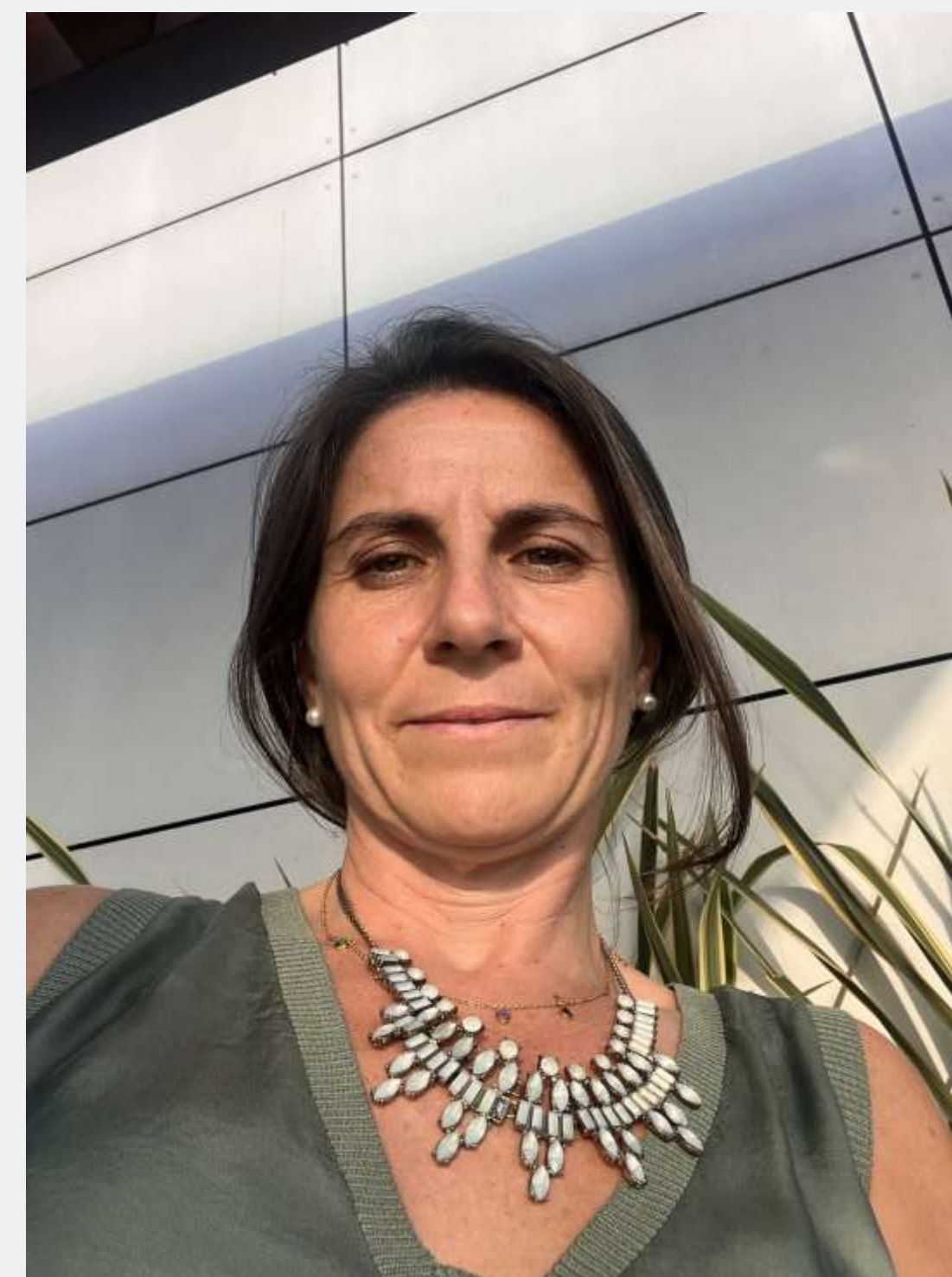
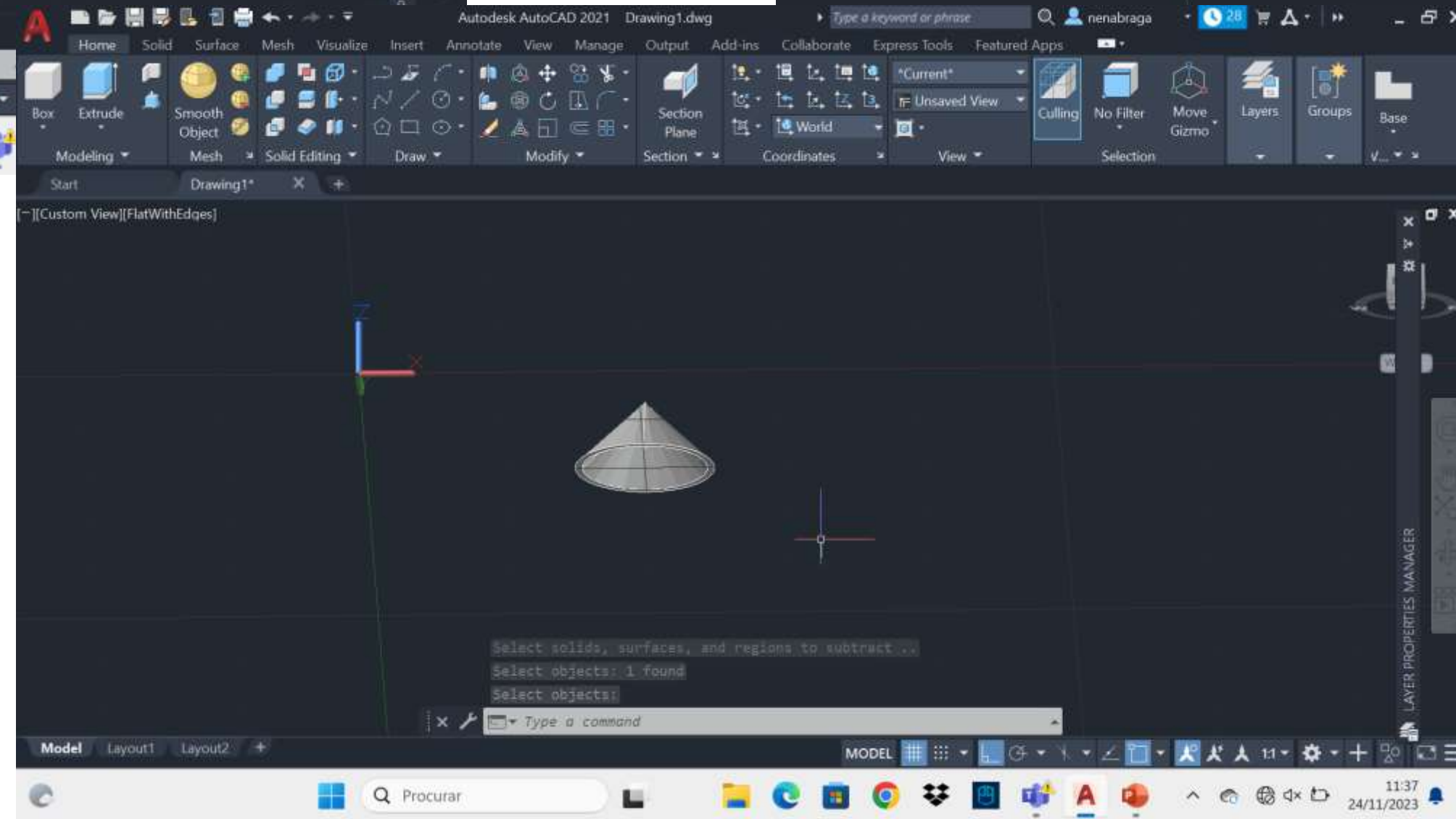
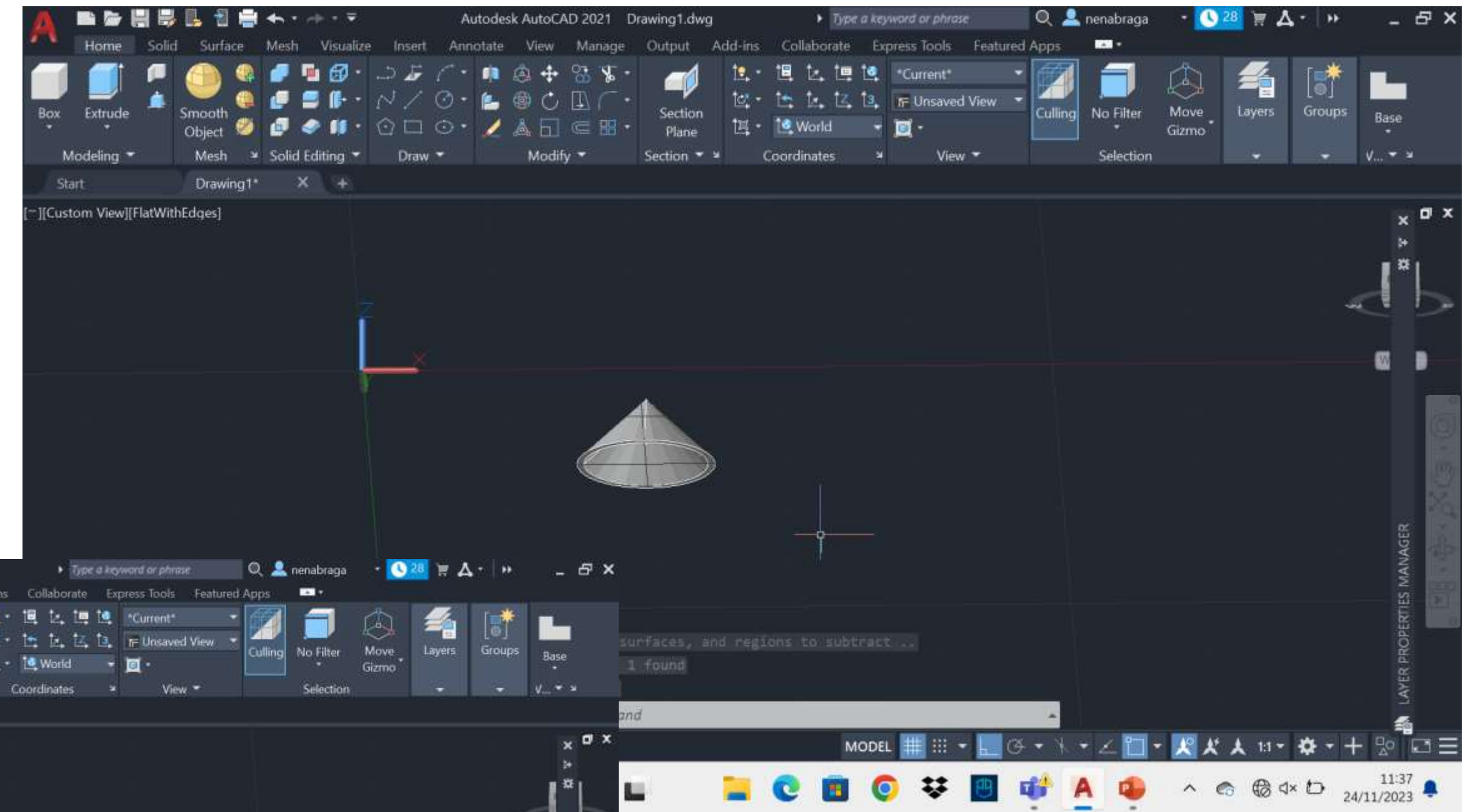
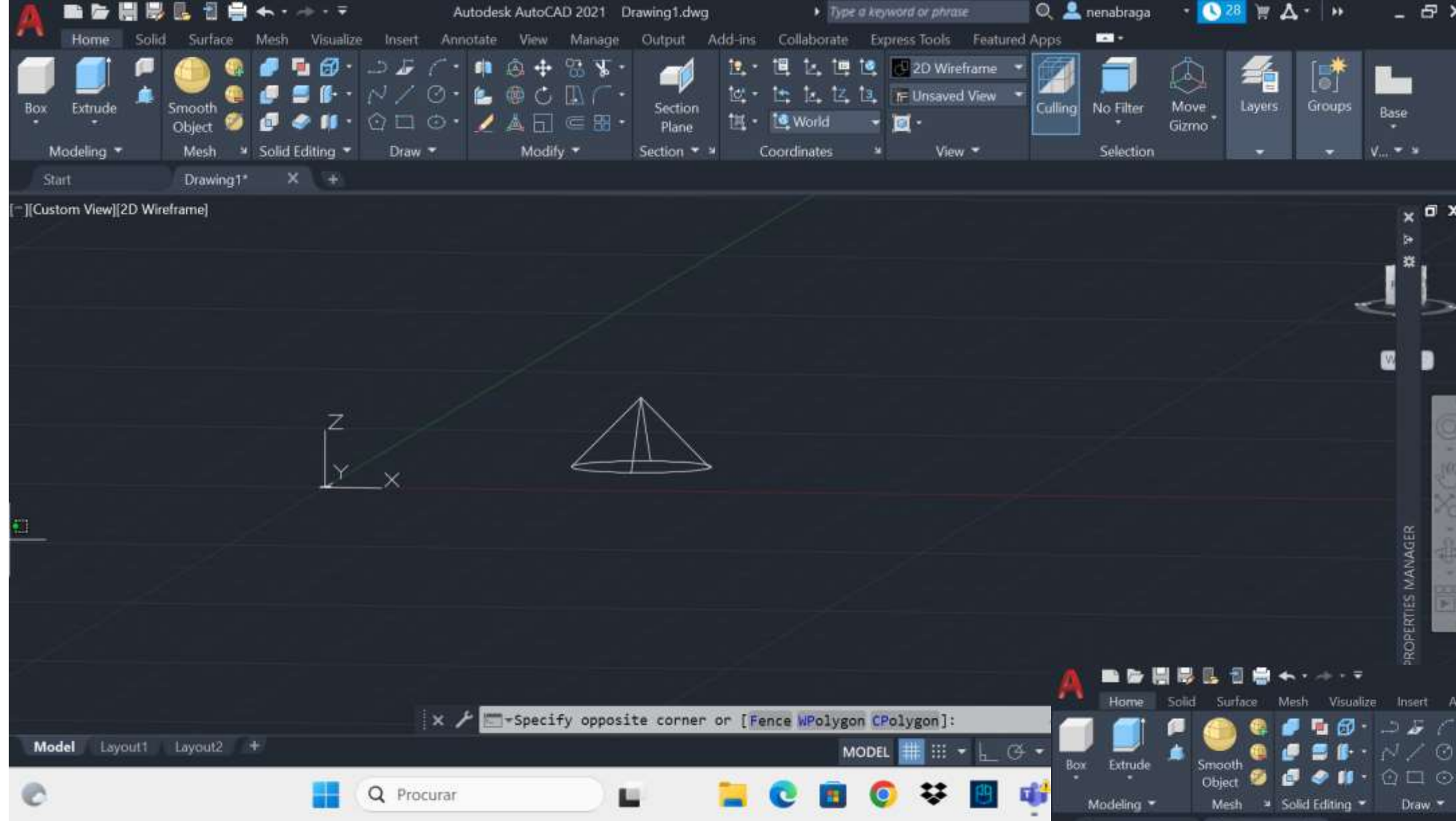


