



Computação Gráfica I
TRABALHO 3

CASA MOREIRA
Phyd Arquitectura
Moreira, Maia, Portugal





















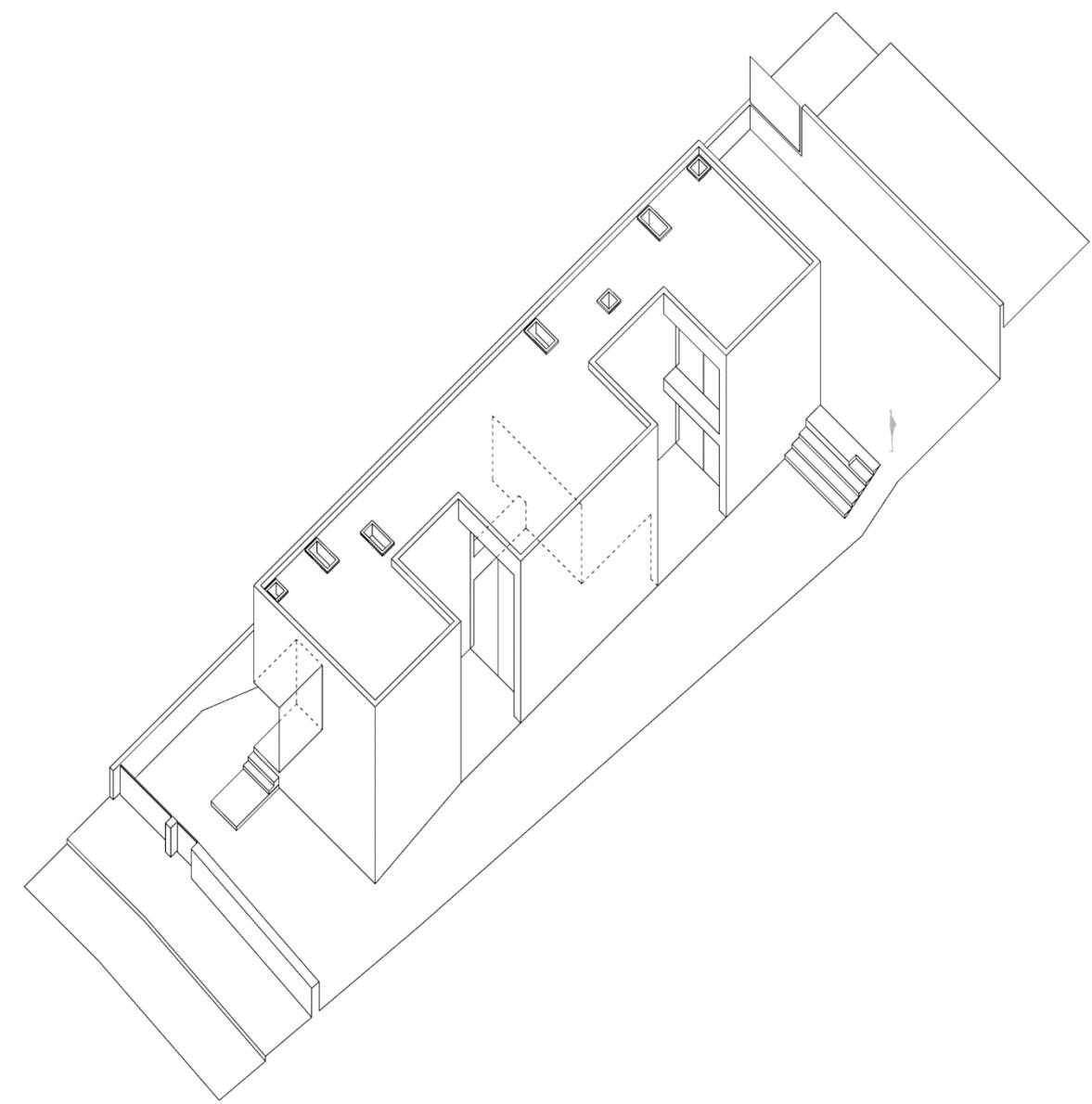


