

20171150

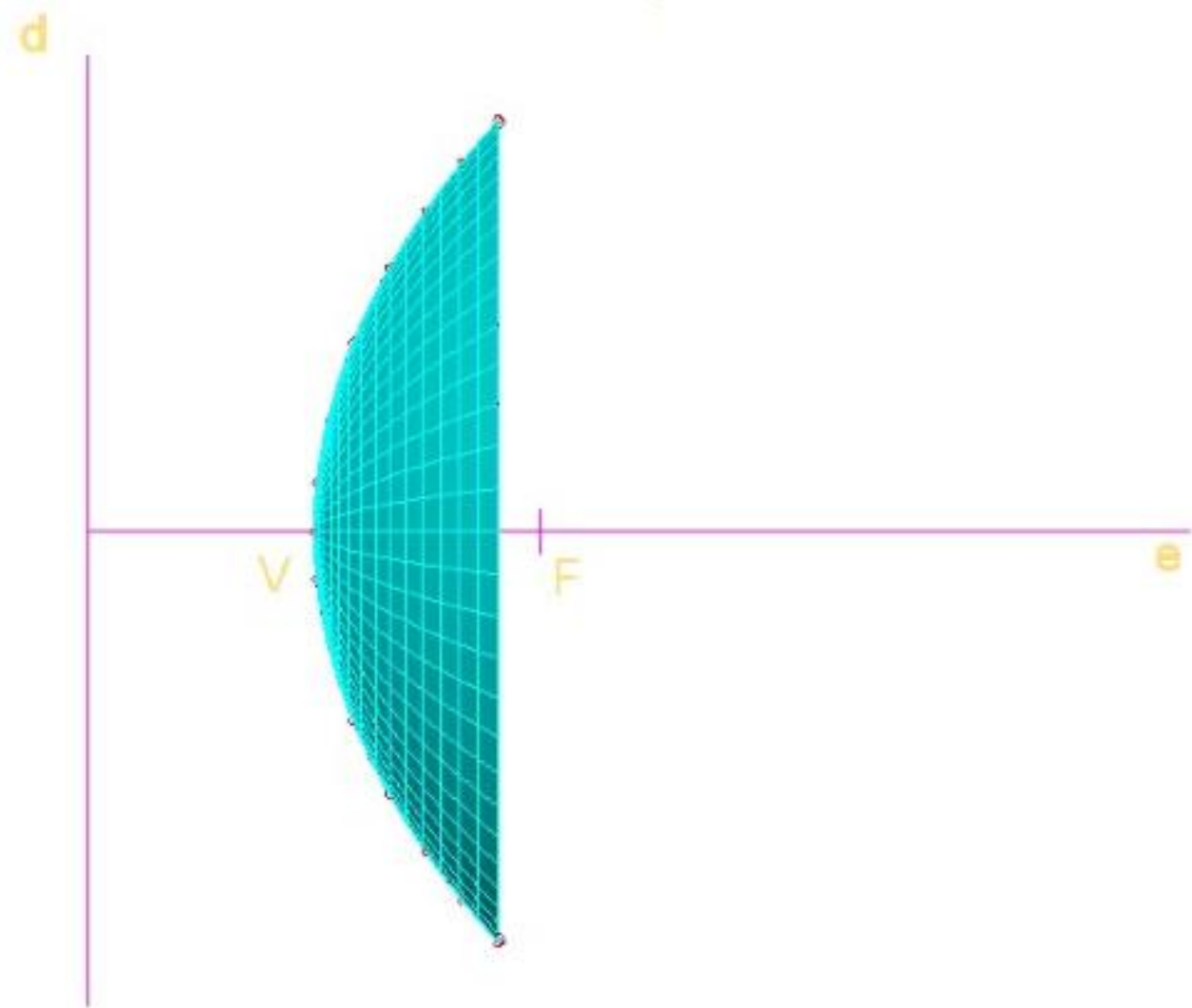
Maria Leonor Veiga



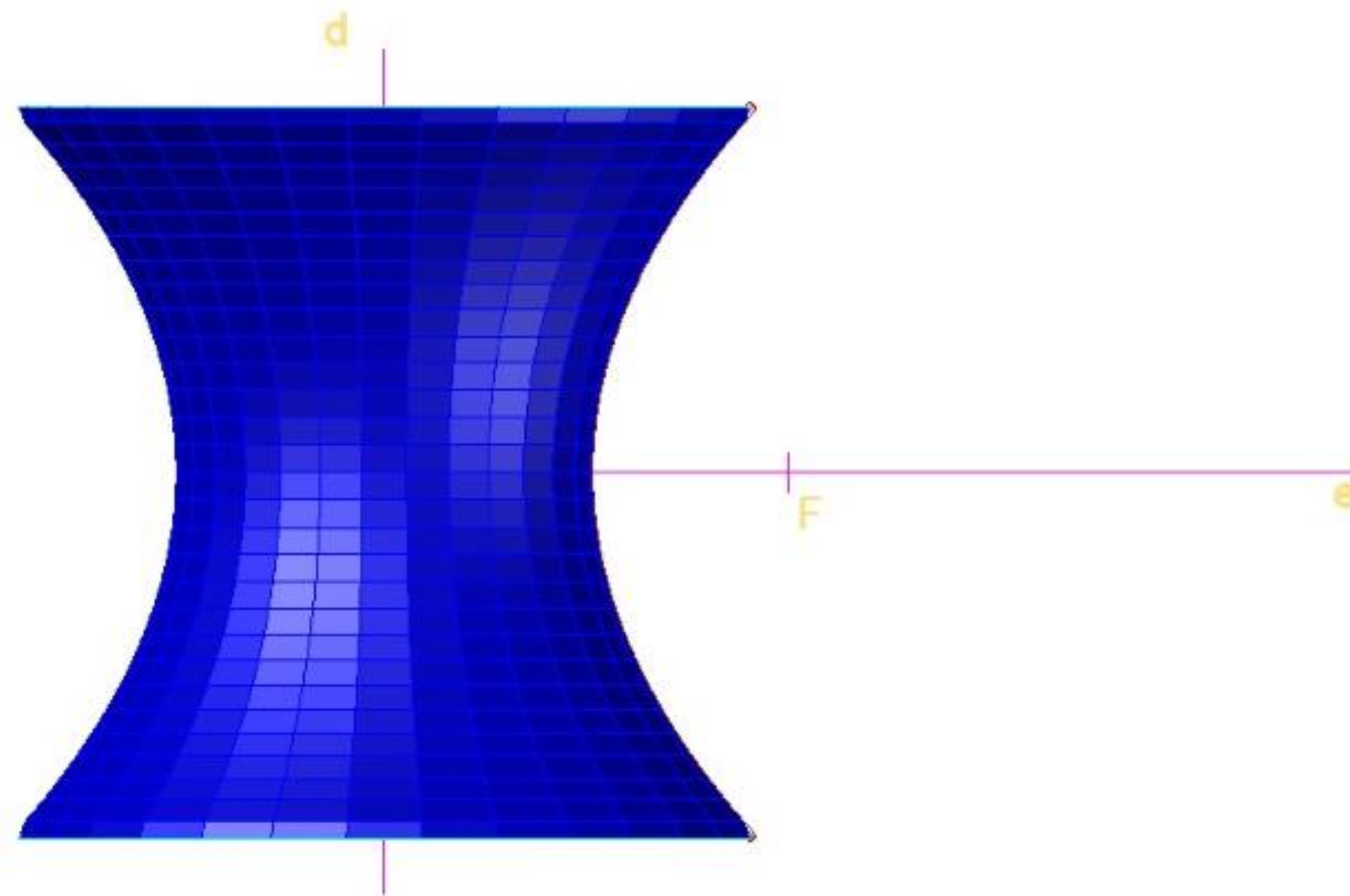
ÍNDICE

- 1 – Superfície Parabólica
- 2 – Figuras Tridimensionais
 - 2.1 – Cubo
 - 2.2 – Tetraedro
 - 2.3 – Dodecaedro
 - 2.4 – Icosaedro
 - 2.5 – Octaedro
 - 2.6 – Figuras Duais
 - 2.6.1 - Hexaedro / Octaedro
 - 2.6.2 – Dodecaedro /Icosaedro
- 3 – Secções Planas
- 4 – Xadrez
- 5 - Introdução ao 3dMax

