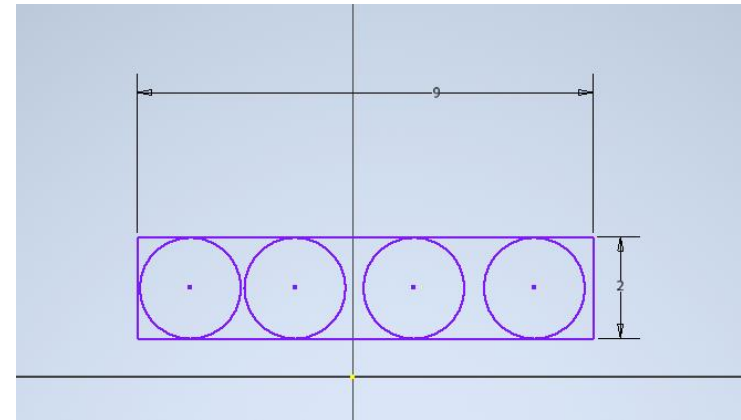
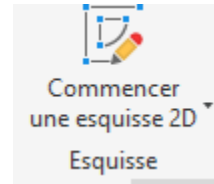


THE VOLVERINE WEAPON INVENTOR PRESENTATION

MERLIN FEBVRE TSTI2D

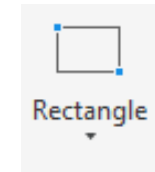
FIRST SKETCH:



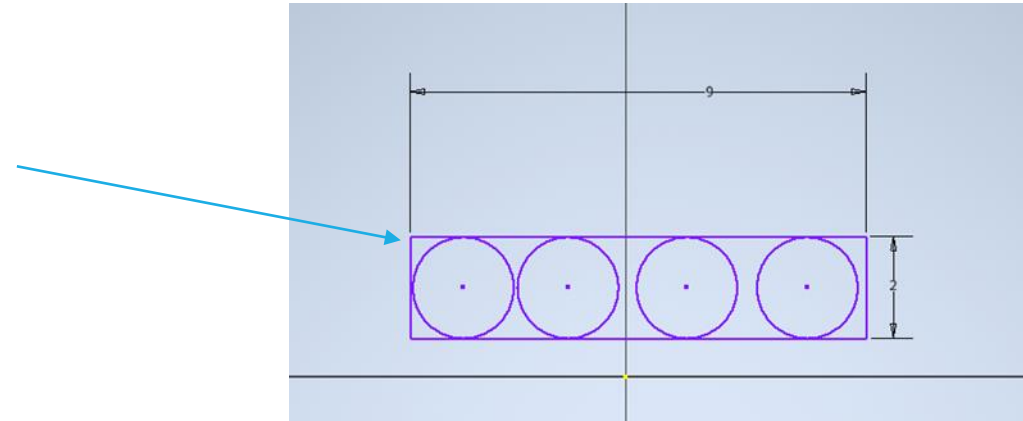
definition of a sketch: The first form of an artistic achievement, usually carried out in broad strokes and often reduced, which allows the artist to prepare his final work.

So I made this sketch by taking as a dimension the fingers and the width of my hand

FIRST STAGE OF THE FIRST SKETCH

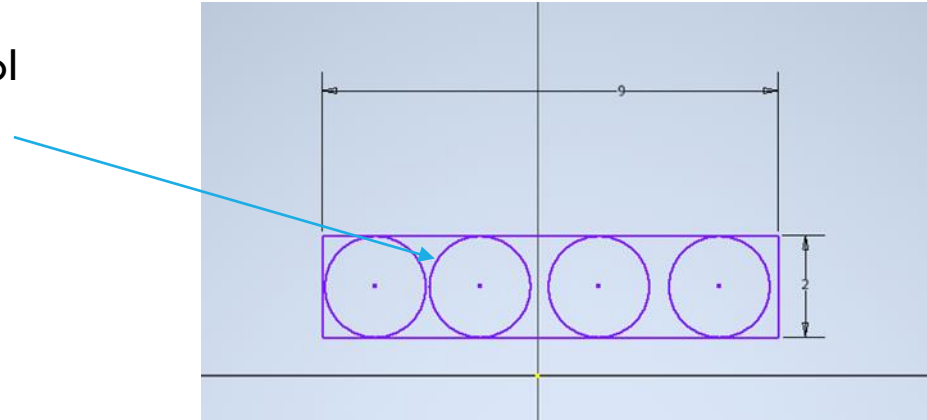


First I made a rectangle with the tool
"Rectangle" of 9cm by 2cm.