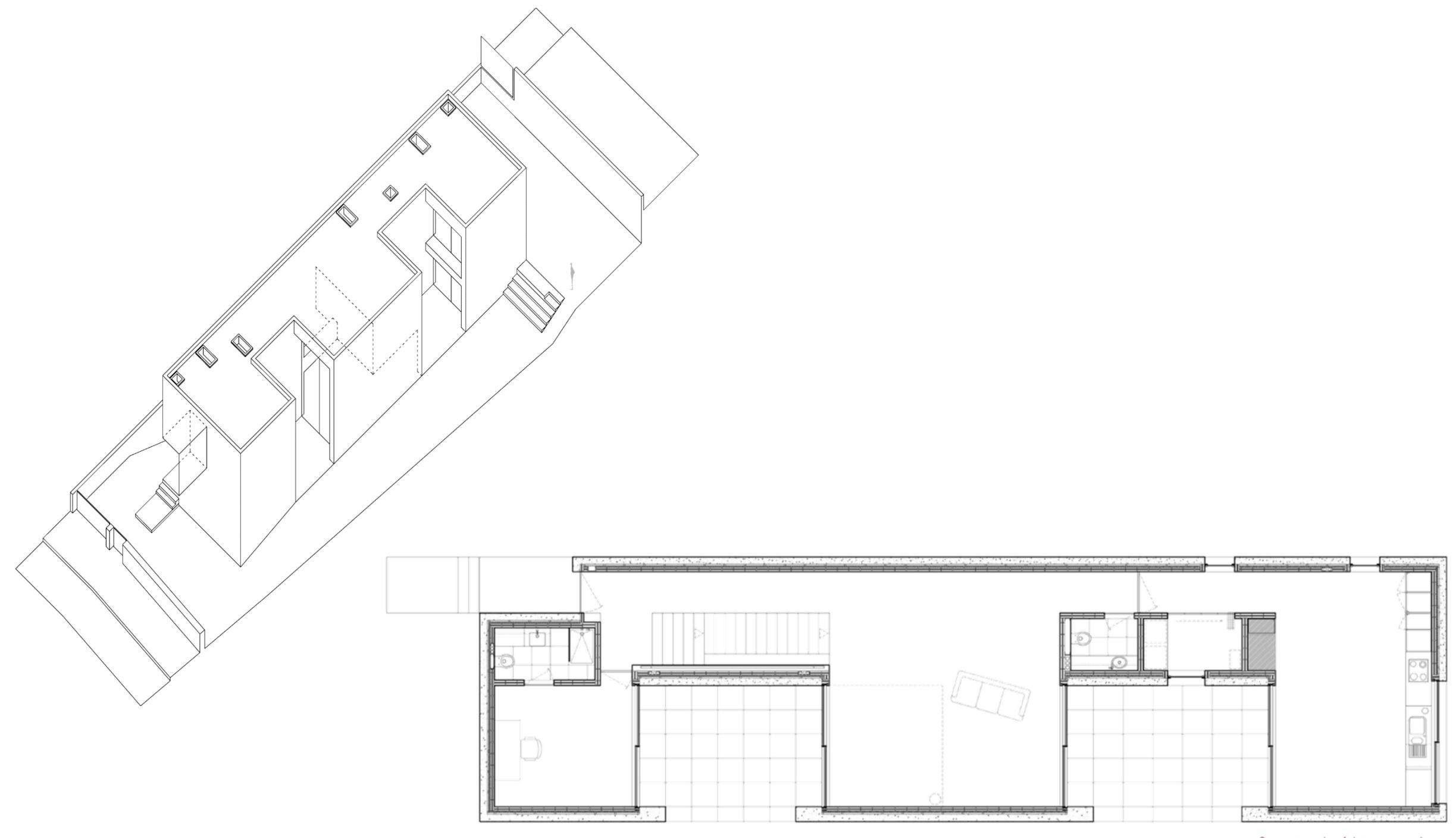




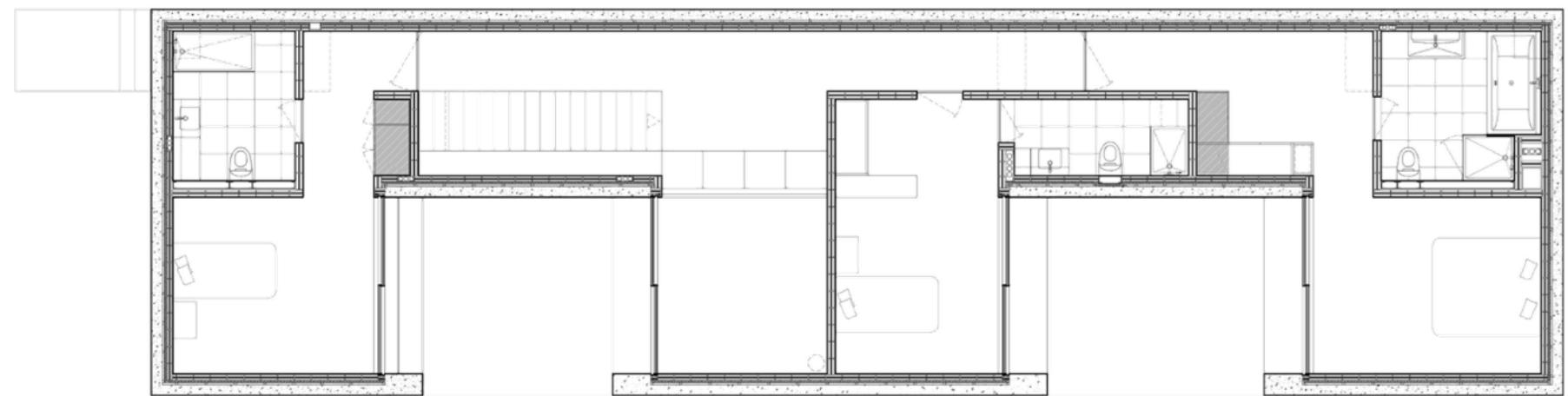
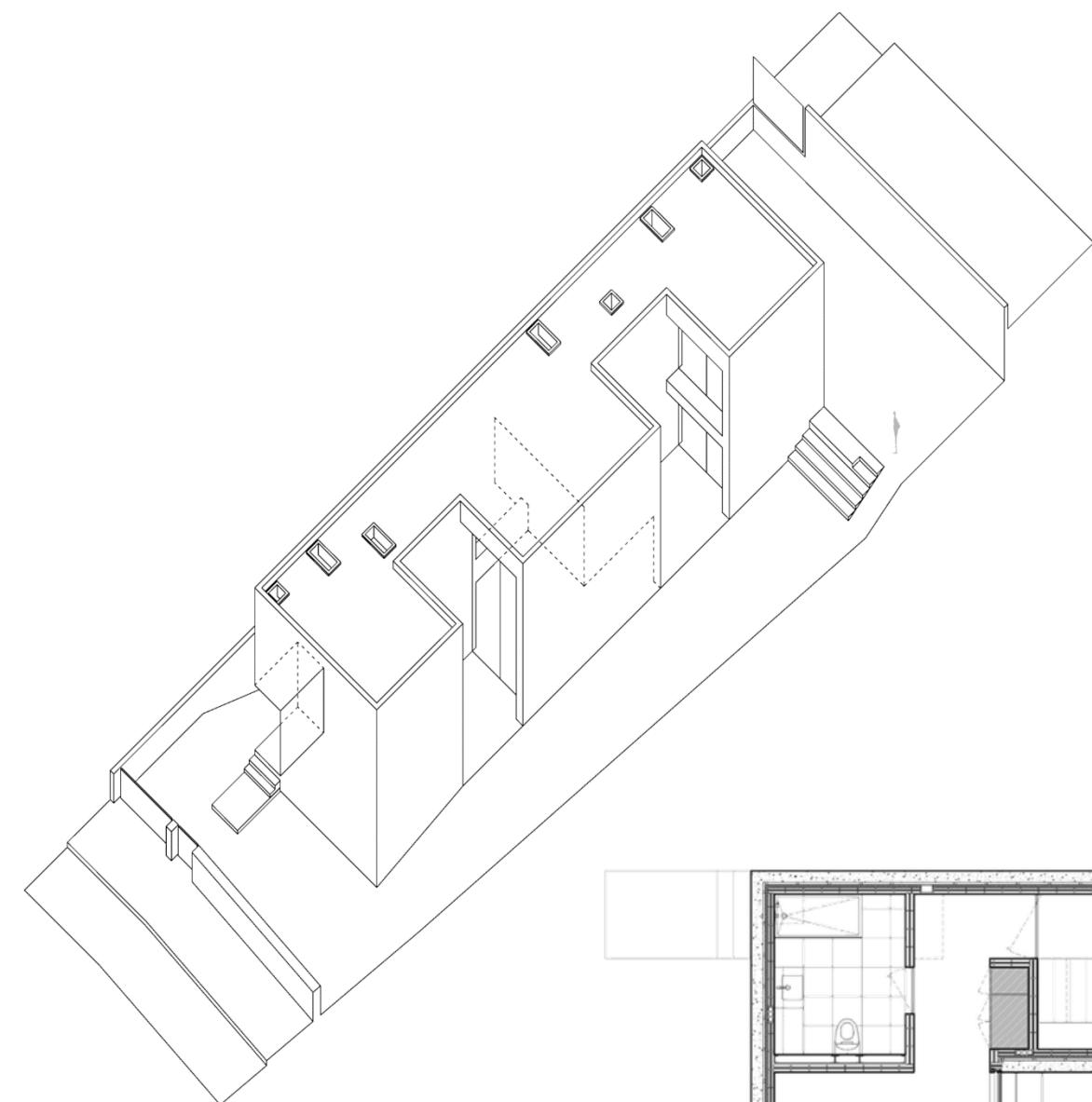




