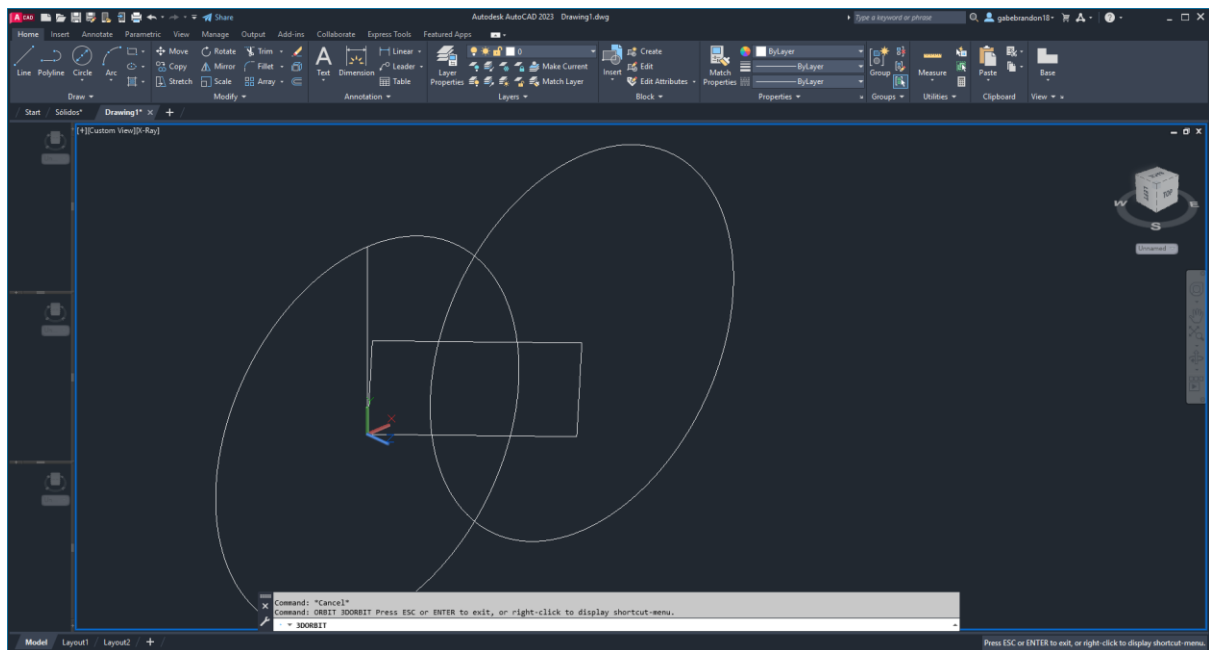
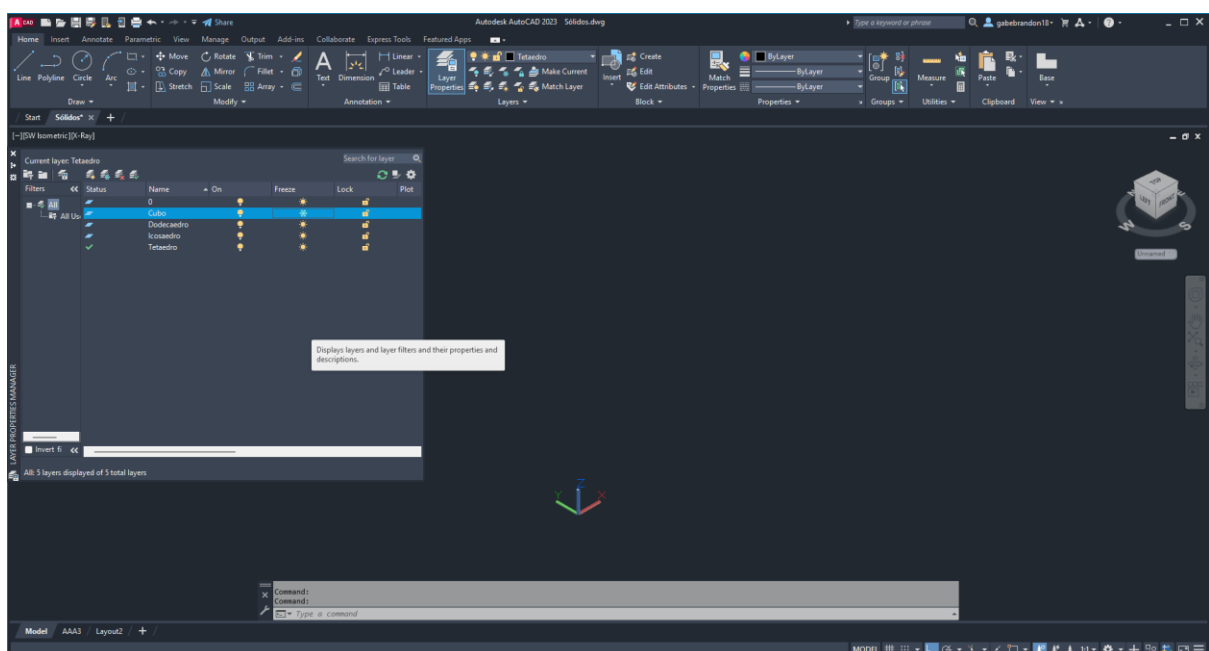


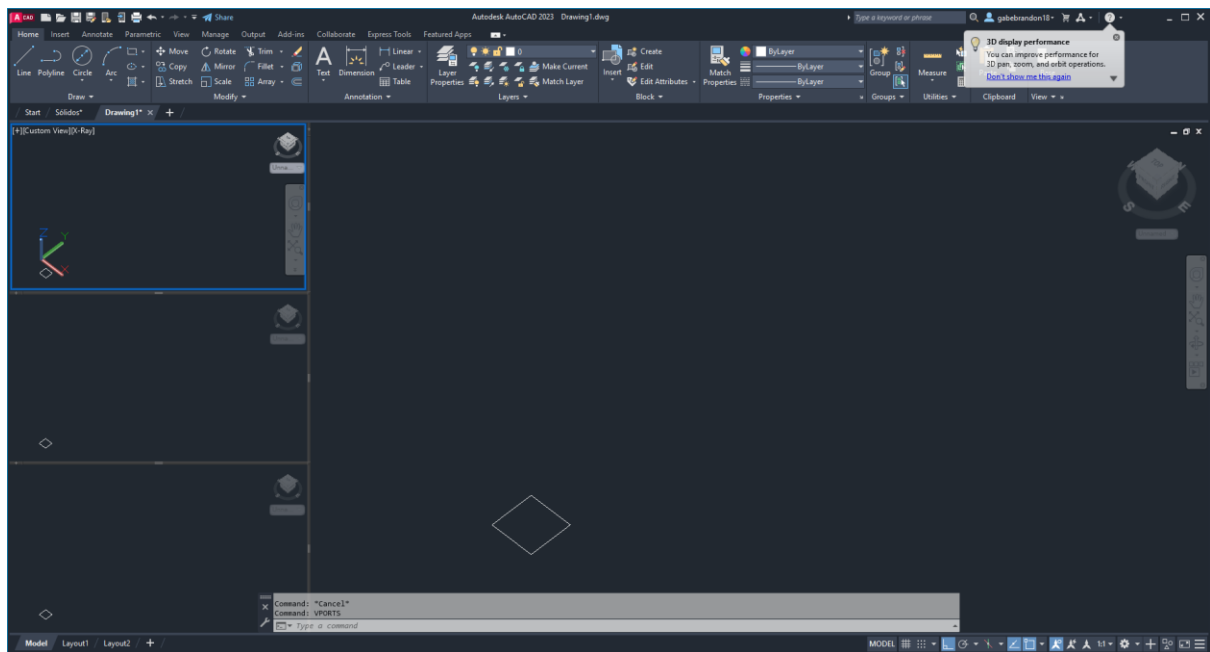
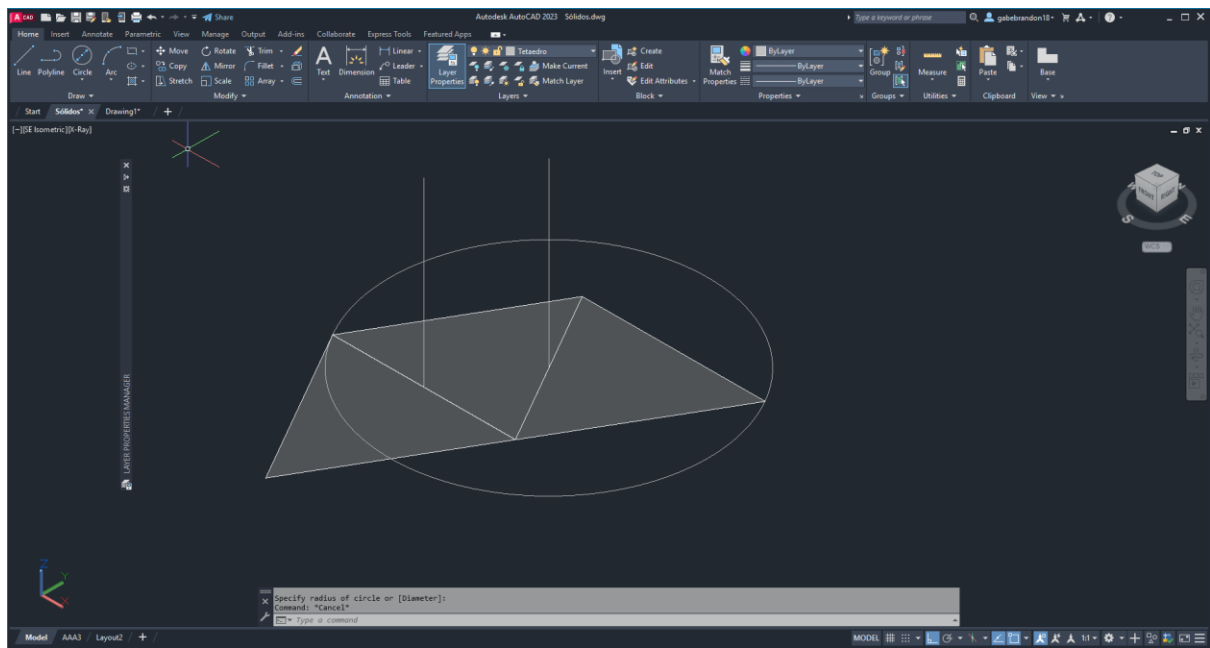
