



Modelação e Visualização Tridimensional em Arquitectura

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MVTA

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Docente - Nuno Alão 3º Ano

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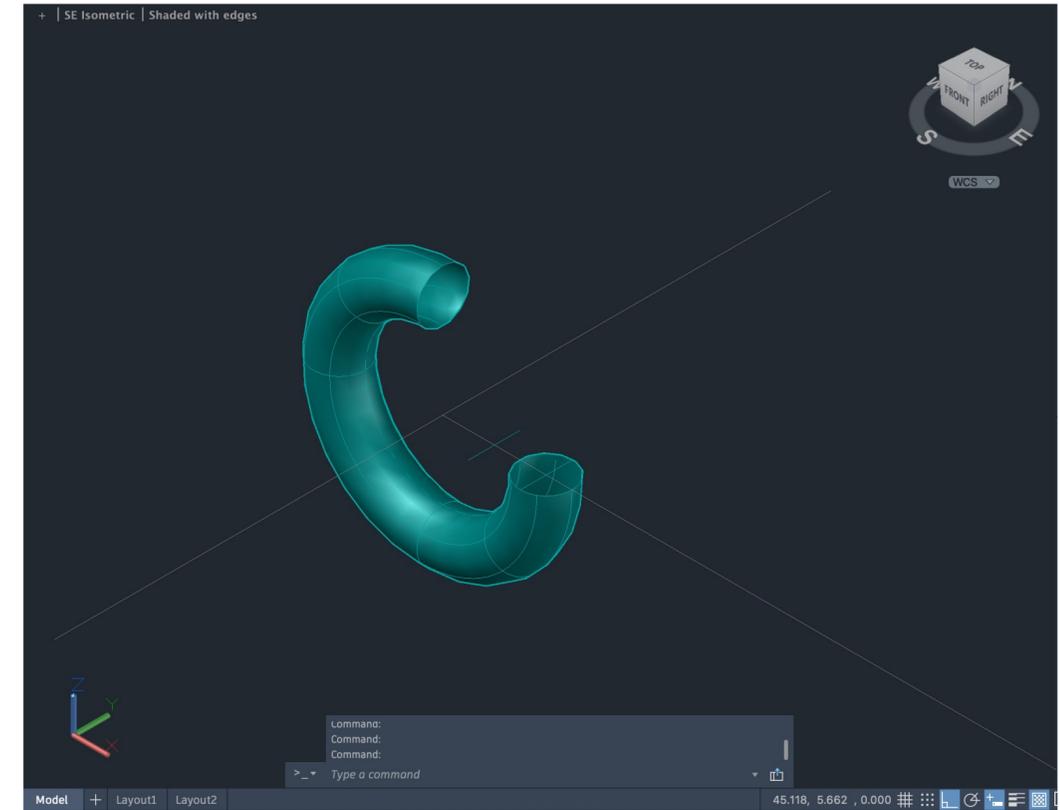
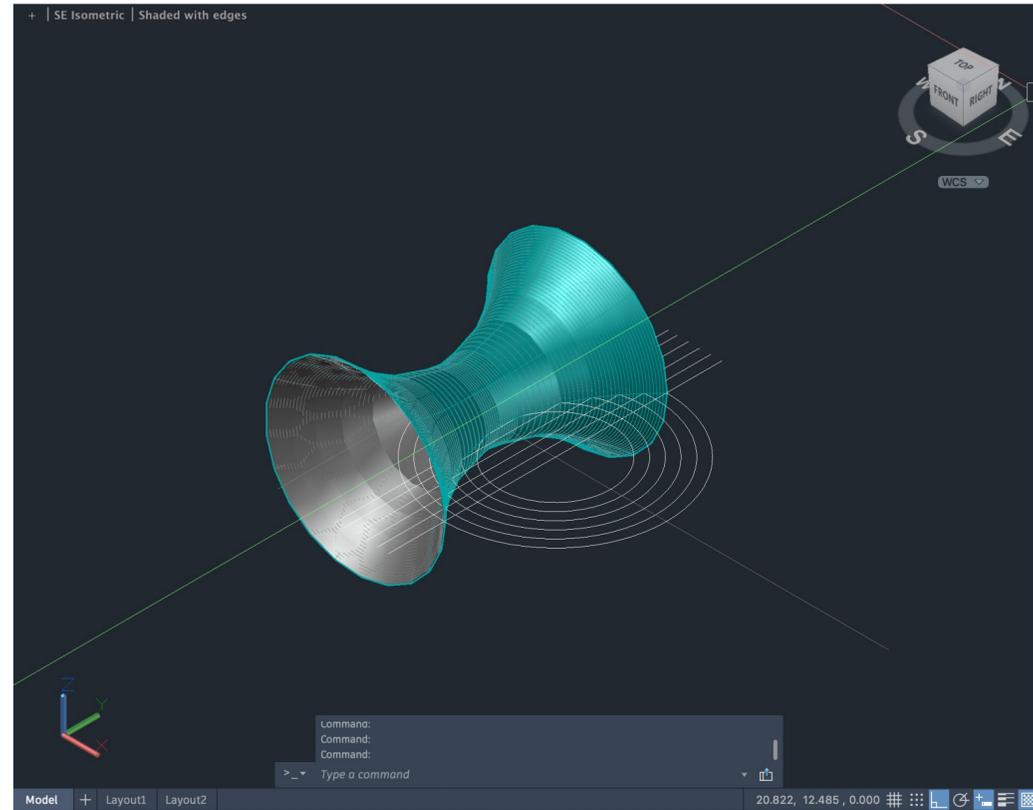
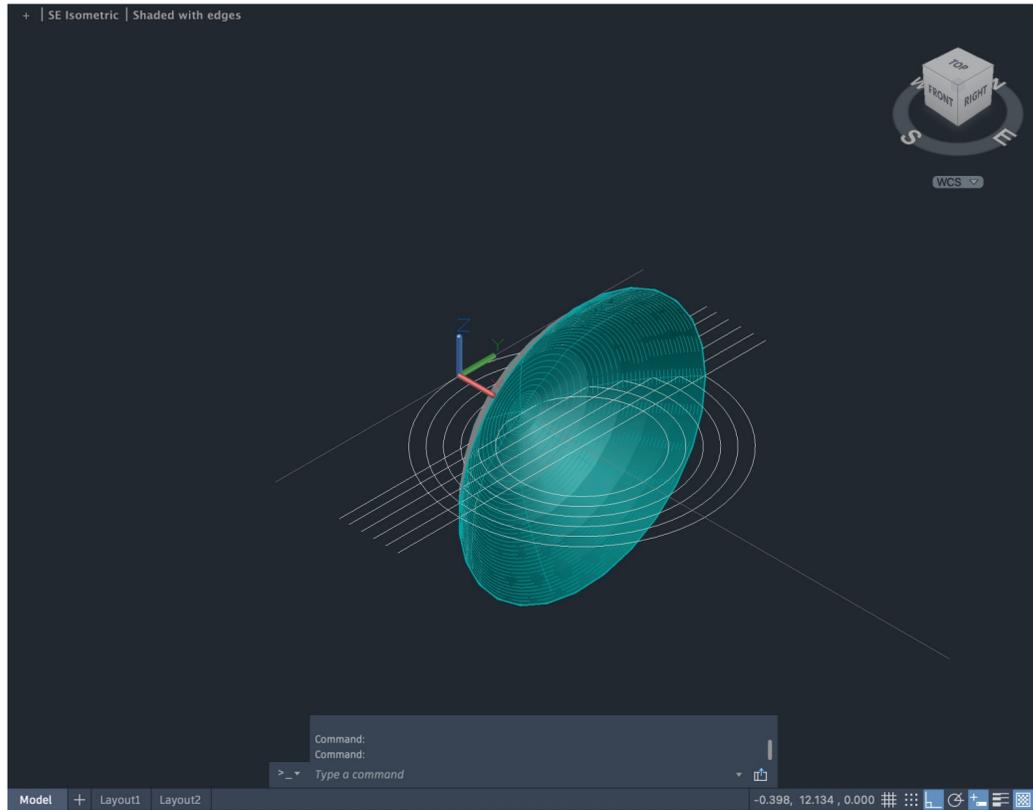
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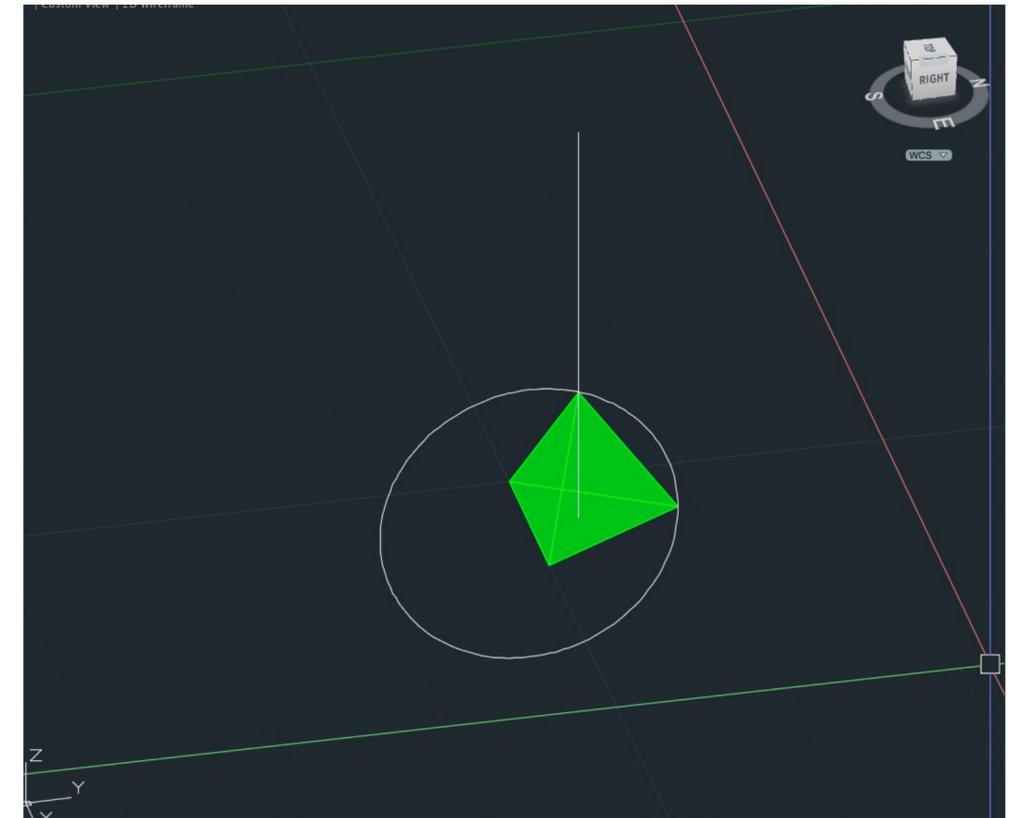
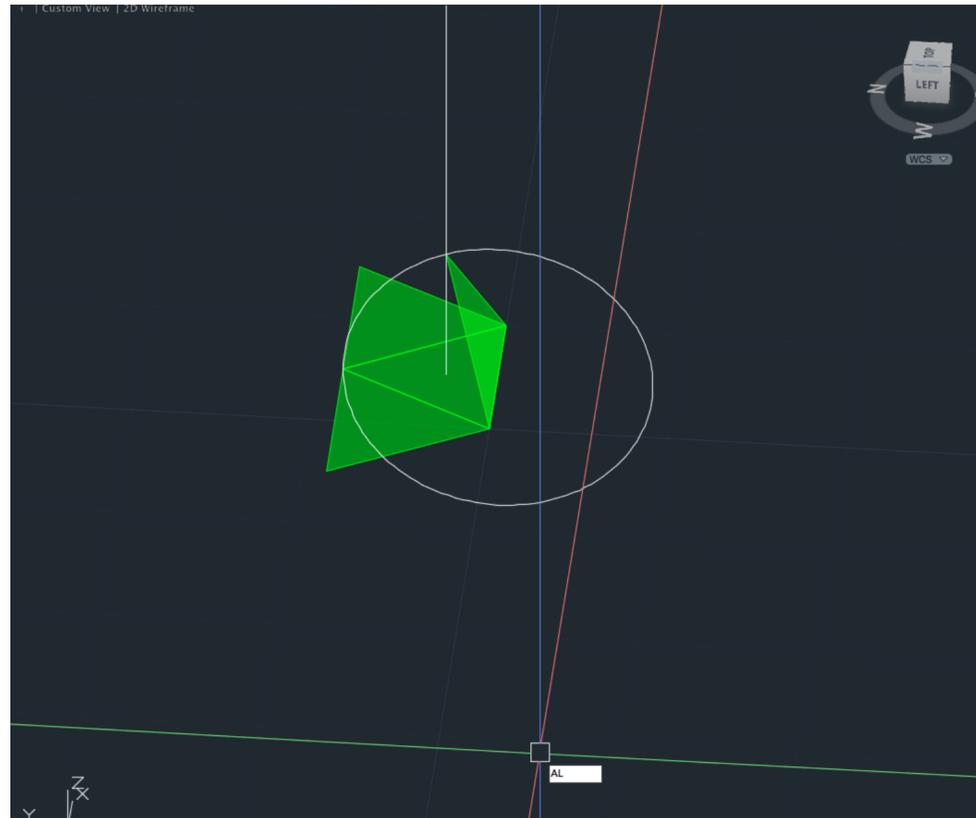
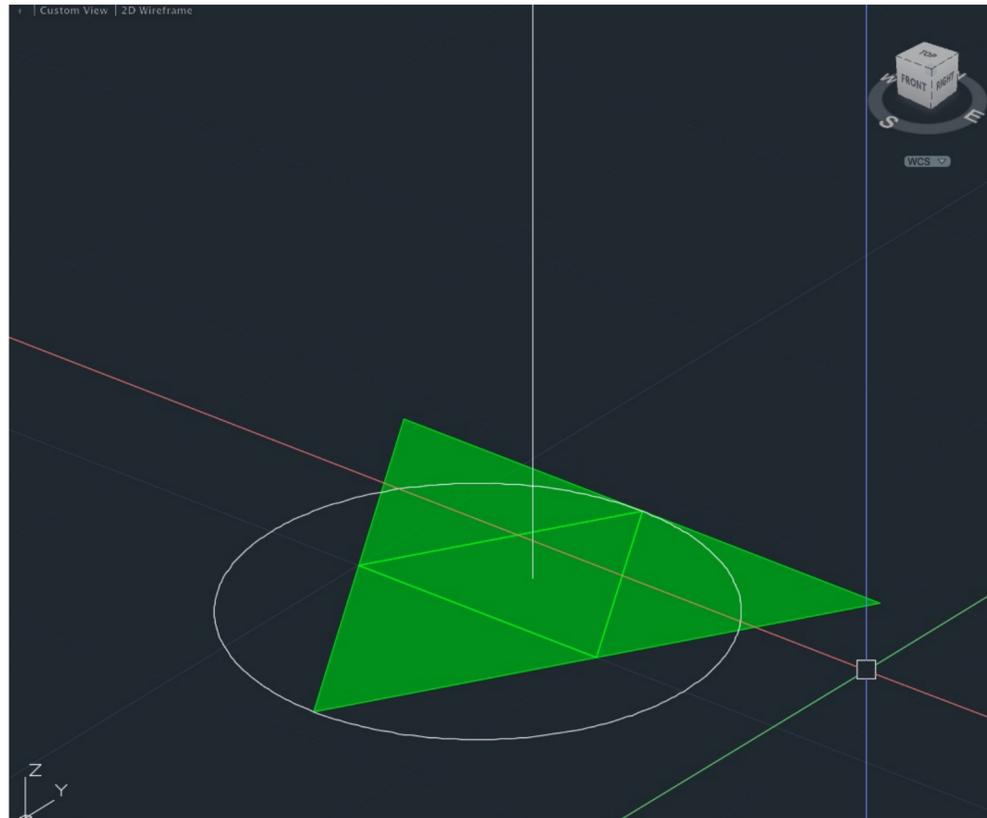
11. TRABALHO INDIVIDUAL casa do minho, raul lino



