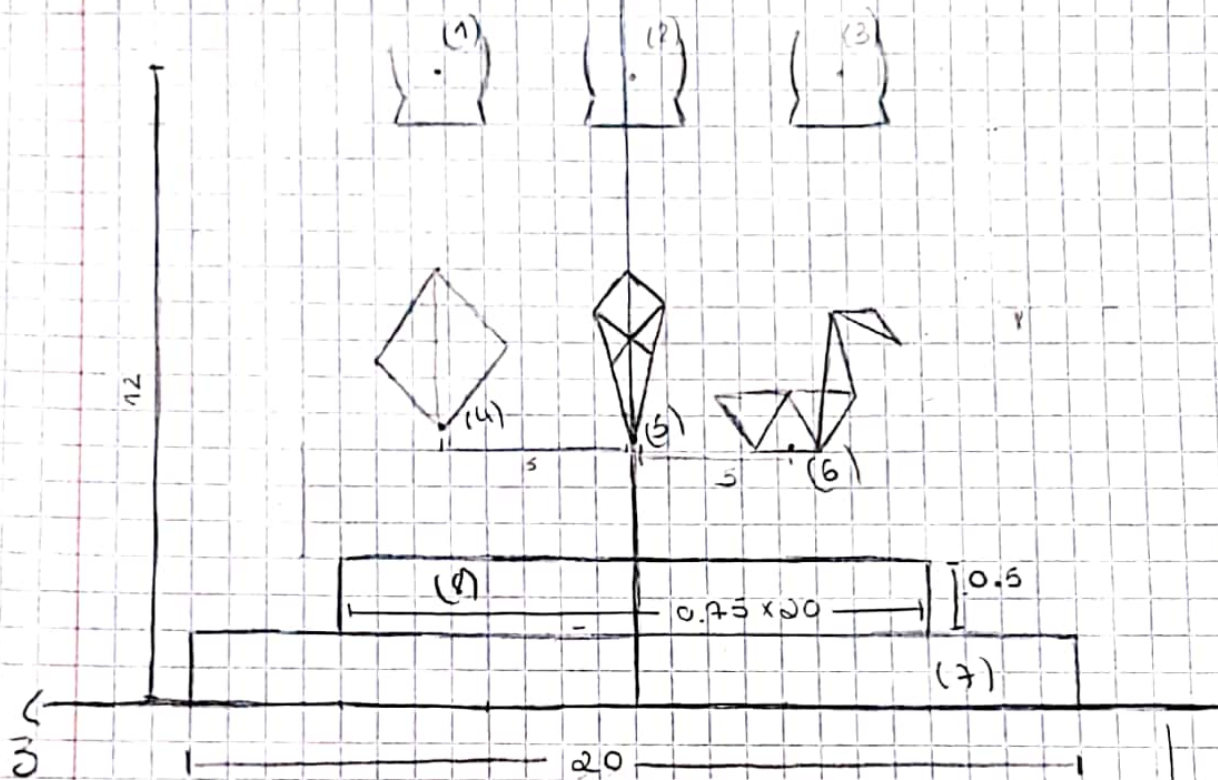


Viewsize = 50

posição da luz:

(viewsize/2, viewsize/2, 0)



(1) (0, 12, +5)

(2) (0, 12, 0)

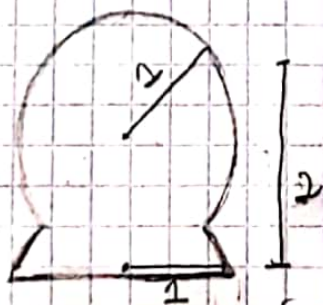
(3) (0, 12, -5)

(4) (0, 3, +5)

