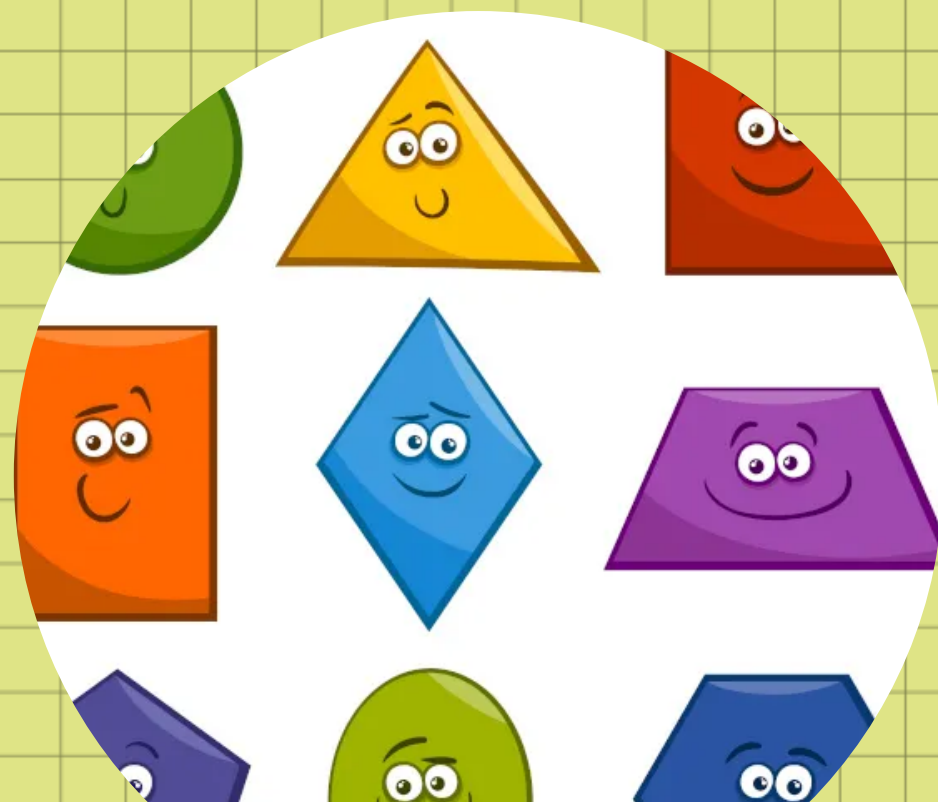


COMPUTAÇÃO GRÁFICA

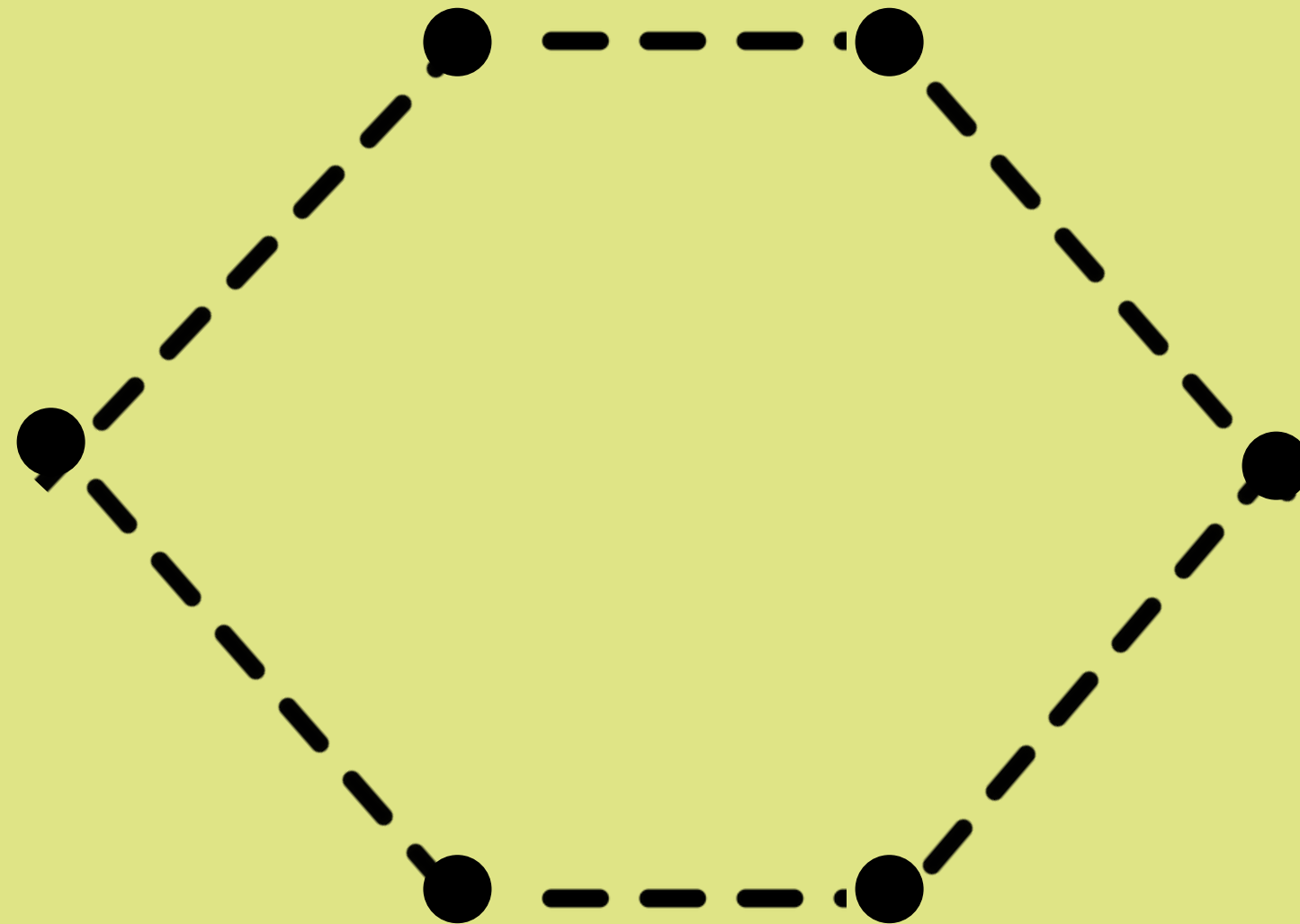
PROPRIEDADES DO SISTEMA CARTESIANO

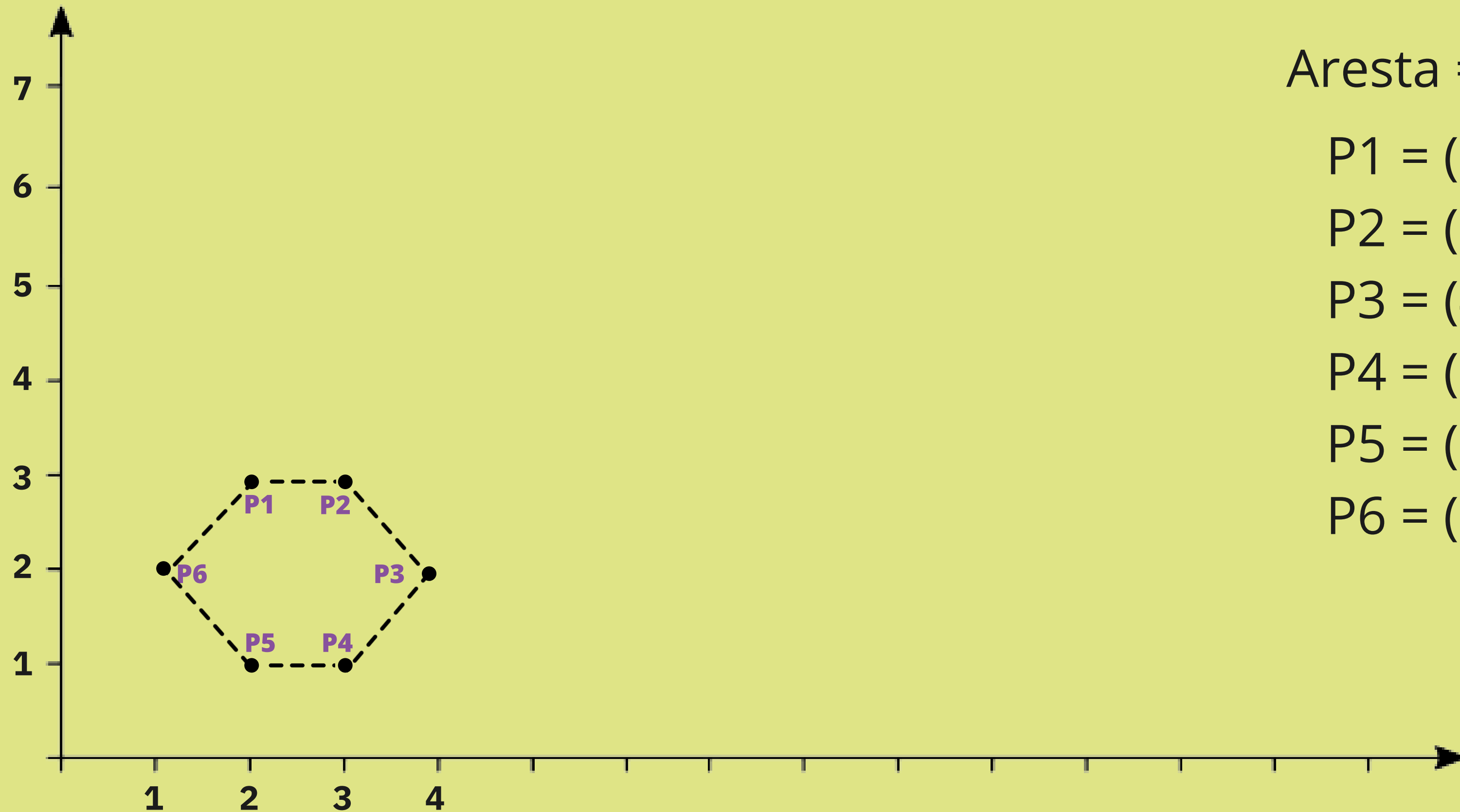


**Ana Livia
João Gabriel da Mata
Matheus Henrique
Nydia Jodar
Sabrina Gabriele**

Figura inicial

Hexágono





Aresta = (X,Y)

P1 = (2; 3)

