

# Representação Digital

2023-2024



20221164

Francisco Lázaro MIARQ2E



# HTML

## Introdução ao html:

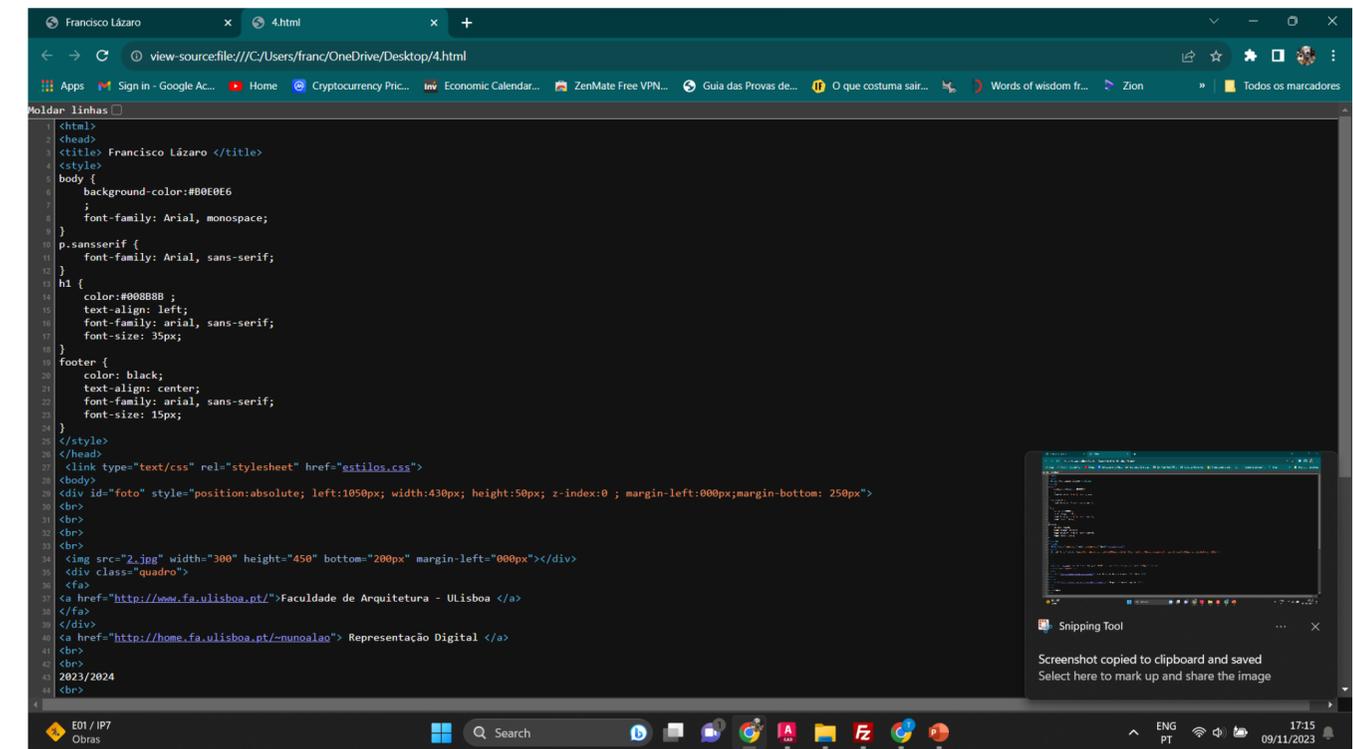
- Começamos por aprender os códigos básicos do html;

- Aprendi que sempre que preciso de assentuar alguma letra preciso de um código específico para cada letra;

- Para mudar qualquer código da página preciso de aceder ao notepad++.

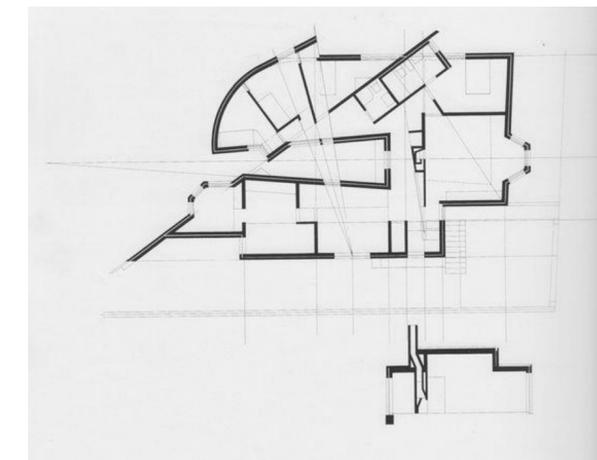
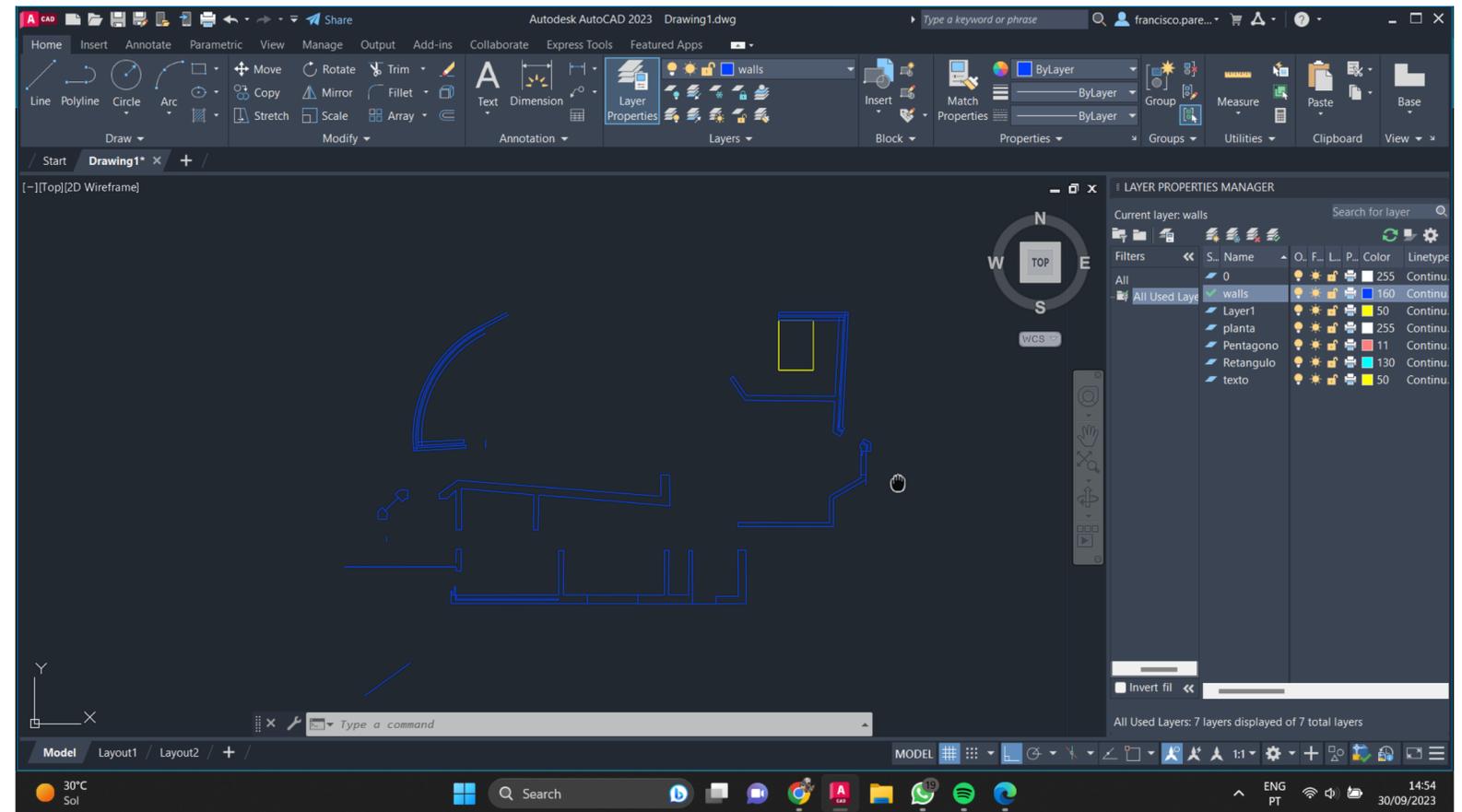
- Quando o site estiver concluído tem que se inserir no Filezilla.

