



MODELAÇÃO E VISUALIZAÇÃO TRIDIMENSIONAL EM  
ARQUITETURA

**SUMÁRIOS**

Joana Alves 20201422  
Turma Interiores 3 A

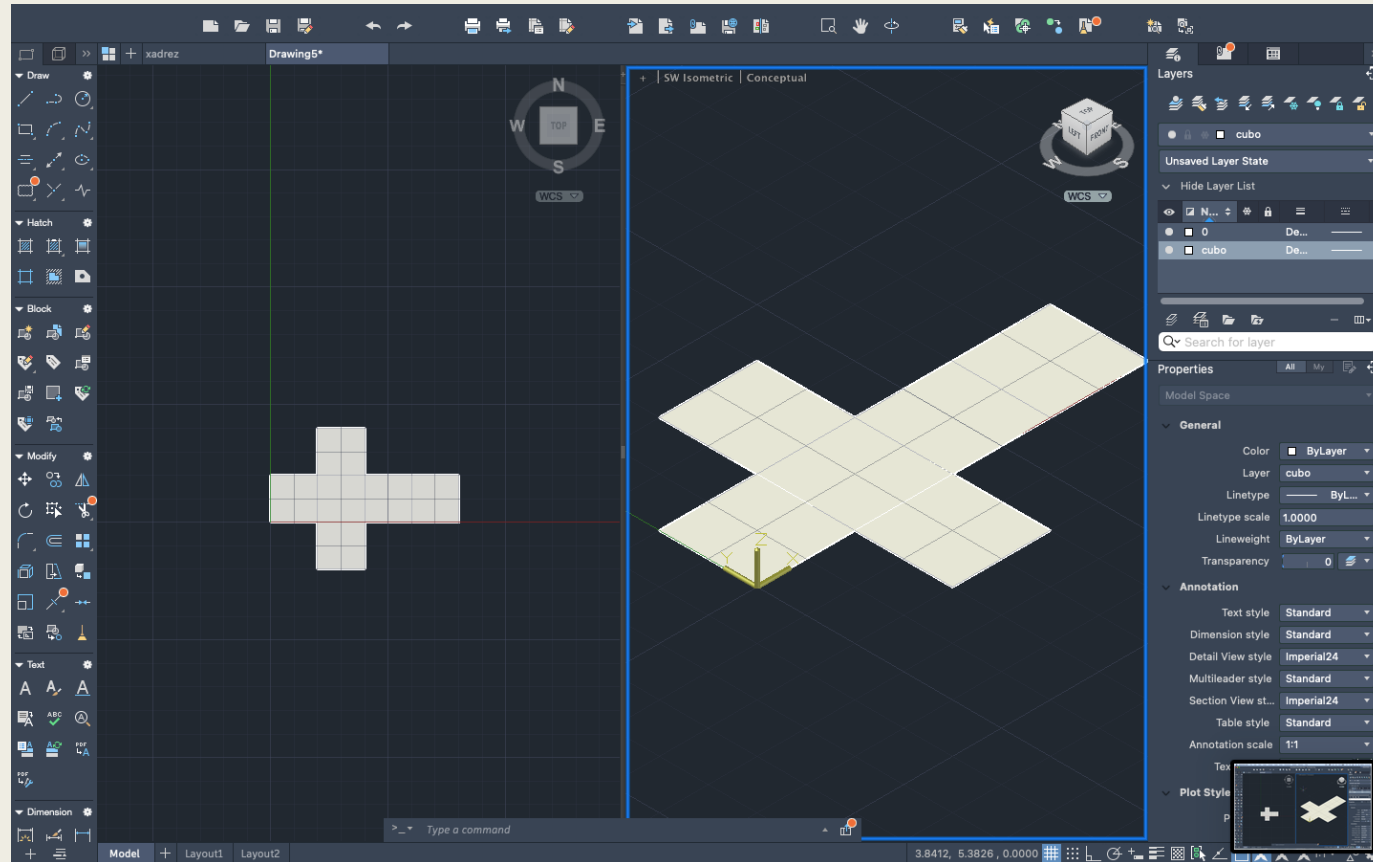


Infelizmente, não consigo realizar gifs no meu computador pelo que apresentarei apenas as imagens dos exercícios sem animação. Obrigada pela compreensão.

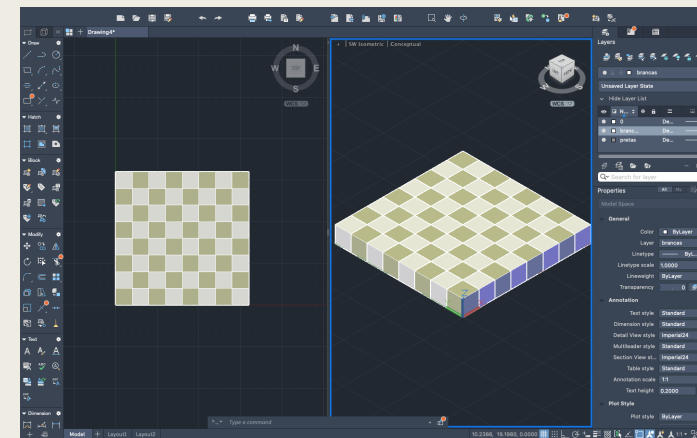
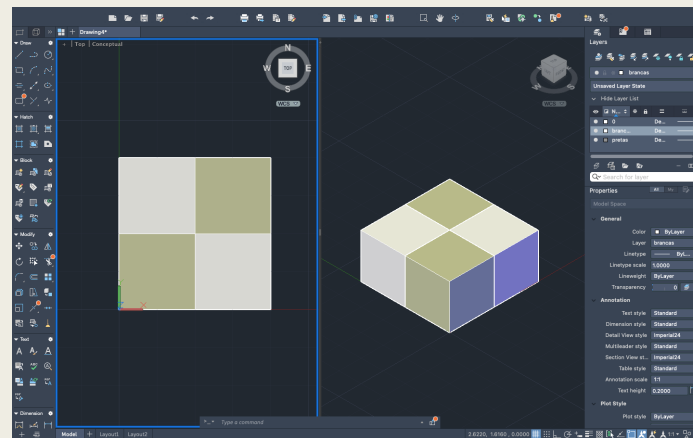
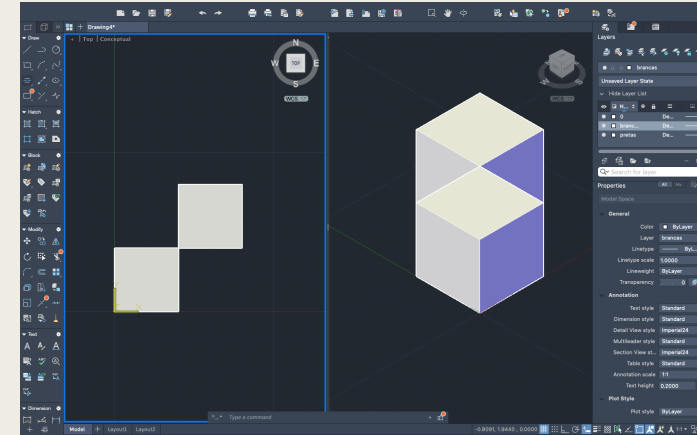
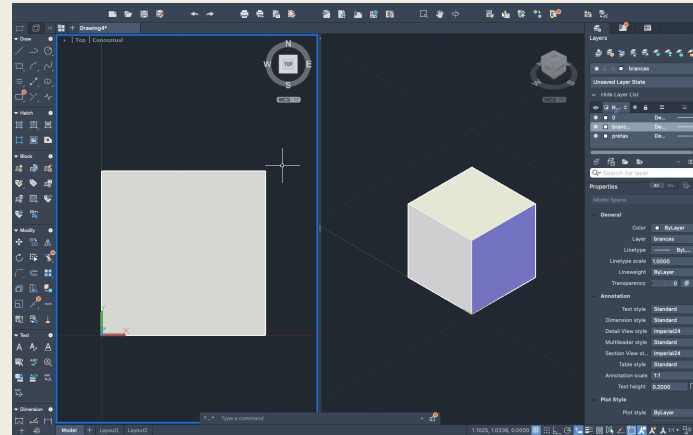
# Aula 2 – 28 Fevereiro

- 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



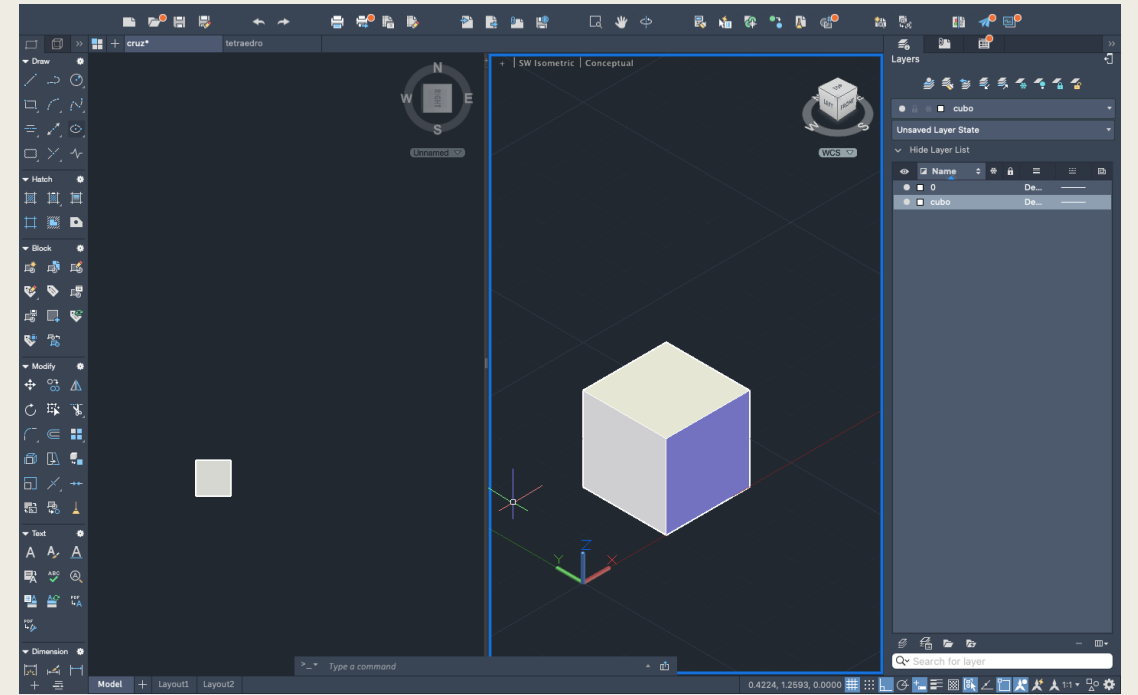
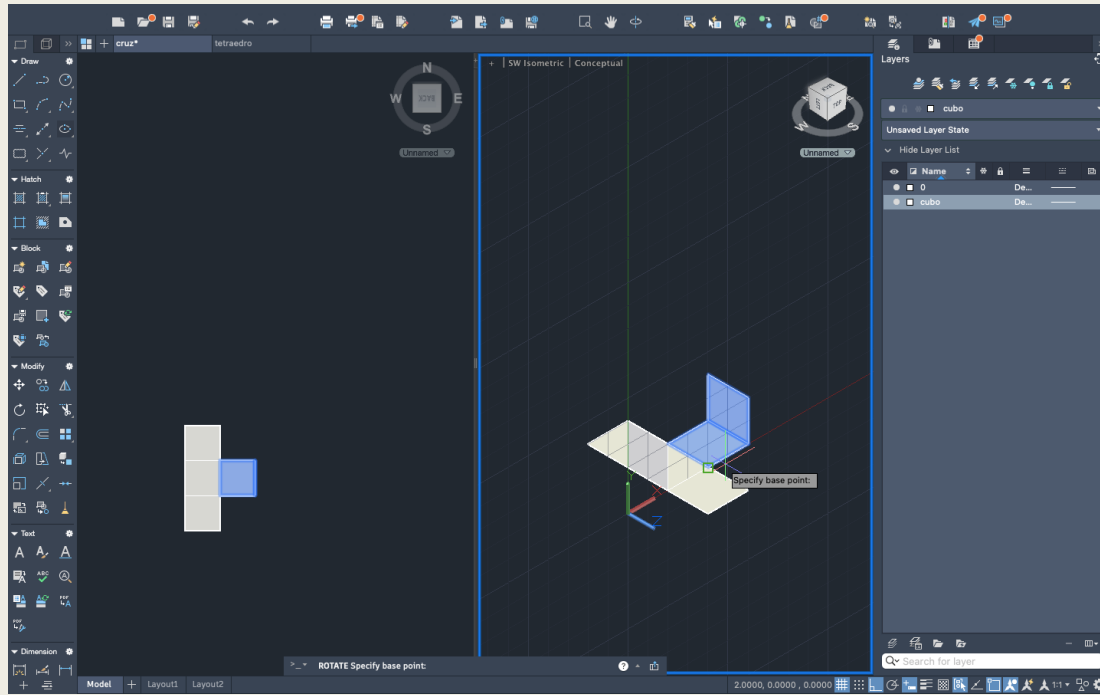
# Exercicio 2 – Jogo de Xadrez