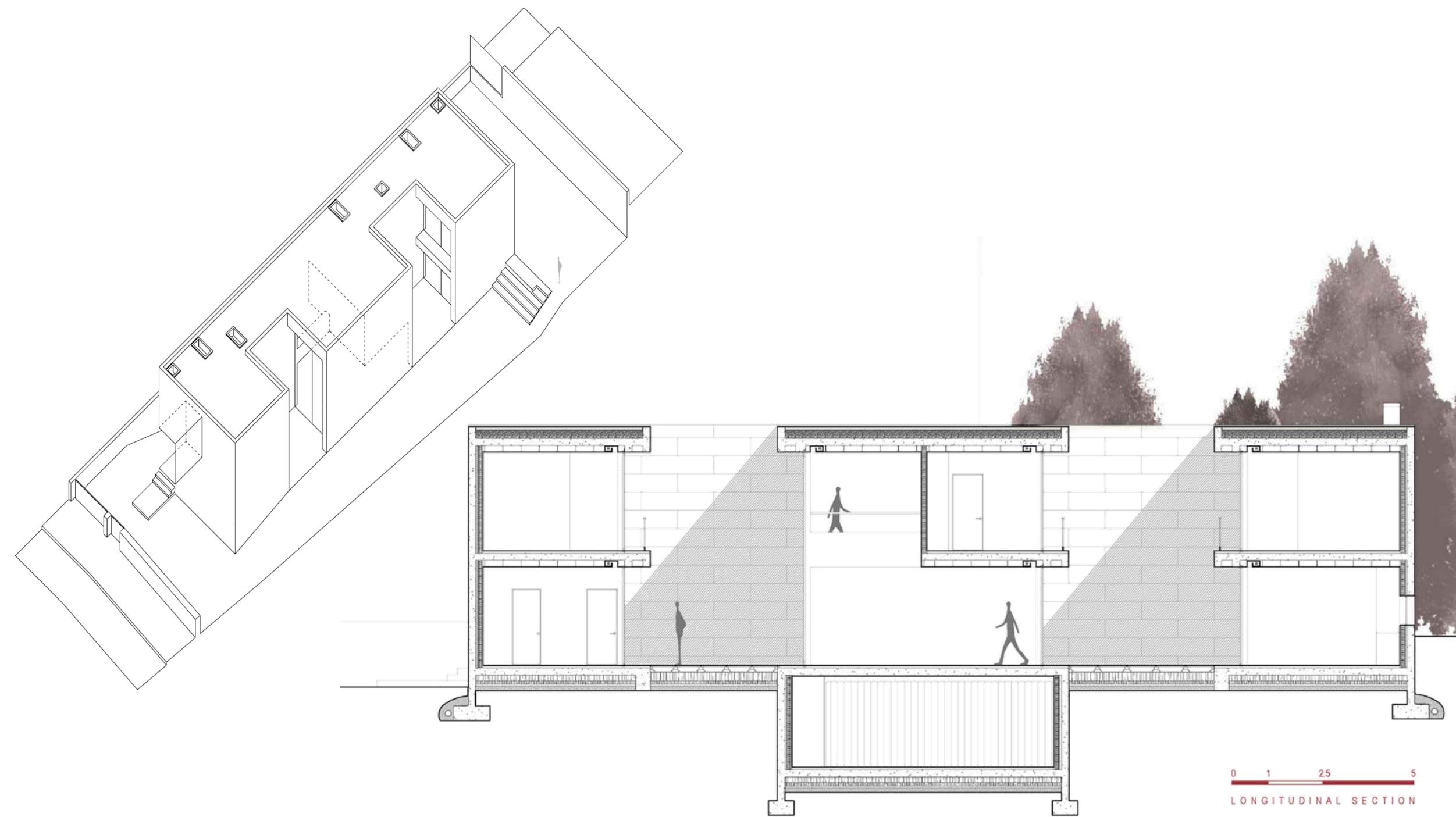


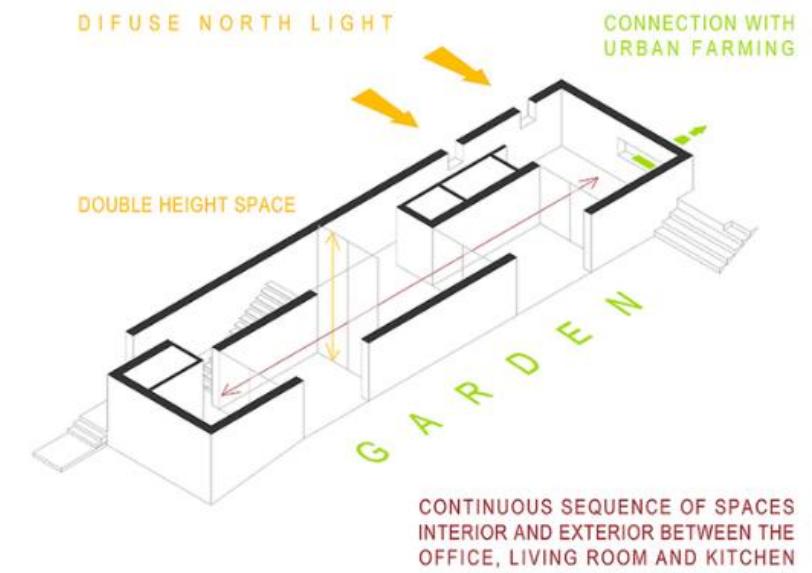
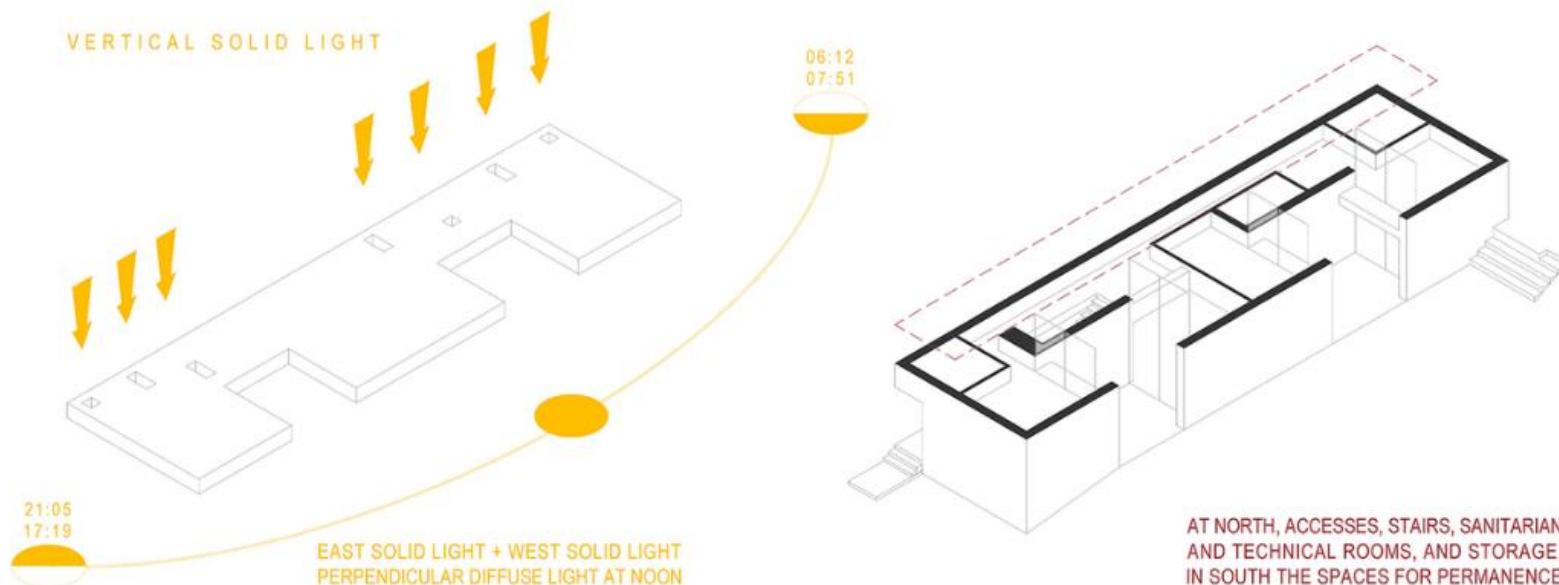


Ground floor plan



1 st floor plan





CRONOGRAMA

AULA 01 – 09/11

LAJES
PAREDES INTERNAS
PAREDES EXTERNAS

AULA 02 – 16/11

ESCADAS
ESQUADRIAS (CAIXILHOS + VIDROS)
PISOS
COMPONENTES (FIGURAS HUMANAS E MÓVEIS)

AULA 03 – 23/11

APLICAÇÃO DE MATERIAIS / MAPEAMENTO
CÂMERAS / CENAS

AULA 04 – 30/11

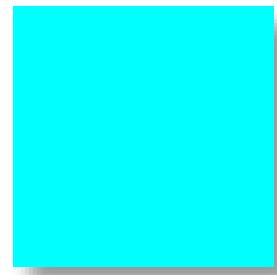
GERAÇÃO DE ARQUIVOS BITMAP / JPG
ENTREGA E TÉRMINO

AULA 1

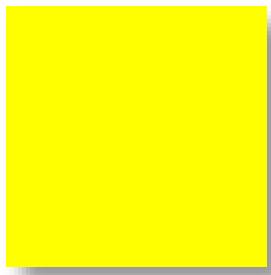
Instruções para modelagem

1. A modelagem deverá ser feita por partes conforme a sequência dos slides a seguir.
2. As medidas deverão ser extraídas do material impresso fornecido com o uso de escalímetro ou régua;
3. Os desenhos constantes no material gráfico estão na escala 1:100;
4. Não esqueça das unidades!
 - a. Escolha se vai modelar em metros ou centímetros.
5. Obedeça às LEIS DO SKETCHUP!
 - a. Criando grupos para objetos que não se repetem;
 - b. E componentes para objetos que se repetem;
 - c. Crie camadas conforme o tipo de objeto, deixe a Camada ativa antes de iniciar a modelagem. Antes de agrupar um objeto, verifique nas Informações do Objeto, se todas as partes que compõem o mesmo, pertencem a camada ativa.
6. Modele objetos separadamente e, seguida, posicione-os no local definitivo utilizando as ferramentas mover e mover/copiar.
7. Diferencie as partes por cores para melhor organização.

