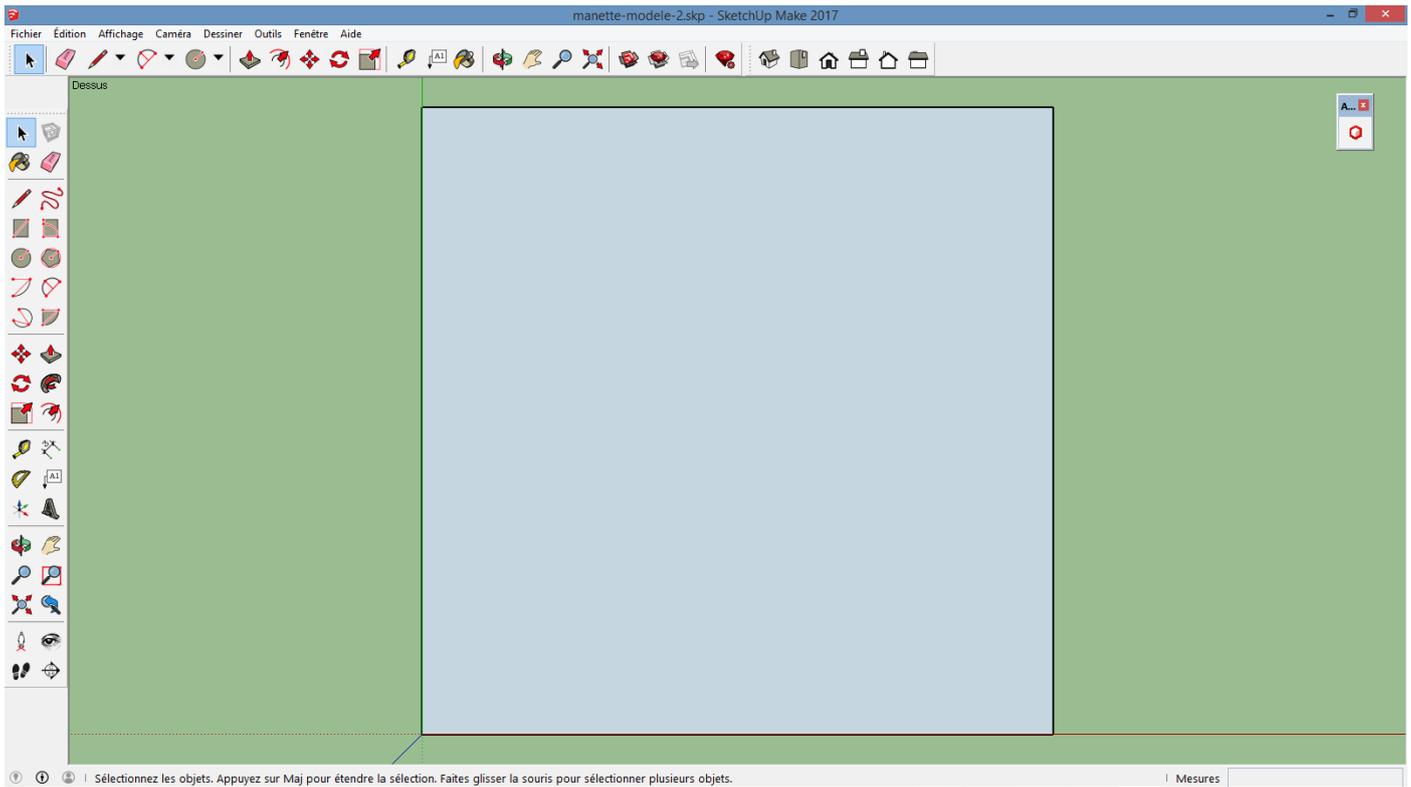
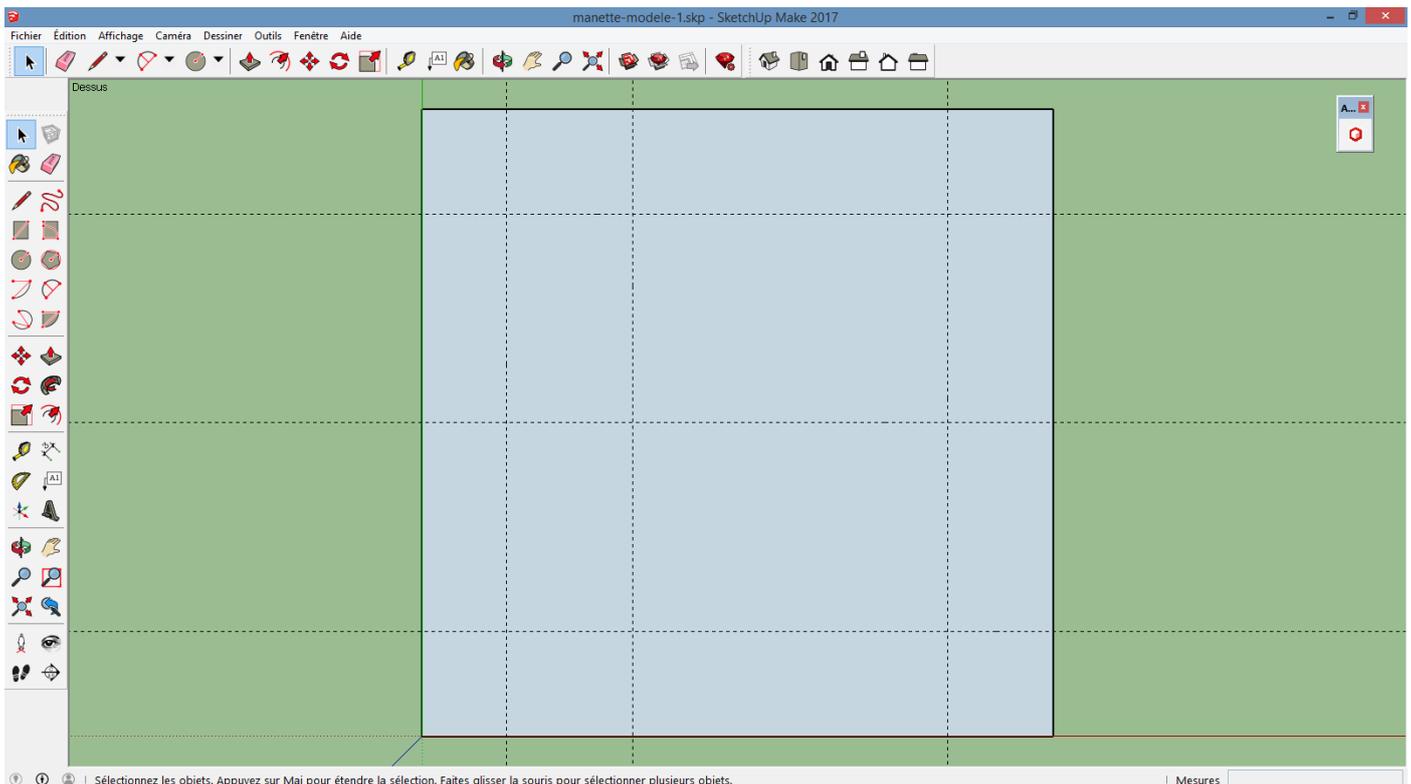


MODELISER LA CONSOLE PAS A PAS