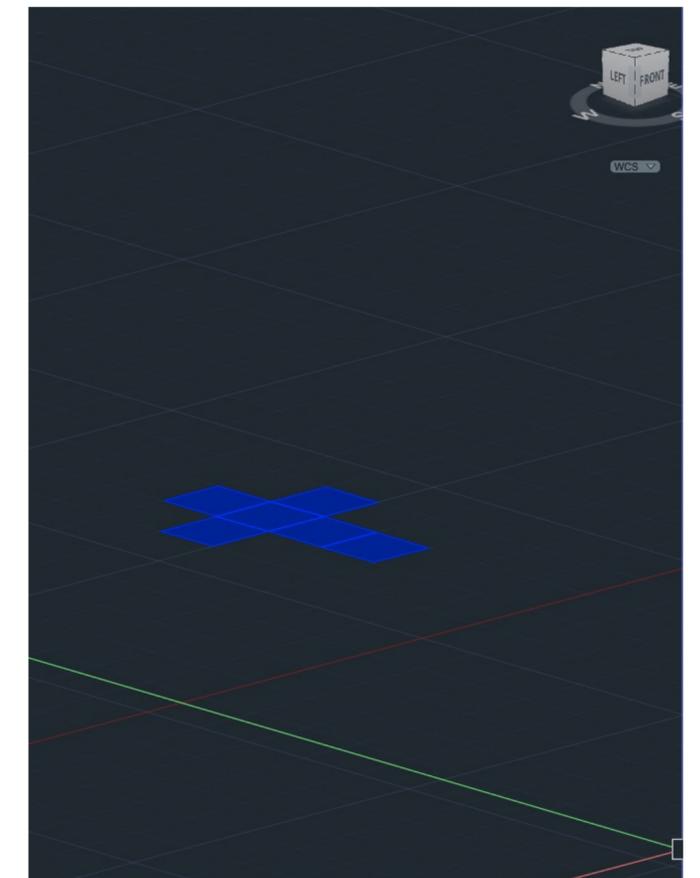
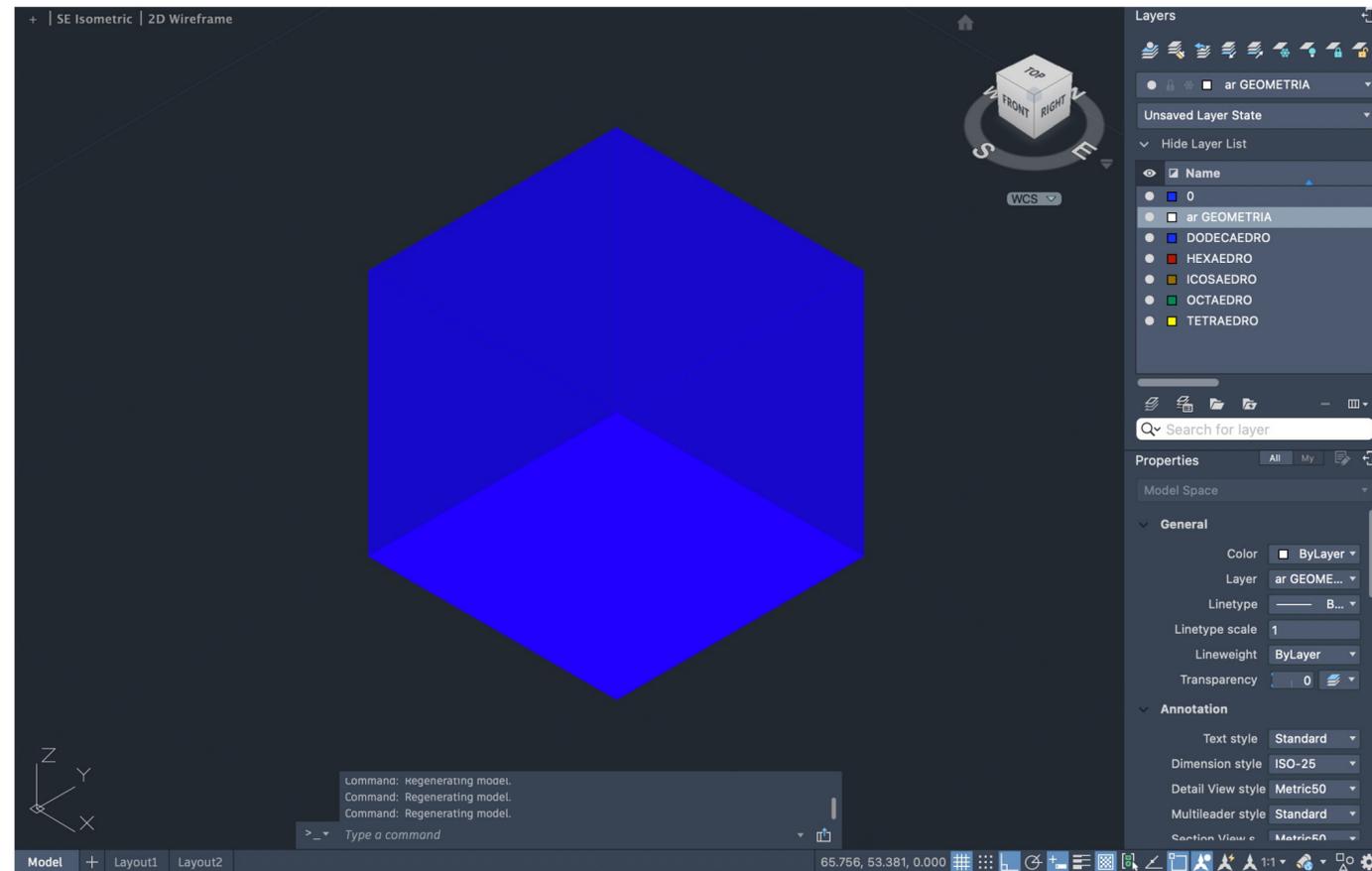
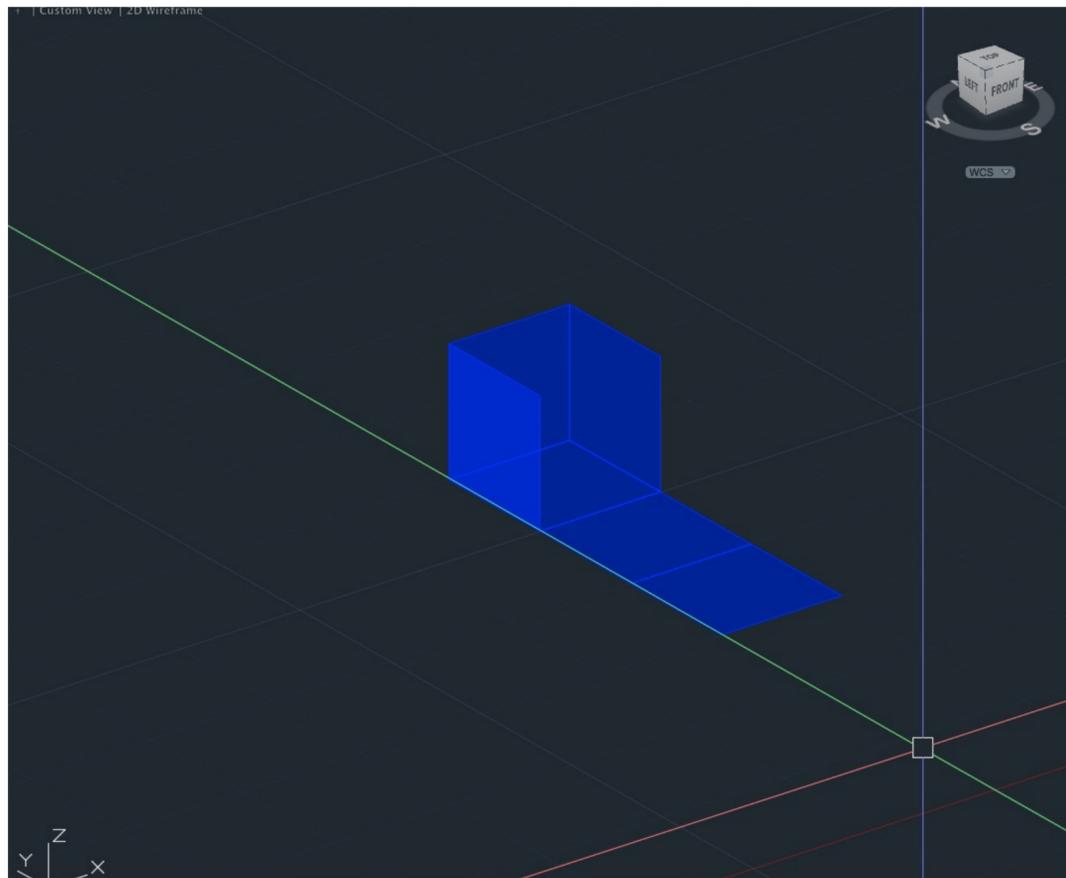
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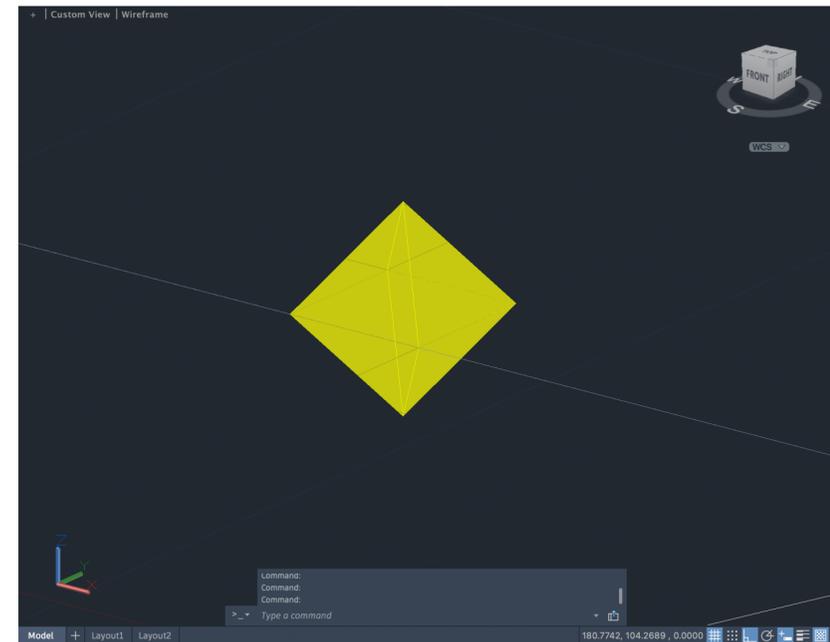
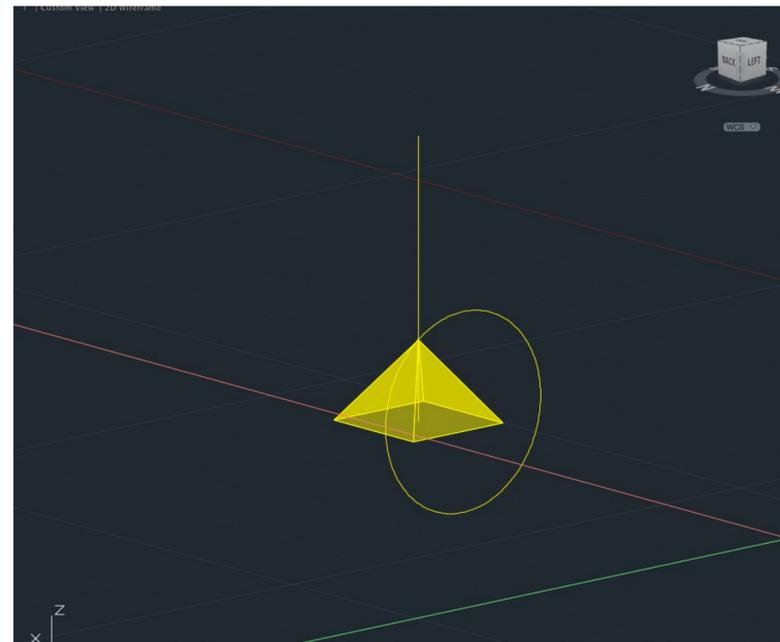
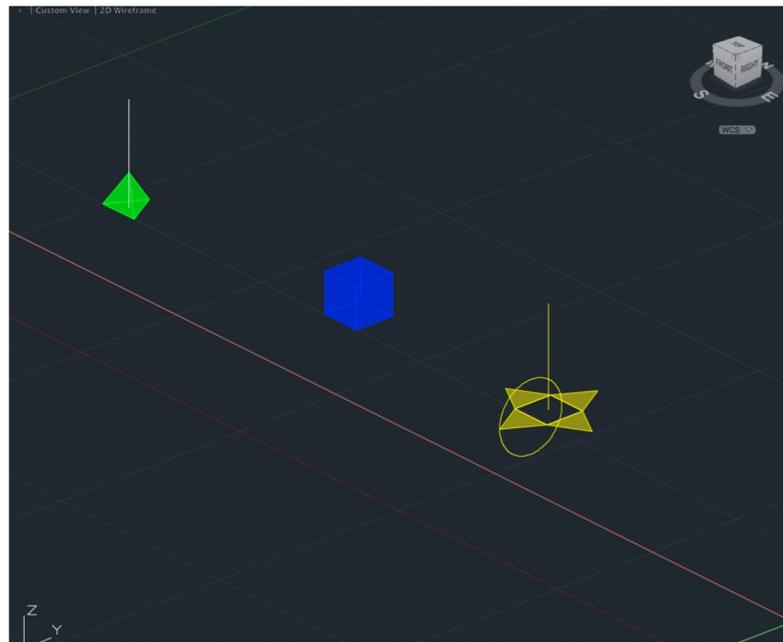
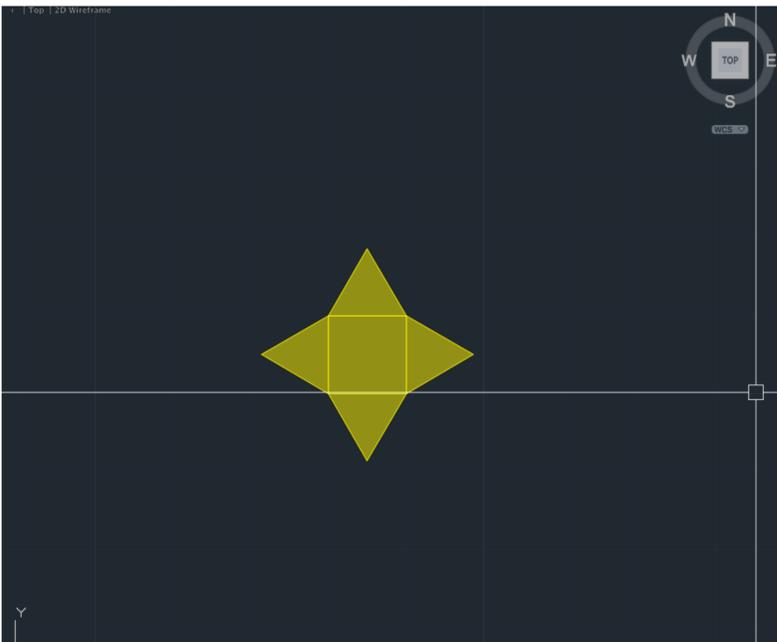
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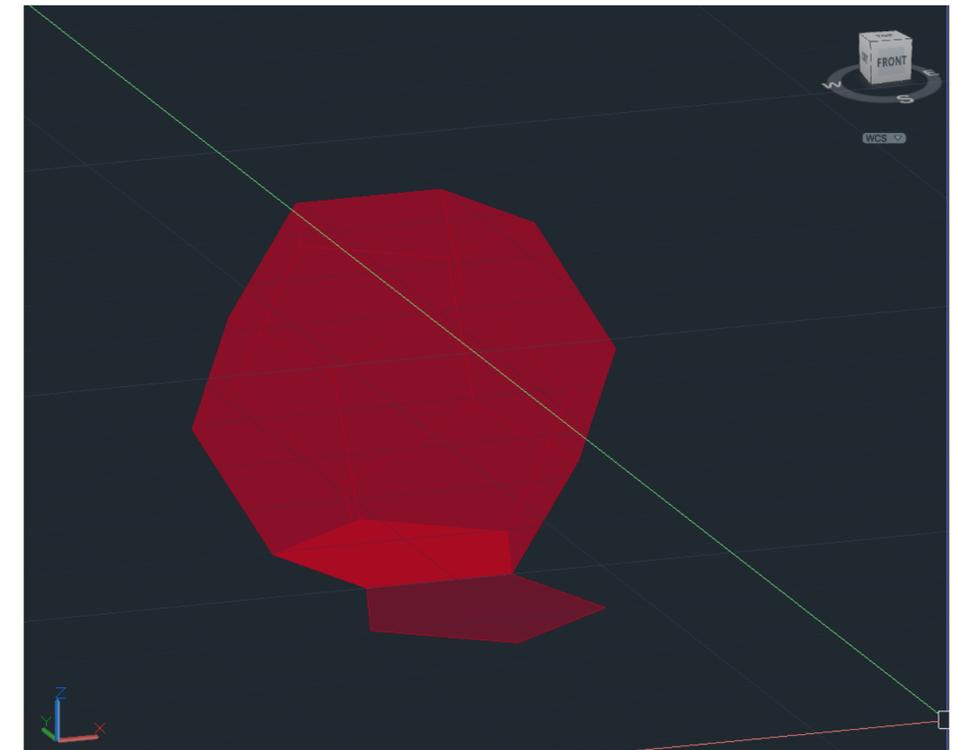
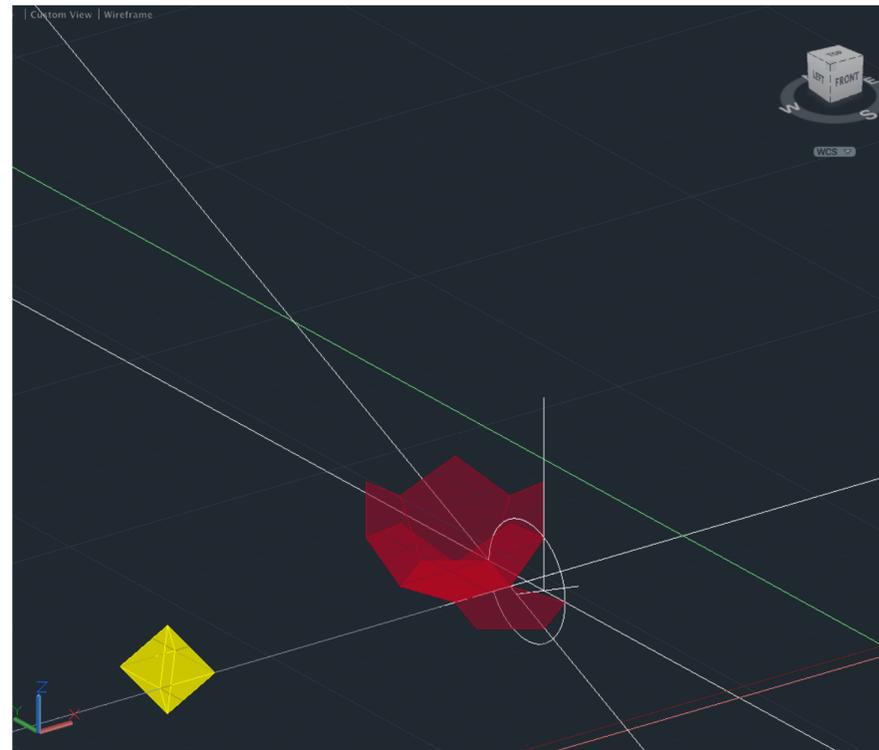
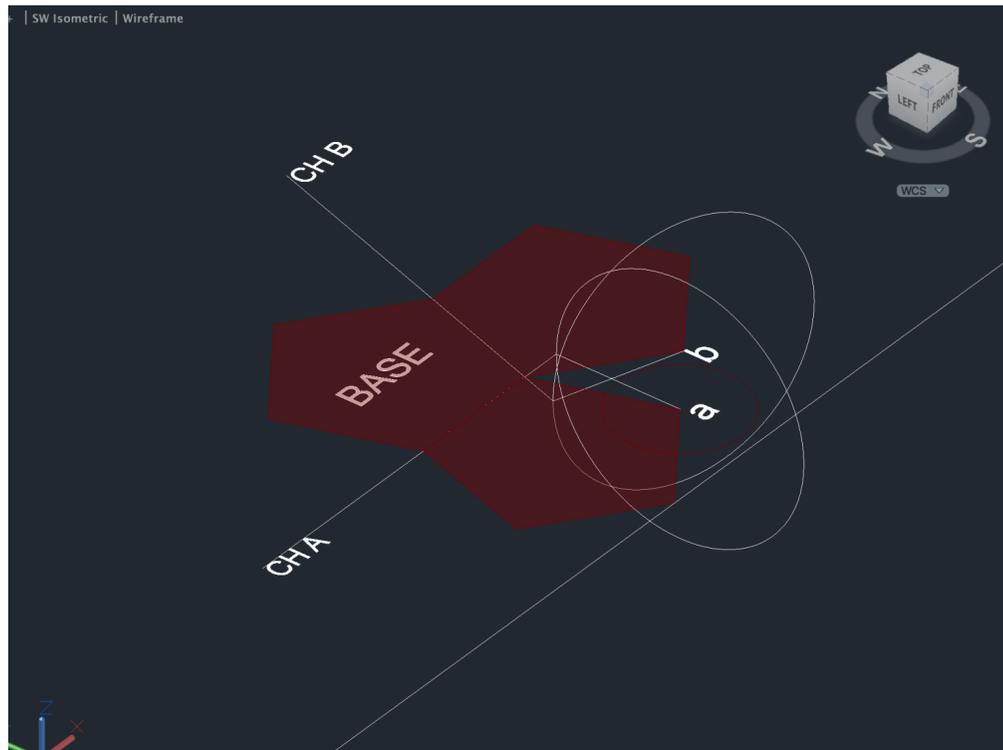
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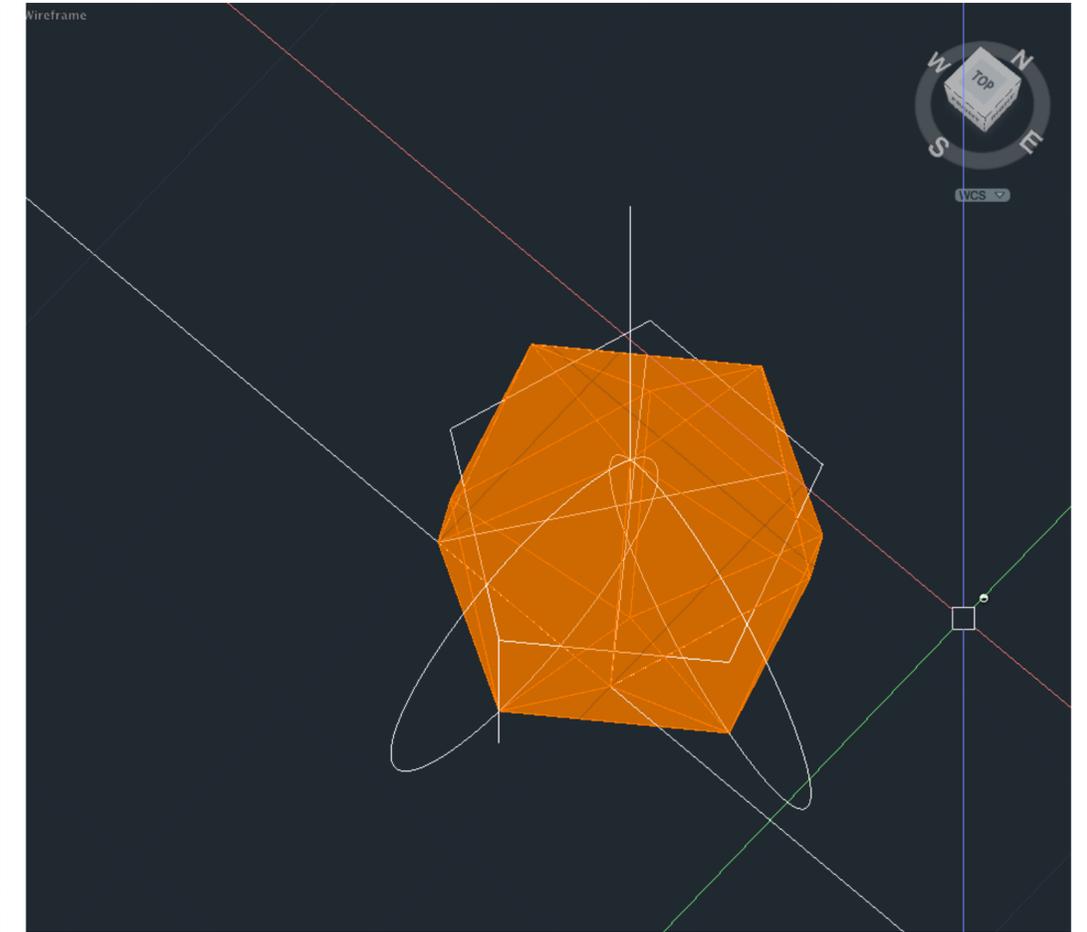
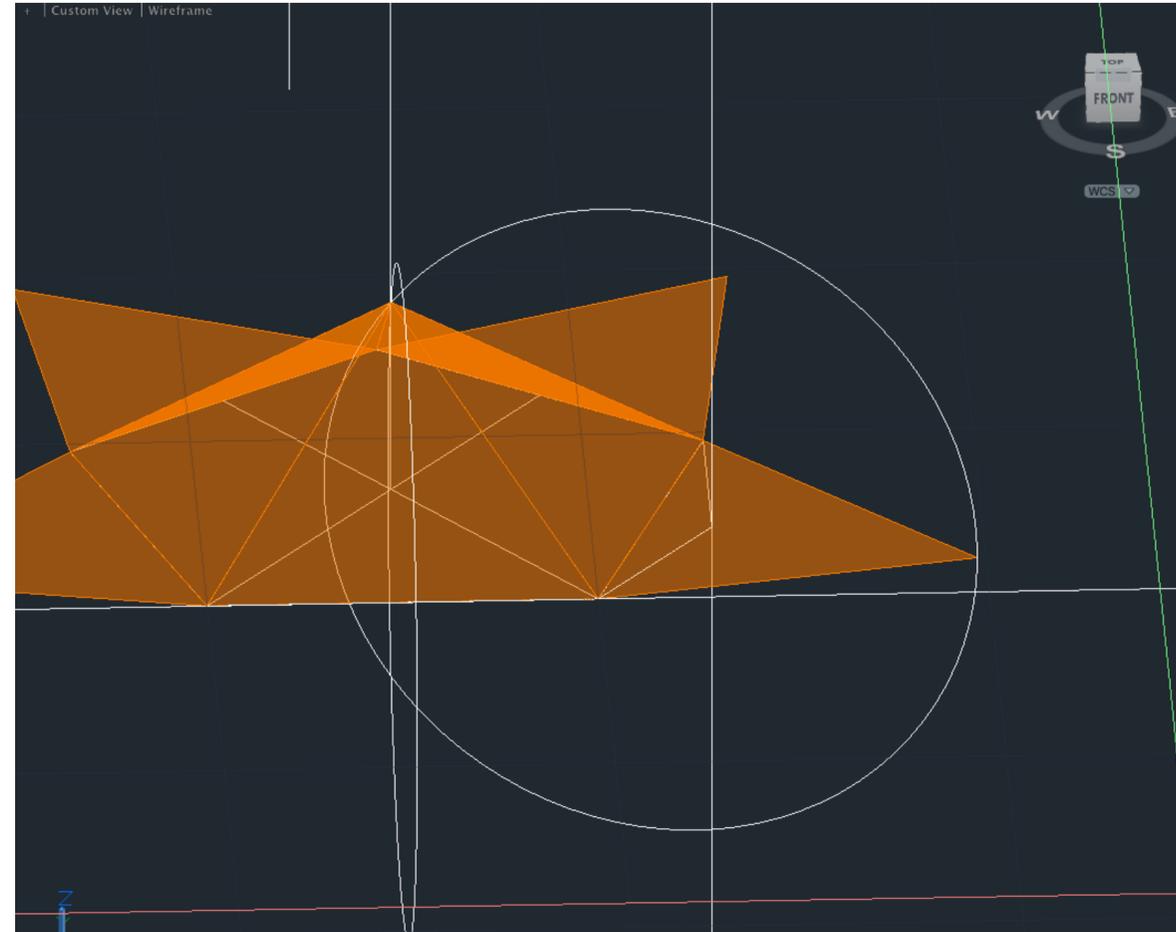
Exerc. 2.2 – HEXAEDRO E PLANIFICAÇÃO