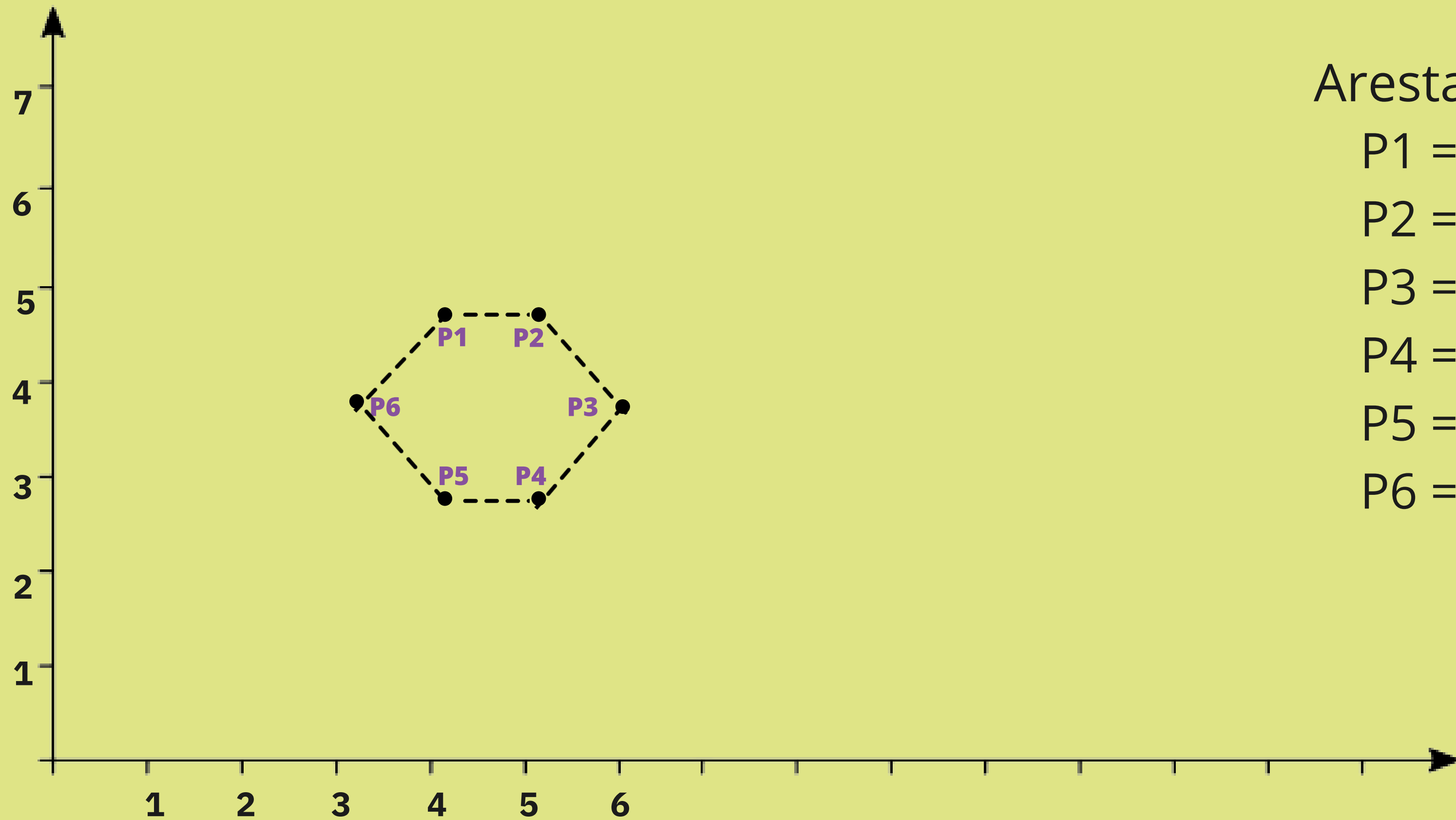
P2 = (3; 3)

P3 = (4; 2)

P4 = (3; 1)

P5 = (2; 1)

P6 = (1; 2)



Aresta = (X,Y)

P1 = (4; 5)

