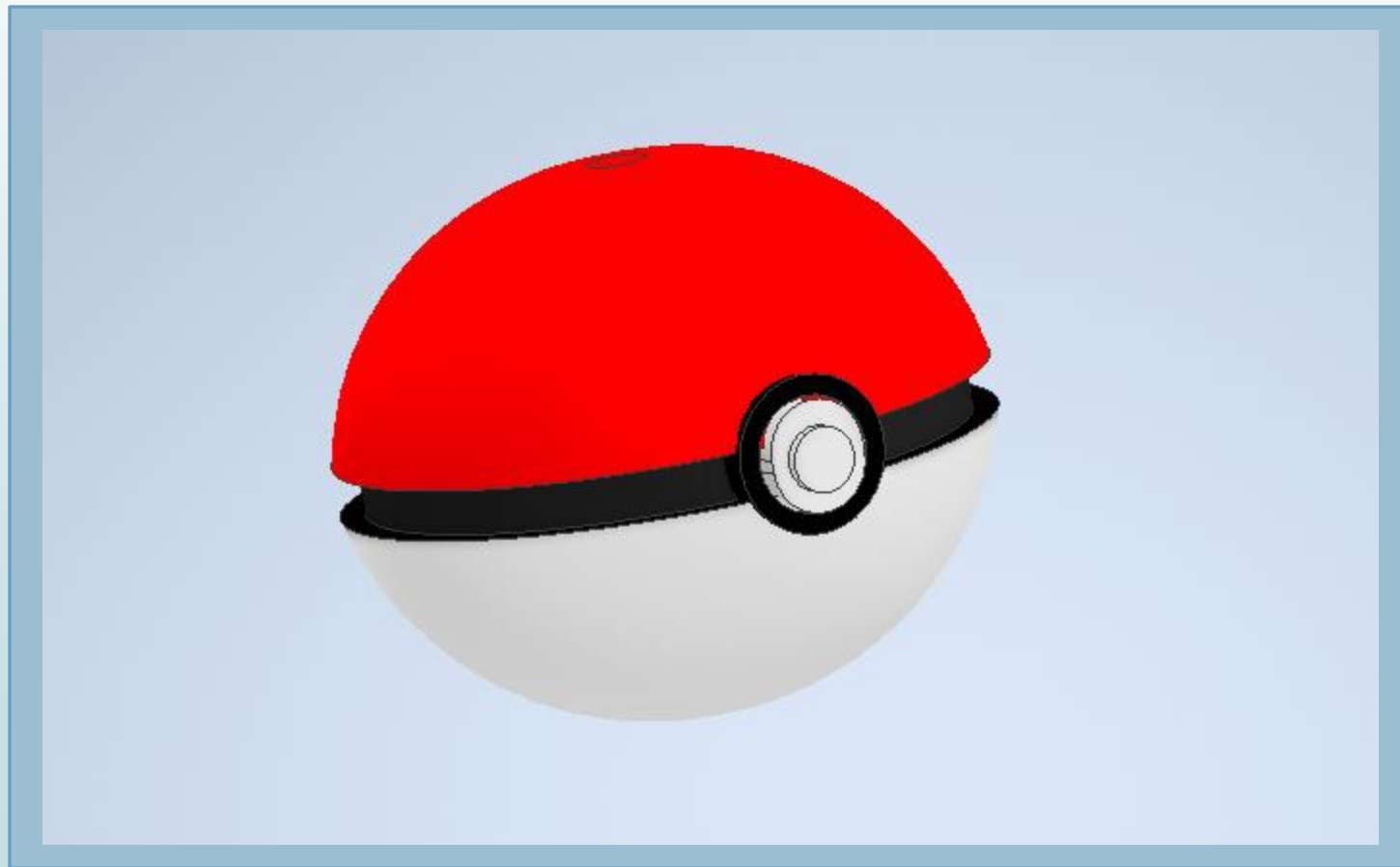
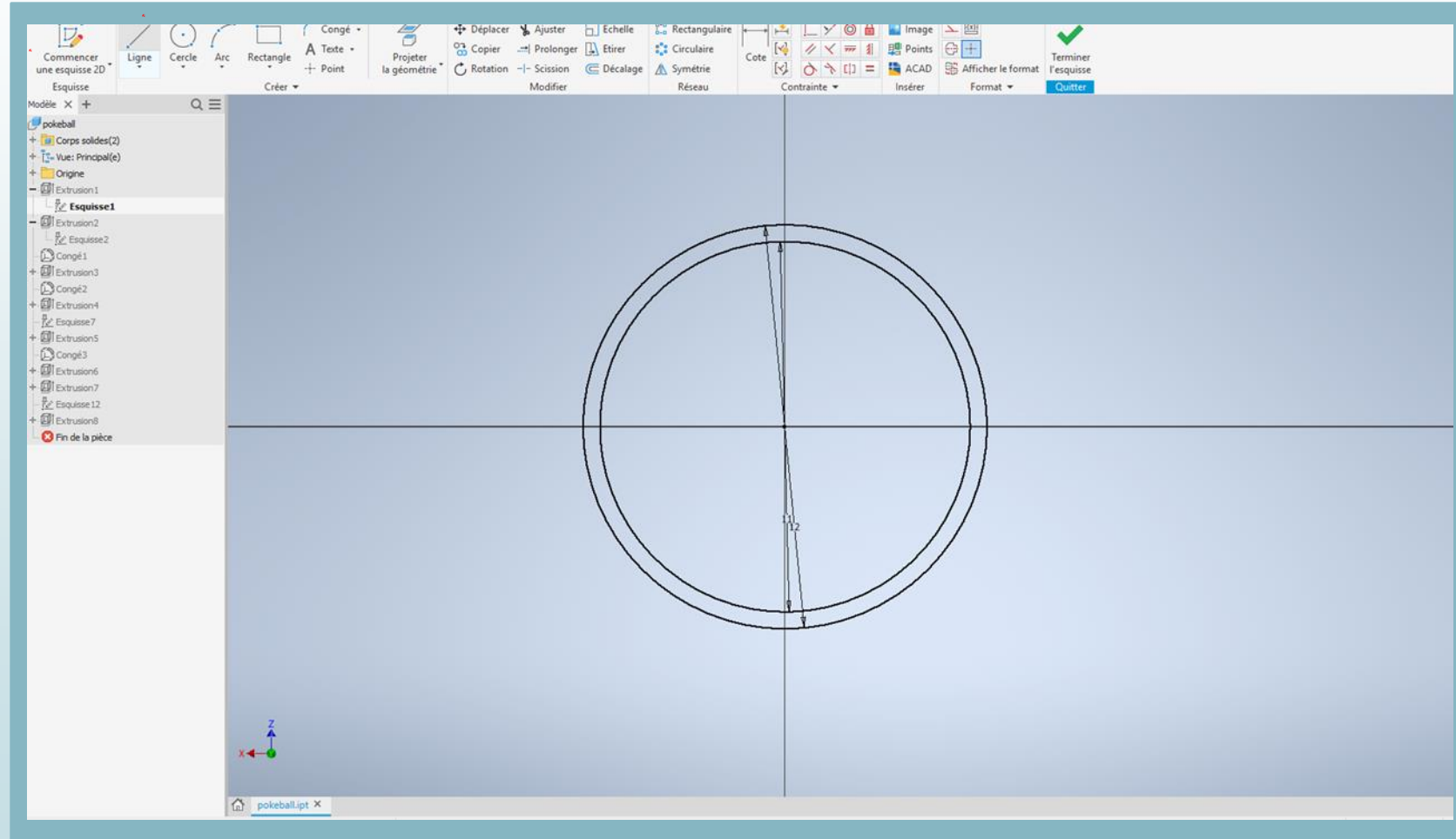


