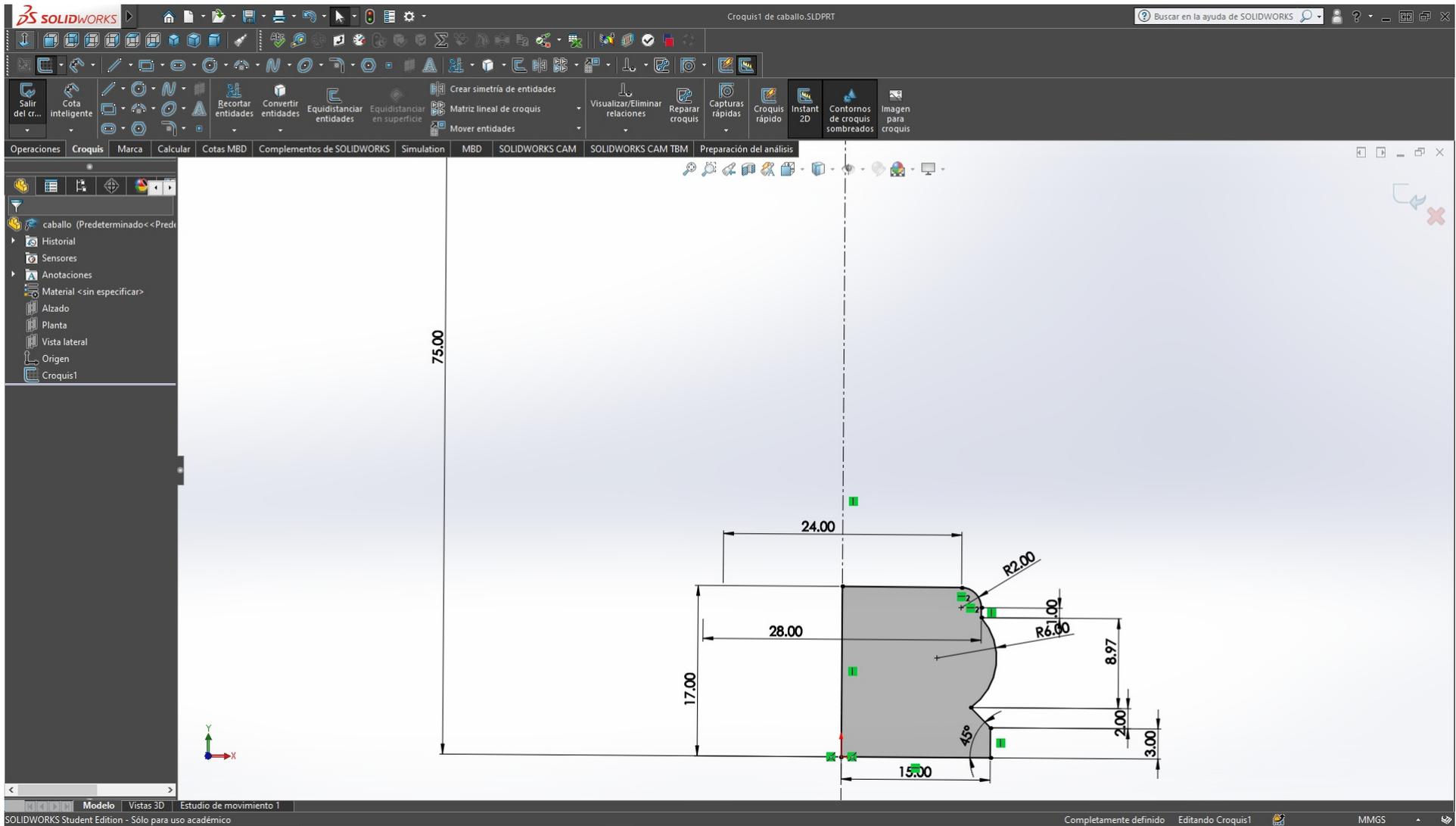
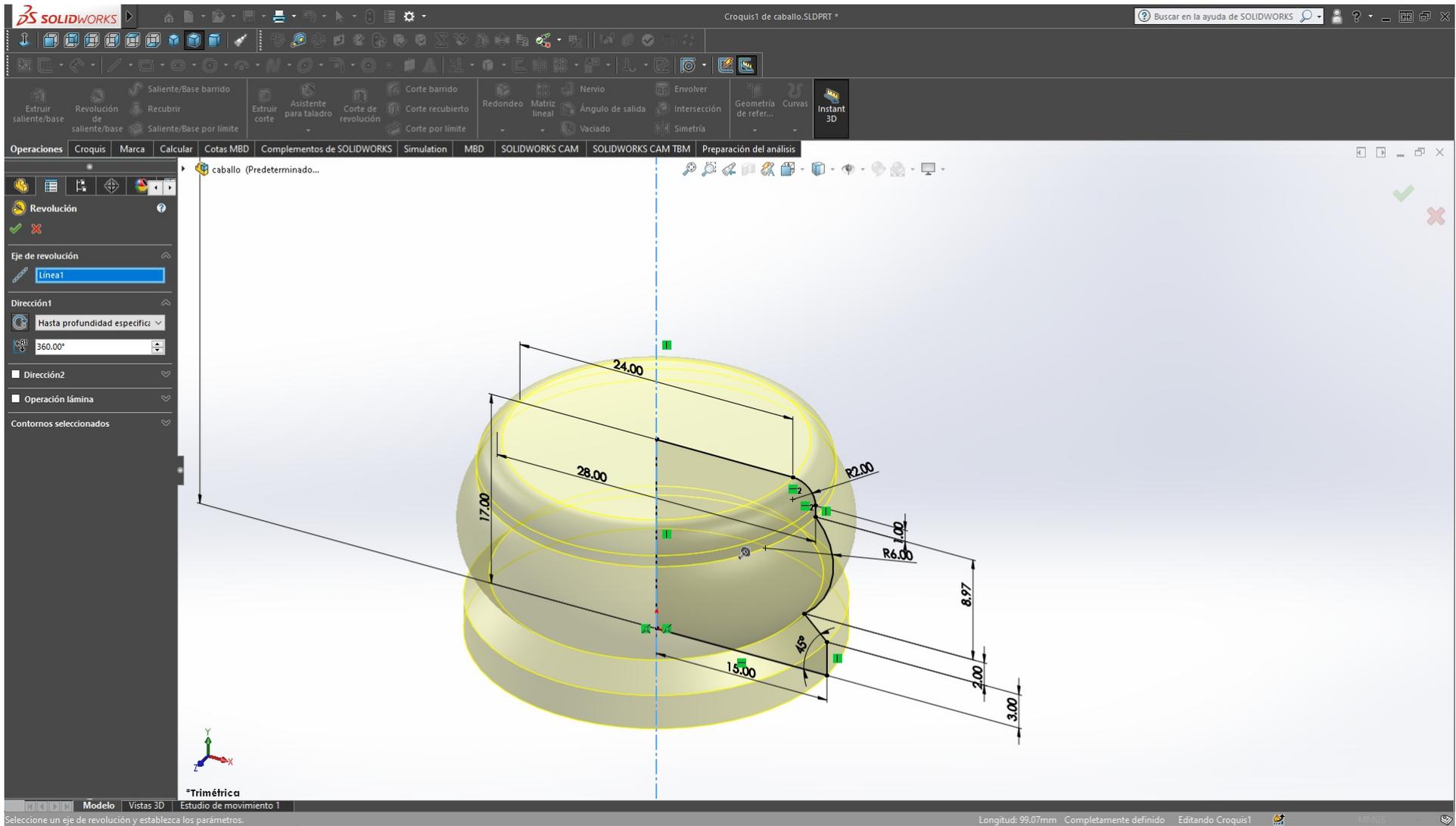


