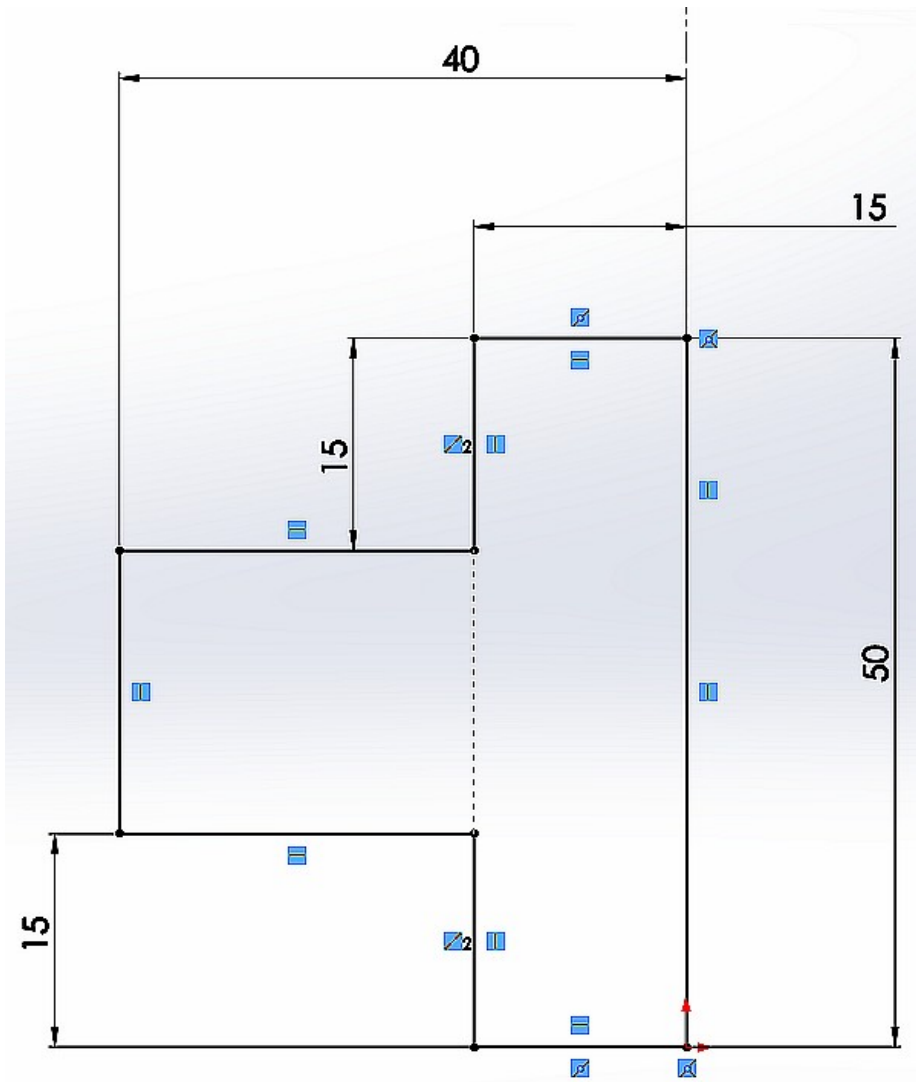
"activité 15 - concevoir des pièces de révolution
complexe-partie 2"

objectifs :