PARÁBOLA/Superfície Parabolica

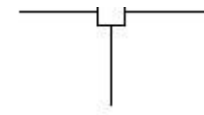
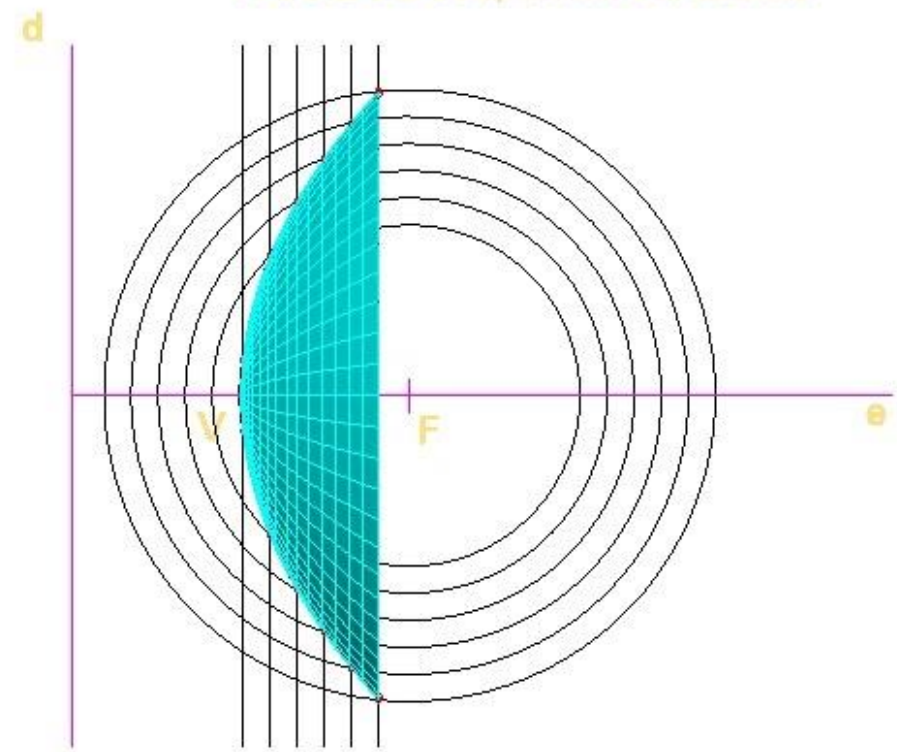


PARÁBOLA/Superfície Parabolica 2

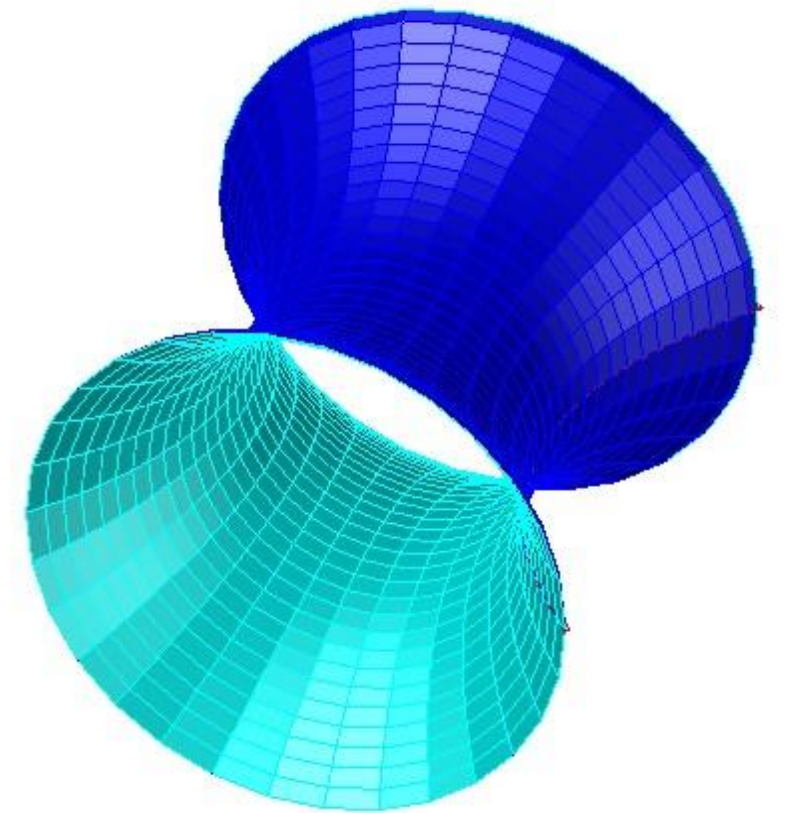
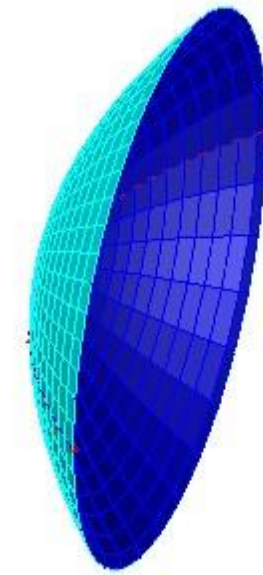
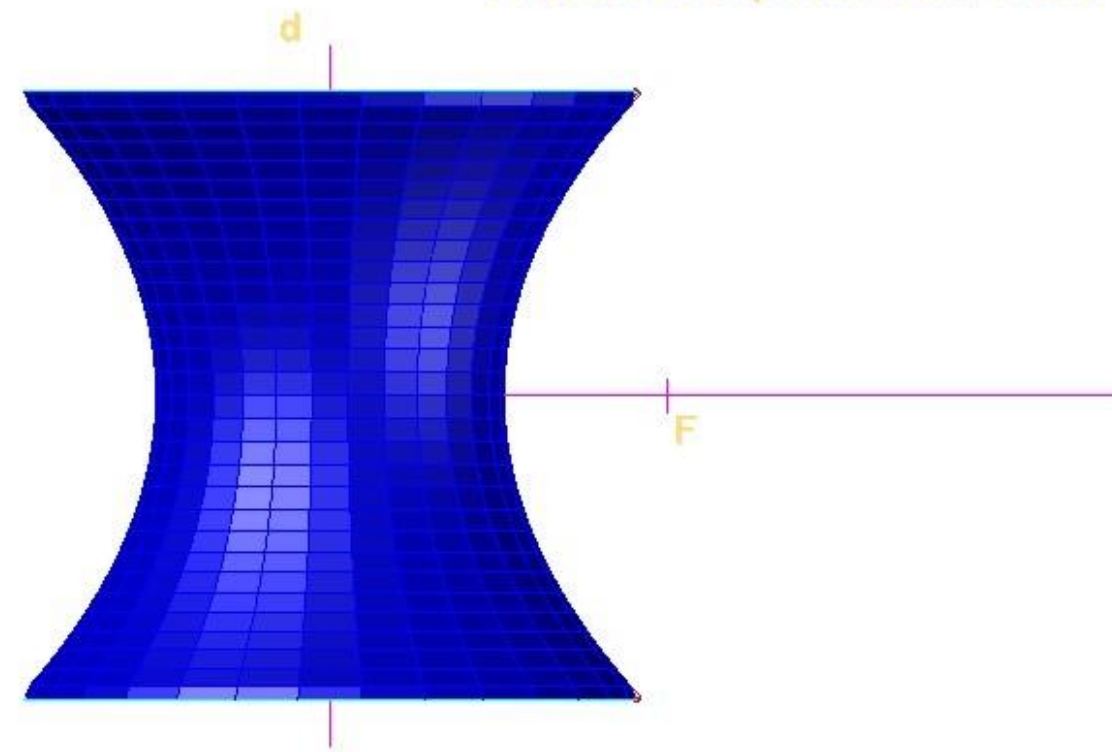


Exercício 1 - Superfície Parabólica

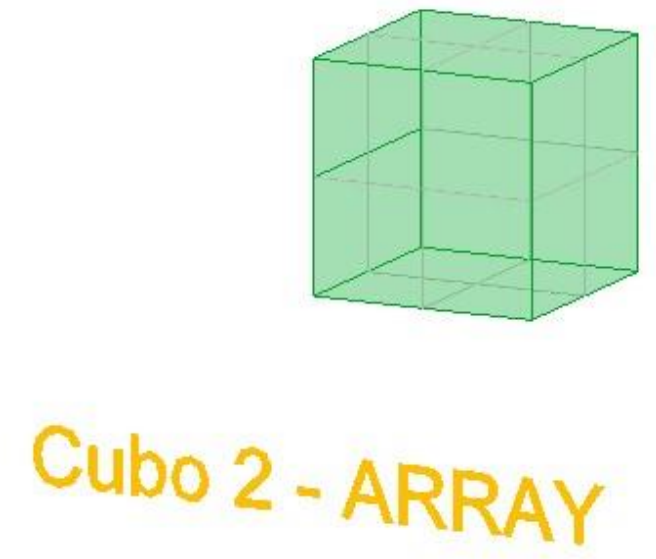
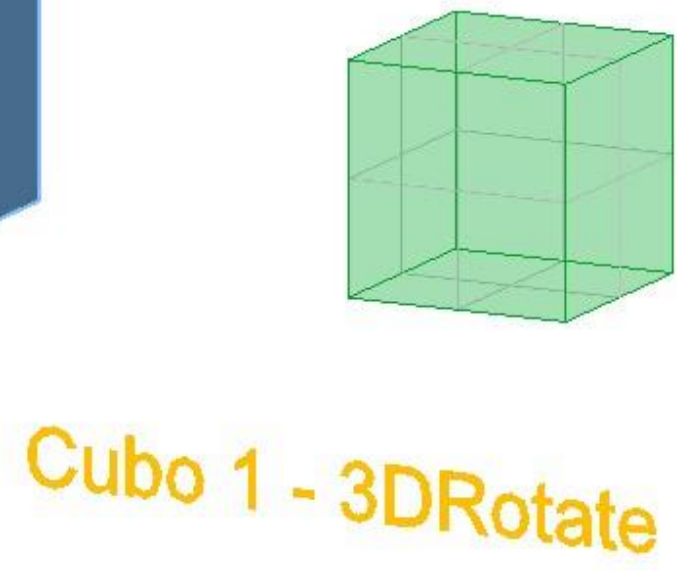
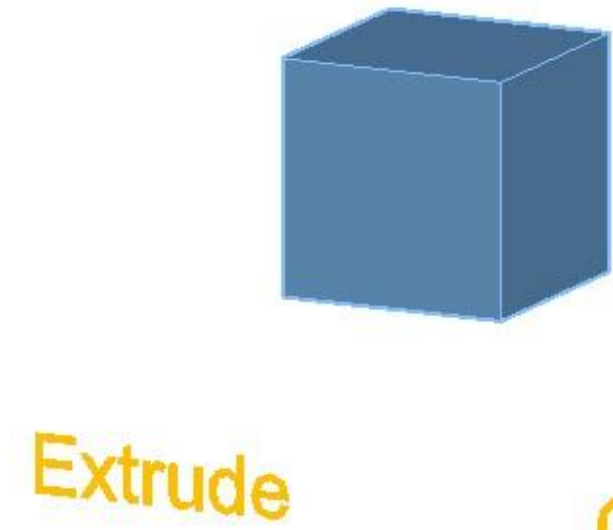
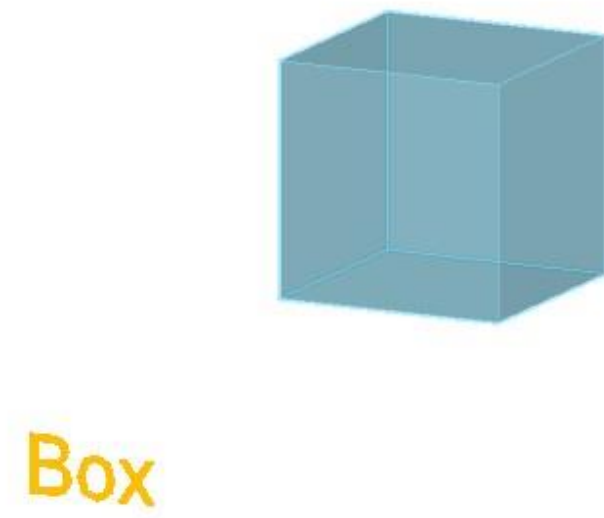
PARÁBOLA/Superfície Parabolica



