

Computação Gráfica I
TRABALHO 3

CASA MOREIRA

Phyd Architectura
Moreira, Maia, Portugal

AULA 2

Instruções para modelagem da escada

- 1. Após concluir a modelagem das paredes e lajes inicie a modelagem da escada conforme instruções a seguir.*

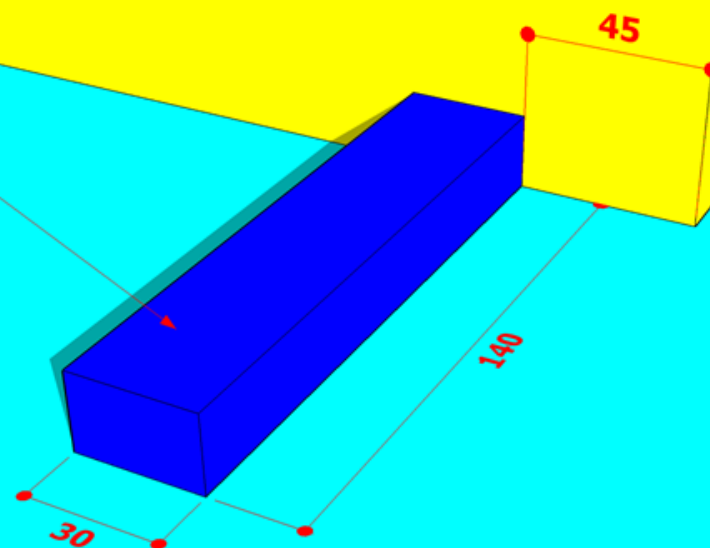
**DIVIDA A ALTURA DO ENTREPISO (E)
PELO NUMERO DE DEGRAUS (d) DA ESCADA**

320



The diagram illustrates a staircase layout within a room. A yellow rectangular area represents the staircase, with a series of blue horizontal bars indicating the steps. A red vertical line with dots at the top and bottom marks the total height of the staircase, labeled with the number 320. To the right of the staircase, there are two white rectangular areas, one of which is partially obscured by a yellow rectangular area. The entire diagram is set against a black background.

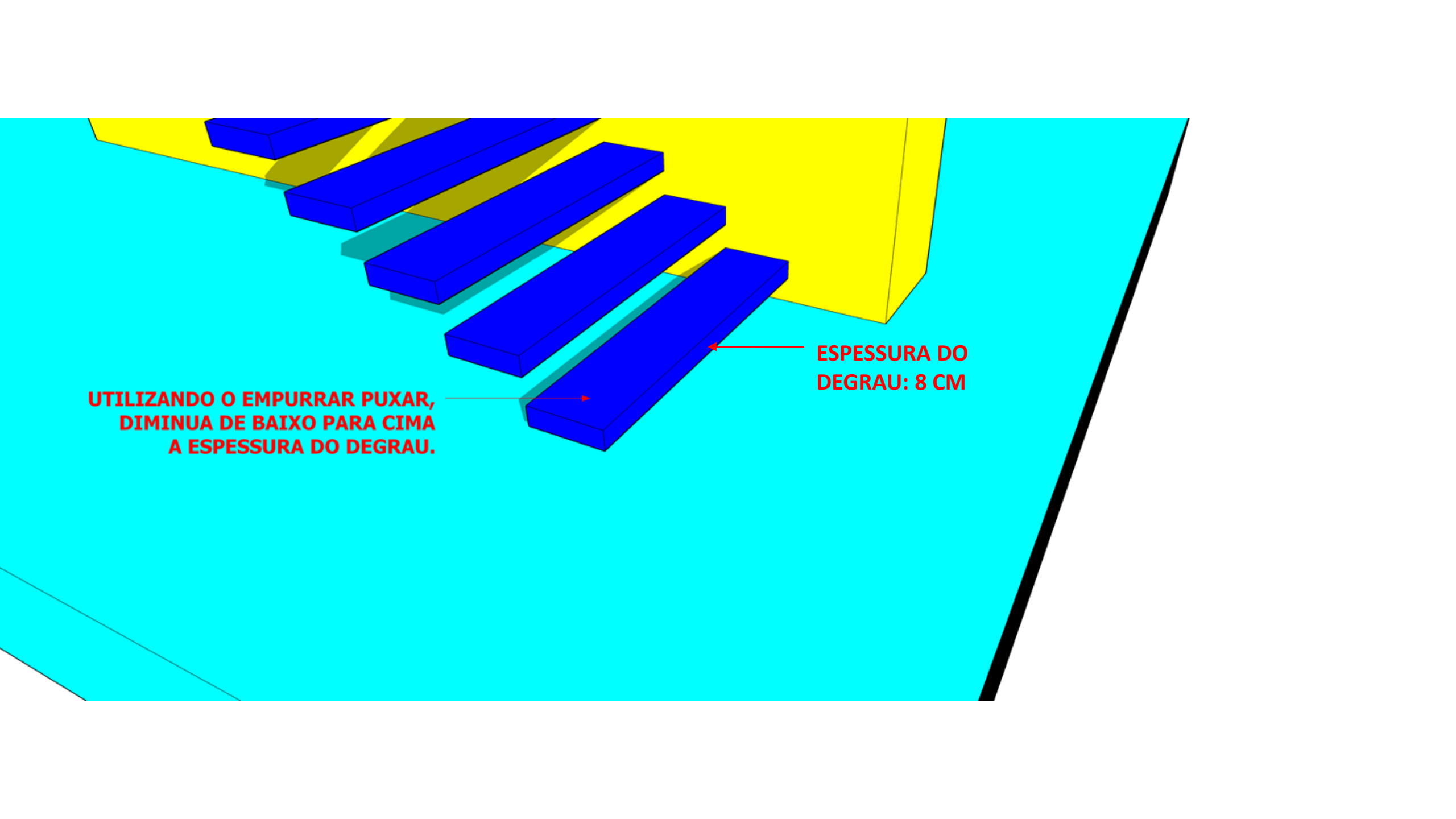
**APOS MODELAR O DEGRAU,
SELECIONE-O E CRIE UM COMPONENTE**
***Hd = E/Nº d**





UTILIZANDO O
RECURSO DE CÓPIA MÚLTIPLA,
FAÇA 15 CÓPIAS DO DEGRAU.

A 3D diagram illustrating a staircase. The steps are blue rectangular blocks arranged in a descending sequence. A yellow wall is visible in the background. A red dashed arrow points from the top of one step to the top of the next, indicating the direction of replication. A red dot is placed at the starting point of the arrow on the top surface of a step. A solid red arrow points from the text to this red dot.

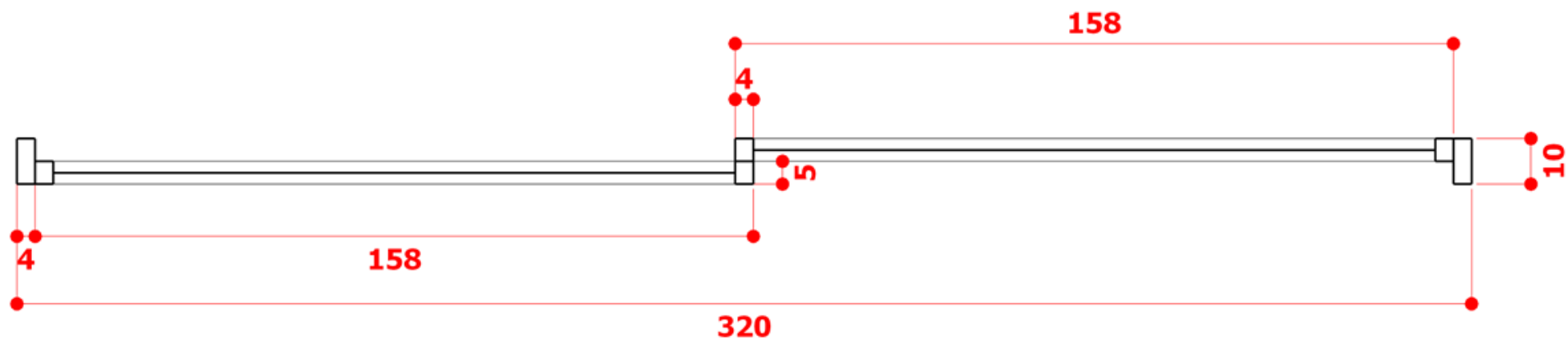
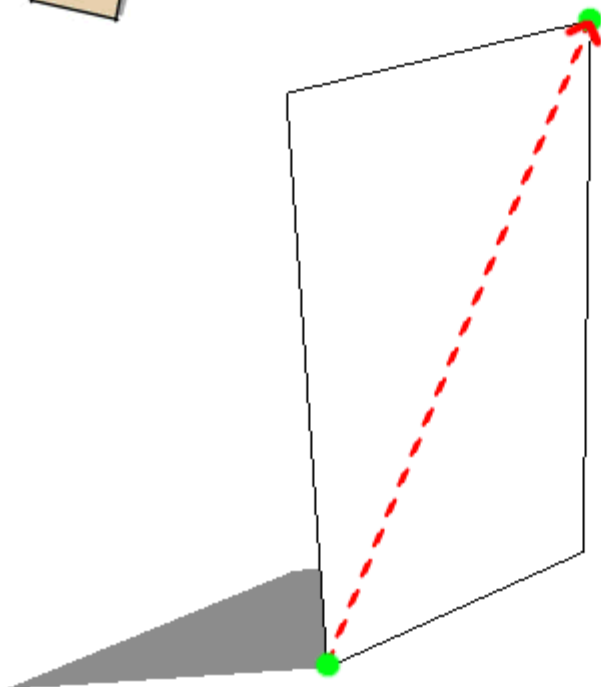


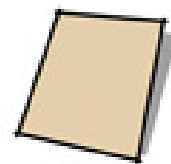
UTILIZANDO O EMPURRAR PUXAR,
DIMINUA DE BAIXO PARA CIMA
A ESPESSURA DO DEGRAU.

ESPESSURA DO
DEGRAU: 8 CM

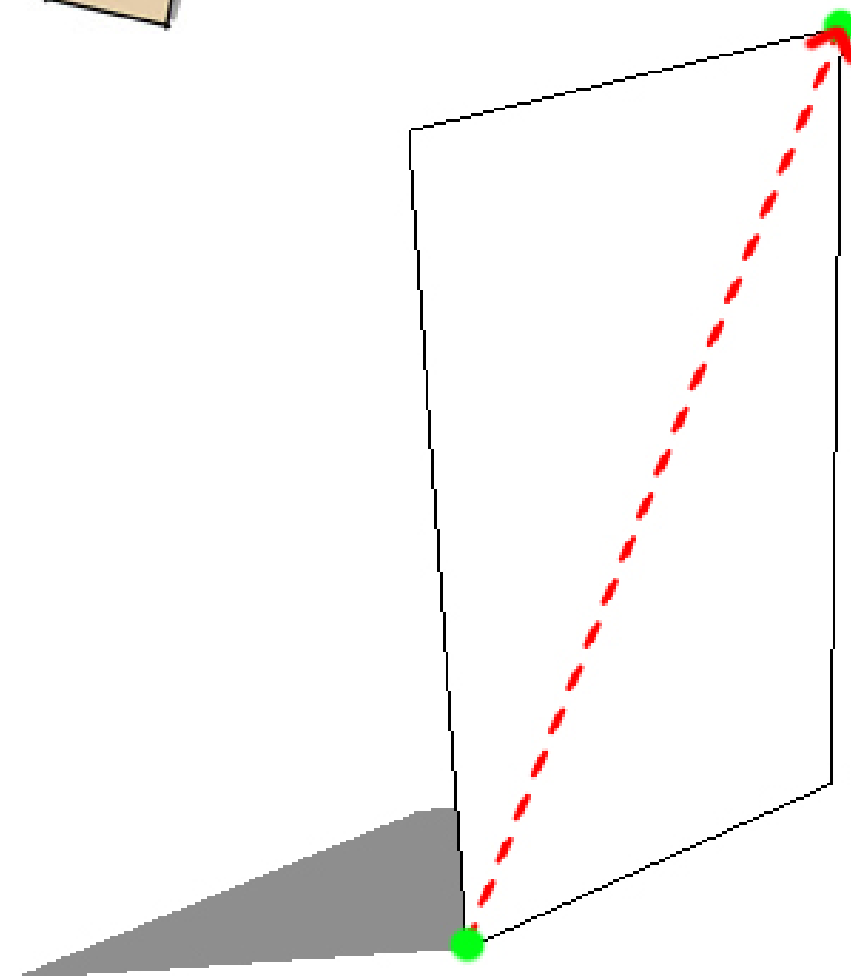


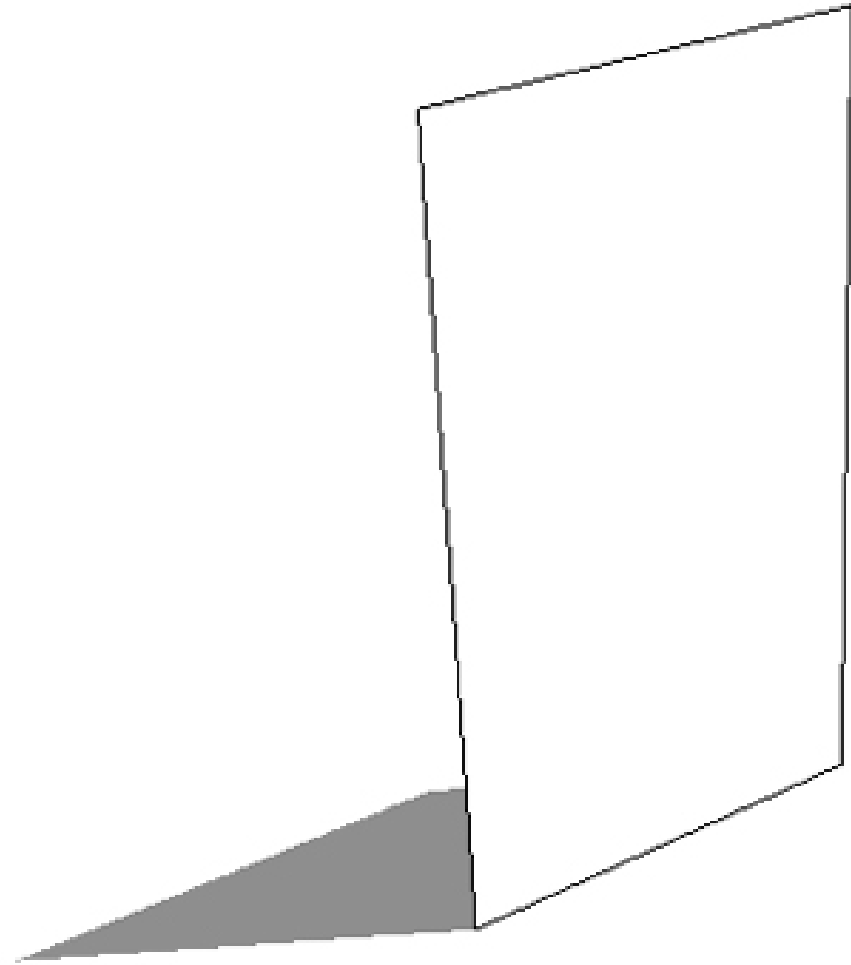
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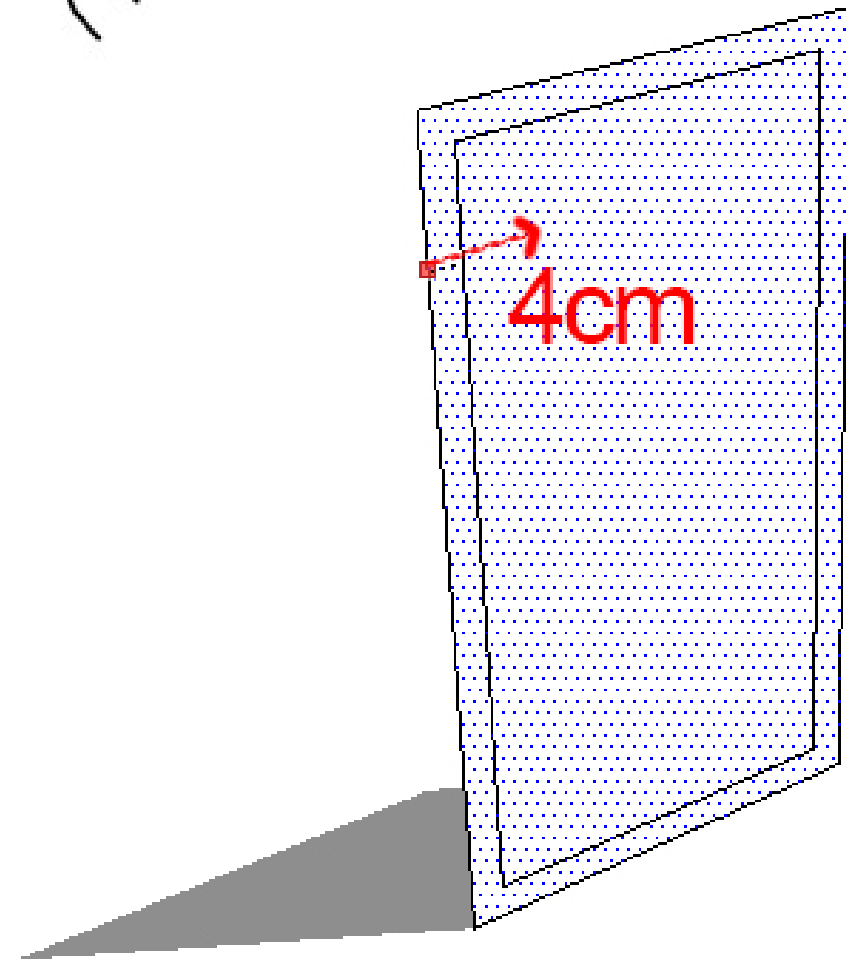