Tutorial creation of the pokeball

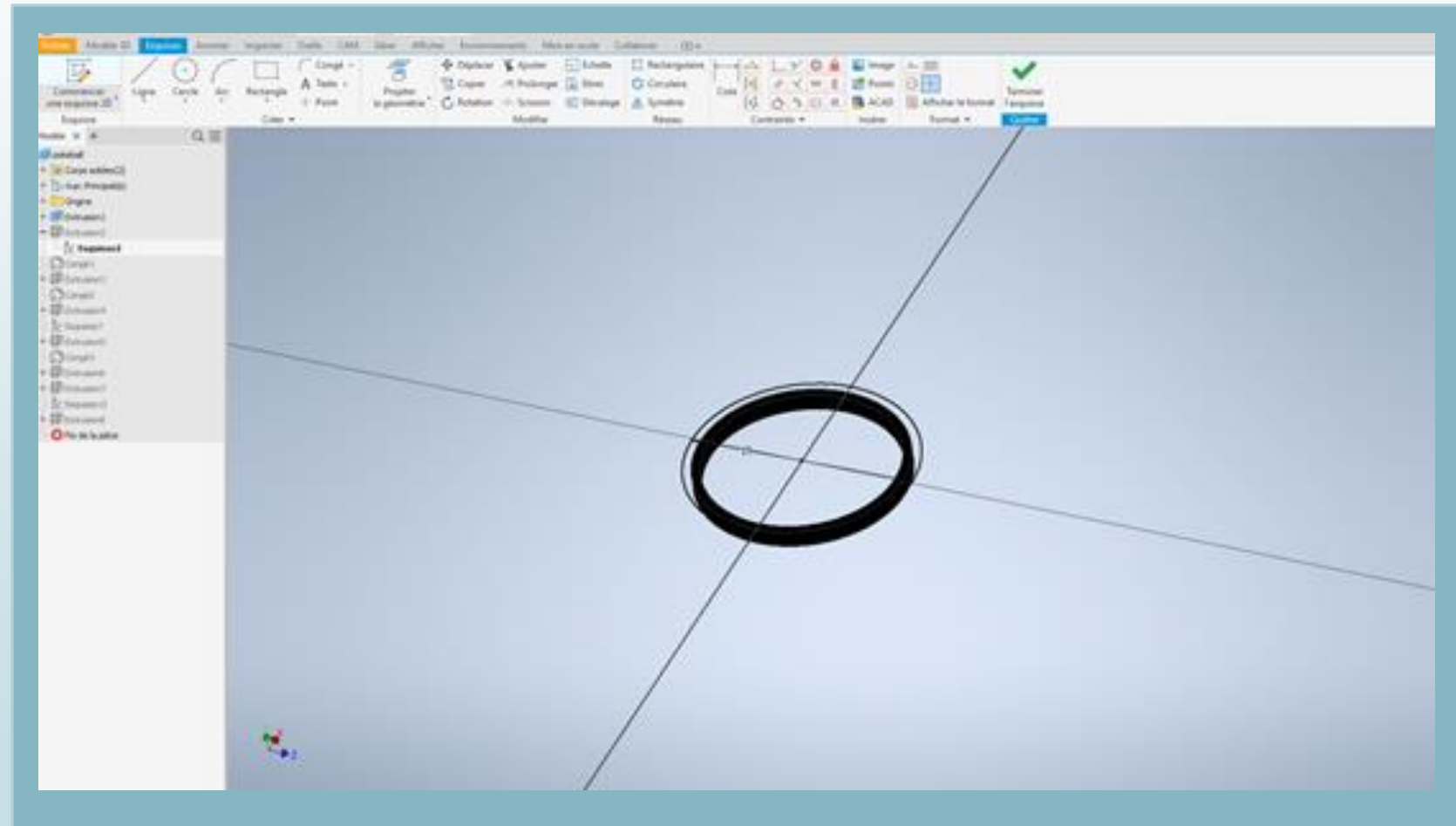


1) We start by creating a sketch
2D.