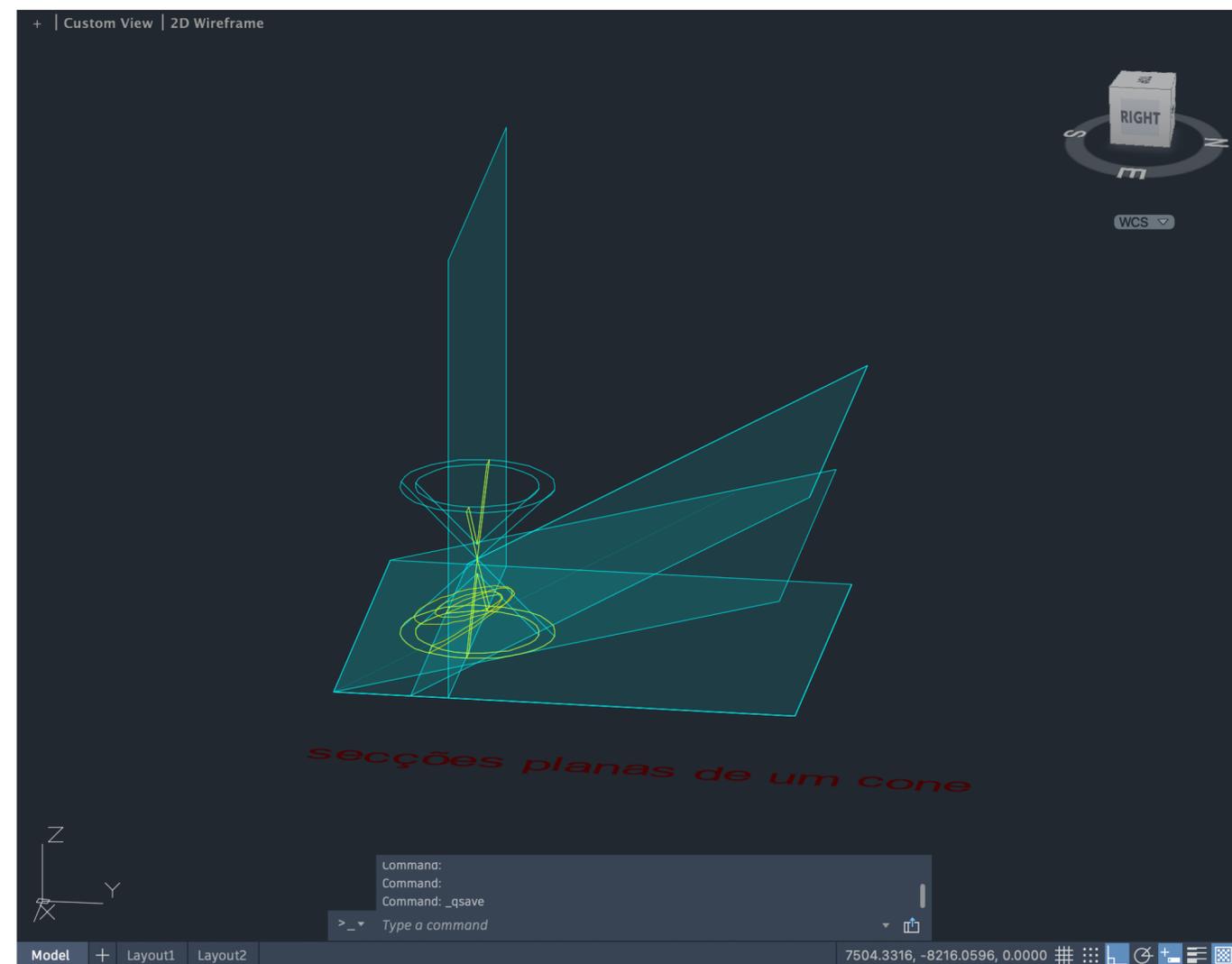
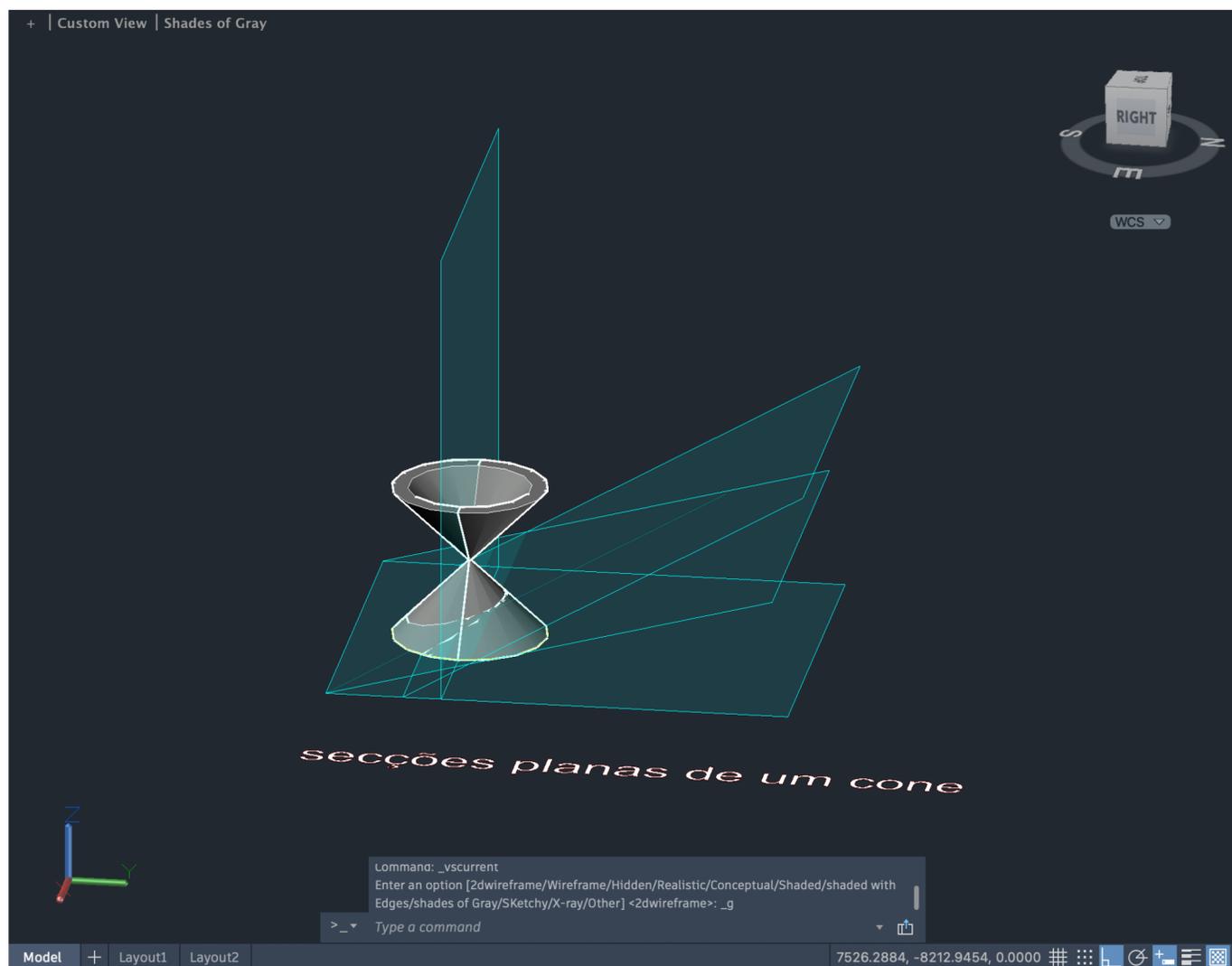
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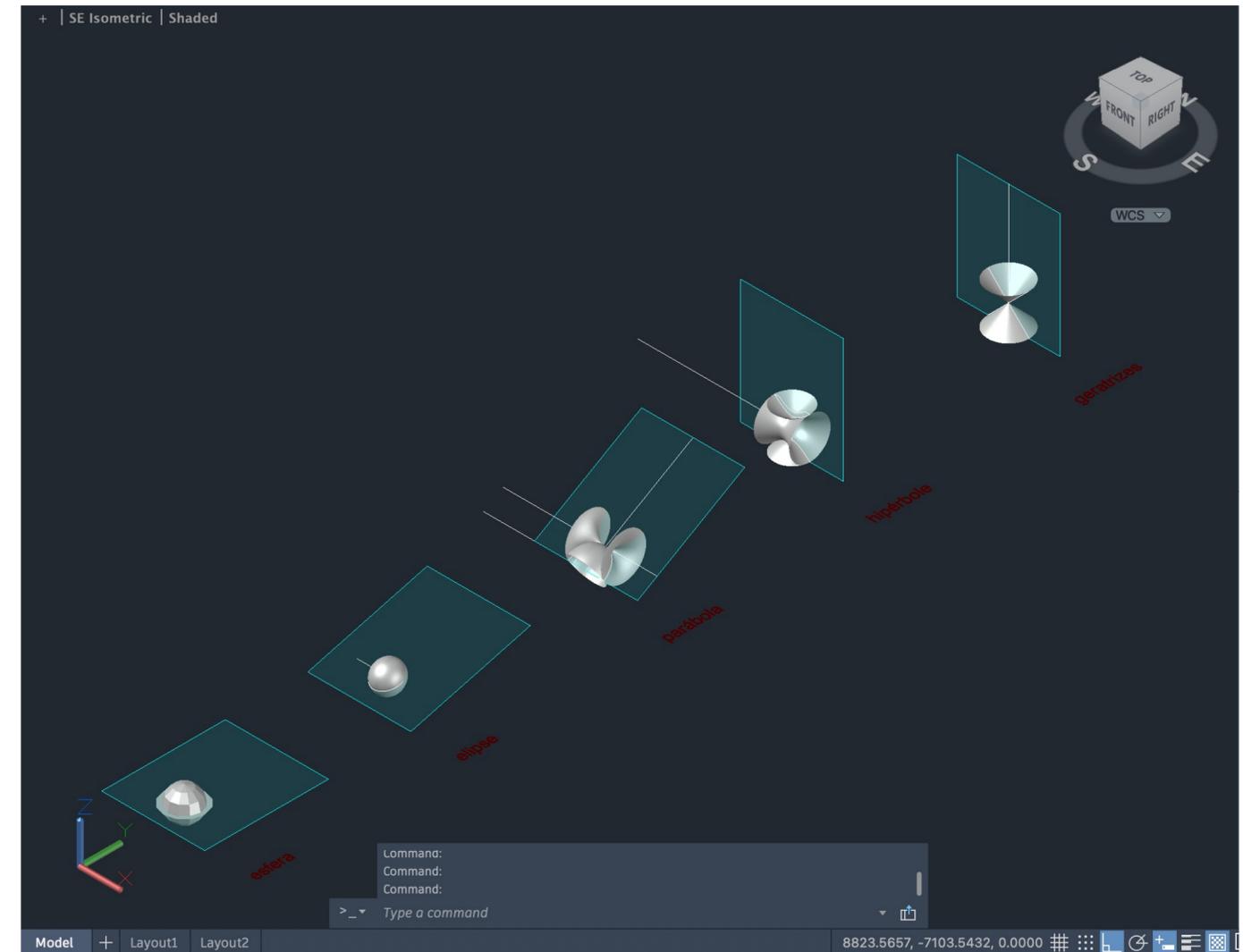
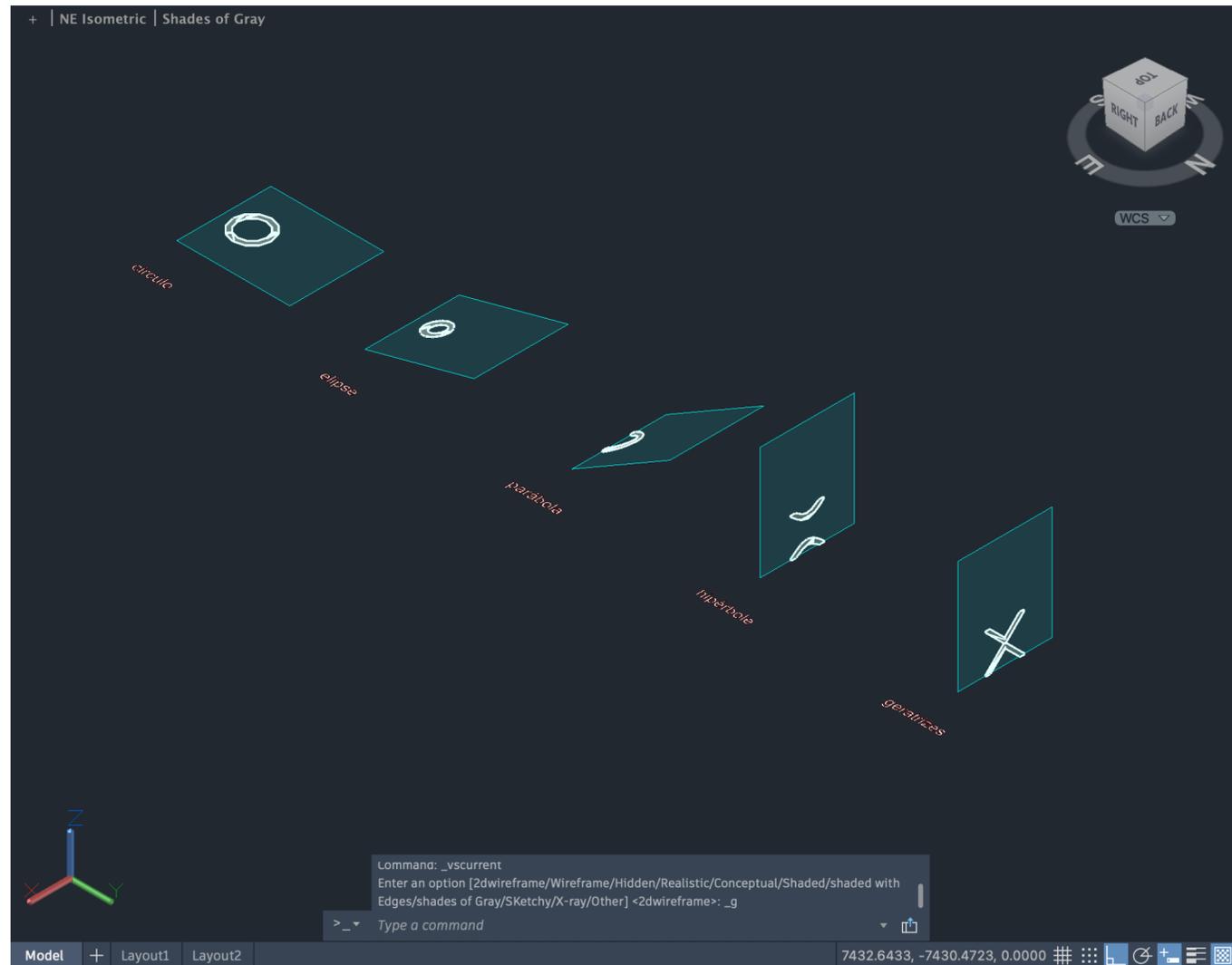
Exerc. 2.5 – DODECAEDRO