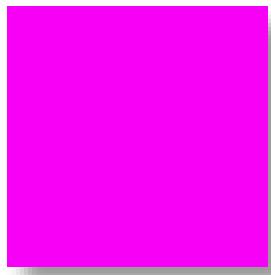
CAMADAS



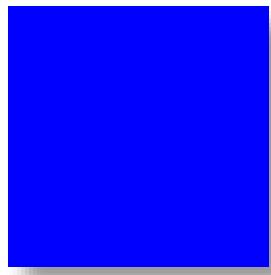
Lajes



Paredes
internas



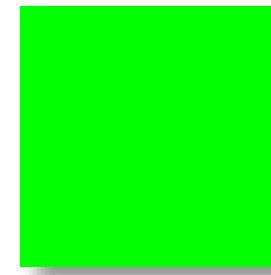
Paredes
externas



Escadas



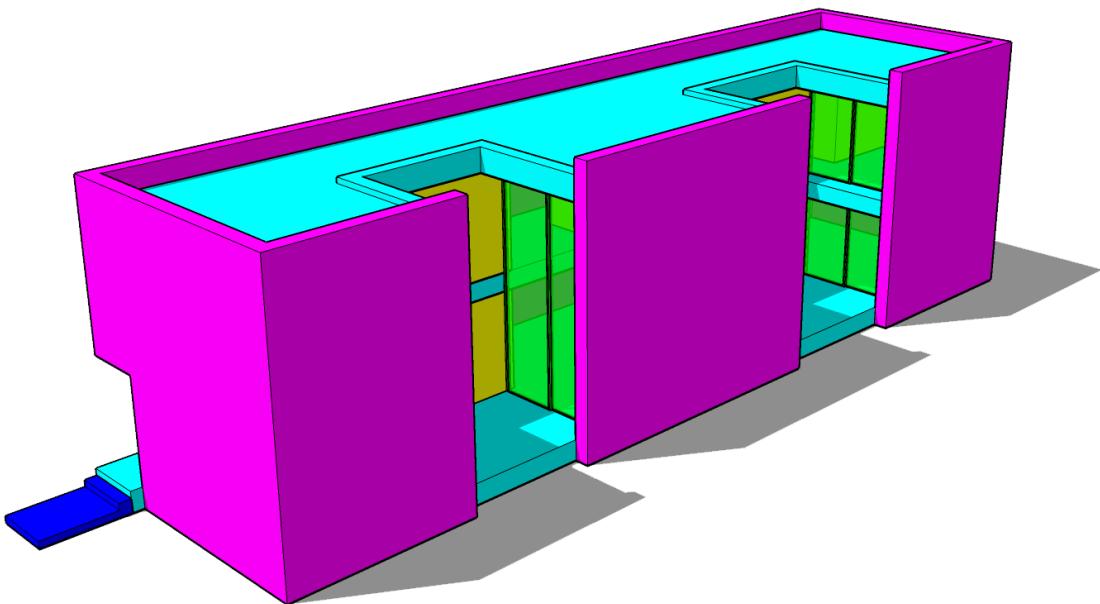
Caixilhos

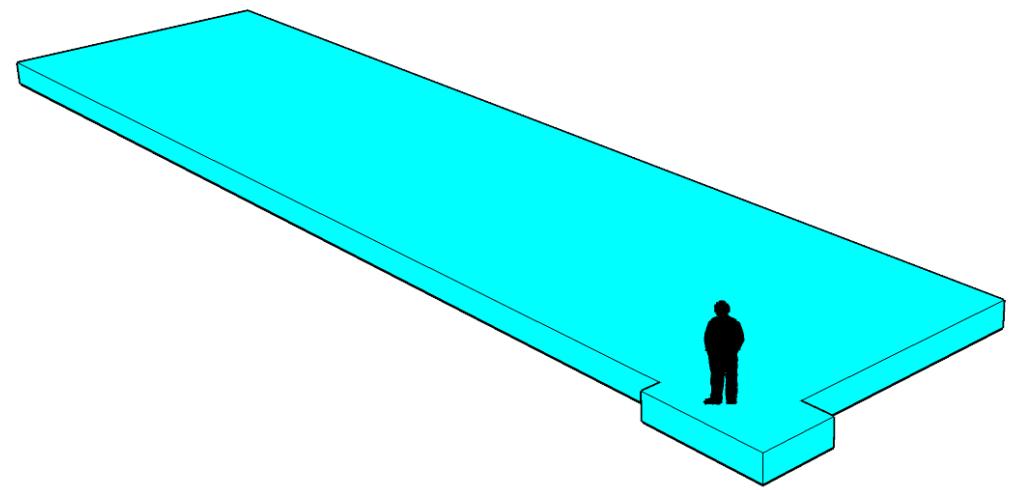
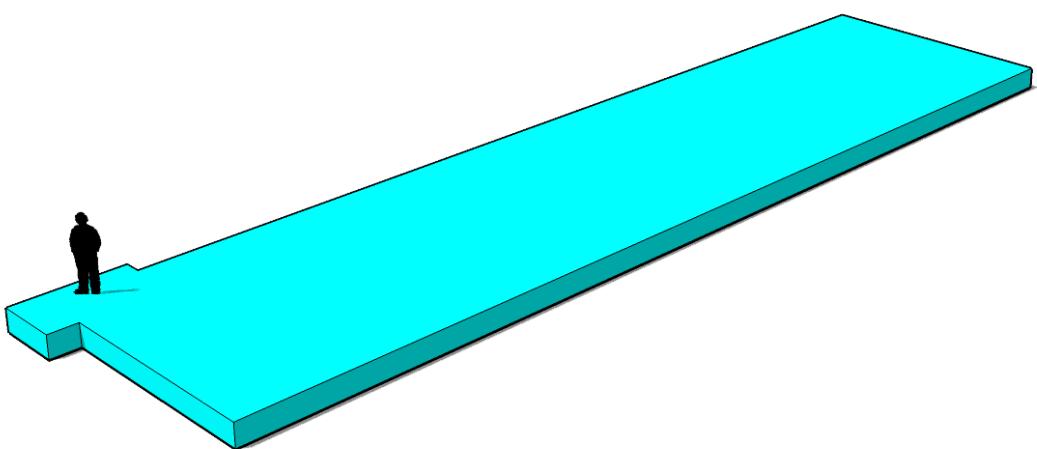


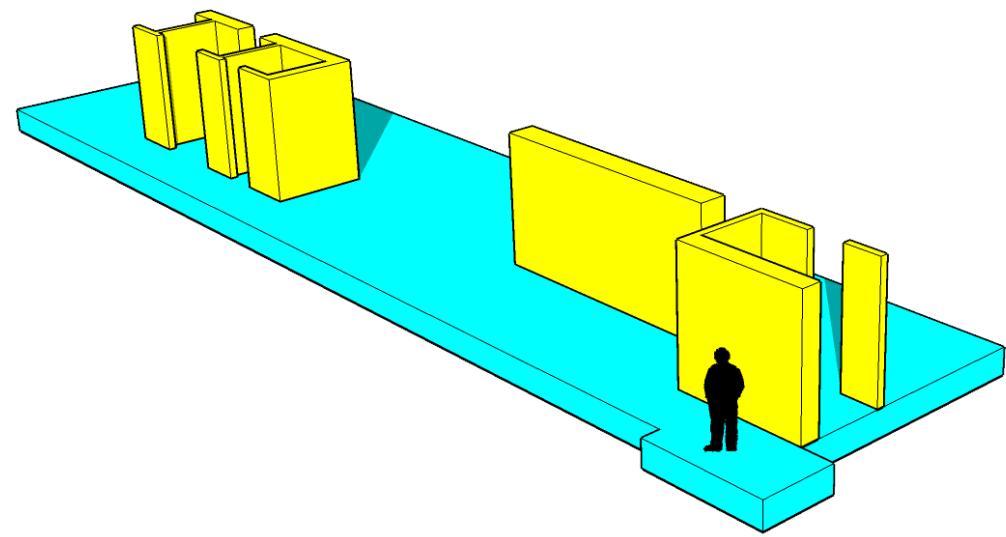
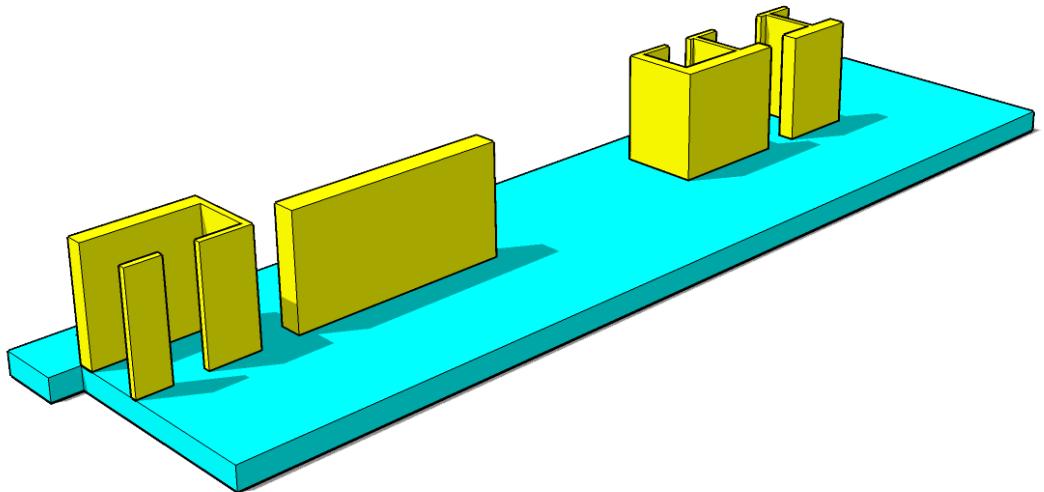
Vidros