Modelización virtual básica

Desarrollo de un Caballo para un ajedrez en Solid Works



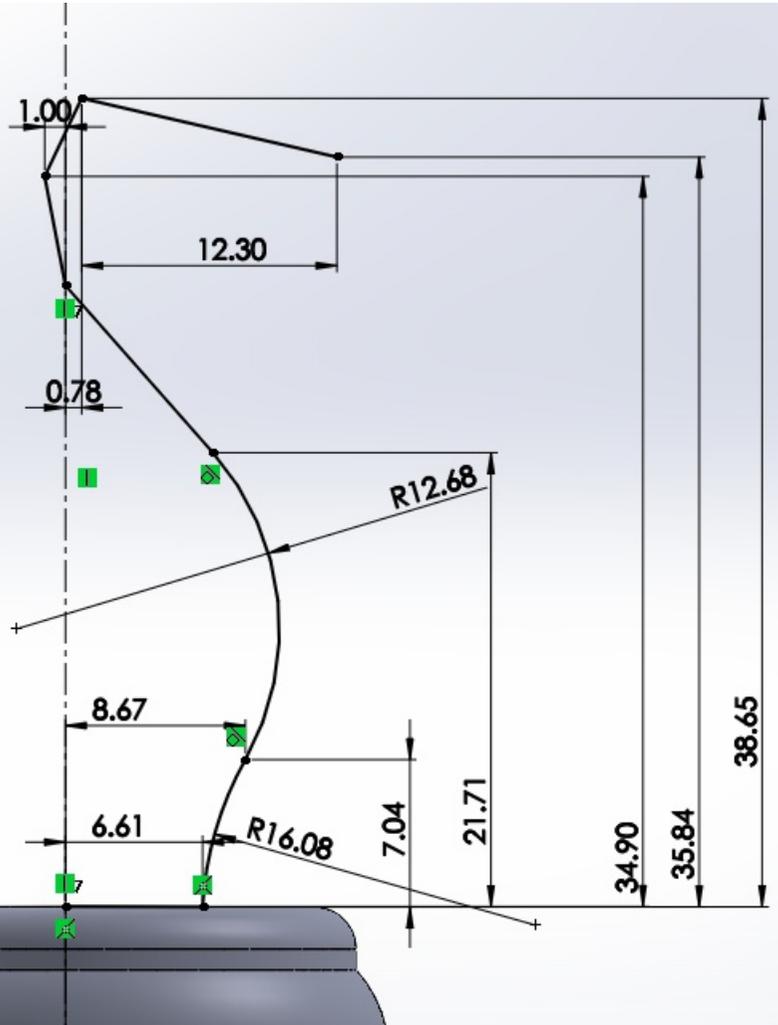
Cotas del perfil de la base



