

Modelação Geométrica e Generativa

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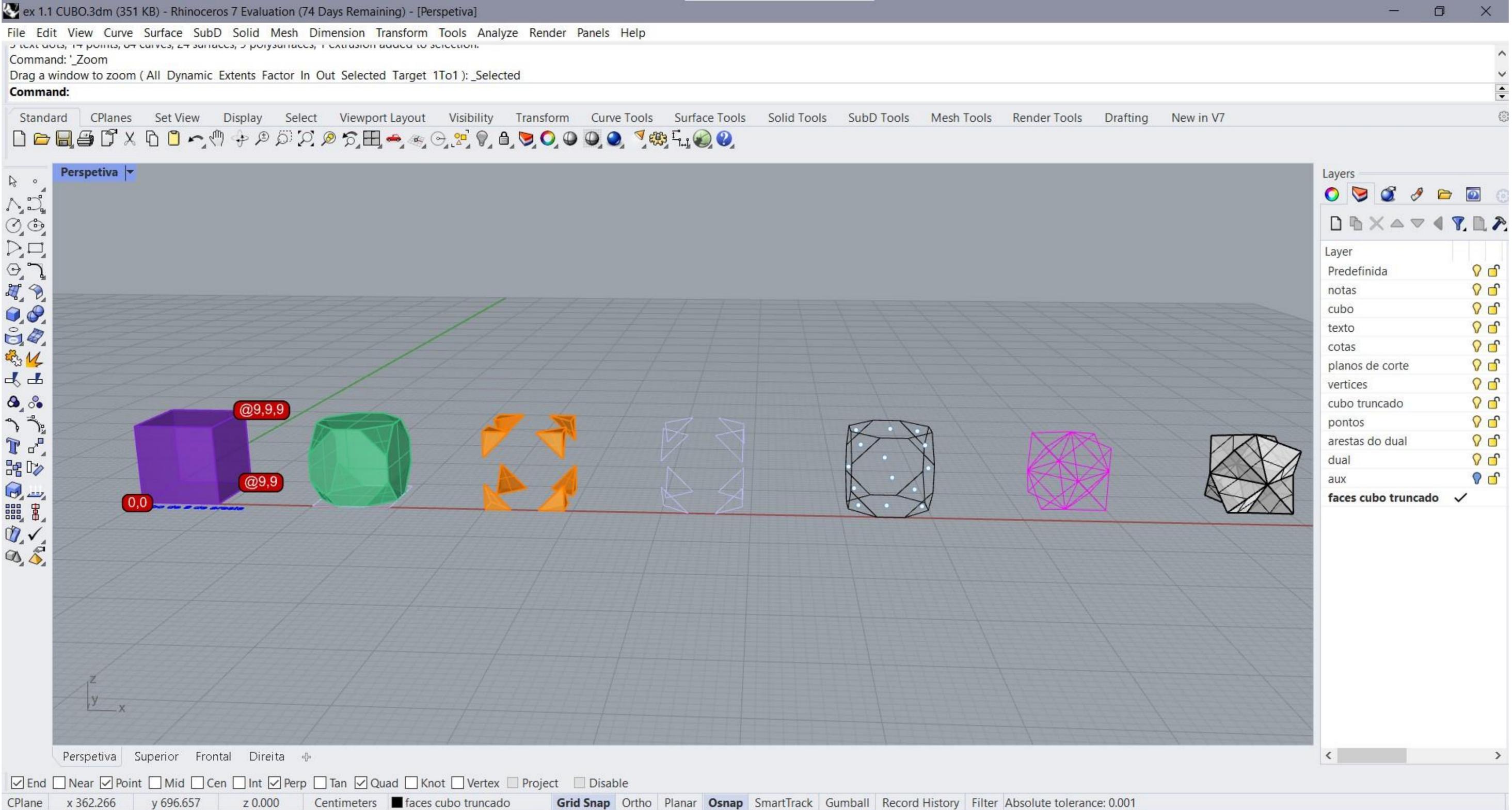
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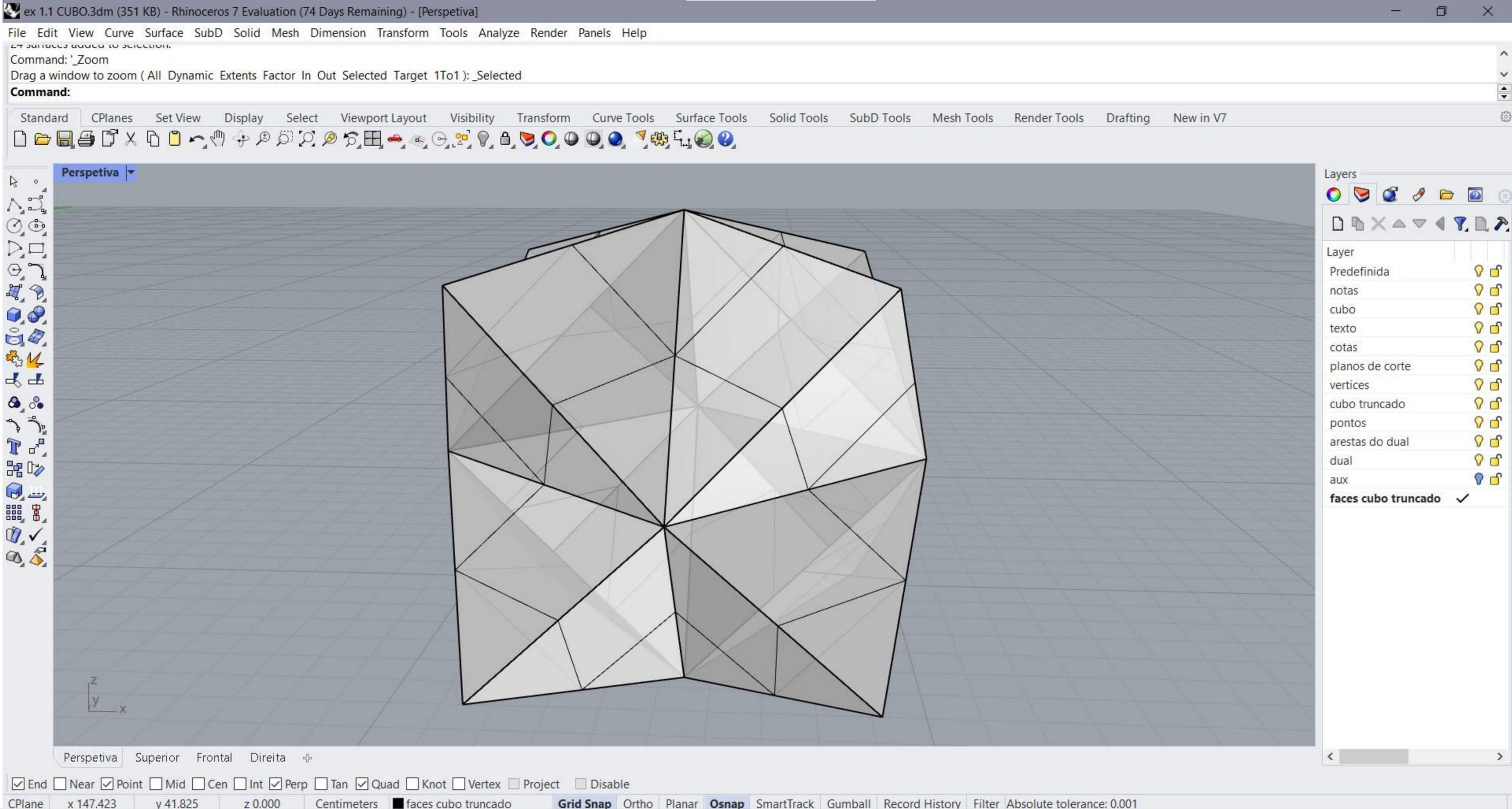
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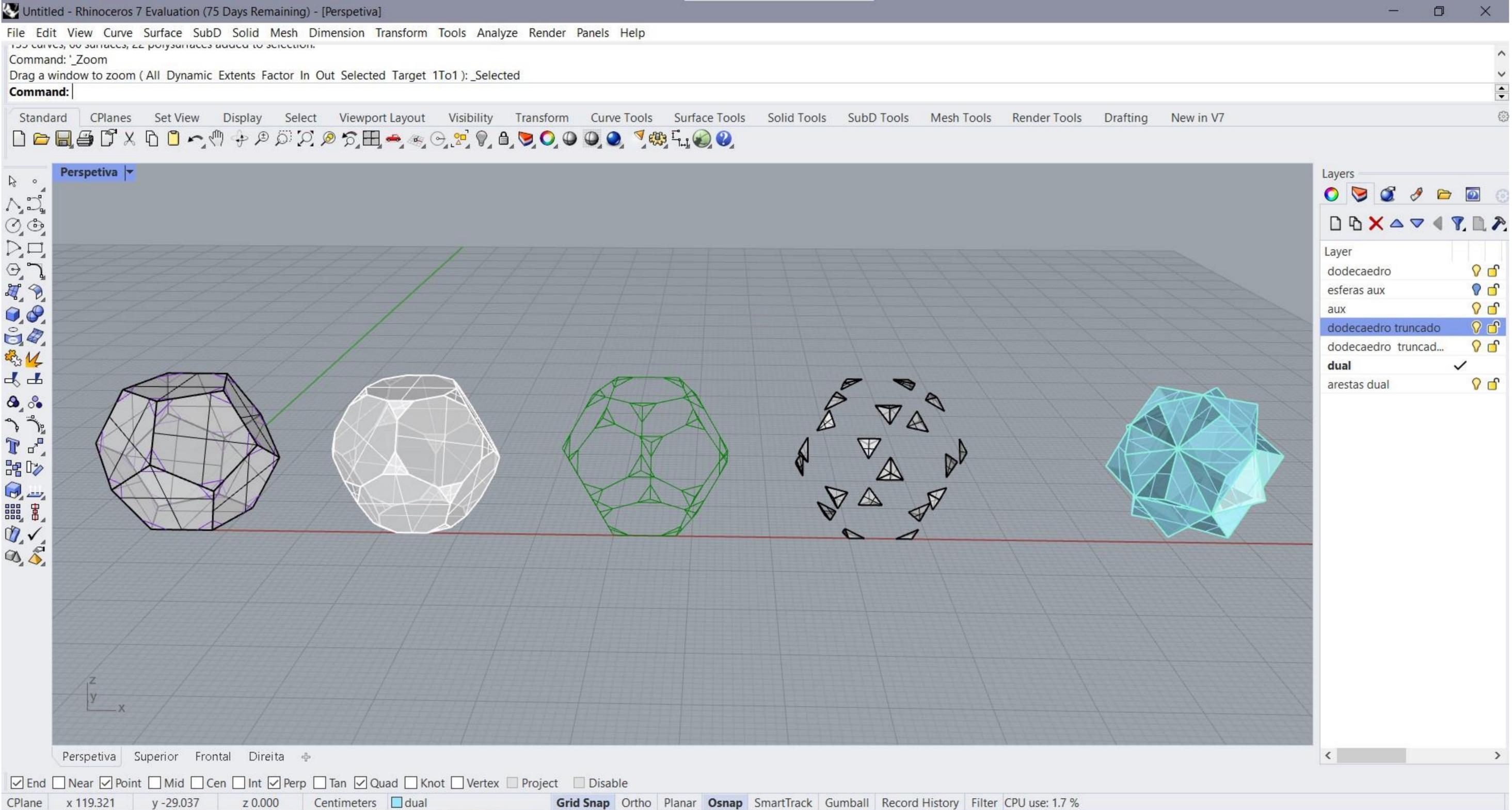
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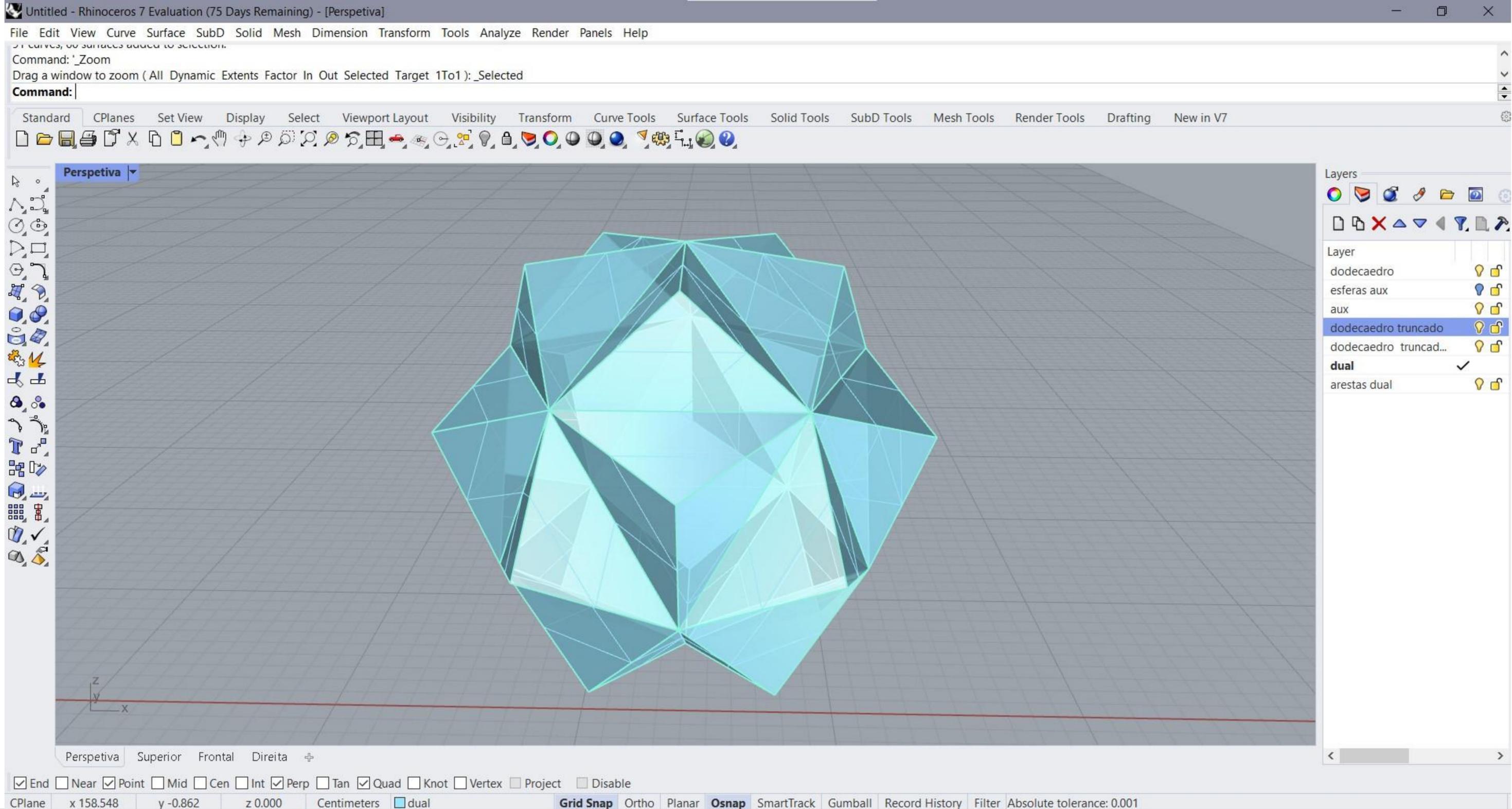
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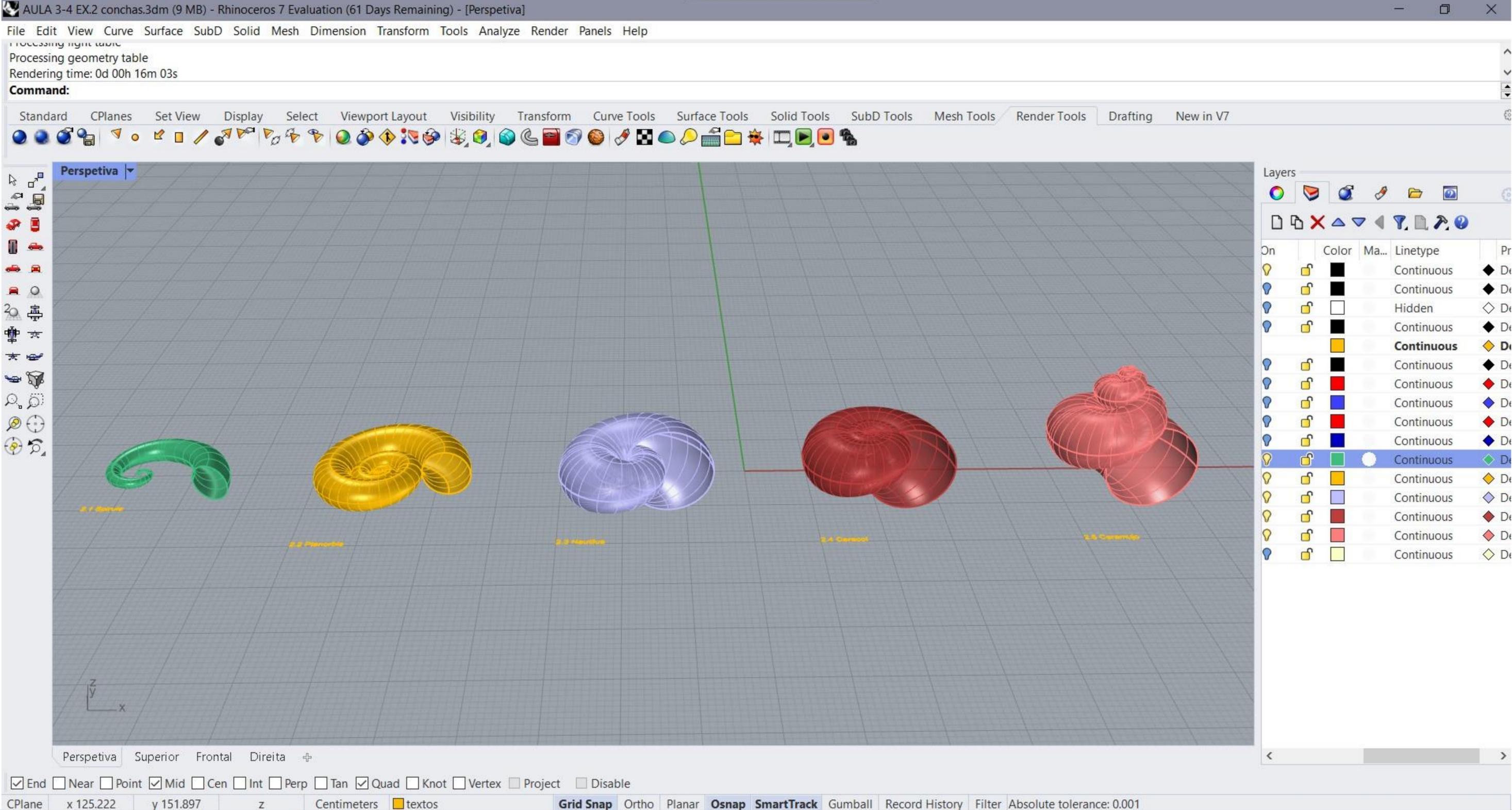
