

# Representação Digital

# 2023-2024

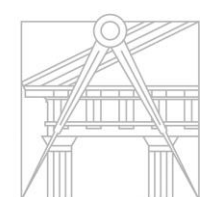


20238014

ADELAIDE PESCATORI

**U** LISBOA

UNIVERSIDADE  
DE LISBOA



FACULDADE DE ARQUITETURA  
UNIVERSIDADE DE LISBOA

**ReDig**

Mestrado Integrado em Arquitectura  
Ano Lectivo 2023-2024 1º Semestre  
Docente - Nuno Alão 2º Ano


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Adelaide Pescatori

File | C:/Users/adela/Desk...

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FileZilla

File Modifica Visualizza Trasferimento Server Preferiti Aiuto

Host: Nome utente: Password: Porta: Connessione rapida

Sito locale: C:\Users\adela\  
adela  
All Users

Sito remoto:

Nome file Dimensi Tipo file Ultima mo Nome file Dimensi Tipo file Ultima mod Perme

10 file e 45 cartelle. Dimensione totale: 35.991.074 byte

Non connesso.

File server/locale Direzi... File remoto Dimensi... Priorità Stato

File in coda Trasferimenti non completati Trasferimenti completati

Coda: vuota

\*C:\Users\adela\Desktop\Rapp. digital\sitoweb\website\Home.html - Notepad++

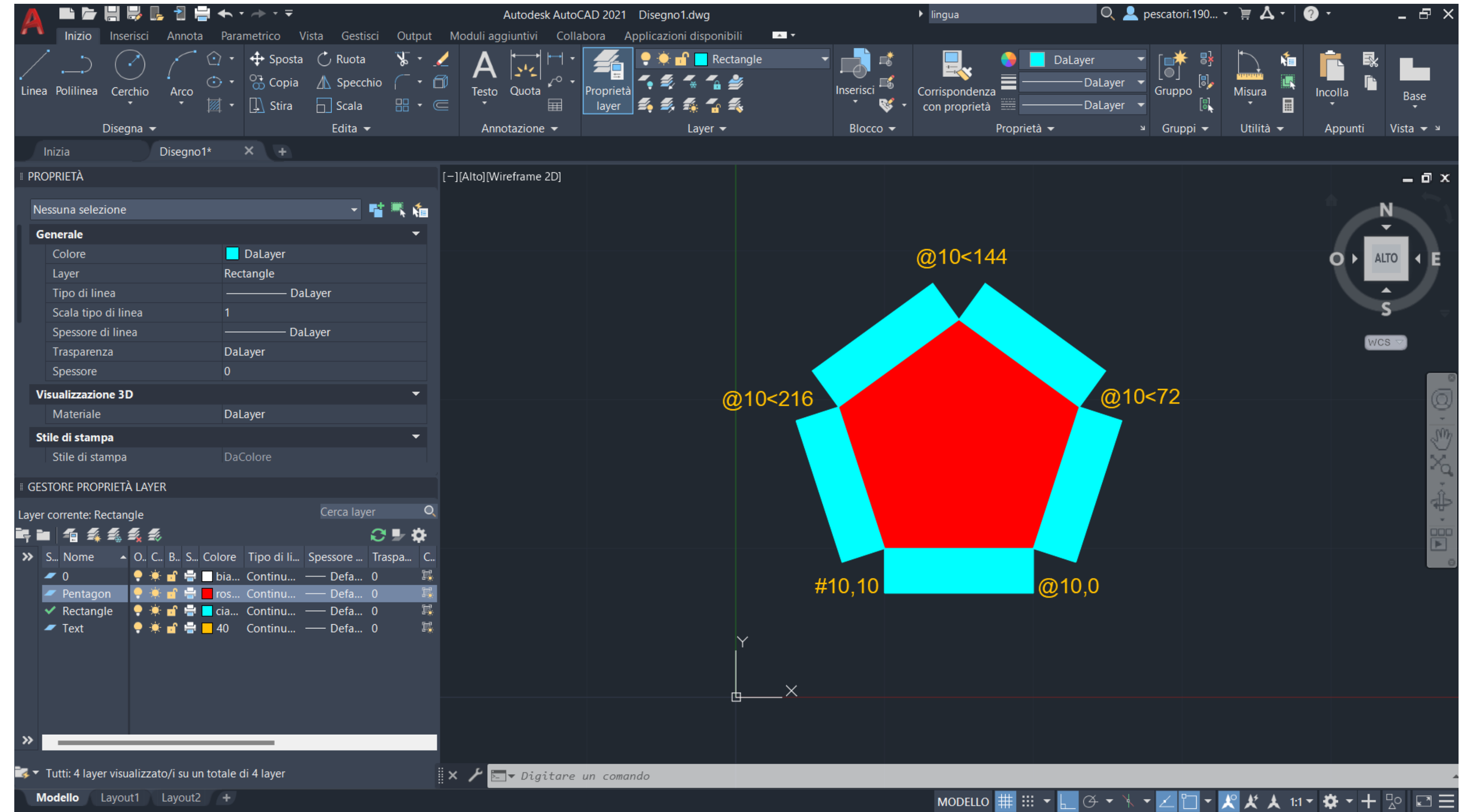
File Modifica Cerca Visualizza Formato Linguaggio Configurazione Strumenti Macro Esegui Plugin Finestra ?

```
1 <!DOCTYPE html>
2 <!-- saved from url=(0036)http://home.fa.ulisboa.pt/~20211195/ -->
3 <html style="font-size: 16px;" lang="en" class="u-responsive-xl"><head><meta http-e
4 <meta name="viewport" content="width=device-width, initial-scale=1.0">
5
6 <meta name="keywords" content="Adelaide Pescatori">
7 <meta name="description" content="">
8 <title>Adelaide Pescatori</title>
9 <link rel="stylesheet" href="./Home_files/nicepage.css" media="screen">
10 <link rel="stylesheet" href="./Home_files/Home.css" media="screen">
11 <script class="u-script" type="text/javascript" src="./Home_files/jquery.js.dow
12 <script class="u-script" type="text/javascript" src="./Home_files/nicepage.js.d
13 <meta name="generator" content="Nicepage 5.18.6, nicepage.com">
14 <link id="u-theme-google-font" rel="stylesheet" href="./Home_files/css">
15 <link id="u-page-google-font" rel="stylesheet" href="./Home_files/css(1)">
16
17
18
```

Creating a pentagon with rectangles on its sides.

Commands:

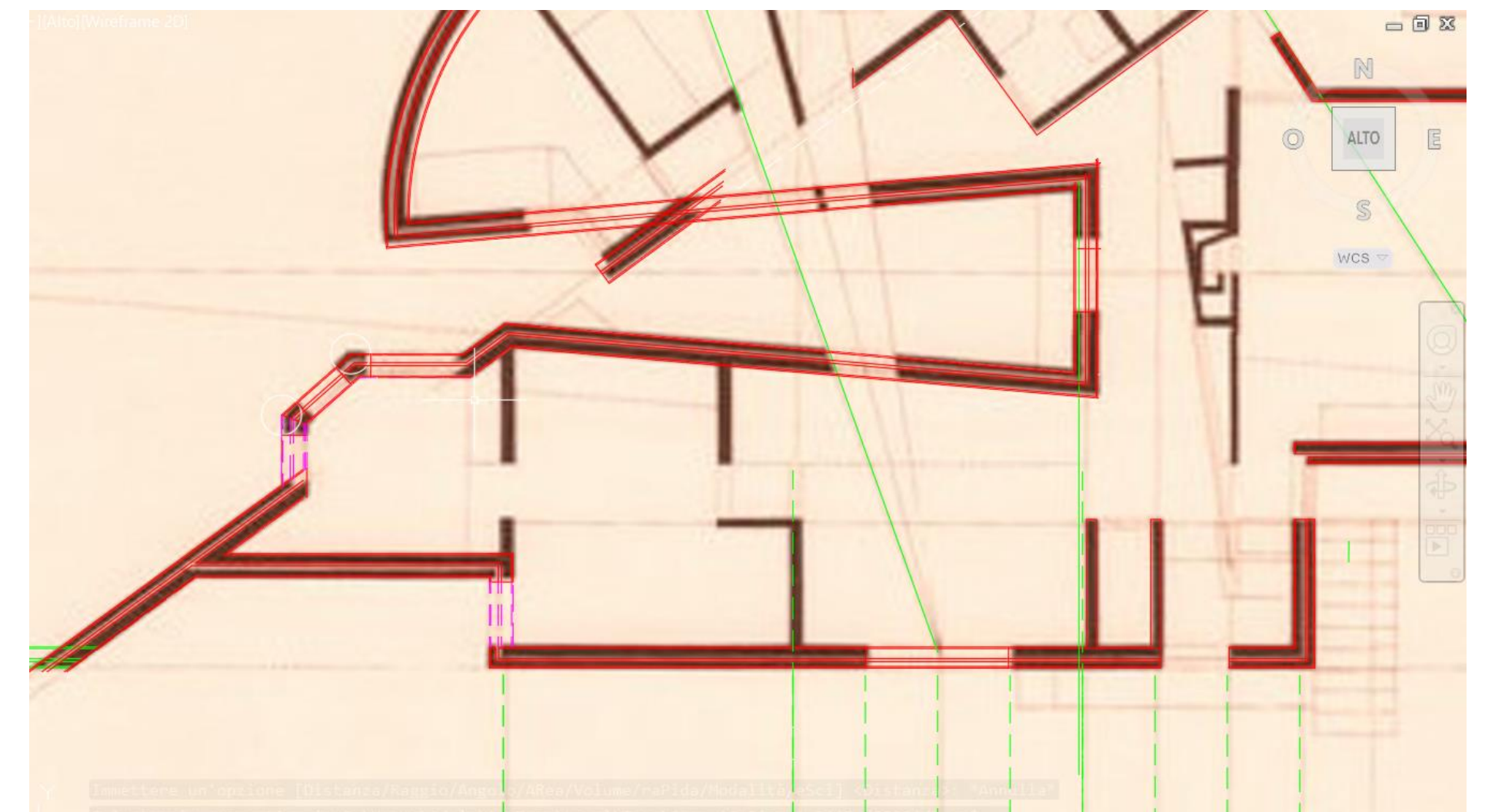
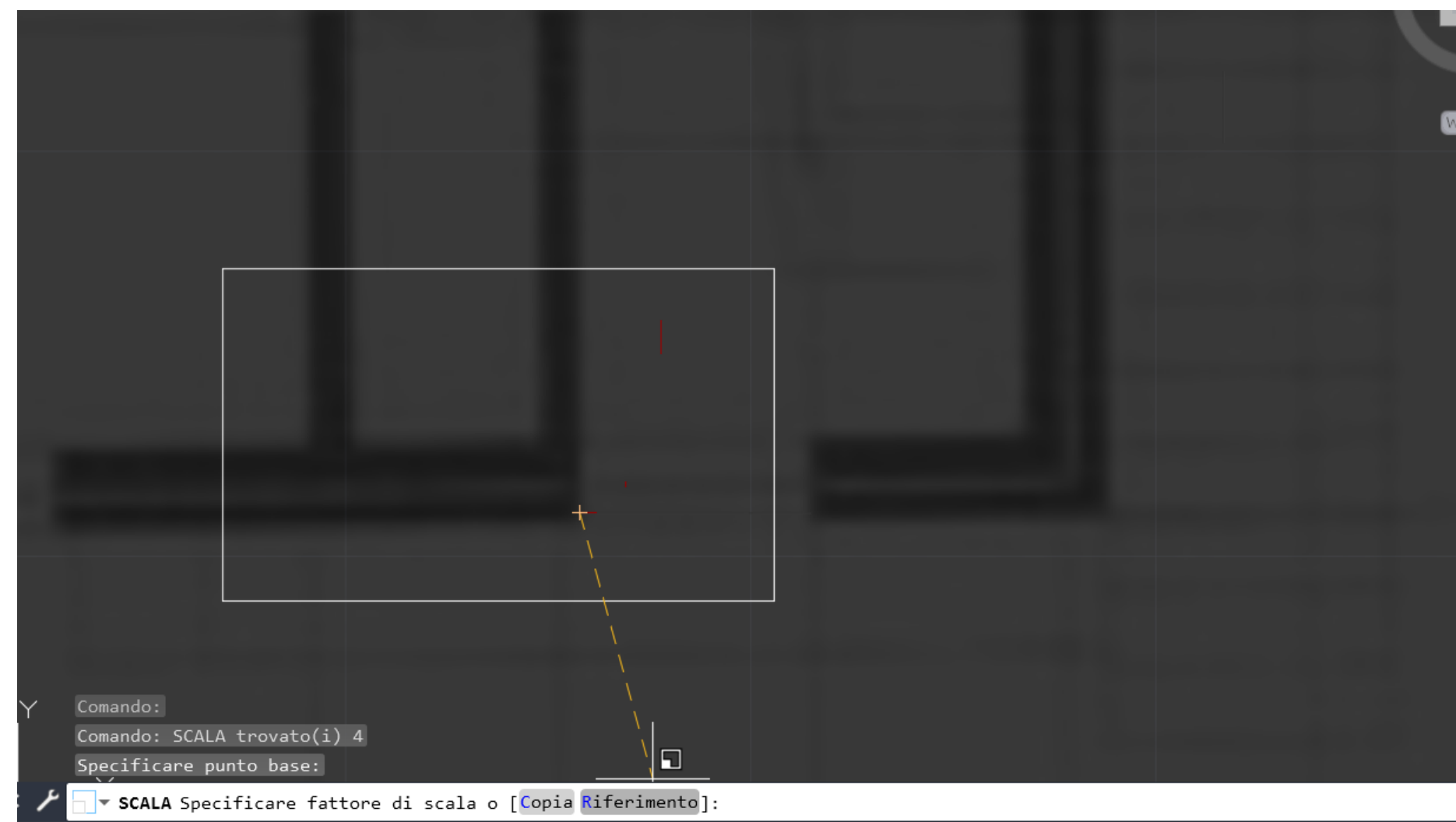
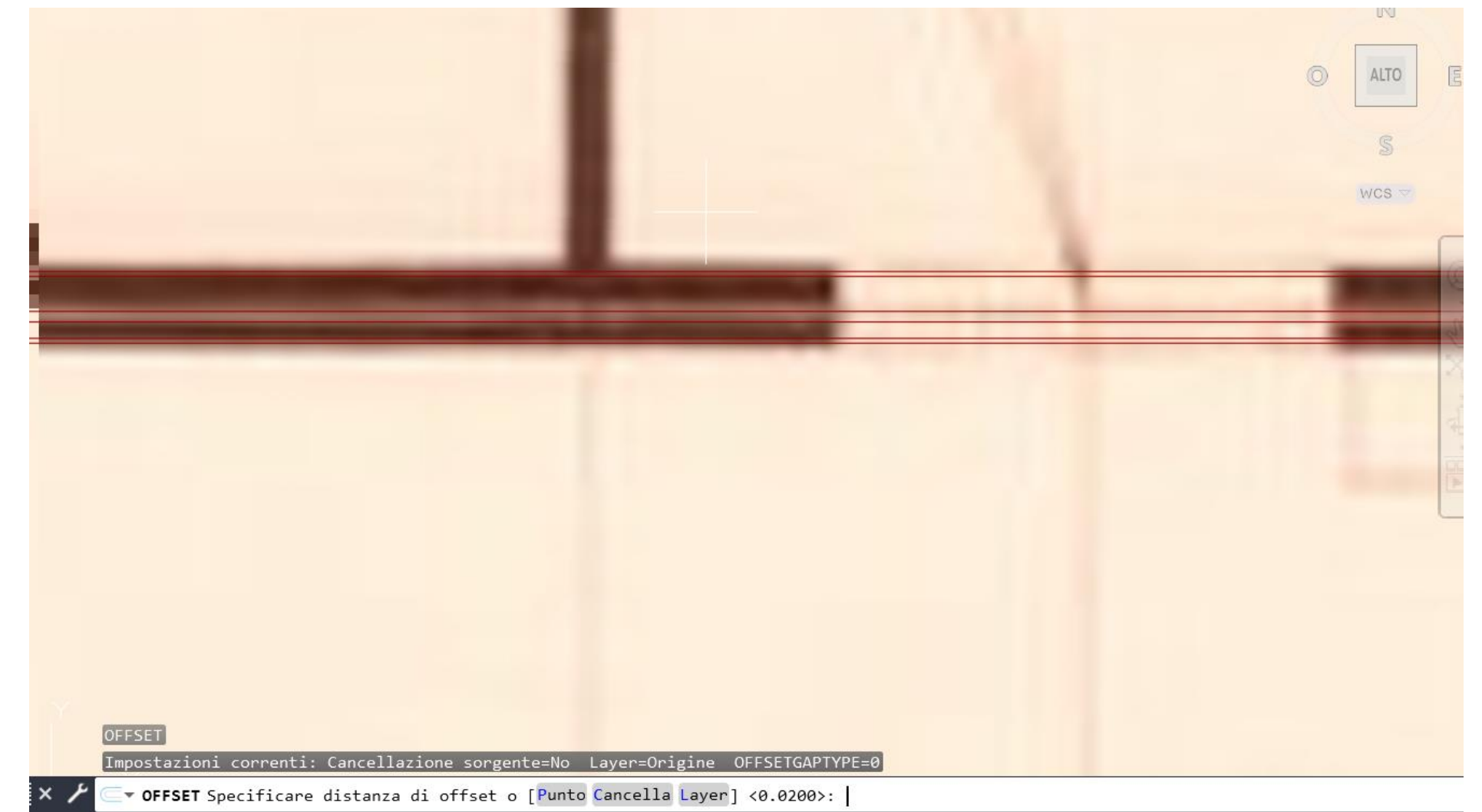
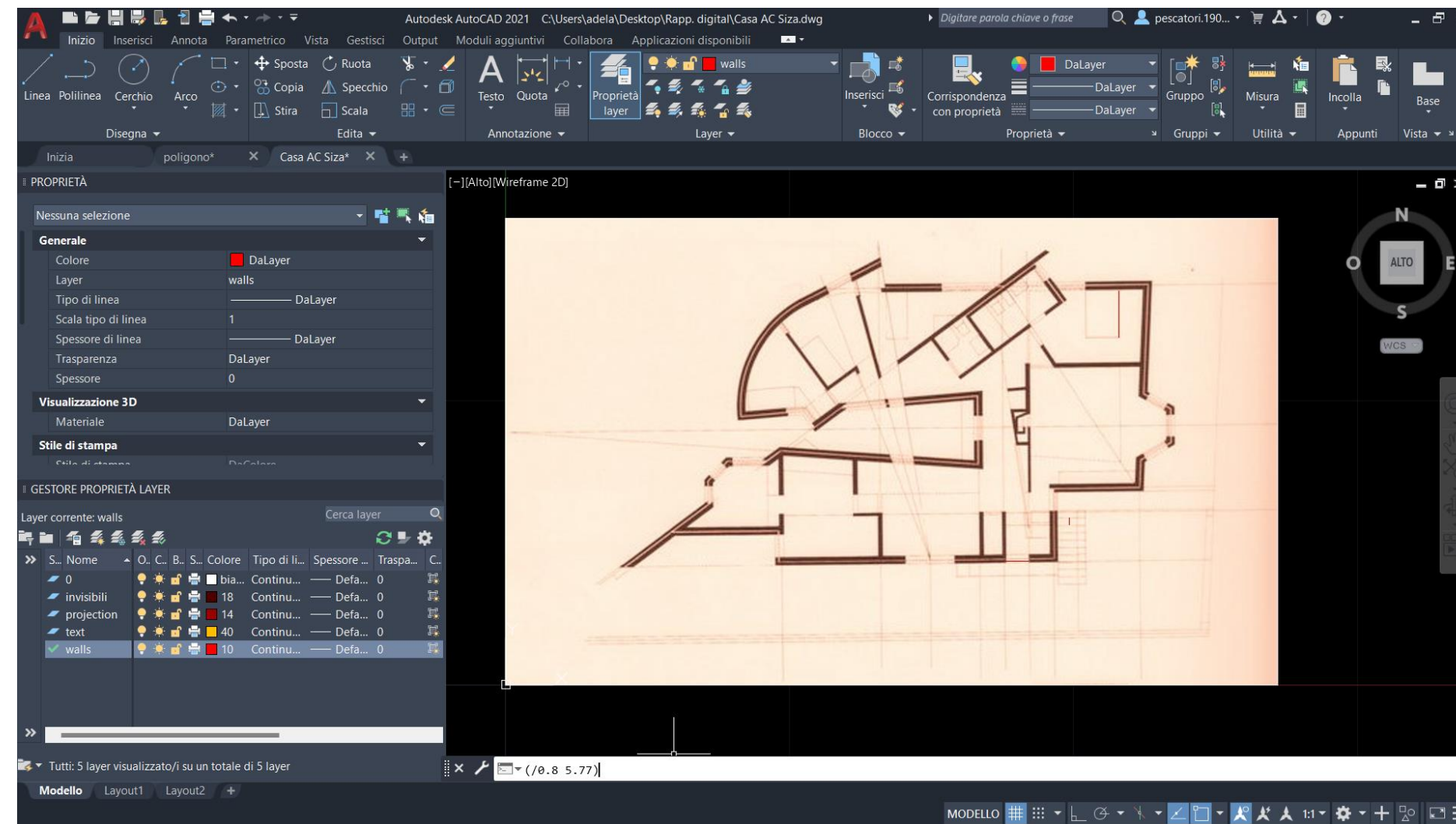
- Layers
- Line (L)
- @X<ângulo
- Hatch (H)
- Move (M)
- DText

