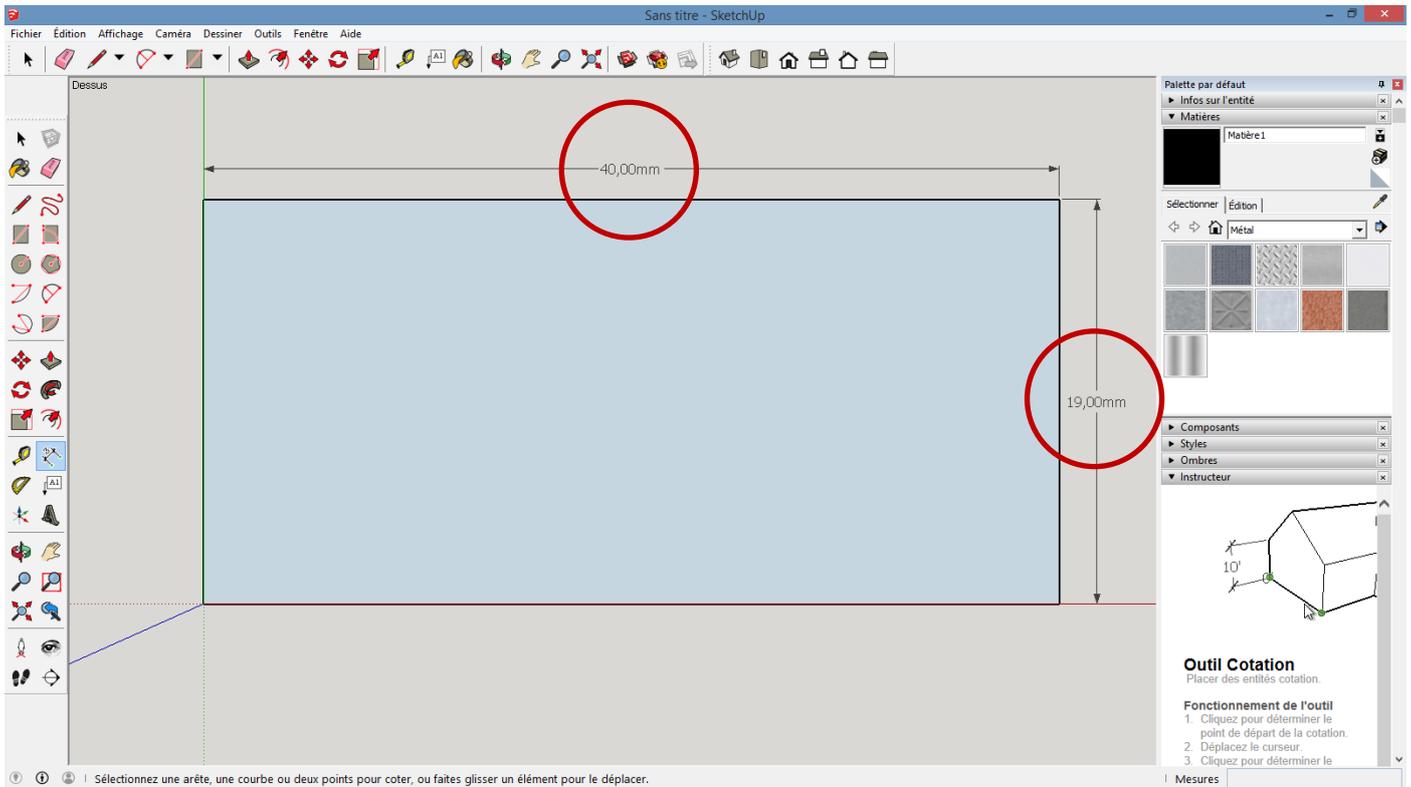
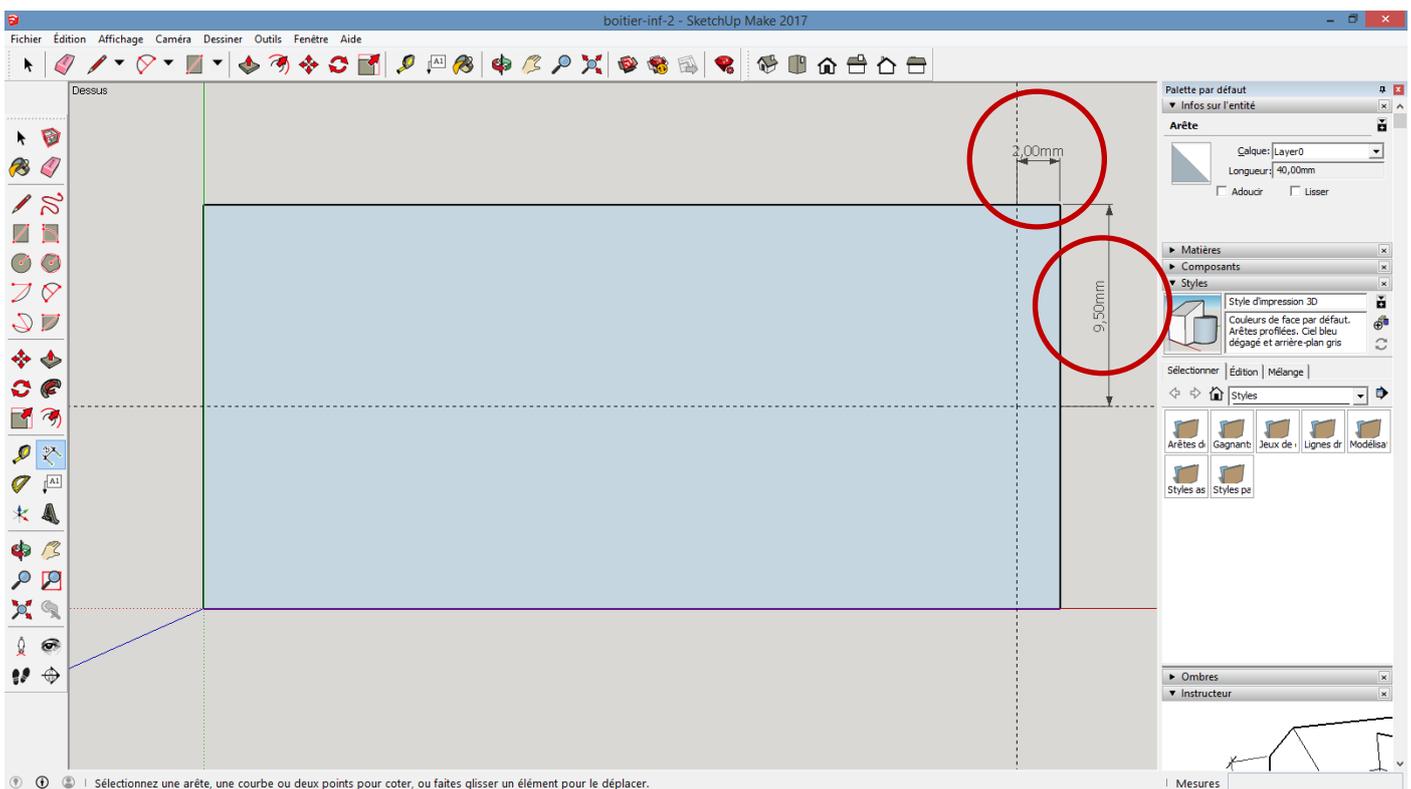


