

3-1 平面立体(一) 补画平面立体的第三投影，并求其表面上点、线的另外两个投影

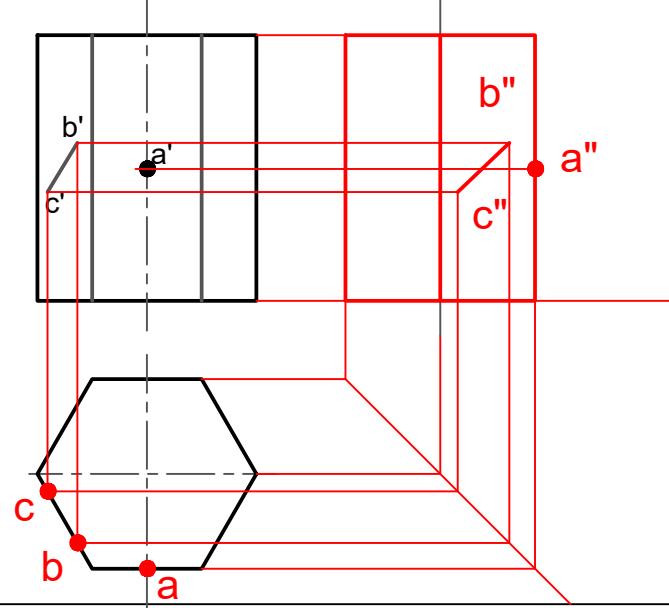
姓名

班级

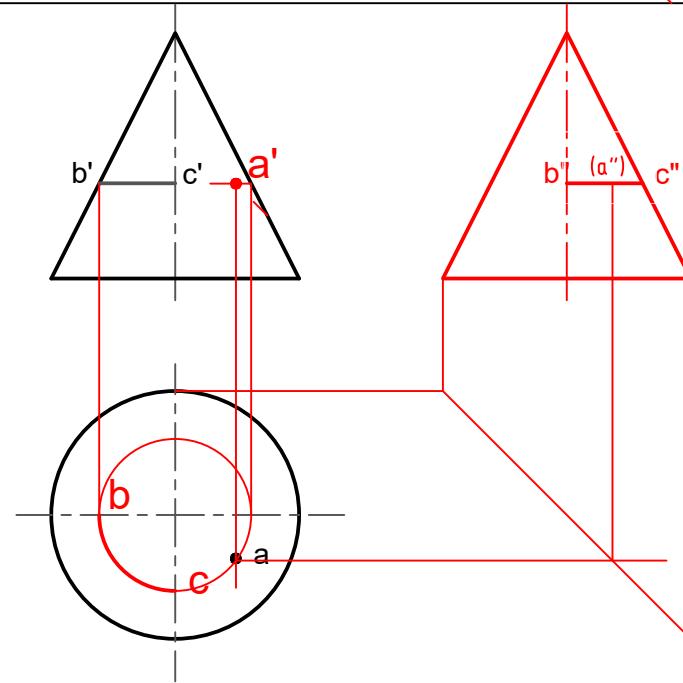
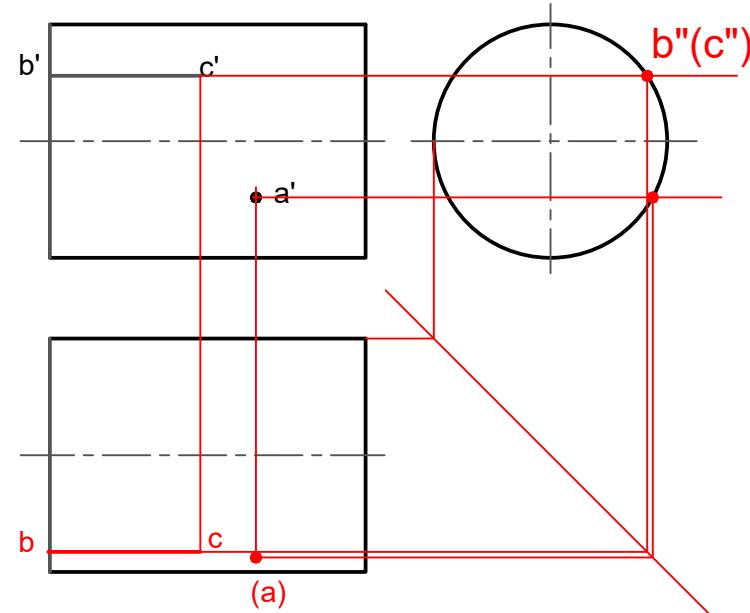
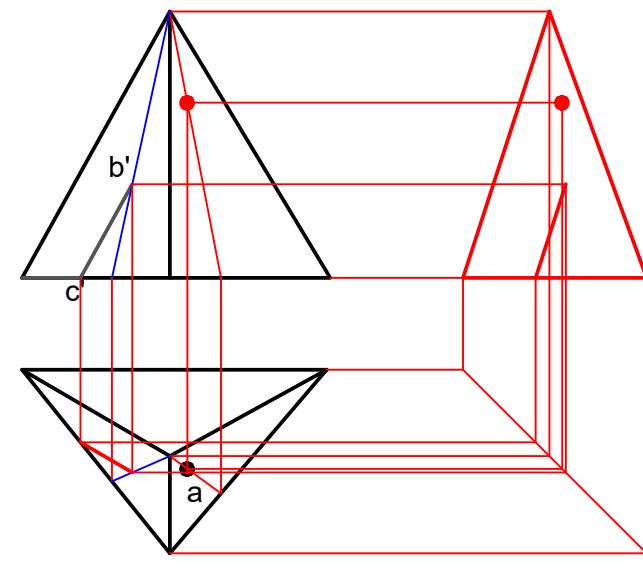
学号