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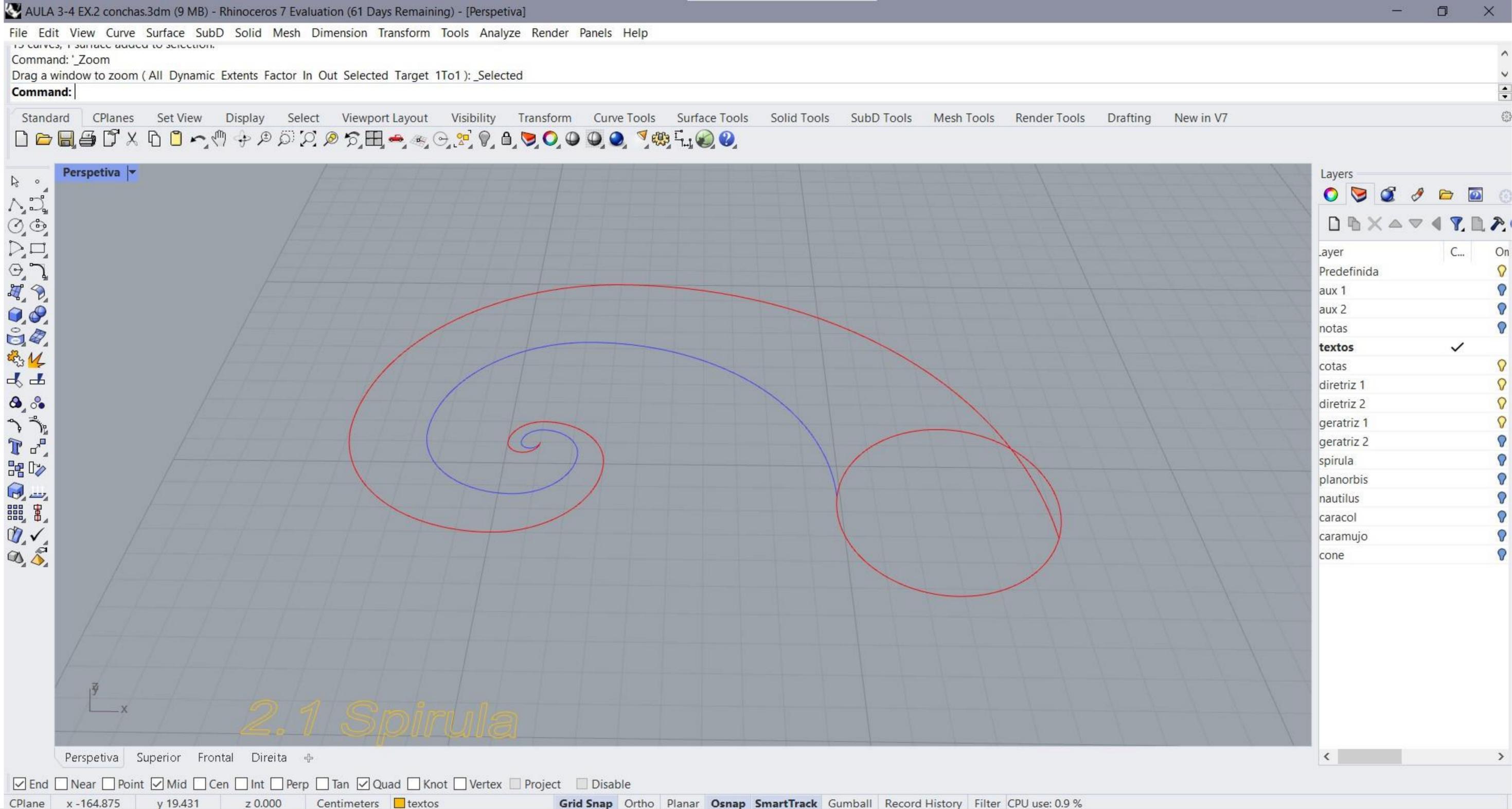
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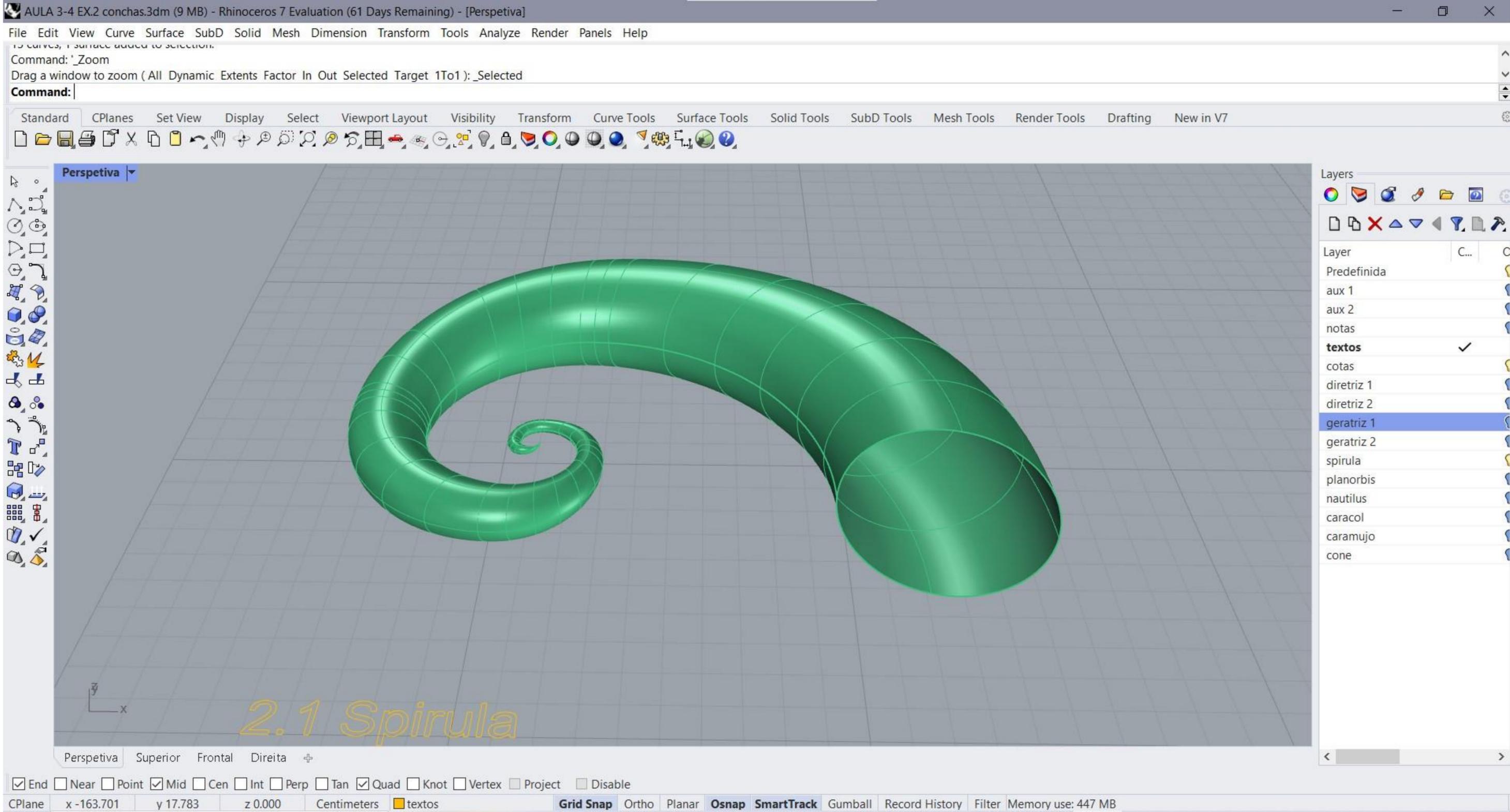
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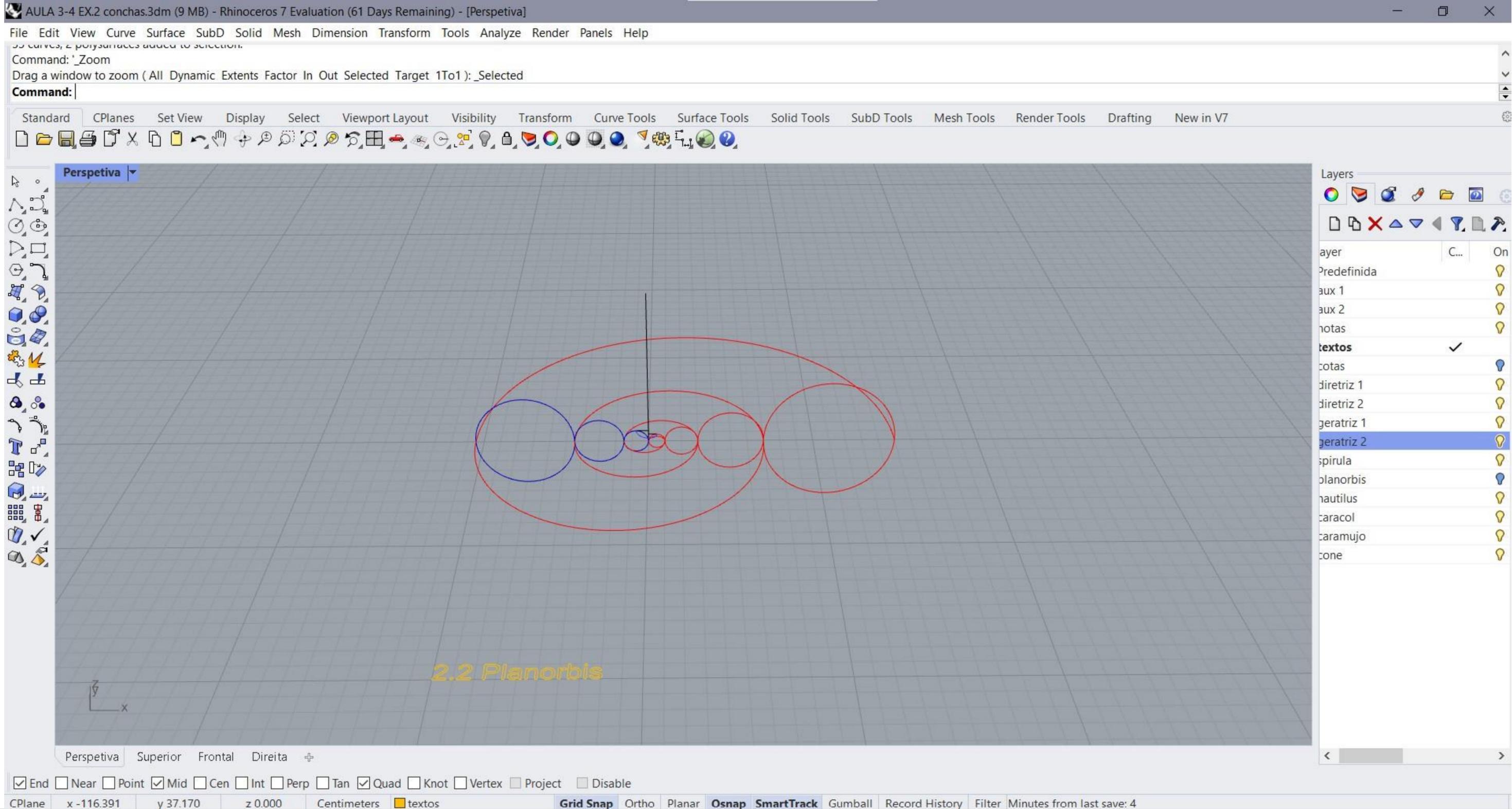
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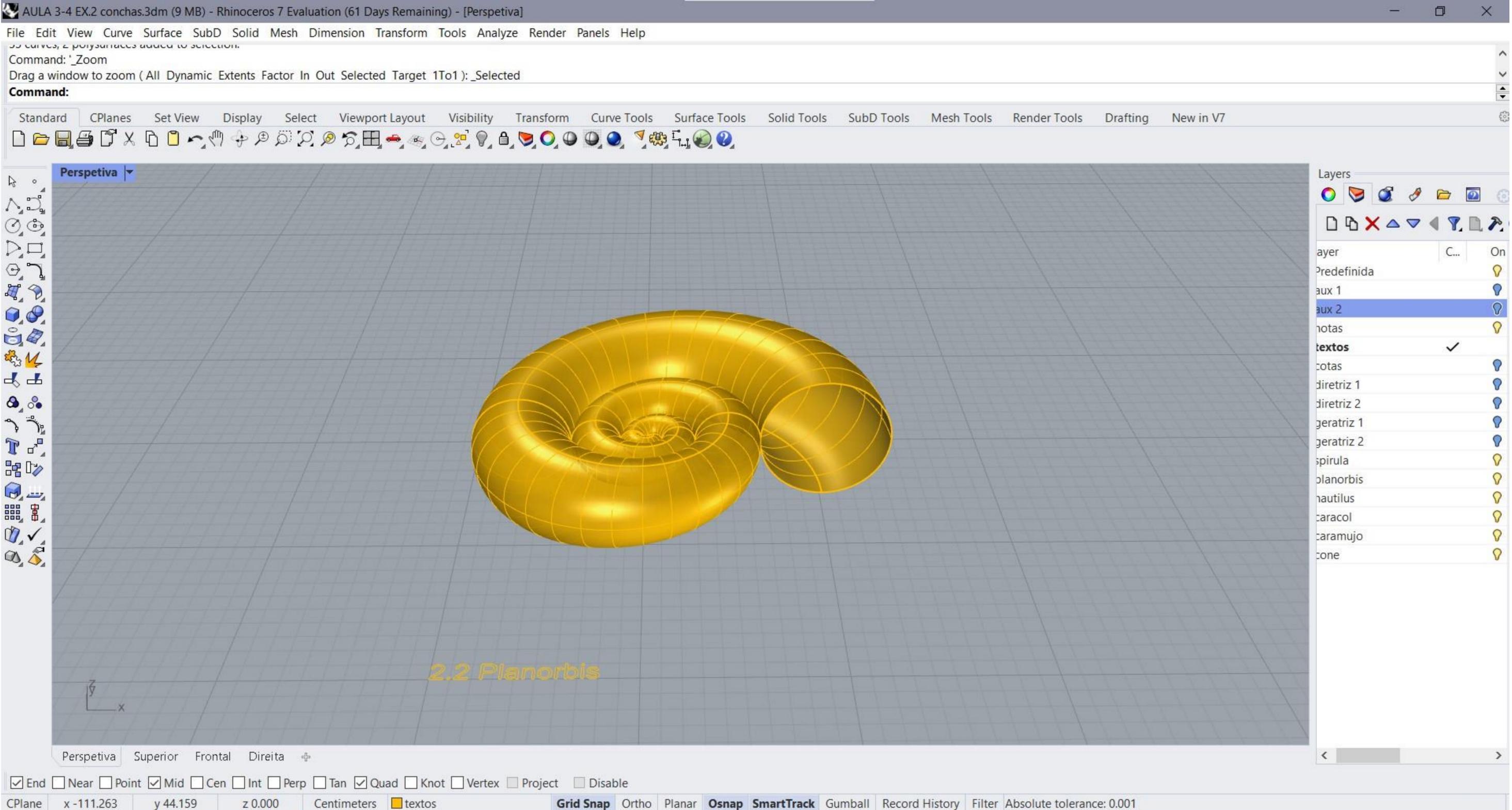
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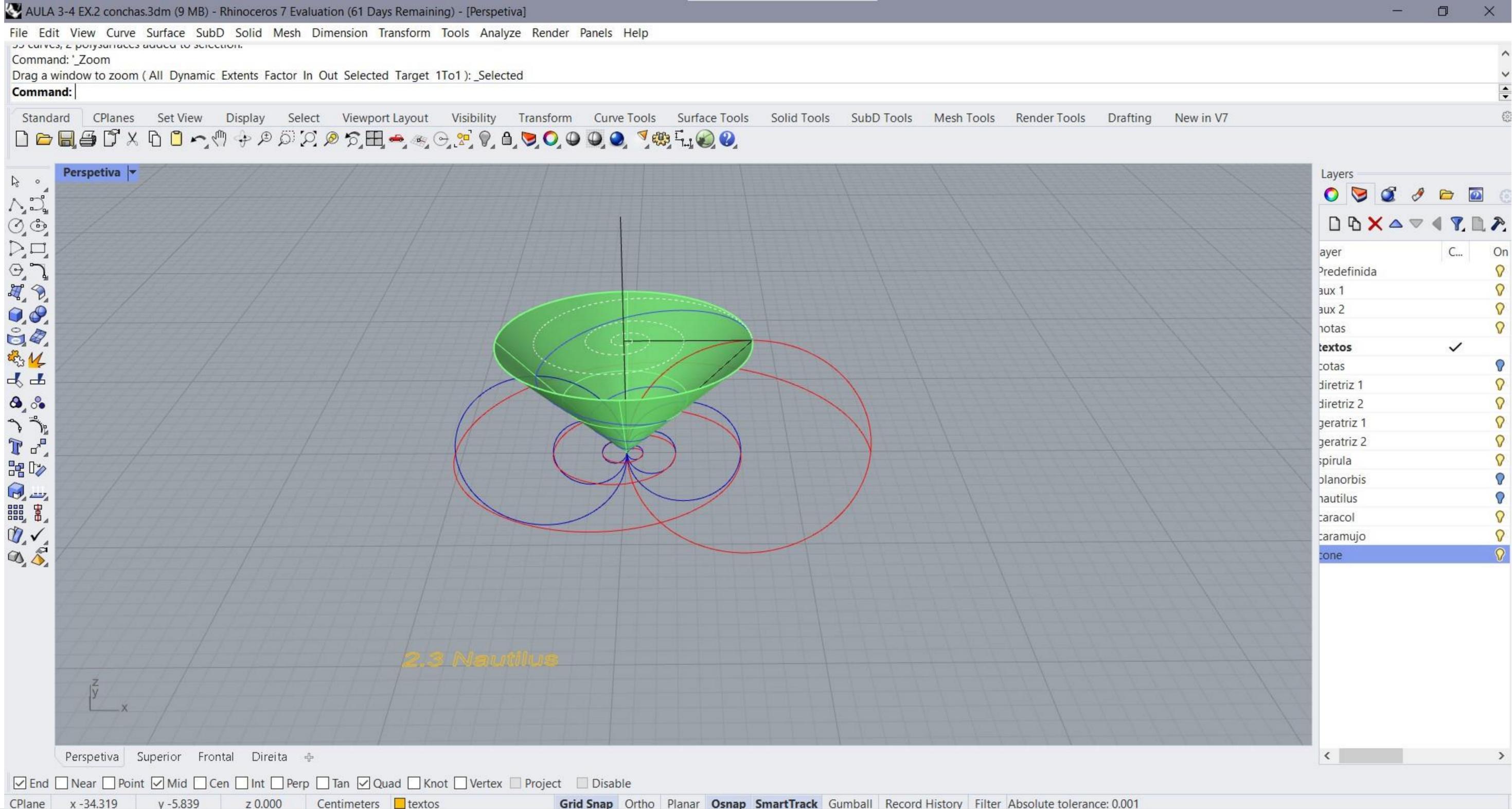