# MODELISER LE BOITIER DE CLE USB - PAS A PAS

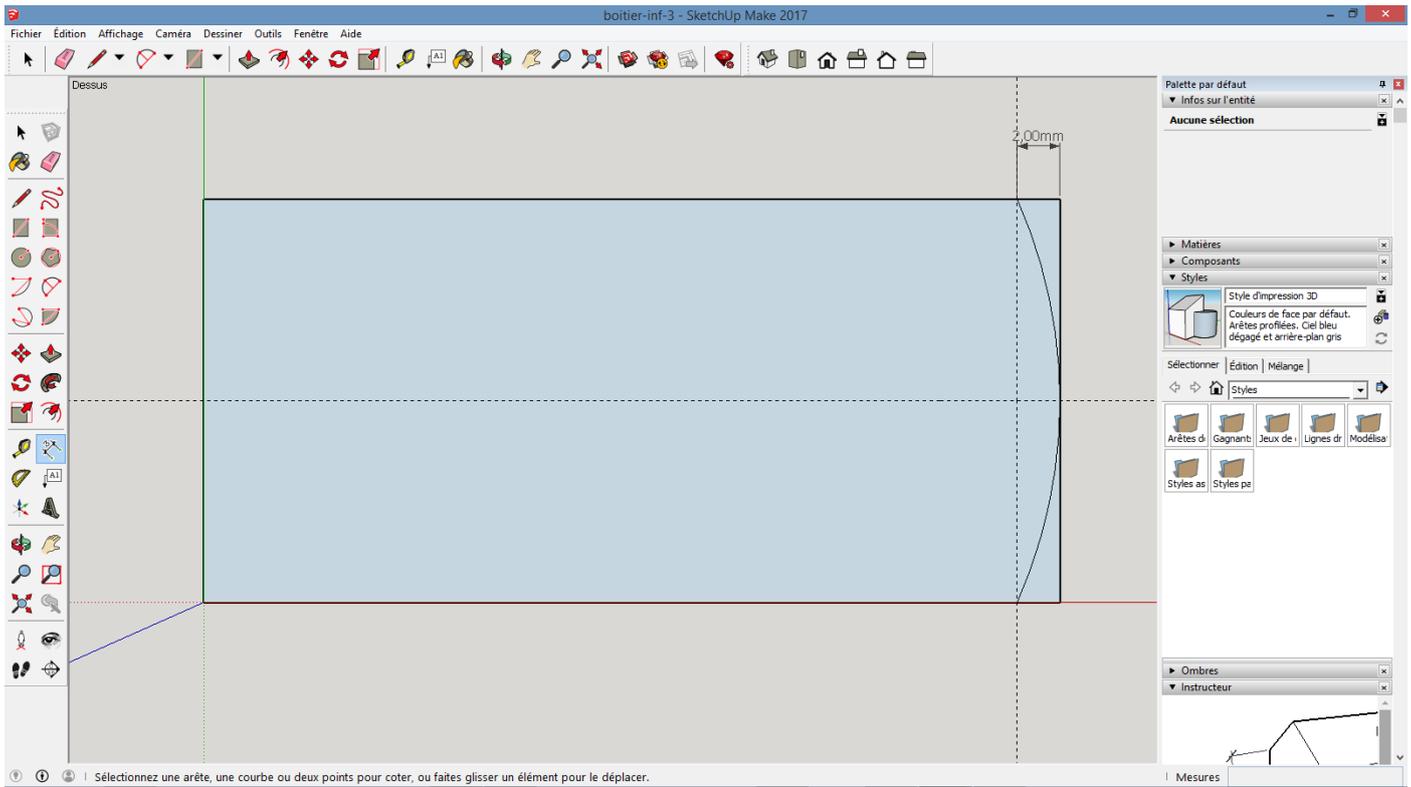
## ETAPE N°1 → DEFINIR UNE RECTANGLE AUX DIMENSIONS EXTERIEURES DE LA CONSOLE



