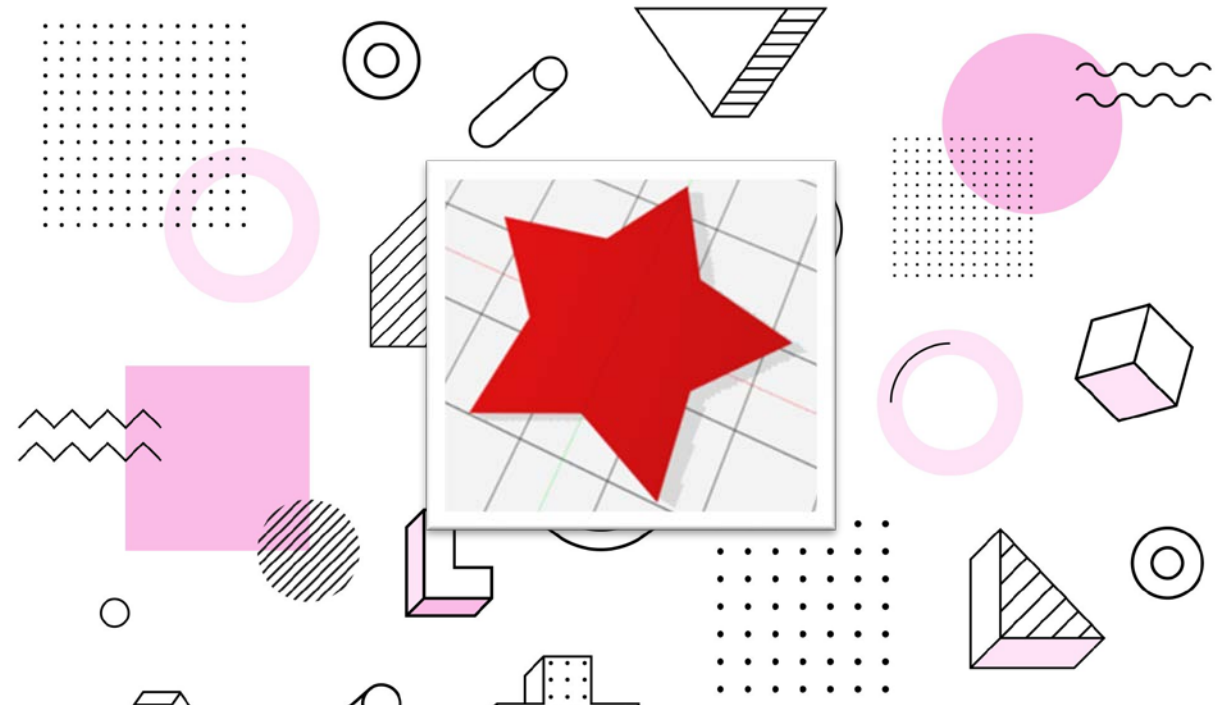


A FIVE POINT STAR

BE CREATIVE



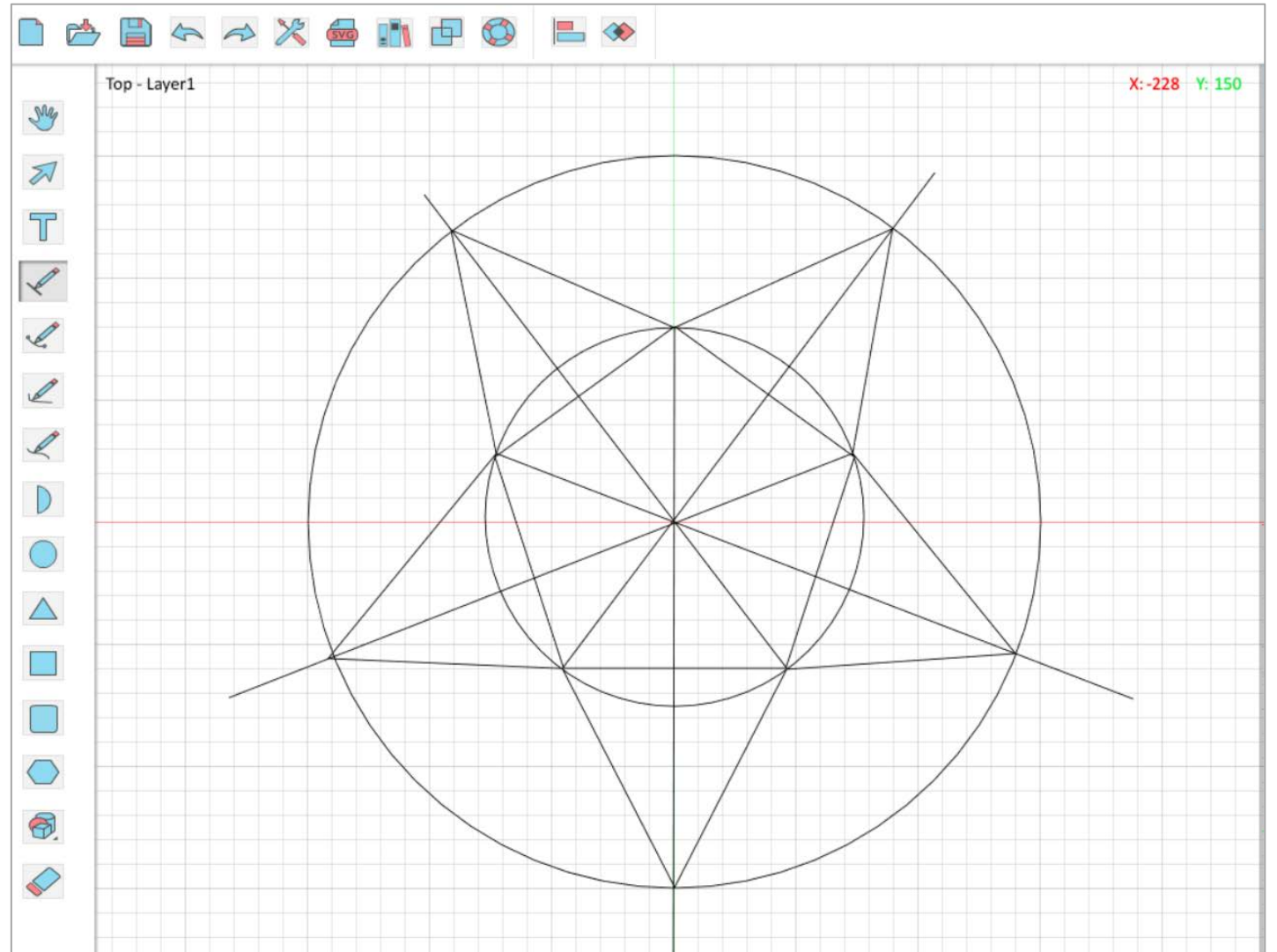
Topic 2: All about The 2D World

1

Try to design a symmetric 5-points star using a pentagon and circles