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Ana Braga

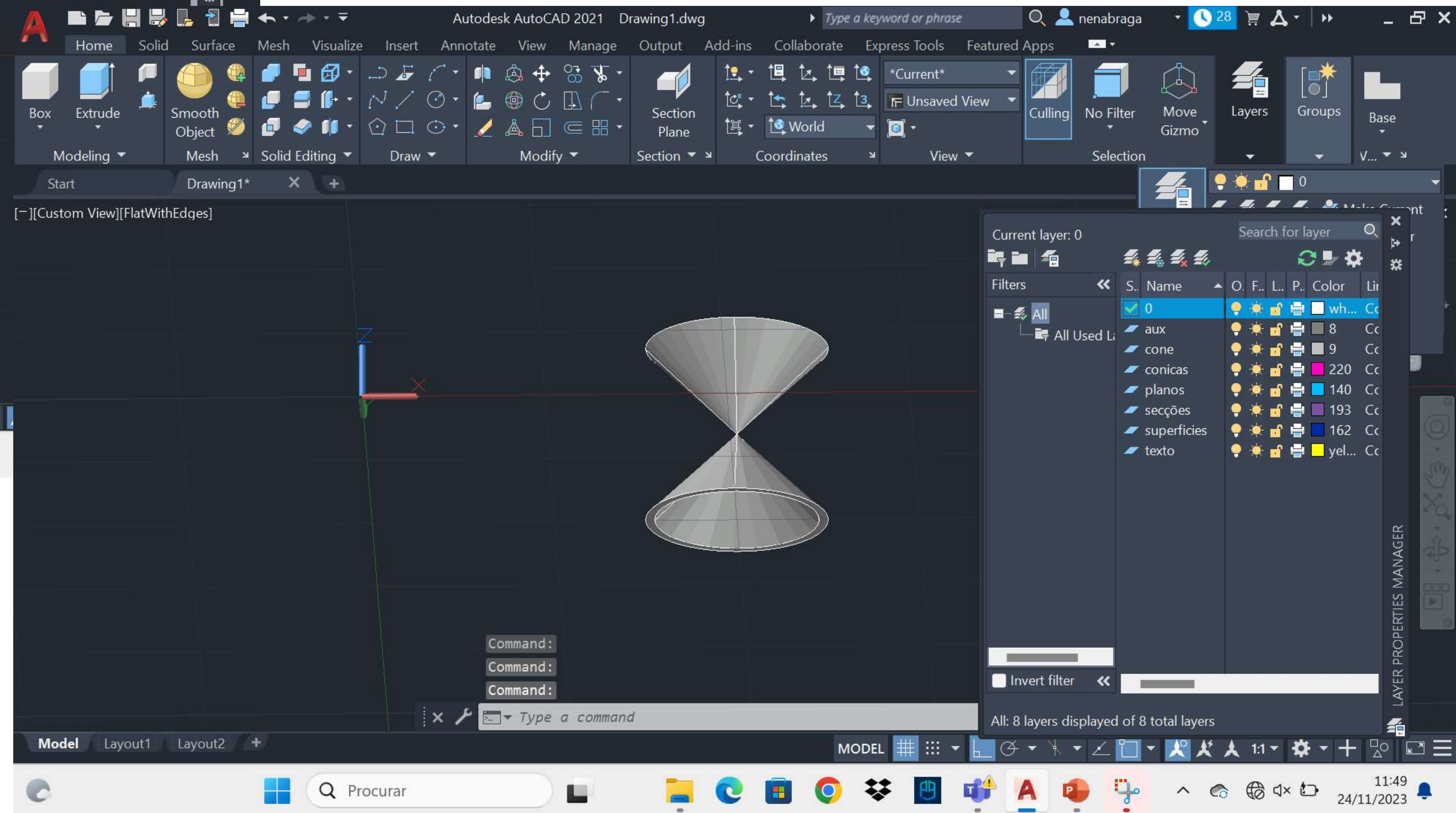
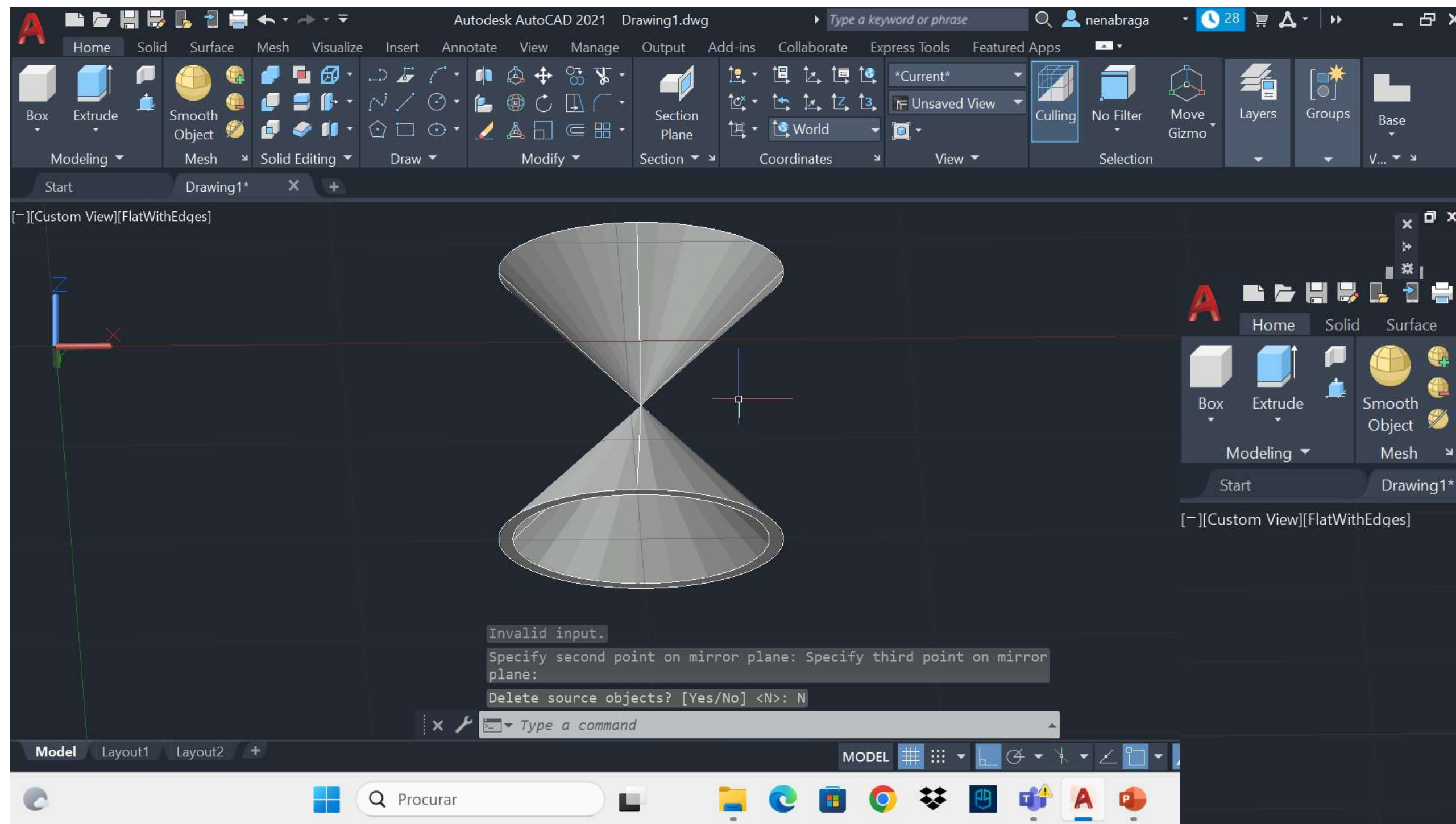




