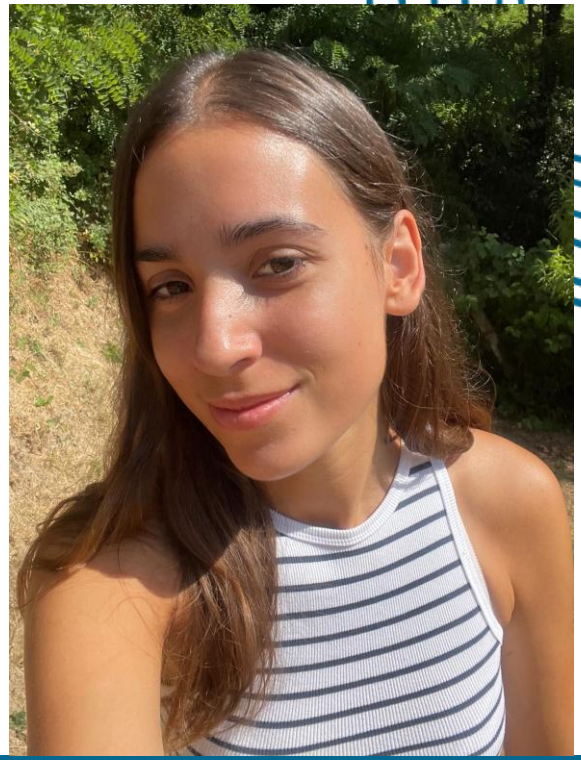
Representação Digital

U LISBOA | UNIVERSIDADE DE LISBOA

FACULDADE DE ARQUITETURA
UNIVERSIDADE DE LISBOA

Mestrado Integrado em Arquitectura
Ano Lectivo 2025-2026 1º Semestre
Docente - Nuno Alão 2º Ano

20241110



Matilde Fernandes Silva

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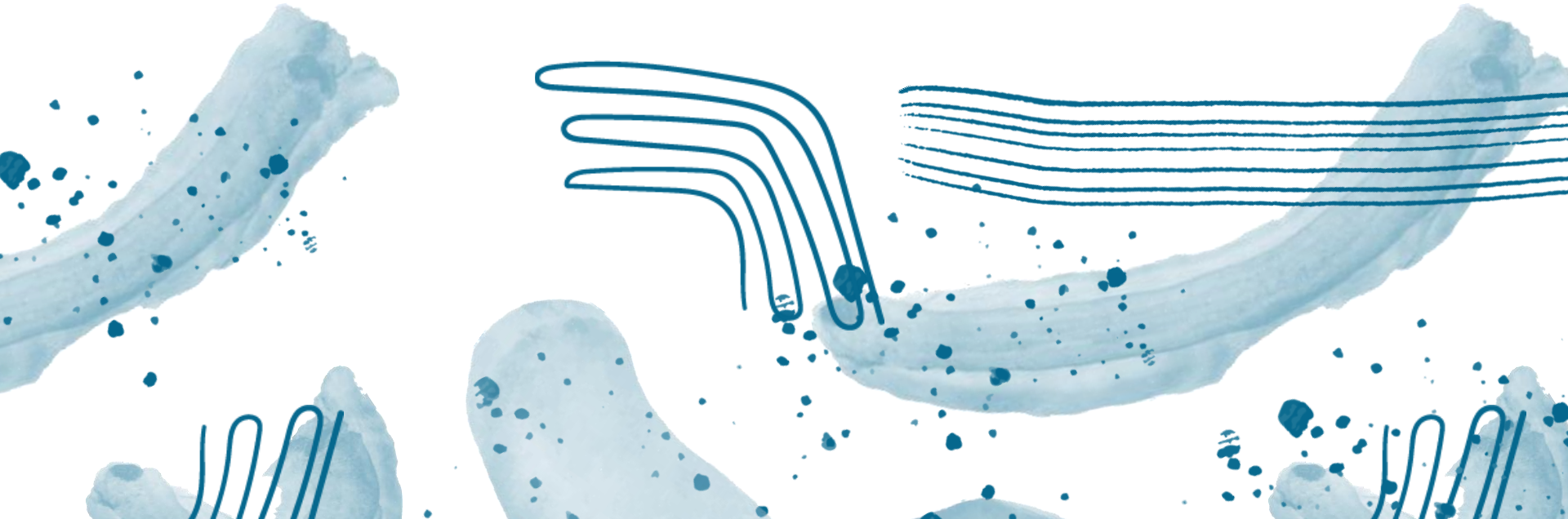
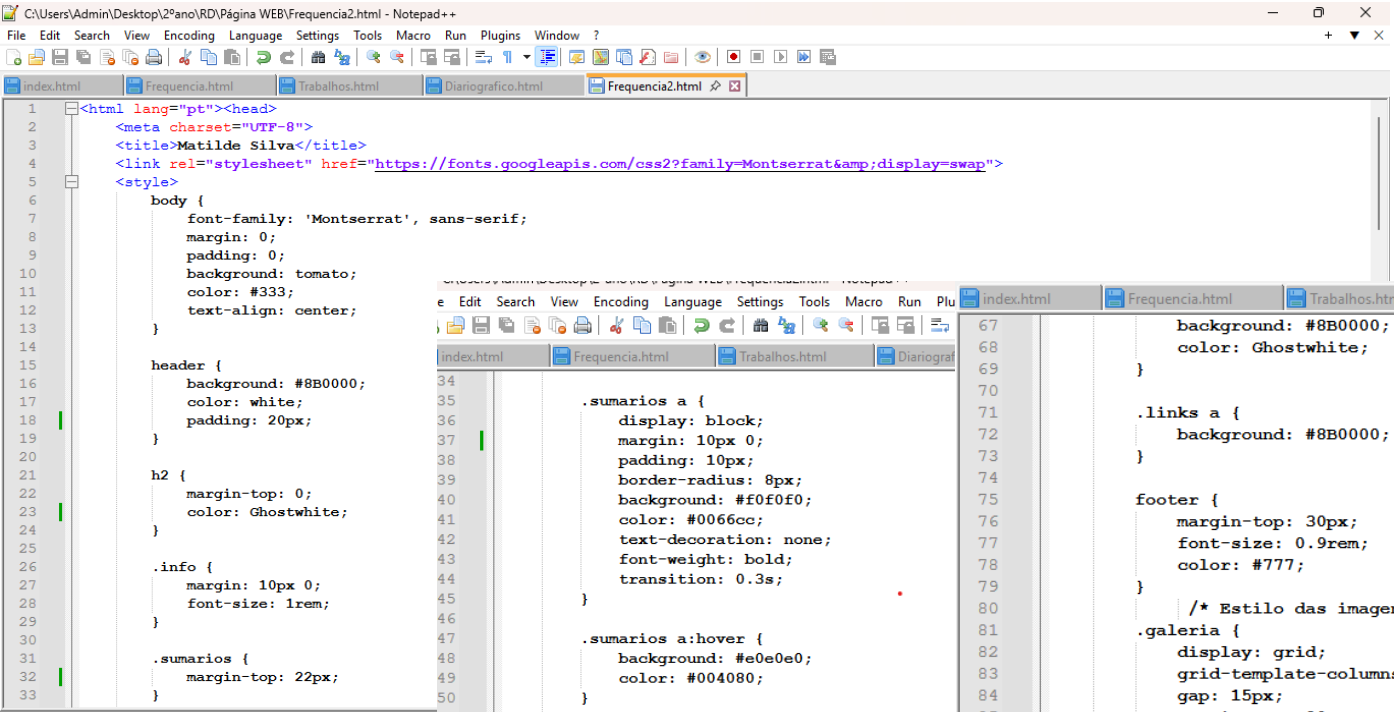
FACULDADE DE ARQUITETURA
UNIVERSIDADE DE LISBOA

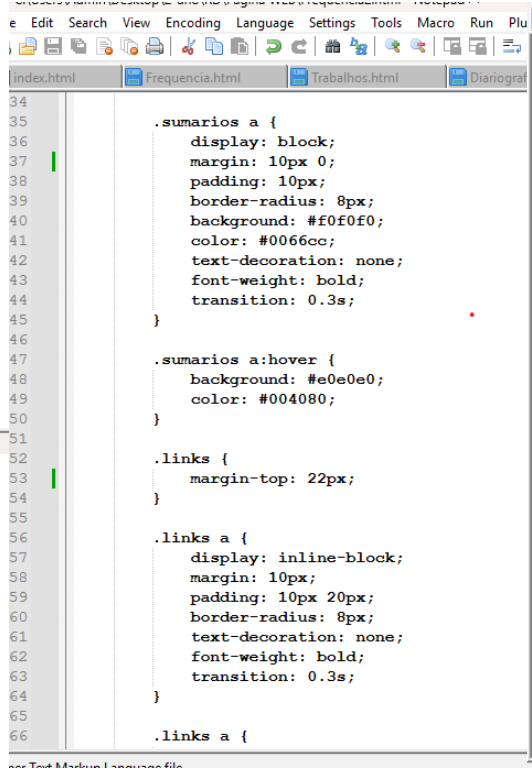
RD

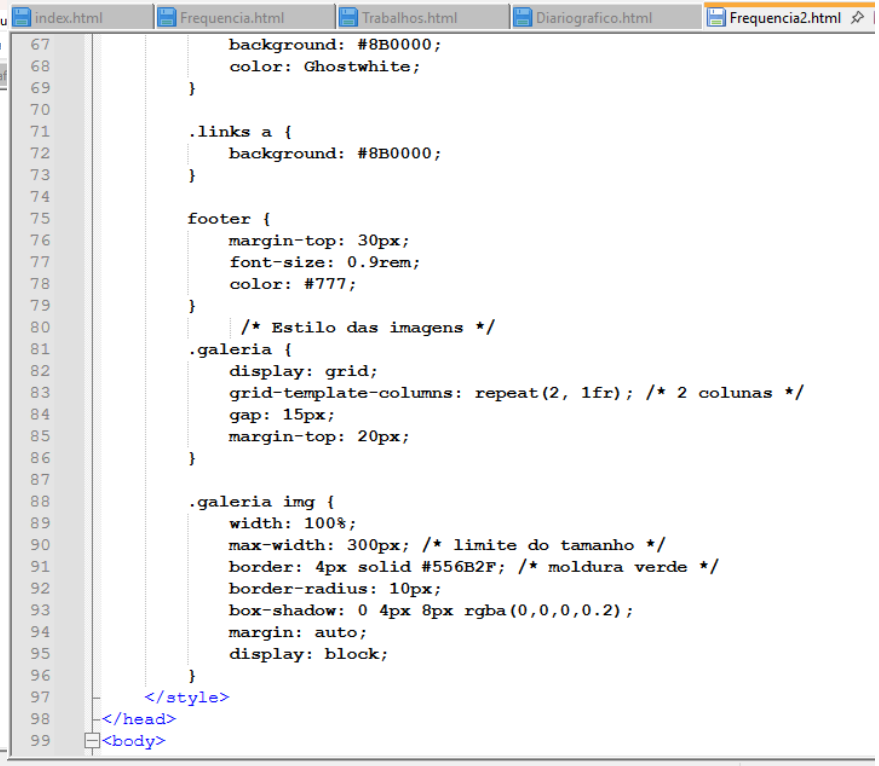
Mestrado Integrado em Arquitectura
Ano Lectivo 2025-2026 1º Semestre
Docente - Nuno Alão 2º Ano

