

# Modelação e Visualização Tridimensional em Arquitectura

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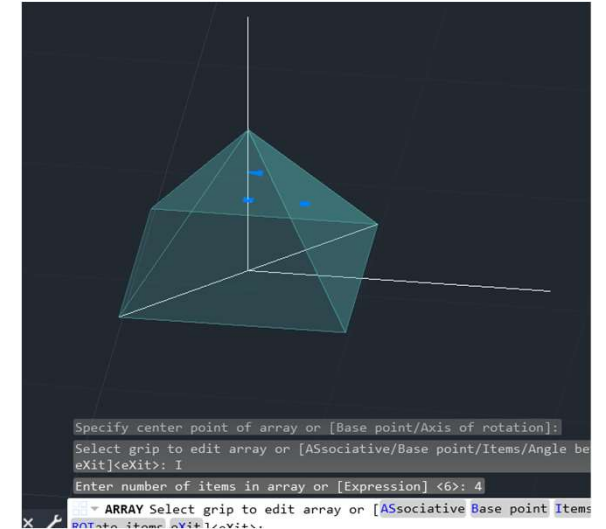
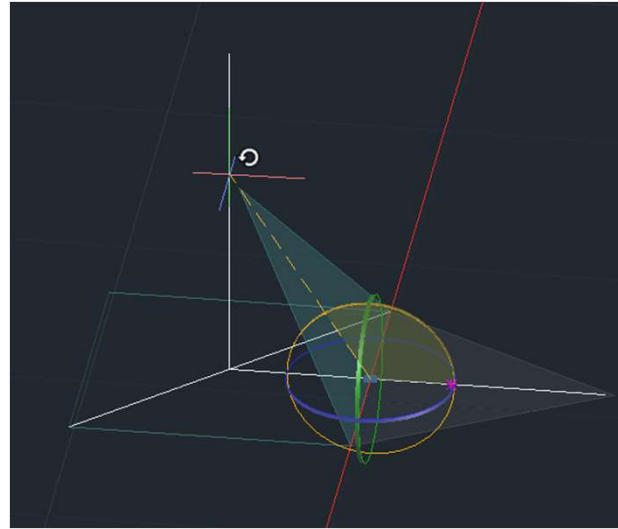
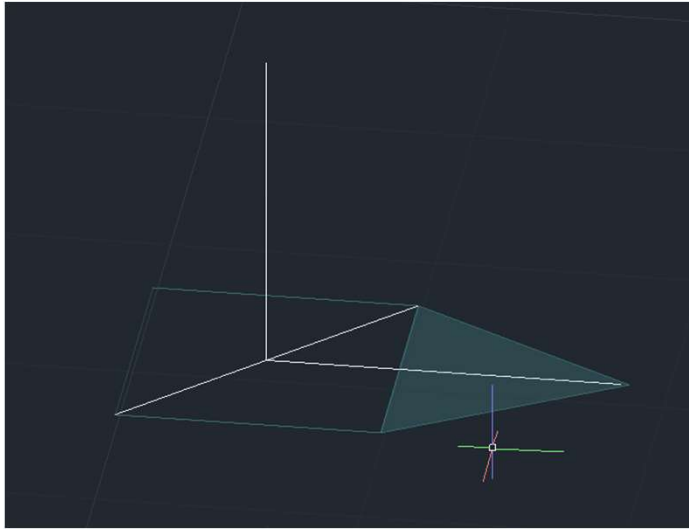
# 20201259

