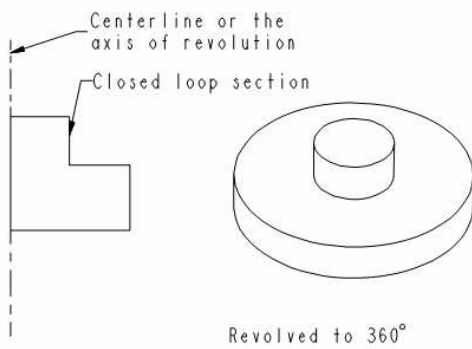
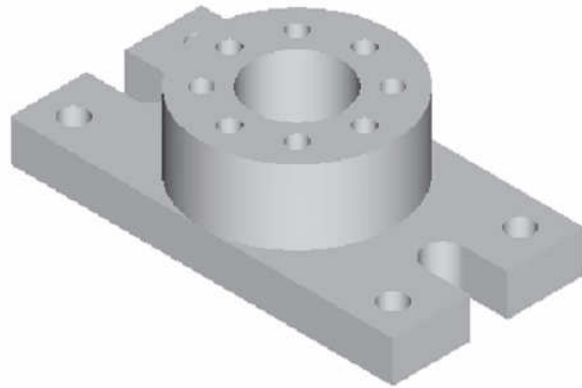
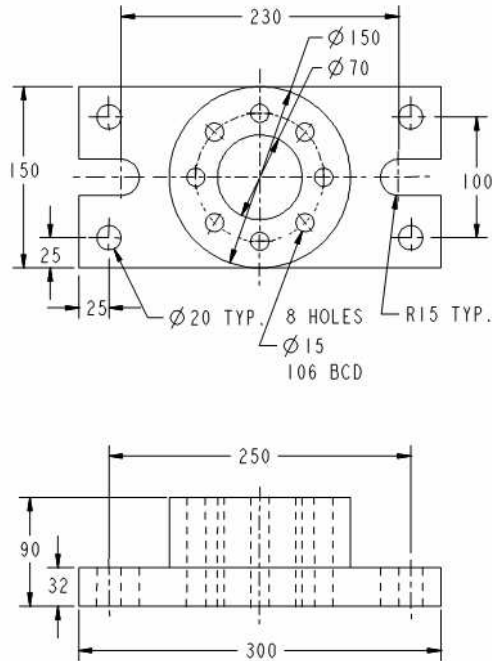
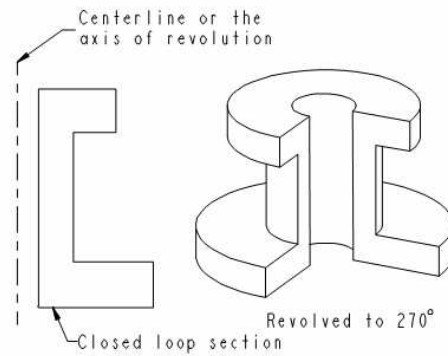


**Bài TH 03**

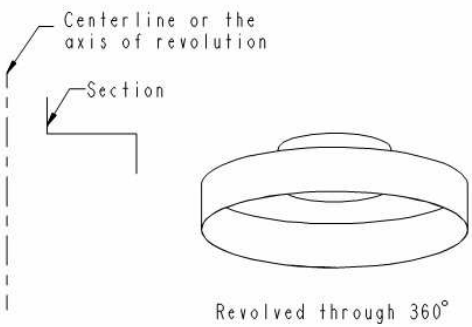
1. Vẽ chi tiết.



