

# Modelação e Visualização Tridimensional em Arquitectura

**U** LISBOA

UNIVERSIDADE  
DE LISBOA



FACULDADE DE ARQUITETURA  
UNIVERSIDADE DE LISBOA

Mestrado Integrado em Arquitectura  
Ano Lectivo 2022-2023 2º Semestre  
Docente - Nuno Alão 3º Ano

20201238



MARIA INÊS LIMA



UNIVERSIDADE  
DE LISBOA



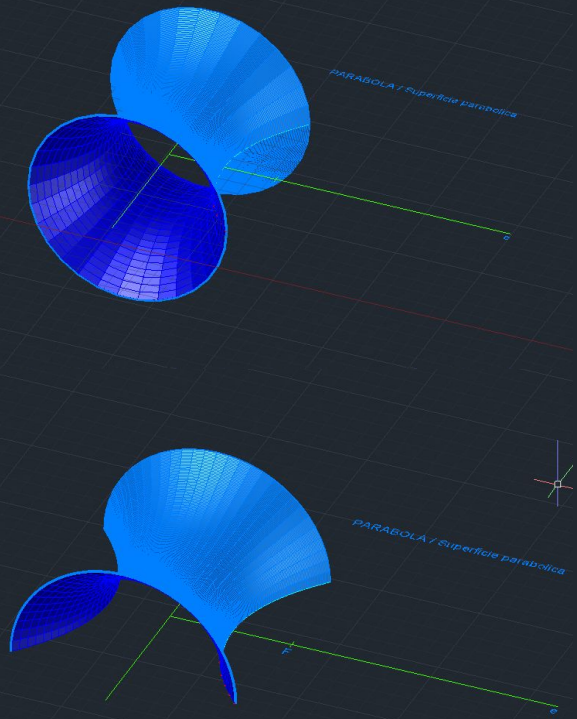
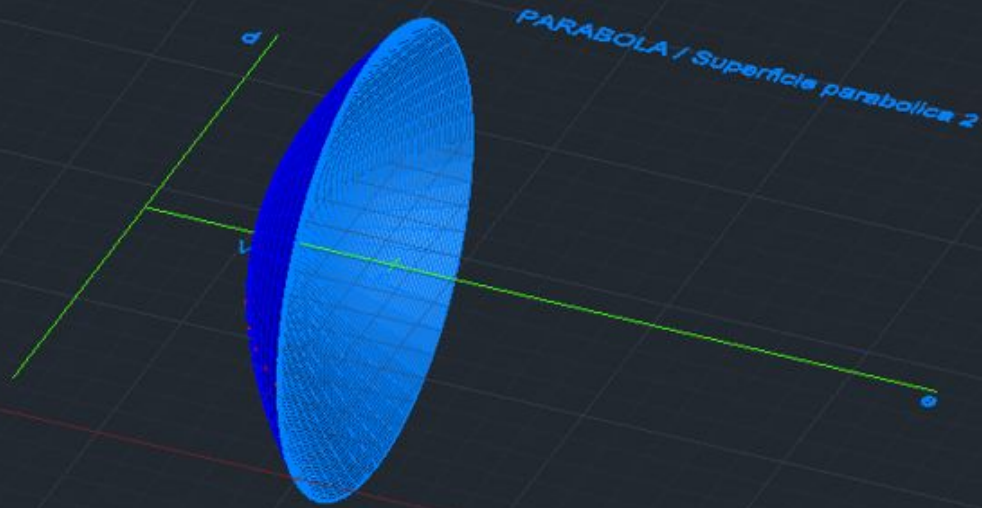
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**MVTA**

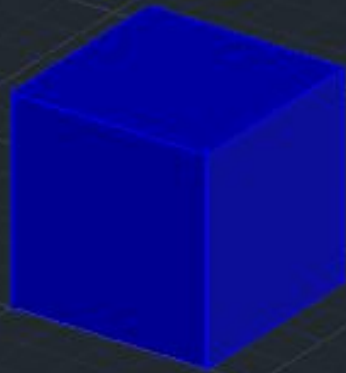
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# Ex. 1 - Superfície Parabólica