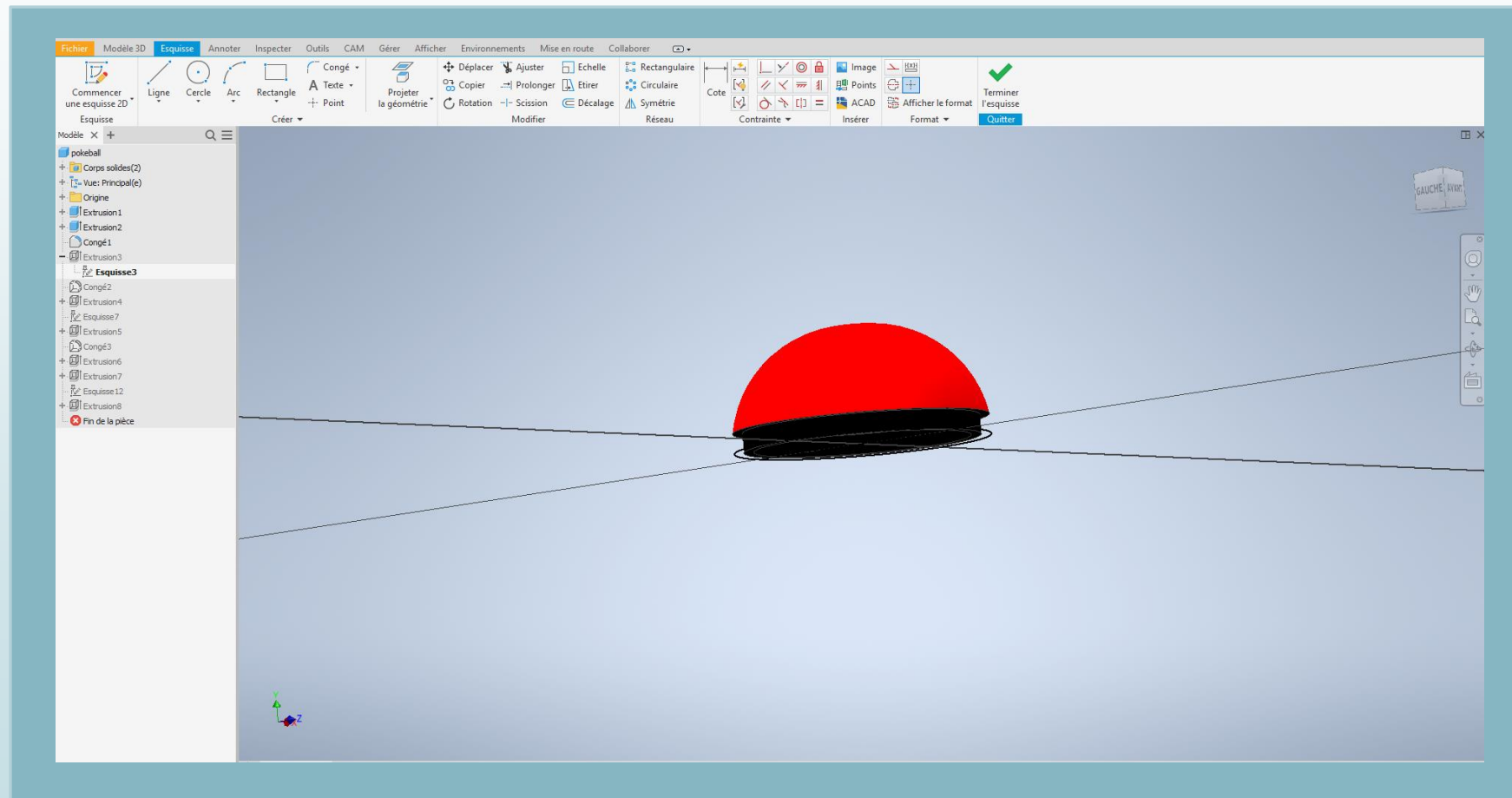
We then create 2 circles, one of 11cm and one of 12cm