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1.



2.



3-2 平面立体(二)

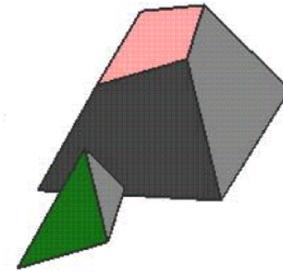
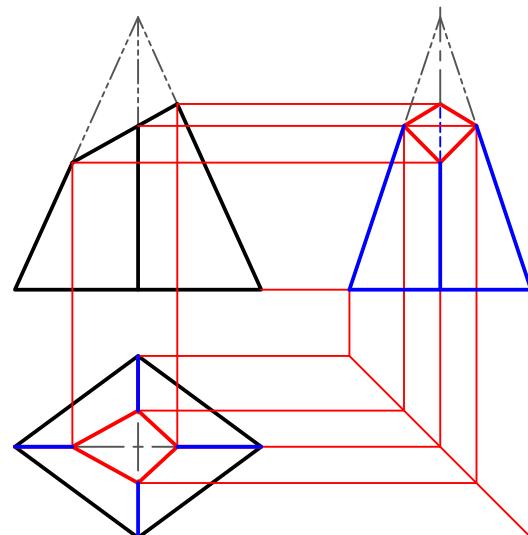
姓名

班级

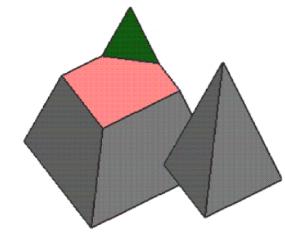
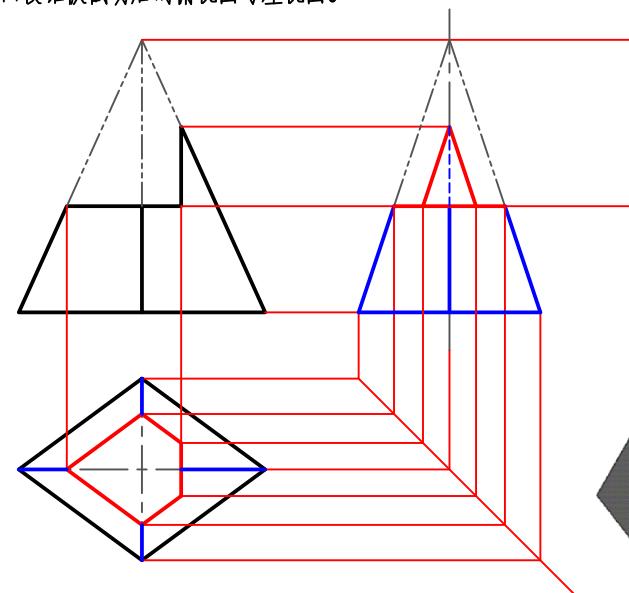
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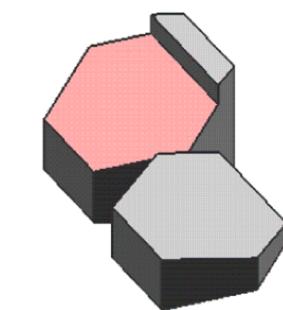
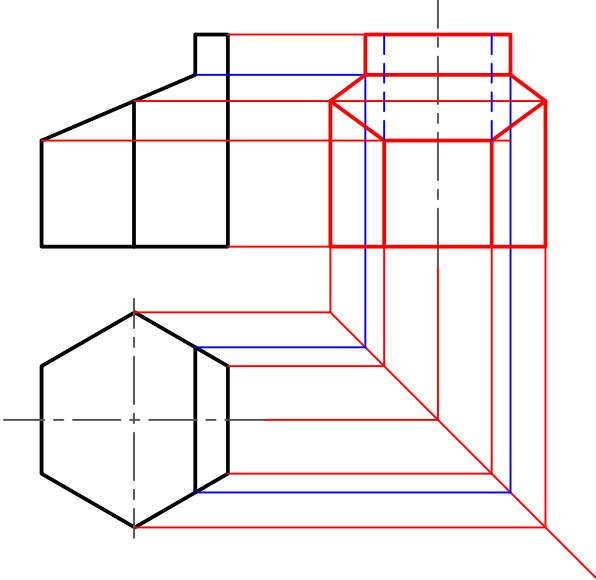
1.作四棱锥被正垂面截断后的侧面投影，并补全截断后的水平投影。