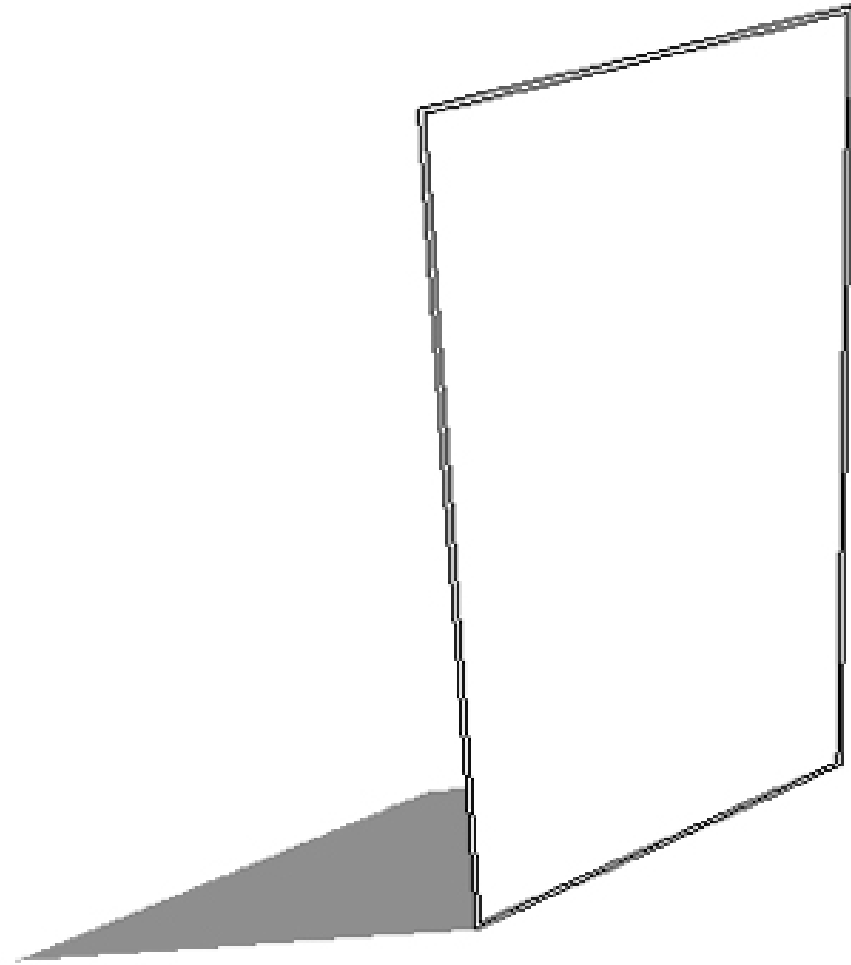
Retângulo





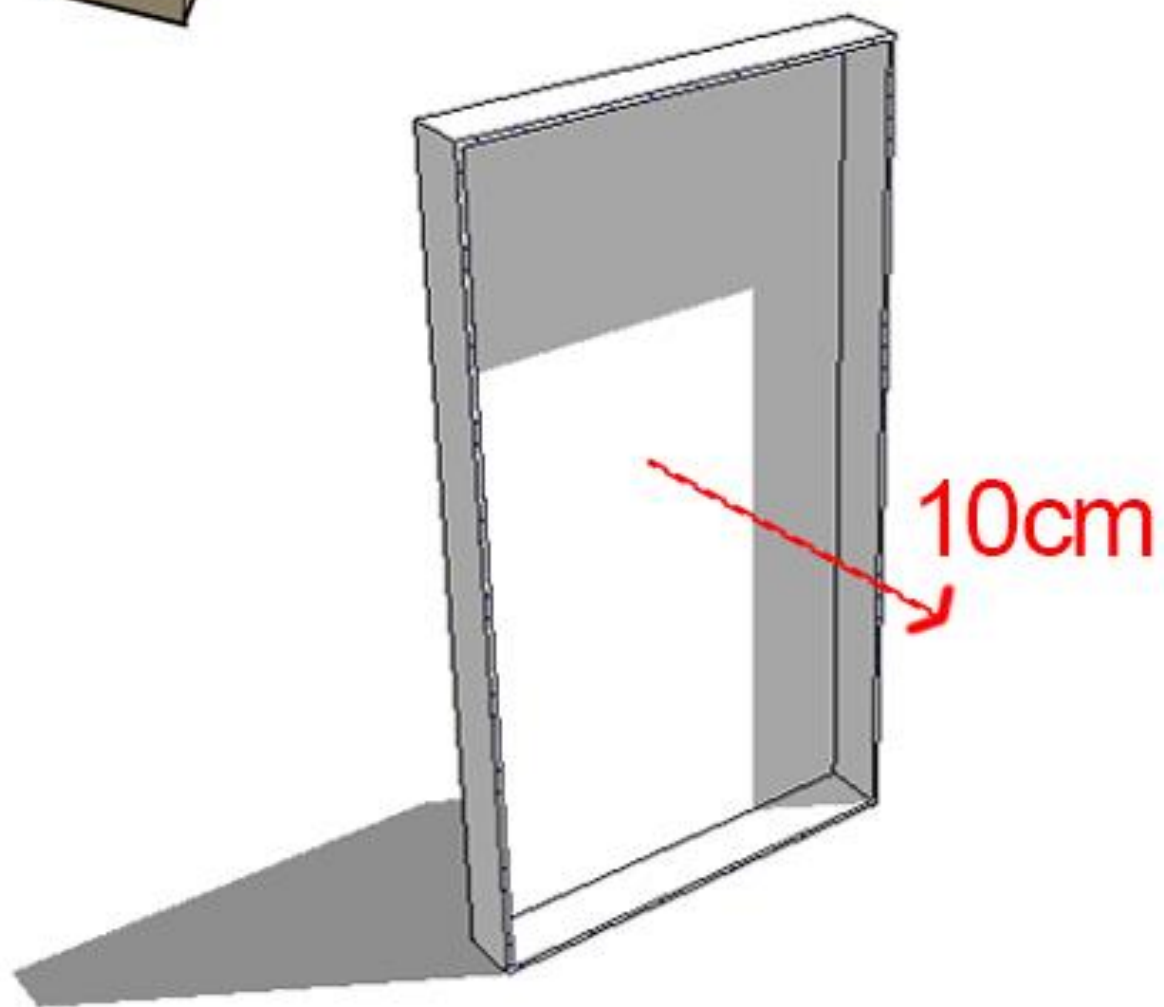
Equidistância

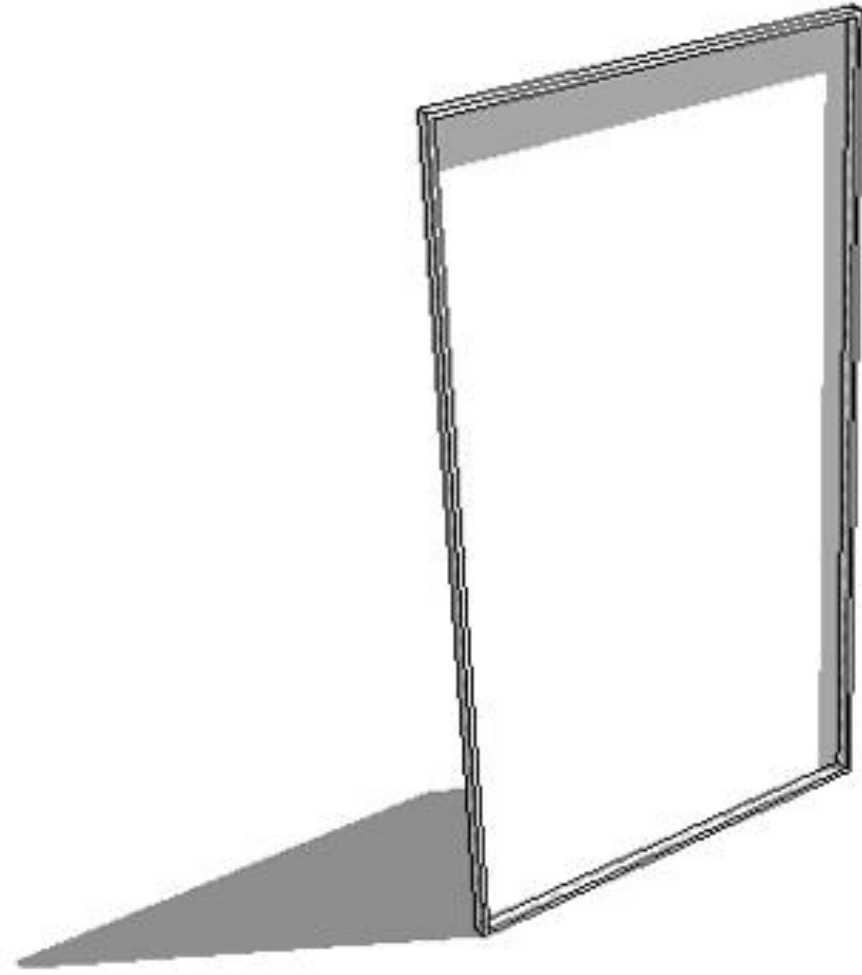






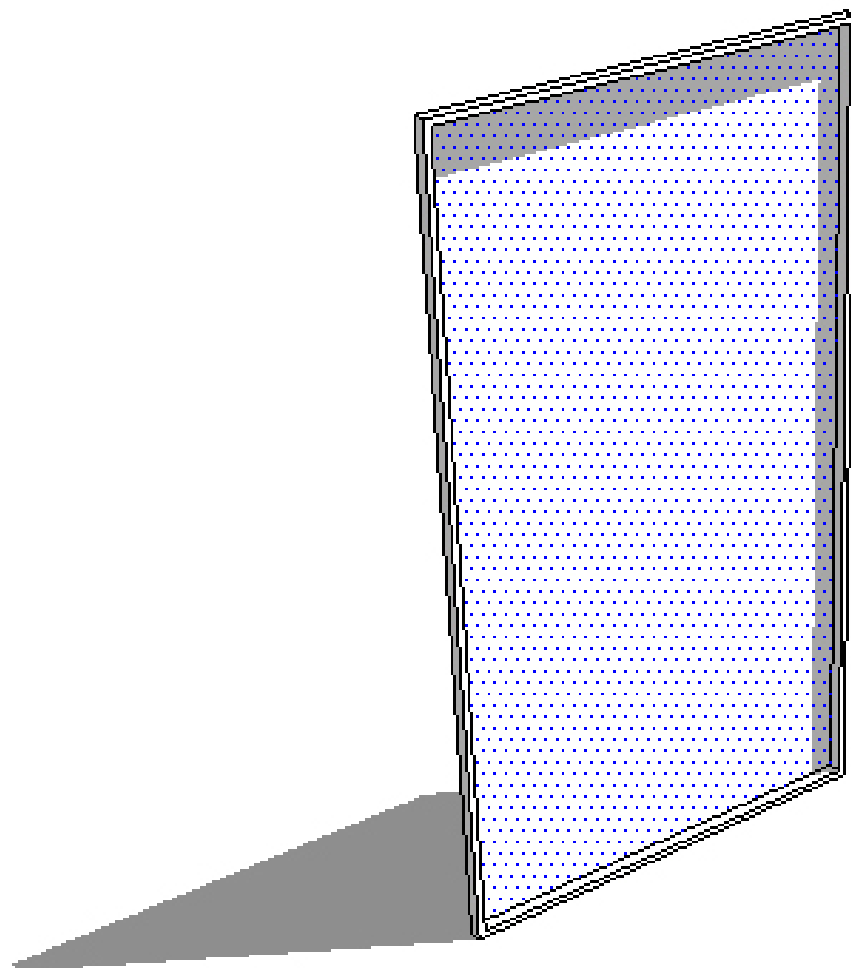
Empurrar/puxar

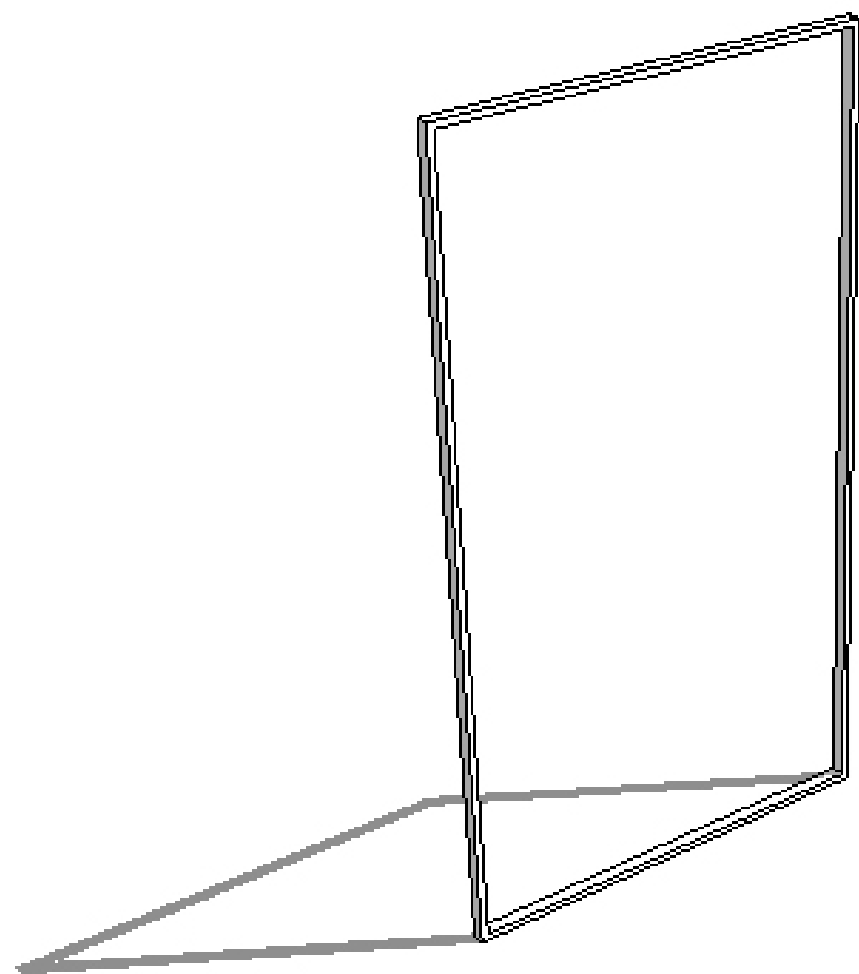






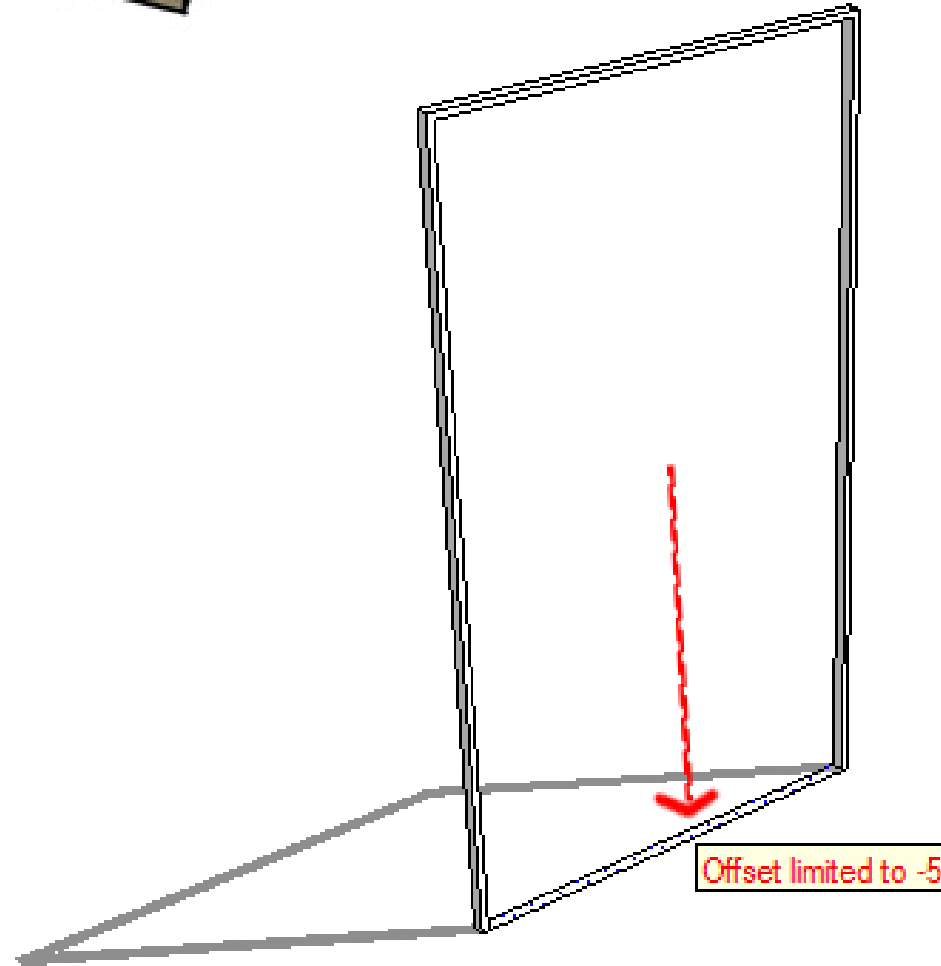
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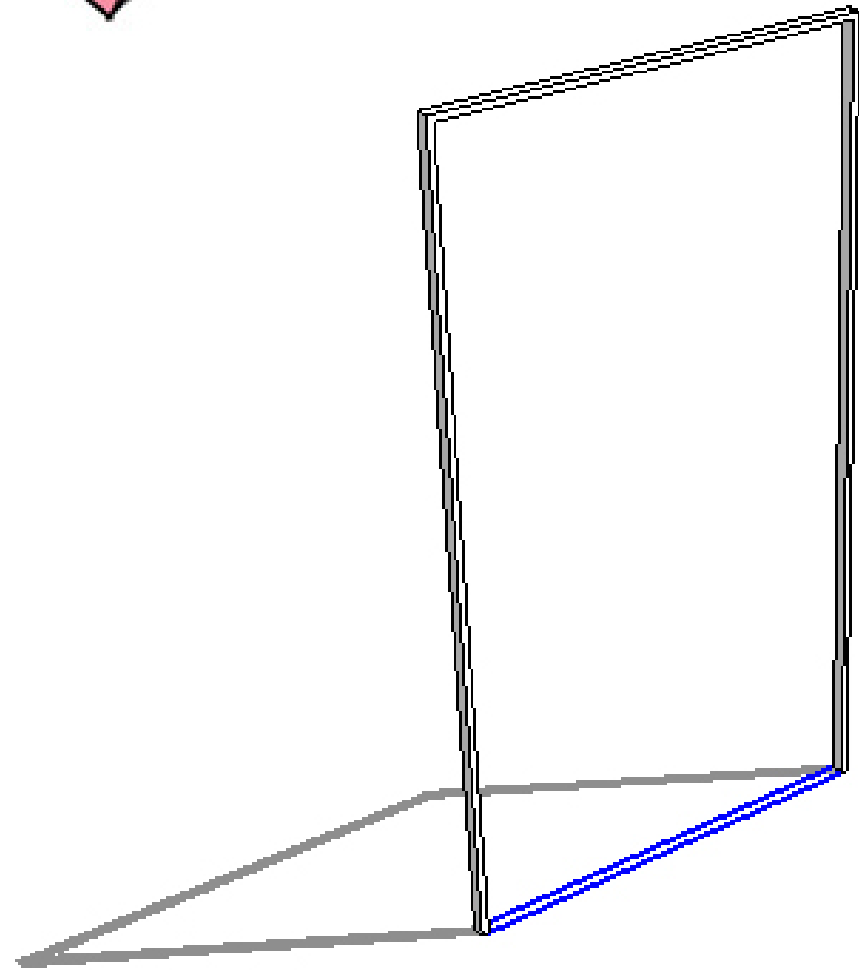