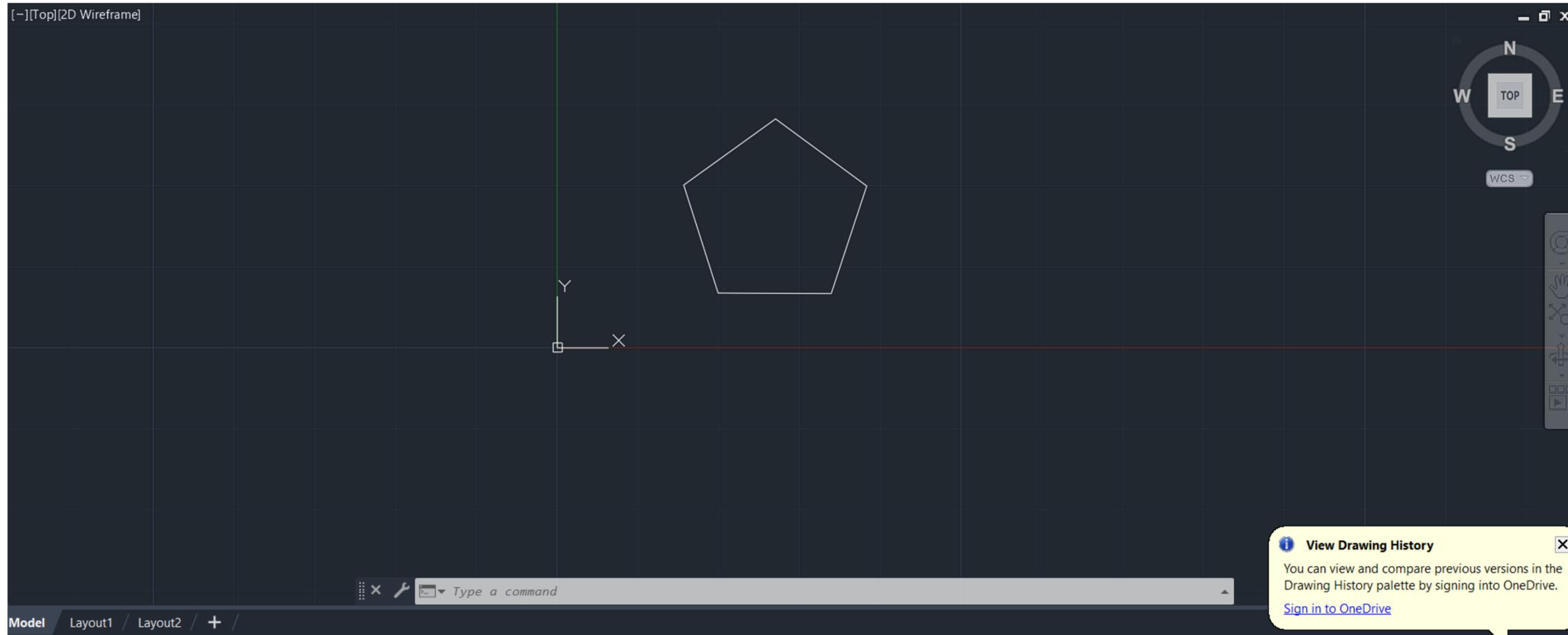
Á ..... &Aacute;	Í ..... &Iacute;	Ú ..... &Uacute;
á ..... &aacute;	í ..... &iacute;	ú ..... &uacute;
Â ..... &Aacirc;	Î ..... &Iacirc;	Û ..... &Uacirc;
â ..... &aacirc;	î ..... &iacirc;	û ..... &uacirc;
Ã ..... &Aagrave;	Ĩ ..... &Igrave;	Ü ..... &Uuml;
ã ..... &aagrave;	ĩ ..... &igrave;	ü ..... &uuml;
Ä ..... &Aaring;	İ ..... &Igrave;	Ç ..... &Ccedil;
ä ..... &aaring;	ı ..... &igrave;	ç ..... &ccedil;
Å ..... &Atilde;	Ï ..... &Iuml;	Ñ ..... &Ntilde;
å ..... &atilde;	ï ..... &iuml;	ñ ..... &ntilde;
Ä ..... &Auml;	Ó ..... &Oacute;	< ..... &lt;
ä ..... &auml;	ó ..... &oacute;	> ..... &gt;
Æ ..... &AElig;	Ô ..... &Ocirc;	& ..... &amp;
æ ..... &aelig;	ô ..... &ocirc;	" ..... &quot;
É ..... &Eacute;	ò ..... &ograve;	® ..... &reg;
é ..... &eacute;	ø ..... &oslash;	© ..... &copy;
Ê ..... &Ecirc;	ŕ ..... &oslash;	Õ ..... &Otilde;
ê ..... &ecirc;	ŕ ..... &oslash;	õ ..... &otilde;
Ë ..... &Egrave;	Ö ..... &Ouml;	Ý ..... &Yacute;
ë ..... &egrave;	ö ..... &ouml;	ý ..... &yacute;
Ë ..... &Euml;	ø ..... &ouml;	Þ ..... &THORN;
ë ..... &euml;		þ ..... &thorn;
Ð ..... &ETH;		ß ..... &szlig;
ð ..... &eth;		