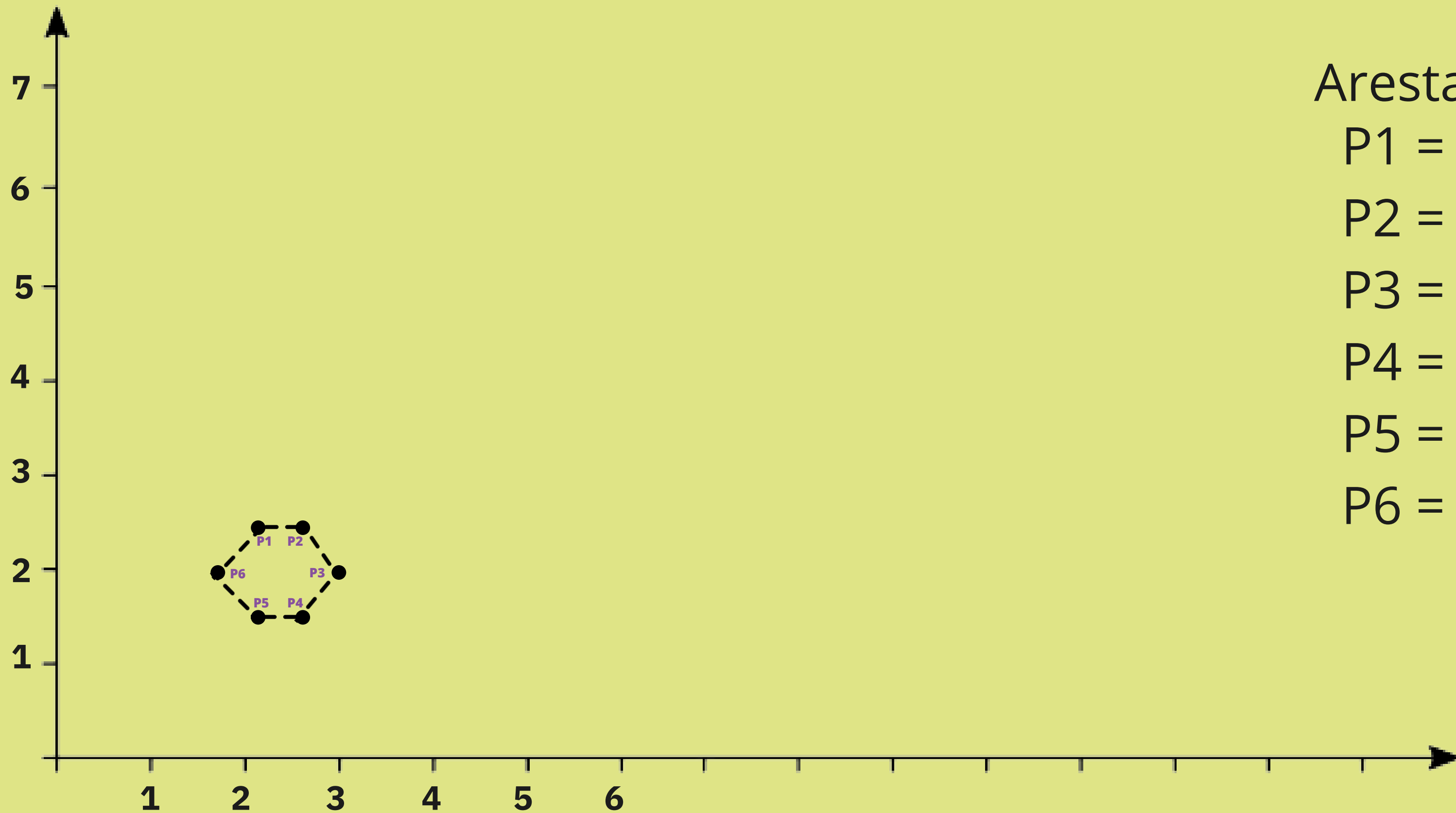
P2 = (5; 5)

P3 = (6; 4)

P4 = (5; 3)

P5 = (4; 3)

P6 = (3; 4)



Aresta = (X,Y)

P1 = (2 ; 2,5)

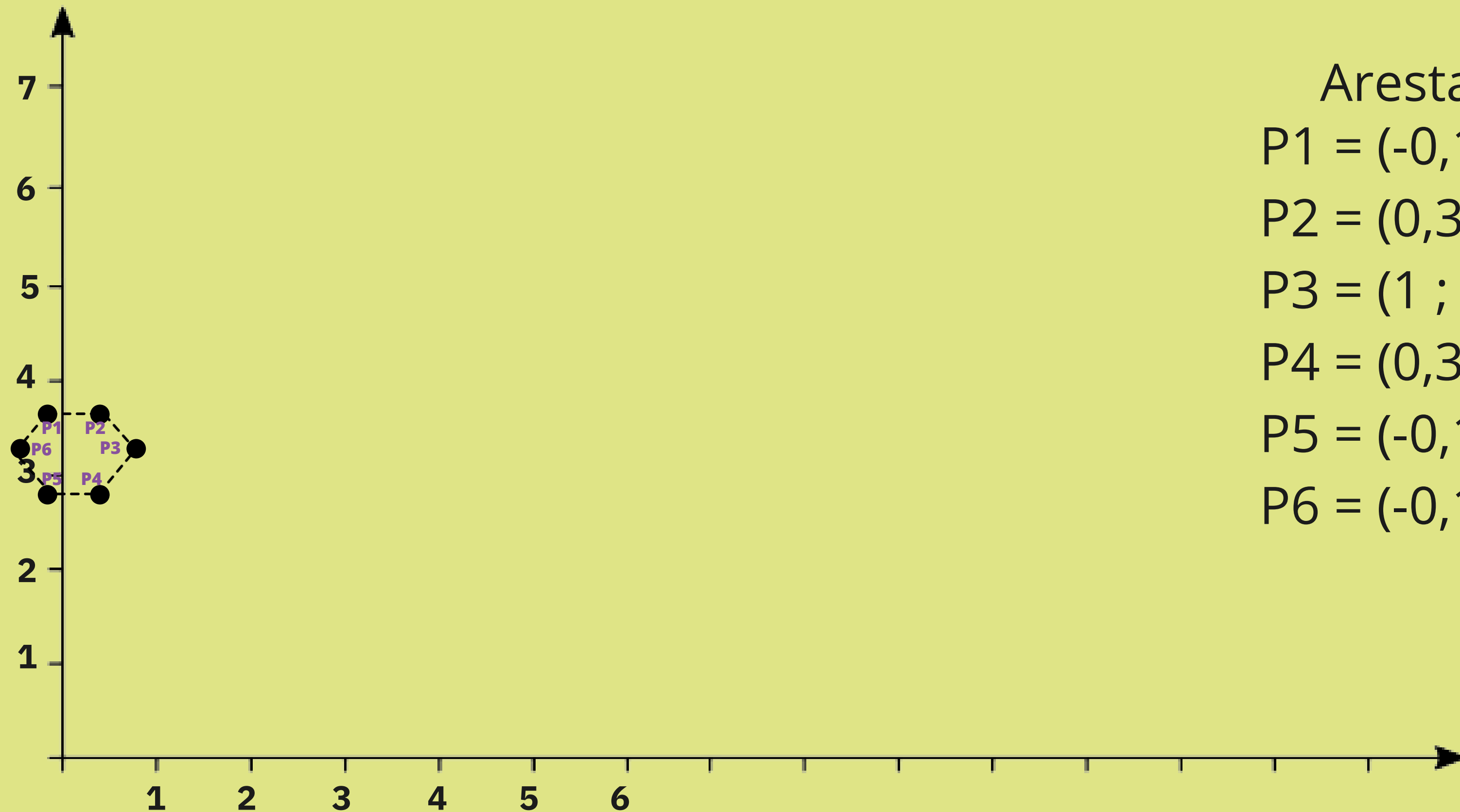
P2 = (2,5; 2,5)