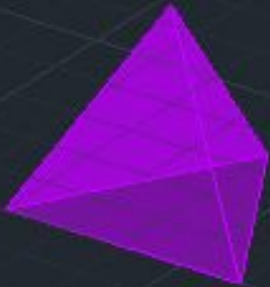


Box

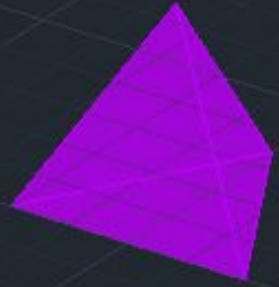


Extrude

Ex. 2 - Cubo Box e Extrude

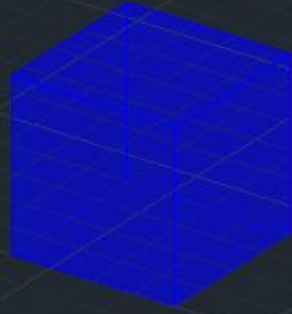


Tetraedro 1

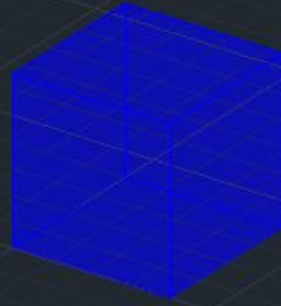


Tetraedro 2

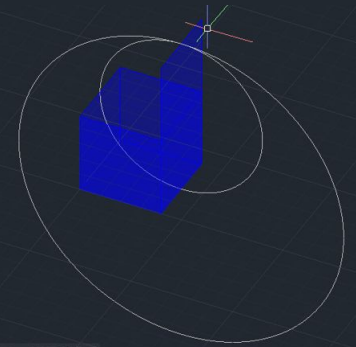
Ex. 2 - Tetraedro 1 e 2



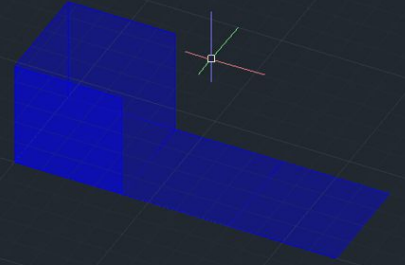
hexaedro / cubo 1



hexaedro / cubo 2



Yockwira ANCHASFA0

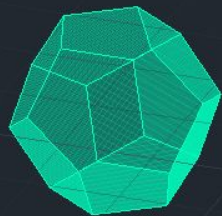


# Ex. 2 - Hexaedro 1 e 2





Dodecaedro 1



Dodecaedro 2



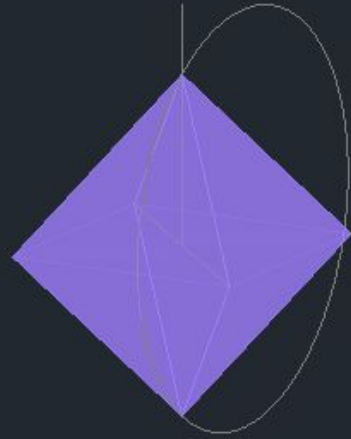
Dodecaedro 3



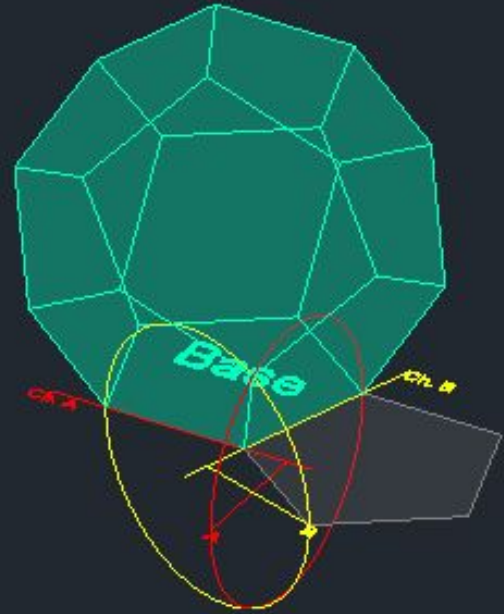
## Ex. 2 - (TPC) Dodecaedro



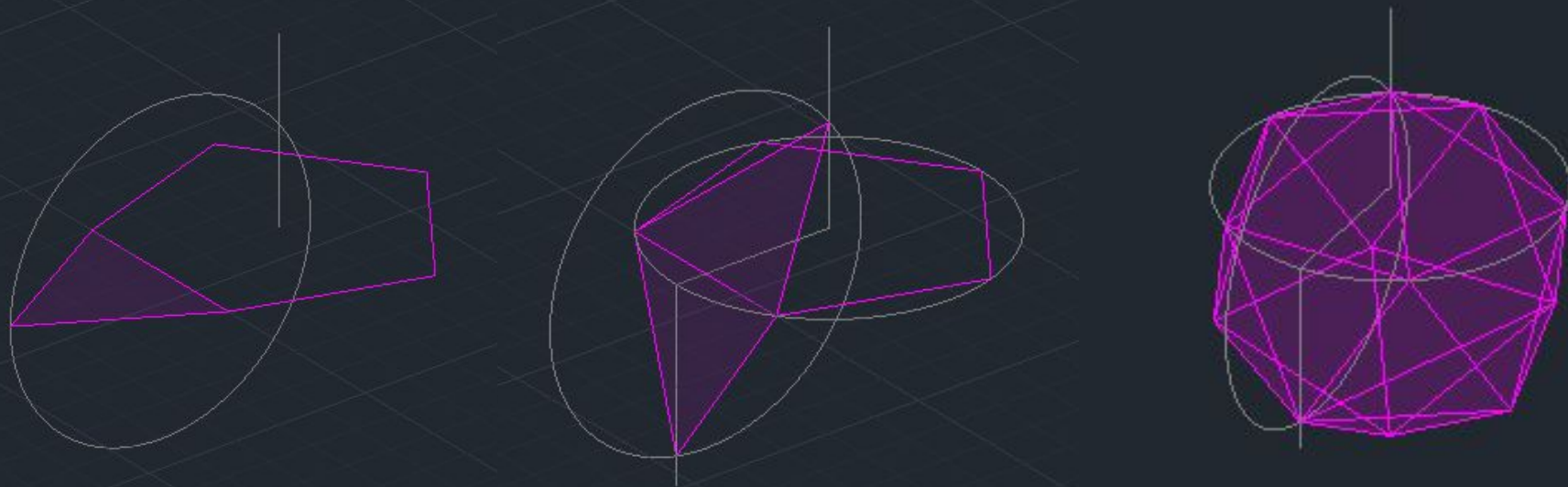
octaedro



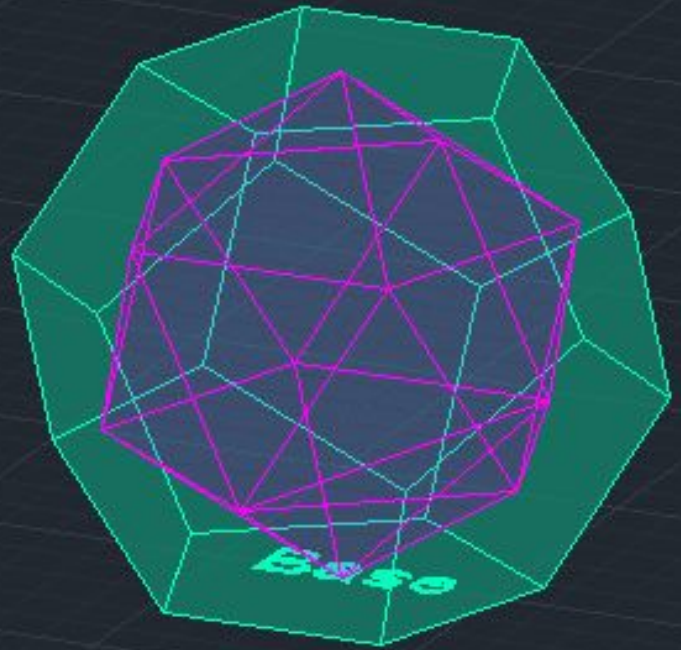
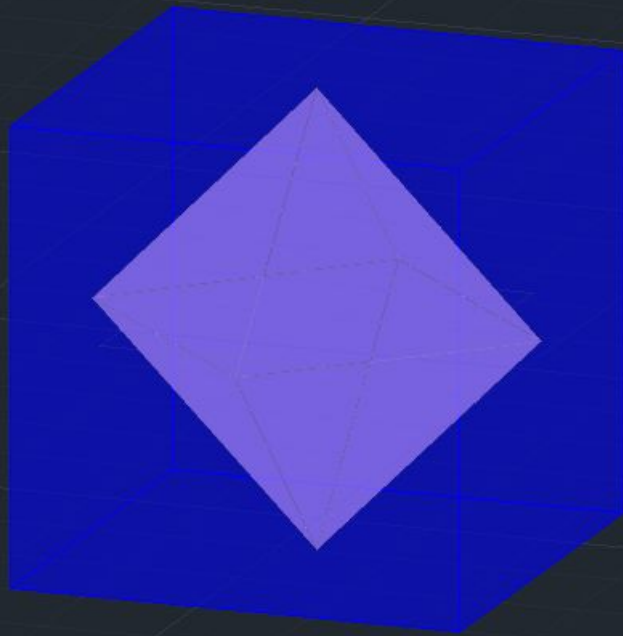
Dodecaedro



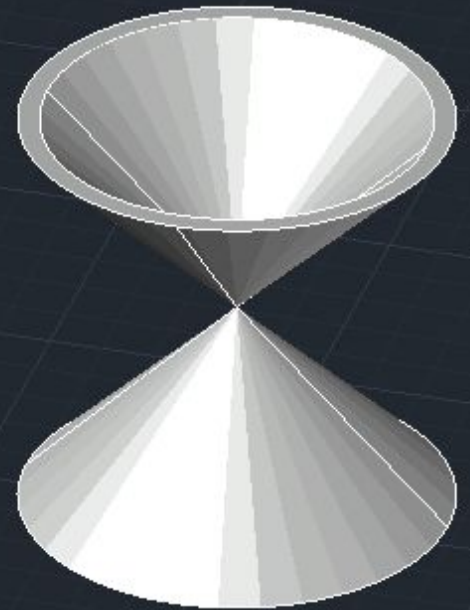
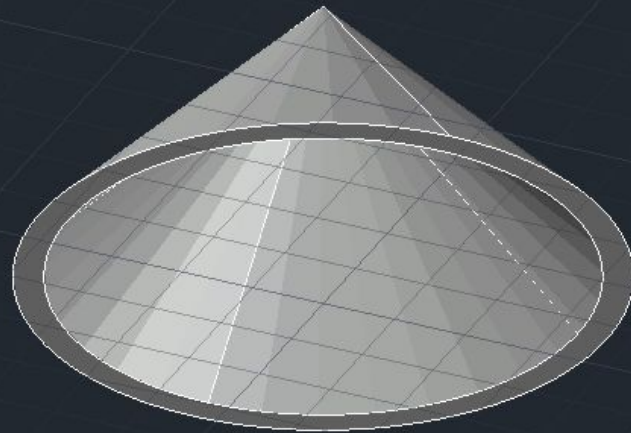
Ex. 2 - Octaedro e Dodecaedro