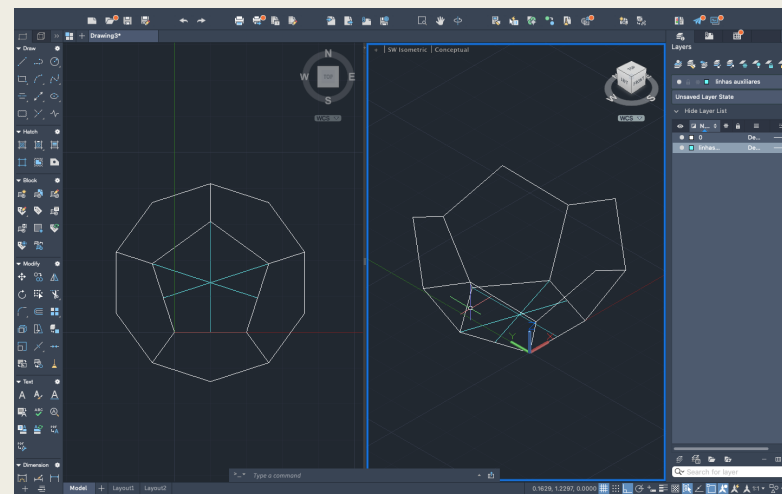
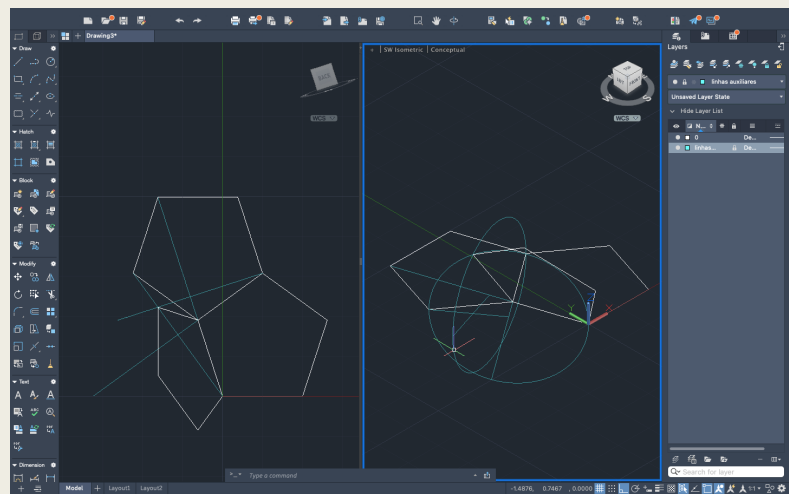
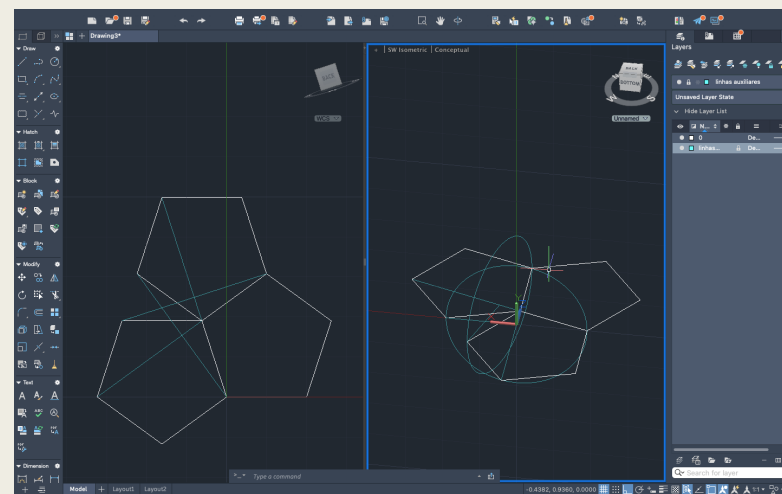
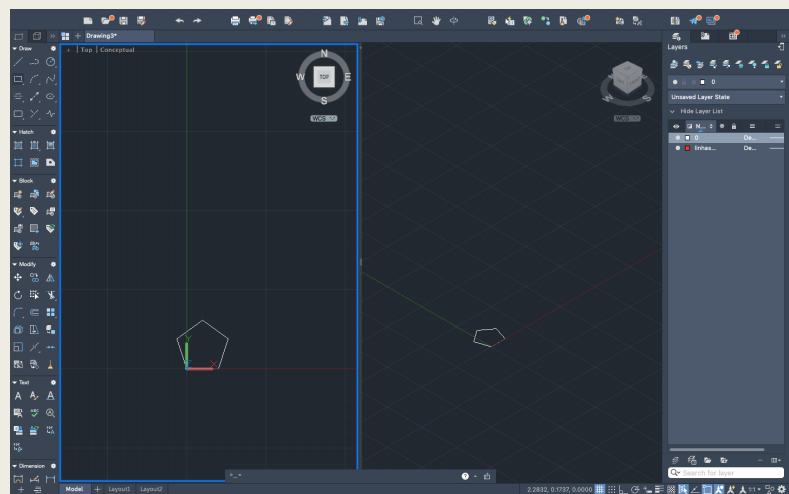
# Aula 3 – 7 Março

- 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

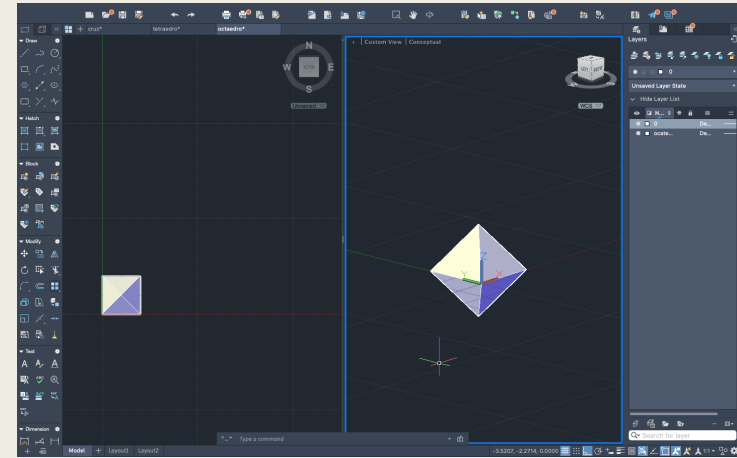
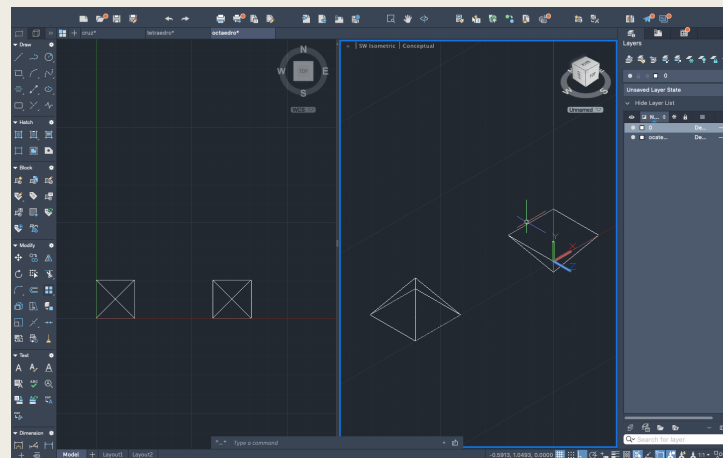
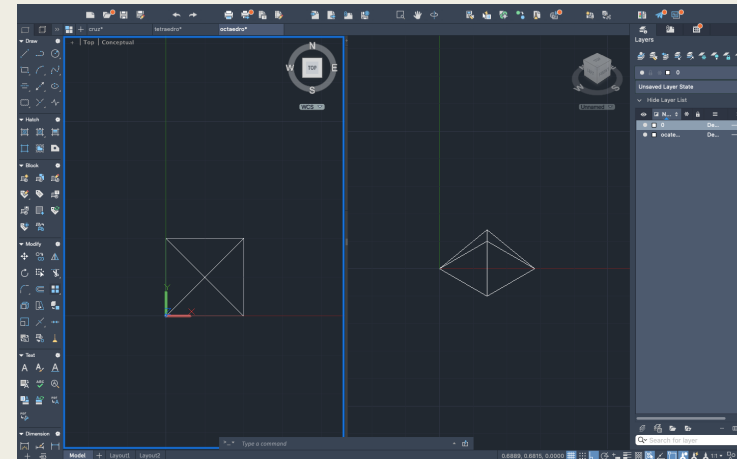
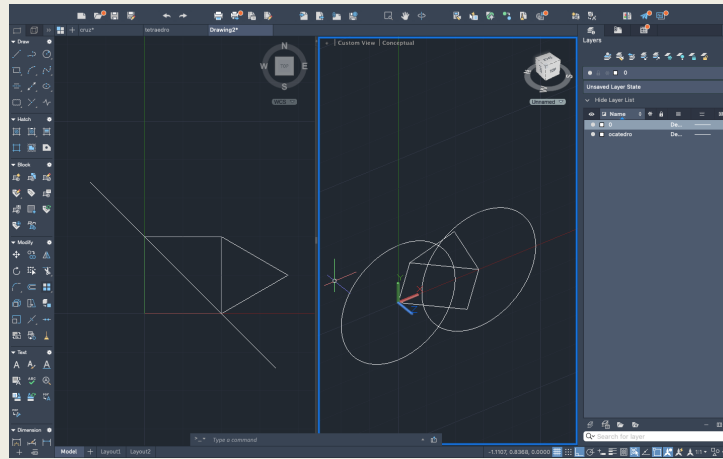


# Exercício 2

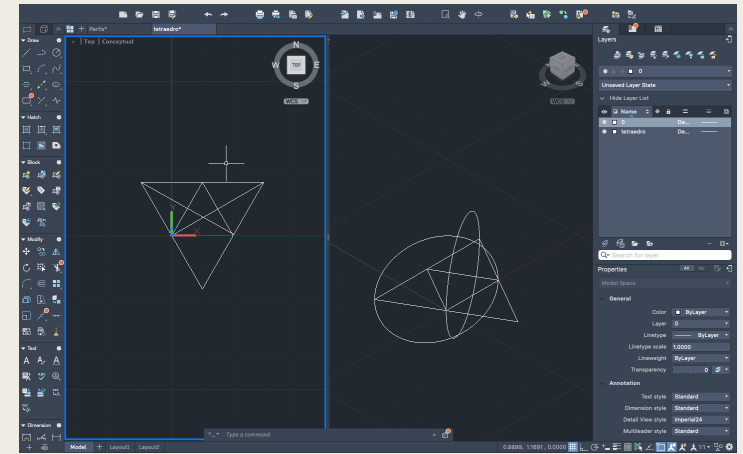
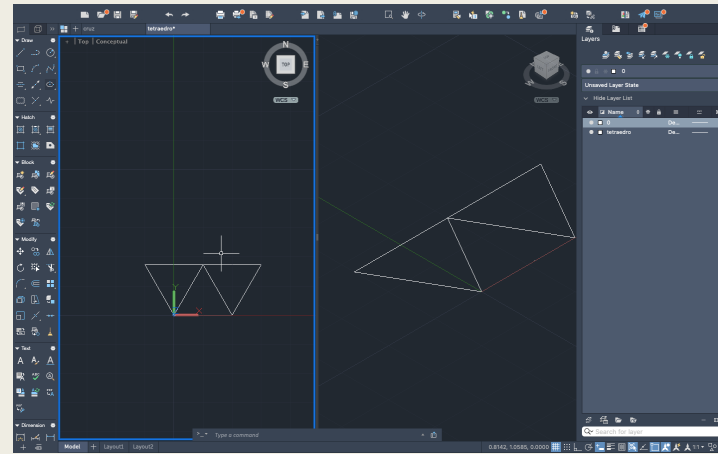
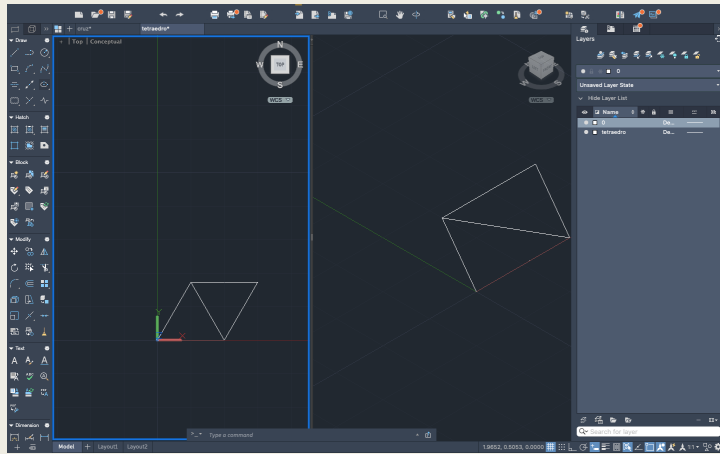