2º Frequência




C:\Users\Admin\Desktop\2ºano\RD\Página WEB\Frequencia2.html - Notepad++
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?
index.html
Frequencia.html
Trabalhos.html
Diariografico.html
Frequencia2.html
<html lang="pt"><head>
<meta charset="UTF-8">
<title>Matilde Silva</title>
<link rel="stylesheet" href="https://fonts.googleapis.com/css2?family=Montserrat&display=swap">
<style>
body {
font-family: 'Montserrat', sans-serif;
margin: 0;
padding: 0;
background: tomato;
color: #333;
text-align: center;
}
header {
background: #8B0000;
color: white;
padding: 20px;
}
h2 {
margin-top: 0;
color: Ghostwhite;
}
.info {
margin: 10px 0;
font-size: 1rem;
}
.sumarios {
margin-top: 22px;
}
Hyper Text Markup Language file


.sumarios a {
display: block;
margin: 10px 0;
padding: 10px;
border-radius: 8px;
background: #f0f0f0;
color: #0066cc;
text-decoration: none;
font-weight: bold;
transition: 0.3s;
}
.sumarios a:hover {
background: #e0e0e0;
color: #004080;
}
.links {
margin-top: 22px;
}
.links a {
display: inline-block;
margin: 10px;
padding: 10px 20px;
border-radius: 8px;
text-decoration: none;
font-weight: bold;
transition: 0.3s;
}
.links a {


index.html
Frequencia.html
Trabalhos.html
Diariografico.html
Frequencia2.html
background: #8B0000;
color: Ghostwhite;
}
.links a {
background: #8B0000;
}
footer {
margin-top: 30px;
font-size: 0.9rem;
color: #777;
}
/* Estilo das imagens */
.galeria {
display: grid;
grid-template-columns: repeat(2, 1fr); /* 2 colunas */
gap: 15px;
margin-top: 20px;
}
.galeria img {
width: 100%;
max-width: 300px; /* limite do tamanho */
border: 4px solid #556B2F; /* moldura verde */
border-radius: 10px;
box-shadow: 0 4px 8px rgba(0,0,0,0.2);
margin: auto;
display: block;
}
</style>
</head>
<body>

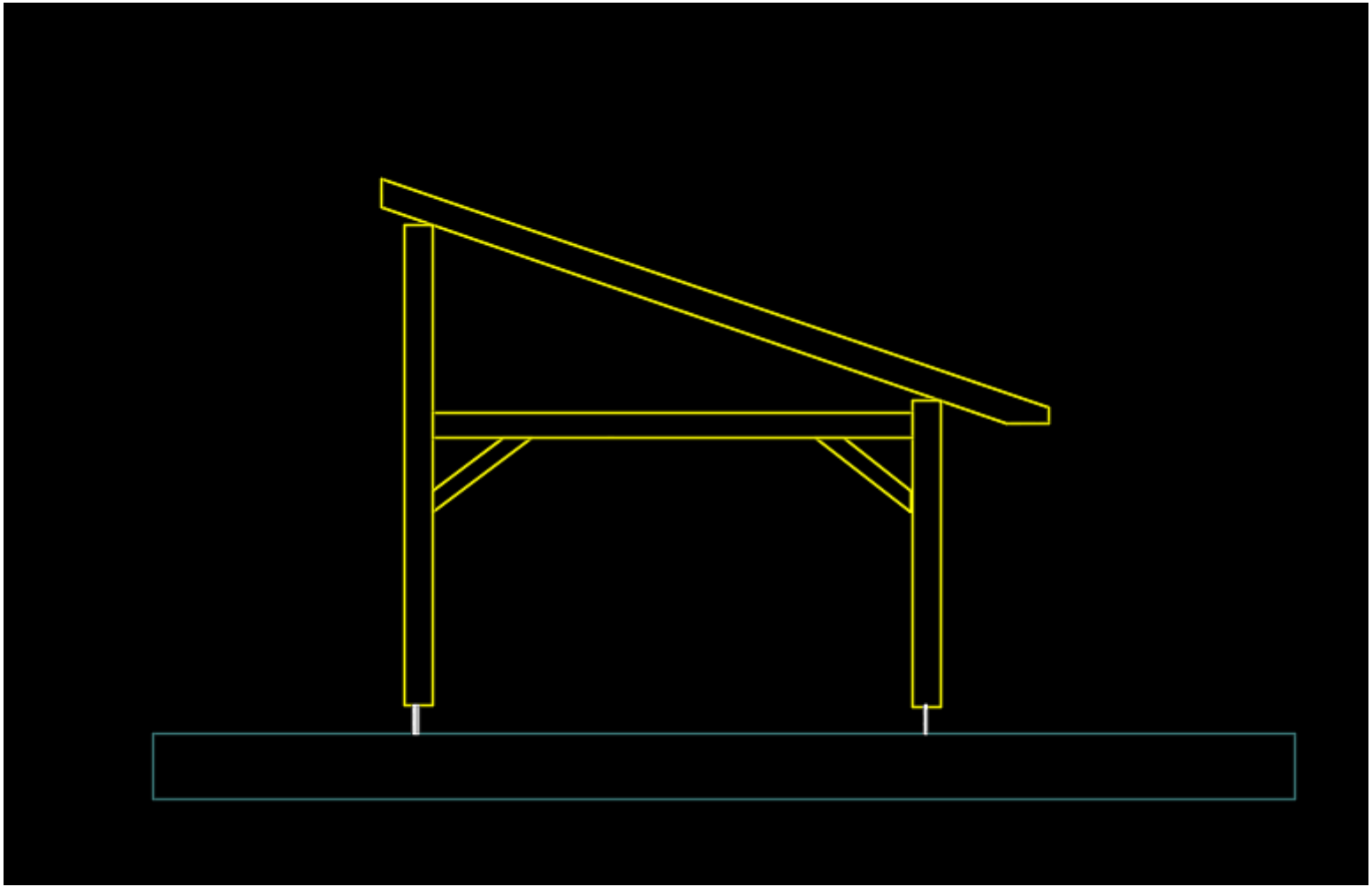
C:\Users\Admin\Desktop\2ºano\RD\Página WEB\Frequencia2.html - Notepad++

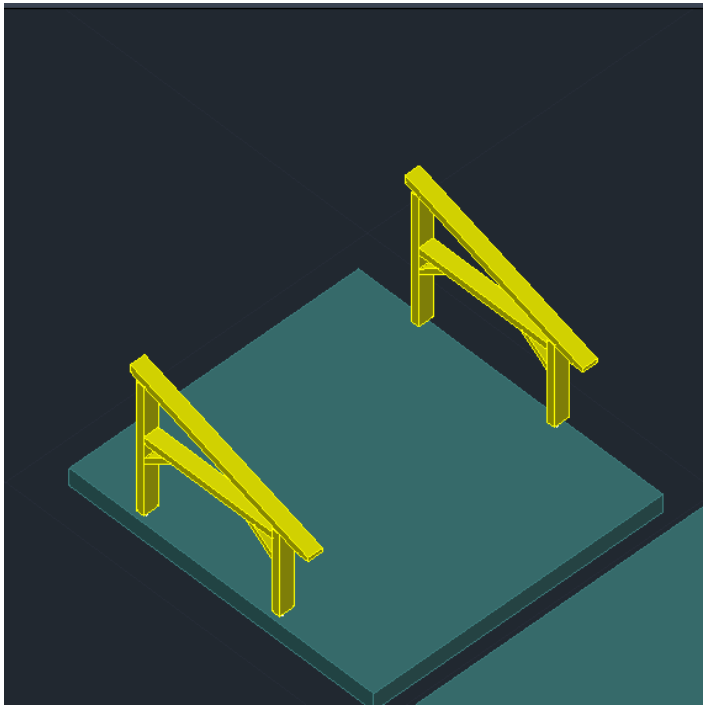
File Edit Search View Encoding Language Settings Tools Macro Run Plugins Window ?

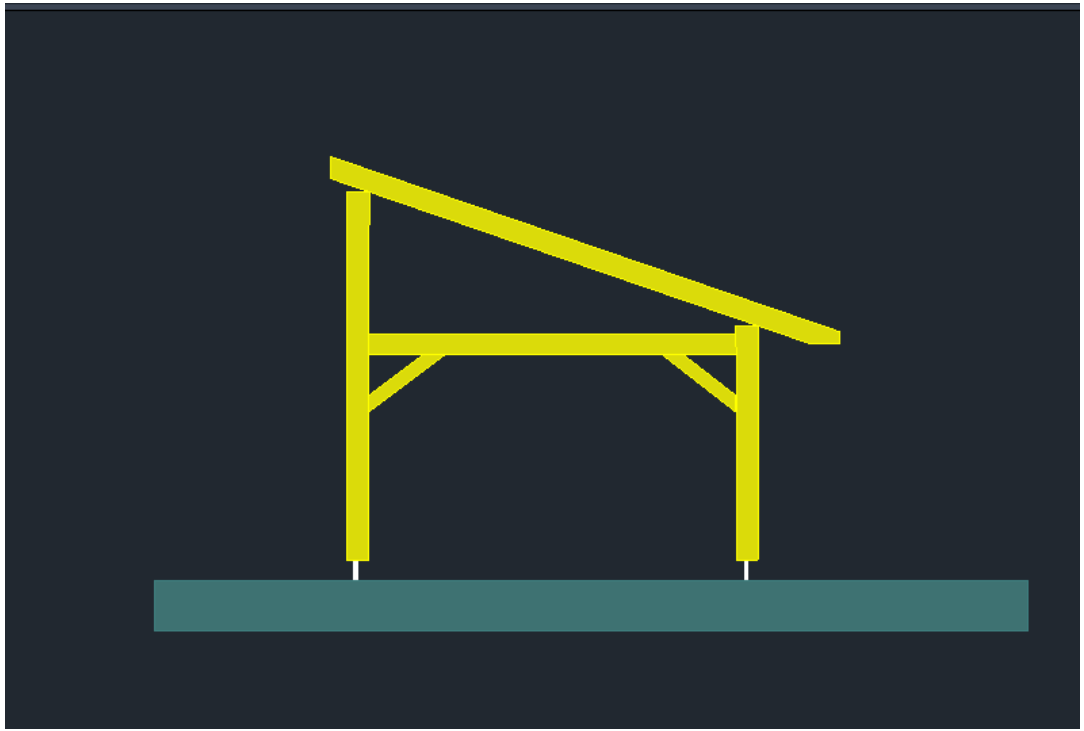
index.html | Frequencia.html | Trabalhos.html | Diariografico.html | Frequencia2.html