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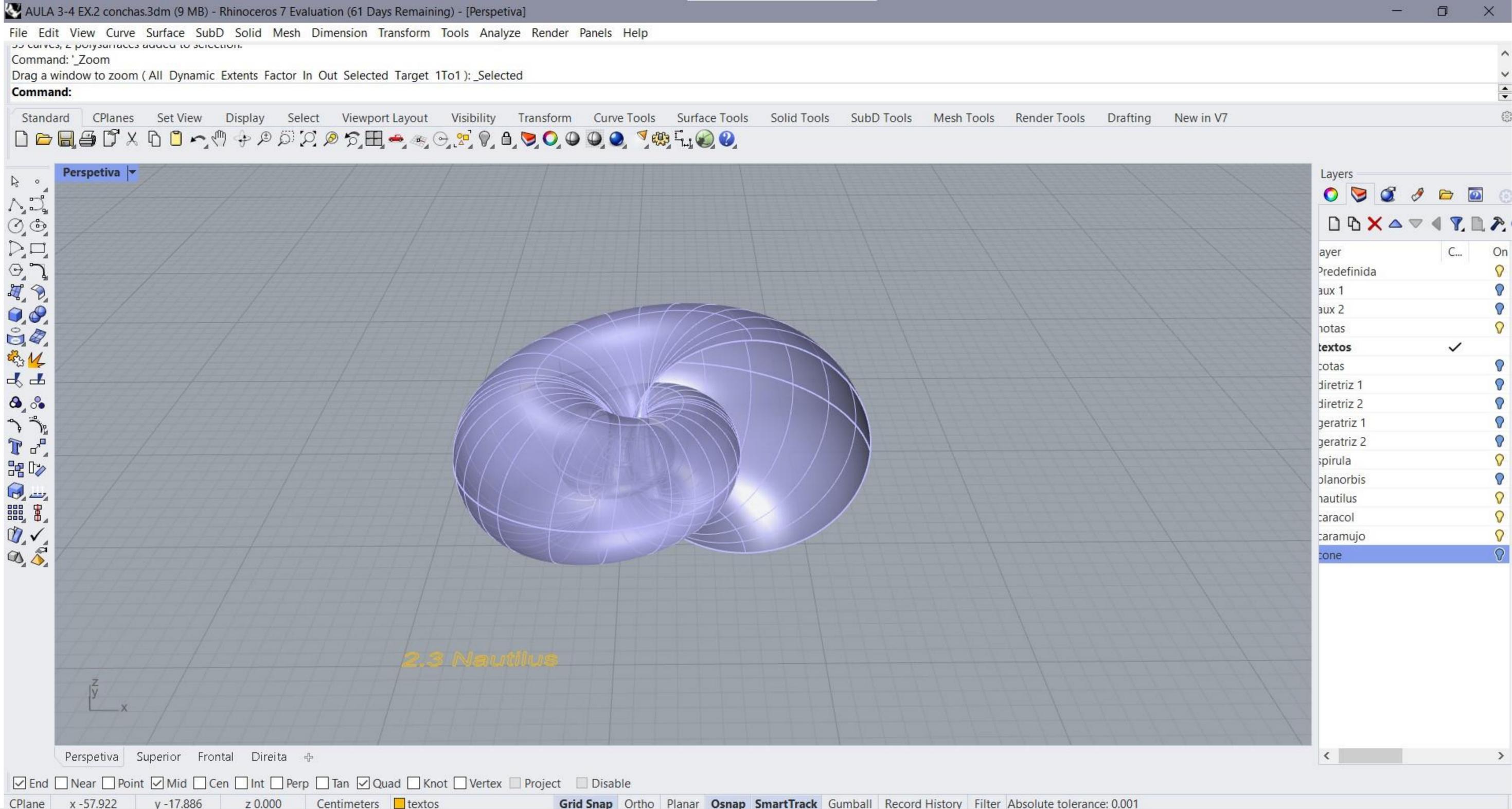
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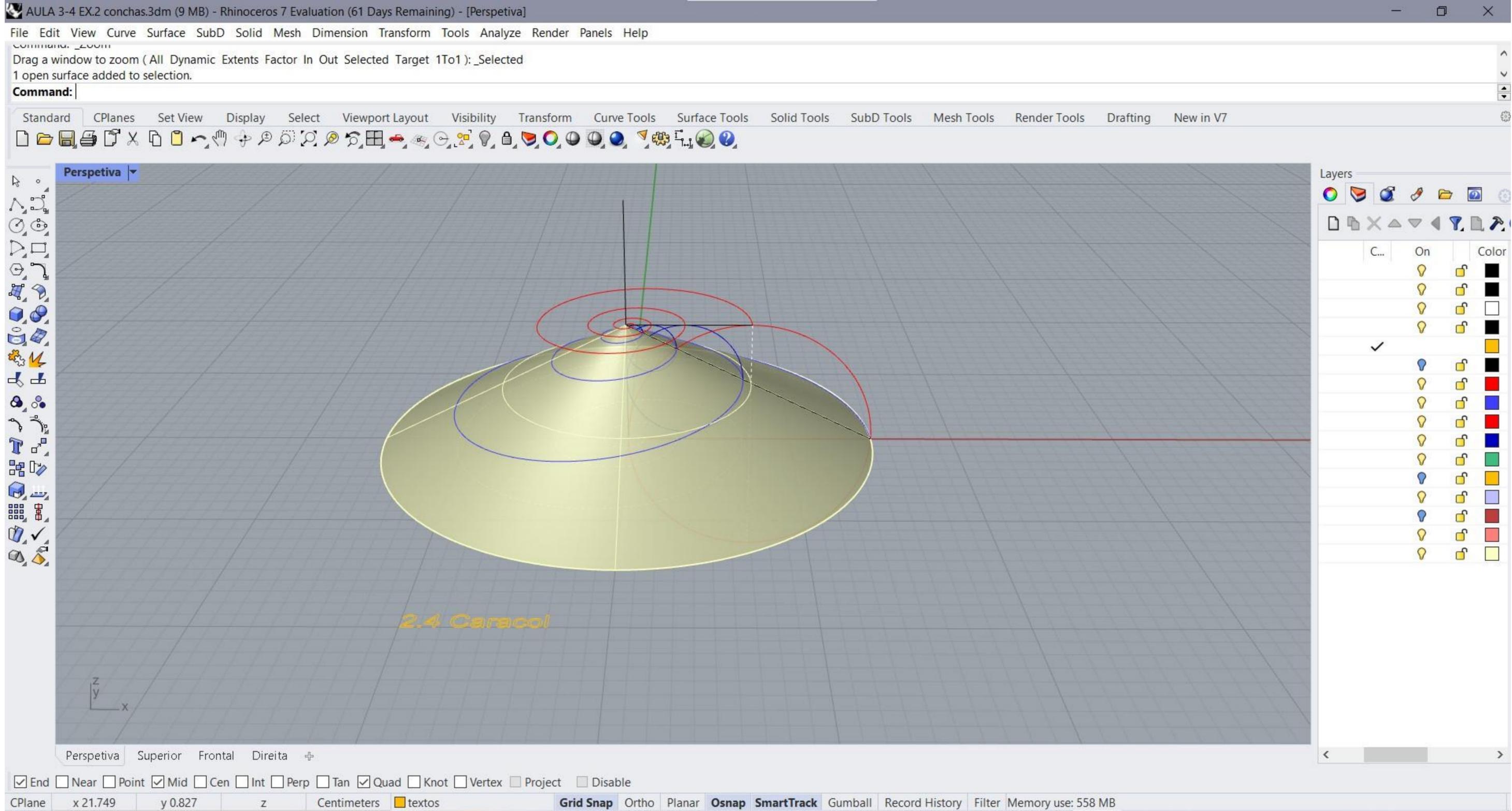
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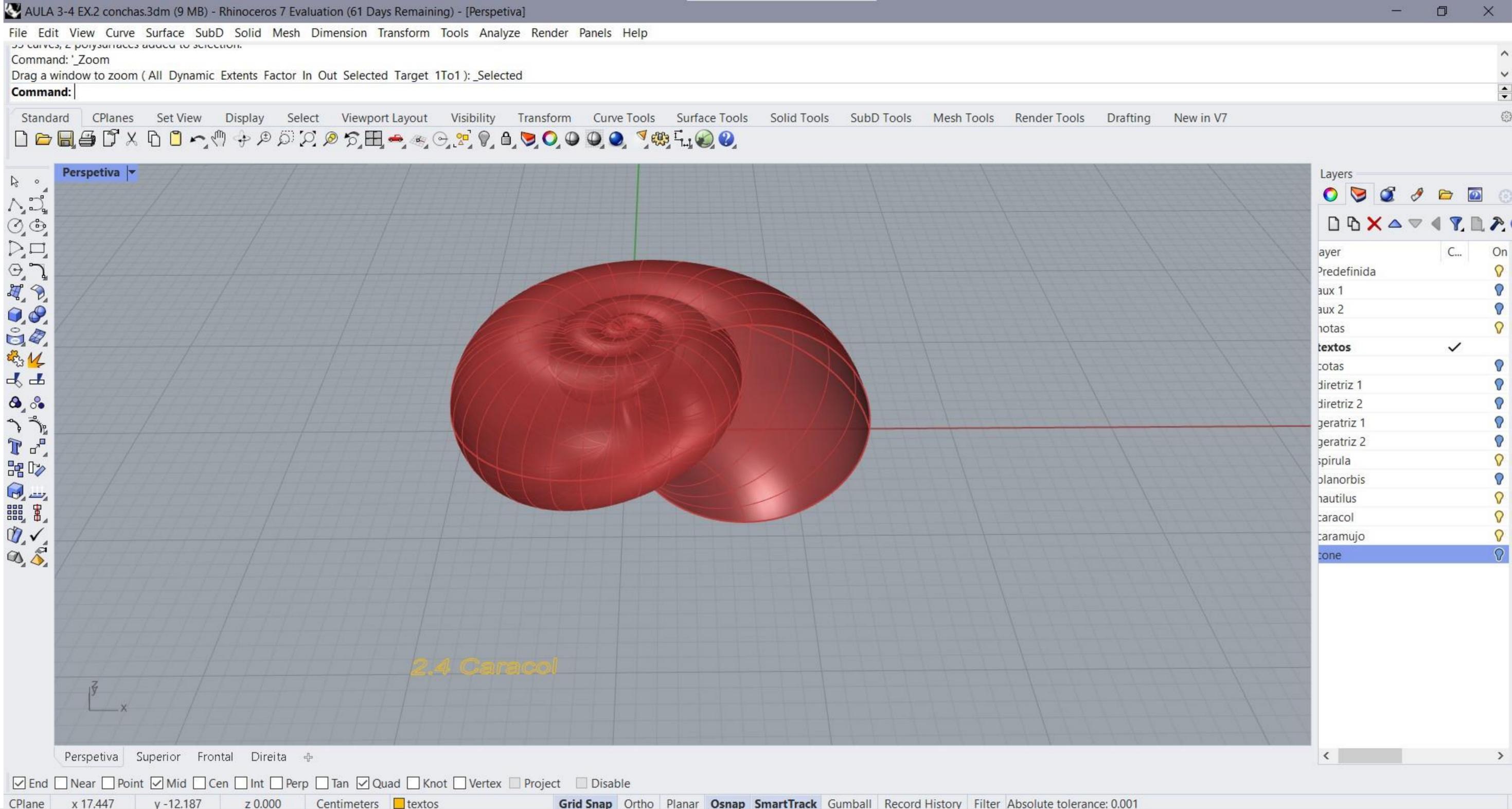
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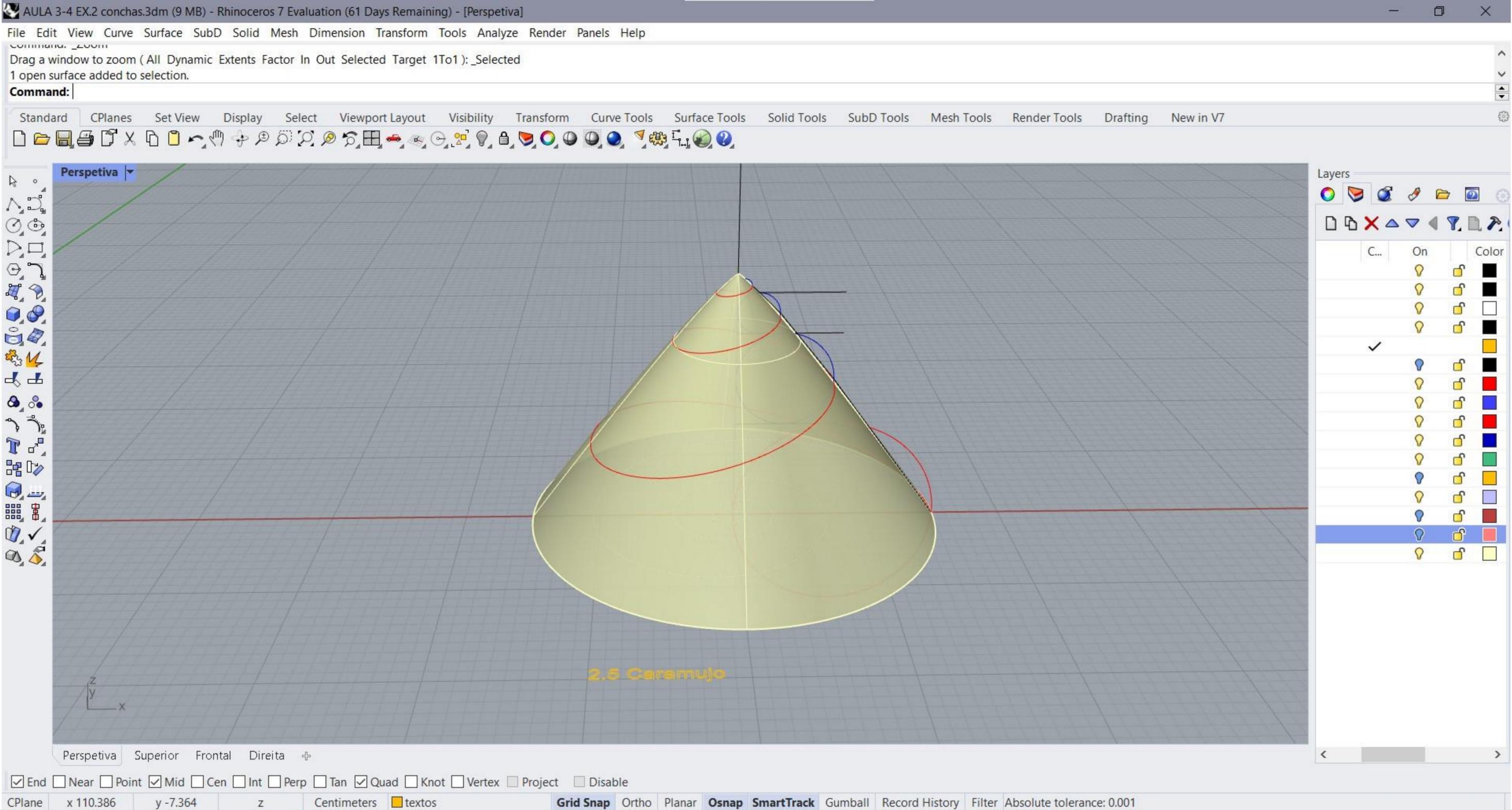
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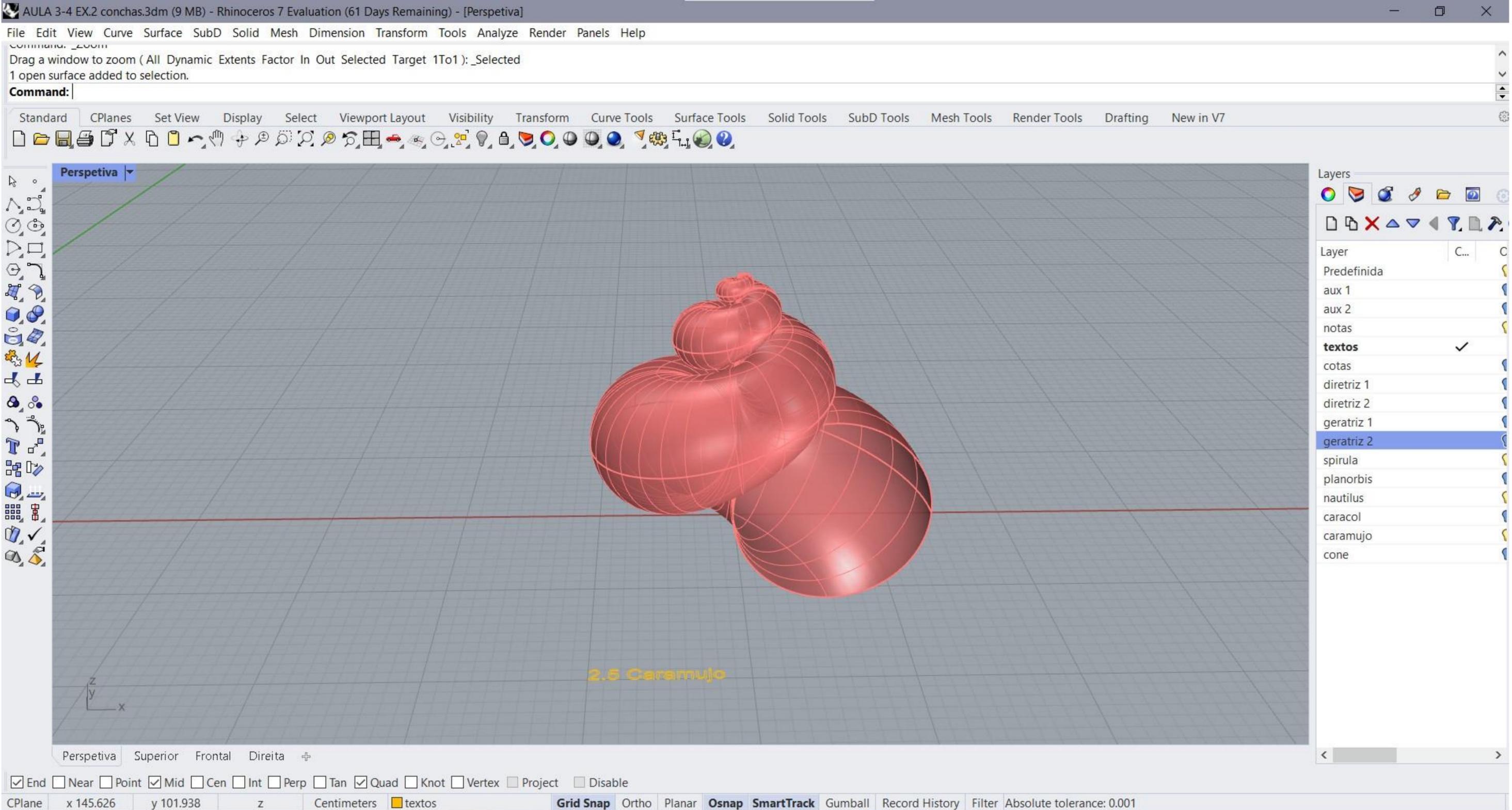
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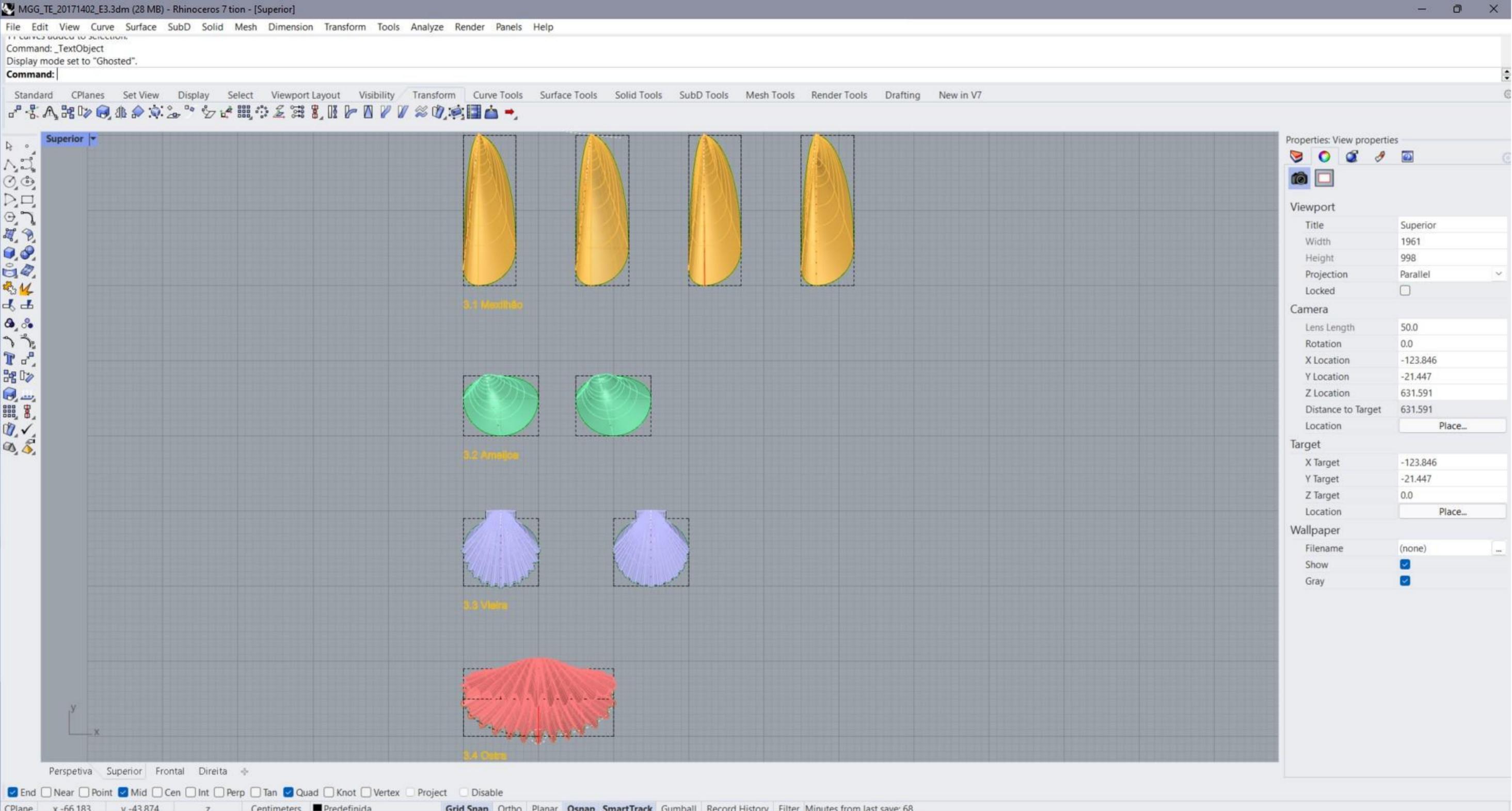