2 cones
20,20
Raio 5
Hight 5
shade

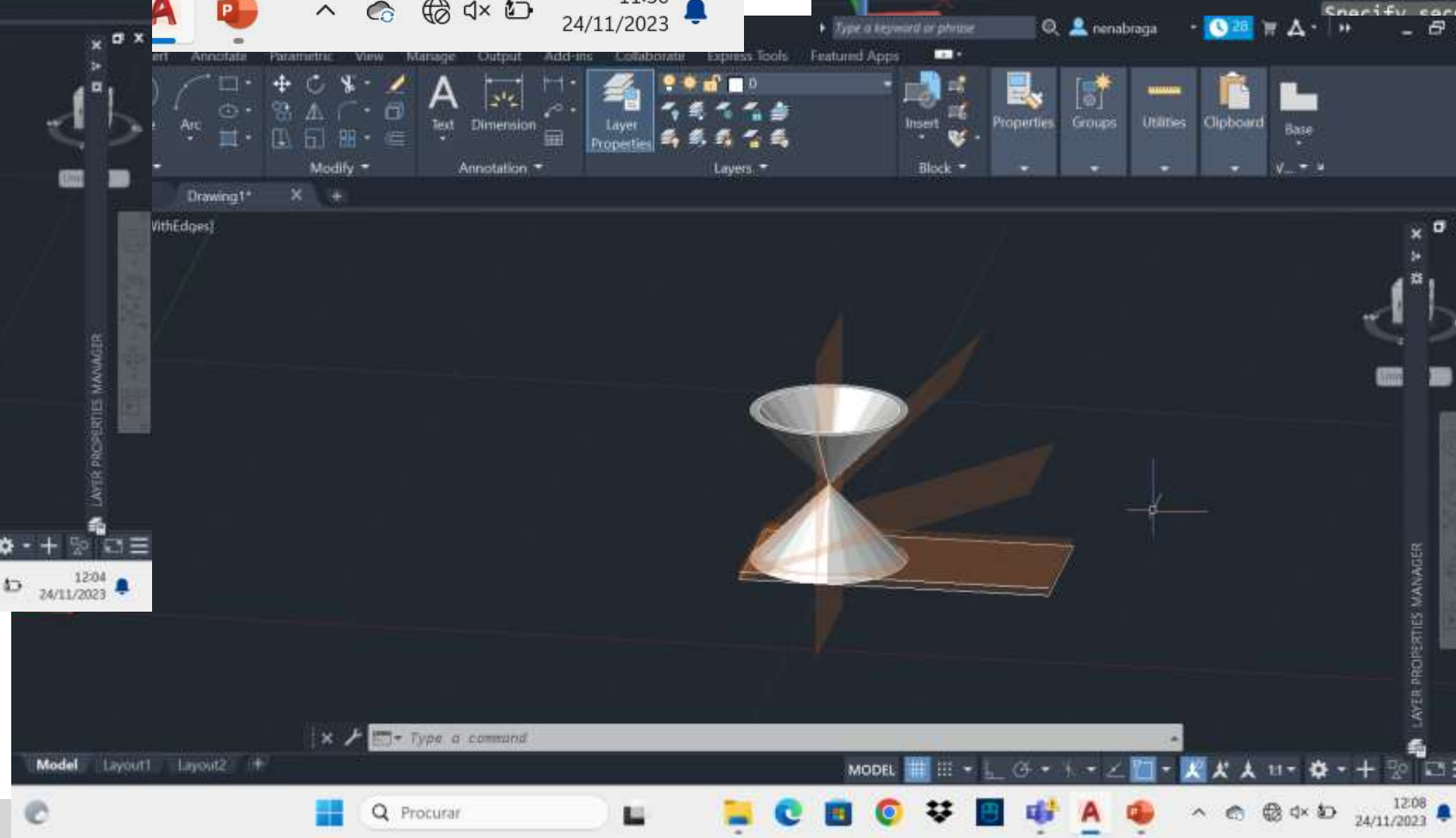
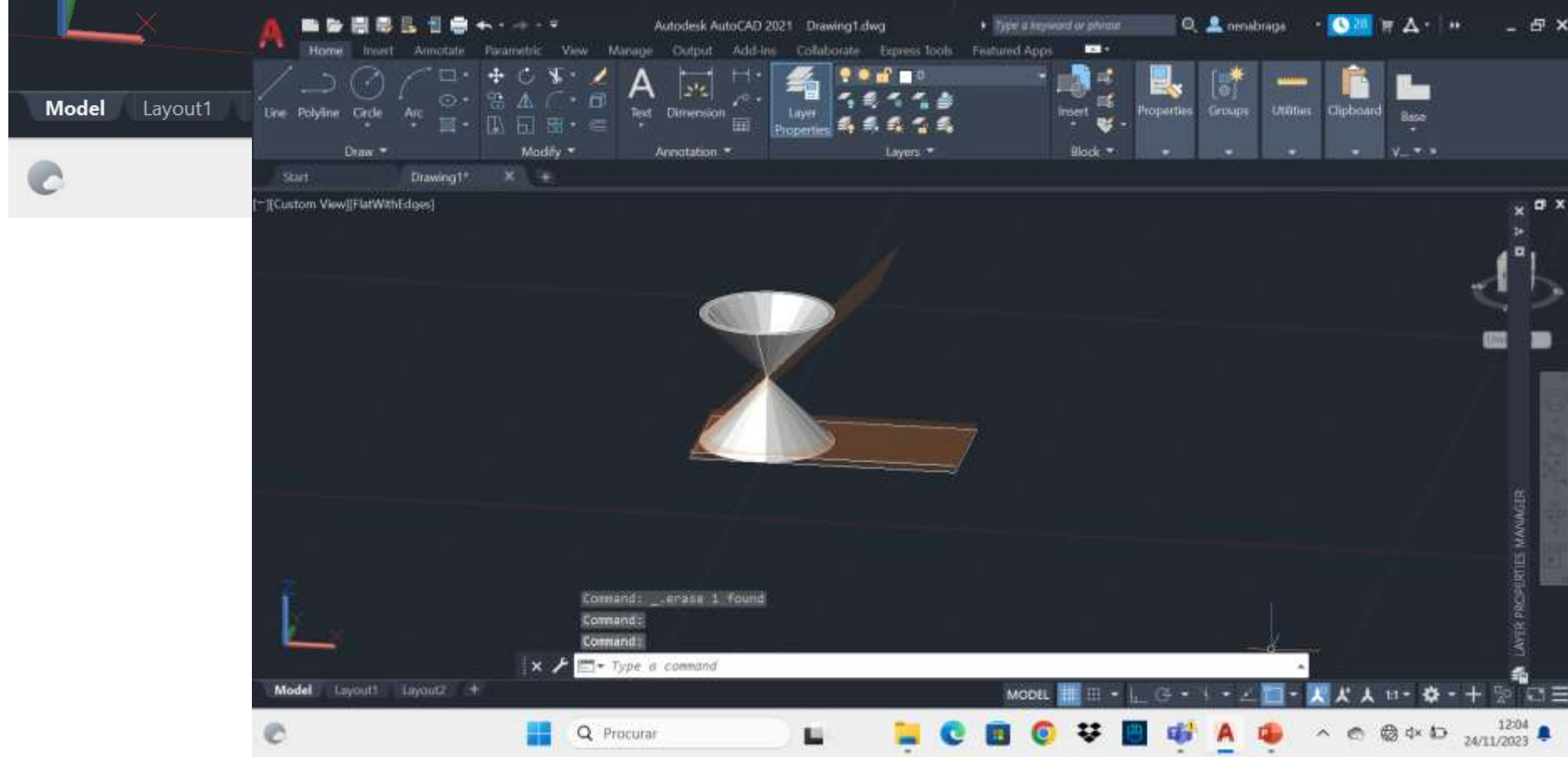
