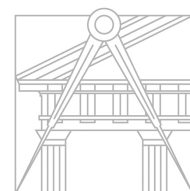


Representação Digital



20241214

Foto do Aluno

DAVID DA COSTA SANTOS DIAS LOURENÇO

ÍNDICE



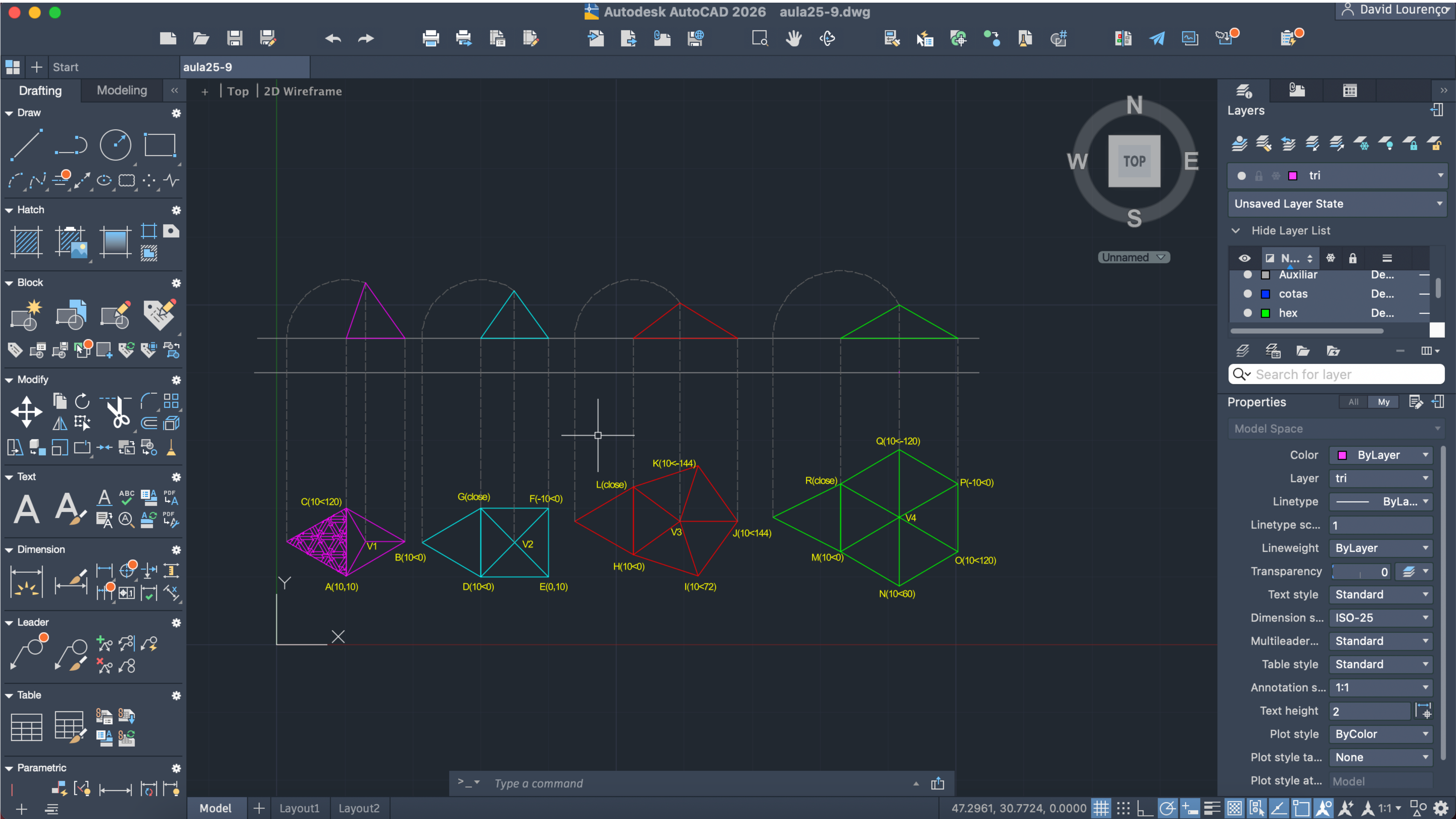
Aula. 1.1 - Apresentação



Aula. 1.2 - Sxxxxxx



Aula 2oct



**Extend
attach**