LEANDRA BORGES

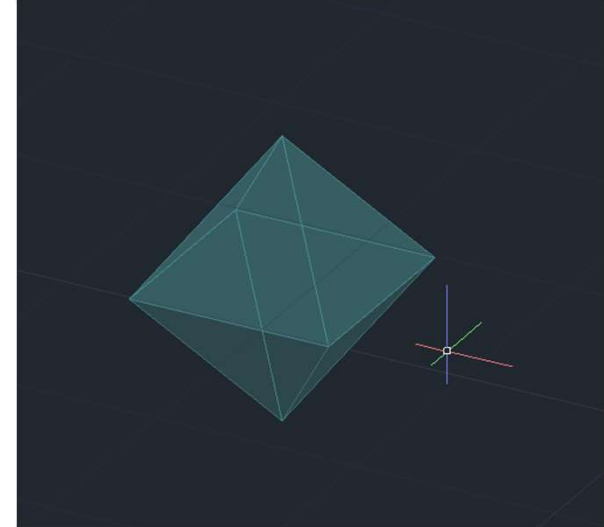
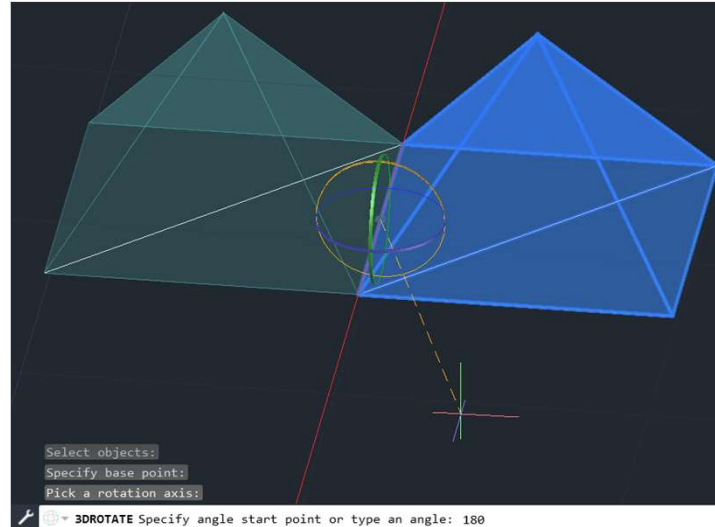
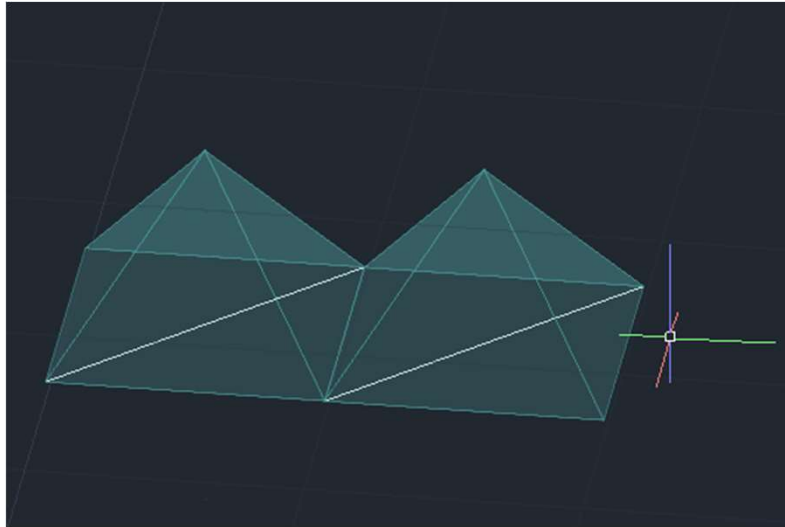


## ÍNDICE

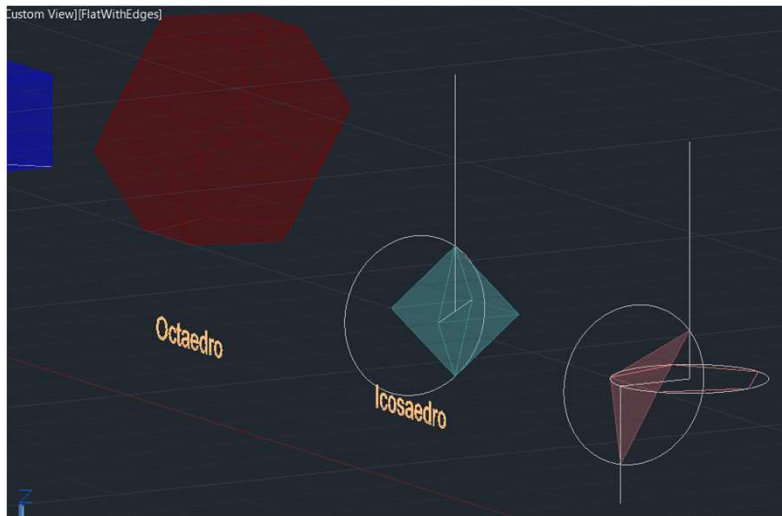
- 2. Poliedros – Continuação
  - 1.1. Octaedro
  - 2.2. Icosaedro
- 3. Interduais – Comando *Align*
  - Tetraedros
  - Hexaedro + Octaedro
  - Dodecaedro + Icosaedro
- 4. Interseções