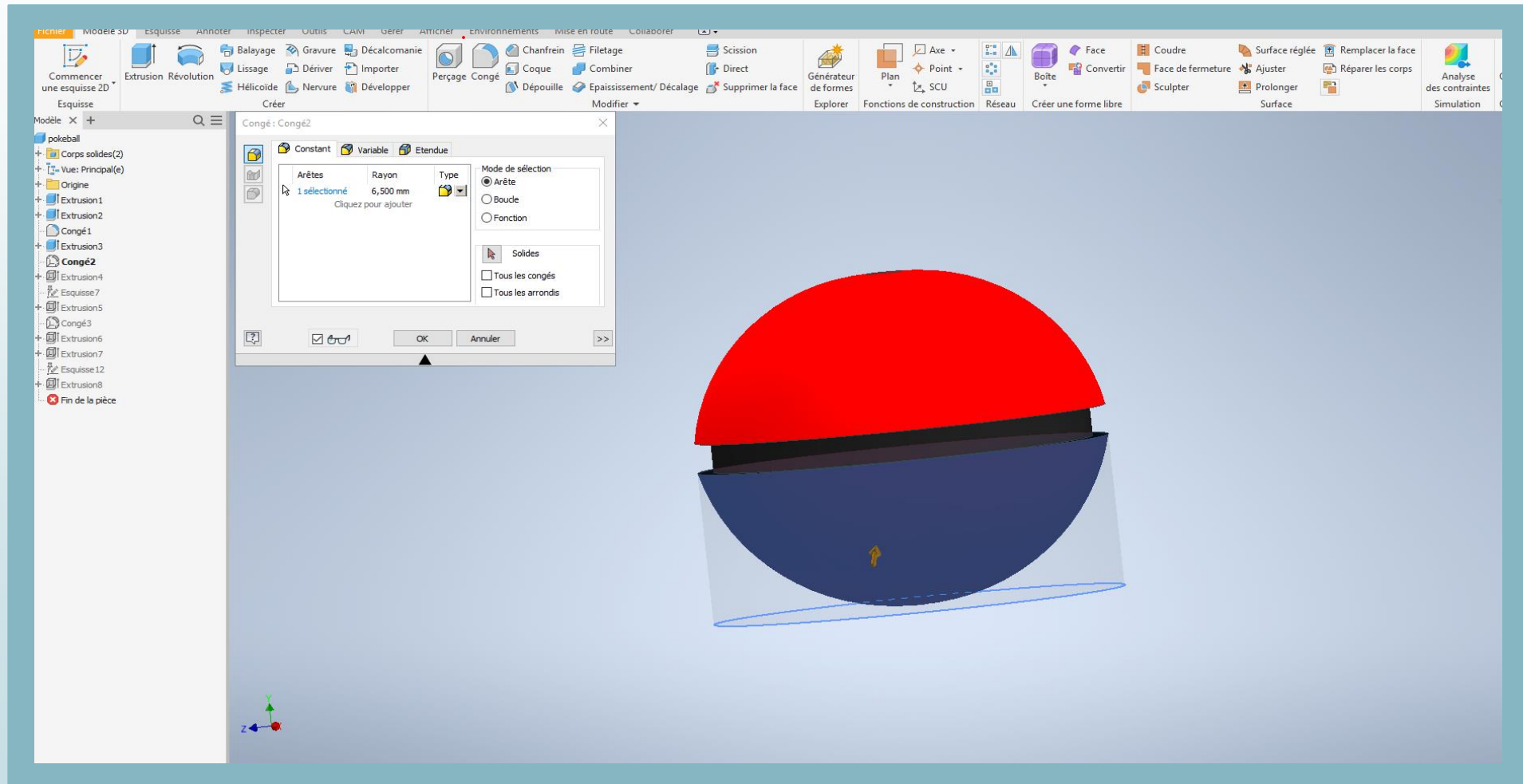
2) Then extrude 2cm to form a ring.