Try to draw it with a pencil first

You can find at least two other Easy ways to make it as accurate as possible

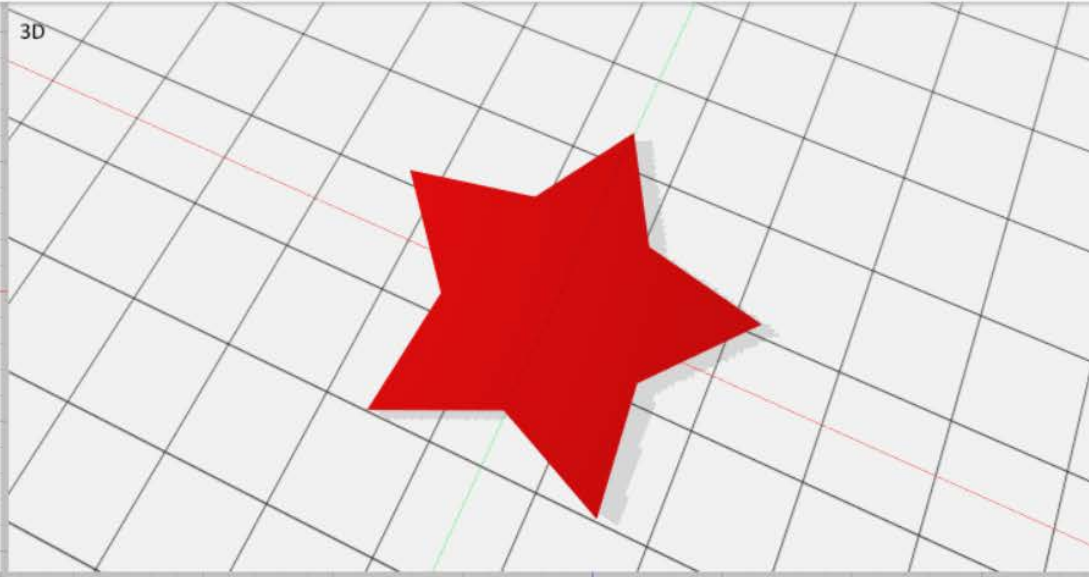
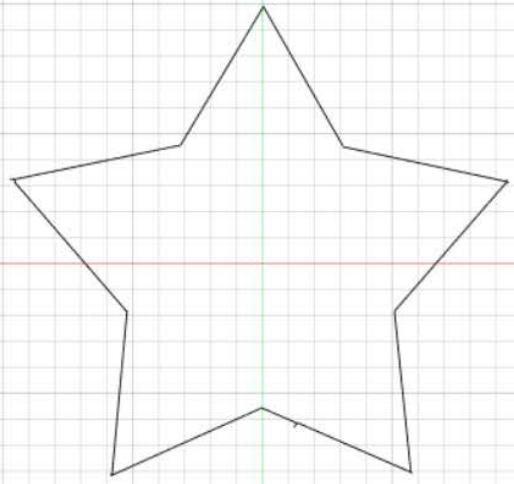