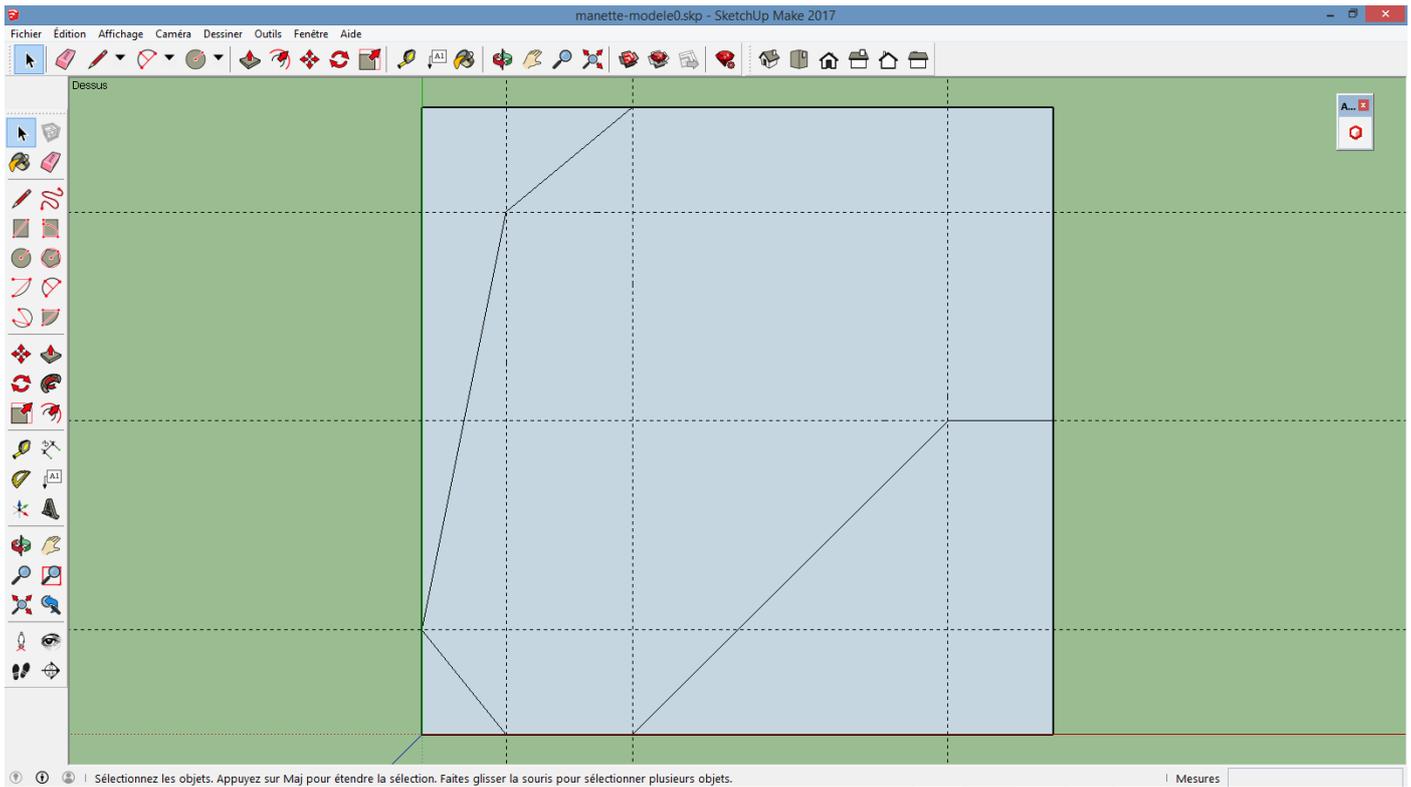
ETAPE N°1 → DEFINIR UNE RECTANGLE AUX DIMENSIONS EXTERIEURES DE LA CONSOLE



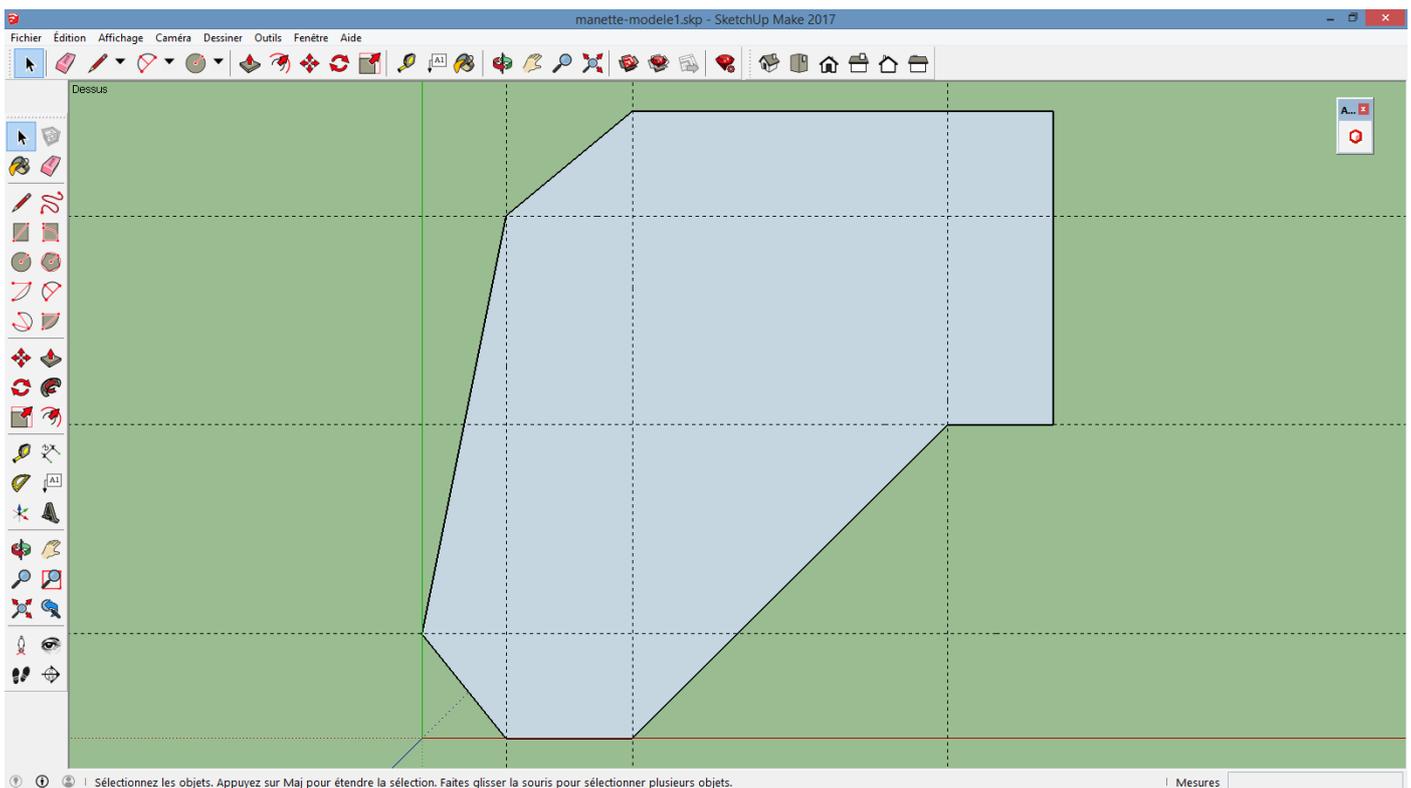