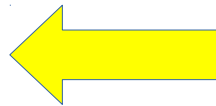
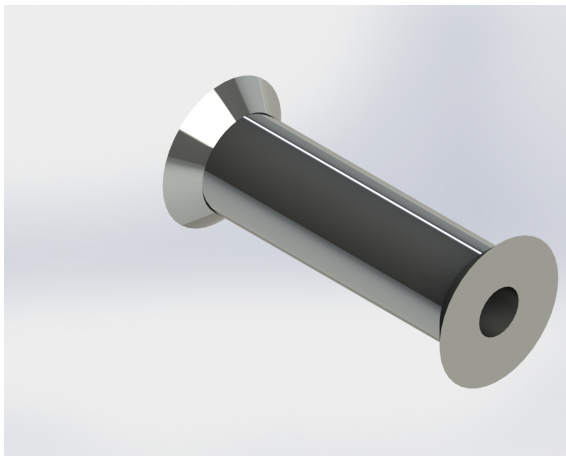
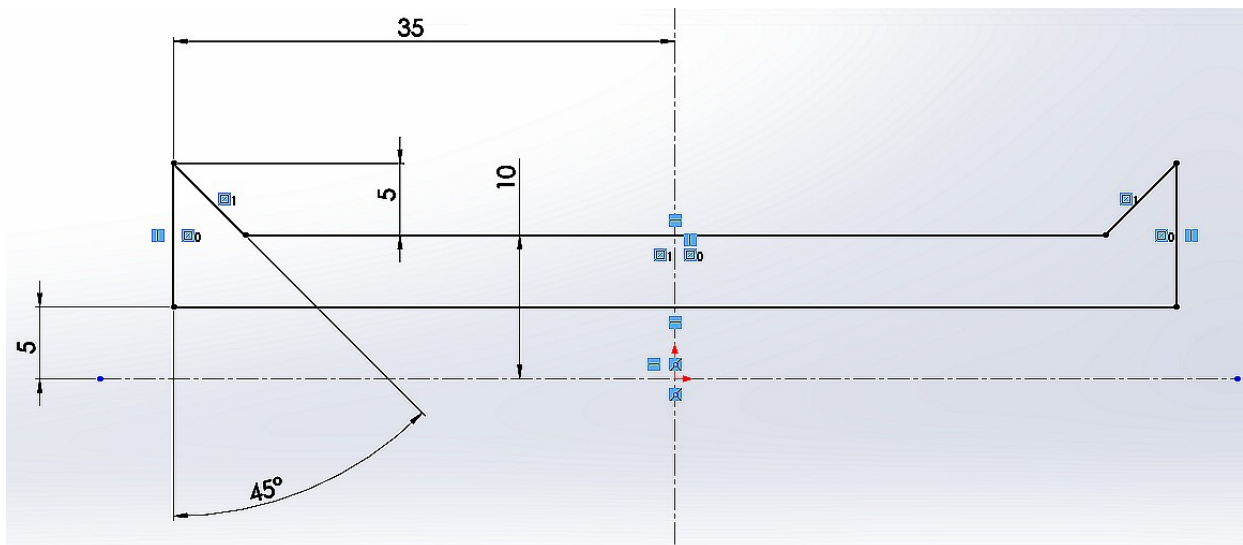
1. suivre les consignes de conception
2. concevoir sur solidworks des pièces de révolution complexe
3. savoir utiliser les outils révolution ...

votre travail : réaliser les pièces en utilisant REVOLUTION

• PIECE DE REVOLUTION 1

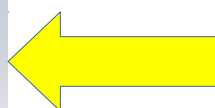
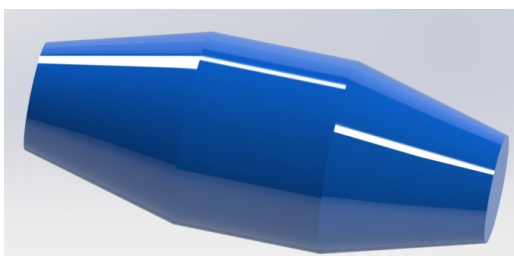
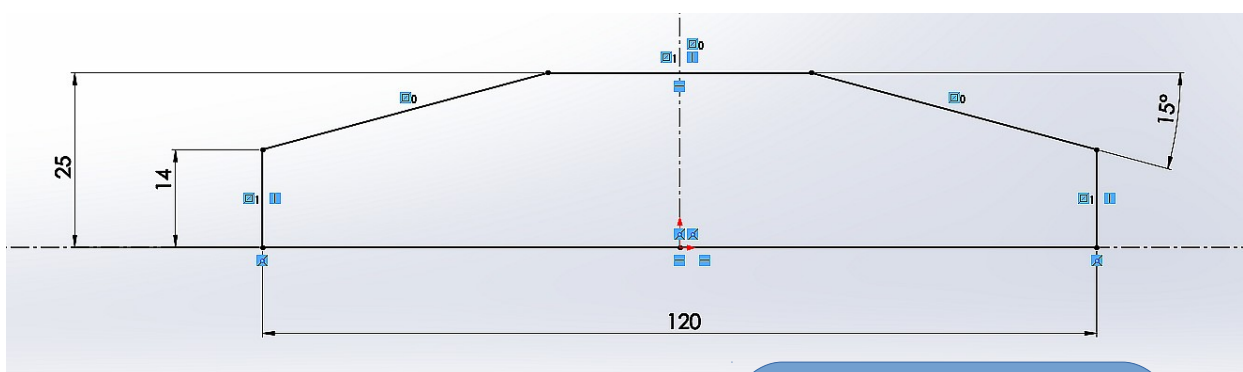