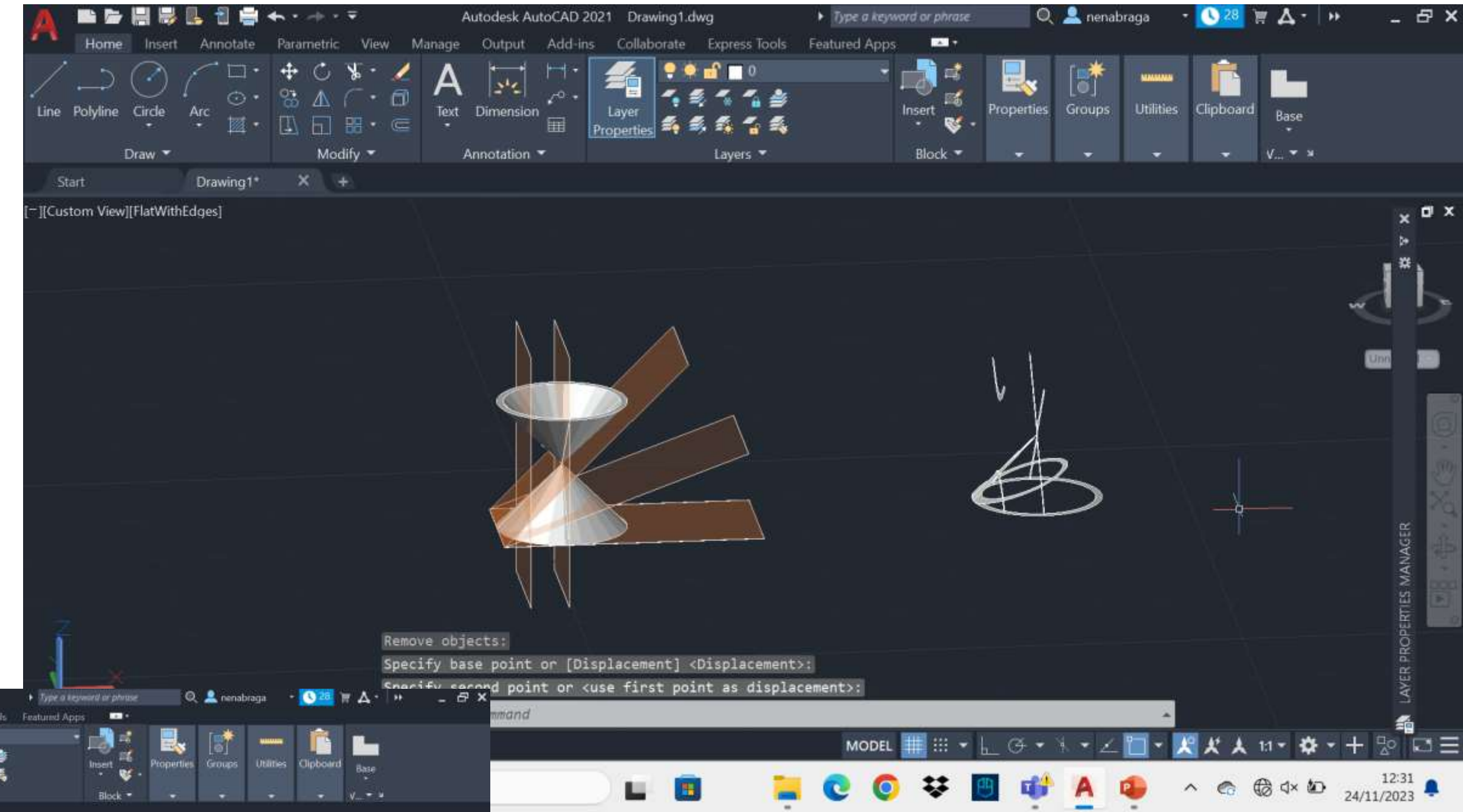
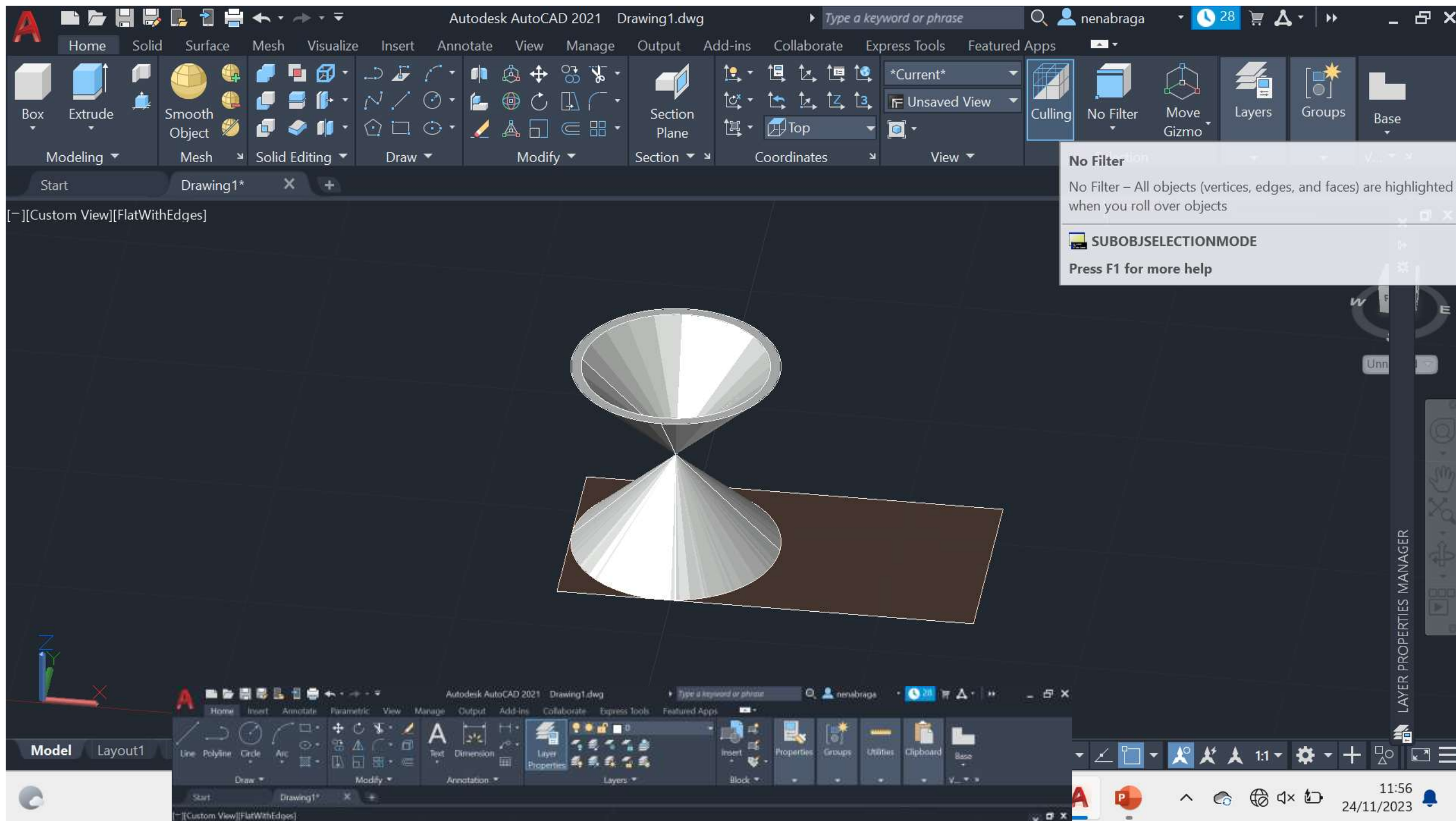
ReDig