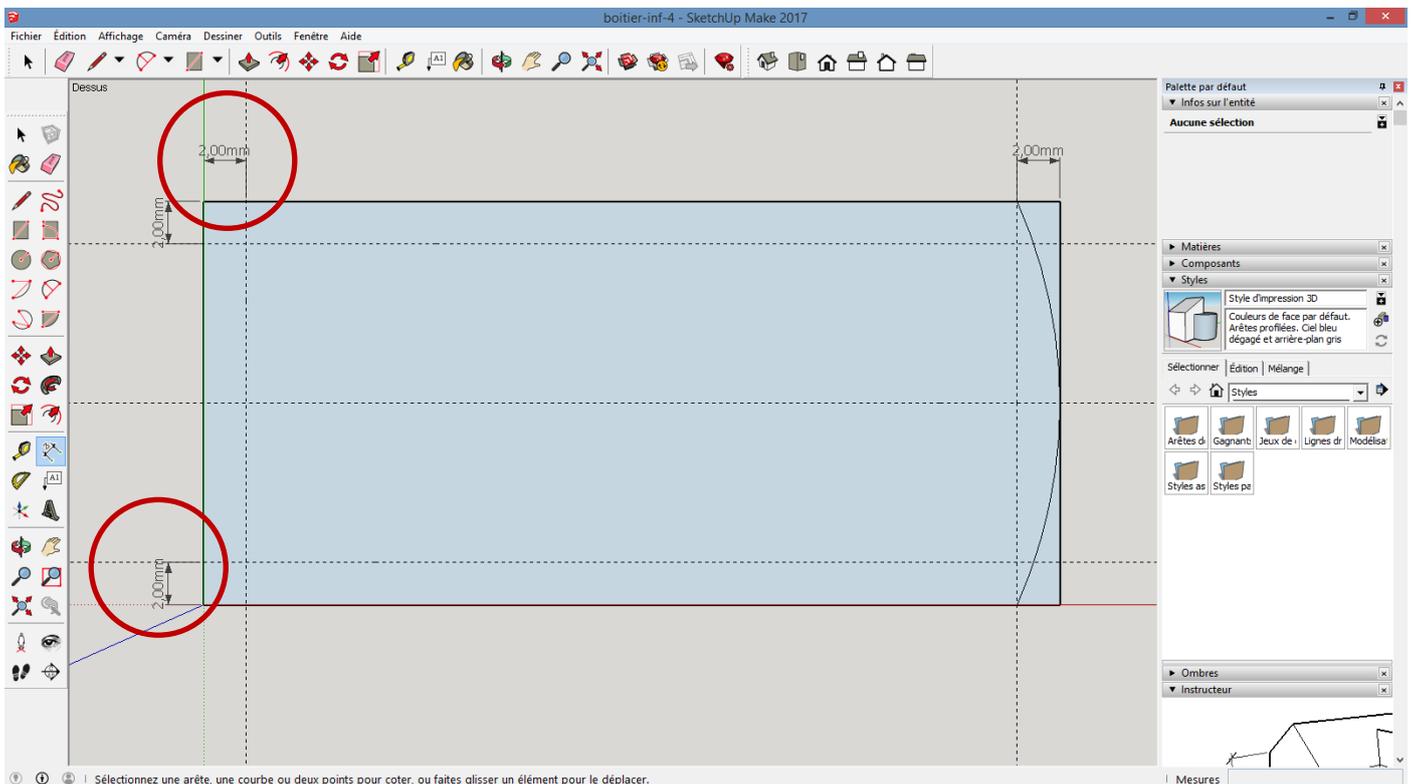
## ETAPE N°2 → AJOUTER LES GUIDES



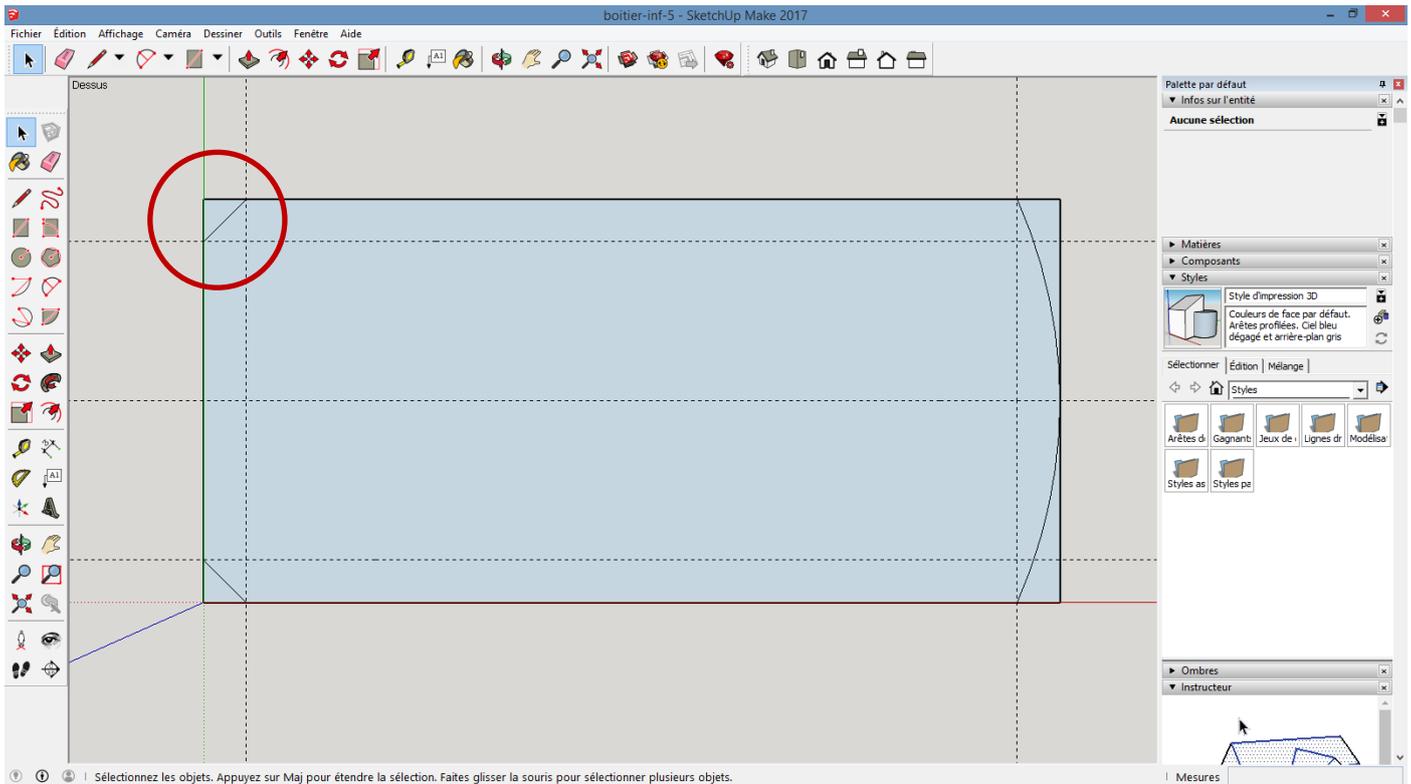
## ETAPE N°3 → TRACER UN ARC DE CERCLE COTE DROIT