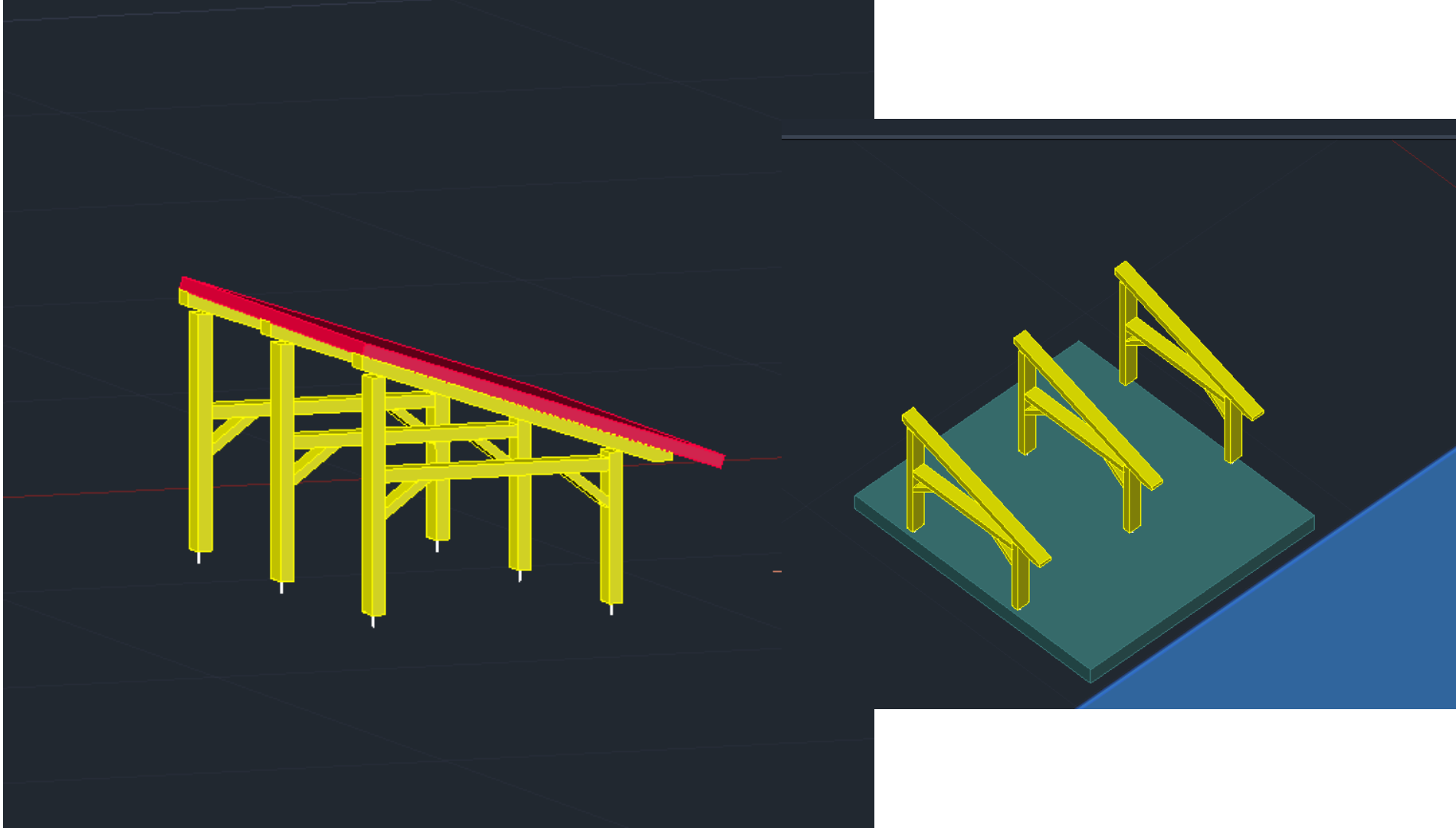
```
97      </style>
98  </head>
99  <body>
100
101     <header>
102         <h1>Faculdade de Arquitetura da Universidade de Lisboa</h1>
103         <h1>Mestrado Integrado em Arquitetura</h1>
104         <h1>Frequência 2</h1>
105     </header>
106
107     <div class="container">
108         <h2>Representação Digital</h2>
109         <p class="info">
110             <a href="http://home.fa.ulisboa.pt/~nunoalao/" target="_blank">Professor Nuno Alão</a>
111         </p>
112         <h2>2025/2026</h2>
113
114         <h2>Matilde Fernandes Silva</h2>
115         <h2>20241110</h2>
116         <h3>Frequência 2</h3>
117
118        <div class="links">
119             <a href="FREQRD2.dwg">Frequência em DWG</a>
120                     <a href="layout.pdf">Layout</a>
121                     <a href="RelatorioRD.pdf">Relatório</a>
122                     <a href="FRD.max">Frequência 3dmax</a>
123            <a href="index.html">← Voltar</a>
124
125         </div>
126     </div>
127
128
129
```

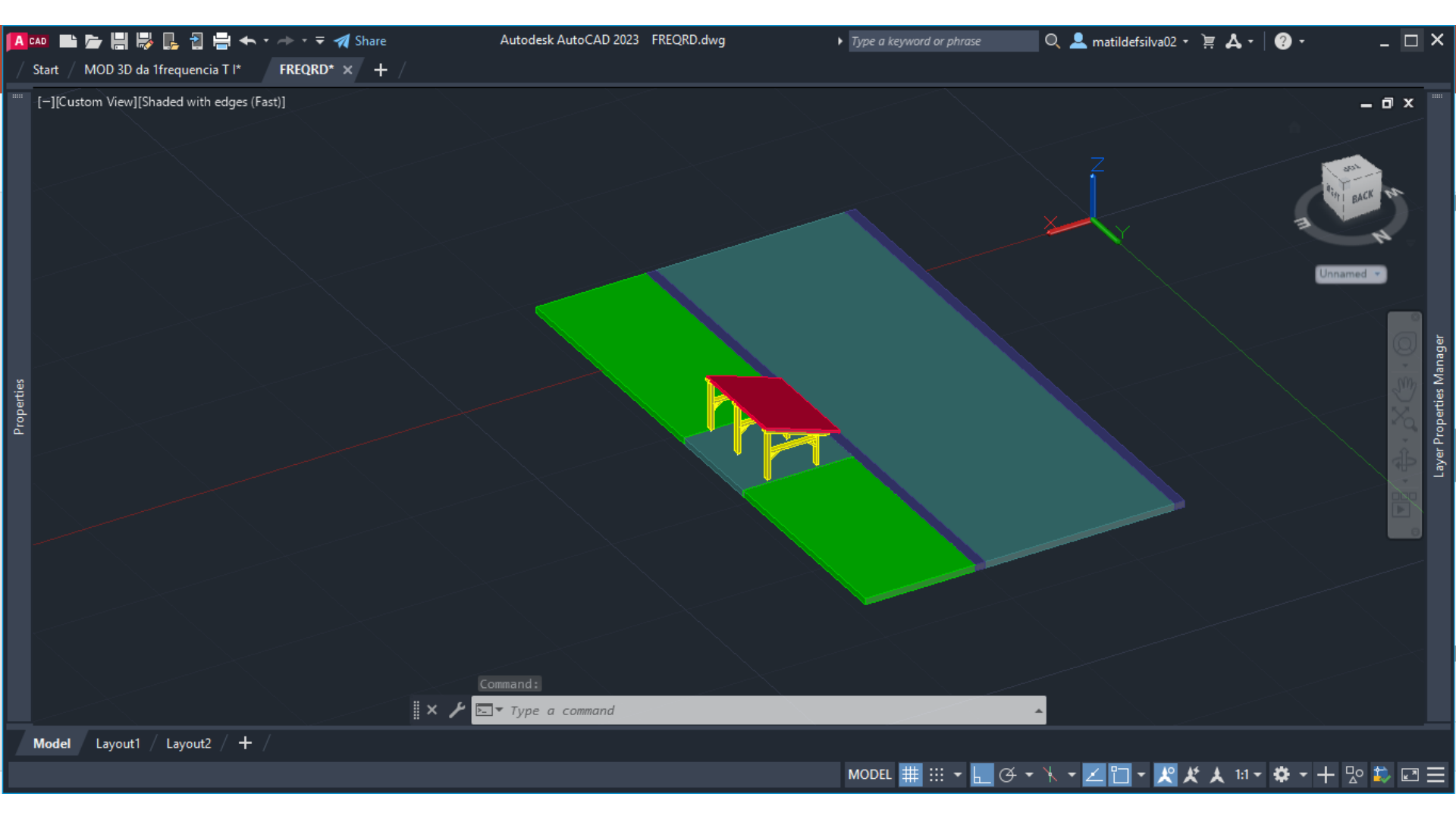
Hyper Text Markup Language file | length: 3 329 lines: 136 | Ln: 126 Col: 11 Sel: 12 | 2 | Windows (CR LF) | UTF-8 | INS