Vplayer

mv

plot

***.ctb**

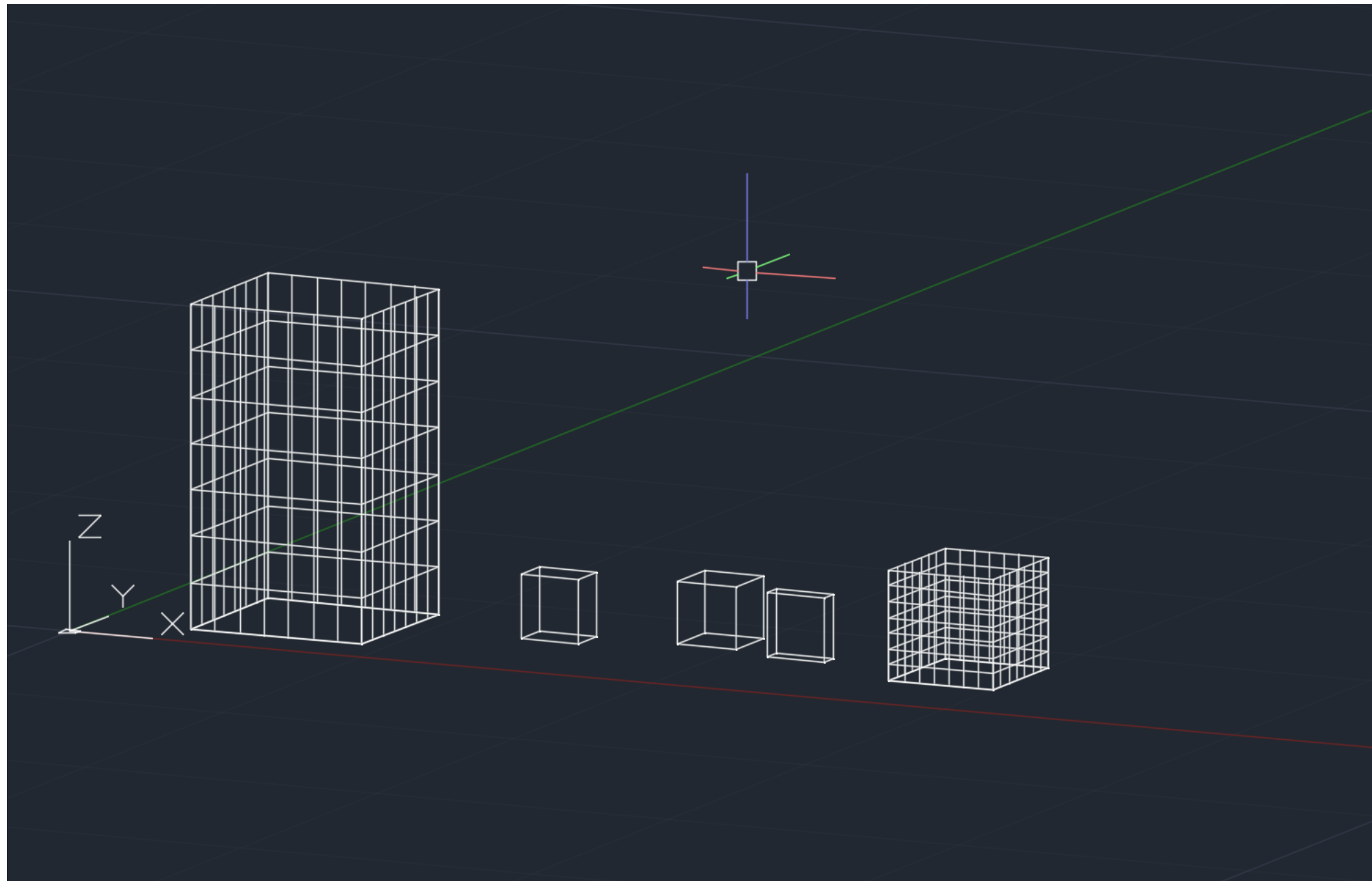
spline

break

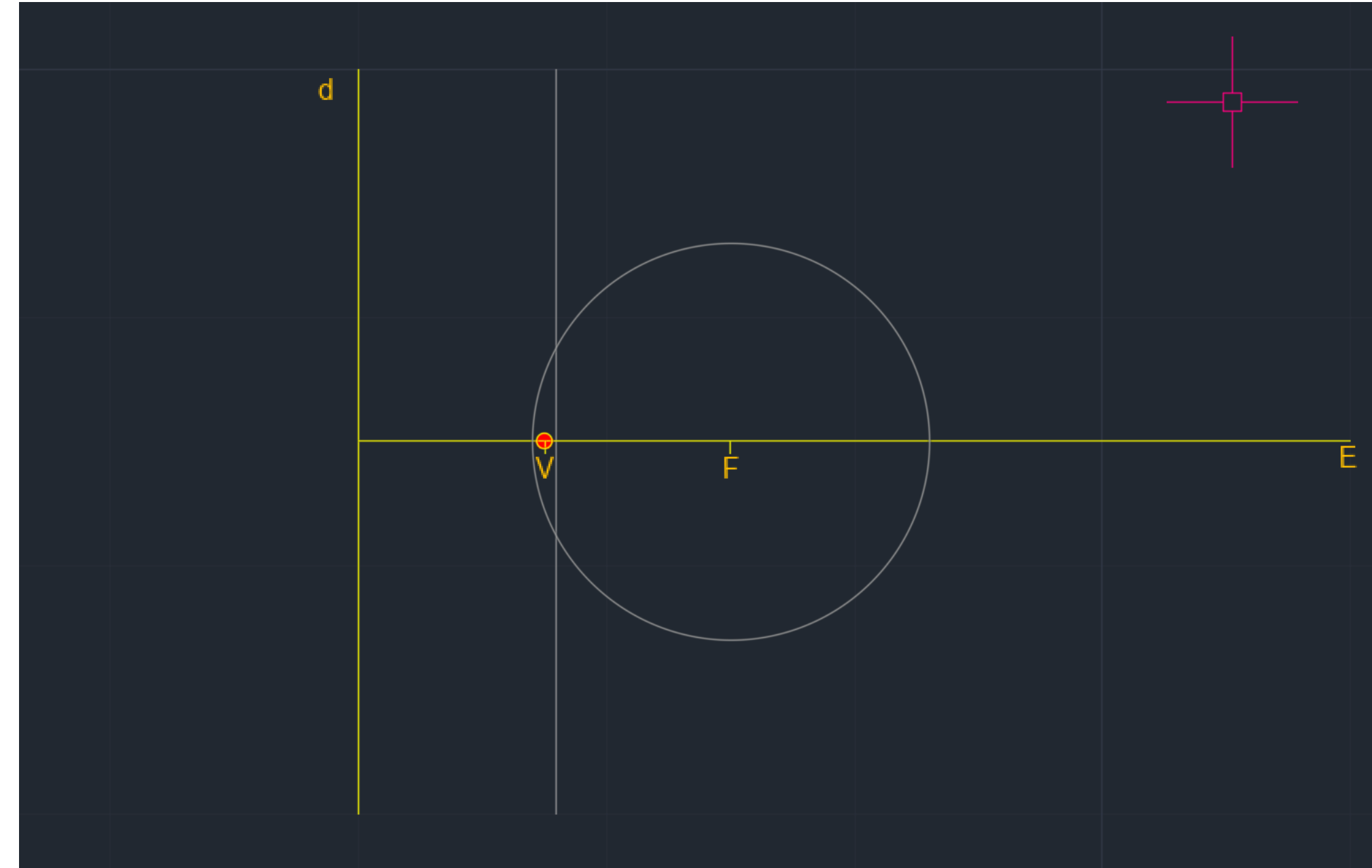
23/10

Copyclip
pasteclip
Block
explode

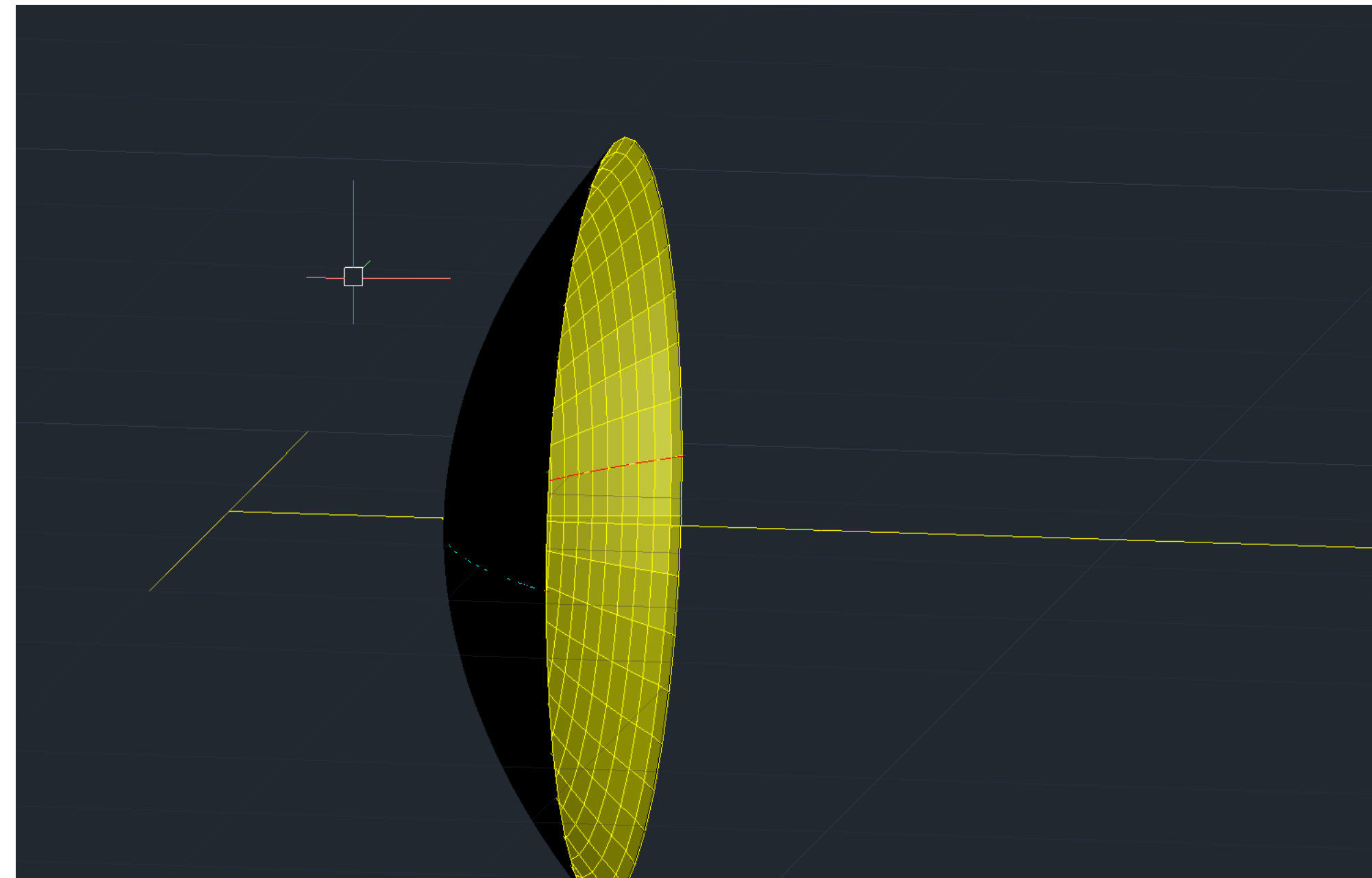
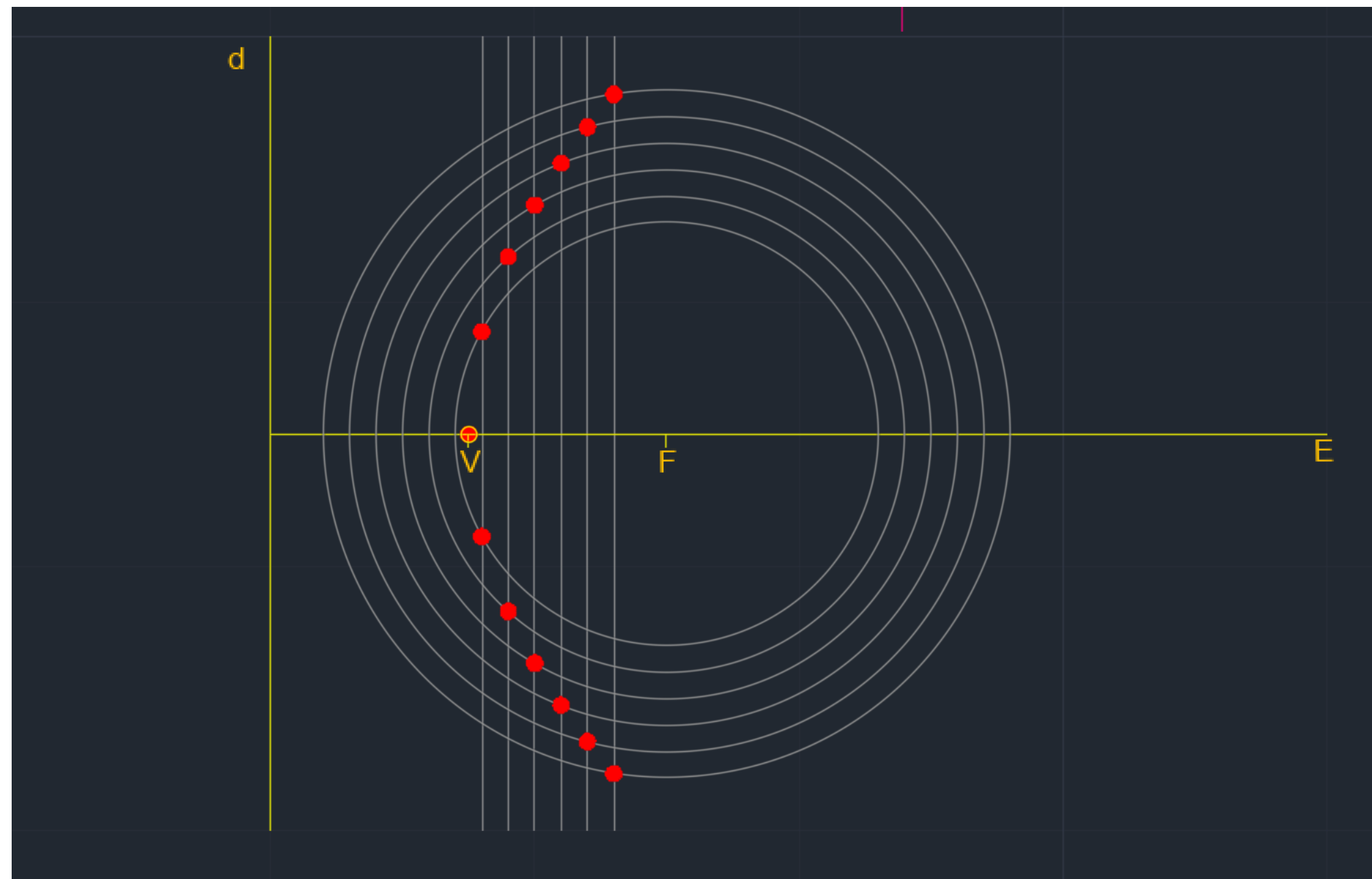
6 nov