# Autocad

- L – line
- A – texto
- C – close
- Offset – paralelas
- Dist – distância
- List
- Ficheiro – DesCasaCisa\_001.dwg
- Model space – zona de trabalho
- Paper space – layout
- Eixo X- vermelho
- Eixo Y – verde
- 10 unidades por 10 unidades – último quadrado
- Unidade de medida = mm
- Unidade autocad = m
- Escala do autocad = 1/1000
- 1/1000 para 1/100 – imprimir x10
- 1/1000 para 1/20 – imprimir x50
- Definir linhas, formas tridimensionais, ponto





ReDig

Exerc. 1.1 – ACAD 2D

**cmd8**

**–ortho on/off Chprop**

**– change prooporties 2enter – operação acaba PI**

**– polyline Copy M**

**–move Rotate Hatch**

**– preencher com trama Group**

**– agrupar Ungroup**

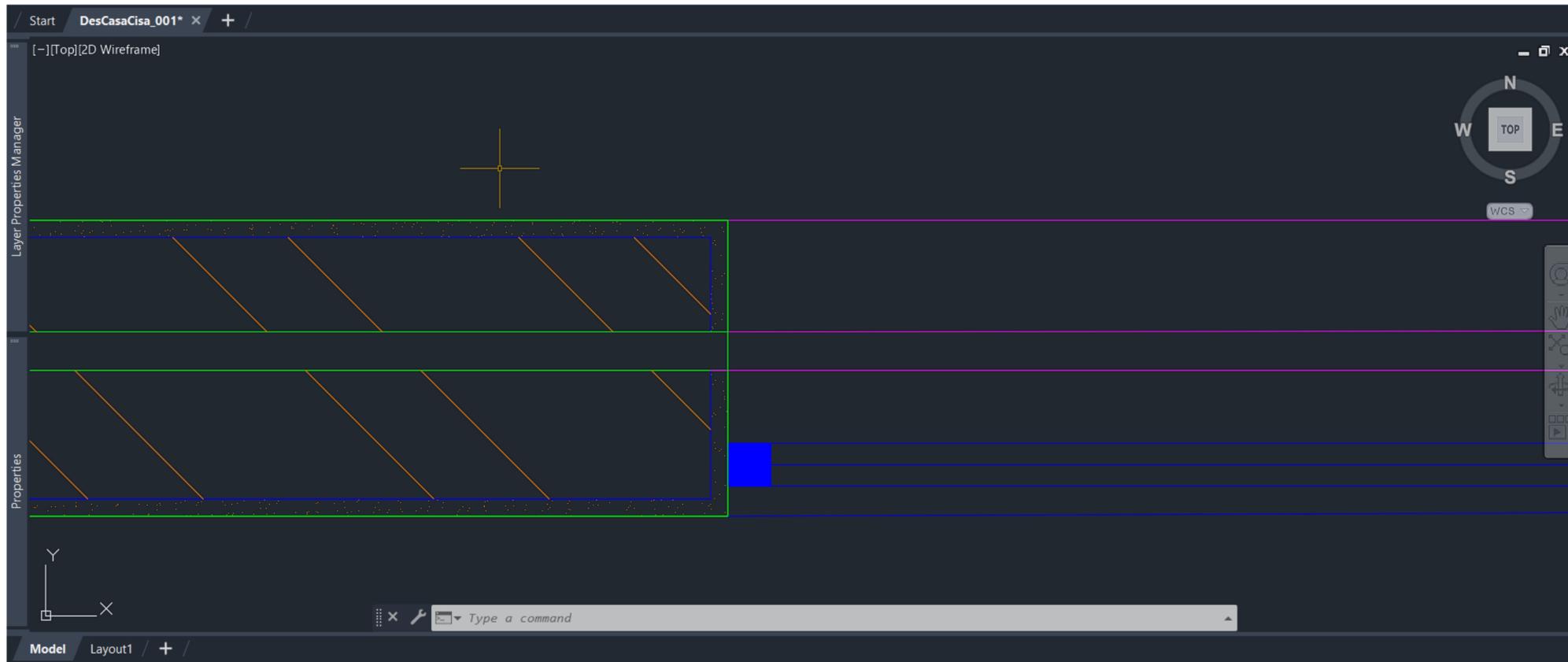
**– deagrupar Dtext**

**– escrever Z**

**–zoom E- extents Align Mirror Stretch**

**- esticar extend**

**Trim - cortar**



**0.02 – reboco**  
**0.15 - tijolo 0.045**

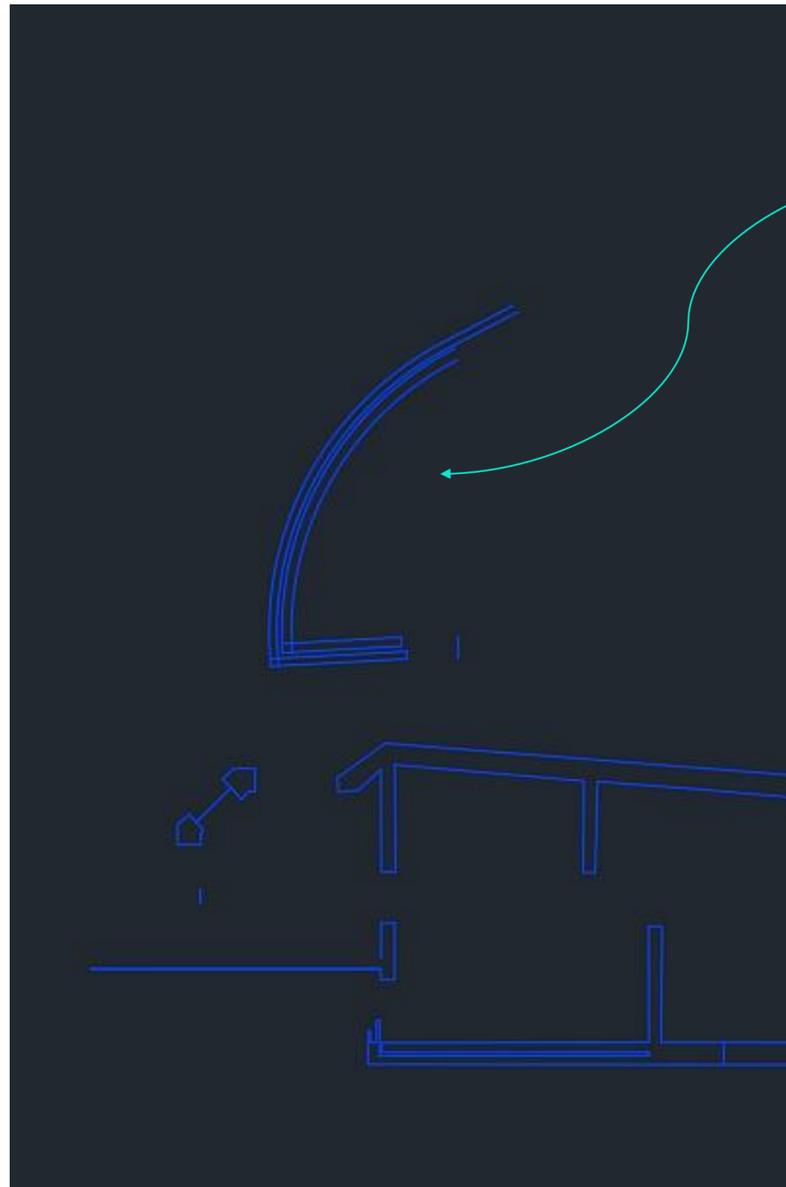
**caixa de ar = 0.345**  
**0.11 – tijolo**  
**0.02 - reboco**