10^a semana – 24 Nov



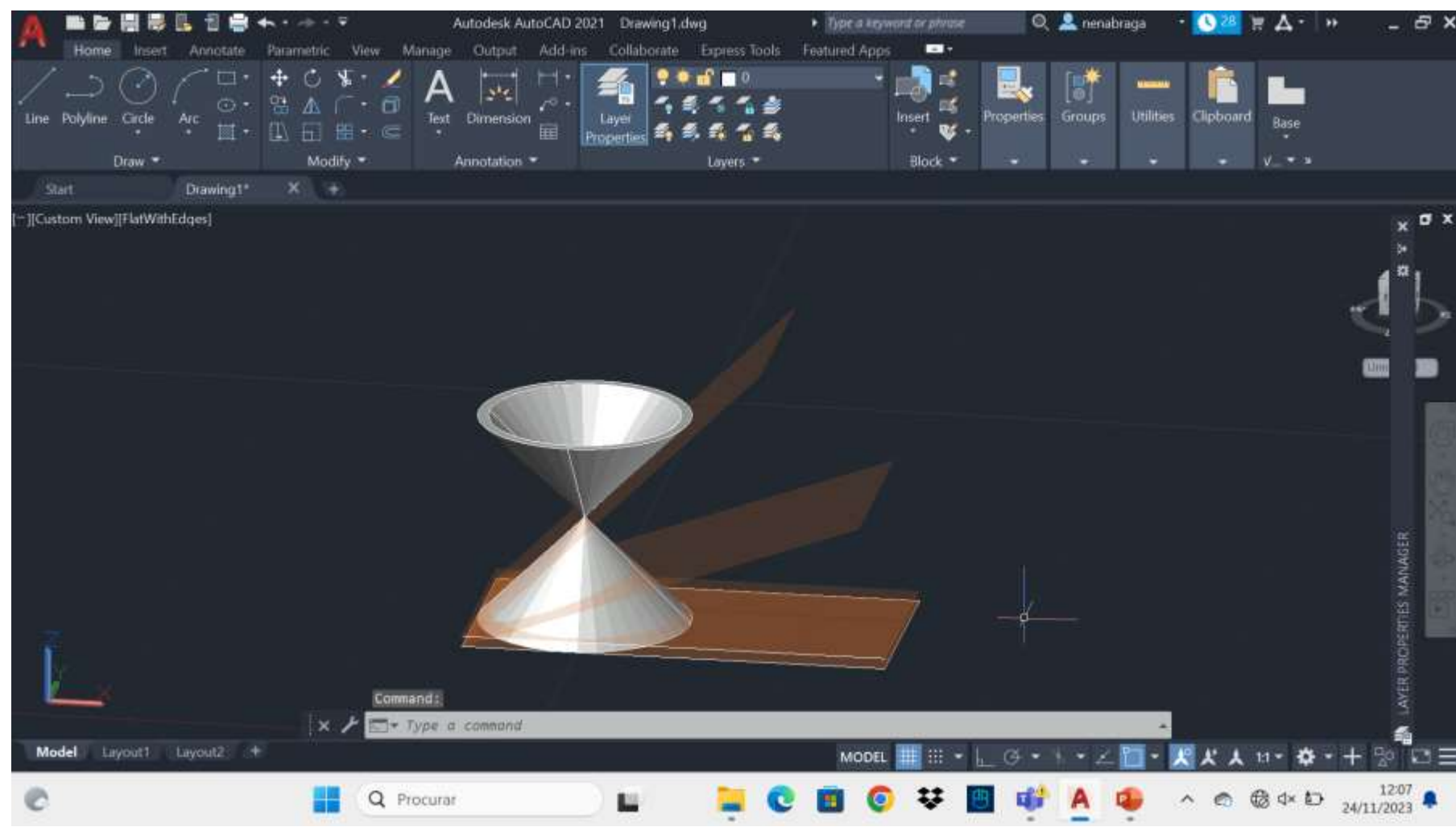
ReDig

10ª semana – 24 Nov

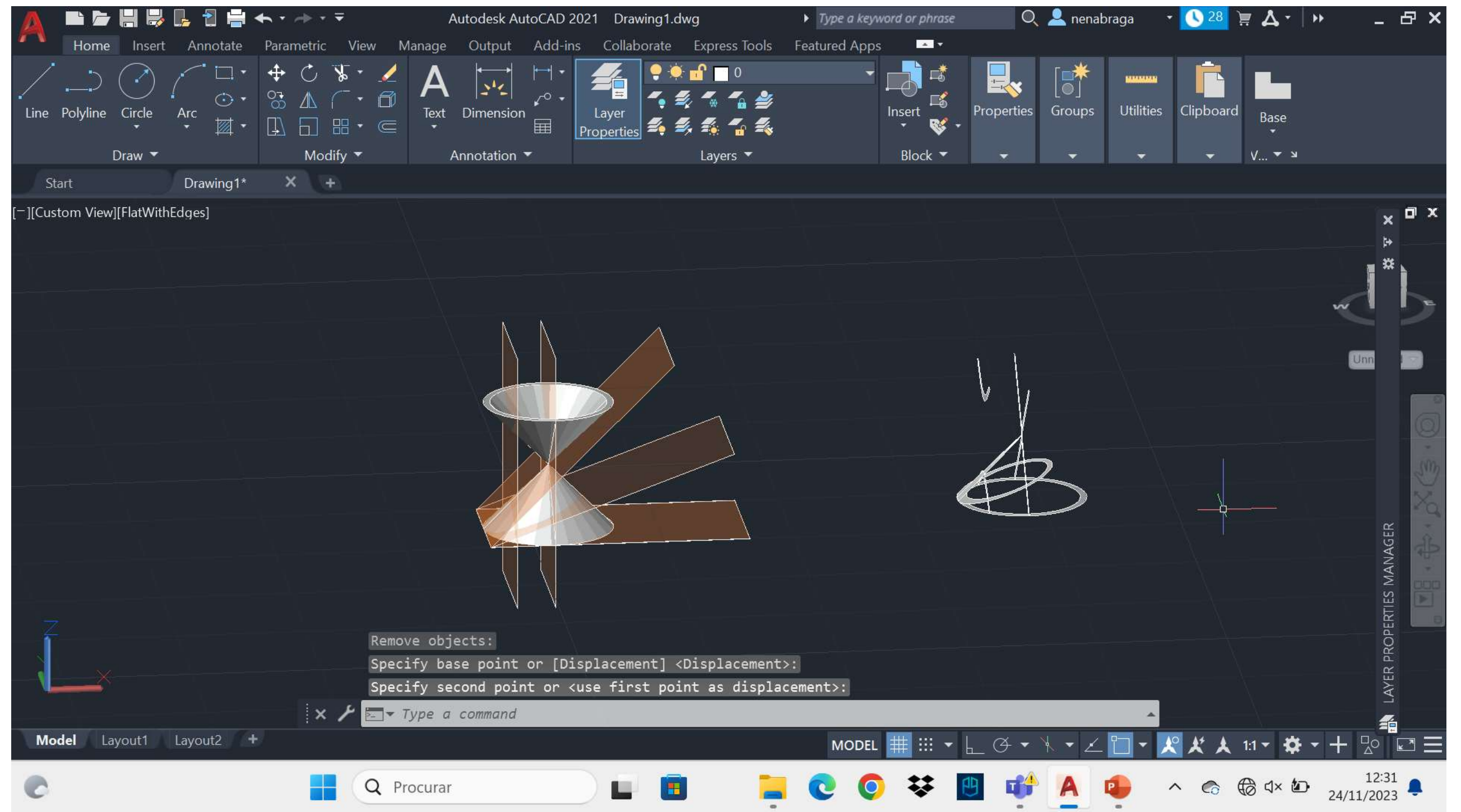


ReDig

10ª semana – 24 Nov



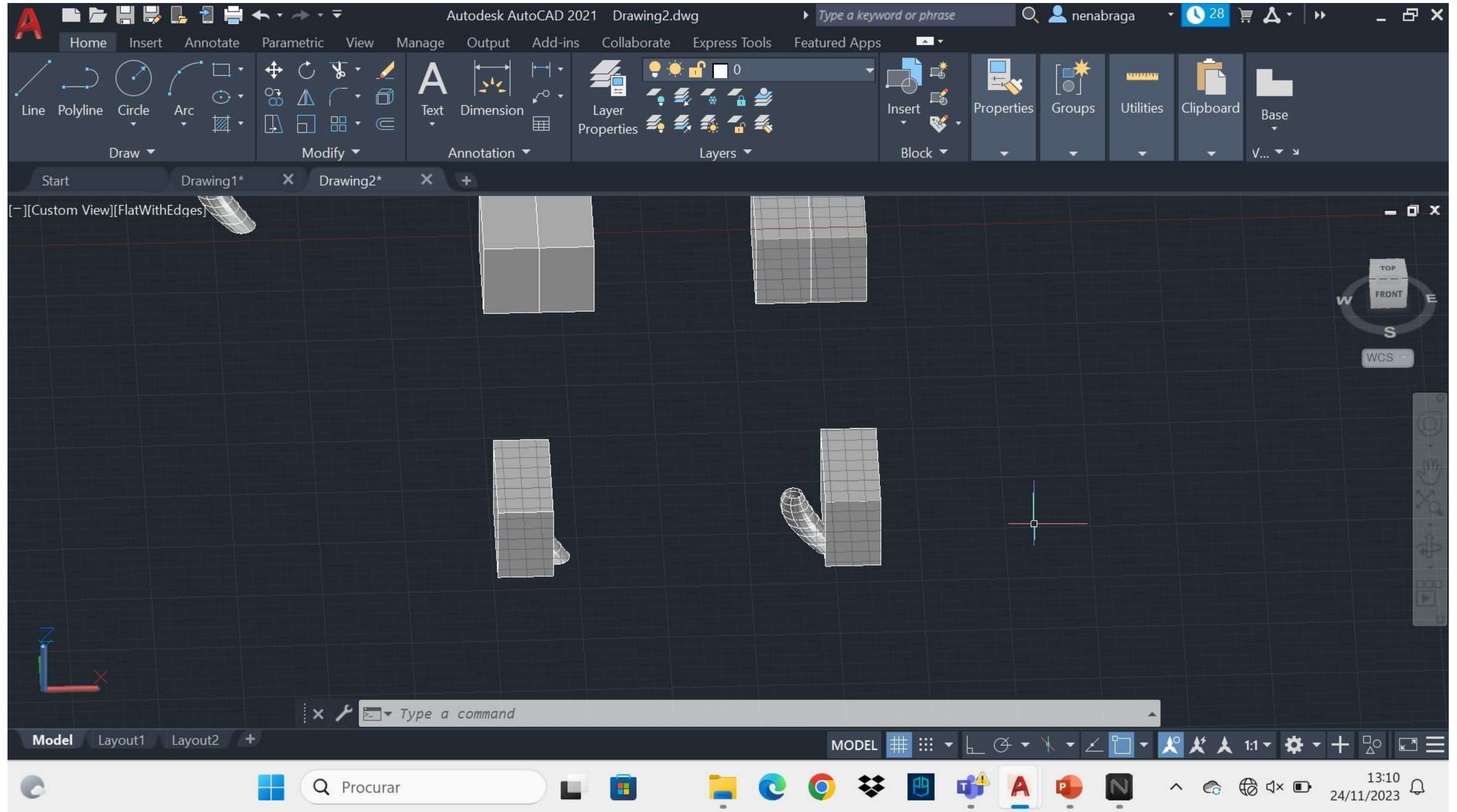
SEc



Section move

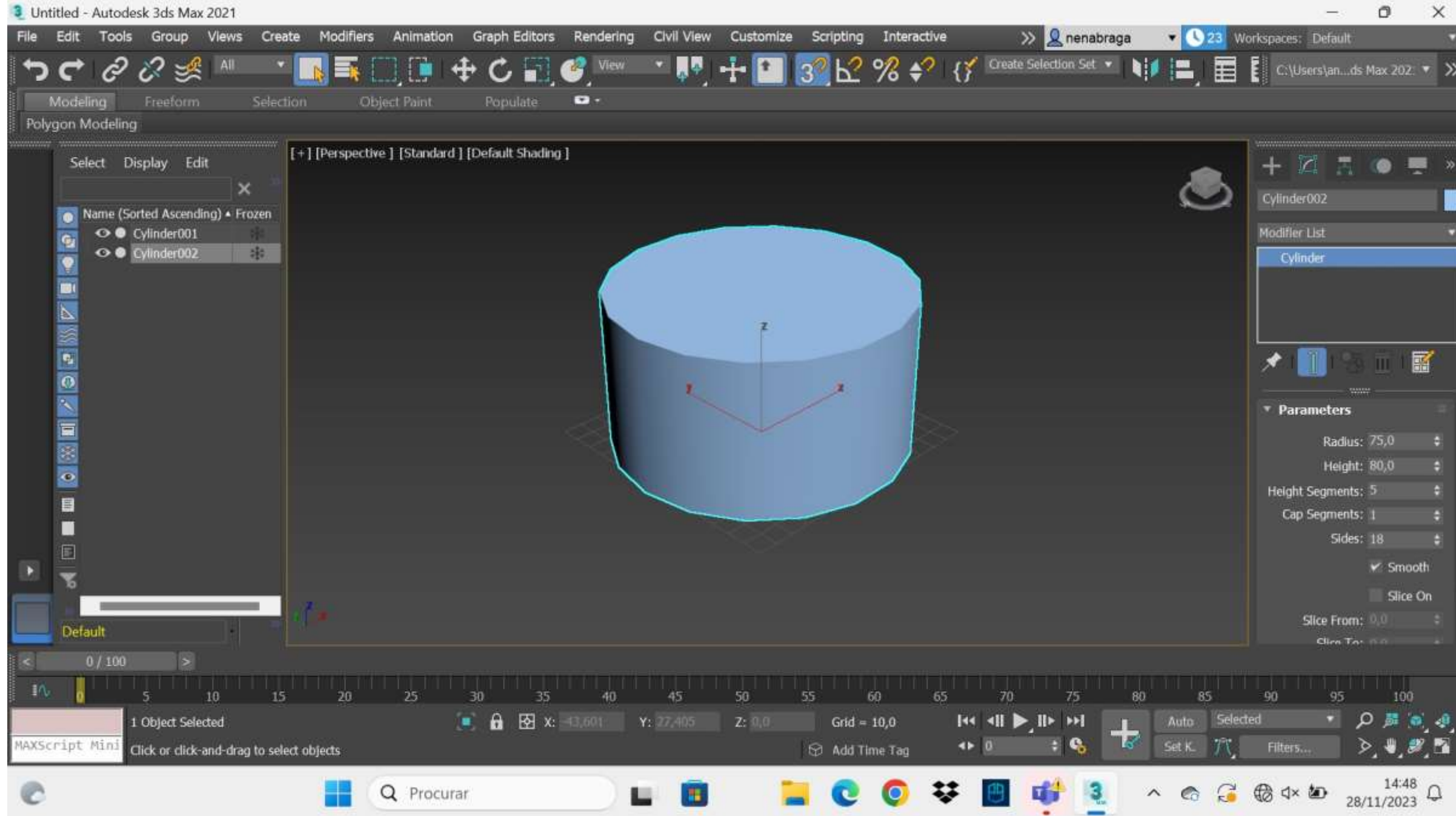
ReDig

10^a semana – 24 Nov