ETAPE N°2 → AJOUTER LES GUIDES



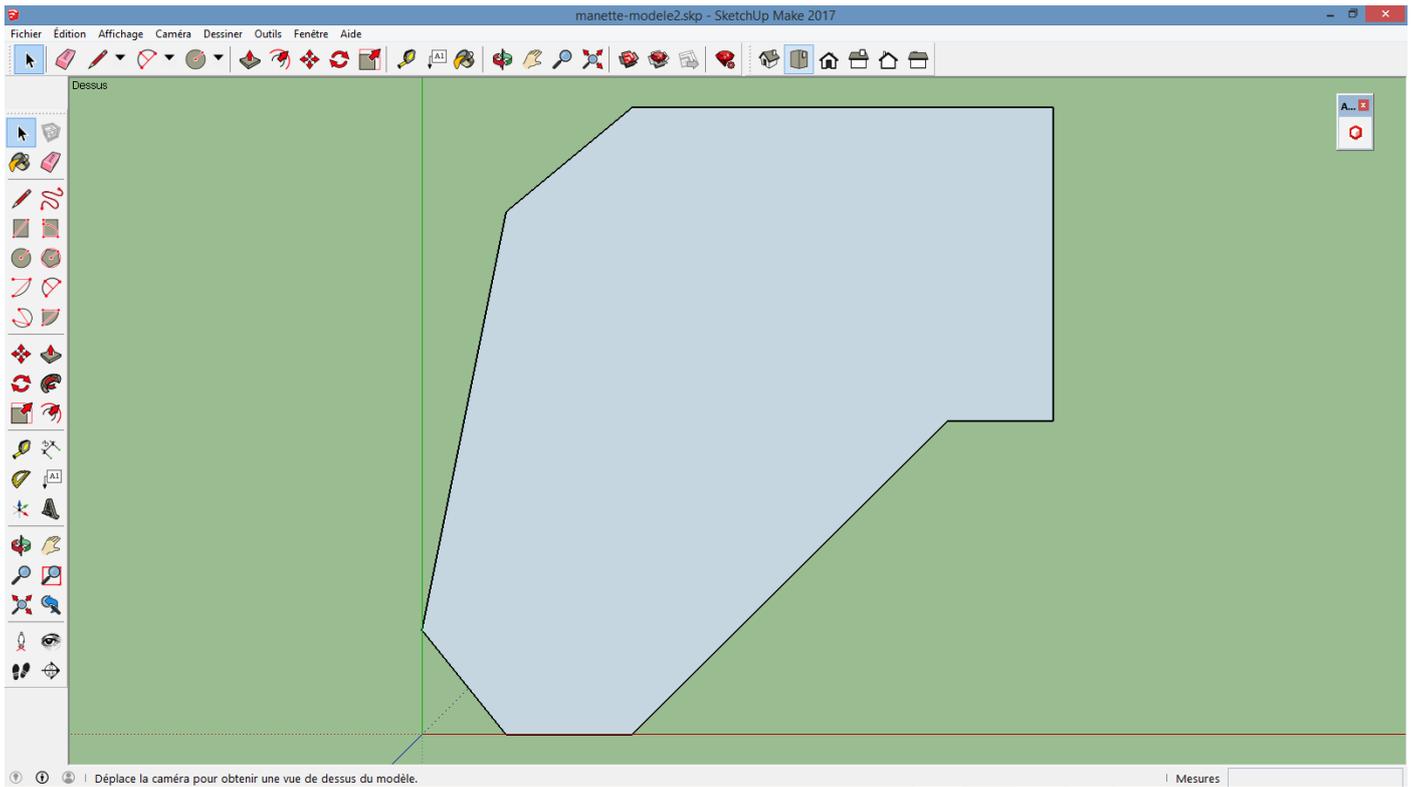
ETAPE N°3 → TRACER LES CONTOURS SOUS