

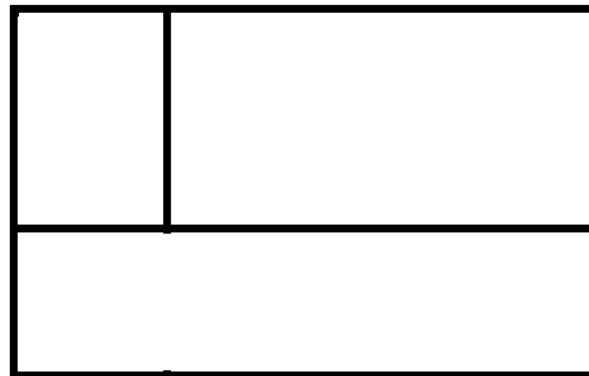
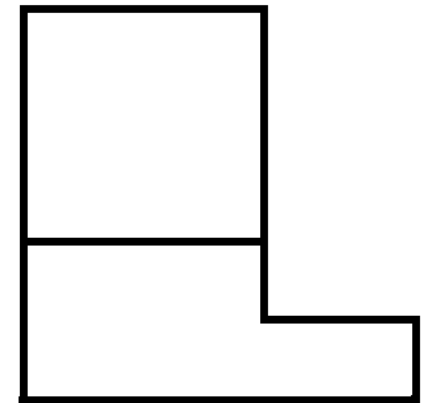
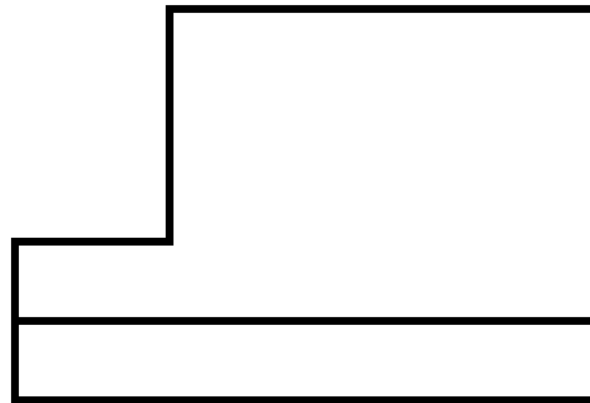
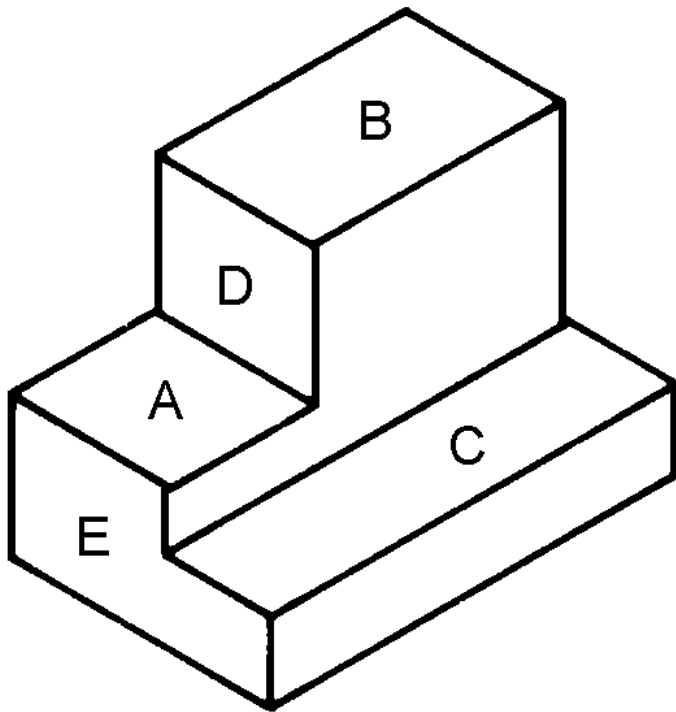
Projeto e computação gráfica I