**COMANDOS:**

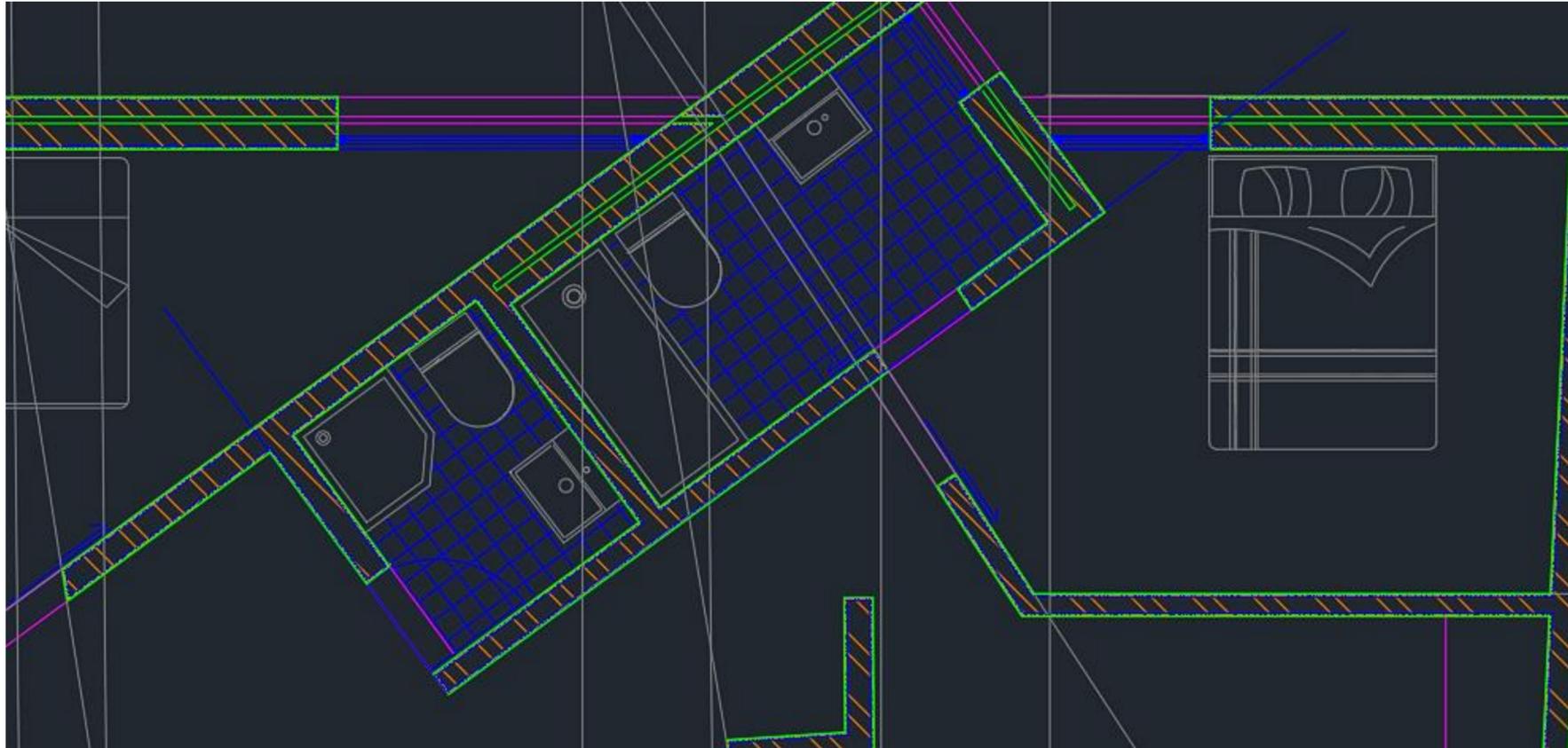
Osnap  
Nearest  
Mview  
vplayer

**Revista:**

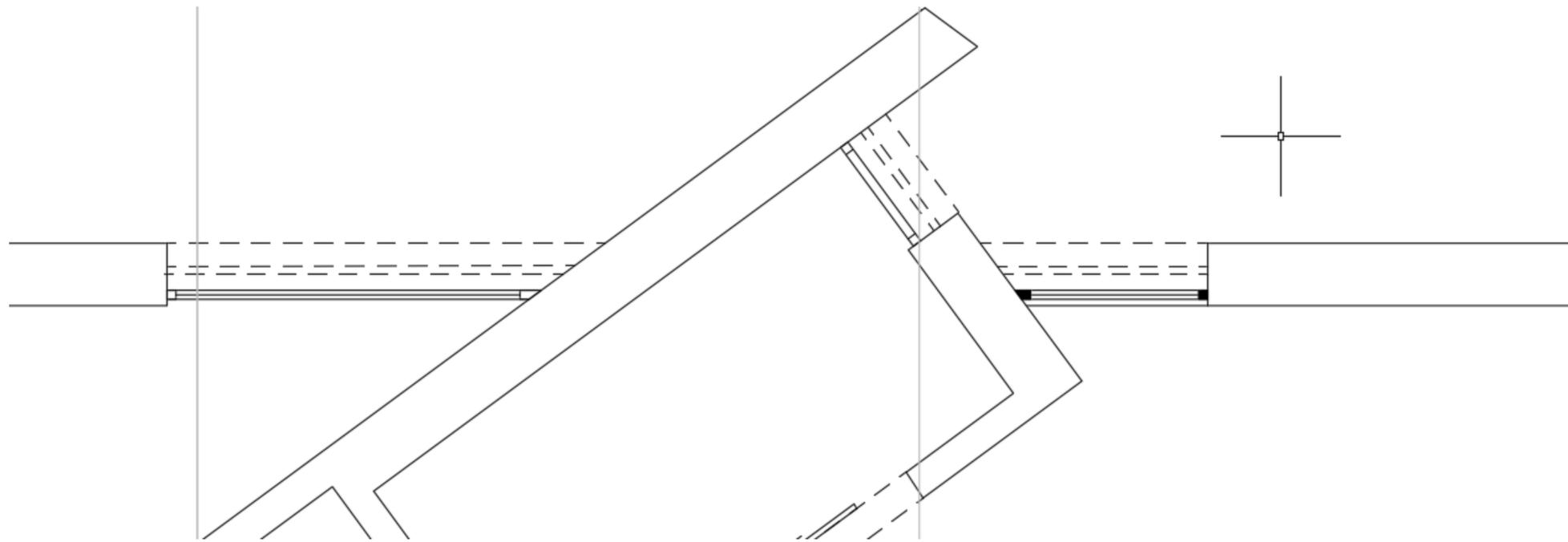
Architectural Detailing  
GA  
Lotus  
Architecture Aujourd'hui