Exerc. 2.6 – ICOSAEDRO

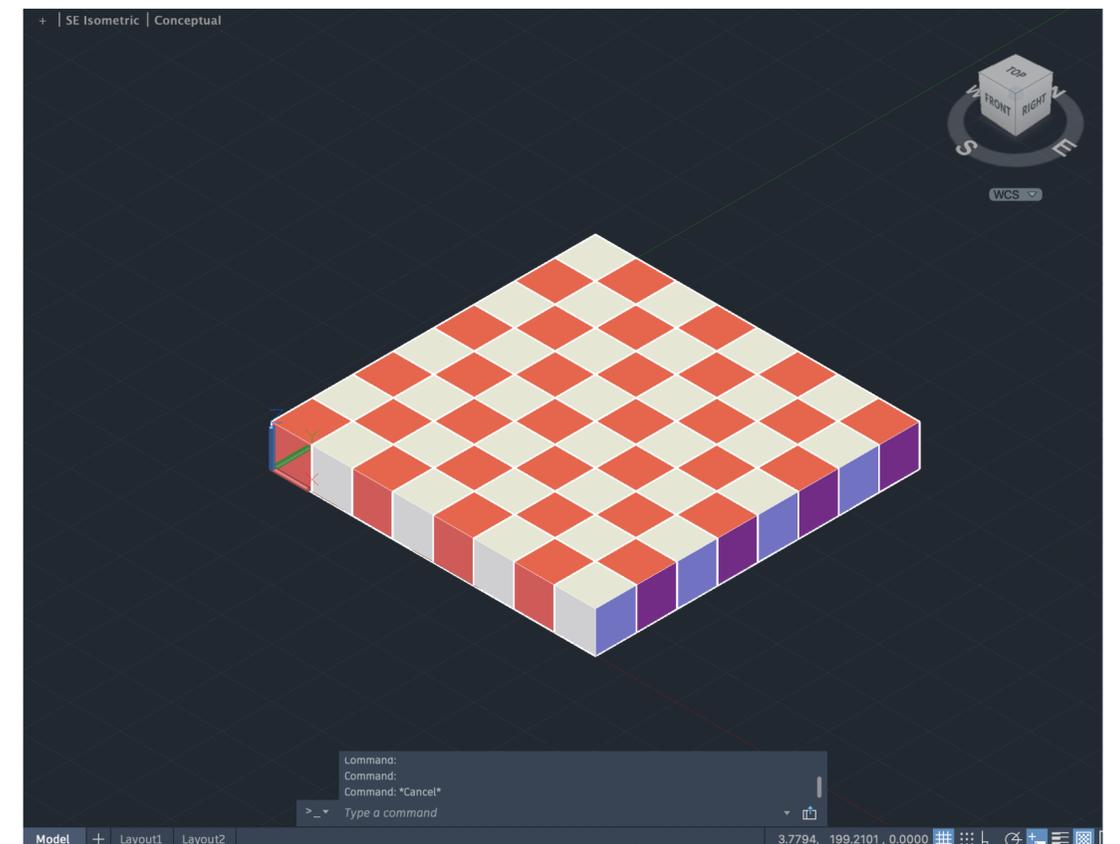
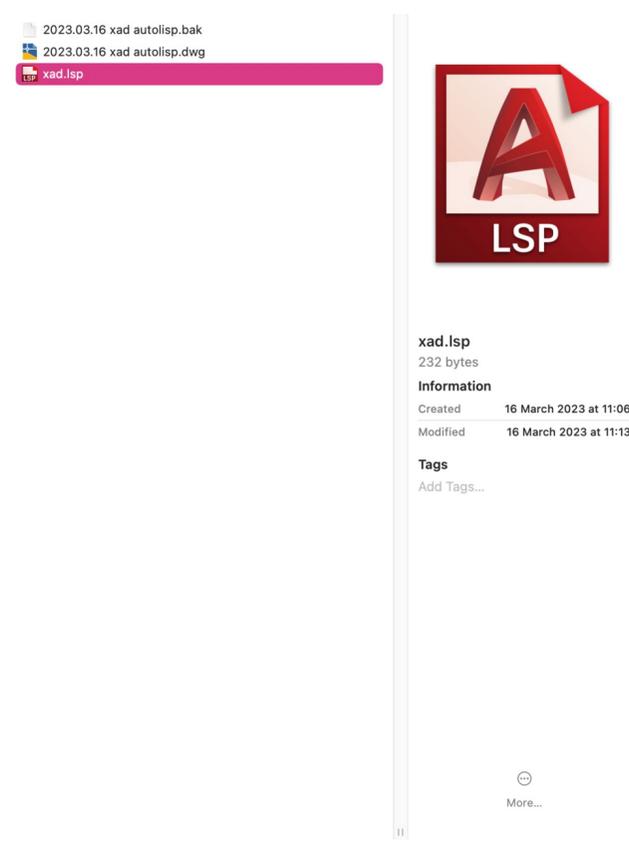


Exerc. 3 – SECÇÕES PLANAS

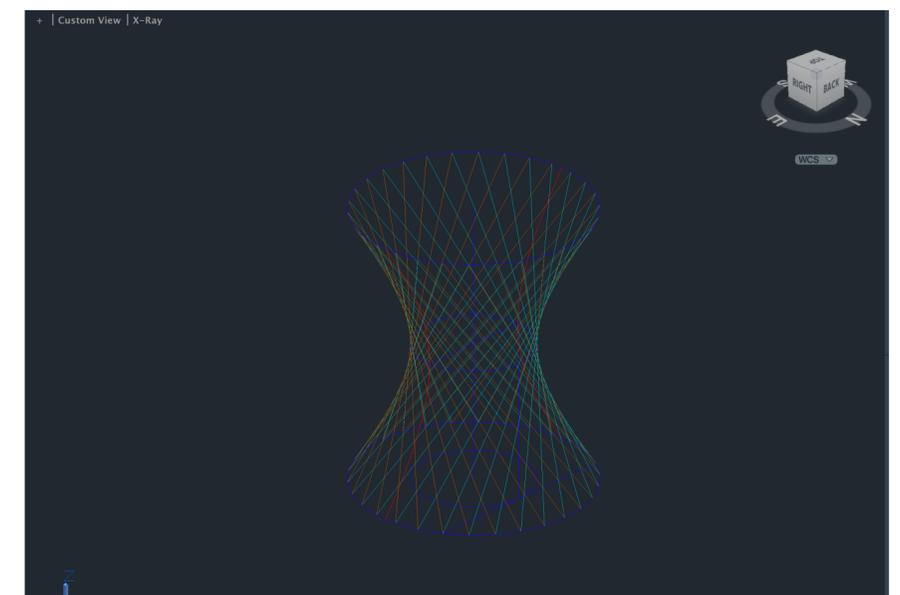
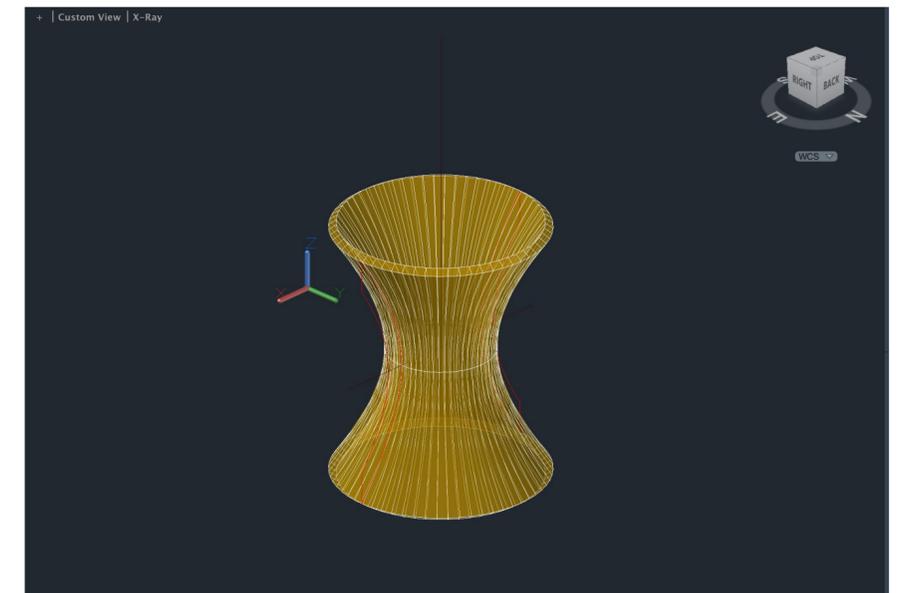
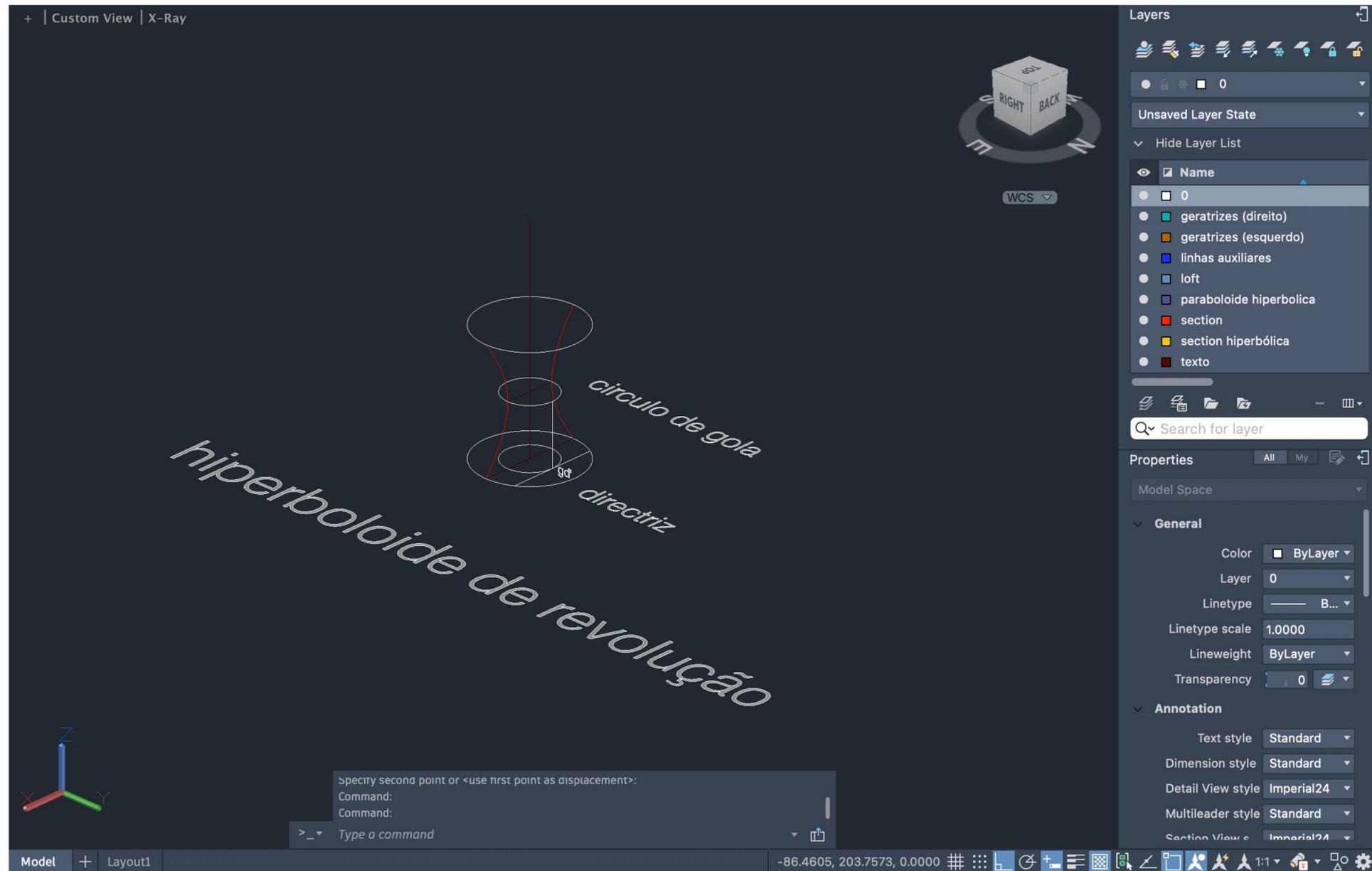


Exerc. 3 – SECÇÕES PLANAS

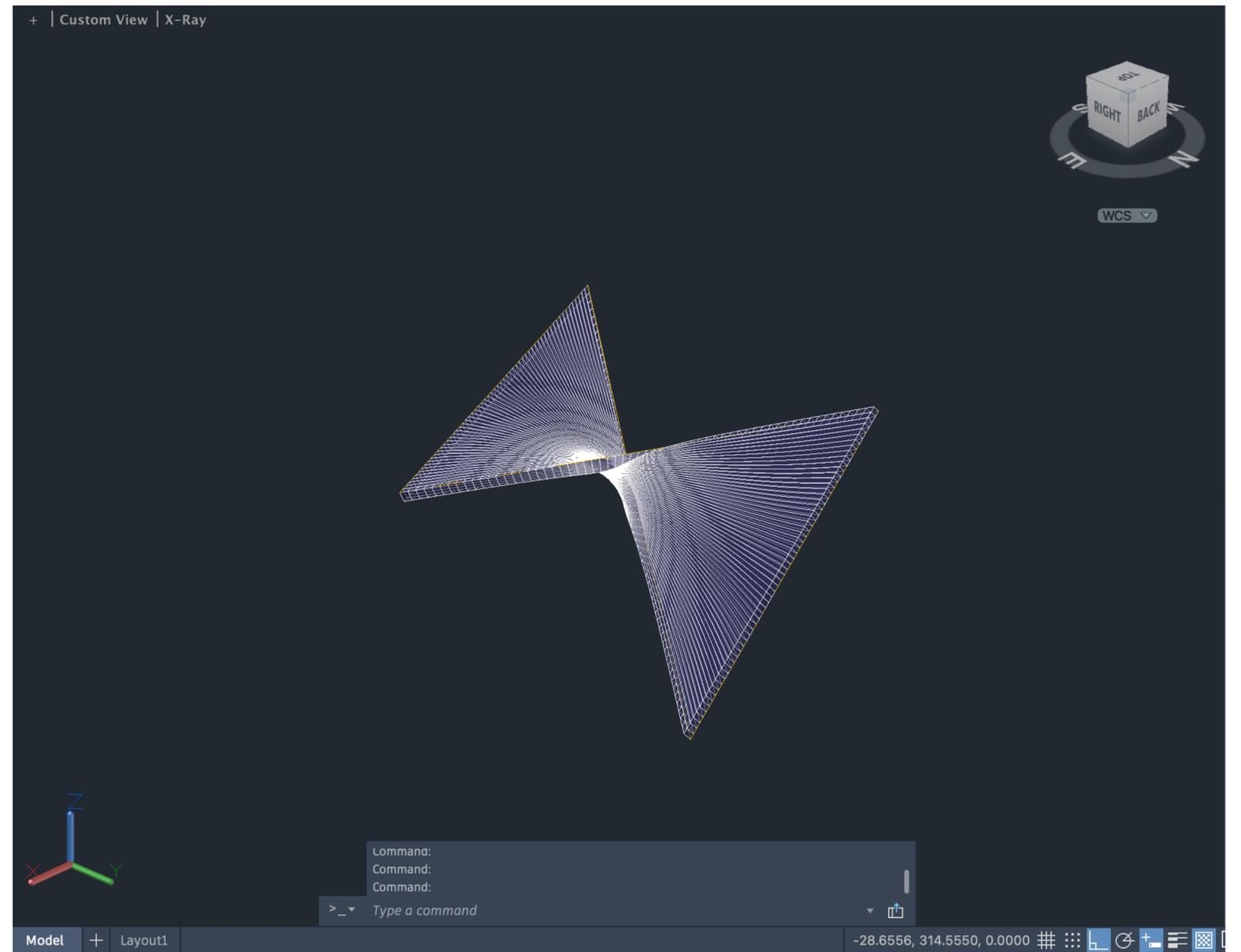
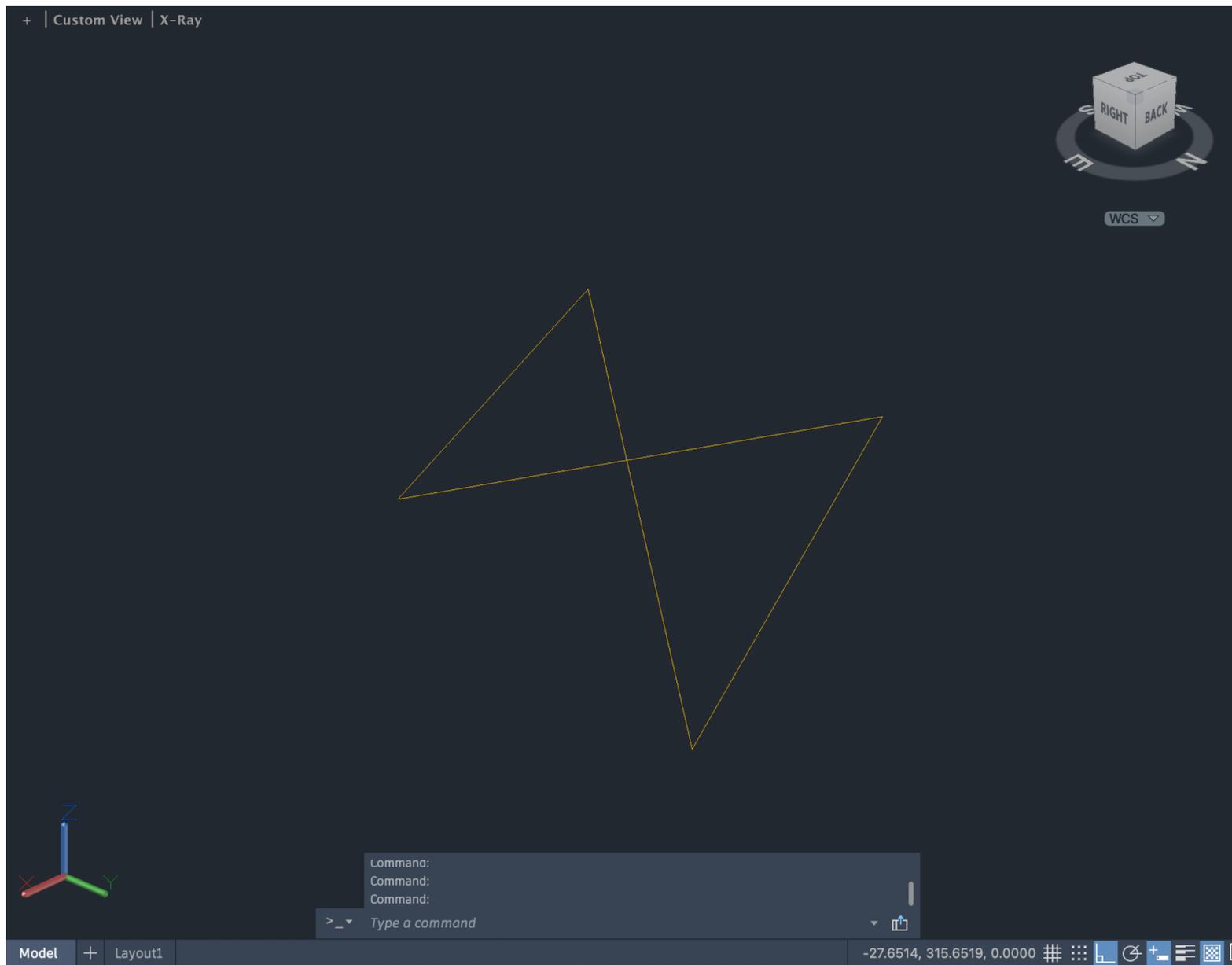
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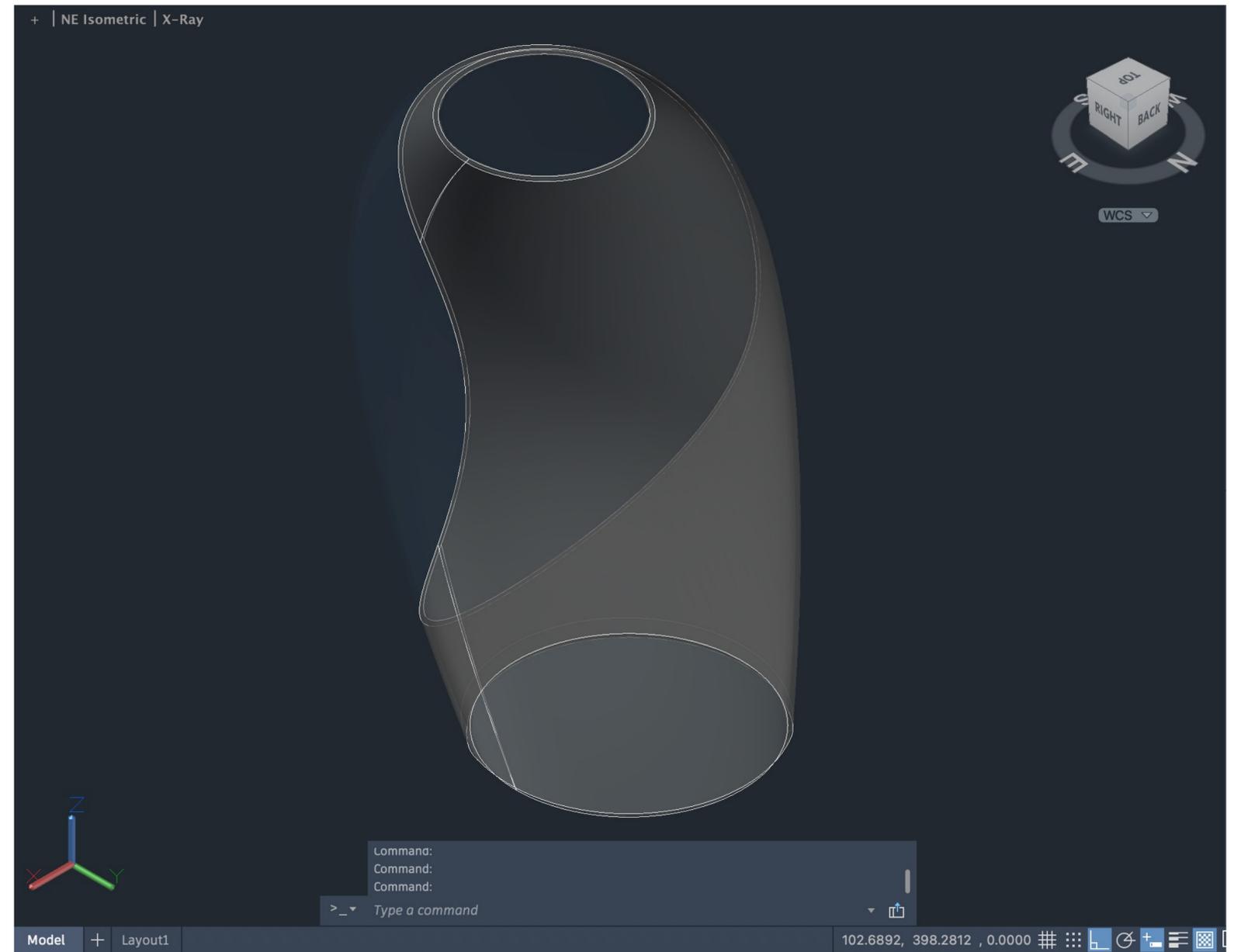
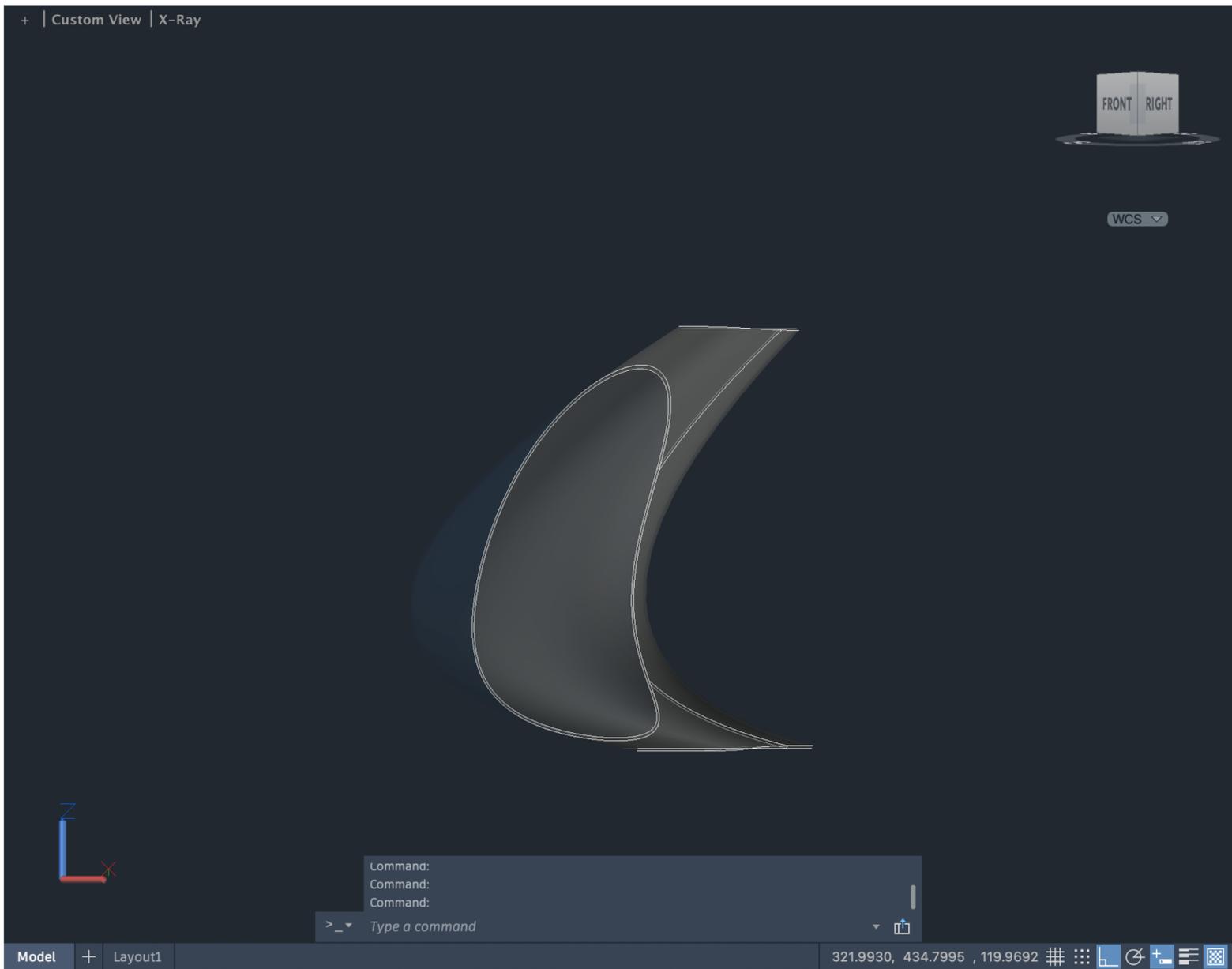
Exerc. 4 – TABULEIRO DE XADRES