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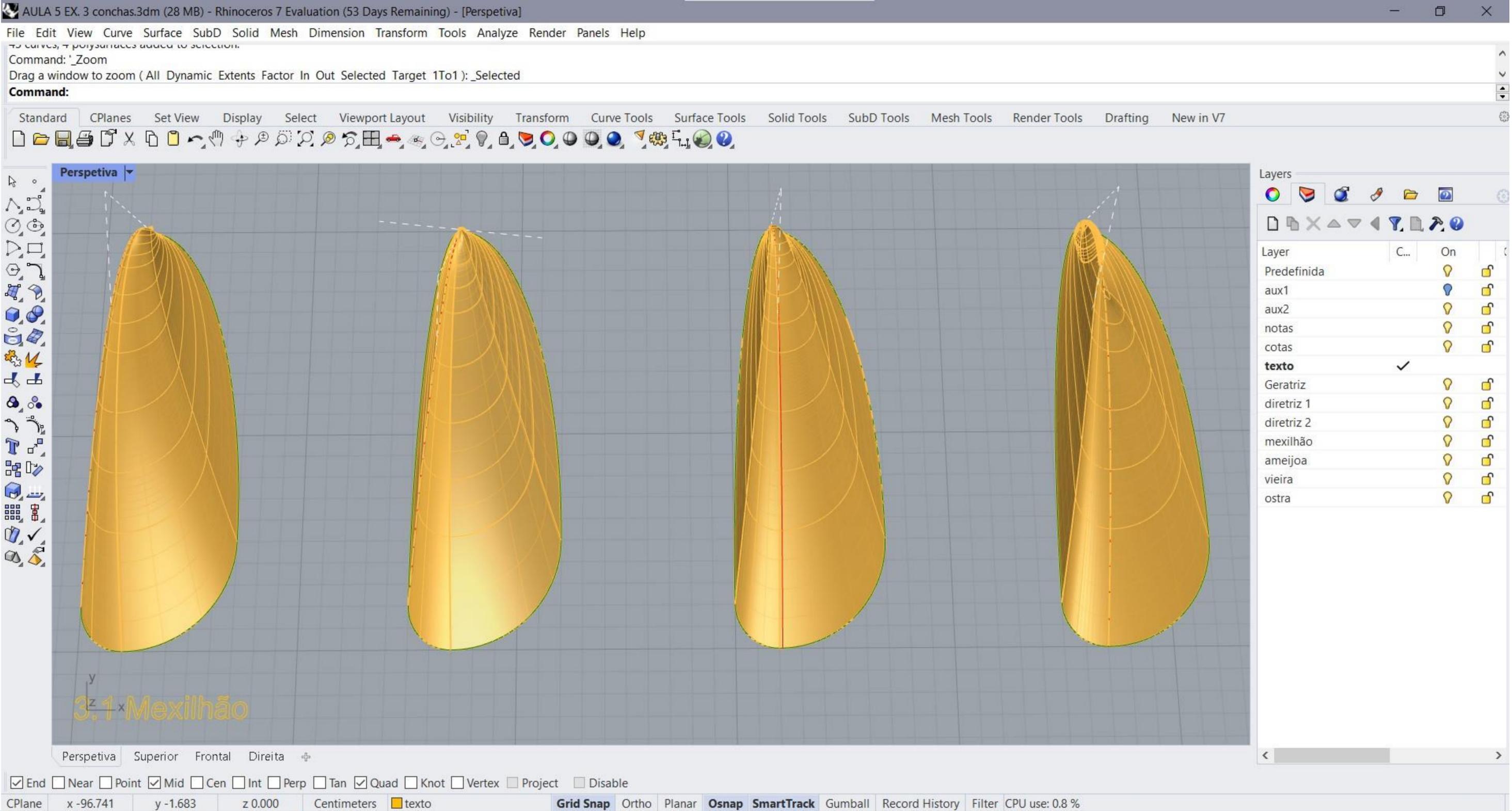
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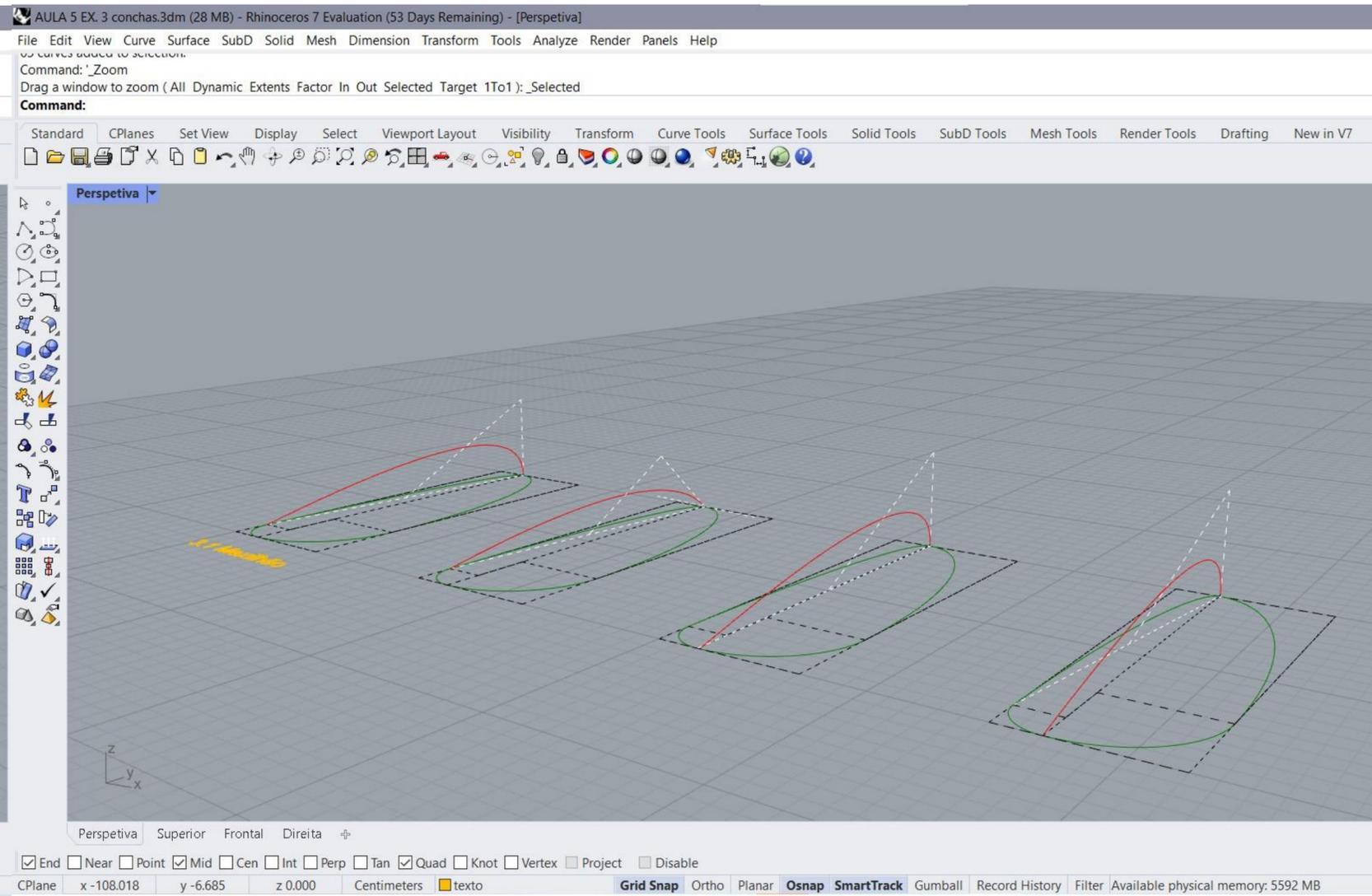
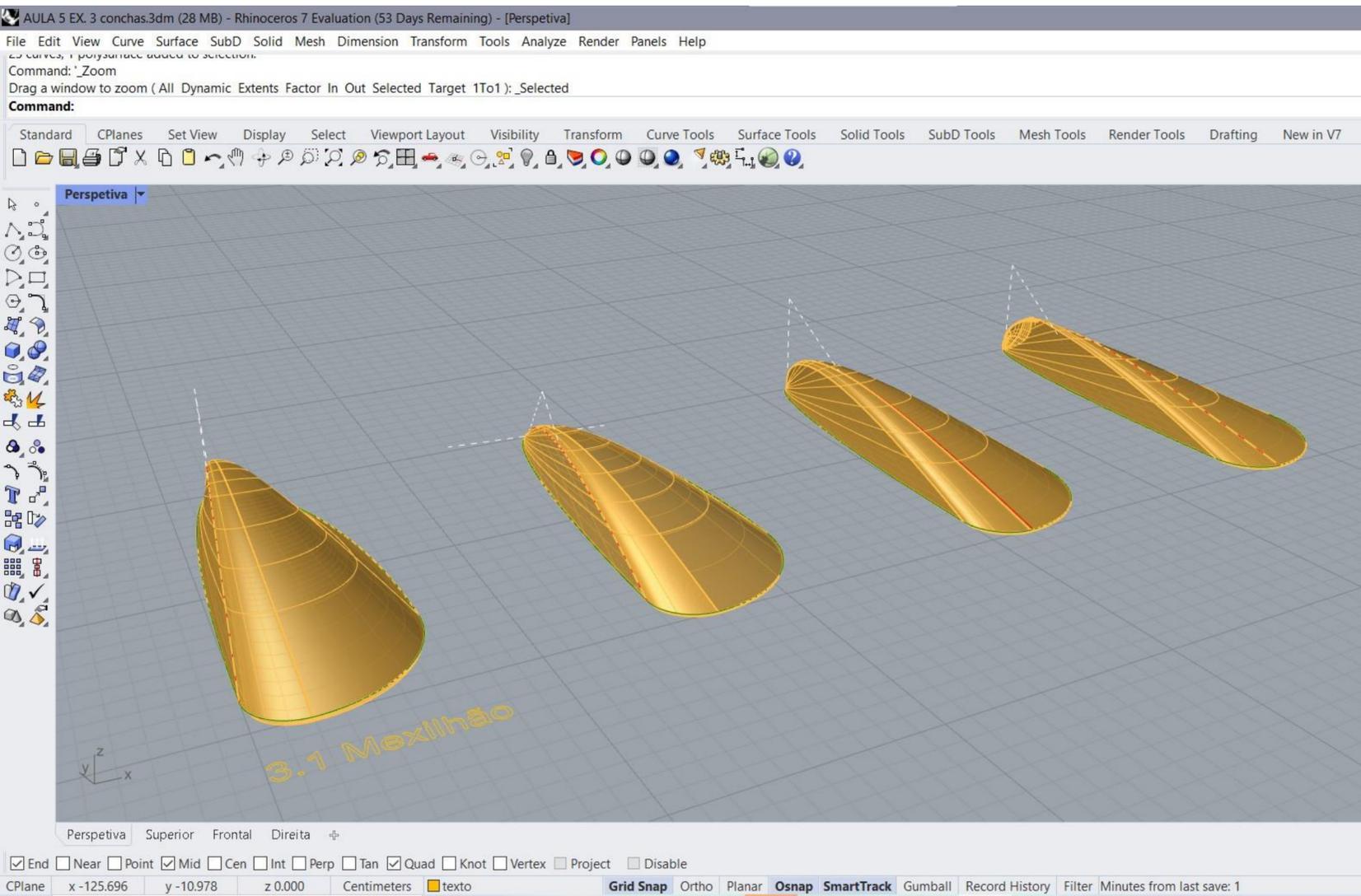
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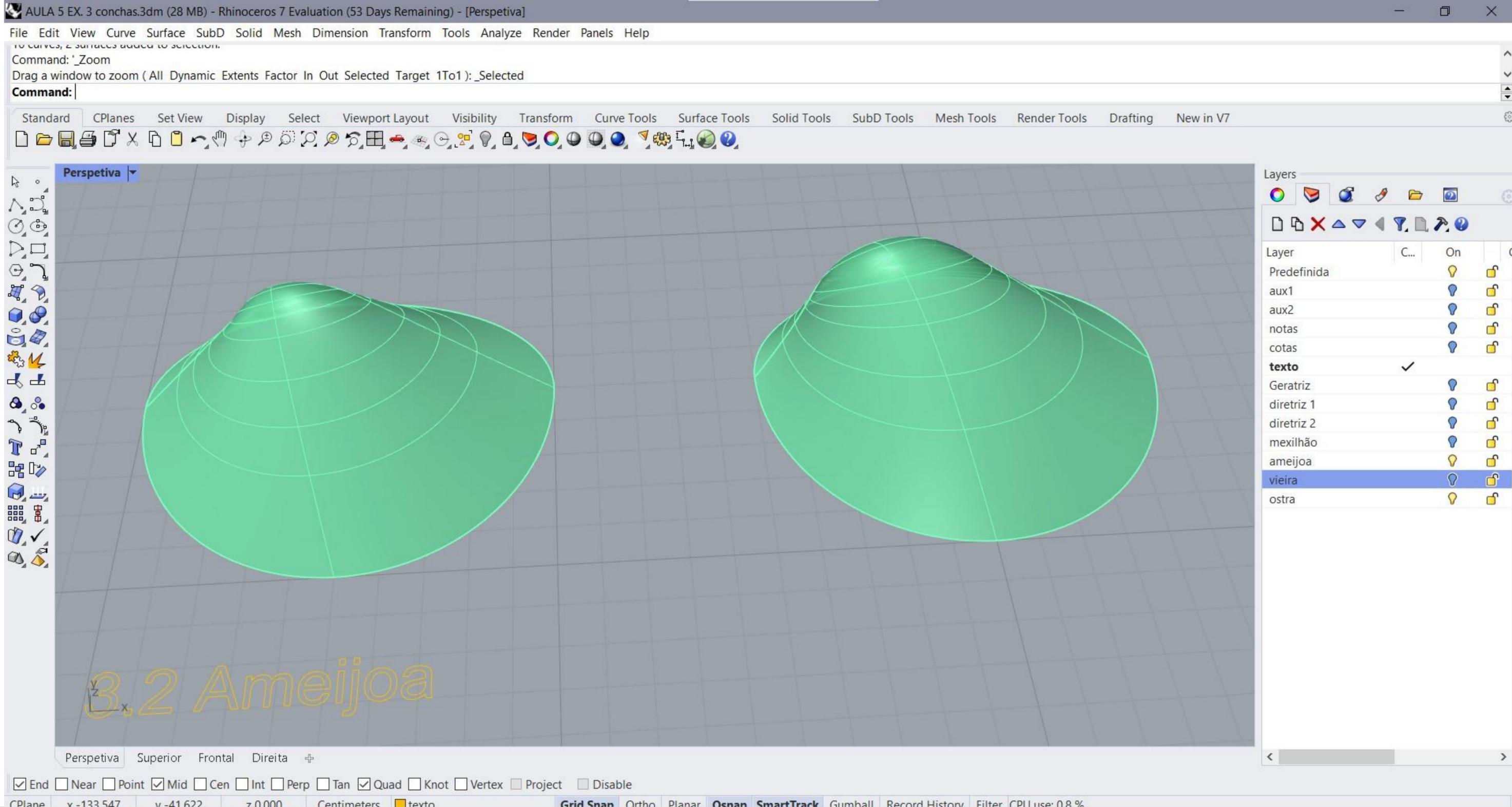
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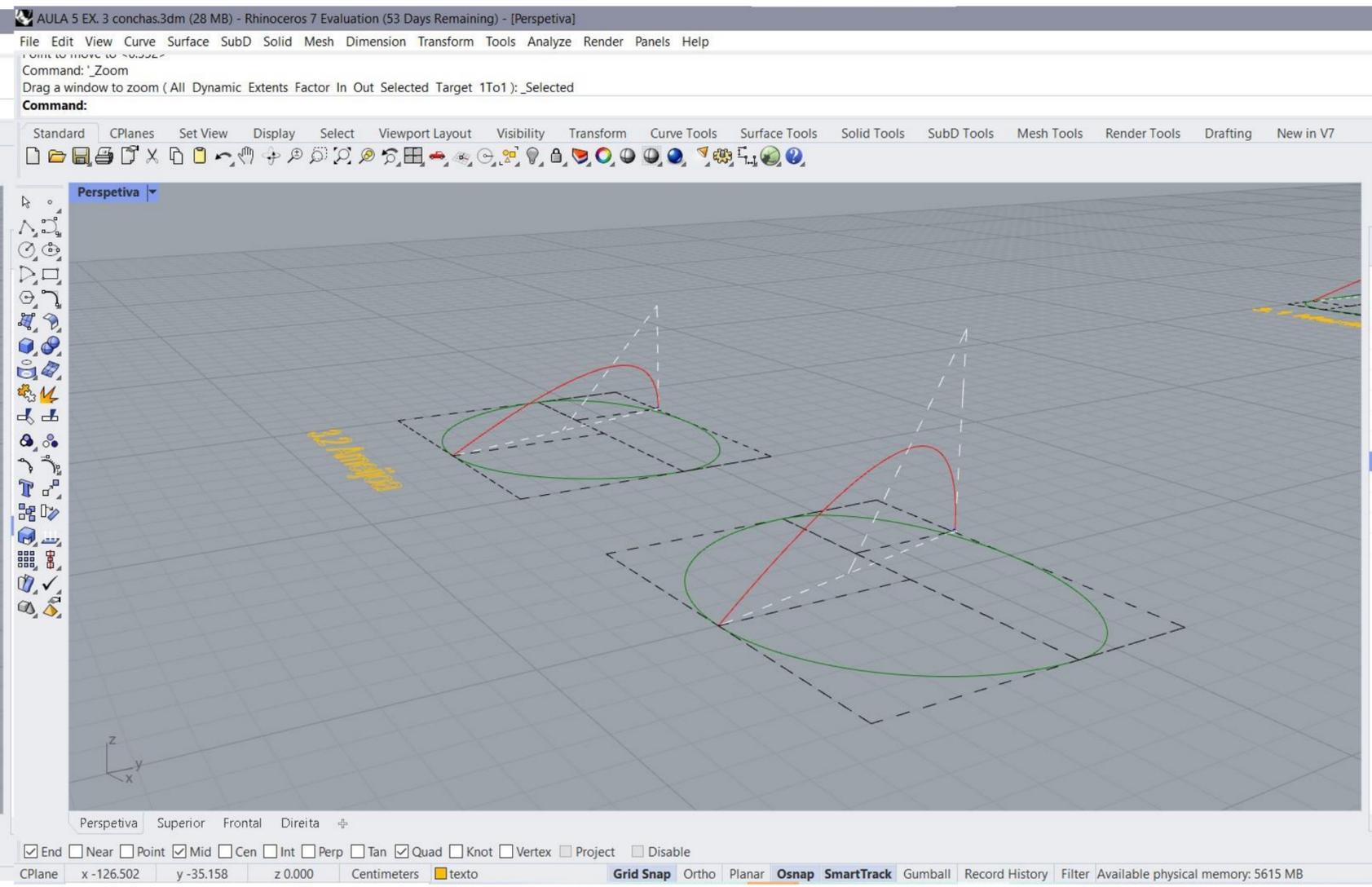
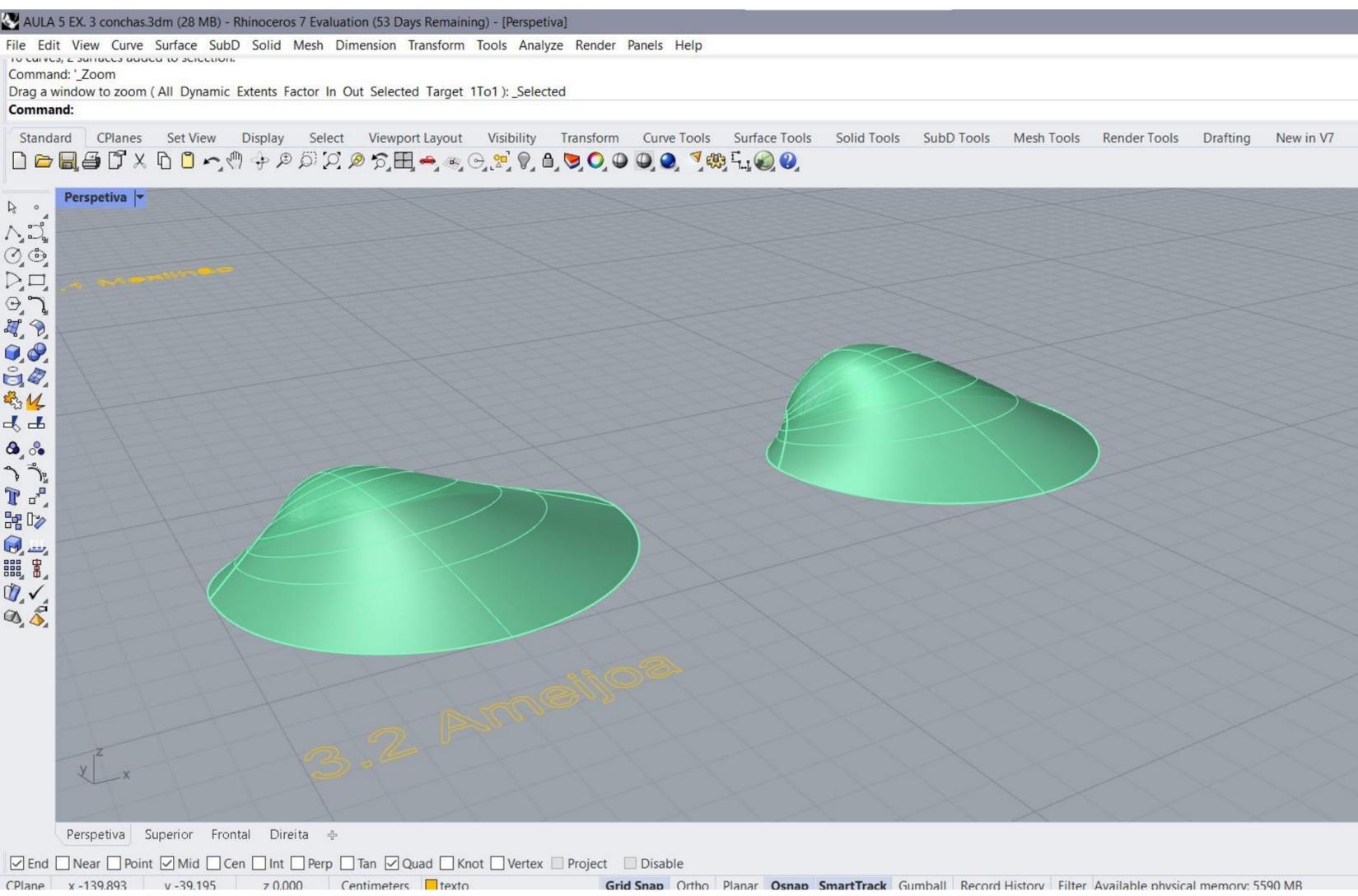