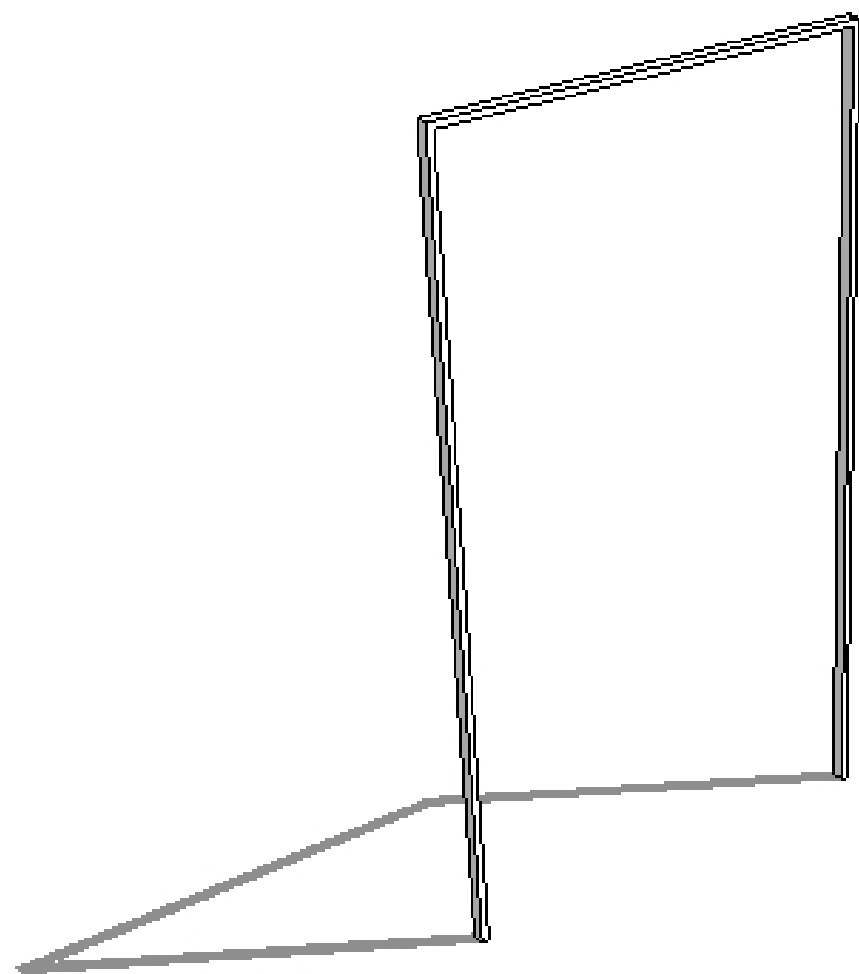
Empurrar/puxar





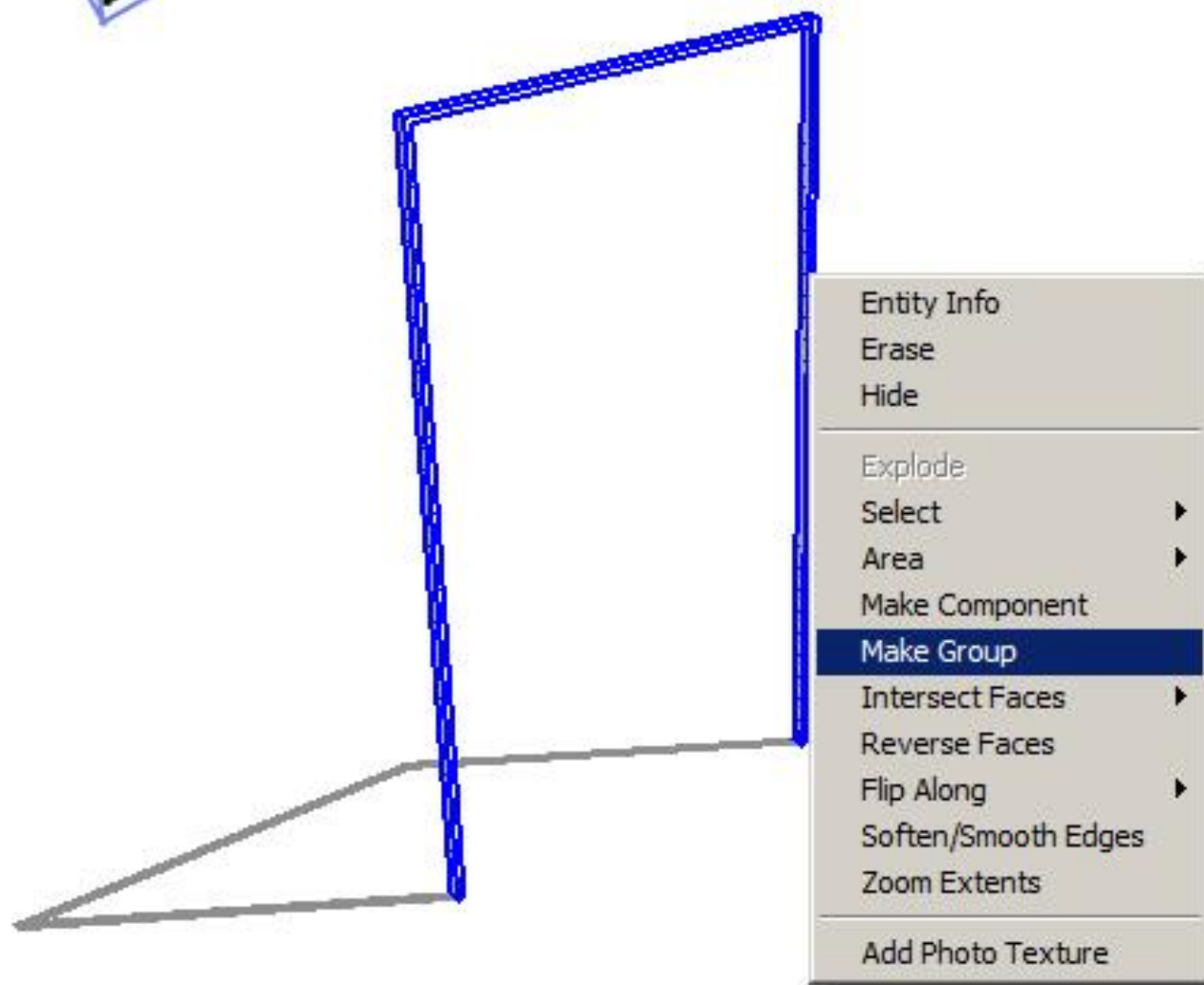
Borracha

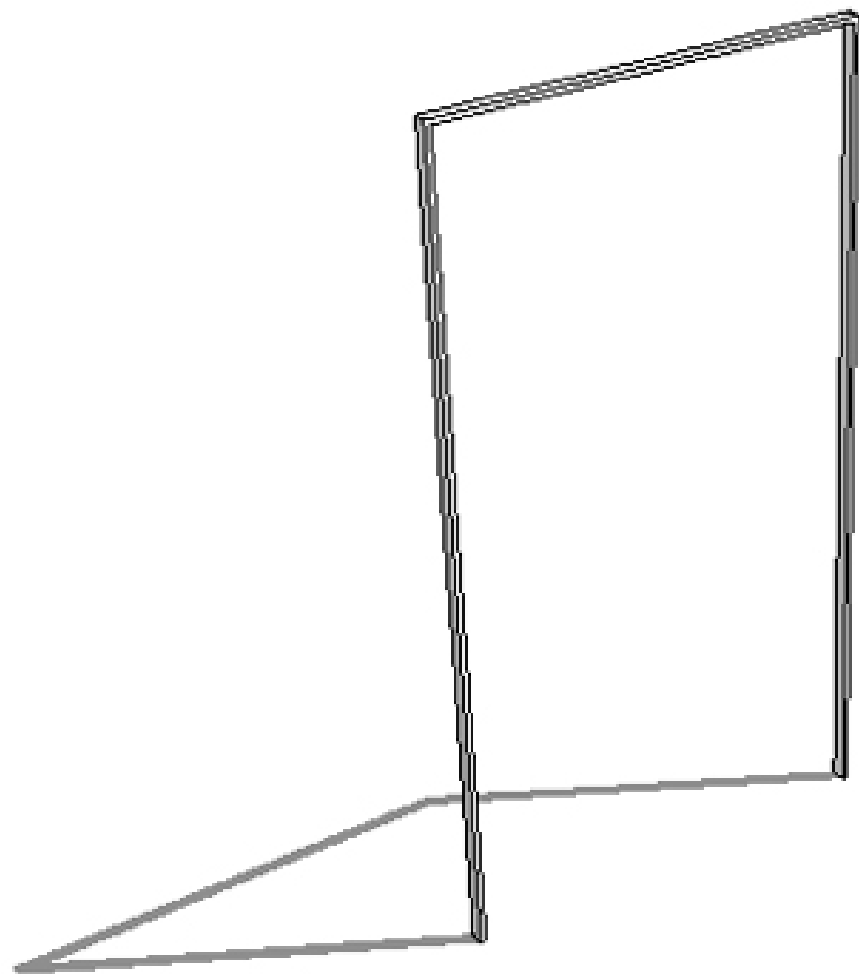


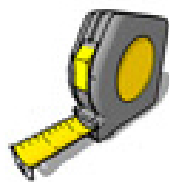




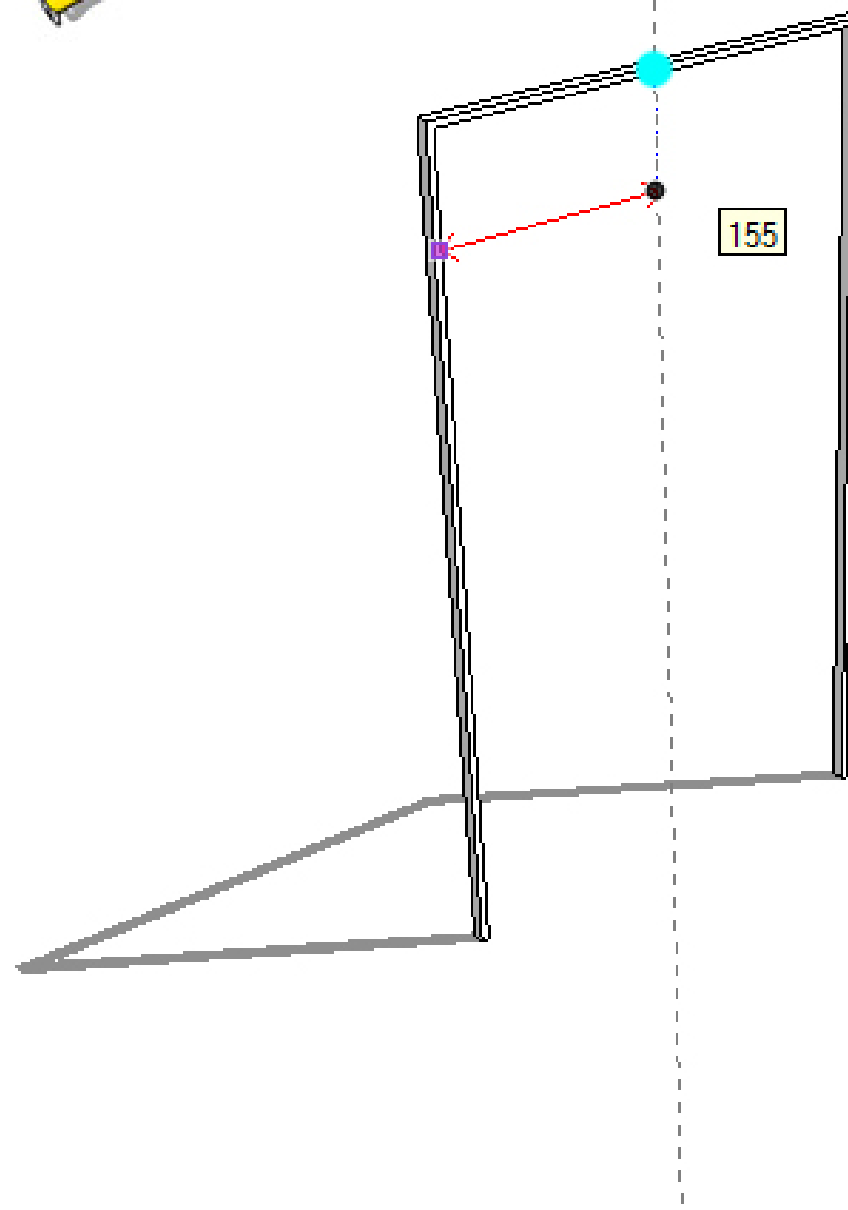
Criar grupo

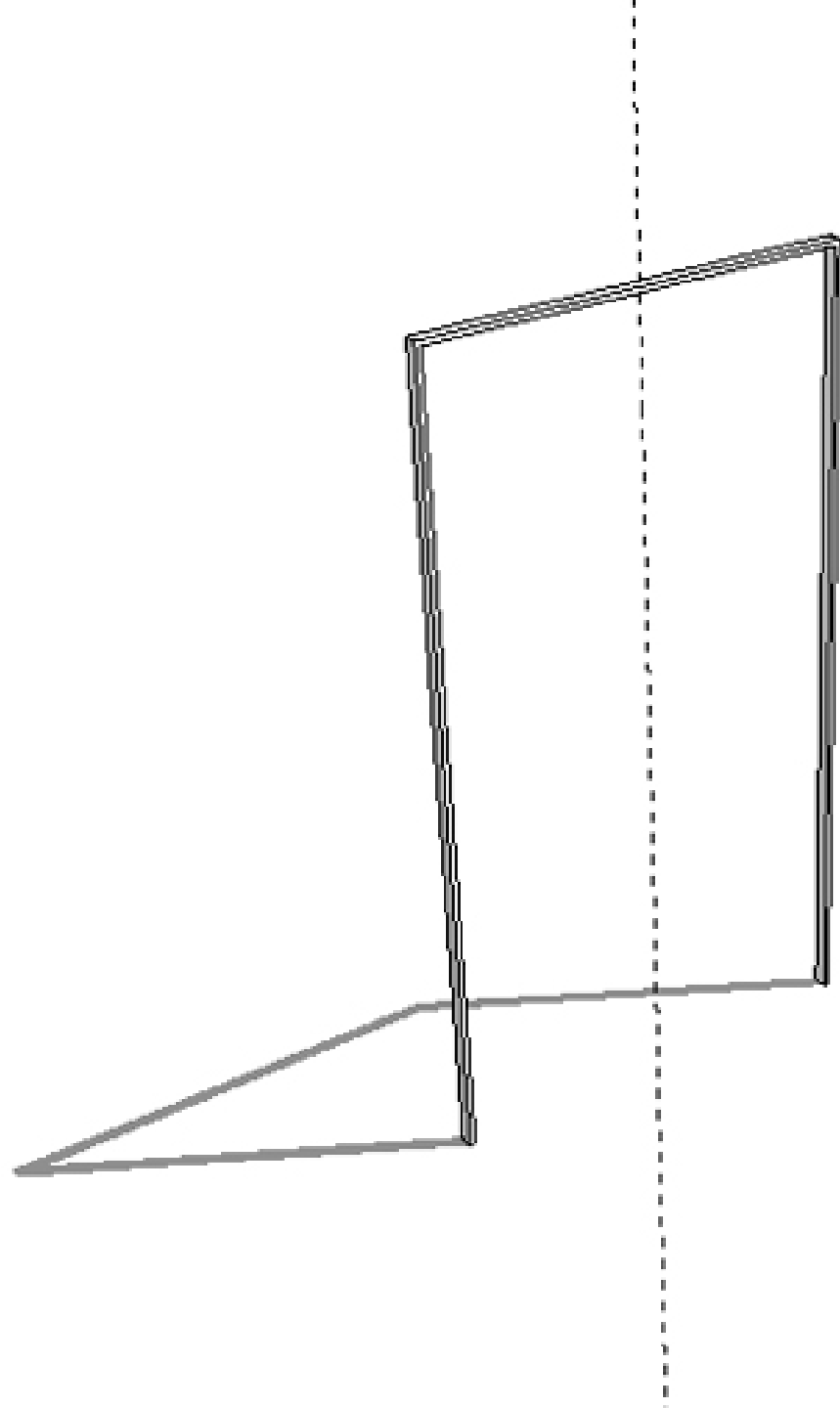