# Exercício 3 - Octaedro



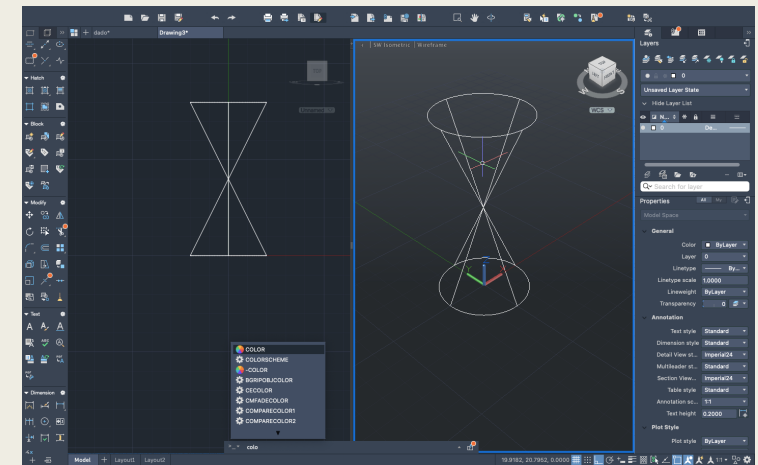
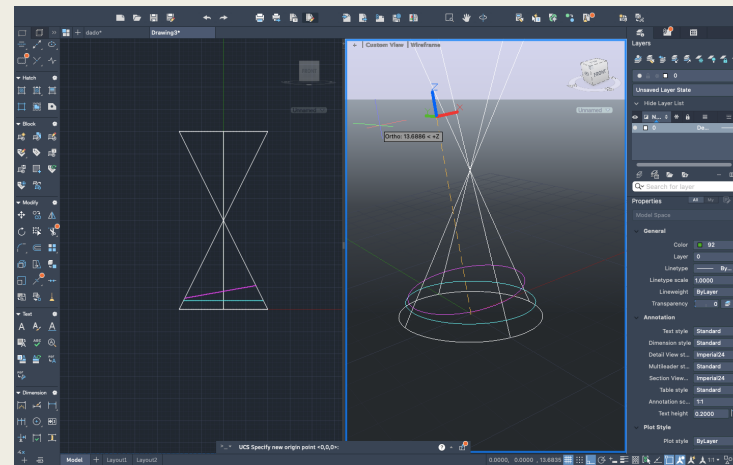
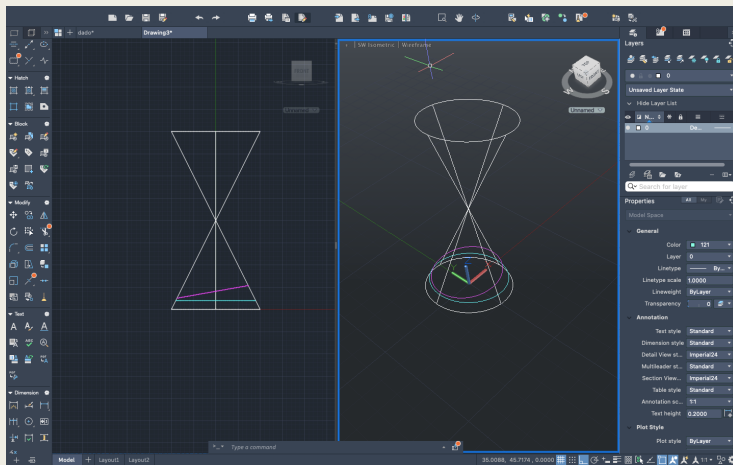
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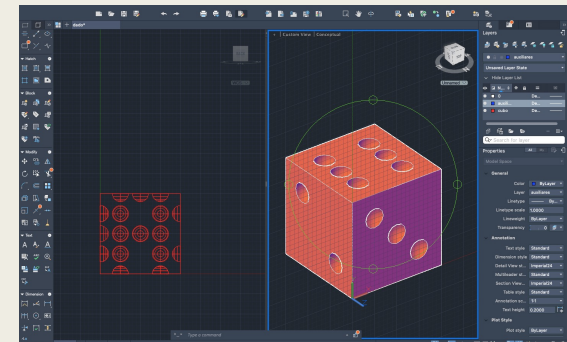
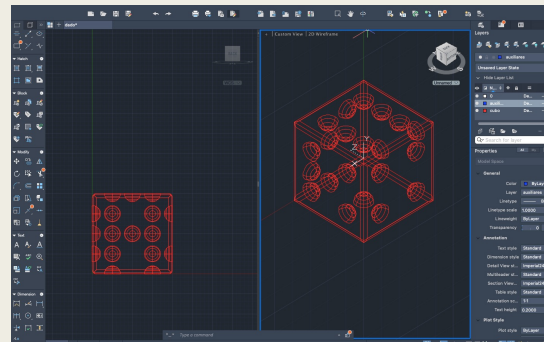
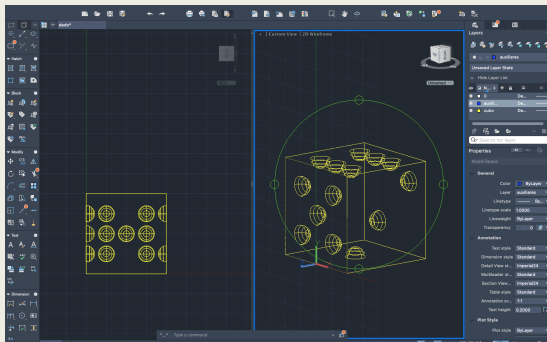
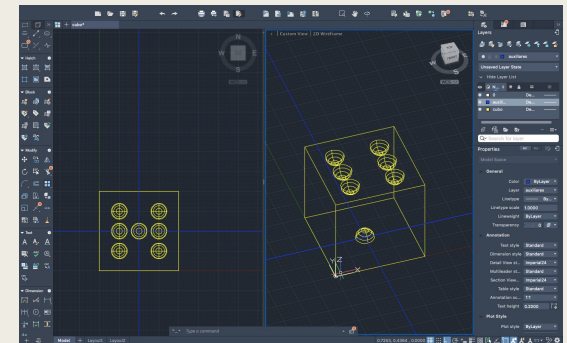
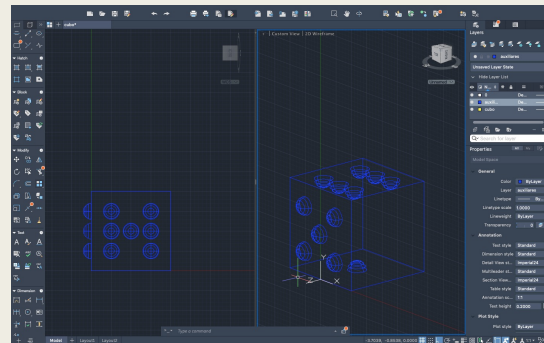
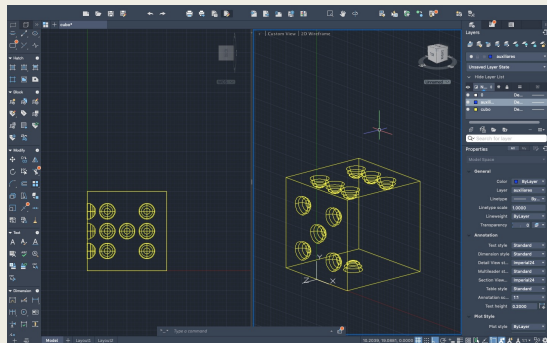
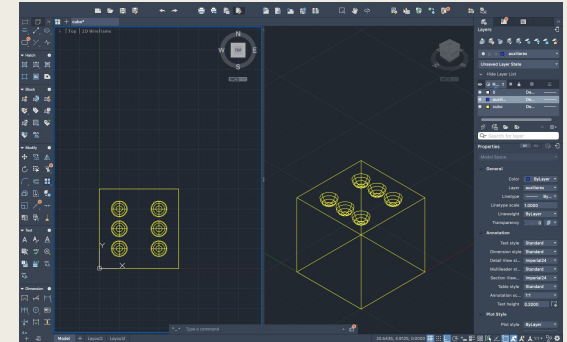
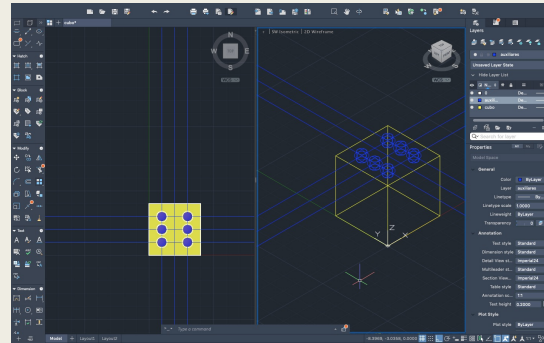
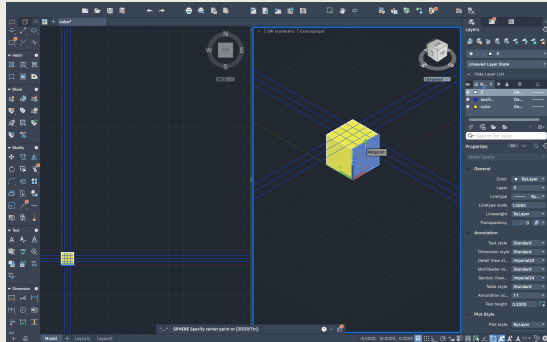
# Aula 4 – 14 Março