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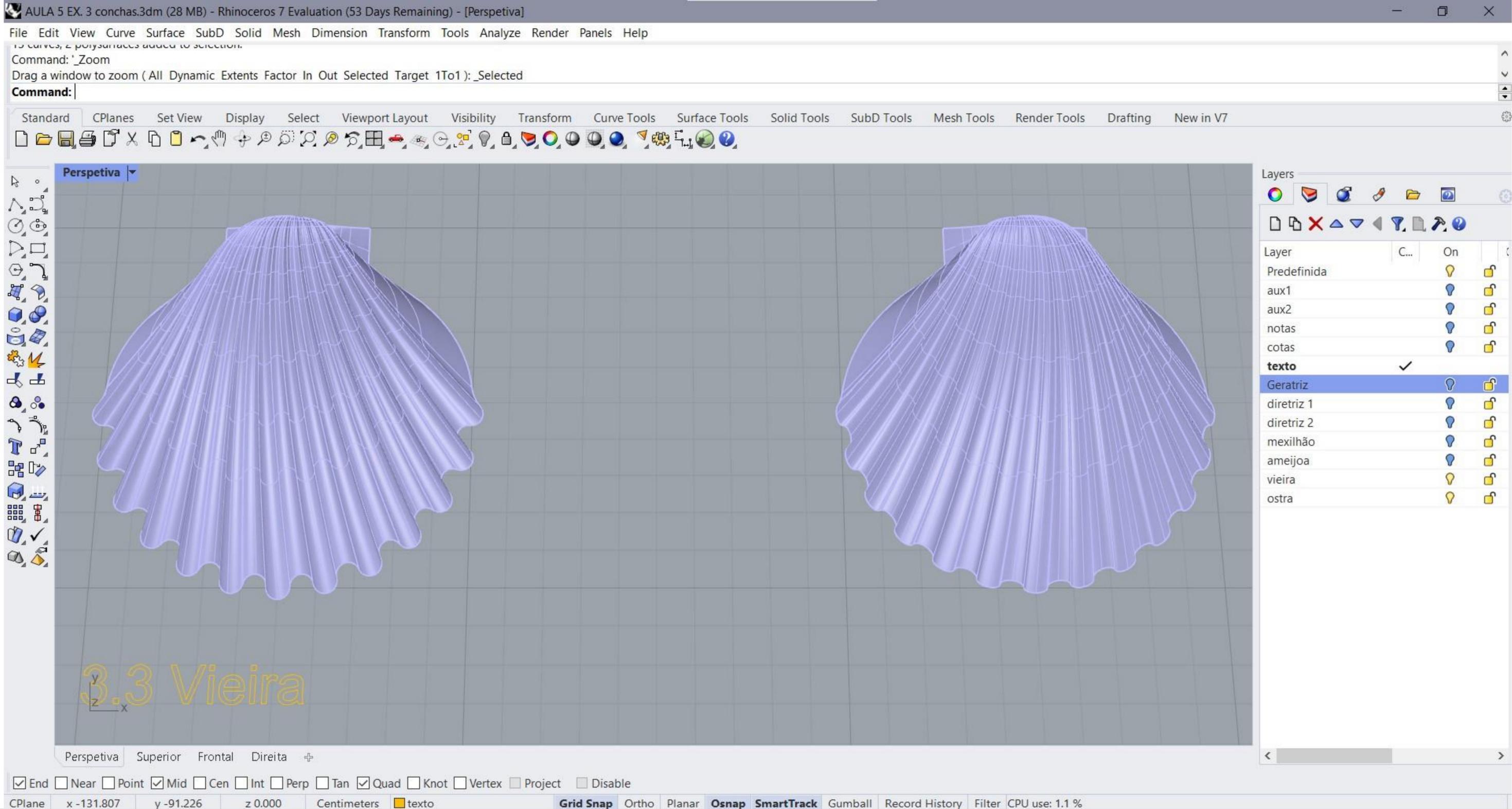
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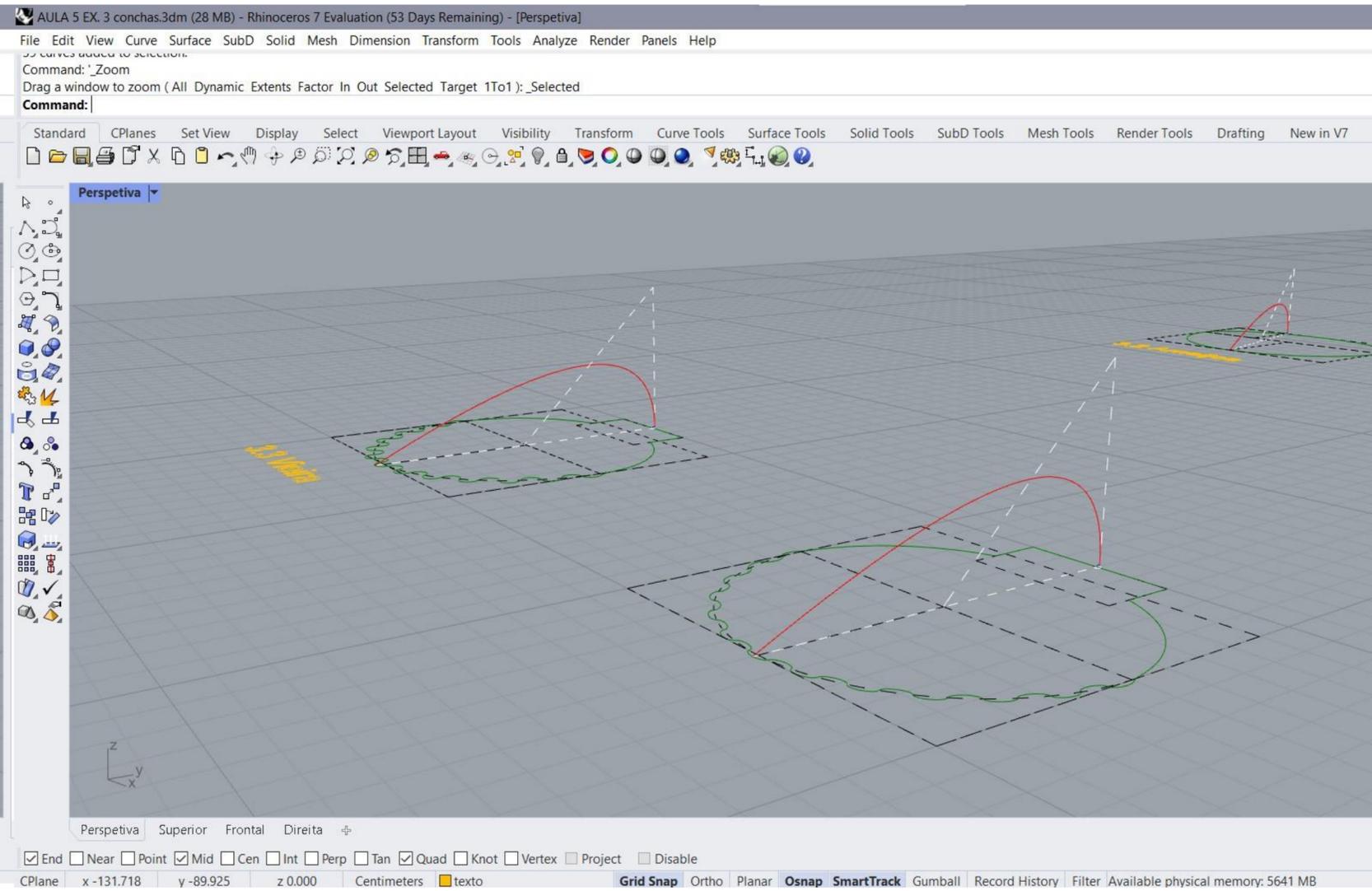
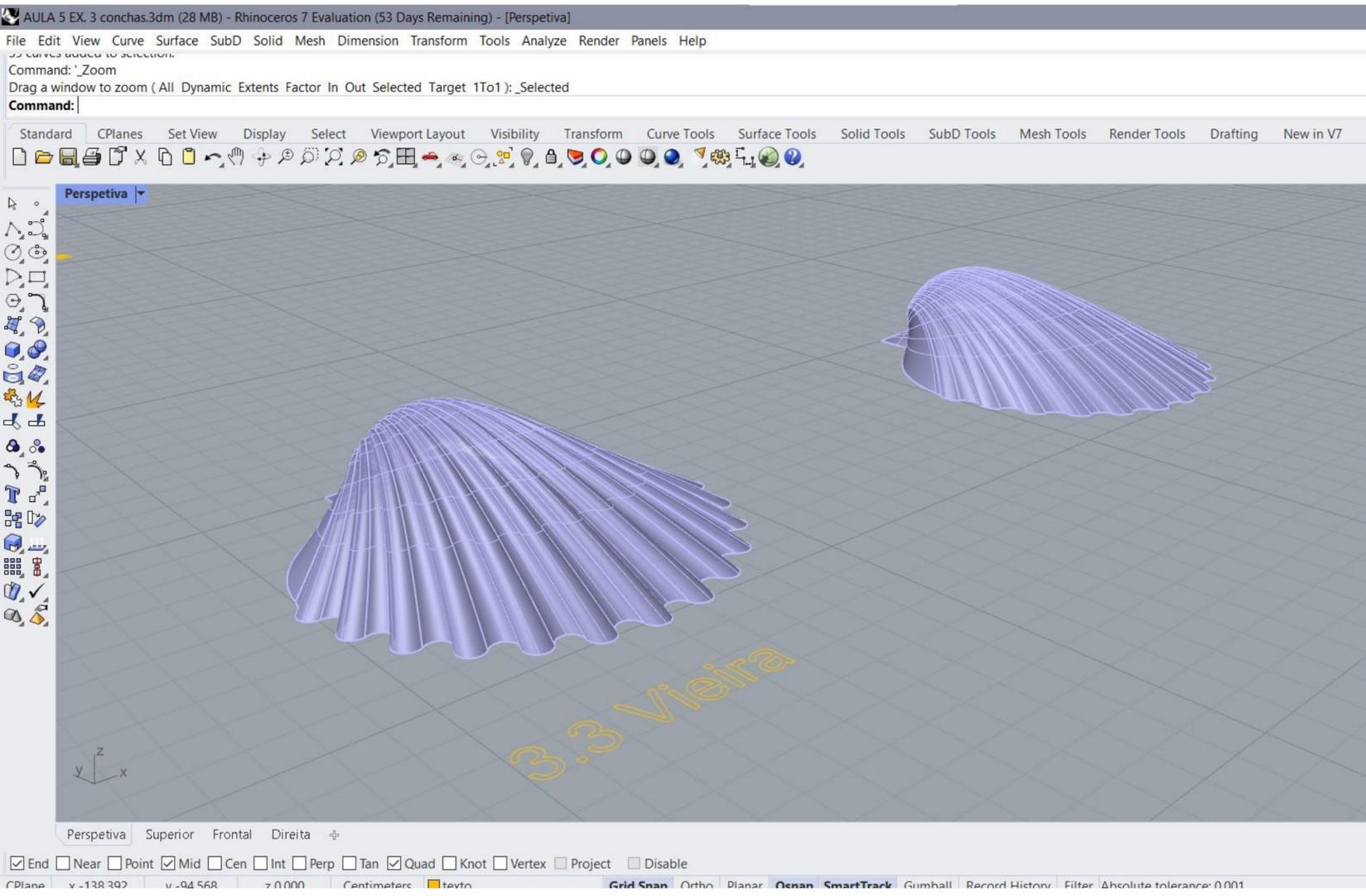
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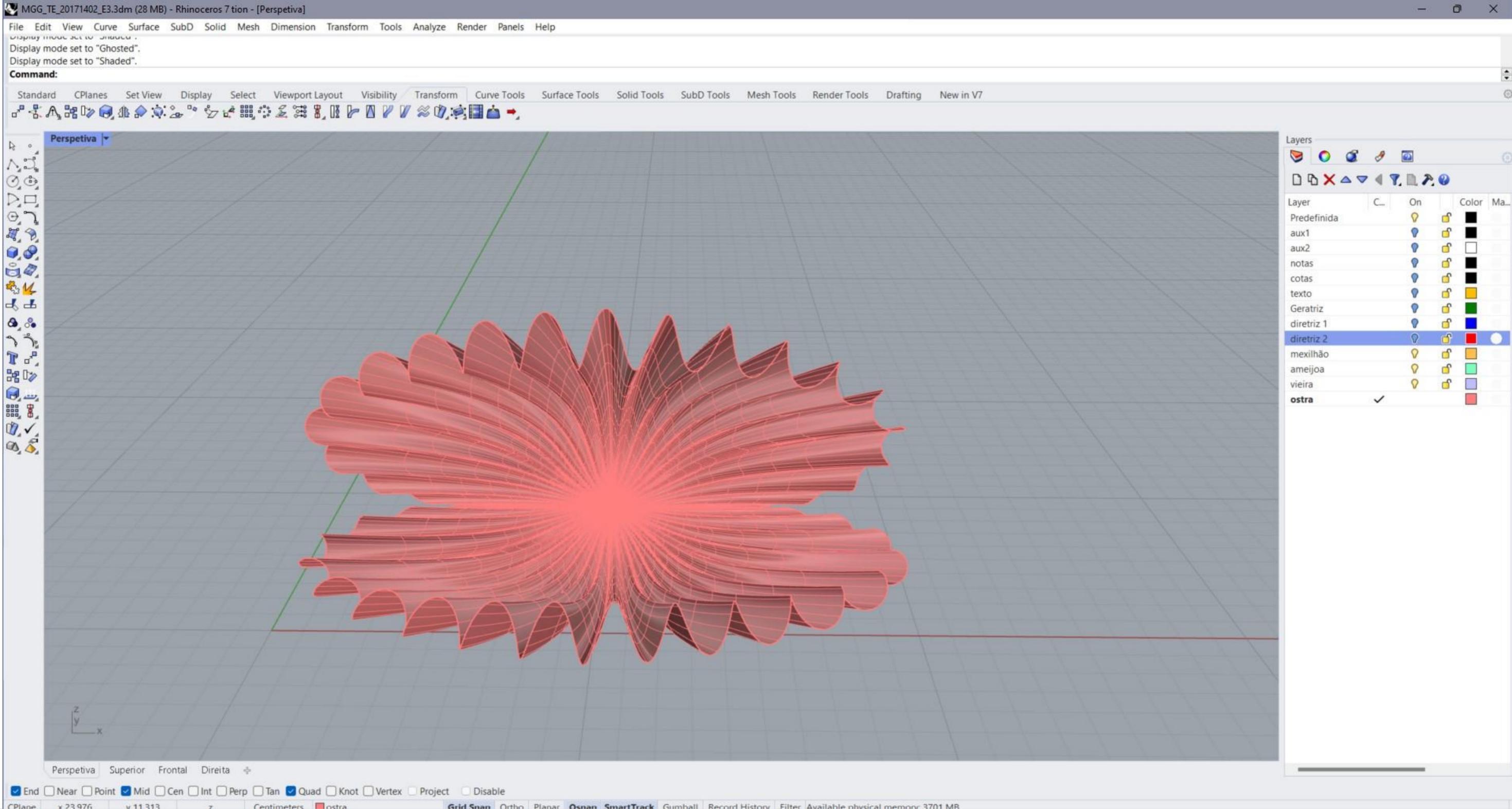
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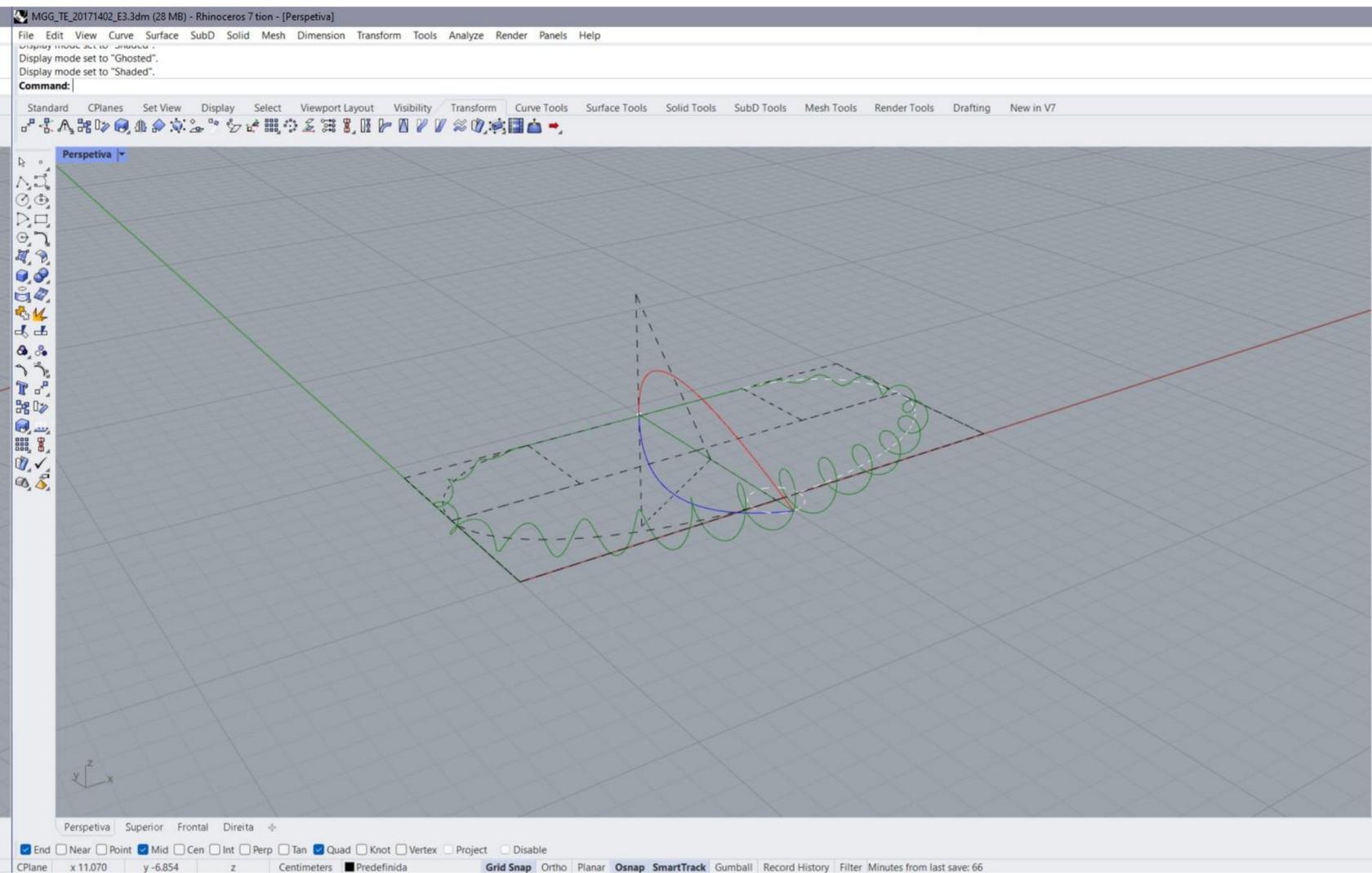
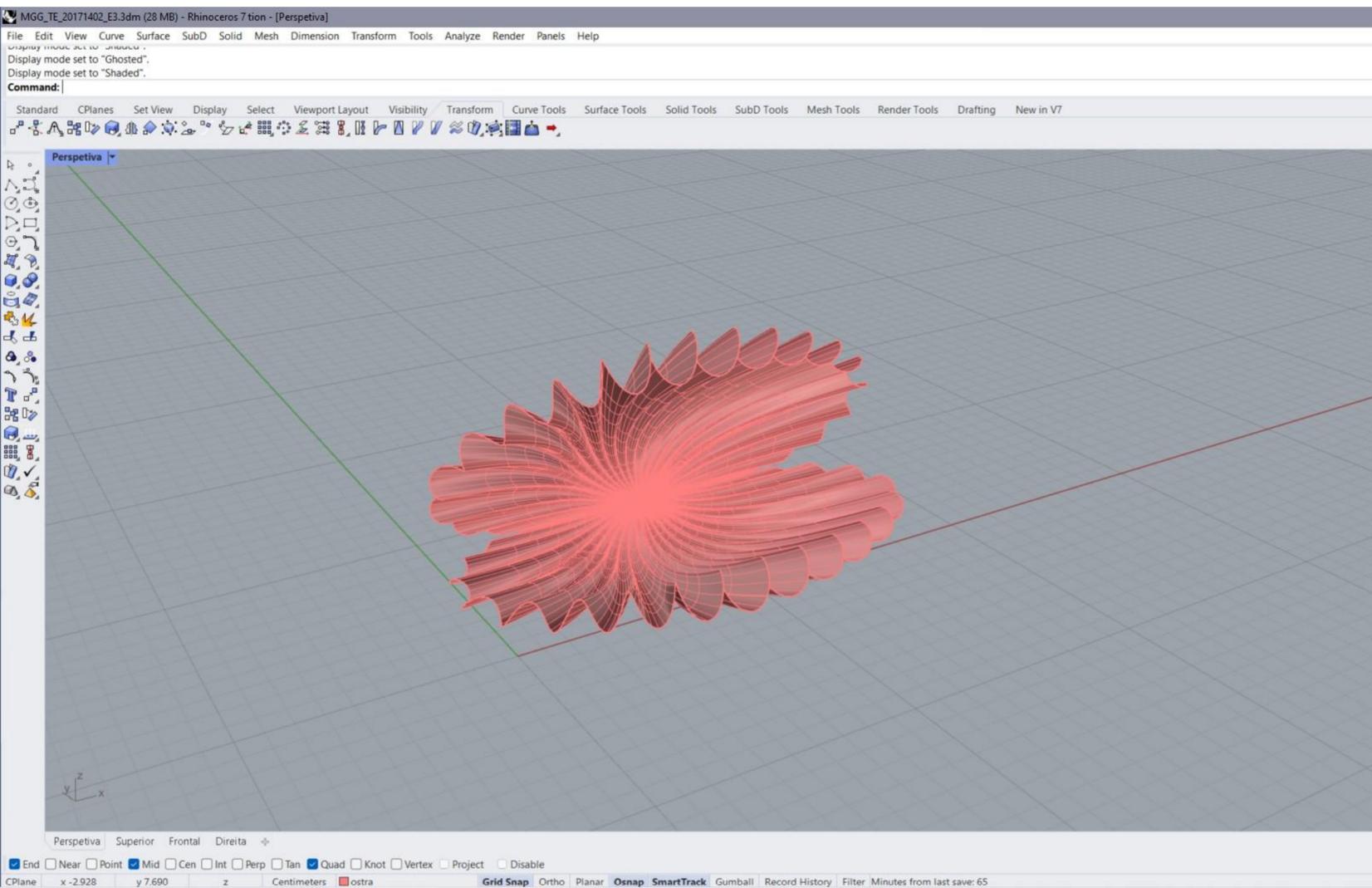
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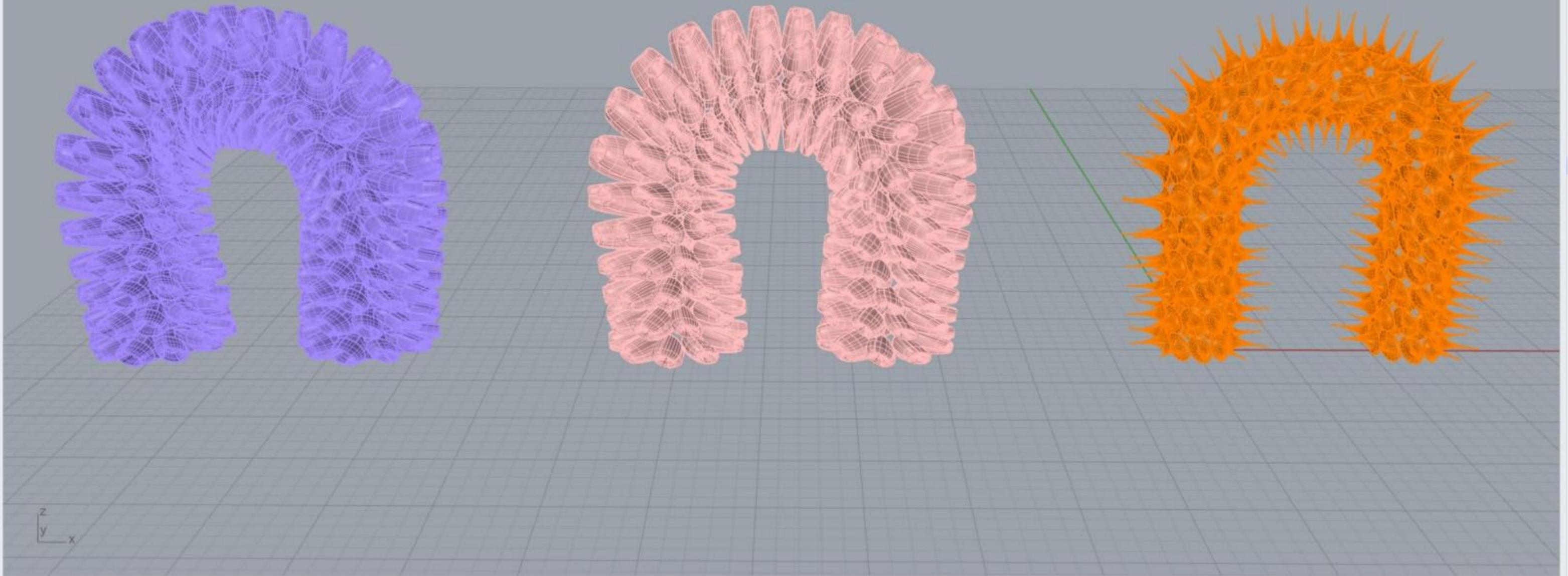