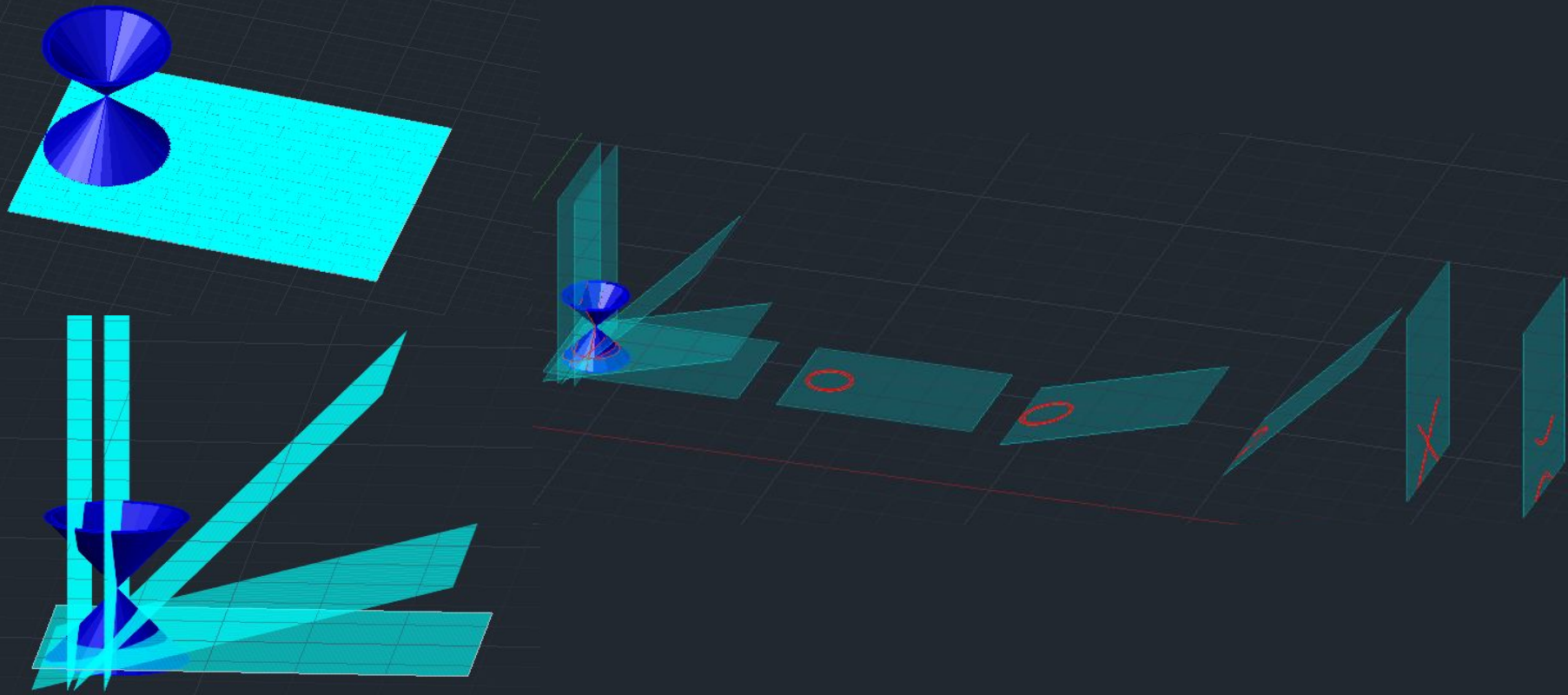
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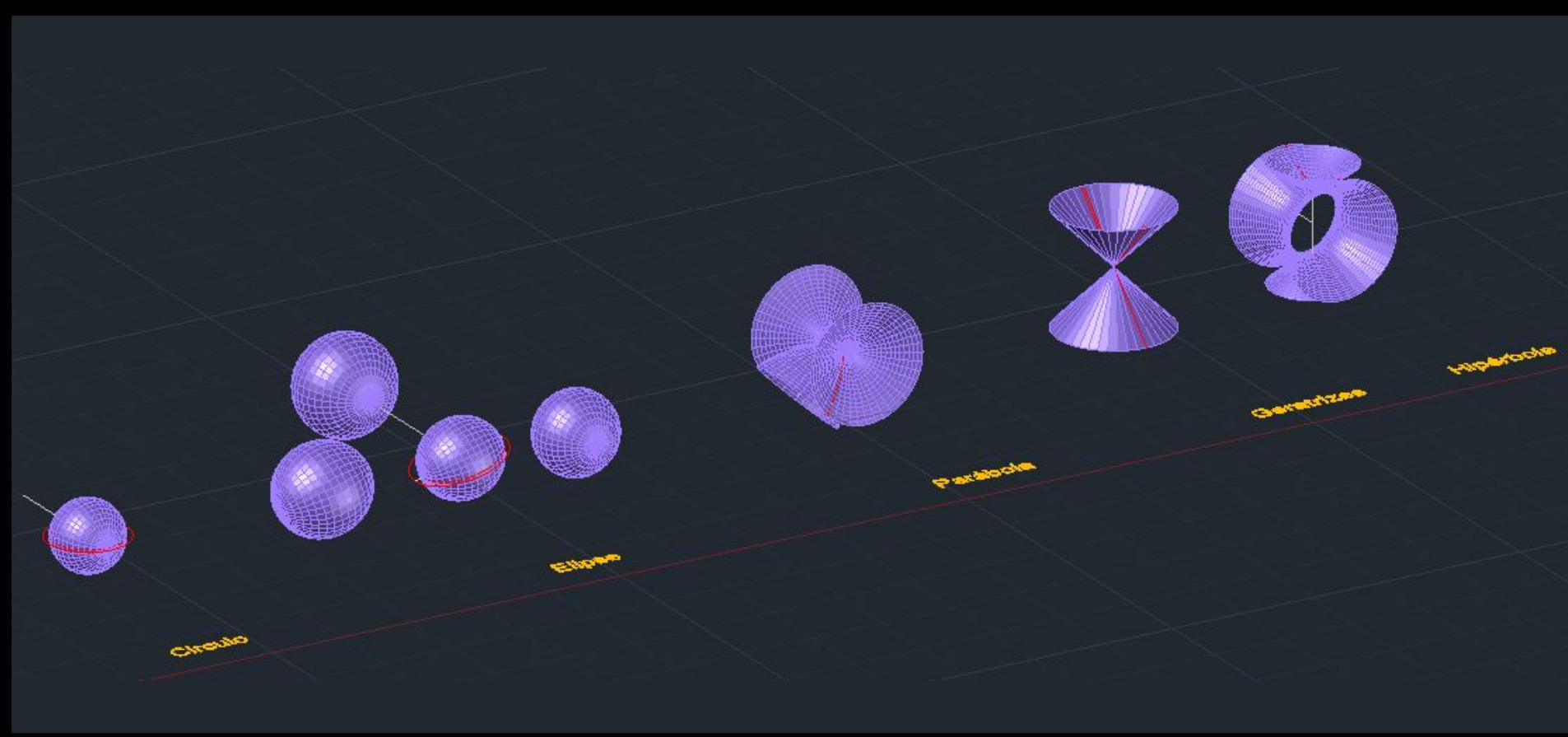
Ex. 2 - (TPC) Duais



Ex. 3 - Cone



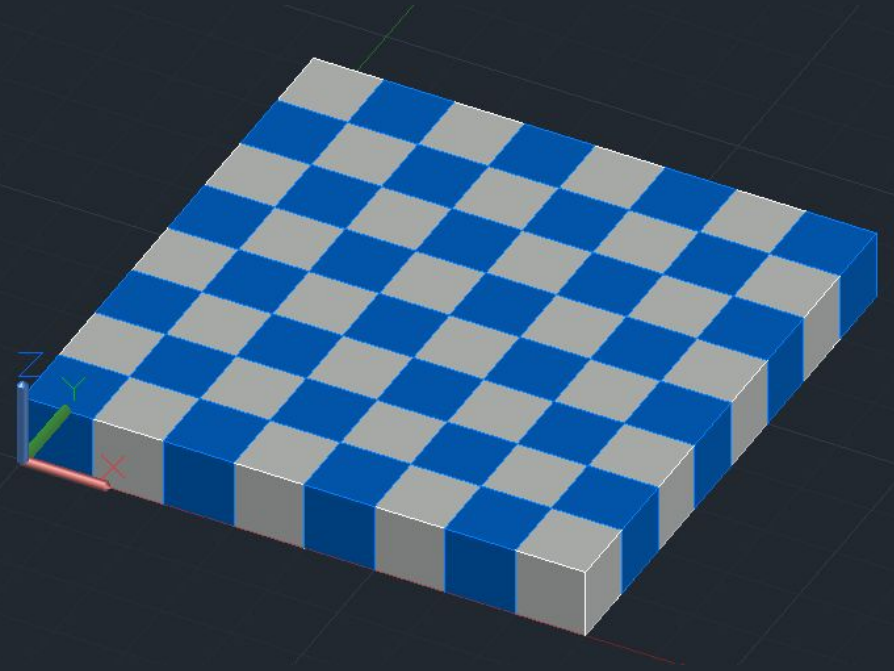
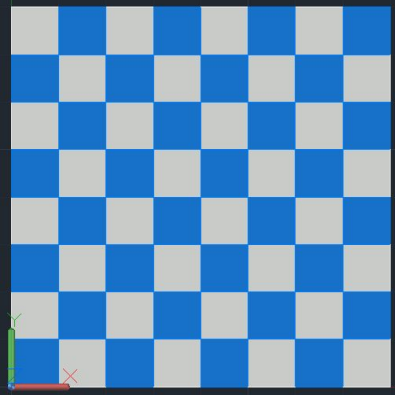
Ex. 3 - Secções (processo)



## Ex. 3 - Secções conceção

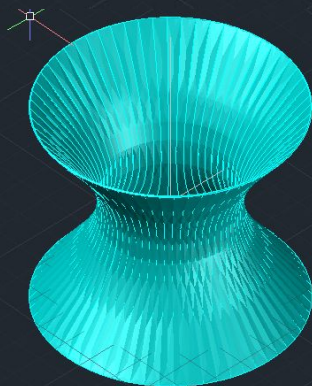
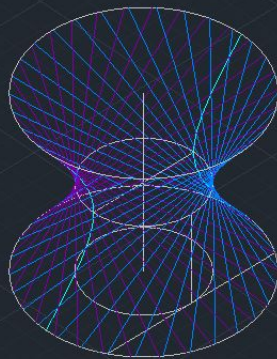
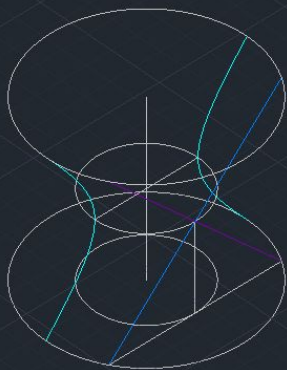
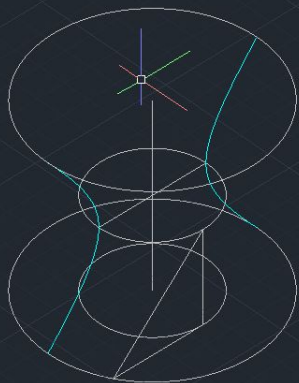
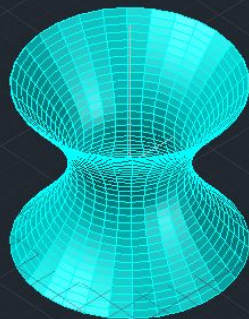
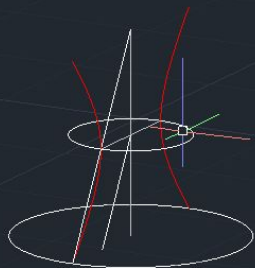
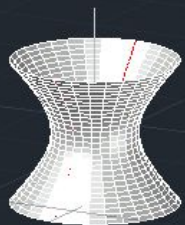


