



MODELAÇÃO E VISUALIZAÇÃO TRIDIMENSIONAL EM
ARQUITETURA

SUMÁRIOS

Joana Alves 20201422
Turma Interiores 3 A

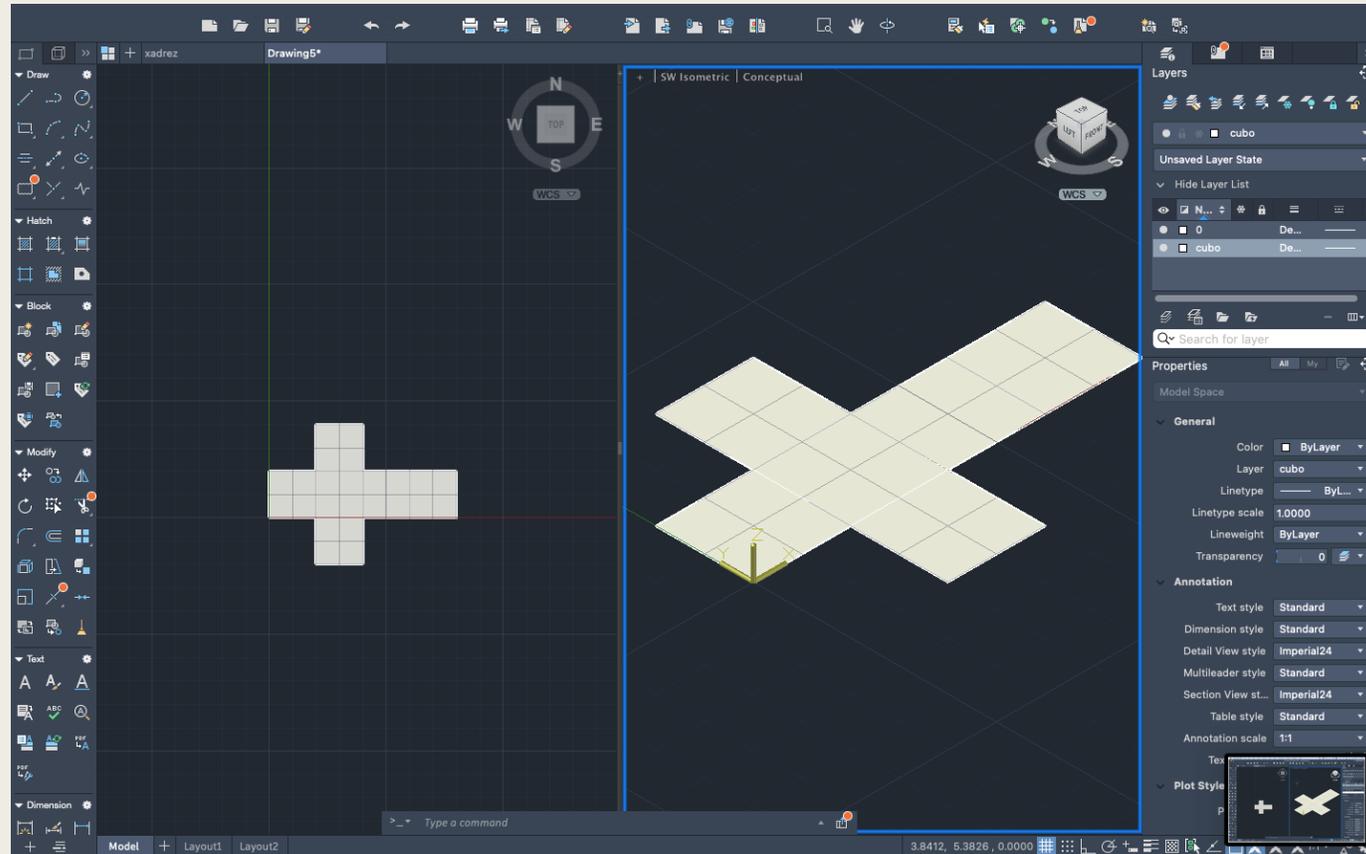


Infelizmente, não consigo realizar gifs no meu computador pelo que apresentarei apenas as imagens dos exercícios sem animação. Obrigada pela compreensão.

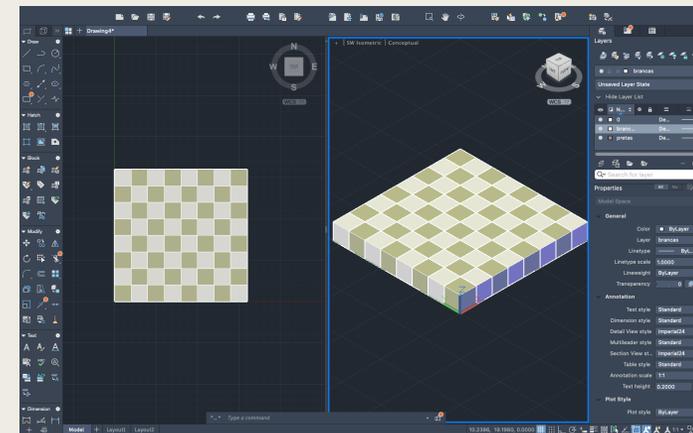
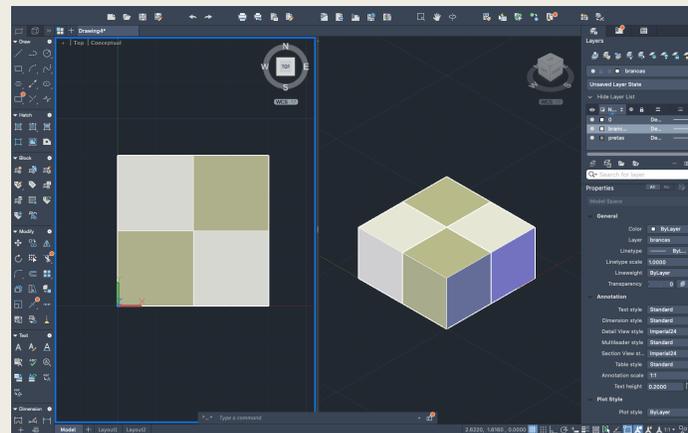
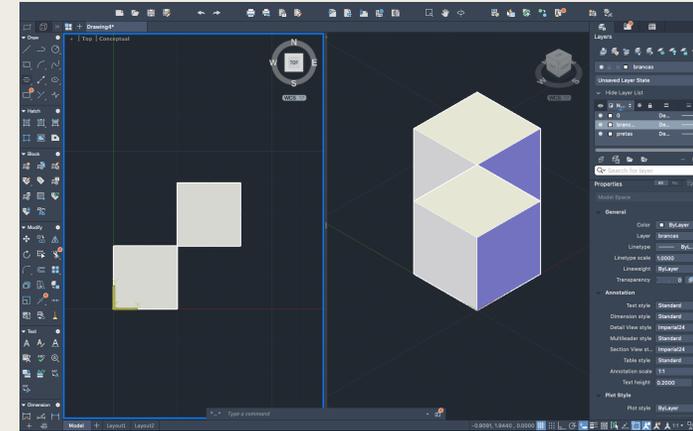
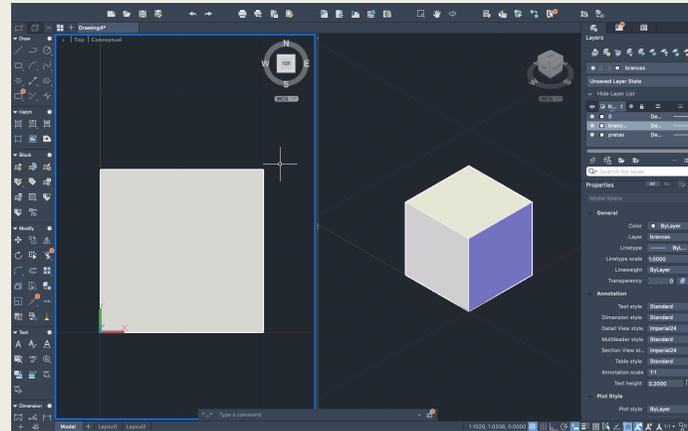
Aula 2 – 28 Fevereiro

- Revisões html. Consolidação.
- Sistemas de coordenadas, unidades/escalas, entidades geométricas, visualização.
- Modelação e edição de sólidos e superfícies (sólidos platónicos), uso do programa Autocad.

Exercício 1 - Cruz



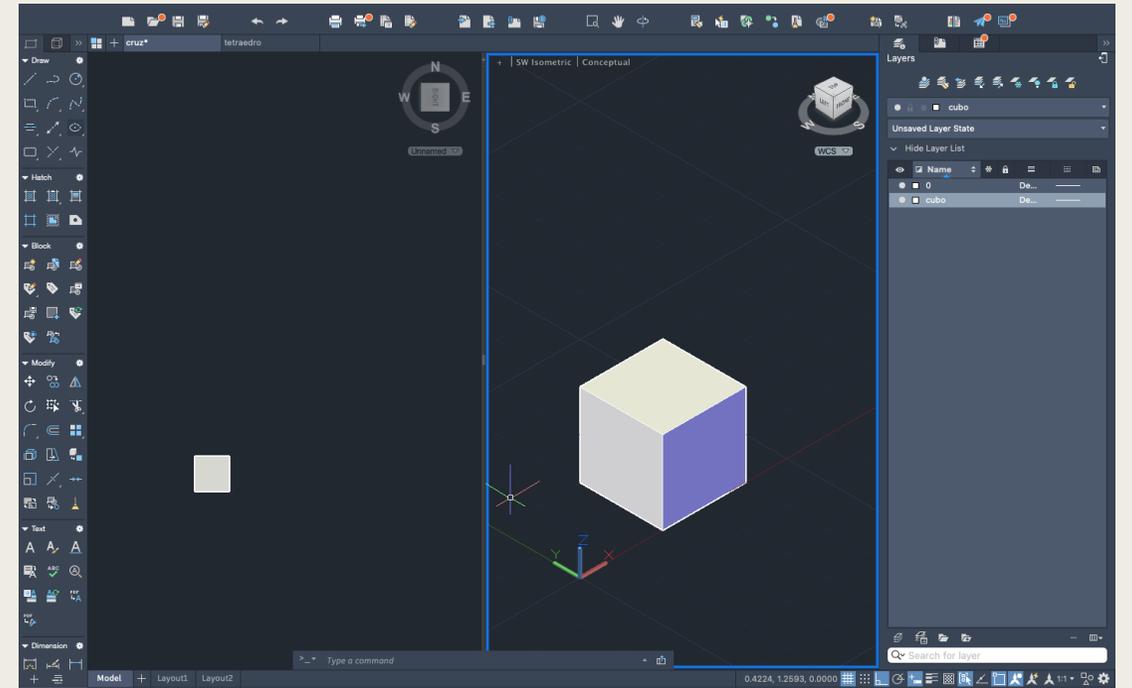
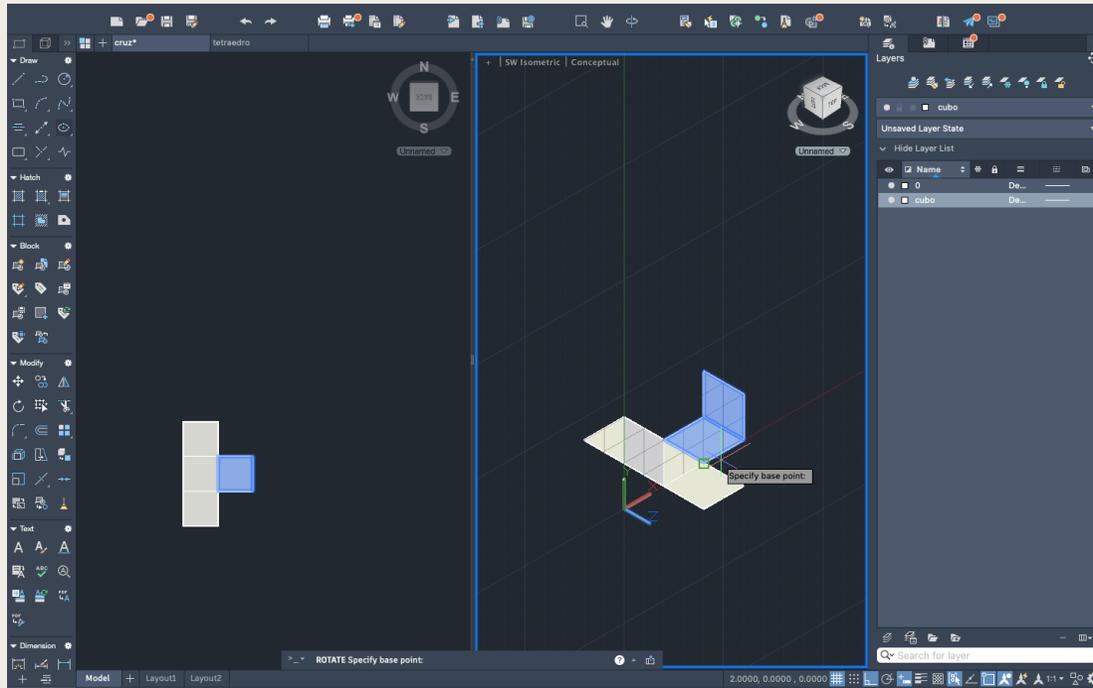
Exercicio 2 – Jogo de Xadrez