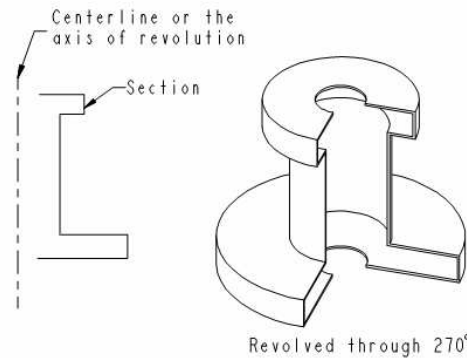
**Figure 3-31** Model created using the *Revolve* > *Solid* option



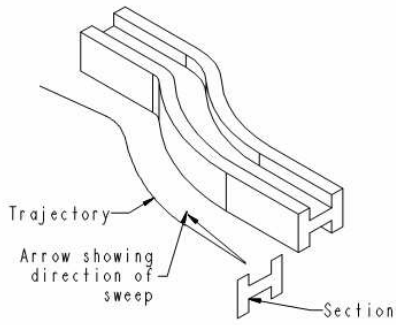
**Figure 3-32** Model created using the *Revolve* > *Solid* option



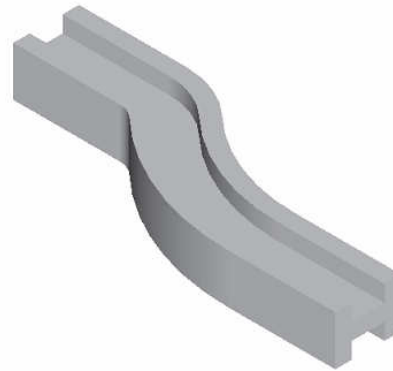
**Figure 3-33** Model created using the *Revolve* > *Thin* option



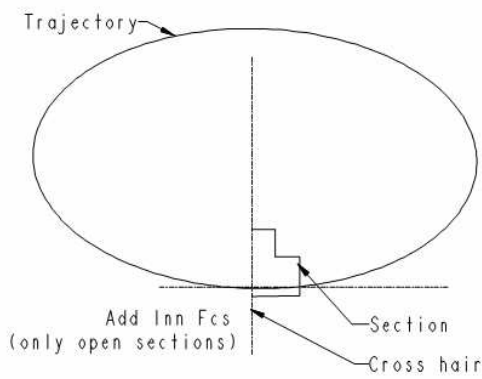
**Figure 3-34** Model created using the *Revolve* > *Thin* option



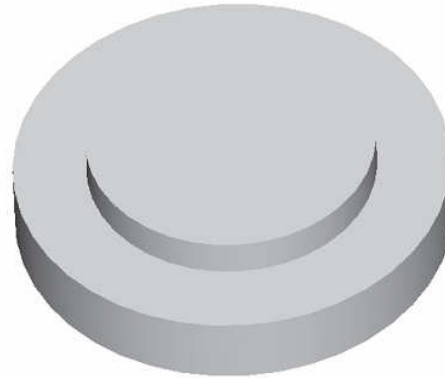
**Figure 7-3** Sweep along the sketched trajectory



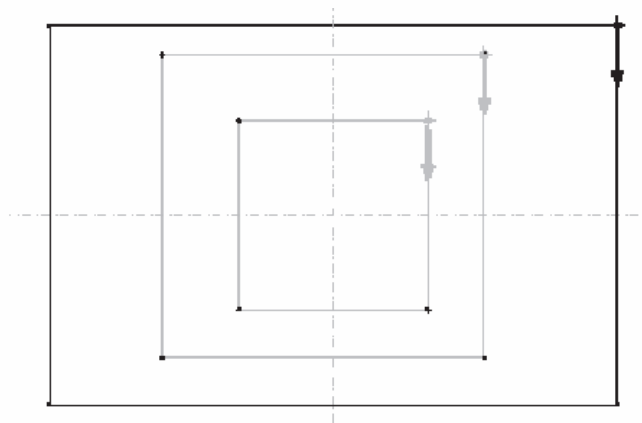
**Figure 7-4** Shaded image



**Figure 7-6** Add Inn Fcs option



**Figure 7-7** Shaded image



**Figure 7-24** Parallel sections



**Figure 7-25** Parallel blend with straight edges



**Figure 7-26** Parallel blend with smooth edges

2. Phần tự vẽ ở nhà các Tool: EXTRUDE, REVOLVE, SWEEP, BLEND.