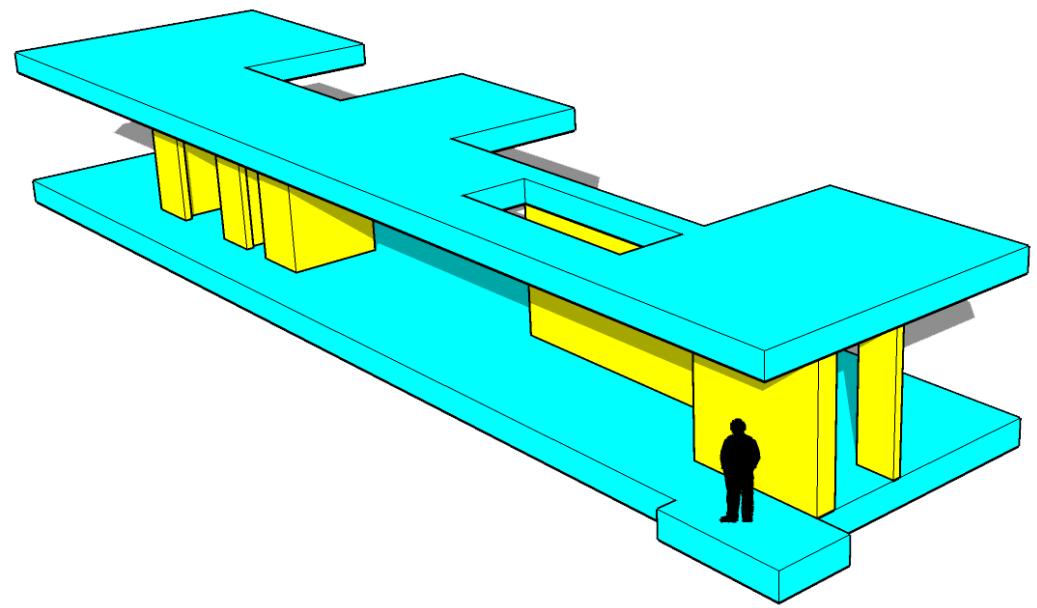
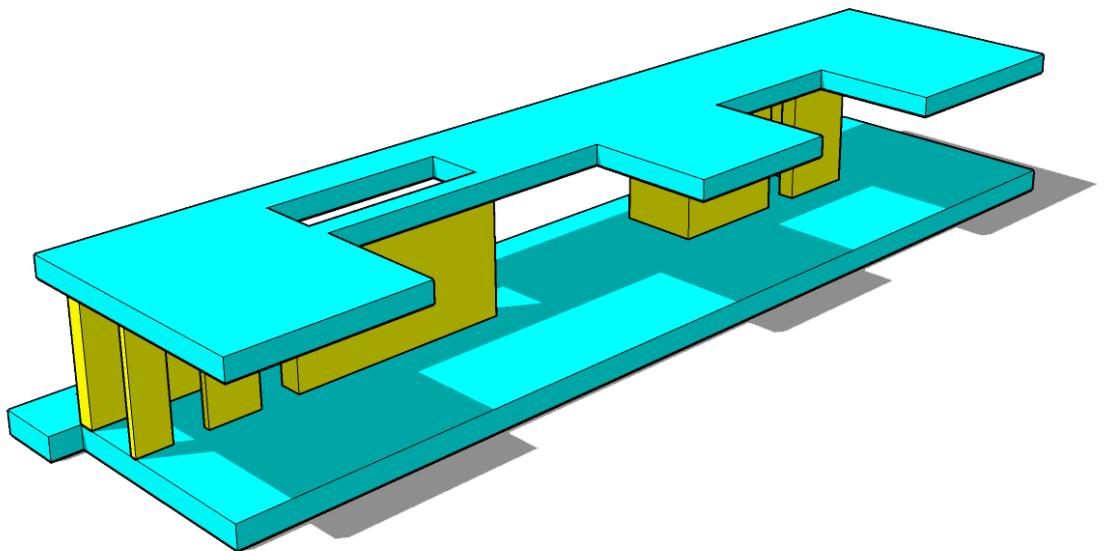


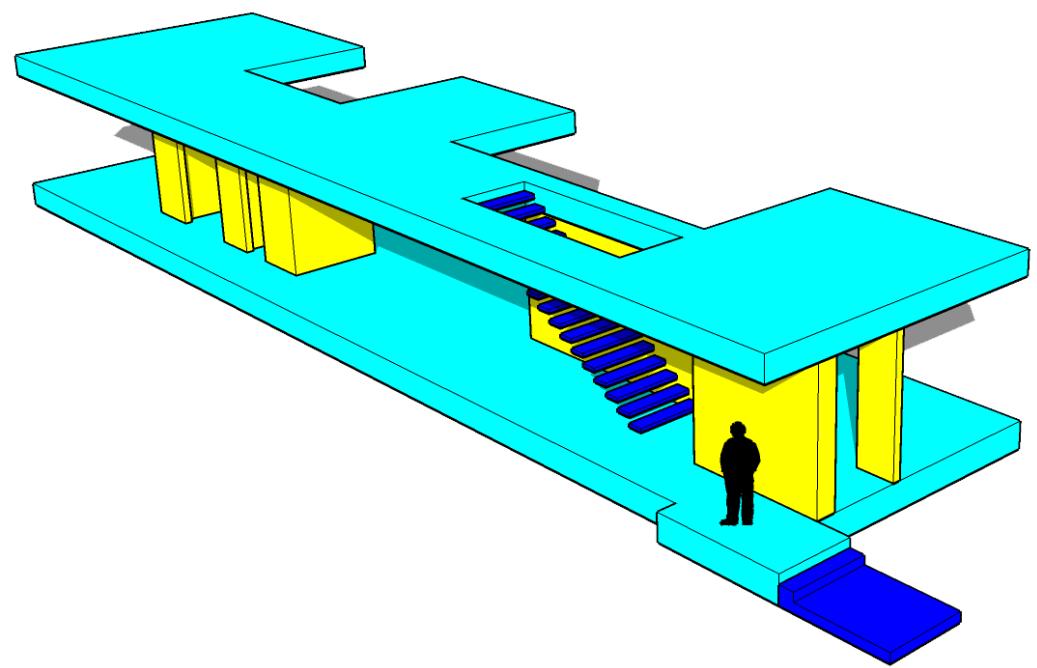
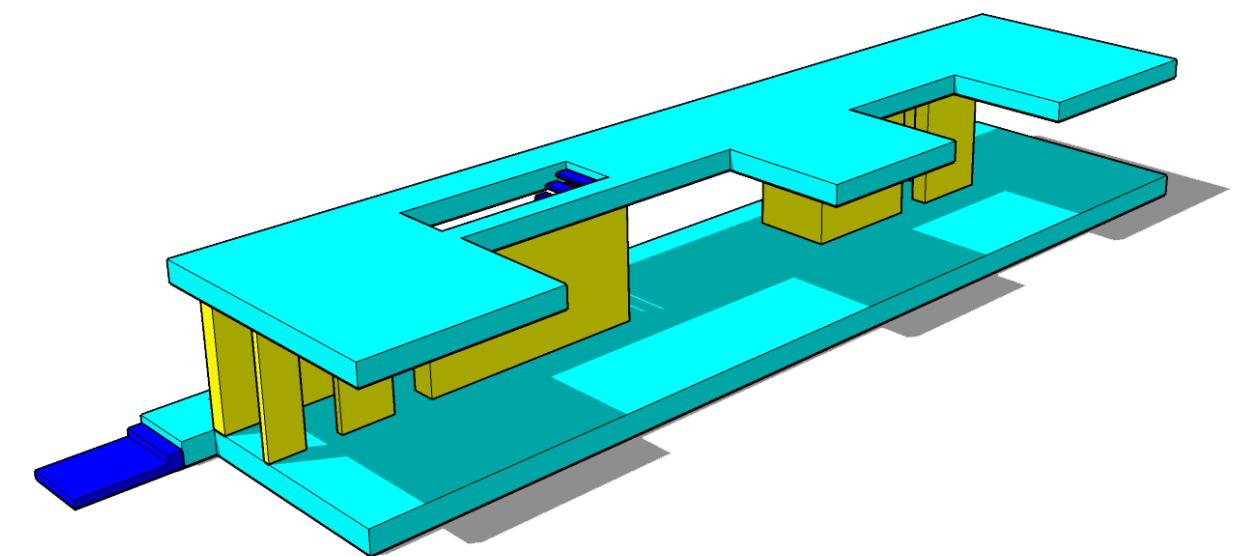
Pisos