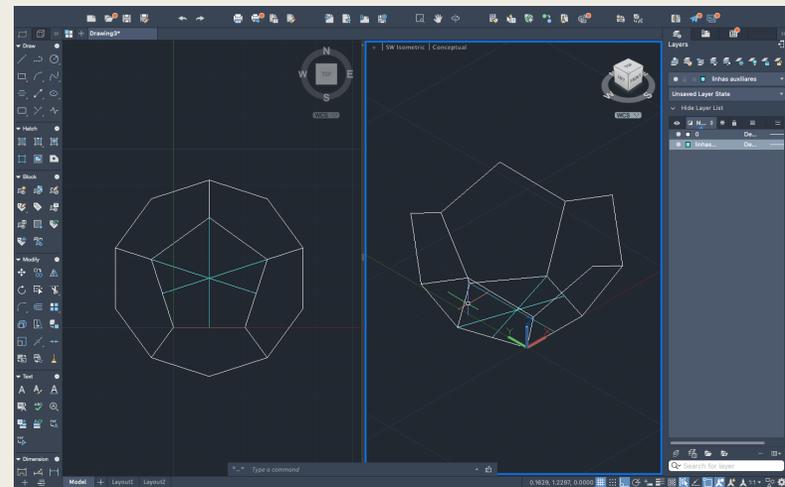
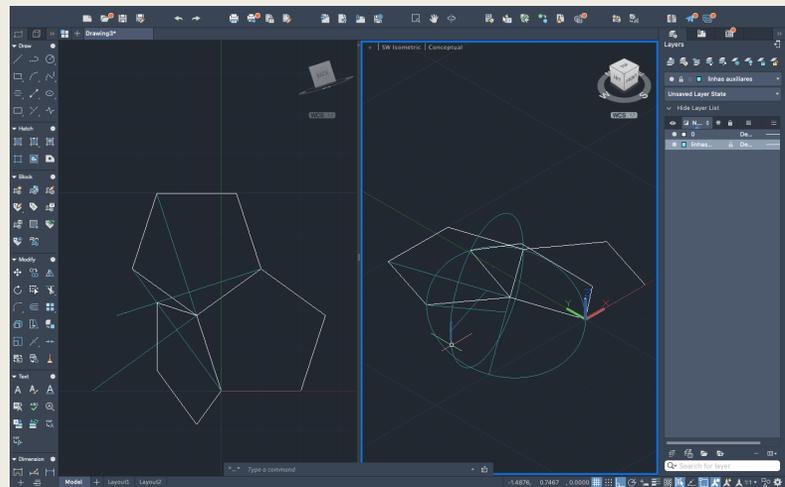
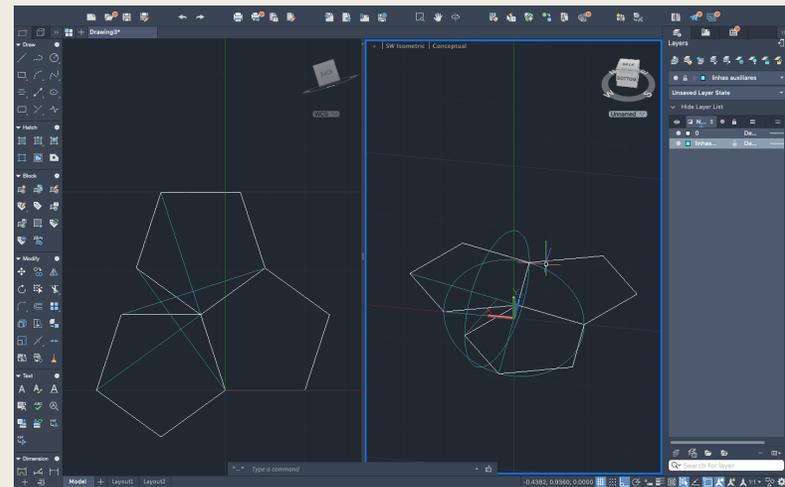
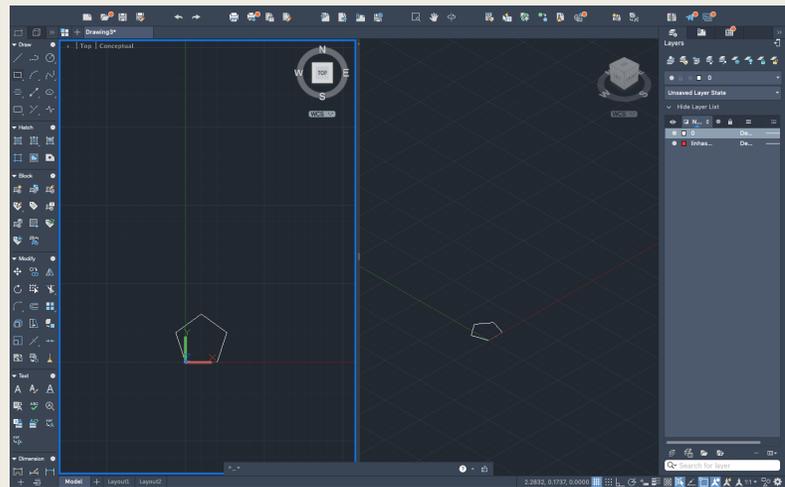
Aula 3 – 7 Março

- Revisões da aula anterior.
- Consolidação.
- Sistemas de coordenadas. Unidades/escalas.
- Entidades geométricas. Visualização.
- Modelação e edição de sólidos e superfícies (sólidos platónicos), uso do programa Autocad (continuação).

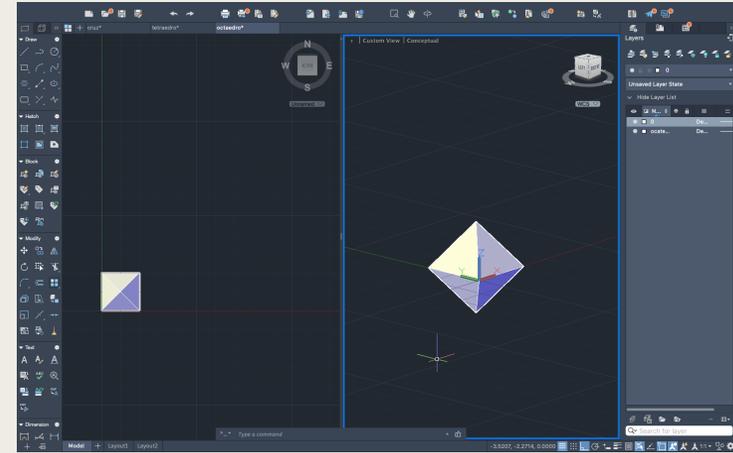
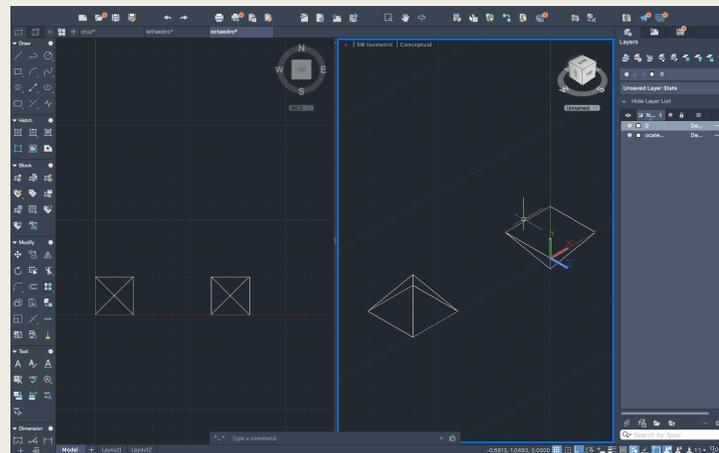
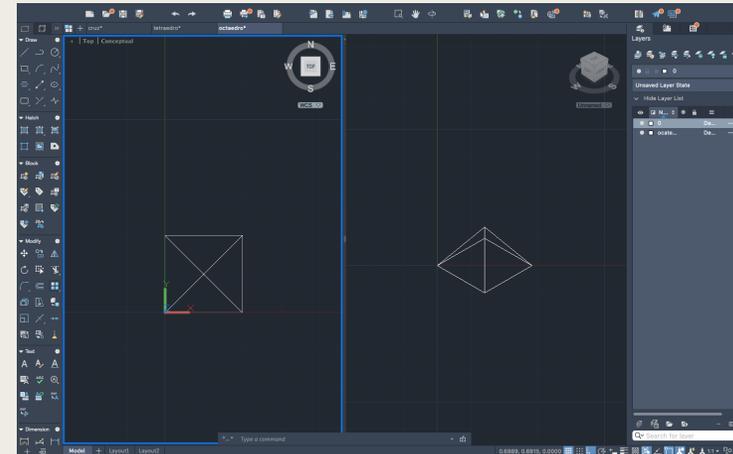
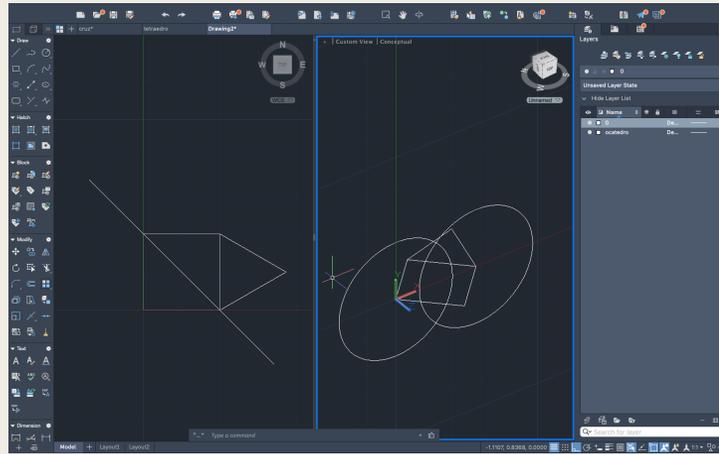
Exercício 1 – Cubo



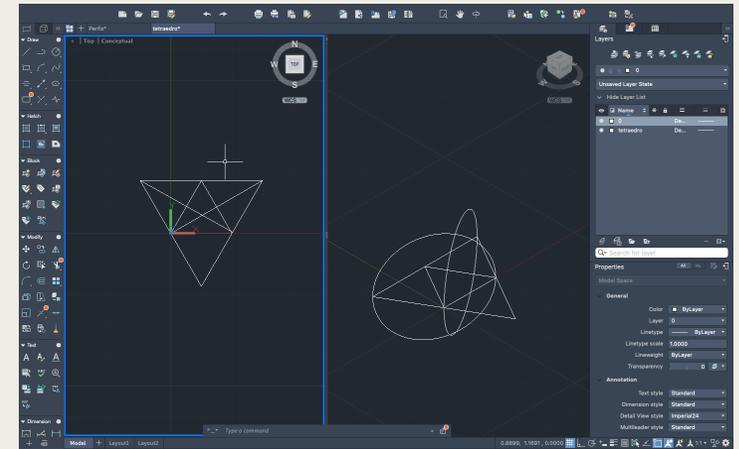
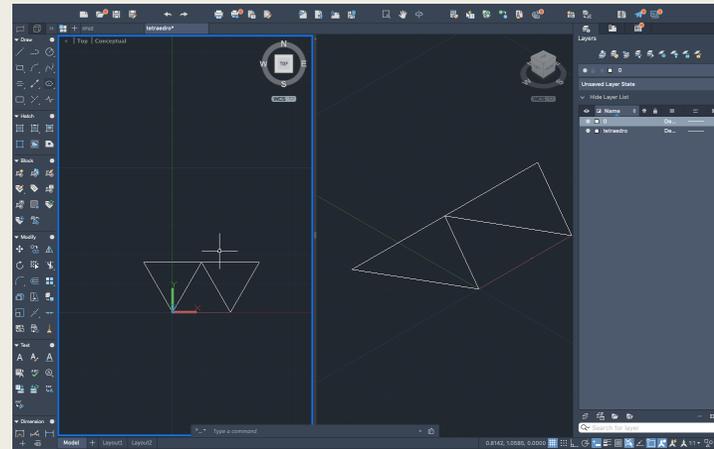
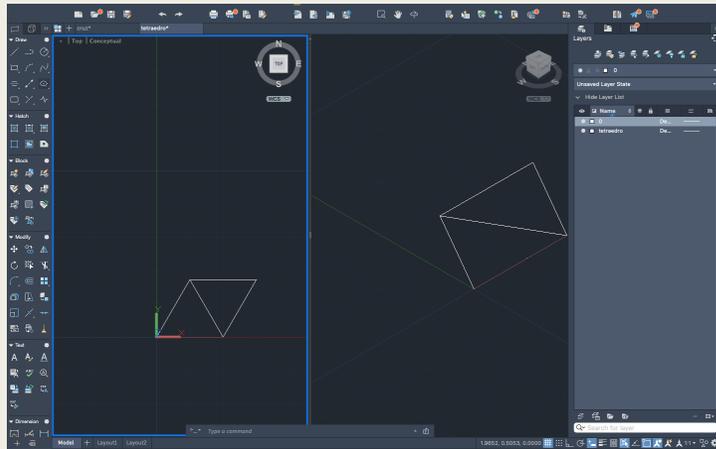
Exercício 2