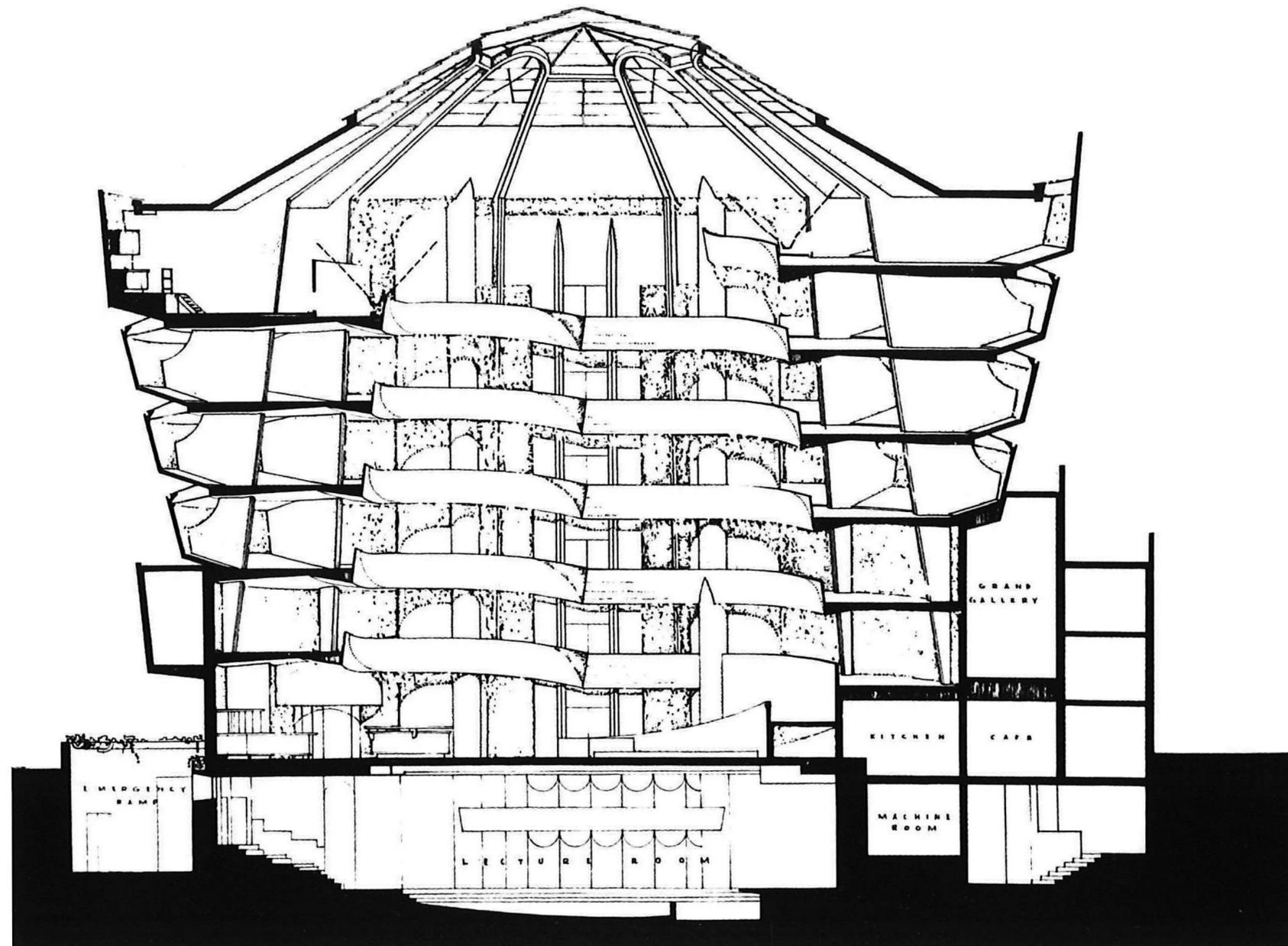
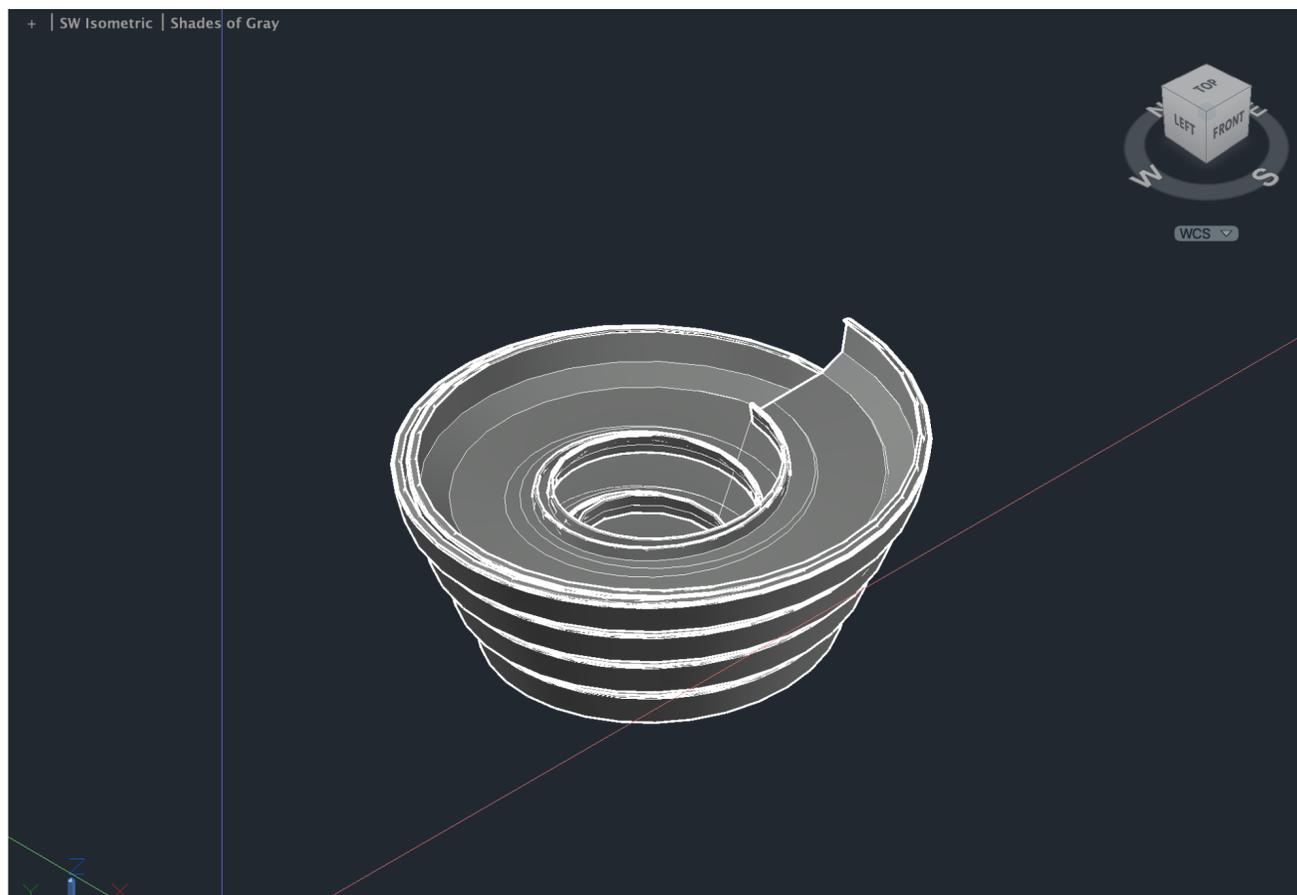
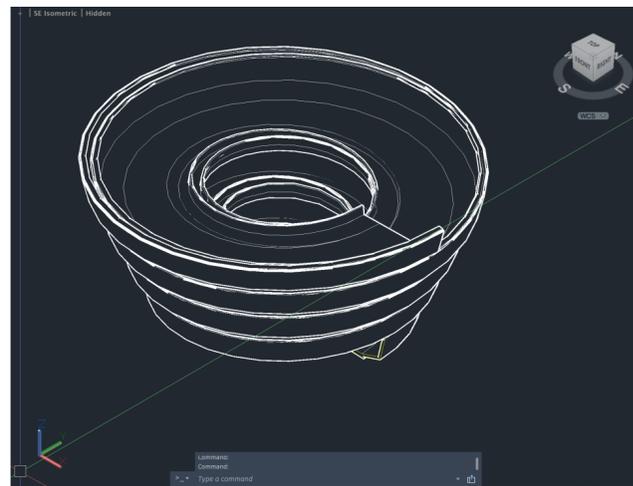
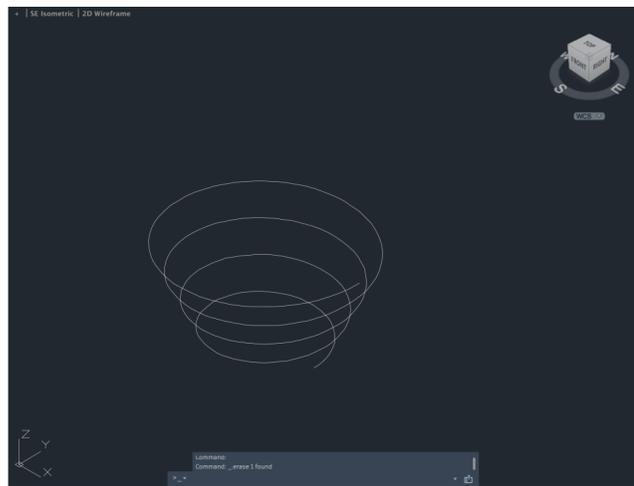
Exerc. 5.1 – SUPERFÍCIES HIPERBÓLICAS



Exerc. 5.2 – PARABOLOIDE HIPERBÓLICO



Exerc. 5.3 – OPERAÇÕES BOLEARES



Exerc. 6 - MODELAÇÃO DO MUSEU GUGGENHEIM



9. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 10 e 10a)



SUDOESTE

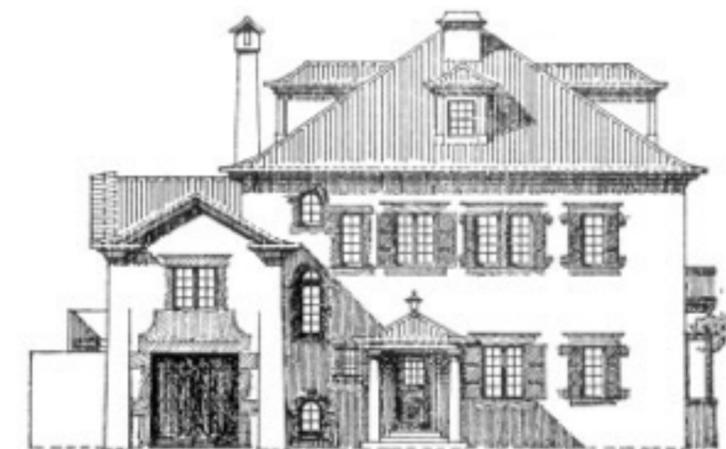


NORDESTE

10. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 9 e 10a)