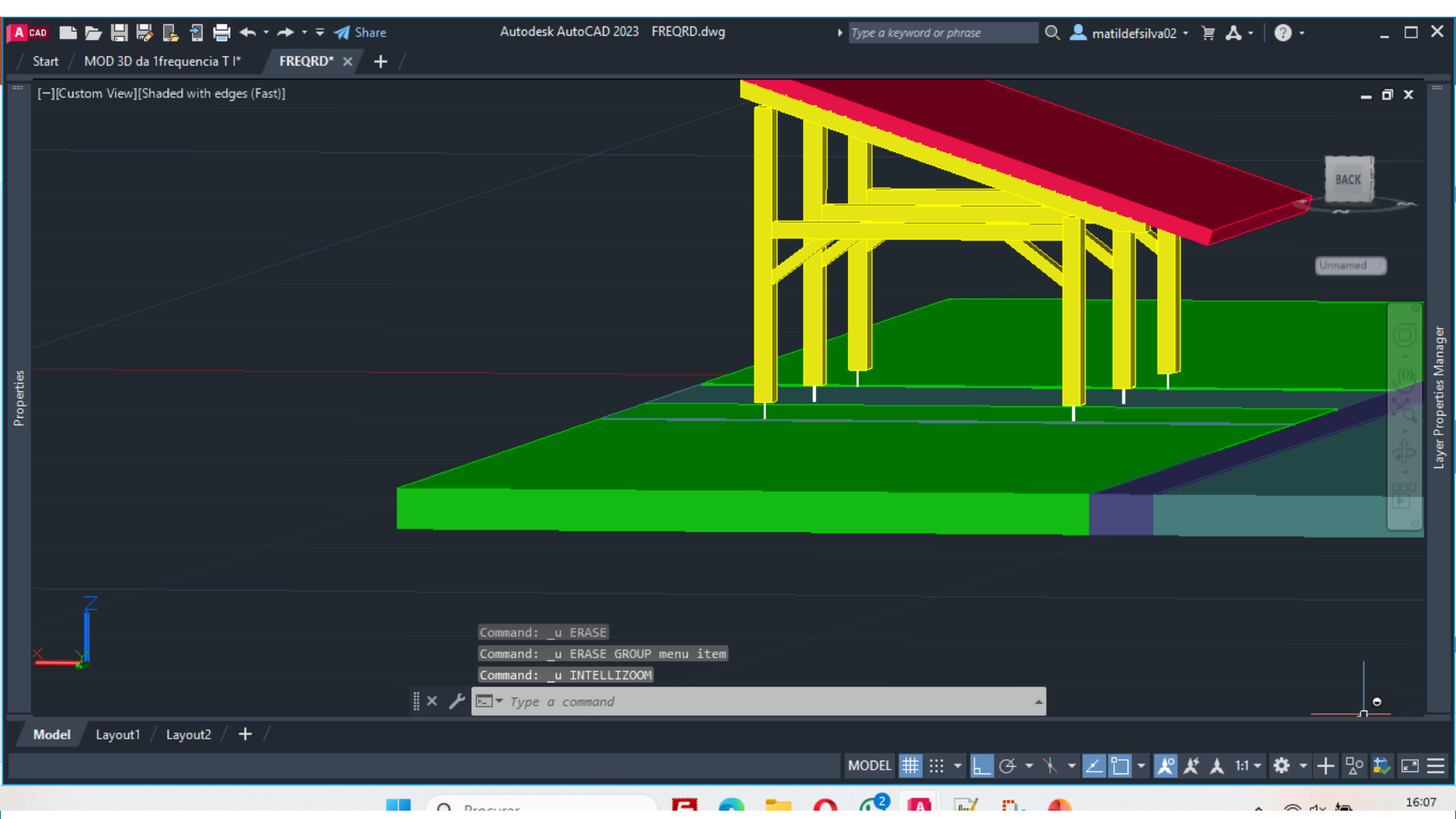


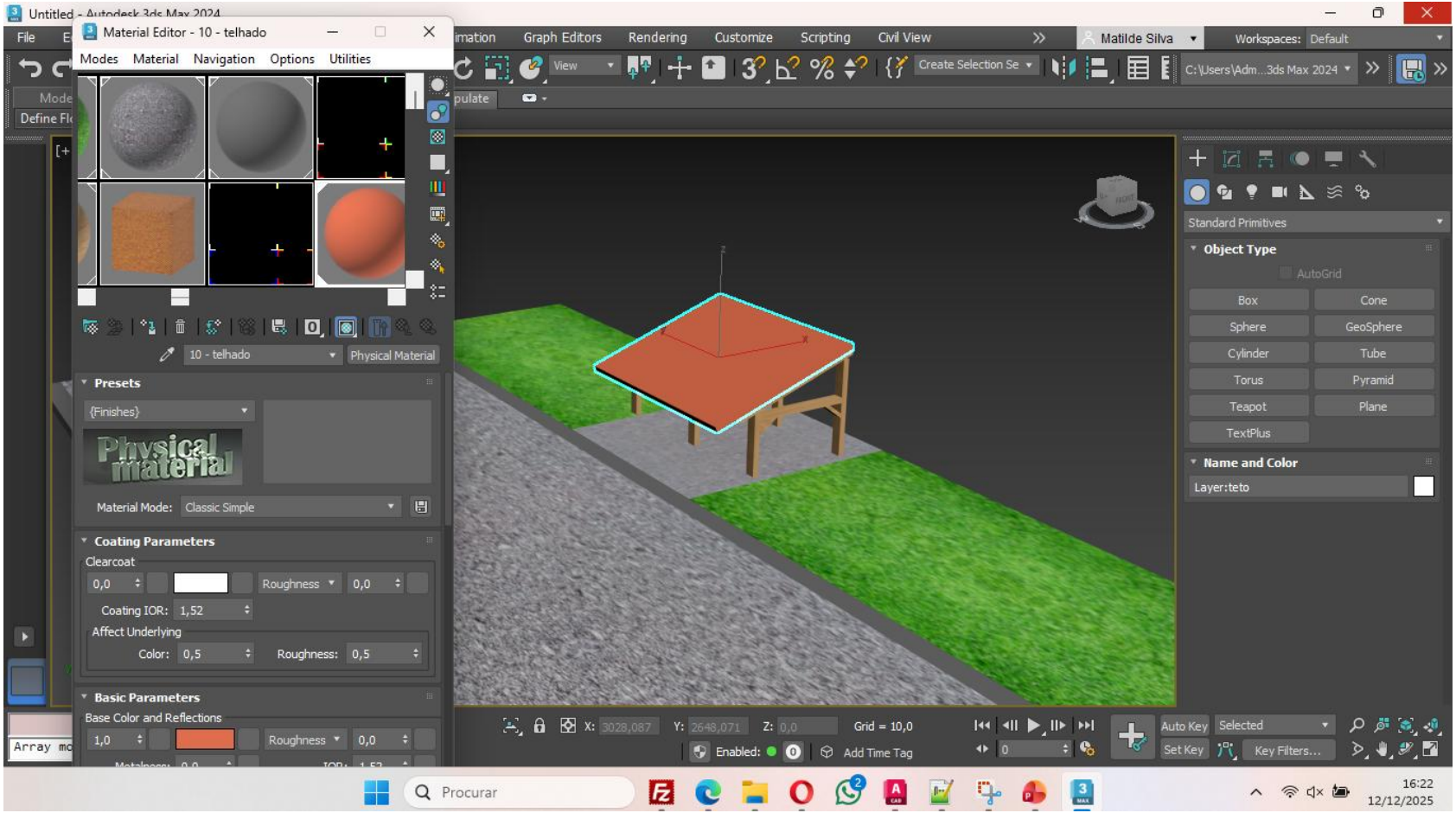


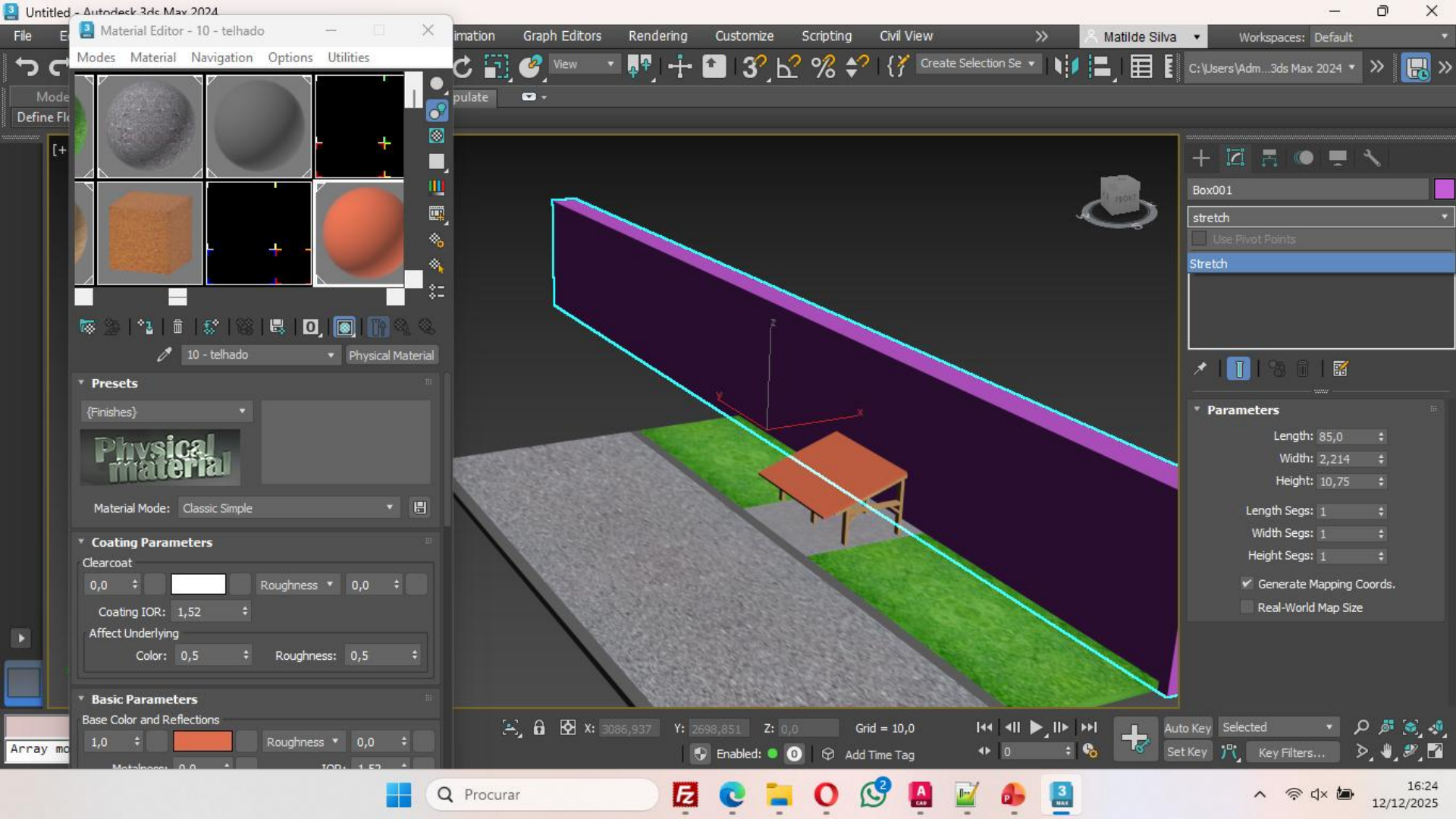


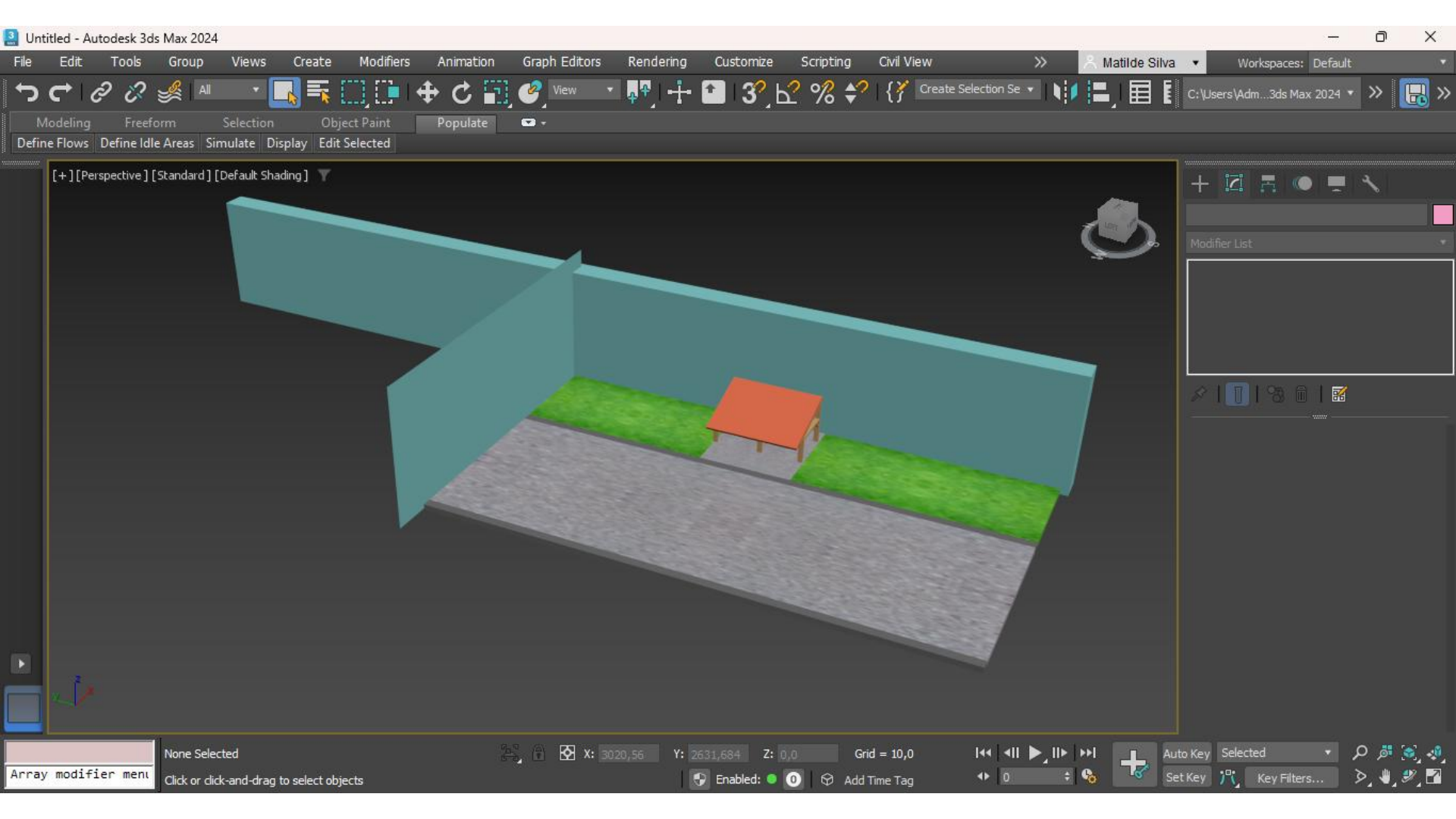


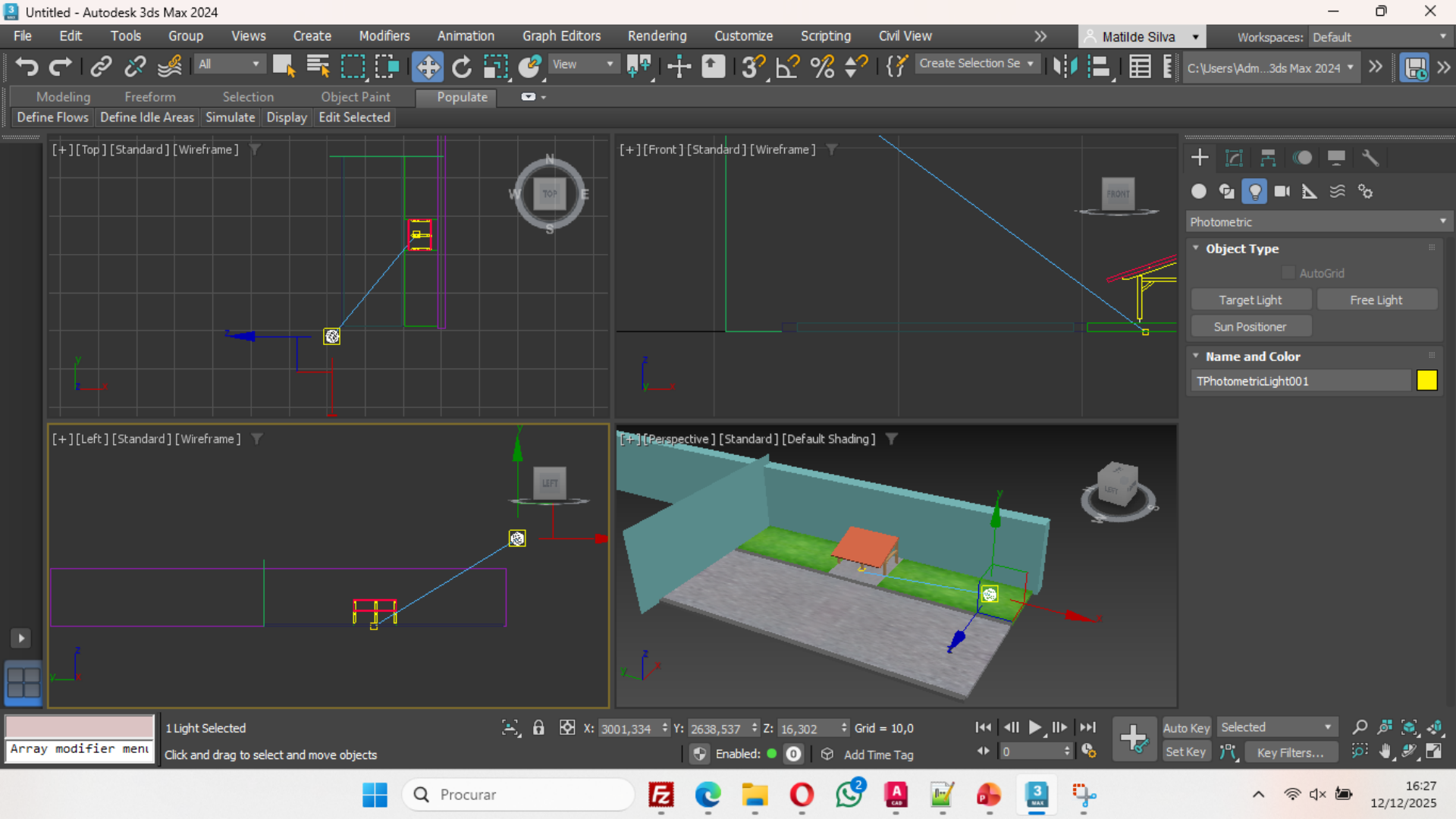

Share
Autodesk AutoCAD 2023 FREQRD.dwg
Type a keyword or phrase
matildefsilva02
Start
MOD 3D da 1frequencia T I*
FREQRD*
[−][Custom View][Shaded with edges (Fast)]
Z
X
Y
BACK
Unnamed
Properties
Layer Properties Manager