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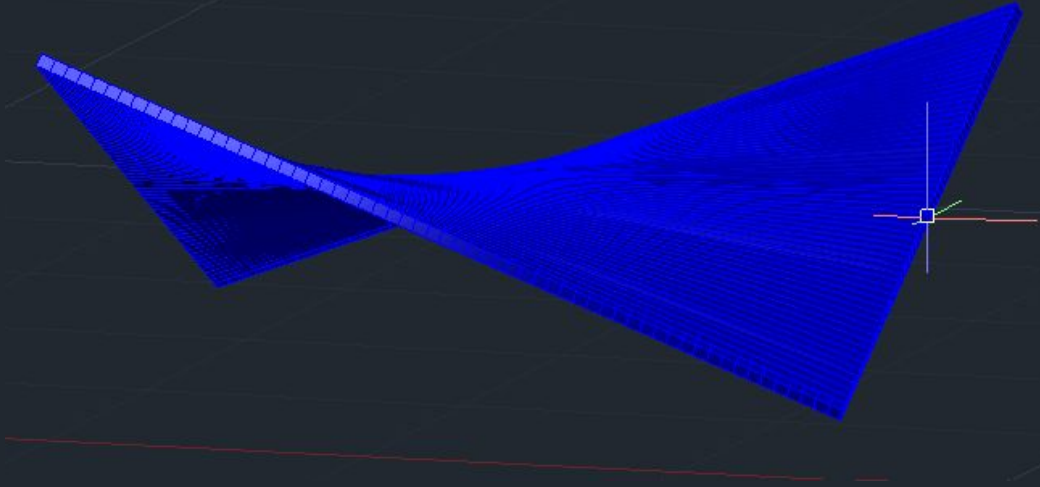
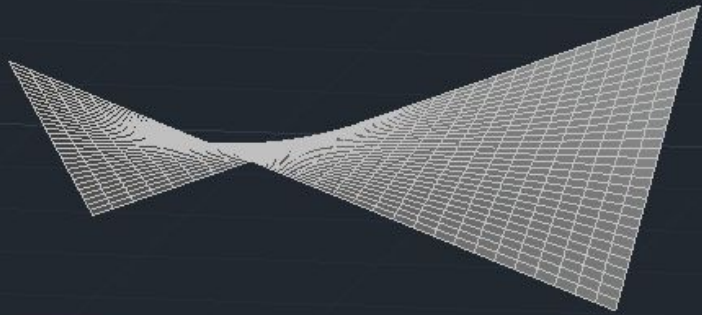
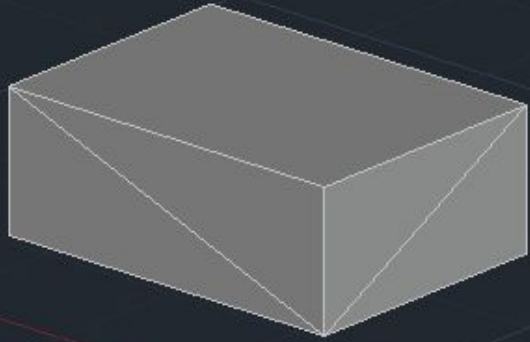