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

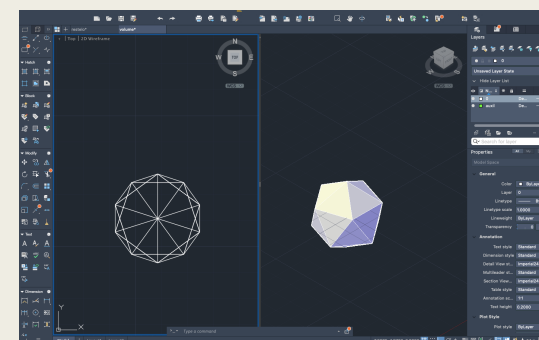
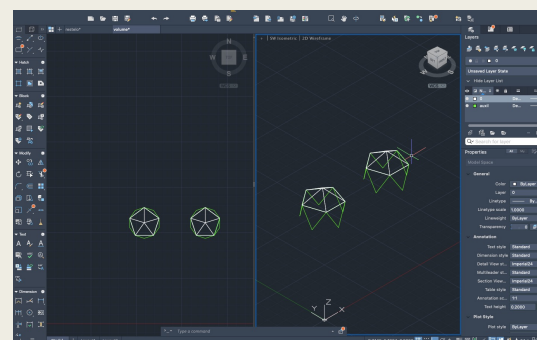
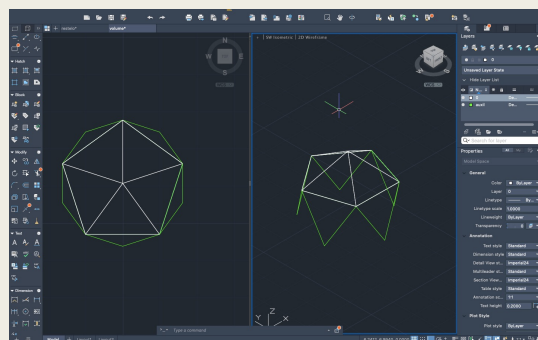
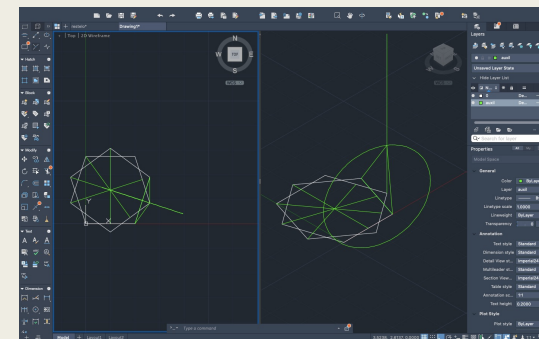
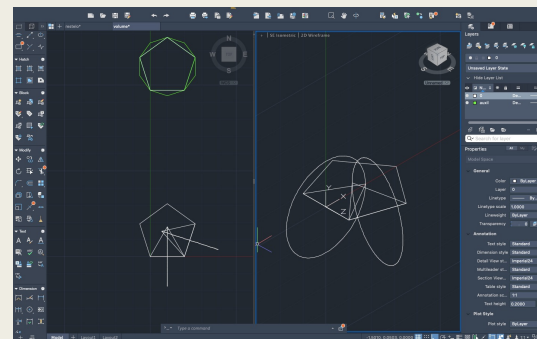
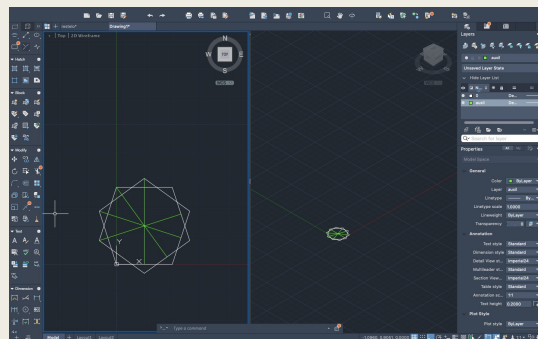
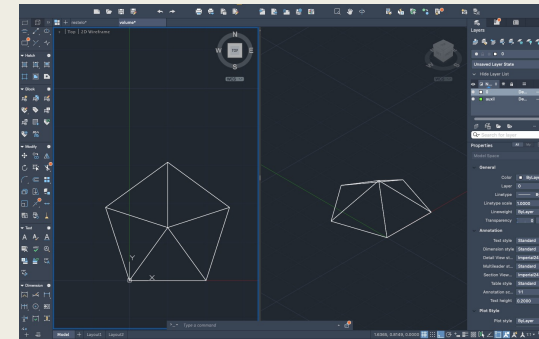
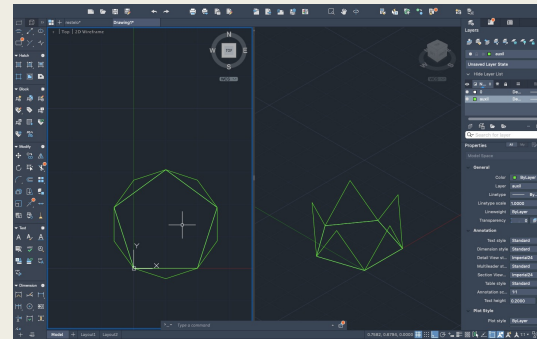
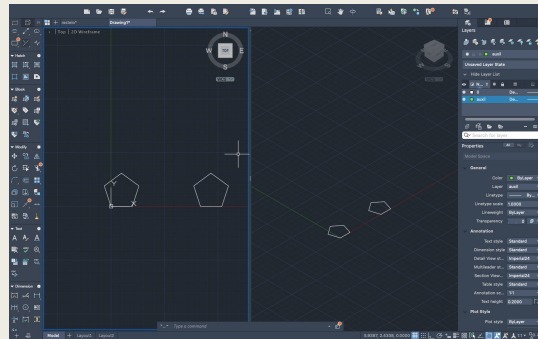
# Exercício 1 - Cónicas



# Exercício 2 - Dado



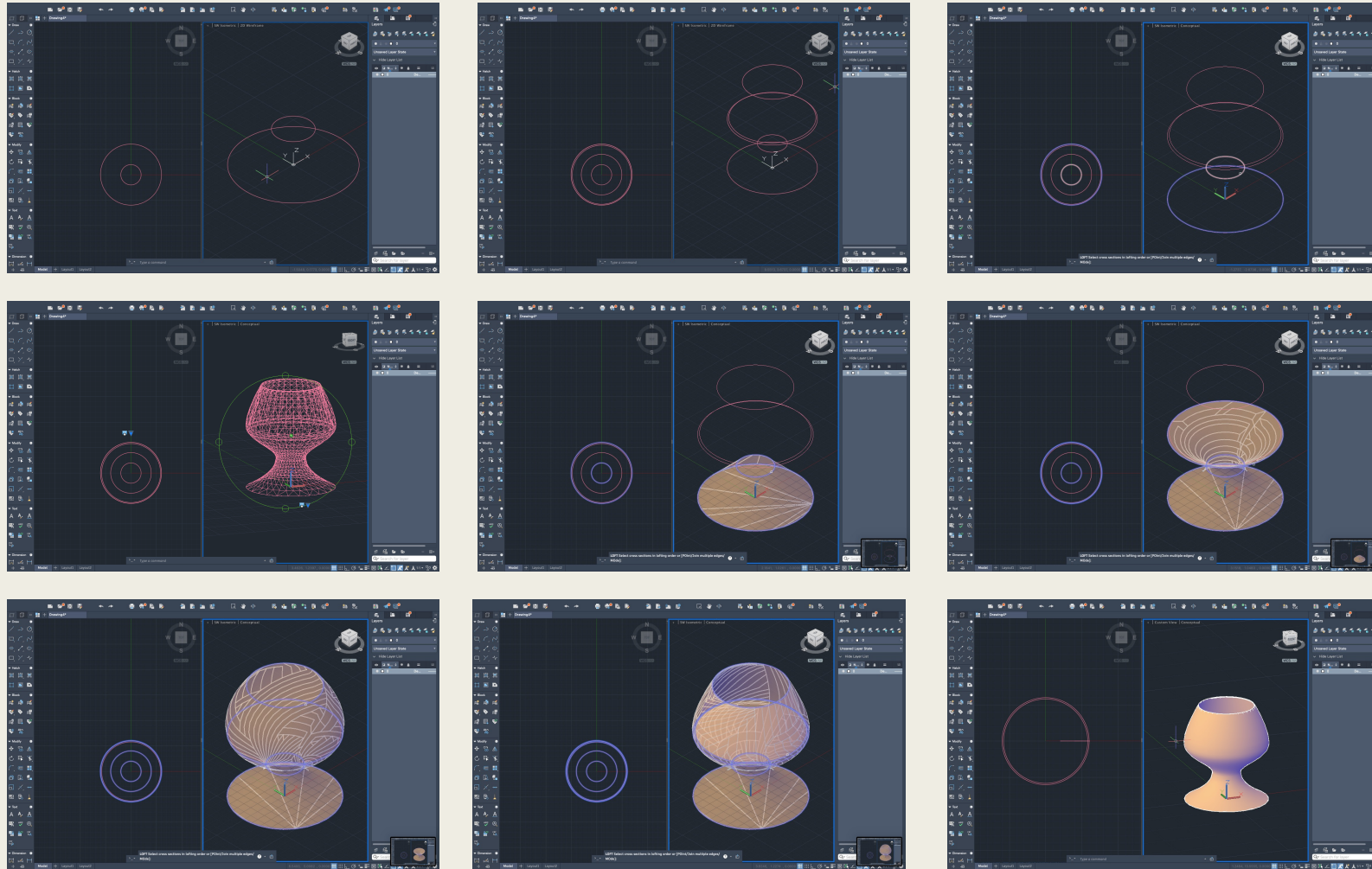
# Exercício 3 - Volume



# Aula 5 – 28 Março

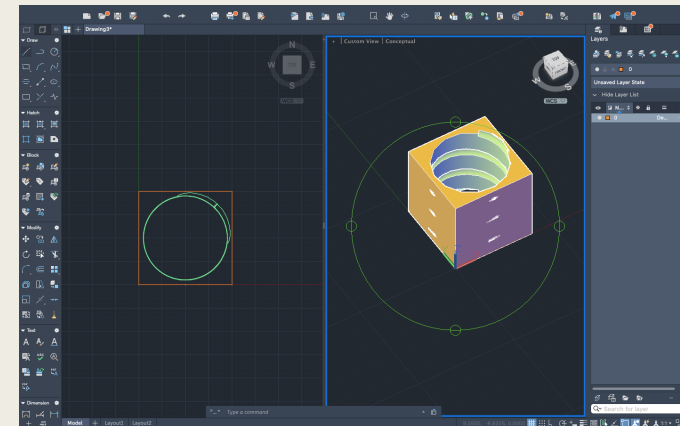
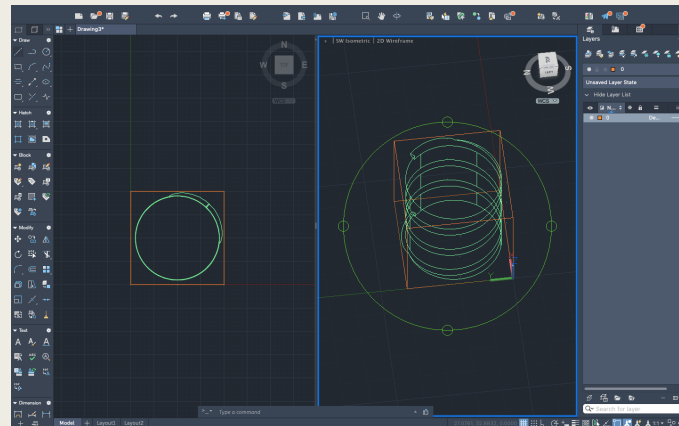
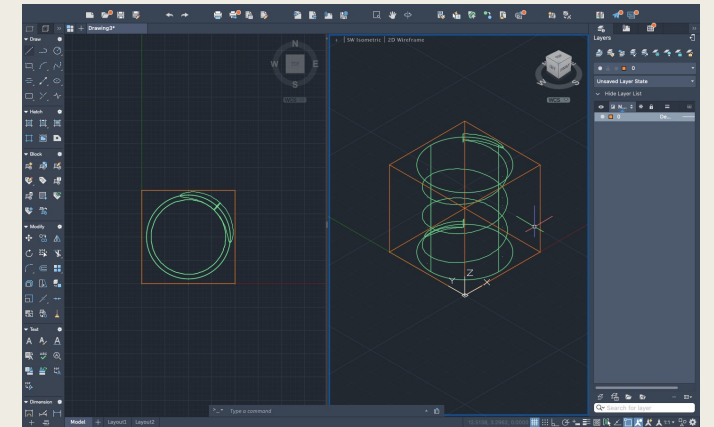
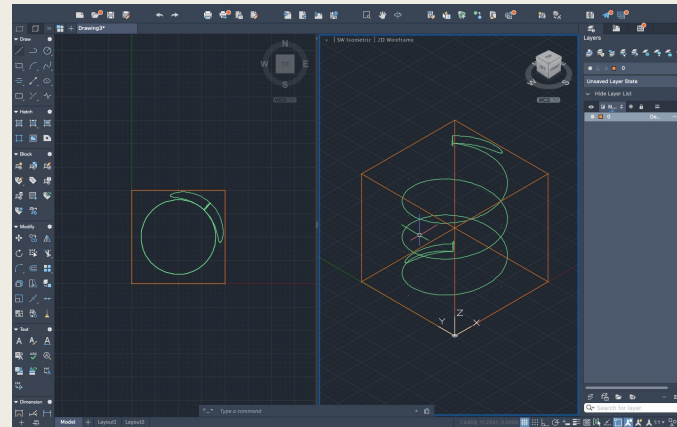
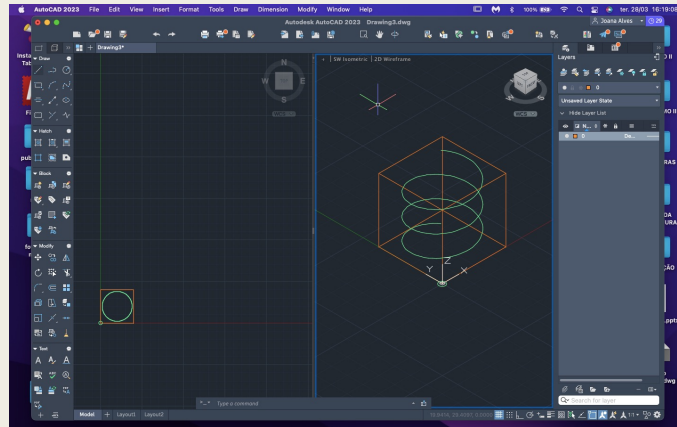
- Modelação e edição de sólidos e superfícies.
- Sólidos primários.
- Operações booleanas (Autocad).
- Escolha da cozinha do trabalho final.