Command:
Type a command
Model
Layout1
Layout2
MODEL
1:1

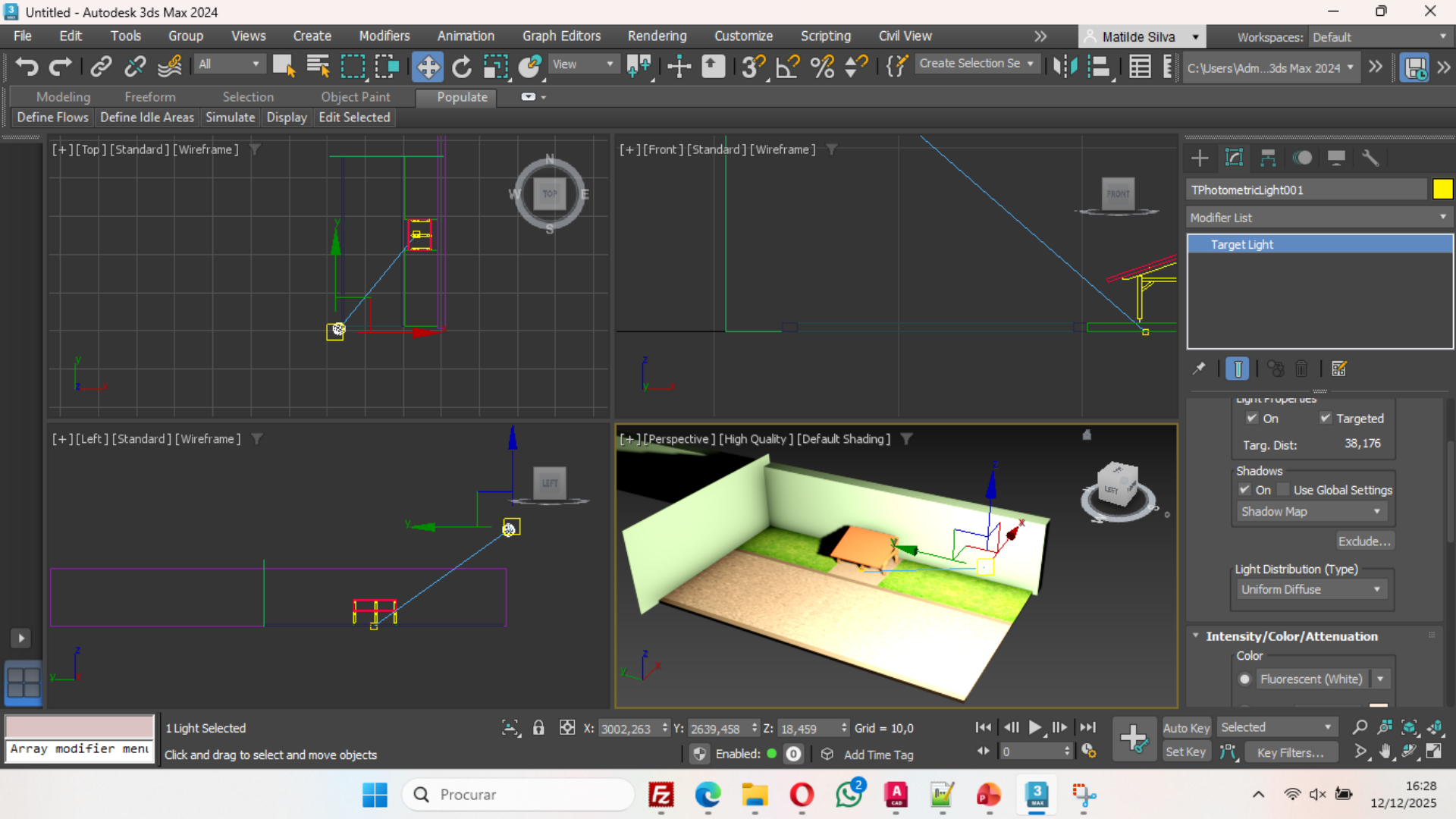

Share
Autodesk AutoCAD 2023 FREQRD.dwg
Type a keyword or phrase
matildefsilva02
Start
MOD 3D da 1frequencia T I*
FREQRD*
[−][Custom View][Shaded with edges (Fast)]
BACK
Unnamed
Properties
Layer Properties Manager
Command: _u ERASE
Command: _u ERASE GROUP menu item
Command: _u INTELLIZOOM
Type a command
Model
Layout1
Layout2
MODEL
1:1
16:07