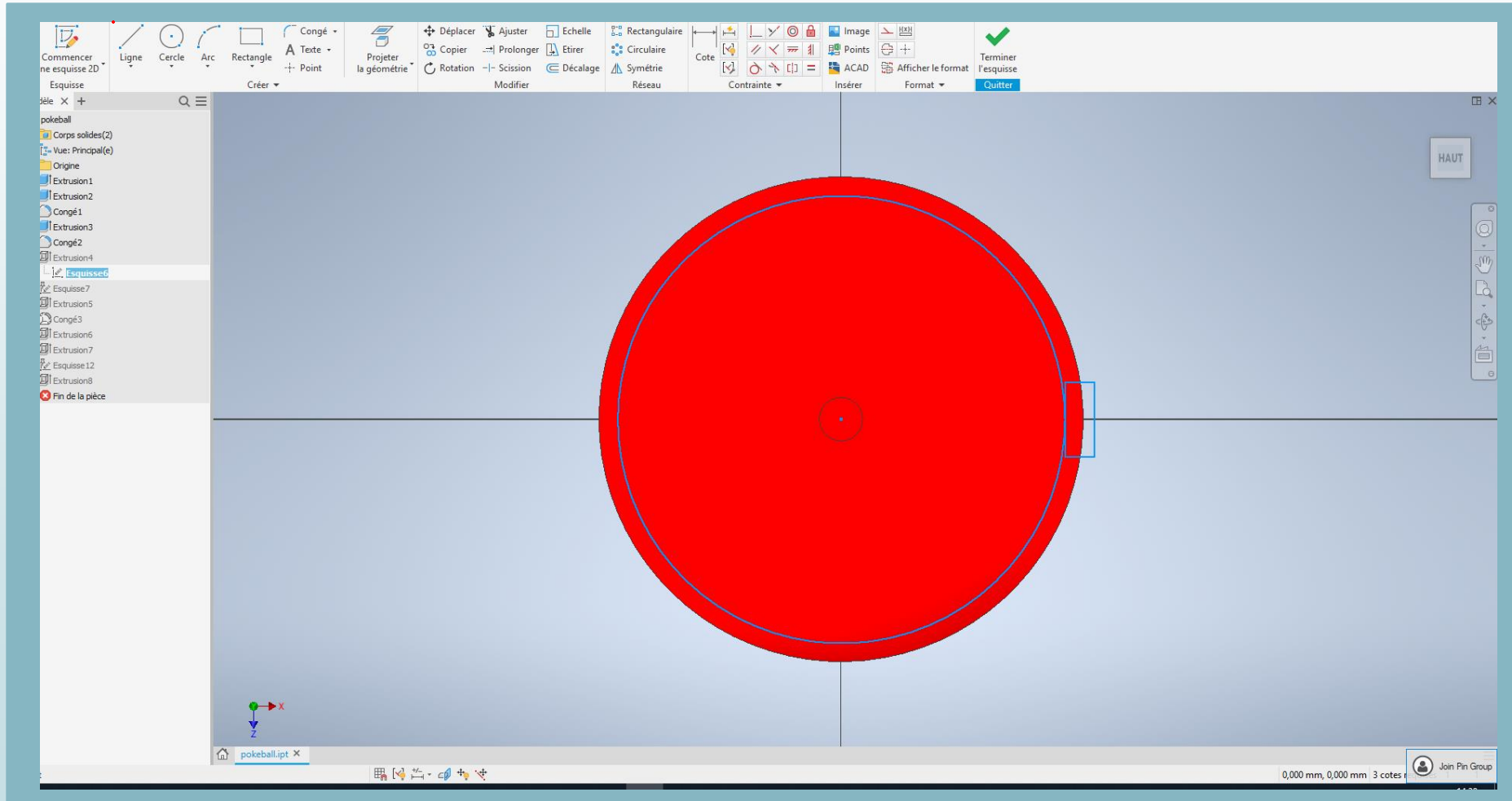
3) We can then extrude our two spheres