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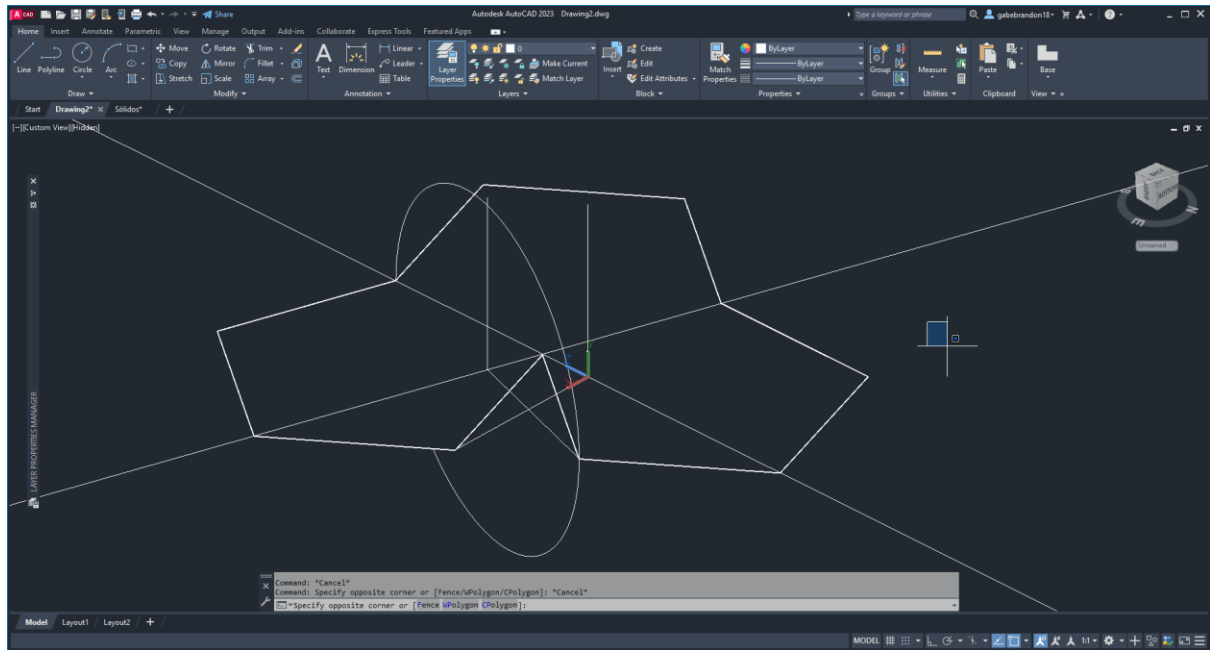
Aprendemos a fazer polígonos e para tal, tivemos que usar os comandos; **Plan**, **Vpoint**, **Polygon**, **ArrayClassic**, **Vports** & **Surfsulpt**, no dia 09/10/2025 fizemos o **tetraedro** e no dia 10/10/2025 fizemos o **dodecaedro** e o **Icosaedro**.