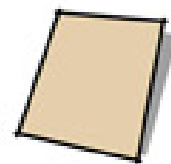




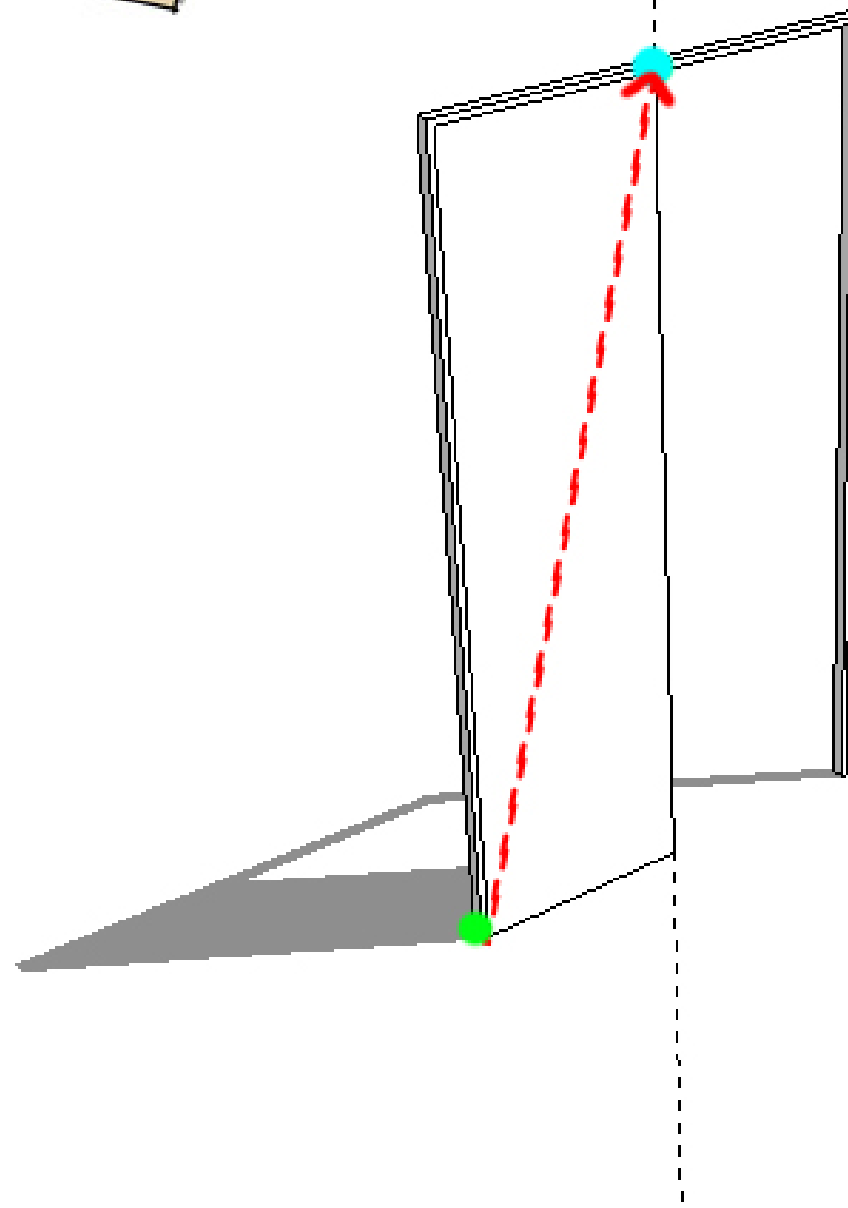
Fita métrica

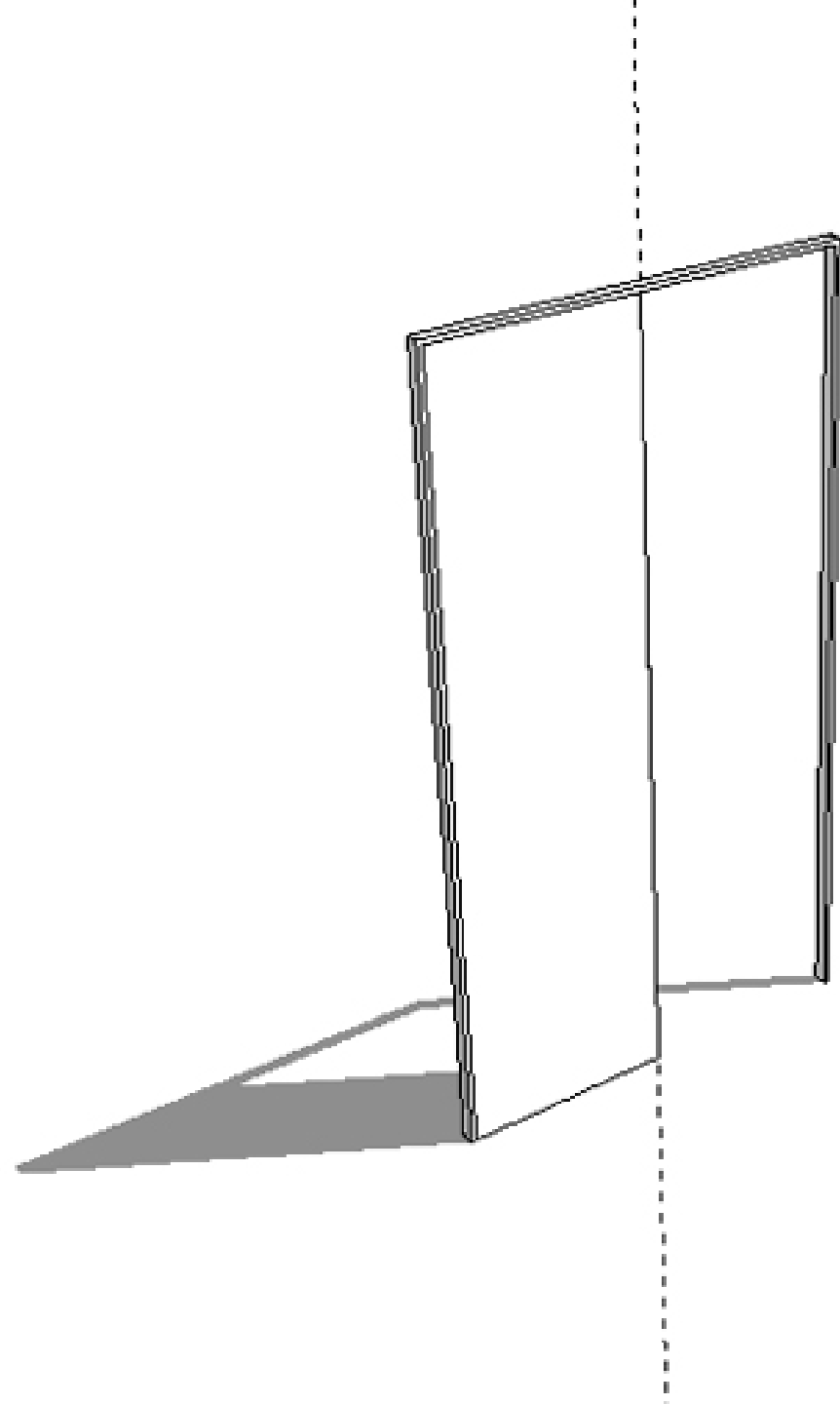






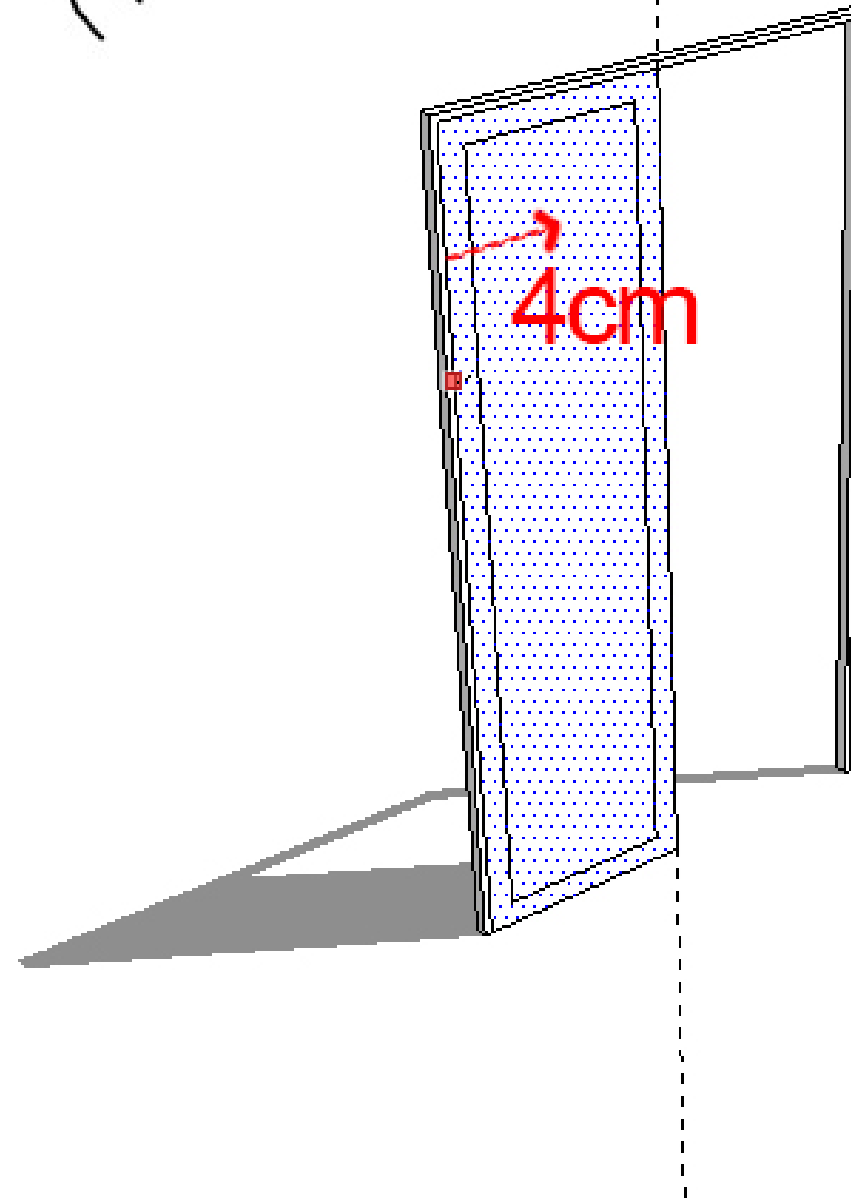
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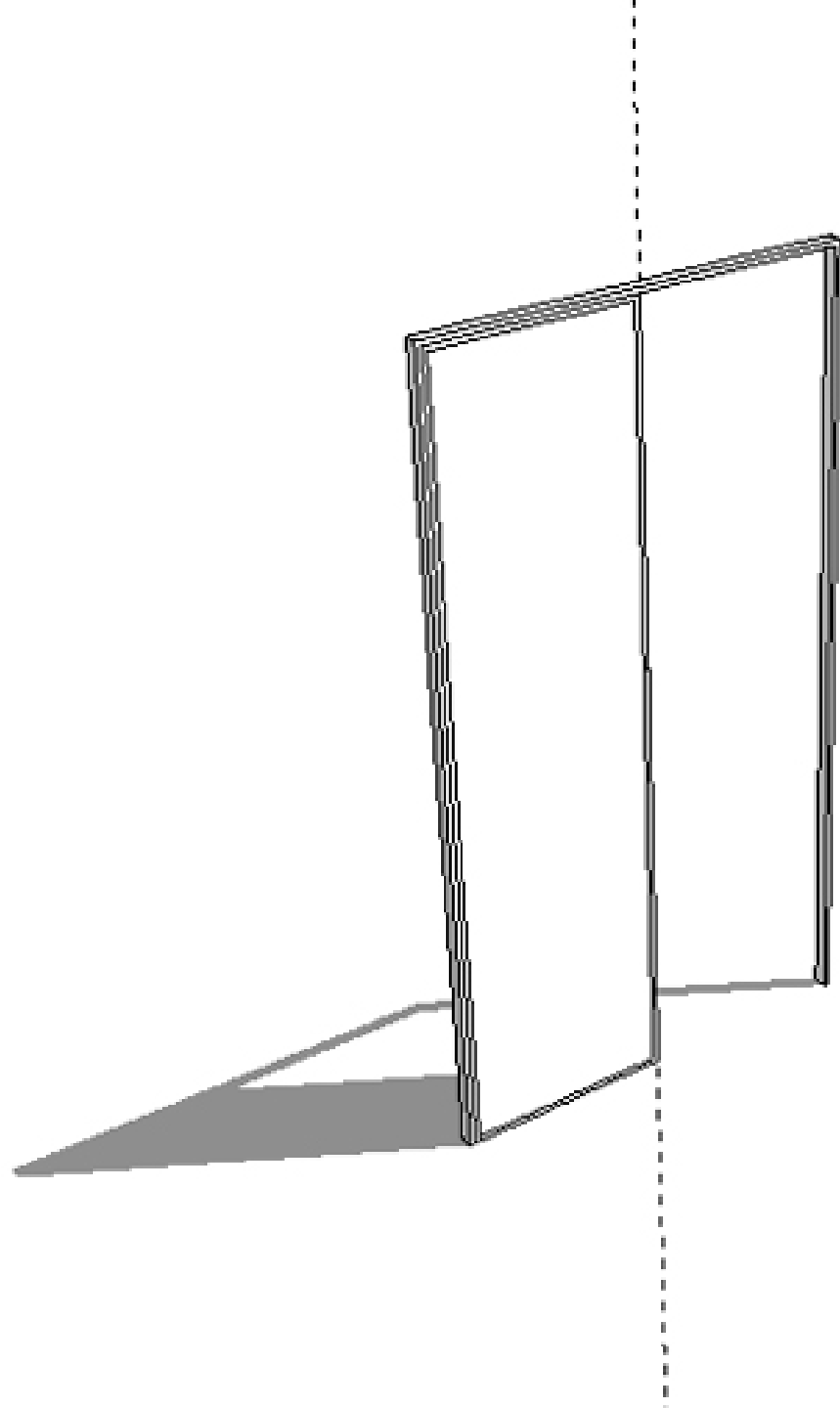