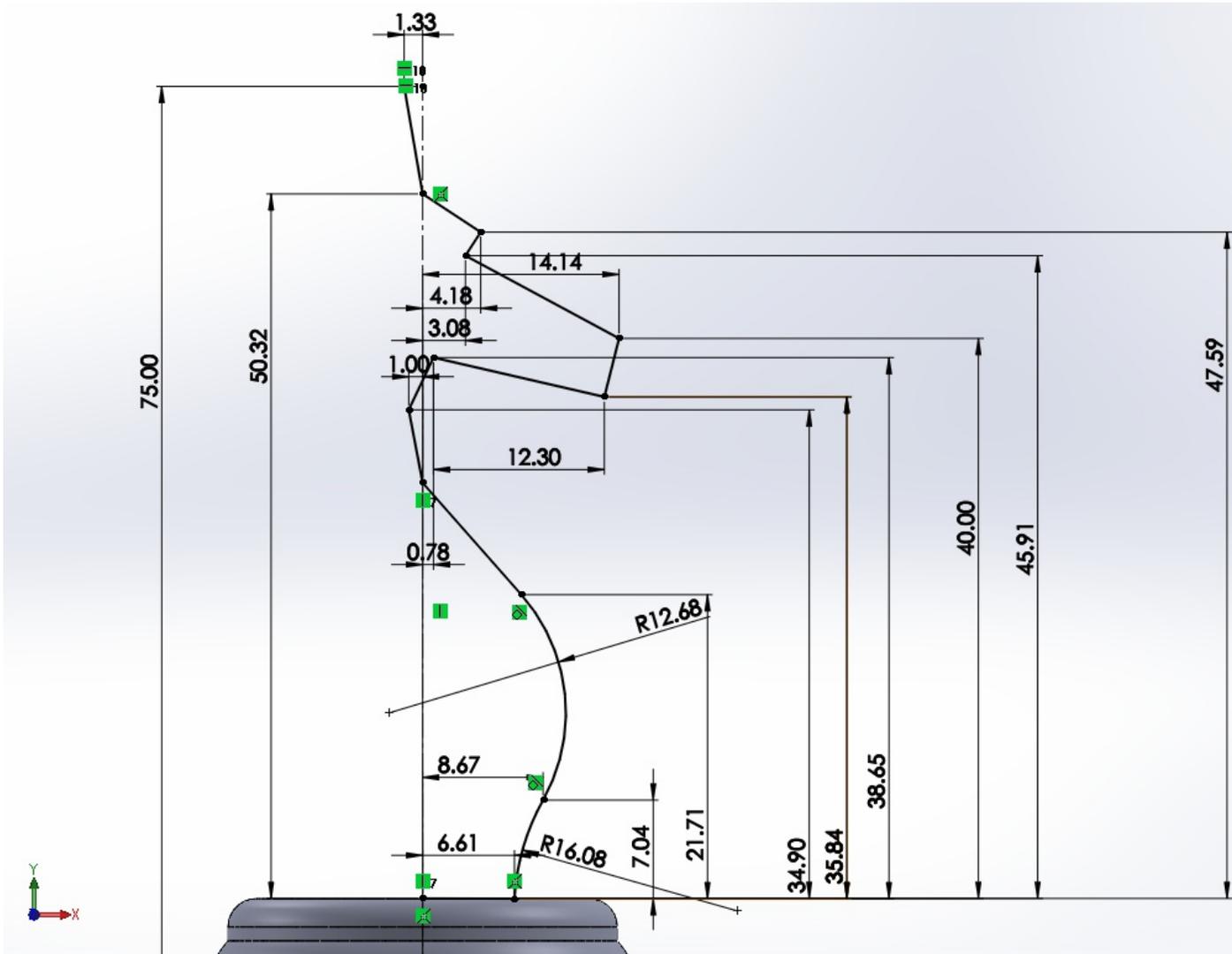
Base del caballo



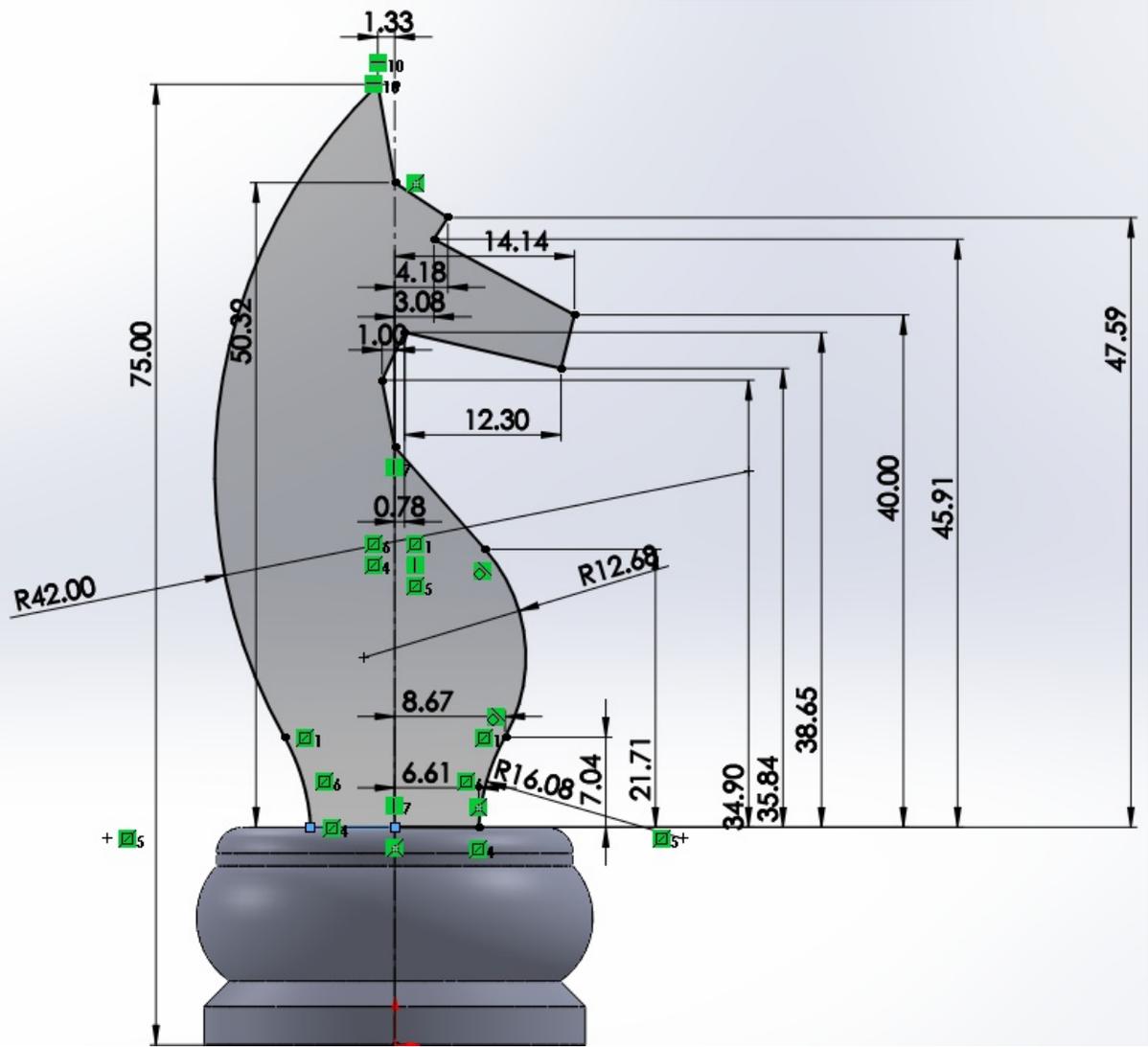