Exercício 3 - Octaedro



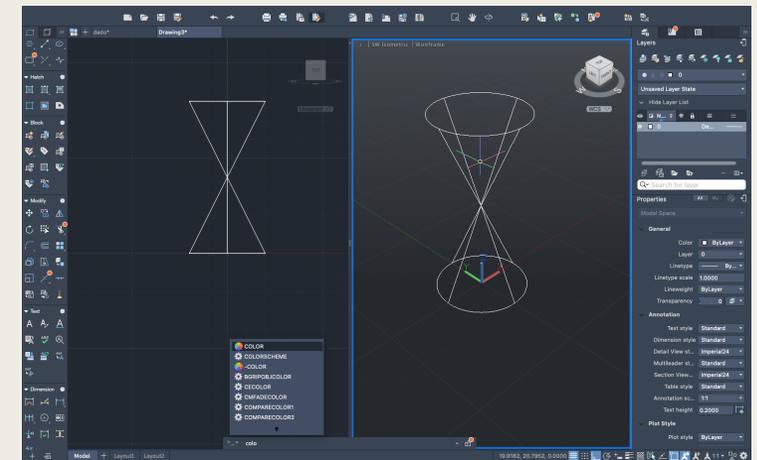
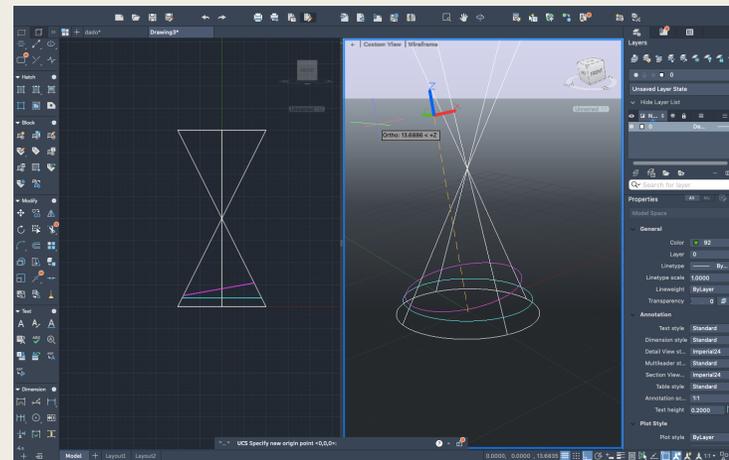
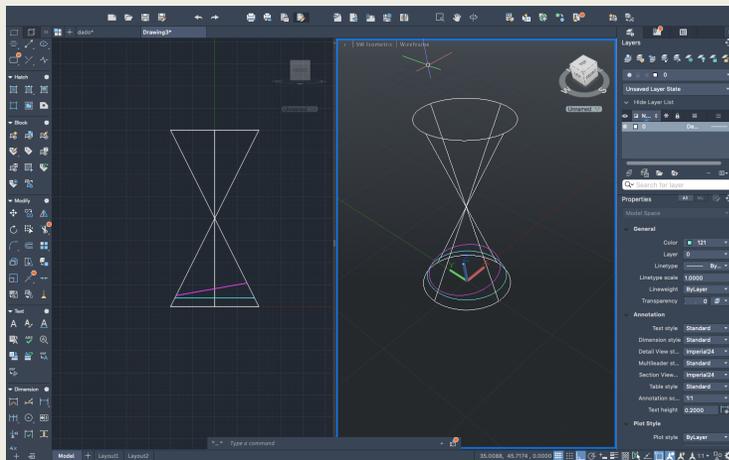
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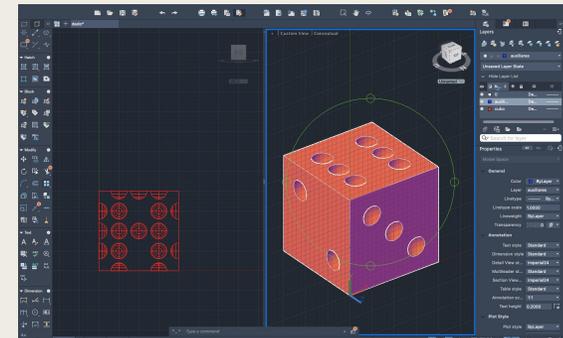
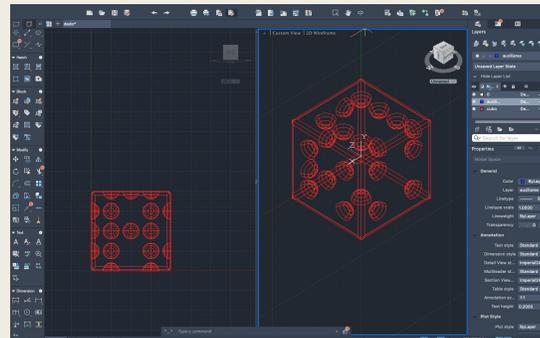
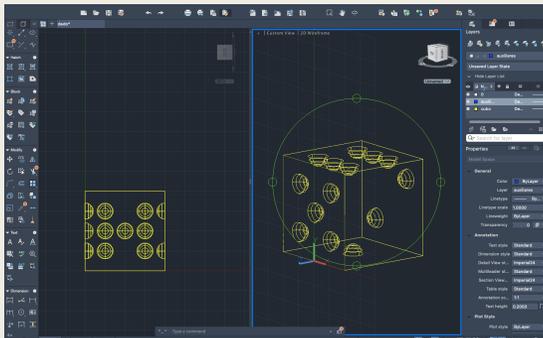
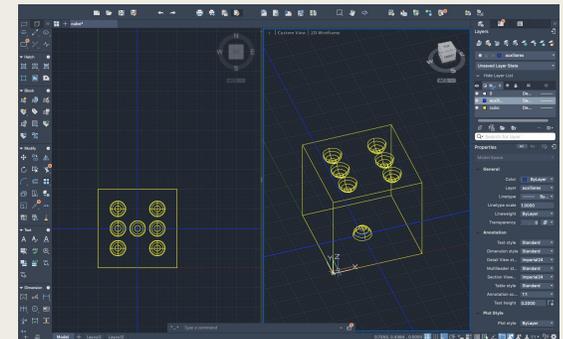
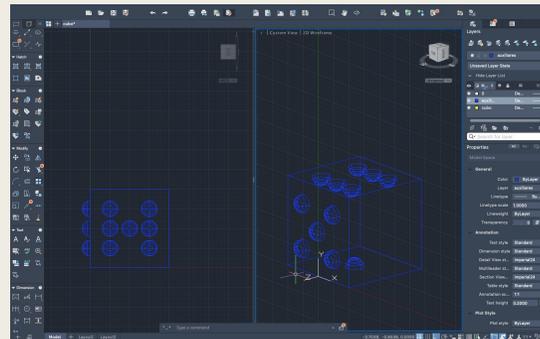
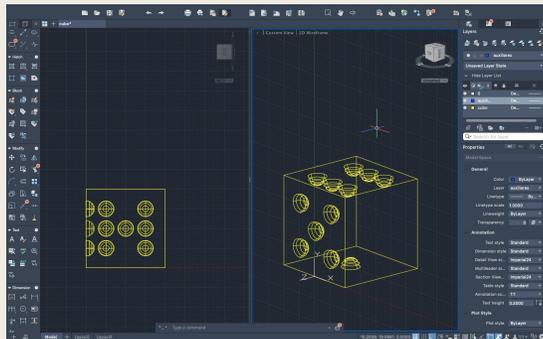
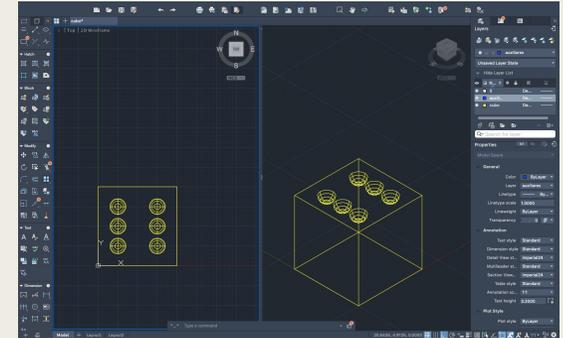
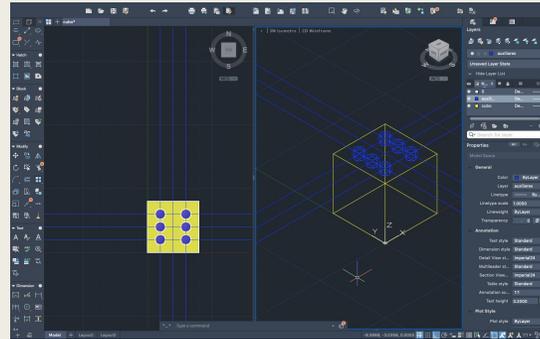
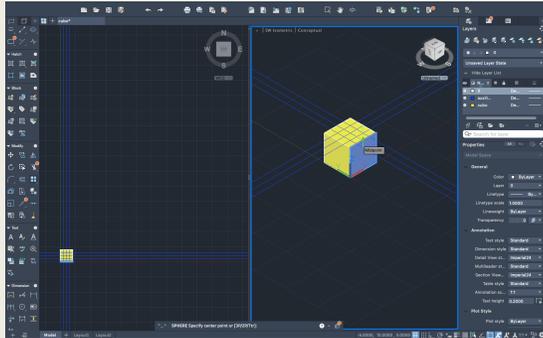
Aula 4 – 14 Março

- Modelação e edição de sólidos e superfícies (sólidos platónicos - revisões).
- Sólidos primários.
- Operações booleanas (Autocad).