P3 = (3; 2)

P4 = (2,5; 1,5)

P5 = (2; 1,5)

P6 = (1,5; 2)



Aresta = (X,Y)

P1 = (-0,1 ; 3,5)

P2 = (0,3 ; 3,5)

P3 = (1 ; 3,3)

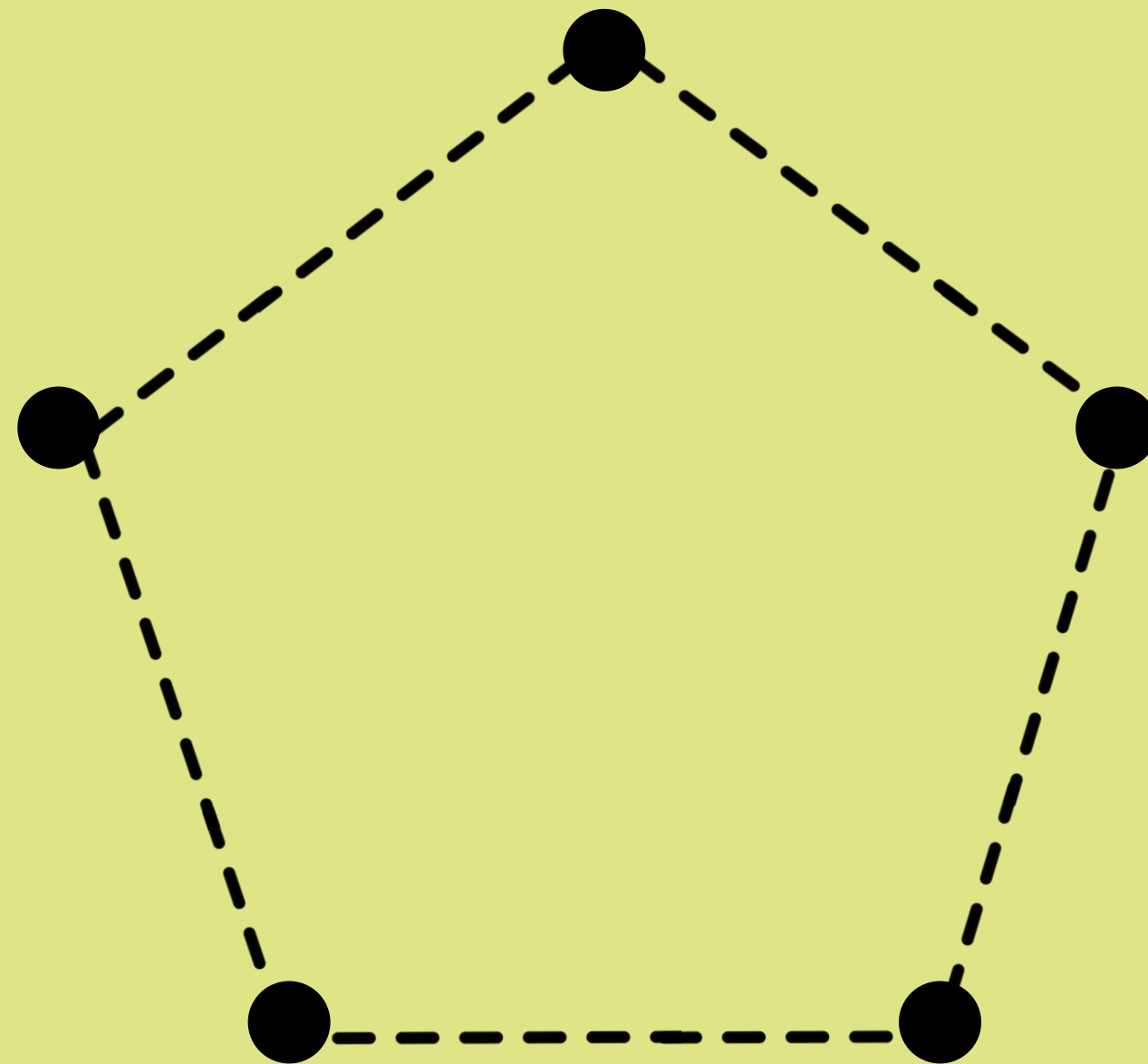
P4 = (0,3 ; 2,74)

P5 = (-0,1 ; 2,42)

P6 = (-0,14 ; 3,3)