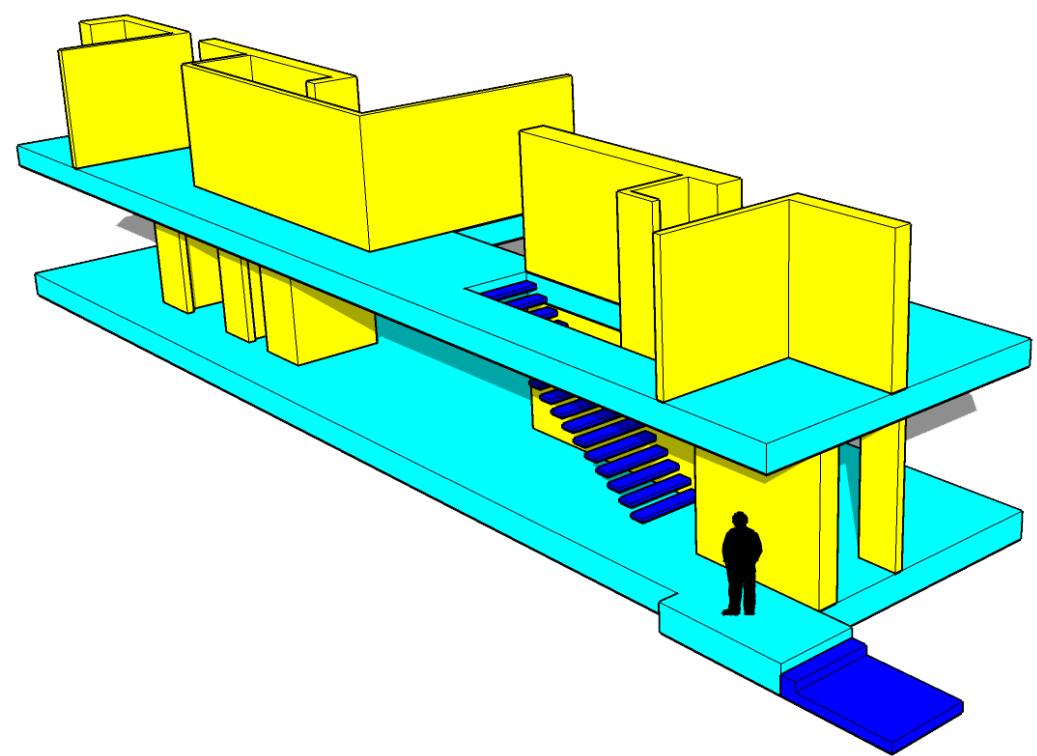
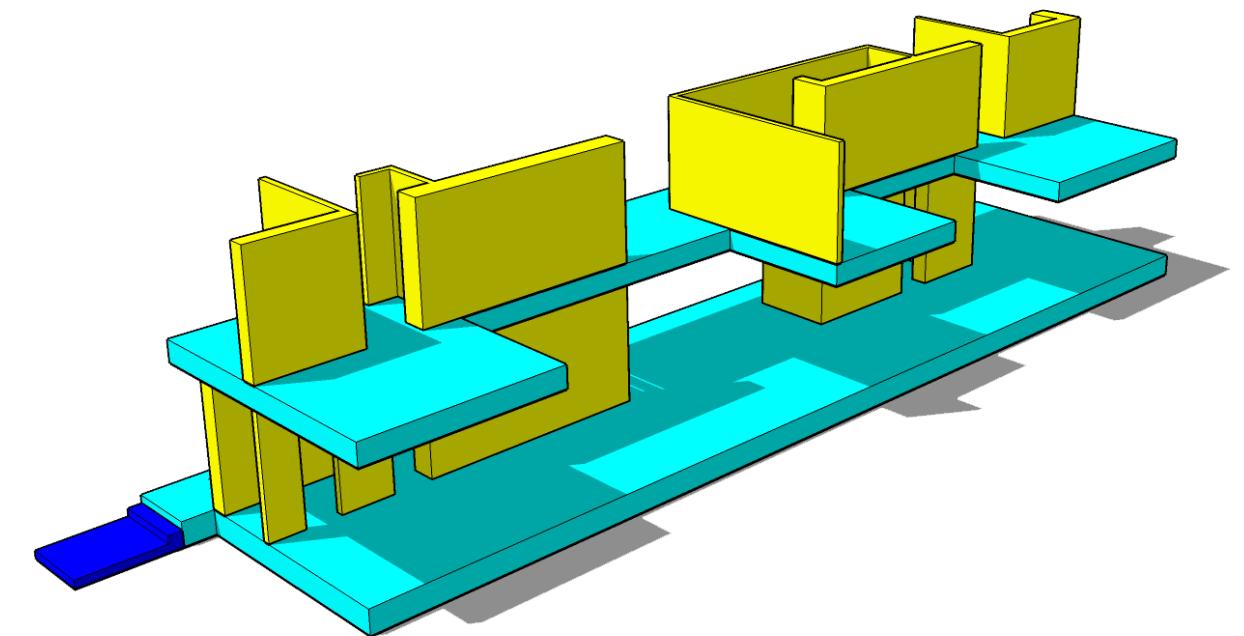


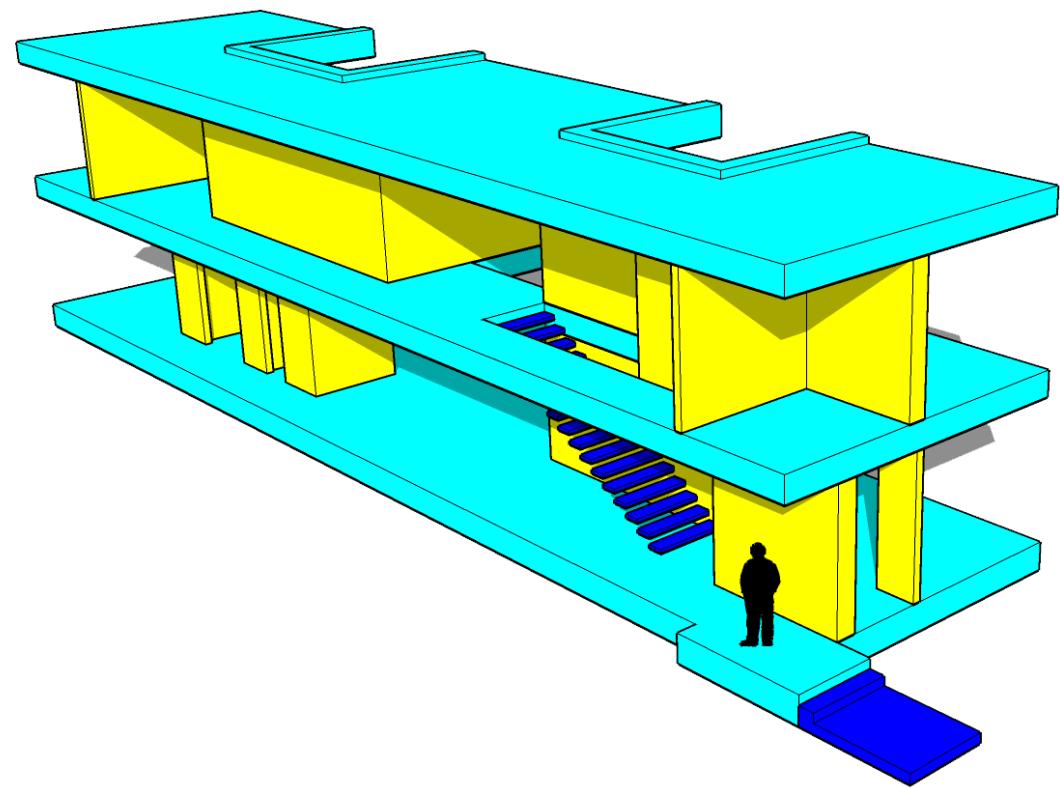
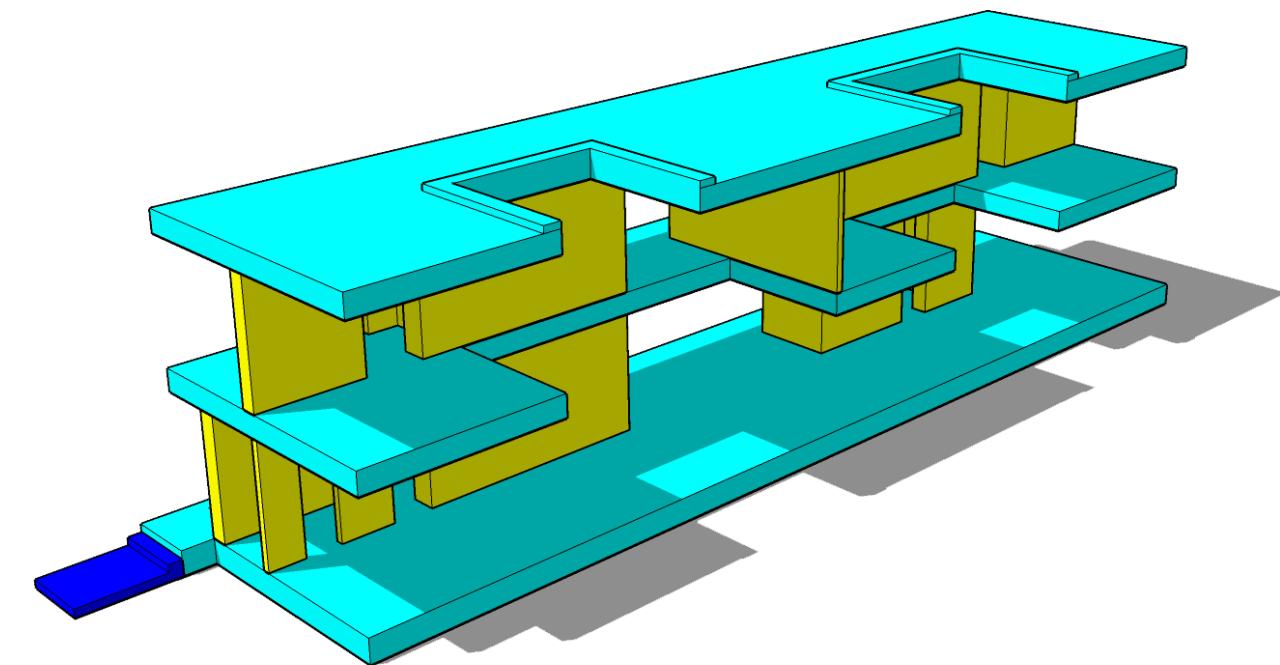