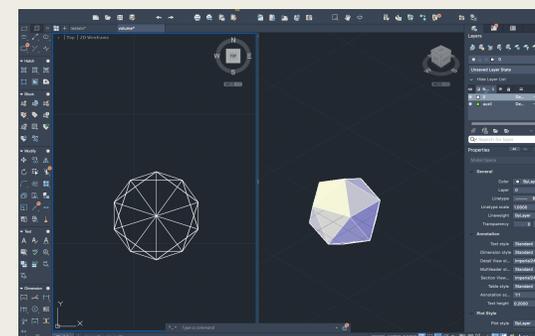
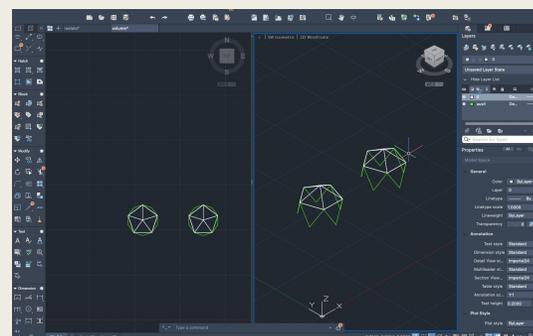
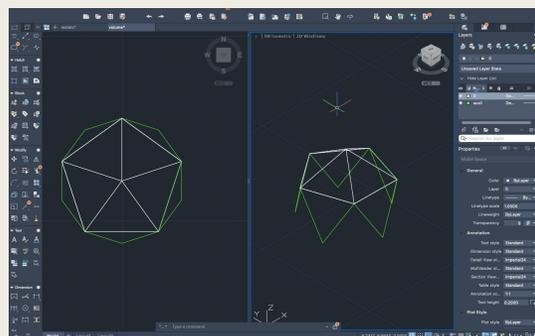
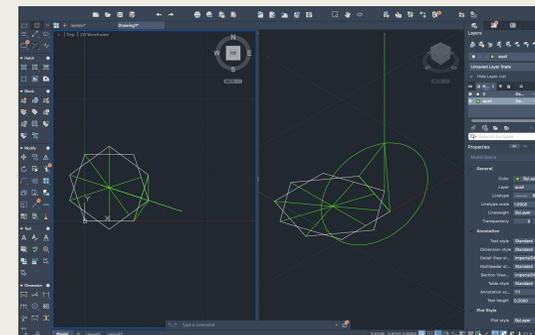
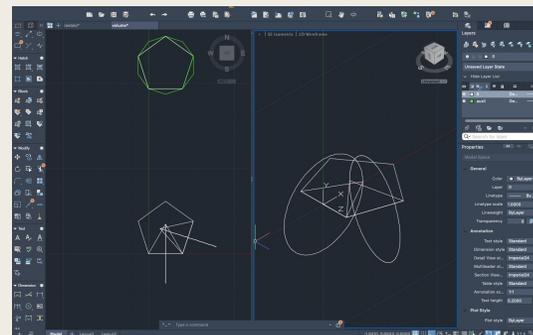
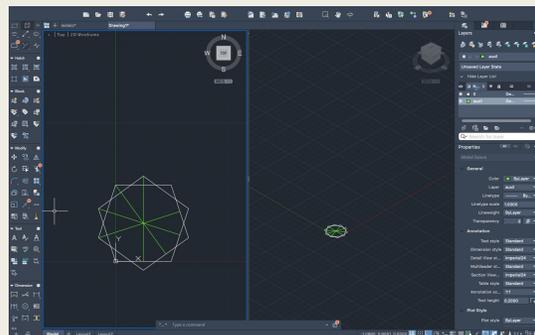
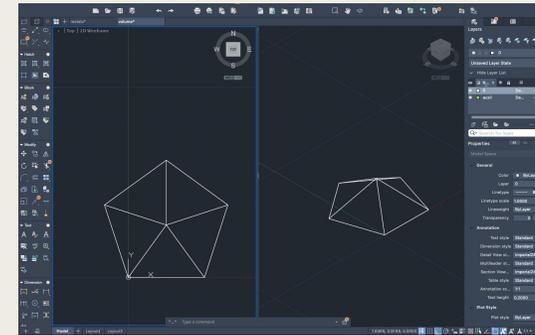
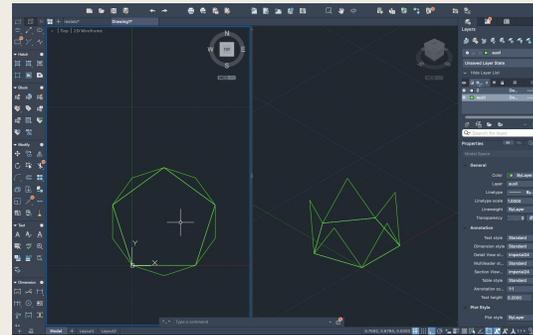
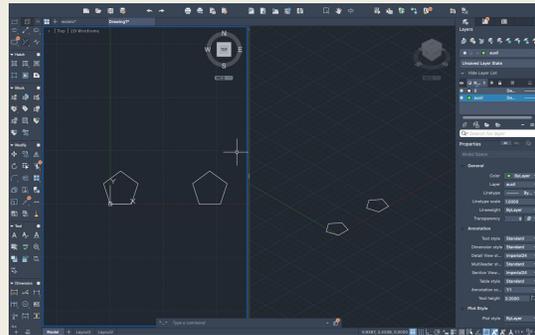
Exercício 1 - Cónicas



Exercício 2 - Dado



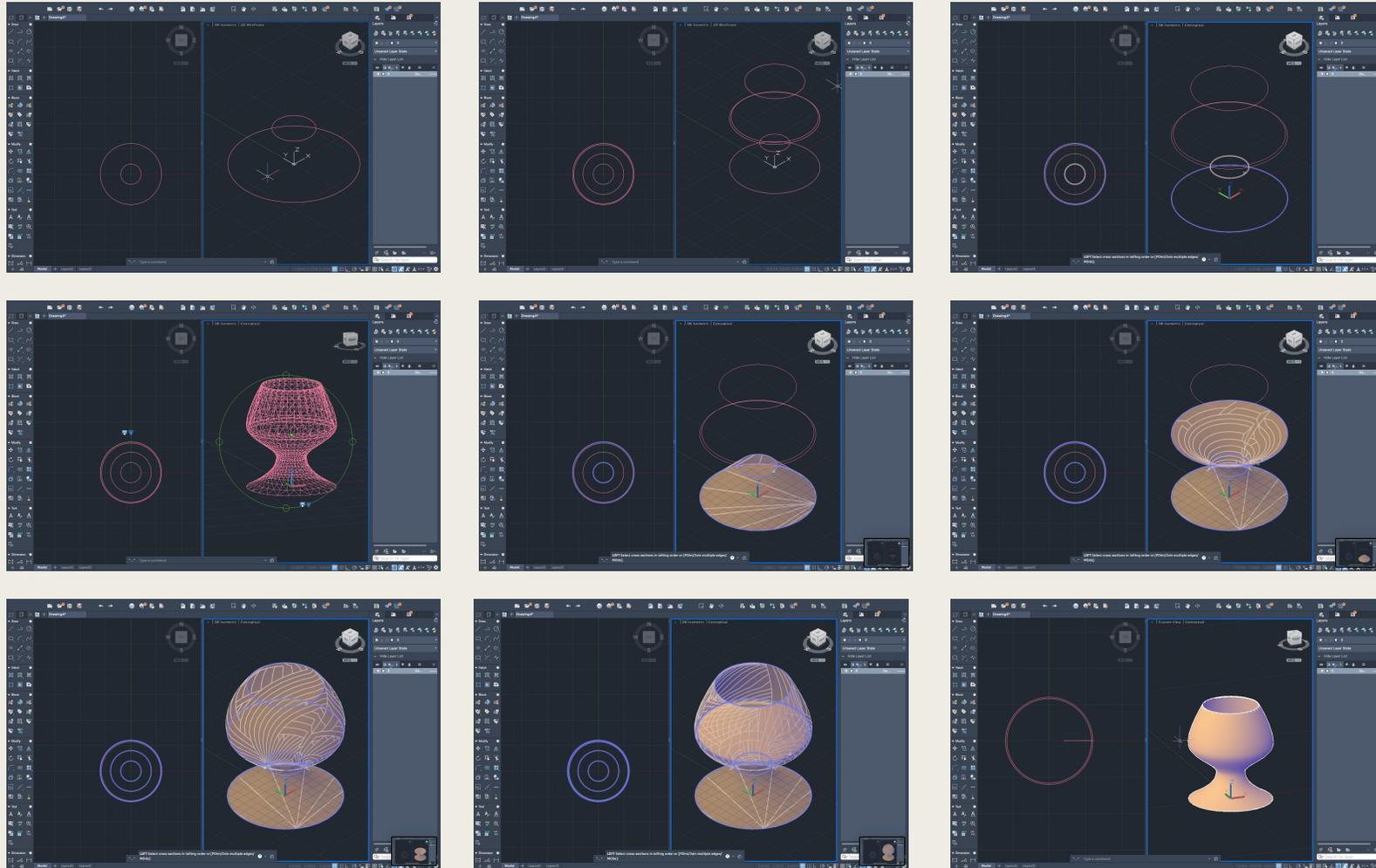
Exercício 3 - Volume



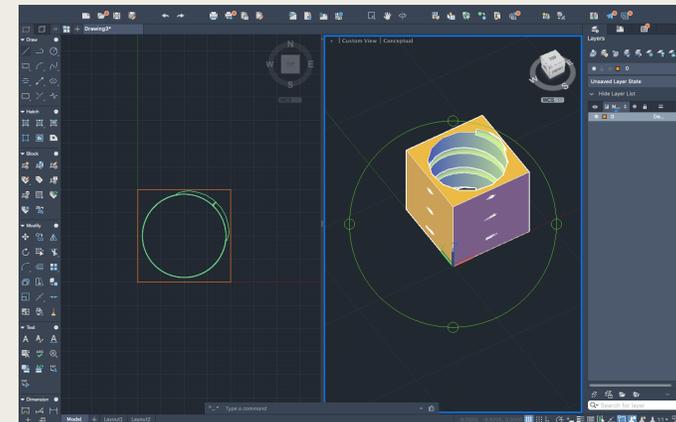
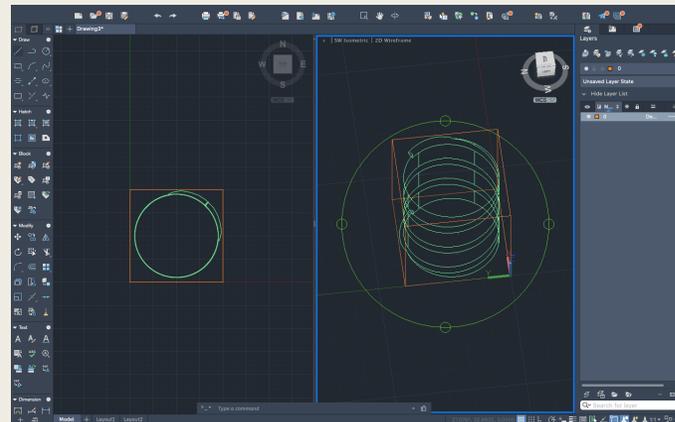
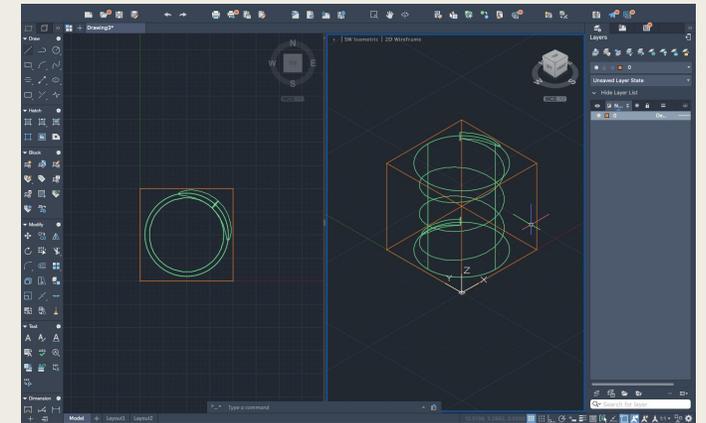
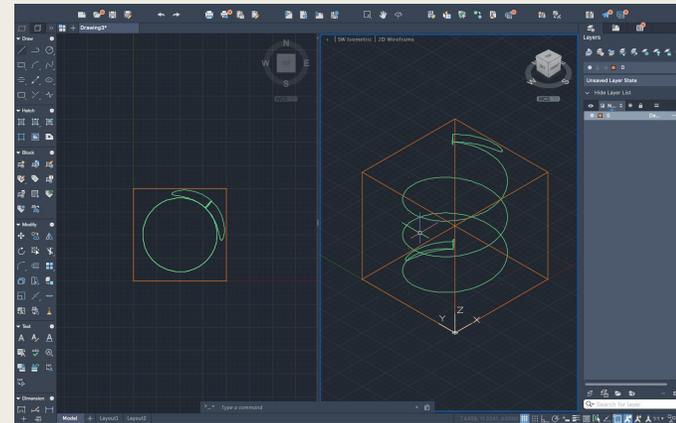
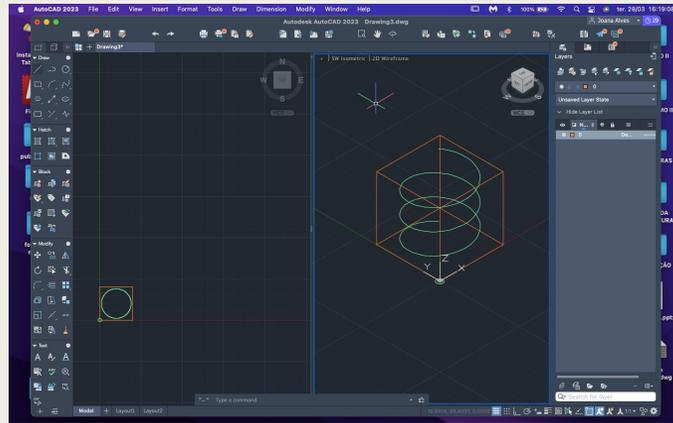
Aula 5 – 28 Março

- Modelação e edição de sólidos e superfícies.
- Sólidos primários.
- Operações booleanas (Autocad).
- Escolha da cozinha do trabalho final.