Top - Layer1

X:0 Y:-36

3D



Front - Layer1

X:0 Z:56

Side - Layer1

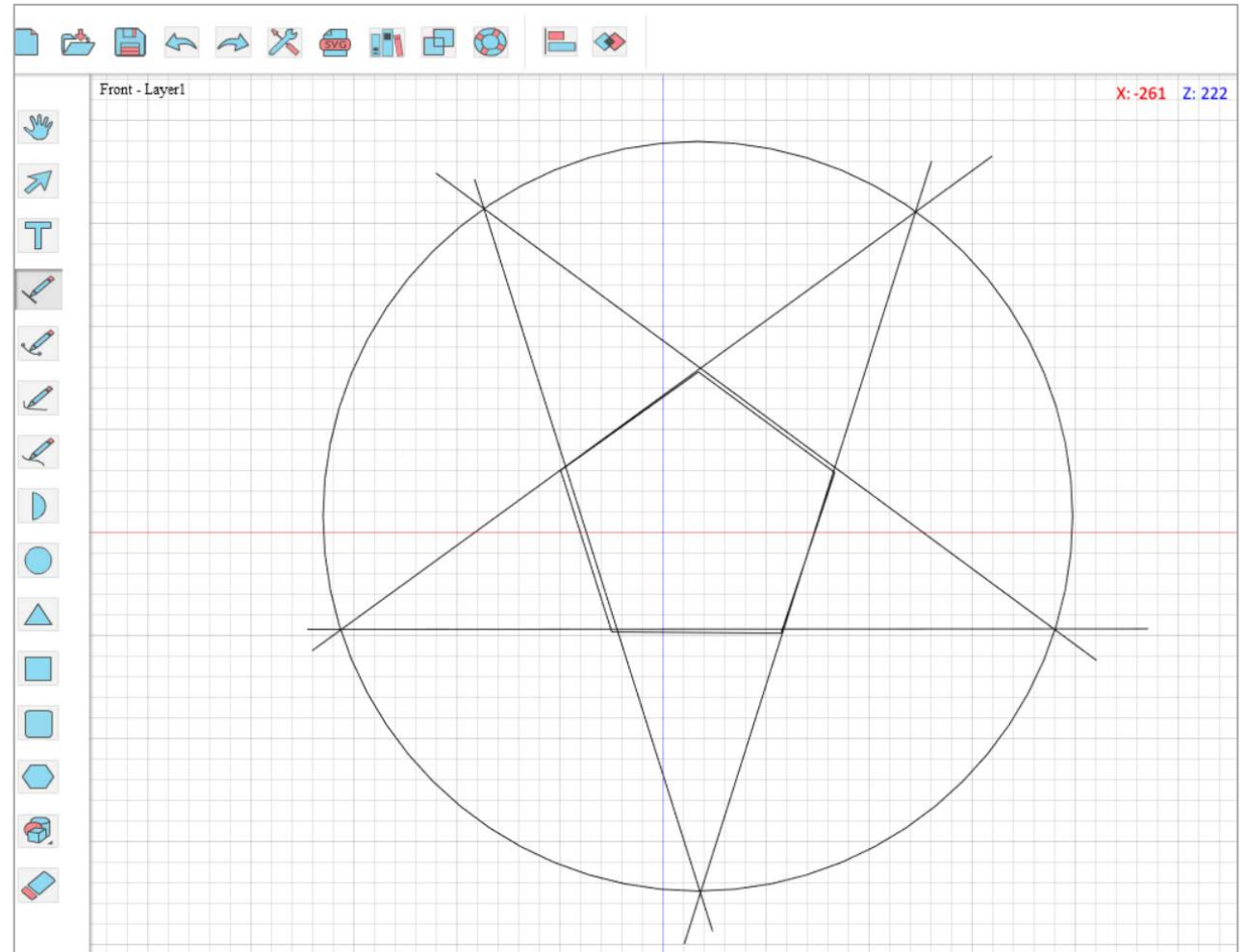
Y:-36 Z:56



2

Topic 2: All about The 2D World

- Now try to design the 5-points star by drawing parallels to your pentagon
- Make the line long enough to intersect,