# Exercício 1 - Copo

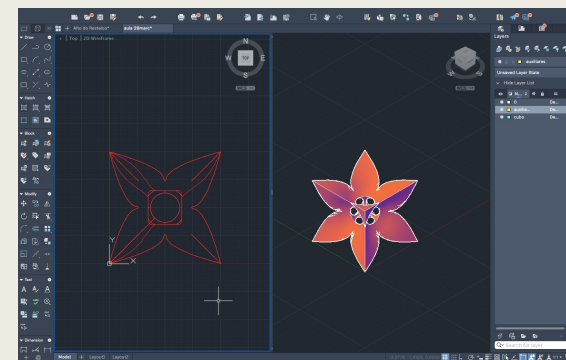
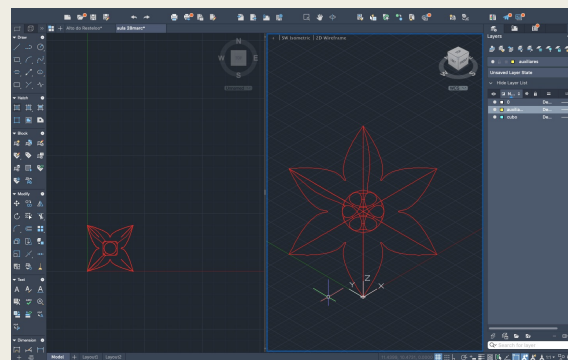
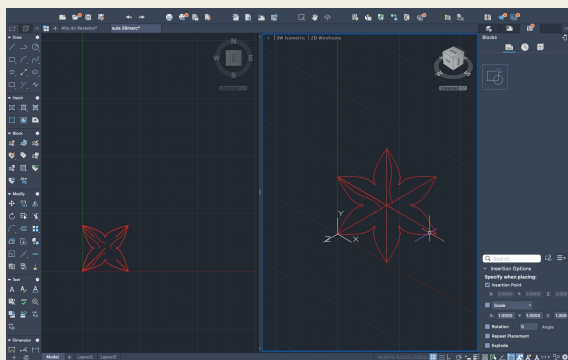
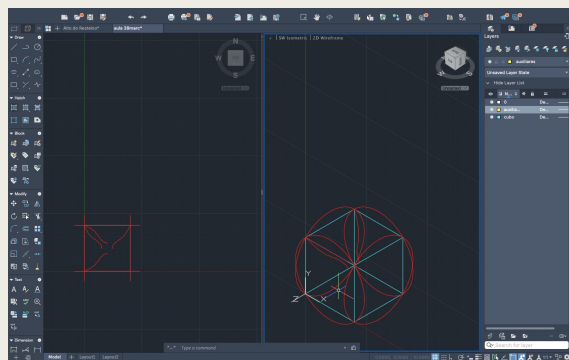
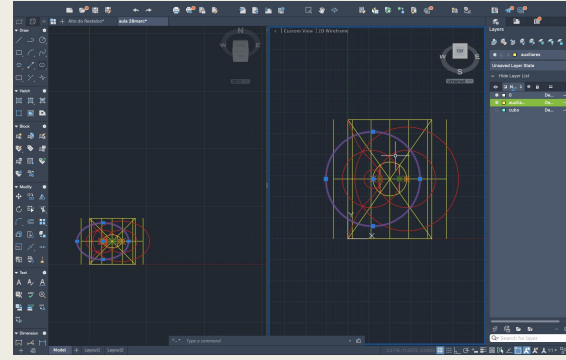
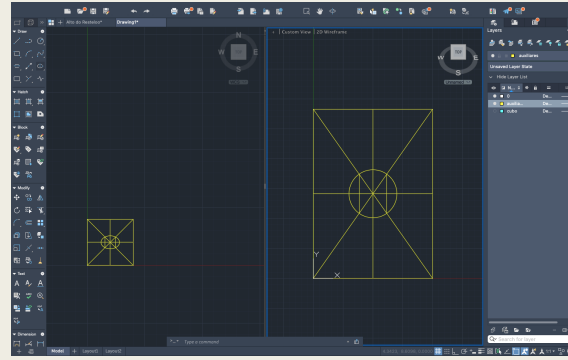
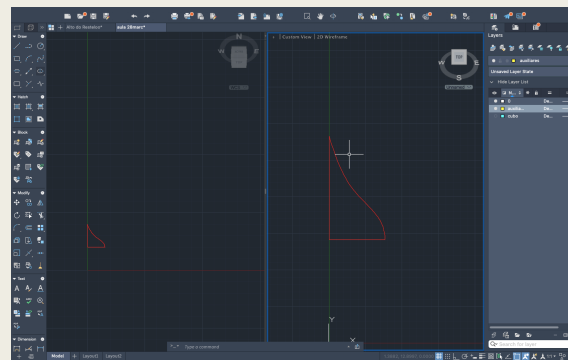
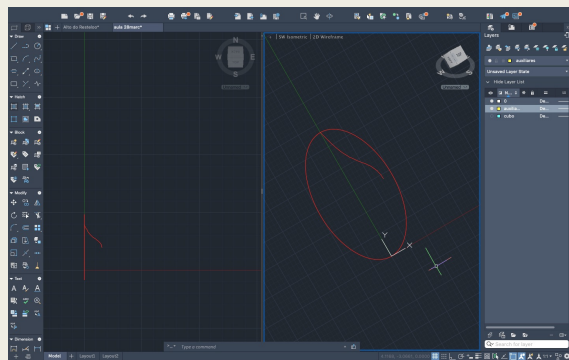




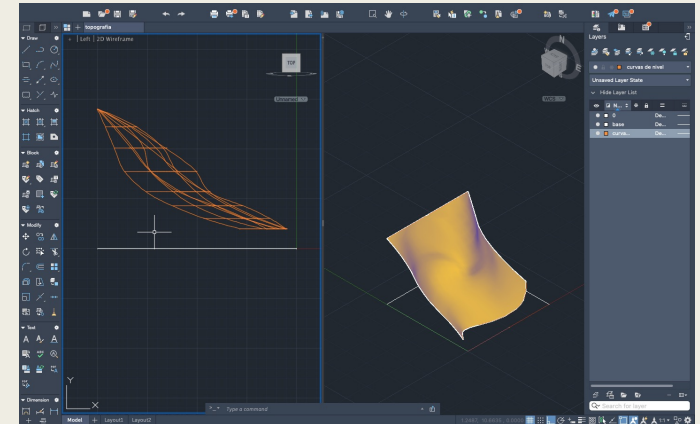
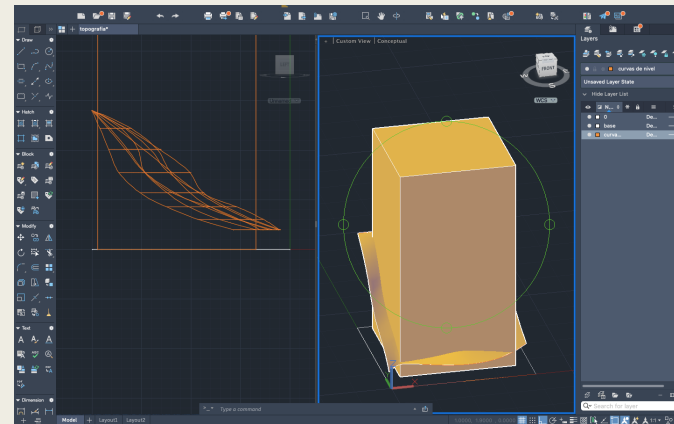
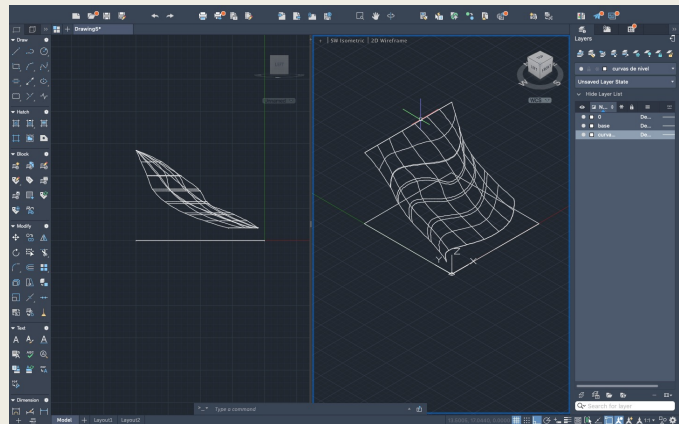
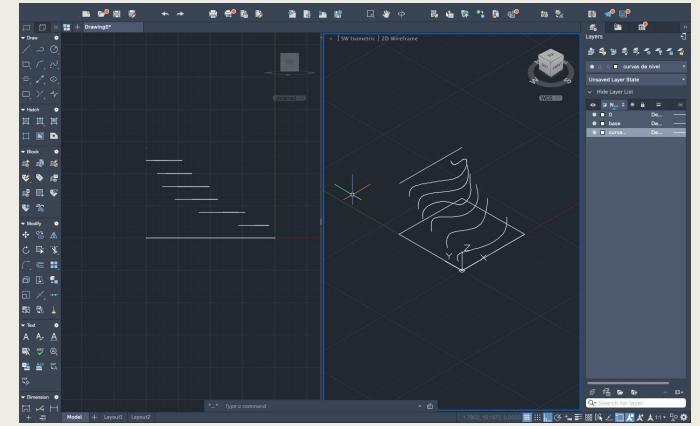
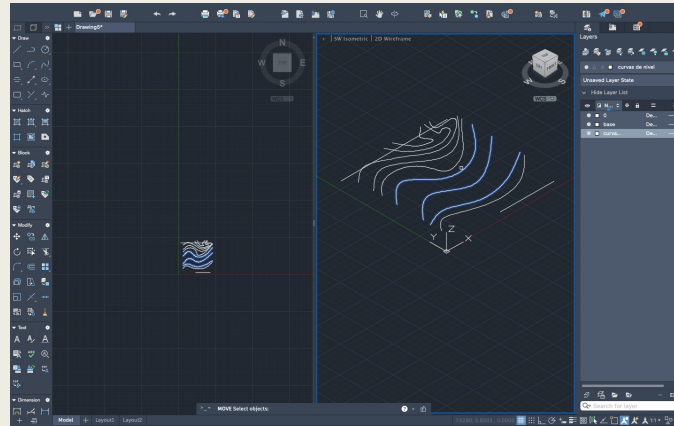
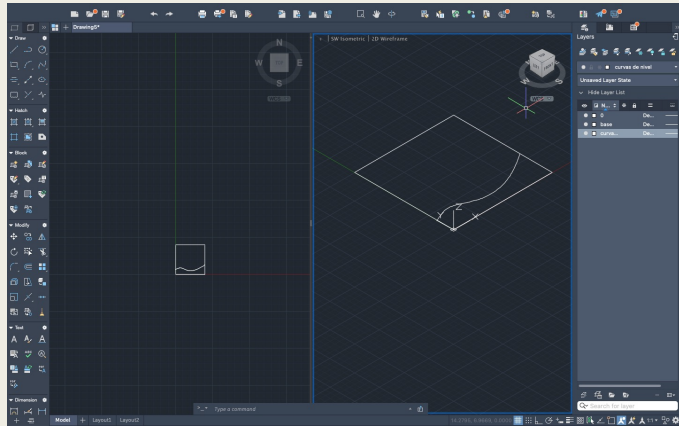
# Exercício 2 – Cilindro