Universidade Federal de São João del-Rei
Pedro Mitsuo Shiroma
Sala 119 – Bloco 3

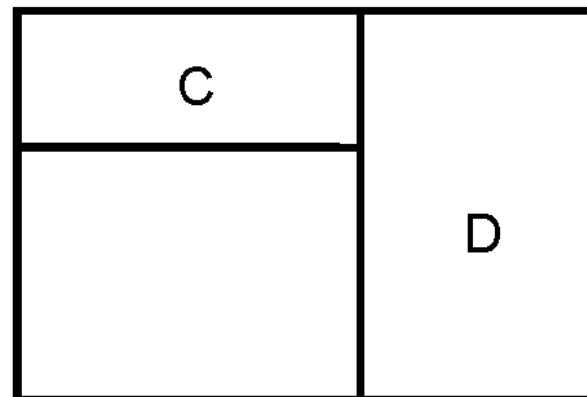
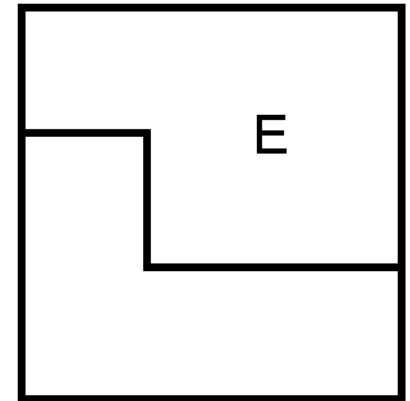
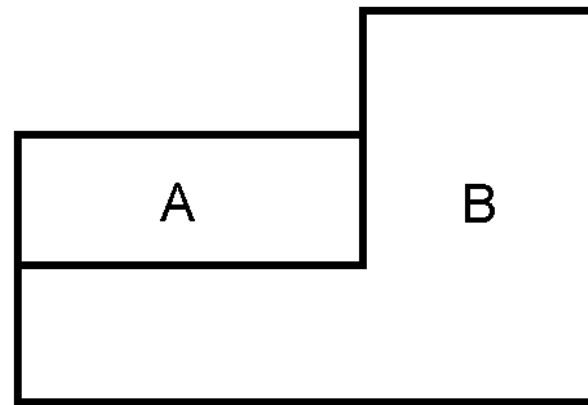
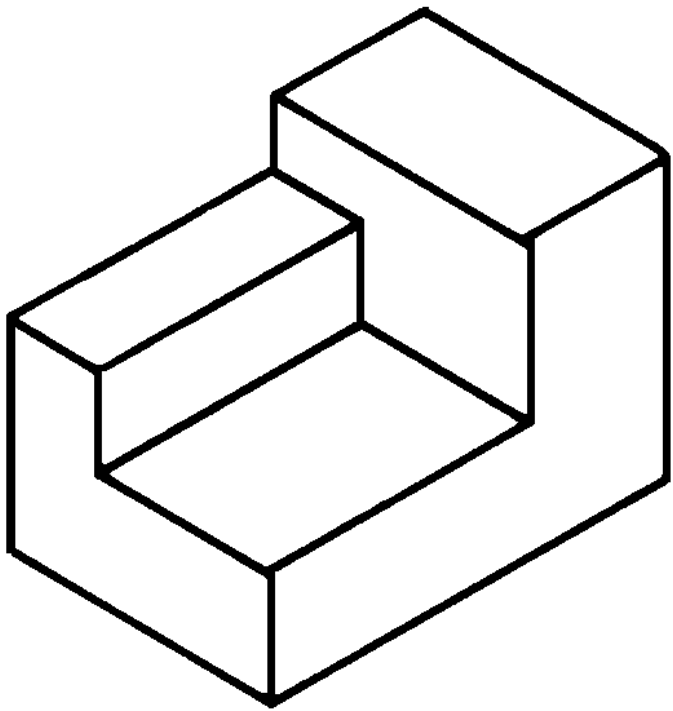
Relação entre vistas

- Identifique as faces indicadas nas vistas frontal, superior e lateral esquerda:



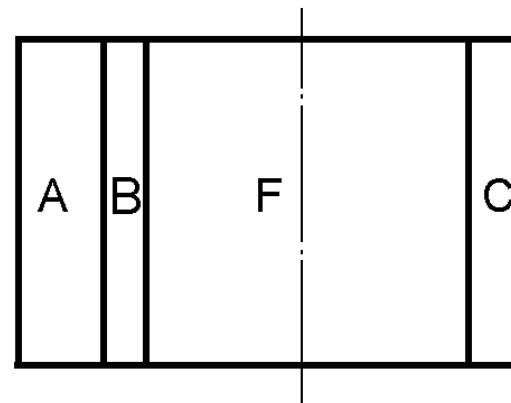
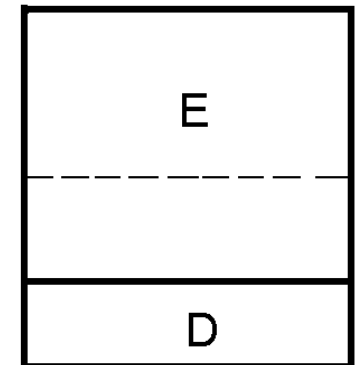
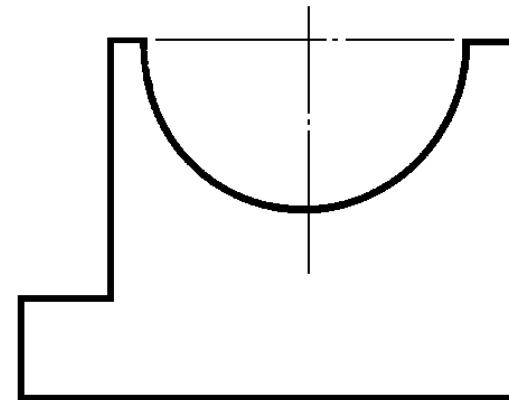
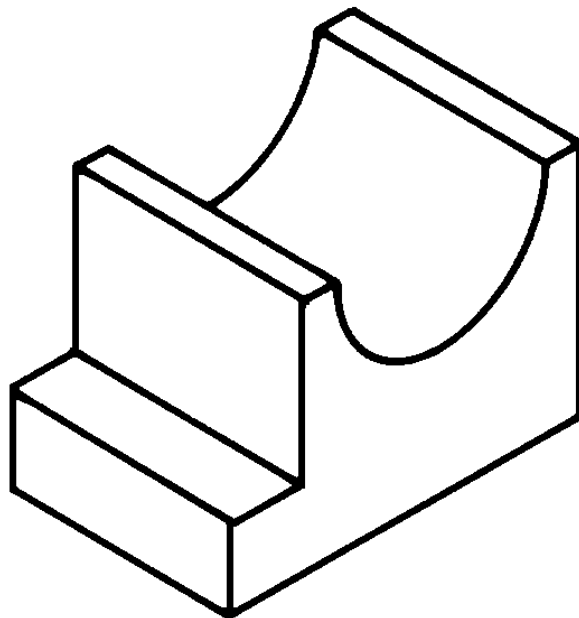
Relação entre vistas

- Identifique as faces indicadas na vista isométrica:

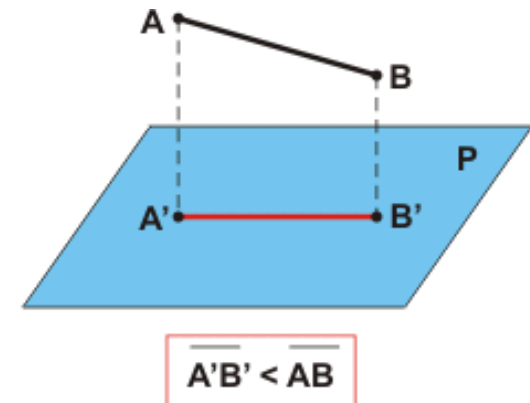
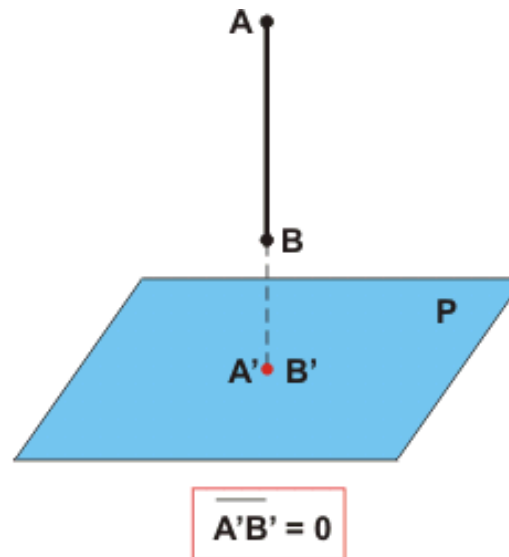
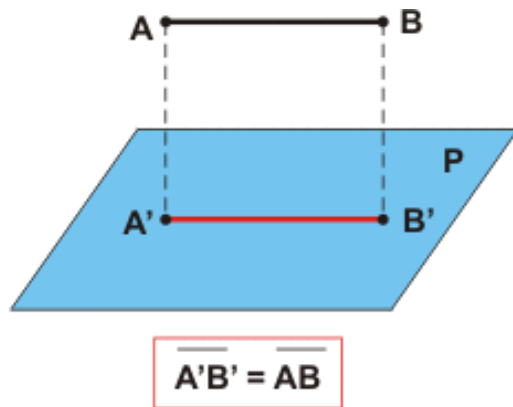


Relação entre vistas

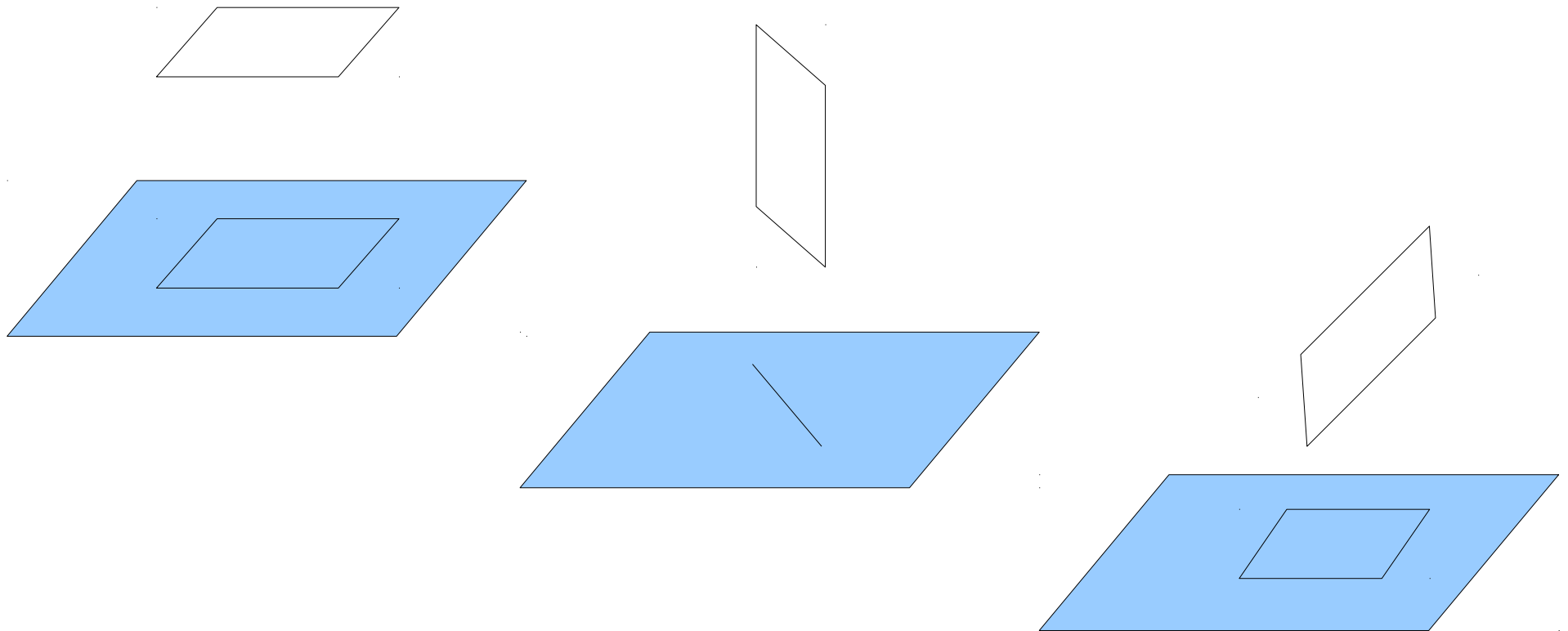
- Identifique as faces indicadas na vista isométrica:



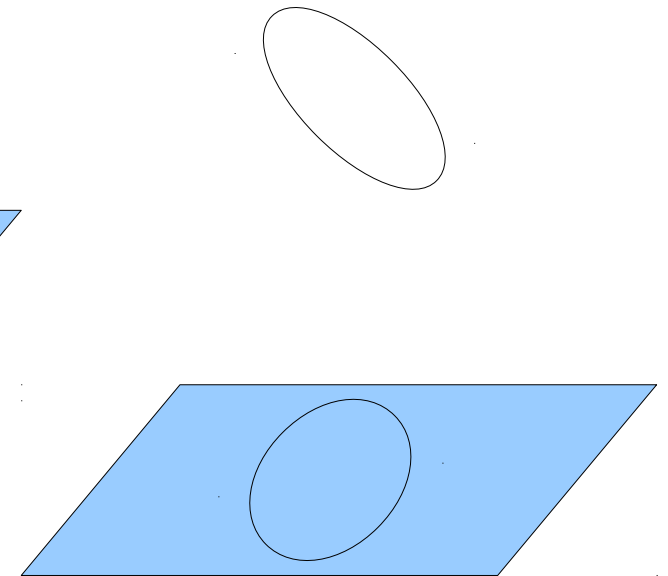
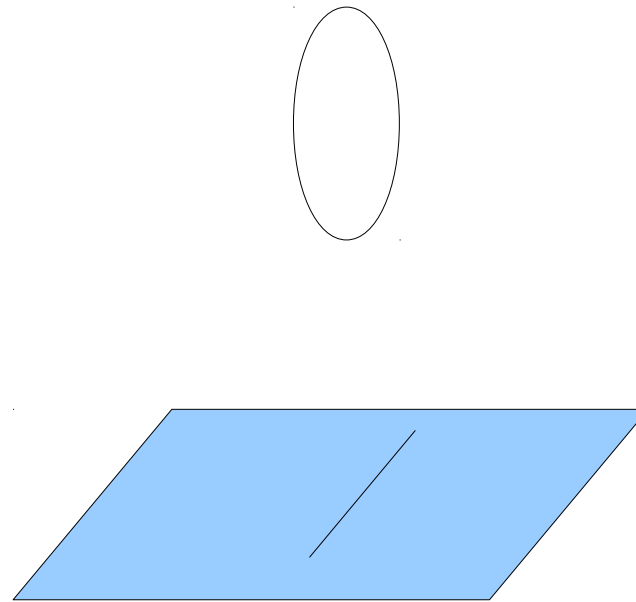
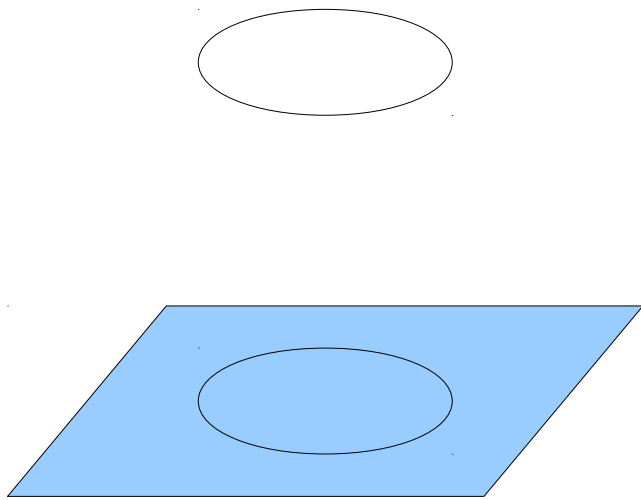
Projeção paralela ortográfica - vistas