PARÁBOLA/Superfície Parabolica 2

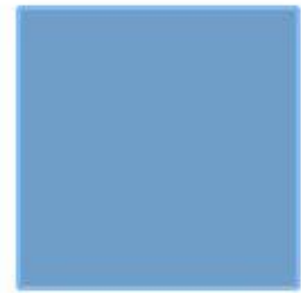


Exercício 1 - Superfície Parabólica

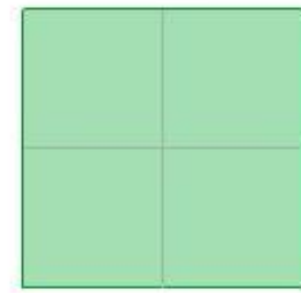




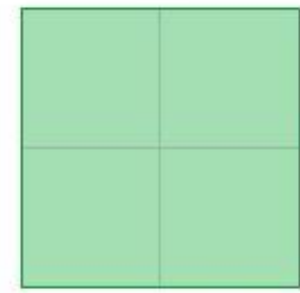
Box



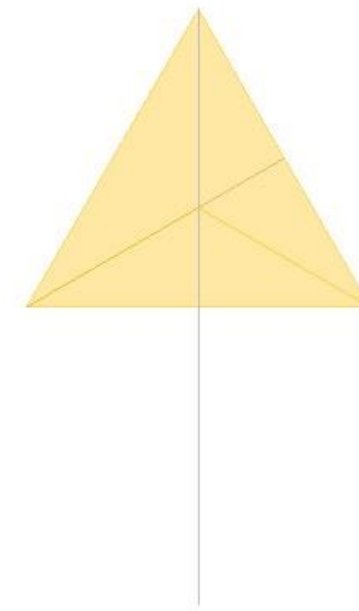
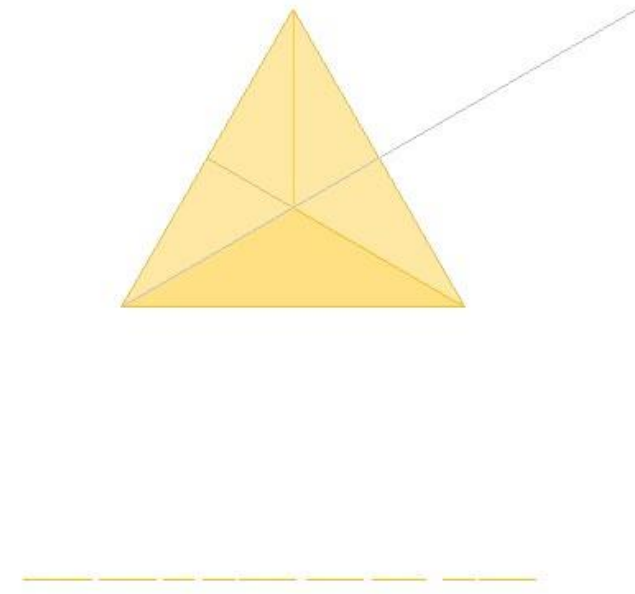
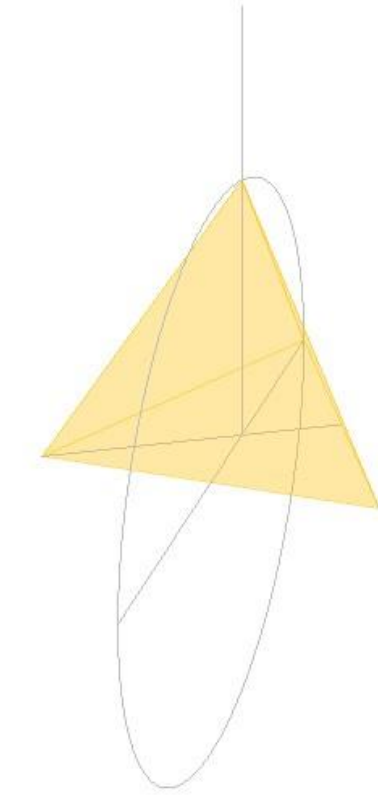
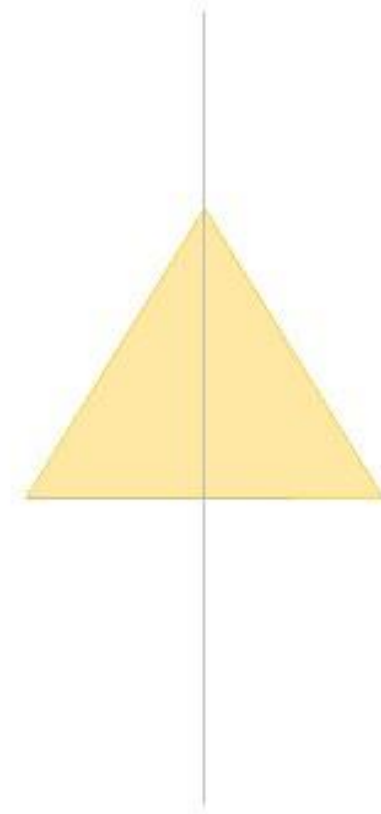
Extrude