- PIECE DE REVOLUTION 2



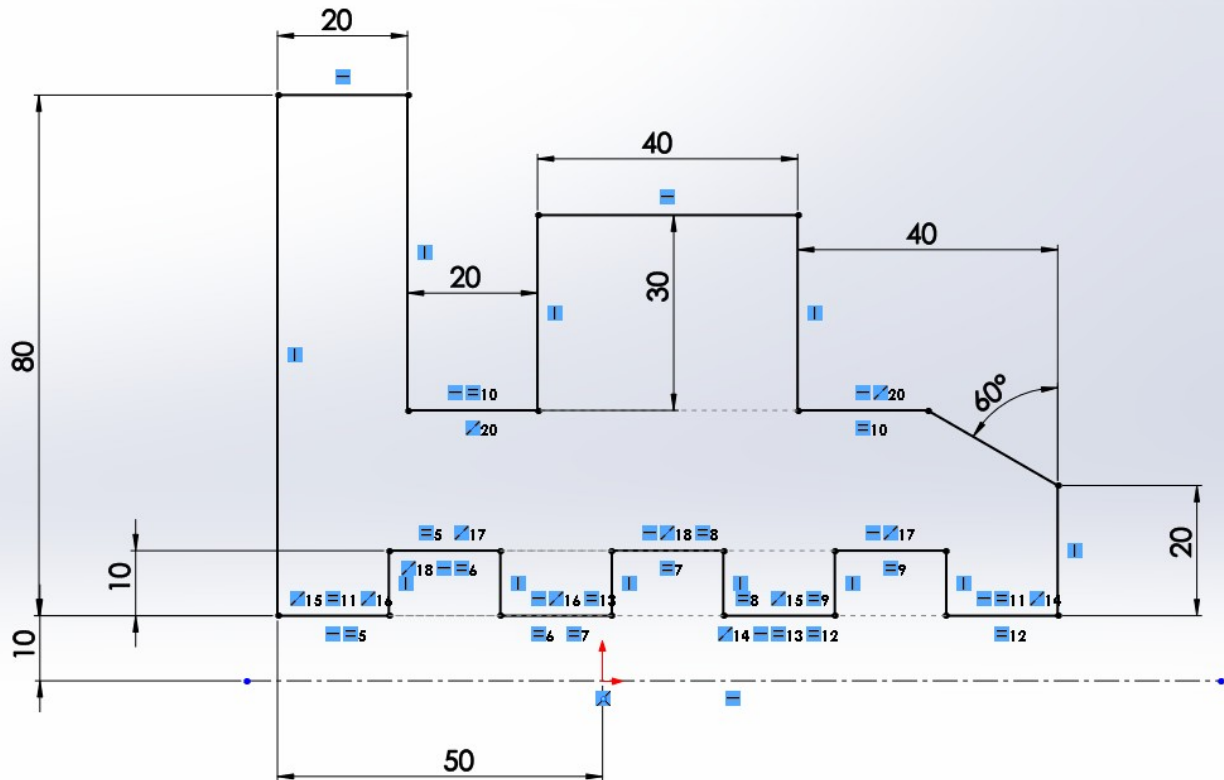
RENDU 3D

- PIECE DE REVOLUTION 3