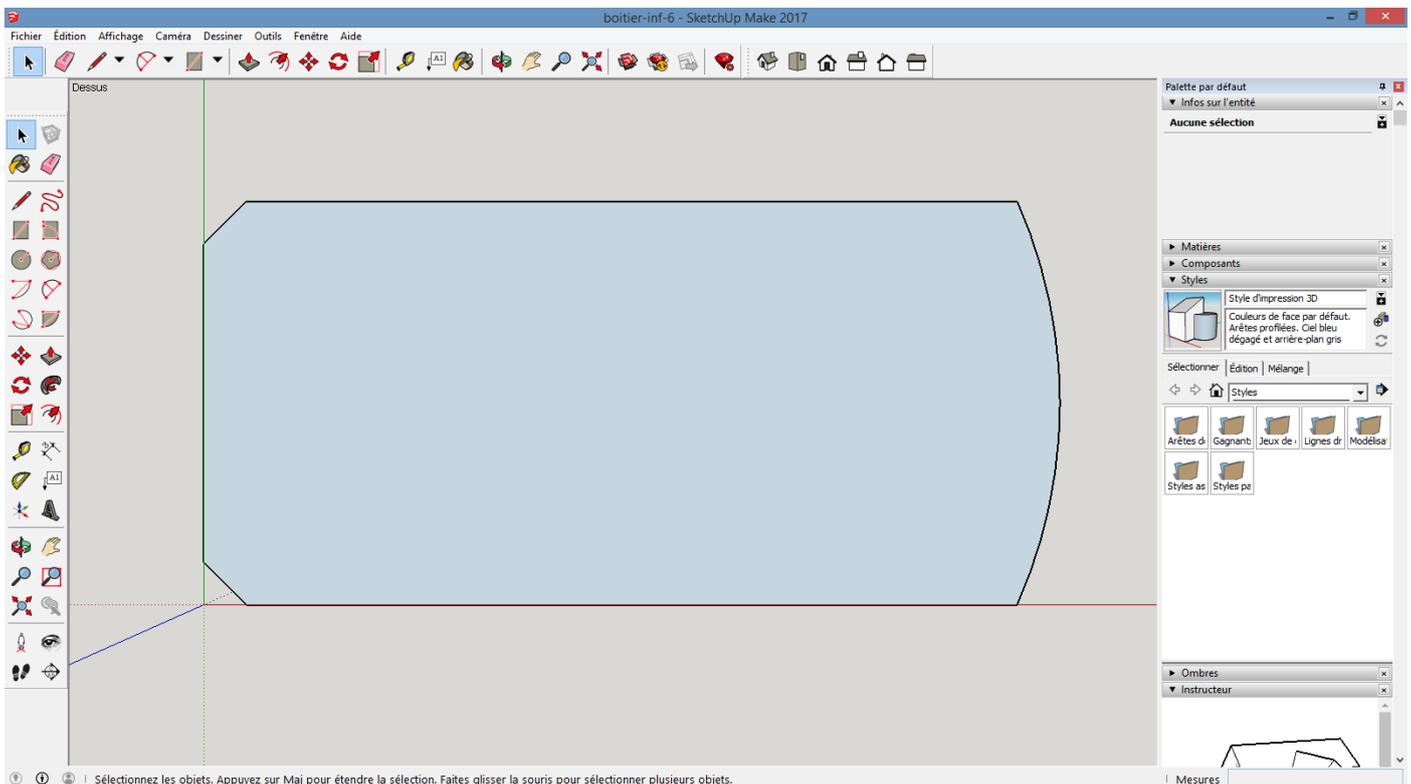
## ETAPE N°4 → AJOUTER LES GUIDES



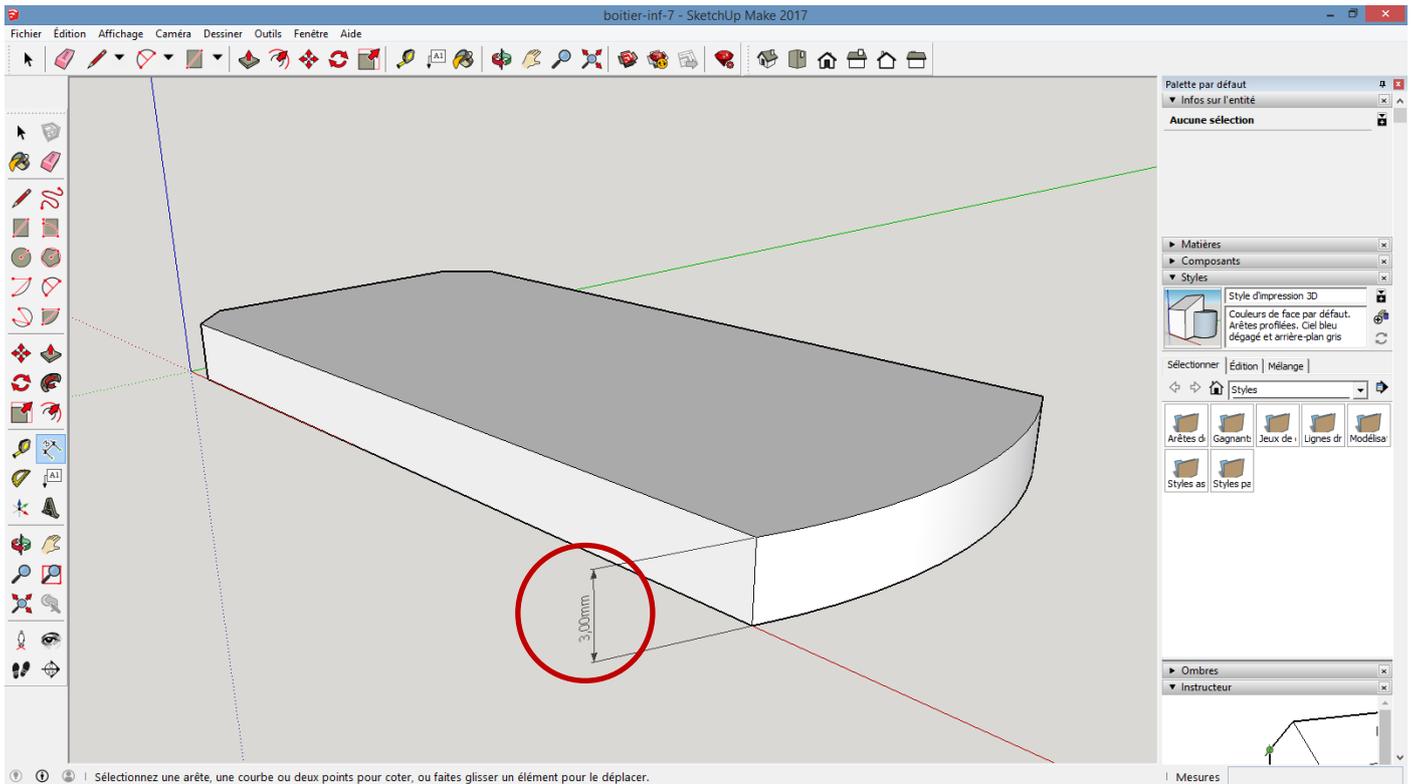
## ETAPE N°5 → TRACER LES TRAITES AUX DEUX ANGLES COTE GAUCHE



