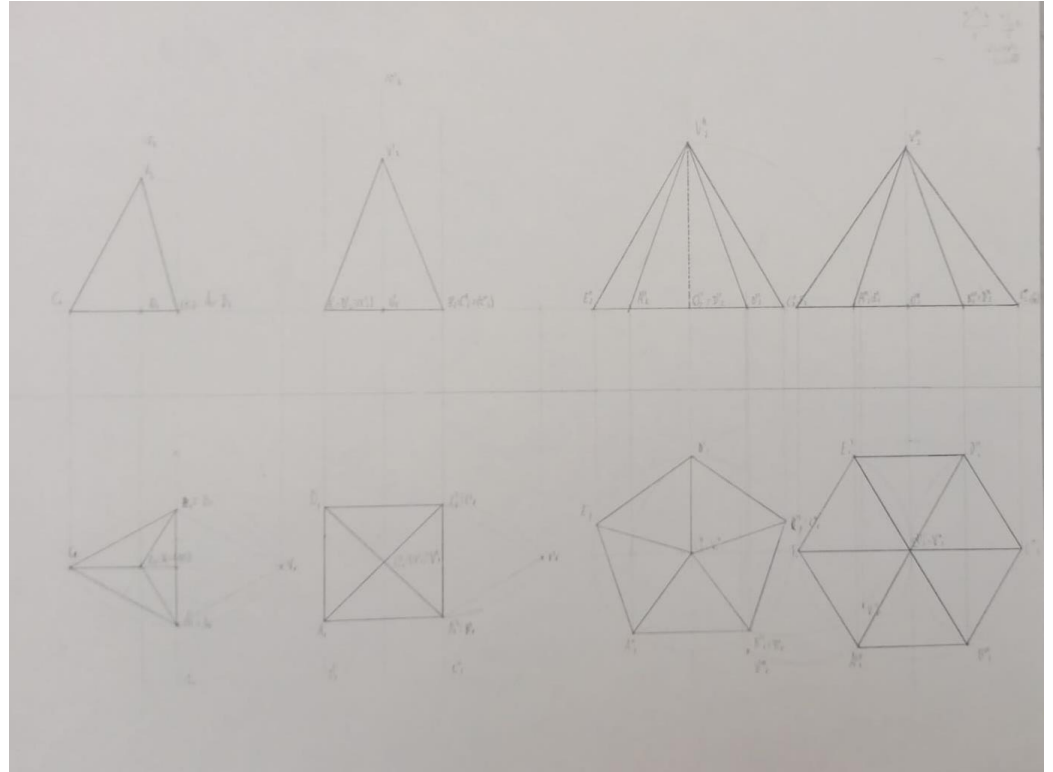
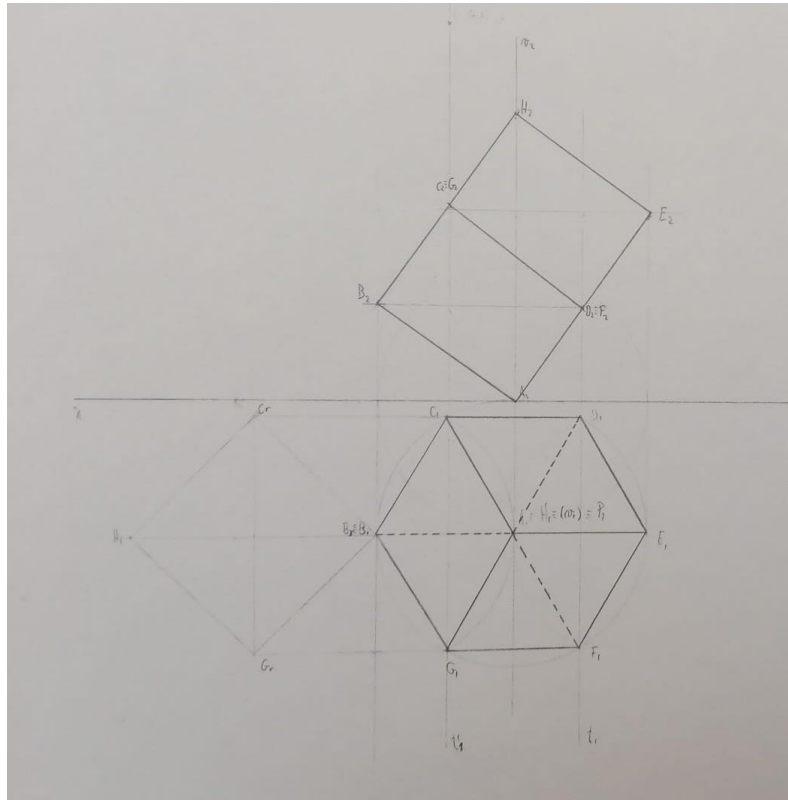
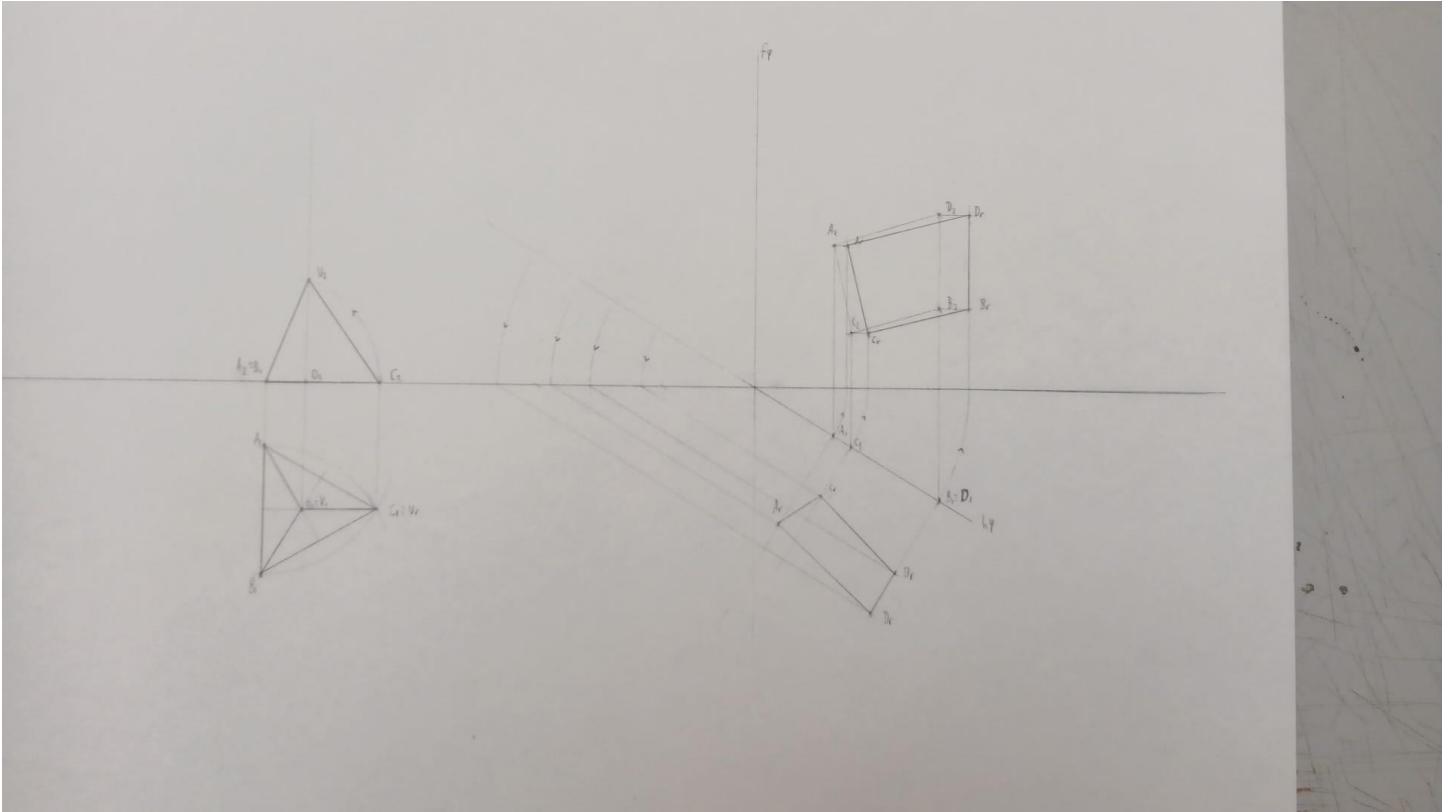


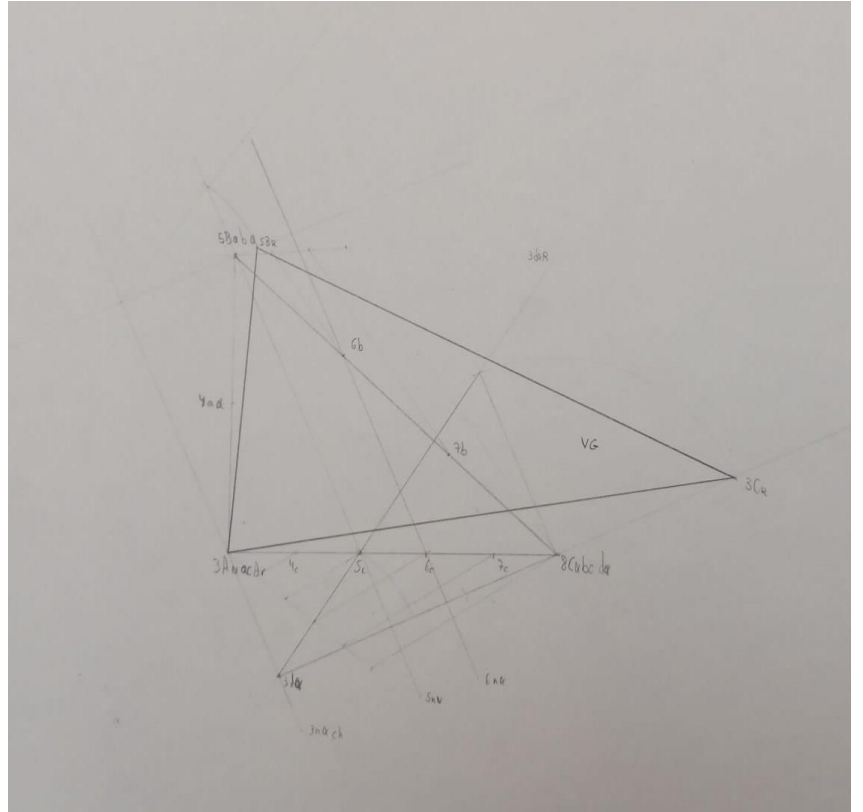
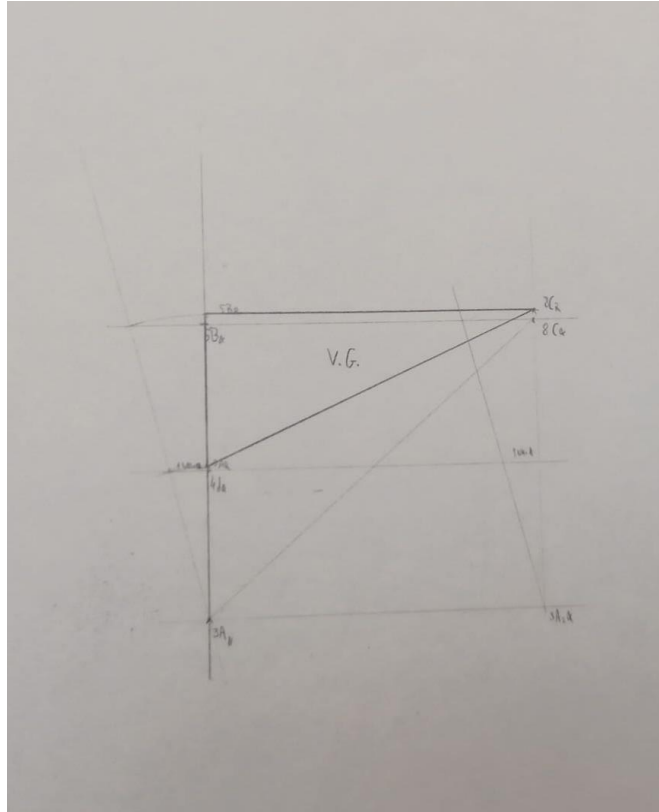
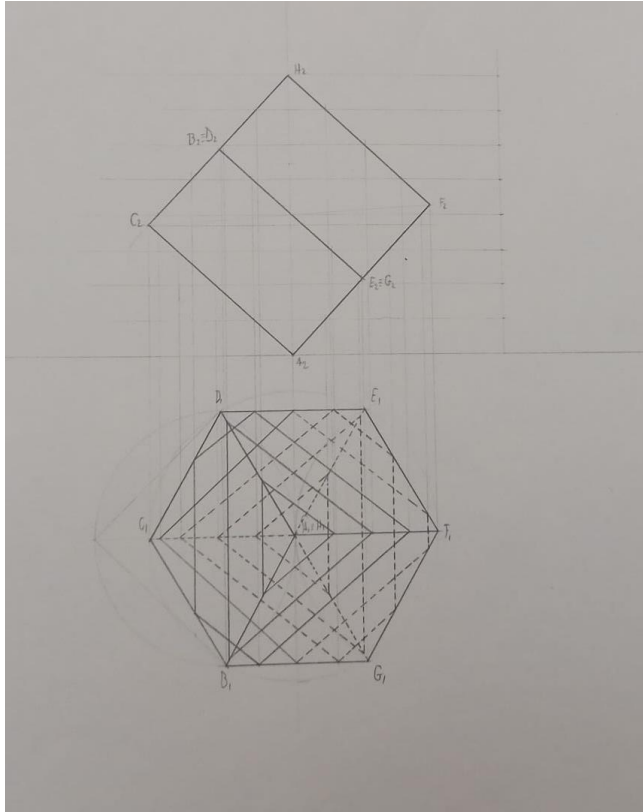