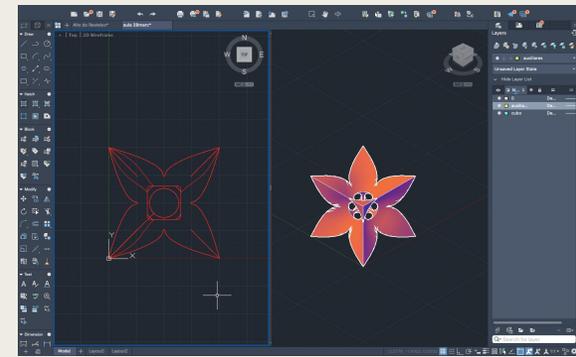
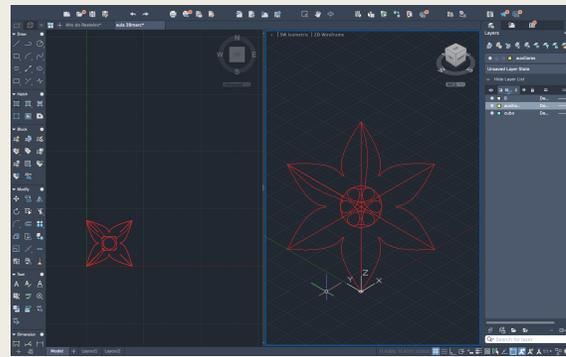
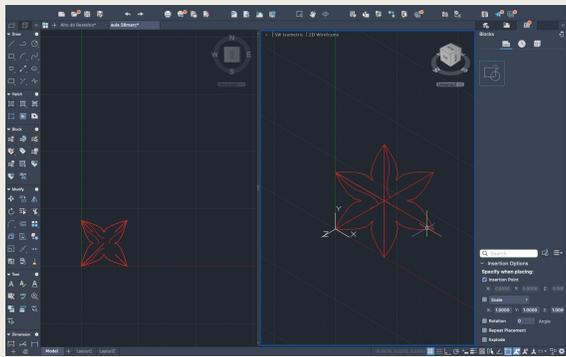
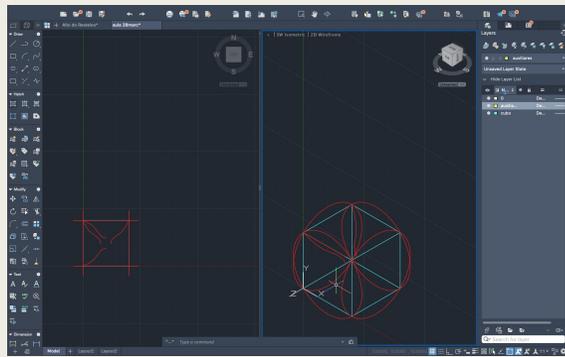
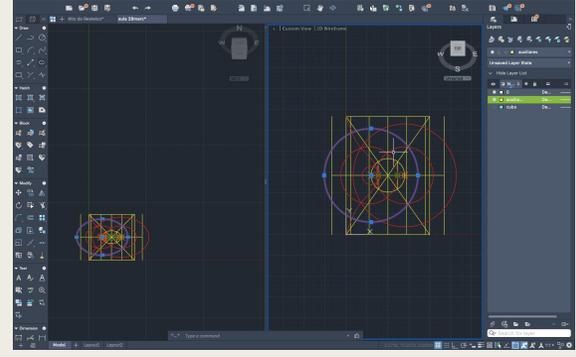
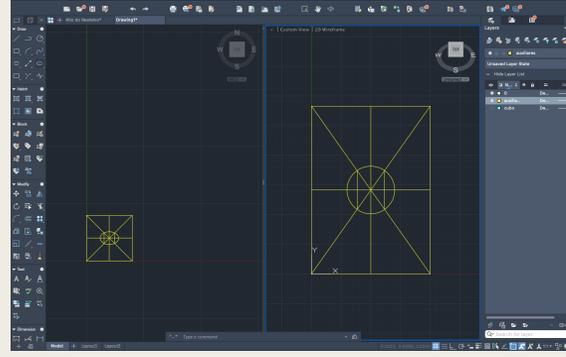
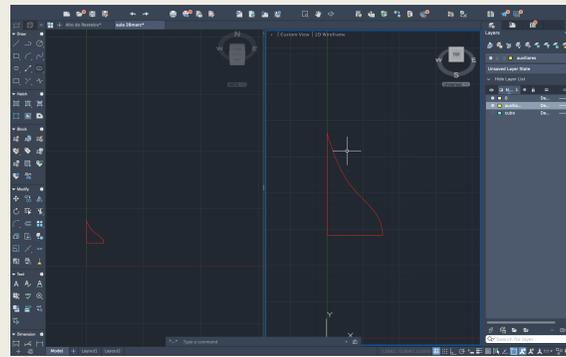
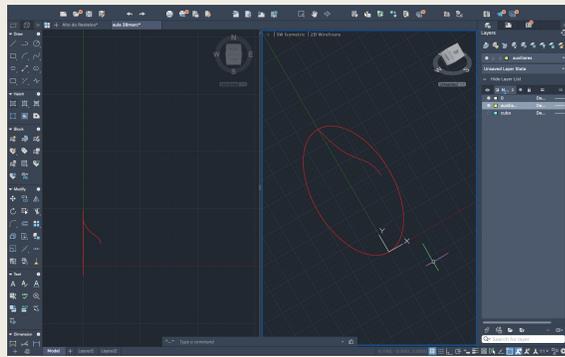
Exercício 1 - Copo



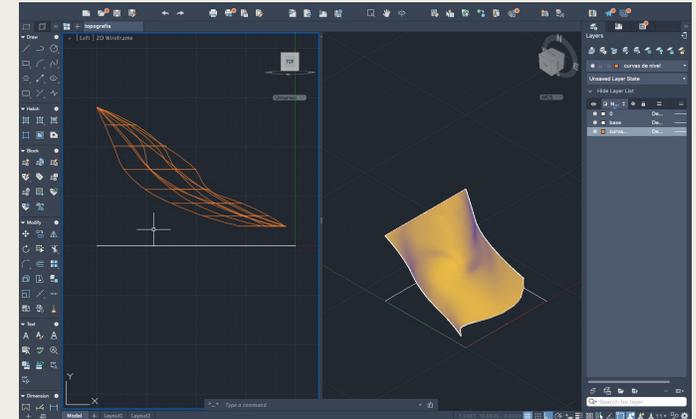
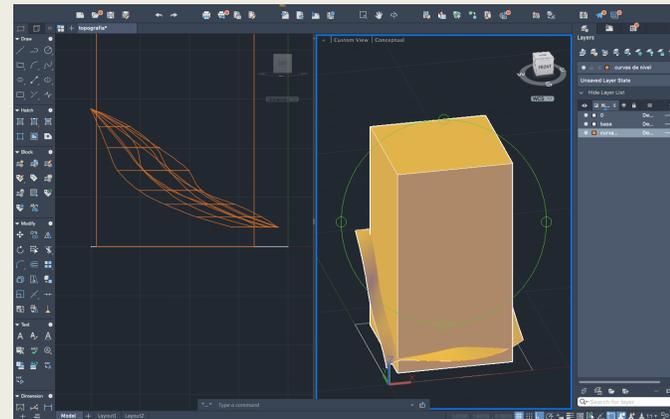
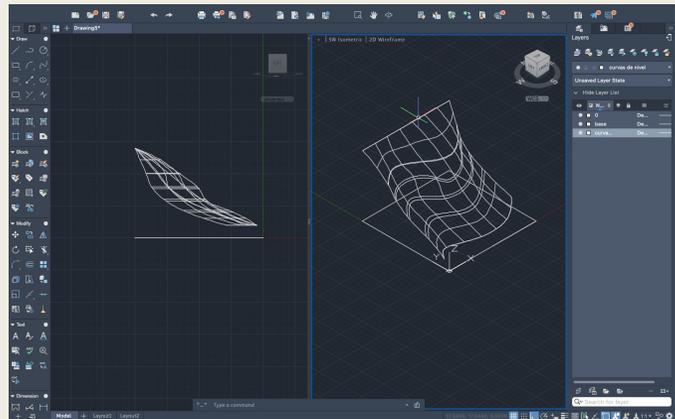
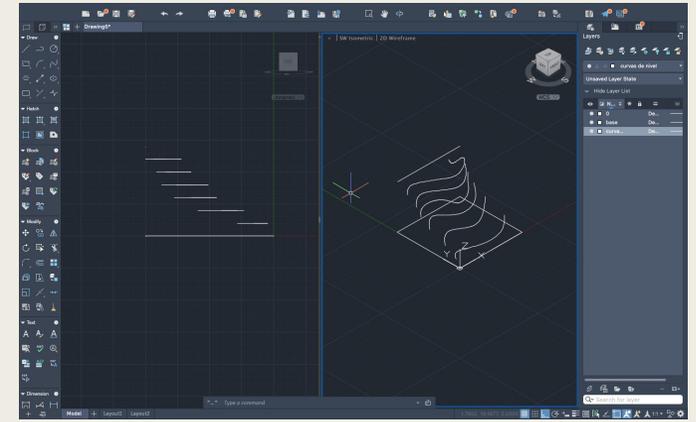
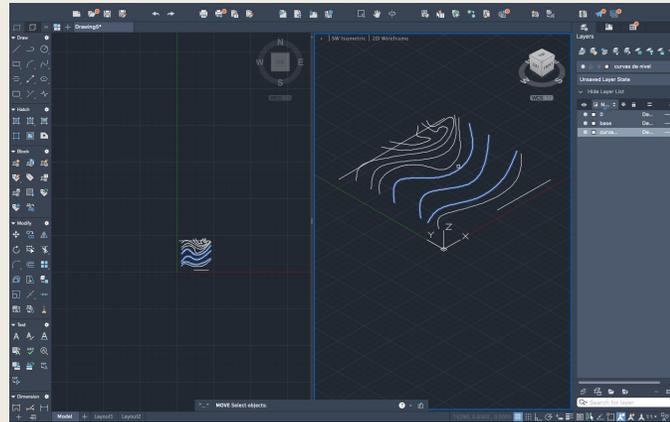
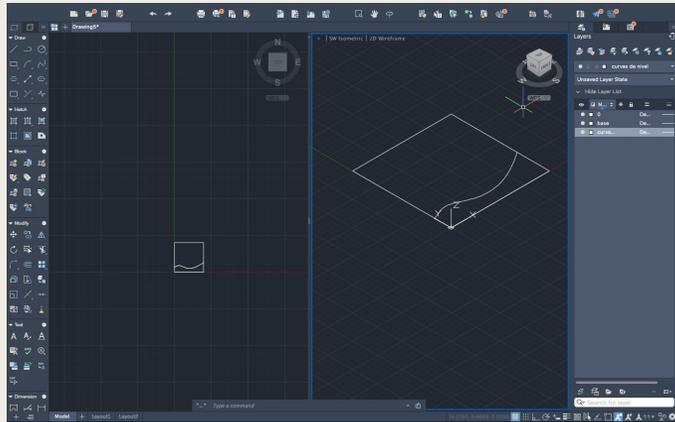
Exercício 2 – Cilindro