- Remember you can manage each line separately
- Use the layers by making the pentagon in one layer and the lines in another
- Don't forget to erase the pentagon before solving

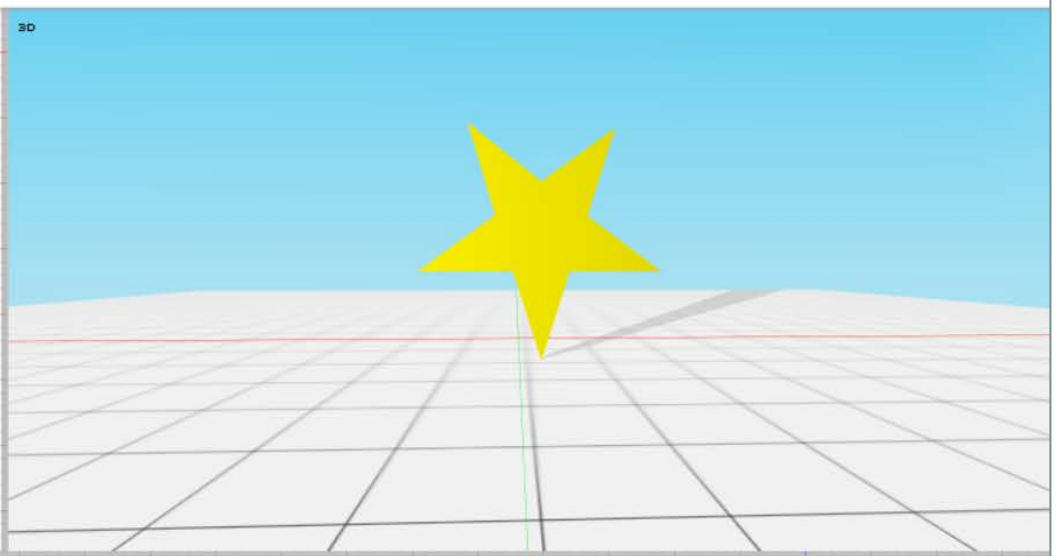
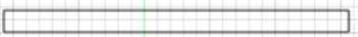