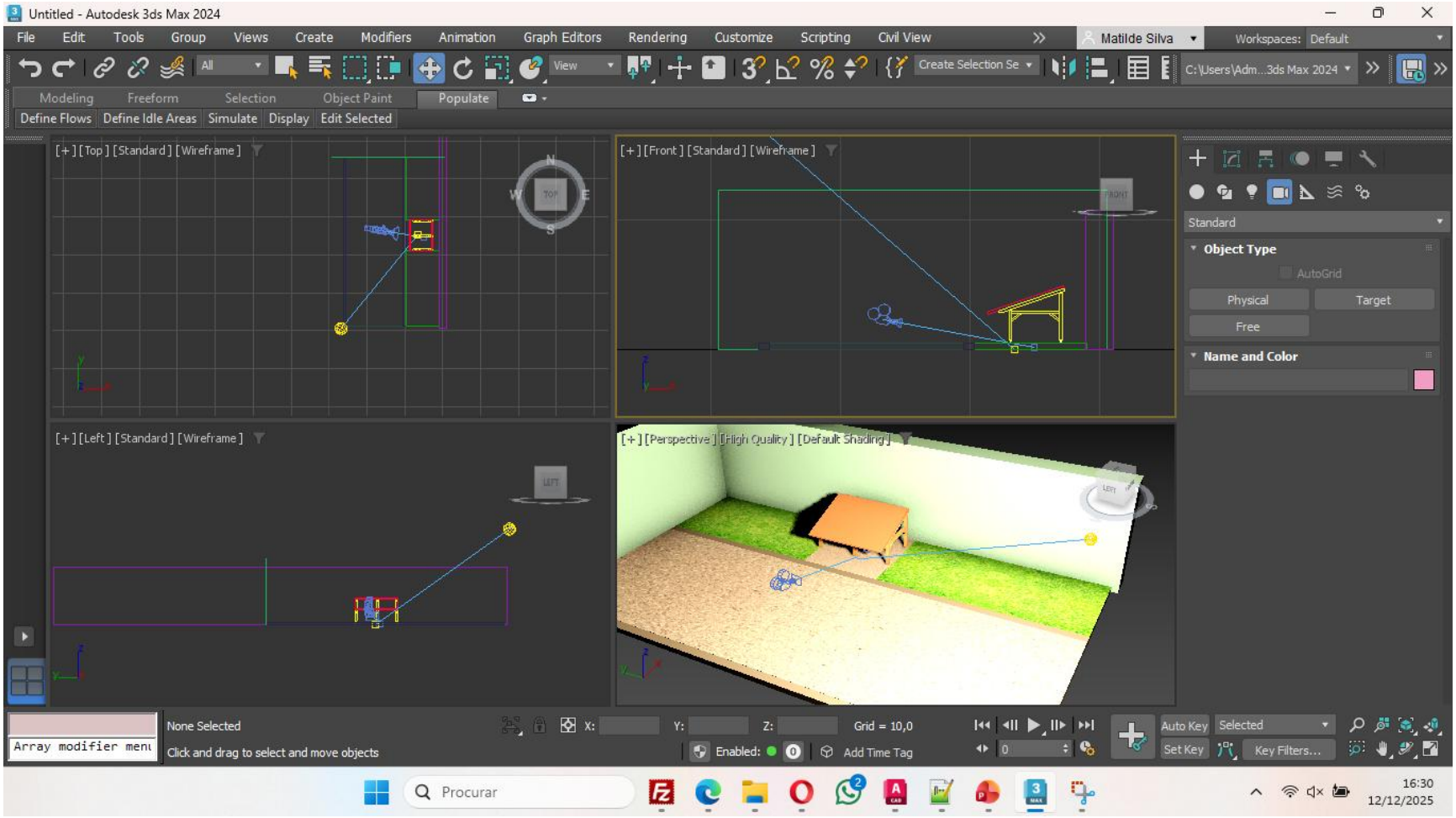

Material Editor - 10 - telhado
Modes Material Navigation Options Utilities
10 - telhado
Physical Material
Presets
{Finishes}
Physical material
Material Mode: Classic Simple
Coating Parameters
Clearcoat
Roughness
Coating IOR: 1,52
Affect Underlying
Color: 0,5
Roughness: 0,5
Basic Parameters
Base Color and Reflections
Roughness
Graph Editors
Rendering
Customize
Scripting
Civil View
Matilde Silva
Workspaces: Default
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
TextPlus
Name and Color
Layer:teto
Grid = 10,0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Procurar
16:22
12/12/2025

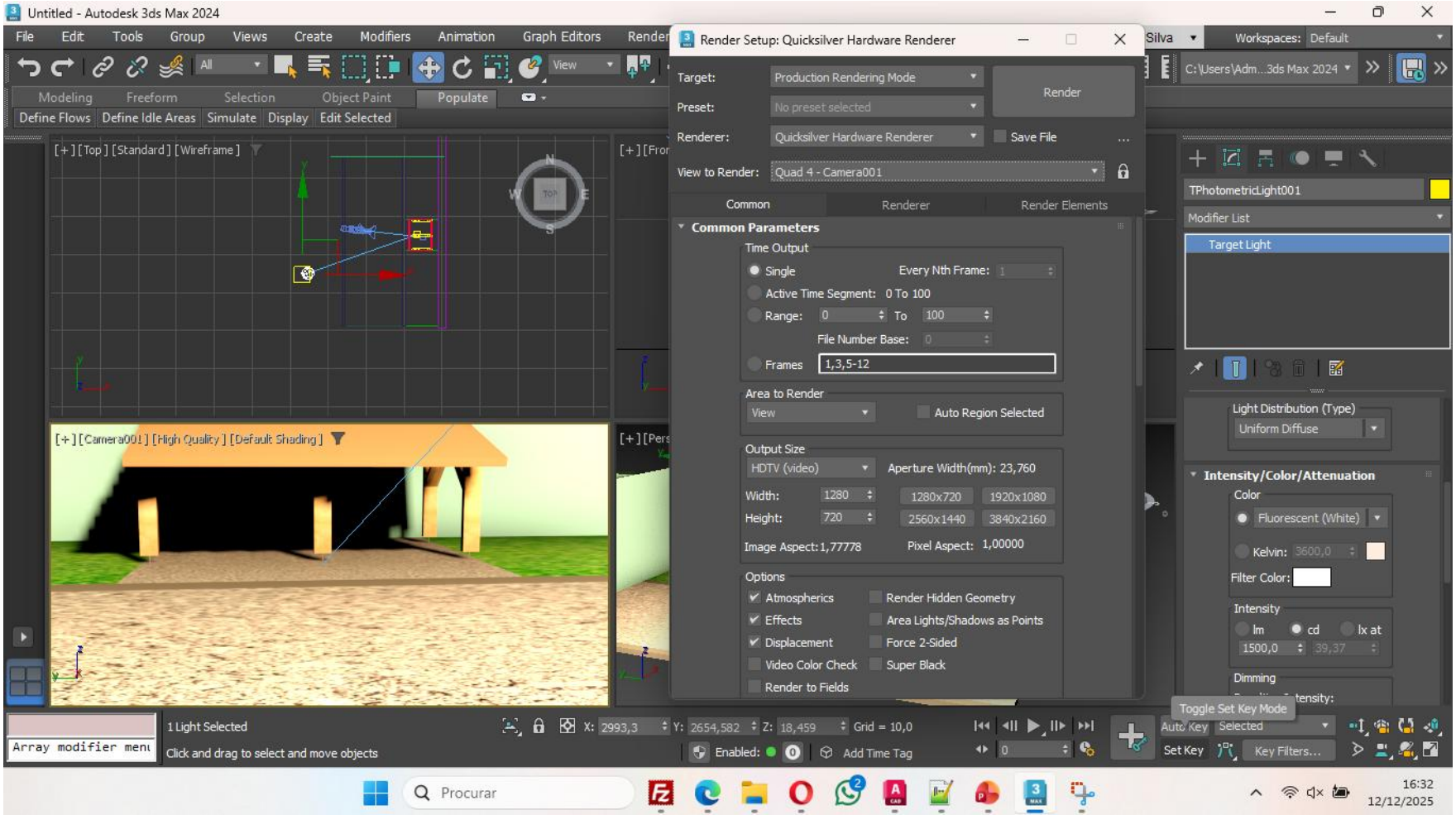

Material Editor - 10 - telhado
Modes Material Navigation Options Utilities
10 - telhado
Physical Material
Presets
{Finishes}
Physical material
Material Mode: Classic Simple
Coating Parameters
Clearcoat
Roughness
Coating IOR: 1,52
Affect Underlying
Color: 0,5
Roughness: 0,5
Basic Parameters
Base Color and Reflections
Box001
stretch
Use Pivot Points
Stretch
Parameters
Length: 85,0
Width: 2,214
Height: 10,75
Length Segs: 1
Width Segs: 1
Height Segs: 1
Generate Mapping Coords.
Real-World Map Size
Graph Editors
Rendering
Customize
Scripting
Civil View
Matilde Silva
Workspaces: Default
Create Selection Se
Auto Key
Selected
Set Key
Key Filters...
Add Time Tag
Procurar
16:24
12/12/2025