# Ex. 4 - Tabuleiro de Xadrez

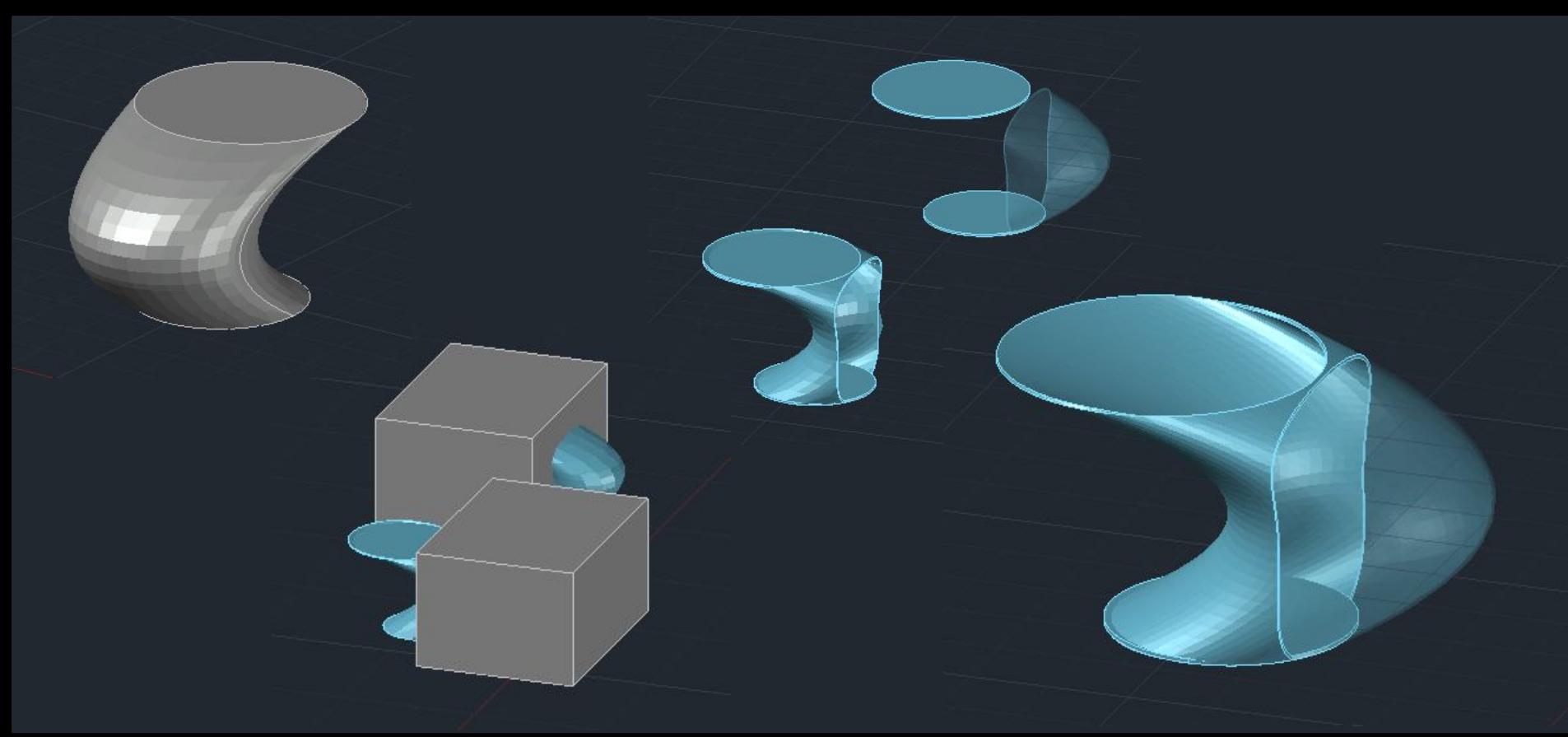




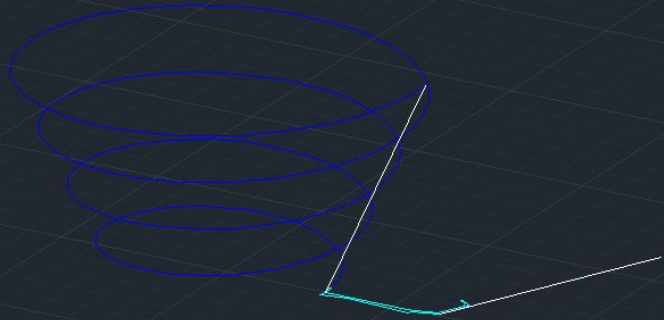
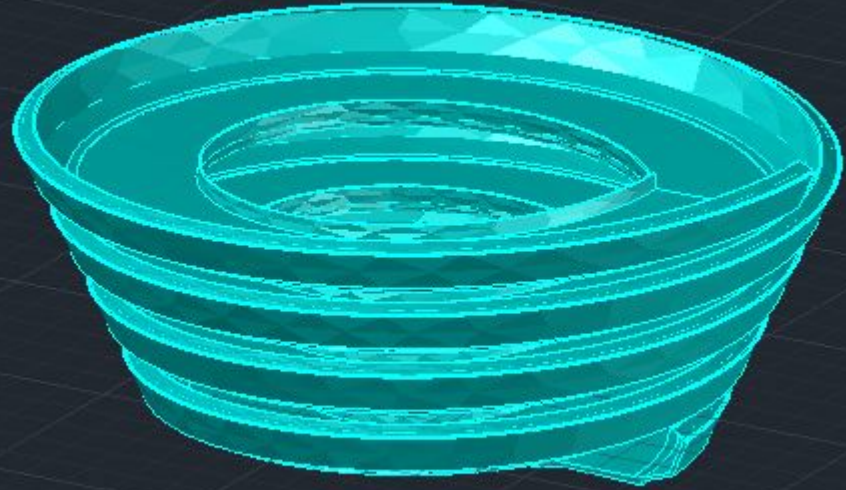
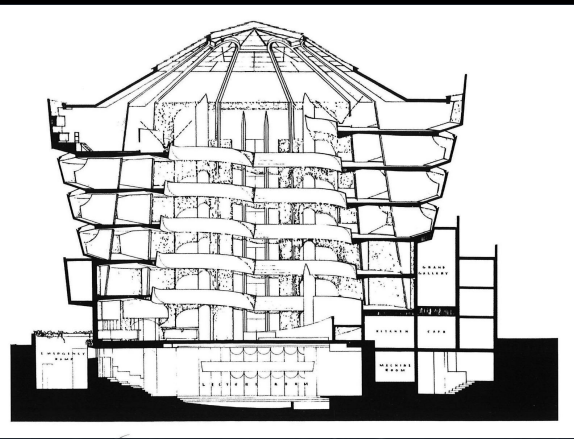
# Ex. 5 - Hiperbolóide de Revolução



## Ex. 6 - Parabolóide

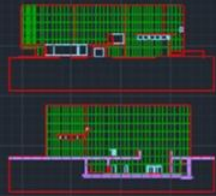
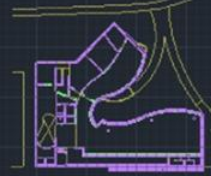
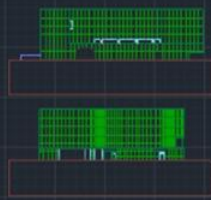


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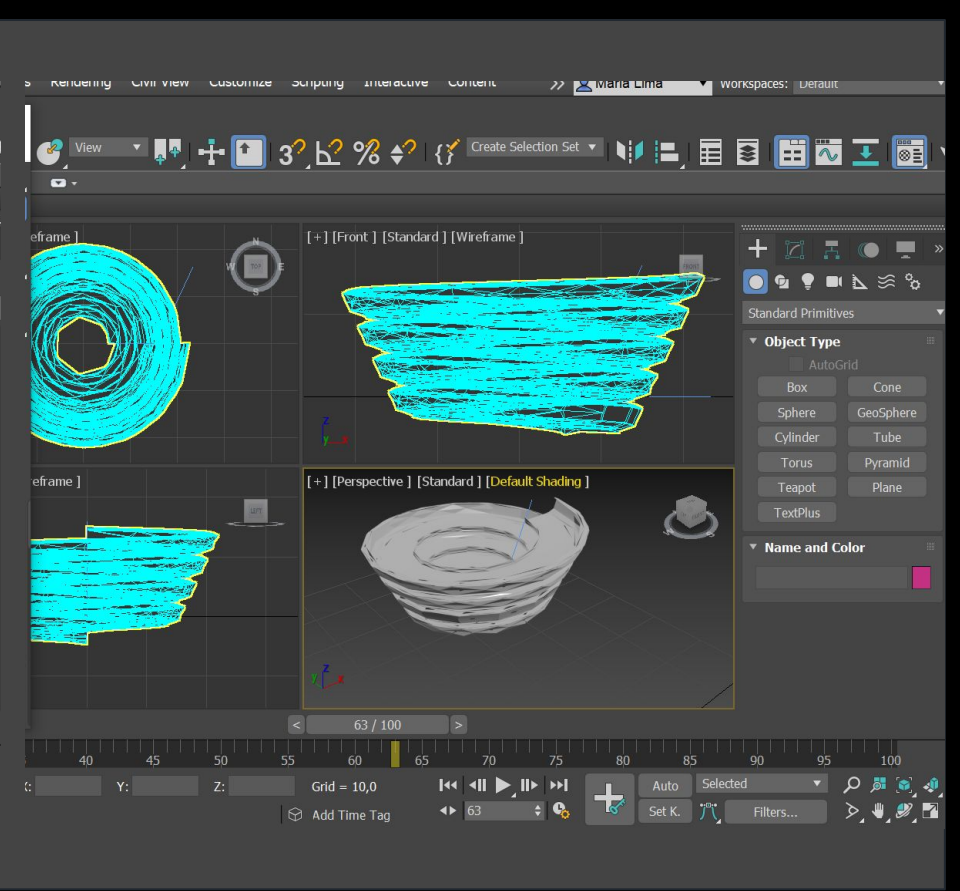
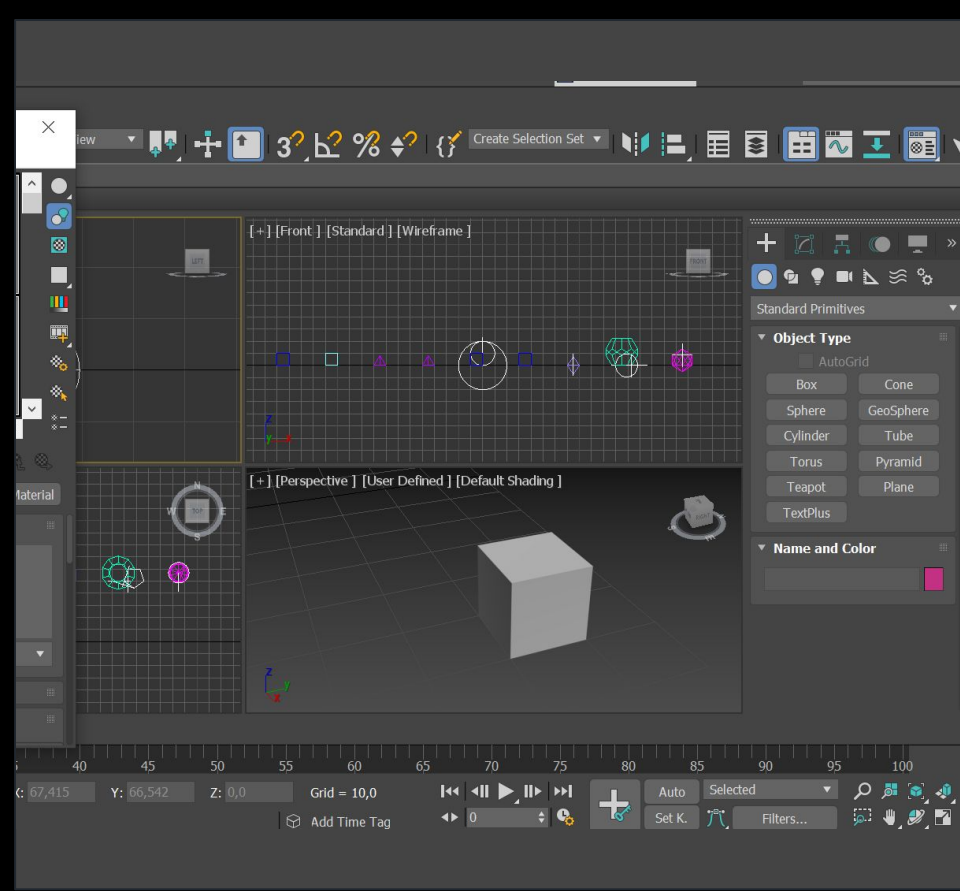