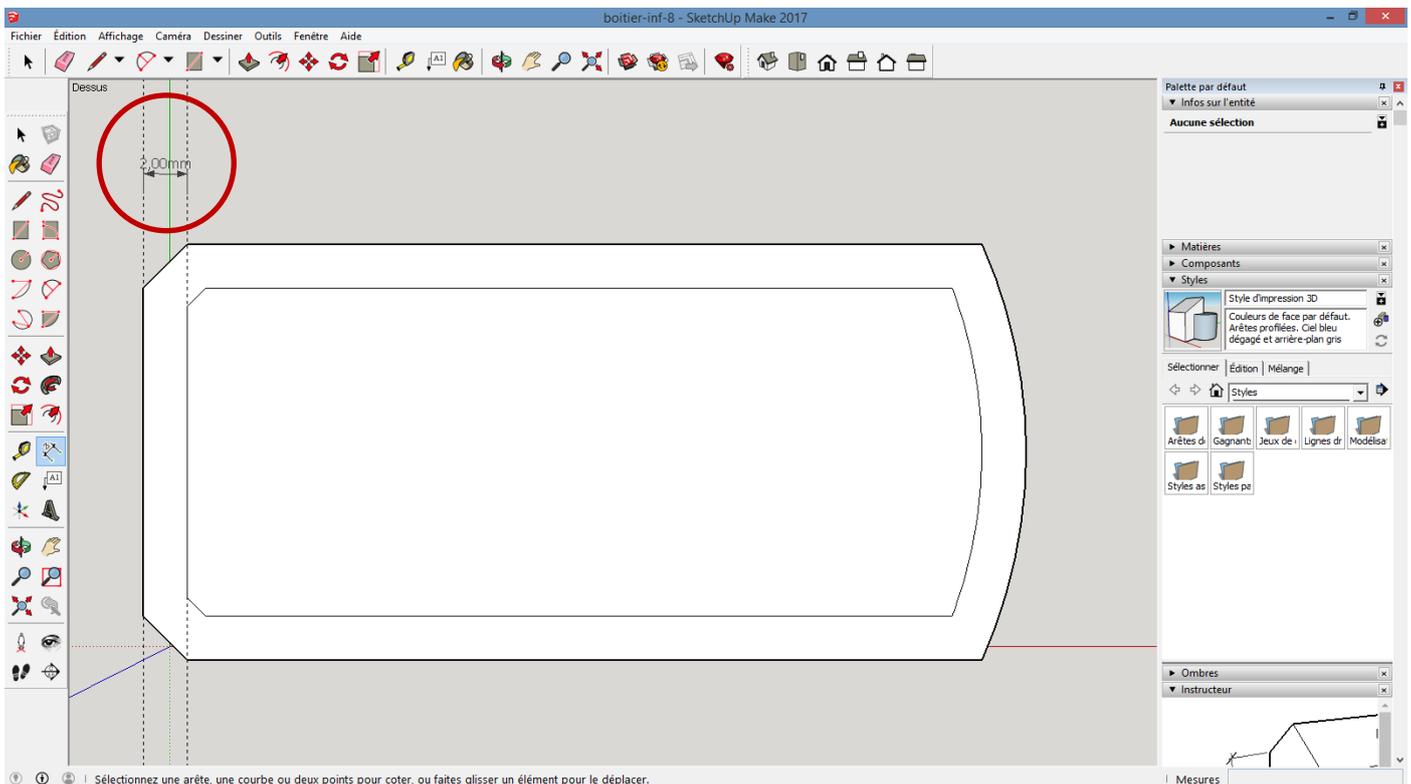
## ETAPE N°6 → SUPPRIMER LE SURPLUS DE MATIERE ET LES GUIDES



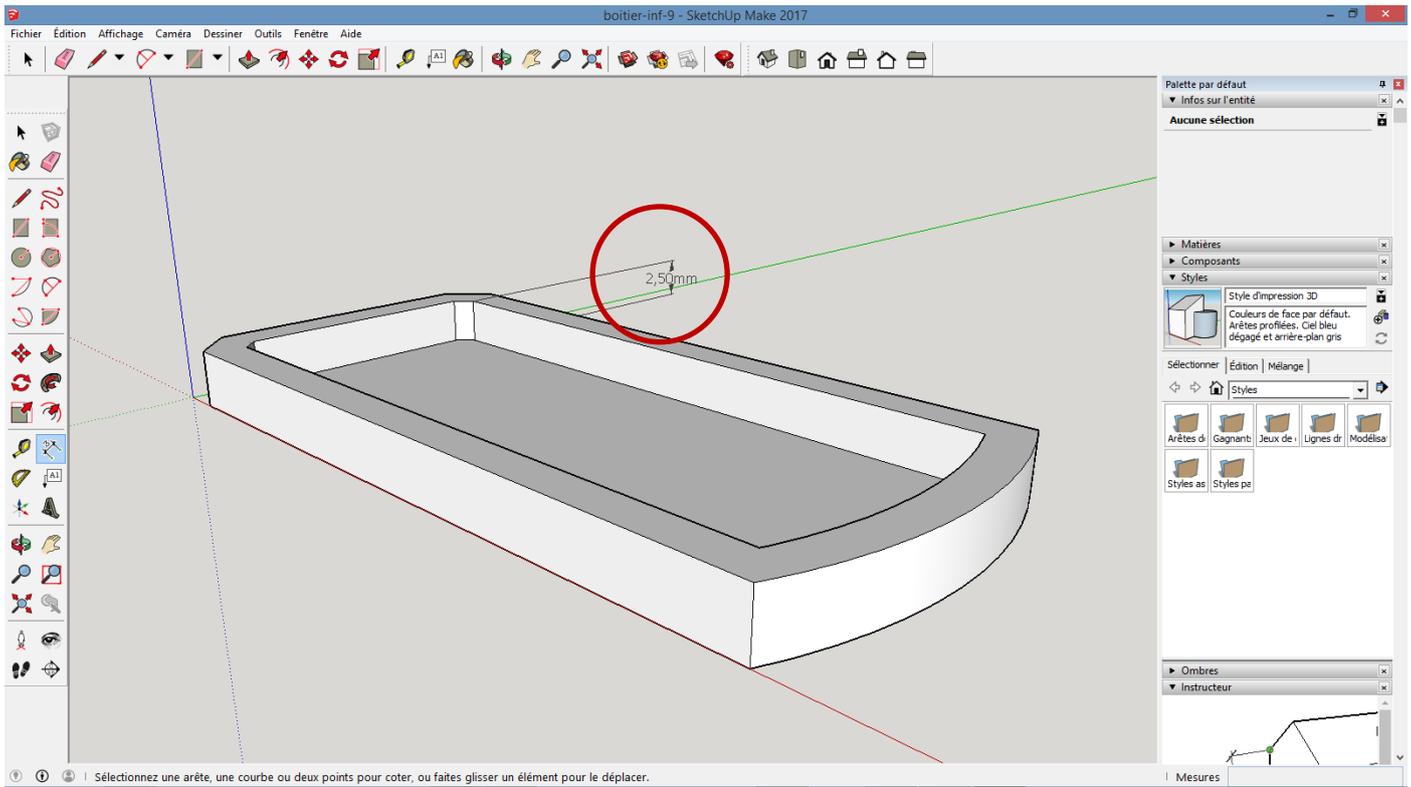
## ETAPE N°7 → DONNER DE L'ÉPAISSEUR A LA SURFACE