Top - Layer1

X: -294 Y: 0

3D

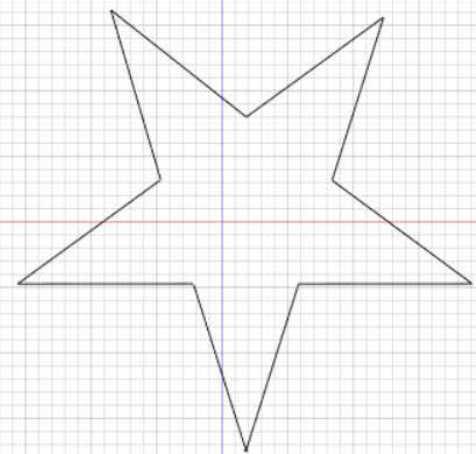


Front - Layer1

X: -294 Z: -190

Side - Layer1

Y: 0 Z: -190



3

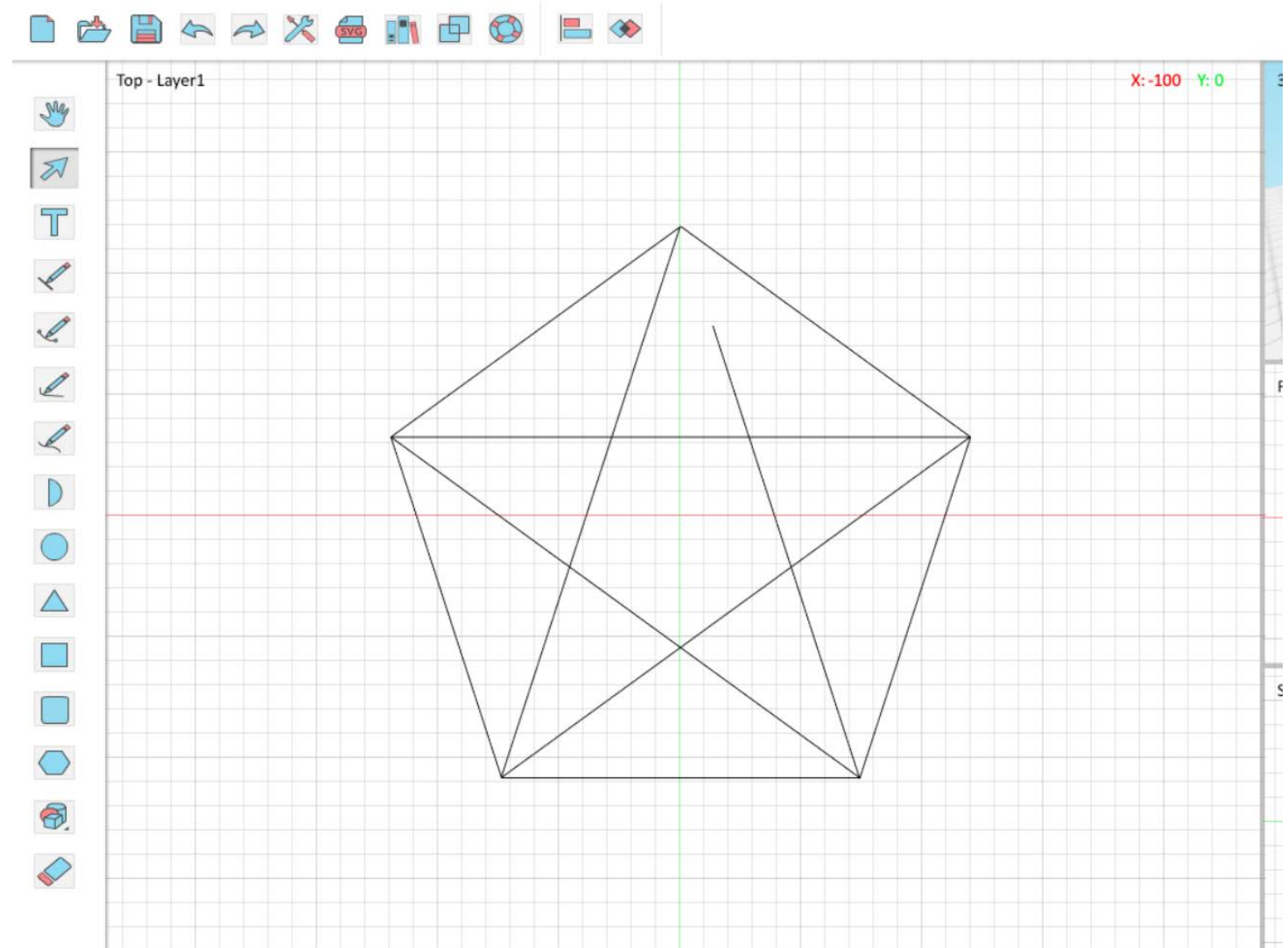
Topic 2: All about The 2D World

This is the easiest way ever

Draw a pentagon