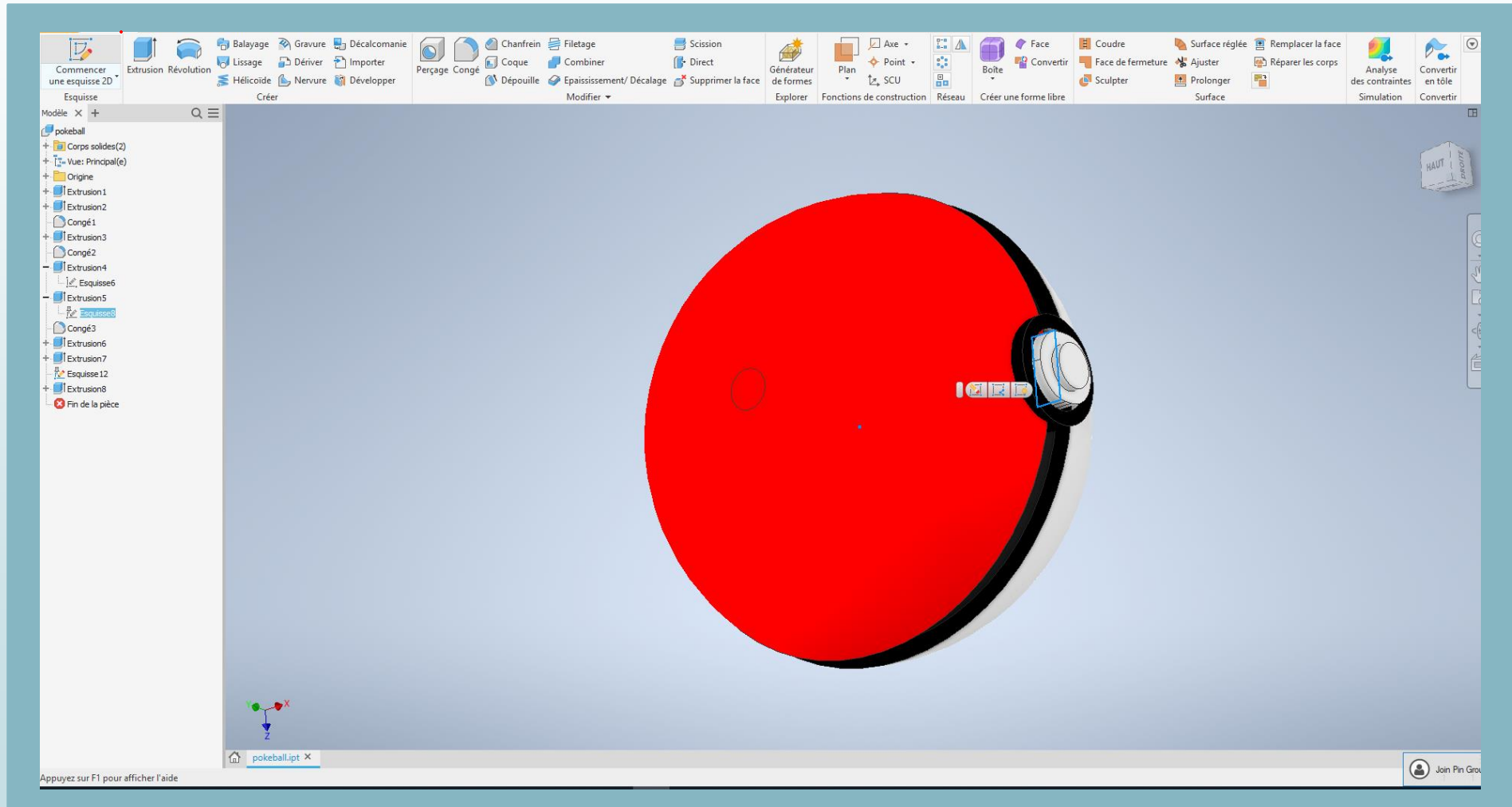
4) Then we make some fillets on our part to make it round