# Exercício 3 - Flor



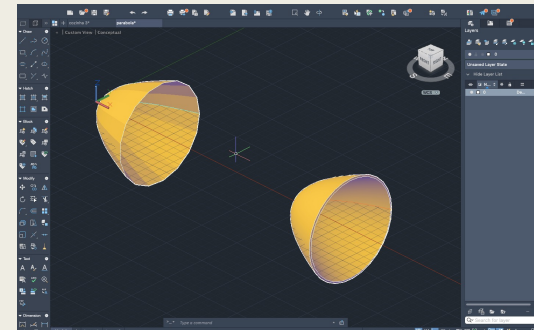
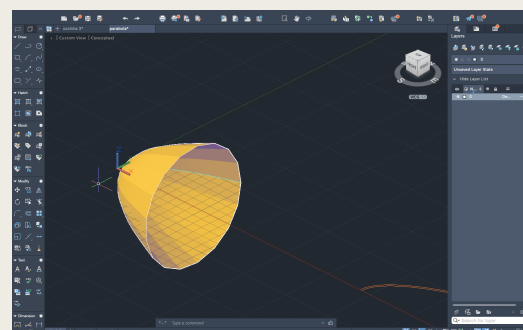
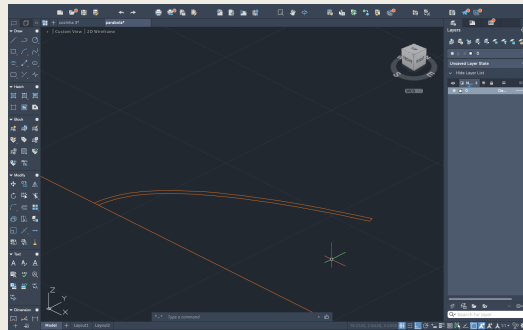
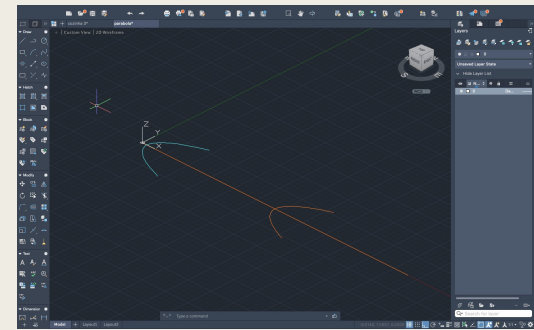
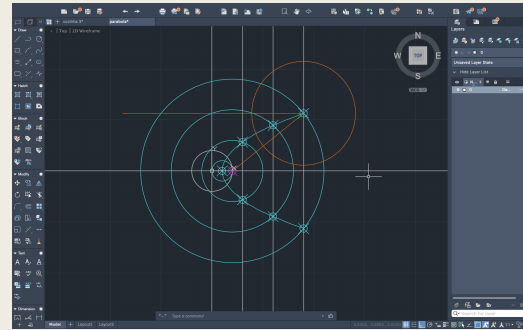
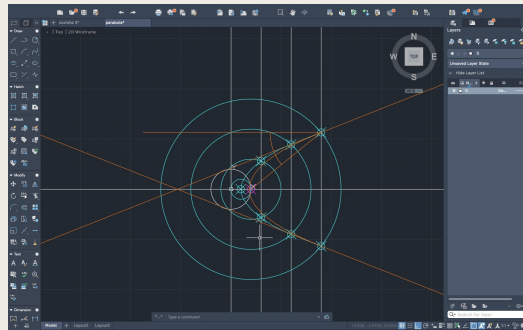
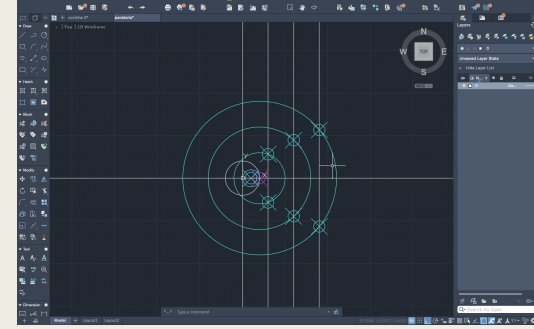
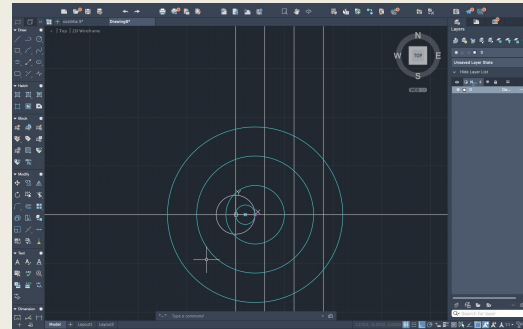
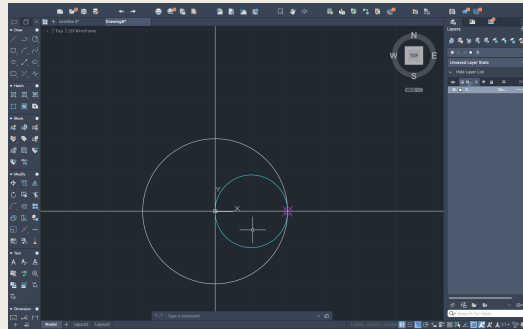
# Exercício 4 - Topografia



# Aula 6 – 11 Abril

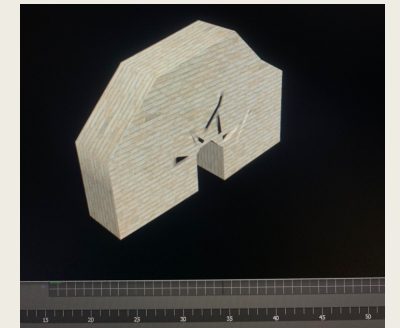
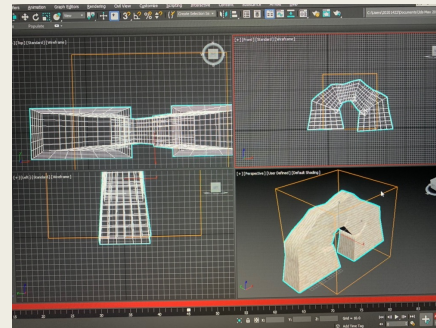
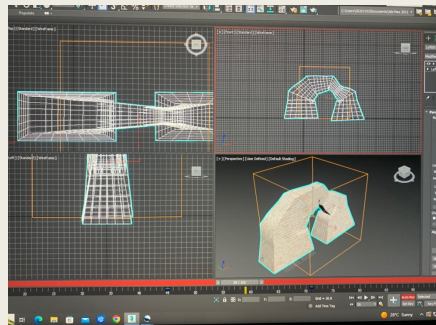
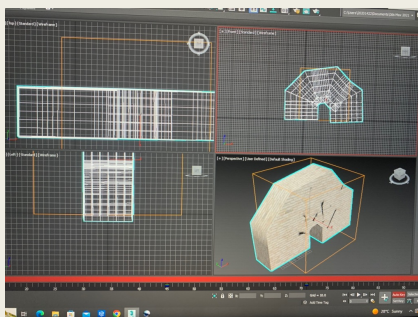
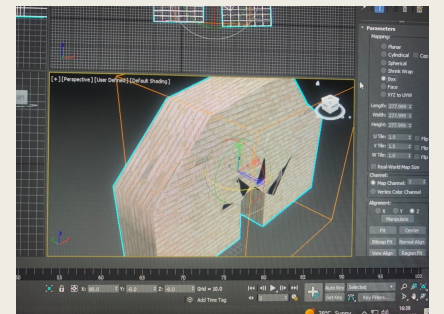
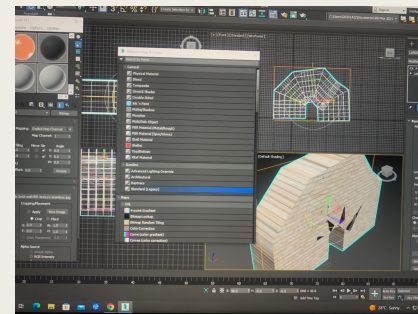
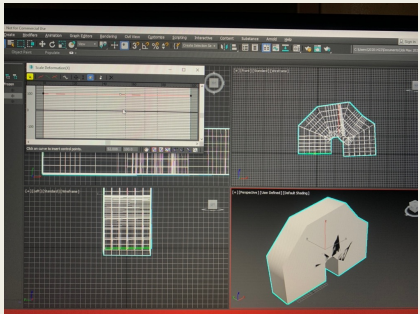
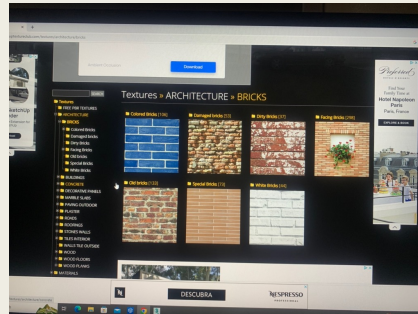
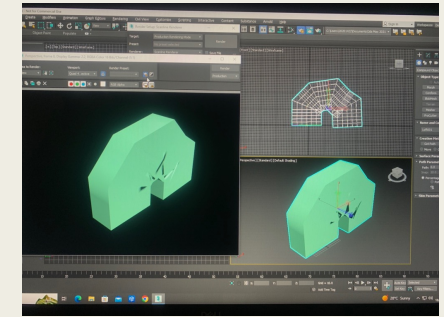
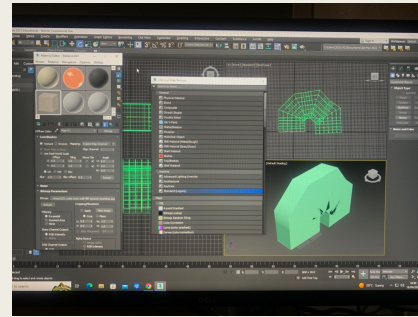
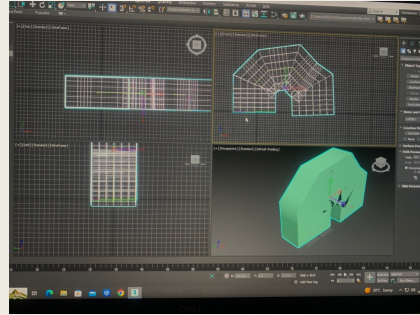
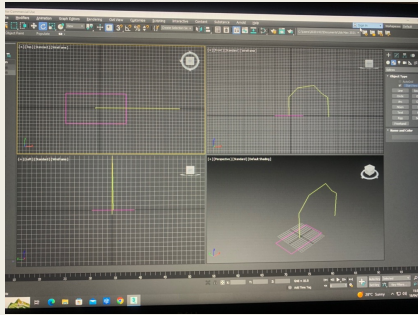
- Modelação e edição de sólidos e superfícies.
- Sólidos primários.
- Operações booleanas, Autocad (conclusão).

# Exercício 1 - Parábolas



# Aula 7 – 18 Abril

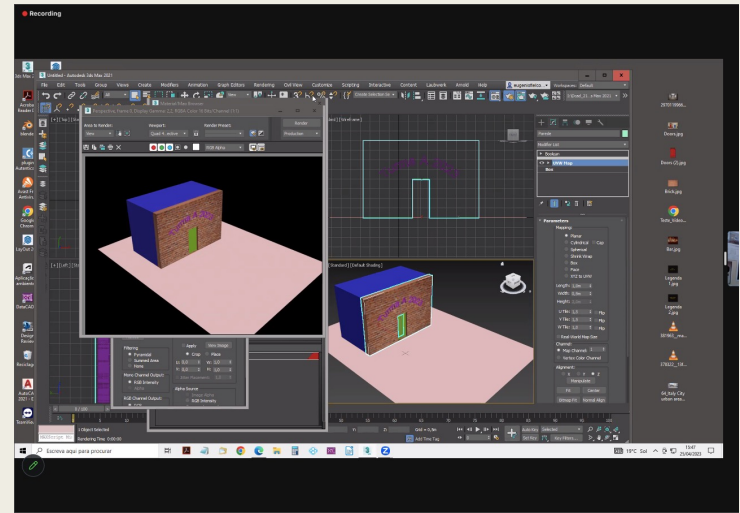
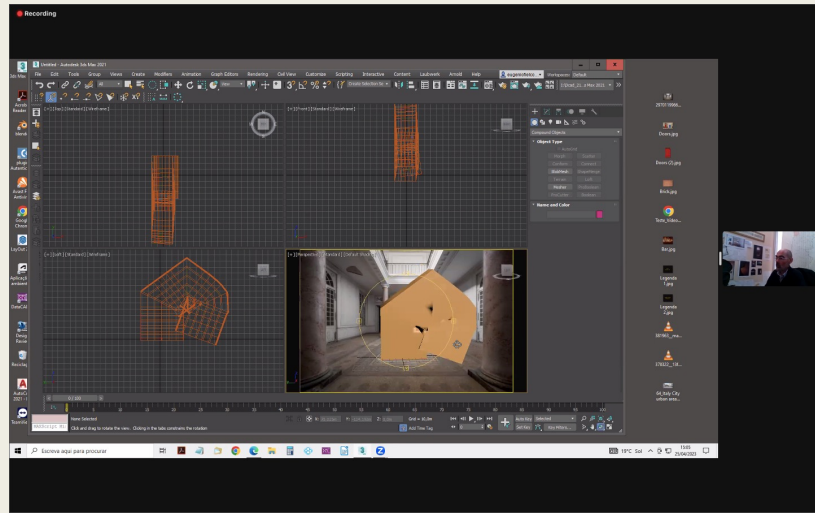
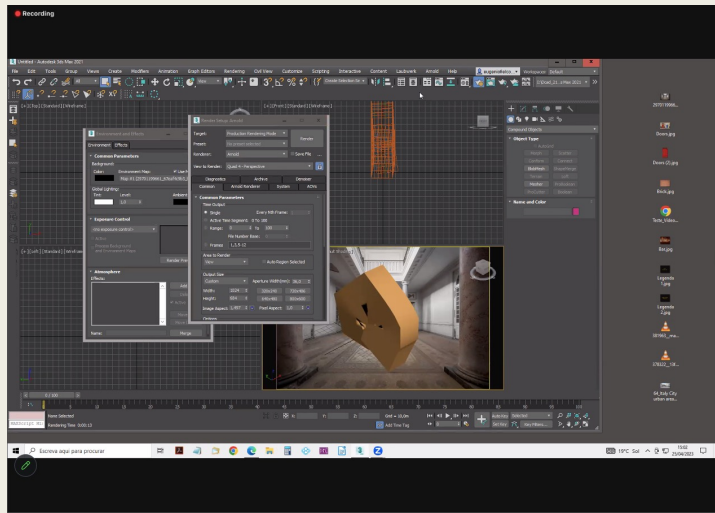
- Introdução ao 3D Studio Max
- Aplicação de texturas
- Produção de vídeo de transformação do objeto