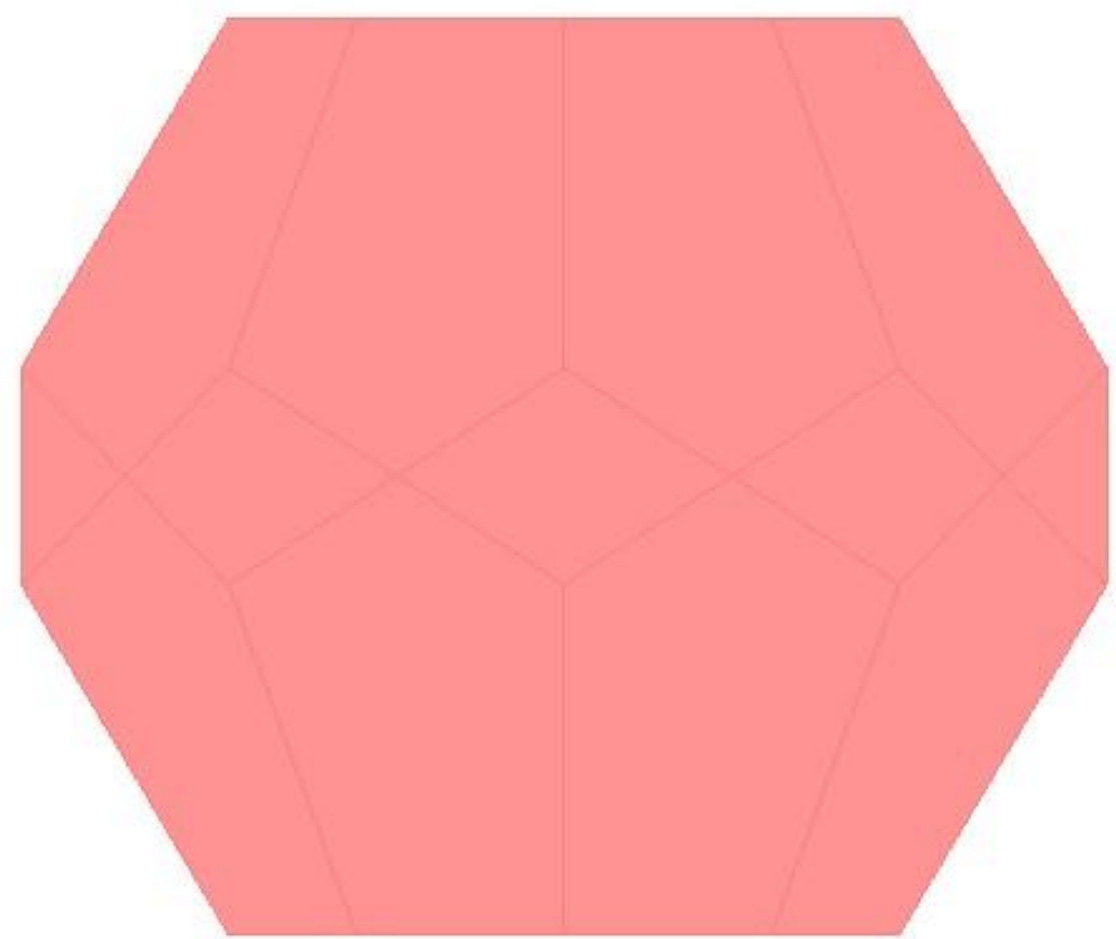


Cubo 1 - 3DRotate

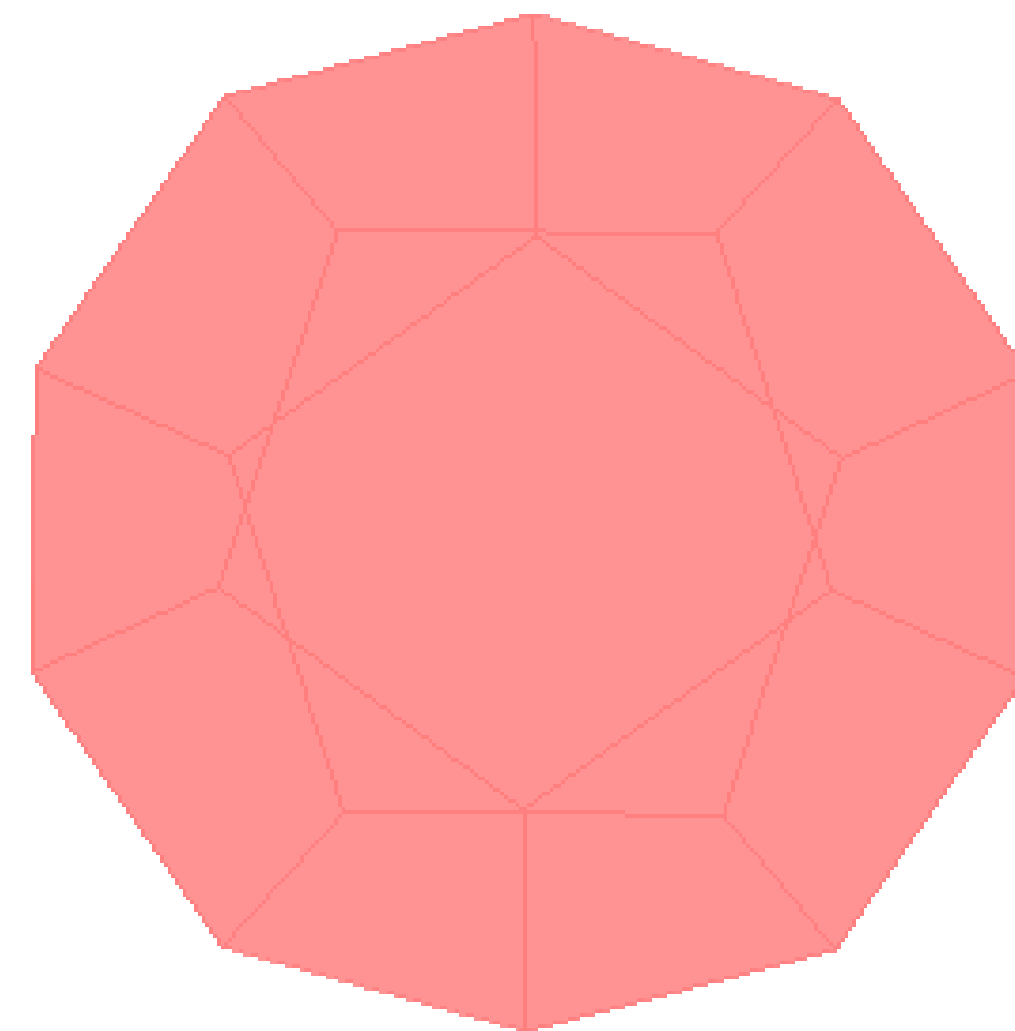
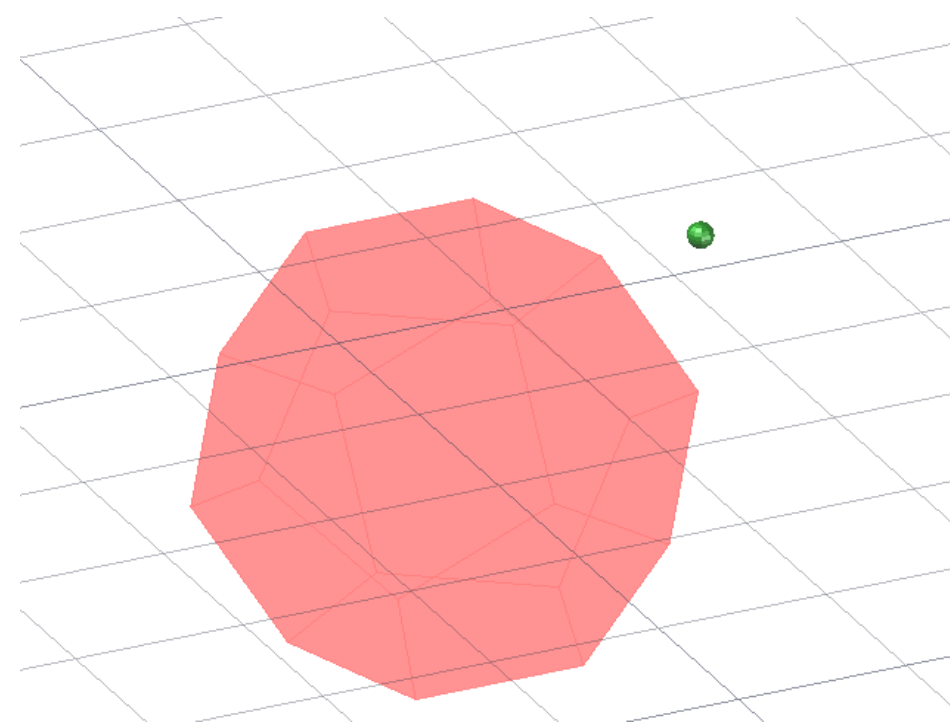