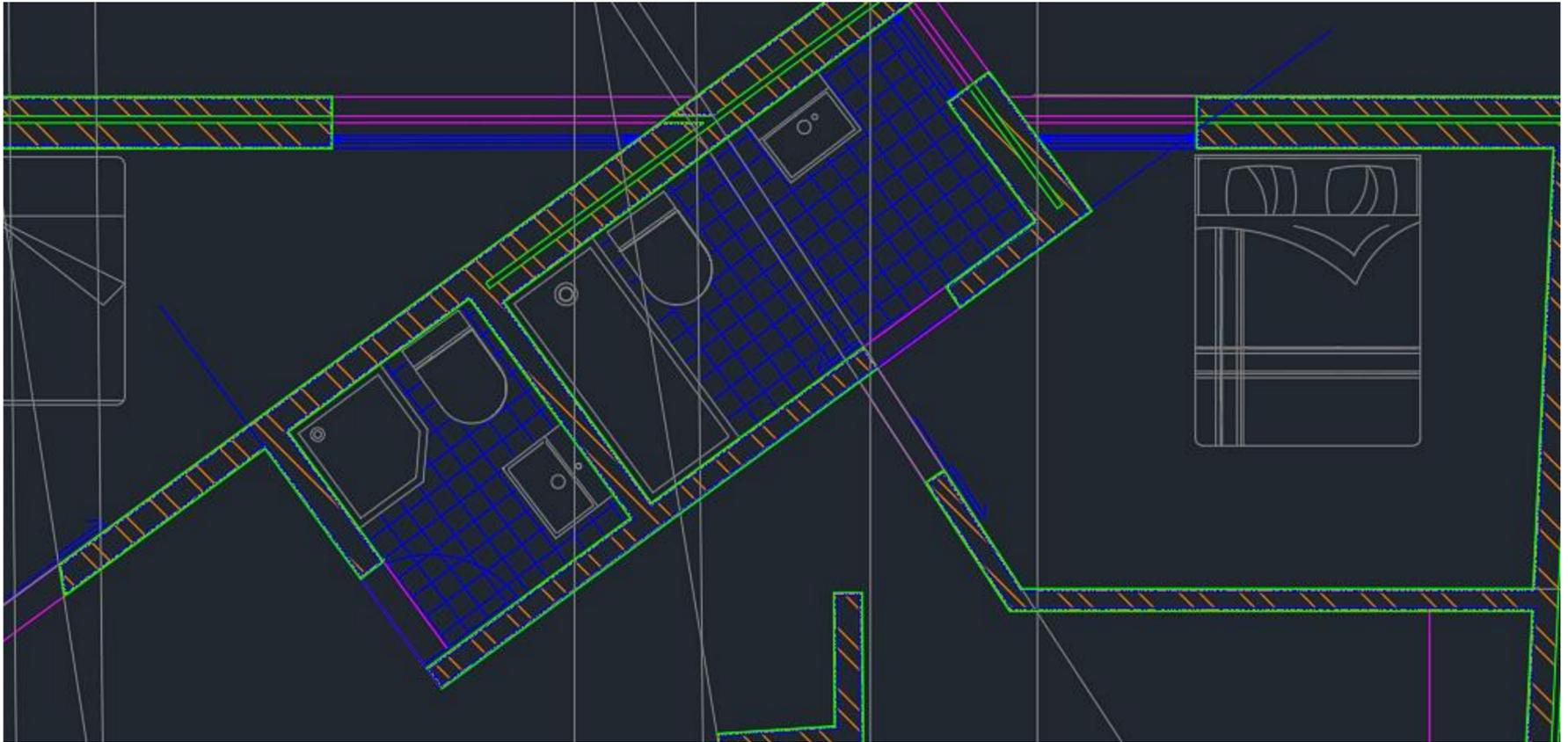
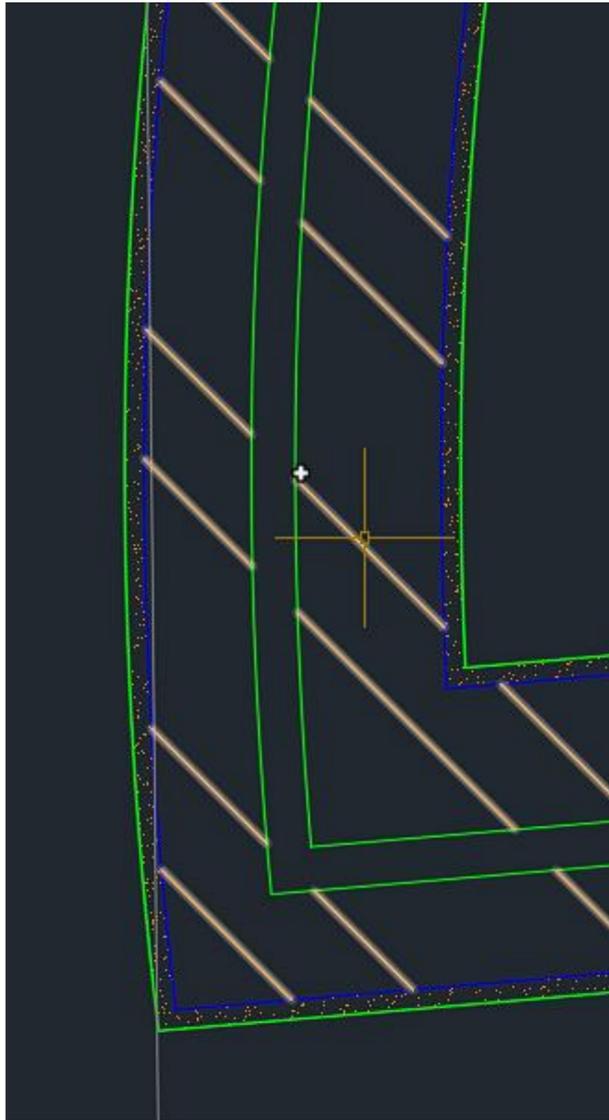
**ARC –arco com 3 pontos**