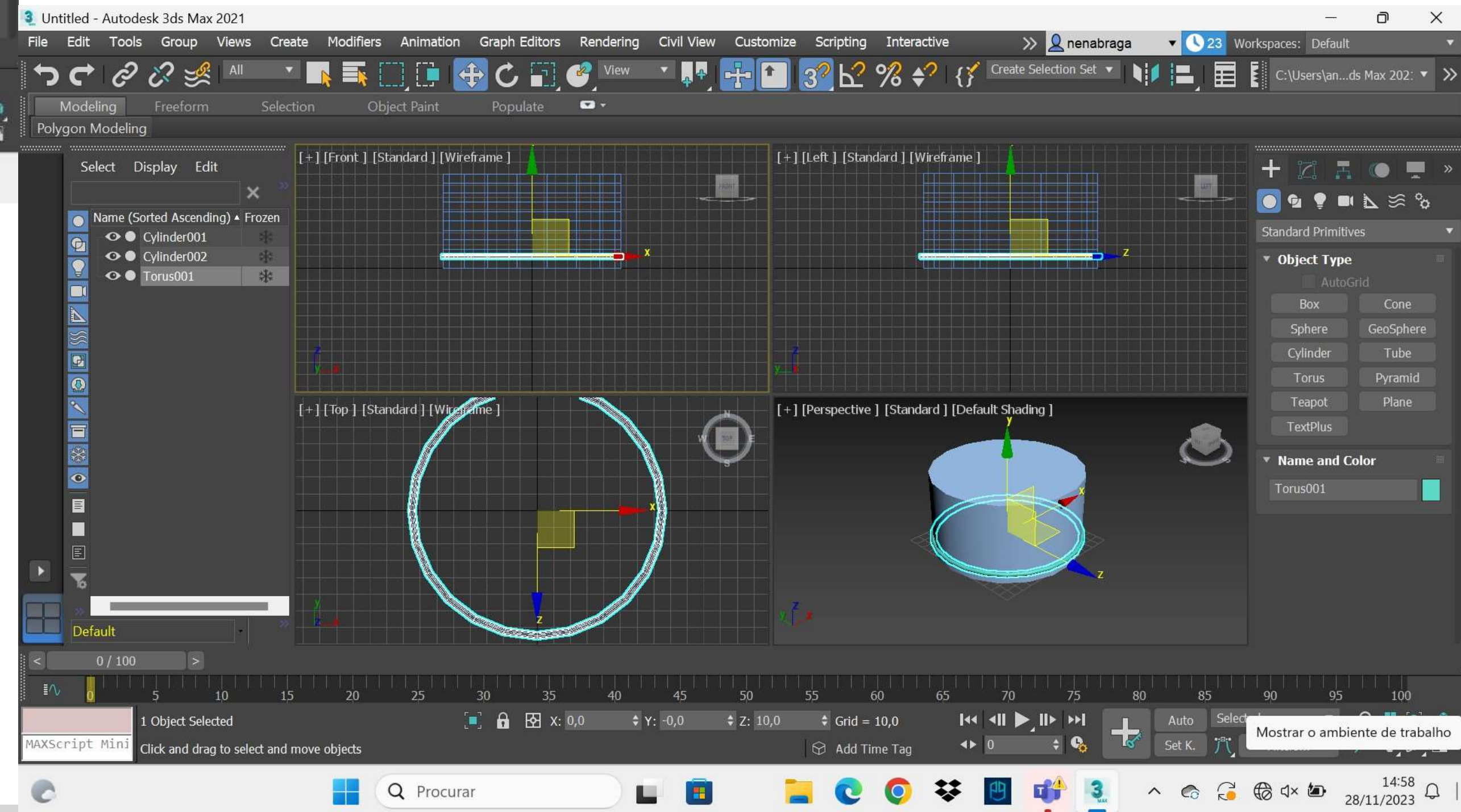


ReDig

11^a semana – 28 Nov

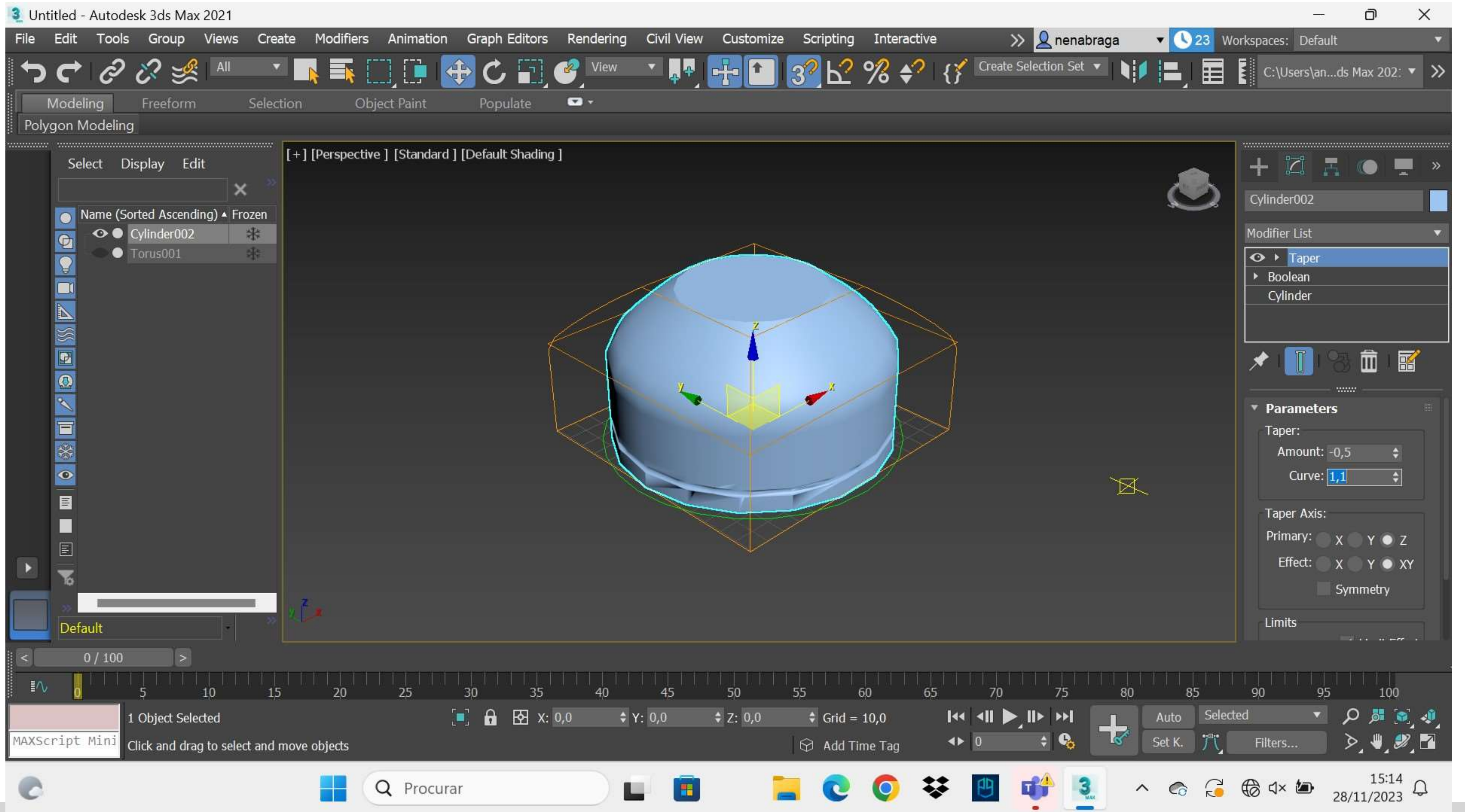


Construir forma geométrica
Adicionar ou subtrair elemntos



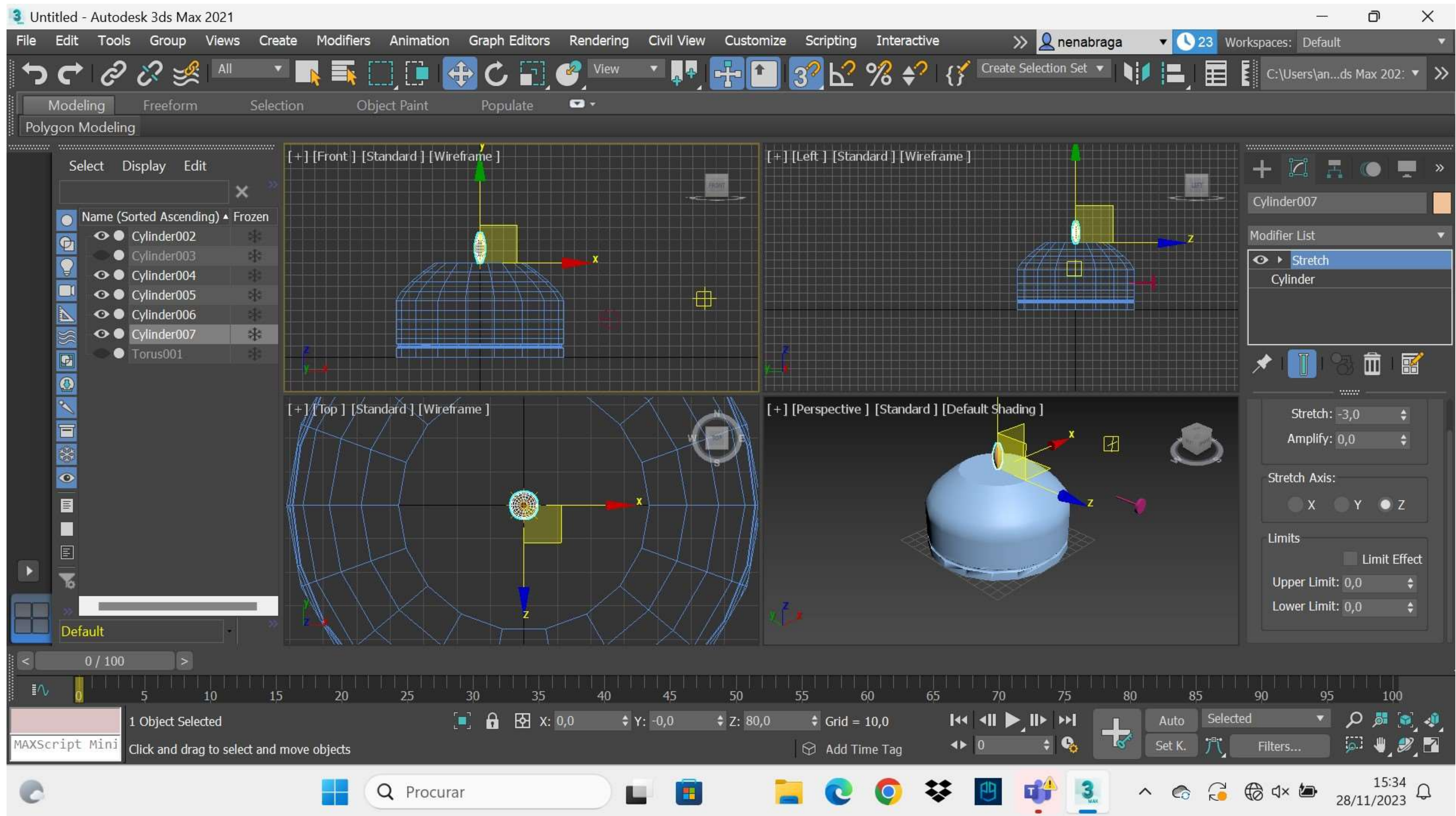
ReDig

11ª semana – 28 Nov



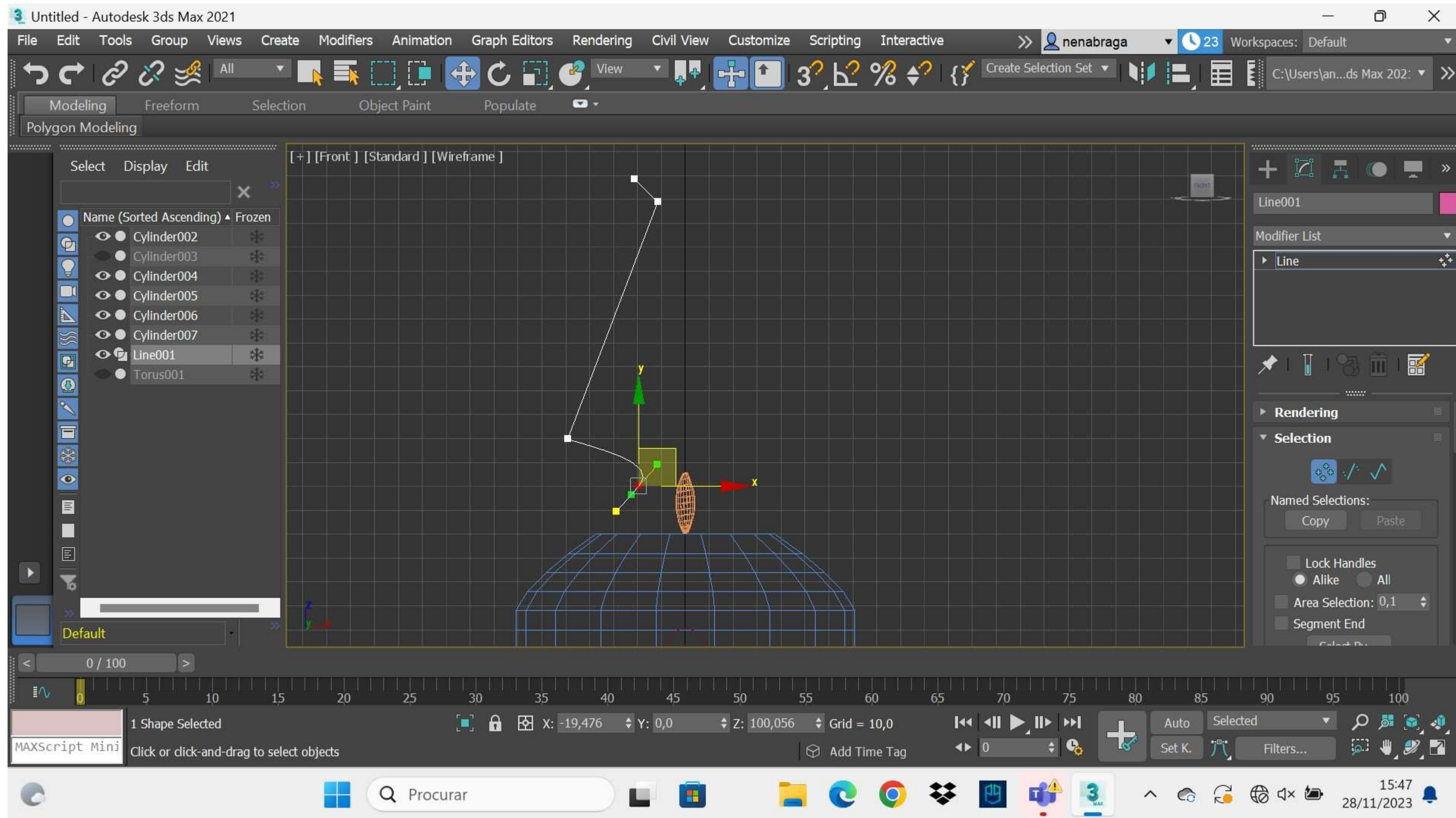