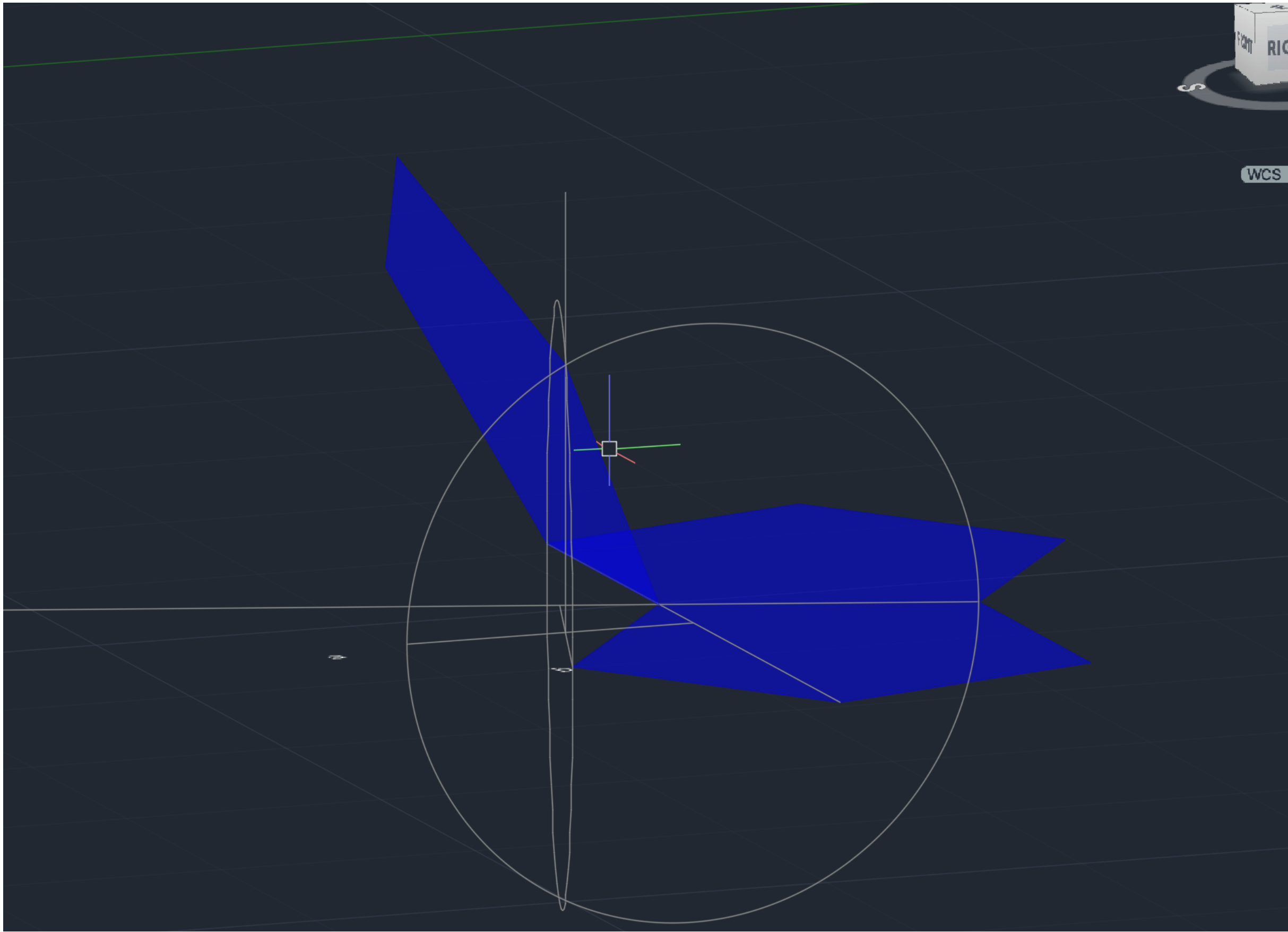
BOX
extrude
cone
shade
orb
cylinder
spline
circle 2p ttr



6 nov



Surftab1
surftab2
revsurf



14 nov

Comandos aprendidos

//x y z 3drotate

Rotate3d

3dmirror

3darray

20 nov

Criação de um tabuleiro de xadrez no autocad a partir de um ficheiro Autolisp(.lsp) editado no Sublime

- casas de 10, 3, 10 (x,y,z)

- Comandos utilizados
- Box (20,20,0) (30,30,3)
- Copy last ↵ 20,20 30,30
- Mirror all ↵ 30,0 30,10
- Chprop previous ↵ c 1 ↵
- Array all ↵ 4 4 20 20

```
( Defun c:Xadrez()  
1 ( Defun c:Xadrez()  
2 ( command "Box" "20,20,0" "30,30,3")  
3 ( command "copy"  
4  
5  
6 )
```

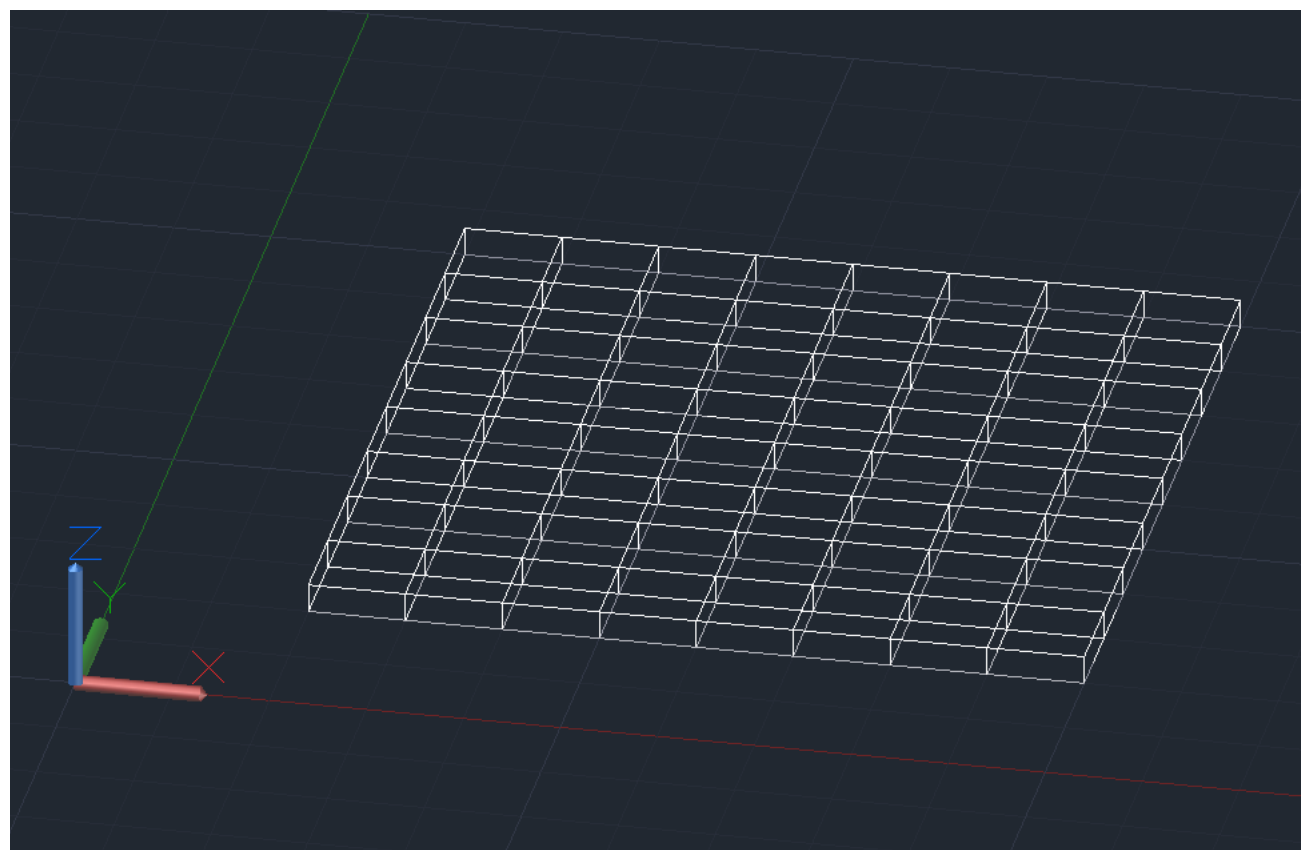
```
xadrex.lsp  
1 ;Define a função e dá-lhe o nome  
2 ( Defun c:Xadrez()  
3  
4 ;comando para criar a primeira casa com 10 de lado e 3 de altura  
5 ( command "Box" "20,20,0" "30,30,3")  
6  
7 ;copiar a ultima casa  
8 ( command "copy" "last" "" "20,20" "30,30" )  
9  
10 ;espelhar ambas as casas  
11 ( command "mirror" "all" "" "30,0" "30,30" "N" "" )  
12  
13  
14 )
```

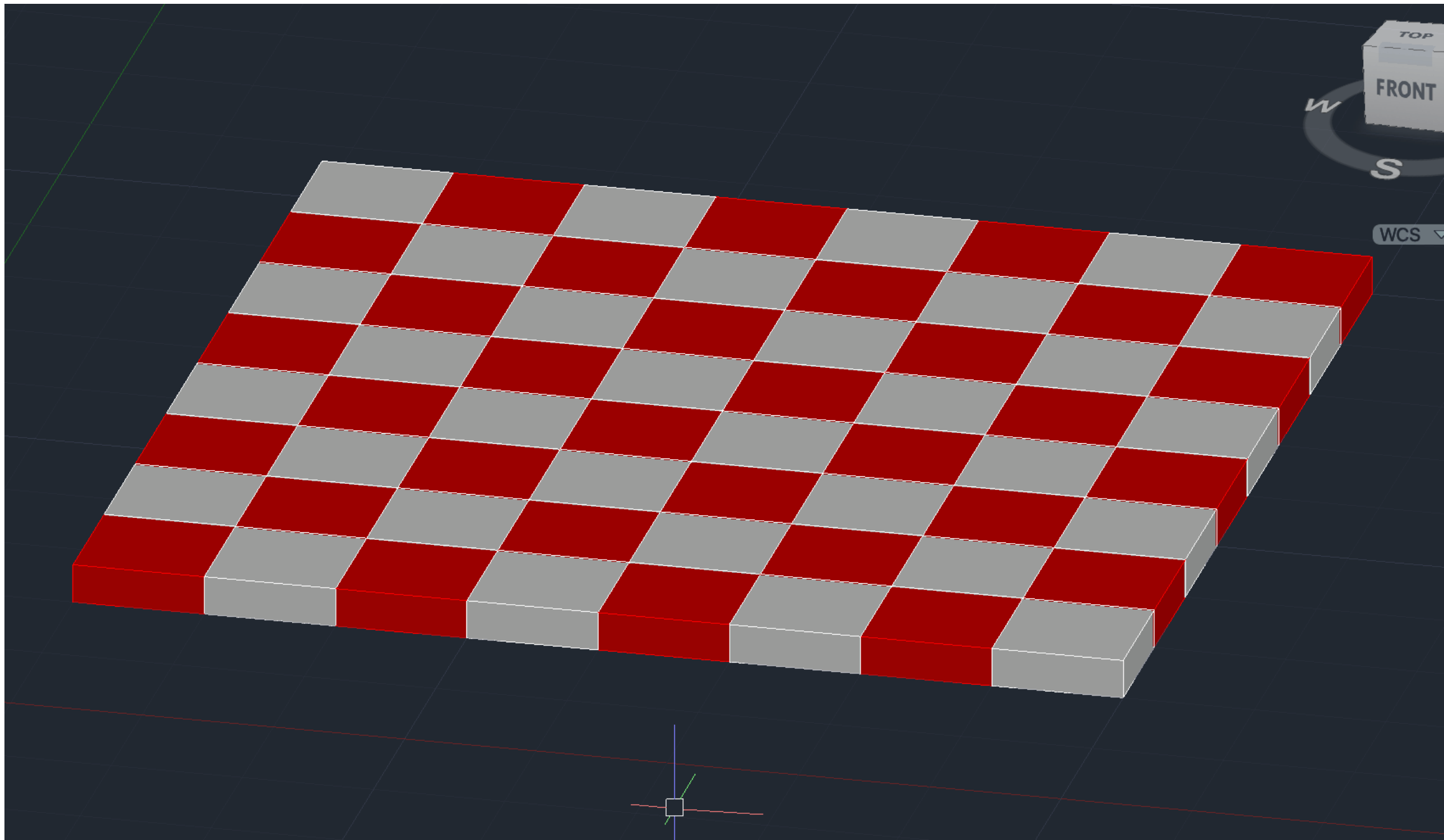
```
xadrex.lsp  
1 ( Defun c:Xadrez()  
2 ;Define a função e dá-lhe o nome  
3  
4 ( command "Box" "20,20,0" "30,30,3" )  
5 ;Crio a primeira casa com 10 de lado e 3 de altura  
6  
7 ( command "copy" "last" "" "20,20" "30,30" )  
8 ;Copio a casa para a sua diagonal  
9  
10 ( command "mirror" "all" "" "30,0" "30,30" "N" "" )  
11 ;Copia em espelho as duas casas para o 1º grupo de 2 casas brancas e 2 casas pretas  
12  
13 ( command "array" "all" "" "R" "4" "4" "20" "20" )  
14 ;Copia o grupo de 4 casas para preencher o tabuleiro  
15  
16  
17 )
```

```
(defun c:xadrez( )  
( )  
)
```



No autocad usamos o comando “Appload”





20 nov



Cone: 20,20 raio 10 altura 10
Shade
Copy dist 1
Subtract
Line
Hatch
Mirror
3d rotate
Transparencia 70
Copy 5 layers
2 dist
30° 45 90 dist 10 13
Section
Move
revsurf

Layers

0

Unsaved Layer State

Hide Layer List

Na...