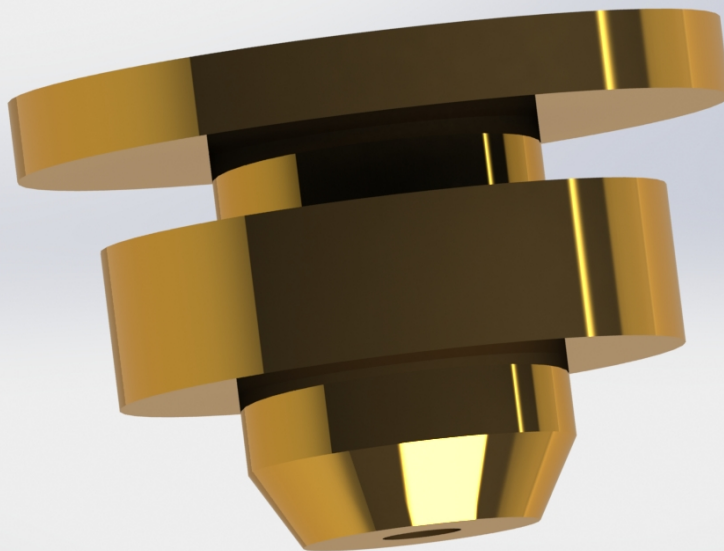


RENDU 3D

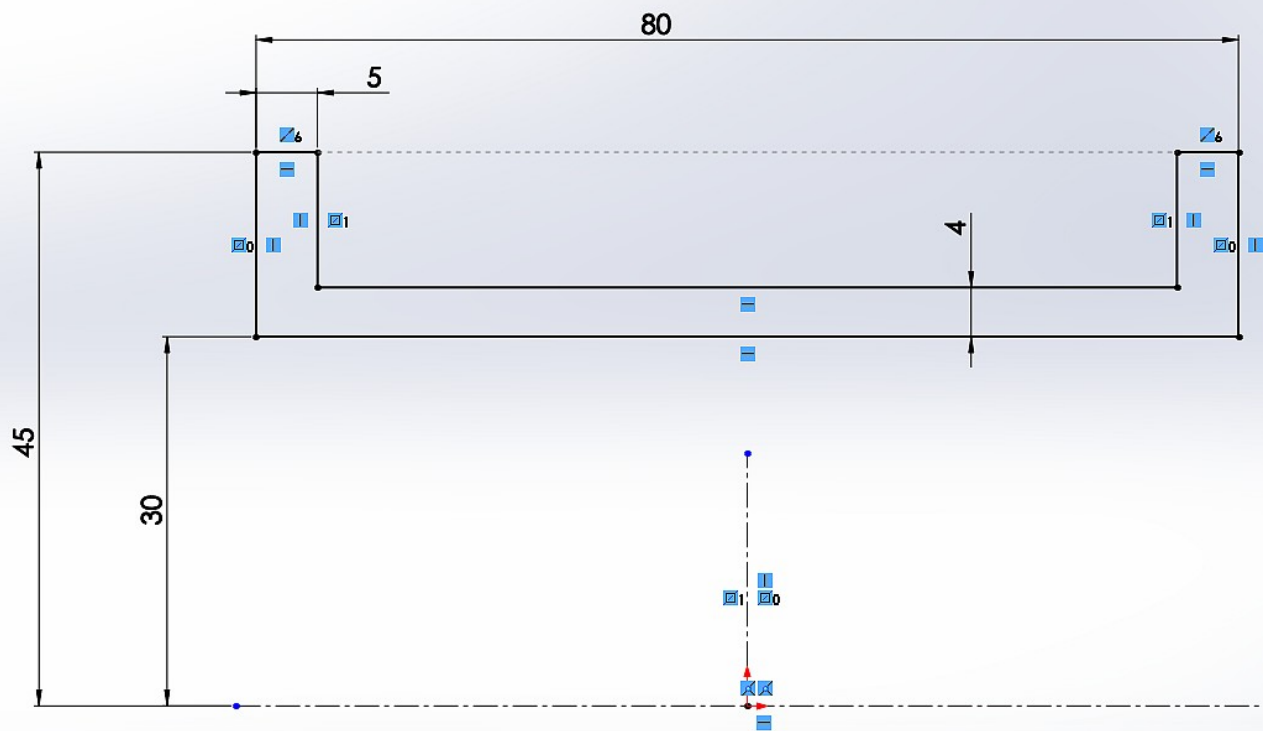