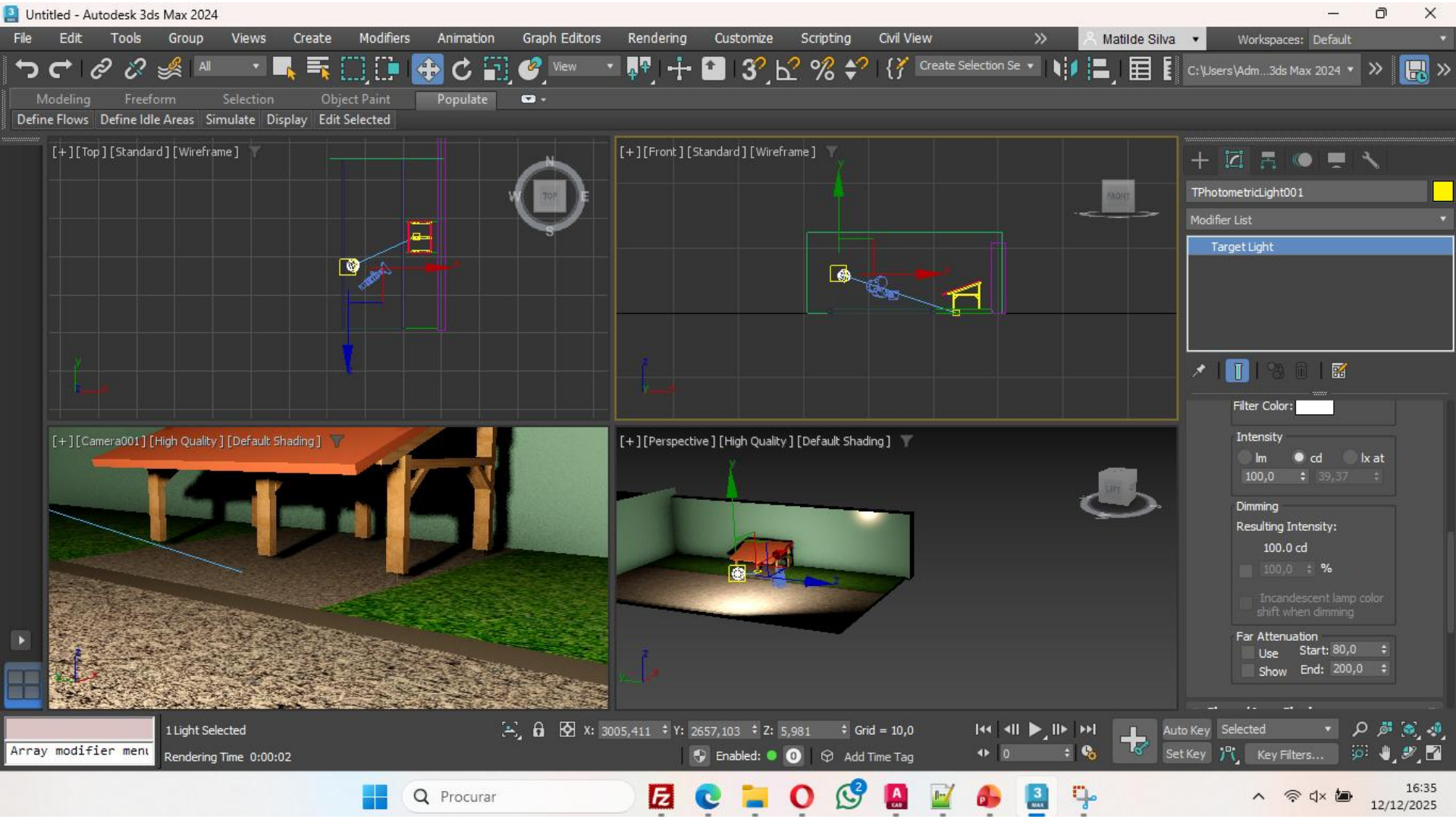

Untitled - Autodesk 3ds Max 2024
File
Edit
Tools
Group
Views
Create
Modifiers
Animation
Graph Editors
Rendering
Customize
Scripting
Civil View
Matilde Silva
Workspaces:
Default
Modeling
Freeform
Selection
Object Paint
Populate
Define Flows
Define Idle Areas
Simulate
Display
Edit Selected
[+] [Perspective] [Standard] [Default Shading]
Modifier List
None Selected
Click or click-and-drag to select objects
Array modifier menu
Grid = 10,0
Auto Key
Selected
Set Key
Key Filters...
Add Time Tag

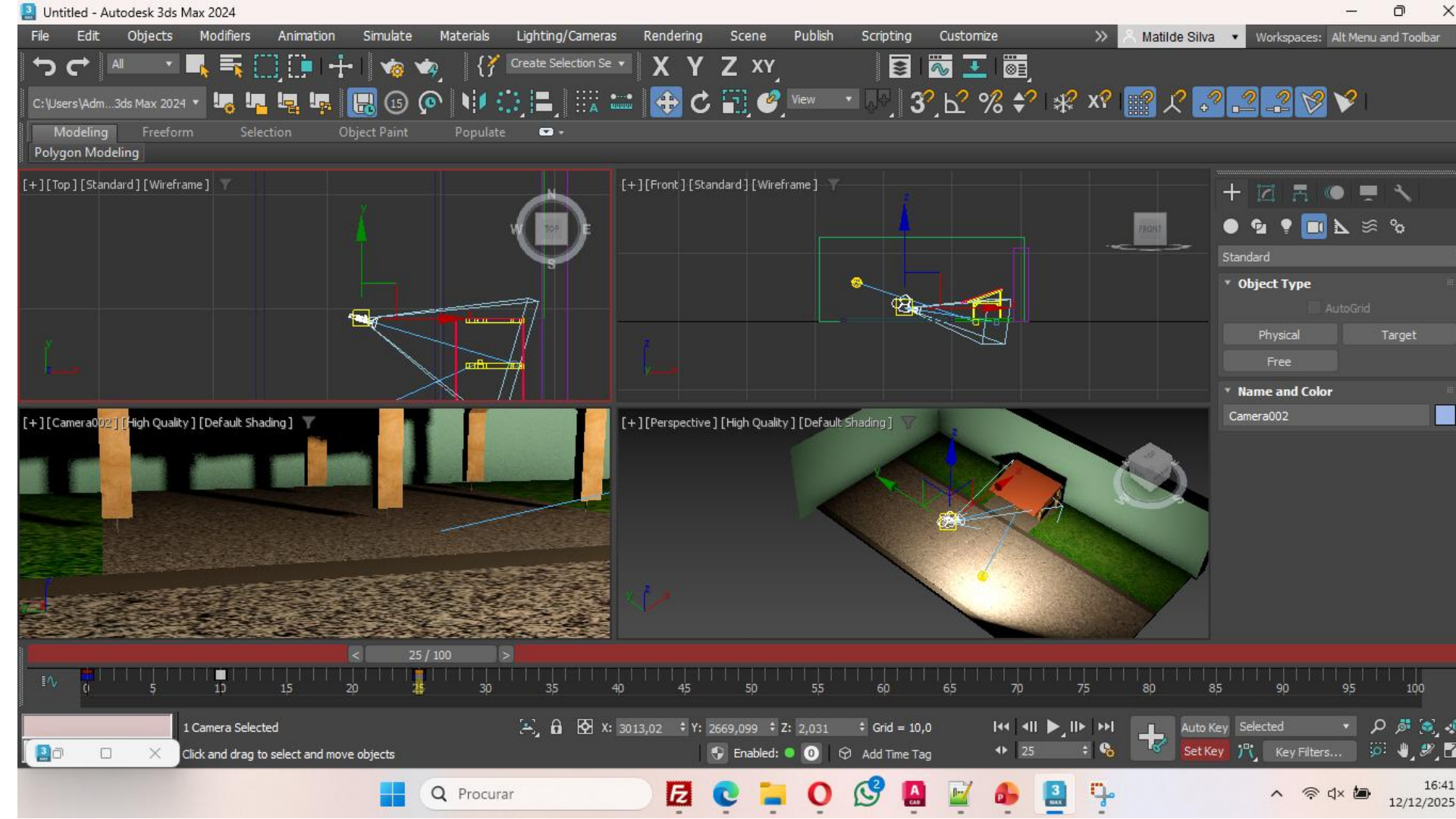

Untitled - Autodesk 3ds Max 2024
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Scripting Civil View
Matilde Silva
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Define Flows Define Idle Areas Simulate Display Edit Selected
[+][Top][Standard][Wireframe]
[+][Front][Standard][Wireframe]
[+][Left][Standard][Wireframe]
[+][Perspective][Standard][Default Shading]
Photometric
Object Type
AutoGrid
Target Light
Free Light
Sun Positioner
Name and Color
TPhotometricLight001
1 Light Selected
Click and drag to select and move objects
X: 3001,334 Y: 2638,537 Z: 16,302 Grid = 10,0
Enabled:
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Array modifier menu
Procurar
16:27
12/12/2025