0

cone

linhas

planos

secções

superfi...

De...

De...

De...

De...

De...

De...

A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. The cone is oriented with its apex pointing upwards.

A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. A blue line is drawn on the surface of the cone, starting from the apex and extending to the base.

A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. A blue plane is drawn on the surface of the cone, starting from the apex and extending to the base.

A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. A blue plane is drawn on the surface of the cone, starting from the apex and extending to the base.

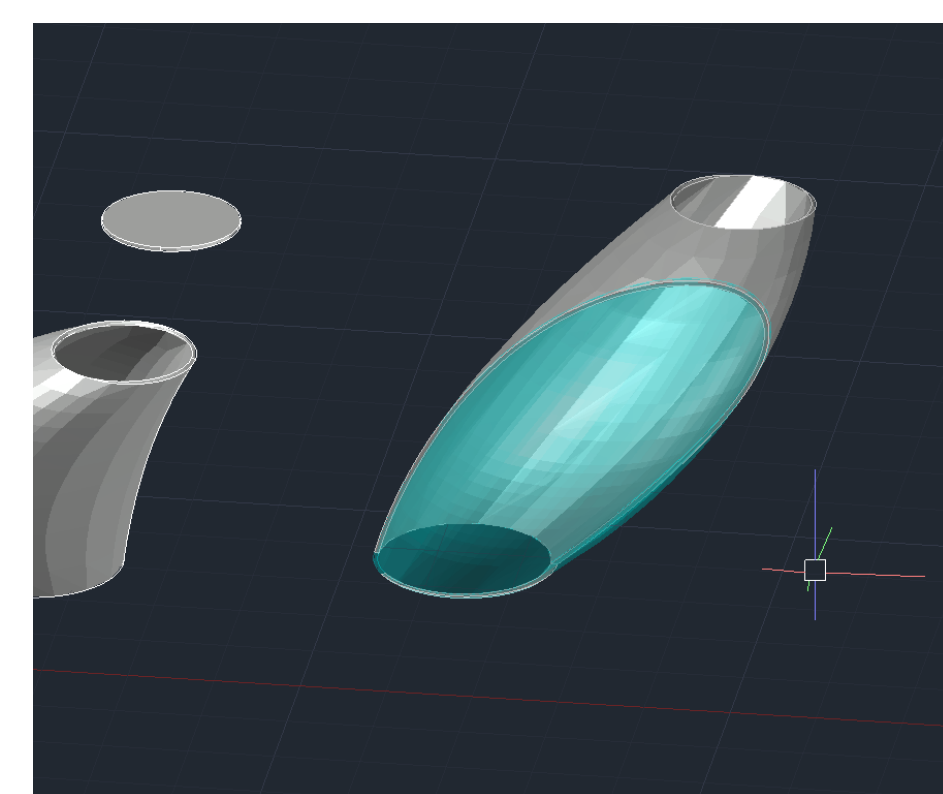
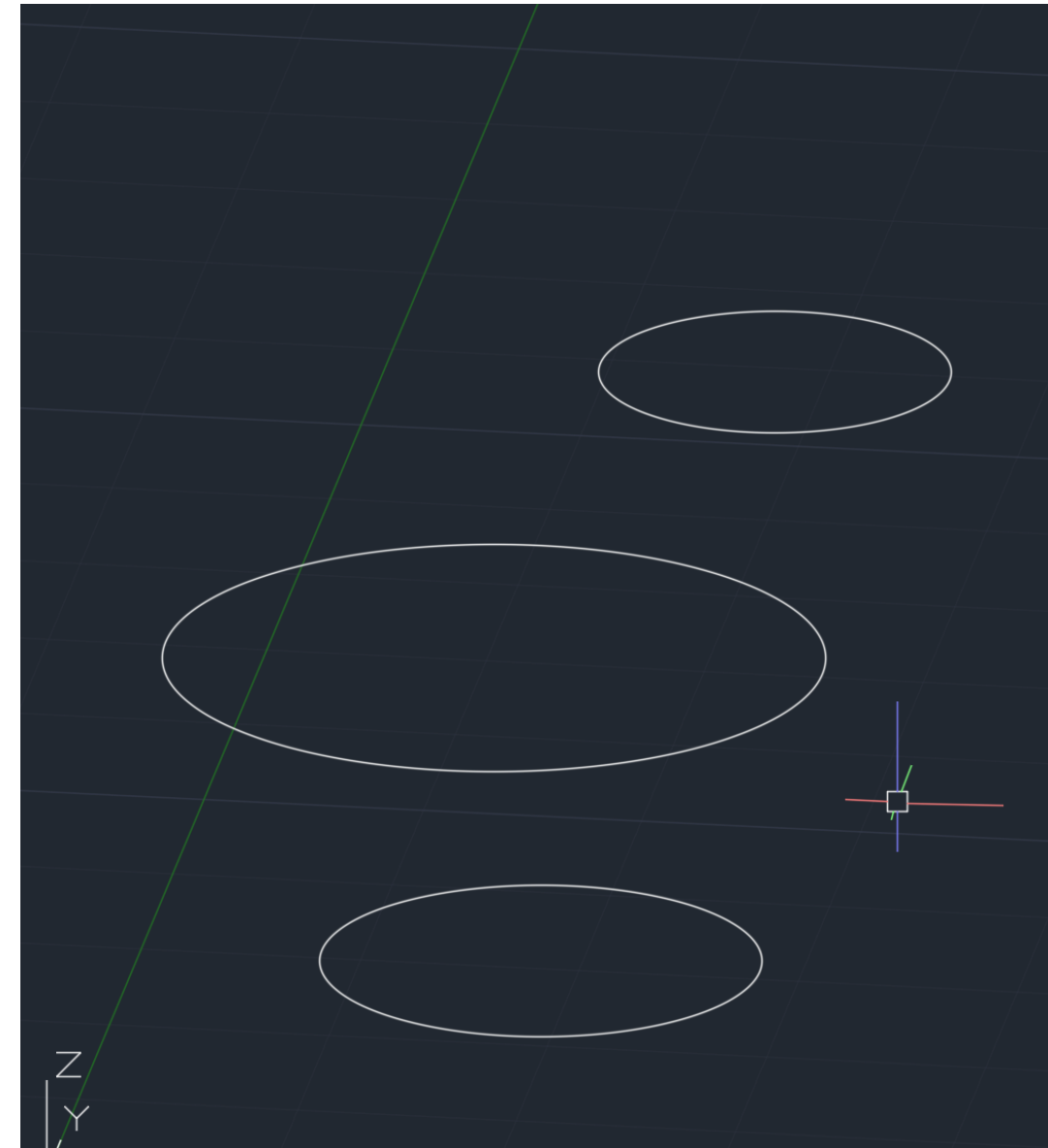
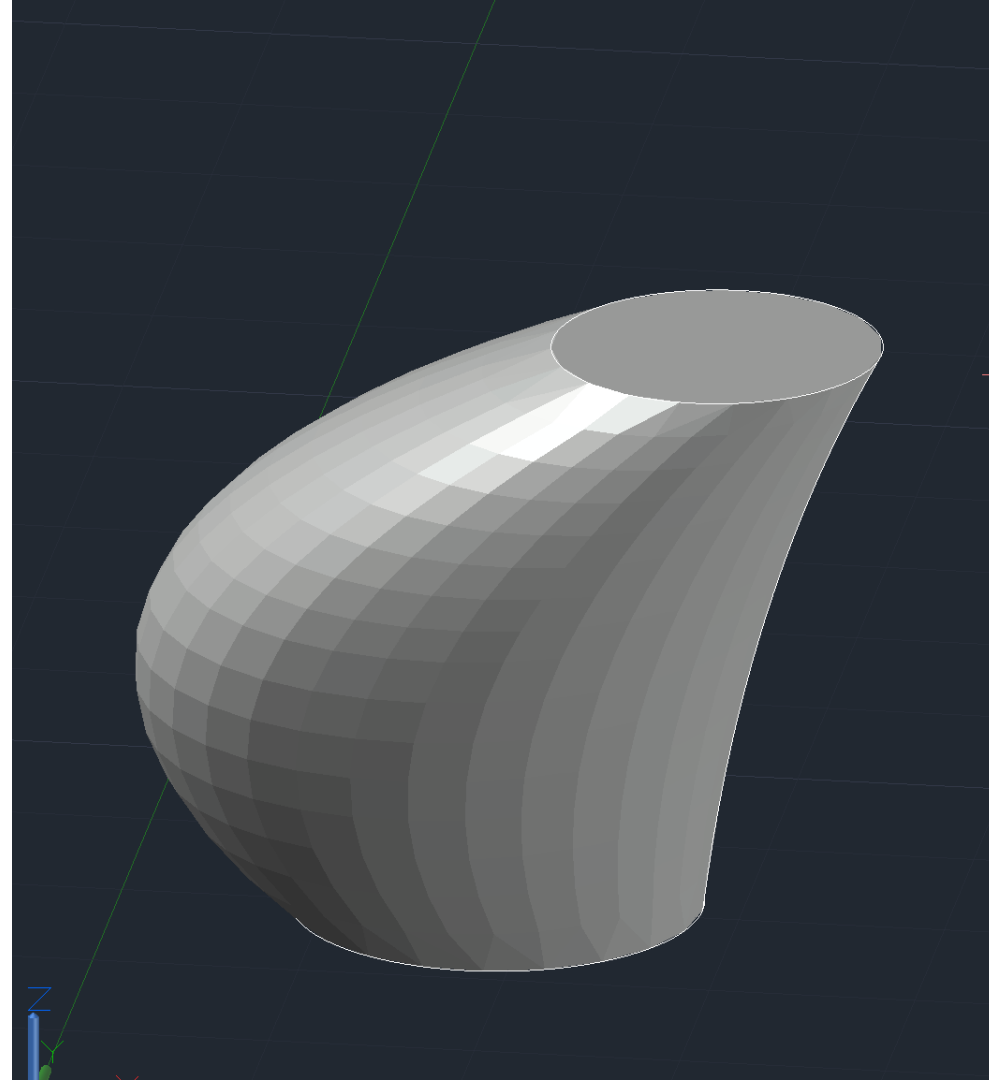
A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. A blue plane is drawn on the surface of the cone, starting from the apex and extending to the base.