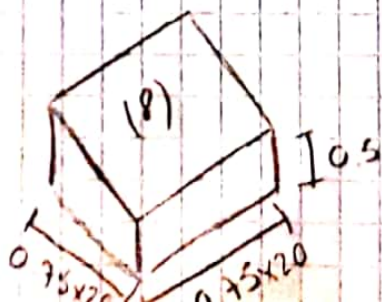
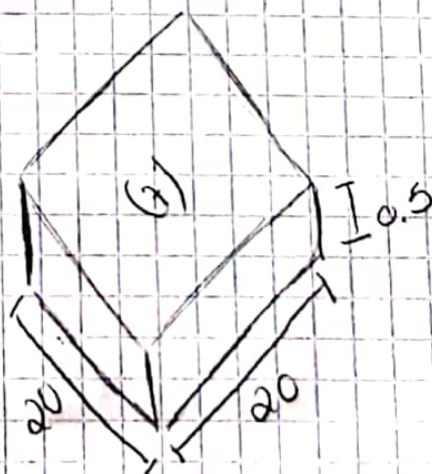
(5) (0, 3, 0)

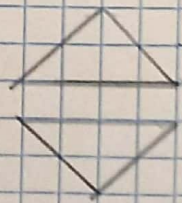
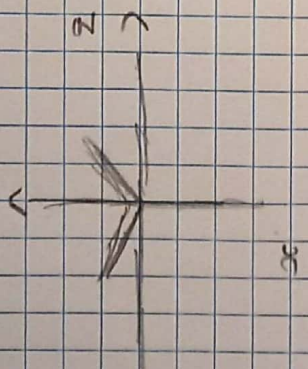
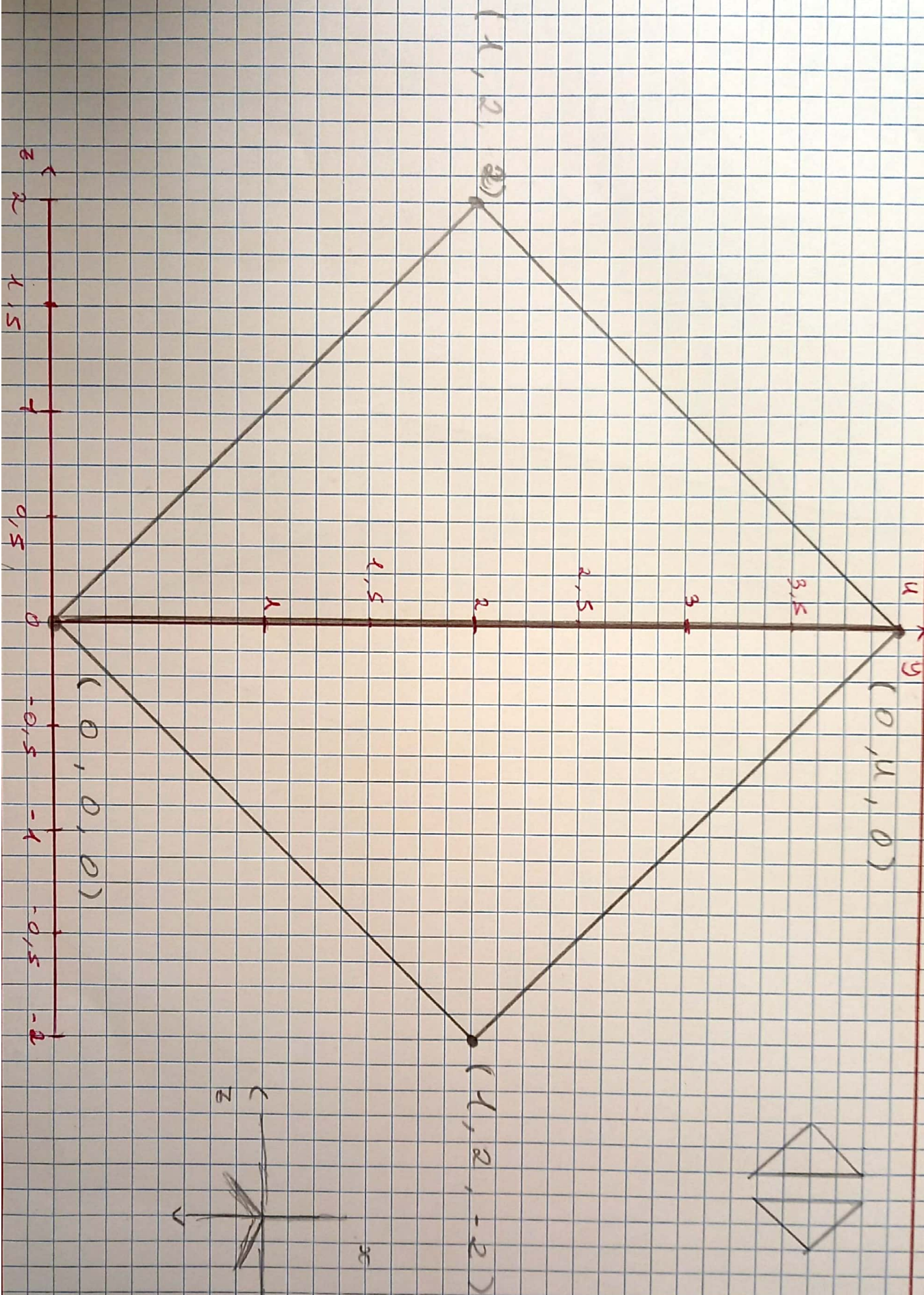
(6) (0, 3, -5)