LA FORME DE SEGMENTS



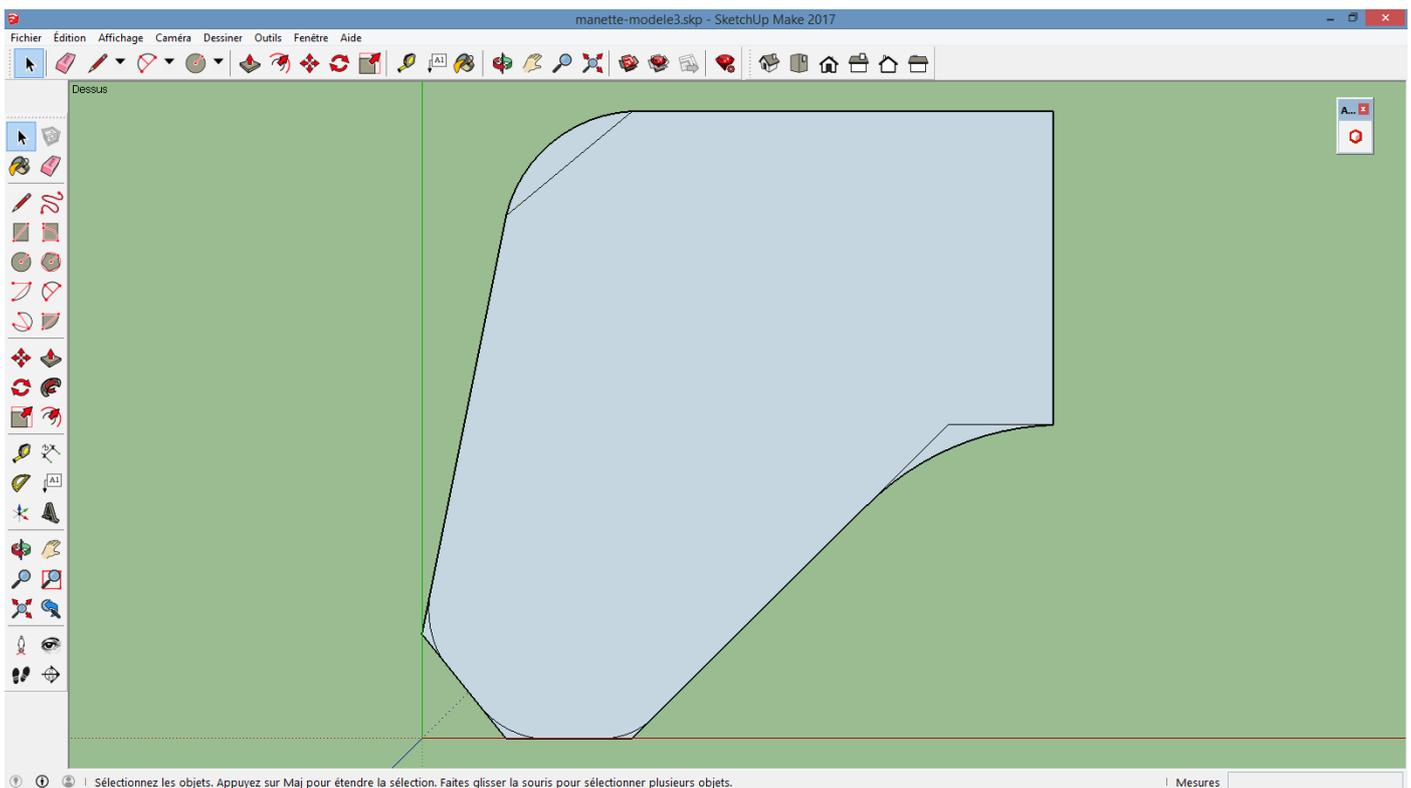
ETAPE N°4 → SUPPRIMER LES SURFACES INUTILES