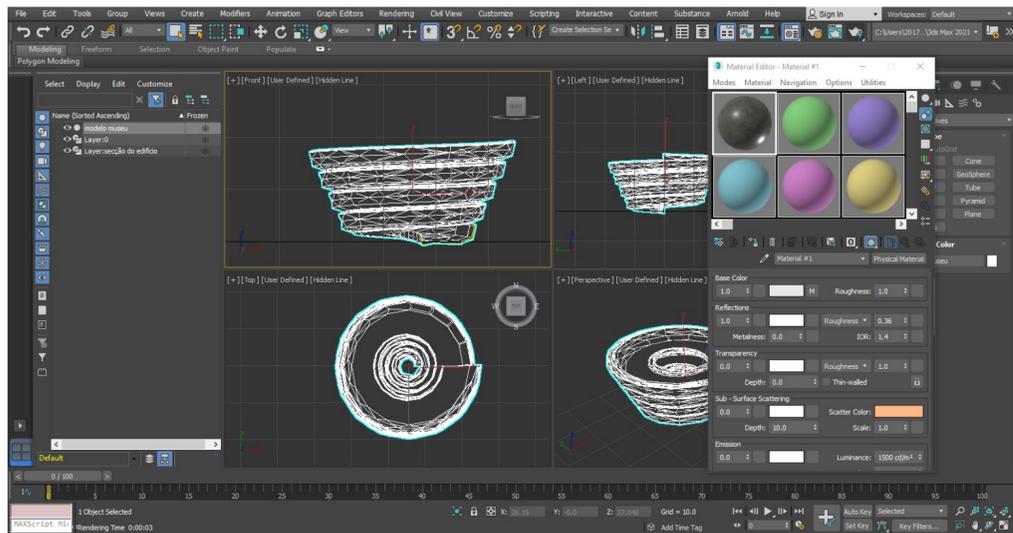
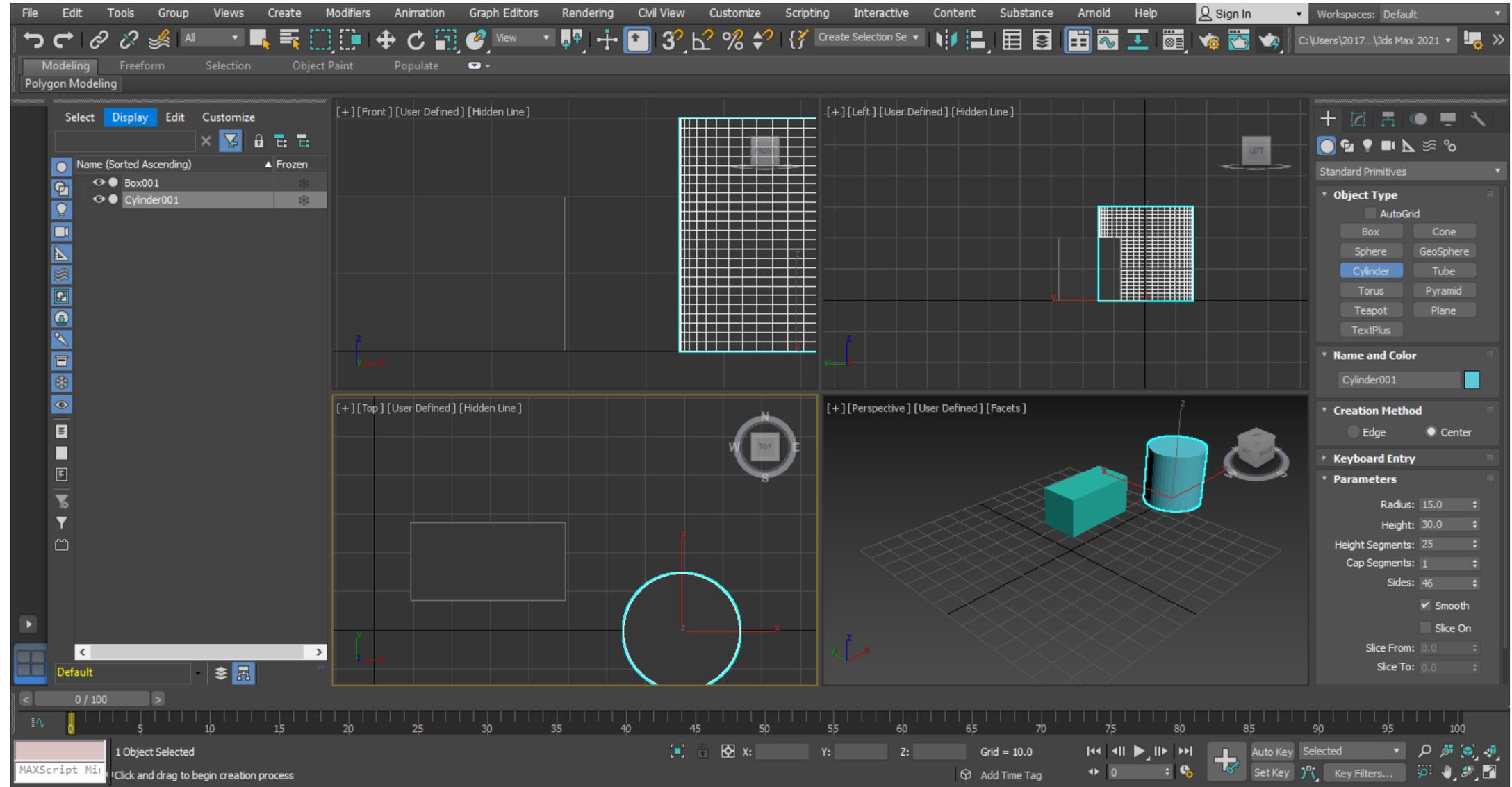
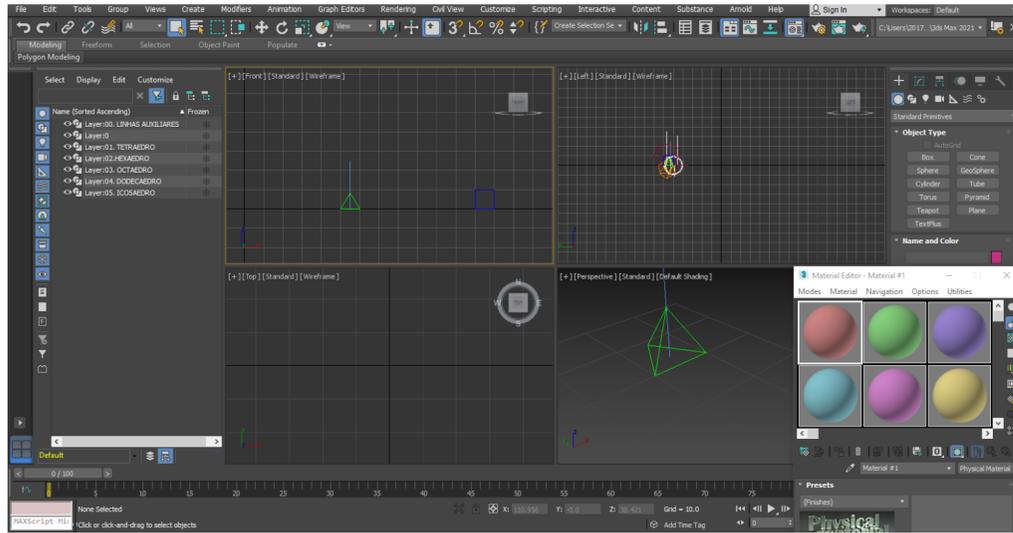


10a. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 9 e 10)

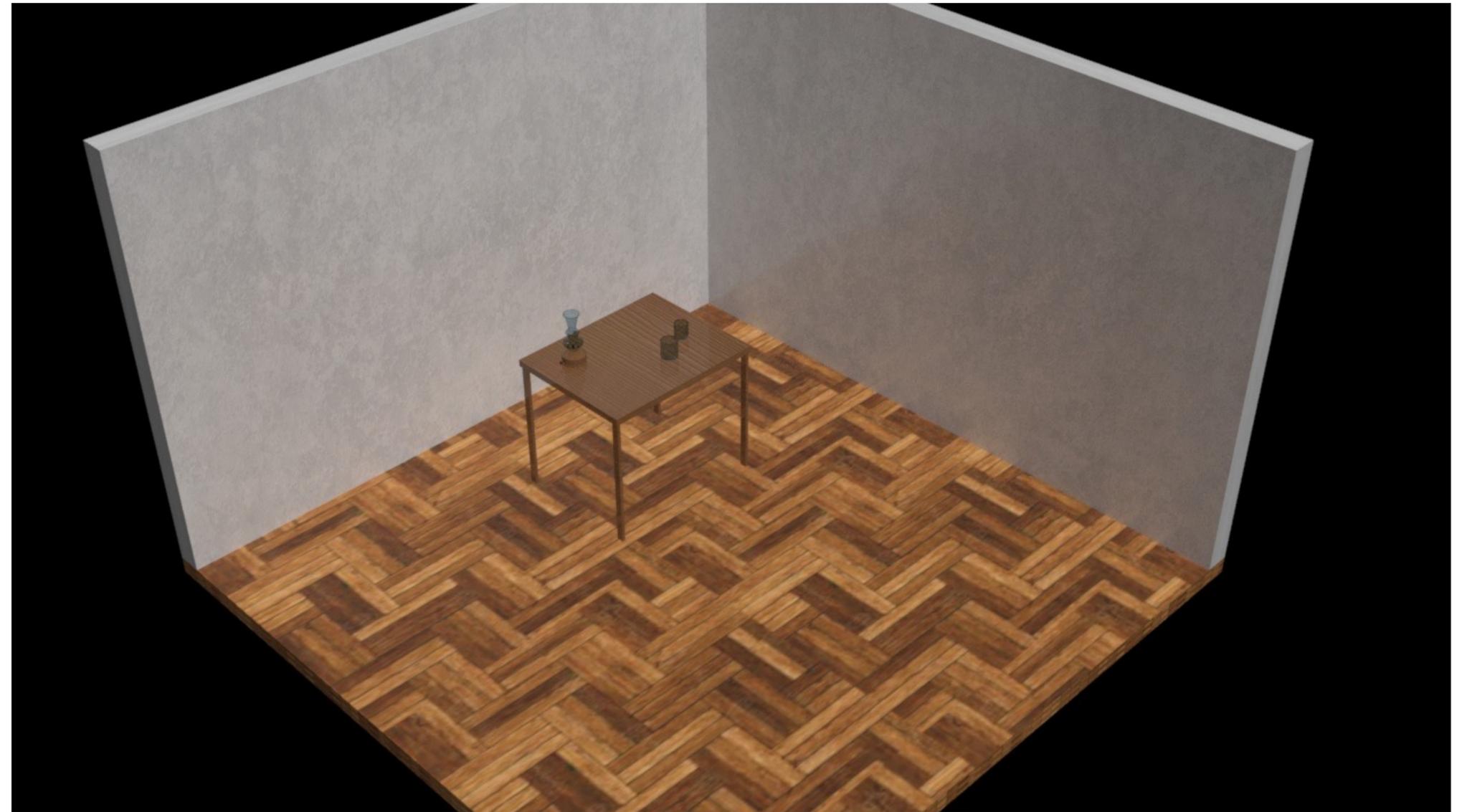
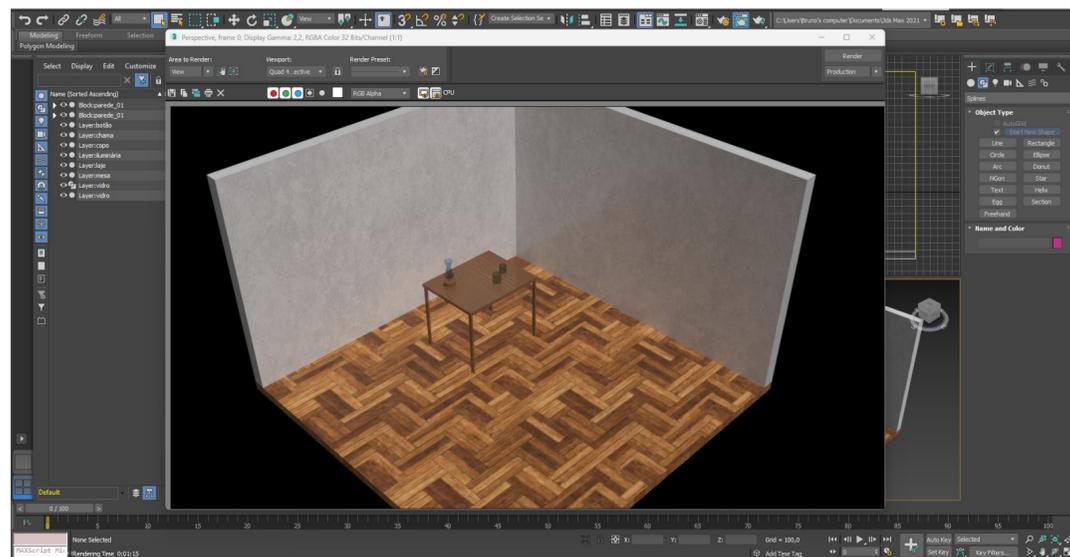
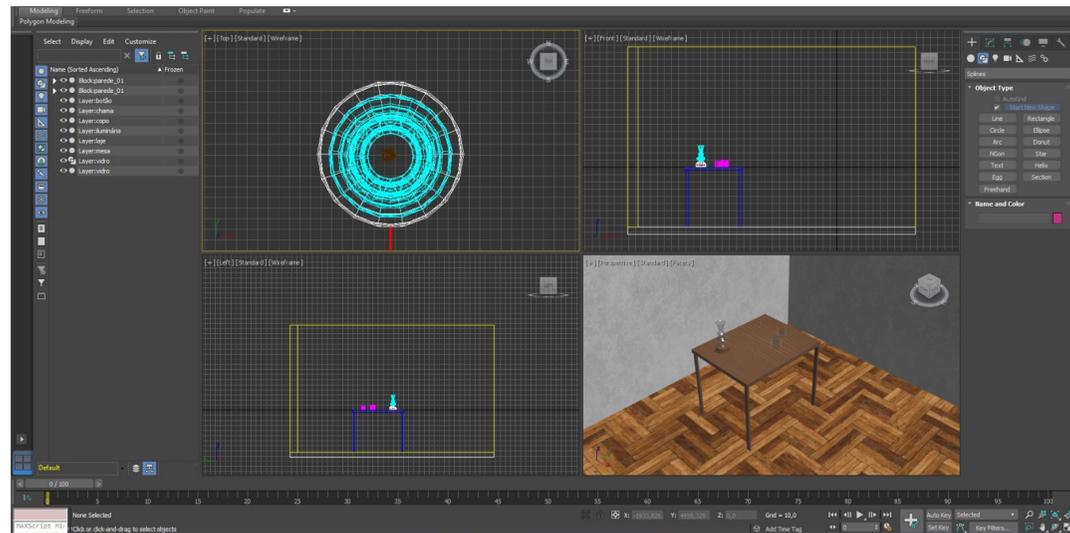


NOROESTE

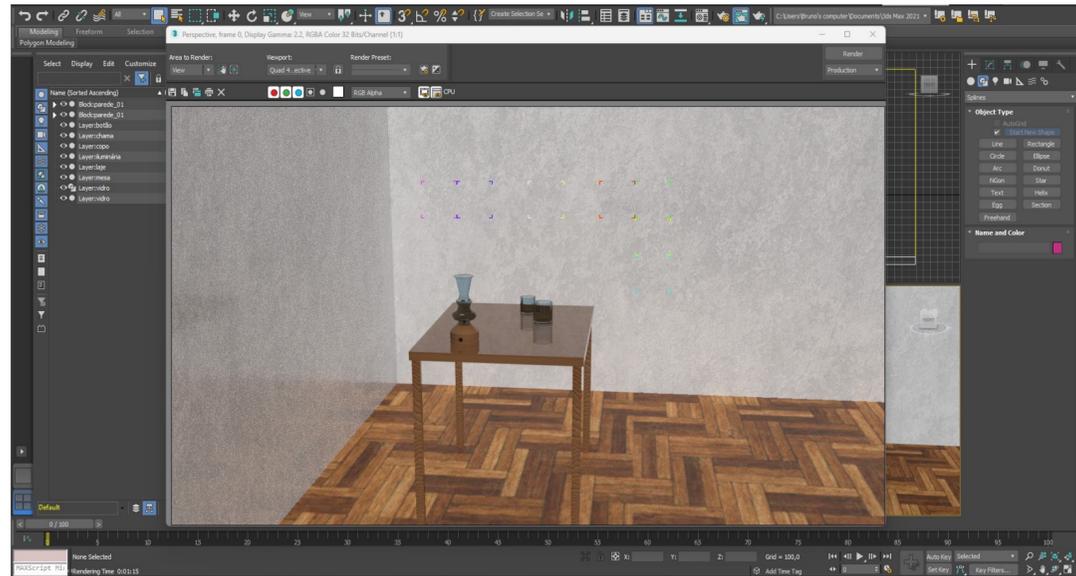
TRABALHO DE GRUPO casa do minho, raul lino



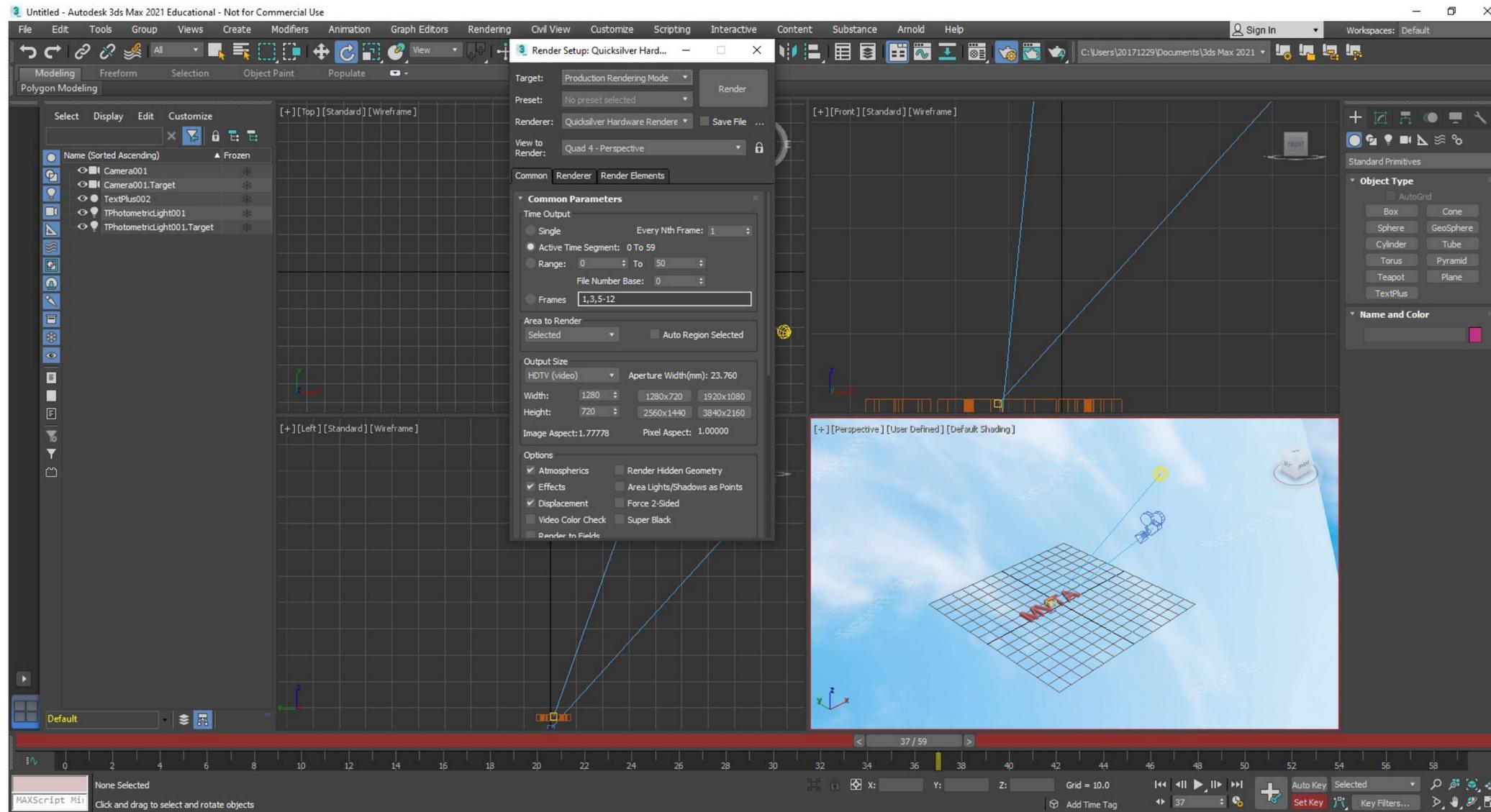
Exerc. 7 – 3D STUDIO MAX (introdução)