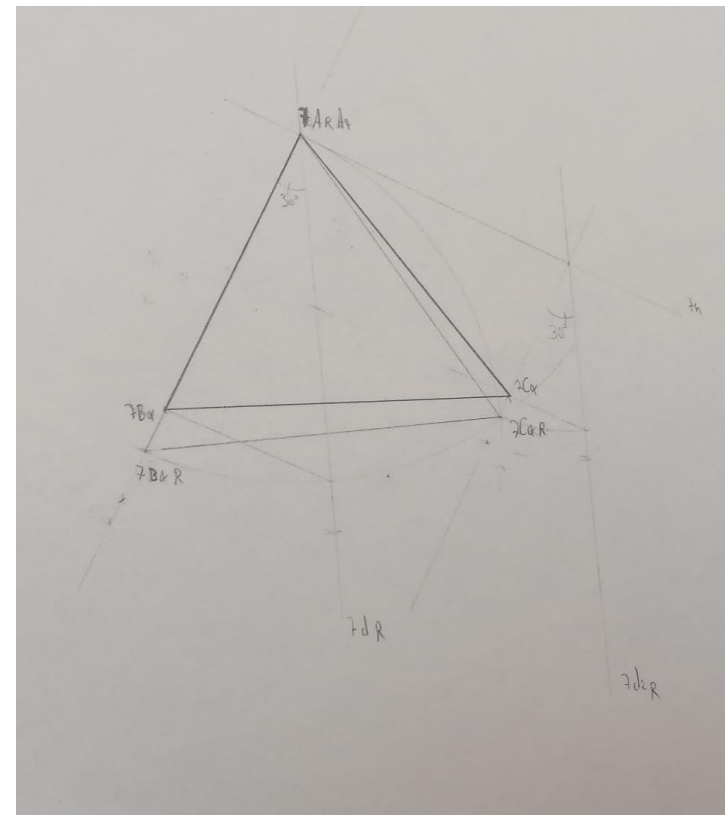
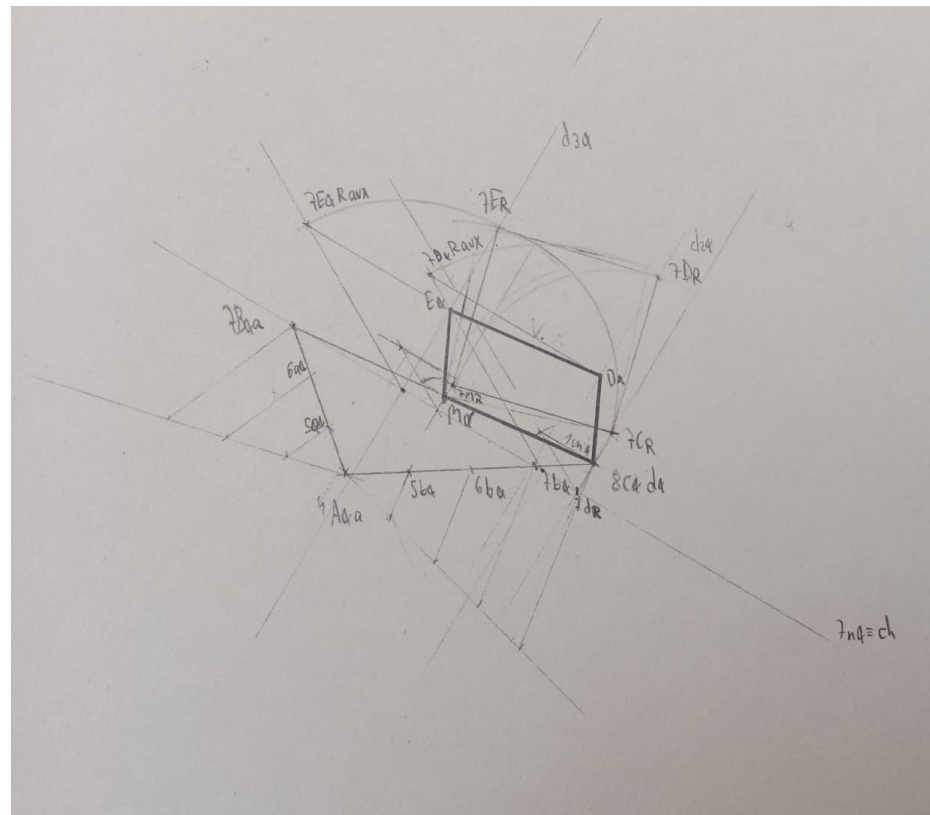
# O MEU CADERNO DIÁRIO

HENRIQUE GOMES PACHECO - 20241121

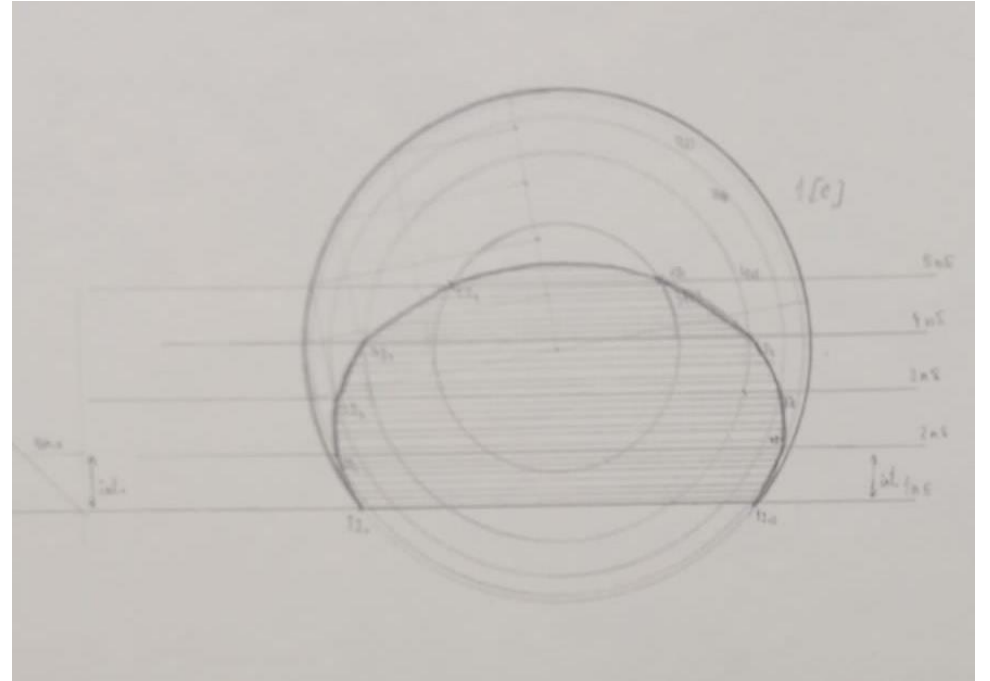
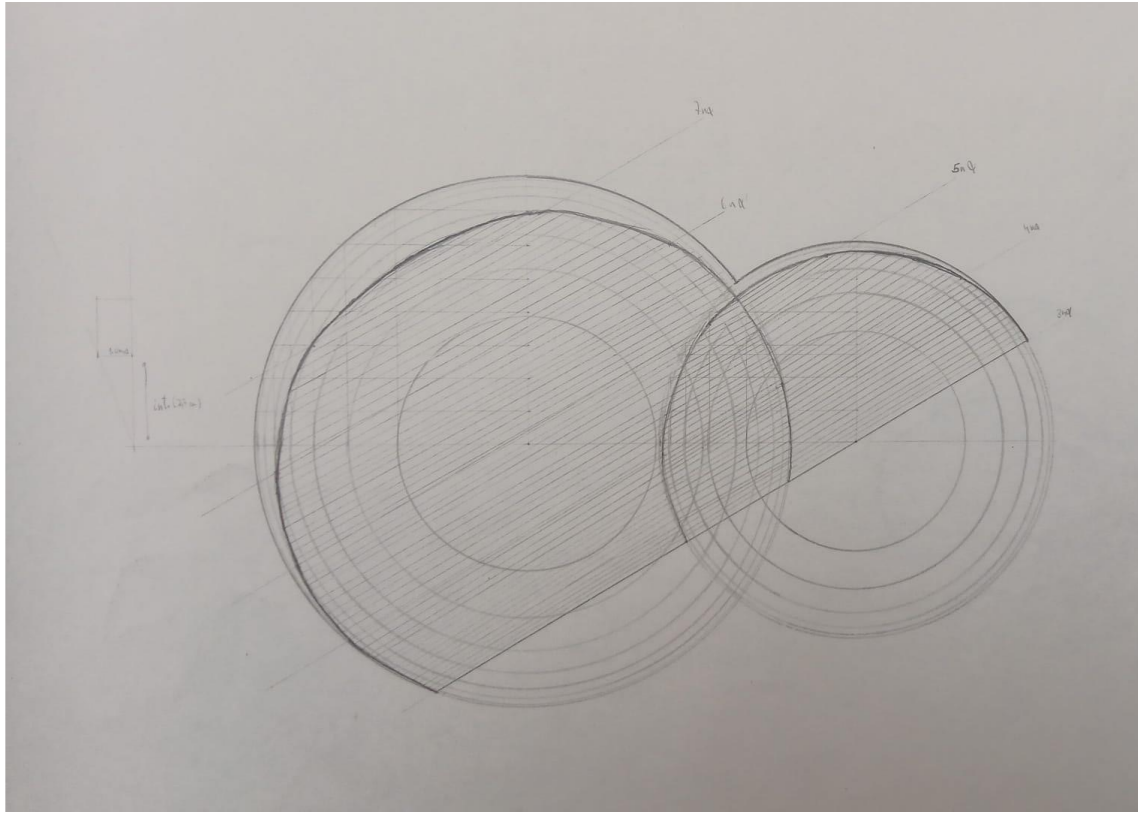