## Exerc. 2.8 - Octaedro



## Exerc. 2.8 - Octaedro

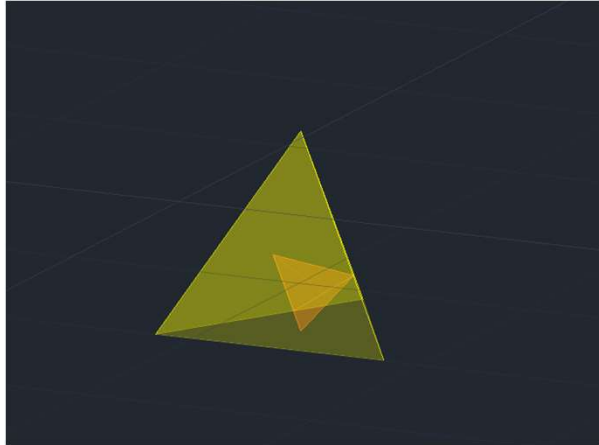


Criação de 2 lados + comando *Array* para ter metade do sólido

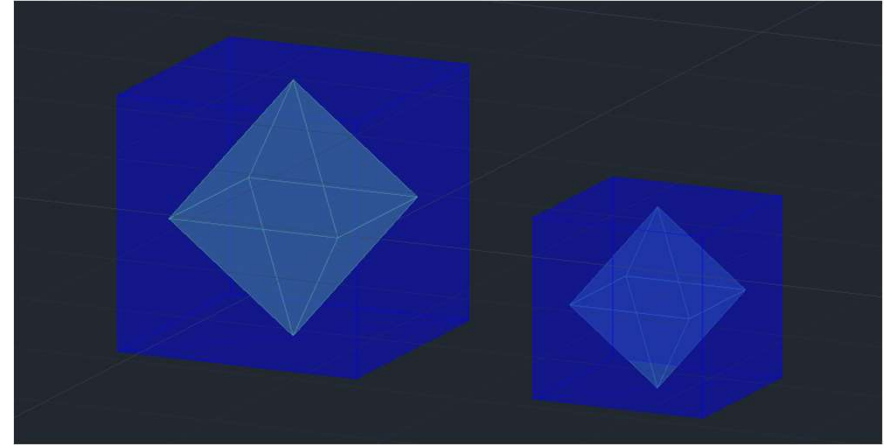


Cópia da parte superior e rotação para a parte de baixo para ter o sólido completo