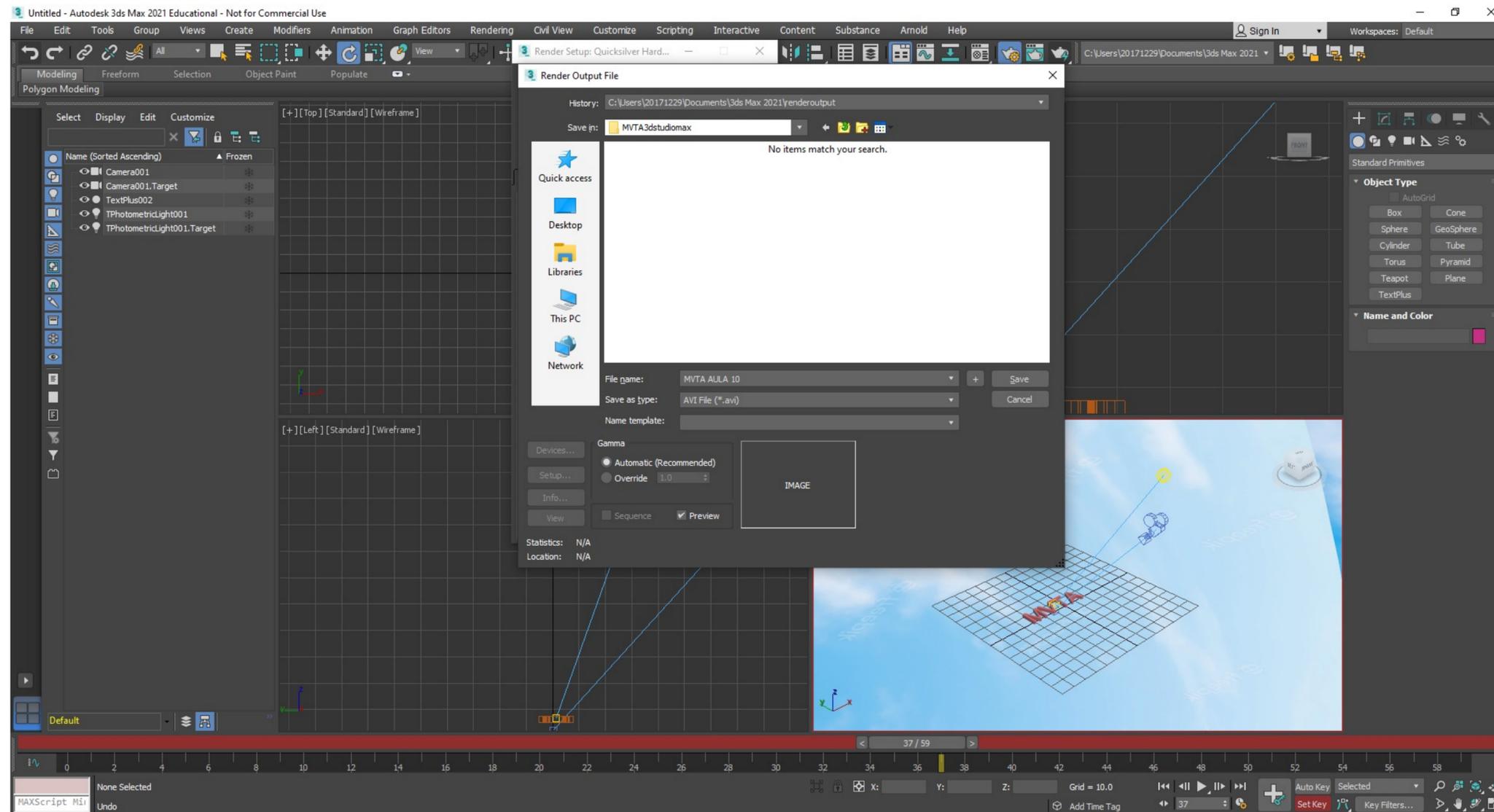
Exerc. 8 – 3D STUDIO MAX (modelação e renderização)



Exerc. 8 – 3D STUDIO MAX (modelação e renderização)



Exerc. 9 – 3D STUDIO MAX (video MVTA)



Exerc. 9 – 3D STUDIO MAX (video MVTA)

TRABALHO INDIVIDUAL - CASA NO MINHO, RAÚL LINO



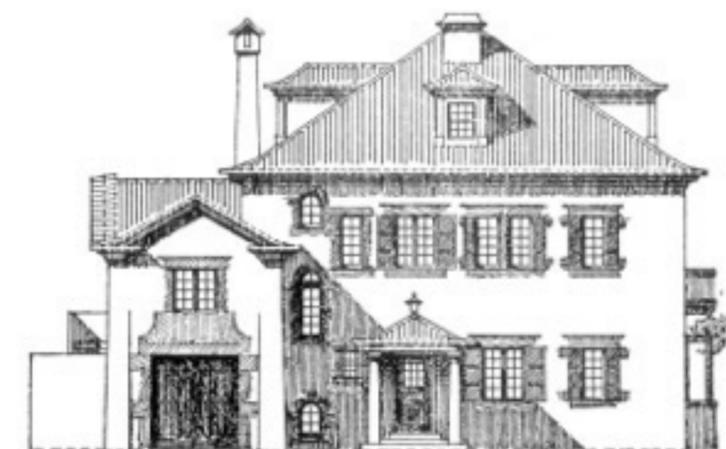
9. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 10 e 10a)



10. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 9 e 10a)



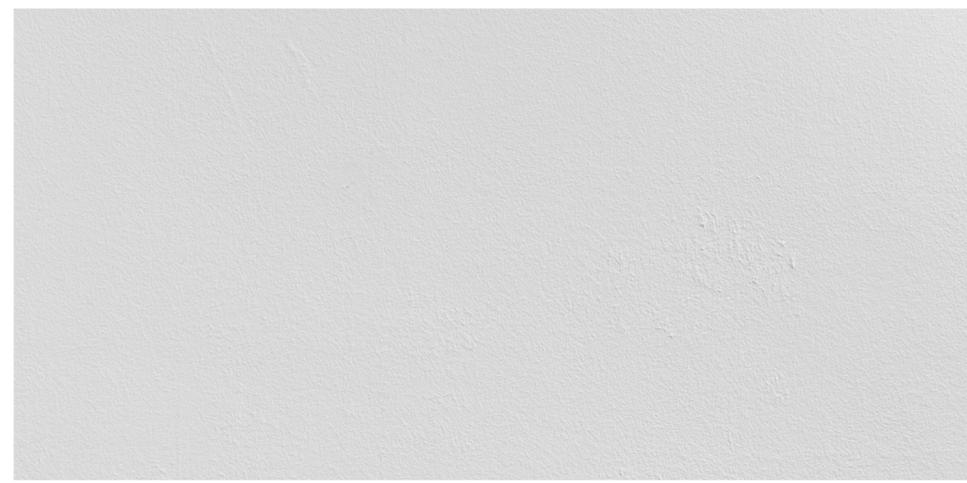
10a. CASA NUMA TERRA-DE-ÁGUAS NO MINHO. (Cf. figs. 9 e 10)



DESENHOS TÉCNICOS



Acabamento pétrico



reboco



Relva (terreno)



Telhas (cobertura)

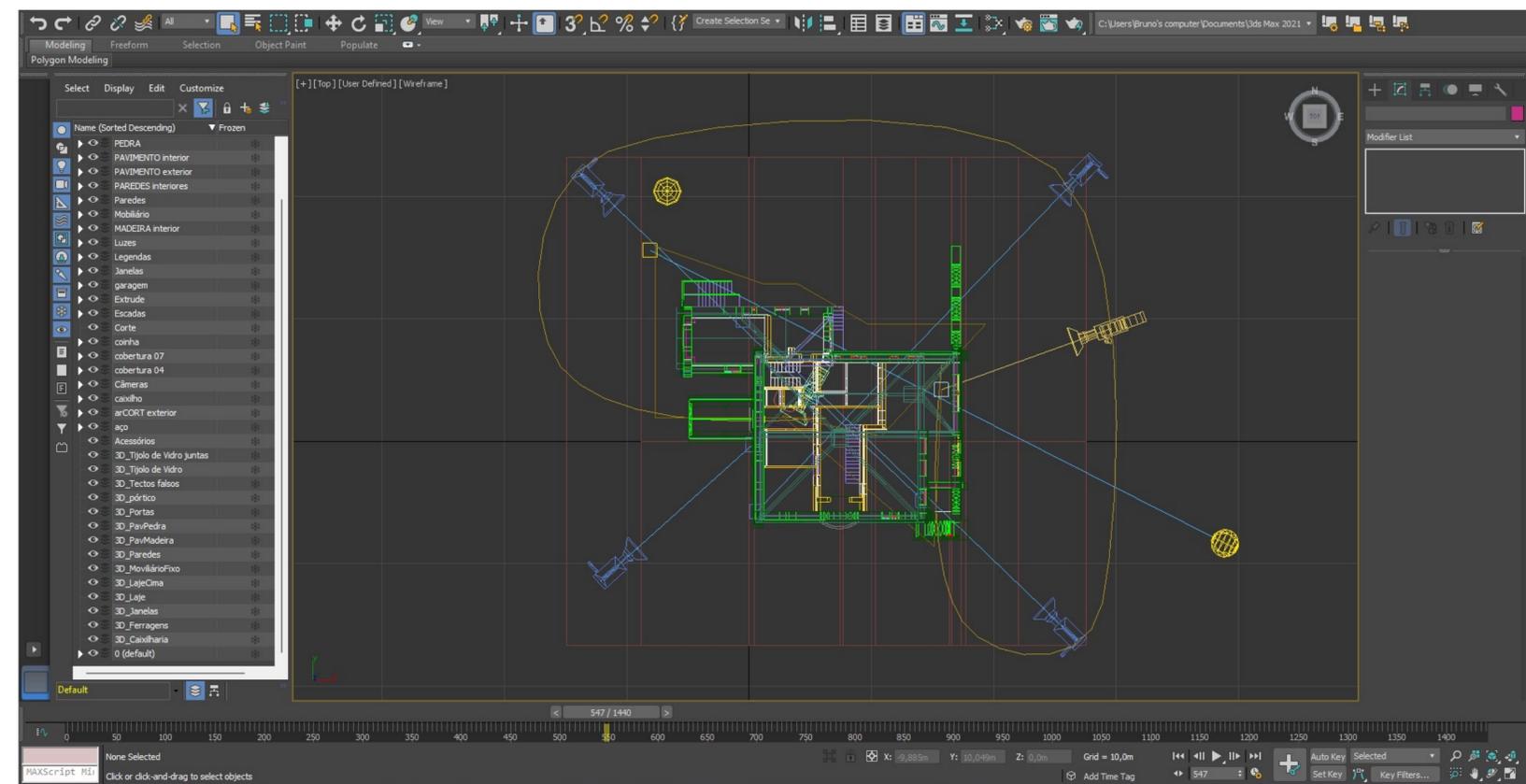
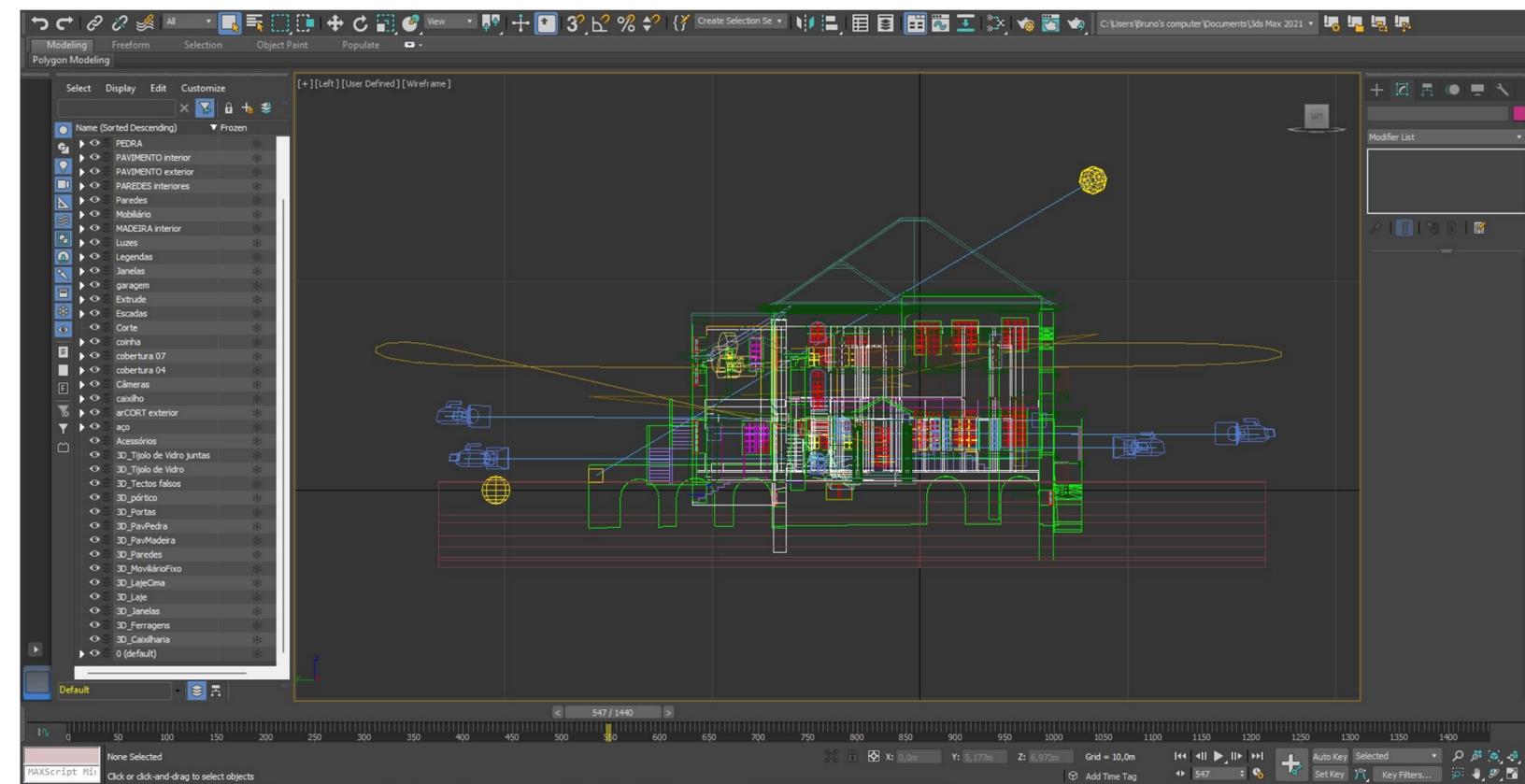


Madeira lacada (móveis)

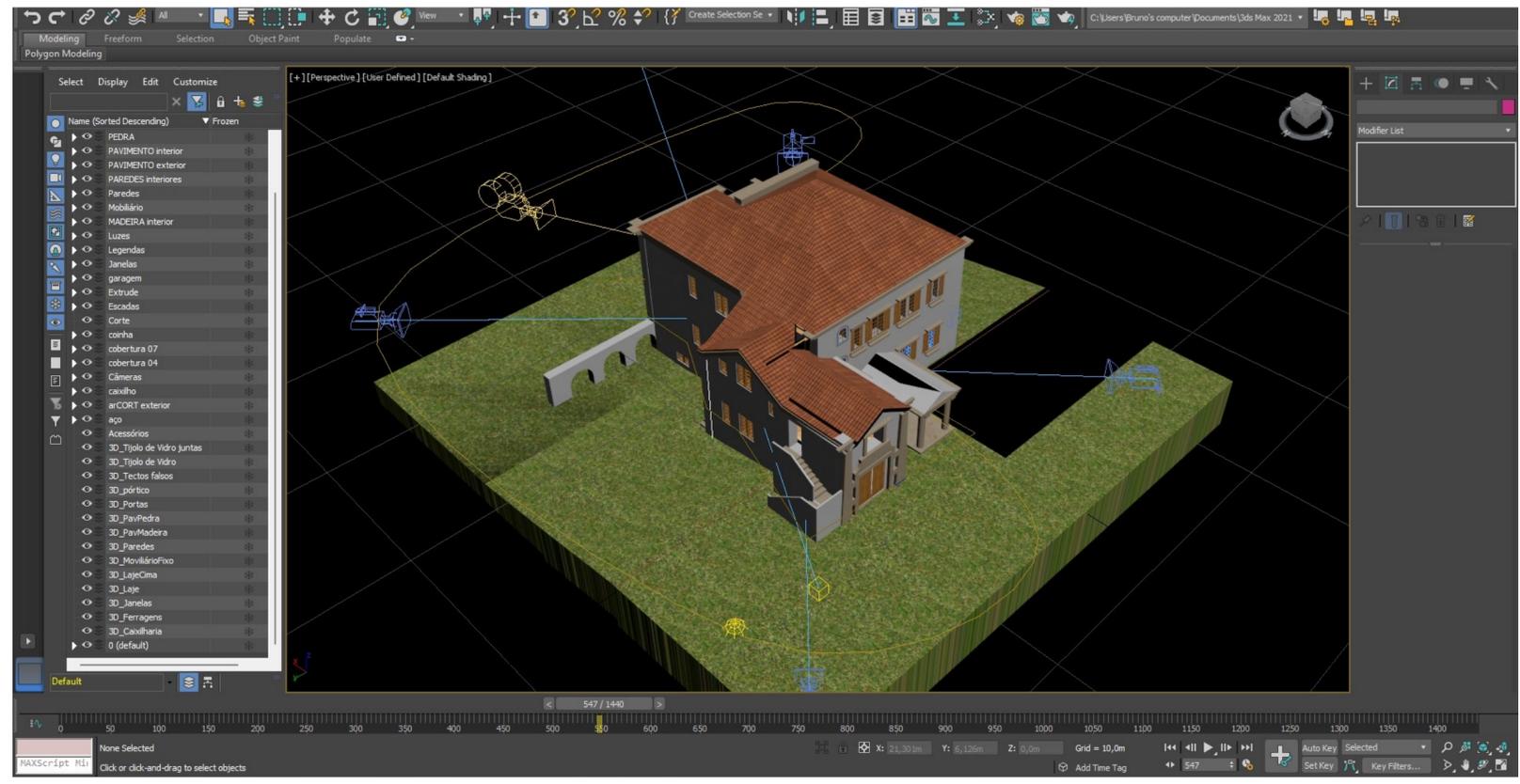
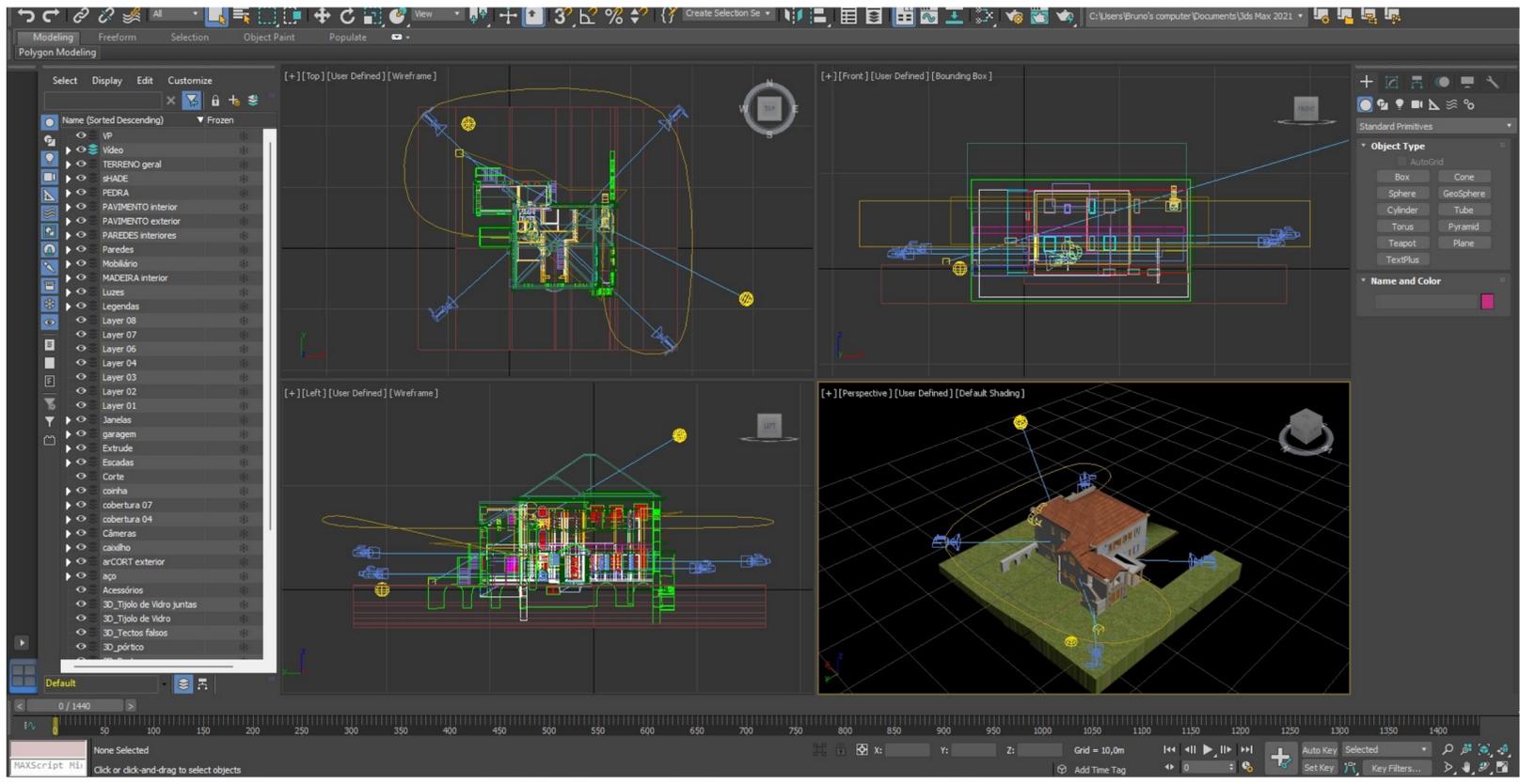