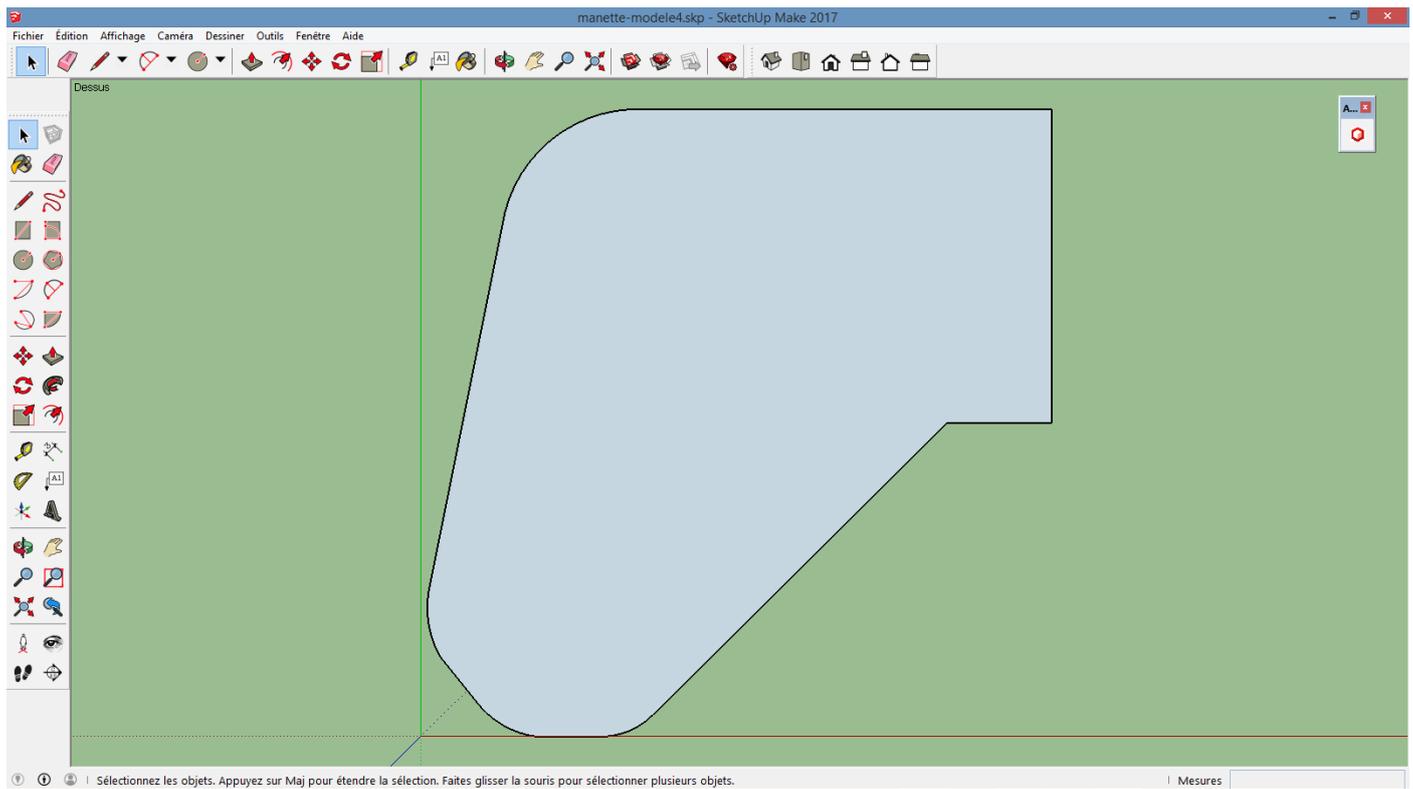
ETAPE N°5 → SUPPRIMER LES GUIDES



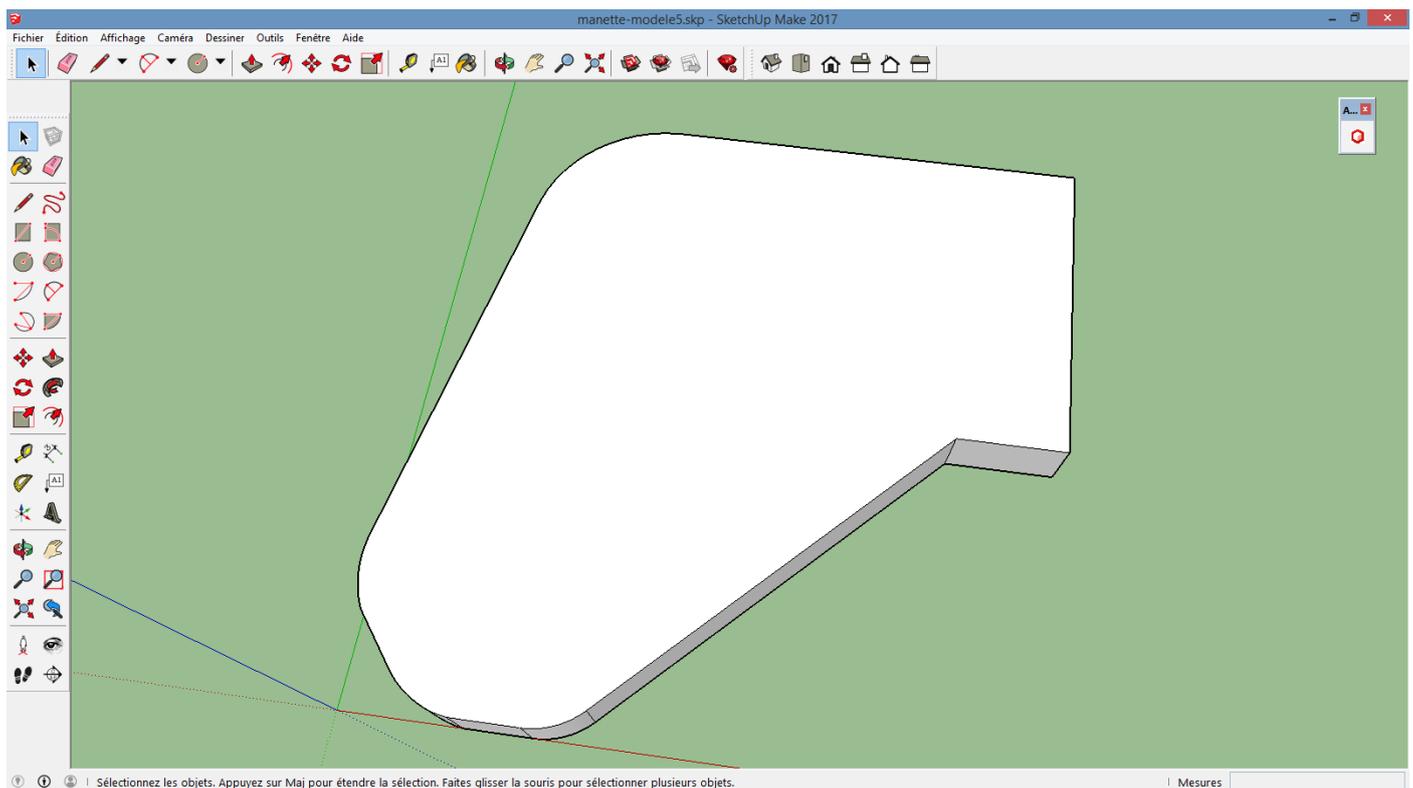
ETAPE N°6 → AJOUTER LES ARRONDIS