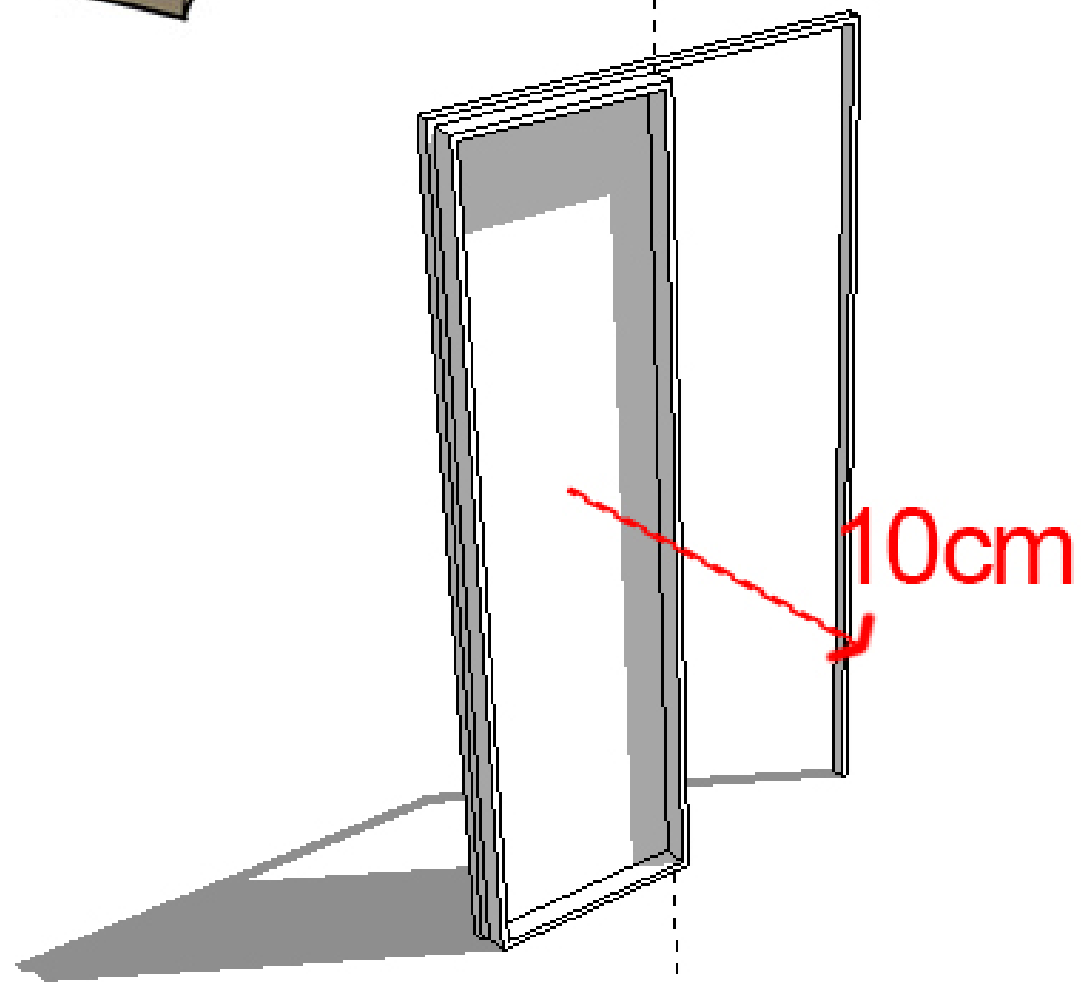
Equidistância

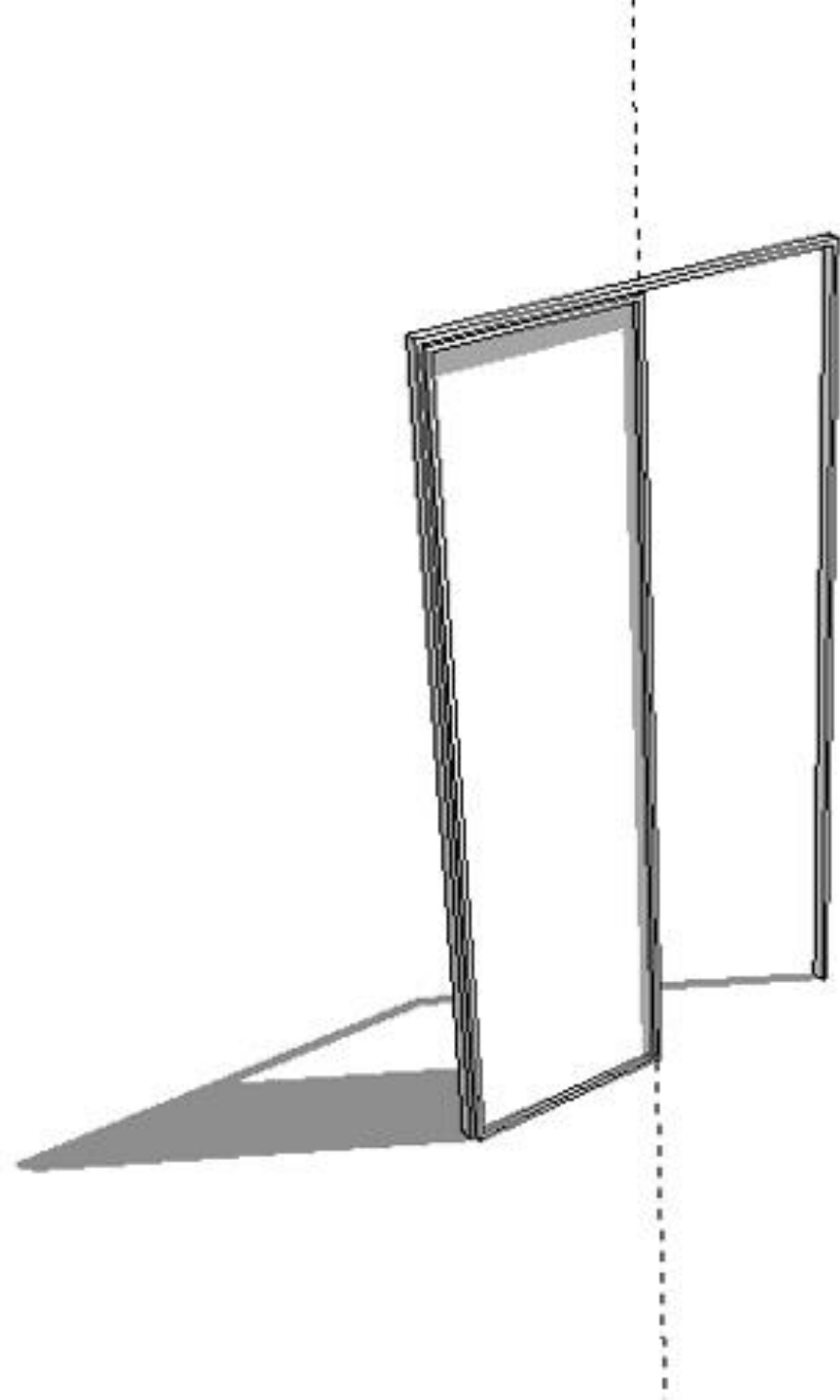


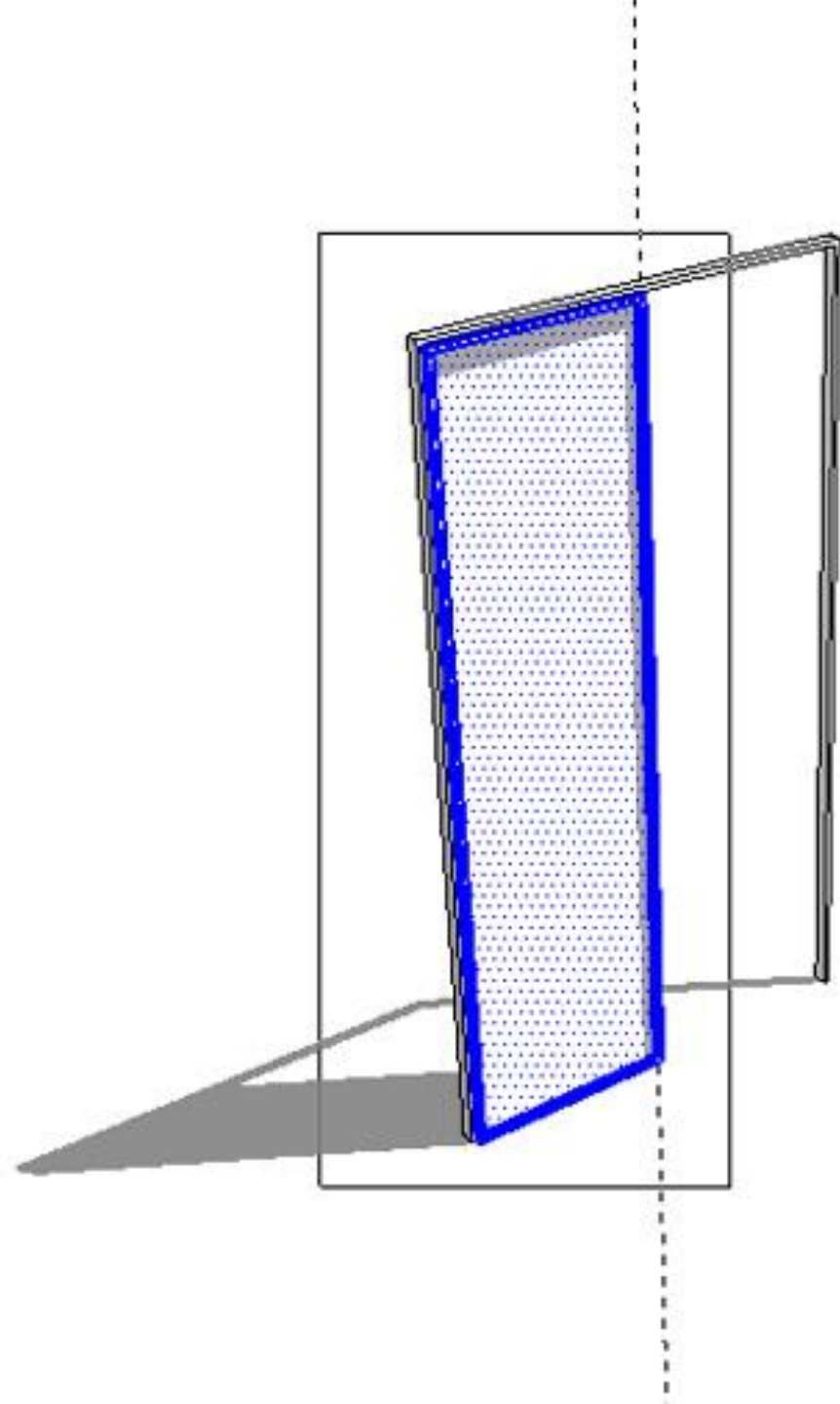


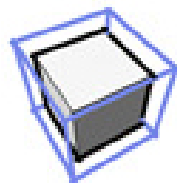


Empurrar/puxar

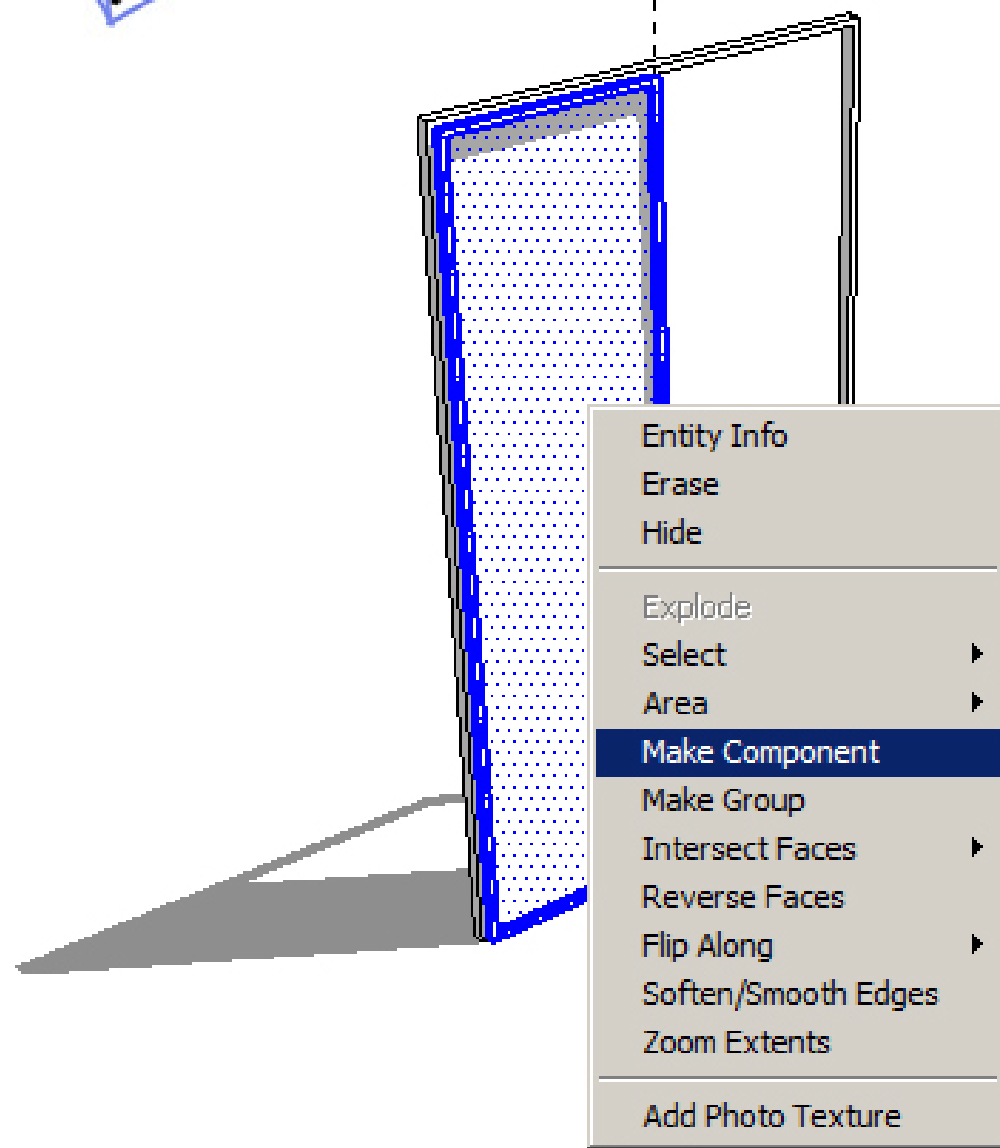