**Wcs – new ucs Origem do sistema:  
origem dos eixos, x, y View top**

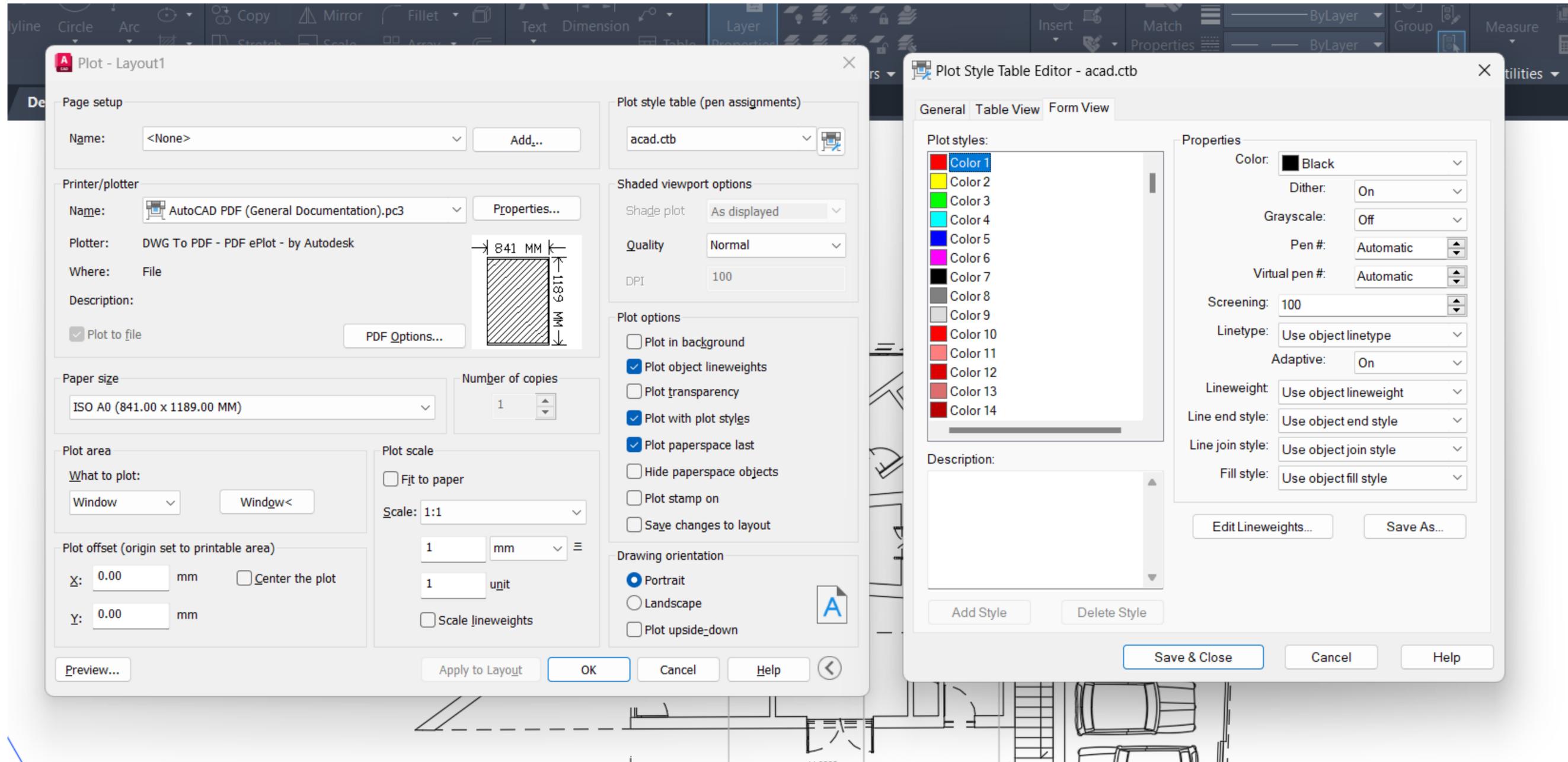


**LAYER – invisibilidades – 0.01**

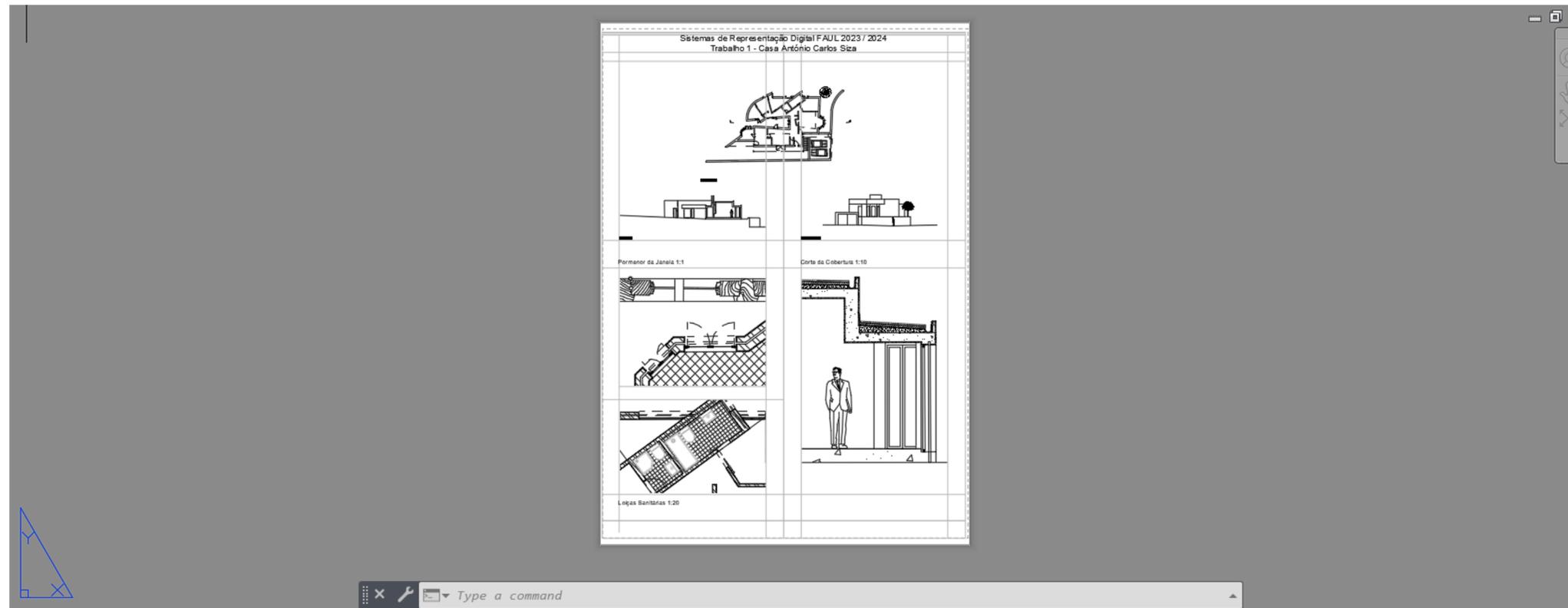


**HATCH – ANSI 32, ANSI 37, AR-SAND**

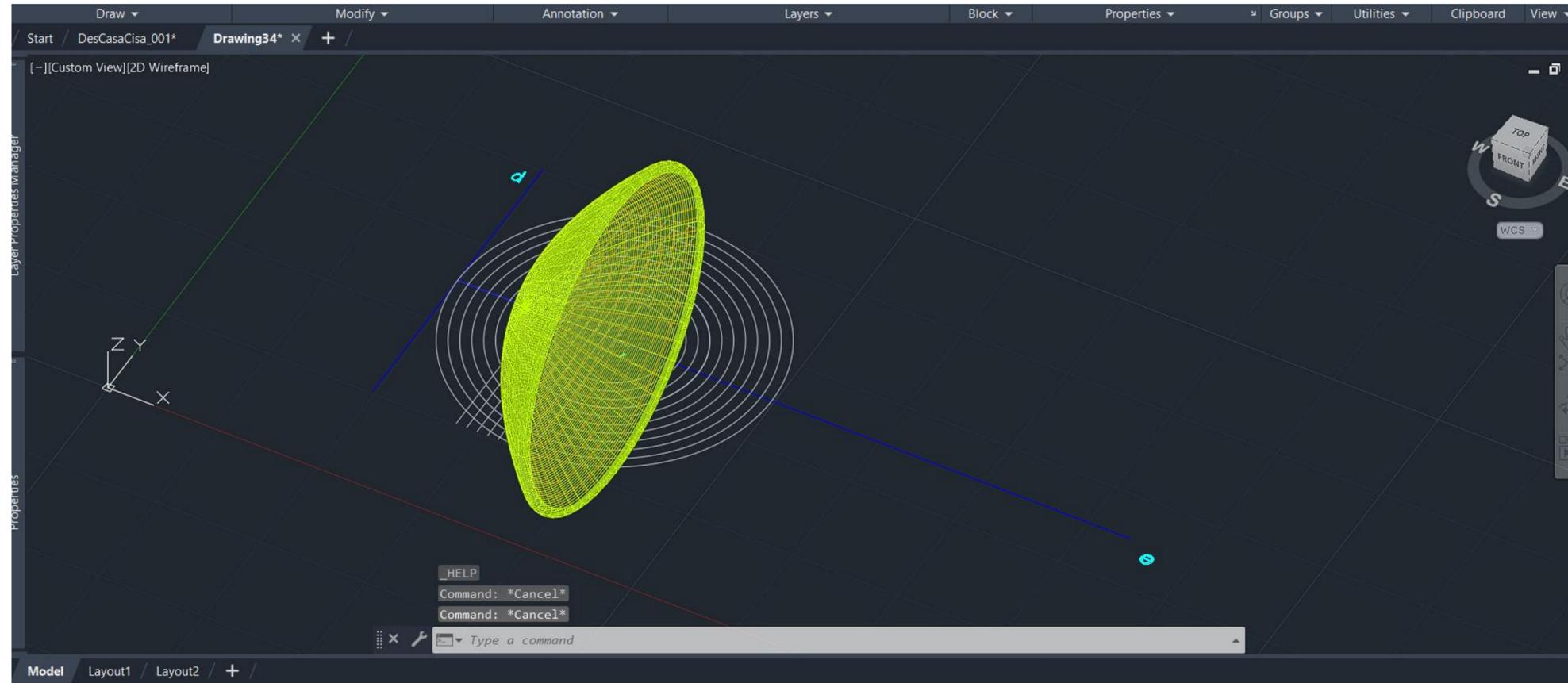