- **PIECE DE REVOLUTION 4**



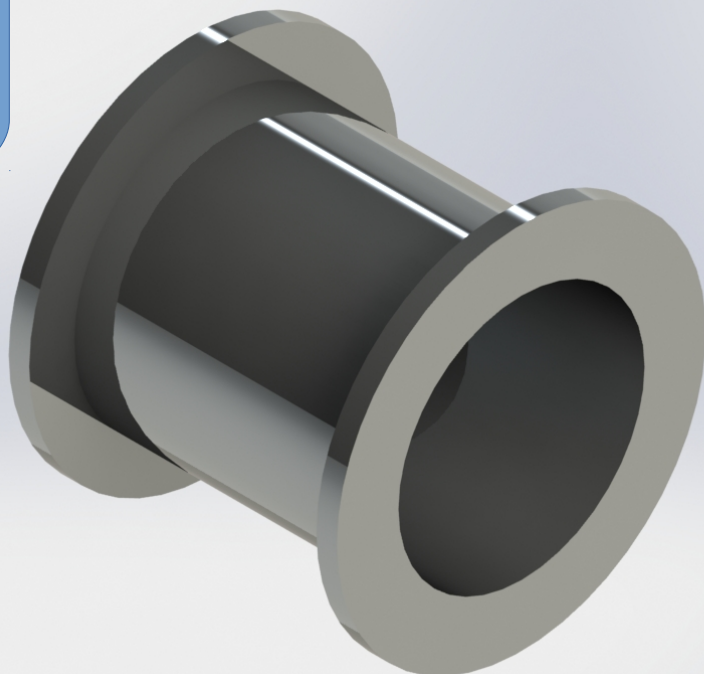
RENDU 3D