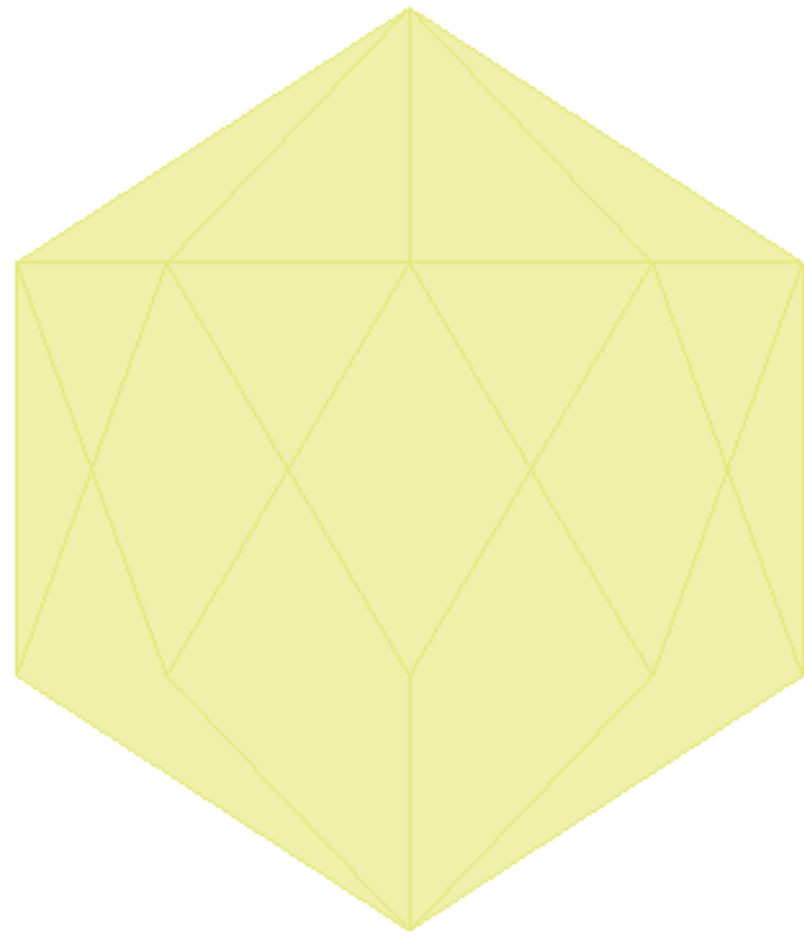
Cubo 2 - ARRAY





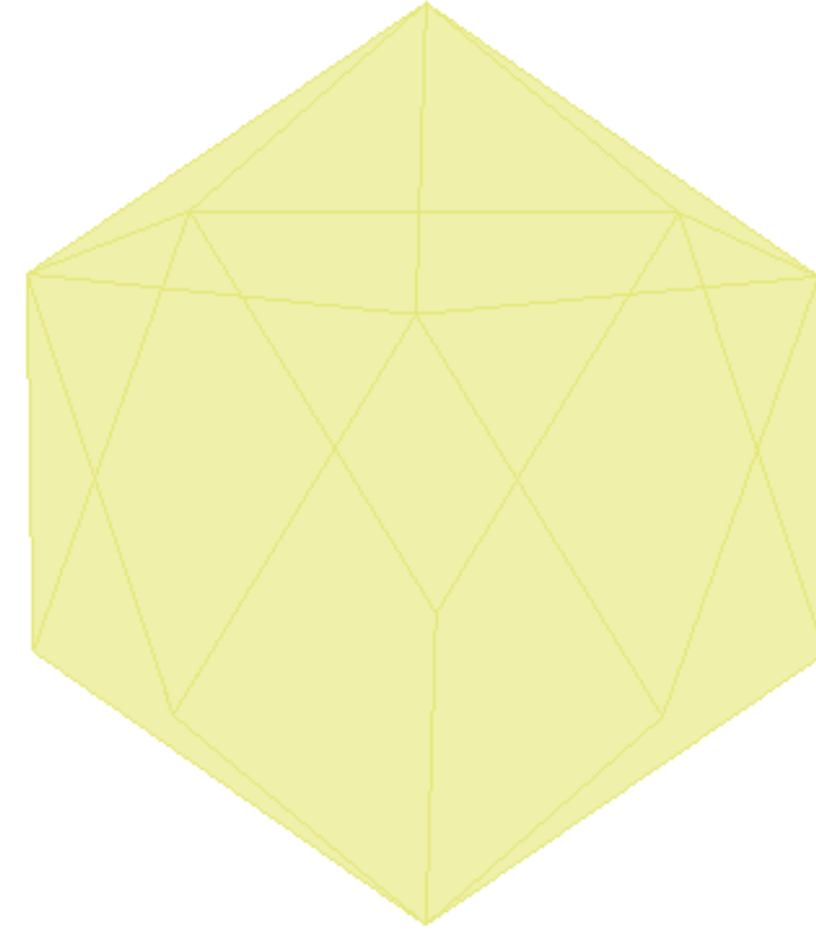
Dodecaedro

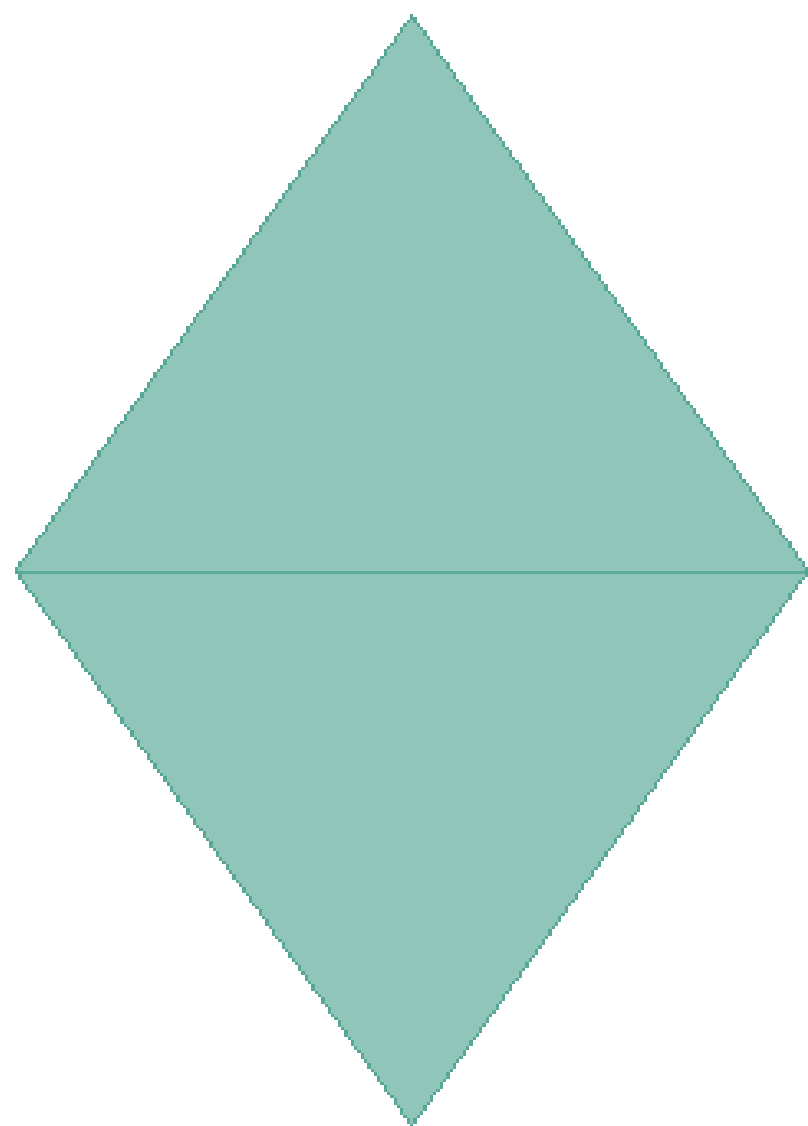




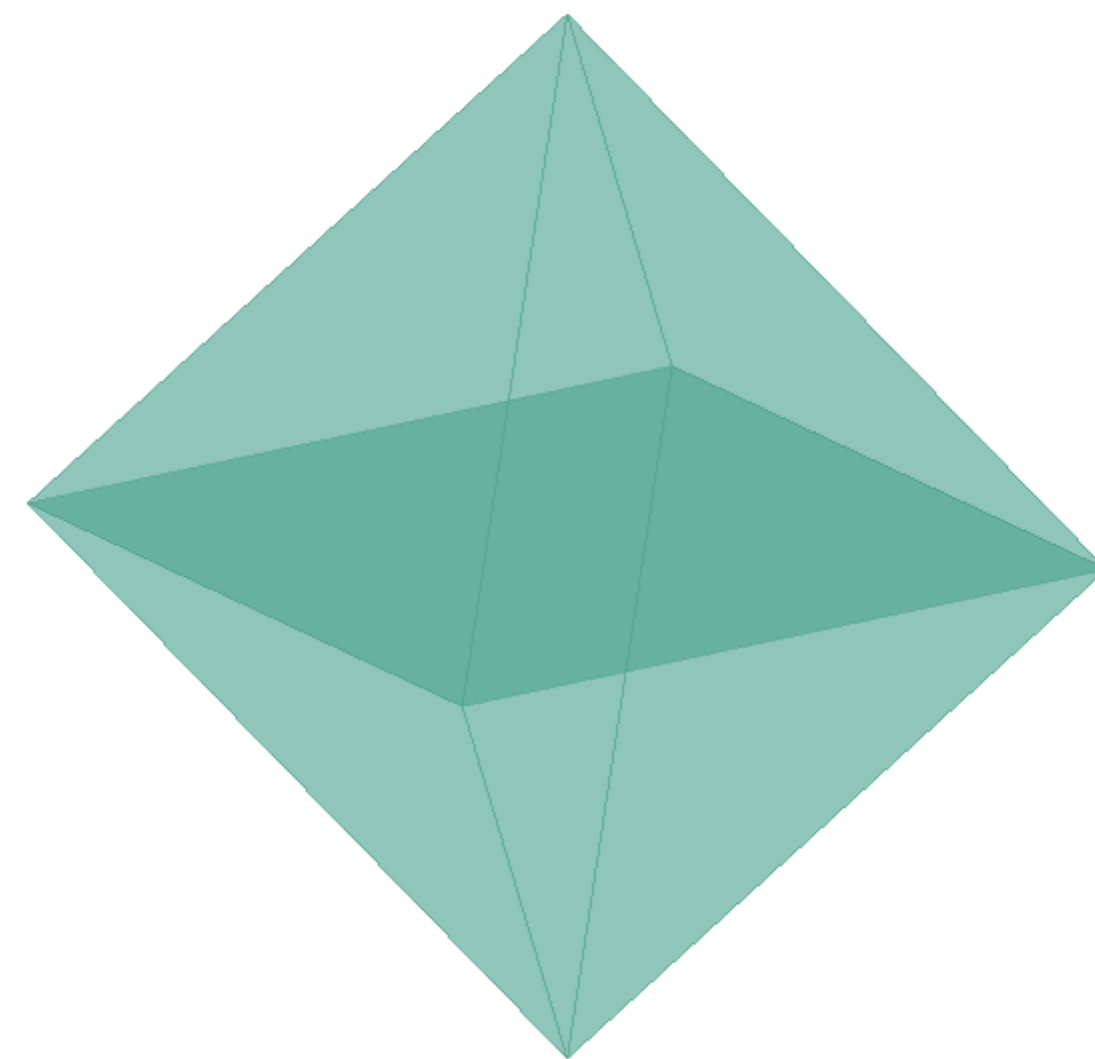