Madeira (pavimento)

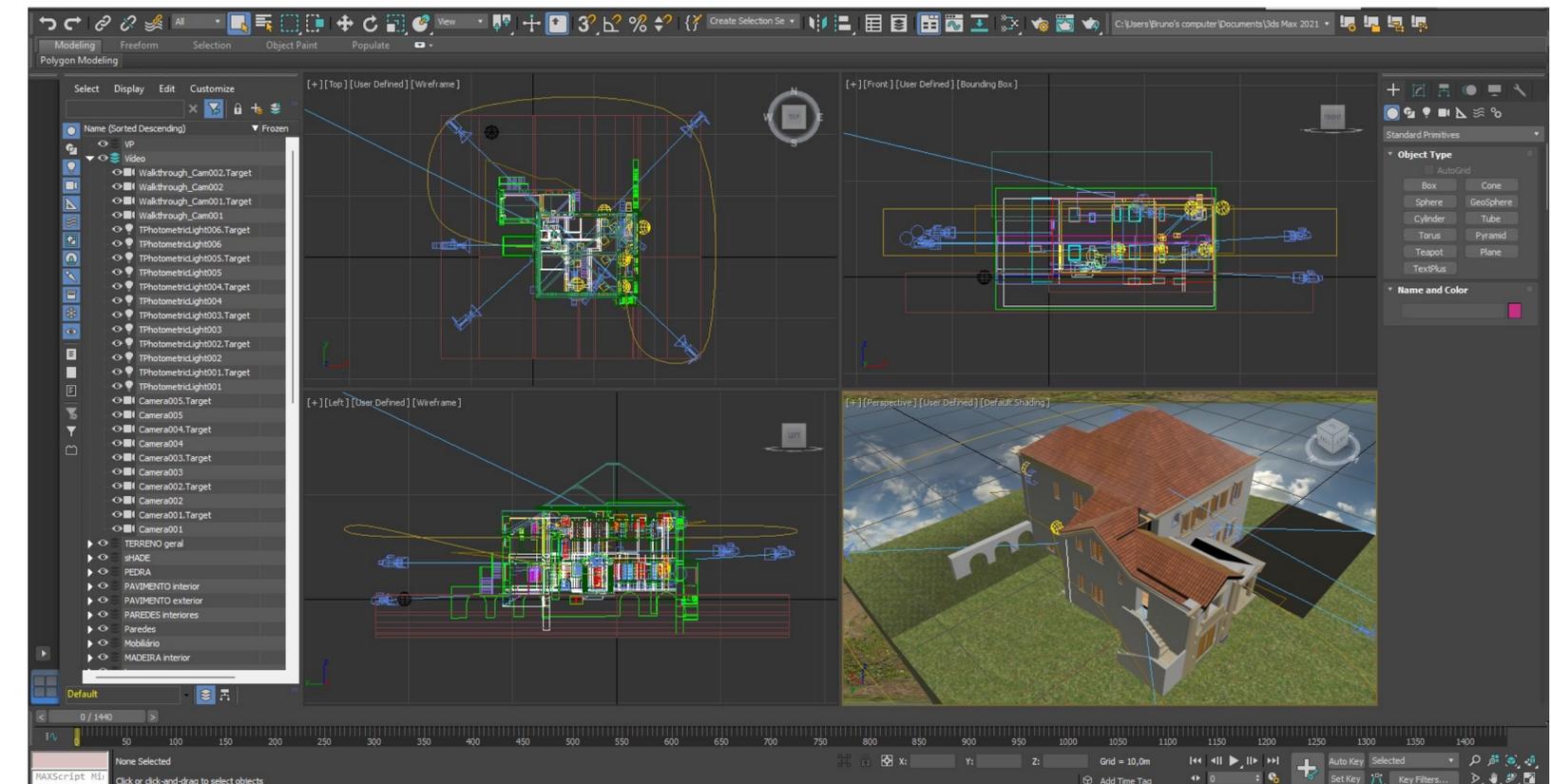
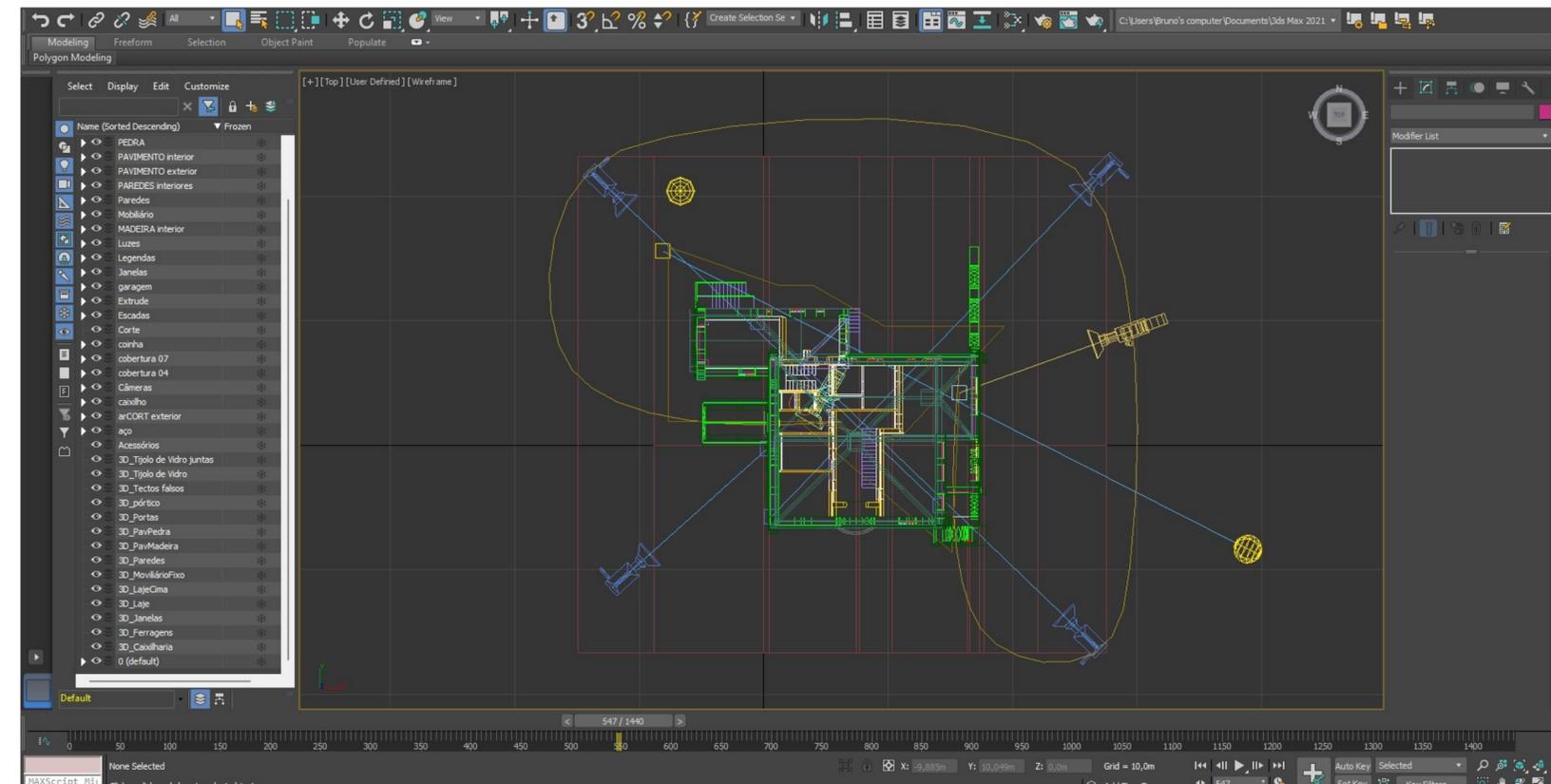
MATERIAIS



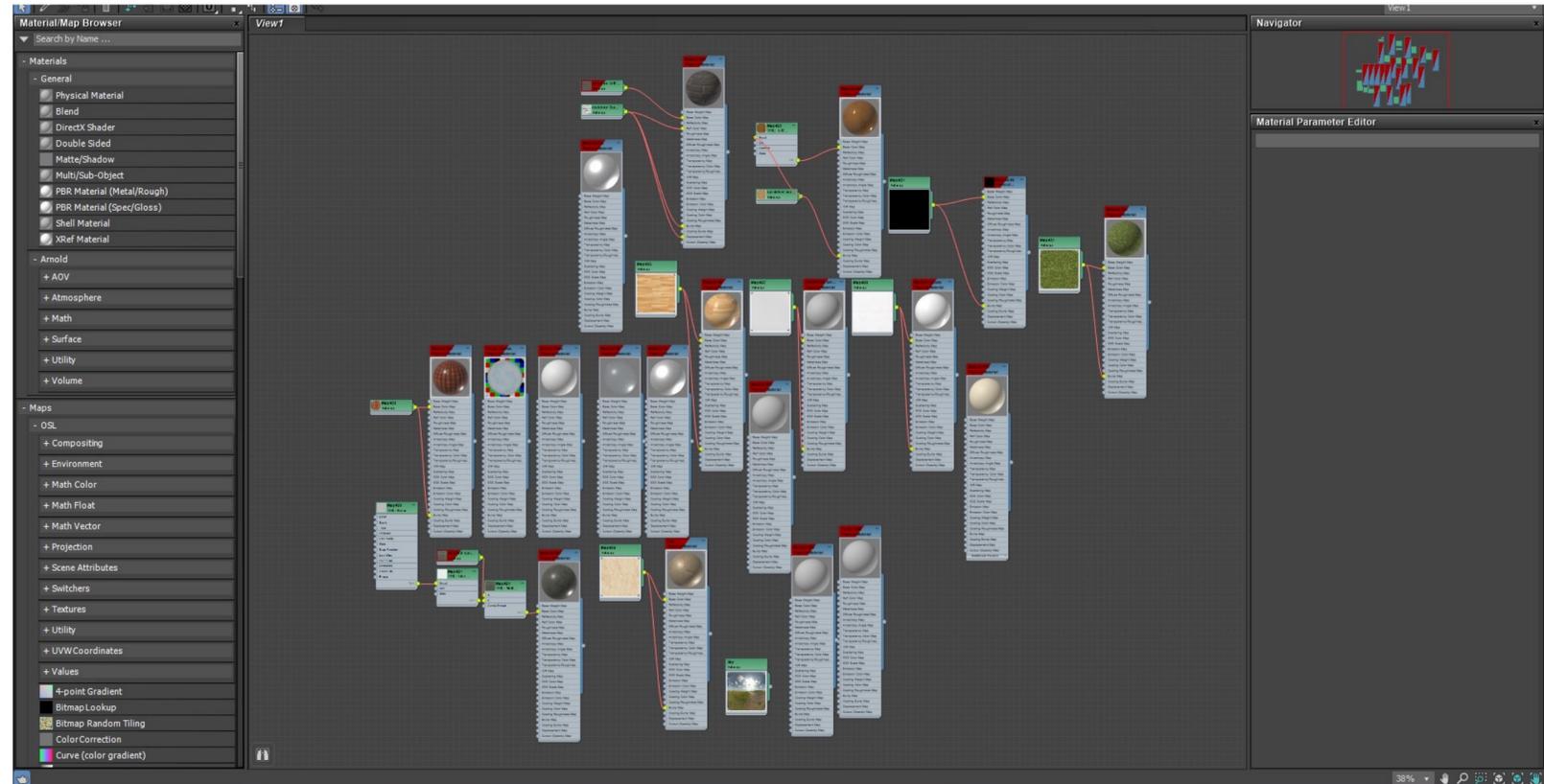
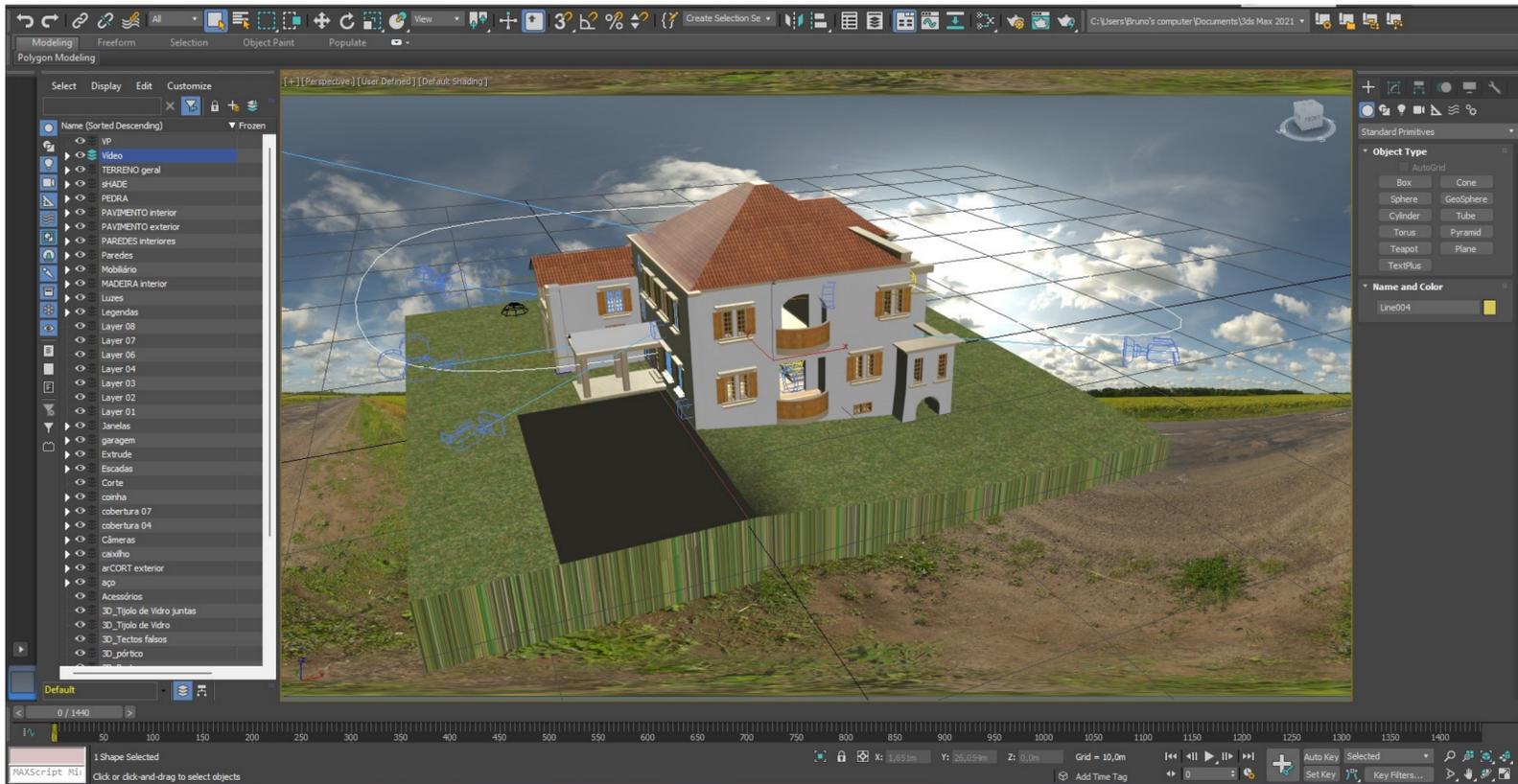
PROCESSO



PROCESSO



PROCESSO



PROCESSO



3D STUDIO MAX (render's exteriores)



3D STUDIO MAX (render's exteriores)



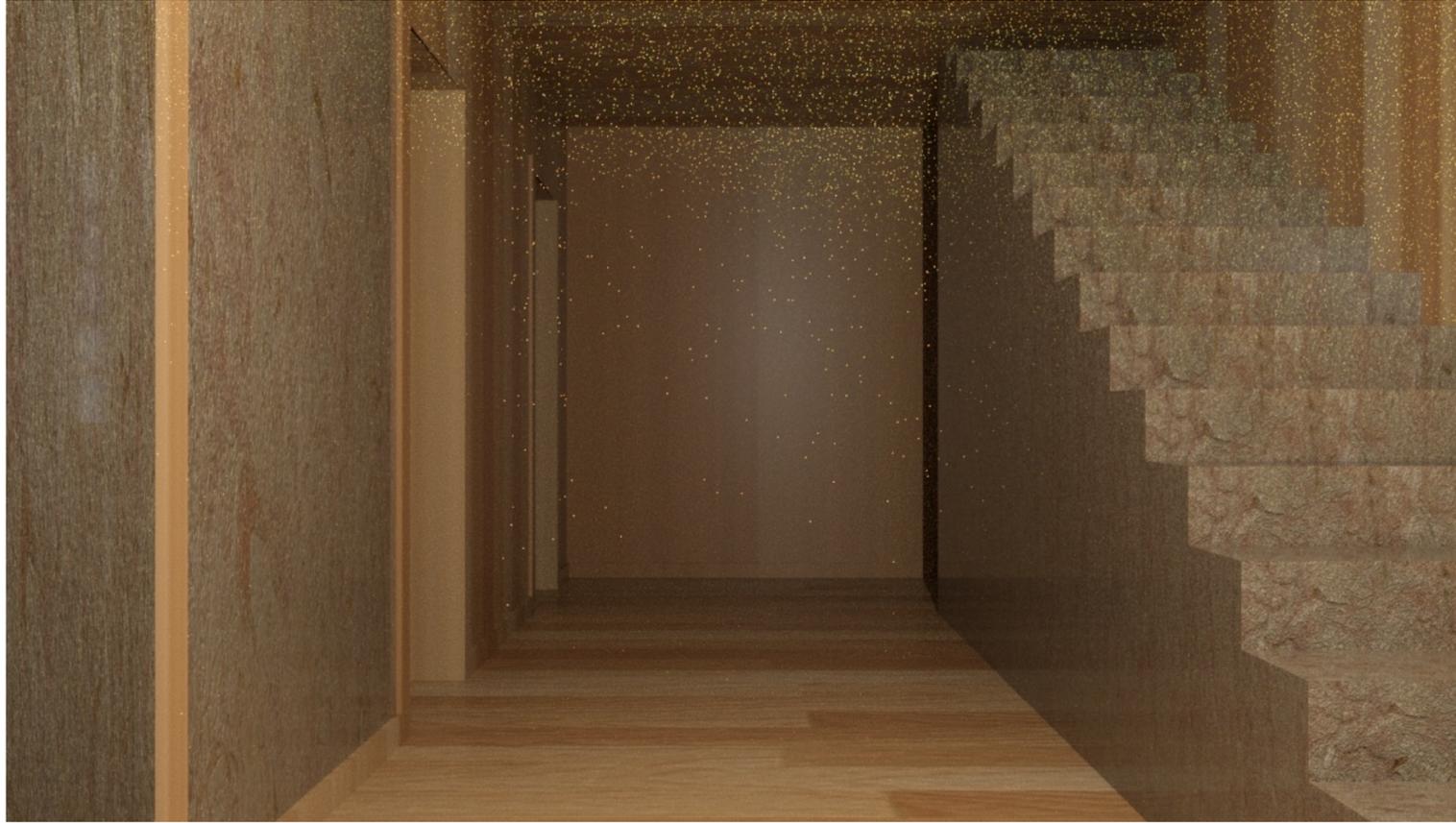
3D STUDIO MAX (render's exteriores)



3D STUDIO MAX (render's exteriores)



3D STUDIO MAX (render's interiores)



3D STUDIO MAX (render's interiores)



3D STUDIO MAX (render's interiores)