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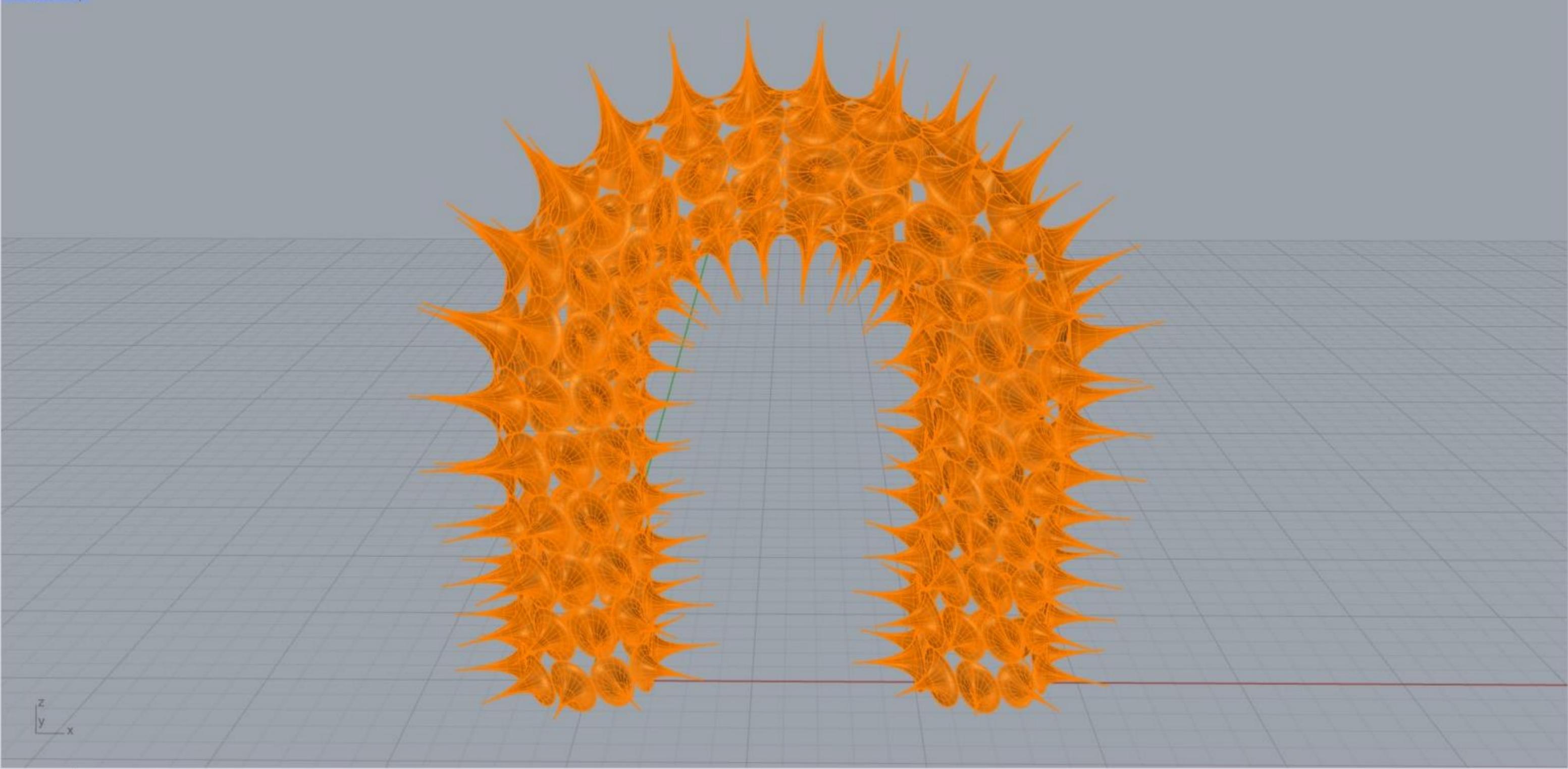
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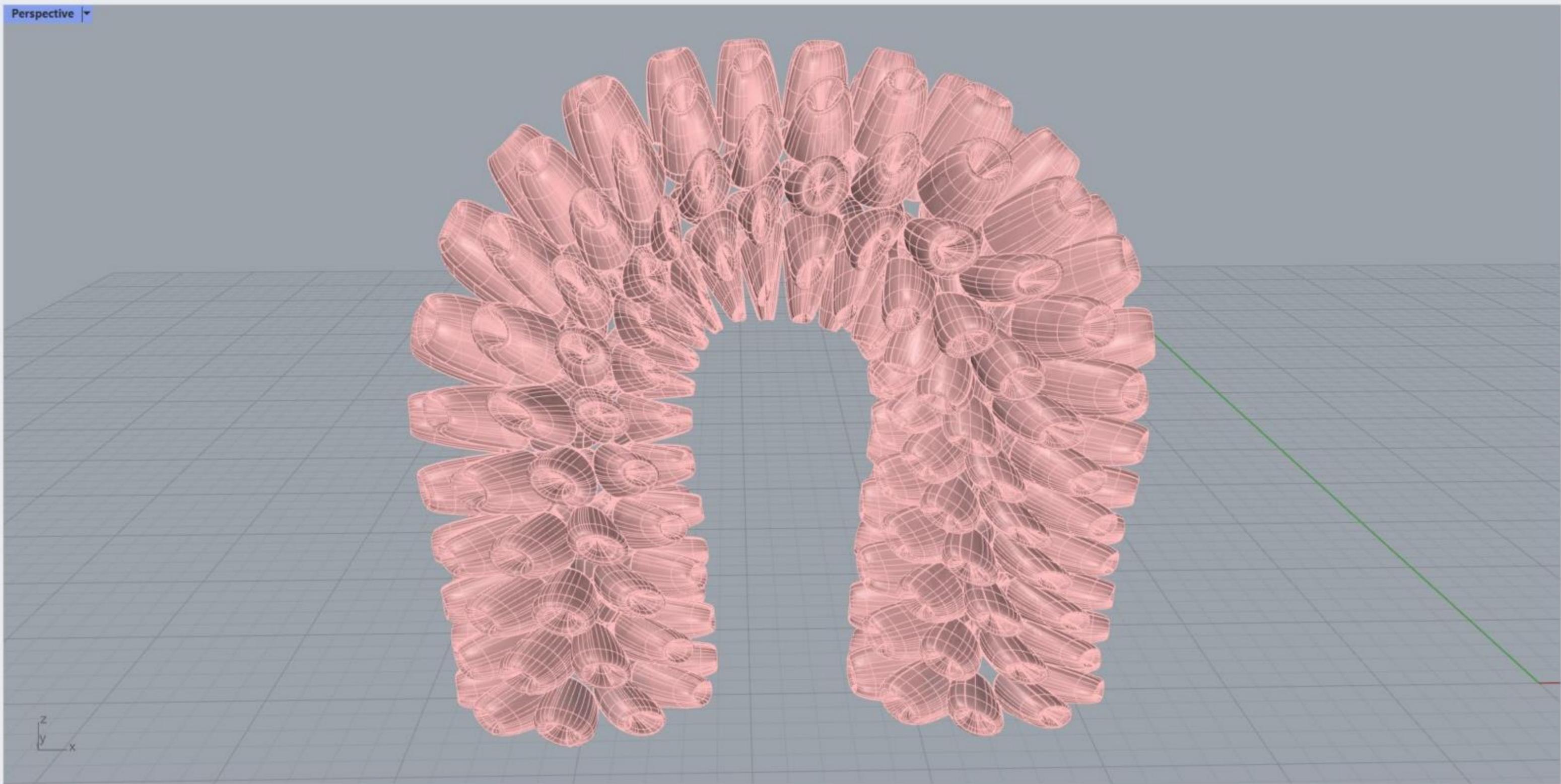
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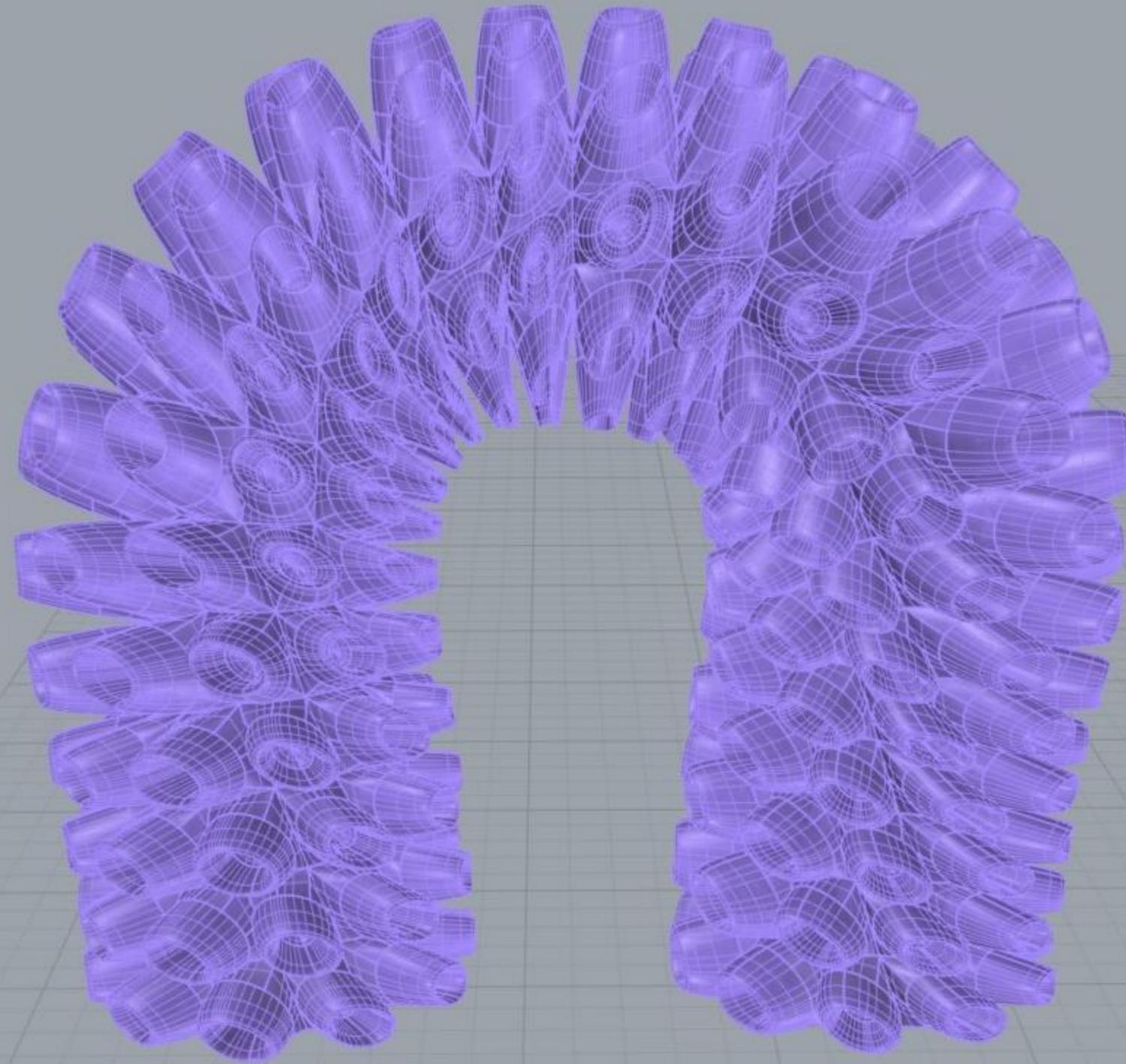
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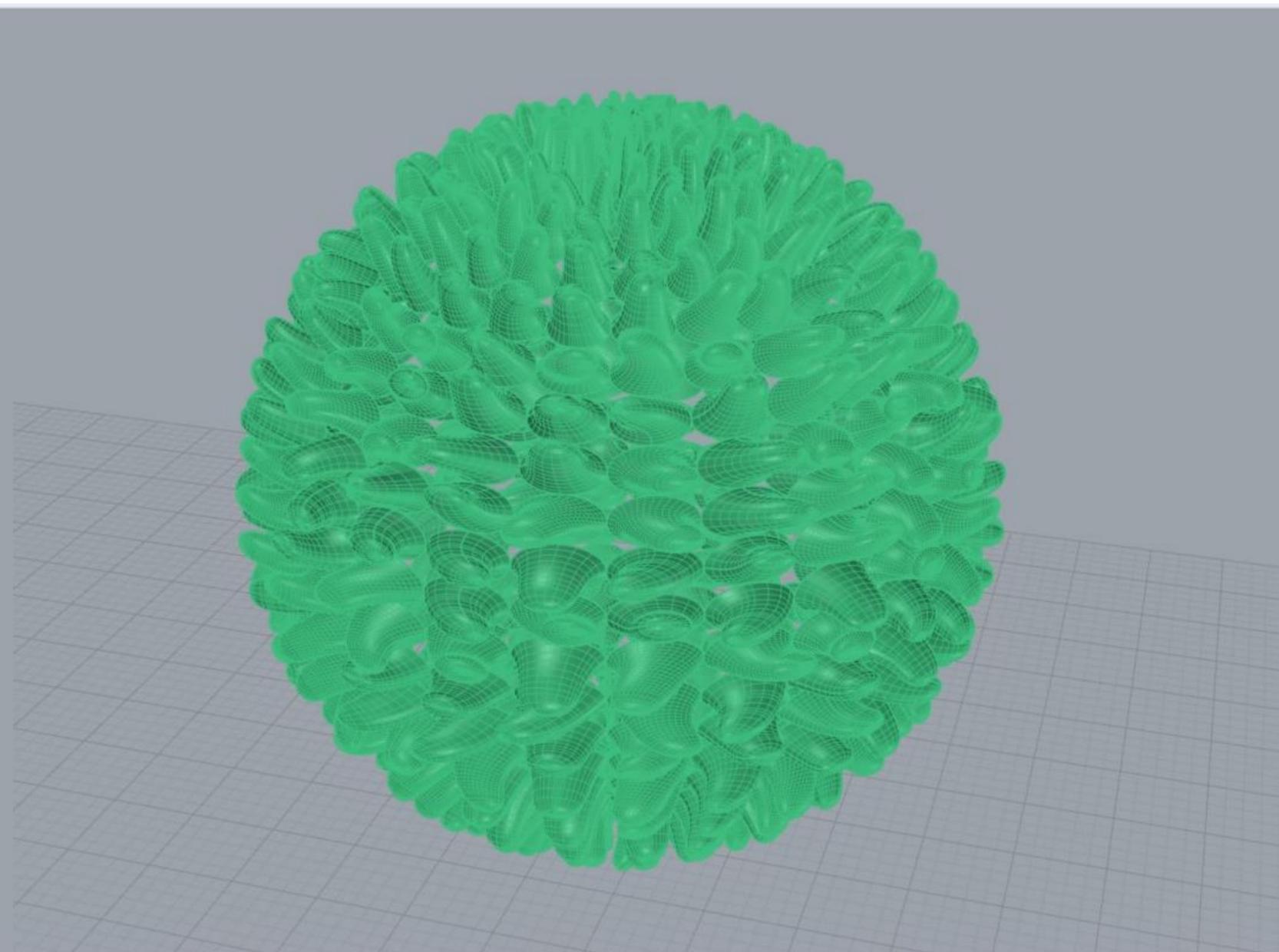
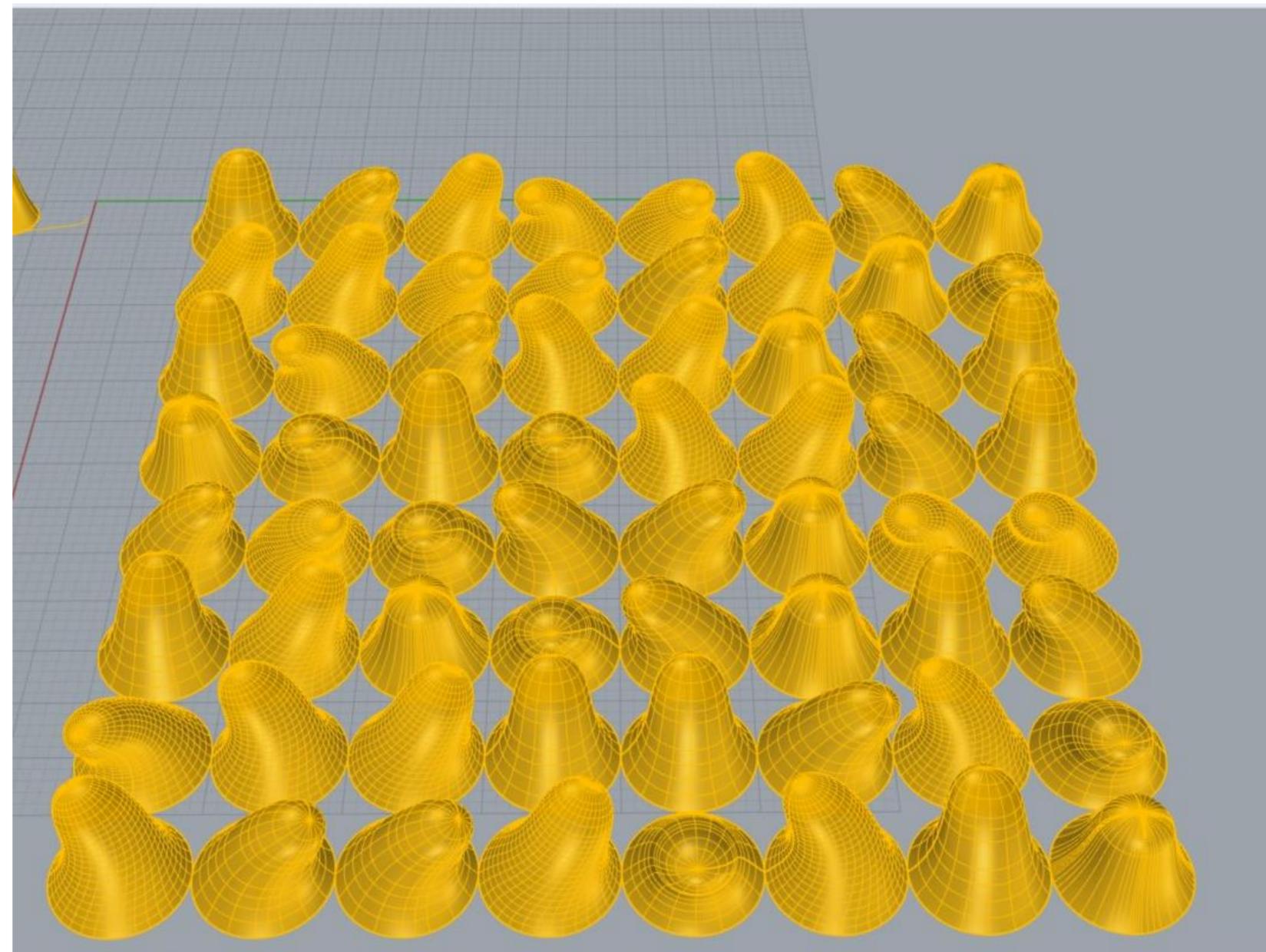
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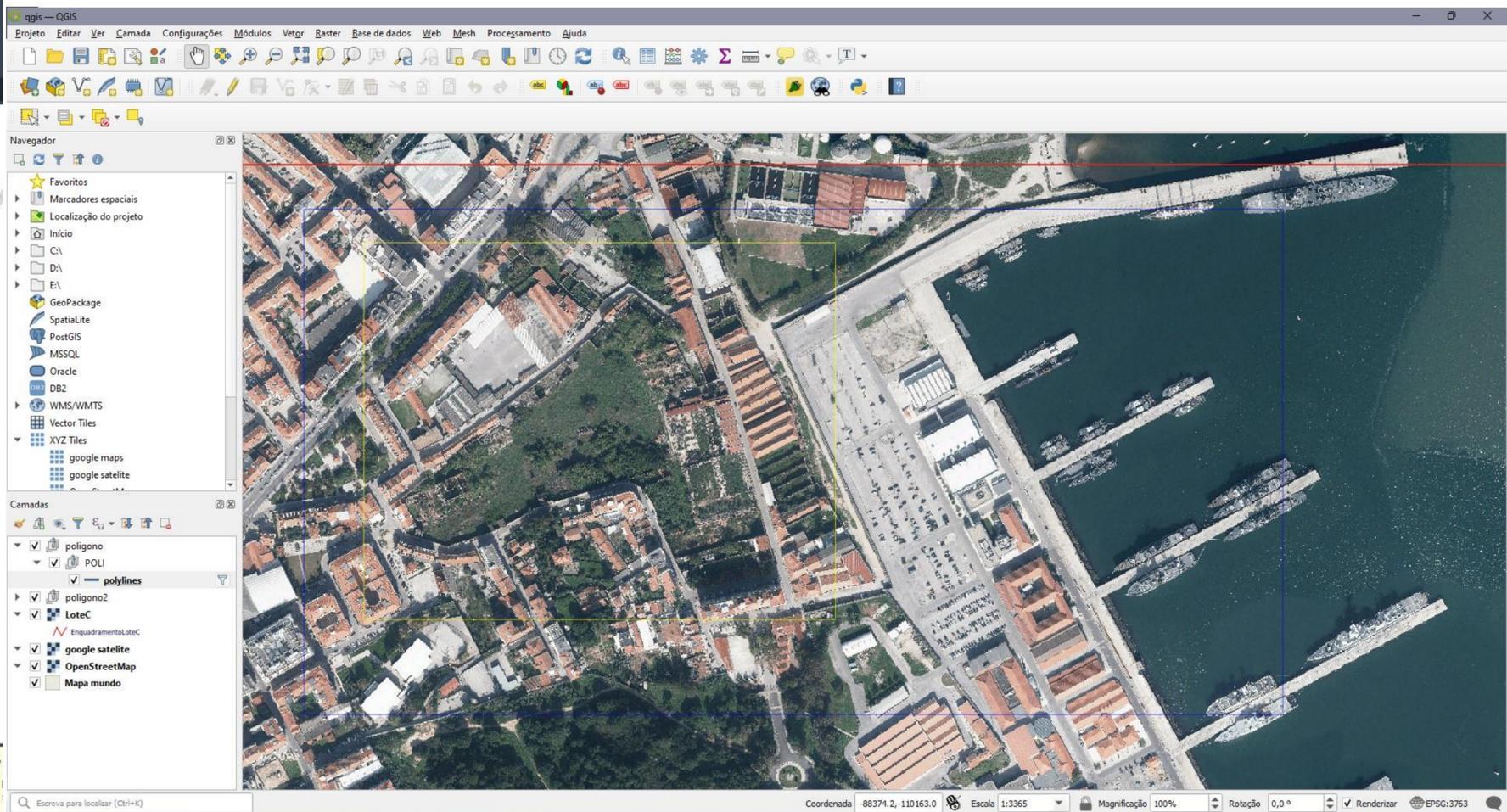