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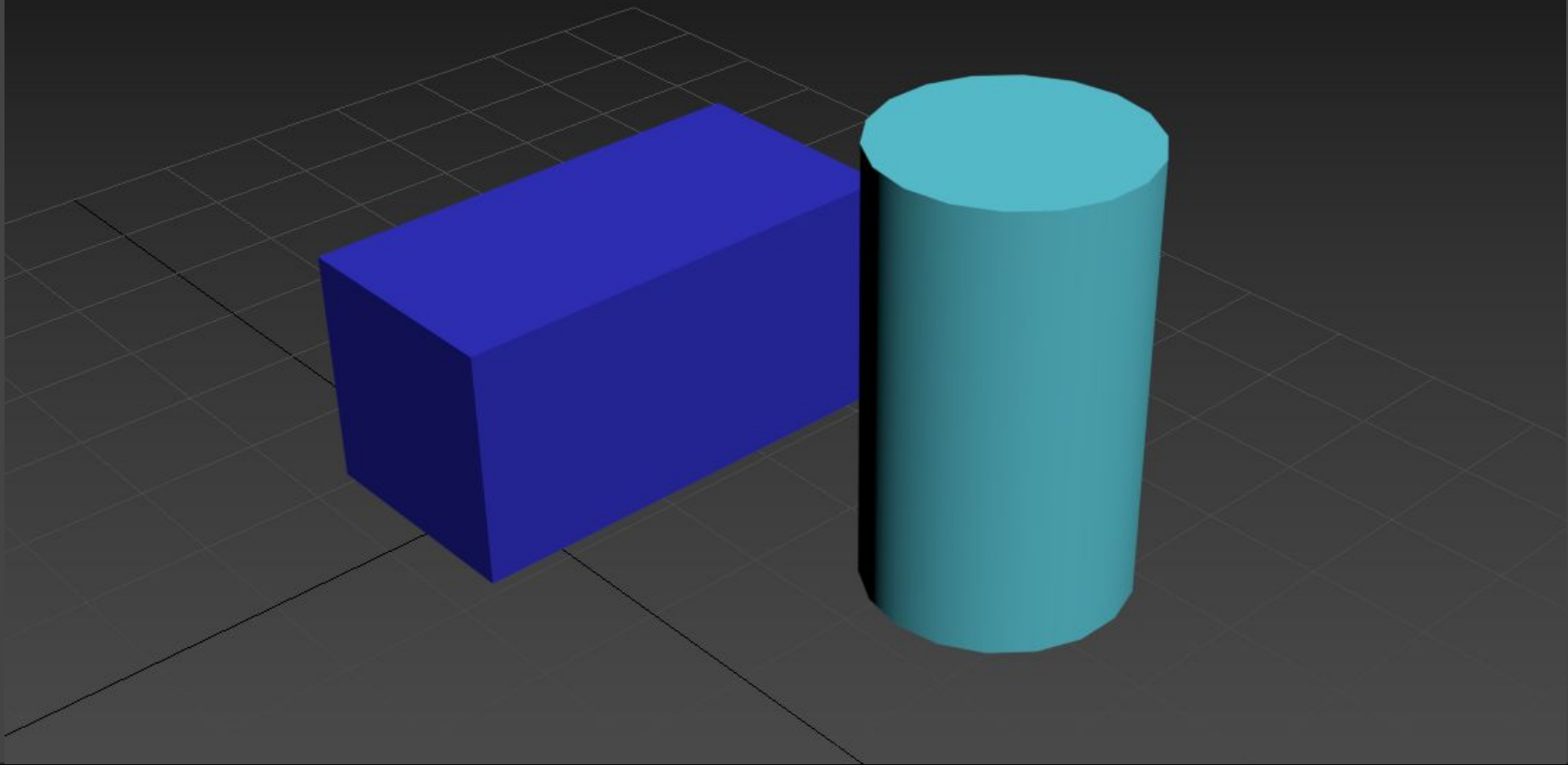




# Ex. 9 - Trabalho de Grupo

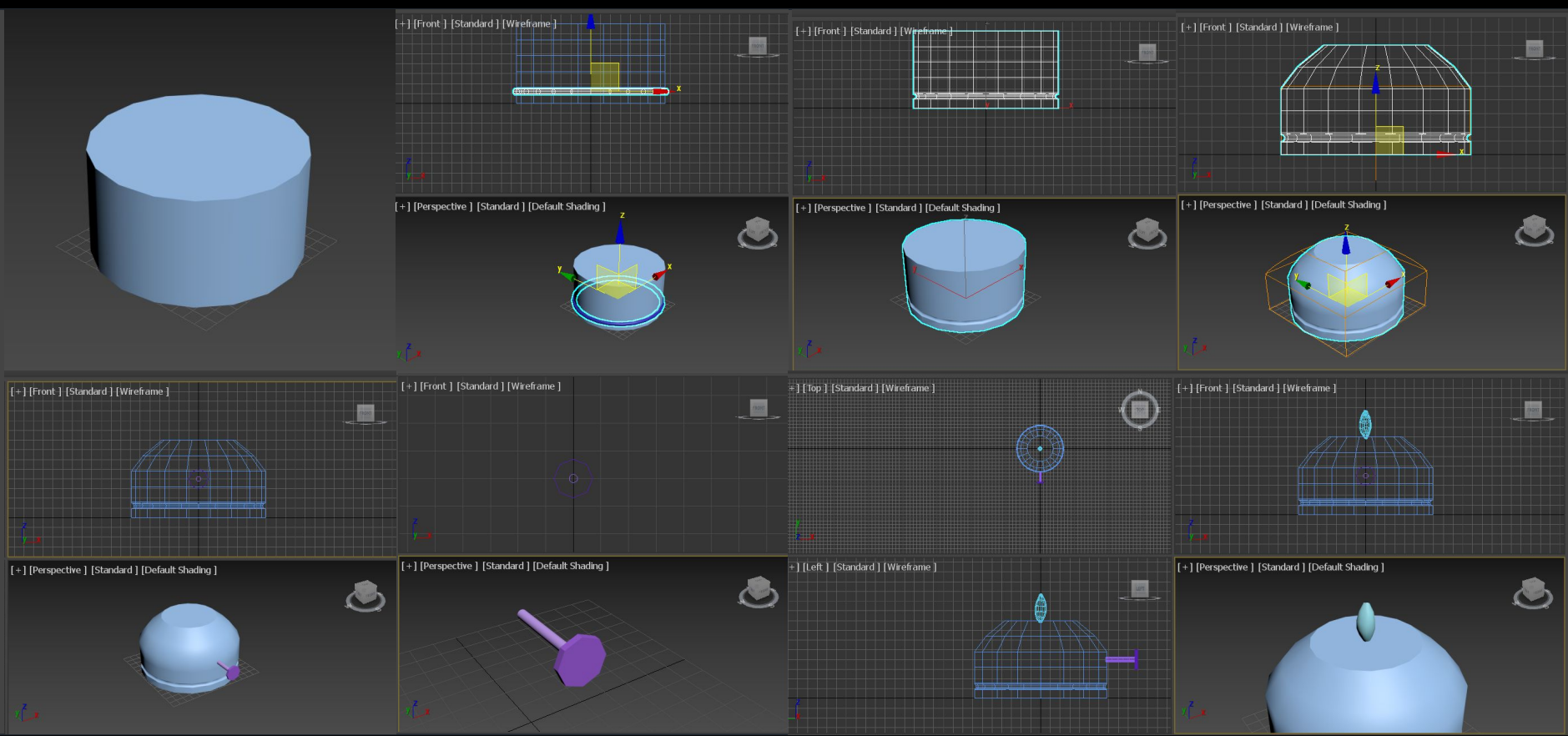


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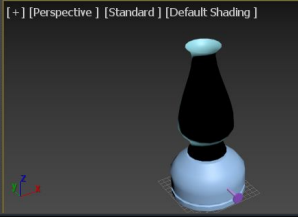
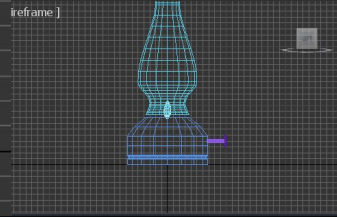
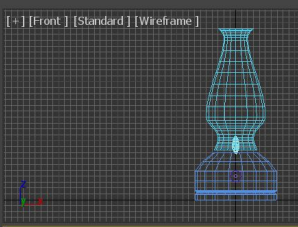
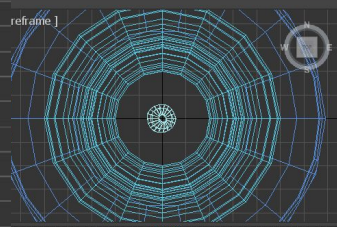
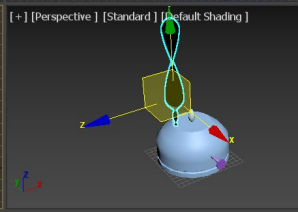
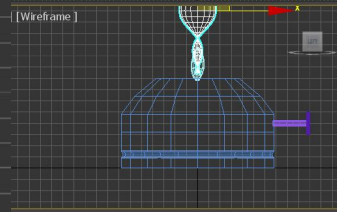
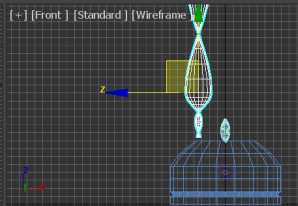
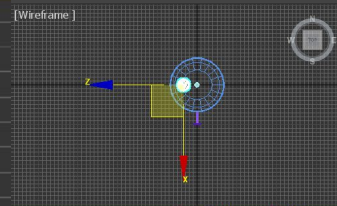
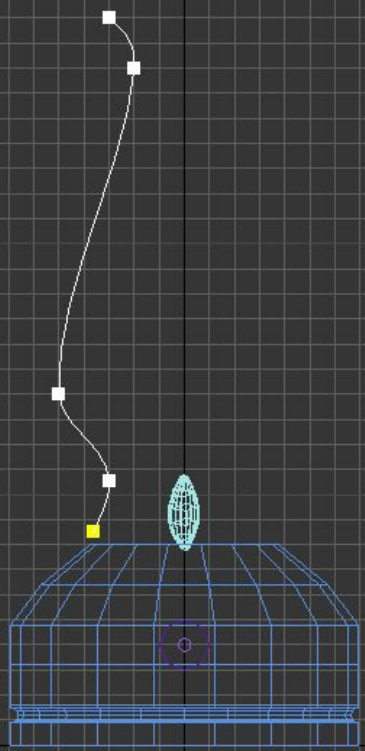