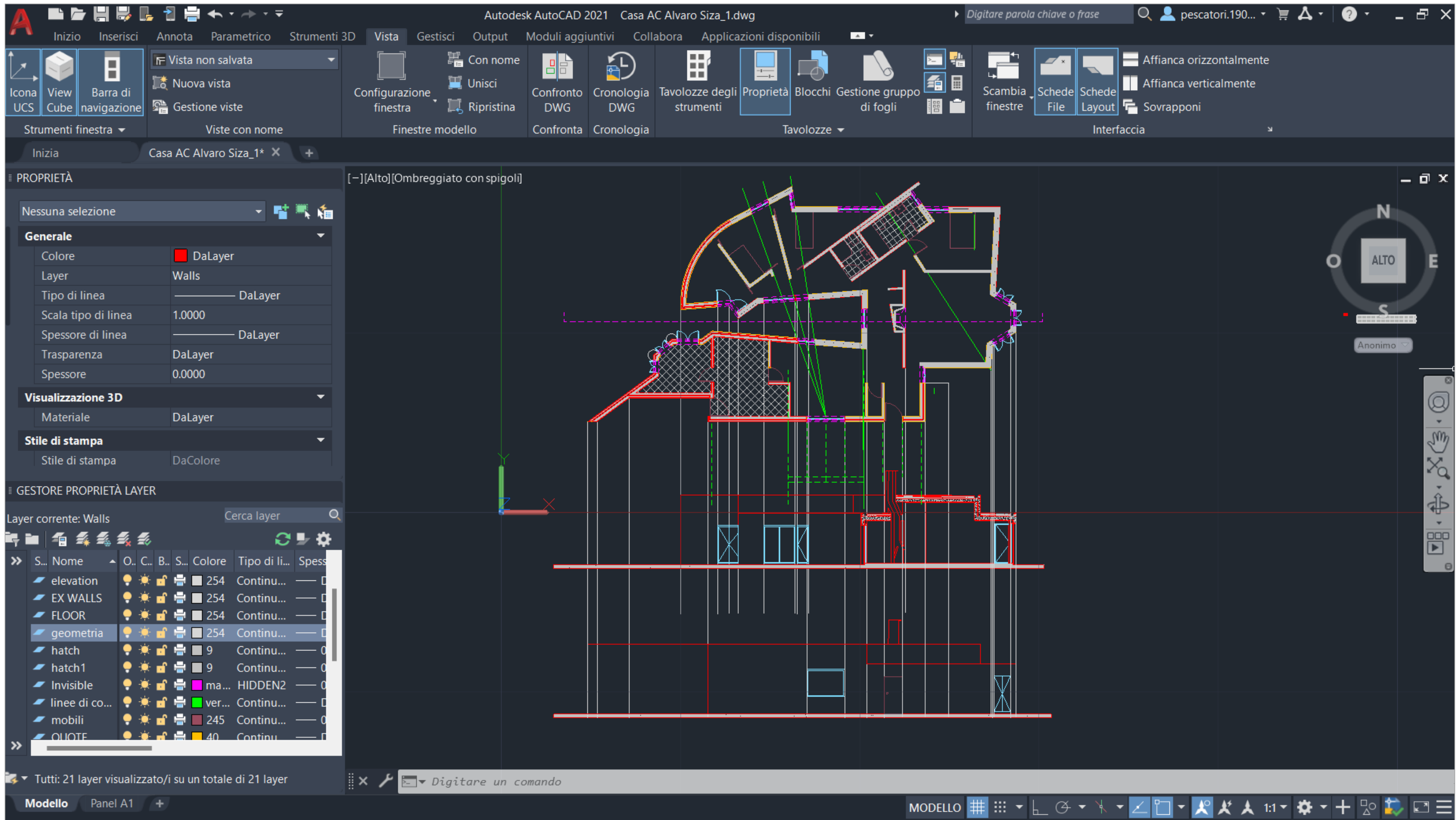


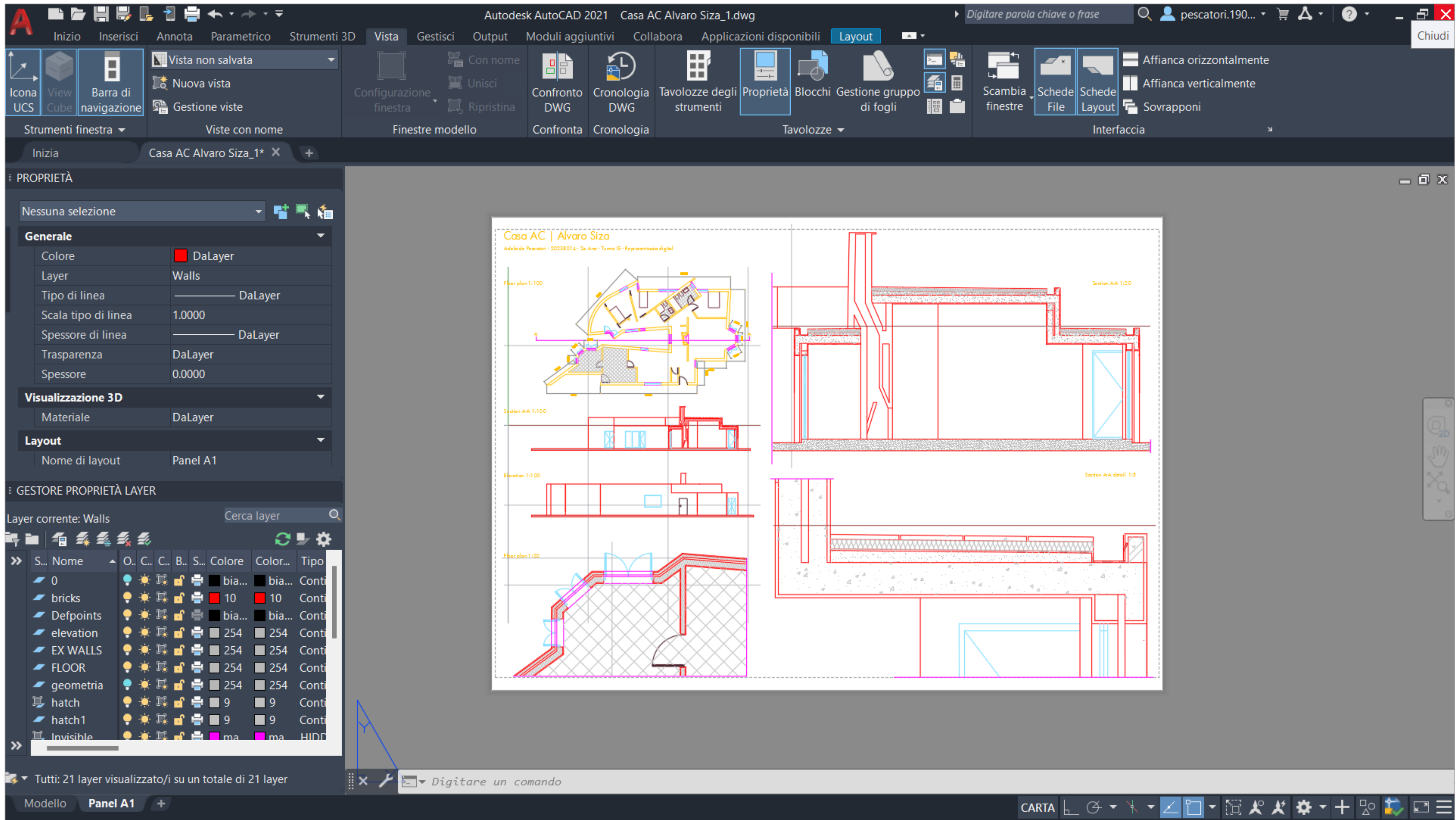
# Drawing Alvaro Siza AC house

## Commands:

- Scale
- Polyline
- Offset
- Cut







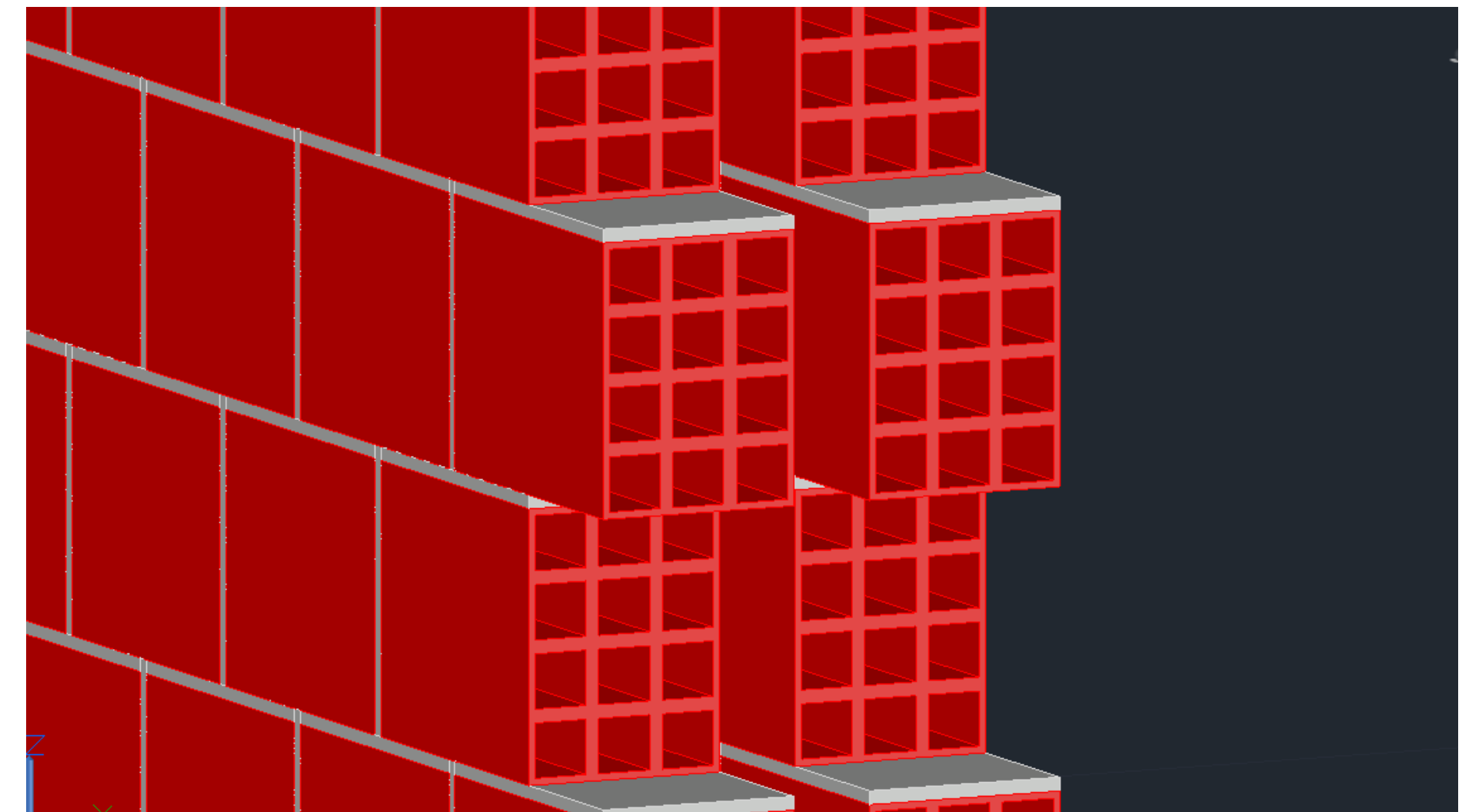
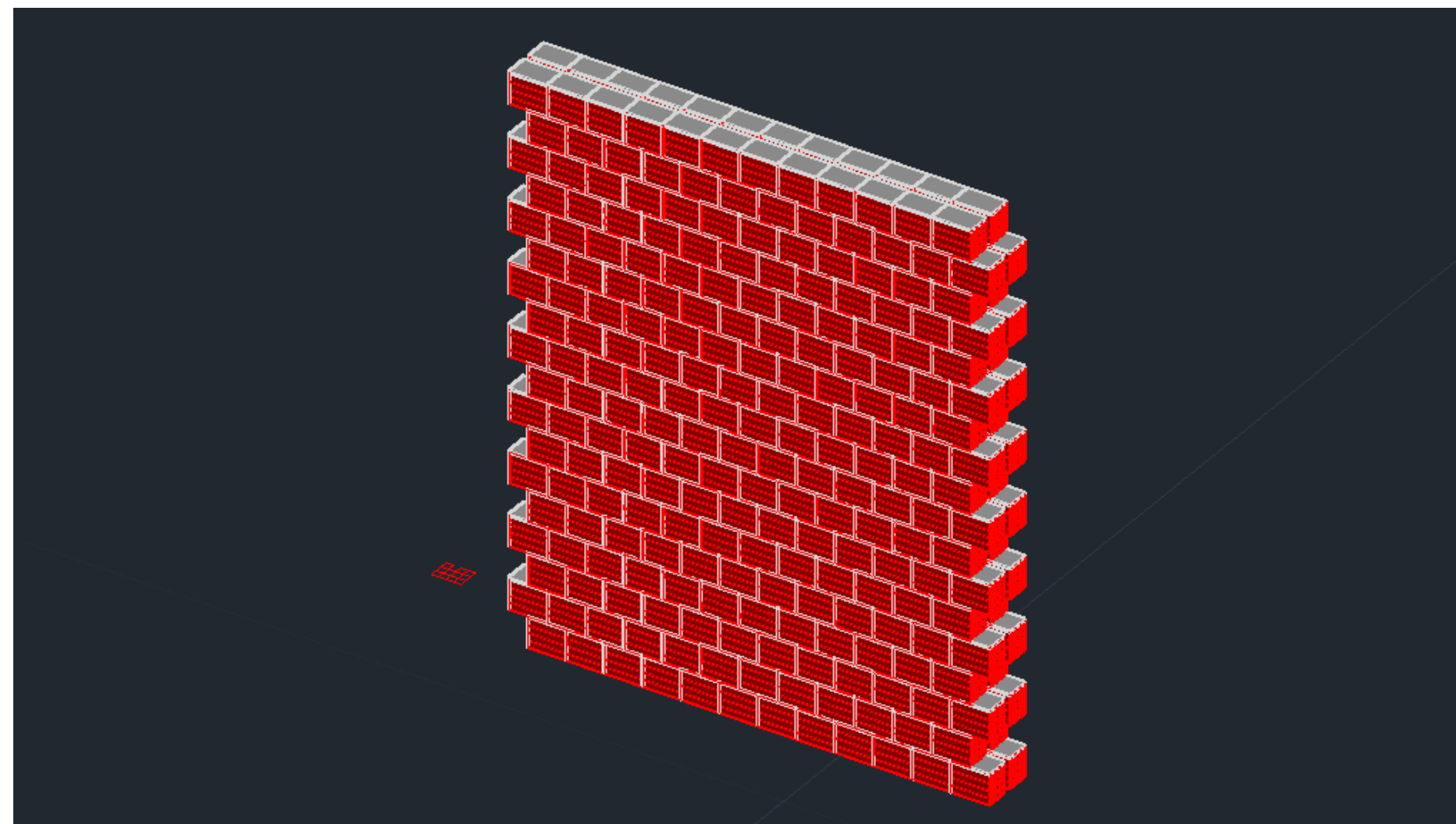