21 nov
trabalho 8

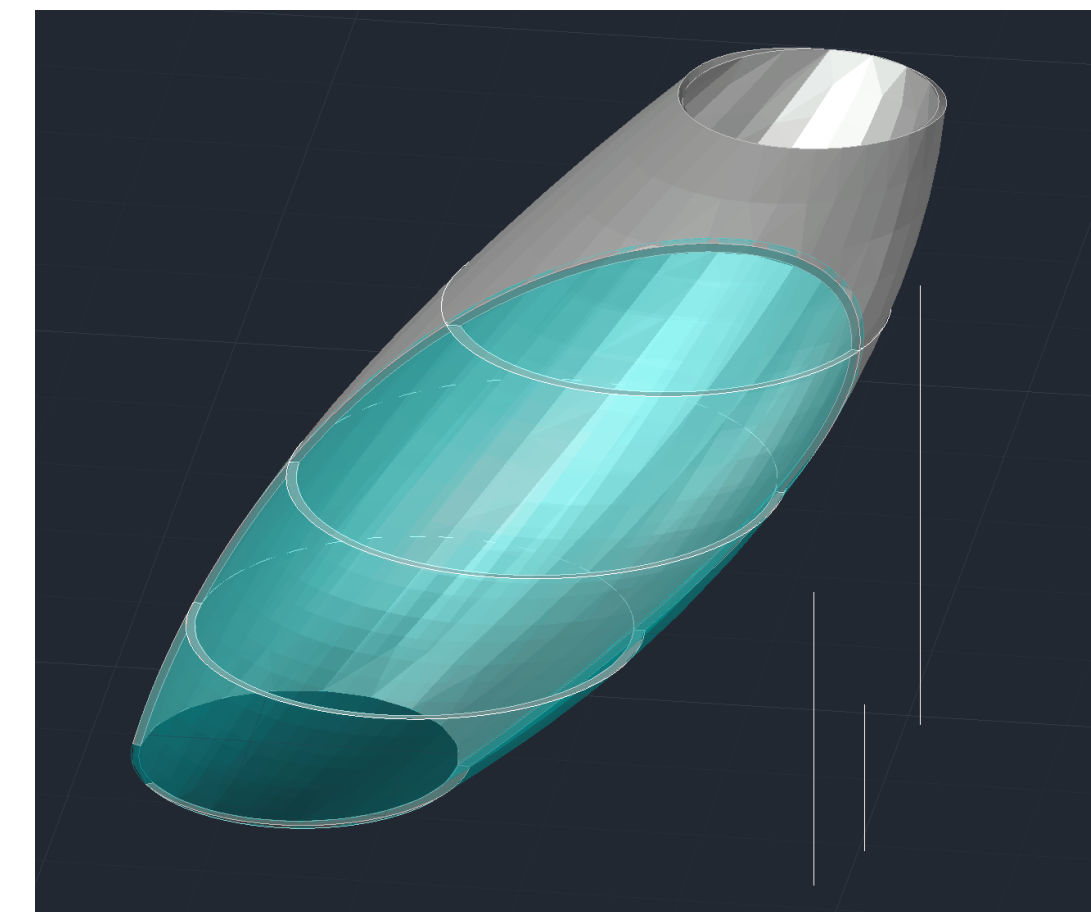
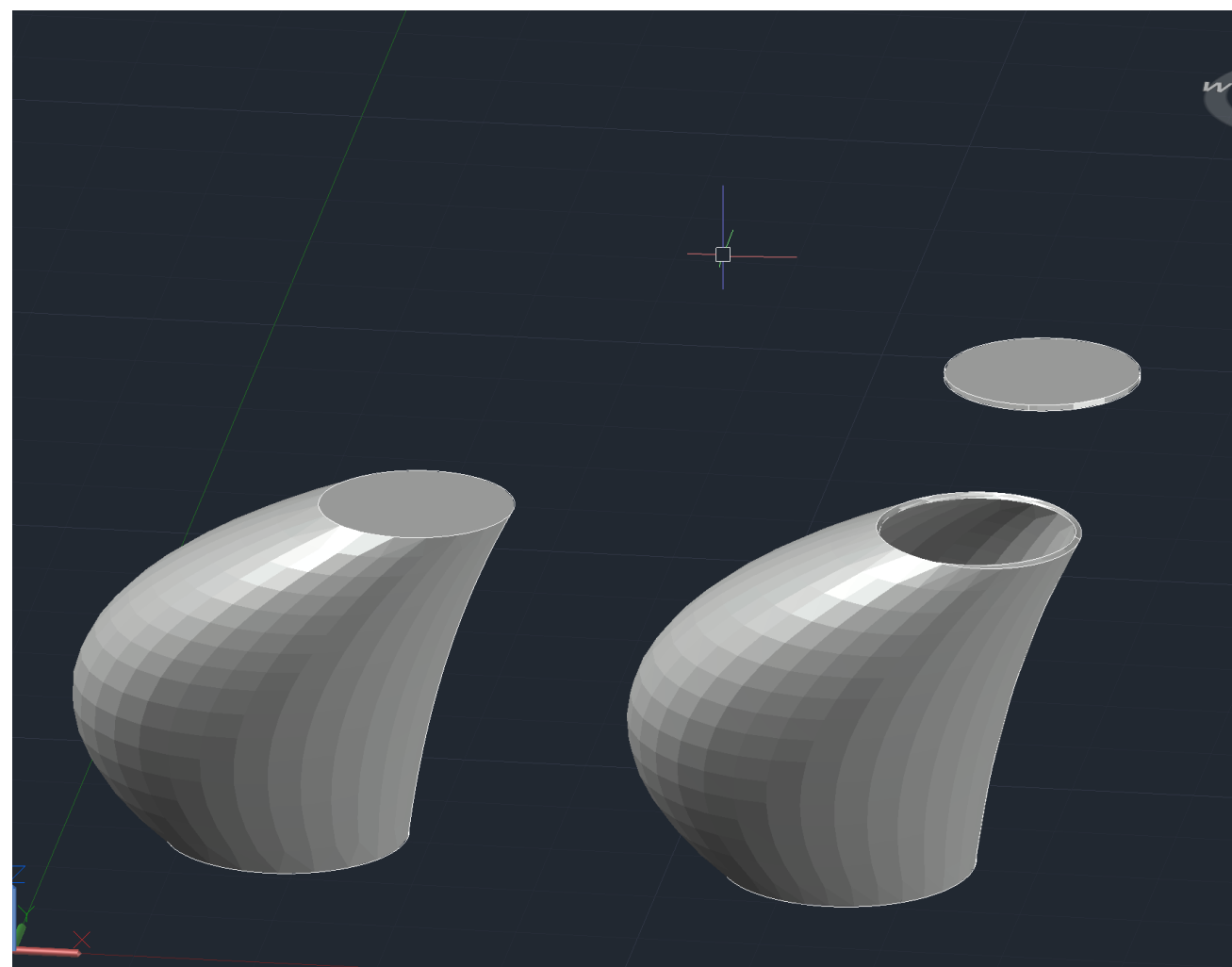
The Autodesk AutoCAD logo, featuring a red square with a white 'A' and the text 'CAD' below it.

A 3D model of a cone with a light gray surface and a dark gray base, centered on a dark gray plane. A blue plane is drawn on the surface of the cone, starting from the apex and extending to the base.