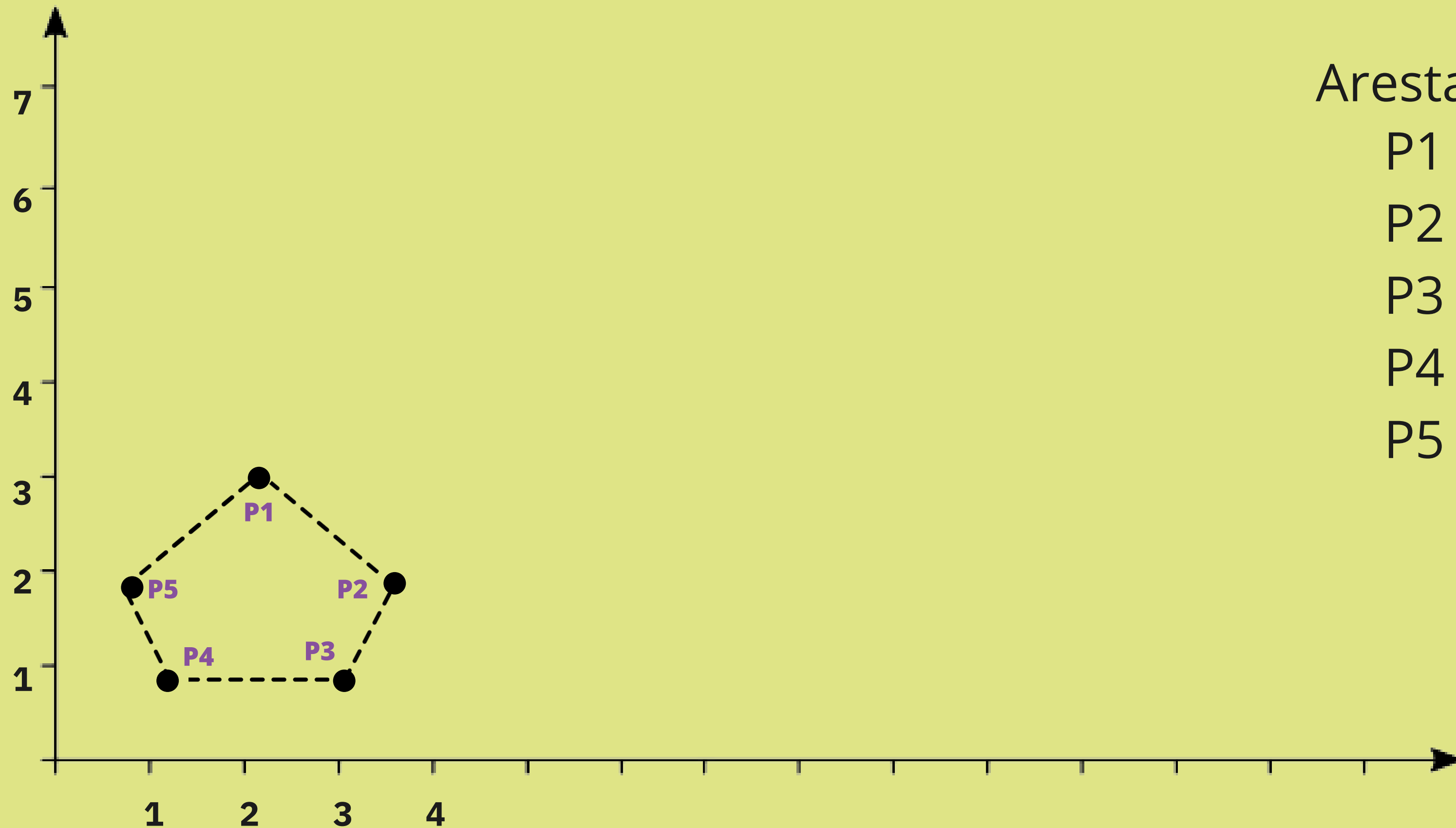
Figura inicial

Pentágono



Posições iniciais

Pentágono



Aresta = (X,Y)