ReDig

11^a semana – 28 Nov



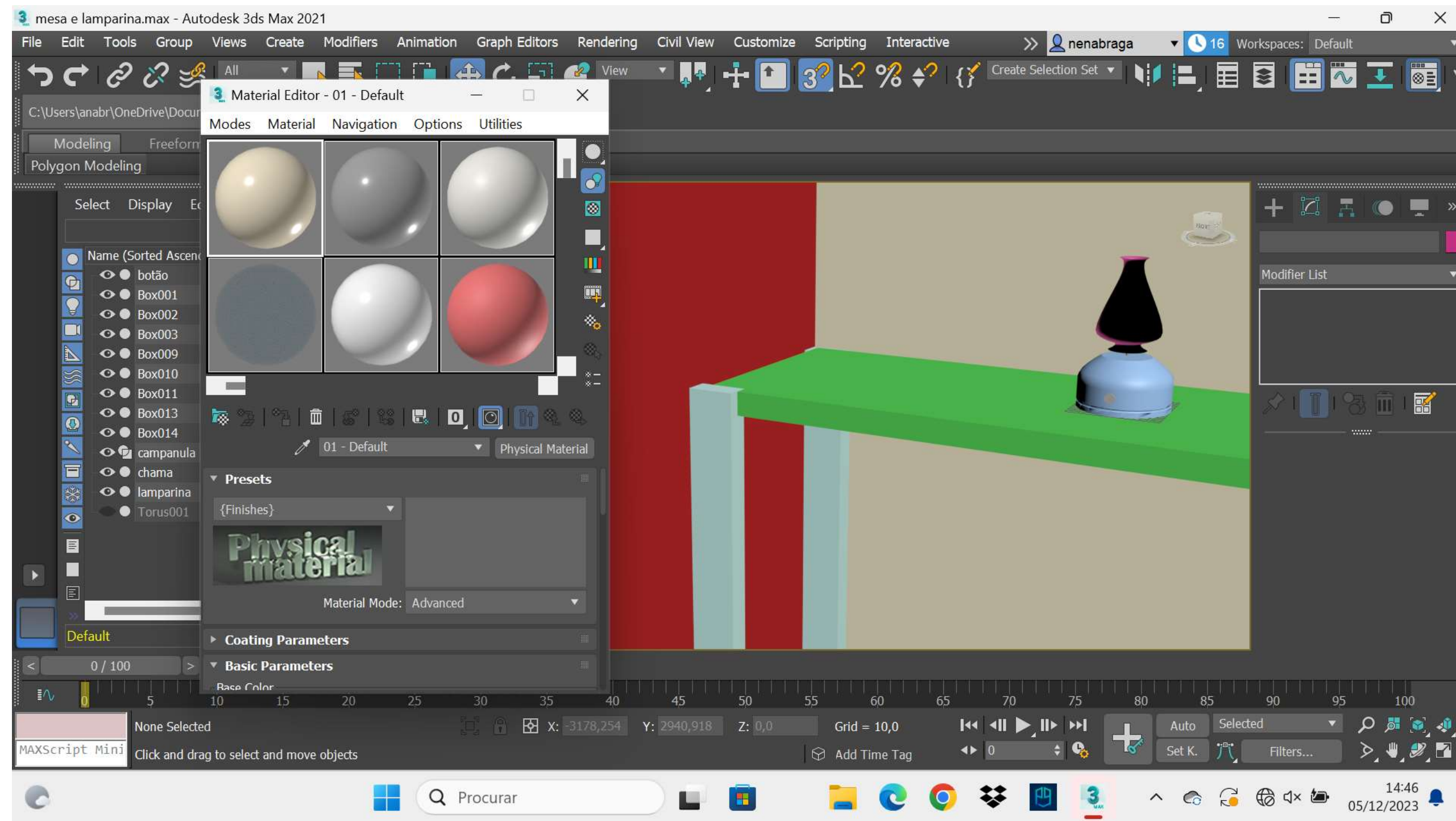
ReDig

11ª semana – 28 Nov



ReDig

11^a semana – 28 Nov

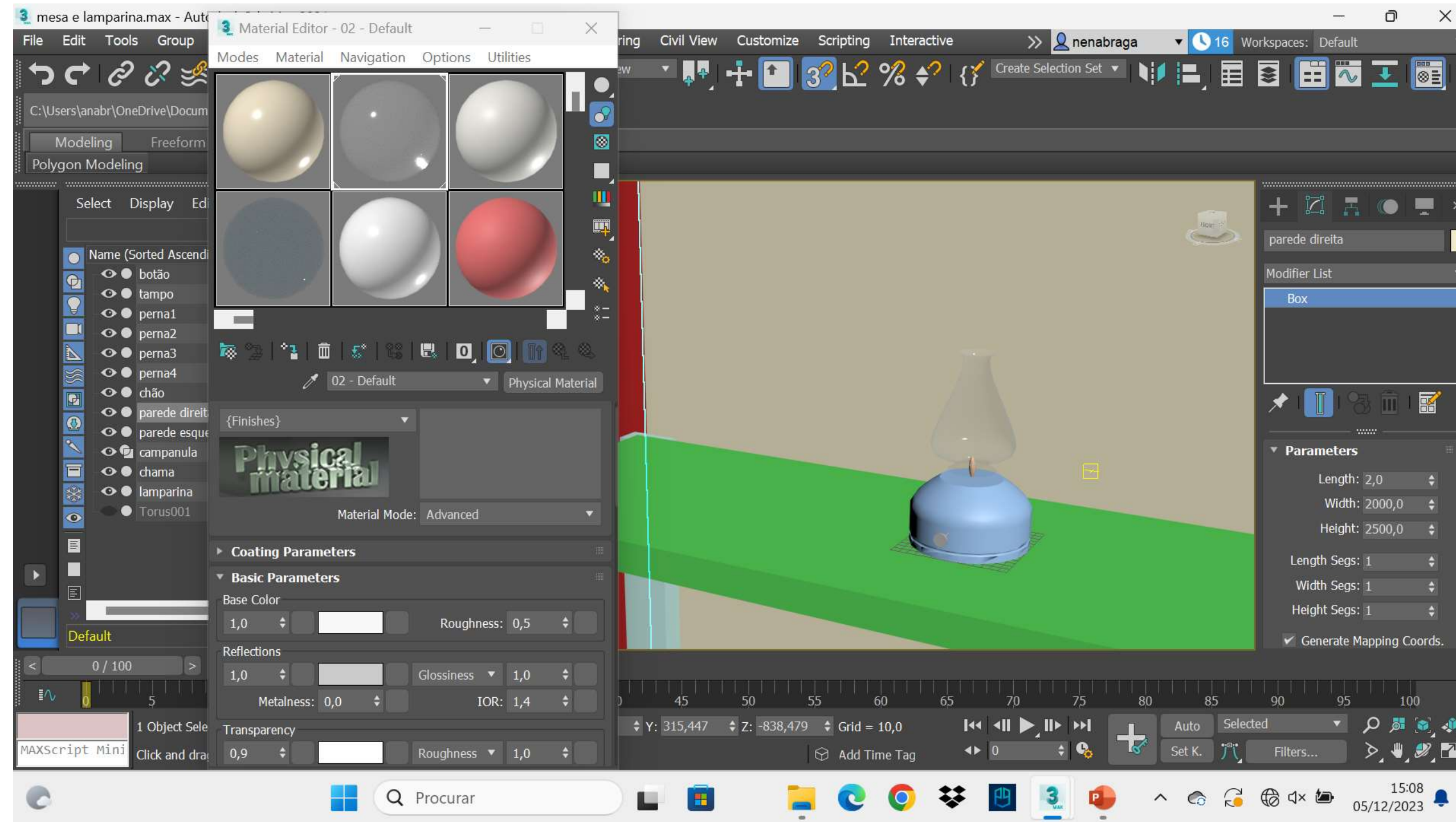


Material editor

- Cor: matiz
tonalidade
Brilho
-
- Padrao
- textura

ReDig

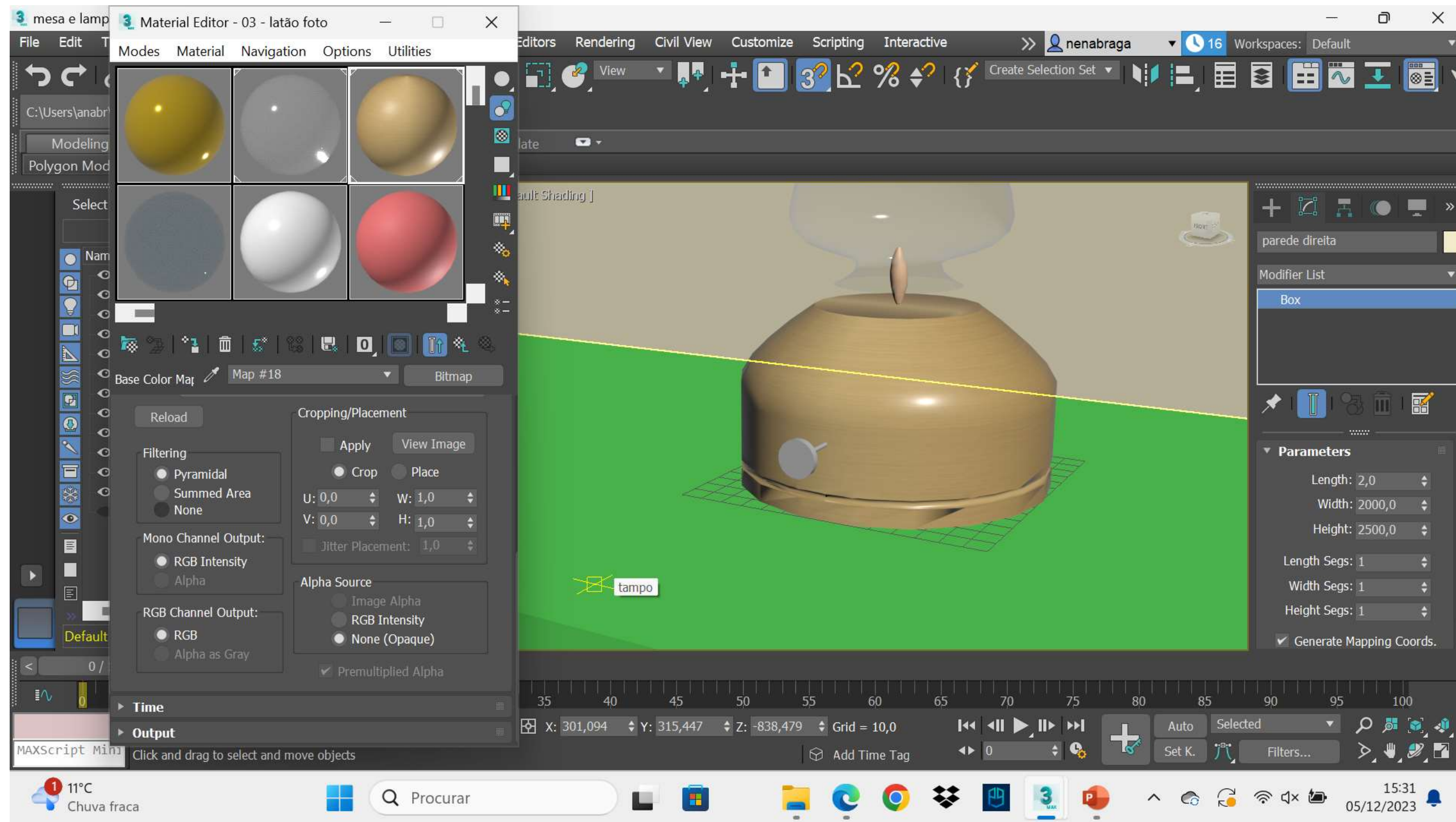