Loft
Thicken
Shade
Extrude
Box
Subtract
section

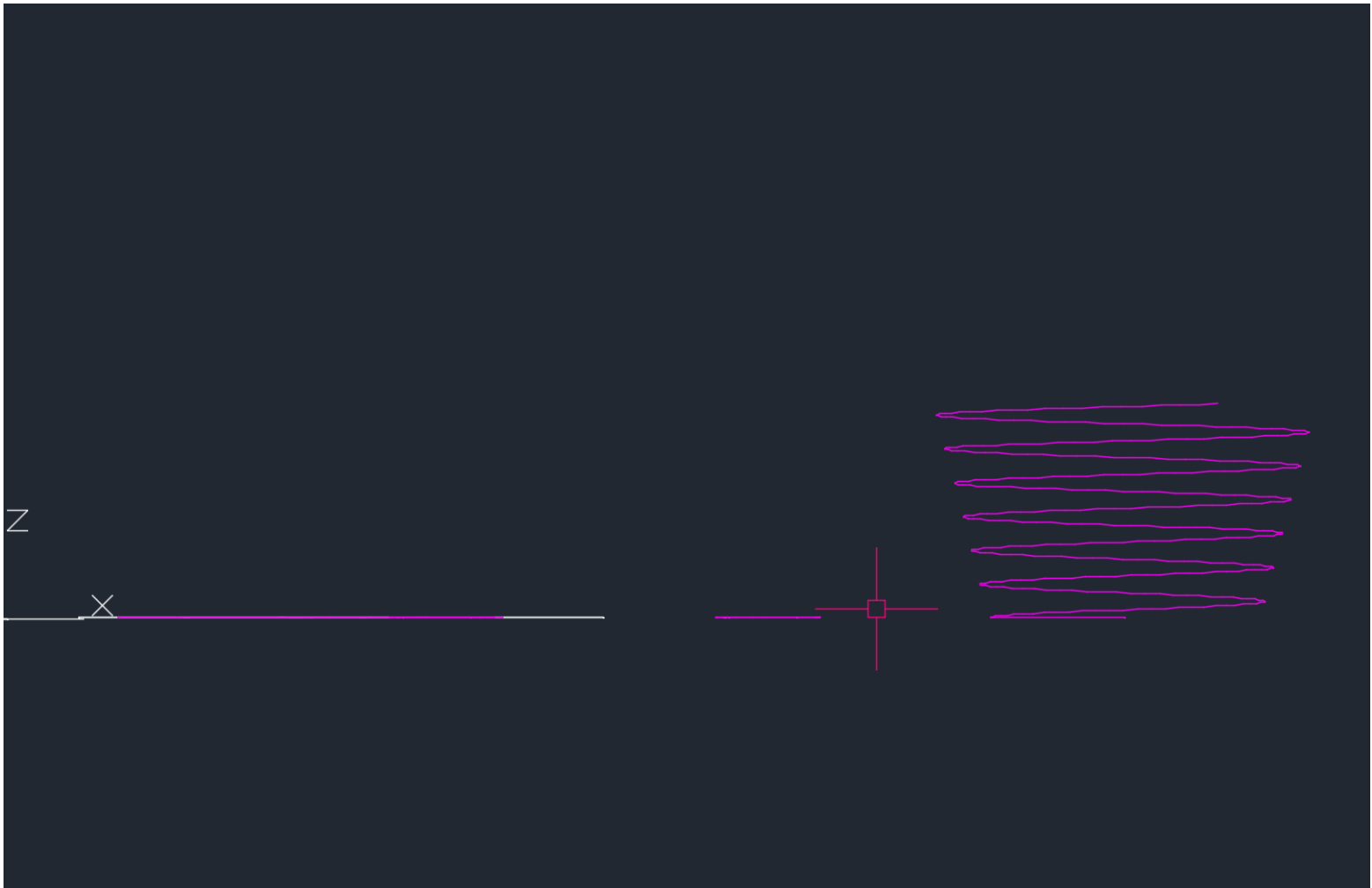
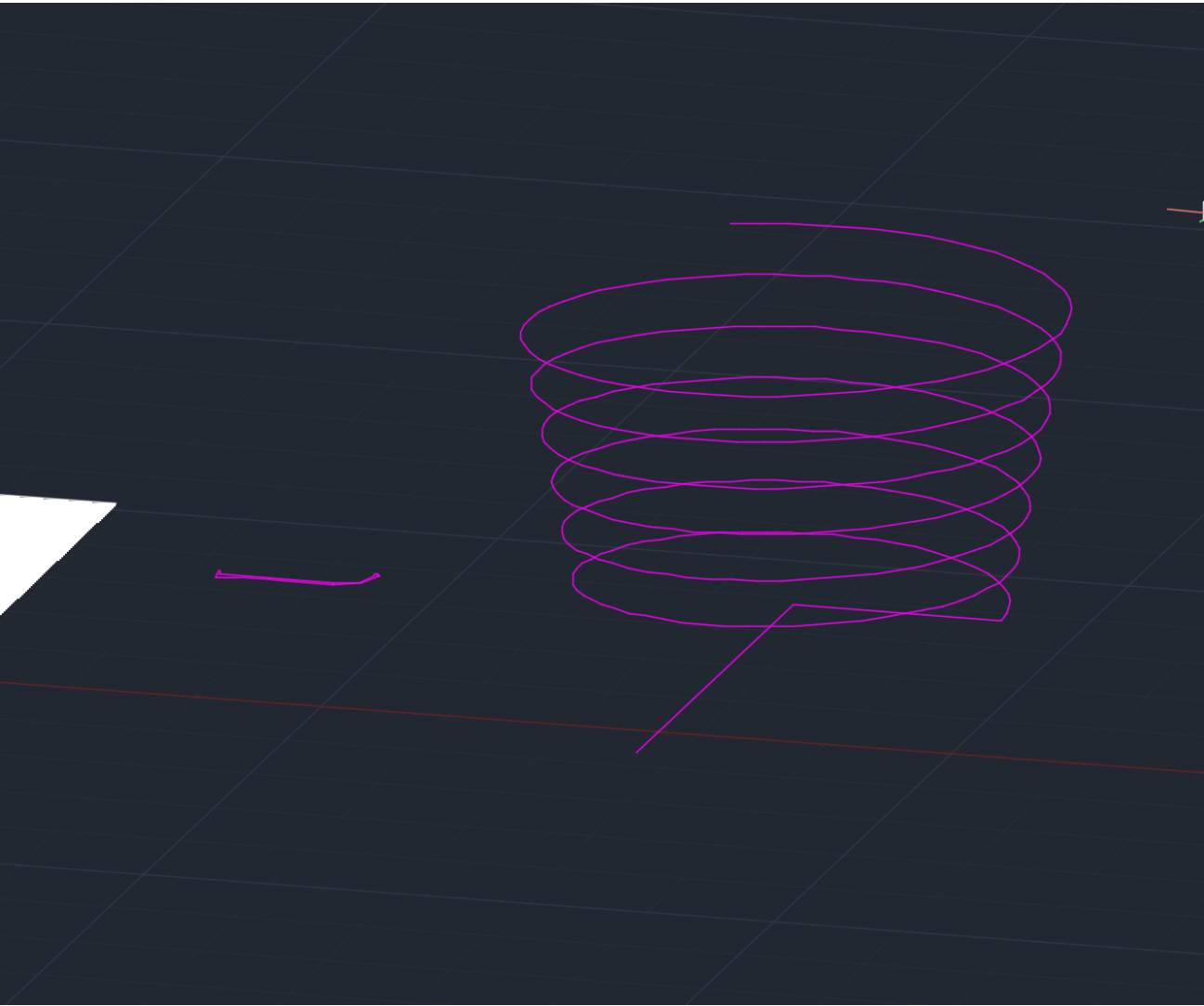
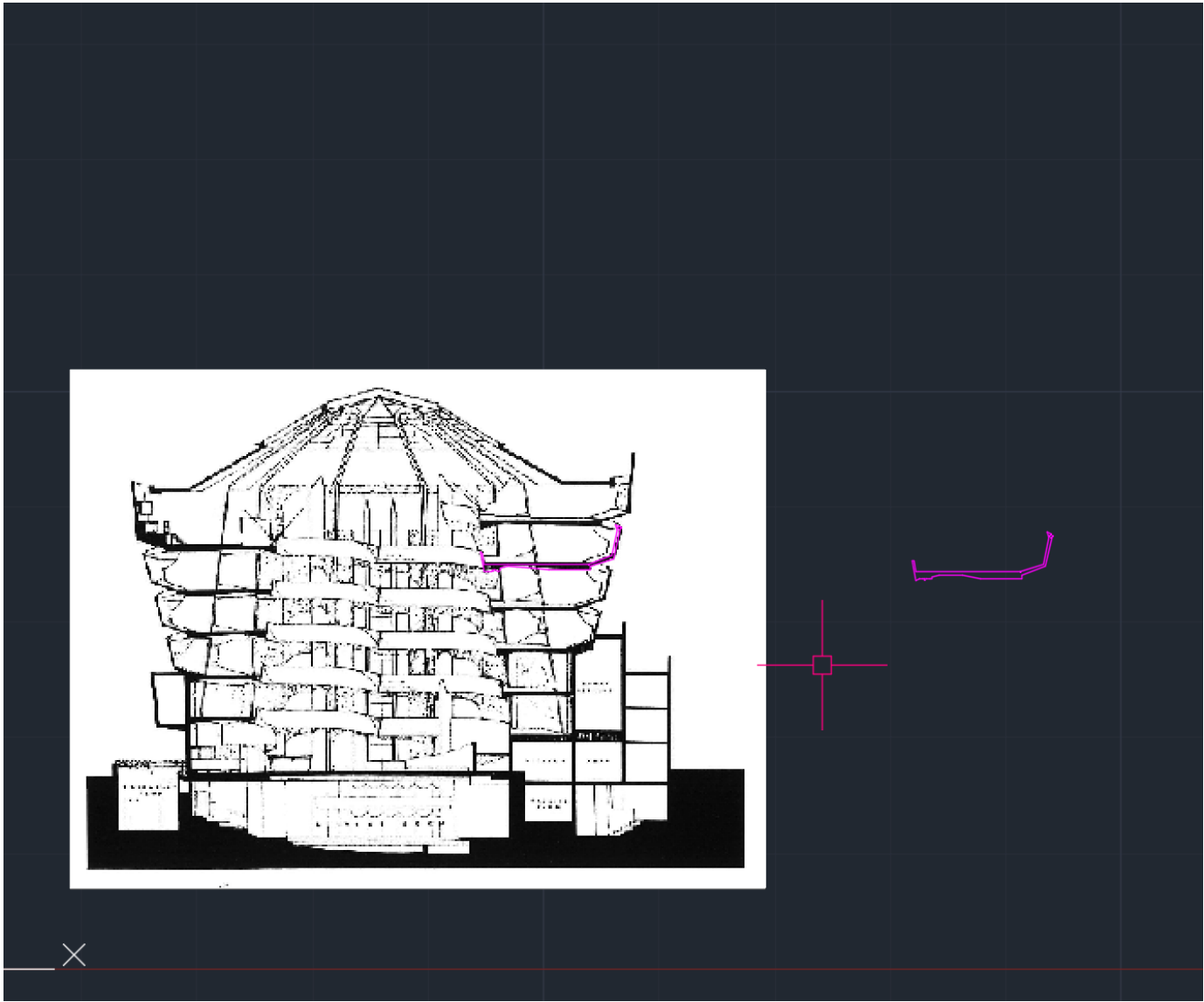