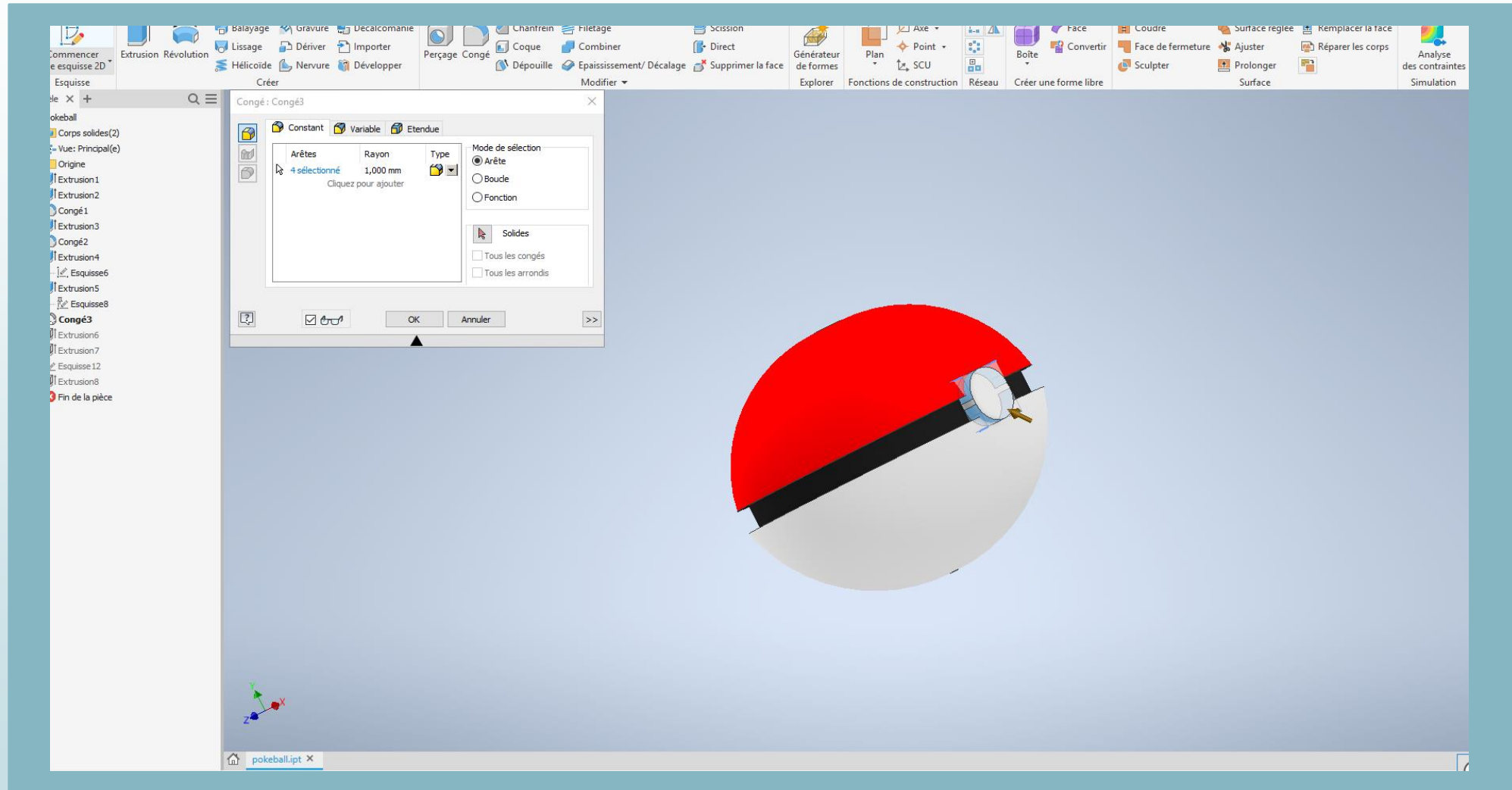
5) In order to create our button, we start a sketch that we hook up to our pokeball