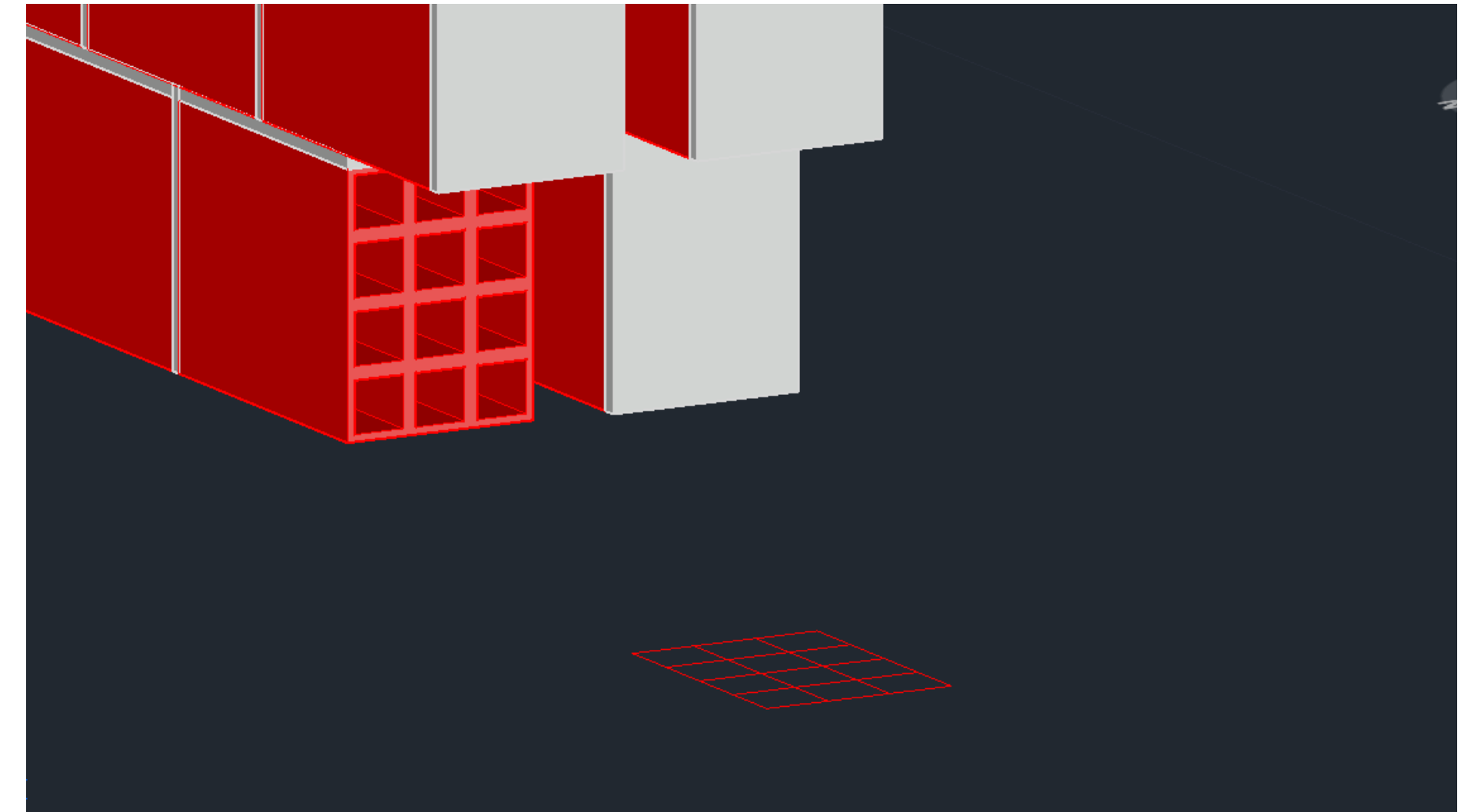
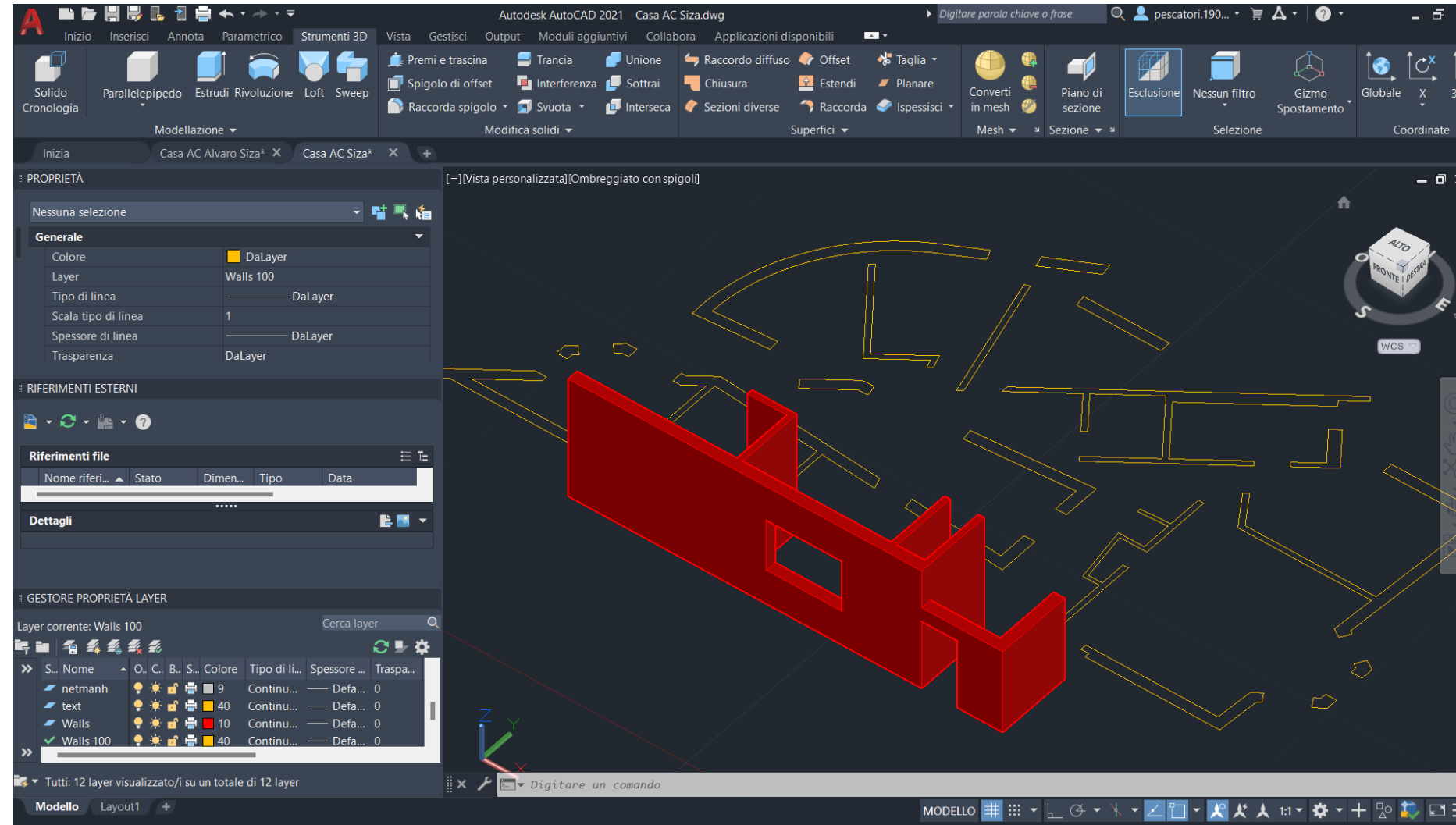


# Modelling the walls

## Commands:

### Rectangular Array

- Type ARRAY
- Select Objects
- Choose Rectangular
- Specify Rows and Columns
- You can specify the spacing or use default values.