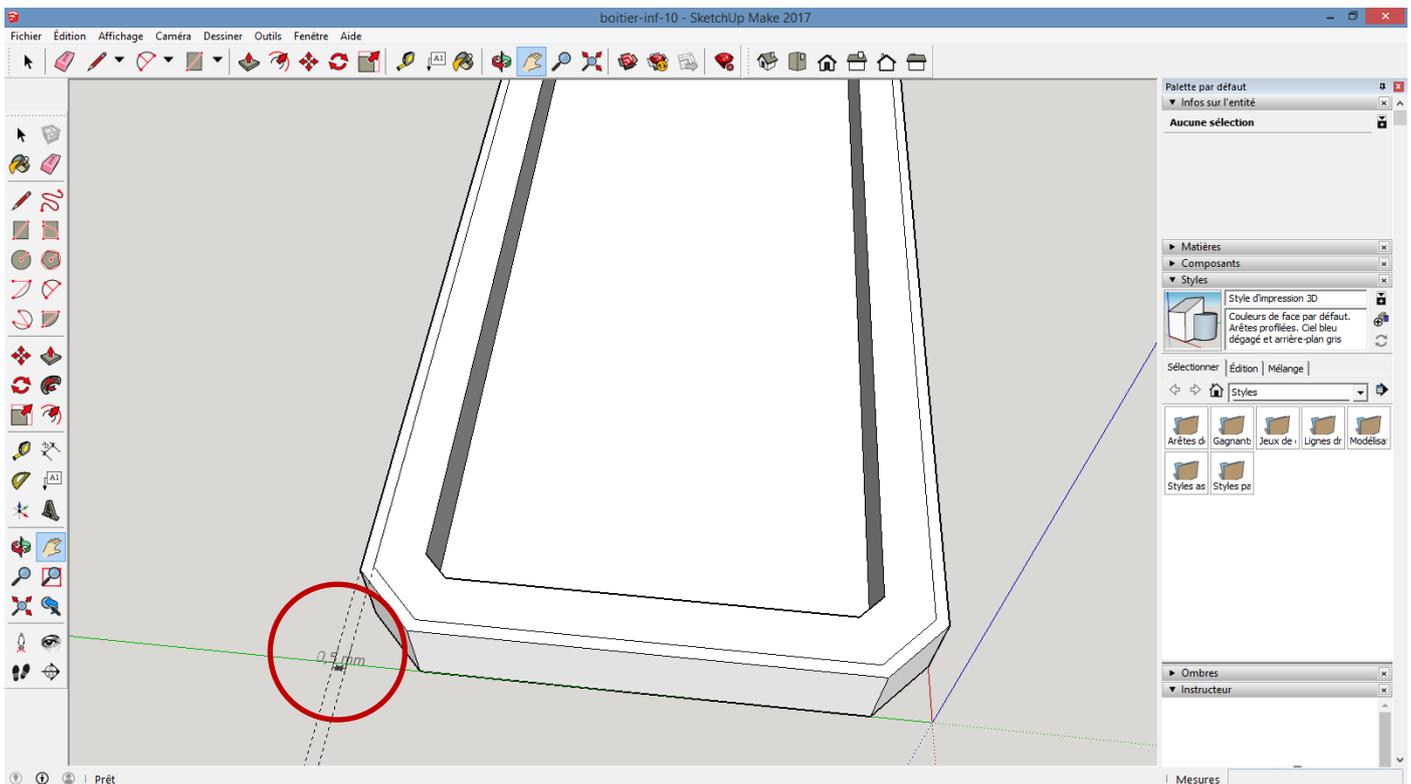
## ETAPE N°8 → DECALER LE CONTOUR EXTERIEUR



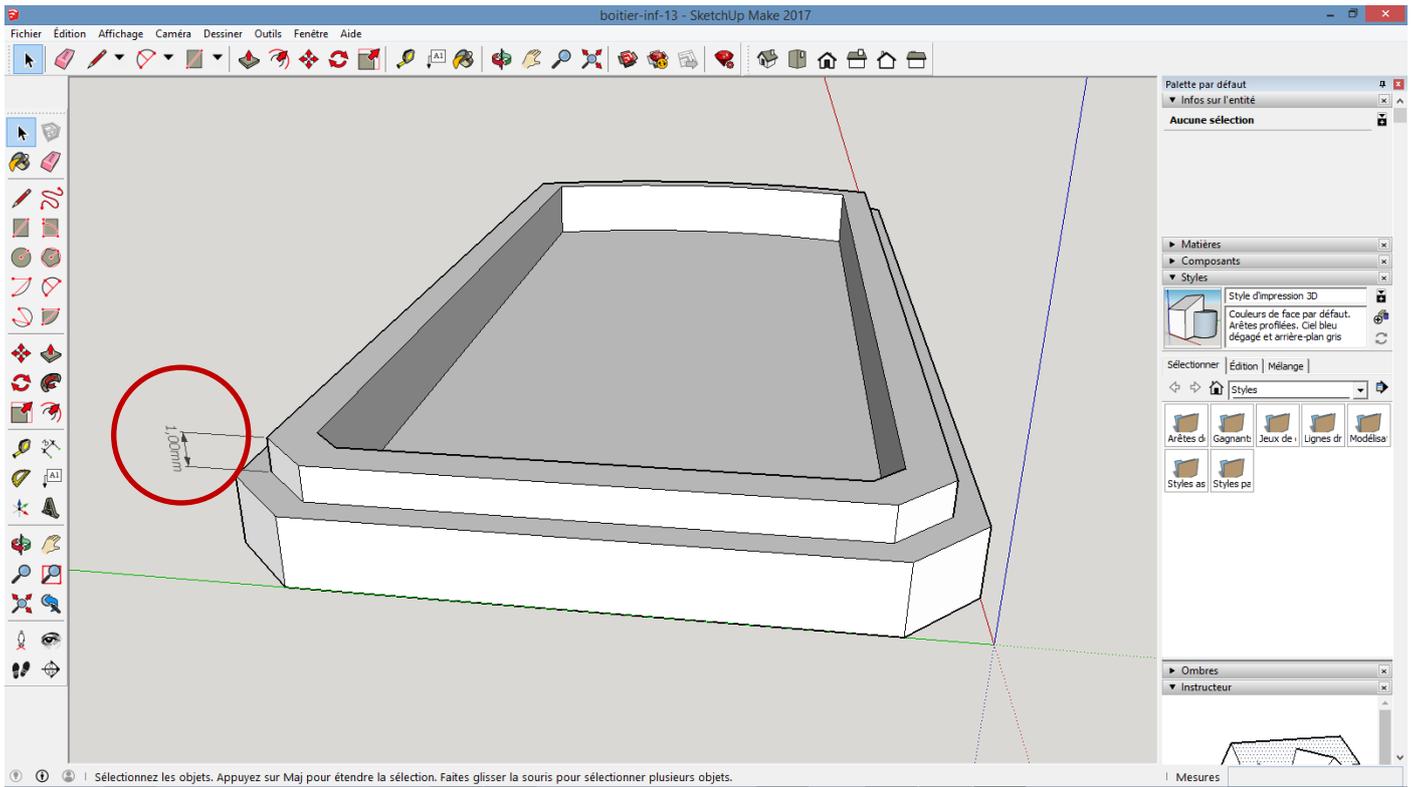
## ETAPE N°9 → ENLEVER LA MATIERE AU CENTRE