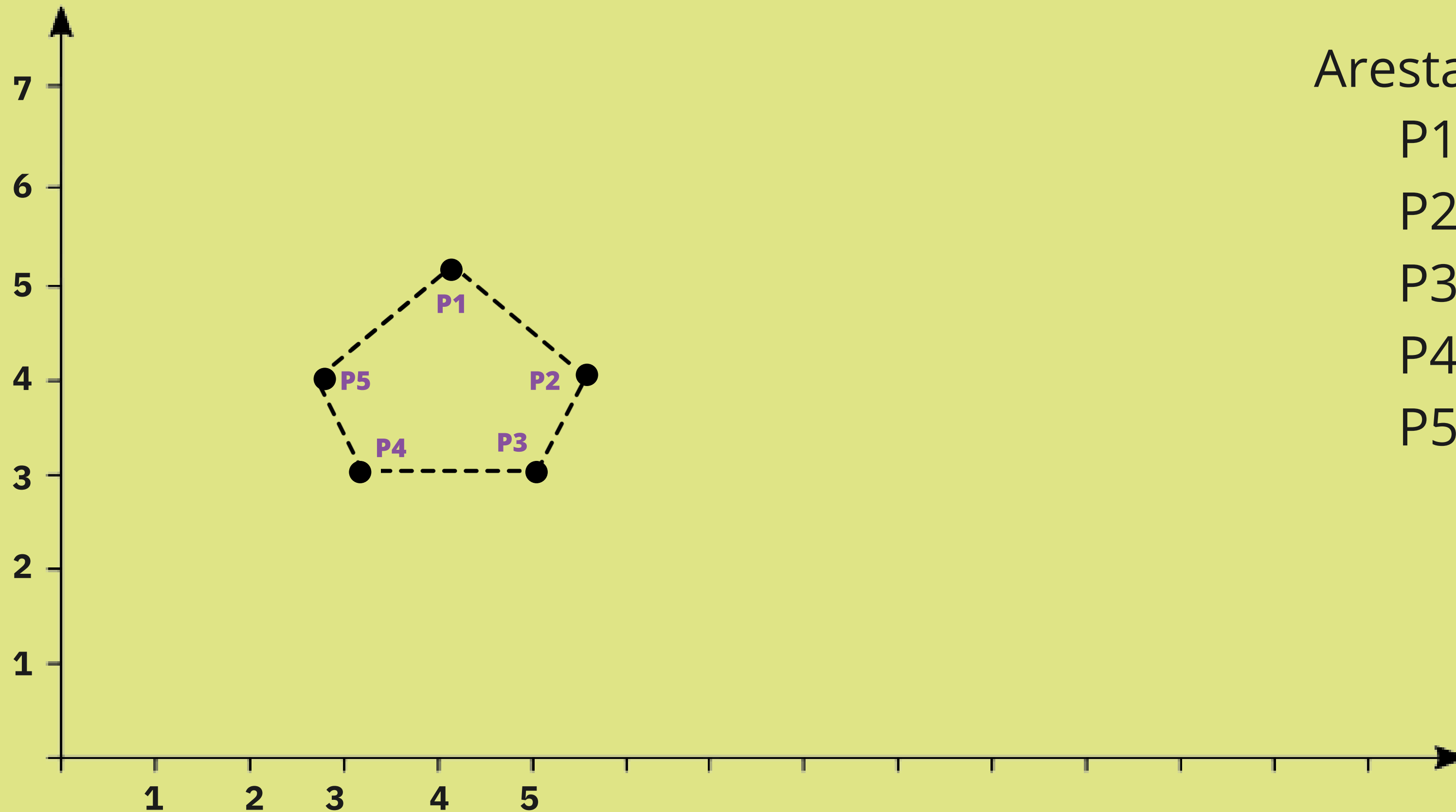
P1 = (2; 3)

P2 = (3,5; 2)

P3 = (3; 1)

P4 = (1; 1)

P5 = (0,5; 2)



Aresta = (X,Y)

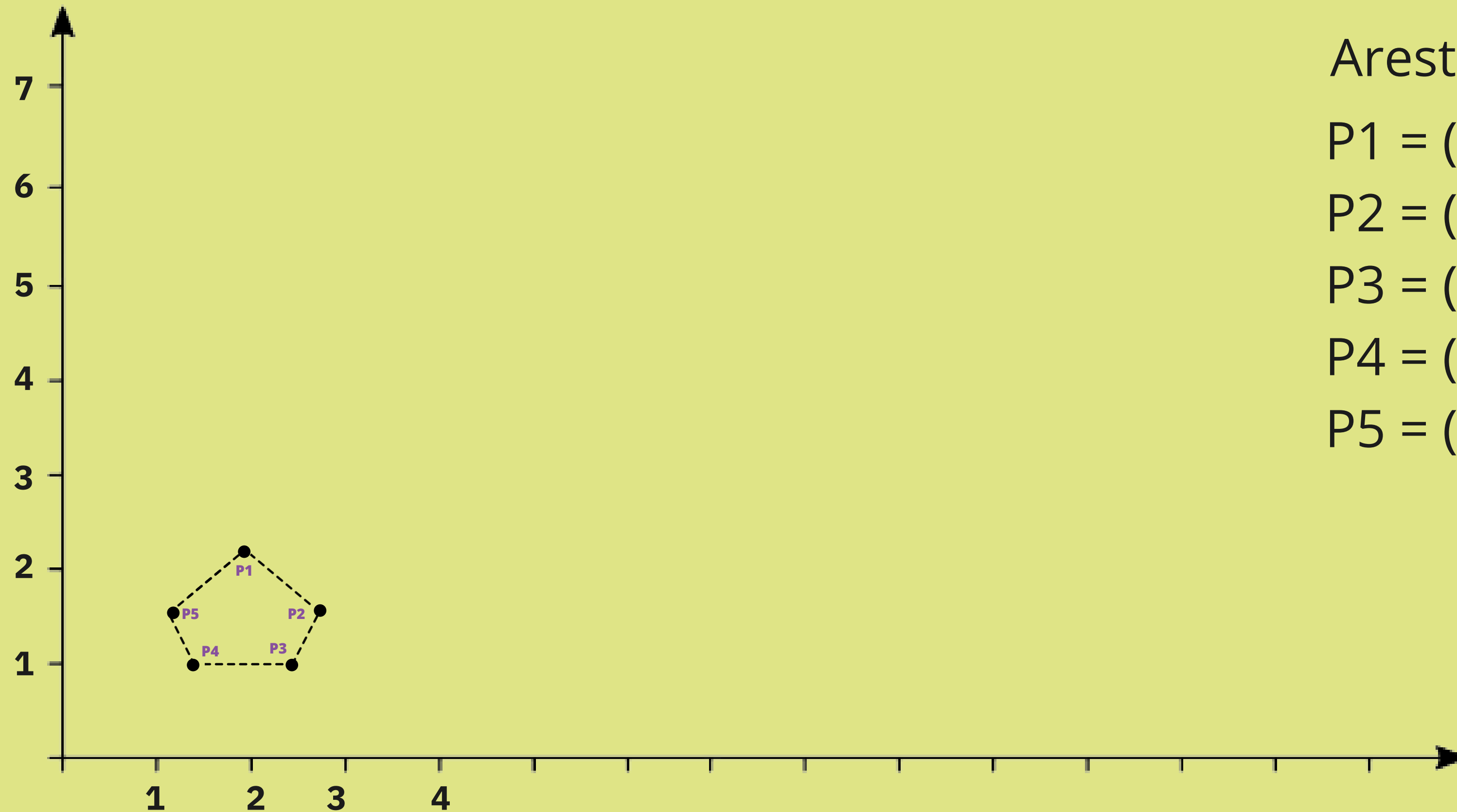
P1 = (4; 5)