# Modelling the 3D of the Alvaro Siza house

## Commands:

### Creating 3D Solids:

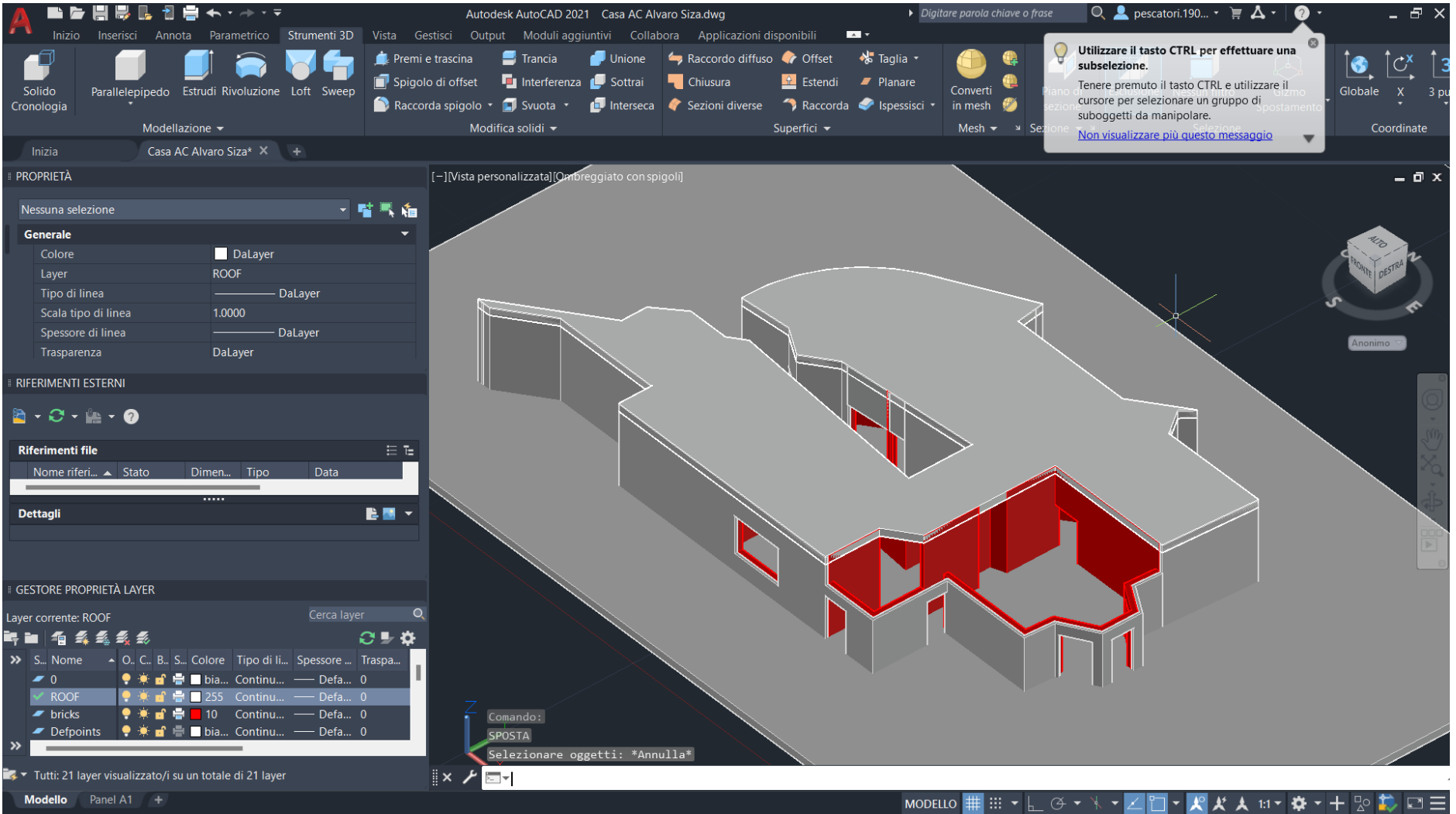
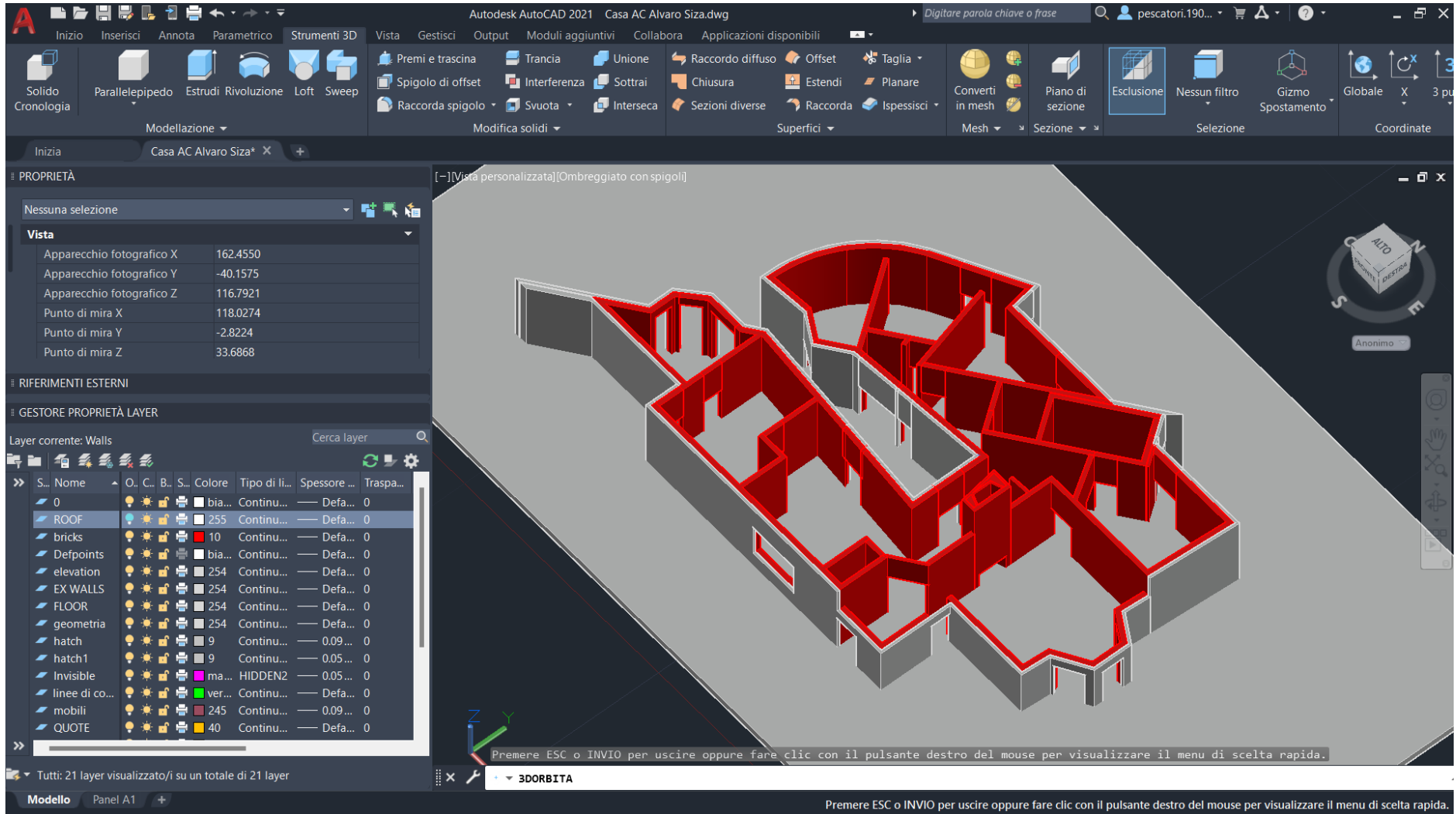
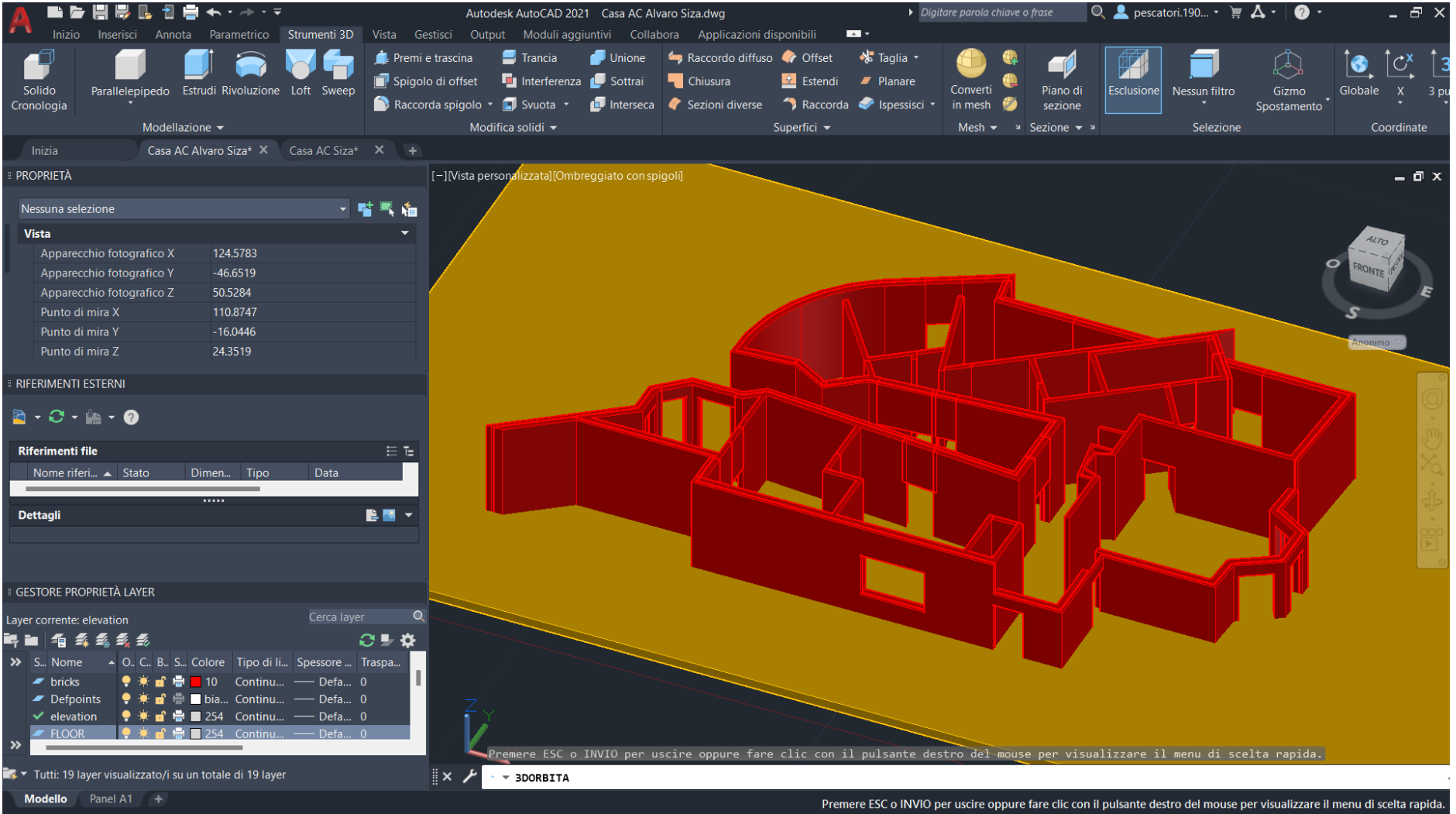
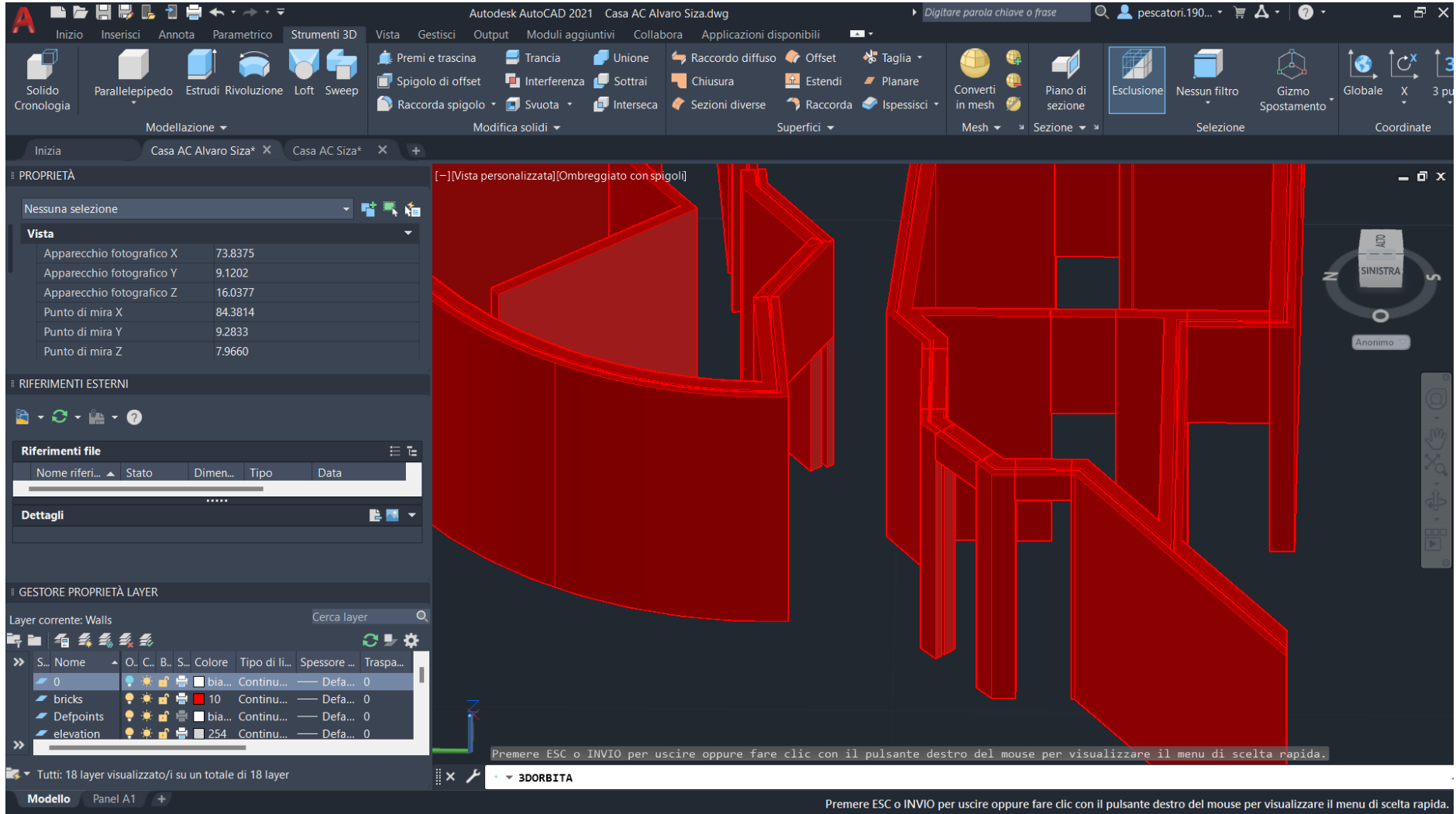
- BOX
- EXTRUDE

### Modifying 3D Solids:

- UNION: Combines two or more 3D solids into a single solid.
- SUBTRACT: Uses one 3D solid to subtract from another, creating a new 3D solid.