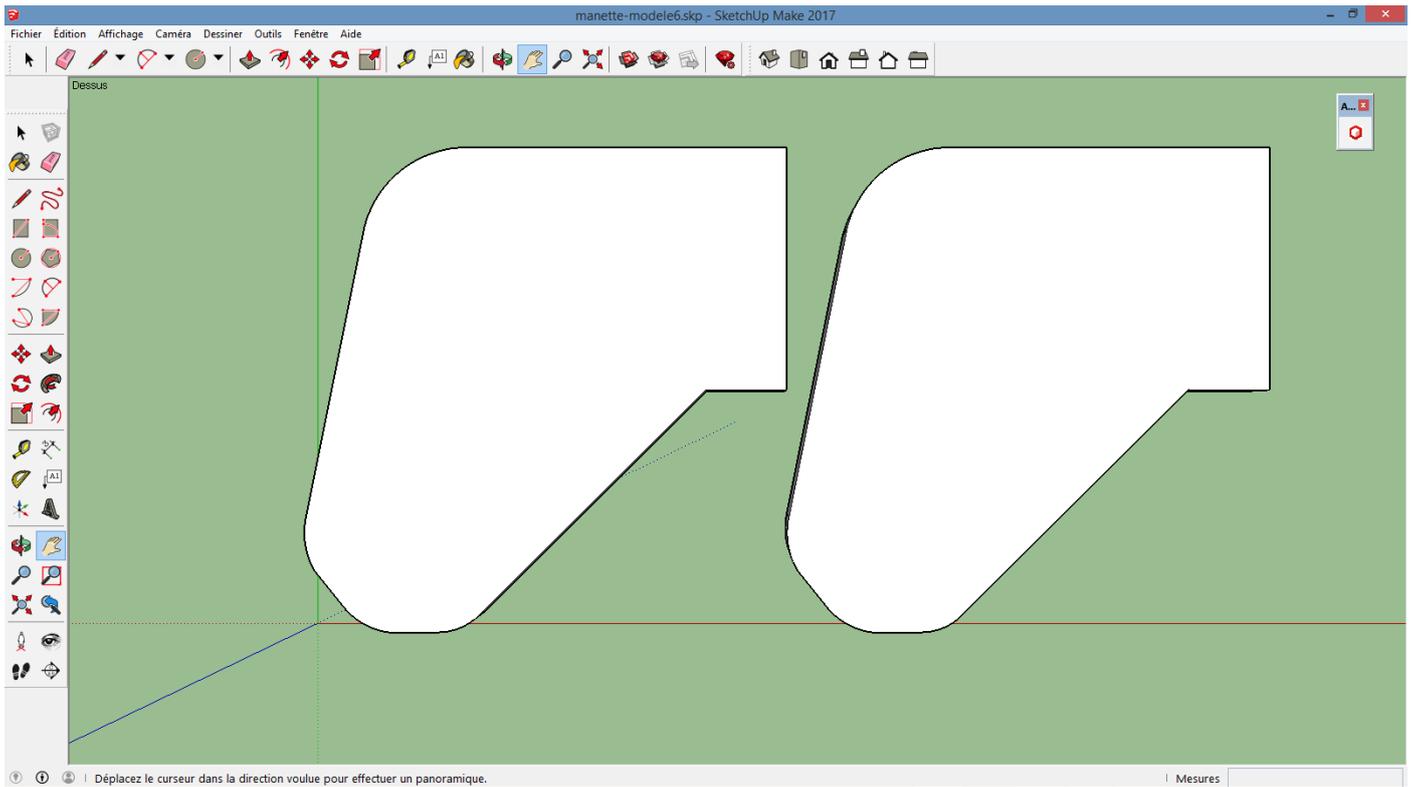
ETAPE N°7 → SUPPRIMER LES SURFACES INUTILES



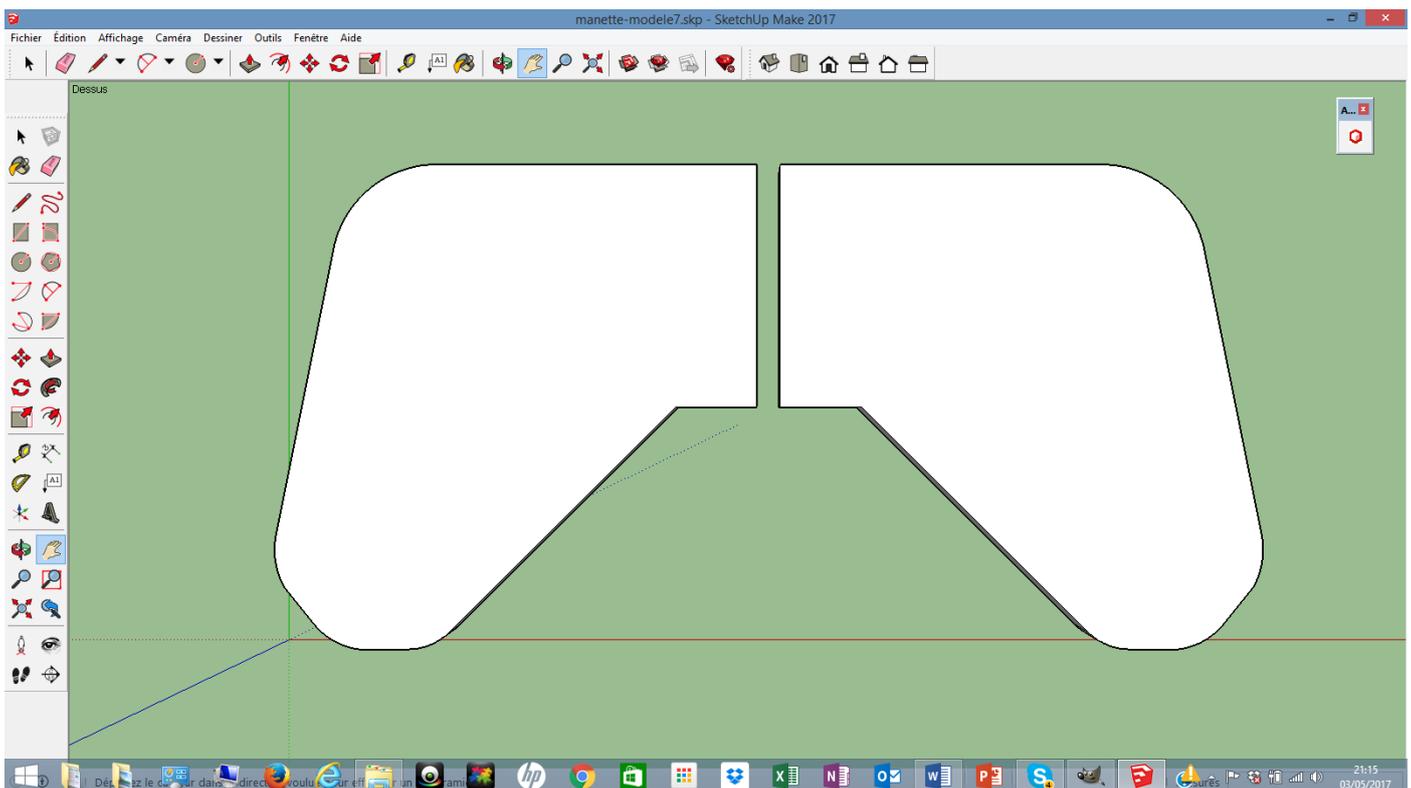