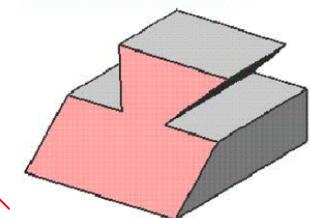
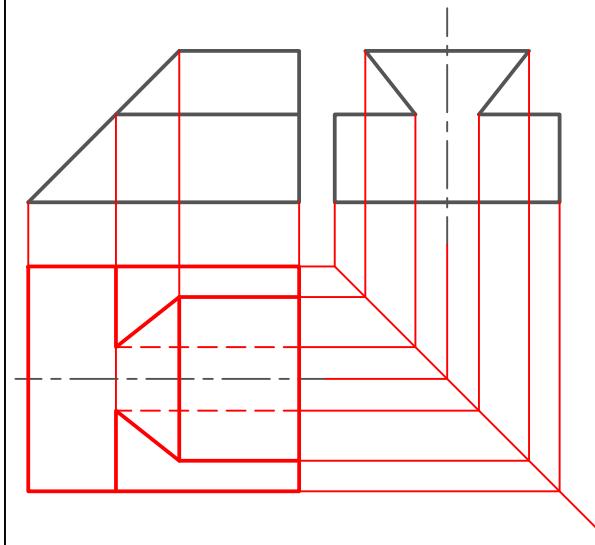
2.作四棱锥被截切后的俯视图与左视图。



3.作出立体的侧面投影。



4.求八棱柱被平面P截切后的俯视图。



3-3 曲面立体(一)