21 nov
trabalho 8

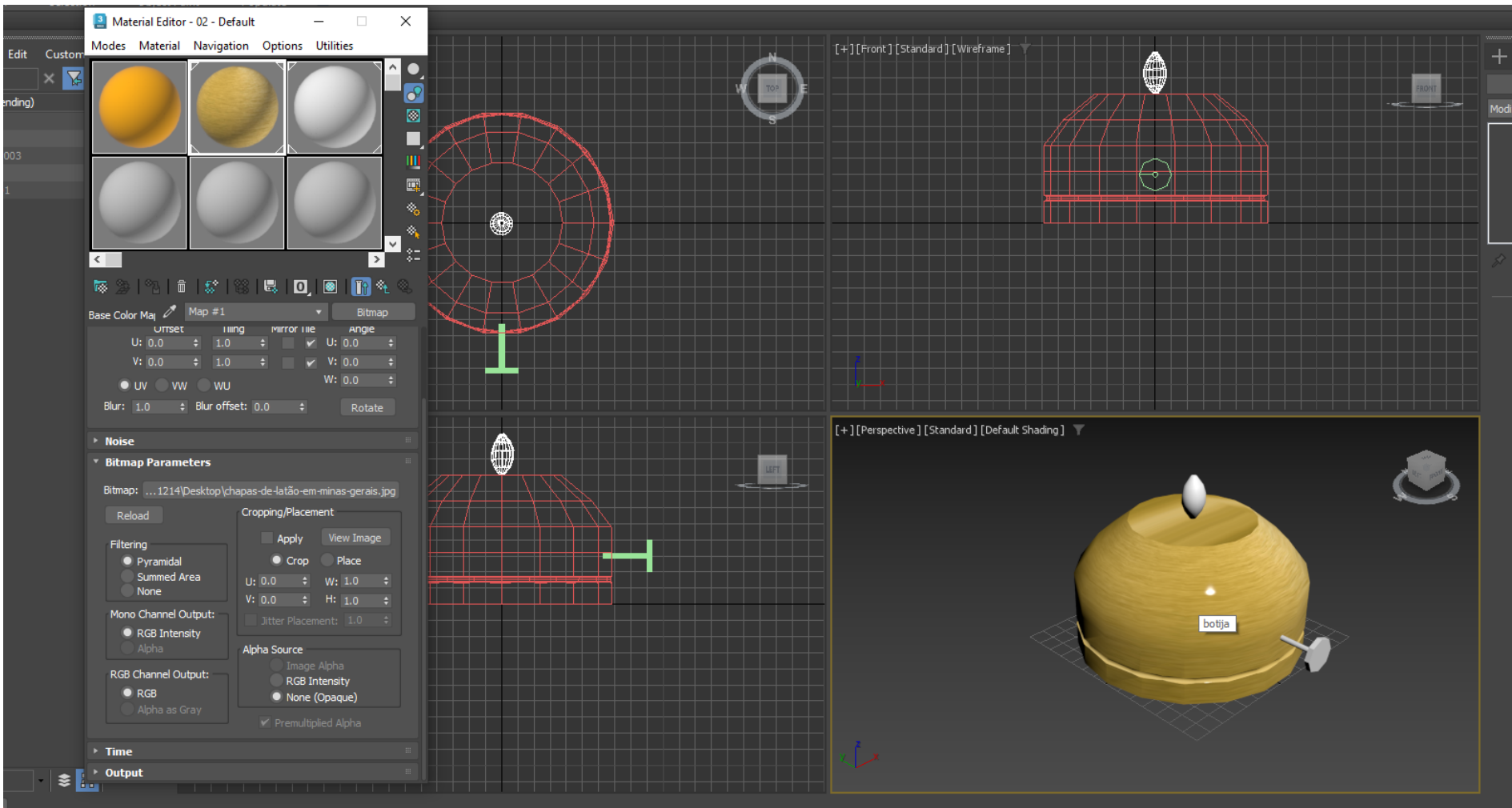
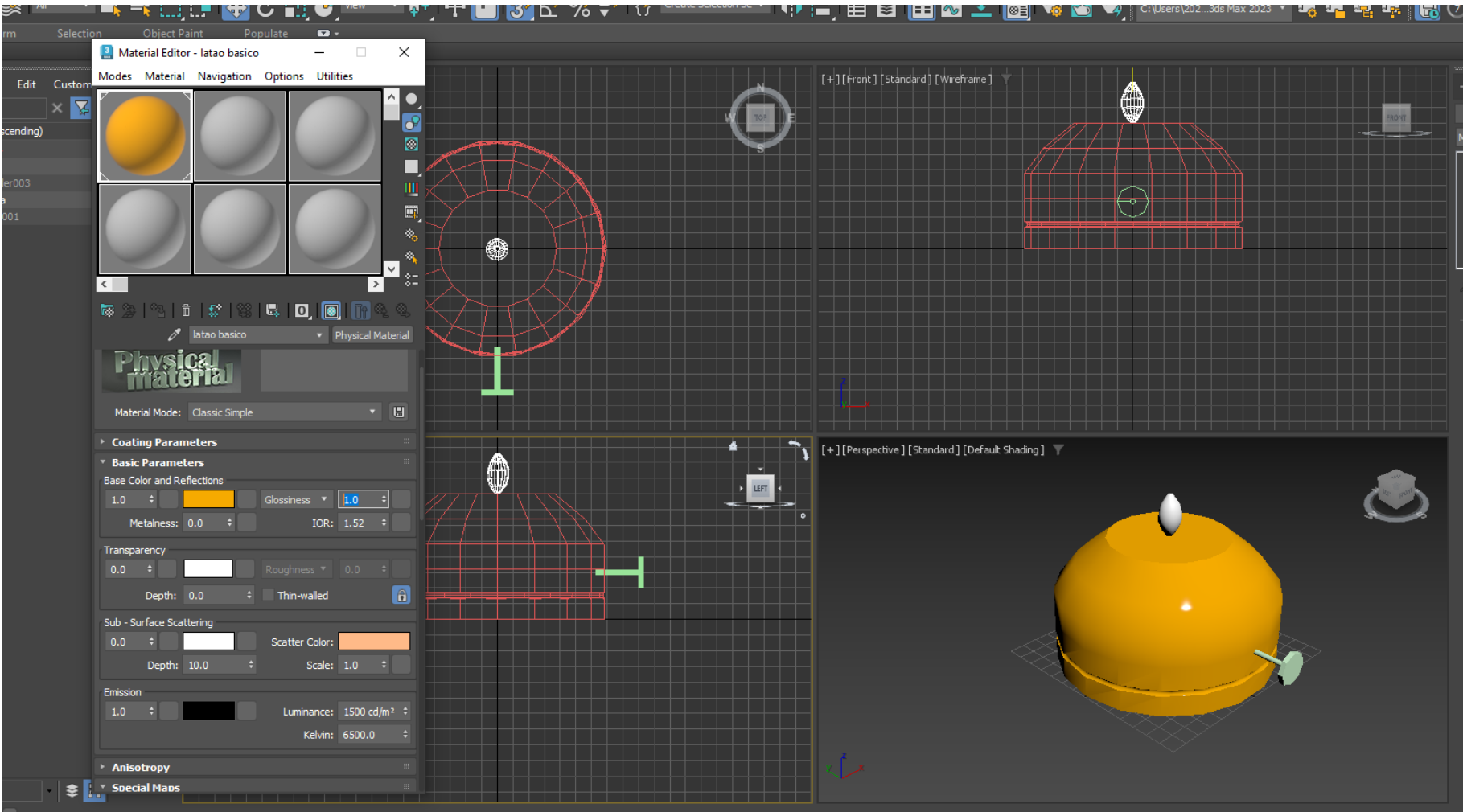
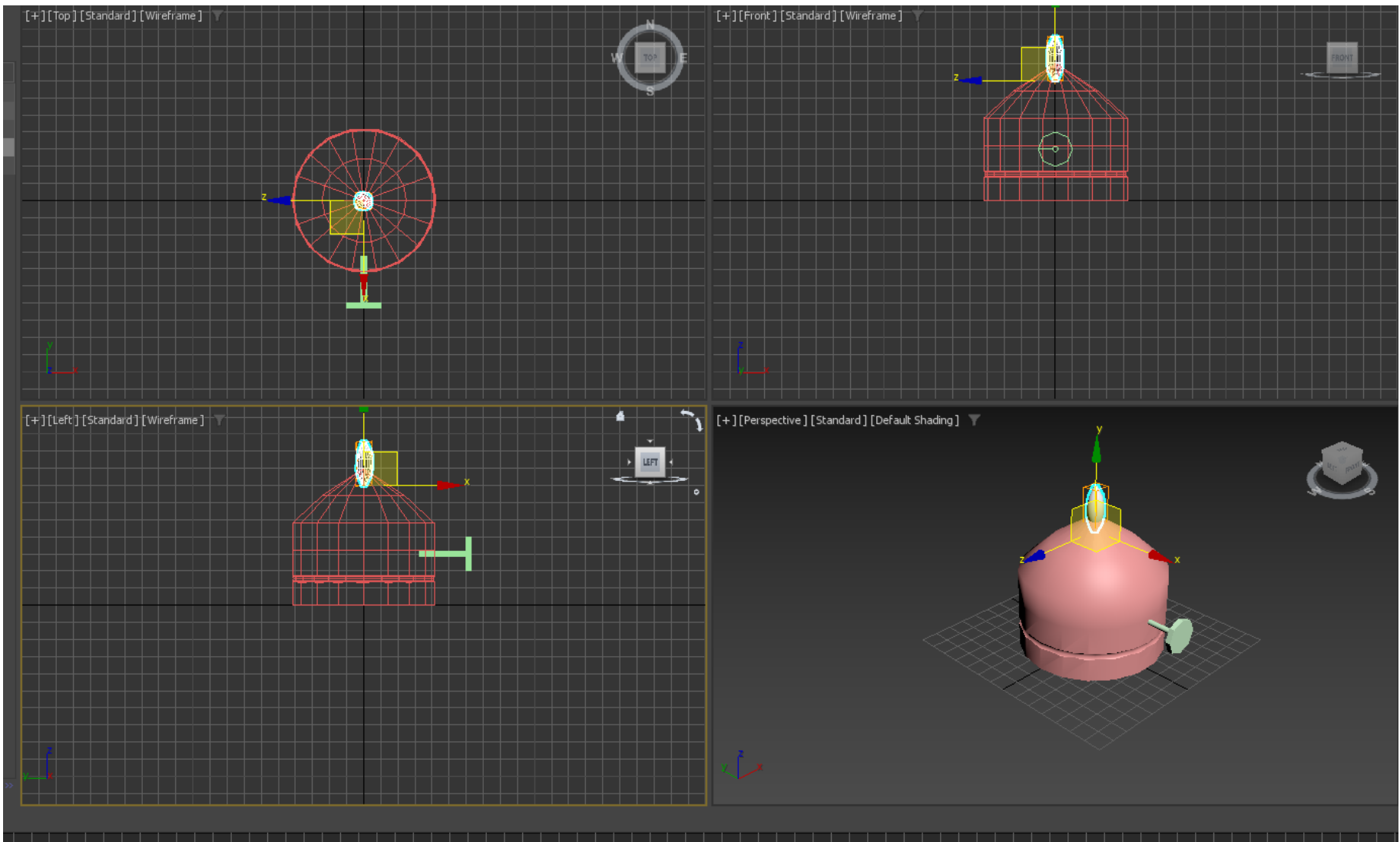
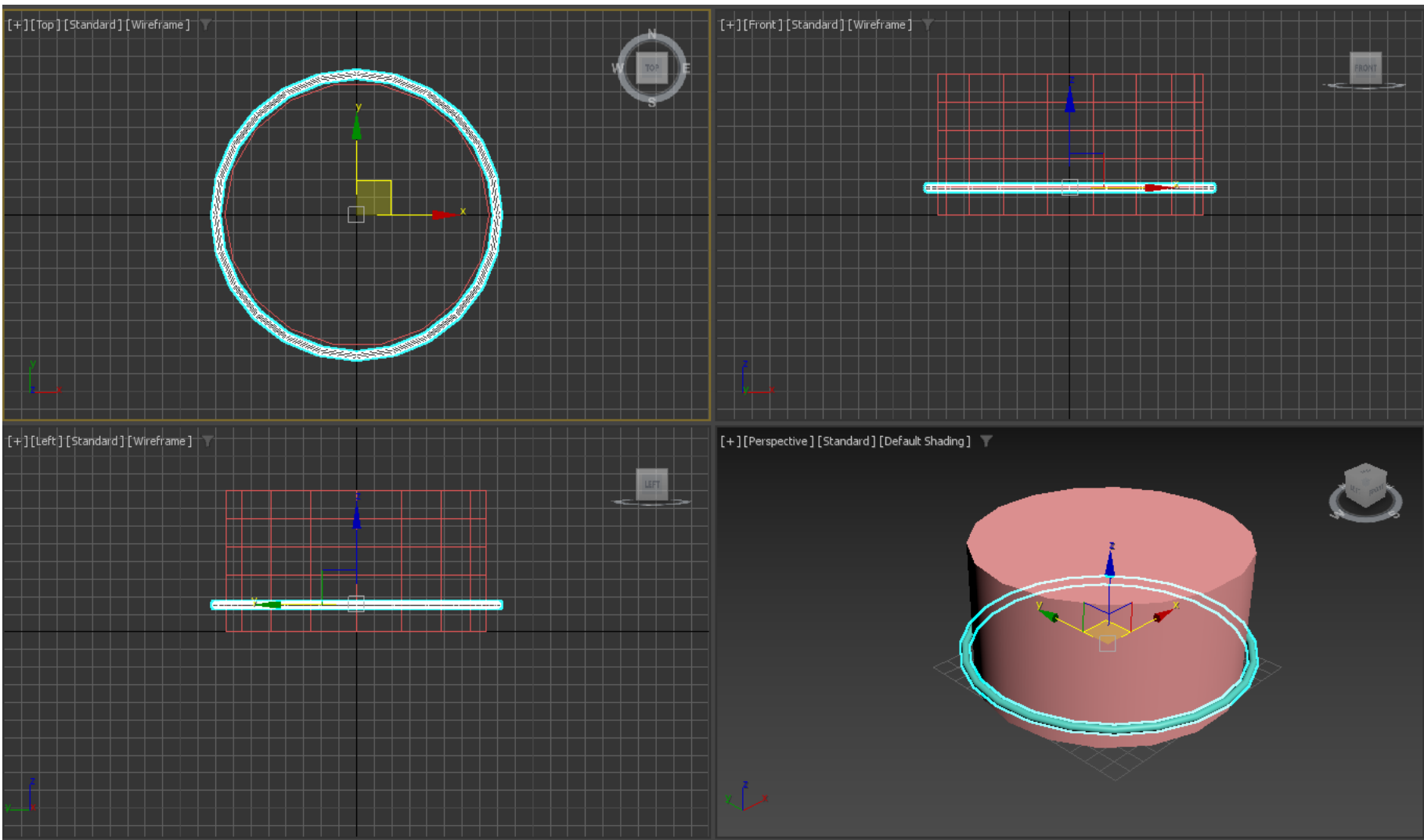