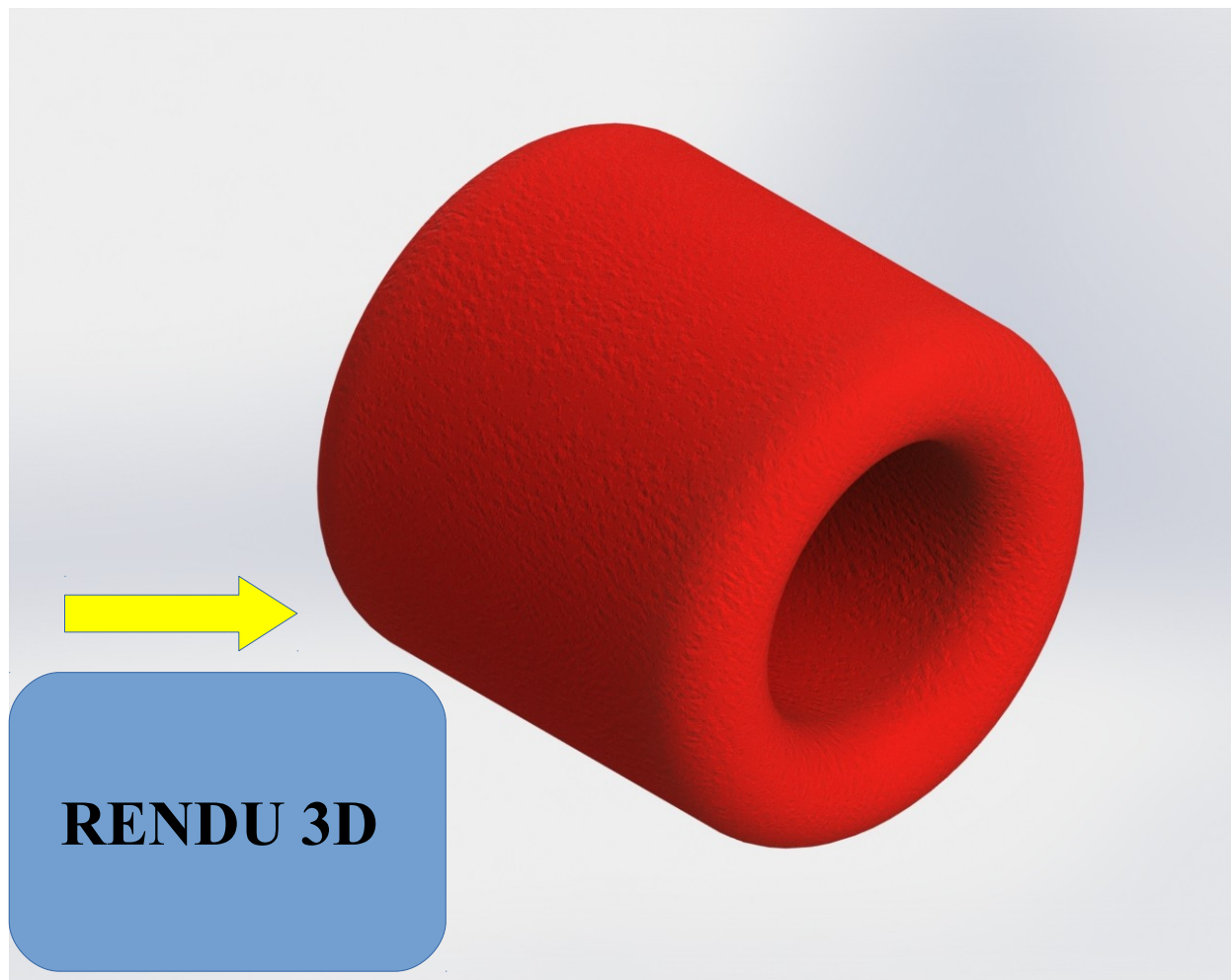
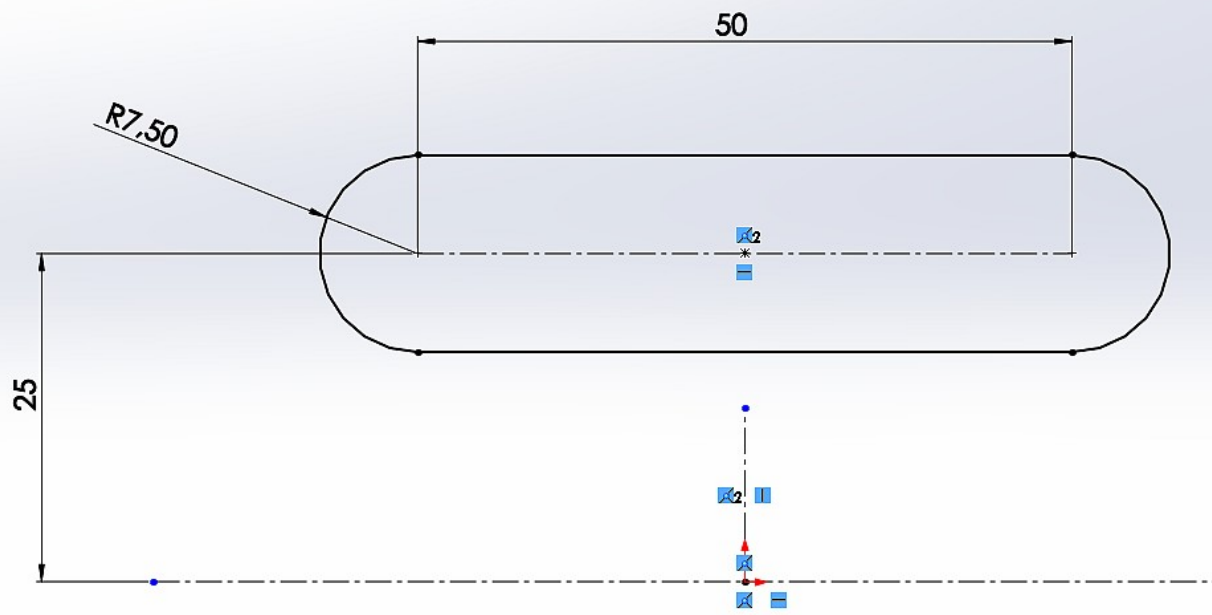
- PIECE DE REVOLUTION 5