ETAPE N°8 → EXTRUDER LA FORME



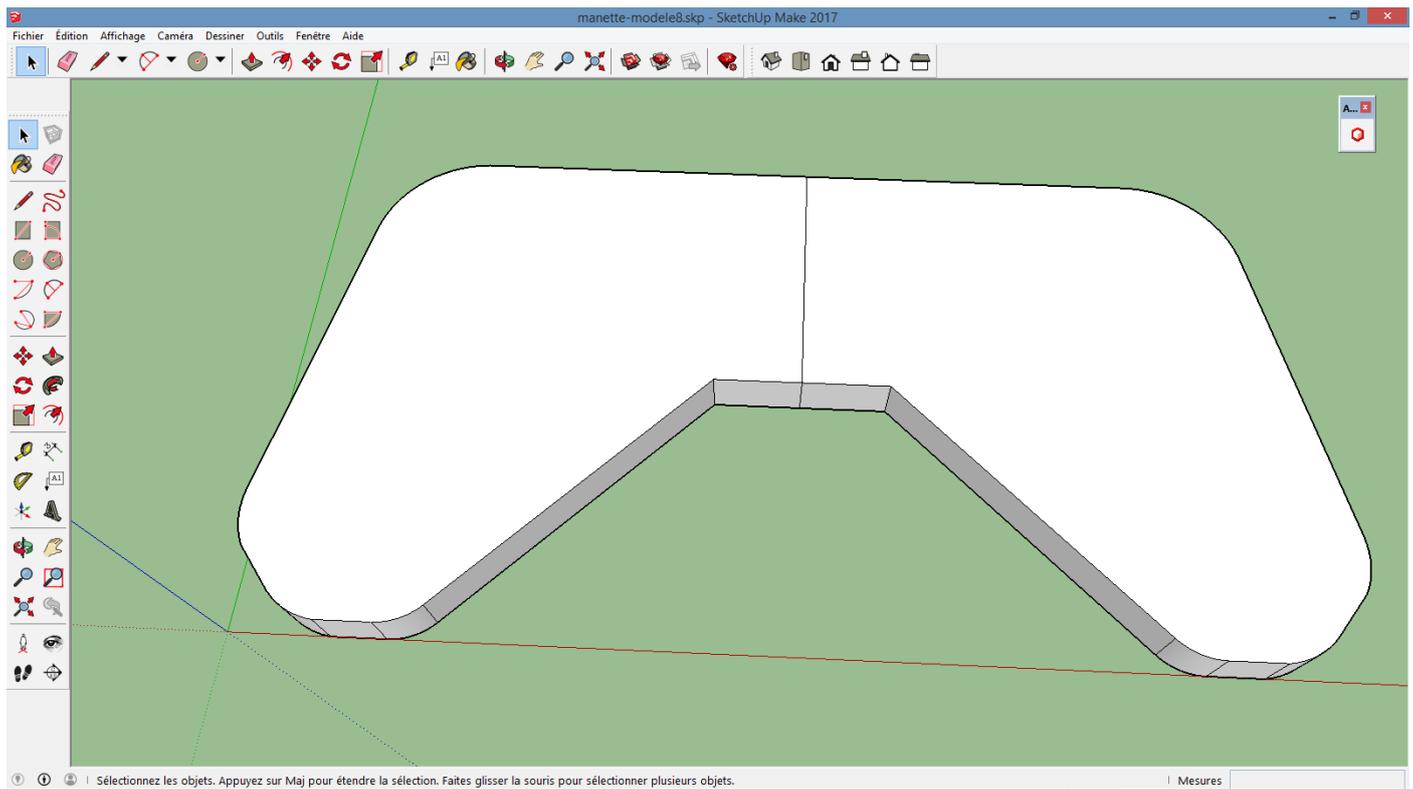
ETAPE N°9 → COPIER LA FORME SI NECESSAIRE



ETAPE N°10 → RETOURNER LA FORME



ETAPE N°11 → FAIRE COINCIDER LES FORMES SI NECESSAIRE



ETAPE N°12 → SUPPRIMER LES ARETES INUTILES