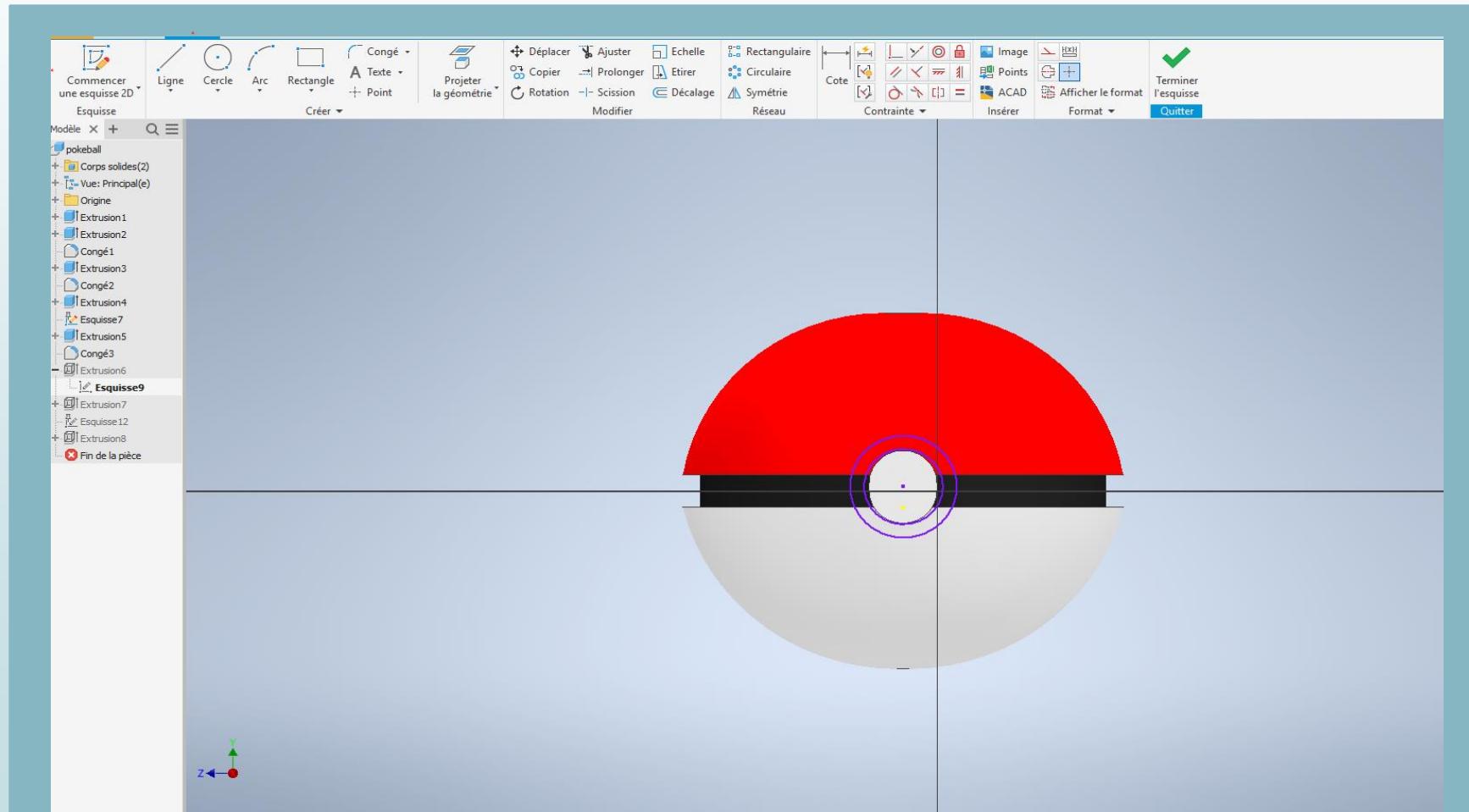
6) We then extrude the lower part to obtain a more or less symmetrical rectangle



7) Then we add holidays to make our button round



8) A sketch is created in order to create a marking strip.
To do this, we draw two circles of 2.3 and 3 cm



I would like to apologise for the lack of photos that follow...

9) After making our sketch then we can start an extrusion

our extrusion will be 2.5 cm

10) Then, we start an extrusion on our previously made round

The same operation is then carried out at a reduced size
1,5 cm

11) finally we extrude our last round of 0,5cm

12) to finish, we can add some colour in order to have a nice copy of the mythical pokeball...but it can also be personalised .

This pokeball is just to decorate our environment