Ex. 10 - Box e Cilindro

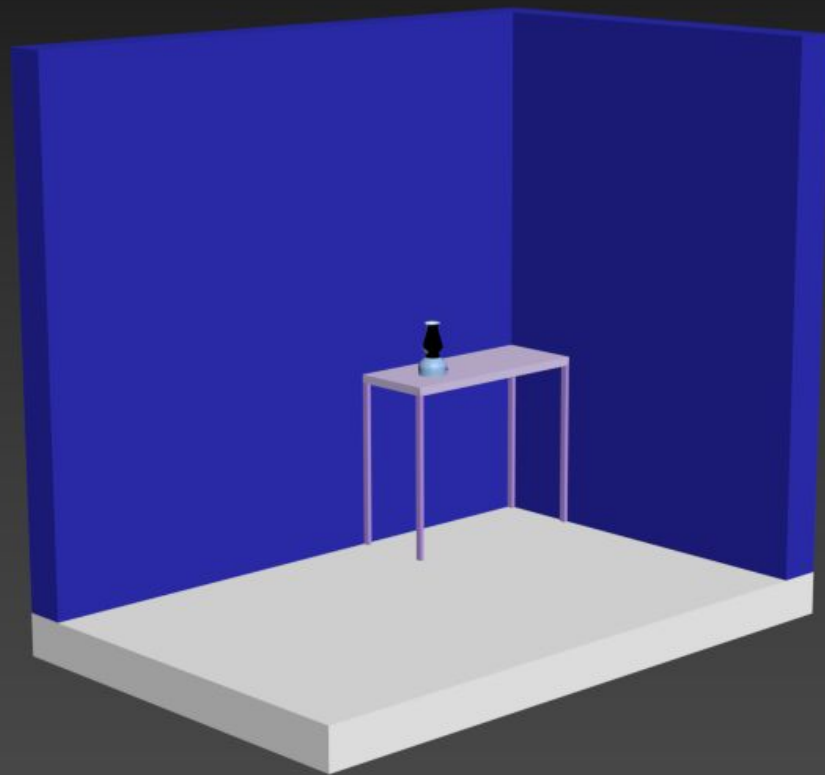




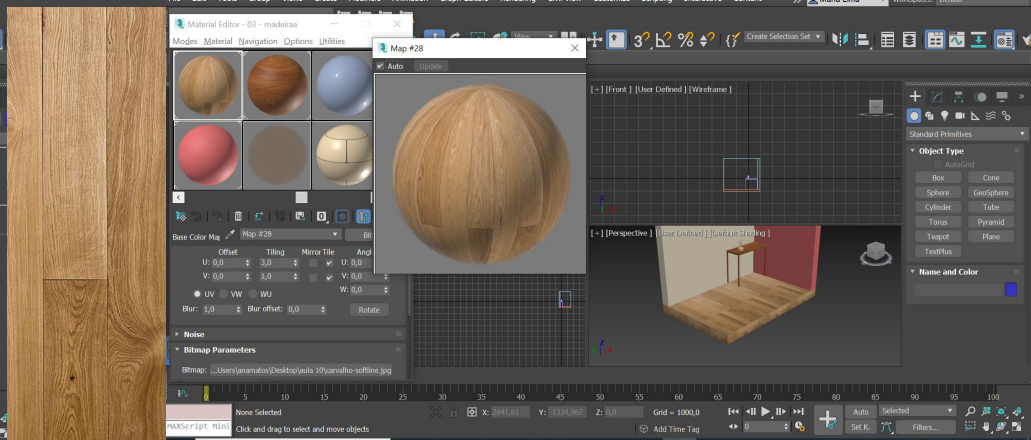
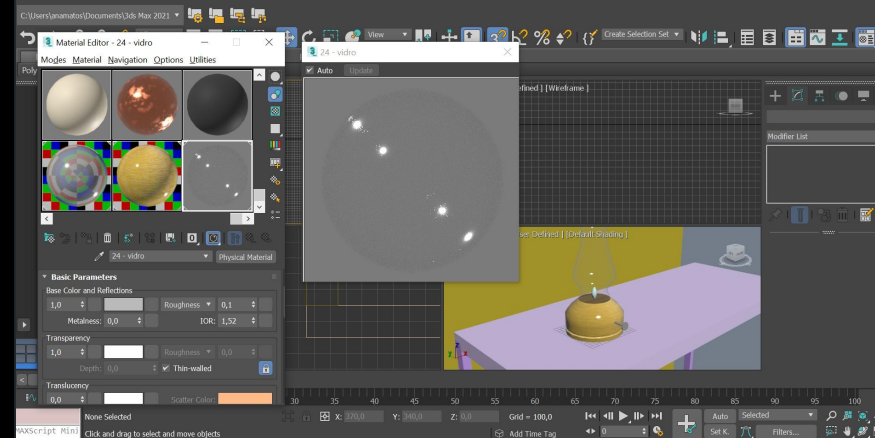
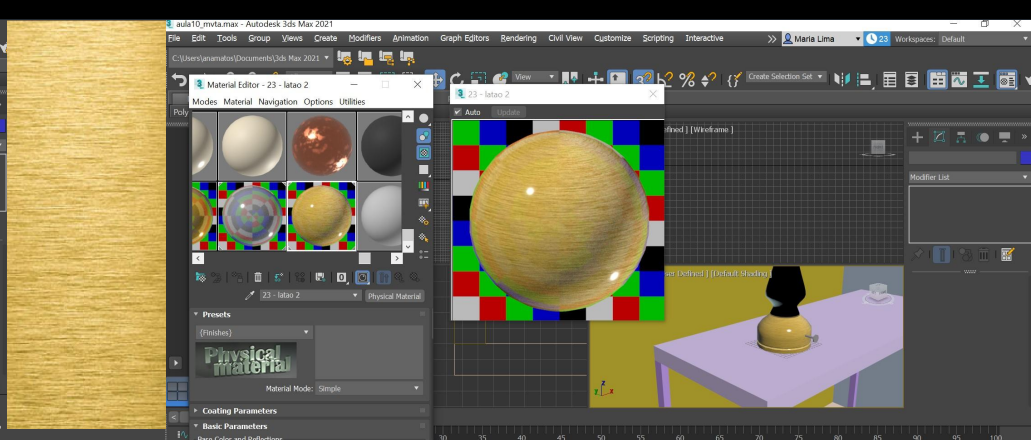
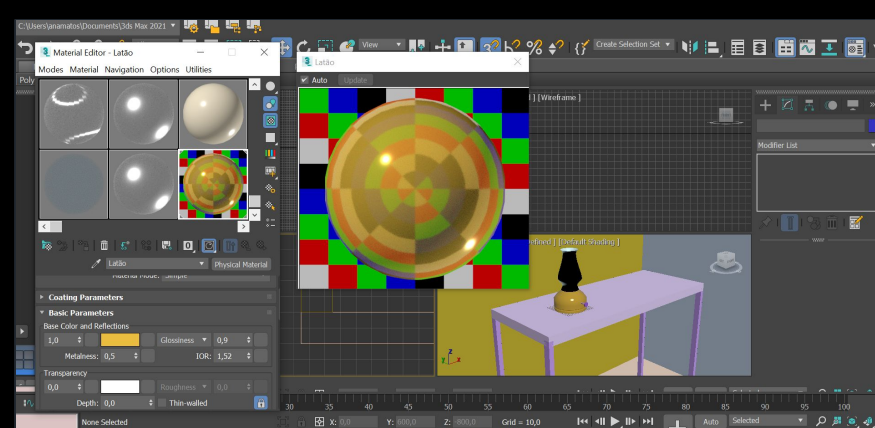
# Ex. 11 - Candeeiro a Petróleo e Mesa