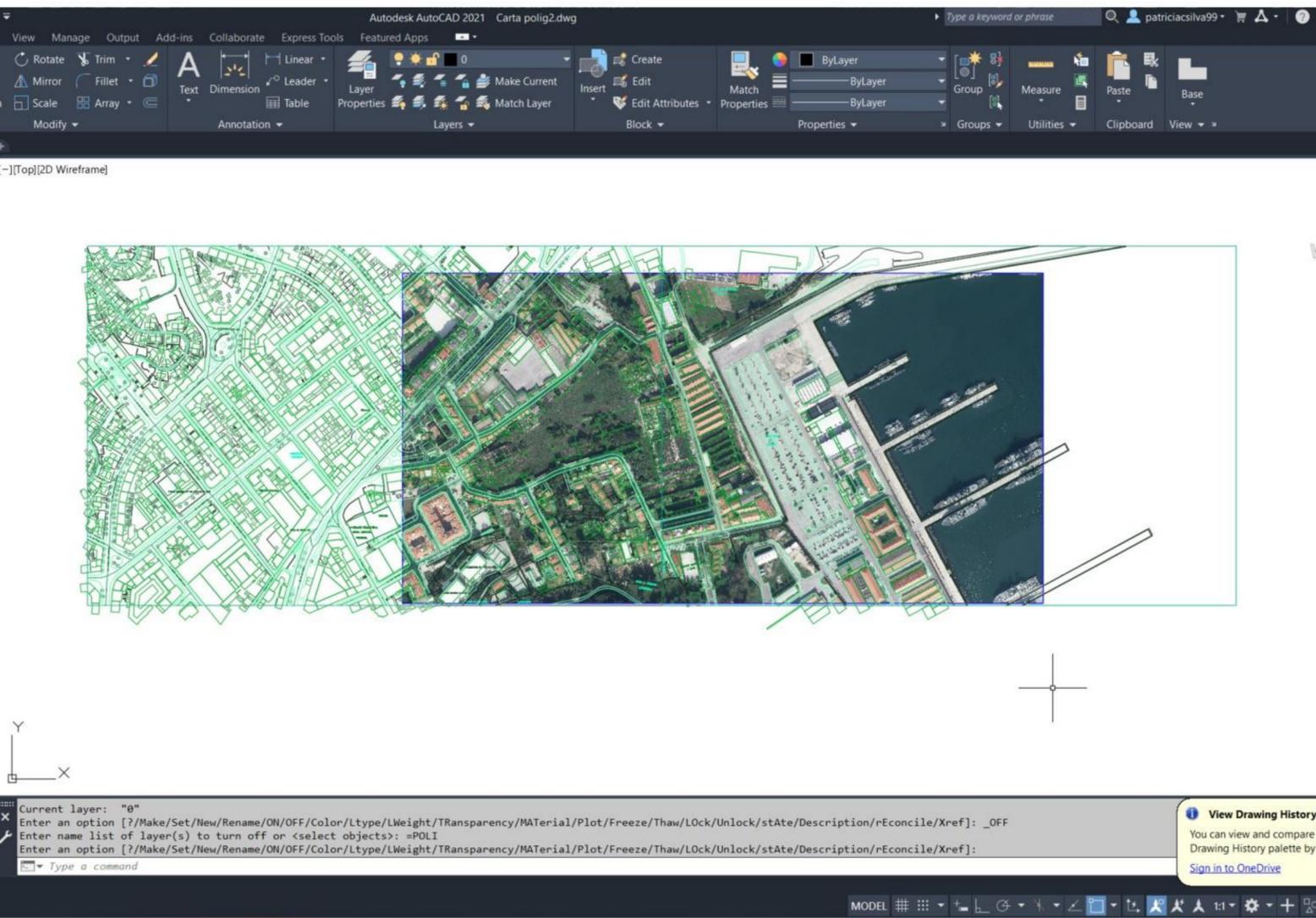
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Exerc. 4.3 – Corais



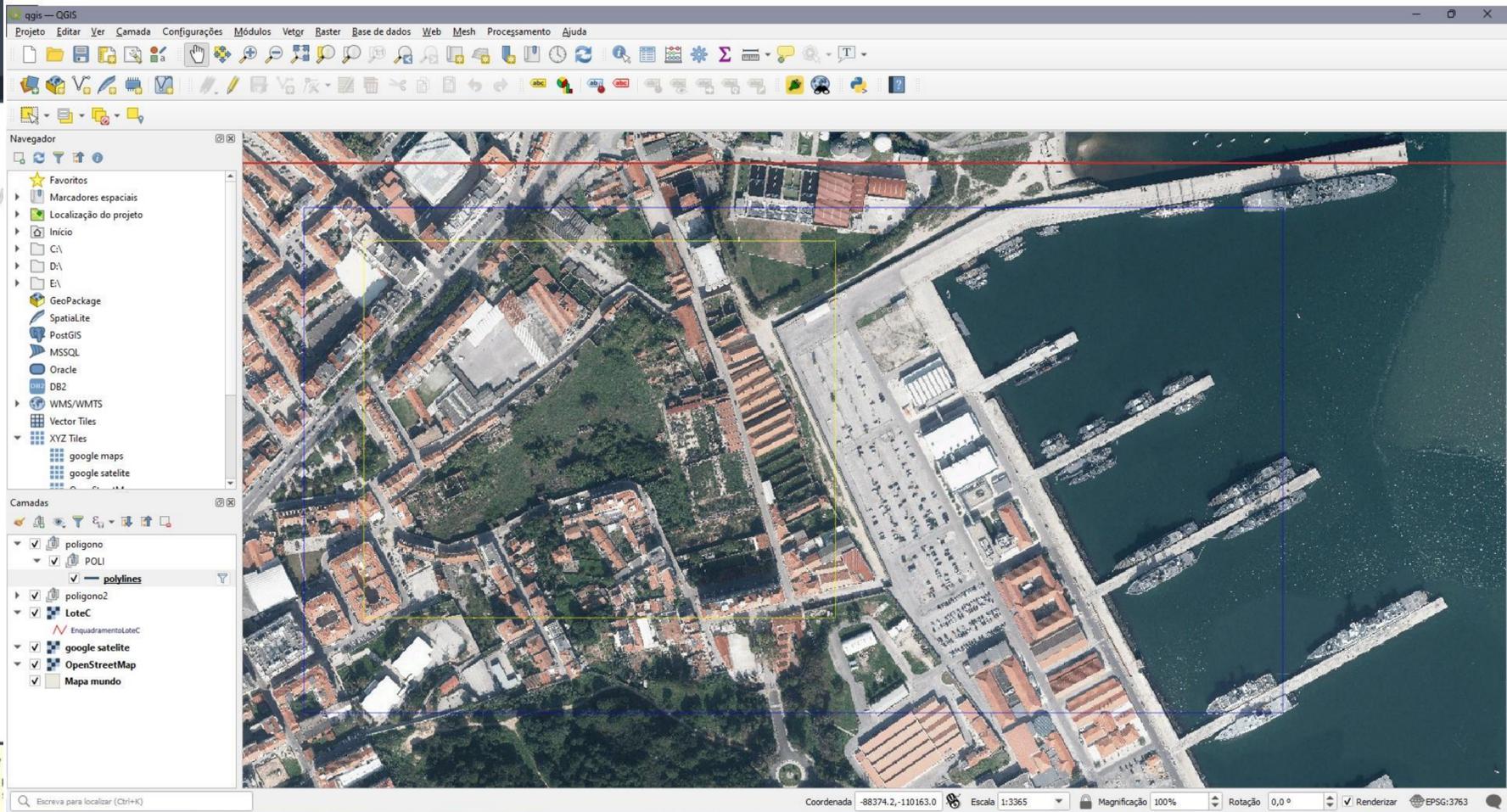
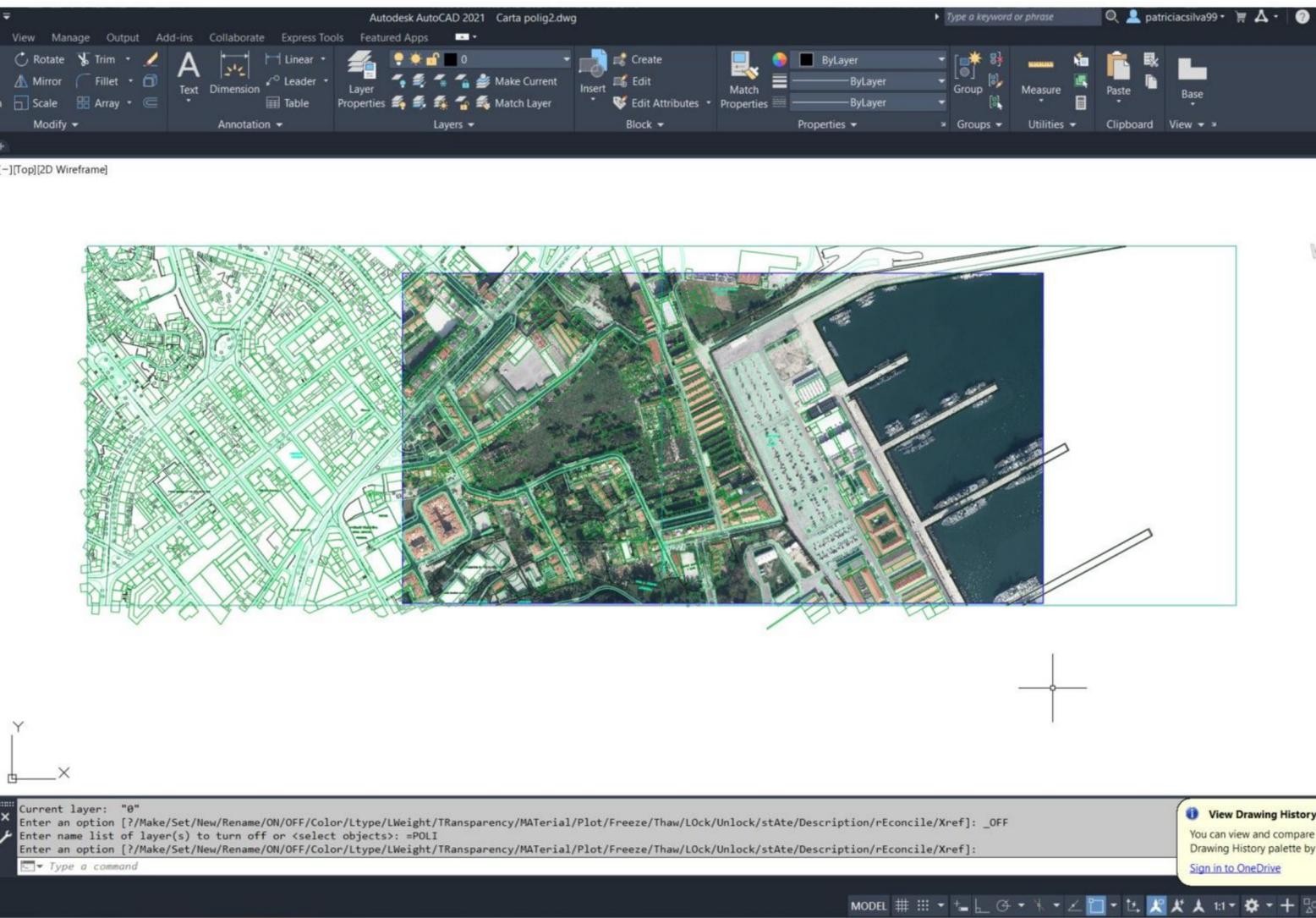
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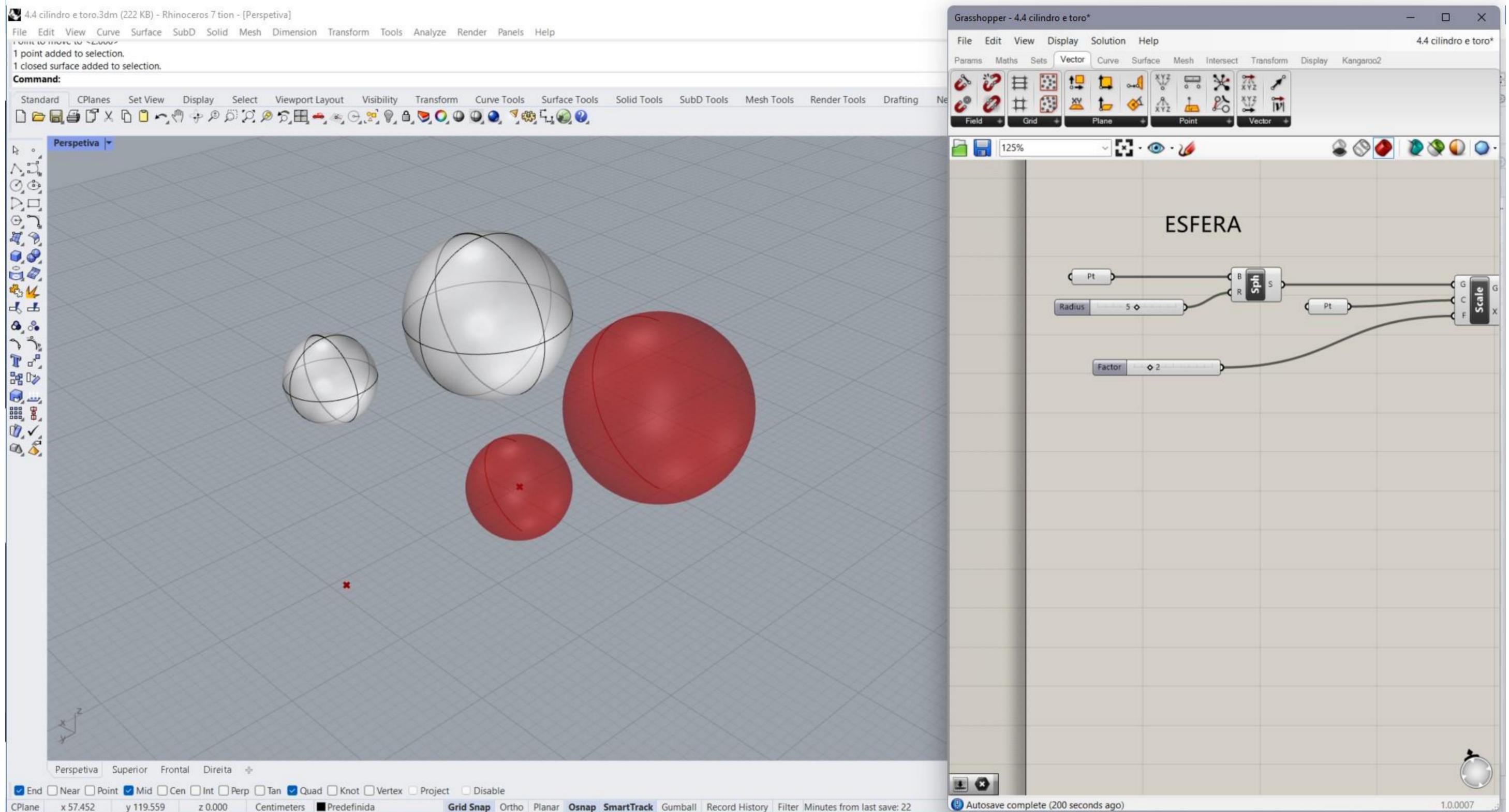
Exerc. 6.1 – Aplicar uma Imagem no Terreno



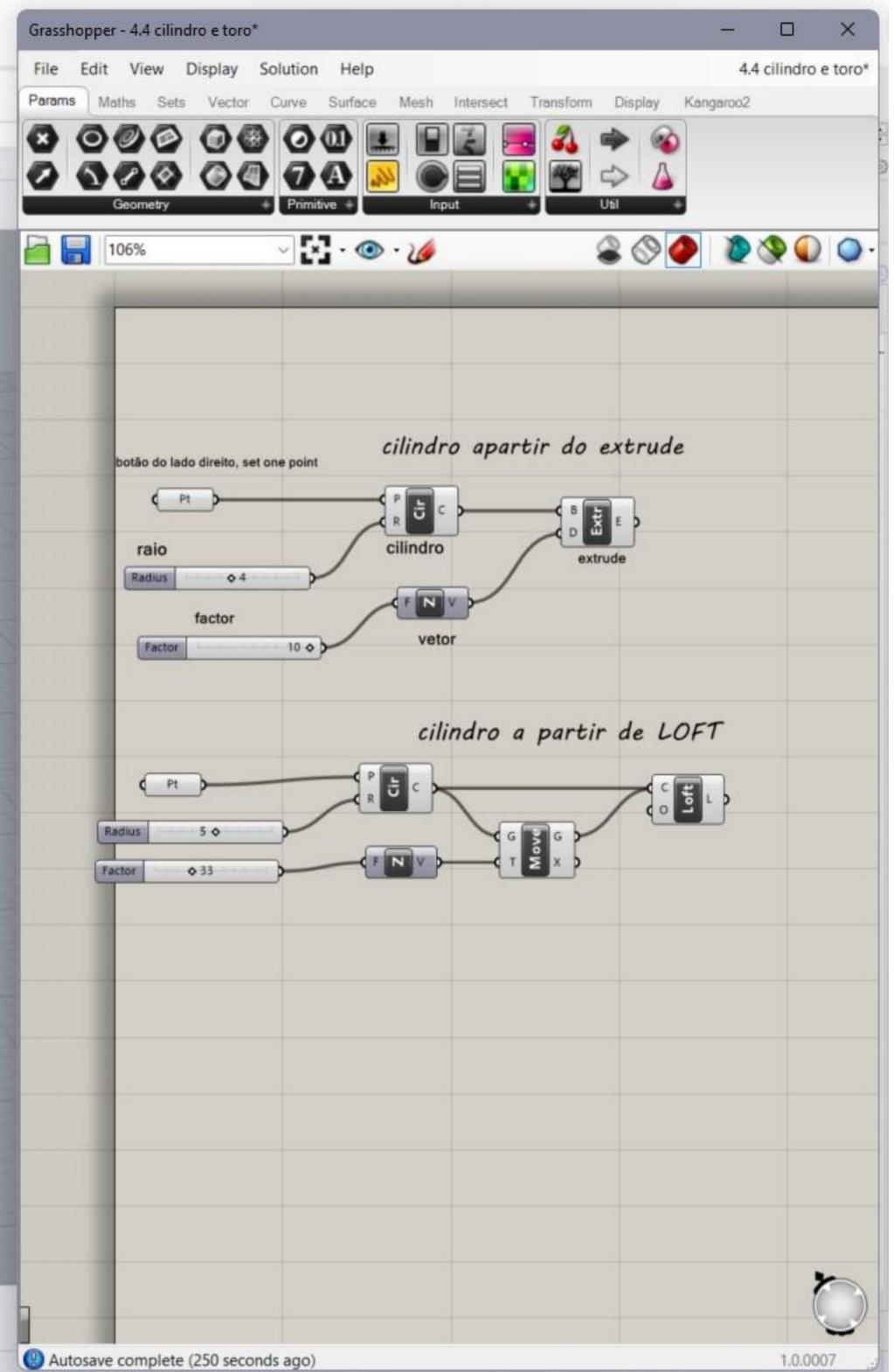
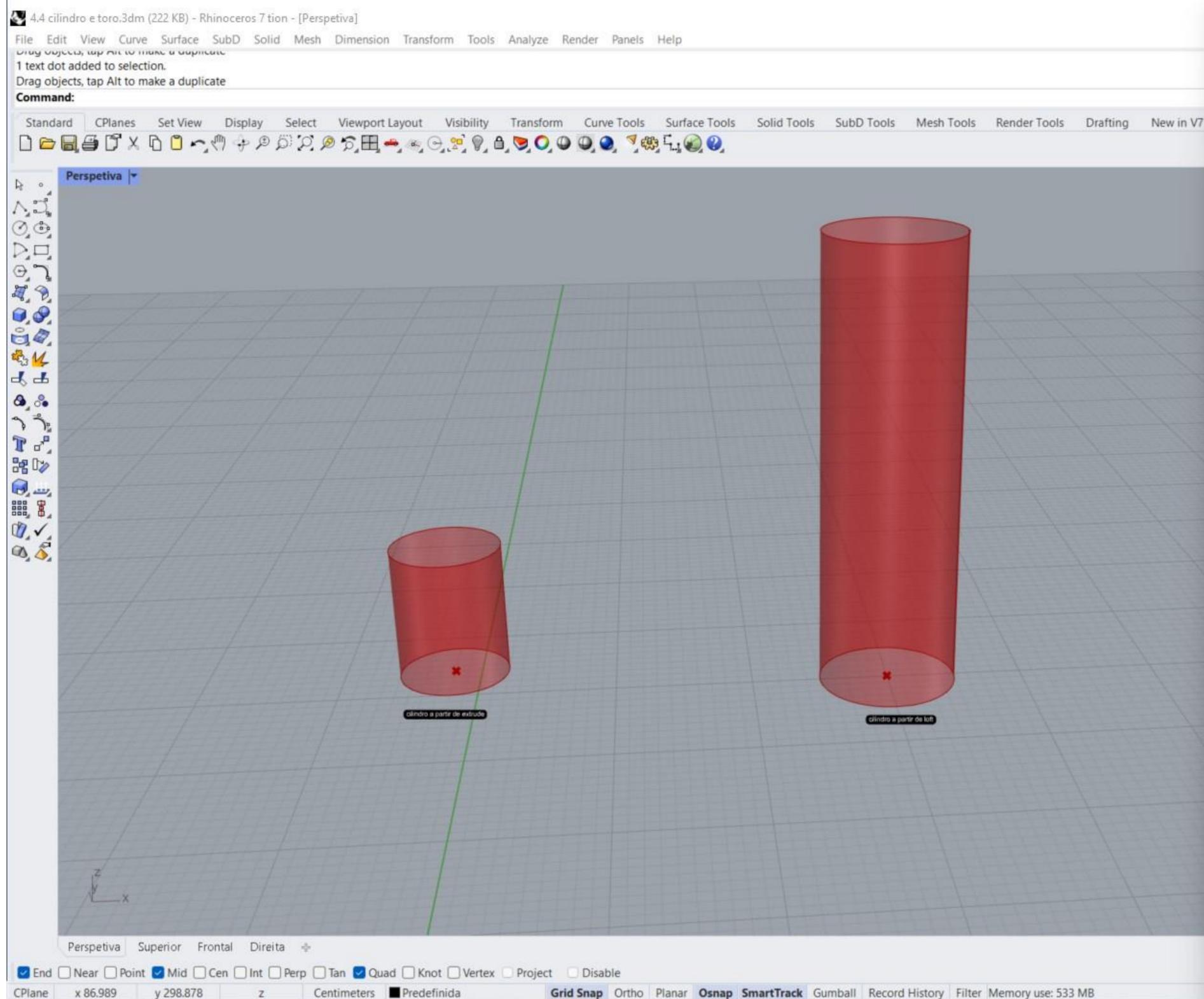