Exercício 3 - Flor



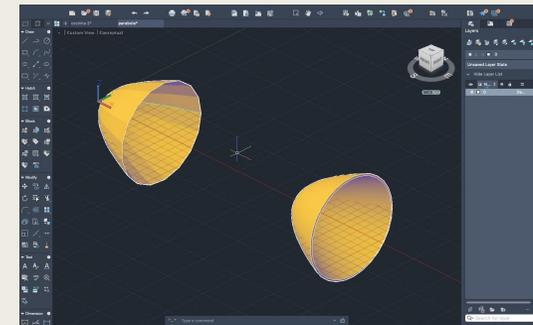
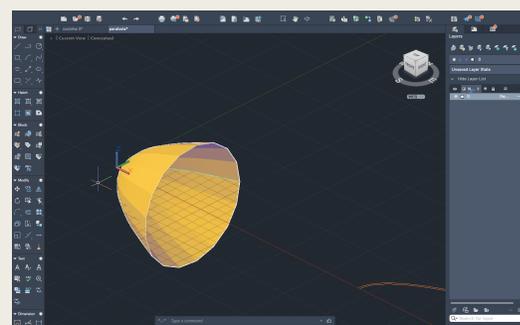
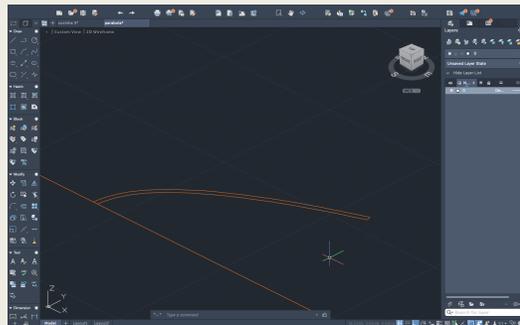
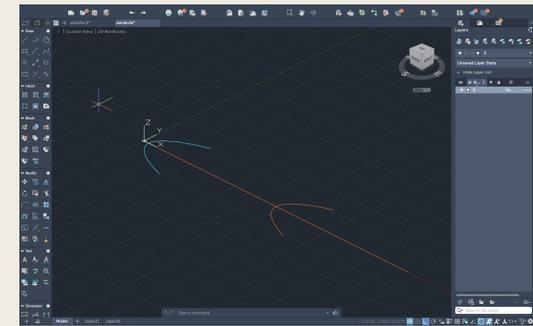
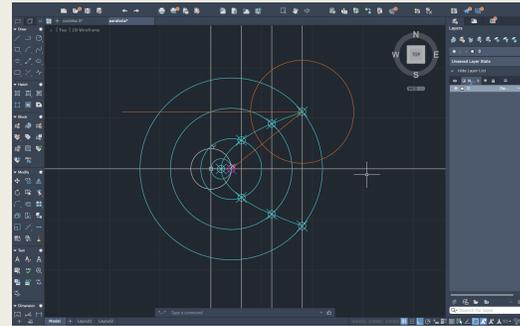
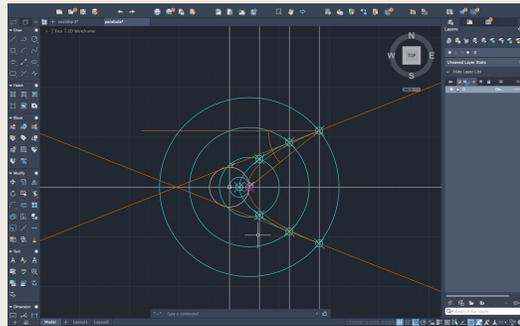
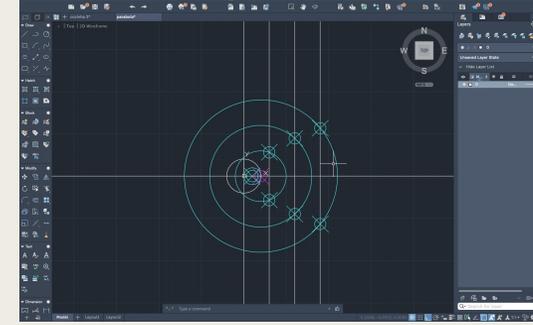
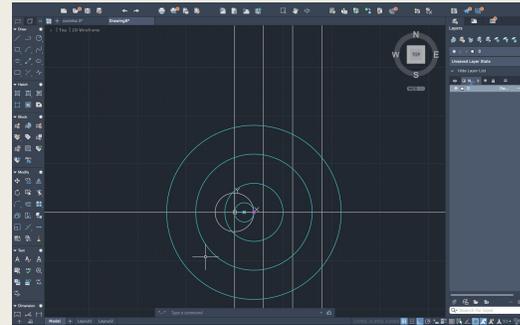
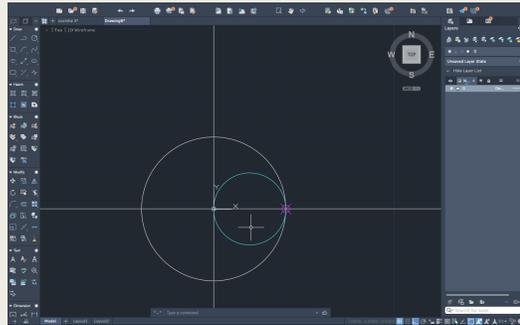
Exercício 4 - Topografia



Aula 6 – 11 Abril

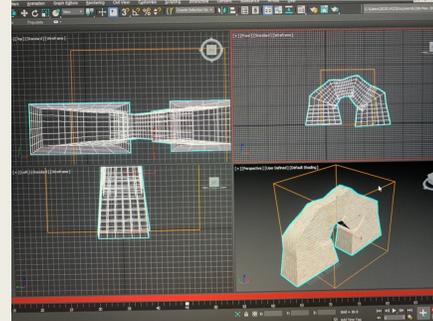
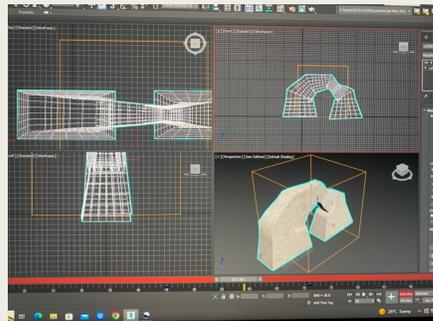
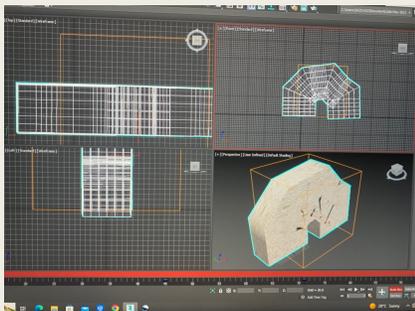
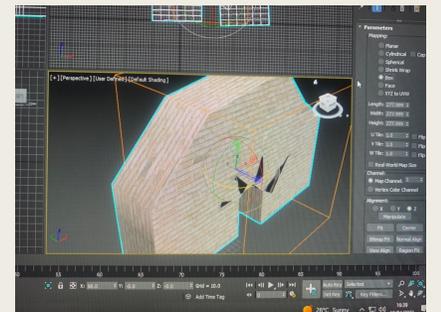
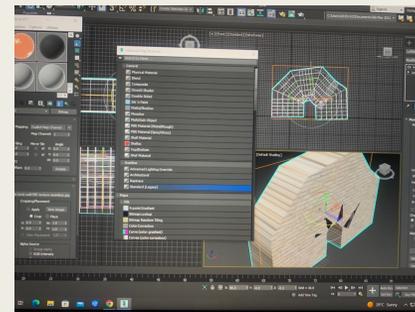
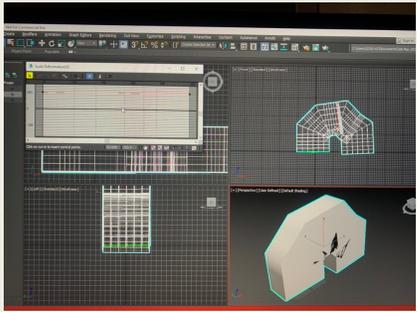
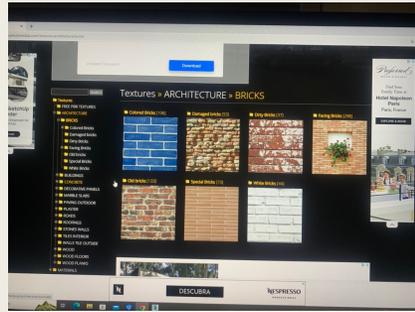
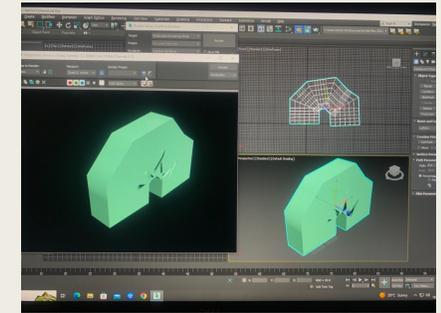
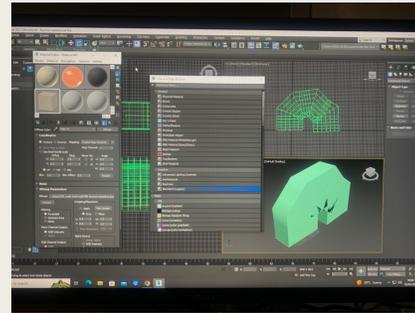
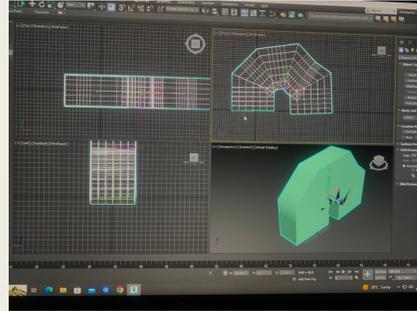
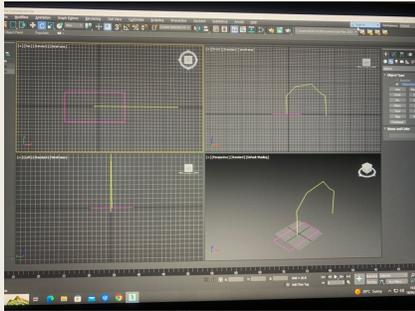
- Modelação e edição de sólidos e superfícies.
- Sólidos primários.
- Operações booleanas, Autocad (conclusão).

Exercício 1 - Parábolas



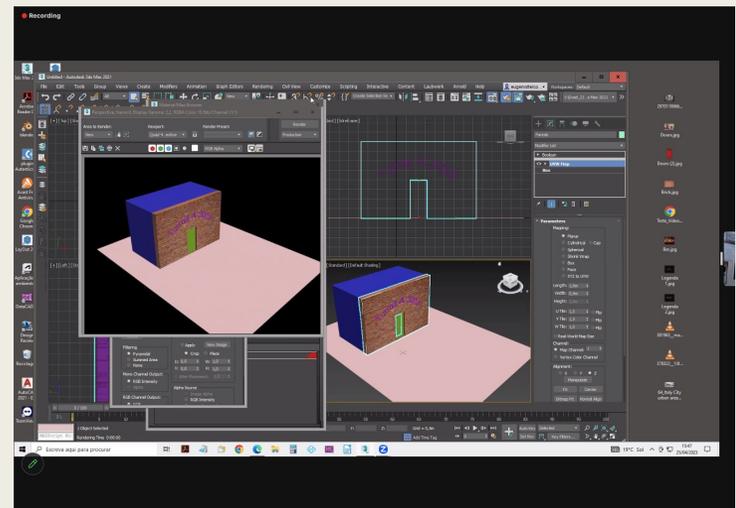
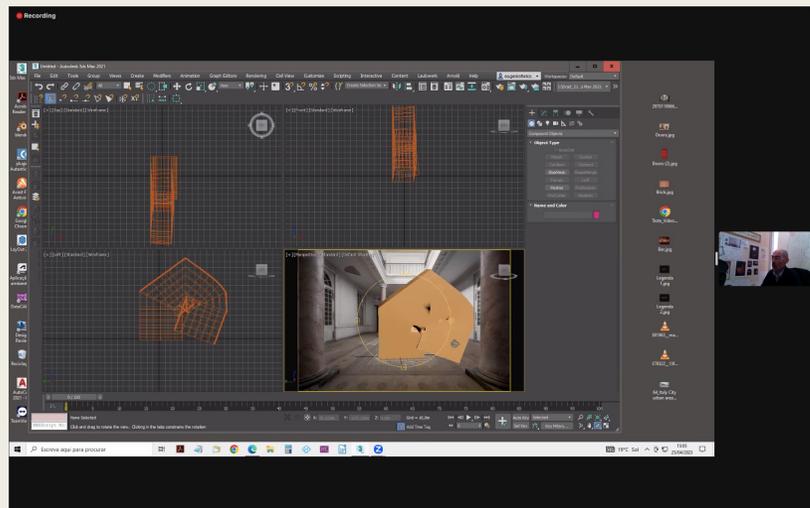
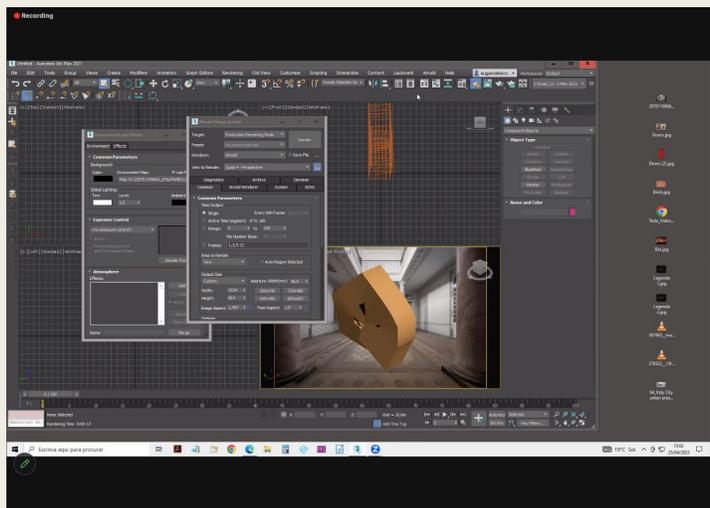
Aula 7 – 18 Abril