### Viewing 3D Solids:

- 3DORBIT: Rotates the view in 3D space dynamically

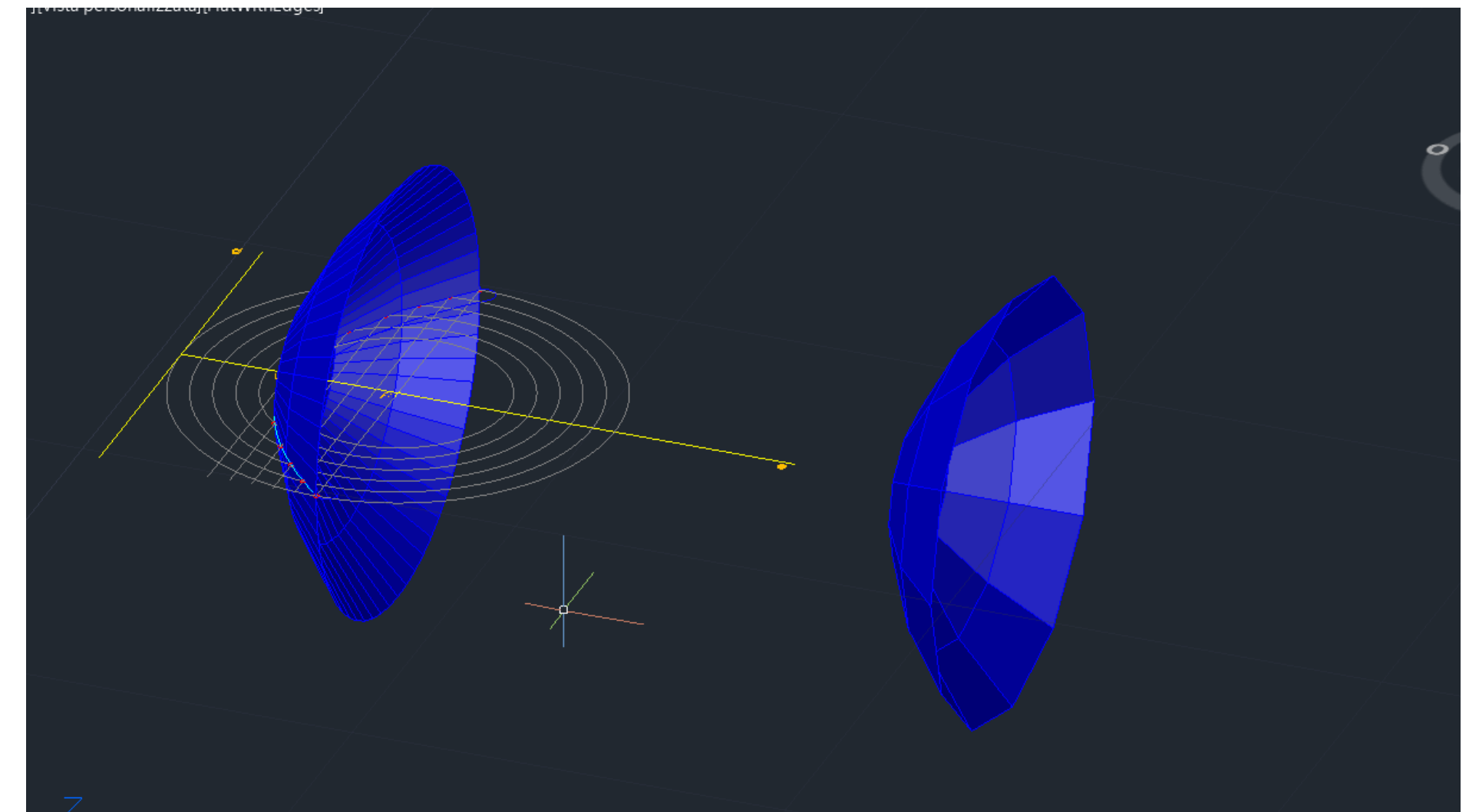
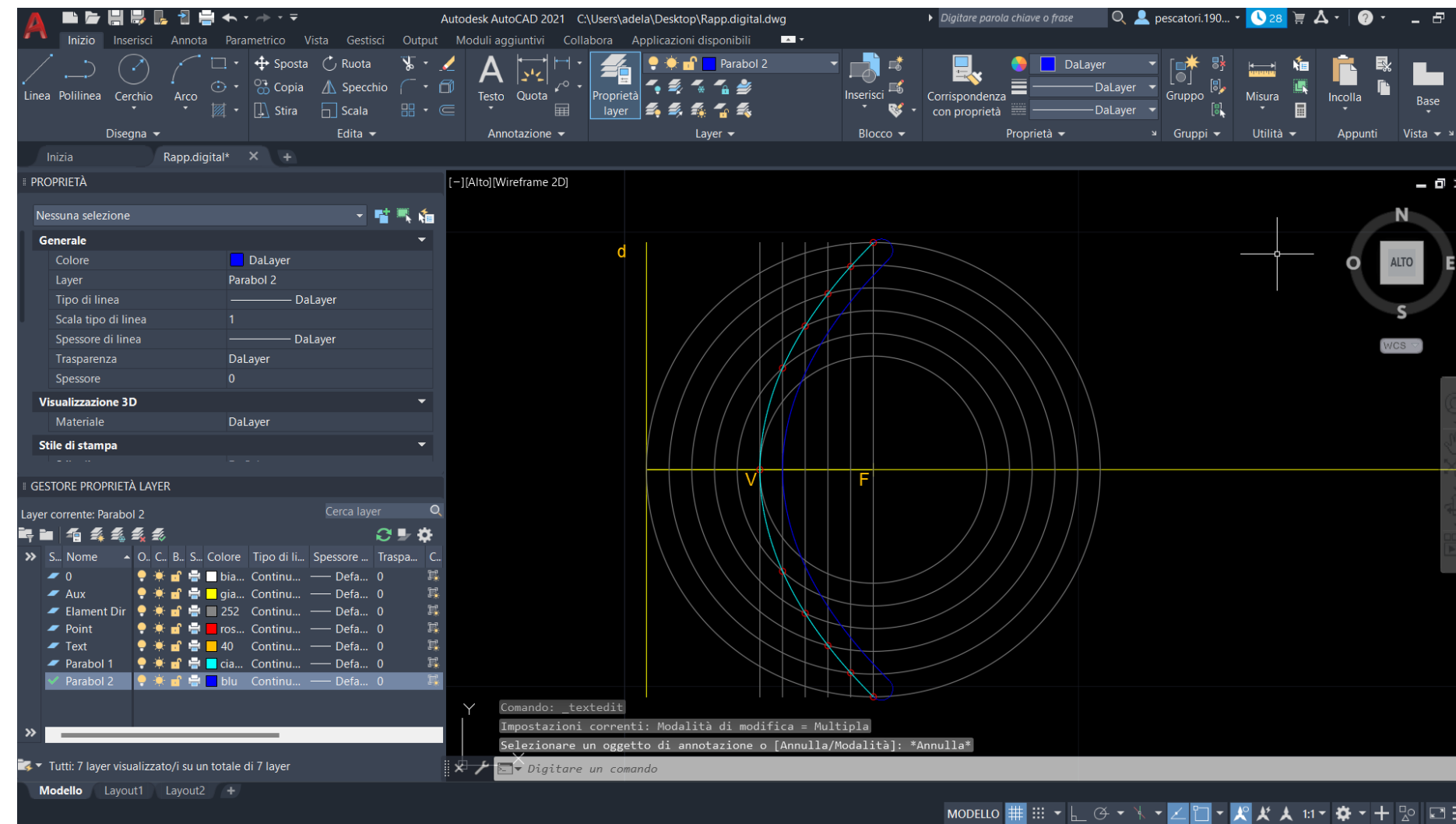


# Modelling a parabolic surface of revolution and a paraboloid of revolution

## Commands:

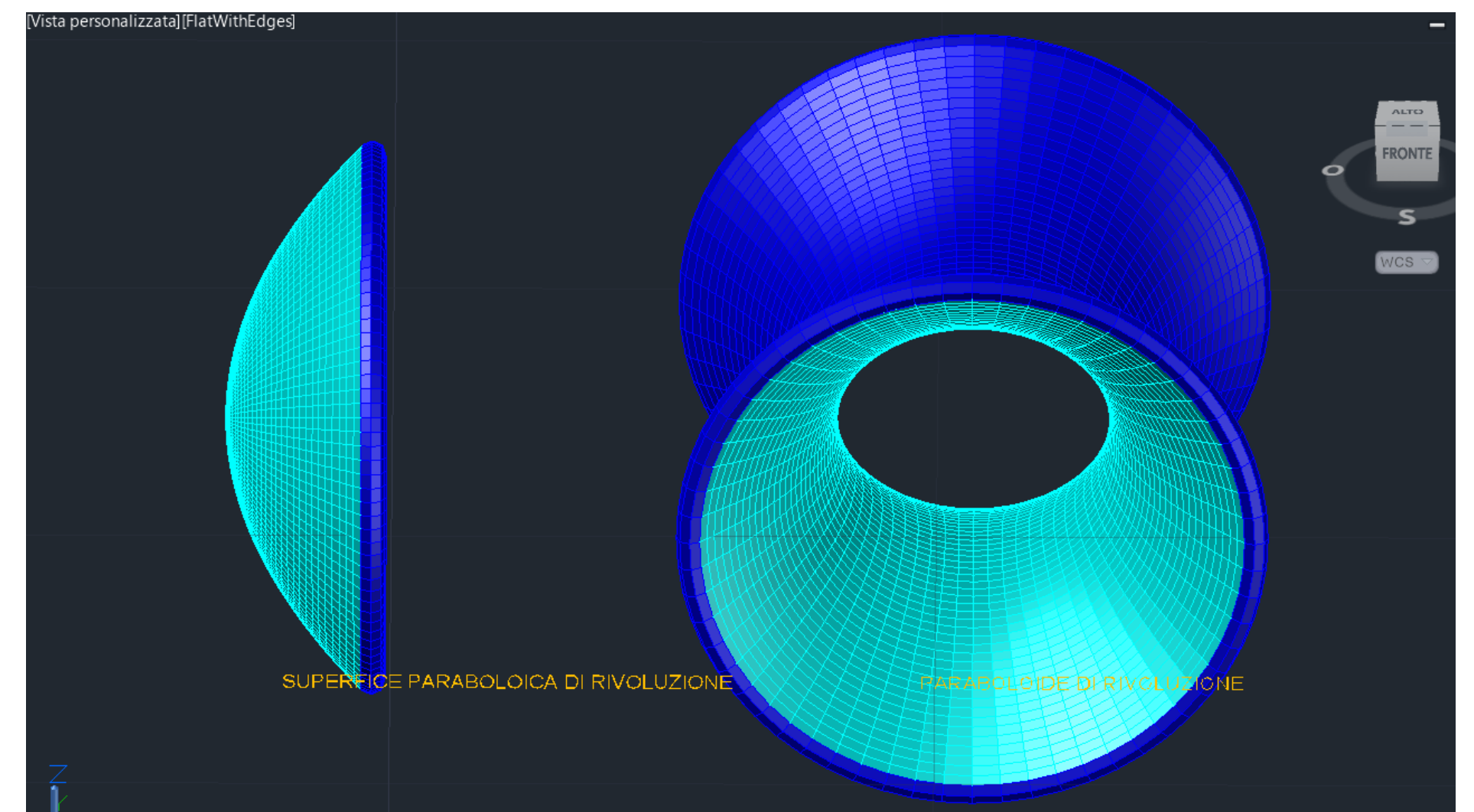
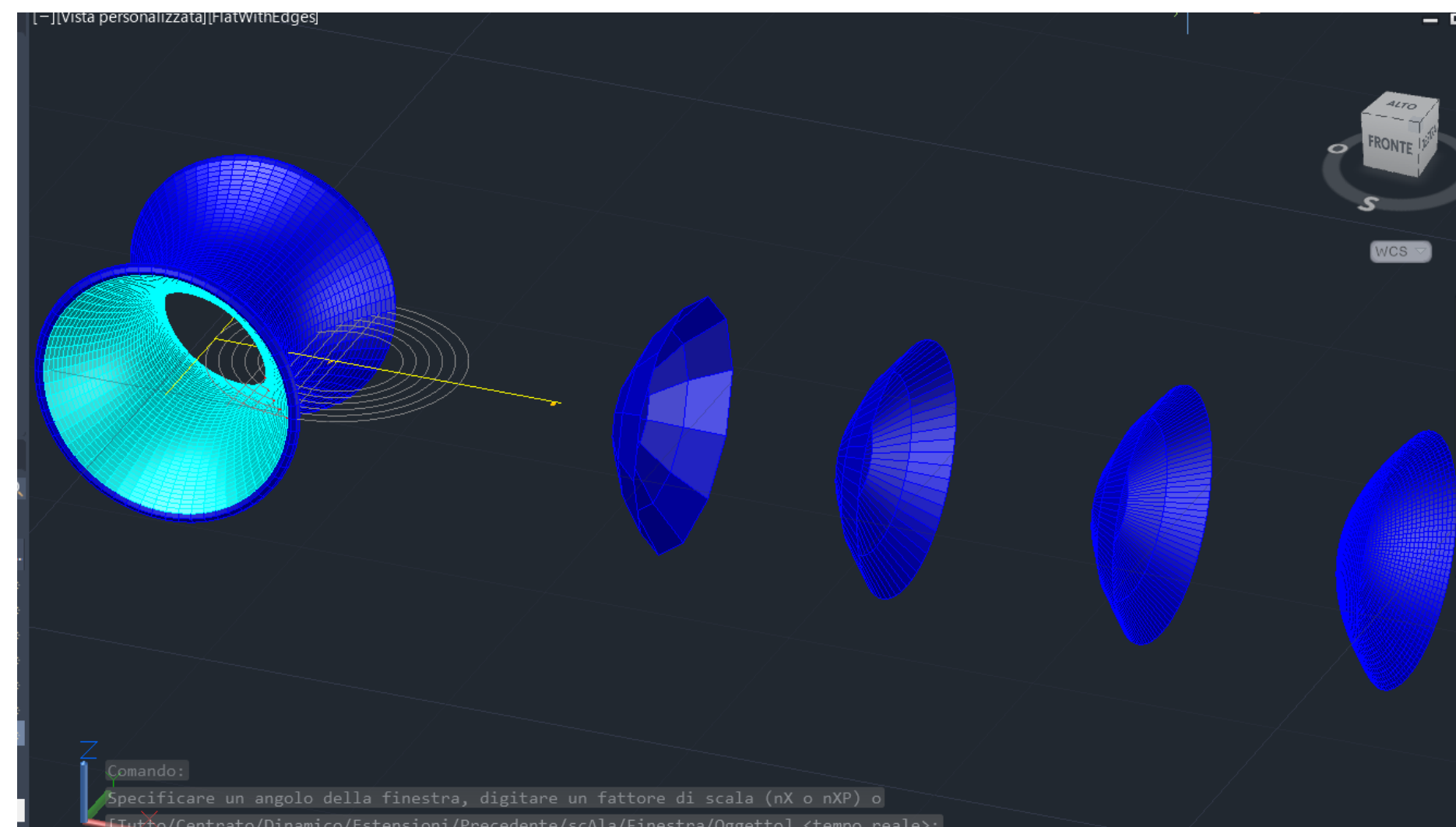
### REVOLVE command.

- Select the parabola as the object to revolve.
- Specify the axis of revolution
- Define the angle of revolution (360 degrees for a complete revolution)



### EXTRUDE command.

- Select the parabola as the object to extrude.
- Specify the height or distance to extrude to form a solid, creating a shape that looks like a paraboloid.