Helix
31
44
24.5
Turns
twist

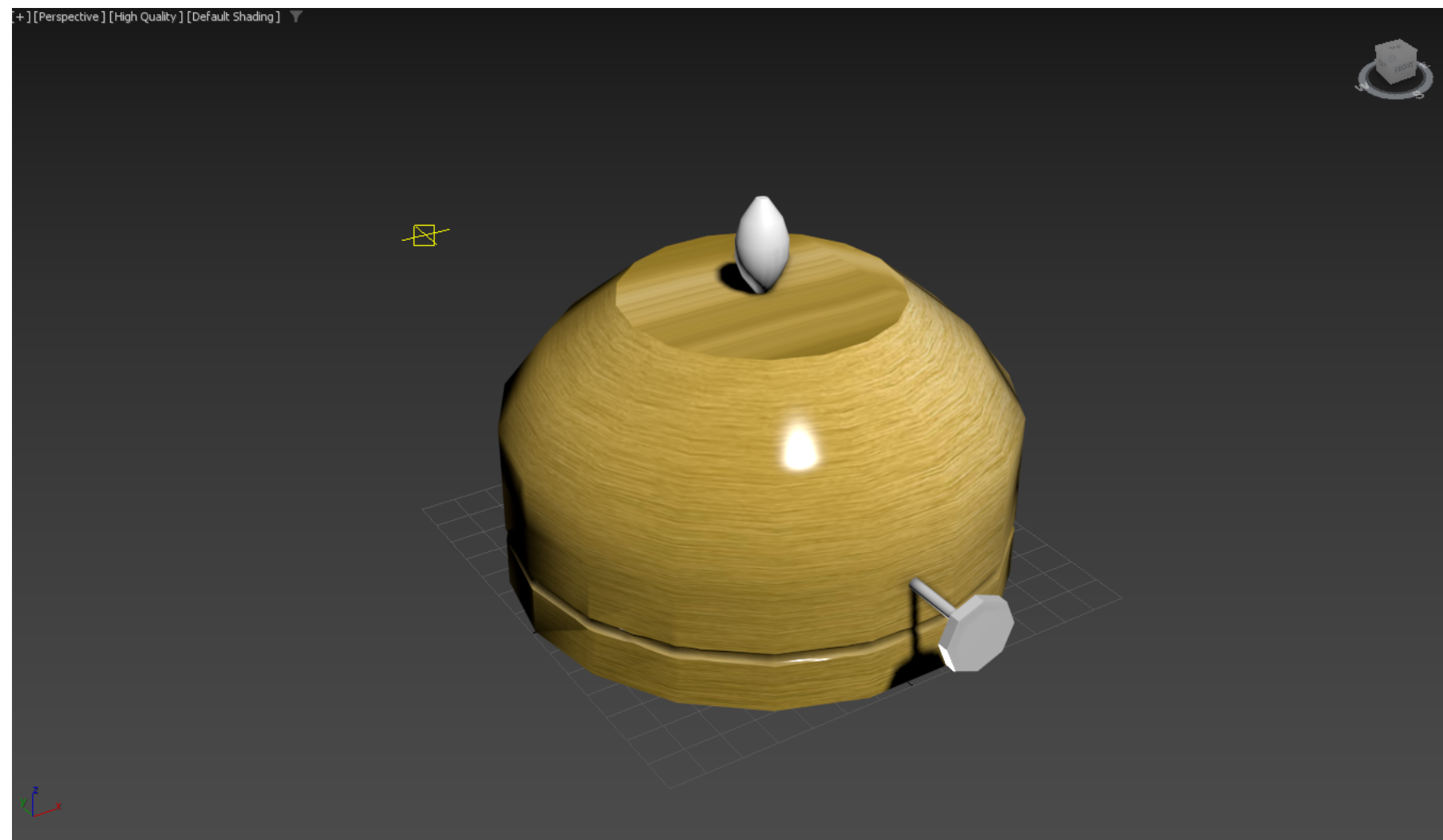


28 nov

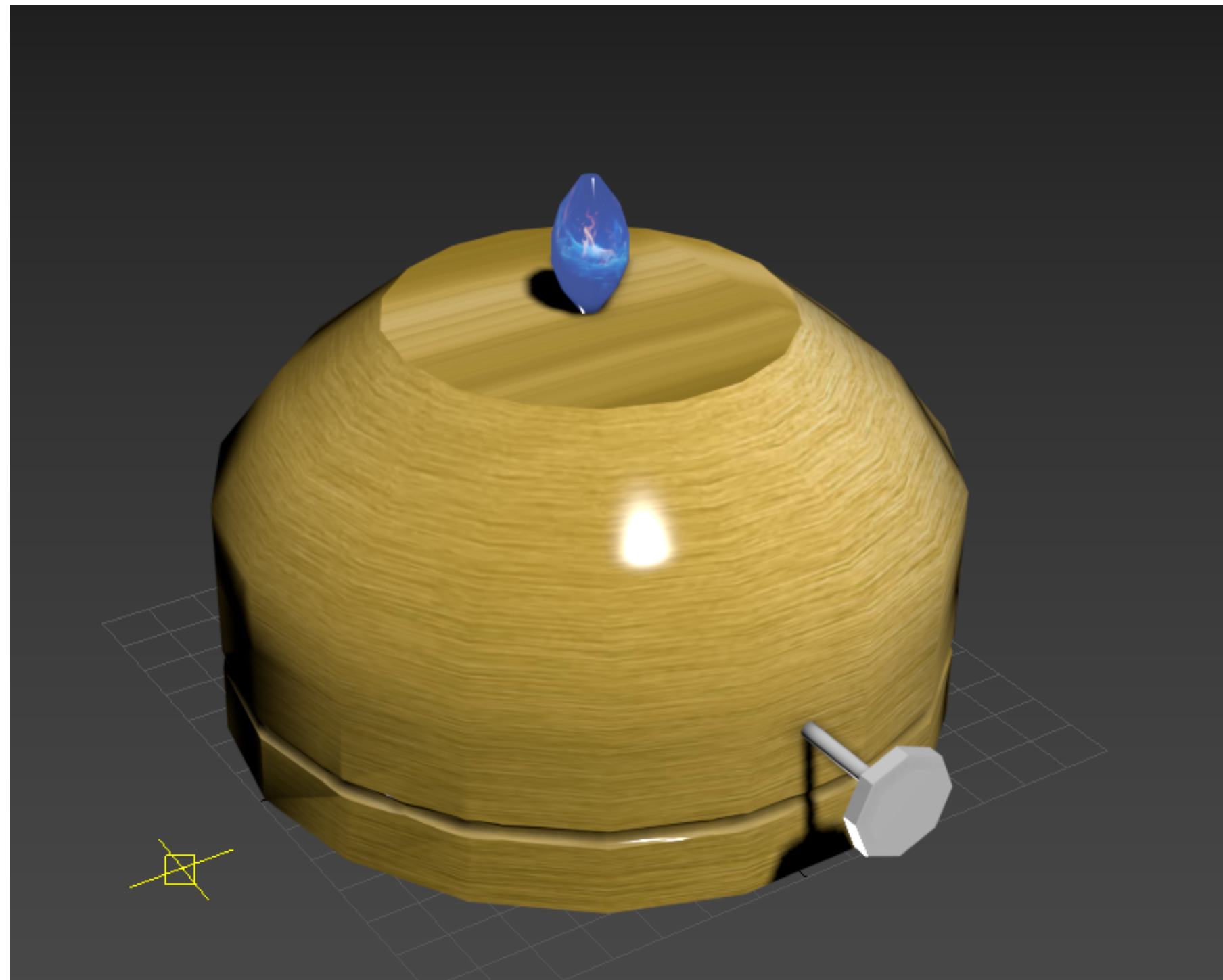


28 nov

3
MAX



Texturas utilizadas



Lâmpada final