11^a semana – 5 Dez



Glass
glossiness 1
Transparency 1

ReDig

12^a semana – 5 Dez

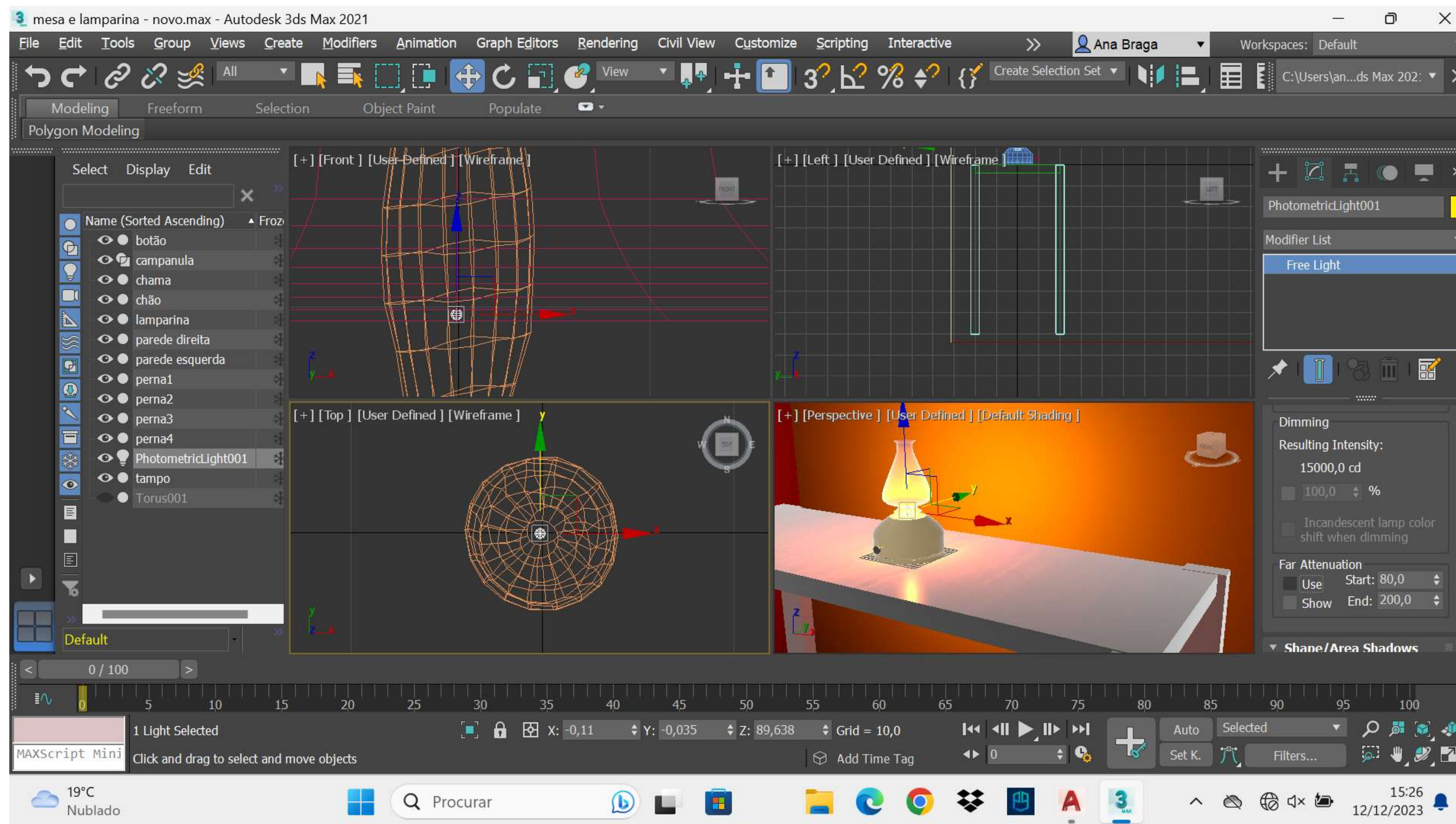


Importar material por foto:

- general maps
- bitmap

ReDig

12^a semana – 5 Dez



Colocar luzes
Criar
Definir intensidade e cor
Mover

ReDig

12^a semana – 12 Dez