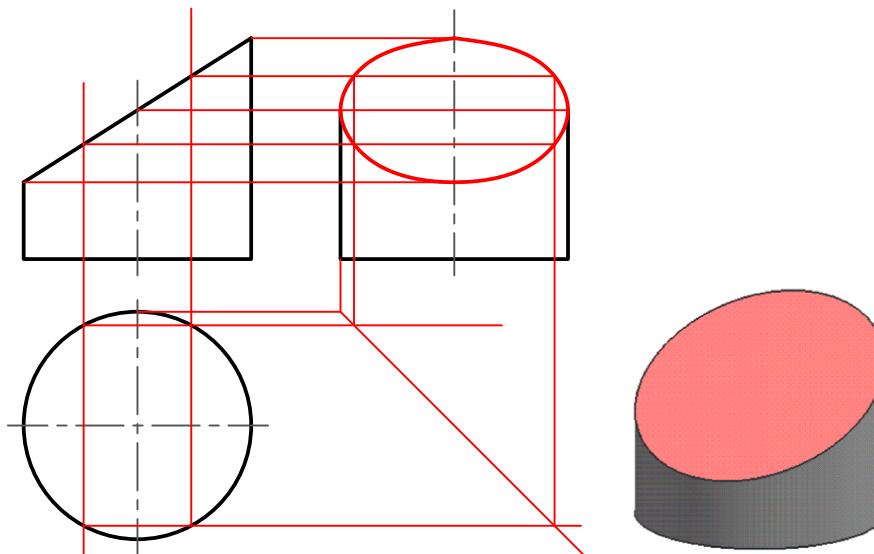
姓名

班级

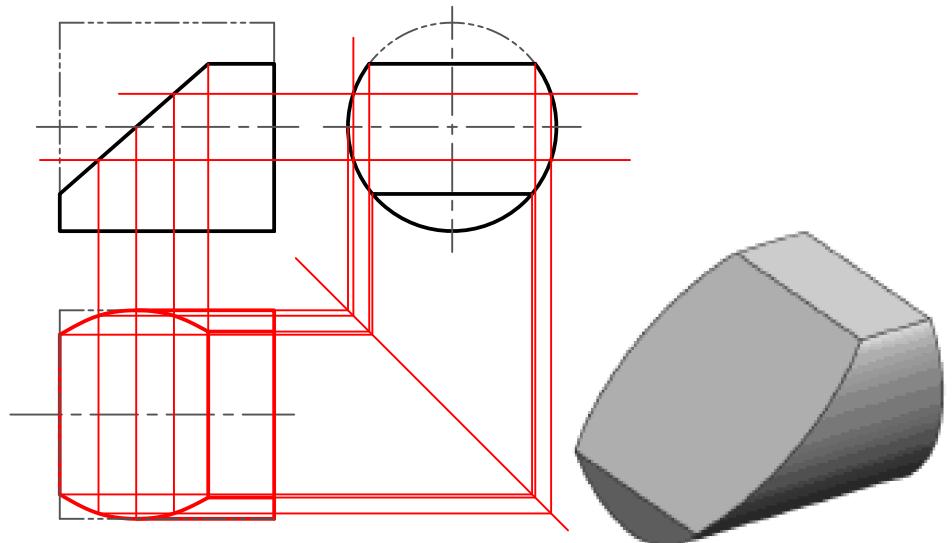
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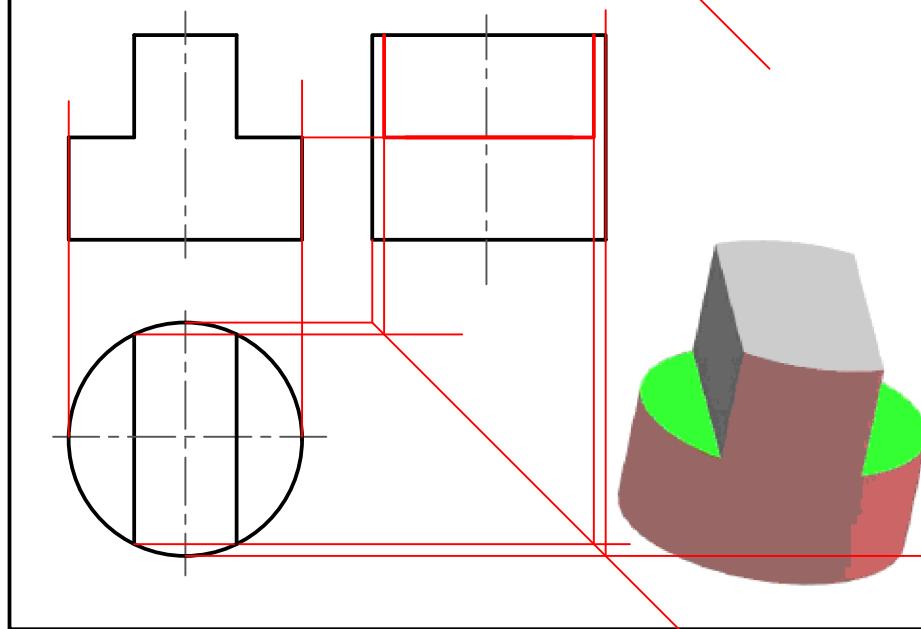
1. 完成圆柱被截后的侧面投影。



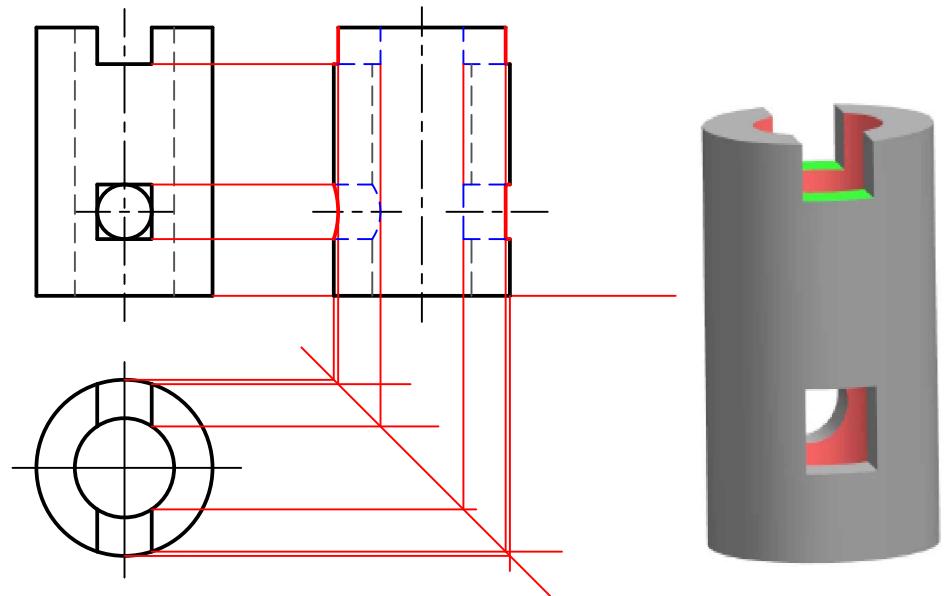
2. 完成圆柱被截后的水平投影。



3. 完成圆柱被截后的侧面投影。



4. 完成圆柱被截后的侧面投影。



3-4 曲面立体(二)