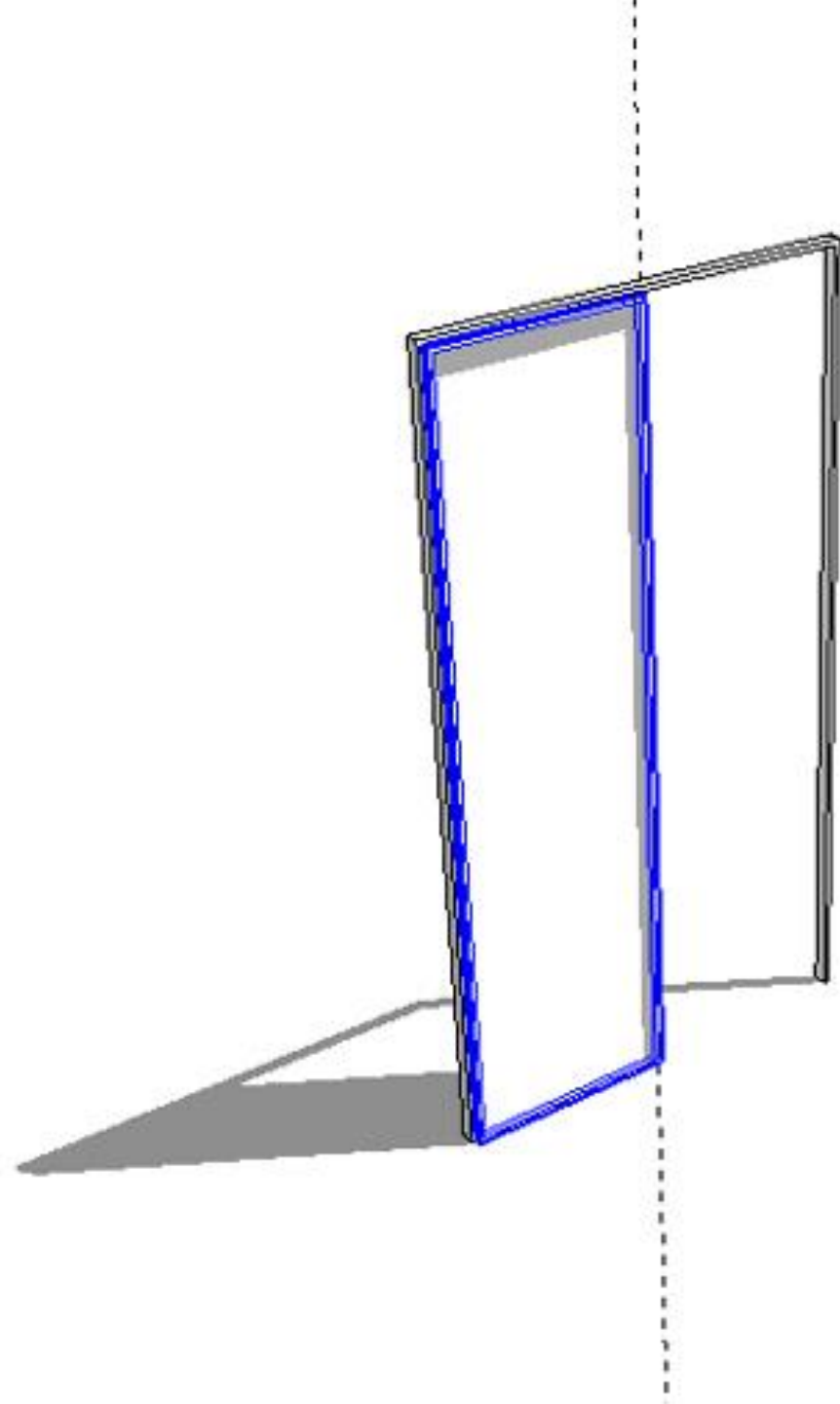






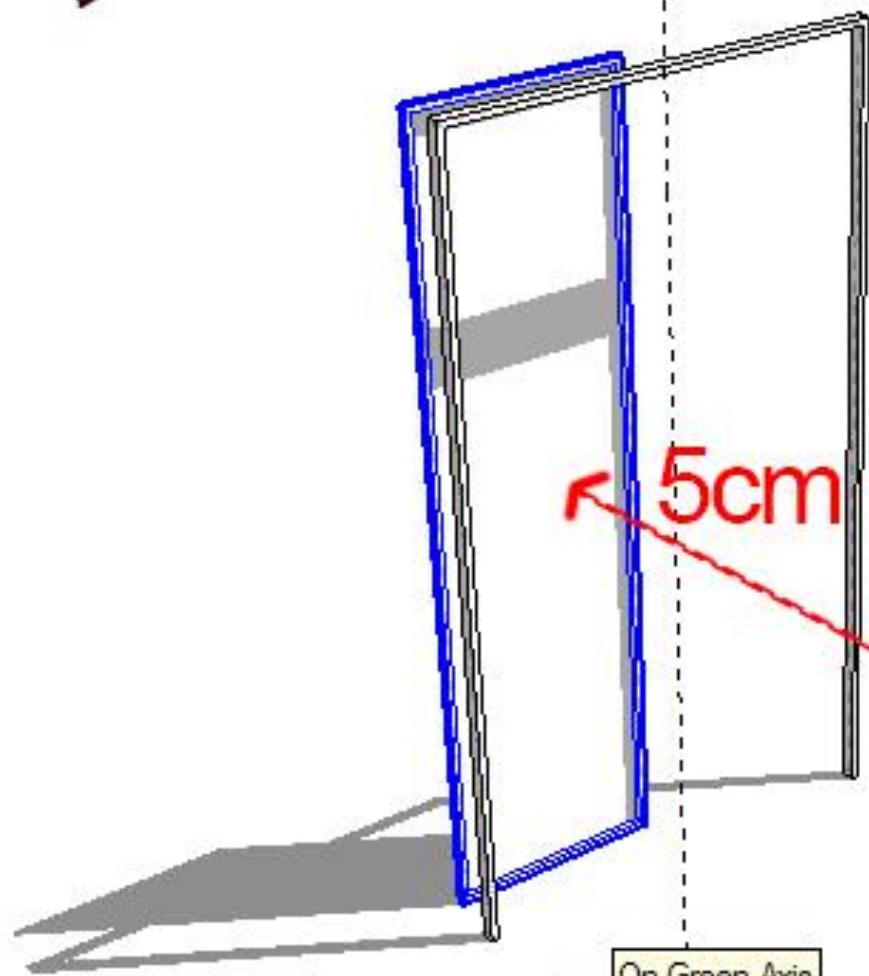
Criar componente



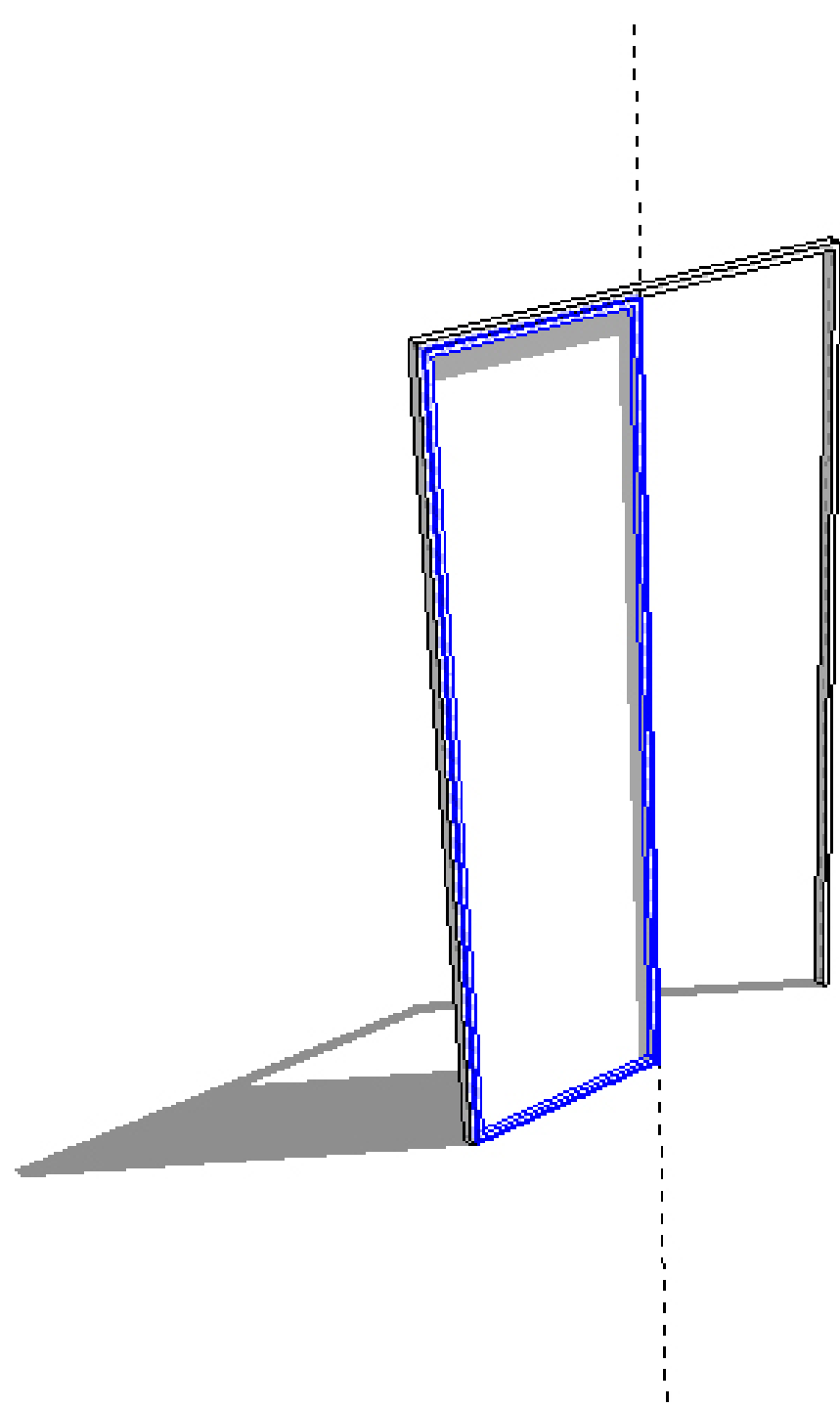




Mover

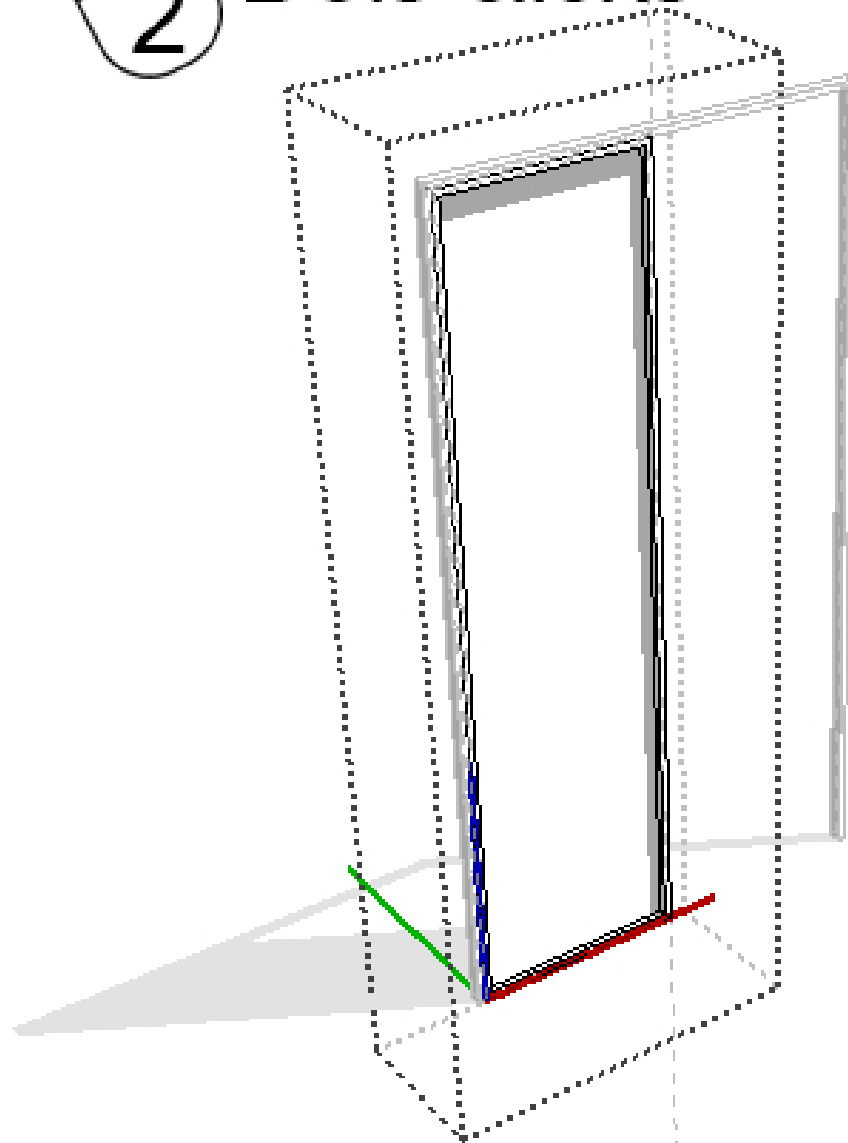


On Green Axis



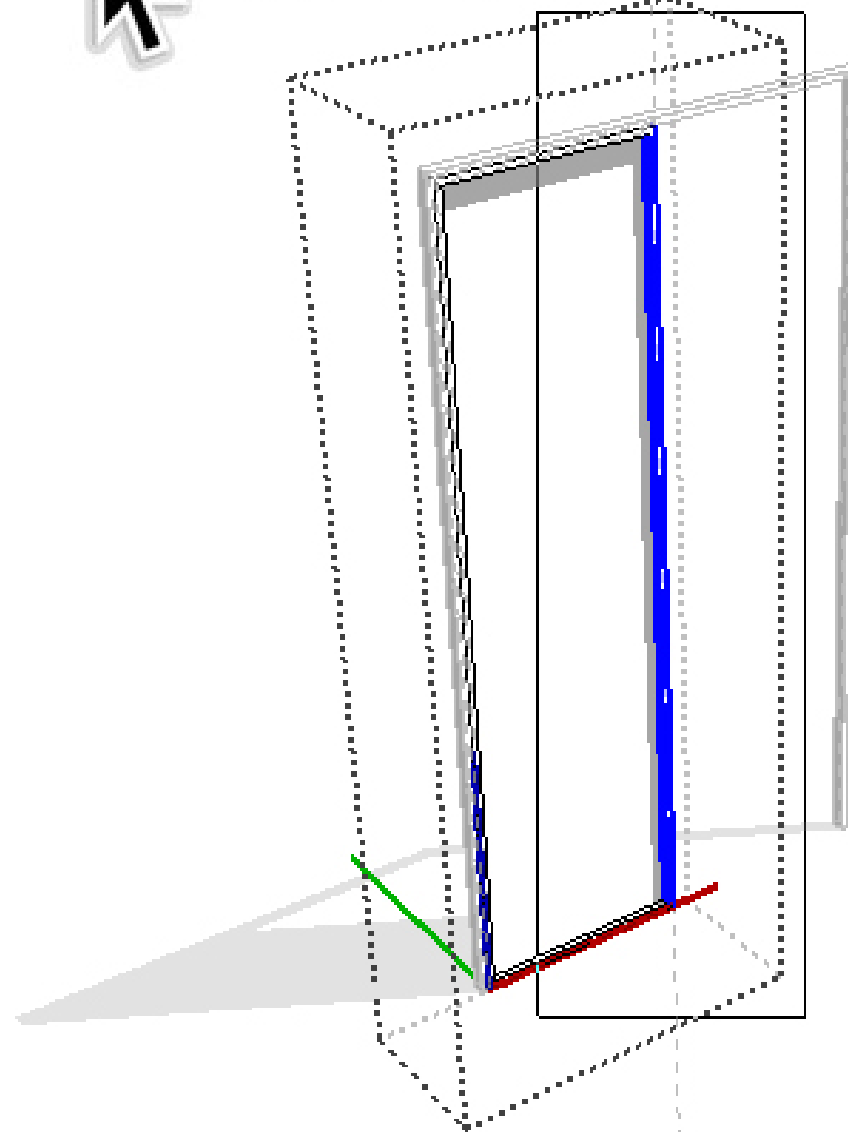


Dois clicks