# Ex. 11 - Candeeiro a Petróleo e Mesa

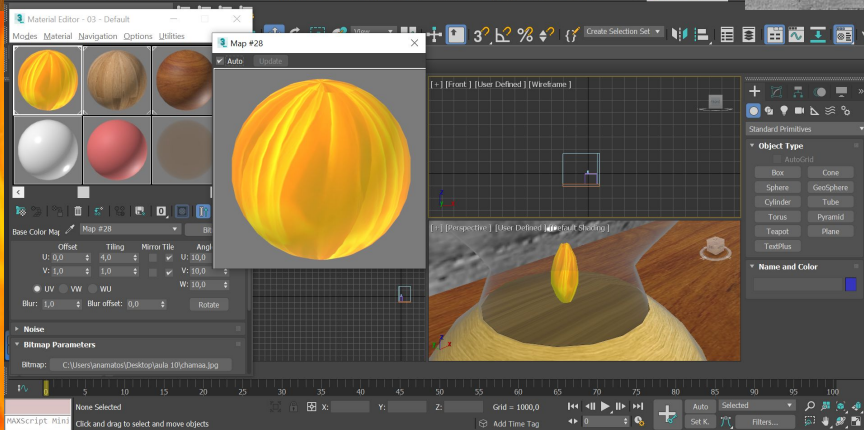
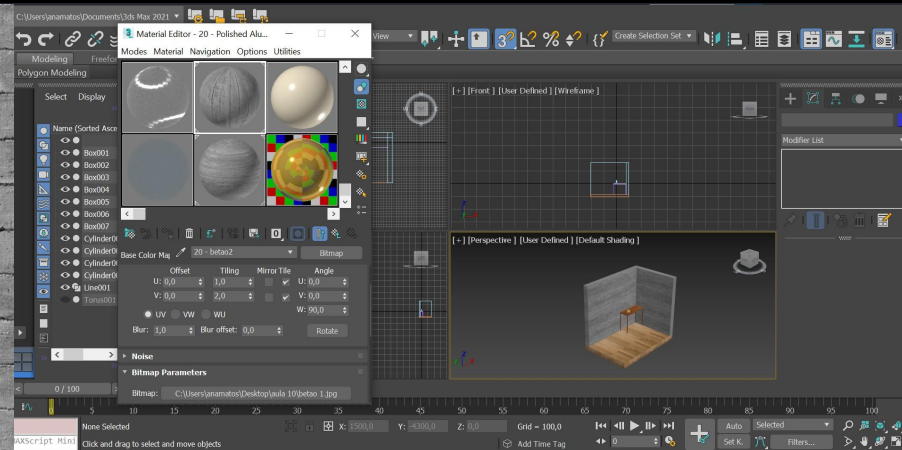
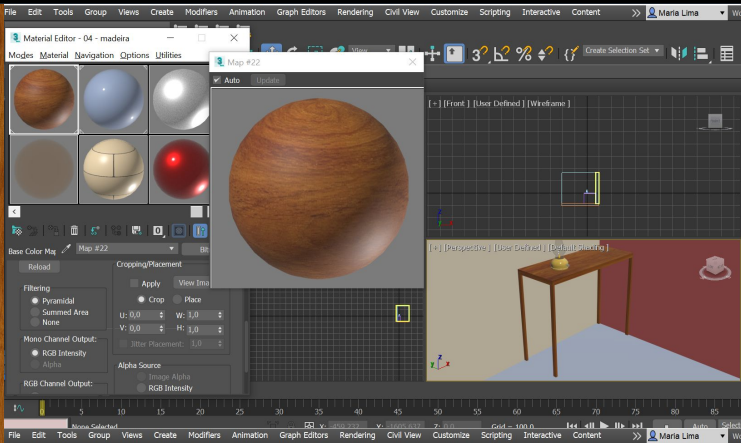


Ex. 11 - (TPC)-Paredes e Pavimentos

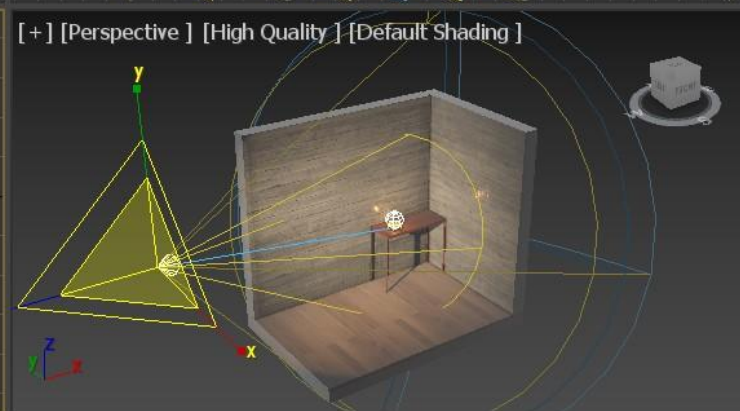
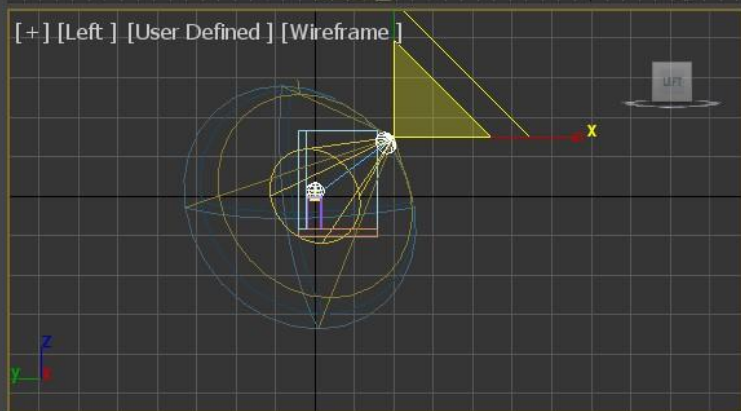
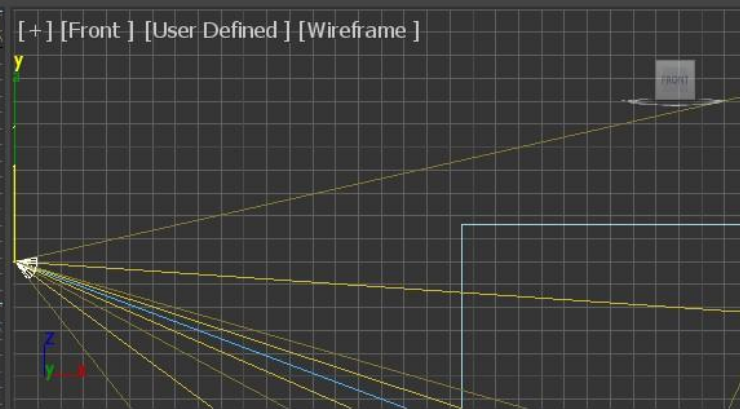
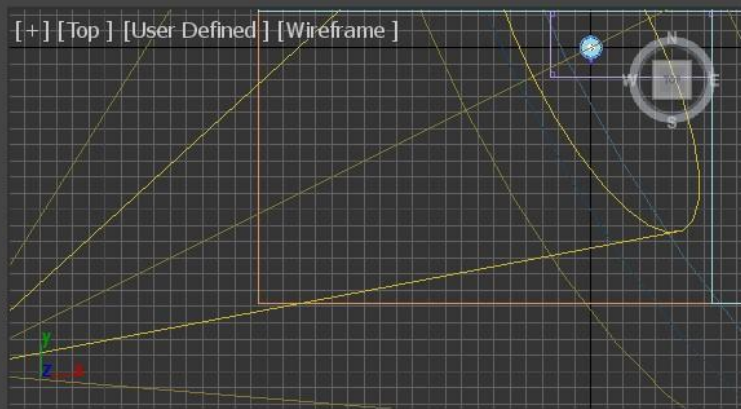


# Ex. 11 - Materiais nos Objetos





# Ex. 11 - Materiais nos Objetos

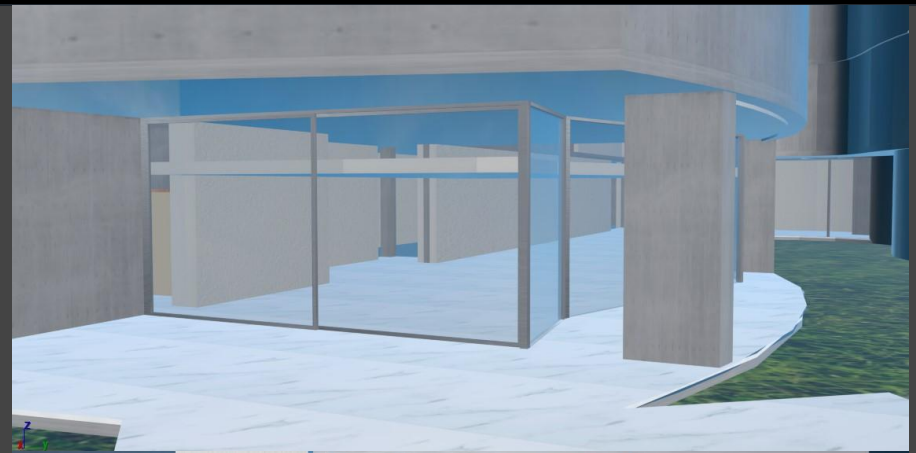


# Ex. 11 - Luz e Câmera



Ex. 12 - Animação





## Ex. 13 - Trabalho Individual