# 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).

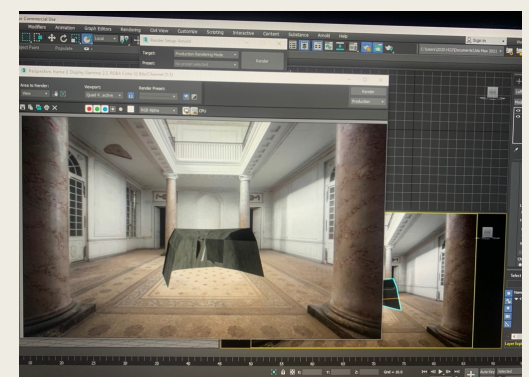
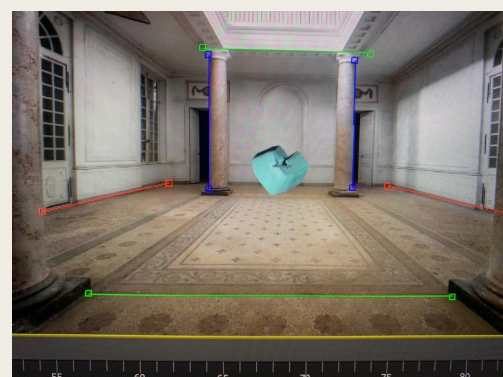
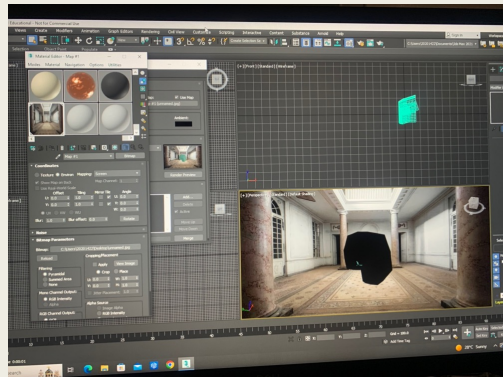
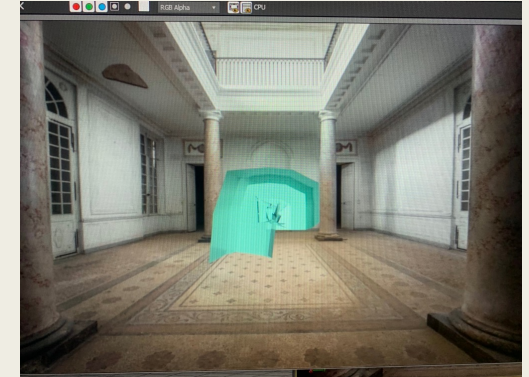
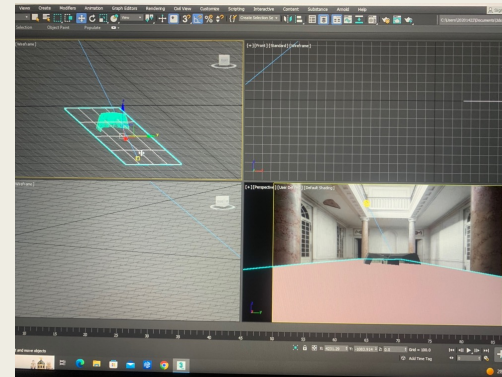
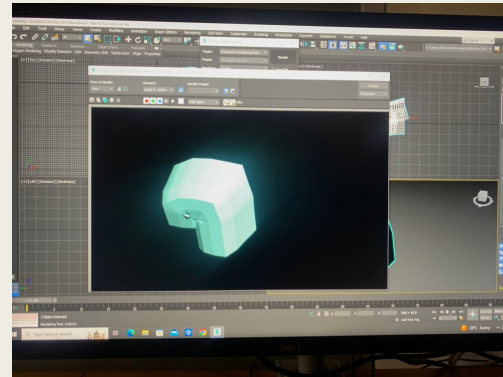
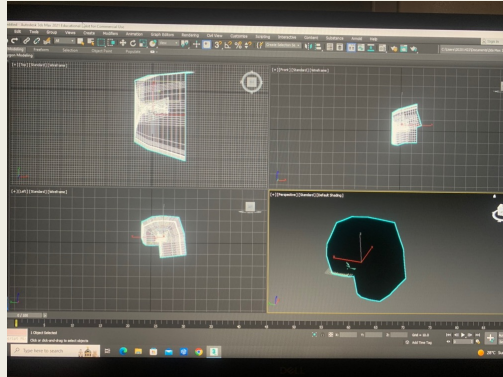




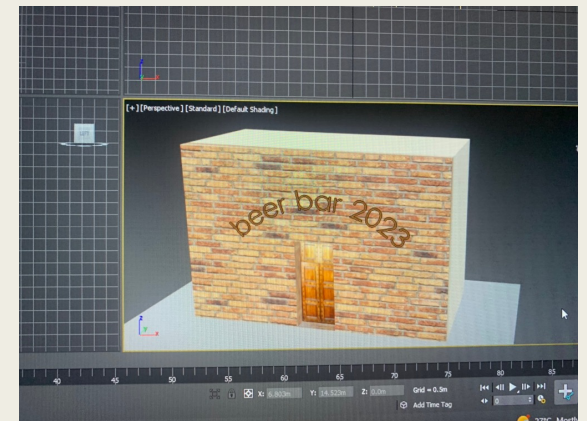
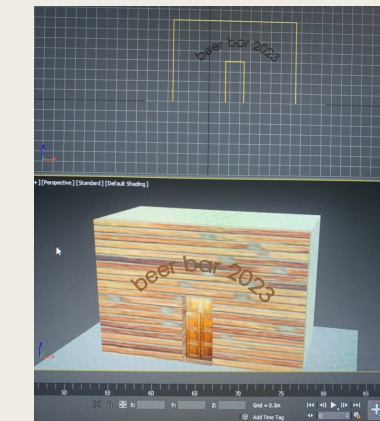
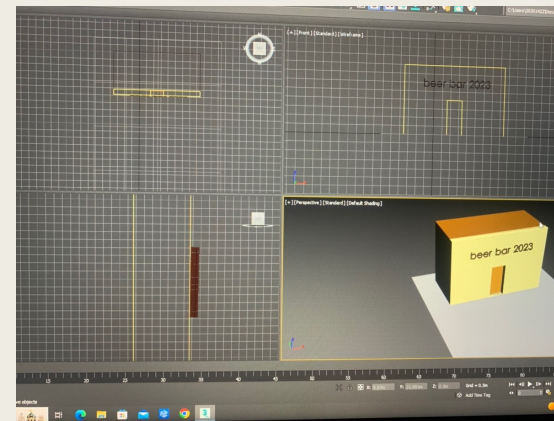
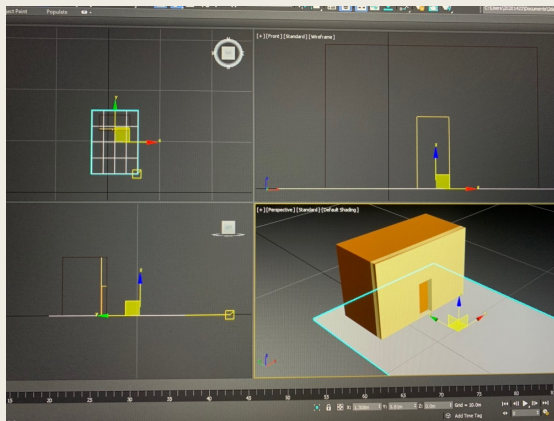
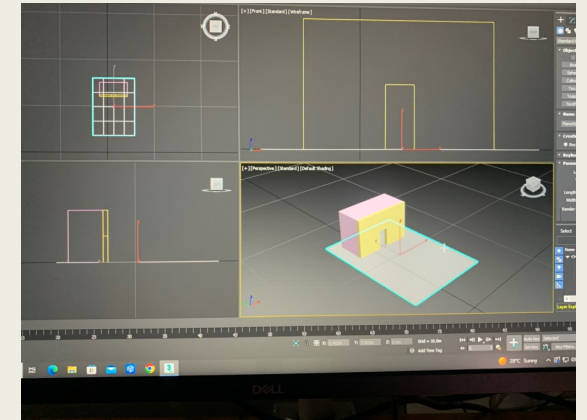
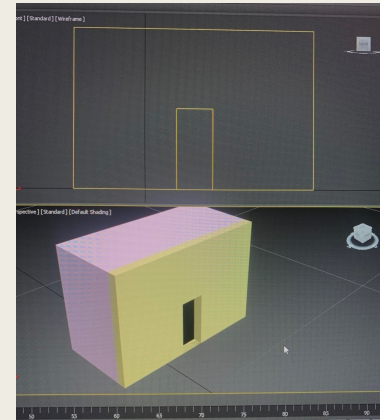
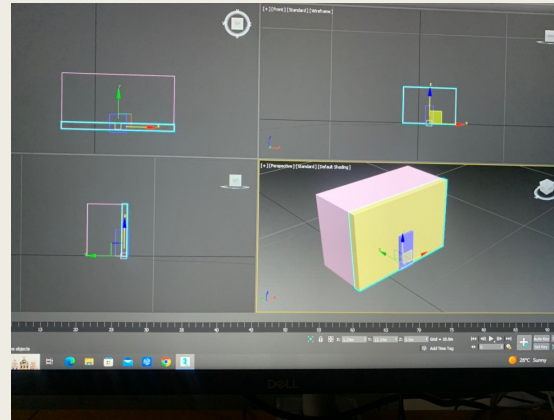
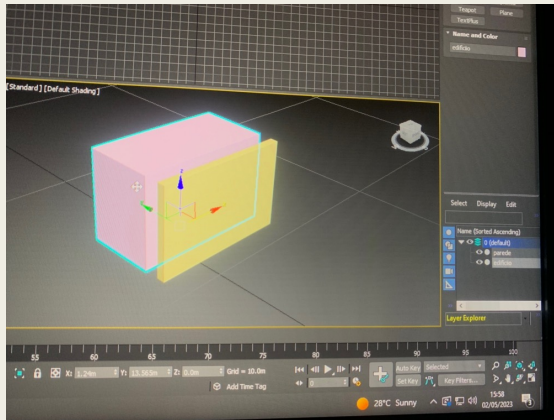
# Aula 9 – 2 maio