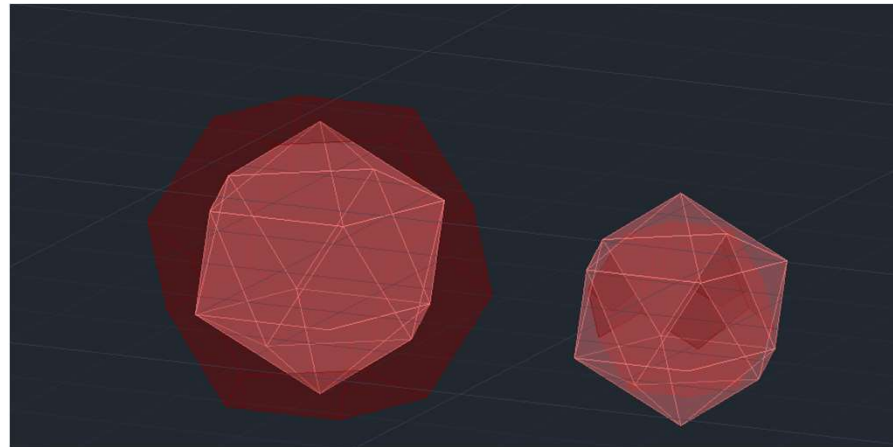
## Exerc. 2.9 - Icosaedro



Tetraedros

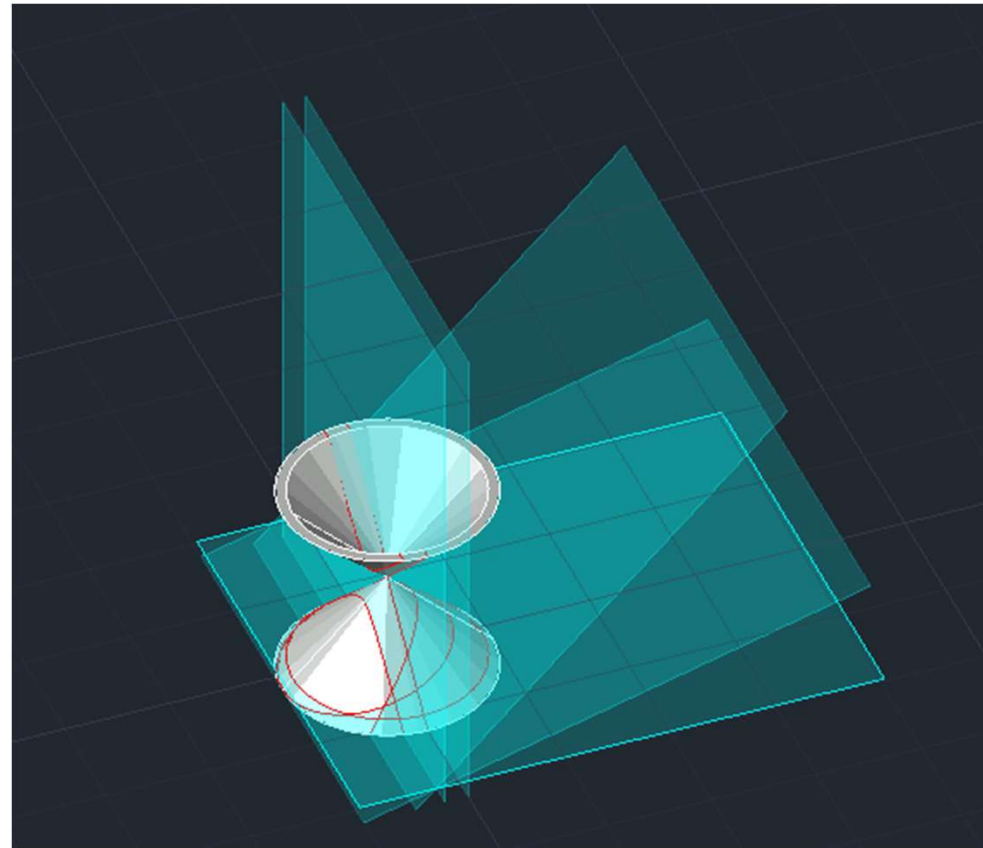


Hexaedro + Octaedro



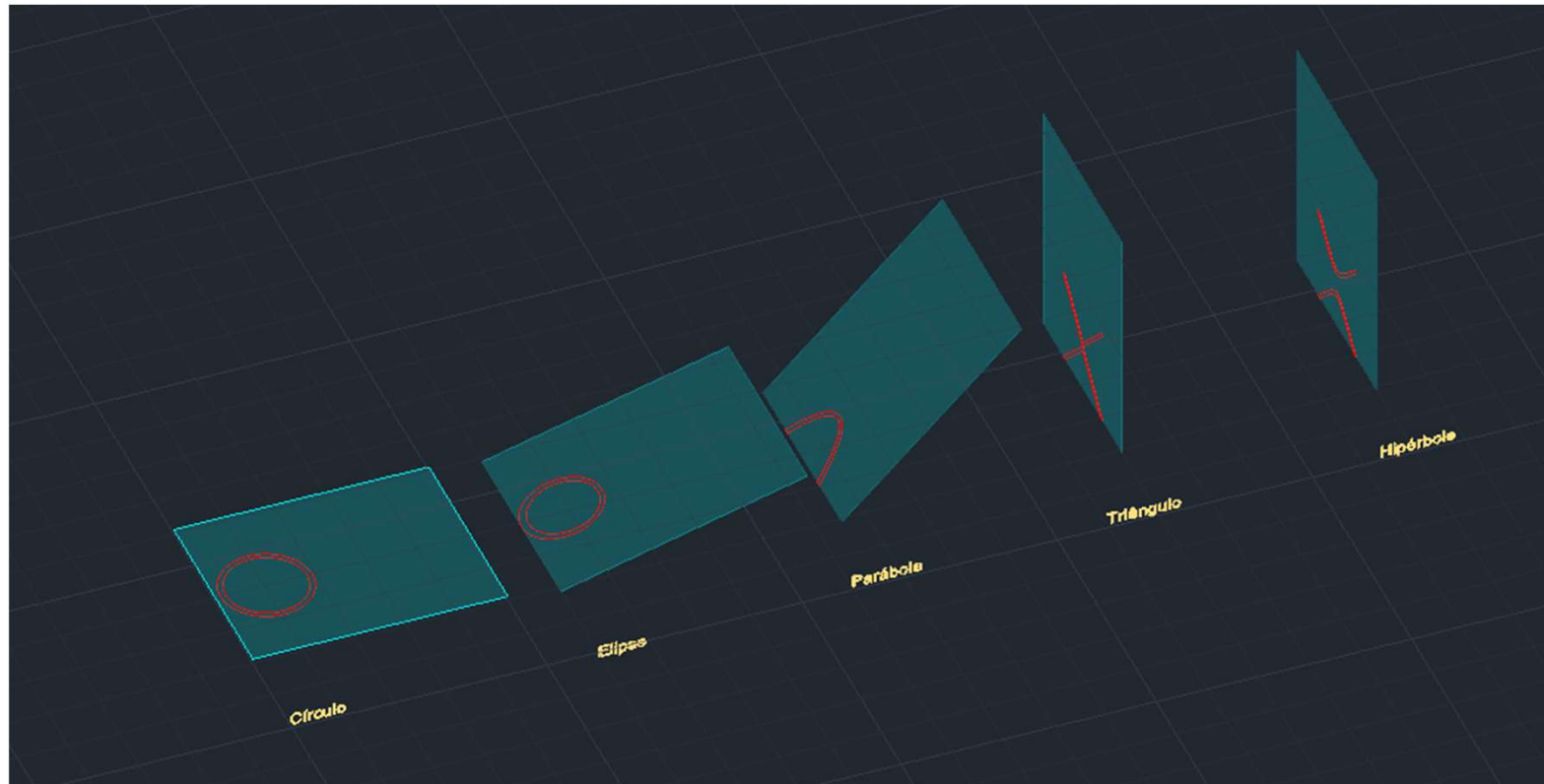
Dodecaedro + Icosaedro