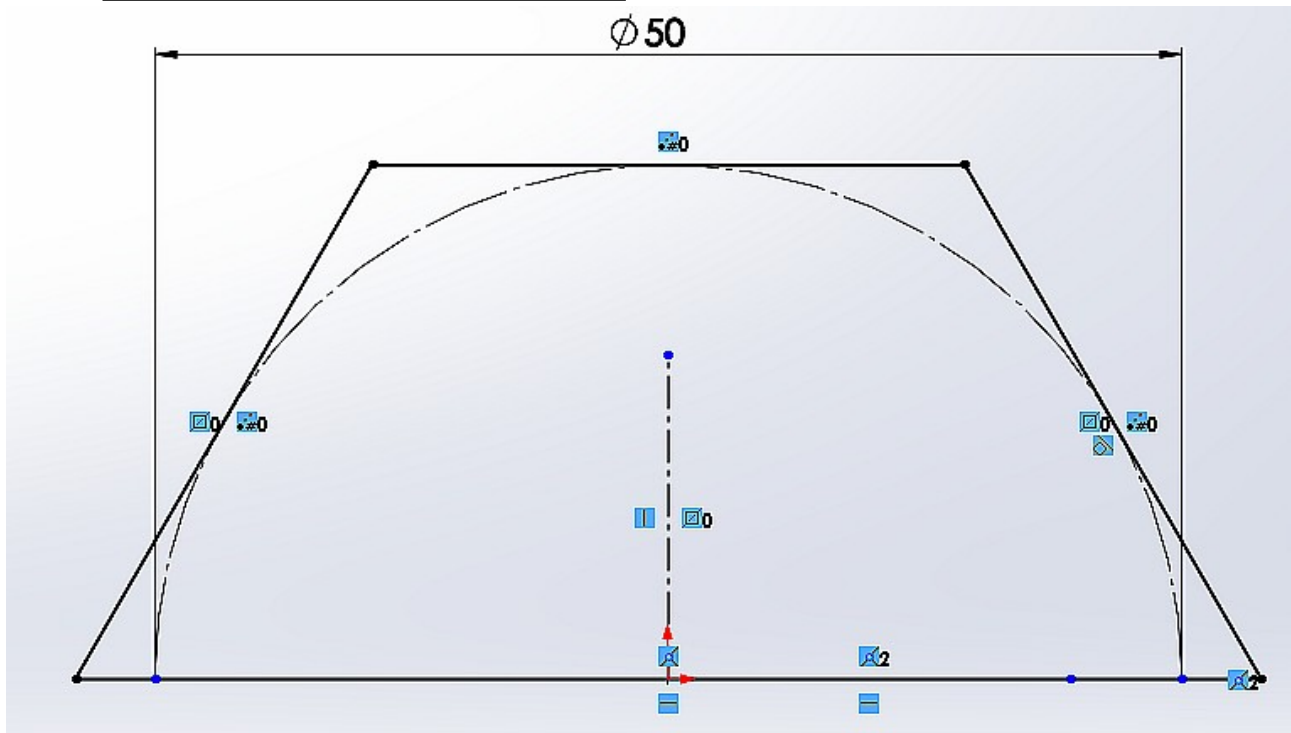
RENDU 3D



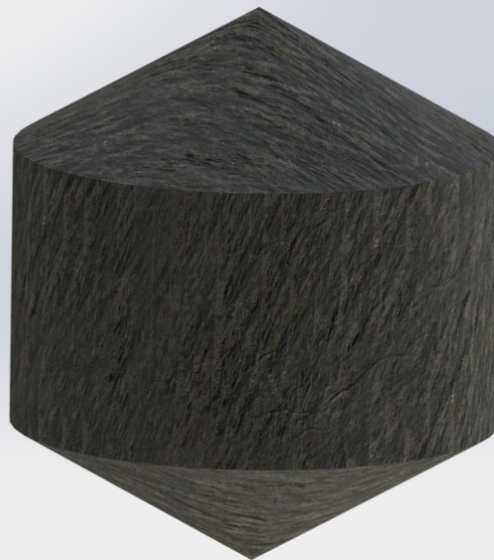
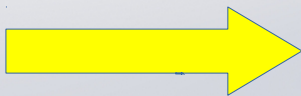
- PIECE DE REVOLUTION 7