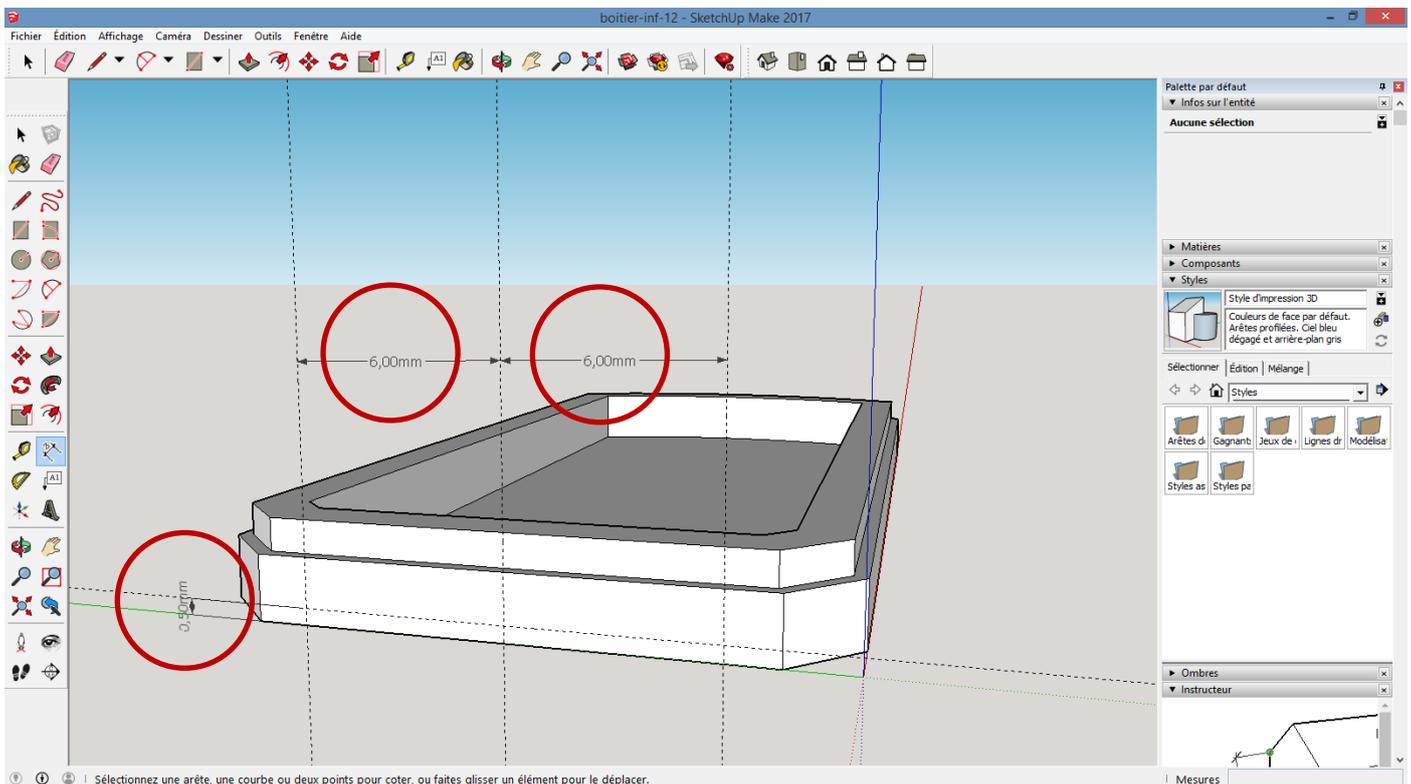
## ETAPE N°10 → DECALER LE CONTOUR EXTERIEUR



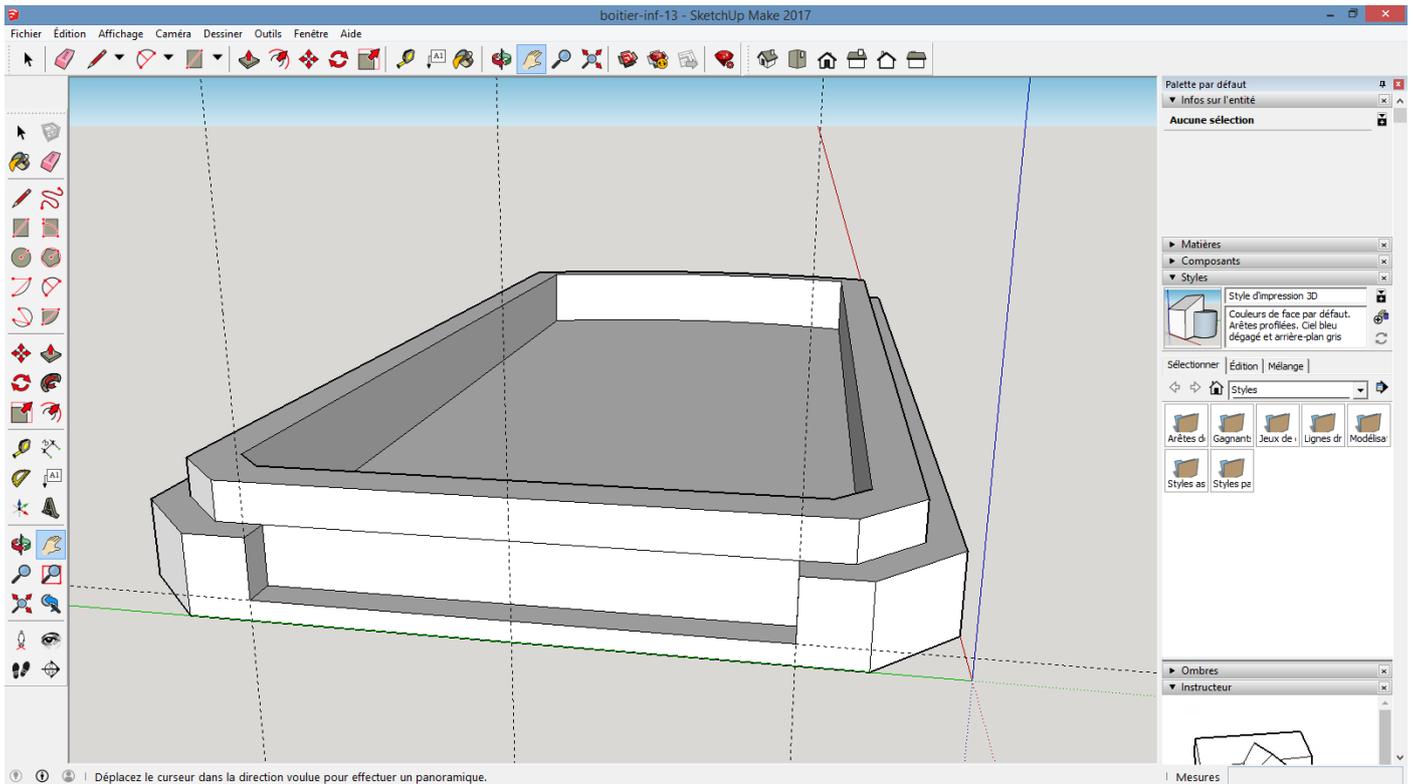
## ETAPE N°11 → ENLEVER LA MATIERE SUR LA FACE DE DESSUS