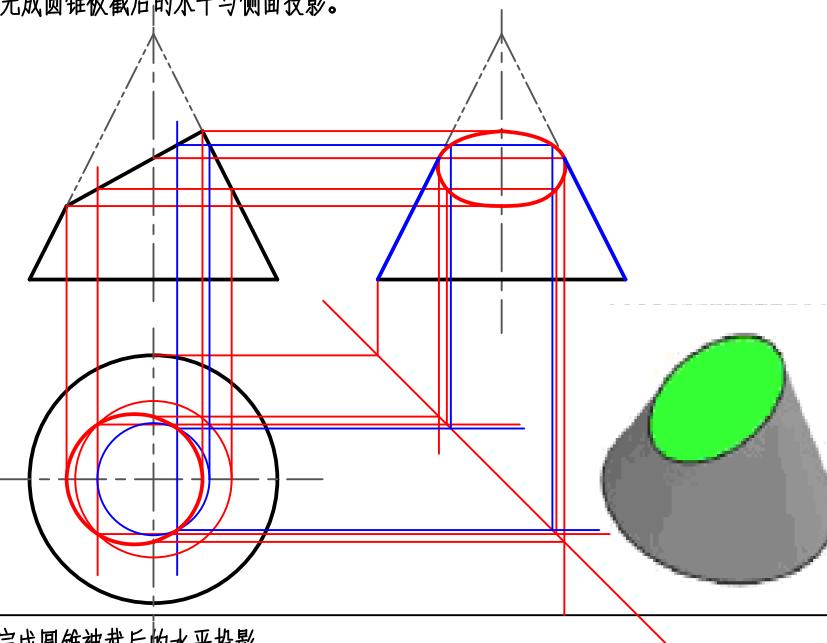
姓名

班级

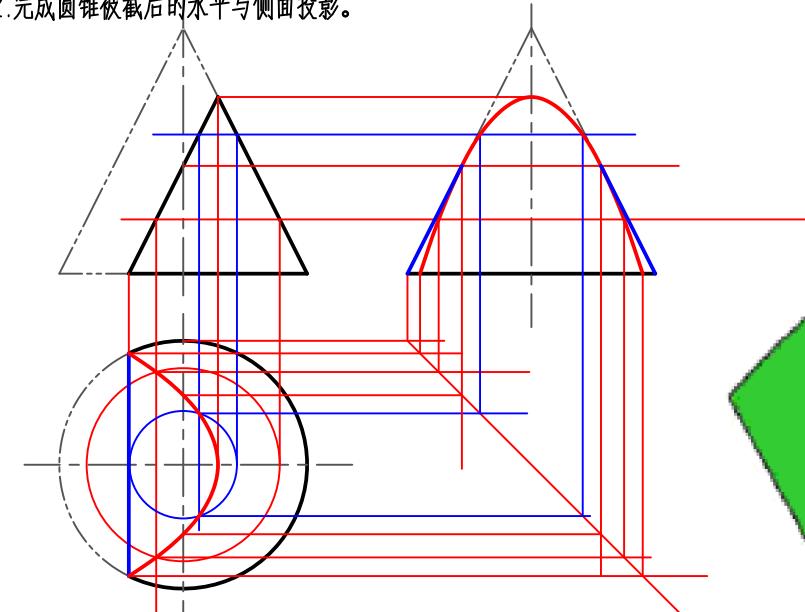
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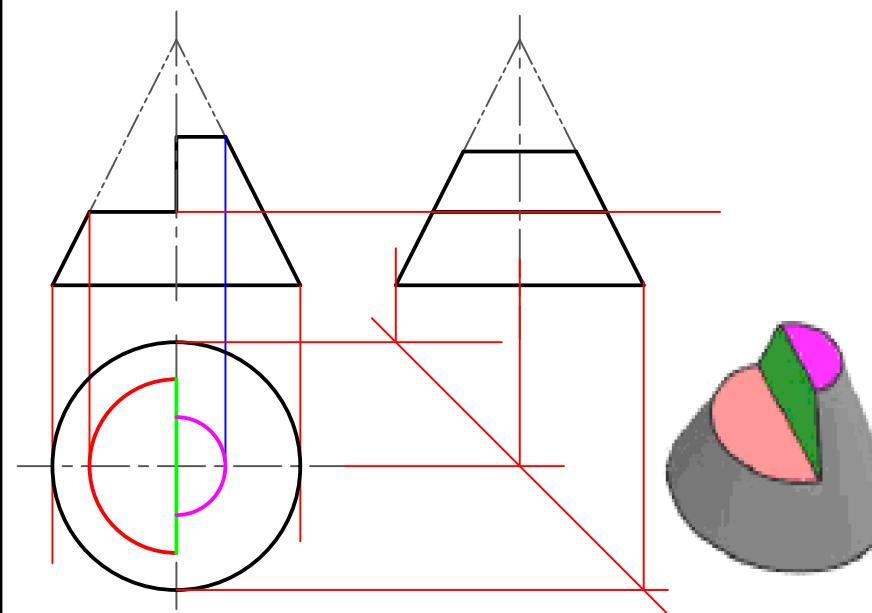
1. 完成圆锥被截后的水平与侧面投影。