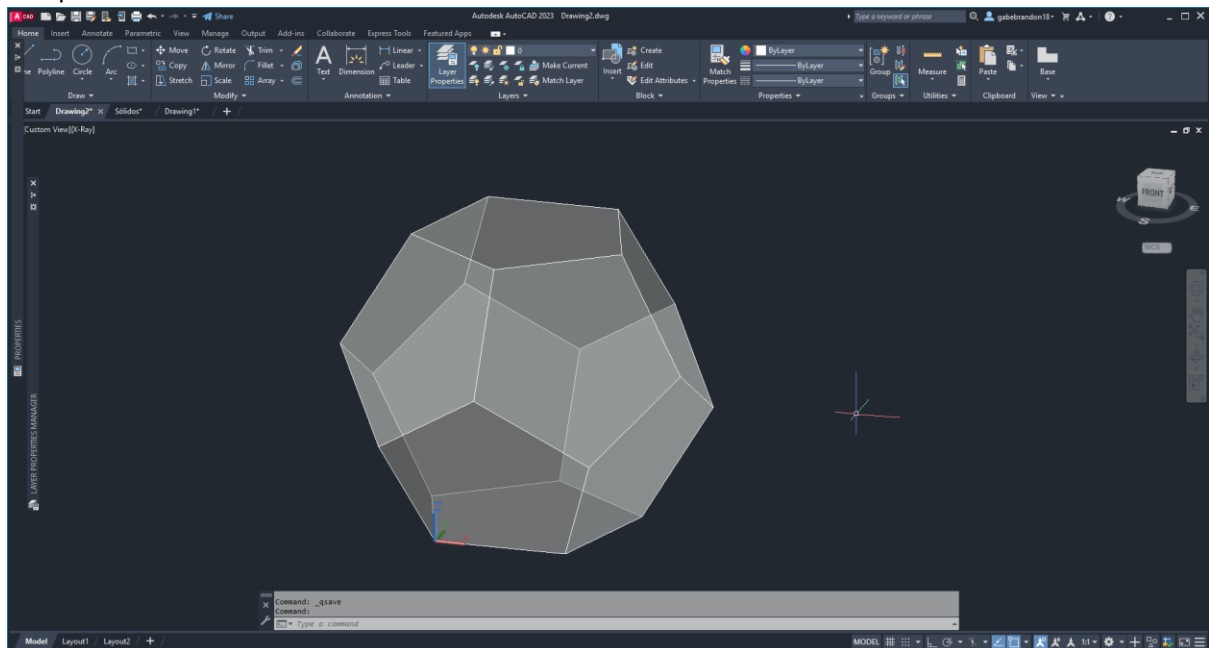
Os **layers** necessários para poder fazer os sólidos.







Usamos o comando **Align**(unimos os pontos que coincidem) para unir as duas partes que completam o Dodecaedro.



Usou-se o **Vport** para criar as janelas com as diferentes vistas.