- Introdução ao 3D Studio Max
- Aplicação de texturas
- Produção de vídeo de transformação do objeto



Aula 8 – 25 Abril (online)

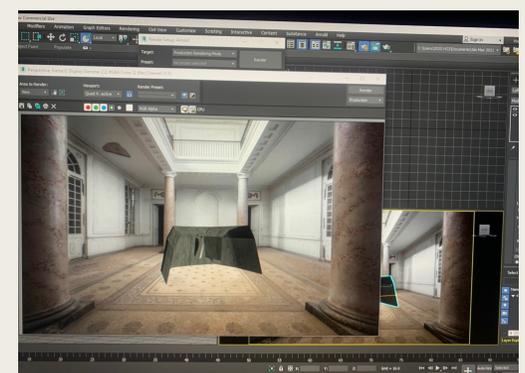
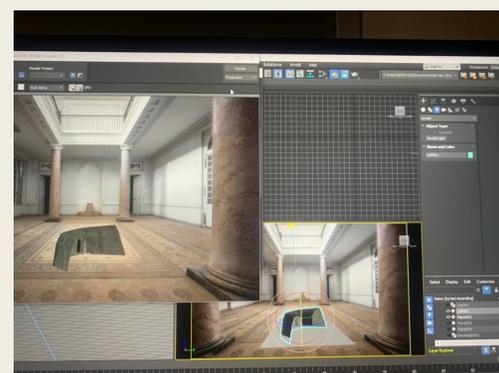
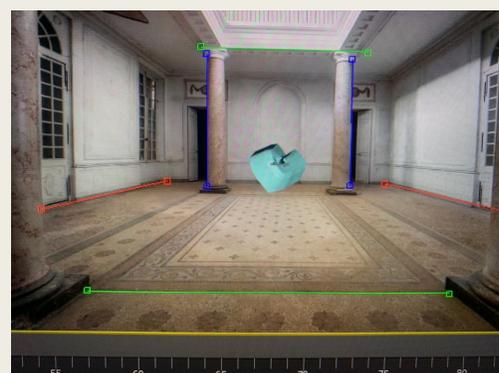
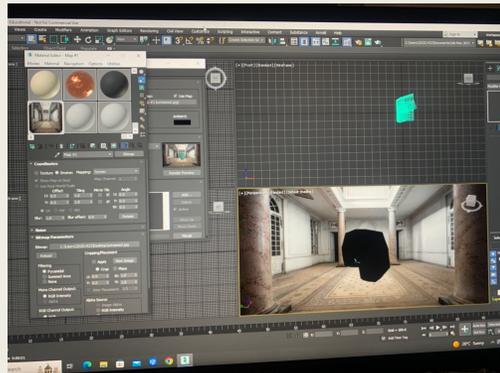
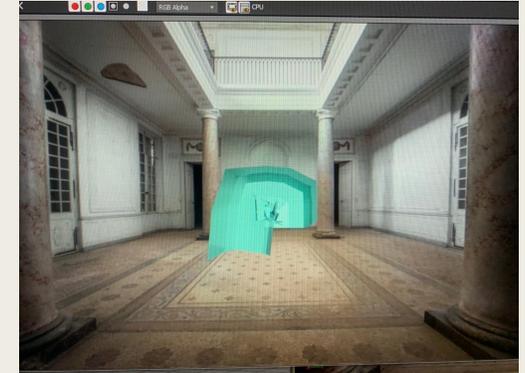
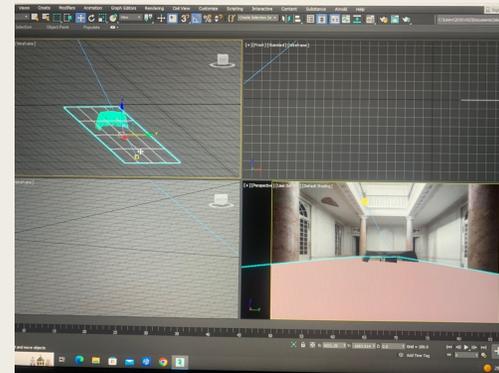
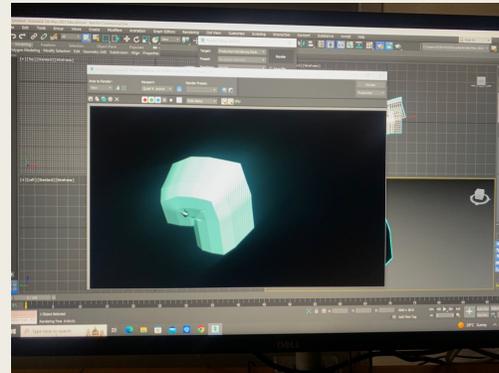
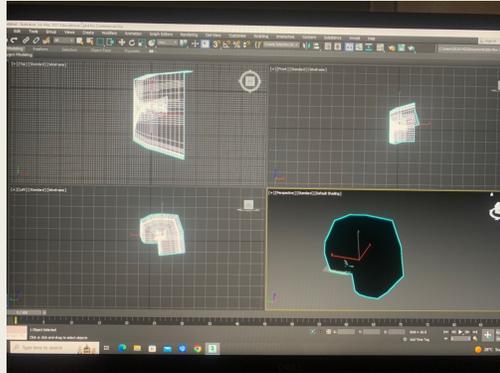
- Revisão do último exercício realizado com o 3D Studio Max.
- Noção de cenário.
- Modelação de formas simples.
- Introdução ao exercício 2 (bar).



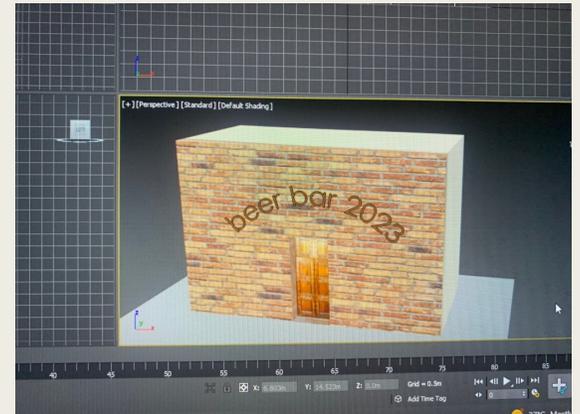
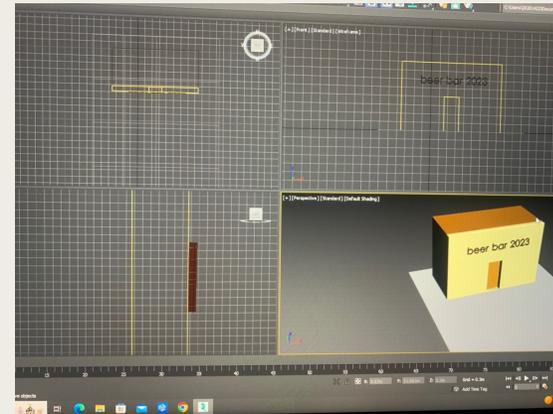
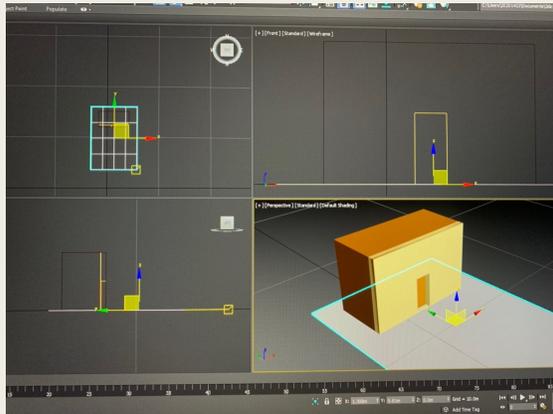
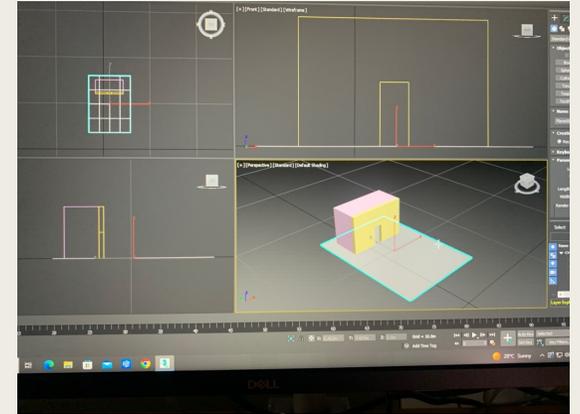
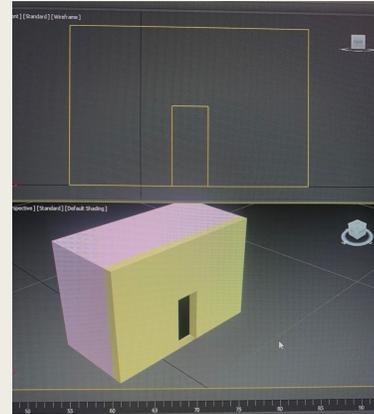
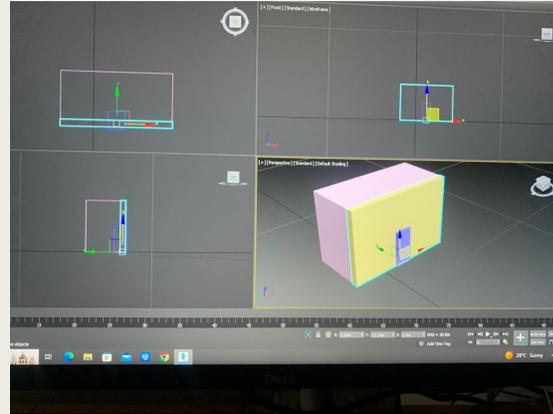
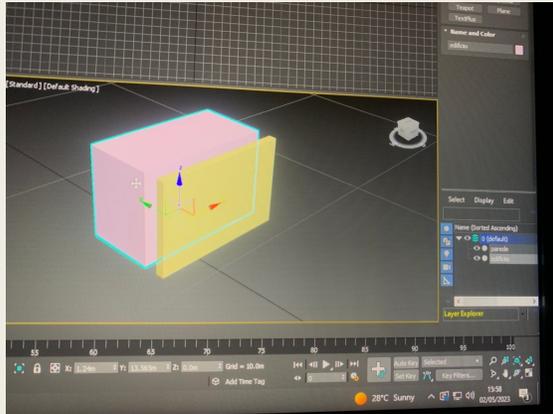
Aula 9 – 2 maio

- Revisões.
- Exercício do cenário de um bar realizado com o 3D Studio Max.
- Edição de sólidos, aplicação de materiais, iluminação.