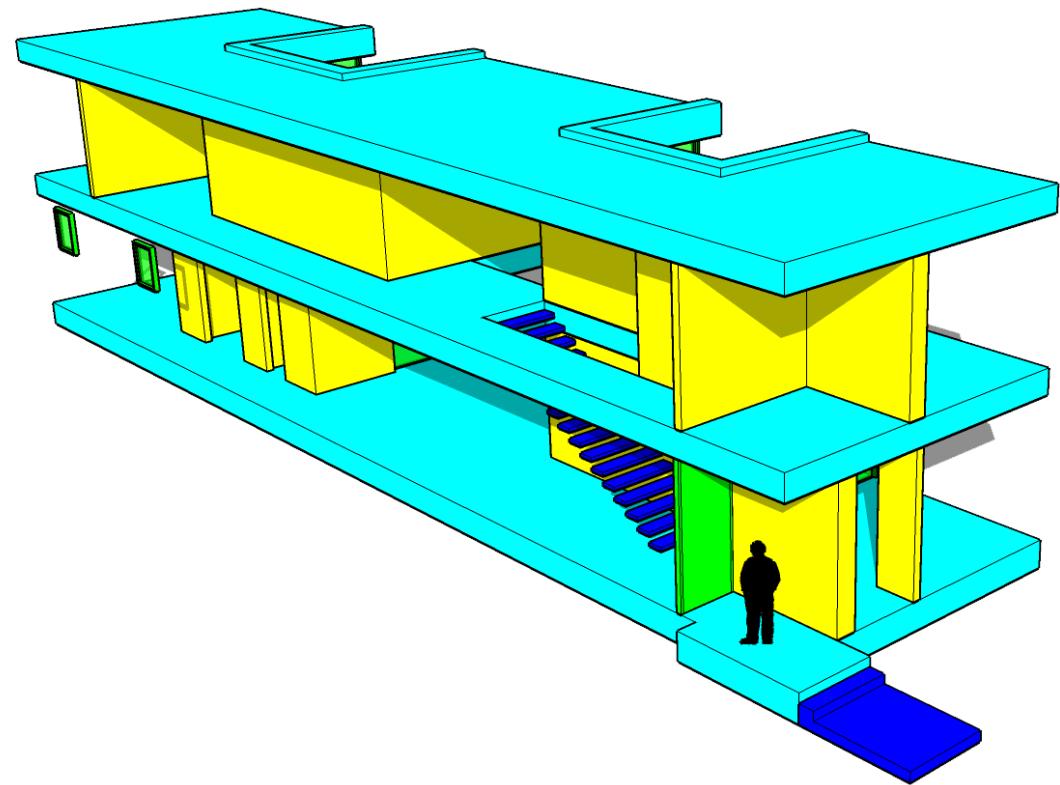
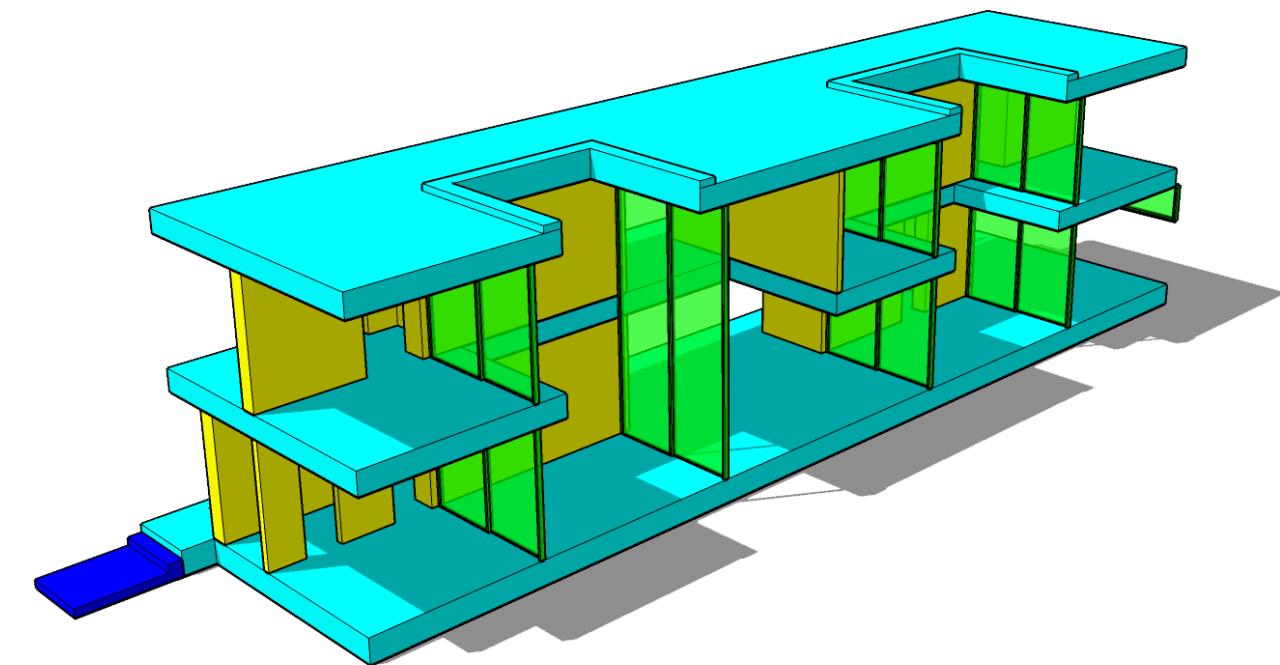


