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Objet: Dès de jeu à 6 faces

Fonction: Permet de tirer aléatoirement un nombre ou un symbole parmi 6 possibilités

code:

```
$fn=100;
module de(){
  intersection(){
    sphere(7.5);
    cube(10,true);
  };
};

module chiffres(){
  rotate([0,0,0]) translate([0,0,4]) linear_extrude(height=2)
  text("1",size=5, halign = "center", valign = "center");

  rotate([0,180,0]) translate([0,0,4]) linear_extrude(height=2)
  text("6",size=5, halign = "center", valign = "center");

  rotate([90,0,0]) translate([0,0,4]) linear_extrude(height=2)
  text("2",size=5, halign = "center", valign = "center");

  rotate([-90,0,0]) translate([0,0,4]) linear_extrude(height=2)
  text("5",size=5, halign = "center", valign = "center");

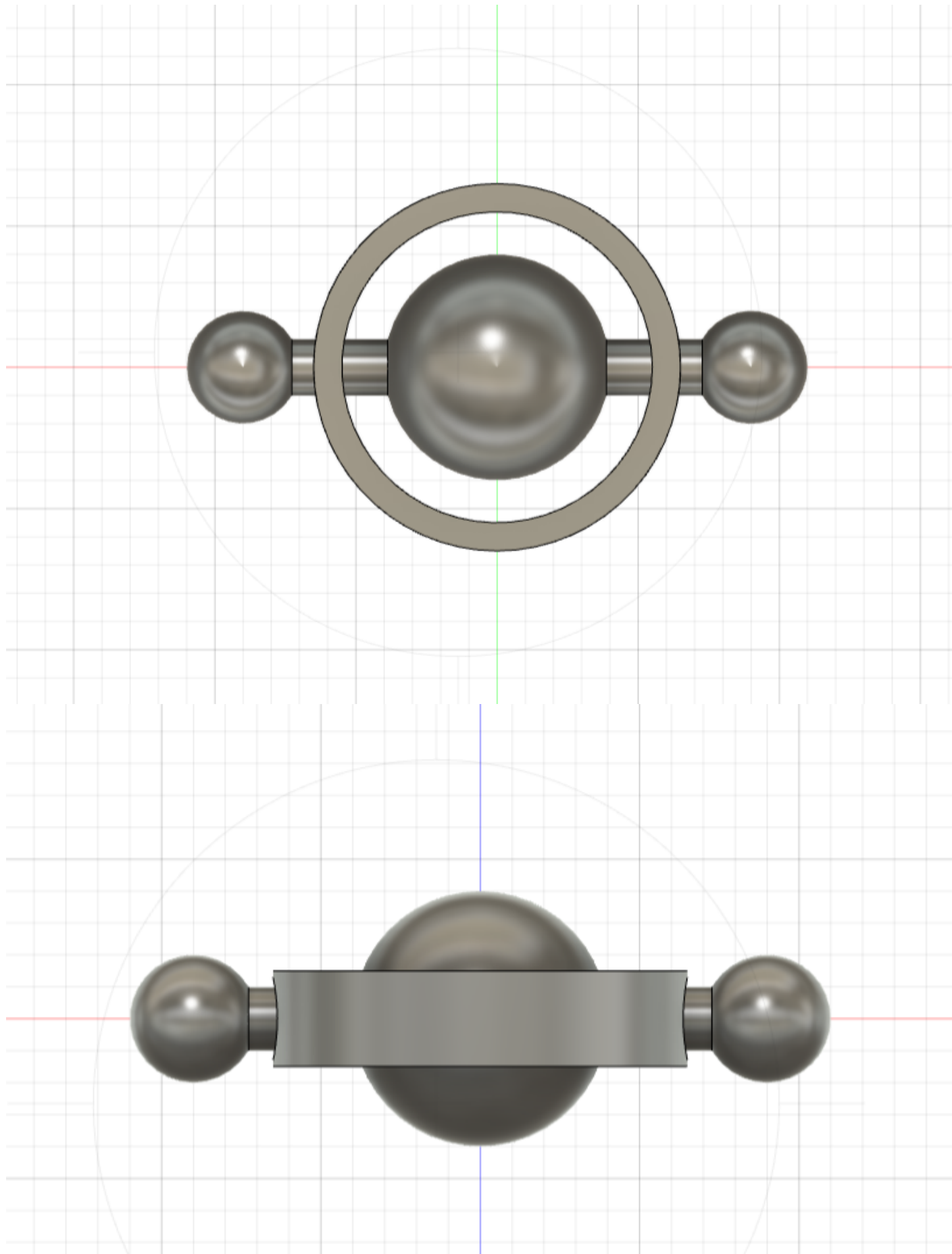
  rotate([0,-90,0]) translate([0,0,4]) linear_extrude(height=2)
  text("3",size=5, halign = "center", valign = "center");

  rotate([0,90,0]) translate([0,0,4]) linear_extrude(height=2)
  text("4",size=5, halign = "center", valign = "center");
}
difference(){
  de();
  chiffres();
}
```

```
};
```

Objet: une boule emprisonnée dans un jeton

Code:



Revision #8

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