# PLOT



## MVIEW – Polygonal – nova forma para caixa de apresentação

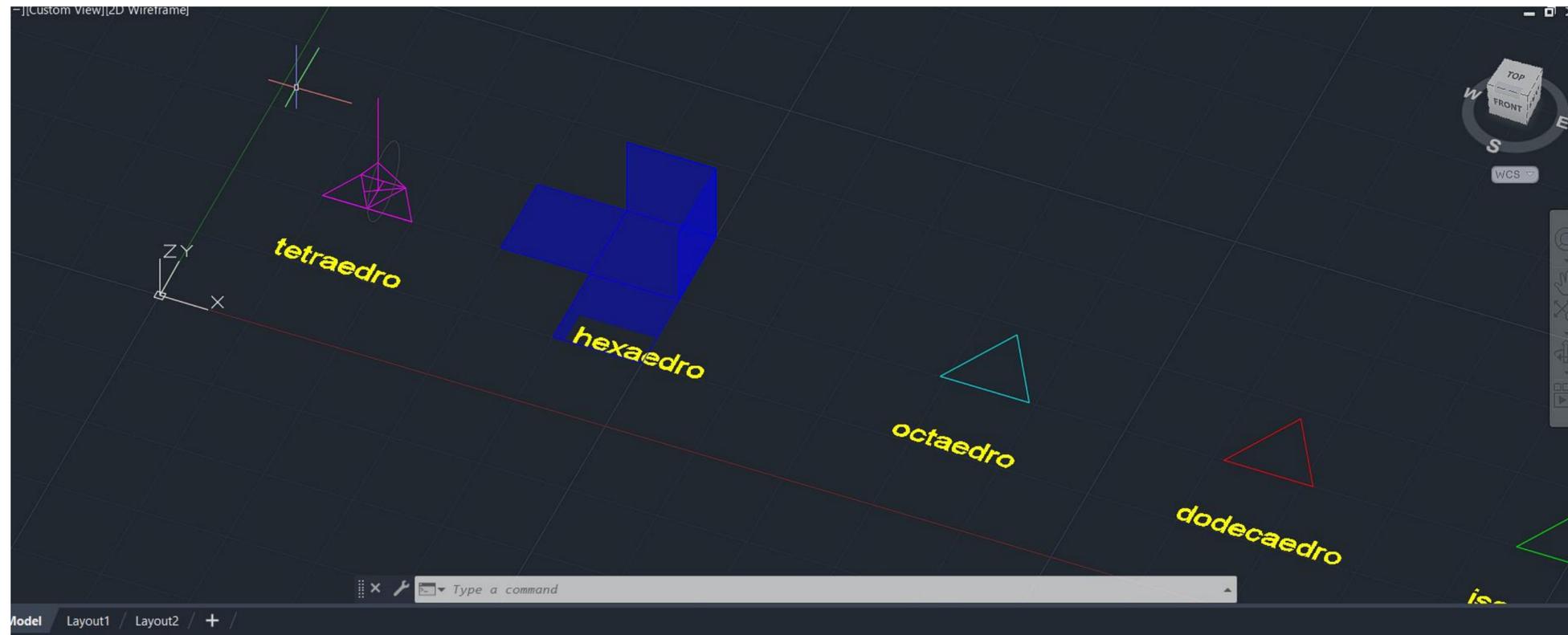


# 3D



**ORB-ORBIT**  
**RESURF**  
**SURFTAB 1/2**  
**SHADE**

# 3D



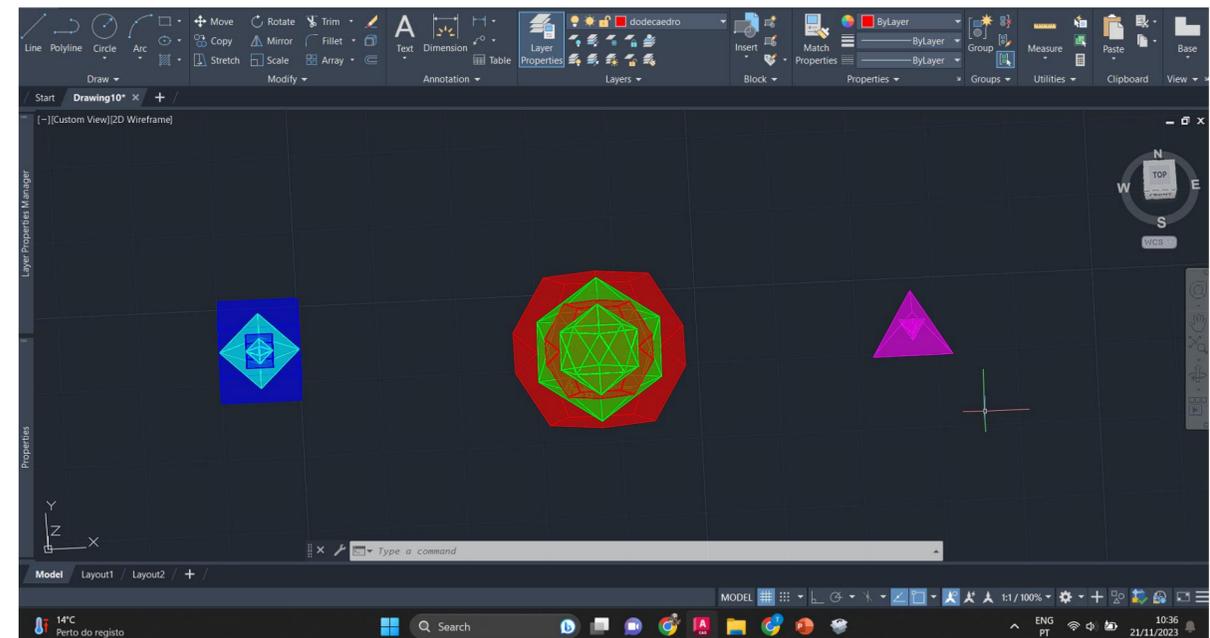