Icosaedro

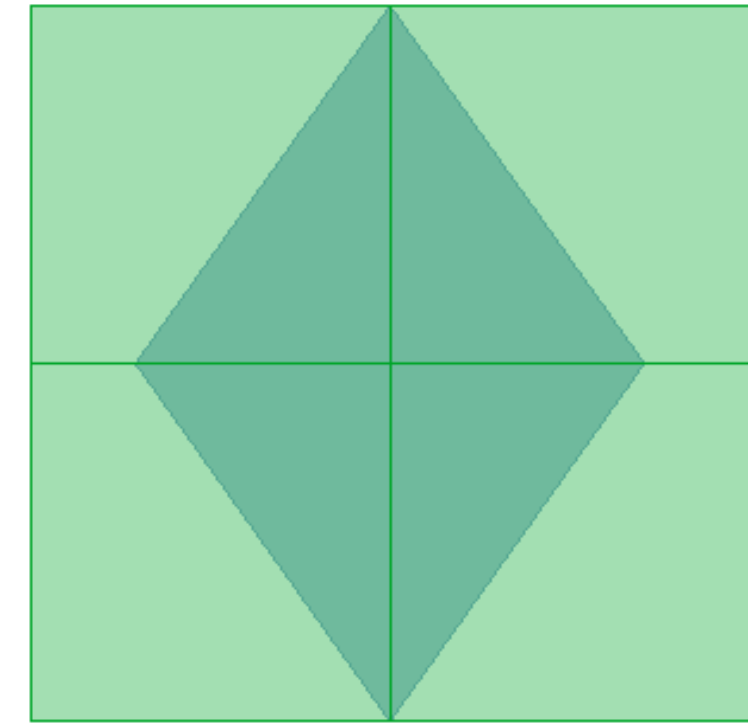
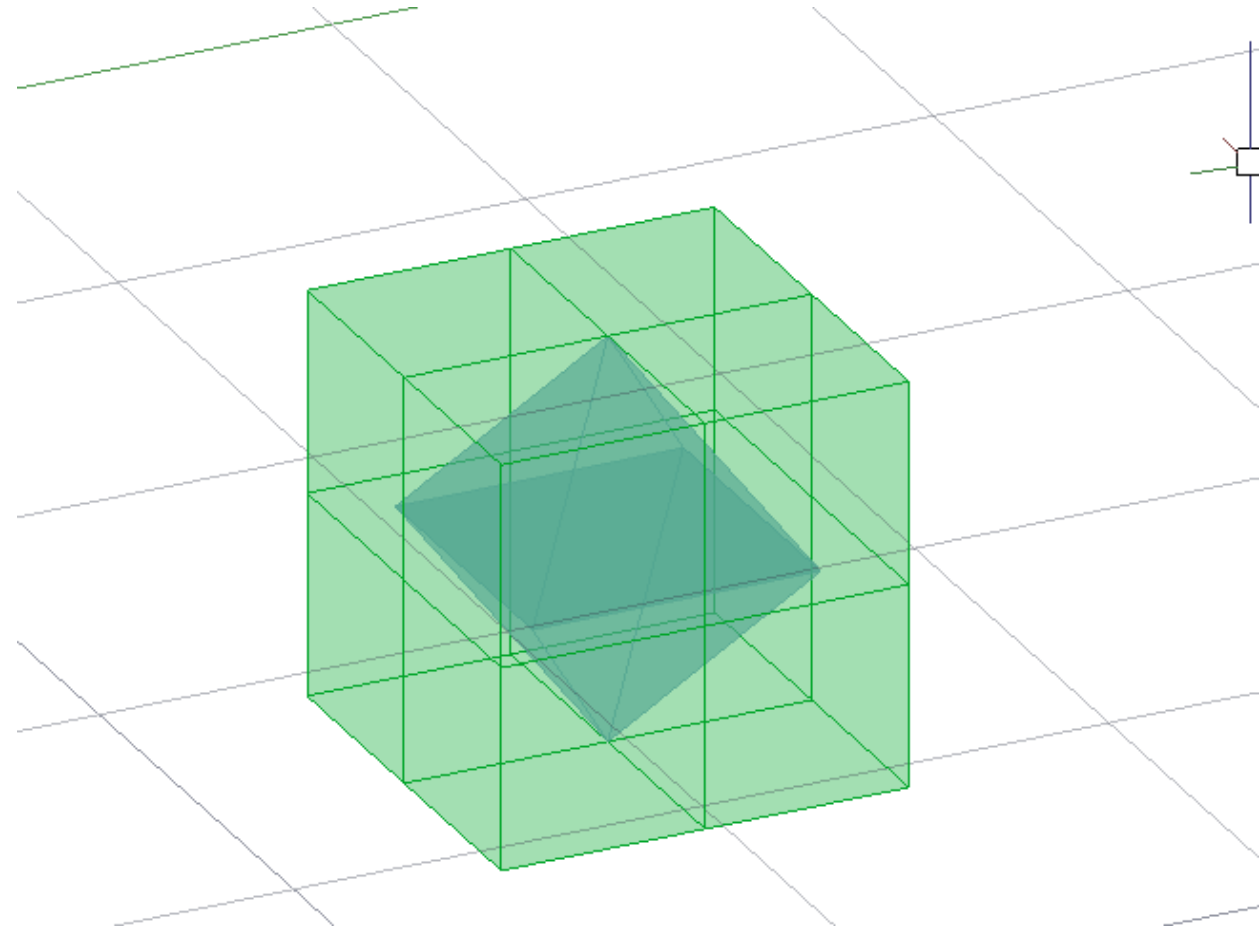
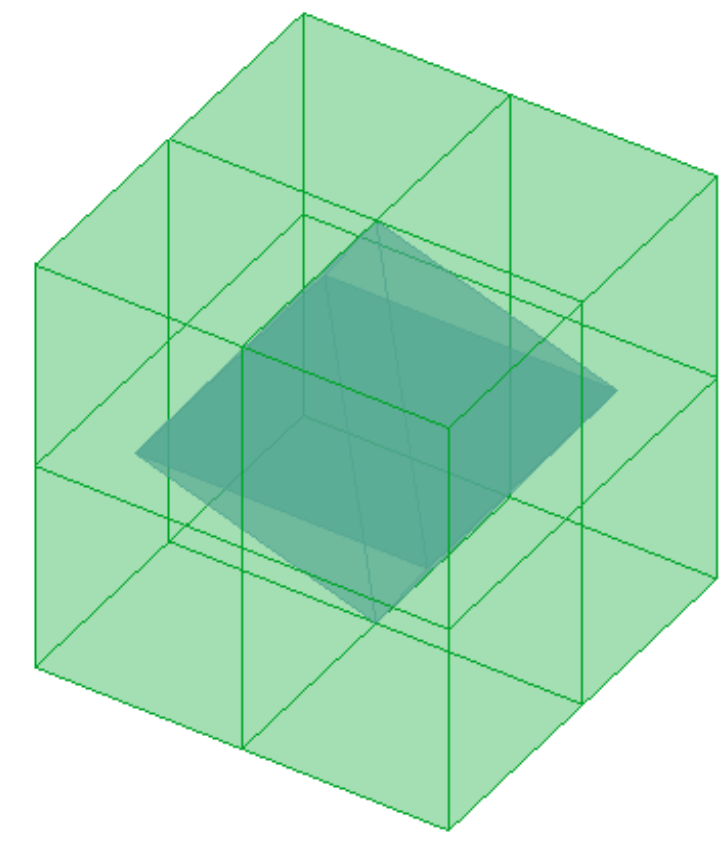
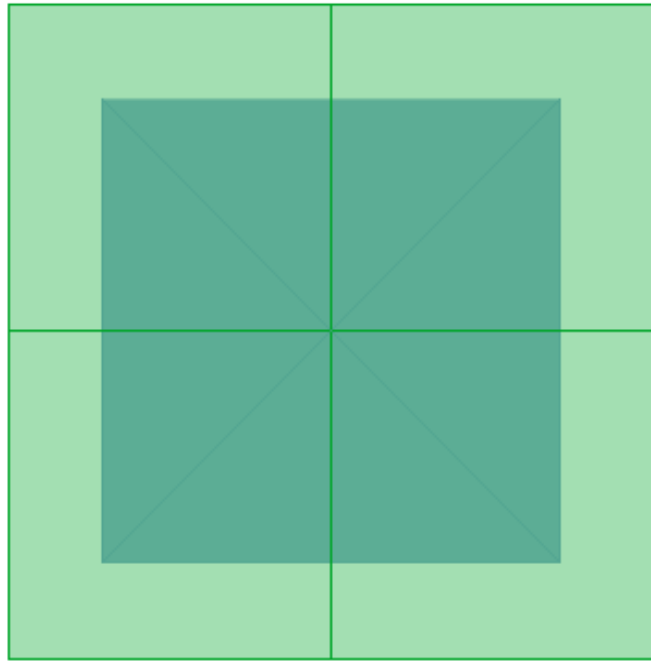
—