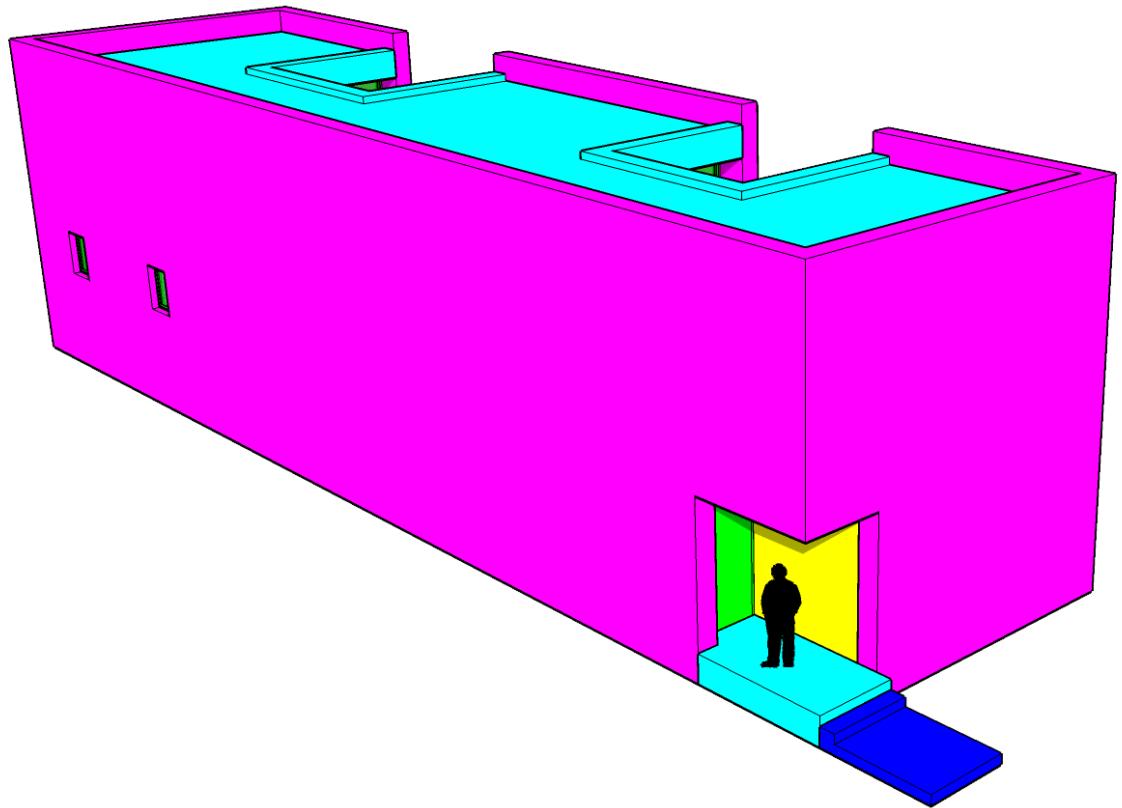
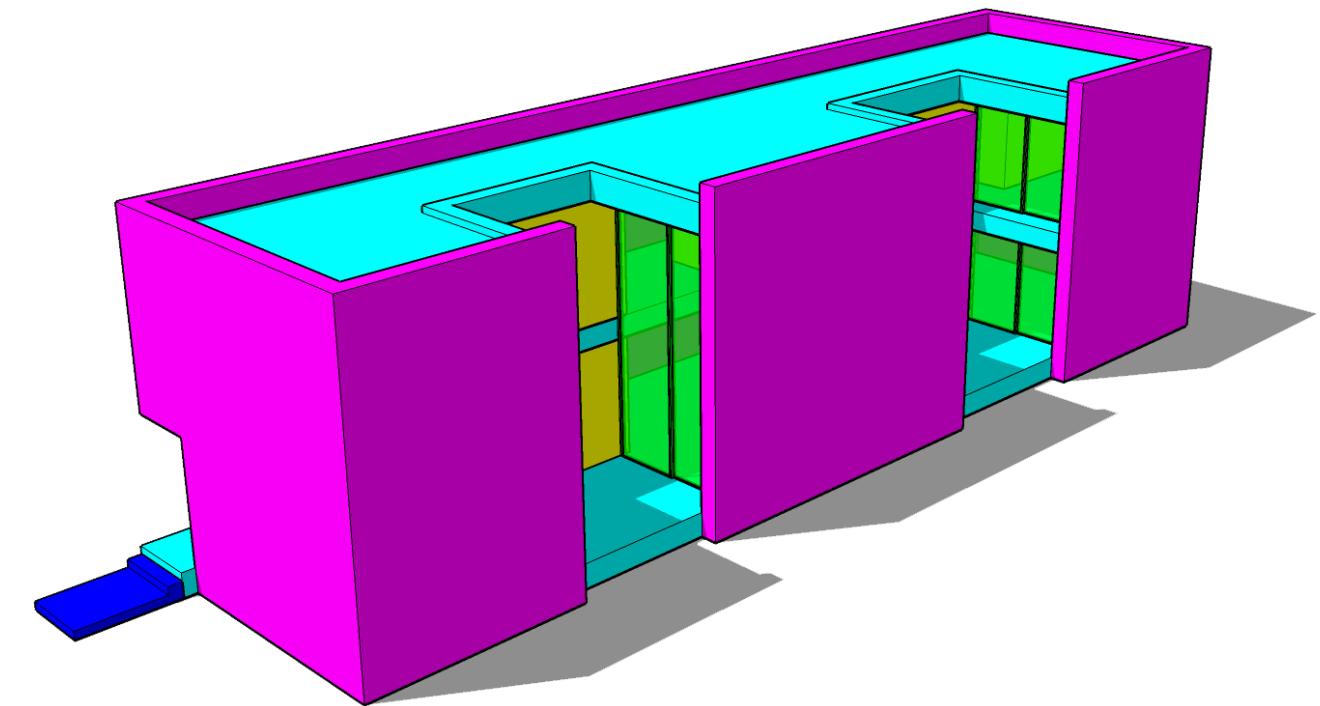




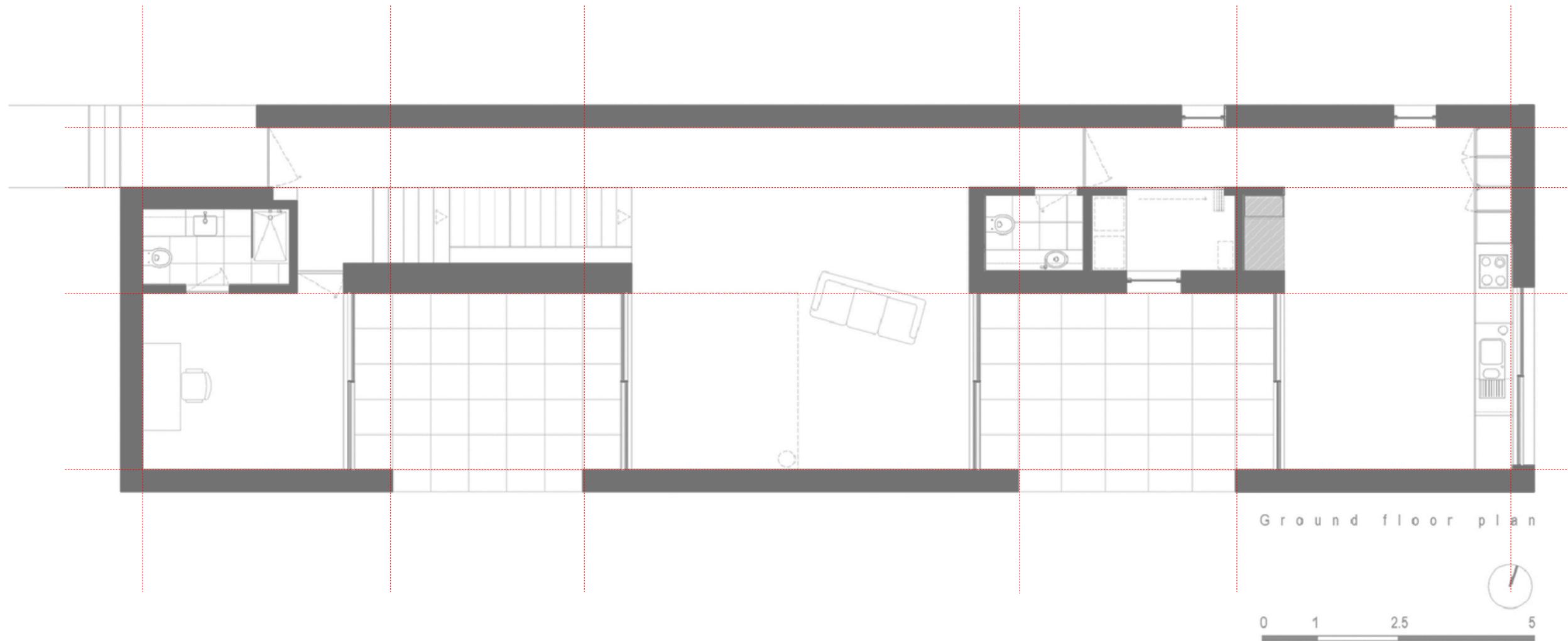








LINHAS GUIA



LINHAS GUIA medidas