75.00



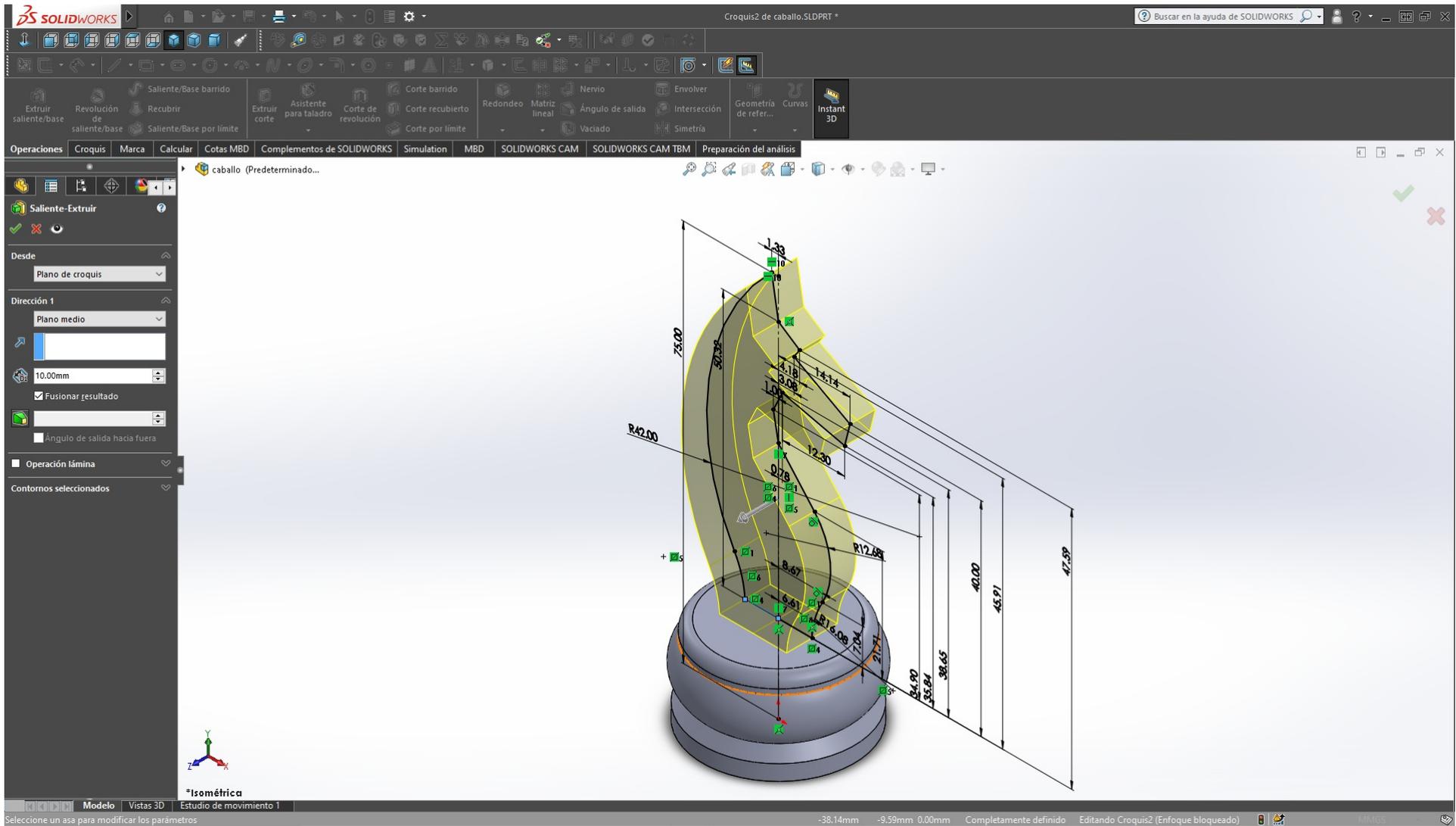
Continuamos con el cuerpo.