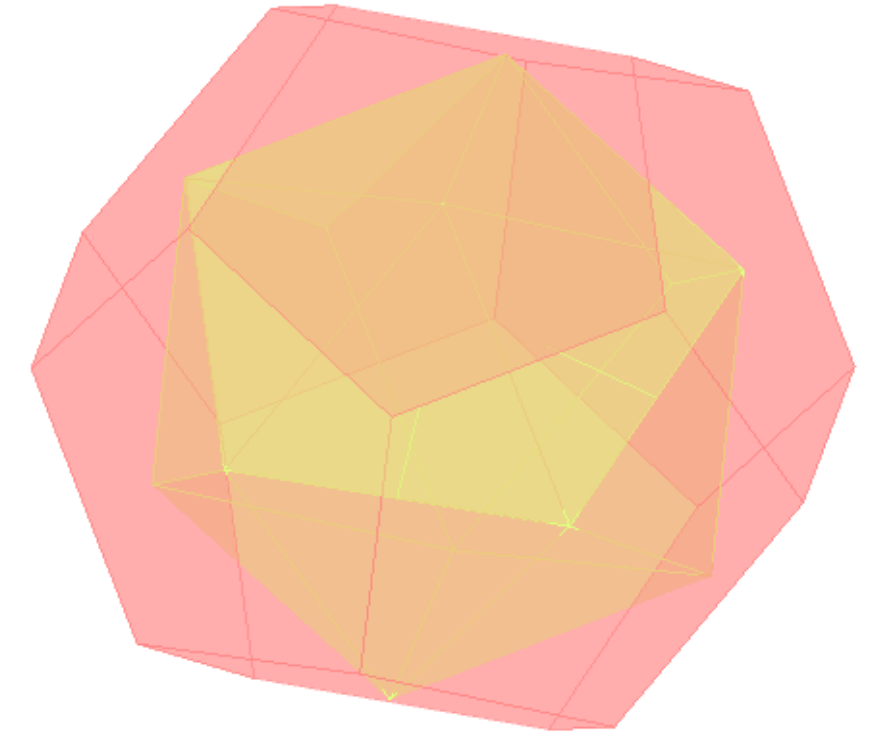
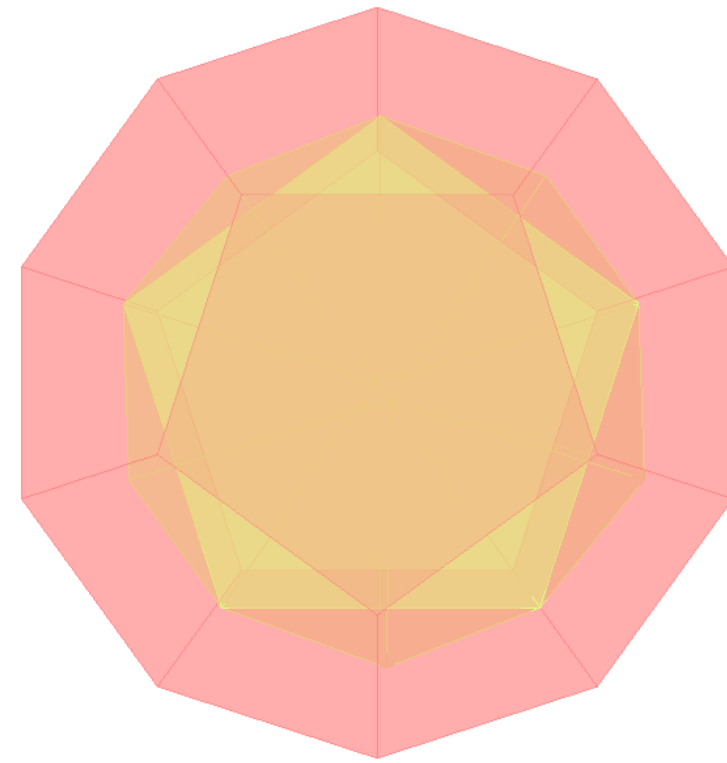
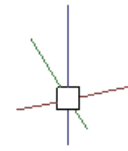
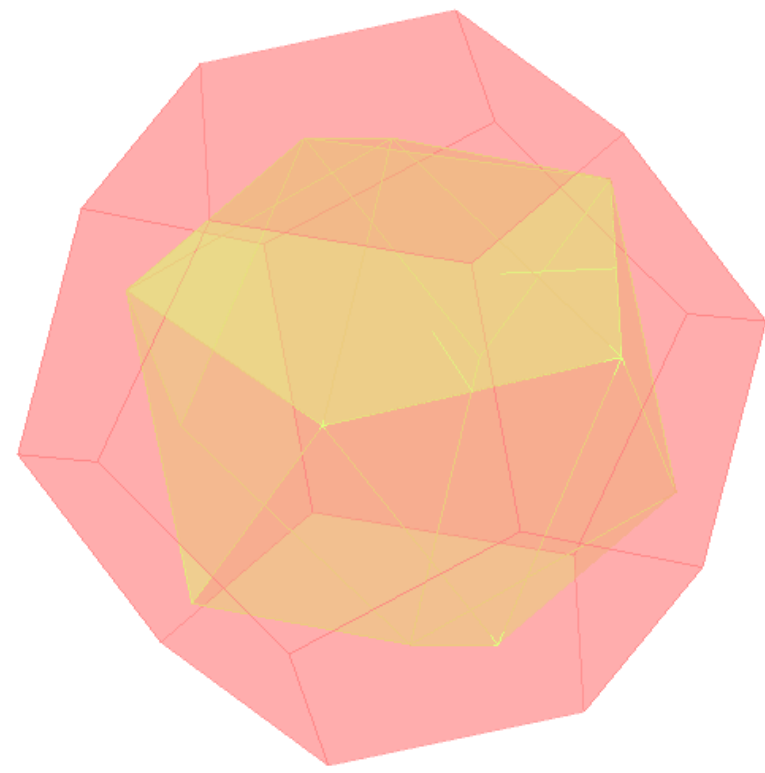