Then draw your five points star inside the pentagon linking its corners with straight lines

Clean it with the trim function

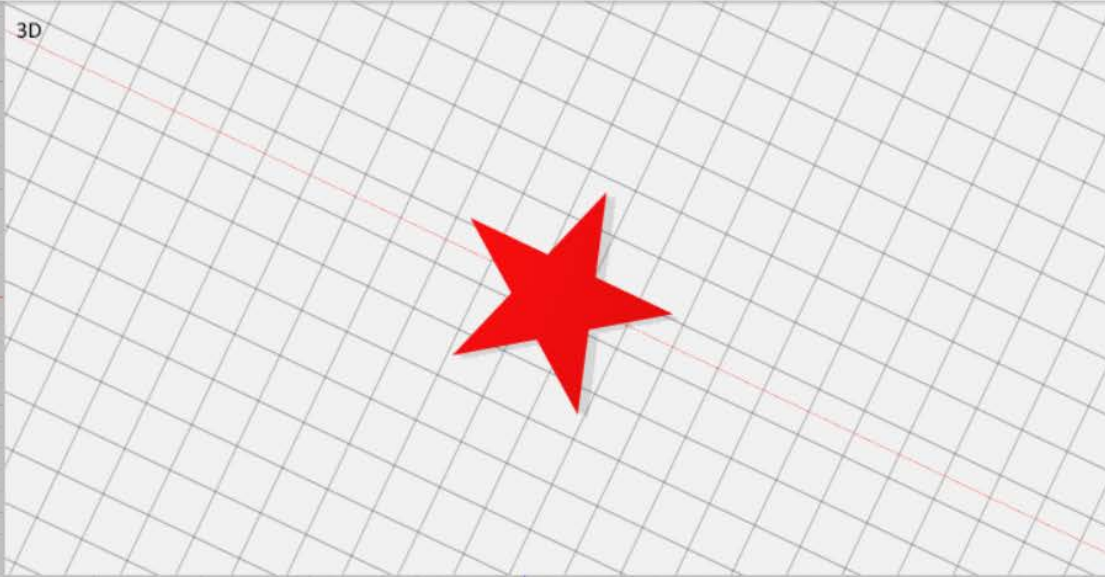
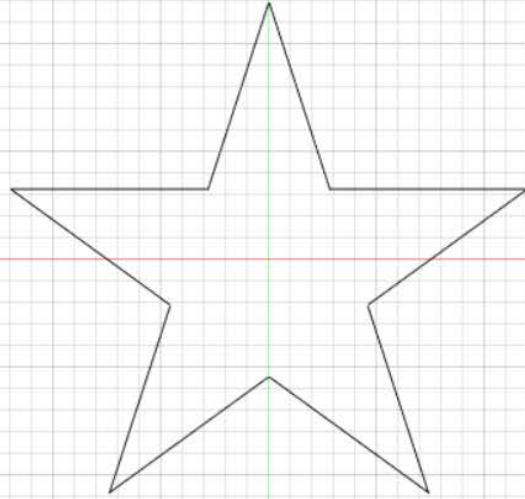




Top - Layer1

X: -190 Y: 120

3D



Front - Layer1

X: -190 Z: 0

Side - Layer1

Y: 120 Z: 0