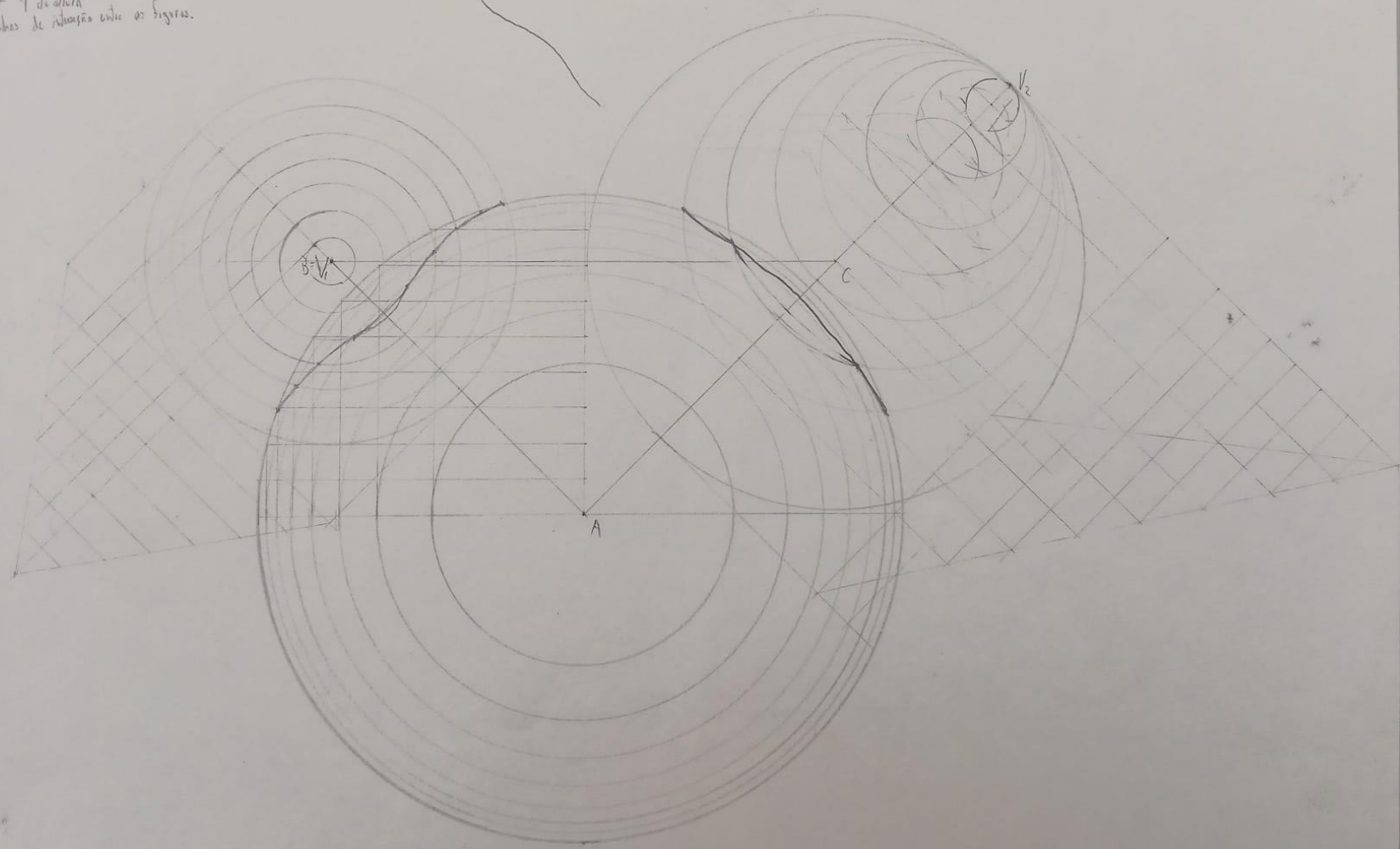








- O cone B é reto e tem 7 de altura
  - O cone C tem o seu vértice projetado no eixo de prolongamento de AC
  - O eixo de rotaç. tem o raio 2, a distância do vért. B tem o raio 1, a distância do vért. C tem o raio 0
  - O cone C tem 9 de altura
- Determinar as linhas de interseção entre as superfícies.



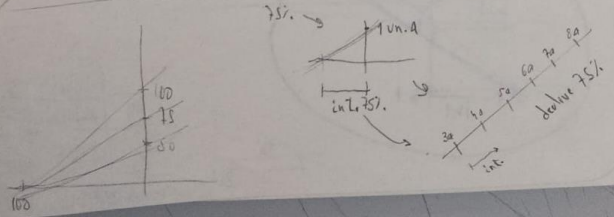


Perpendicularidade  
 A duas retas  $a$  e  $b$  perpendiculares entre si, correspondem projeções  $a'$  e  $b'$  perpendiculares no plano, se pelo menos uma das retas for paralela ao PMP (reta horizontal).

A duas projeções perpendiculares no plano,  $a'$  e  $b'$ , não correspondem retas perpendiculares entre si no espaço, se nenhuma das retas  $a$  e  $b$  for horizontal (Paralela ao PMP).

Decliv

$45^\circ \leftarrow$  É sempre 100%



Cabotinas

1 - 300  
 0,75 - x  
 x - 375

	Decliv	7. unidade
AB	45%	1 unid.
BC	45°	1 unid.
CD	20°	2 unid.
DA	20°	2 unid.

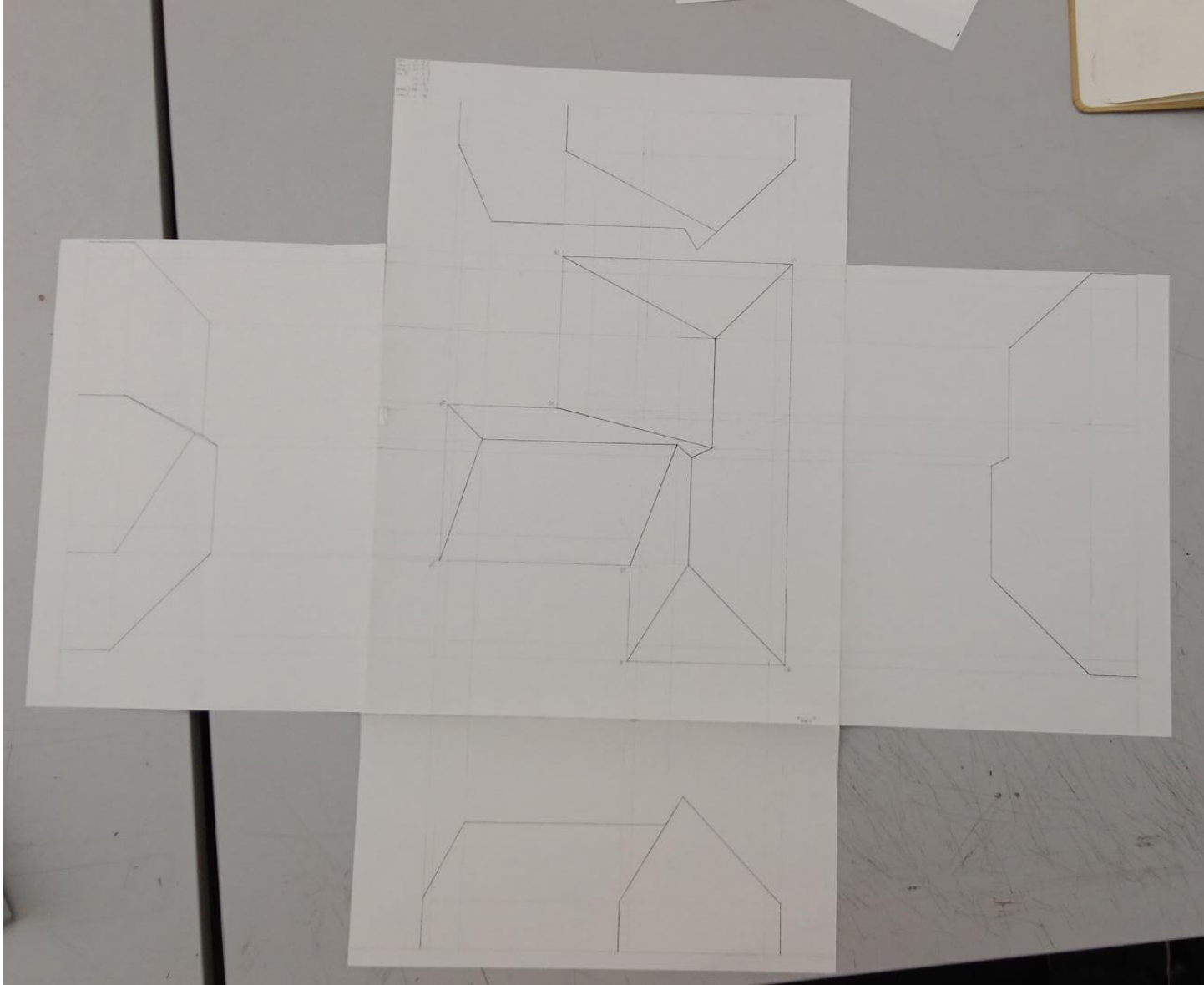
Figura da ben

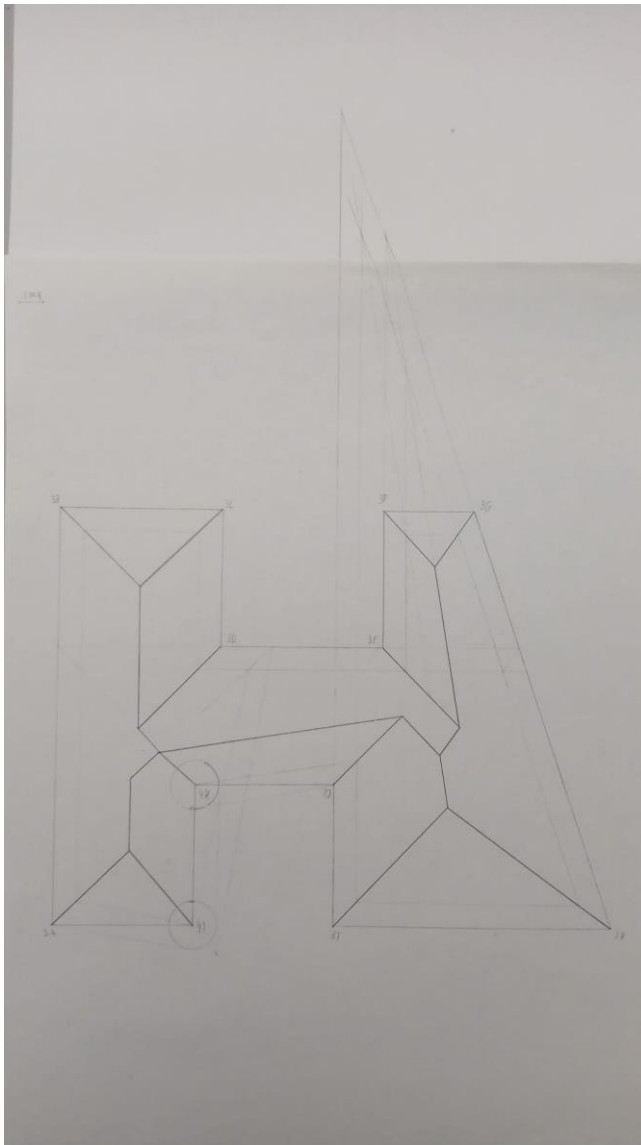
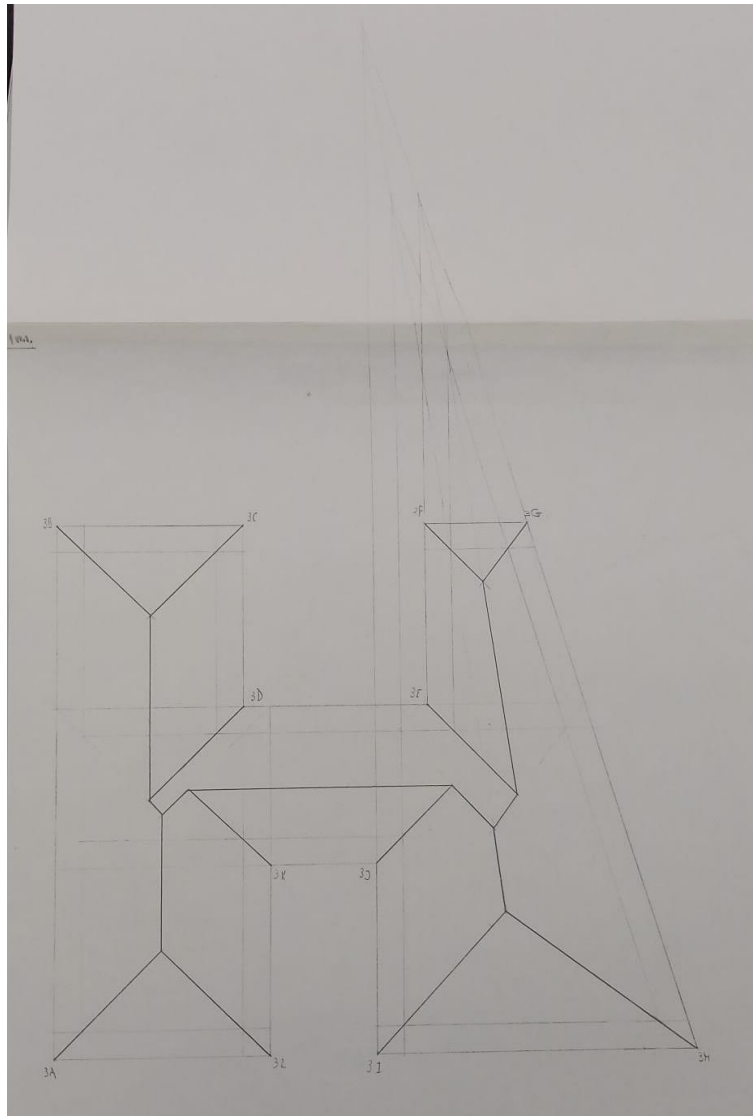
10 cm 12 cm

26 15

1 unid.