Octaedro



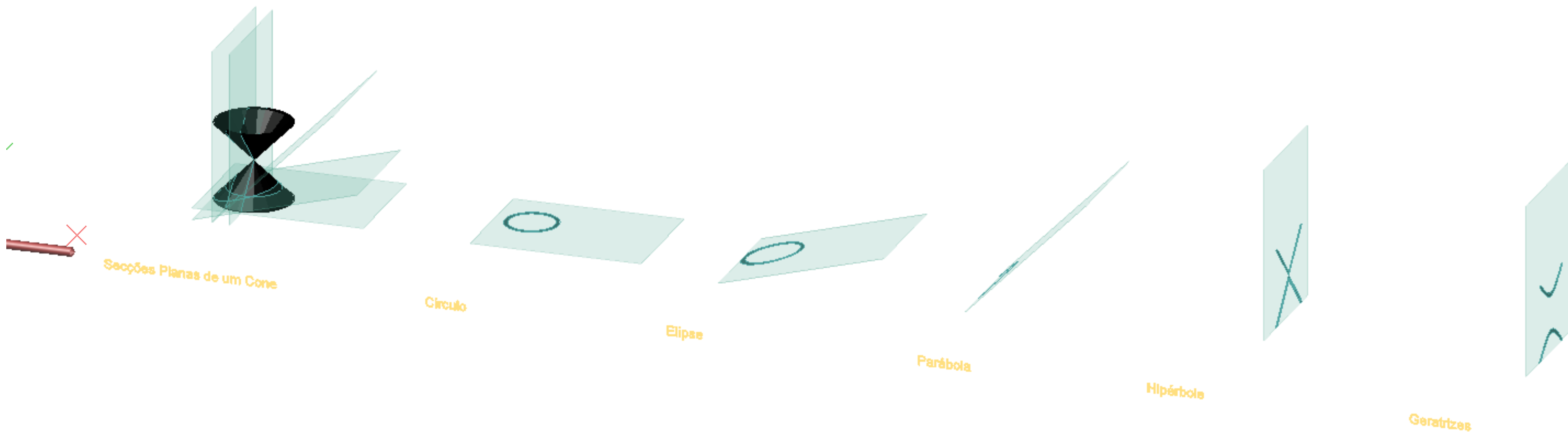


Exerc. 2.6.1 | Fig. Tridimensionais | Hexaedro / Octaedro

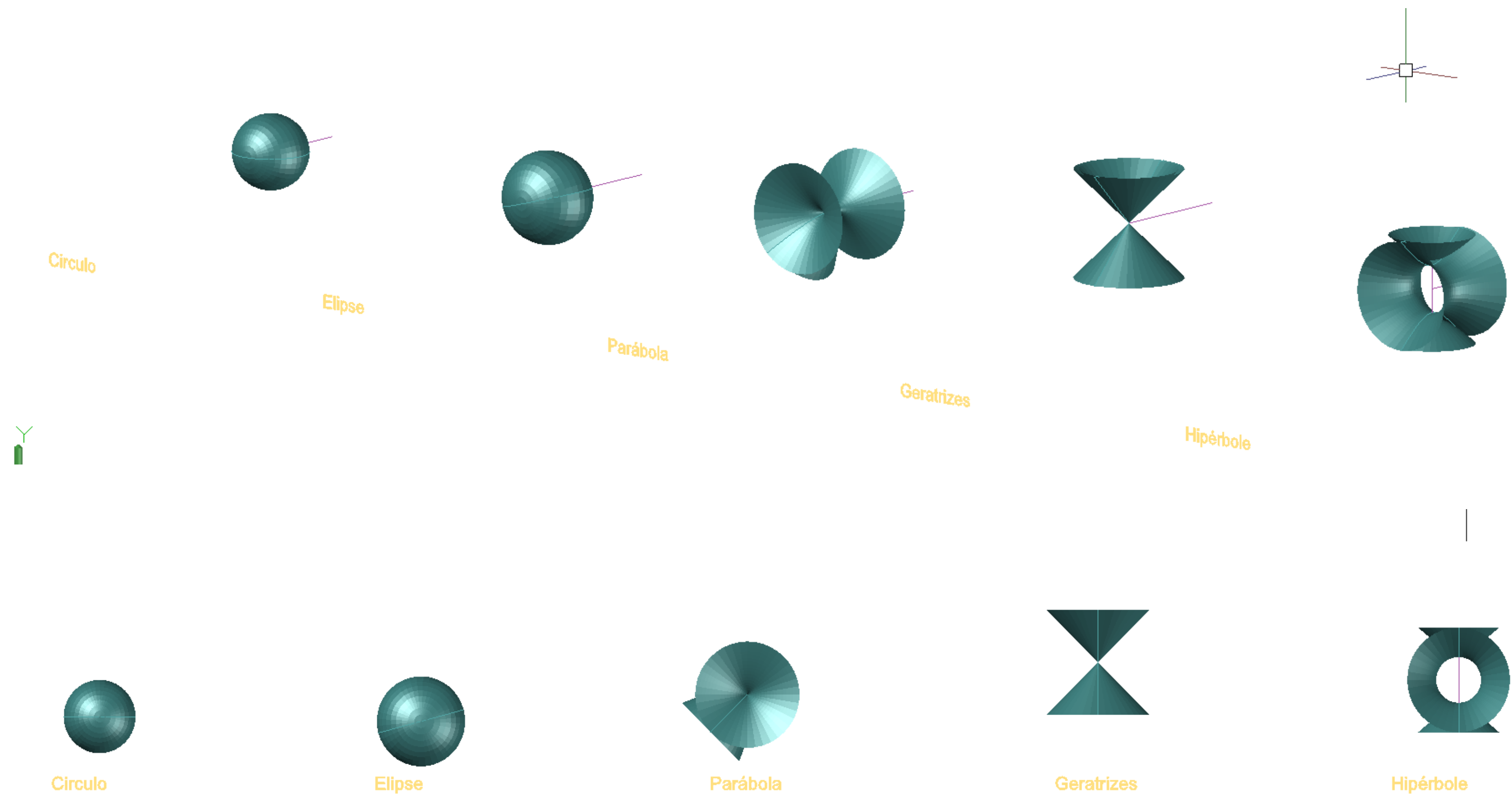


Exerc. 2.6.2 | Fig. Tridimensionais | Dodecaedro / Icosaedro

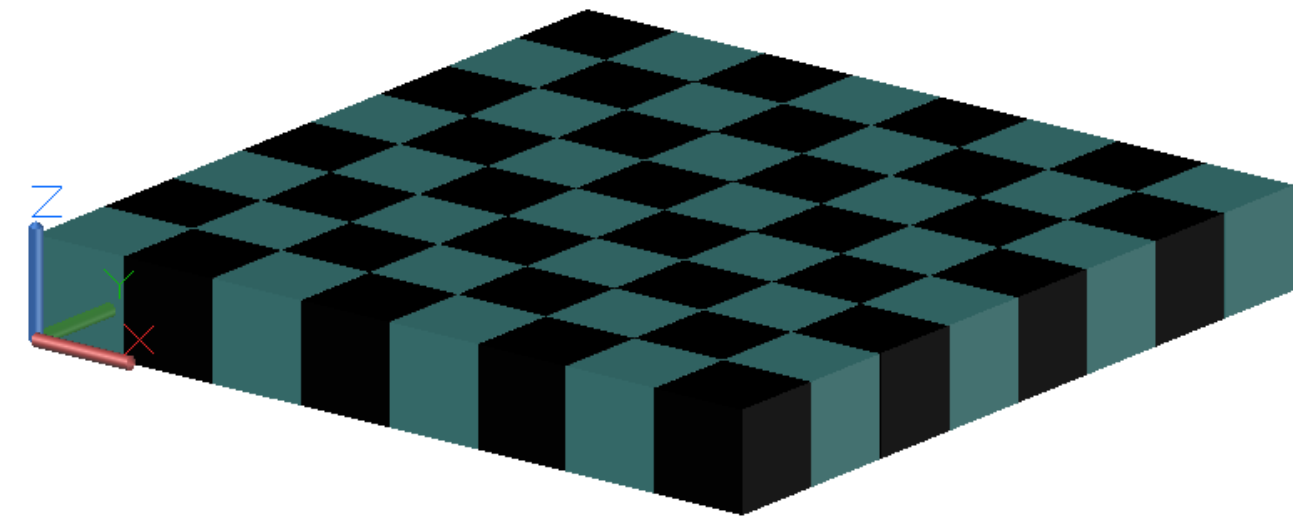
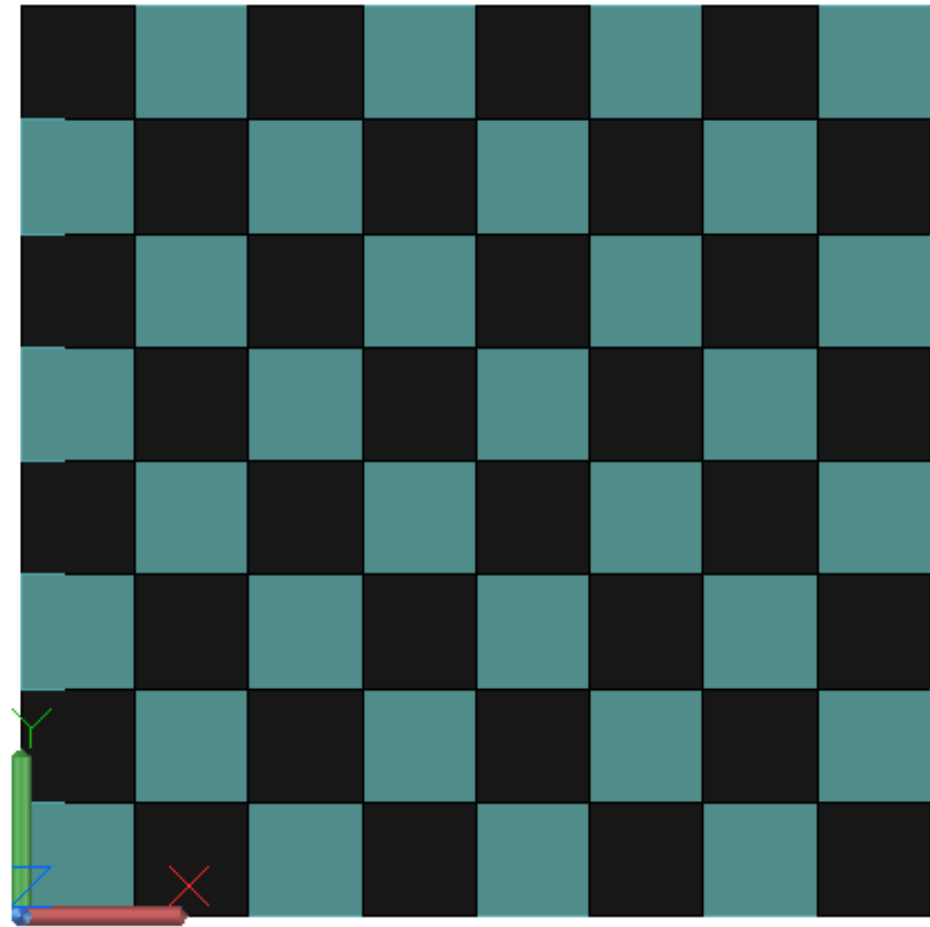
v][FlatWithEdges]



Exerc. 3.1 – Seções Planas - Cone



Exerc. 3.1 – Secções Planas - Cone



Exerc. 4 – Tabuleiro de Xadrez



Exerc. 5 - Introdução ao 3Dmax



C:\Users\leono\Documents\3ds Max 2022

Modeling Freeform Selection Object Paint Populate

Polygon Modeling

Select Display Edit

Name (Sorted Ascending) Frozen

<input type="checkbox"/>	<input type="checkbox"/>	Box002	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box003	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box004	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box005	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box006	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box007	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box008	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box009	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Box010	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Cylinder001	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Cylinder003	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Cylinder006	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Cylinder008	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Line001	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Line002	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Line003	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	Torus001	<input type="checkbox"/>

Default



[+] [Perspective] [High Quality] [Default Shading]

Standard Prim

Object Type

- Box
- Sphere
- Cylinder
- Torus
- Teapot
- TextPlus

Name and

0 / 100

None Selected X: Y: Z: Grid = 10,0cm

drag to select and move objects Enabled: 1 Add Time Tag

Auto Selected Set K. Filters...



Material Editor - Material #1

Modes Material Navigation Options Utilities

Material #1 Physical Material

Presets {Finishes}

Physical material

Material Mode: Simple

Coating Parameters

Basic Parameters Base Color and Reflections



- Select Display Edit
- Name (Sorted Ascending)
- Box002
 - Box003
 - Box004
 - Box005
 - Box006
 - Box007
 - Box008
 - Box009
 - Box010
 - Cylinder001
 - Cylinder003
 - Cylinder006
 - Cylinder008
 - Line001
 - Line002
 - Line003
 - Torus001

Standard Material

Object Properties

- Box
- Sphere
- Cylinder
- Torus
- Teapot
- TextPlane

Name