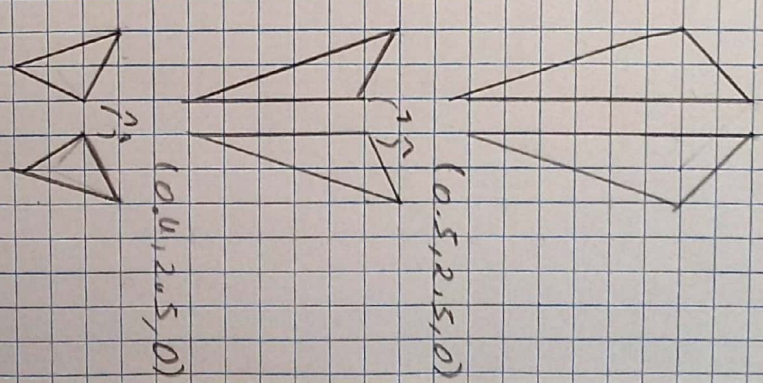
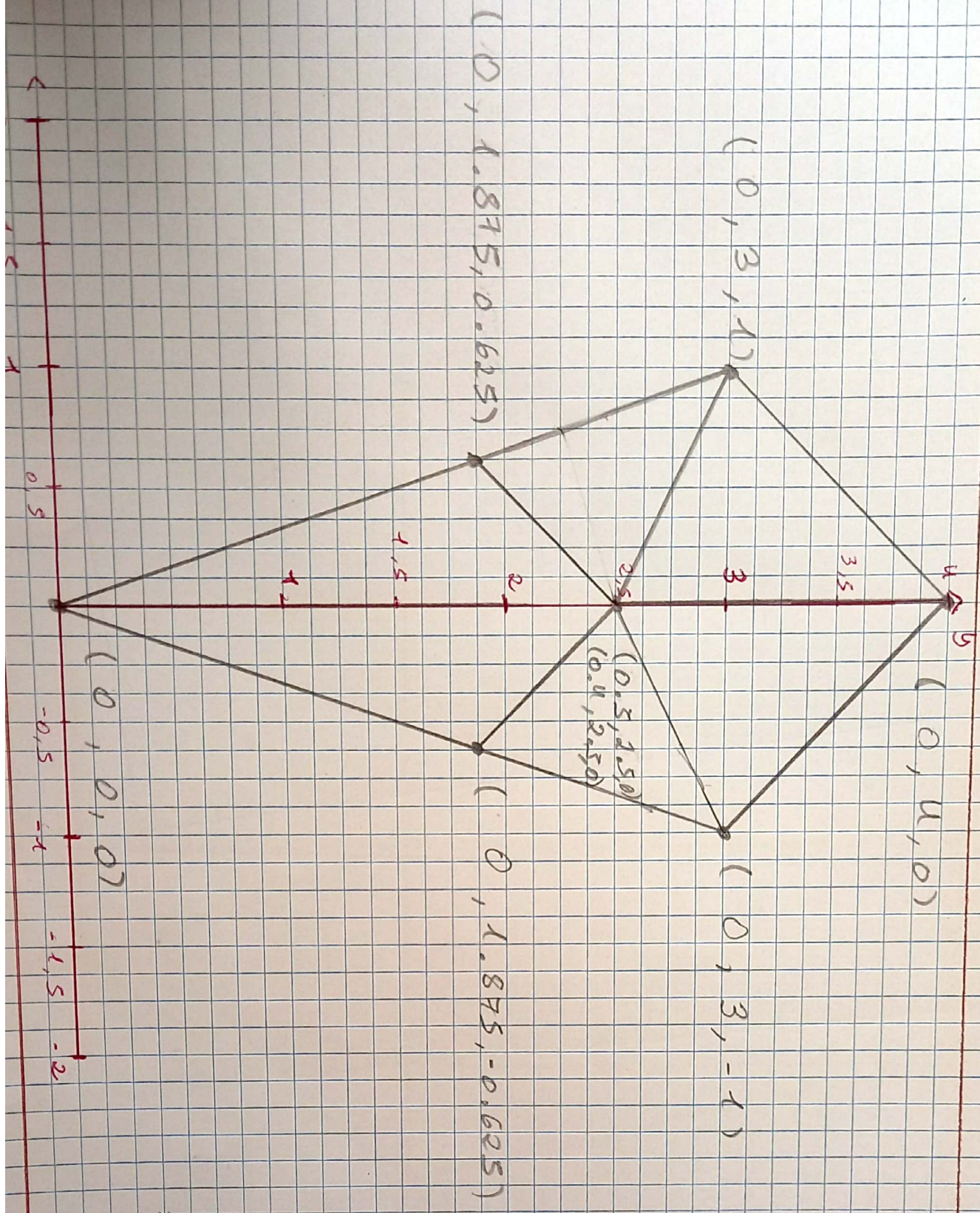
é um
Plane Geometry
com
rotação em $x = 90^\circ$