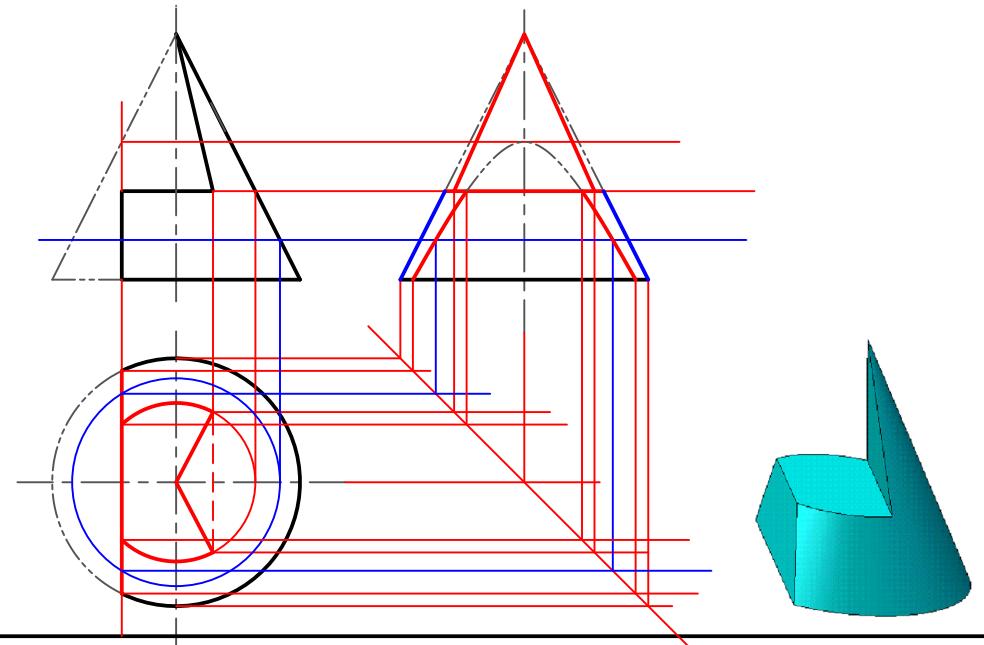
2. 完成圆锥被截后的水平与侧面投影。



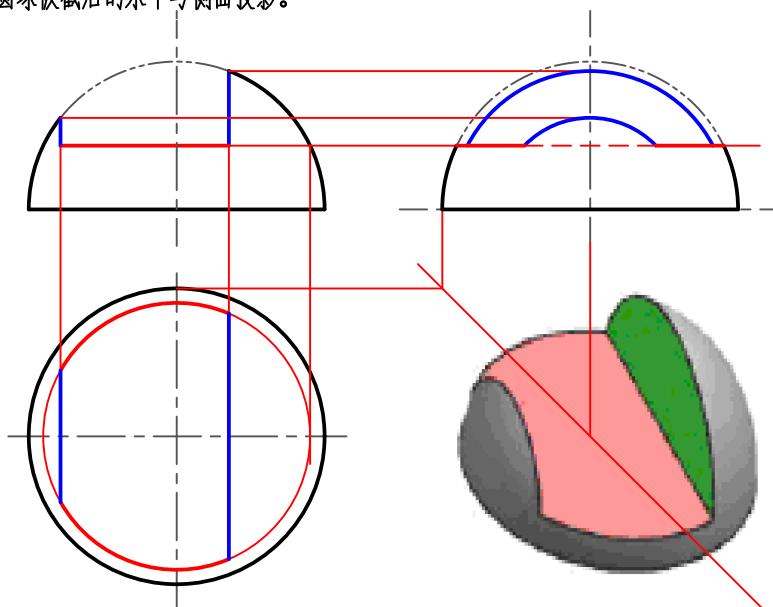
3. 完成圆锥被截后的水平投影。



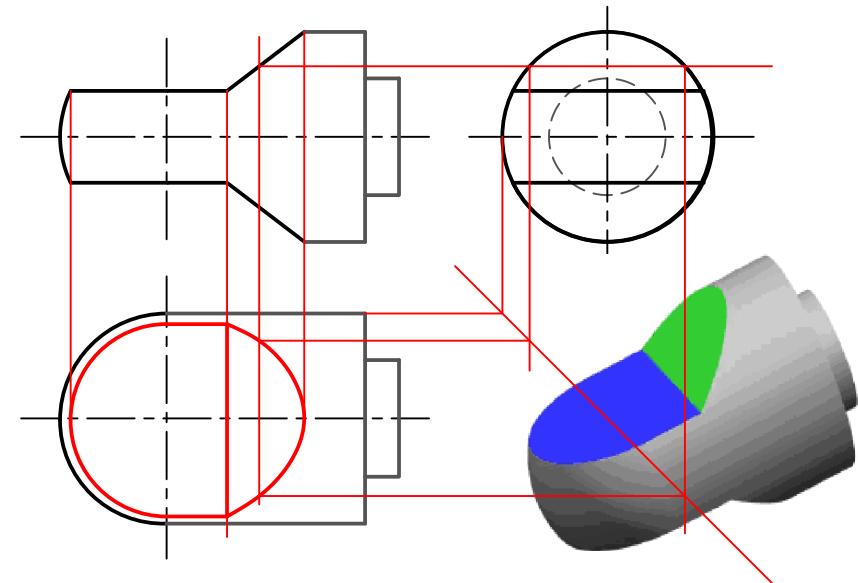
4. 完成圆锥被截后的水平和侧面投影。