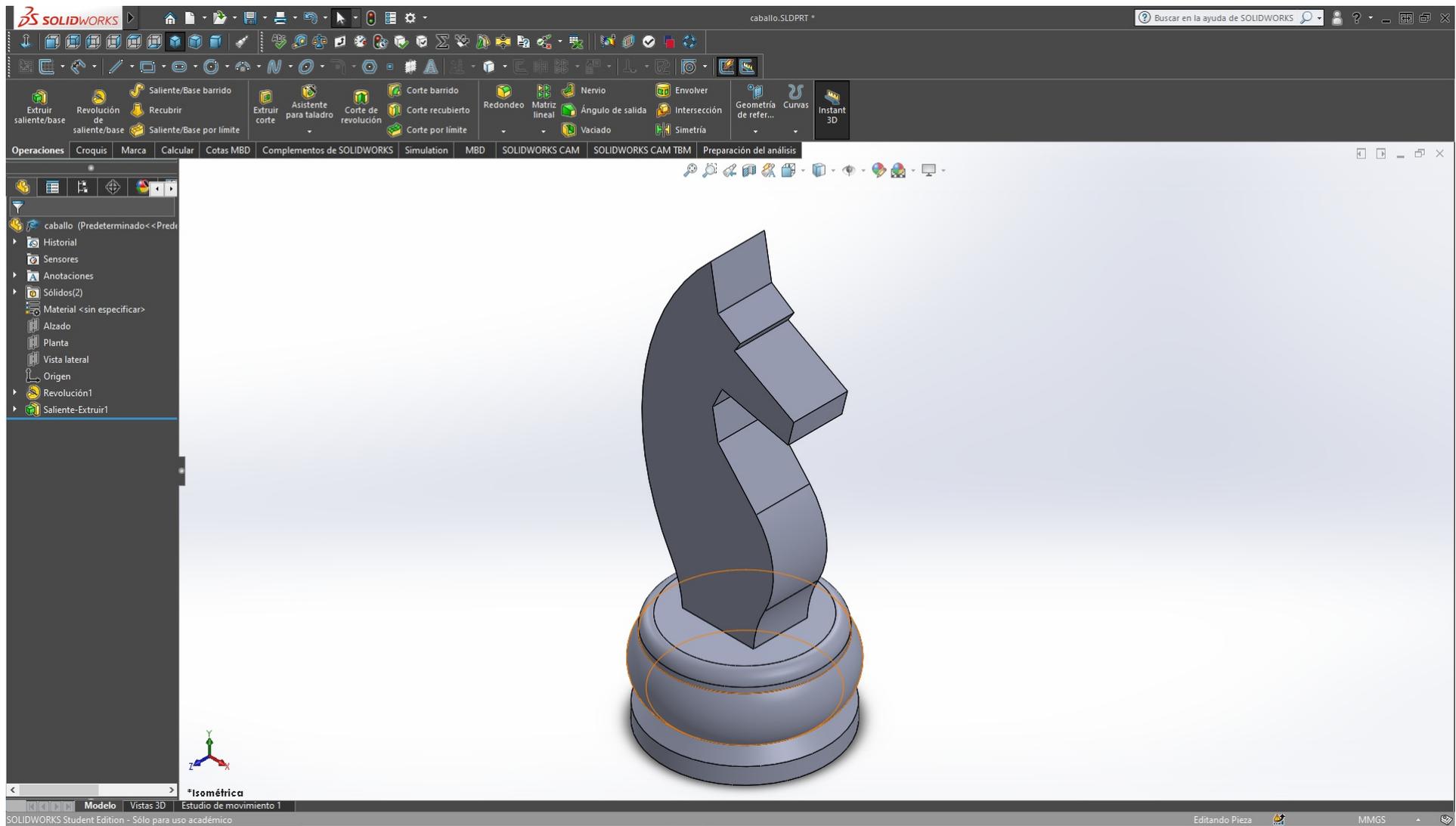
Definimos la parte de la cabeza.



Definimos la parte posterior.



Extruimos a partir del centro.



Y este es nuestro resultado.