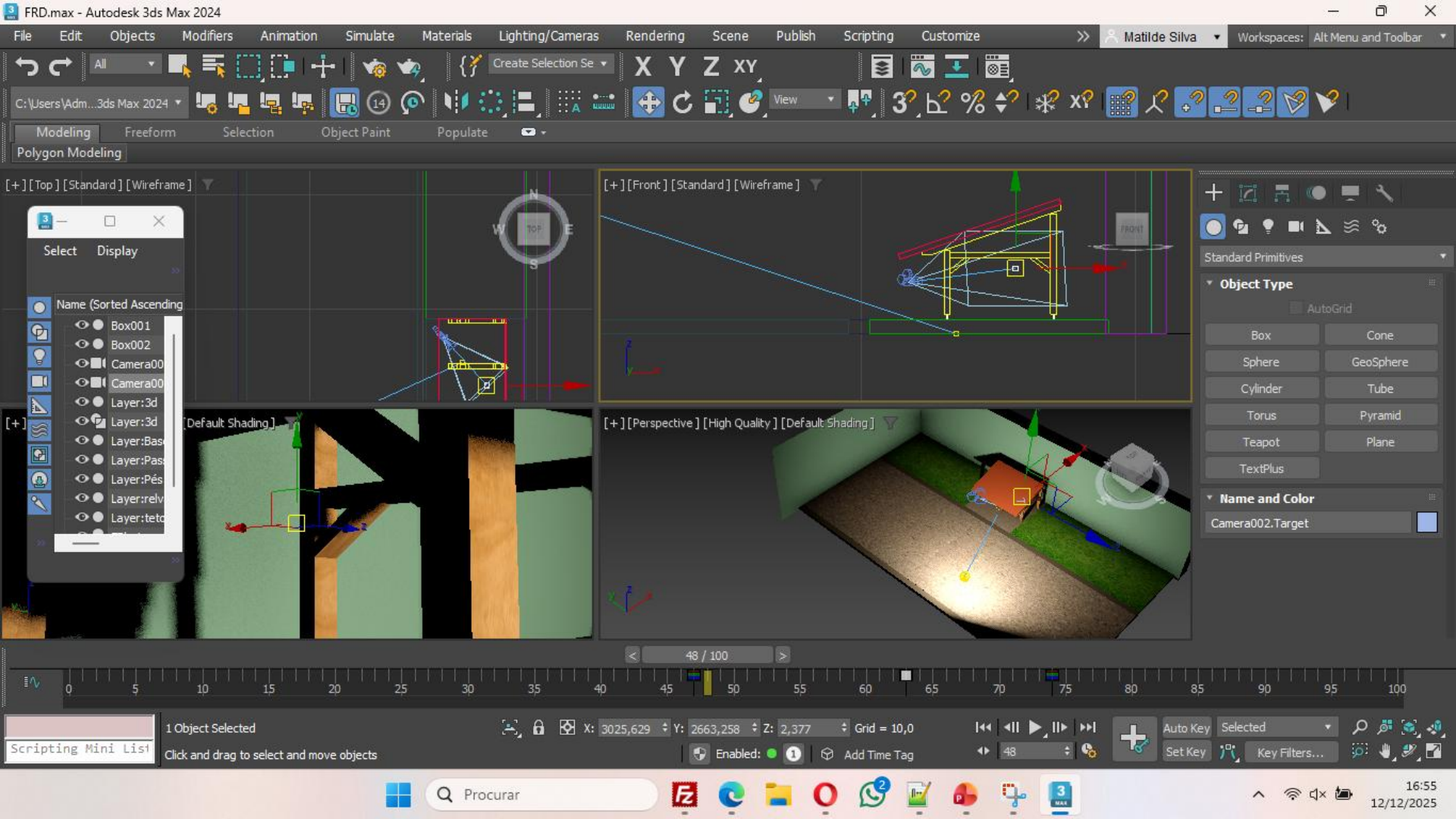

Untitled - Autodesk 3ds Max 2024
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Scripting Civil View
Matilde Silva
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Define Flows Define Idle Areas Simulate Display Edit Selected
[+][Top][Standard][Wireframe]
[+][Front][Standard][Wireframe]
[+][Left][Standard][Wireframe]
[+][Perspective][High Quality][Default Shading]
TPhotometricLight001
Modifier List
Target Light
On Targeted
Targ. Dist: 38,176
Shadows
On Use Global Settings
Shadow Map
Exclude...
Light Distribution (Type)
Uniform Diffuse
Intensity/Color/Attenuation
Color
Fluorescent (White)
1 Light Selected
Click and drag to select and move objects
X: 3002,263 Y: 2639,458 Z: 18,459 Grid = 10,0
Enabled:
Add Time Tag
Auto Key Selected
Set Key Key Filters...
Array modifier menu
Procurar
16:28
12/12/2025


Untitled - Autodesk 3ds Max 2024
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Scripting Civil View
Matilde Silva
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Define Flows Define Idle Areas Simulate Display Edit Selected
[+][Top][Standard][Wireframe]
[+][Front][Standard][Wireframe]
[+][Left][Standard][Wireframe]
[+][Perspective][High Quality][Default Shading]
Standard
Object Type
AutoGrid
Physical
Target
Free
Name and Color
None Selected
Click and drag to select and move objects
Array modifier menu
Grid = 10,0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Procurar
16:30
12/12/2025


Untitled - Autodesk 3ds Max 2024
File Edit Tools Group Views Create Modifiers Animation Graph Editors Render
Modeling Freeform Selection Object Paint Populate
Define Flows Define Idle Areas Simulate Display Edit Selected
[+][Top][Standard][Wireframe]
[+][Camera001][High Quality][Default Shading]
Render Setup: Quicksilver Hardware Renderer
Target: Production Rendering Mode
Preset: No preset selected
Renderer: Quicksilver Hardware Renderer
Save File
Render
View to Render: Quad 4 - Camera001
Common Renderer Render Elements
Common Parameters
Time Output
Single Every Nth Frame: 1
Active Time Segment: 0 To 100
Range: 0 To 100
File Number Base: 0
Frames 1,3,5-12
Area to Render
View
Auto Region Selected
Output Size
HDTV (video)
Aperture Width(mm): 23,760
Width: 1280
Height: 720
1280x720 1920x1080
2560x1440 3840x2160
Image Aspect: 1,77778
Pixel Aspect: 1,00000
Options
Atmospherics
Effects
Displacement
Video Color Check
Render to Fields
Render Hidden Geometry
Area Lights/Shadows as Points
Force 2-Sided
Super Black
TPhotometricLight001
Modifier List
Target Light
Light Distribution (Type)
Uniform Diffuse
Intensity/Color/Attenuation
Color
Fluorescent (White)
Kelvin: 3600,0
Filter Color:
Intensity
lm cd lx at
1500,0 39,37
Dimming
1 Light Selected
Click and drag to select and move objects
Array modifier menu
X: 2993,3 Y: 2654,582 Z: 18,459 Grid = 10,0
Enabled: Add Time Tag
Toggle Set Key Mode
Auto Key Selected
Set Key Key Filters...
Procurar
16:32
12/12/2025


Untitled - Autodesk 3ds Max 2024
File Edit Tools Group Views Create Modifiers Animation Graph Editors Rendering Customize Scripting Civil View
Matilde Silva
Workspaces: Default
Modeling Freeform Selection Object Paint Populate
Define Flows Define Idle Areas Simulate Display Edit Selected
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Camera001] [High Quality] [Default Shading]
[+] [Perspective] [High Quality] [Default Shading]
TPhotometricLight001
Modifier List
Target Light
Filter Color:
Intensity
lm cd lx at
100,0 39,37
Dimming
Resulting Intensity:
100.0 cd
100,0 %
Incandescent lamp color shift when dimming
Far Attenuation
Use Start: 80,0
Show End: 200,0
1 Light Selected
Rendering Time 0:00:02
X: 3005,411 Y: 2657,103 Z: 5,981 Grid = 10,0
Enabled:
Add Time Tag
Auto Key Selected
Set Key Key Filters...
Array modifier menu
Procurar
16:35
12/12/2025


Untitled - Autodesk 3ds Max 2024
File Edit Objects Modifiers Animation Simulate Materials Lighting/Cameras Rendering Scene Publish Scripting Customize
Matilde Silva
Workspaces: Alt Menu and Toolbar
Create Selection Se
X Y Z XY
View
Modeling Freeform Selection Object Paint Populate
Polygon Modeling
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Camera002] [High Quality] [Default Shading]
[+] [Perspective] [High Quality] [Default Shading]
Standard
Object Type
AutoGrid
Physical
Target
Free
Name and Color
Camera002
25 / 100
0 5 10 15 20 25 30 35 40 45 50 55 60 65 70 75 80 85 90 95 100
1 Camera Selected
Click and drag to select and move objects
X: 3013,02
Y: 2669,099
Z: 2,031
Grid = 10,0
Enabled:
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Procurar
16:41
12/12/2025


FRD.max - Autodesk 3ds Max 2024
File Edit Objects Modifiers Animation Simulate Materials Lighting/Cameras Rendering Scene Publish Scripting Customize
Matilde Silva
Workspaces: Alt Menu and Toolbar
Modeling Freeform Selection Object Paint Populate
Polygon Modeling
[+] [Top] [Standard] [Wireframe]
[+] [Front] [Standard] [Wireframe]
[+] [Perspective] [High Quality] [Default Shading]
Select Display
Name (Sorted Ascending)
Box001
Box002
Camera00
Camera00
Layer:3d
Layer:3d
Standard Primitives
Object Type
AutoGrid
Box
Cone
Sphere
GeoSphere
Cylinder
Tube
Torus
Pyramid
Teapot
Plane
TextPlus
Name and Color
Camera002.Target
48 / 100
1 Object Selected
Click and drag to select and move objects
X: 3025,629
Y: 2663,258
Z: 2,377
Grid = 10,0
Add Time Tag
Auto Key
Selected
Set Key
Key Filters...
Procurar
16:55
12/12/2025

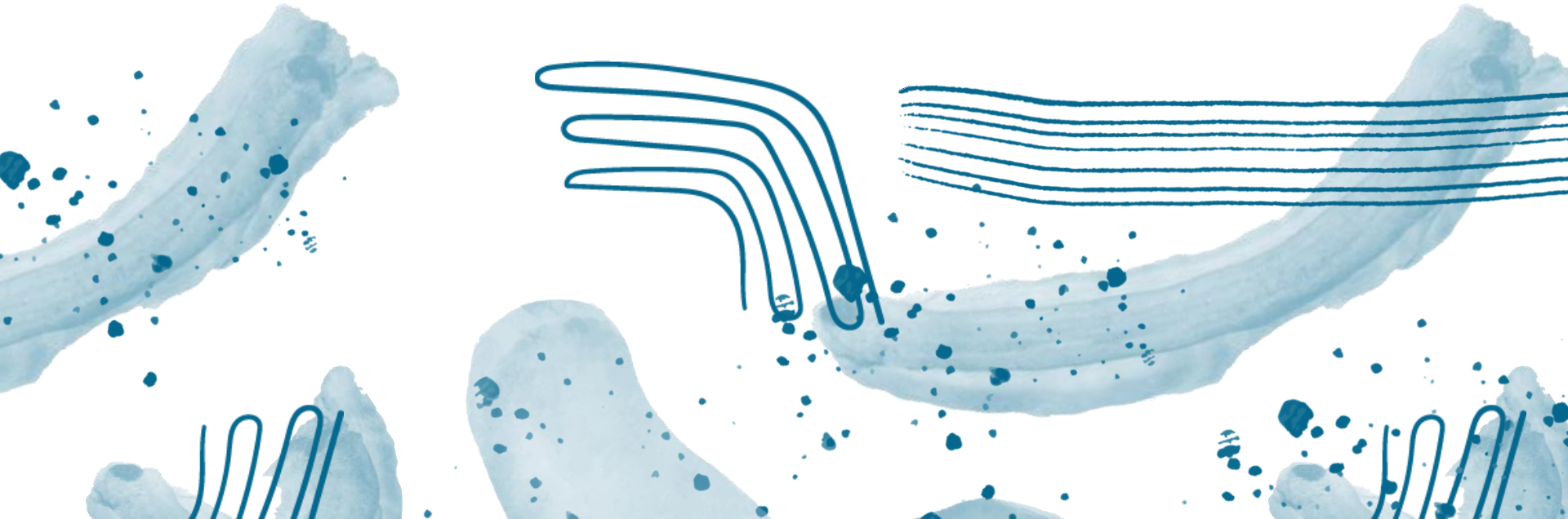
Primeiro: Formatar o html do site com as características necessárias.

Segundo: fazer polilinhas em redor de todos os elementos do alçado da primeira frequência, 3drotate para rodar o alçado todo 90º, extrude 0,4 em todos os elementos. Copiar 3 vezes e verificar a largura de 8m. Shade para se ver melhor, realizar todos os elementos da rua (passeio, estrada, jardim) com o comando box.

Desculpe não ter tantas fotos de autocad, mas ocorreu um problema e o meu computador não conseguiu guardar os print screen todos ☹.

Terceiro: Abrir o ficheiro DWG no 3dmax. Colocar os materiais todos com o rendering- material editor- compact material, no bitmap, para colocar fotos do que queria (relva, alcatrão, madeira). Colocar luz com target na estrutura e uma camara e assim tirar 3 renders.

Quarto: Fazer a animação movendo a camara várias vezes

O meu computador não suporta nenhuma animação, então não consegui fazer.

FIM