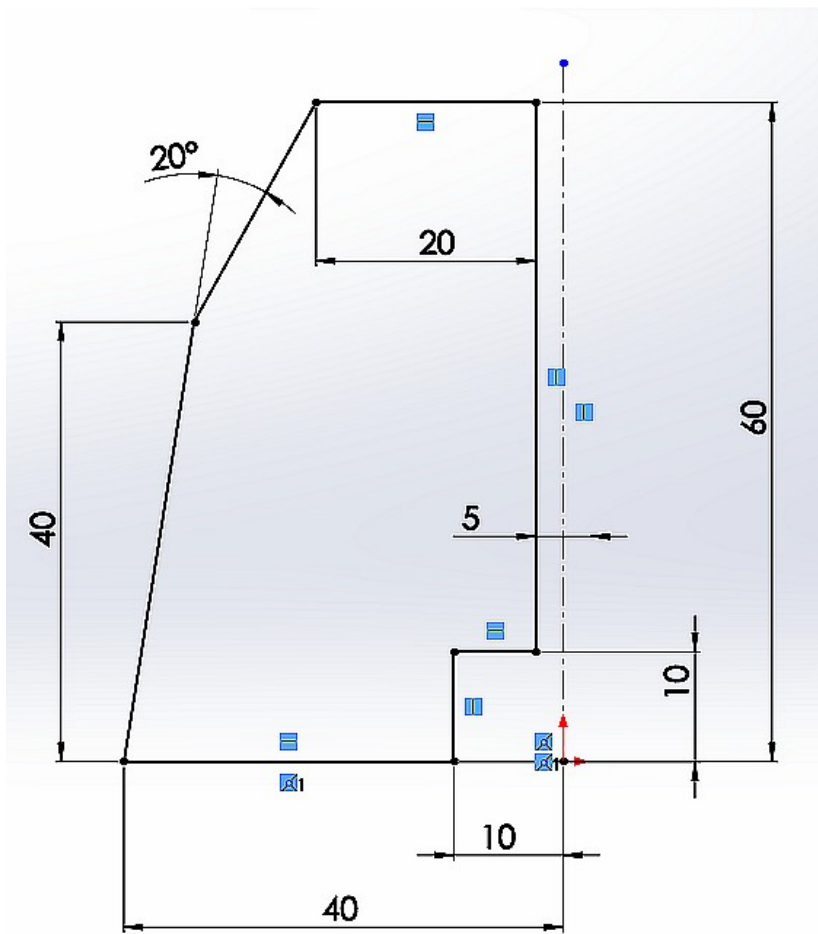
- PIECE DE REVOLUTION 8



RENDU 3D

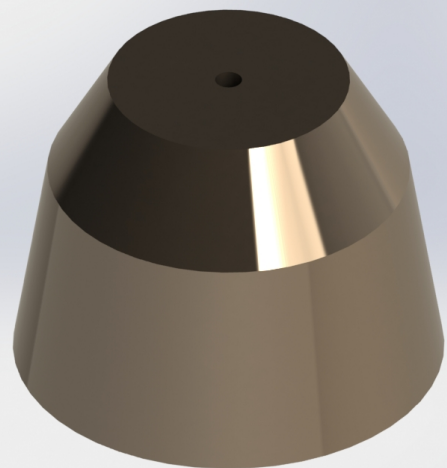


- PIECE DE REVOLUTION 9



Revolution suivant l'axe

RENDU 3D



- PIECE DE REVOLUTION 10

RENDU 3D