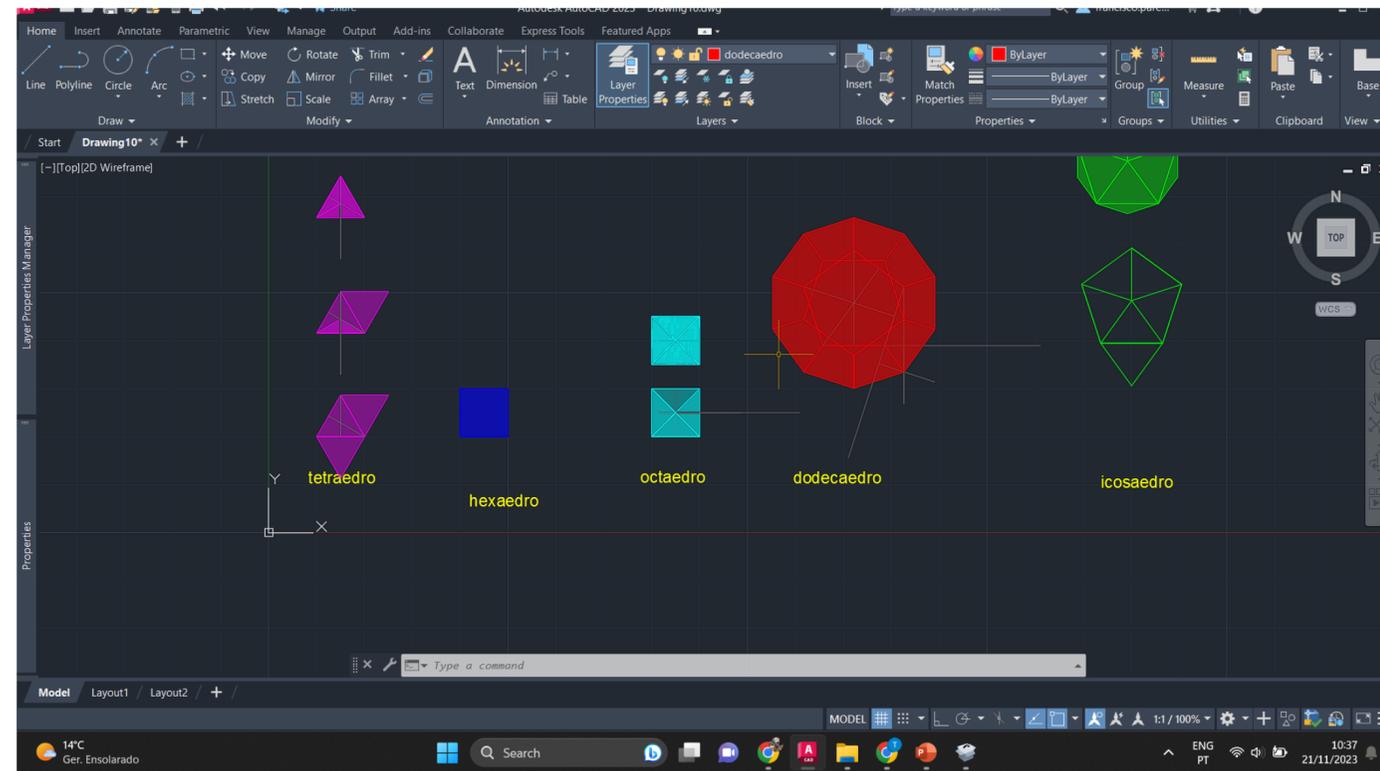
**BOOLEANAS**  
**ADIÇÃO- Union**  
**SUBTRAÇÃO- SUBTRACT**  
**INTERSEÇÕES- INTERSECT**

**VISMALSTYLES**  
**ETRUDE**  
**WIREFRAME**

**PEDIT**

3D

3darram  
Dualidade  
Duais  
3darray  
Nºlados



ReDig

Exerc. 1.1 – ACAD 2D