AB - 4	- 1 unid.
BC - 100%	- 1 unid.
CD - 60°	
DE - 30°	
EF - 2	- 1 unid.
FG - 200%	- 2 unid.
GH - 20%	- 2 unid.
HA - 45°	- 1 unid.





Cobertura com patio interior

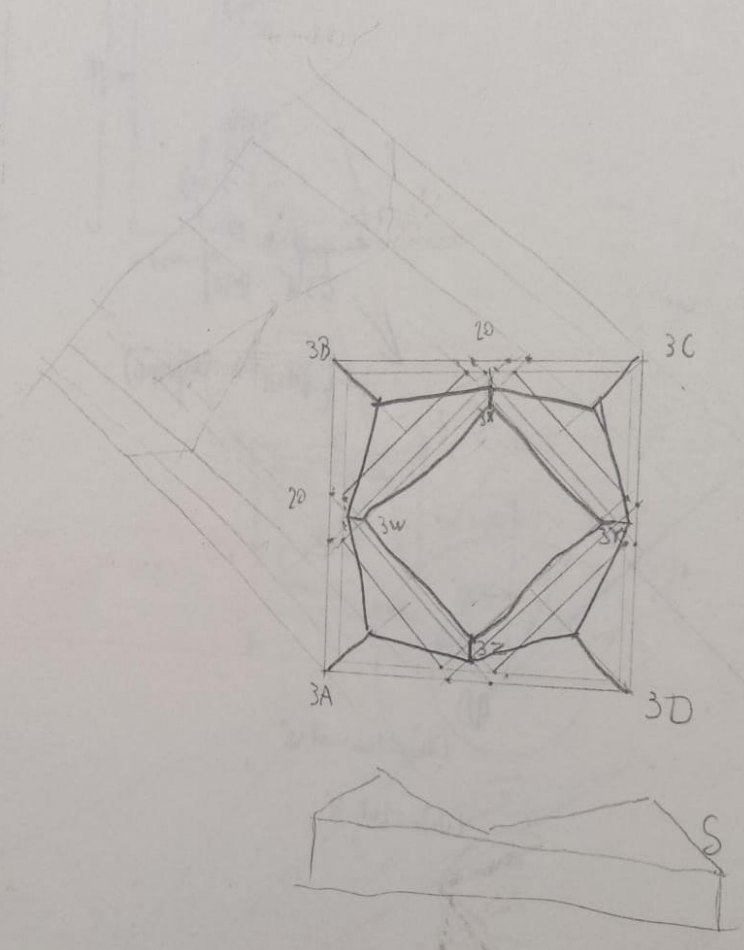
Col

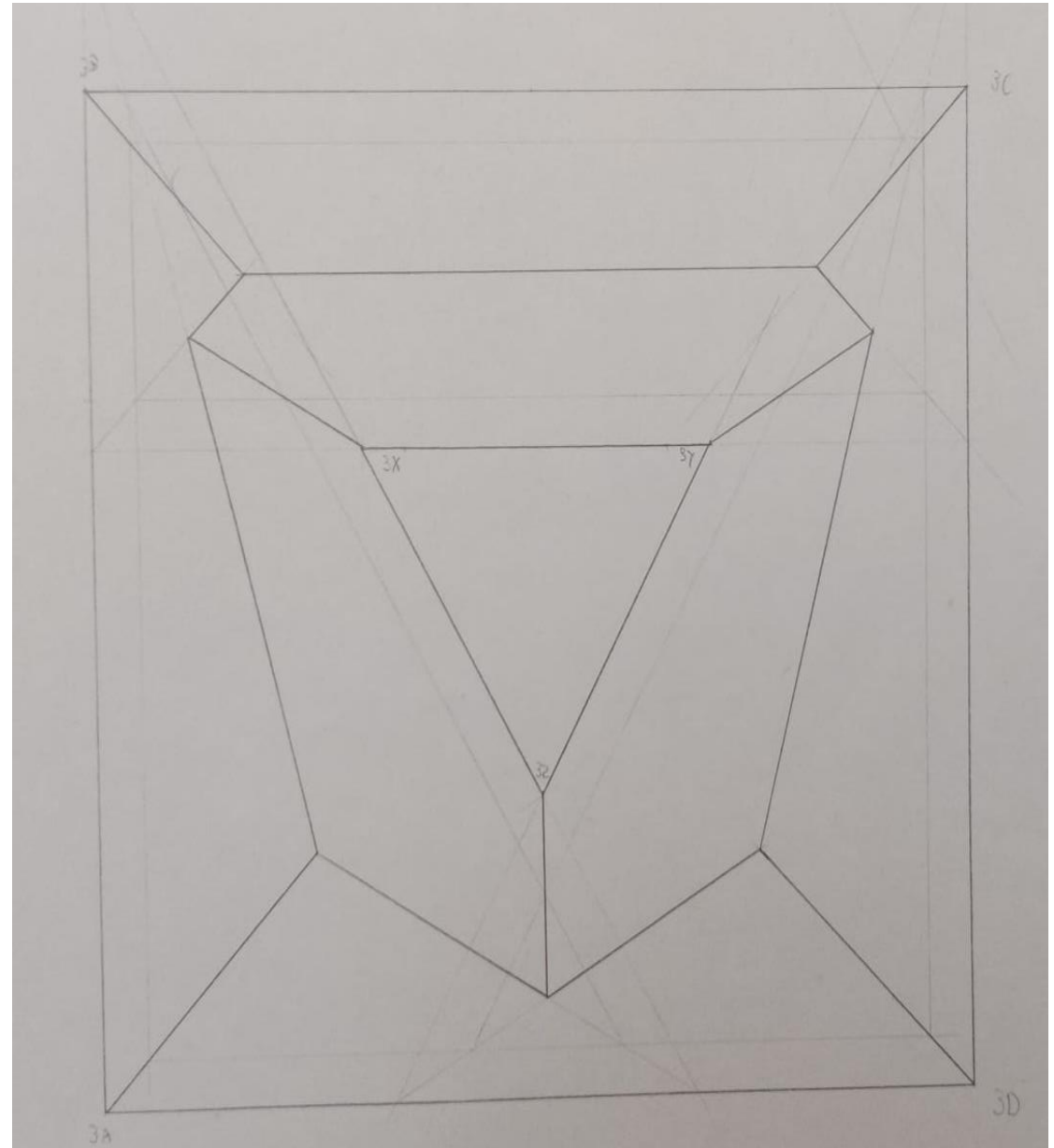
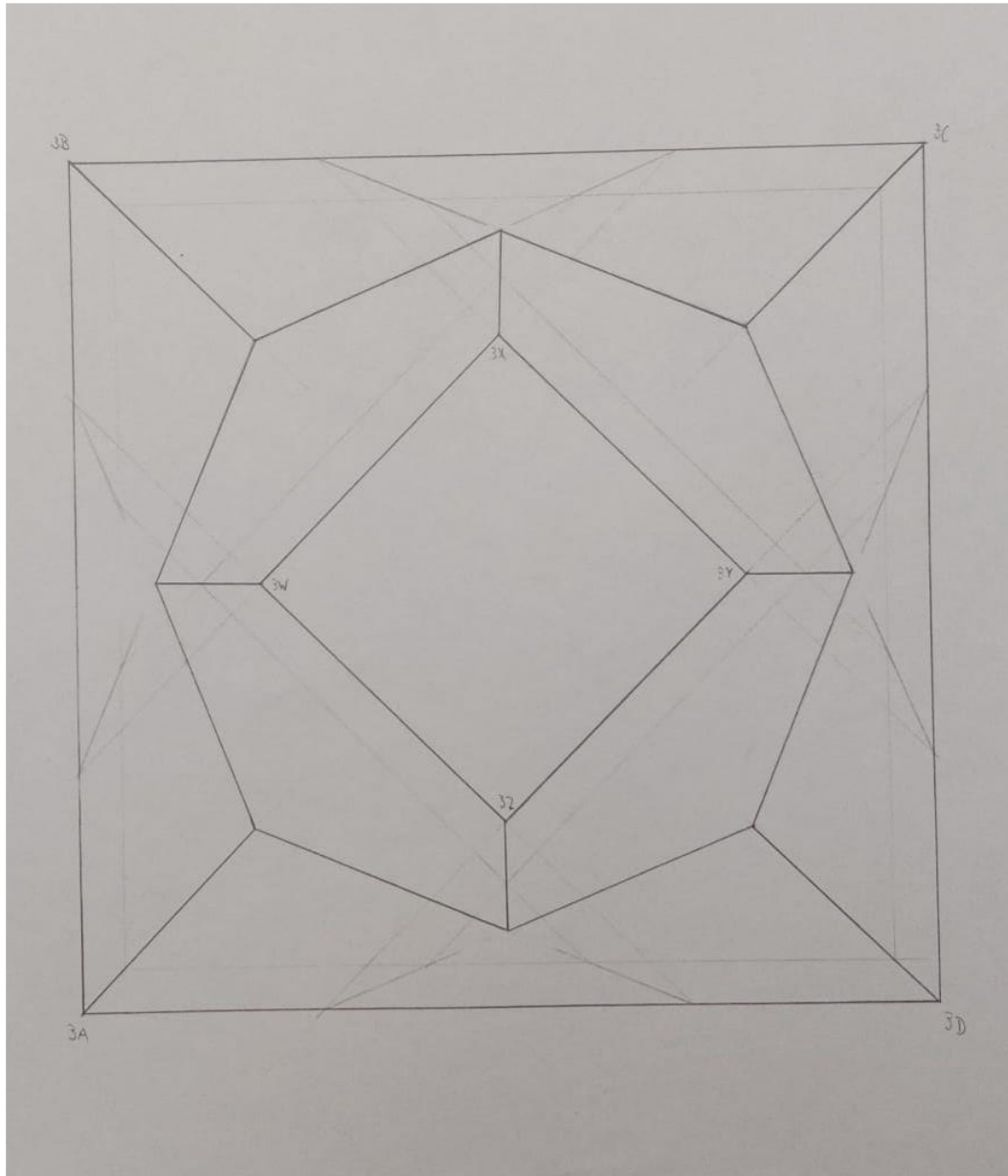
1 un. = 1m