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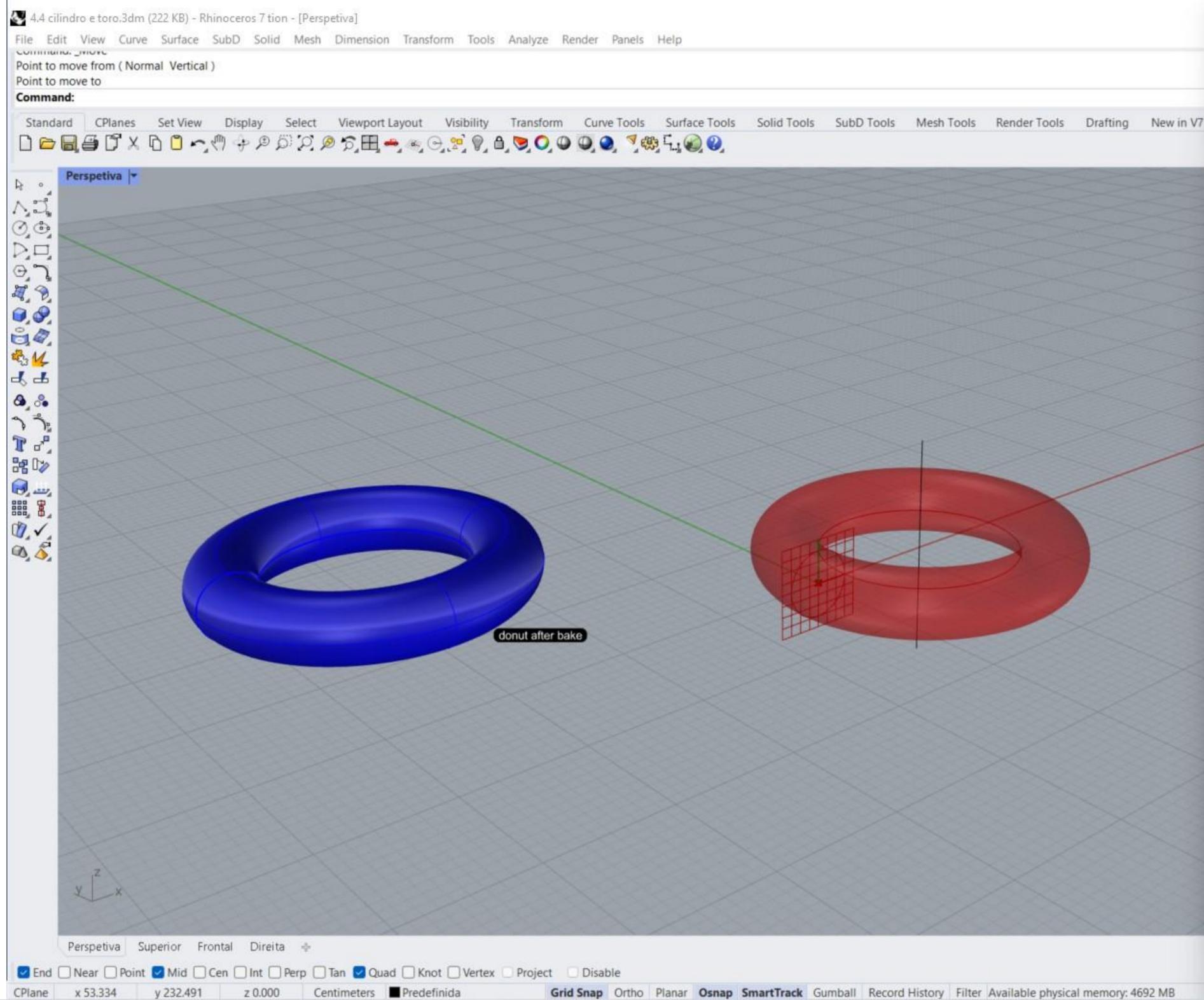
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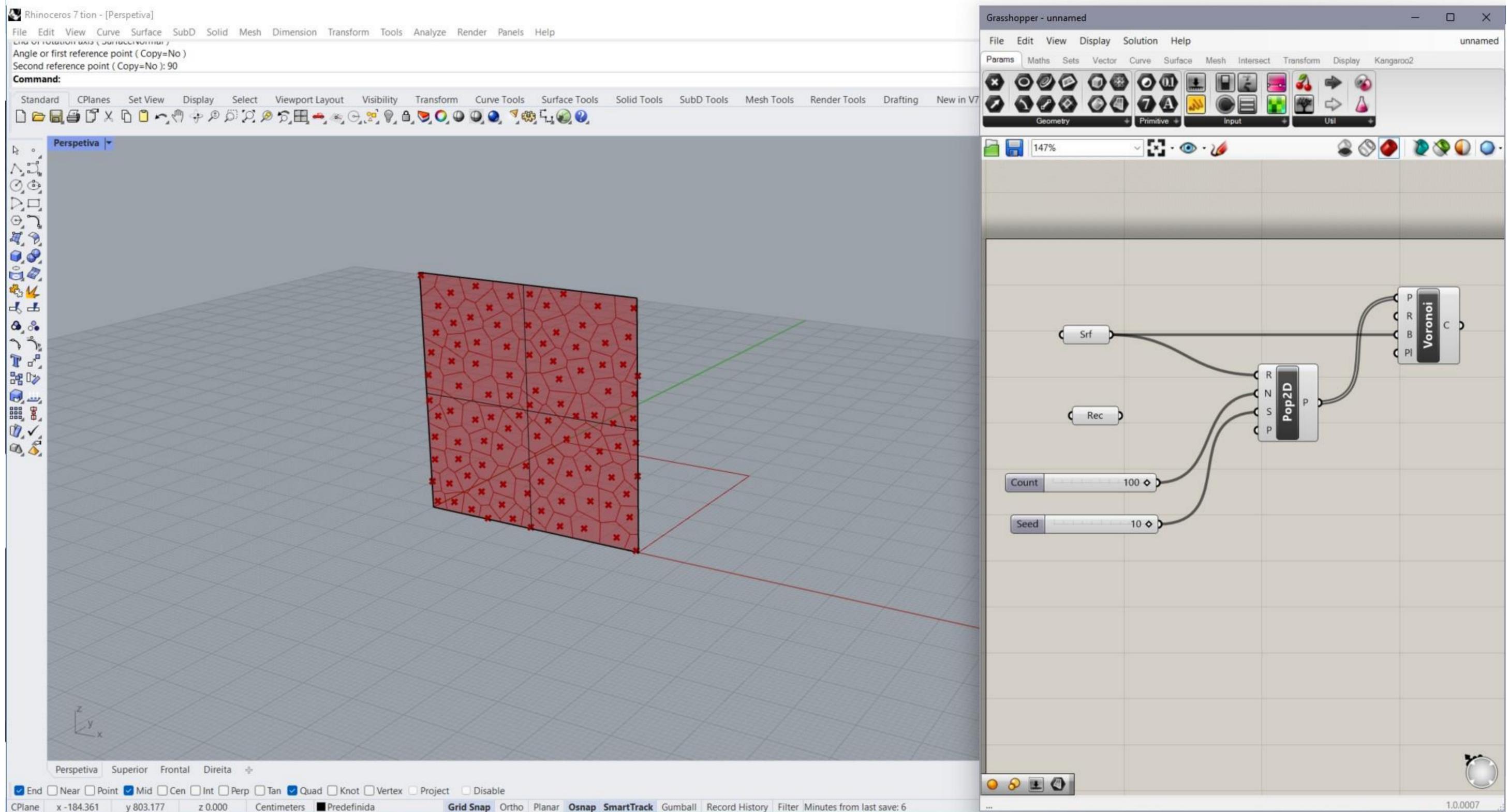
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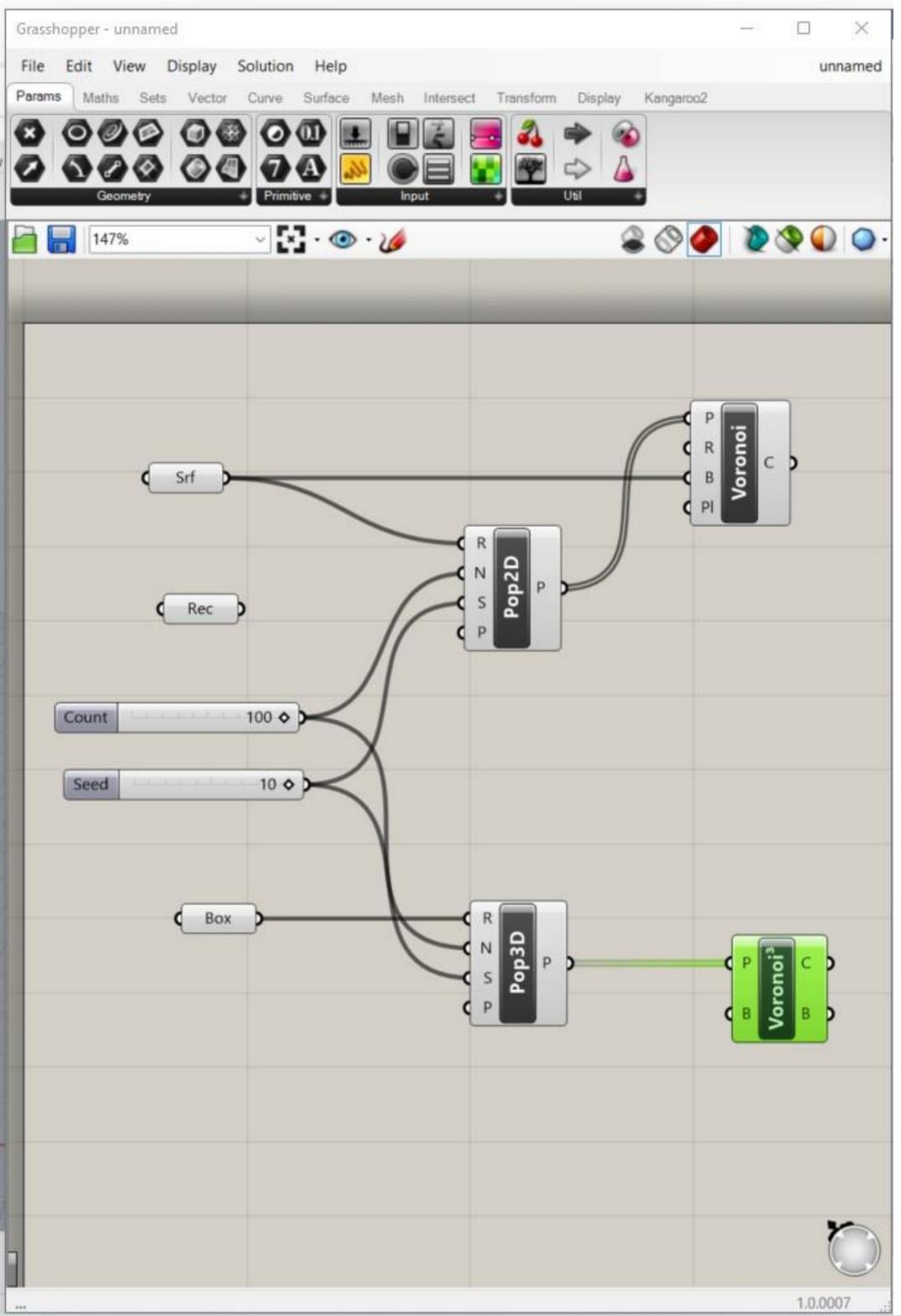
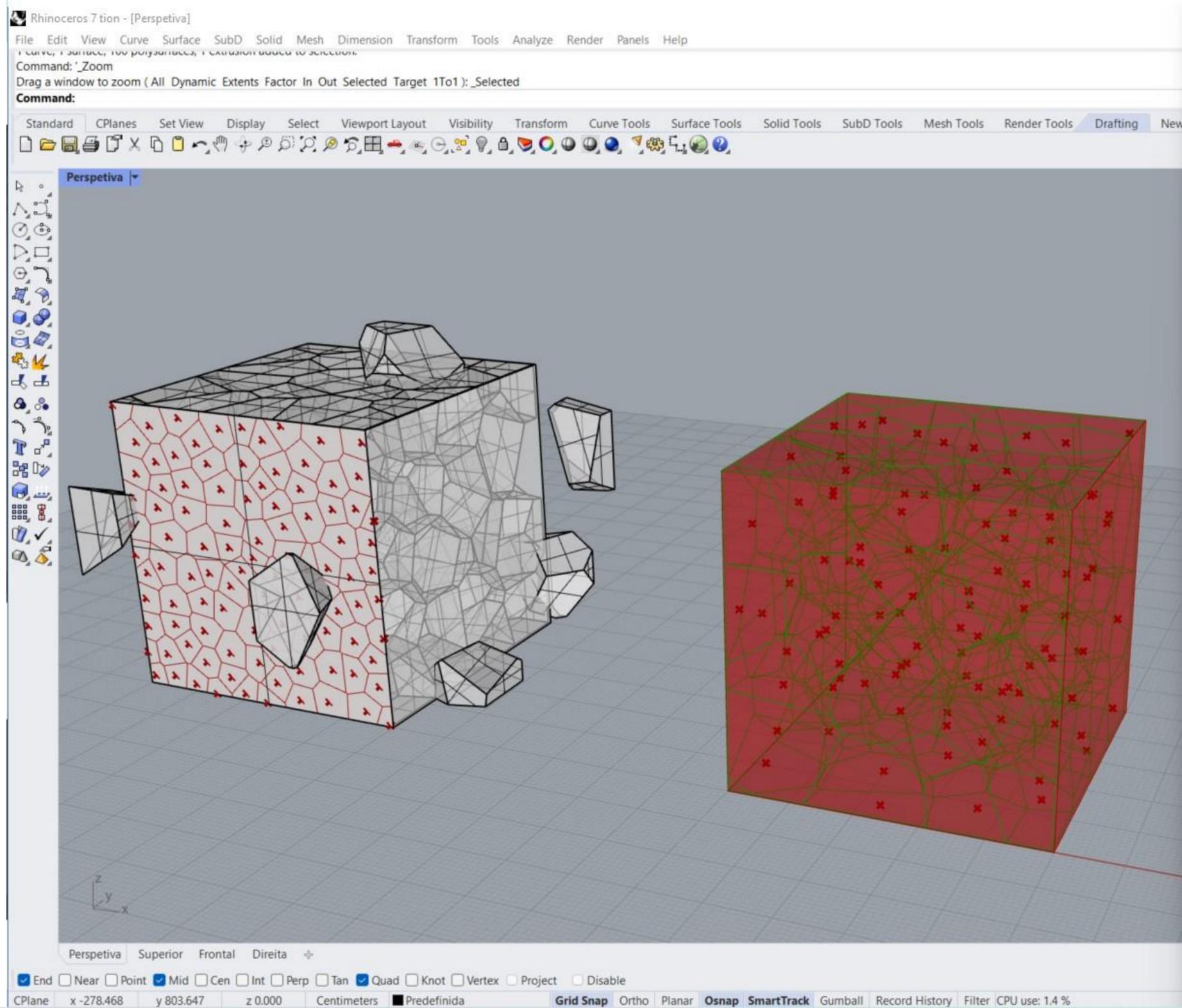
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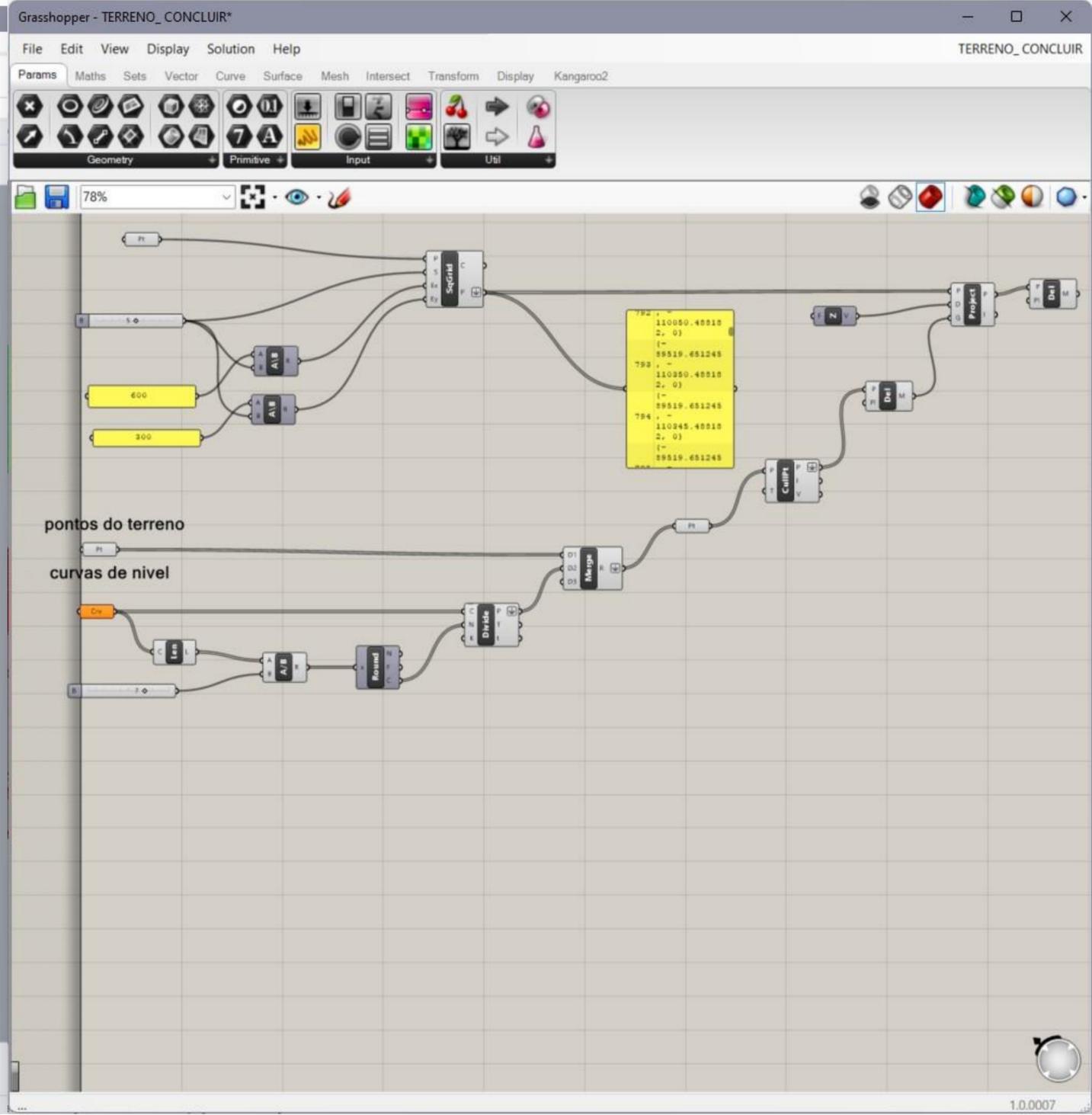
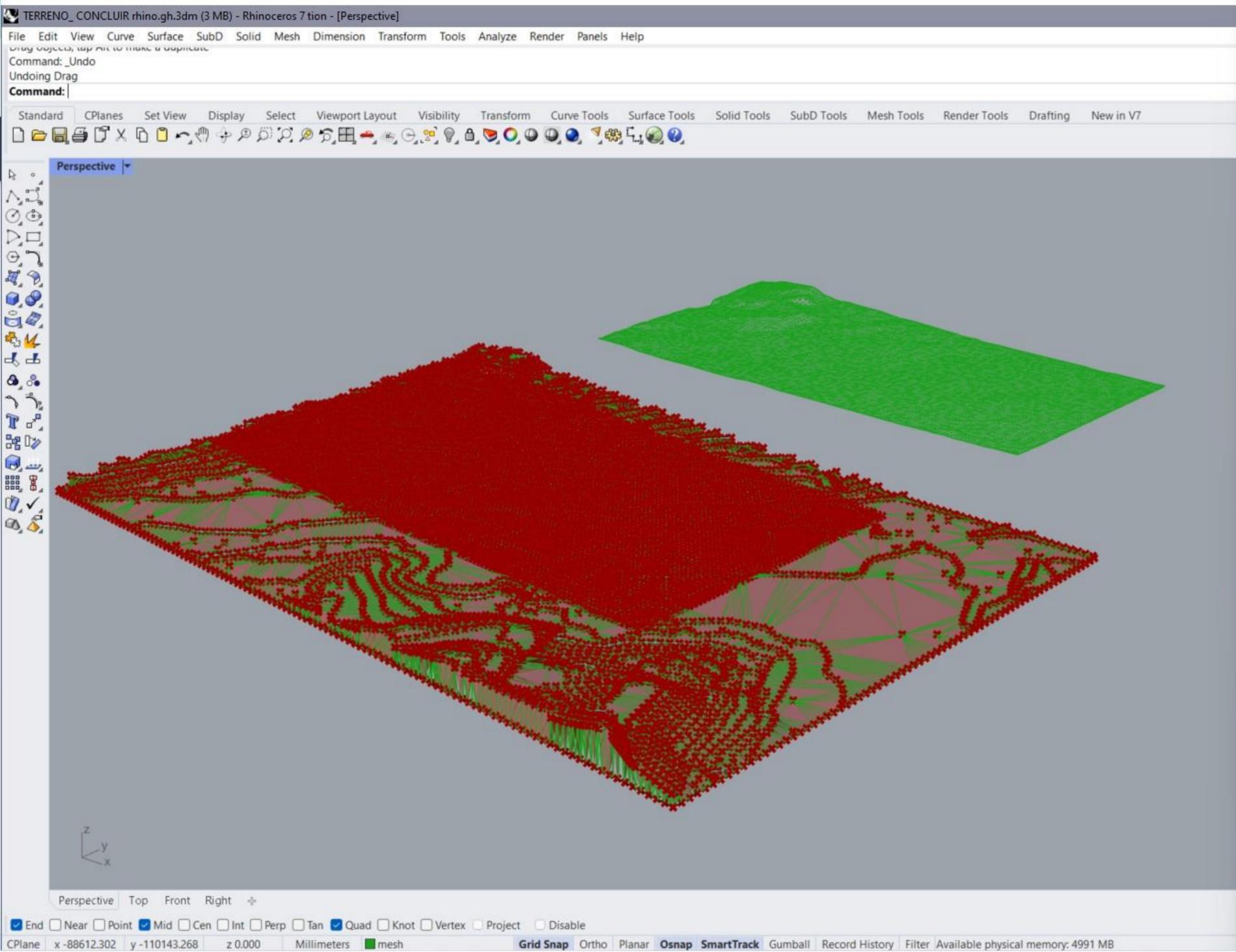
Exerc. 6.2.3 – Toro



Exerc. 6.3 – Células



Exerc. 6.3 – Células



Exerc. 6.4 – Terreno