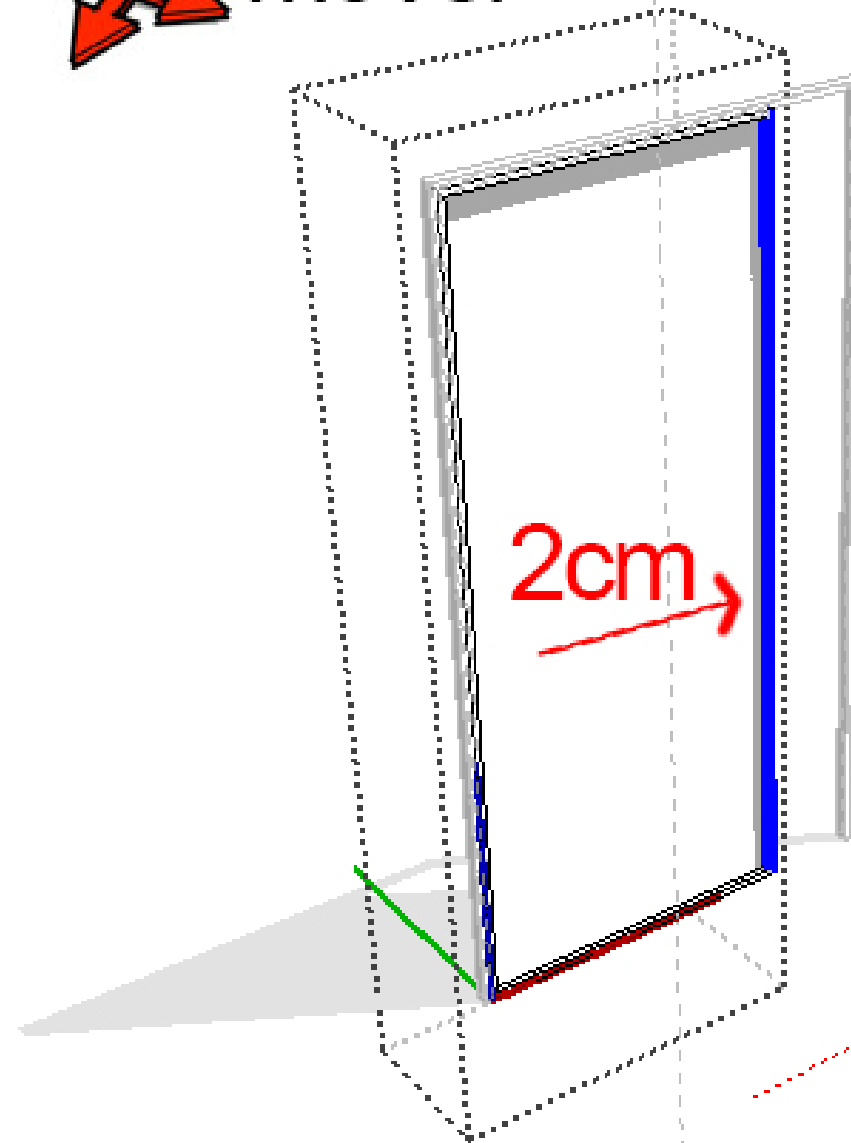


Seleccionar

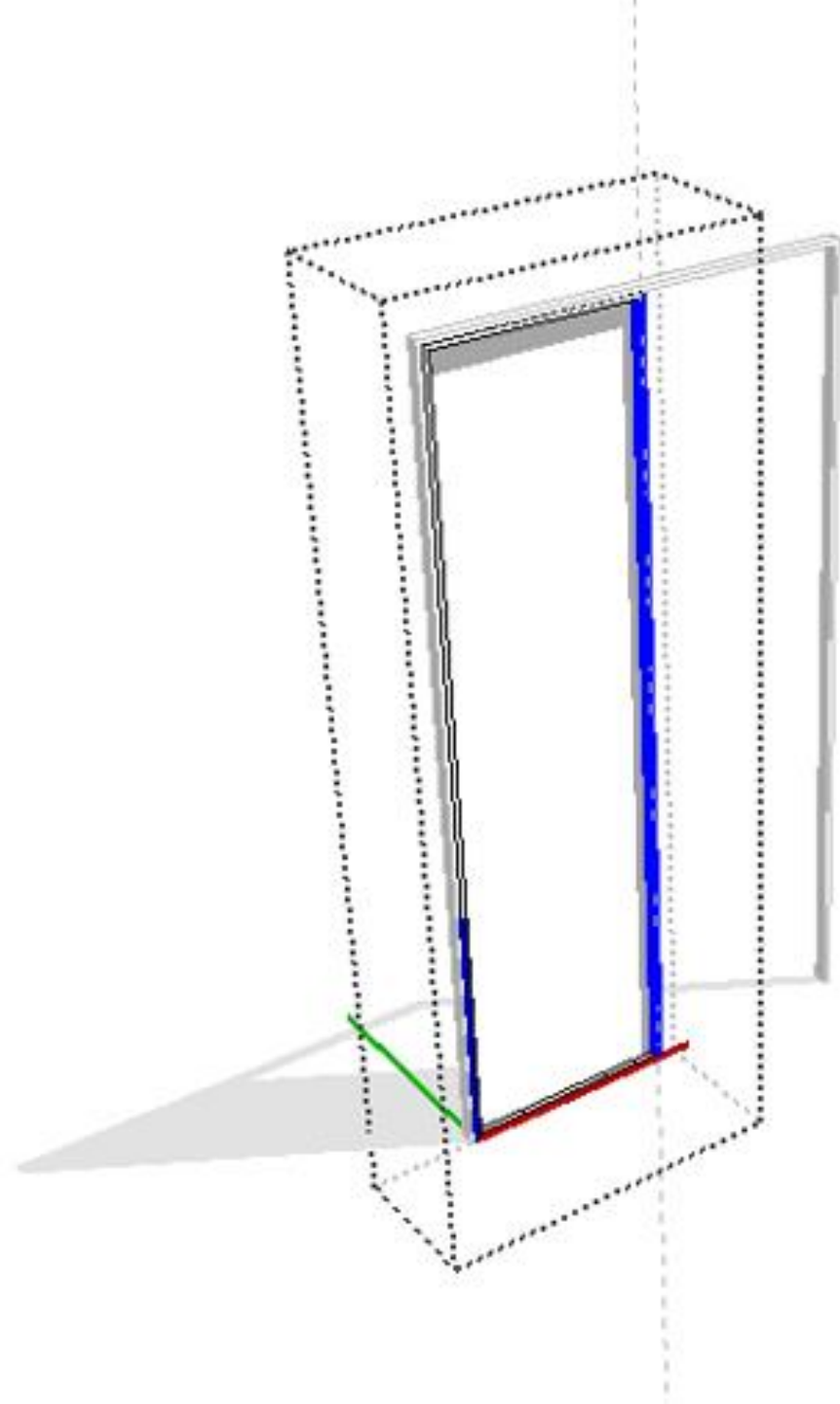


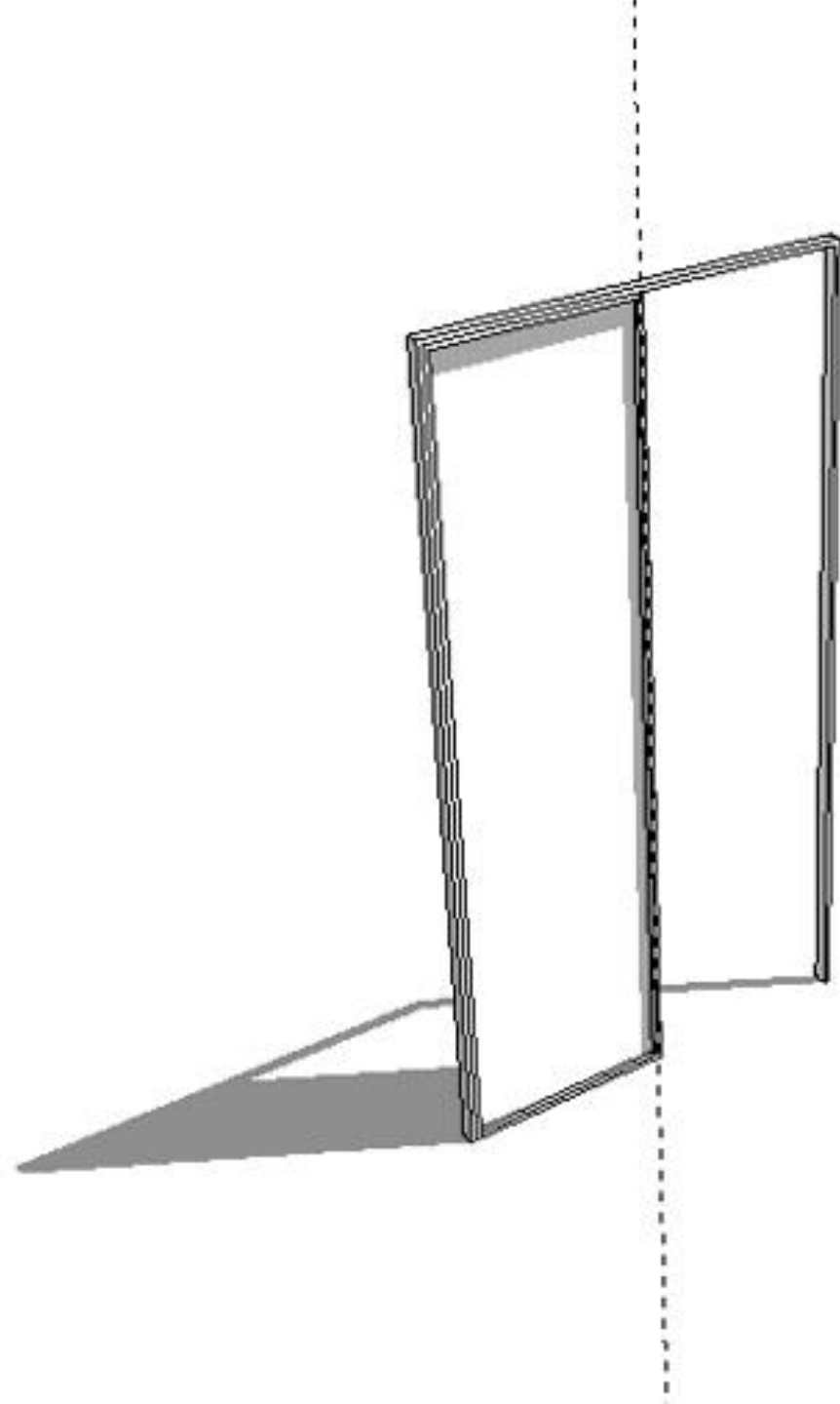


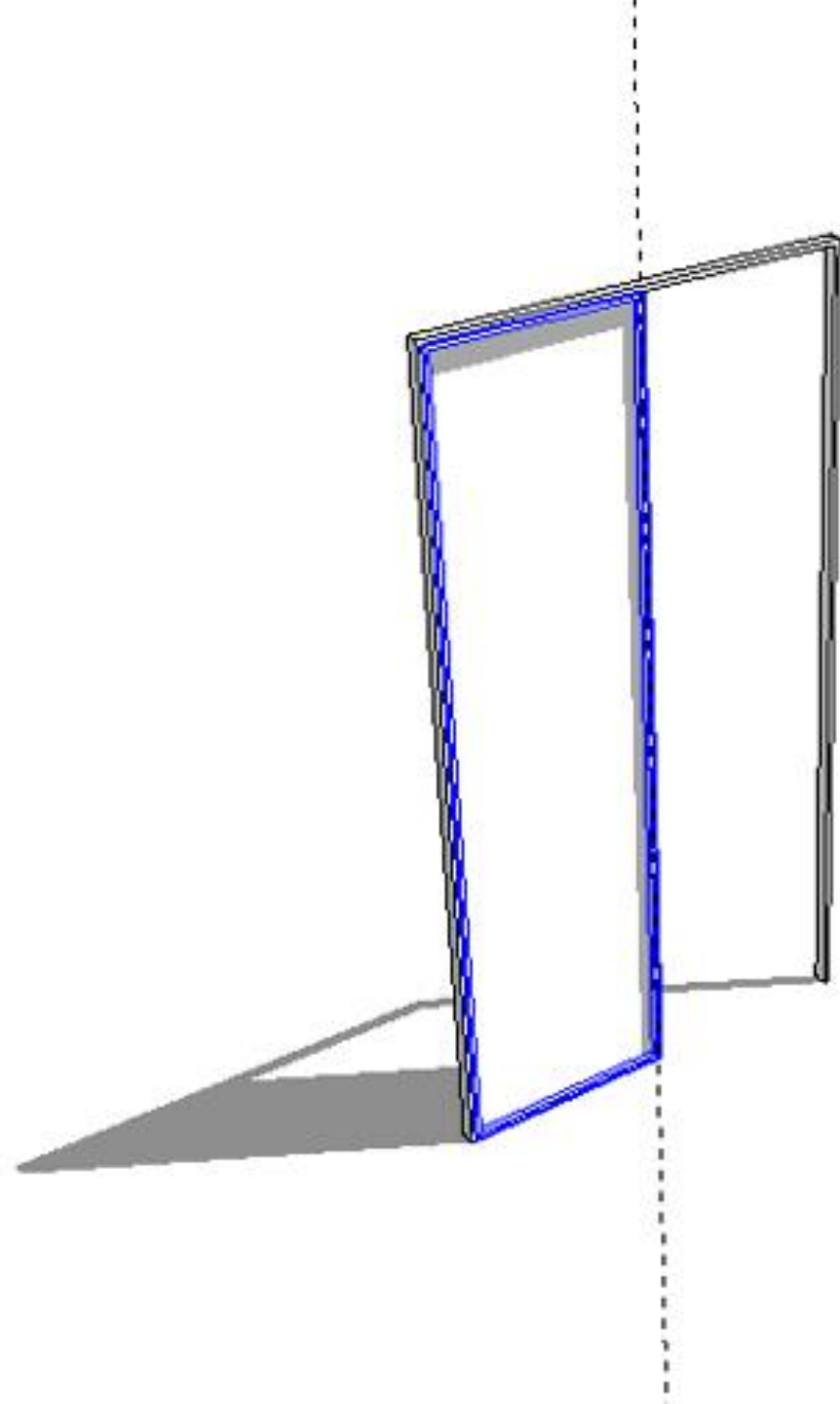
Mover



On Red Axis Outside Active

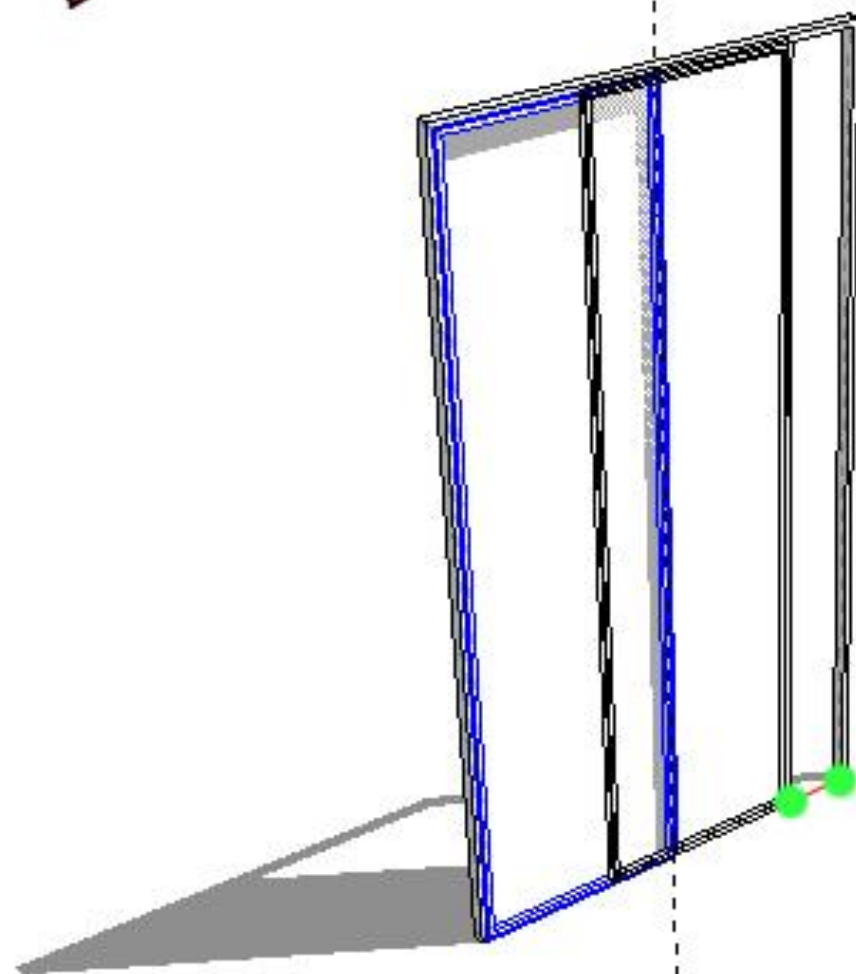