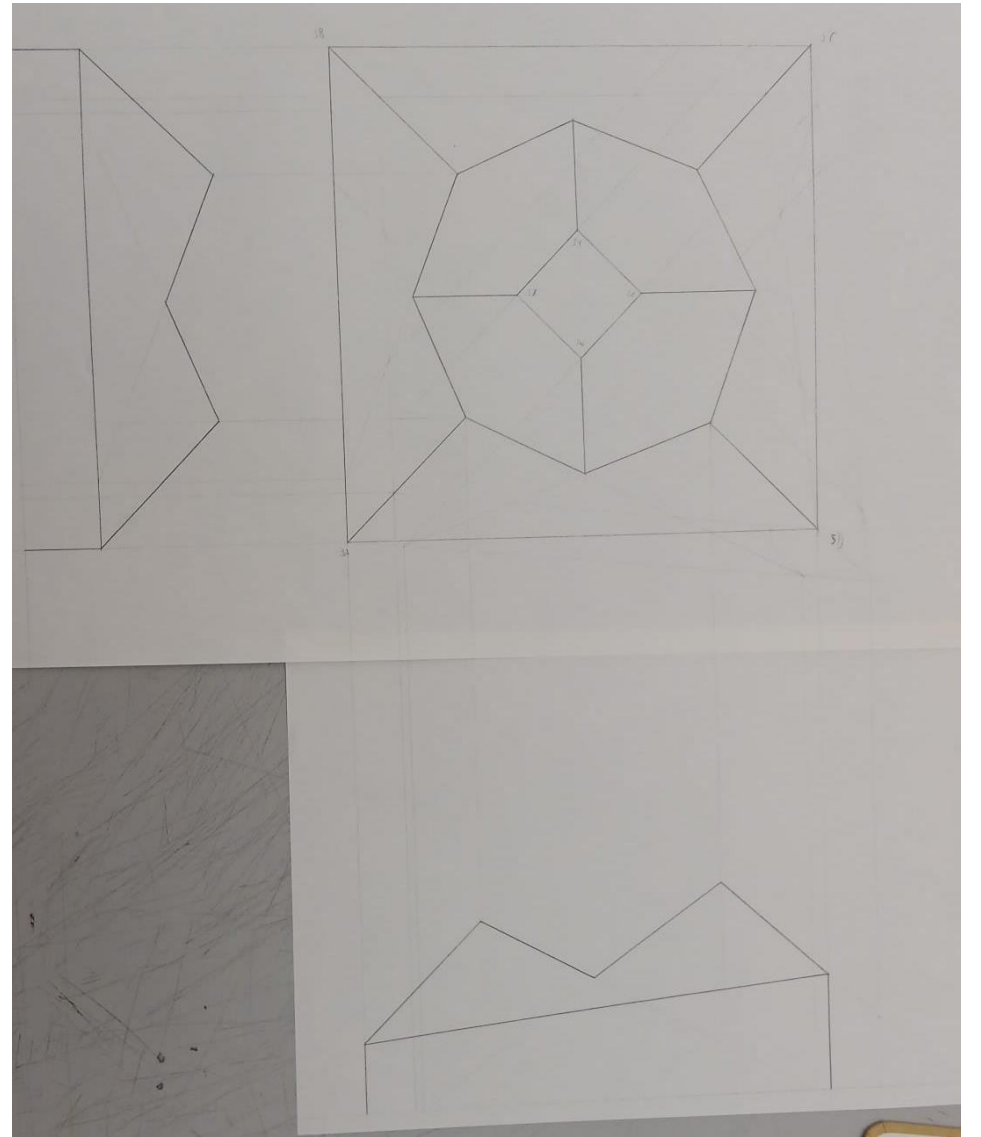
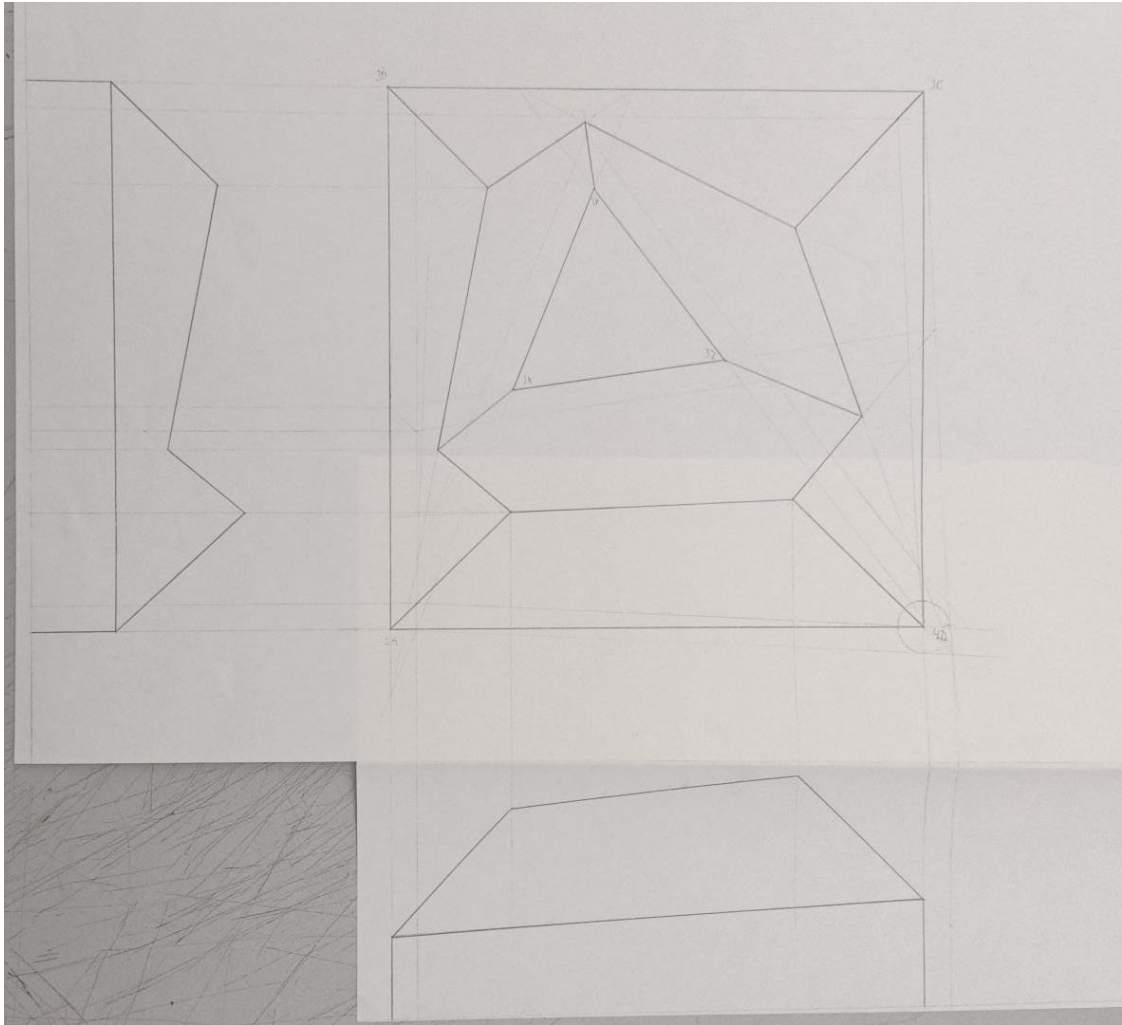
1 un. = 1m

1:100

Decliv. todos = 100%







Superfícies topográficas

Talvezes: Linhas de água  
(perpendiculares às retas tangentes da curva)

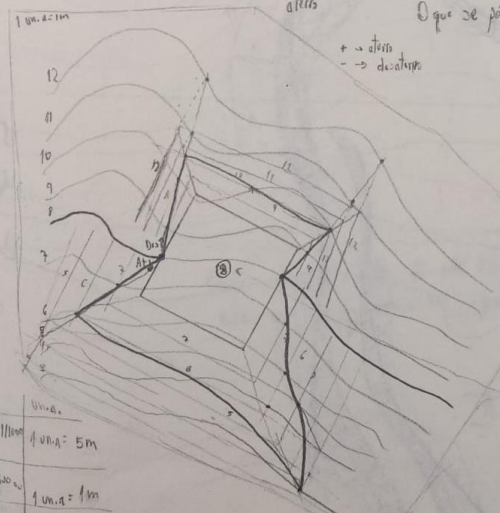
Linha de cumeeada: Talvezes que são mais seguras de construir

Feito  
Plataformas: Planos de nível (horizontais)  
Taludes: Planos Obliquos  
Muros de suporte: Planos verticais (frontais)

Partes de Modelação do terreno



O que se põe o mais comum ser igual ao que se tira




Declive Int.  
 Declive Ext.

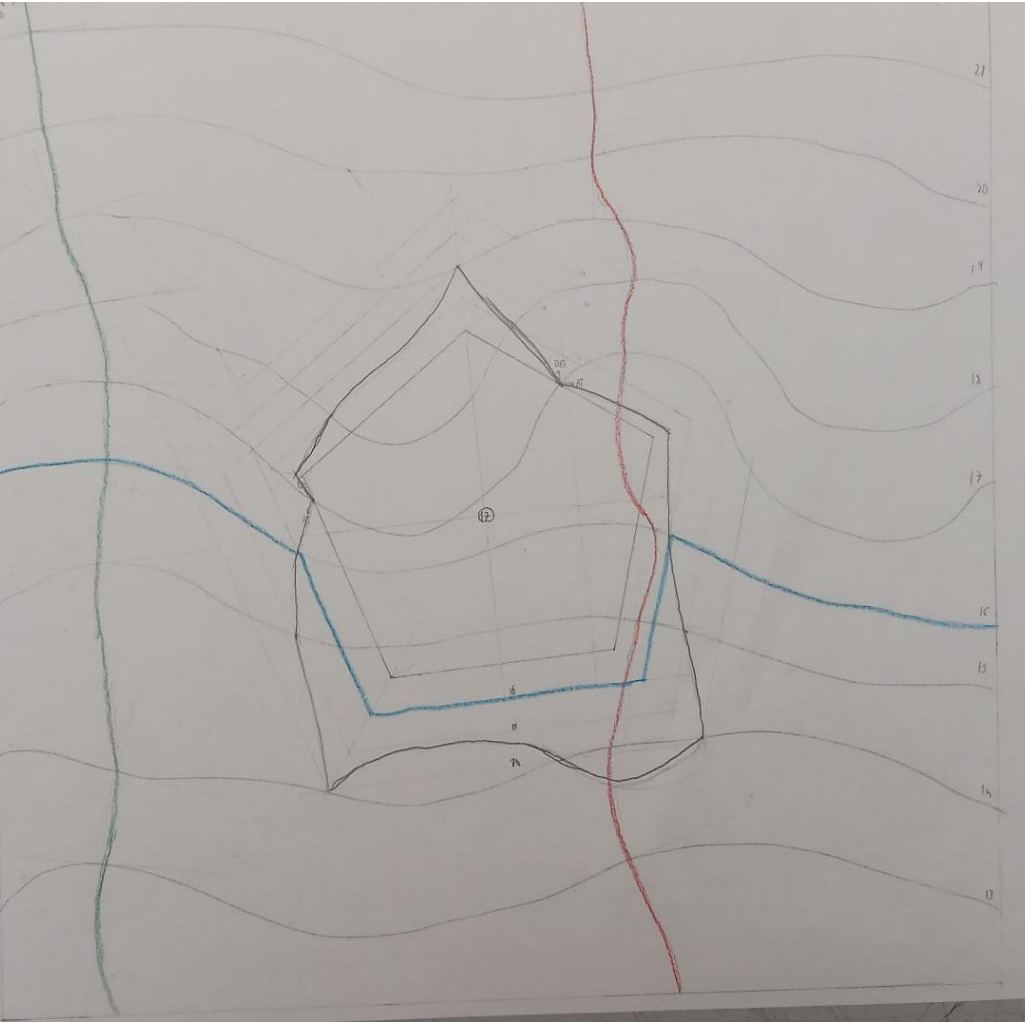
Esala	Unid.
1/2500 ou 1/1000	1 unid. = 5m
1/1000 ou 1/500	1 unid. = 1m
1/500 ou 1/250	1 unid. = 1m ou 0,5m

Cota Altimétrica

apresente na planta topográfica  
 2- Determine as tabelas de altura e declividade, de implantação  
 do platô de aterro, segundo os seguintes dados:  
 a) Indique a cota de implantação do platô de aterro;  
 b) Indique as partes de deposição de altura e declividade  
 no platô de aterro;  
 c) Determine as tabelas de inclinação de terreno, sabendo que  
 a declividade:  $AT = 100\%$ ,  $DA = 150\%$ .  
 d) Indique as linhas de nível final, para a cota  
 final de implantação do platô de aterro.