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

# Exercício 1

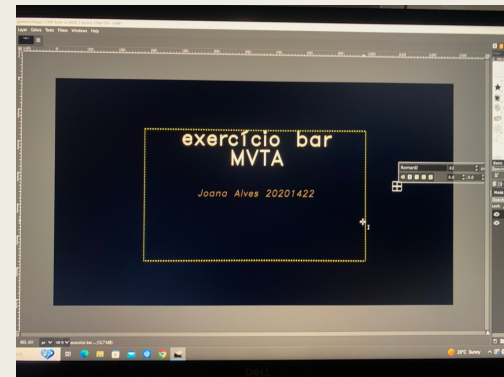
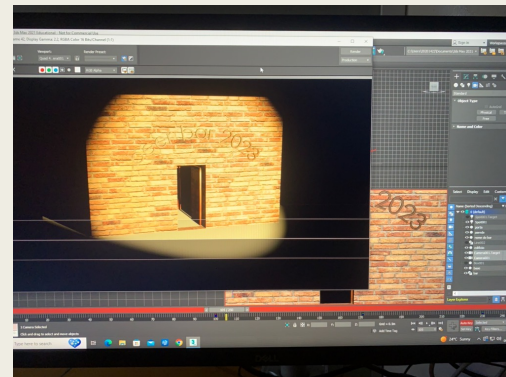
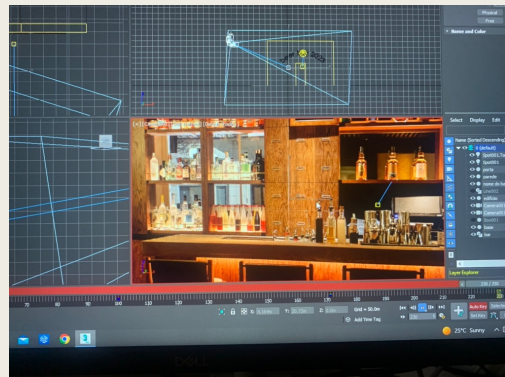
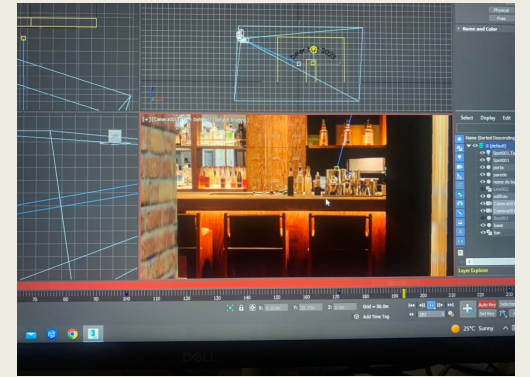
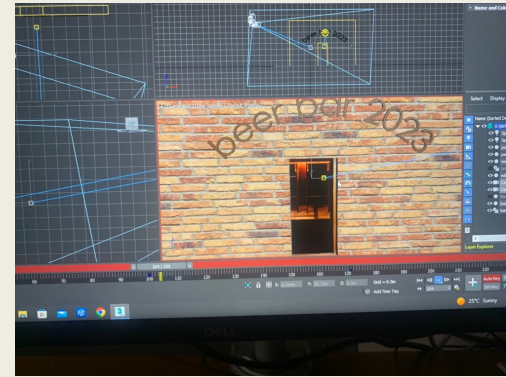
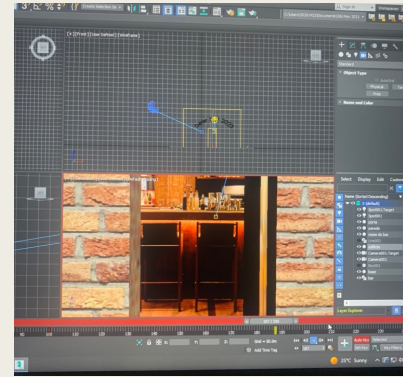
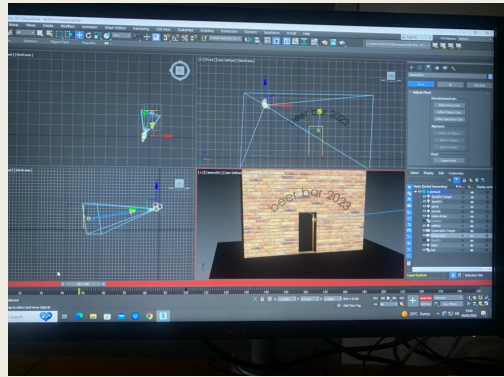
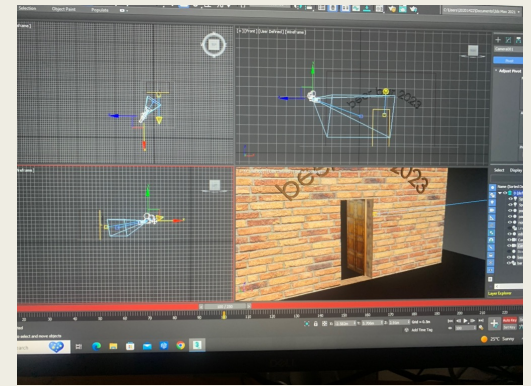
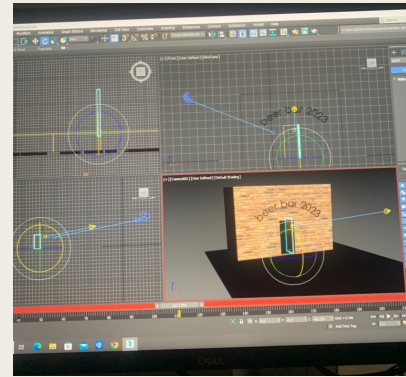
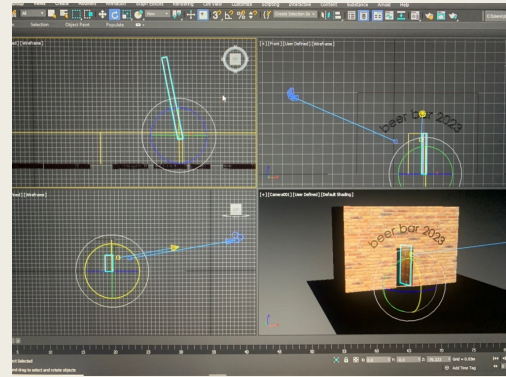
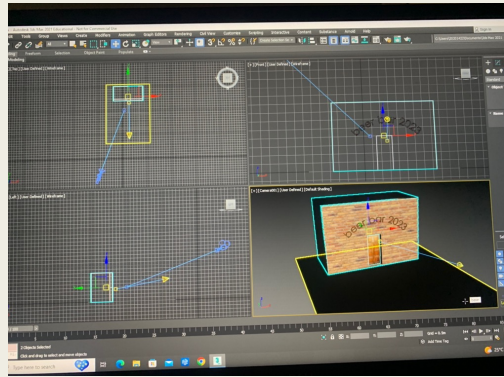


# Exercício 2



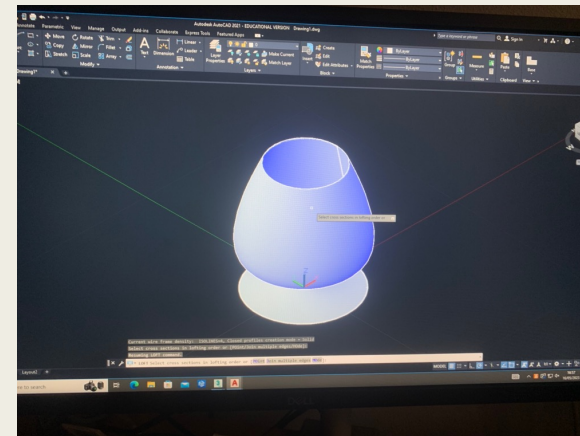
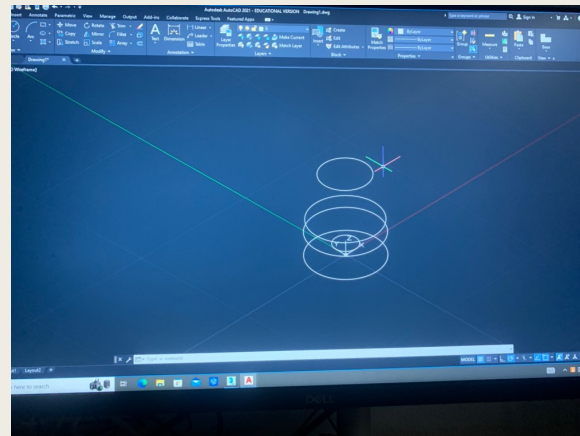
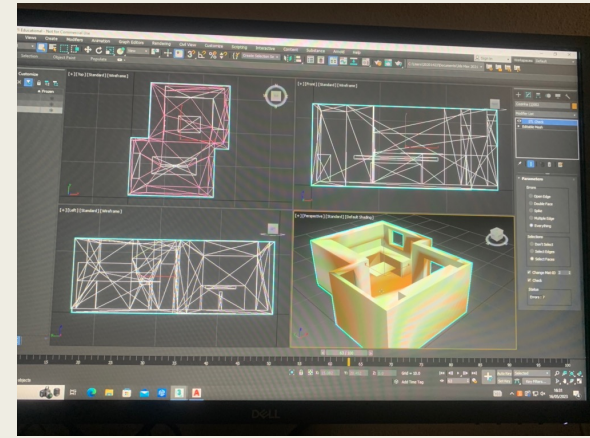
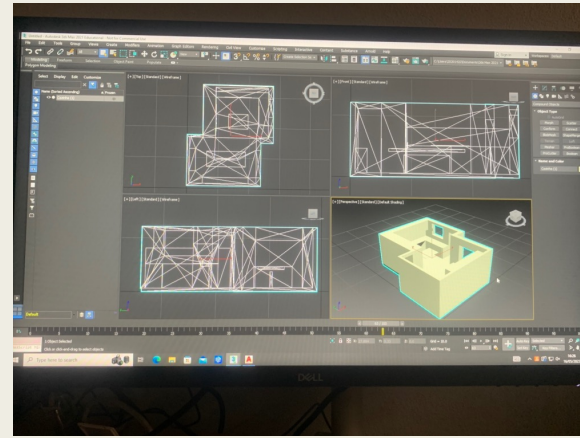
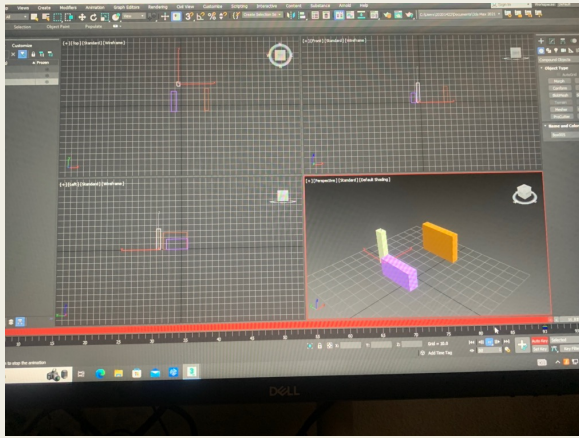
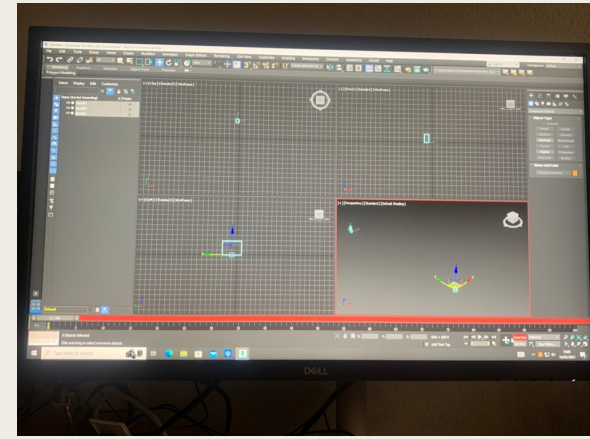
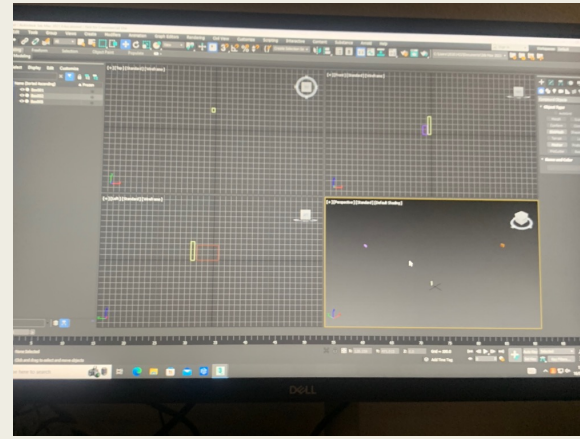
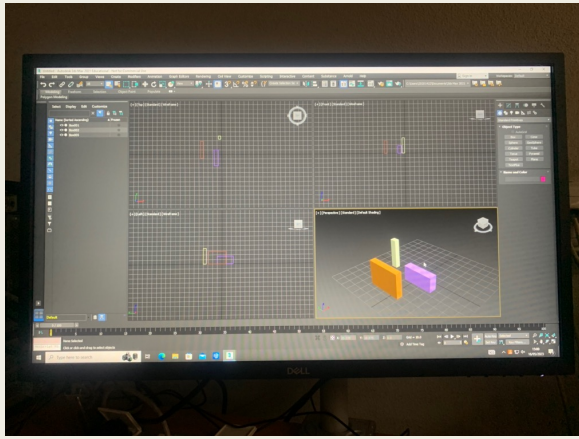
# Aula 10 – 9 maio

- 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