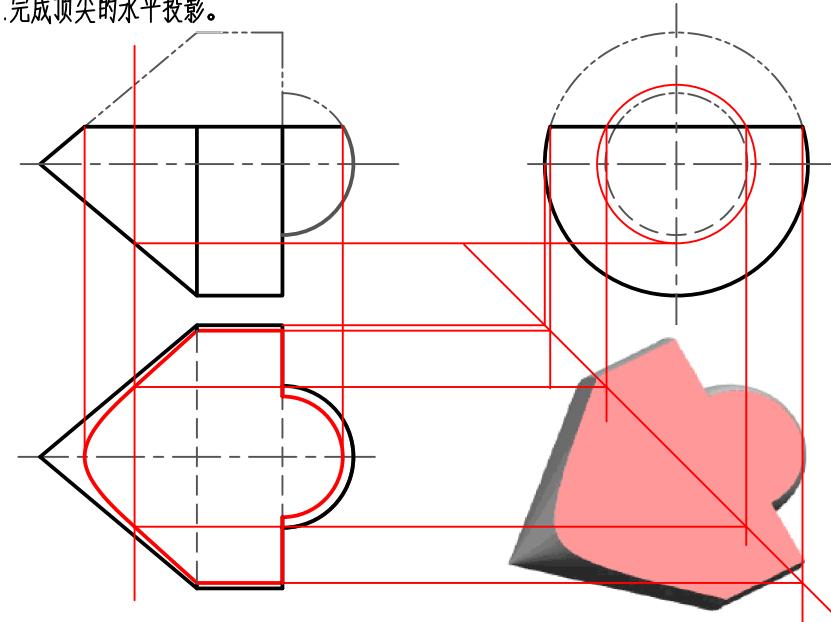
1. 完成半圆球被截后的水平与侧面投影。



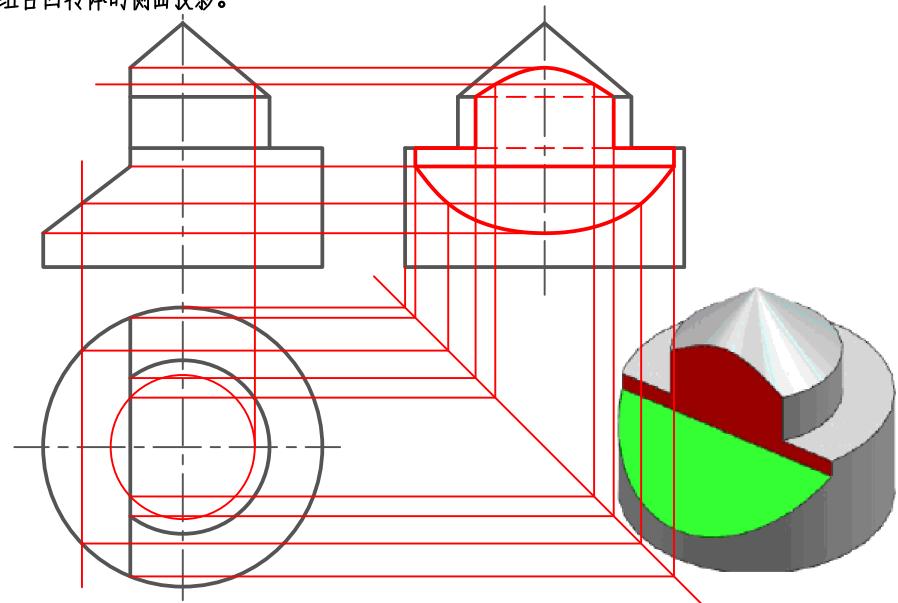
2. 完成组合体被截后的投影。



3. 完成顶尖的水平投影。



4. 求组合回转体的侧面投影。



3-6 立体与立体相交 (-)