Exercício 1

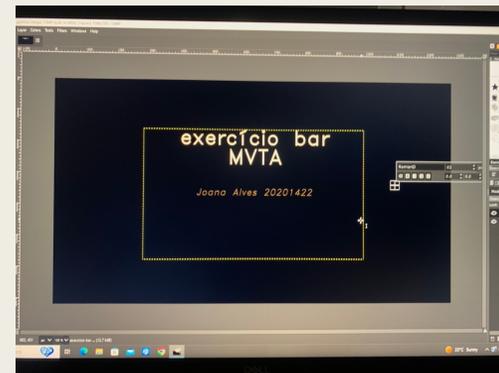
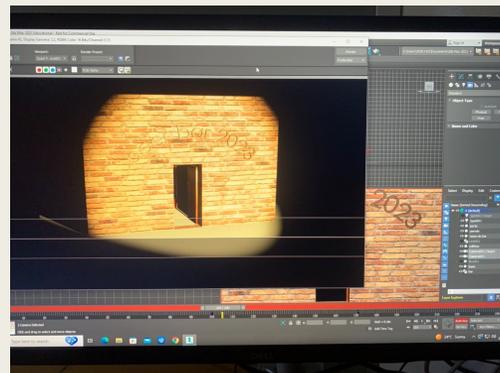
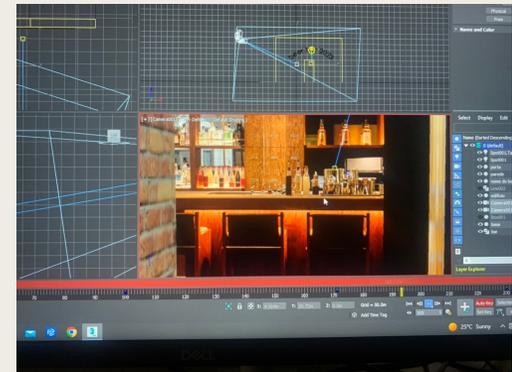
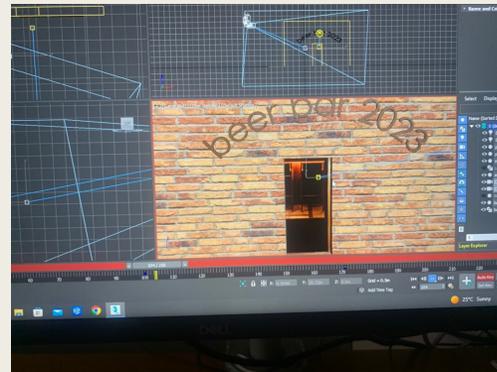
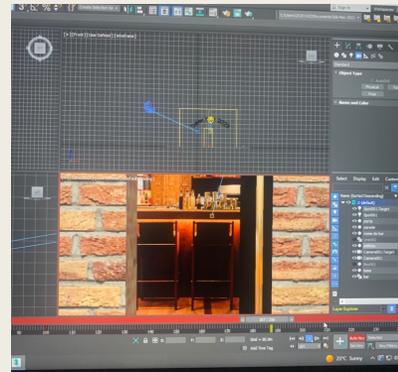
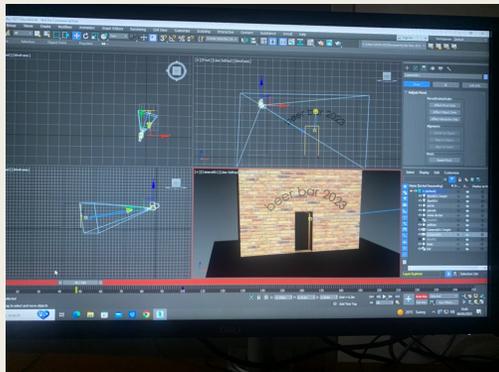
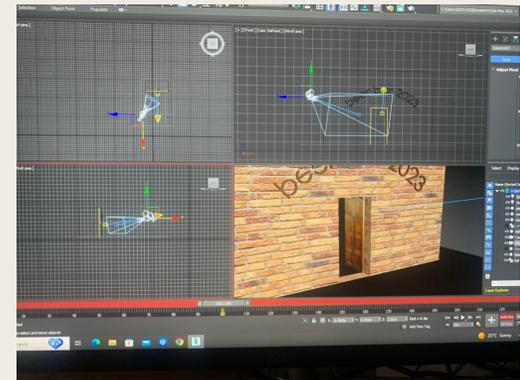
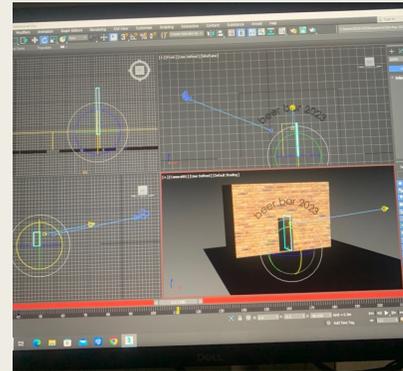
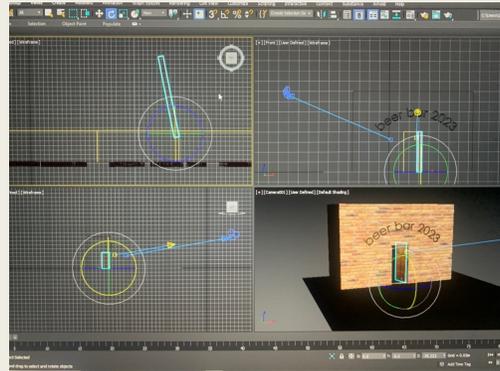
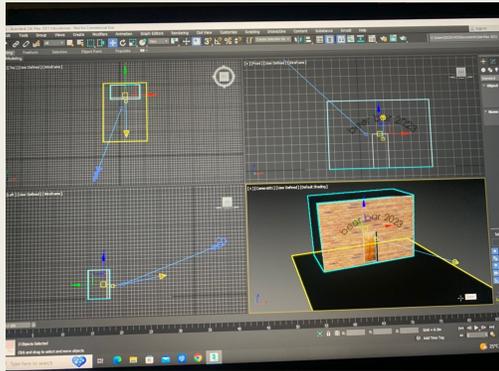


Exercício 2



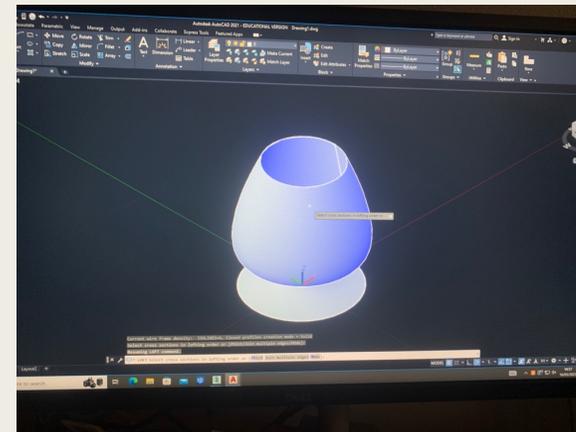
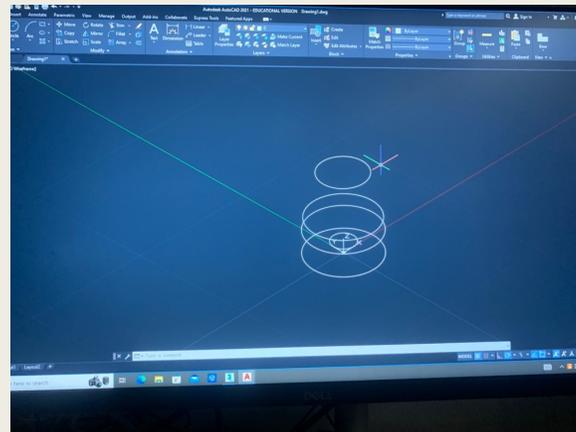
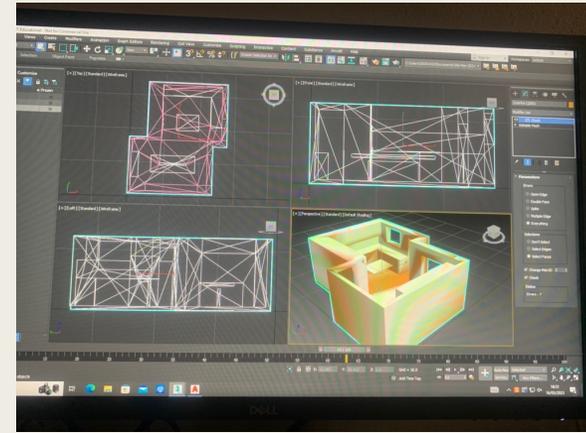
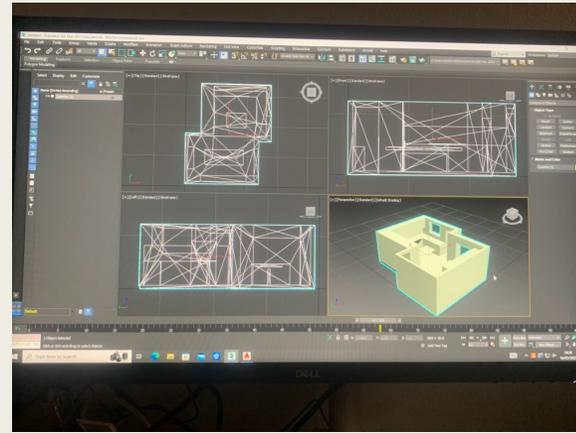
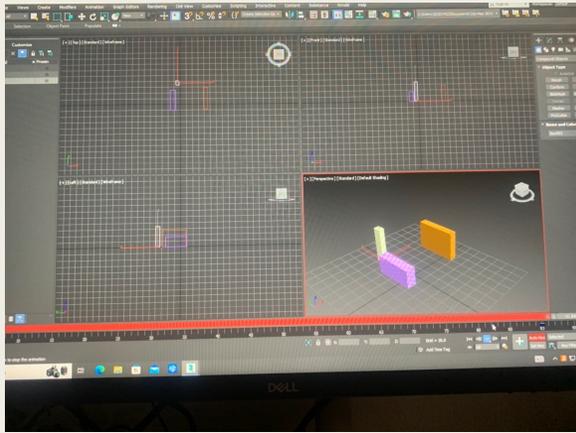
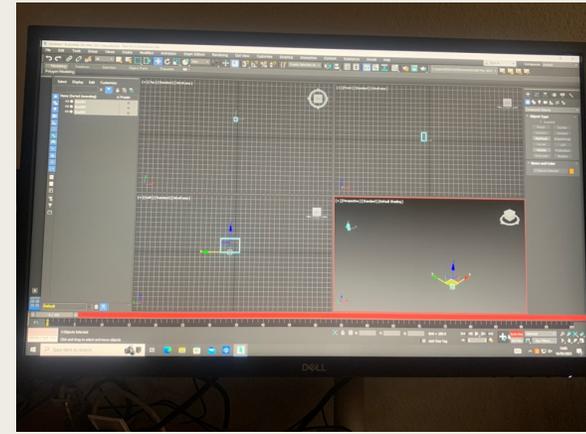
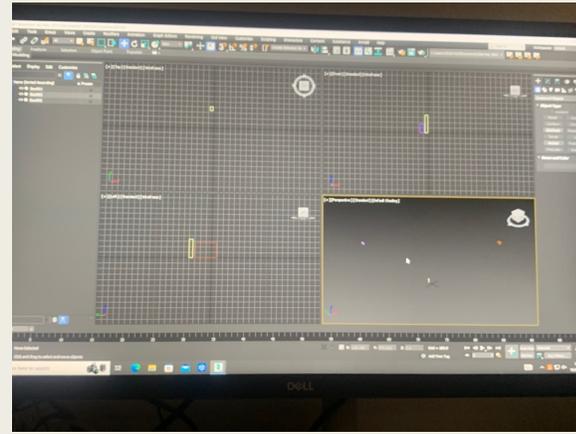
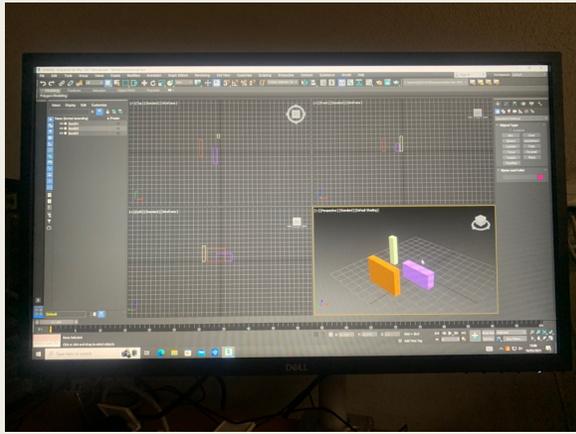
Aula 10 – 9 maio

- Conclusão do exercício do cenário de um bar realizado com o 3D Studio Max.
- Edição de sólidos, aplicação de materiais, iluminação, animação, edição de vídeo.



Aula 11 – 16 maio

- Exercício de animação com o 3D Studio Max.
- Introdução à fabricação digital.
- Introdução à programação.



Aula 12 – 23 maio

- Última aula da disciplina

- Obrigada