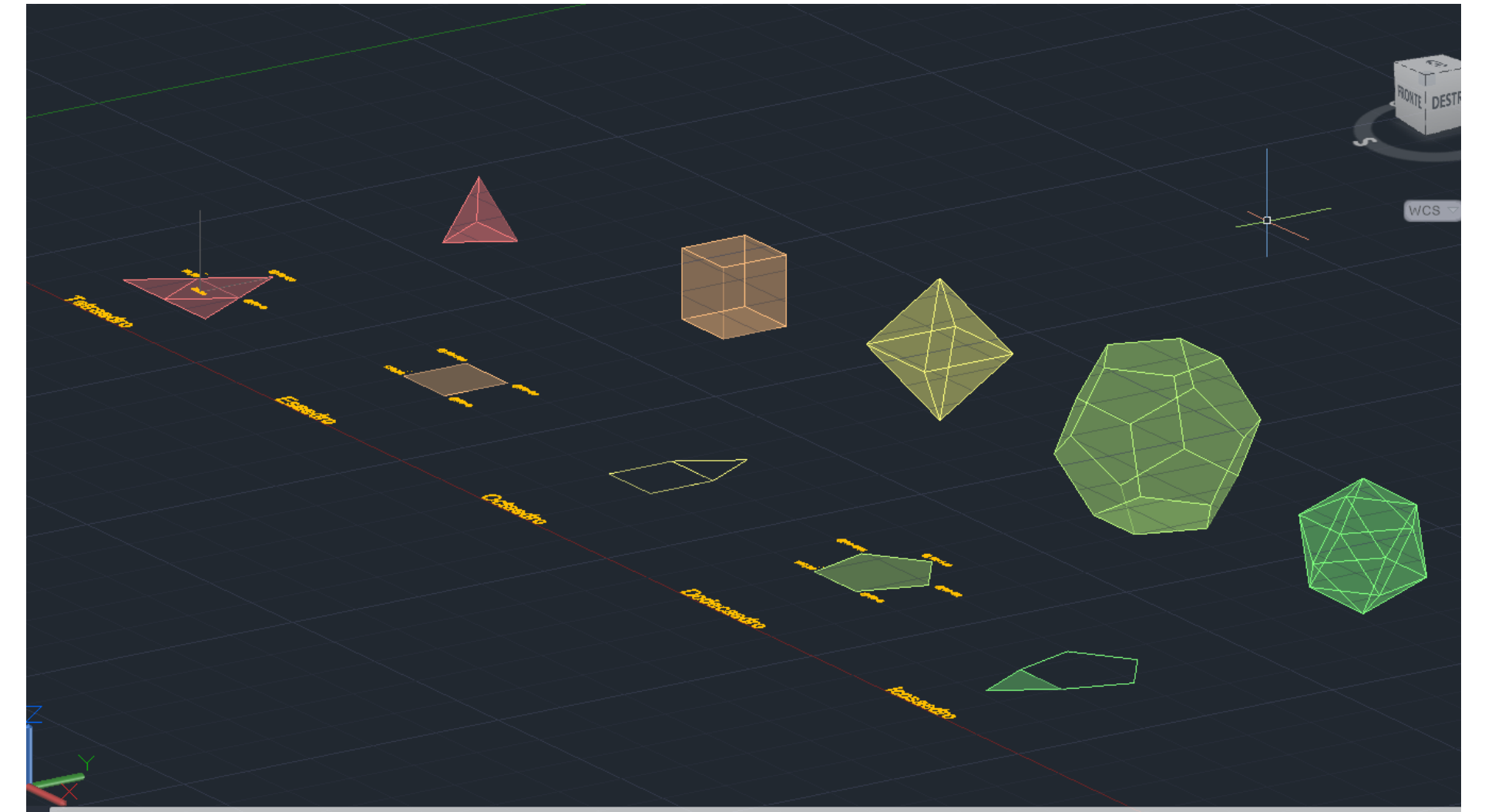
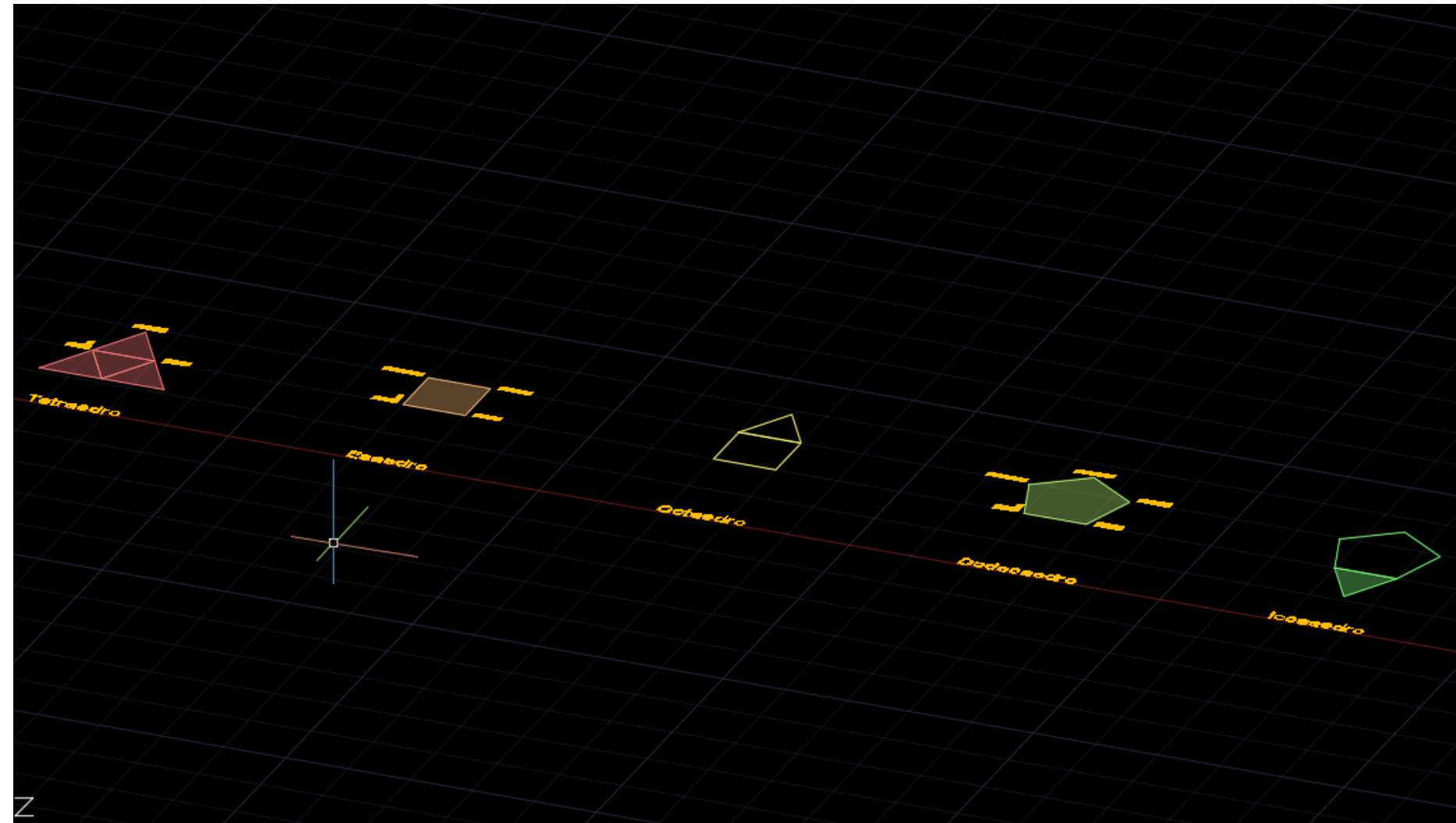


# Modelling Polihedra

## Commands:

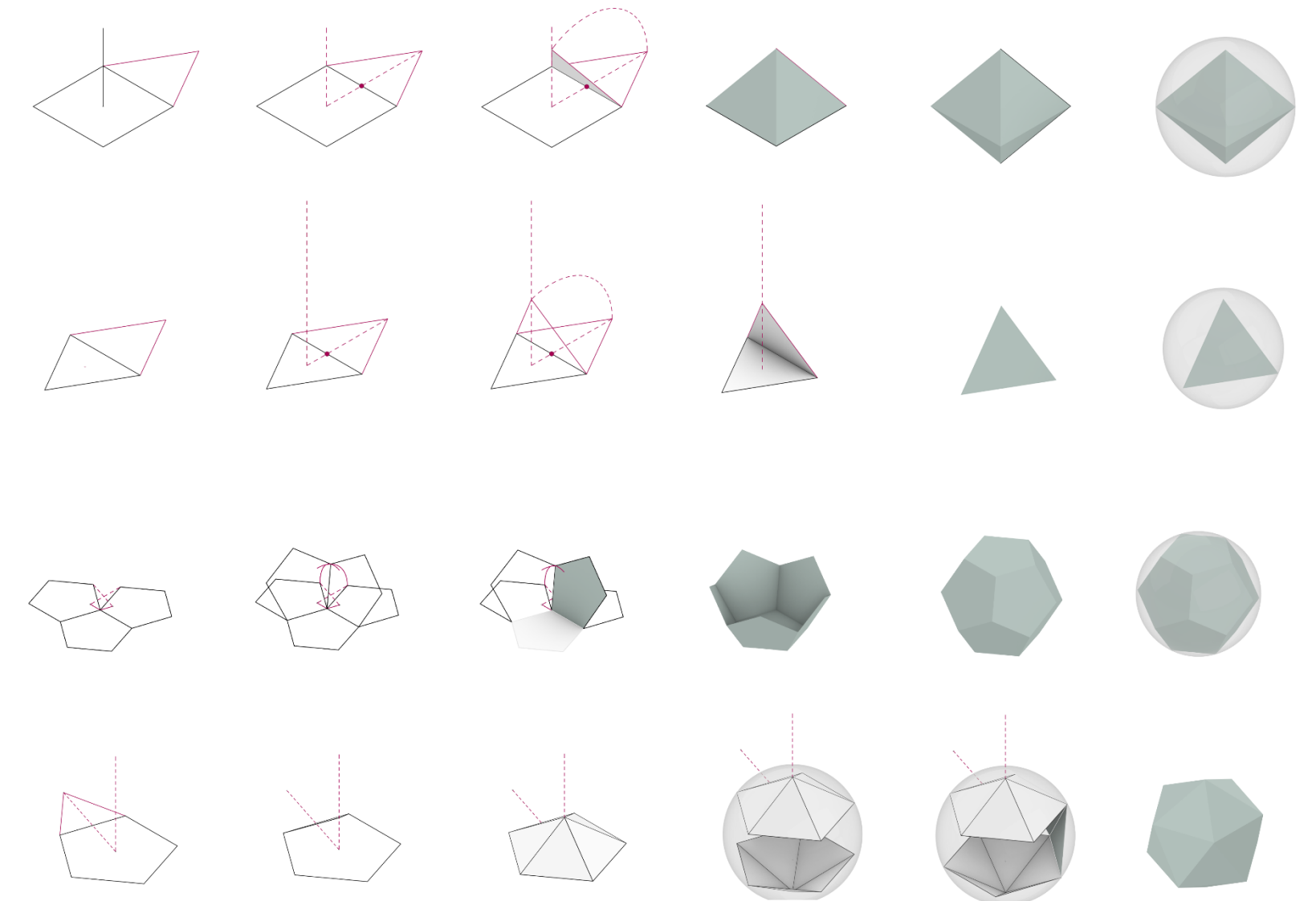
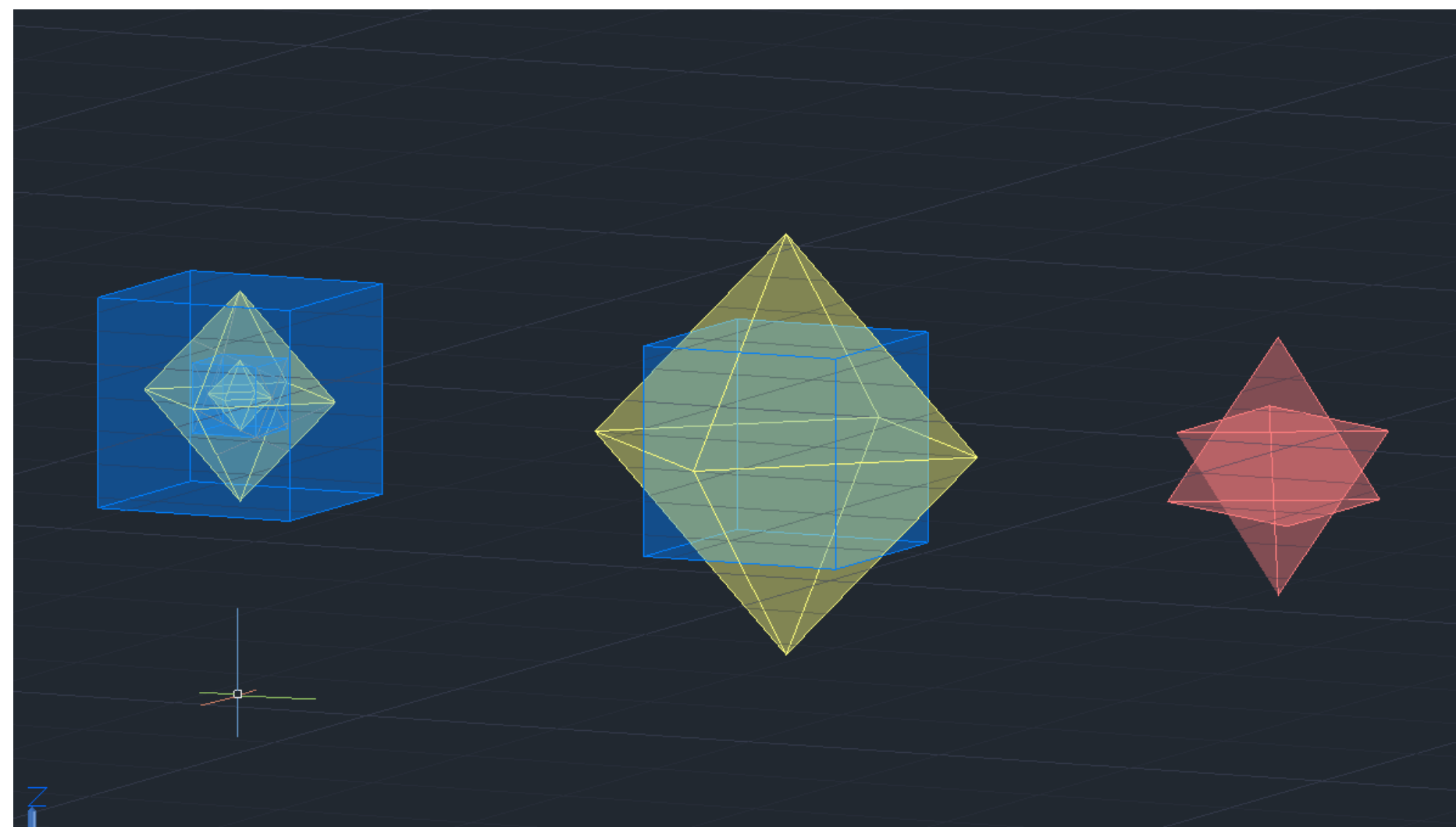
### Rotation Axis:

- 3DROTATE: You define the rotation axis using two points.
- ROTATE3D: The rotation axis is defined by specifying a base point and either an angle or start/end points.