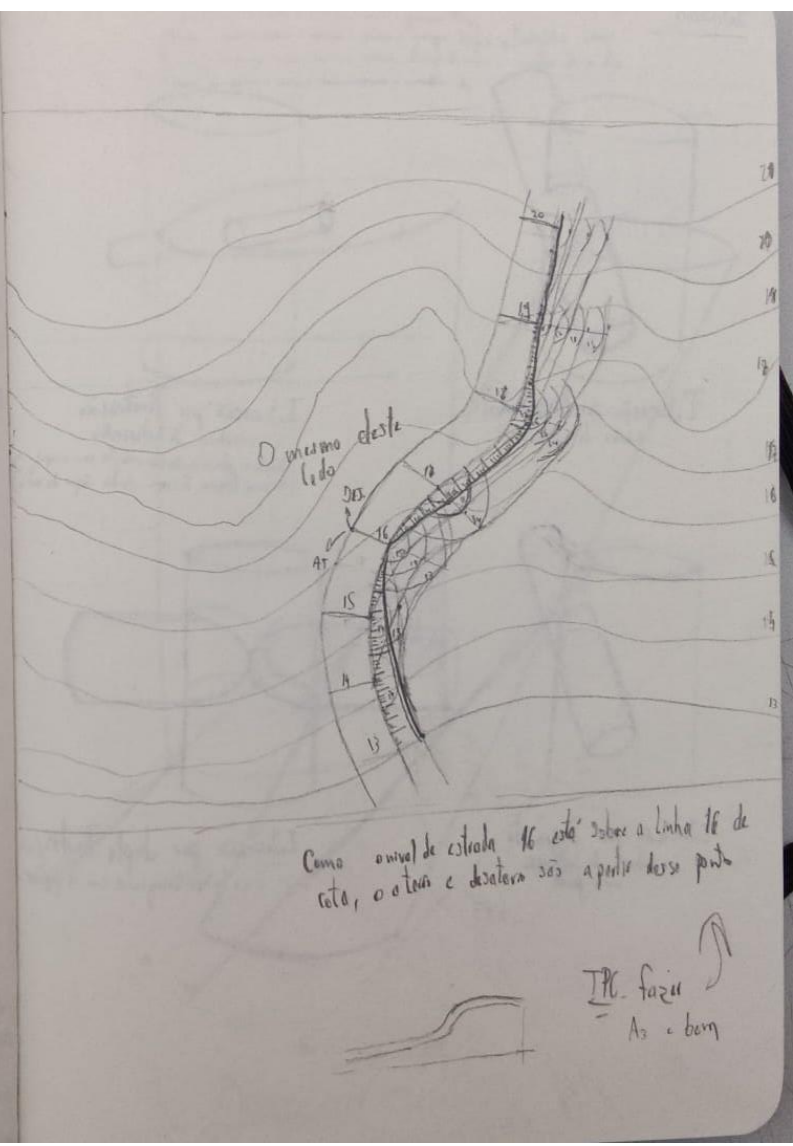
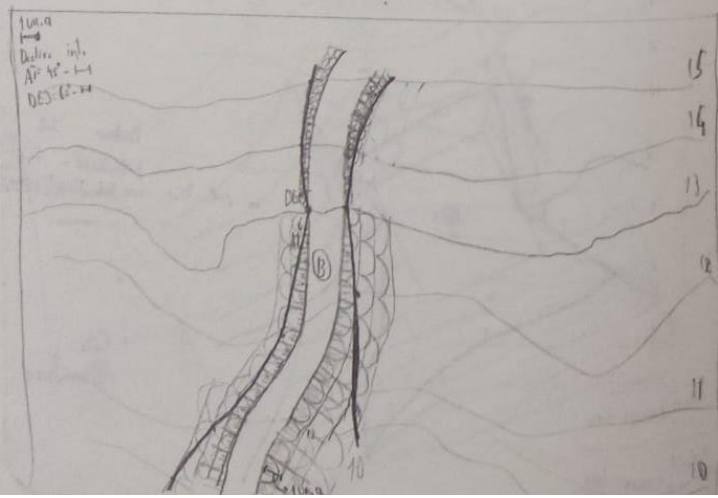
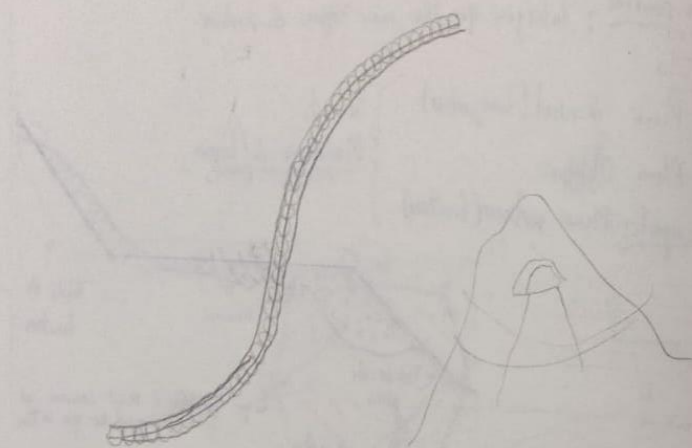
3- Usando declives de  $45^\circ$  e  $60^\circ$  alternadamente  
 aplicados ao perímetro perigoso, determine a cobertura do  
 platô de aterro.

- 1) linha de nível zero  
 Tabela: ~~xxxx~~
- 2) a) Escala: a cota 10, para que o nível de altura tenha  
 seja semelhante
- b) Tabela
- |                  | int |
|------------------|-----|
| > Decliv. - 150% | +   |
| < Altura - 100%  | -   |
- d) 





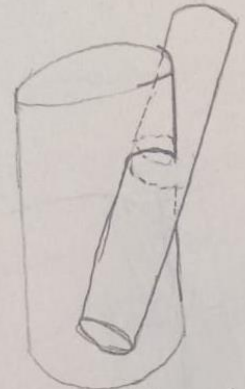
C. Valadas Curvas



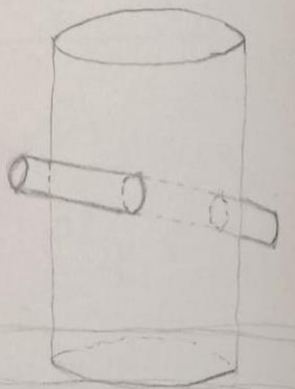
Como o nível de estrada 16 está sobre a linha 16 da rede, o atenu e desatenu são a partir desse ponto

J.P.C. fazem  
As = bem

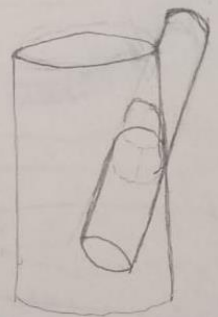
Interseções



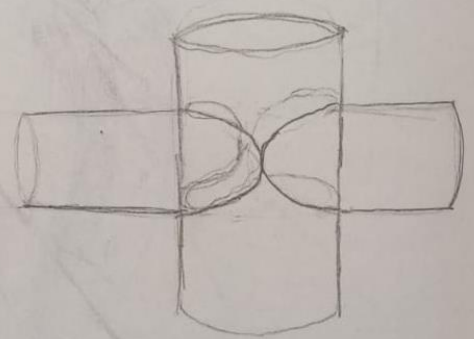
Interseção por Arrancamento  
1 linha de interseção



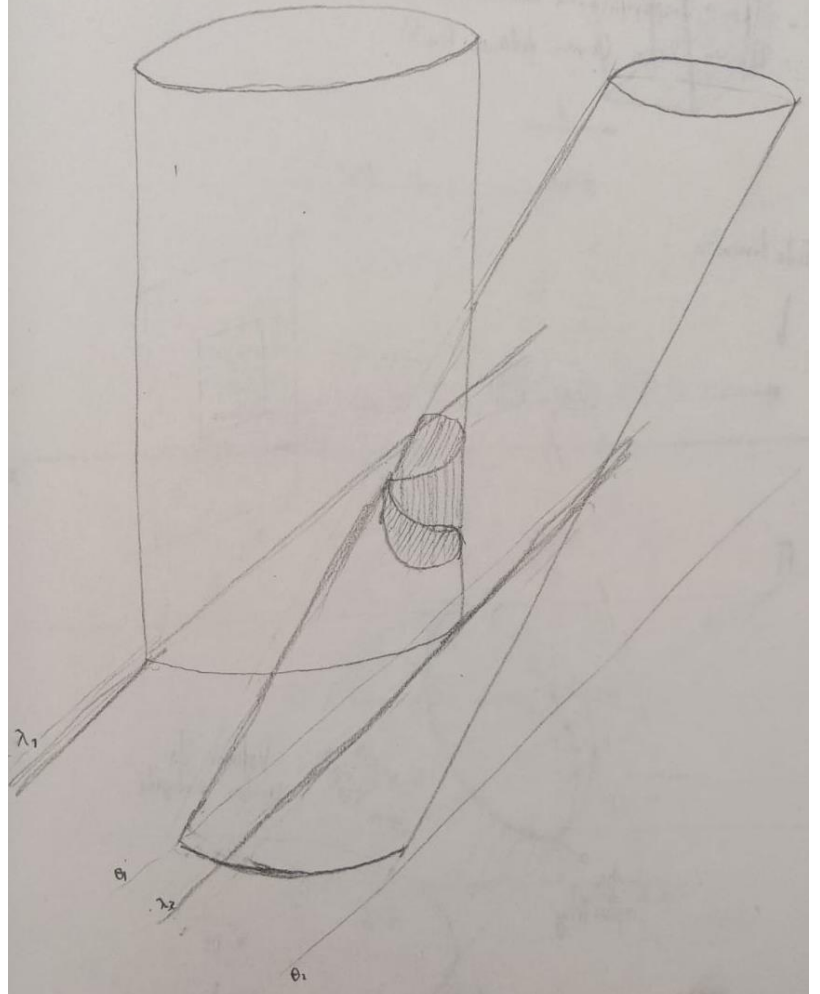
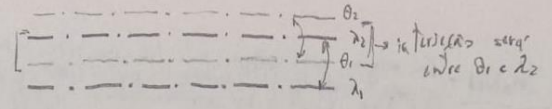
Interseção por Penetração  
2 linhas de interseção  
(Quais os planos limites concordantes com um  
de uma figura ficam dentro daquelas)



Interseção por Beijamento  
2 linhas de interseção  
num ponto



Interseção por dupla Penetração  
2 linhas tangentes em 2 pontos





Métodos de Determinação de Sombras

- 1- Planos Secantes
- 2- Superfícies concêntricas
- 3- Pontos de Quilte e Pede

Planos Secantes

Sombras

Tarefa Geral de Sombras - com origem numa qualquer linha luminosa, depois se impõemem as 3 superfícies de sombra em pontos fixos. Usado a inversão da luz para obter o plano de sombra e a linha de sombra produzida pelo objeto.

Fuente luminosa:

- Flax - Impropria (com distância finita)
- Flax - Propria (com distância finita)