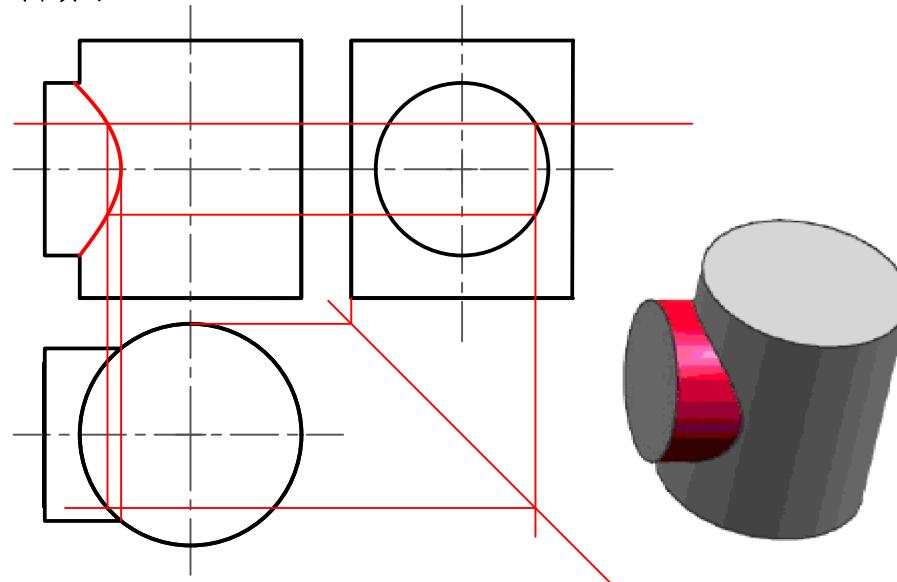
姓名

班级

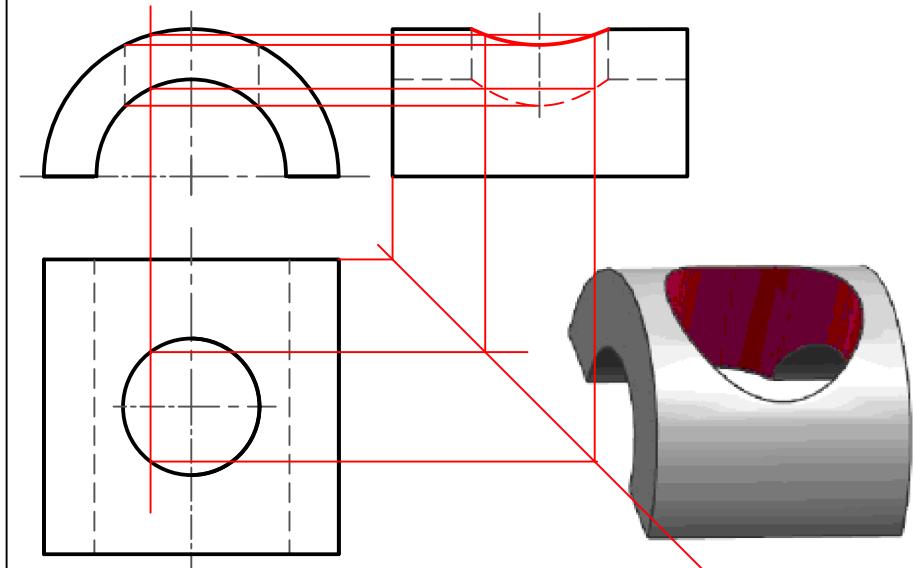
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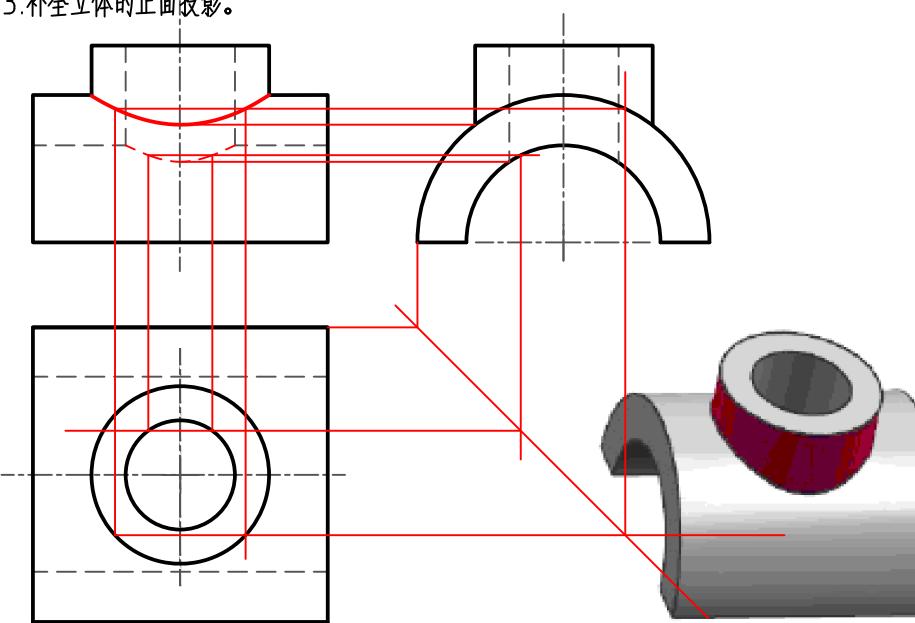
1.求相贯线。



2.求相贯线。



3.补全立体的正面投影。



4.求相贯线。