### Flexibility:

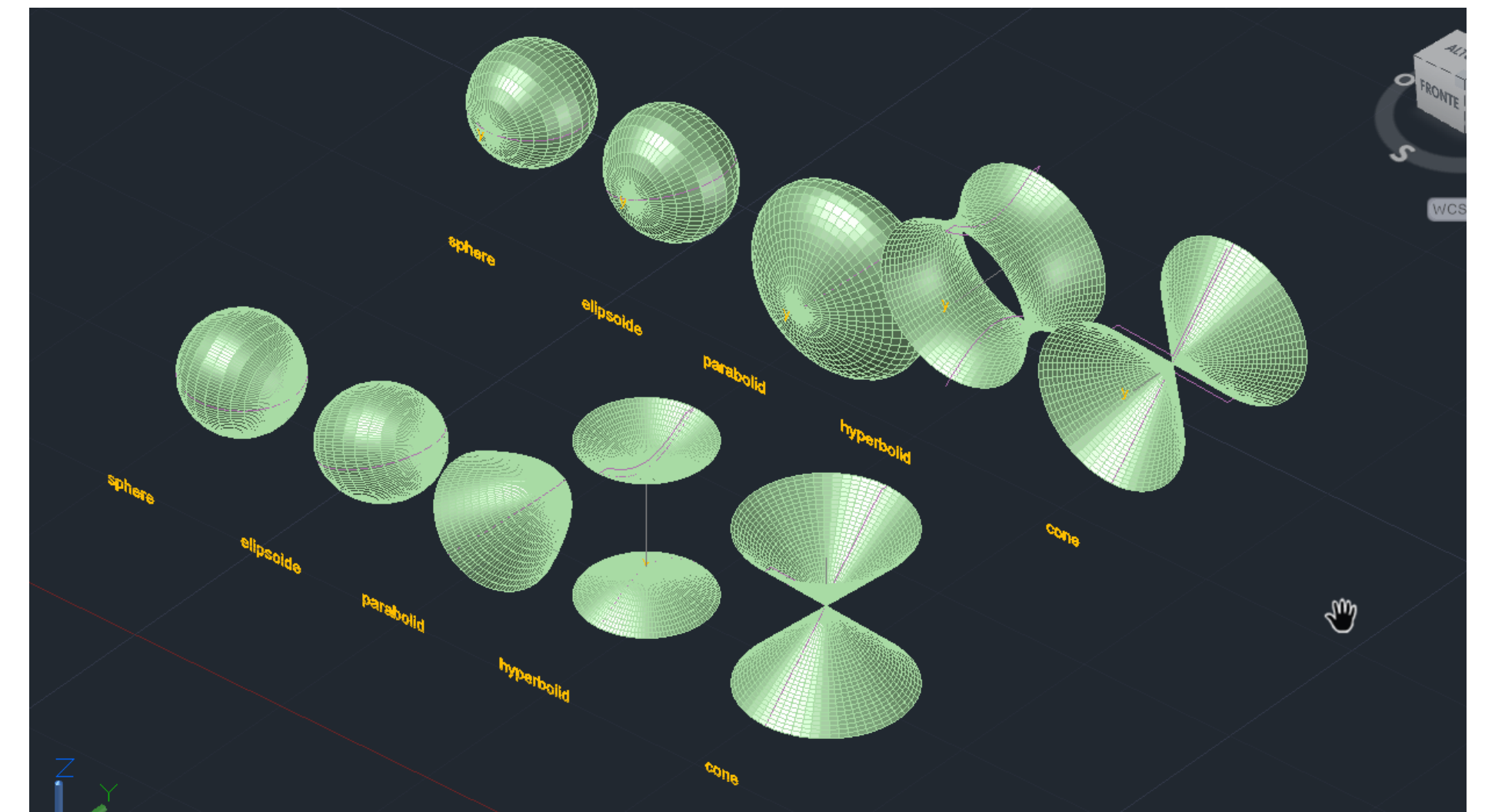
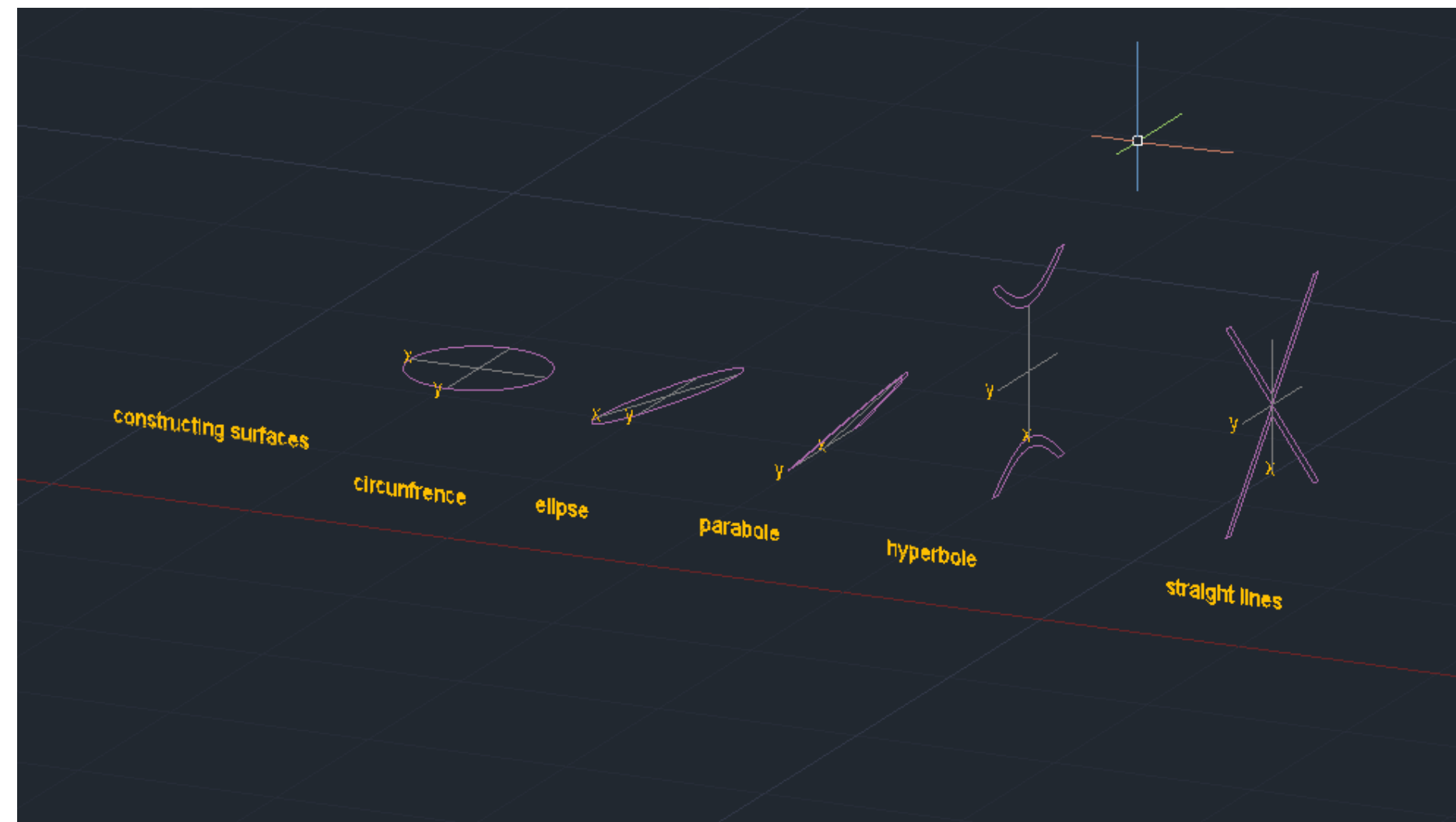
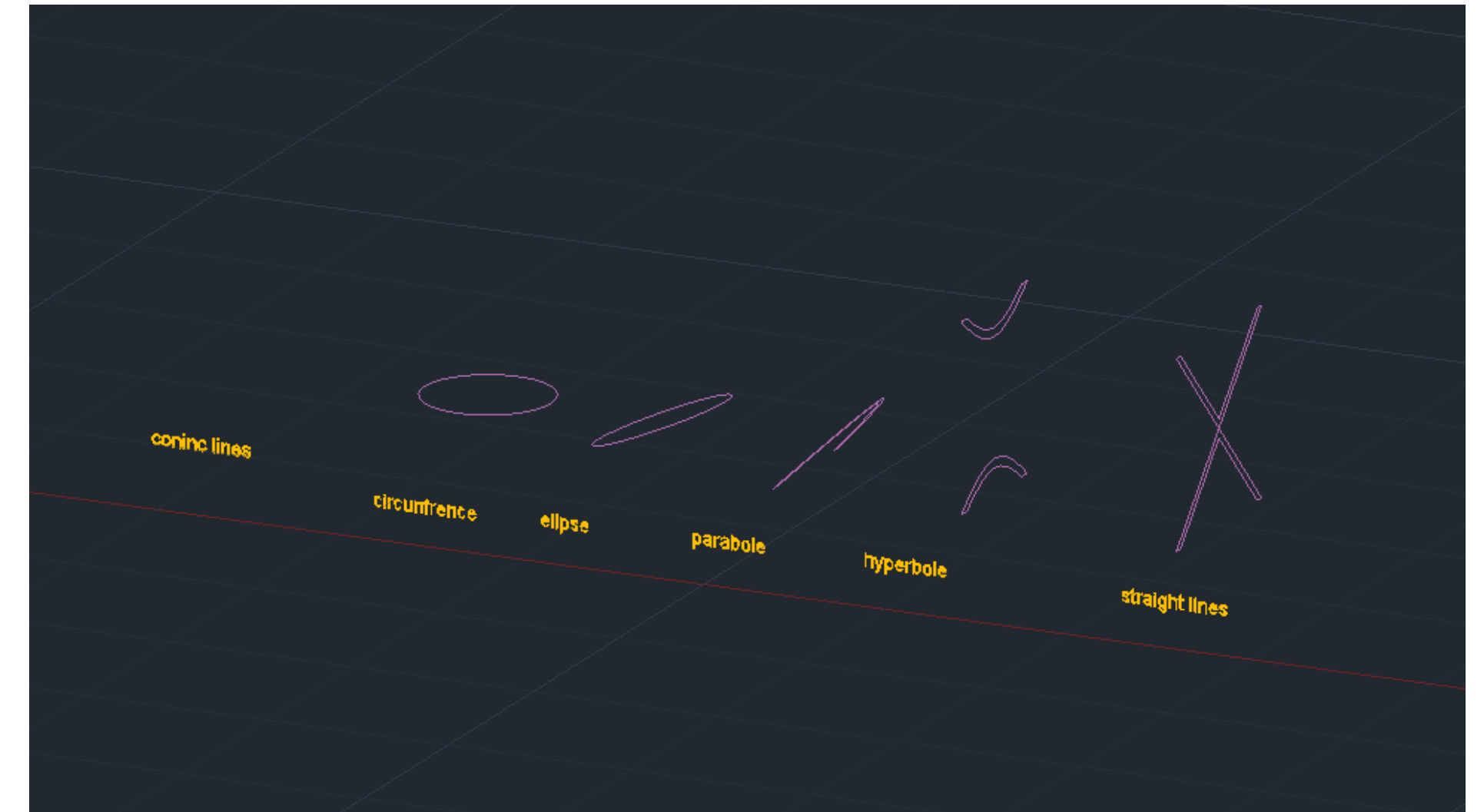
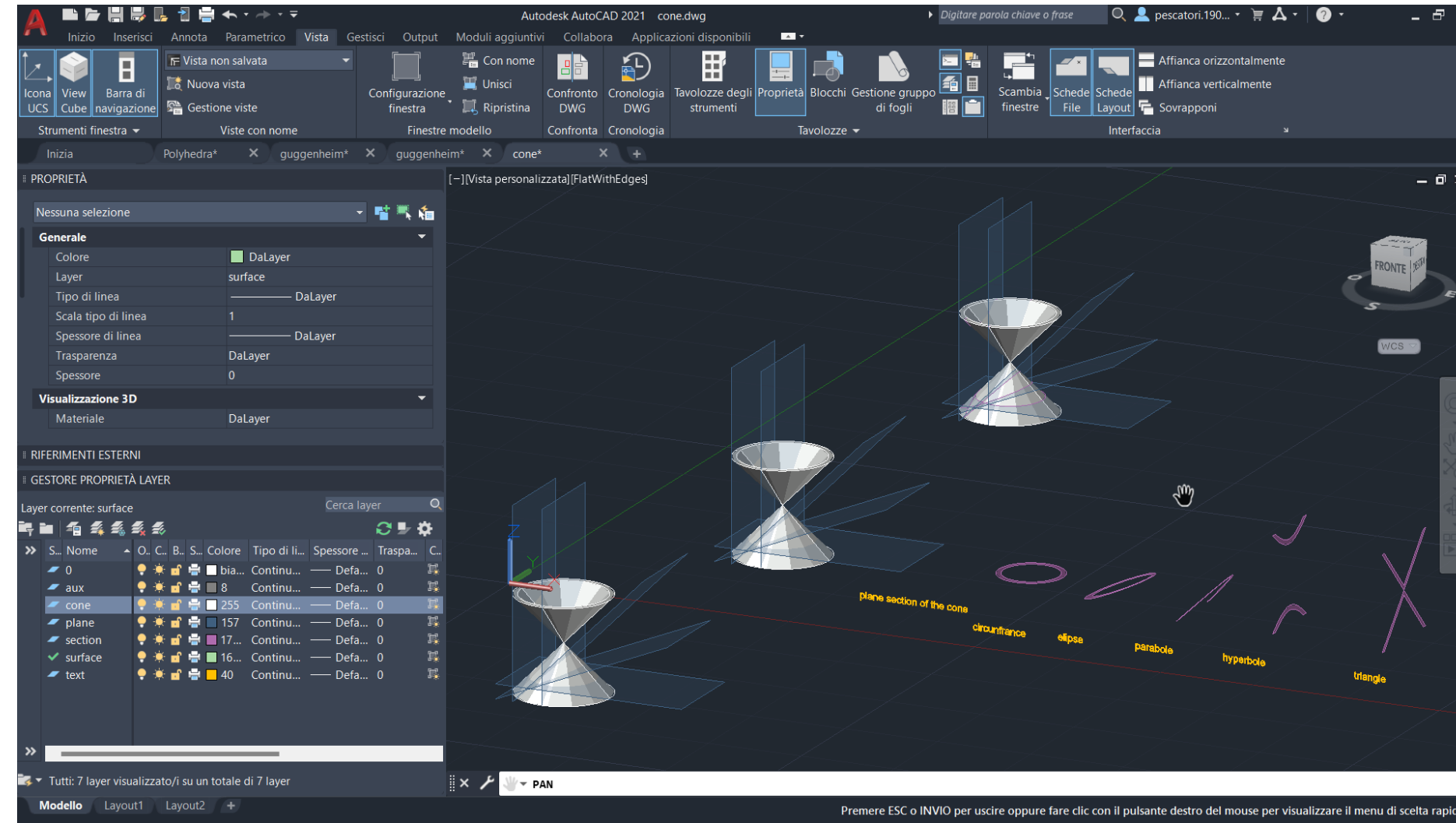
- 3DROTATE: Allows rotation around a defined axis with the angle specified.
- ROTATE3D: Offers more flexibility in defining the rotation axis and angle, especially when you want to rotate around a specific base point.