Fuente luminosa

Volume da sombra produzida

Linha Separatrix

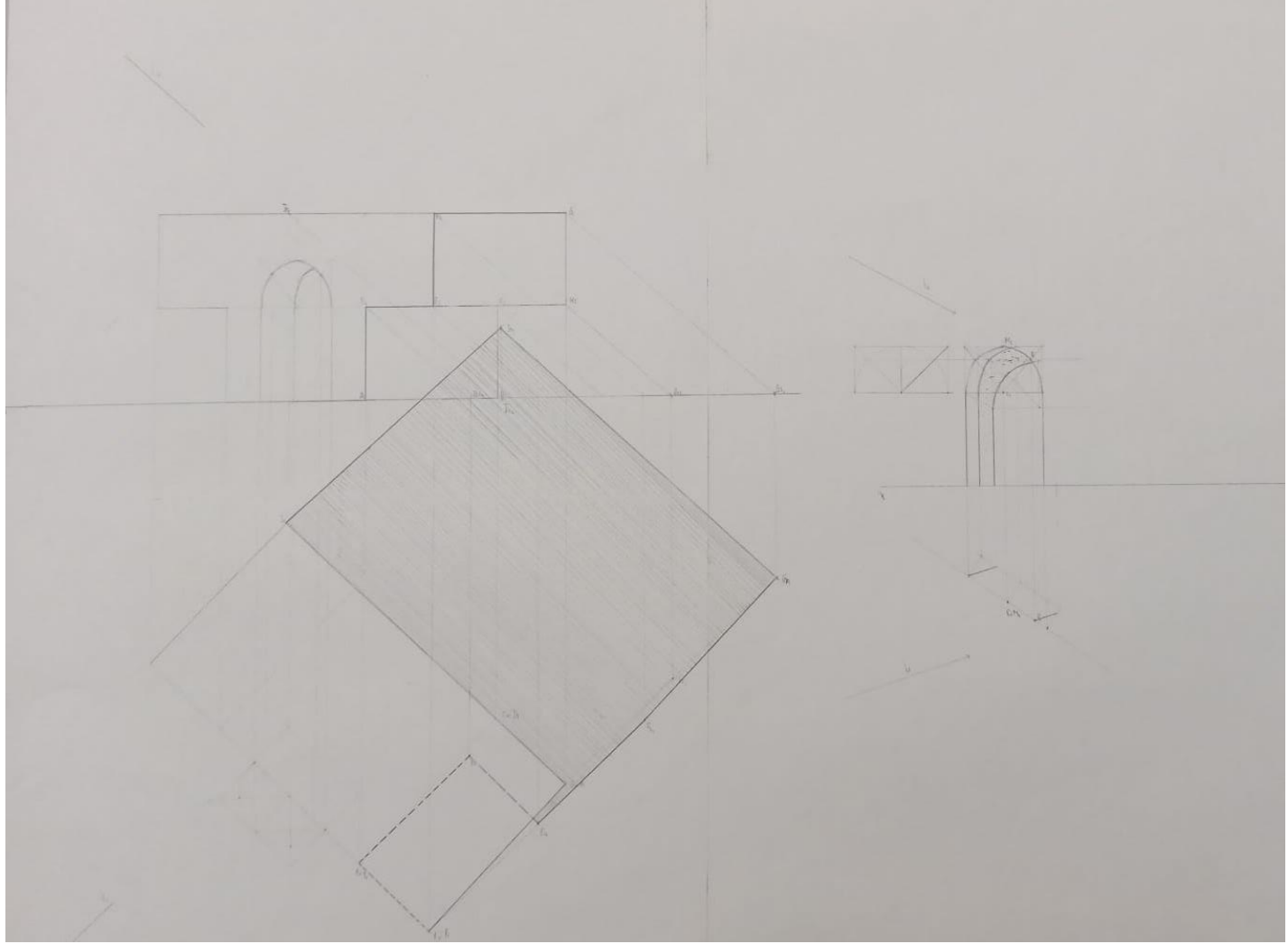
Sombras produzidas

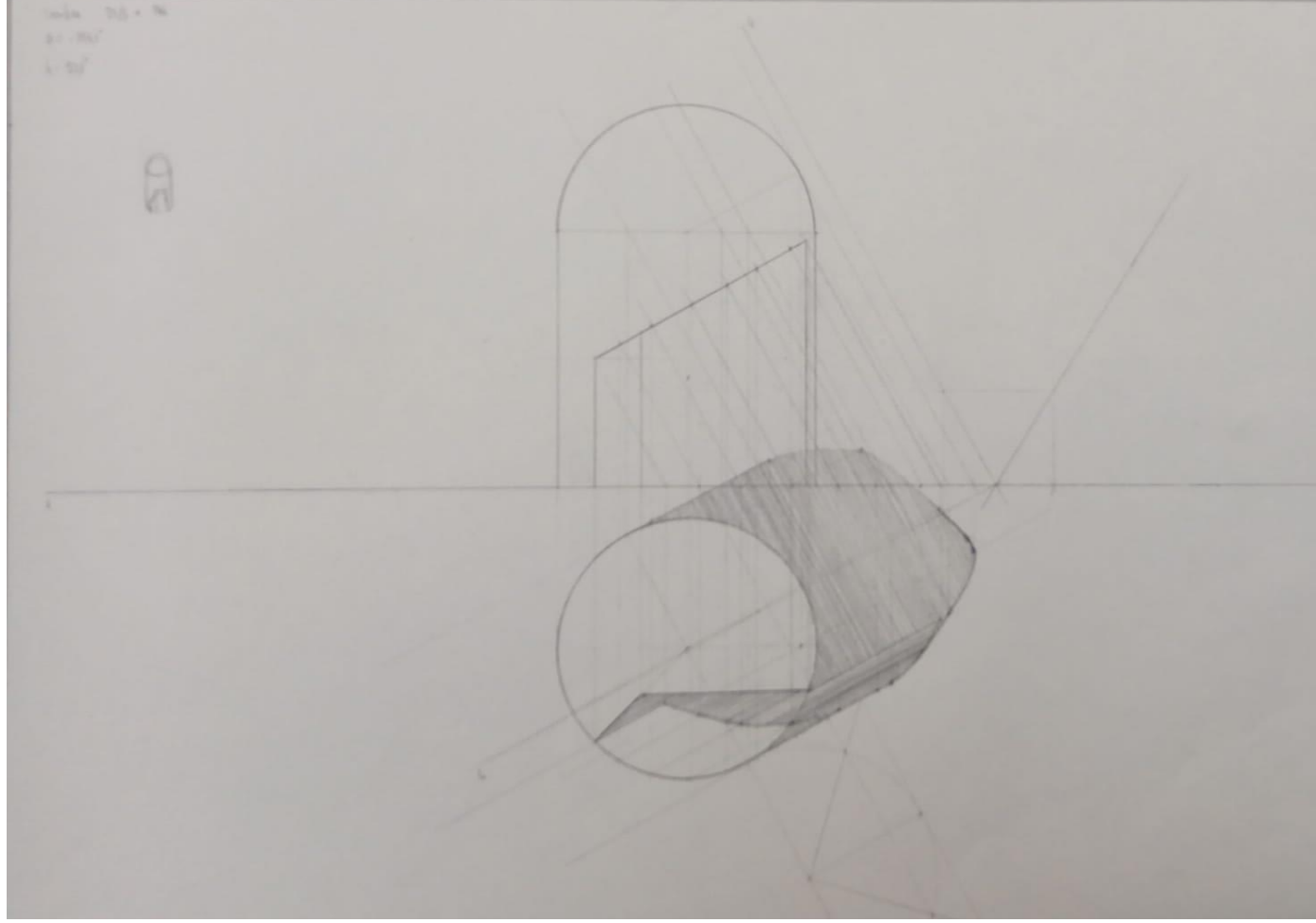
$L_1$

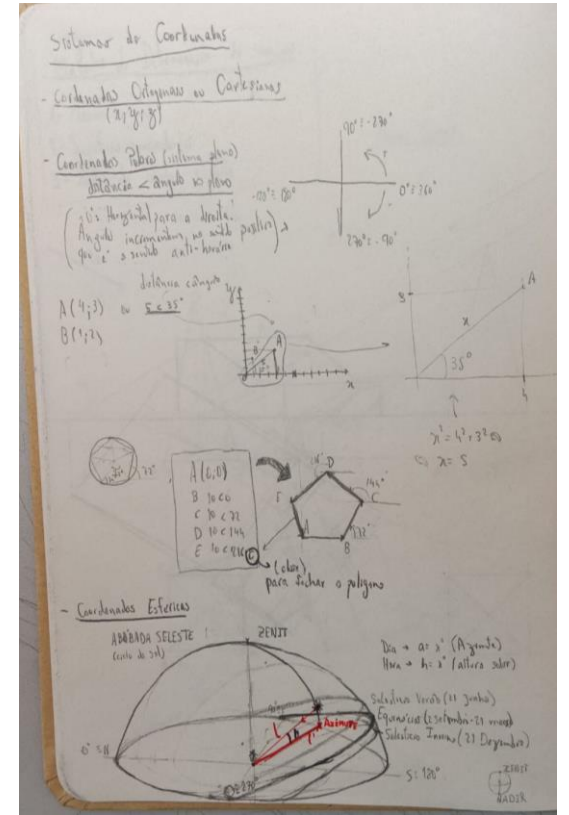
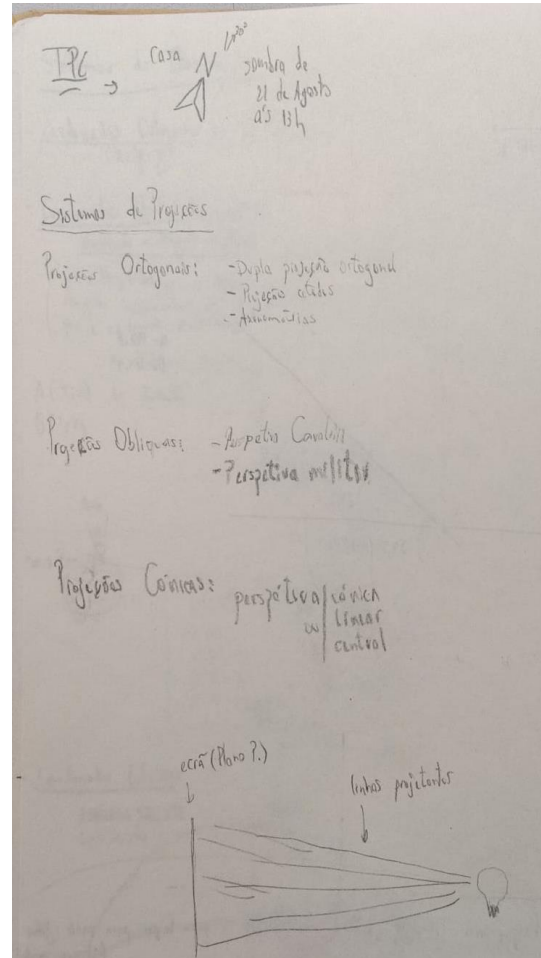
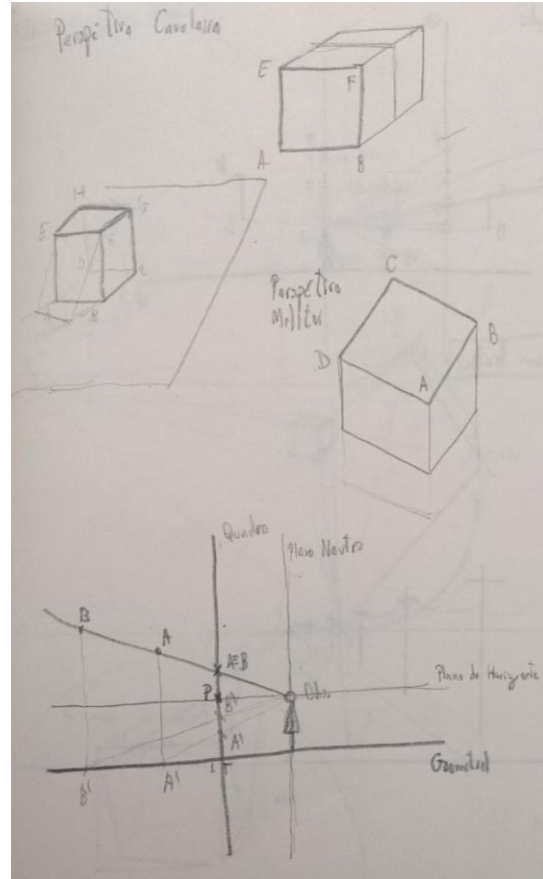
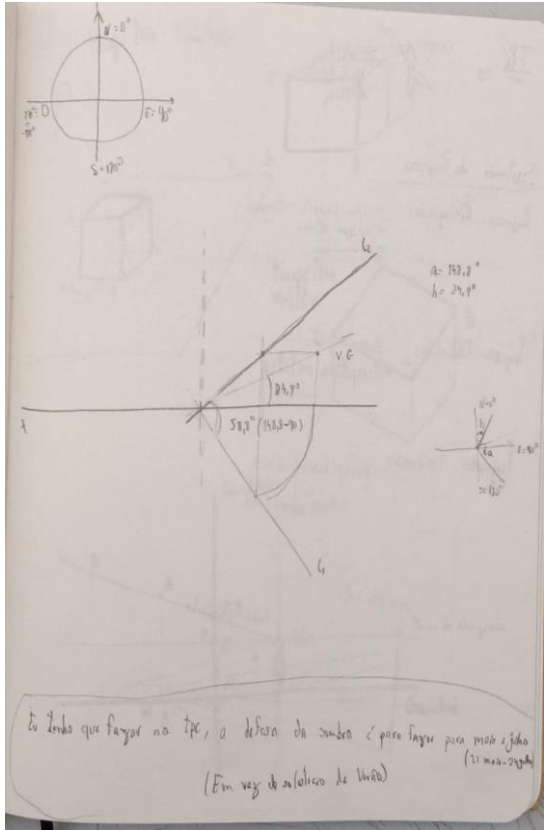
$A_1 = E_1$   $B_1 = D_1$   $C_1 = G_1$   $D_1 = H_1$