P2 = (5,5; 4)

P3 = (5; 3)

P4 = (3; 3)

P5 = (2,5; 4)



Aresta = (X,Y)

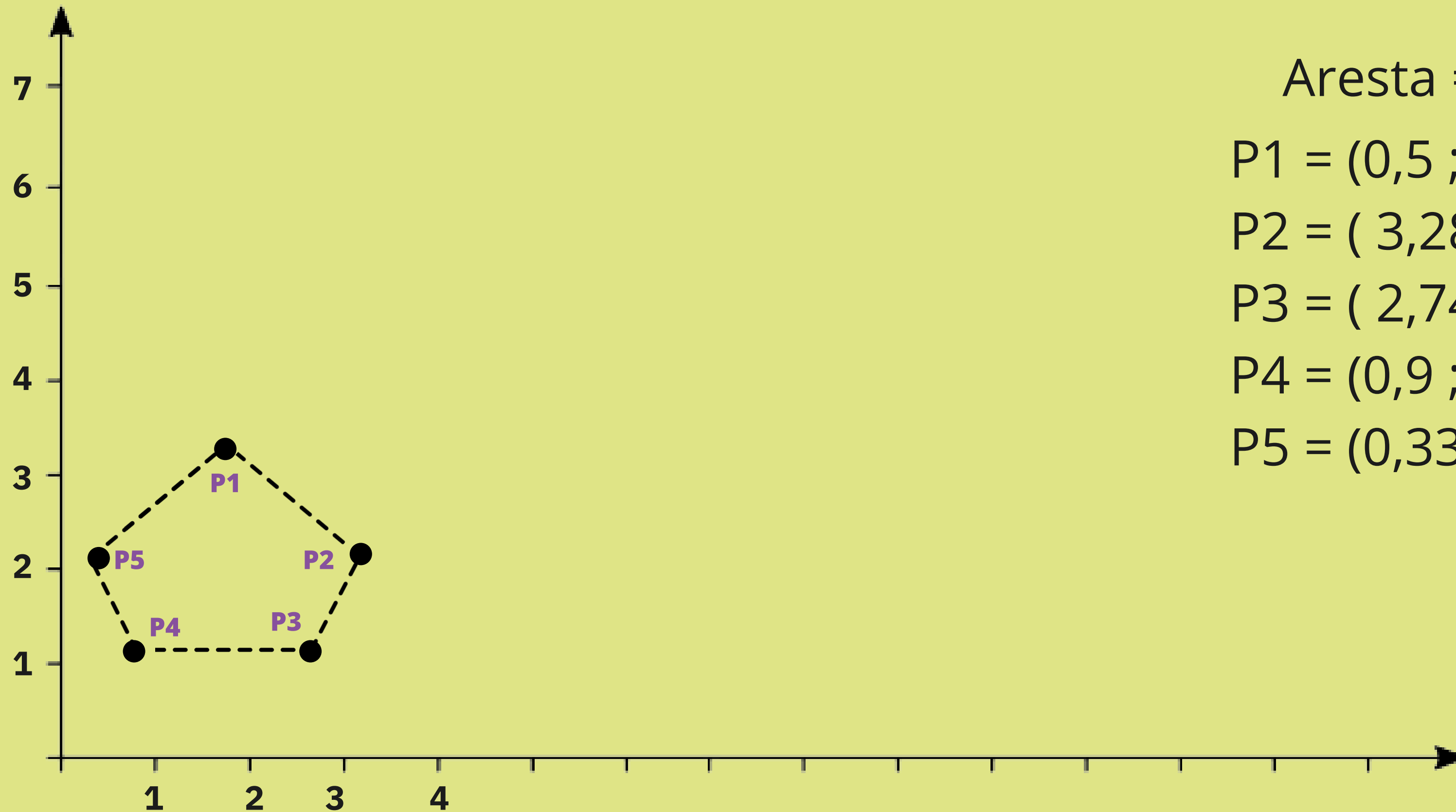
P1 = (2; 2,5)

P2 = (2,75; 2)

P3 = (2,5; 1,5)

P4 = (1,5; 1,5)

P5 = (1,25; 2)



Aresta = (X,Y)

P1 = (0,5 ; 3,18)

P2 = (3,28 ; 2,02)

P3 = (2,74 ; 1,1)

P4 = (0,9 ; 1,1)

P5 = (0,33; 2,02)