# Modelling curved surfaces

## Commands:

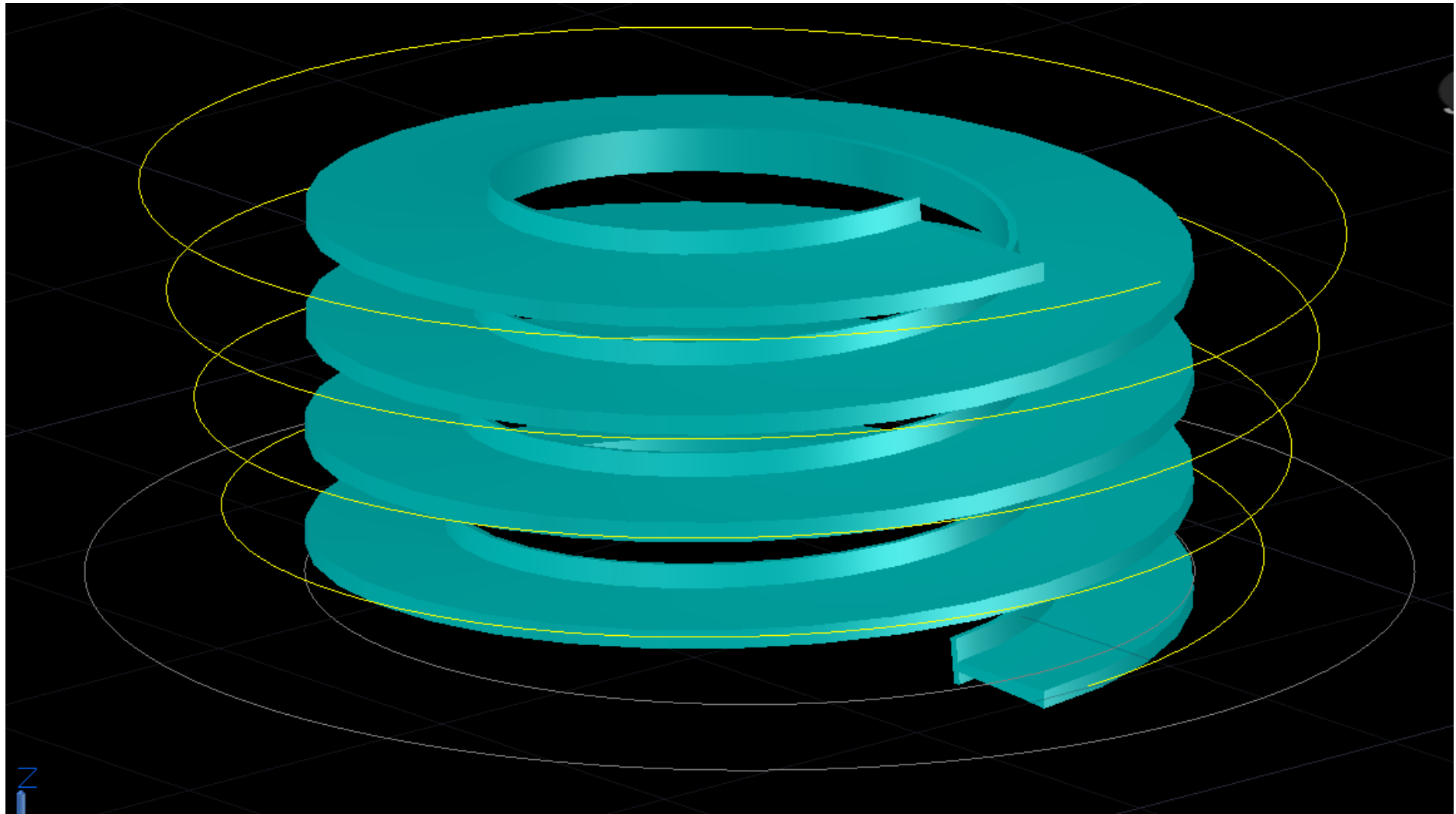
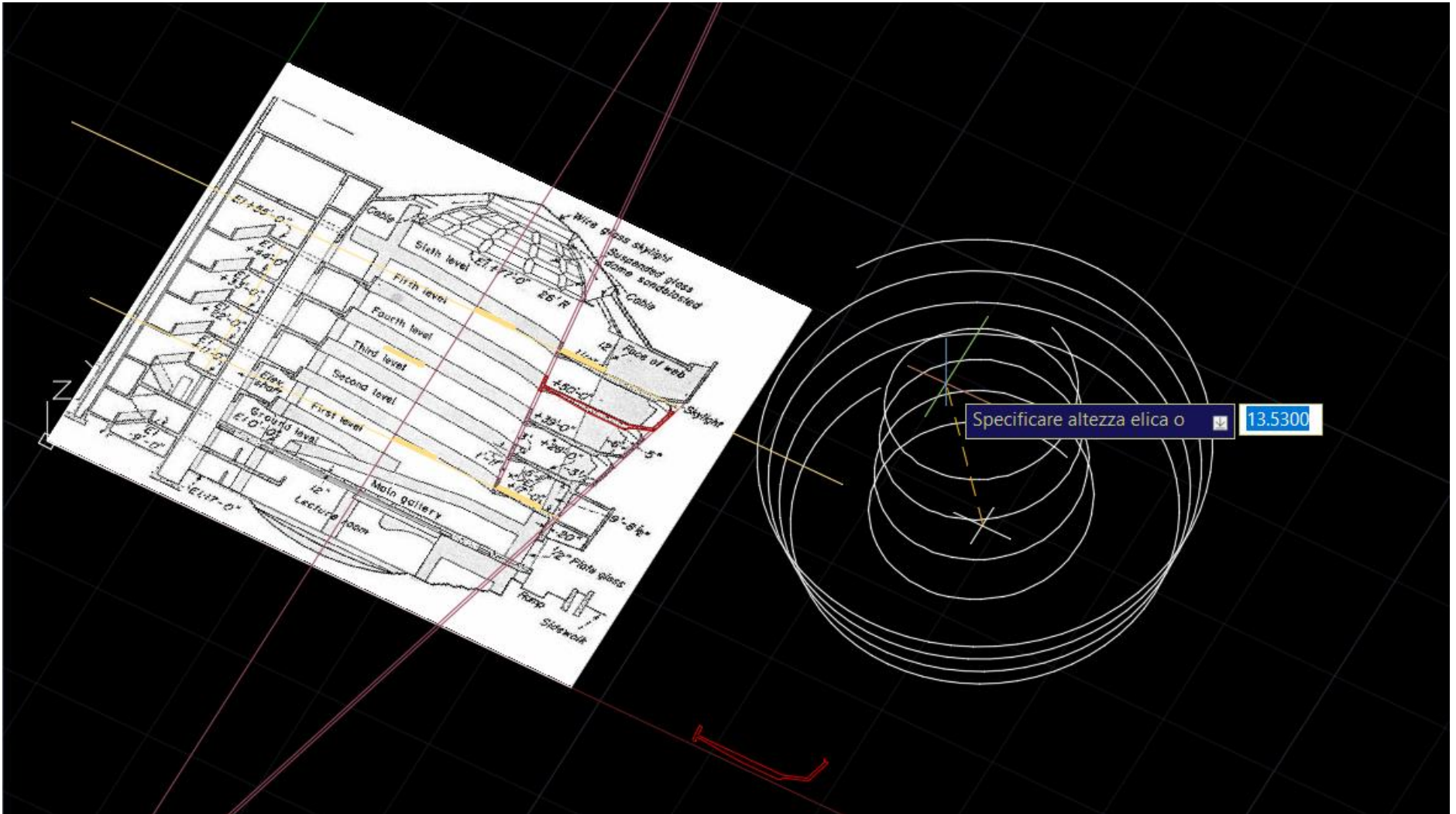
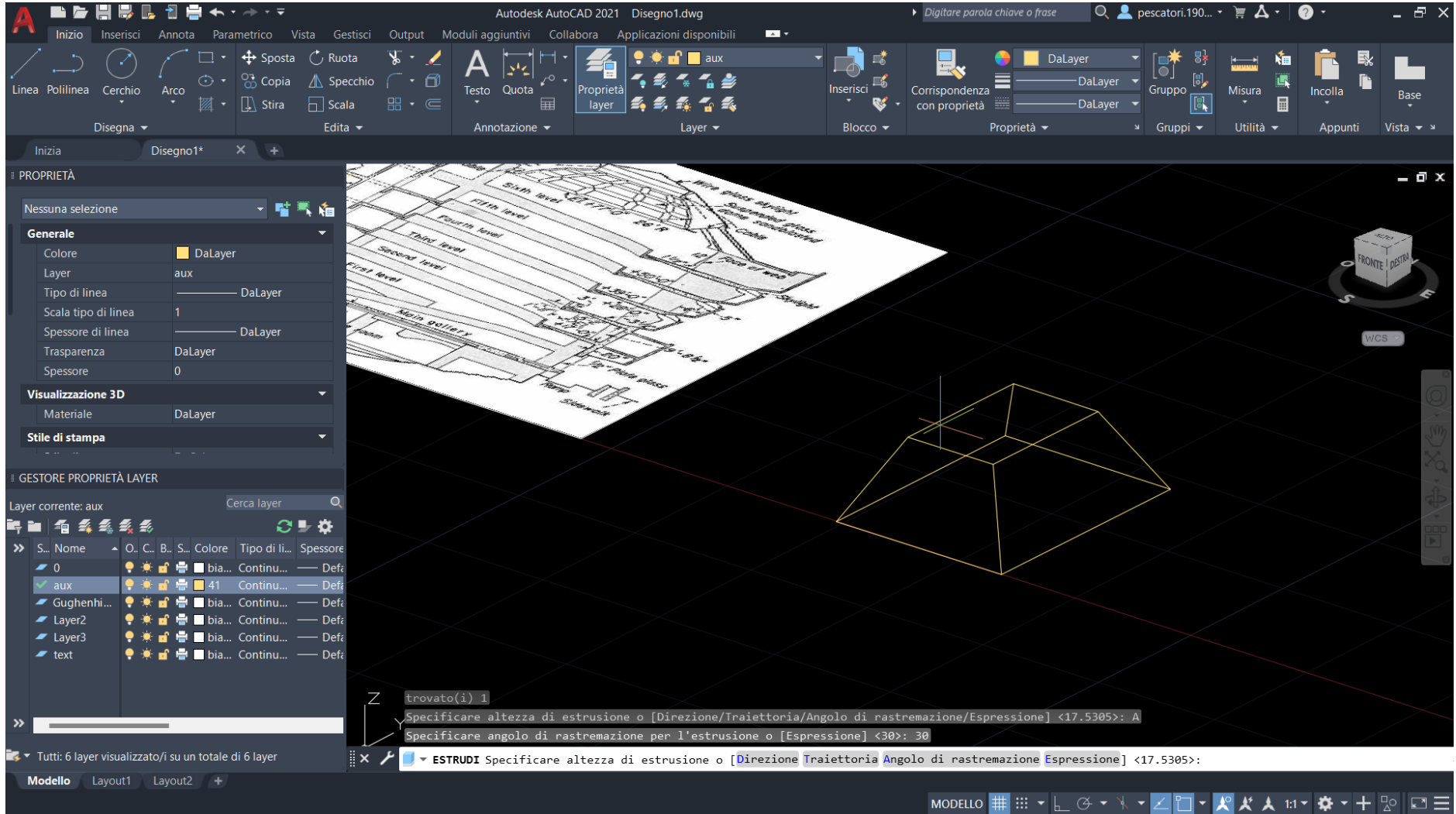
- Cone
- Intersect
- Sphere

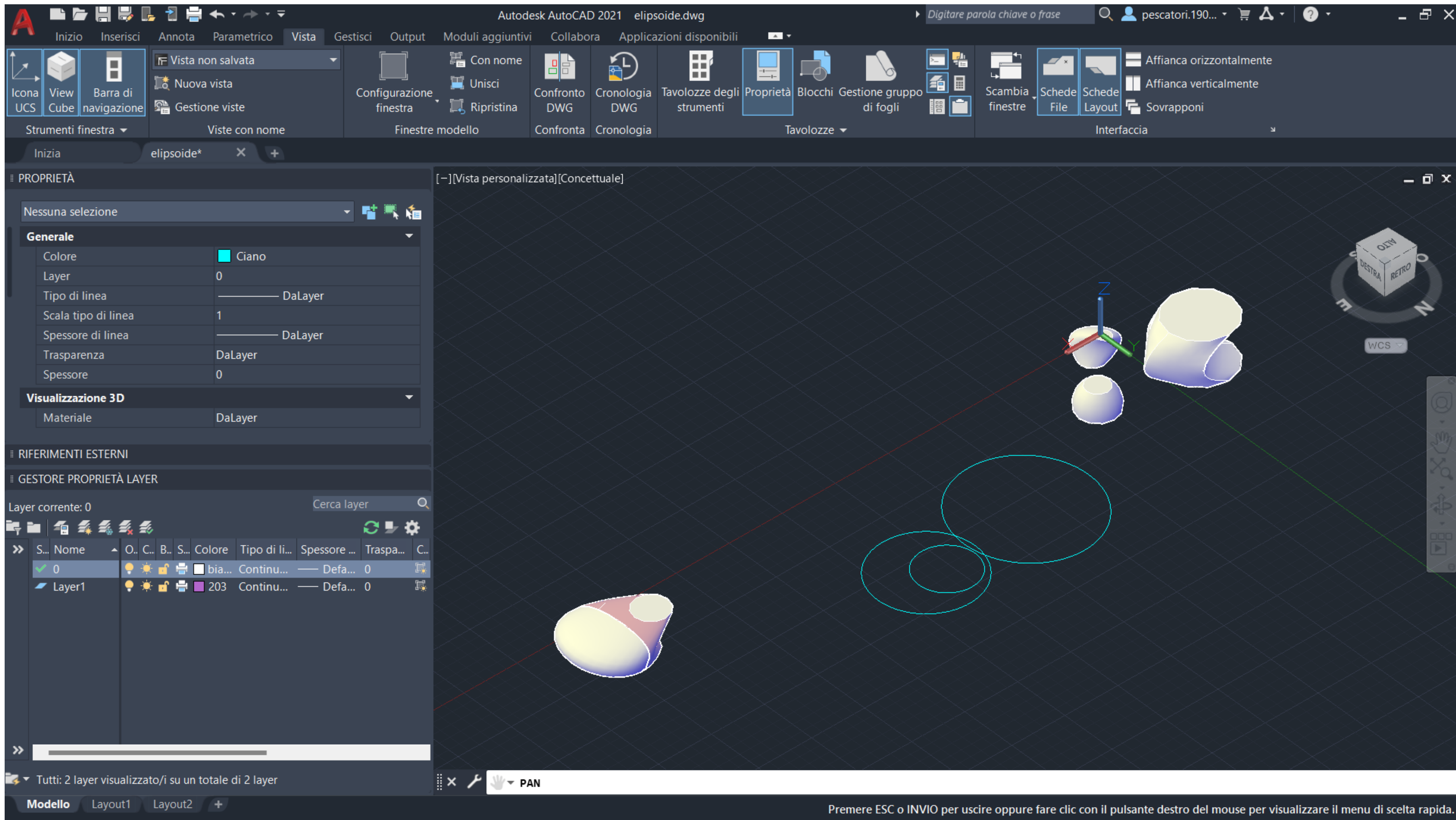


# Modelling the Guggenheim museum

## Commands:

- LOFT: This command allows you to create a 3D solid or surface by lofting between two or more cross-sectional profiles along a path. The path can be a series of lines, polylines, arcs, or splines.
- SWEEP: create a 3D solid or surface by sweeping a 2D cross-sectional shape along a path defined by an open or closed 2D profile.





# Modelling an oil lamp

## Commands:

- **Create Panel:** Provides options to create various objects
- **Modify Panel:** Enables you to modify object properties and parameters after creation.
- **Transform Tools:** Allows you to move, rotate, and scale objects in the scene.
- **Extrude:** Allows you to extrude shapes, polygons, or other selected geometry.
- **Material Editor:** Opens the Material Editor interface for creating, editing, and assigning materials to objects.