Projeção paralela ortográfica - vistas



Projeção paralela ortográfica - vistas



Esboçando vista isométrica

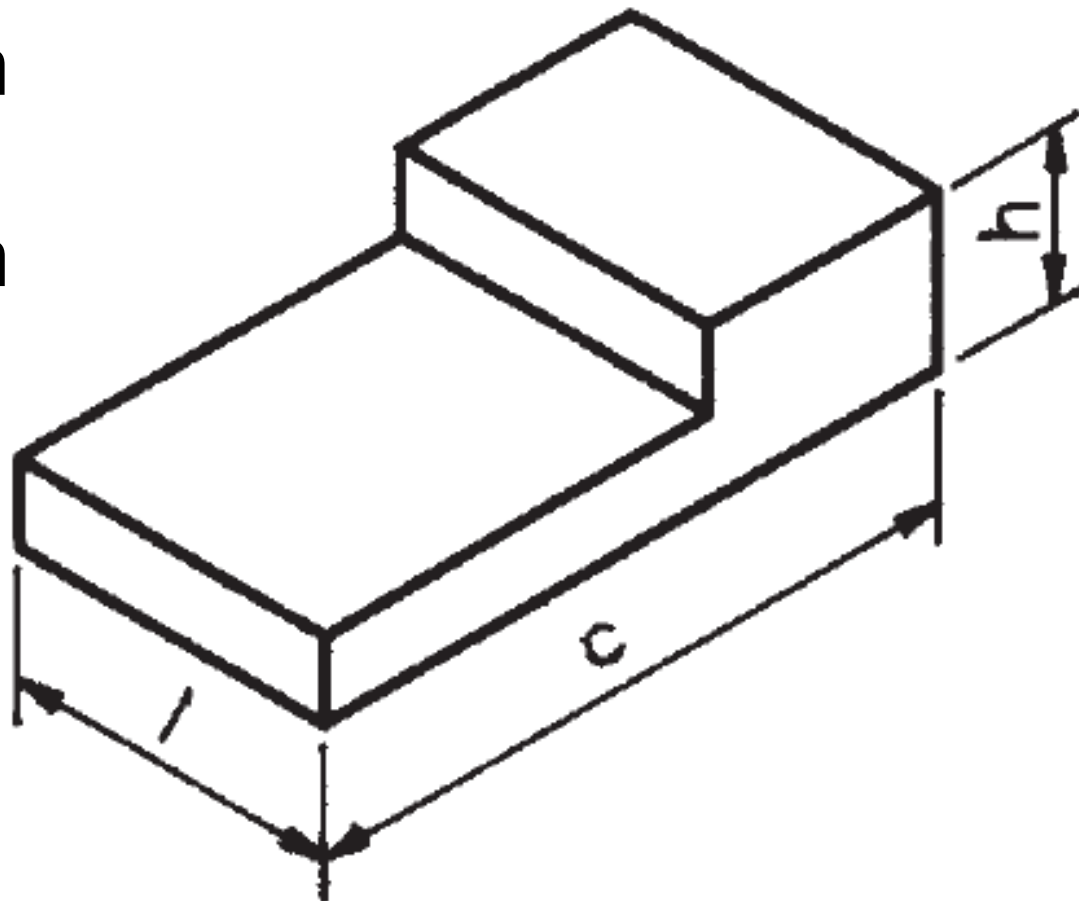
- Faça um desenho da projeção isométrica do objeto ao lado:

$$l = 4\text{cm}$$

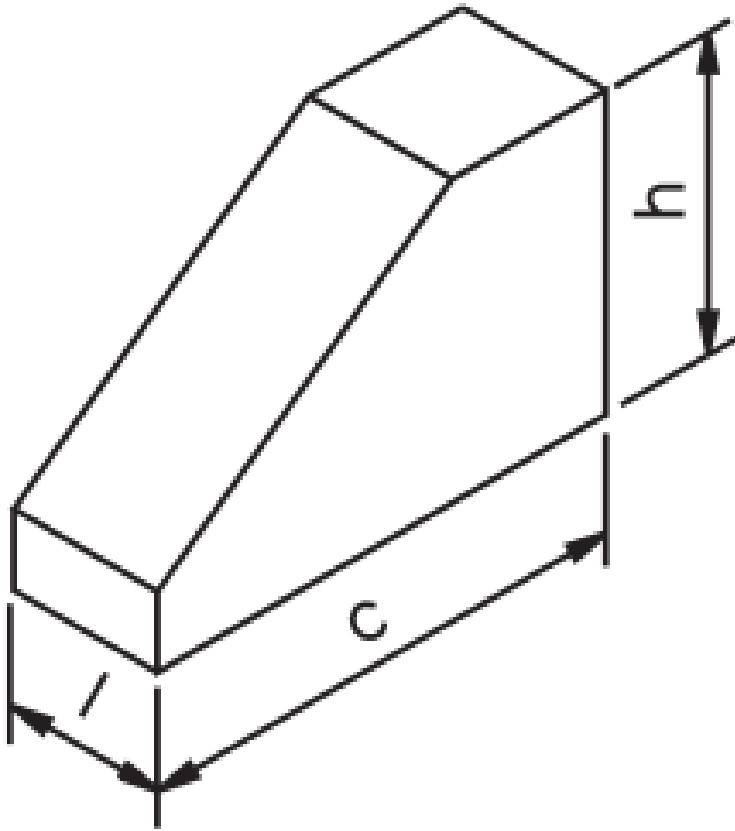
$$c = 10\text{cm}$$

$$h = 2\text{cm}$$

$$c1 = 3\text{cm}$$

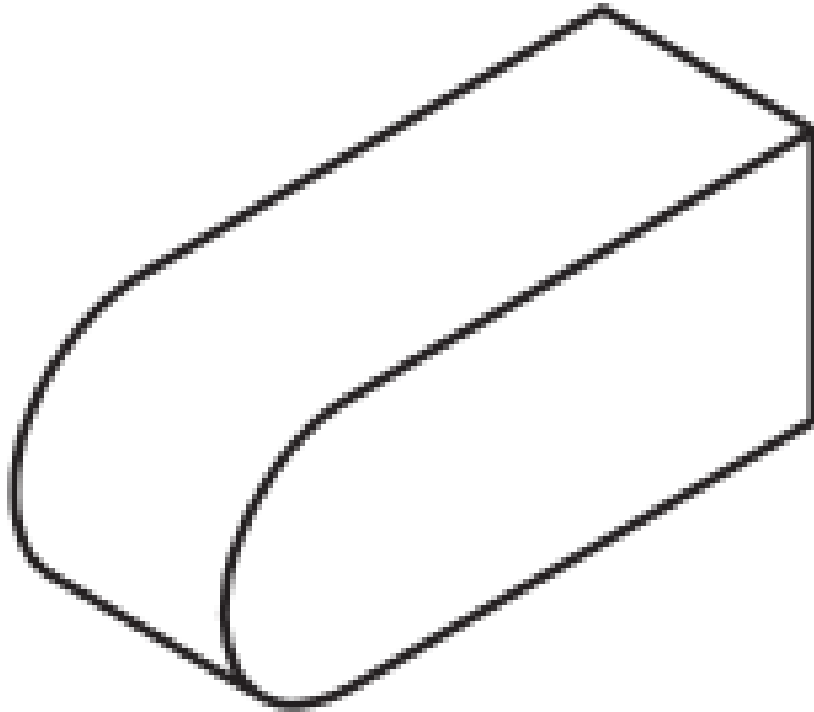


Esboçando vista isométrica



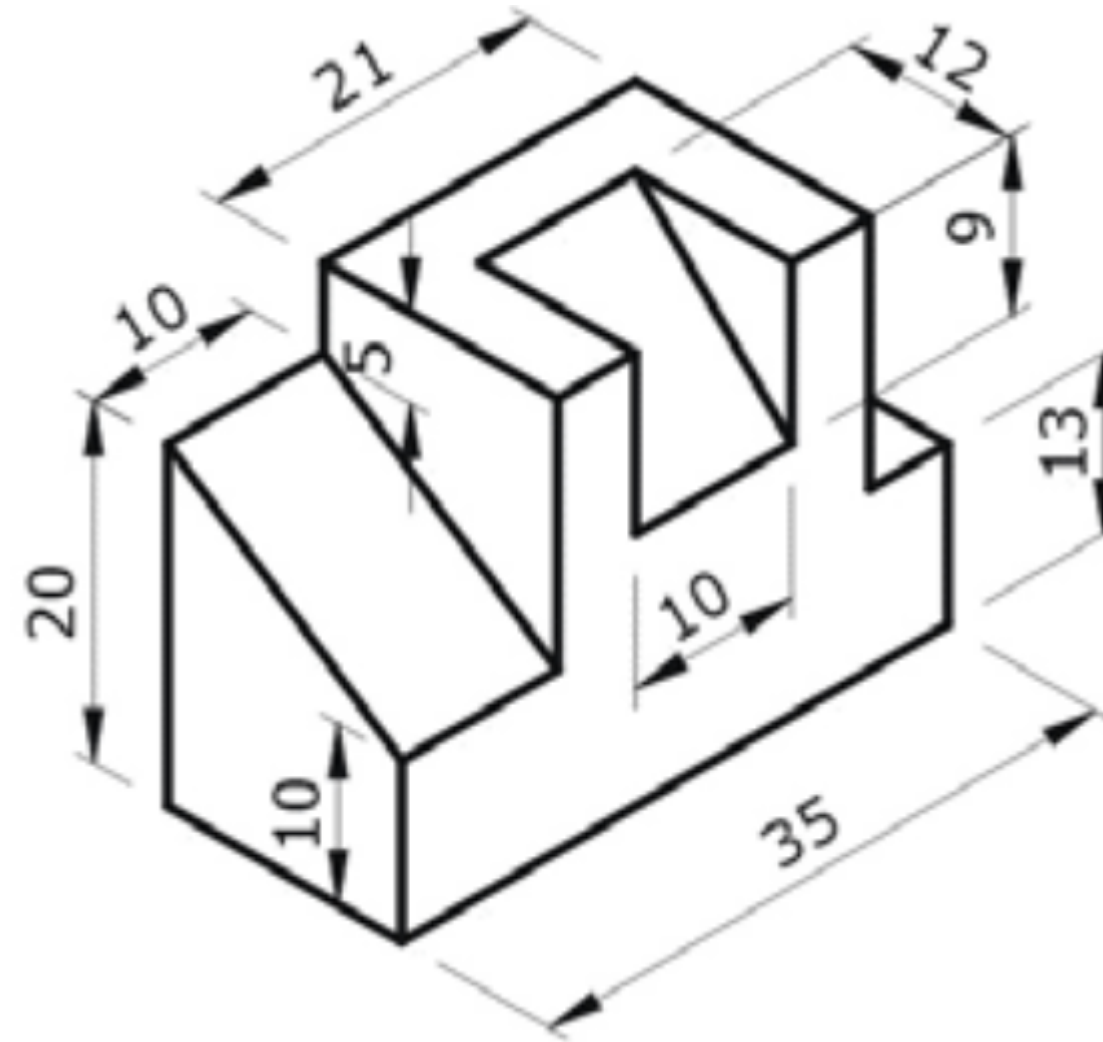
- $l = 4\text{cm}$
- $c = 12\text{cm}$
- $c_1 = 4\text{cm}$
- $h = 8\text{cm}$
- $h_2 = 2\text{cm}$

Esboçando vista isométrica



- raio = 2cm
- espessura = 4cm
- comprimento = 10cm

Projeções - exercícios



- Desenhe as vistas:
 - Frontal
 - Superior
 - Lateral esquerda
 - Isométrica
- Use o 1º diedro
- Escolha uma dessas escalas:
 - 1:1
 - 1:2
 - 1:5
 - 1:10