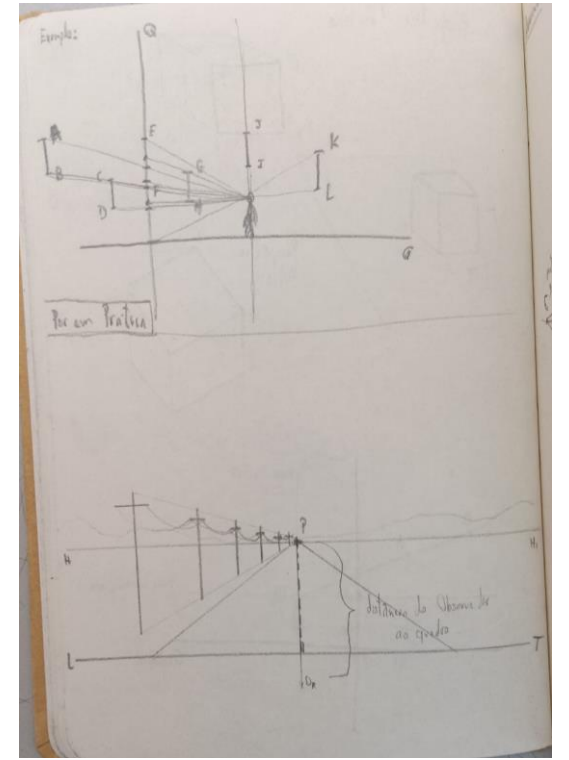
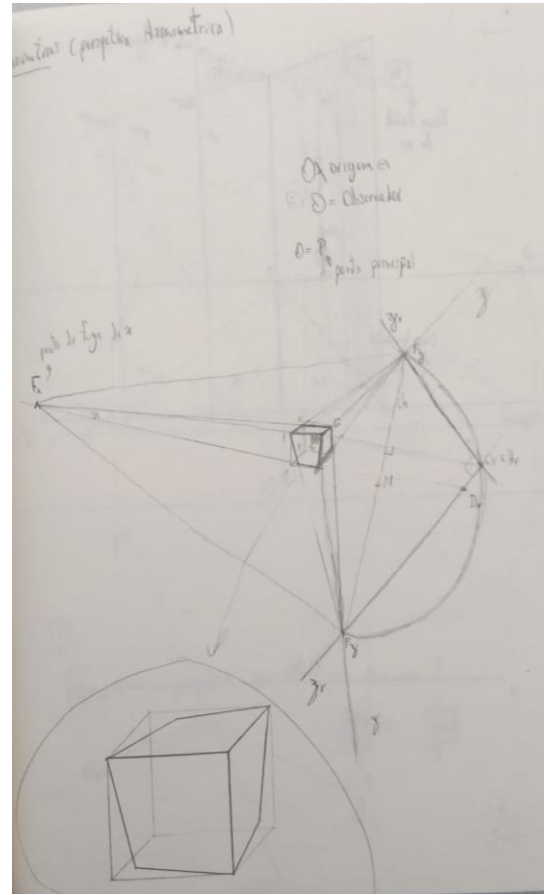
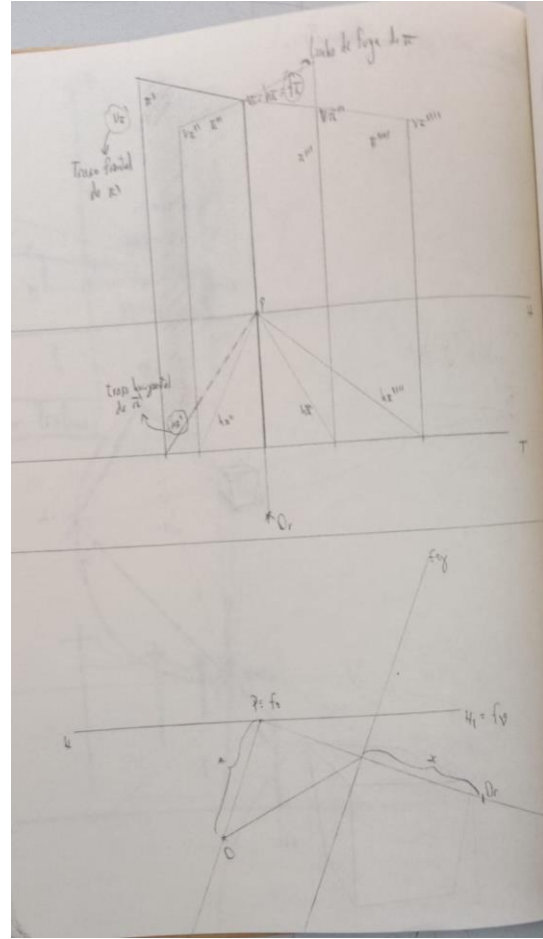
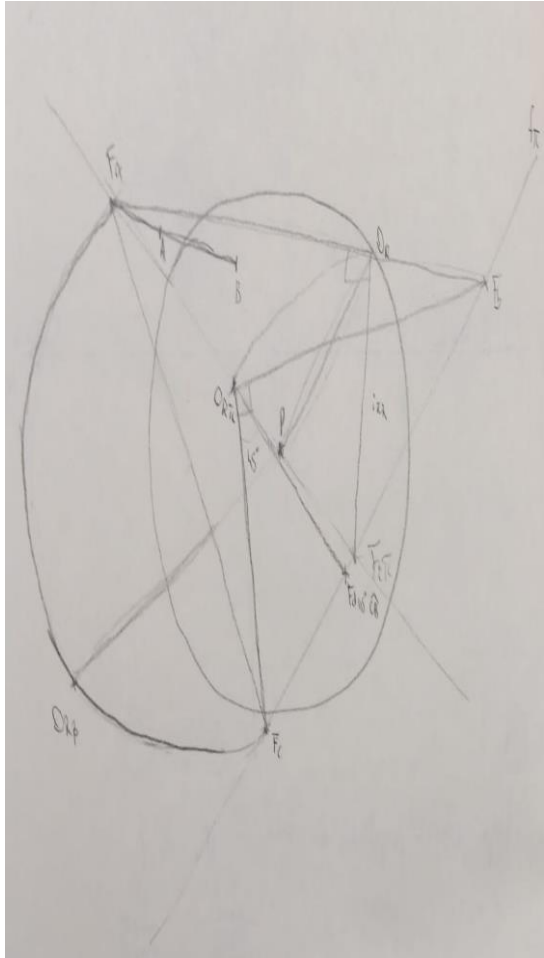
Pontos de Quilte e Pede

$L_1$

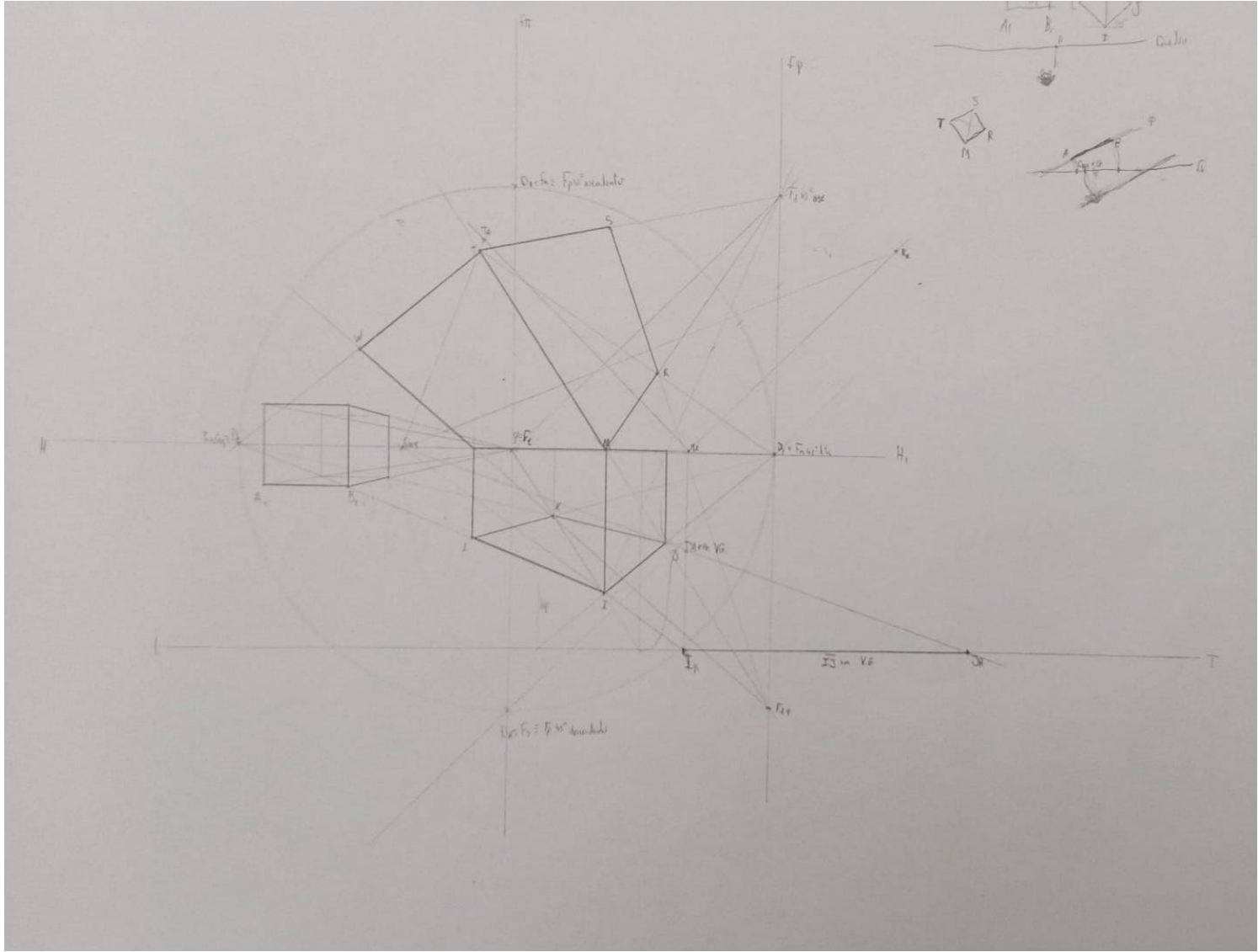


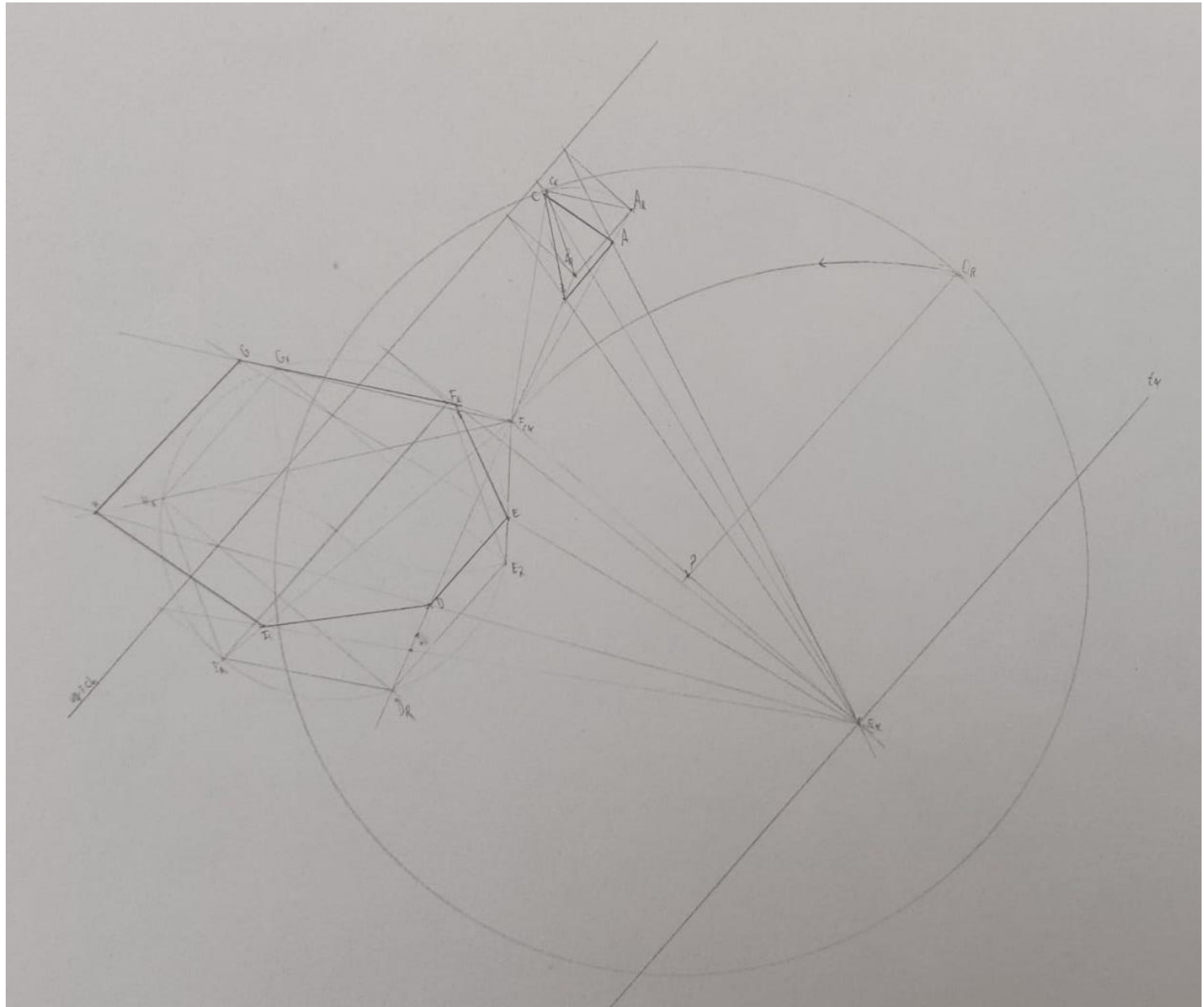












**OBRIQADO**