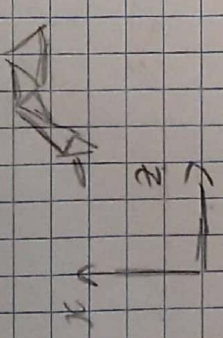
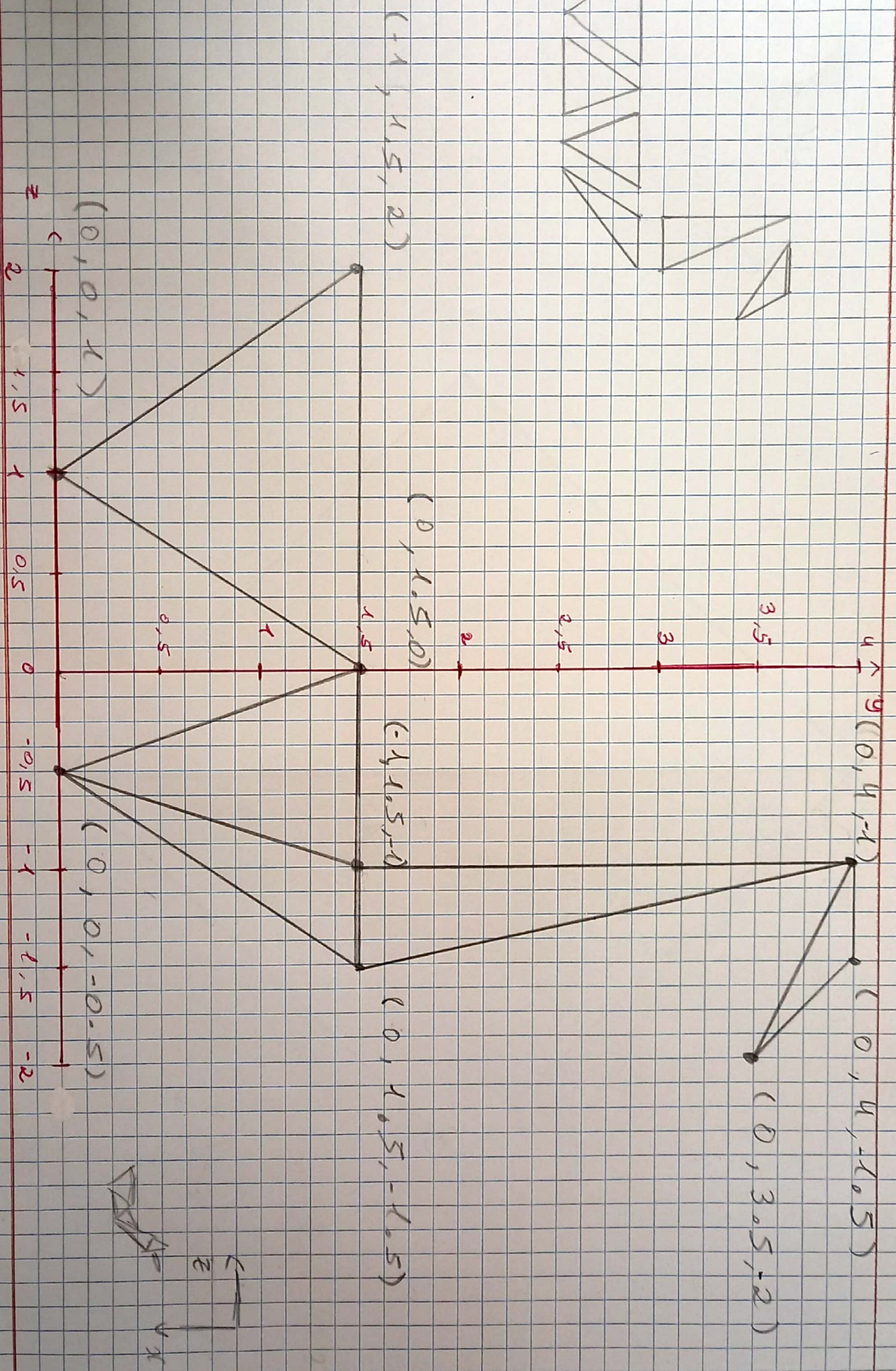
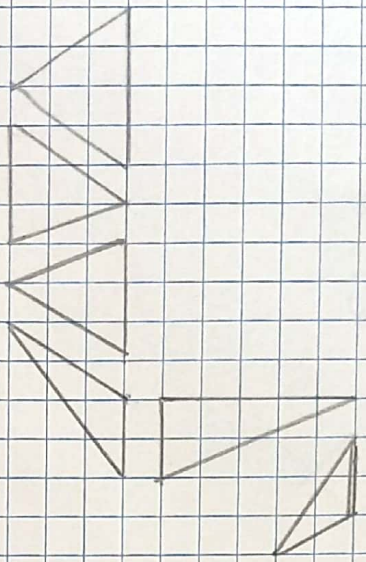


Havofote (junção da
esfera e cilindro)









HORAS DE TRABALHO:

97375, Alexandra Pato: 16h
97326, Martim Correia: 16h
89467, Jemima Riyok Zangi: 16h

Posição da câmara:

viewsize=50

- Perspetiva: (viewsize 12,
viewsize 12,
viewsize/2)
- Ortogonal: (0.75x20, 0.5, 0)