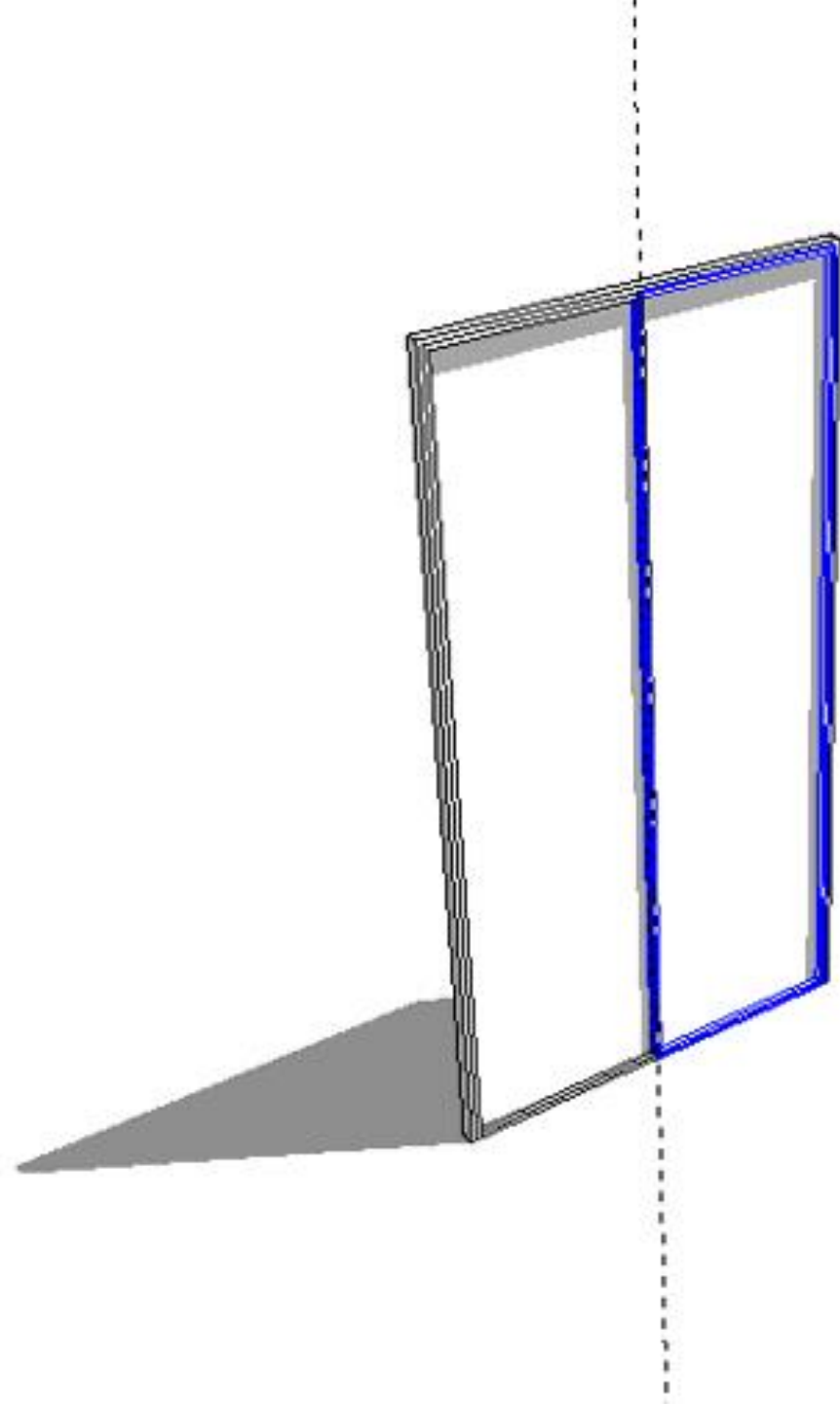






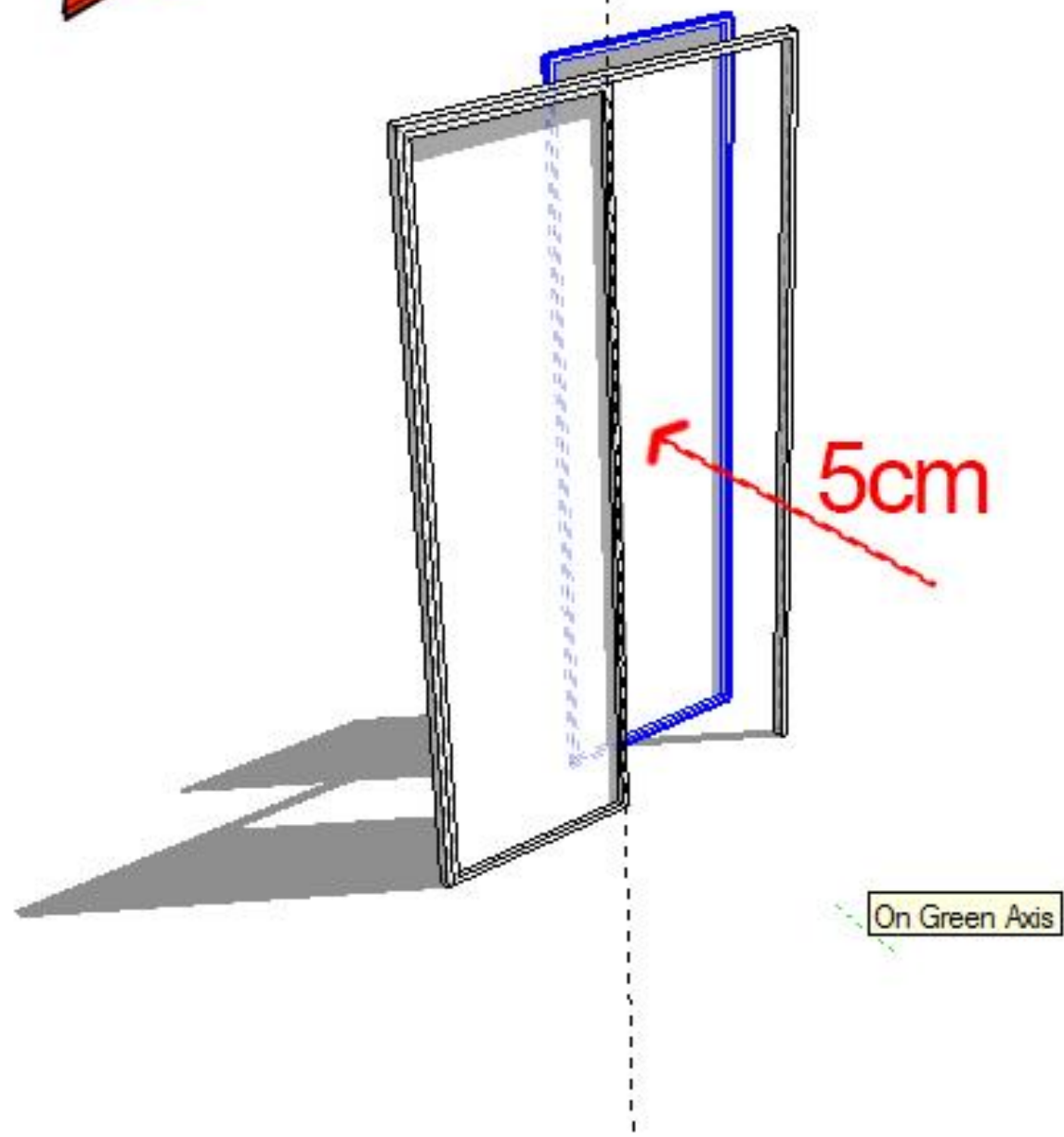
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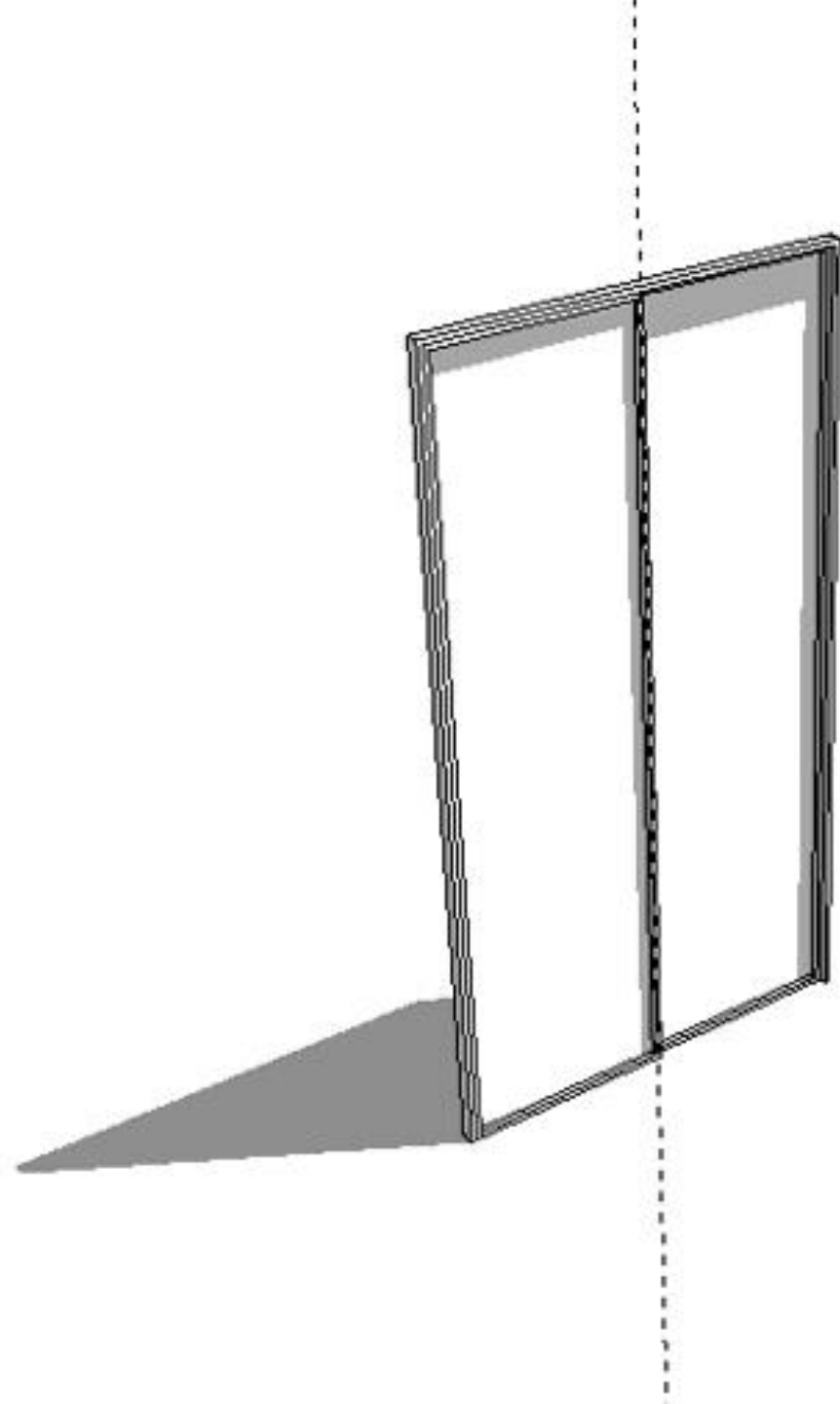






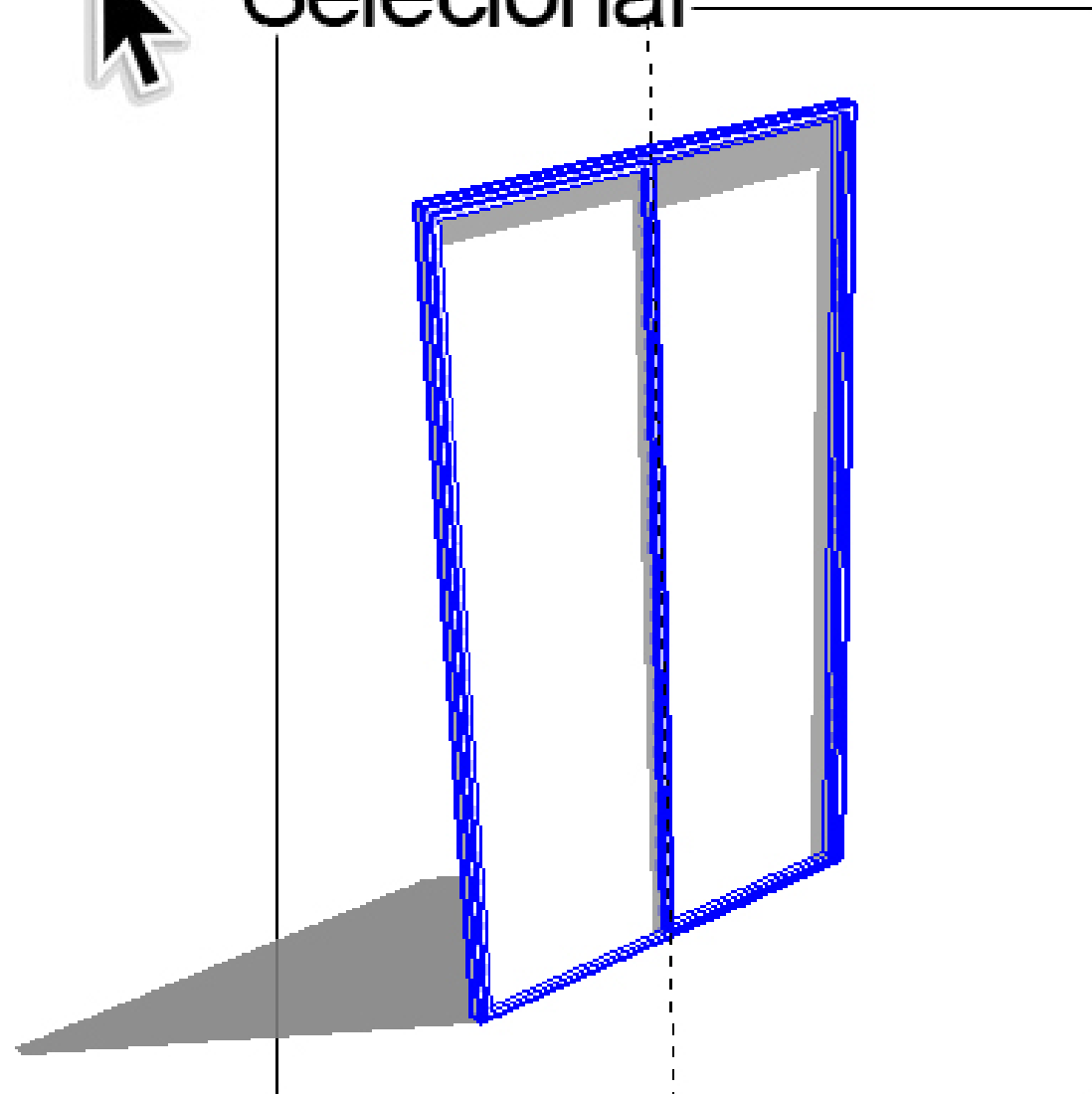
Mover







Seleccionar





Criar grupo

