## Tutorial

To start click on "nouveau", choose "pièce".
Then click on "nouvelle esqisse" and choose the XY plane as shown in the image below


Take the rectangle tool and make a rectangle of dimensions 150 mm by 120 mm starting from the middle point.

Finally click on "terminer esquisse" in the top right corner.


Choose "3d model" from the top bar and select the "extrusion" tool. Then click on the desired face and enter the dimension of 250 mm .
Finally click on "validate" and the part will be modified by itself.


Now that we have our base we need to start the "new sketch" process again, so click on new sketch and choose the face we want to make it on (top face).


Take the "construction" tool to make the two lines that will give us the centre point of our piece. Then once we have found our center point we need to make a circle of size 50 mm .


Now take the "extrusion" tool and enter the dimension of 40 mm .


On top of this face create a new sketch.


On this new sketch make a circle of 60 mm diameter.

And finally make a 20 mm extrusion.


Recreate an sketch on the top face and this time make a 120 mm extrusion.


Recreate a sketch on the top side and make a 60 mm diameter circle.


Take the "chamfer" tool and make chamfers on the edges shown in the image.

It is necessary to make a 15 mmm by 35 mm chamfer on the arrete which is
 selected on the image below


Make a 30 mm rounding on the top edge.


This time you have to do the rounding, so take the "rounding" tool and select all the edges.


## Strap construction



At this stage of the construction a new room must be created. Then start a new sketch, take the "rectangle" tool and make a 30 mm by 20 mm rectangle. Finally take the "extrusion" tool and extrude 60 mm .



Again you need to make a new sketch and use the "arc" tool to make the shape as shown in the image opposite.


Using the "décalage" tool, shift this shape 5 mm inwards.


Then make a 60 mm extrusion of this shape.


For this step you have to make a sketch and make a circle from the middle.

And to finish this step you have to do an extrusion but in the other direction because you have to remove the material.


In this part you have to round off all the edges of the piece.


To finish the détails you have to select the whole room and bake the material.


To finish completely, you have to create an assembly with these two pieces.


To do the assembly you have to use the "constraint" tool and take the two axes and click on ok so that they stick together automatically.


Finally, here is the piece we are supposed to have at the very end.