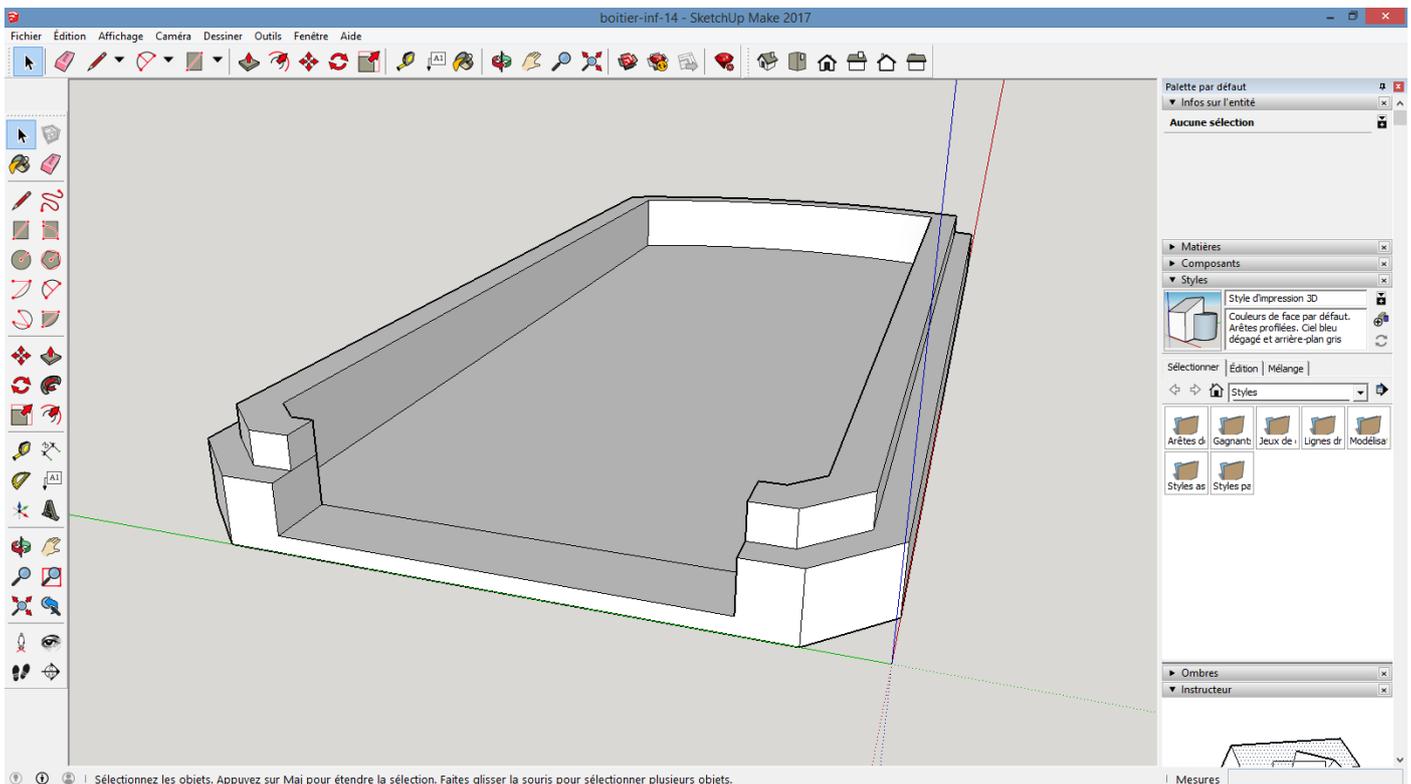
## ETAPE N°12 → AJOUTER LES GUIDES



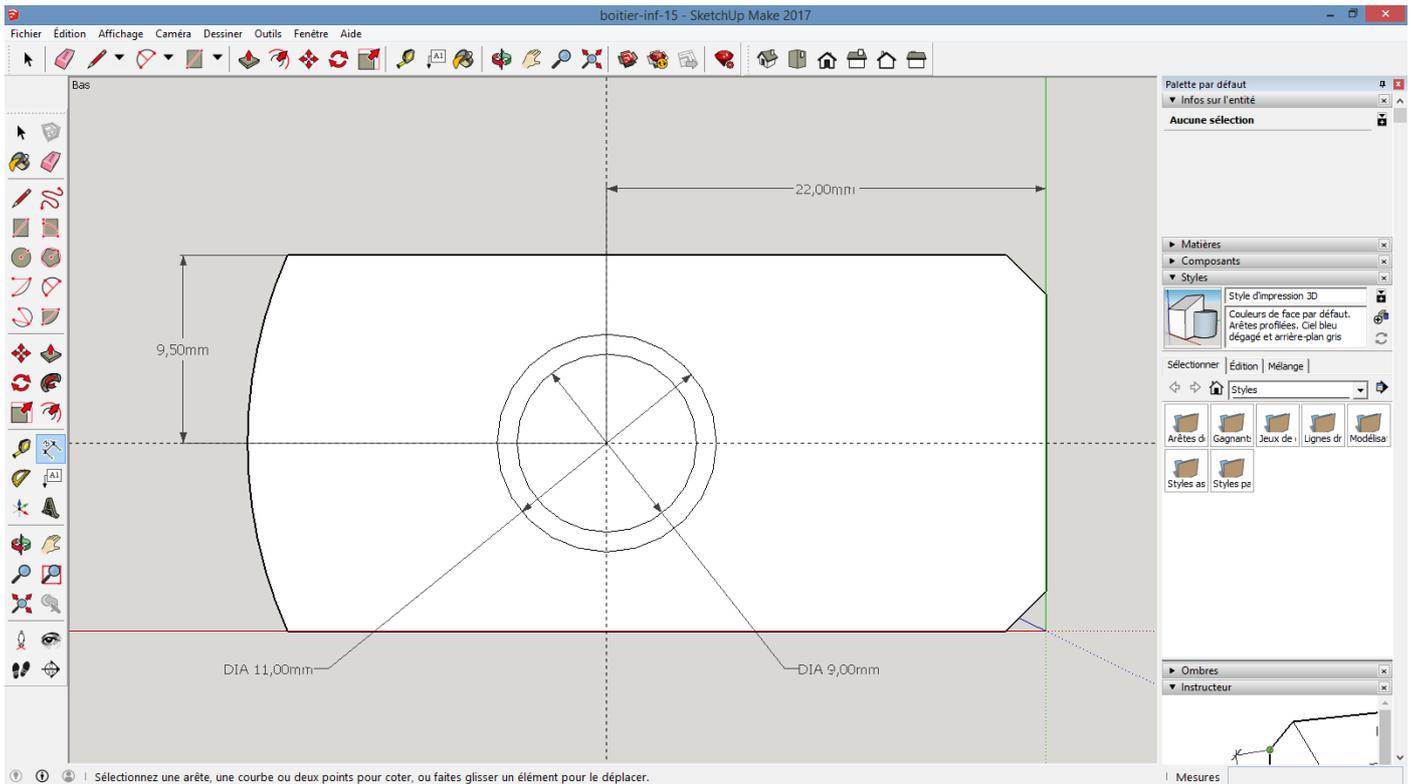
## ETAPE N°13 → ENLEVER LA MATIERE SUR LA FACE AVANT



## ETAPE N°14 → ENLEVER LA MATIERE SUR LA FACE AVANT



## ETAPE N°15 → AJOUTER LES GUIDES ET TRACER LES DEUX CERCLES



## ETAPE N°16 → ENLEVER LA MATIERE ENTRE LES DEUX CERCLES