Exerc. 3 – Interduais – Comando *Array*



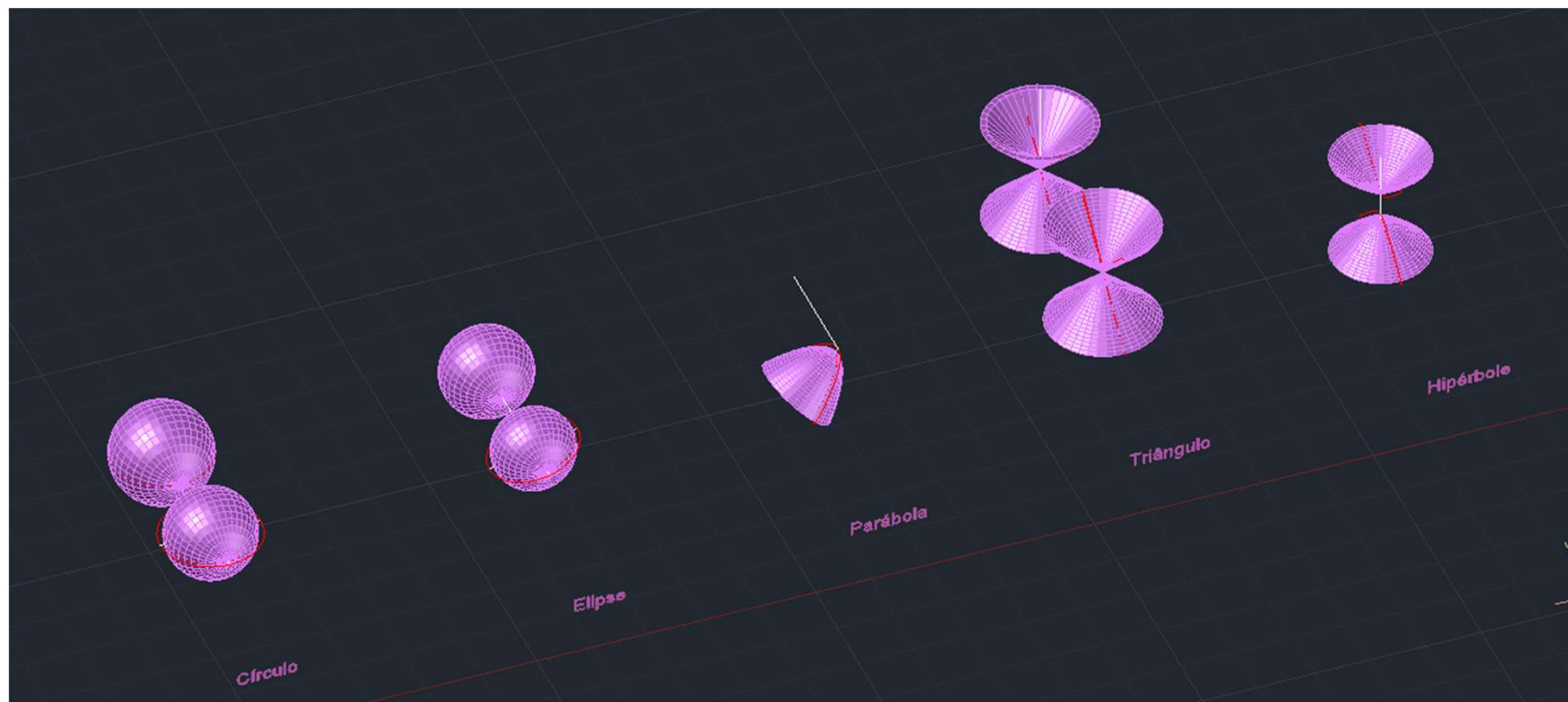
5 secções diferentes no hourglass

## Exerc. 4 - Interseções



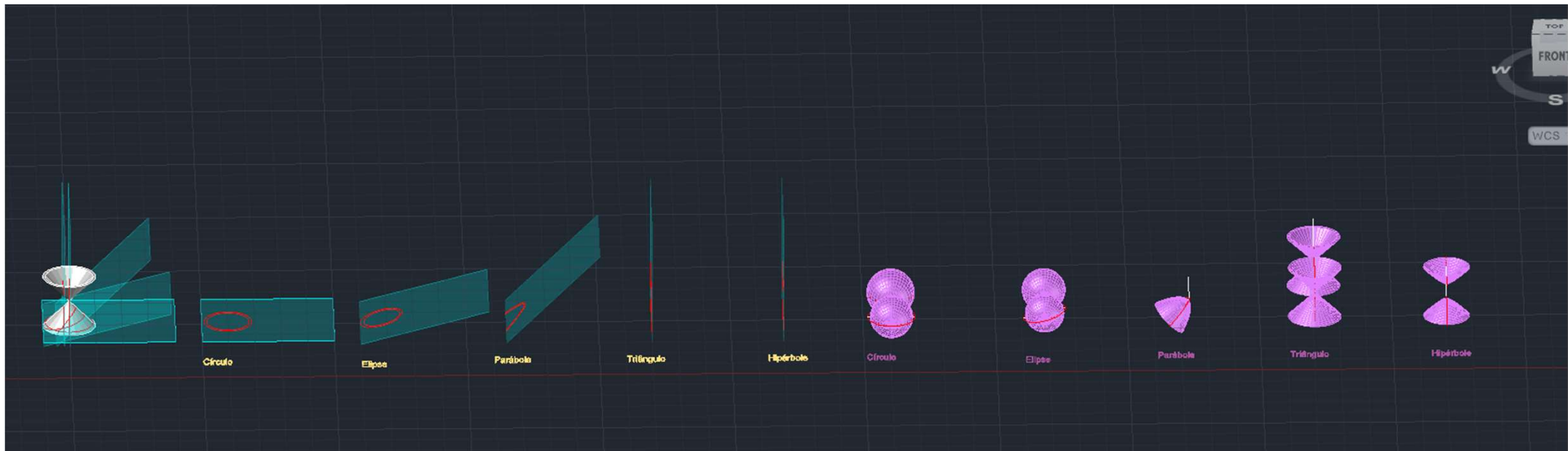
Separação dos planos secantes e suas respectivas secções

## Exerc. 4 - Interseções



Criação de sólidos a partir das secções resultantes, através do comando *RevSurf*

## Exerc. 4 - Interseções



## Exerc. 4 - Interseções