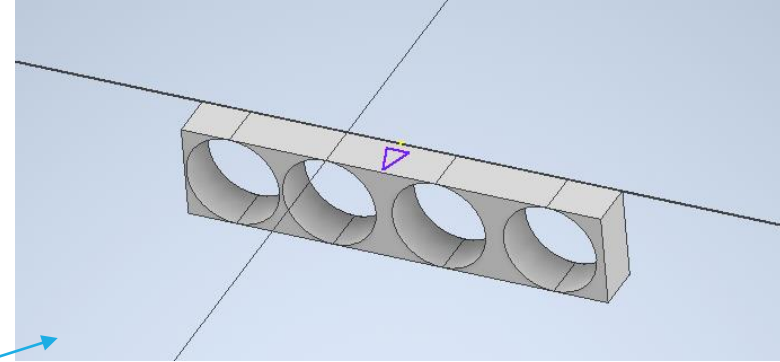
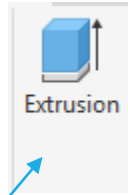


SECOND STAGE OF THE FIRST SKETCH

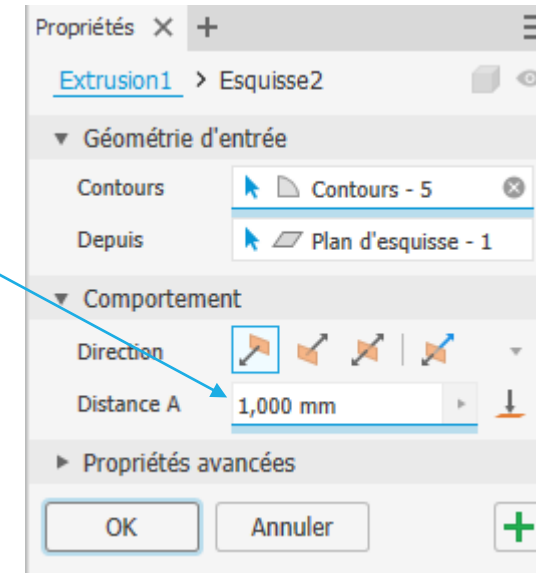
So I then created these circles with the "circle" diameter tool 1.96 so that at least 2 cm of material remains around the hole



EXTRUSION



I extruded the piece without the holes on 1 cm thick
With the if button on it:
What gives it:



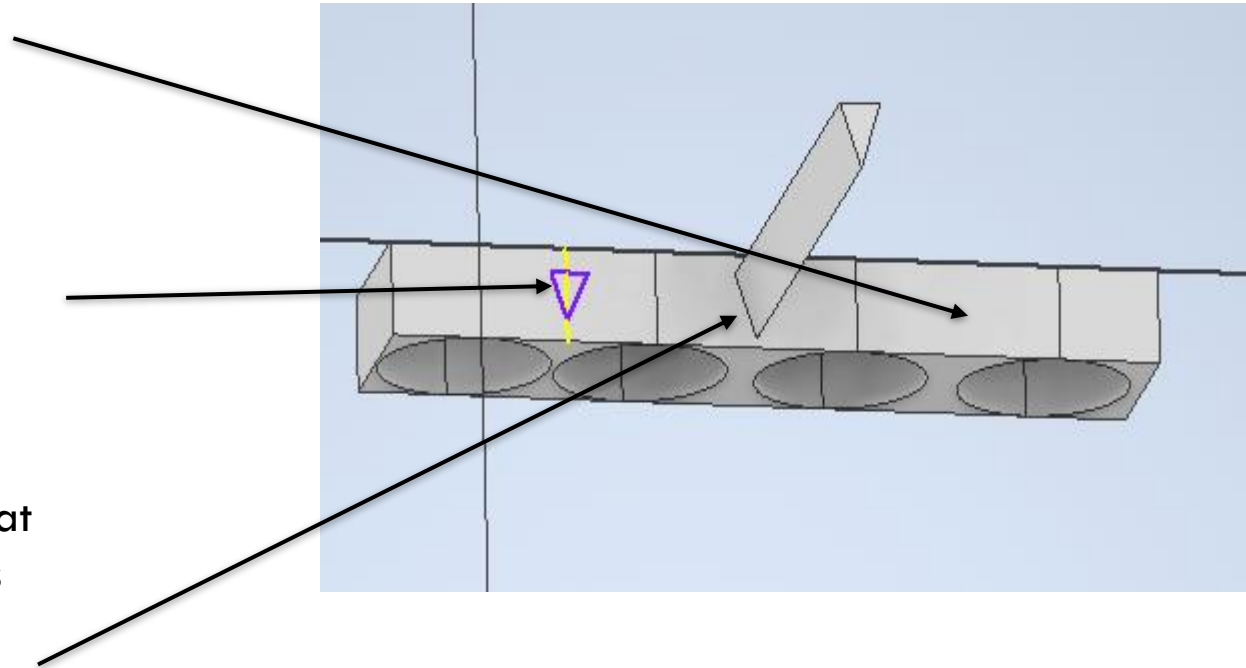
CREATION OF THE FIRST PEAKS:

Steps:

1- creates a sketch on a flat surface if below in the form of an isosceles triangle.

2- Once the triangle is made it will be drawn on the surface it will remain only extruded

3-once the extrusion carried out on 6cm it will come back to that it is enough to repeat the operation 3 times for the three peaks

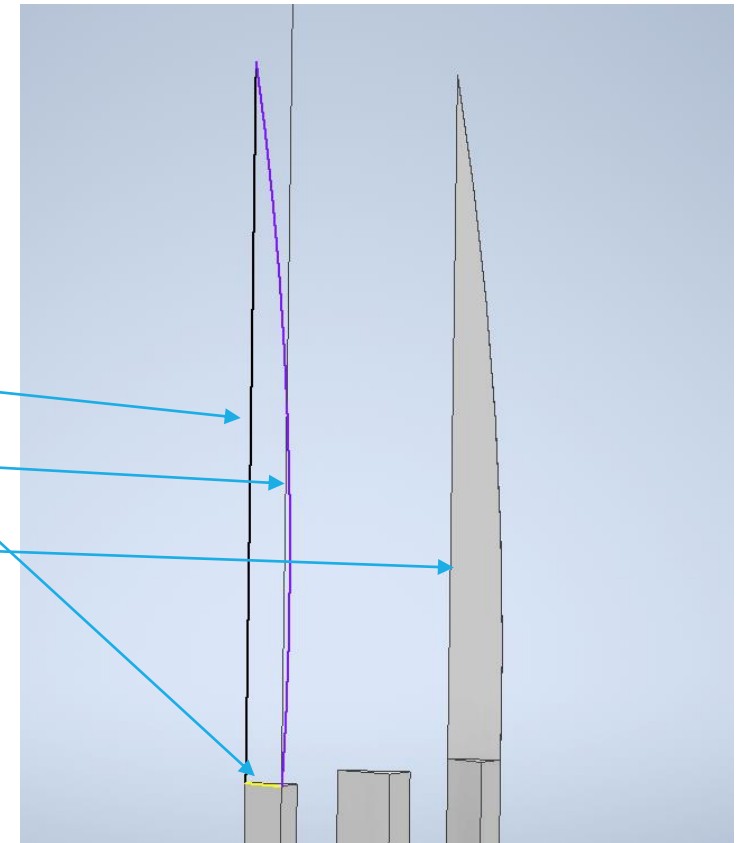


CREATIONS OF THE LAST 2 SHARP PEAKS:

so I chose the outer stop of the triangle in relation to the hand. (in yellow on the drawing)

I created a sketch on this stop,
I unsintended a straight line on the lower part (black)
then an arc of a circle (purple)

Then I did the same thing again on the other peak



DERNIÈRE ÉTAPE, ET DERNIER PICS:

So I chose on the triangle the high end (in yellow)

On which I made a sketch with the two traits (black) of the same length but longer than those of the extremities.

That's it!!

