

SOLIDOS

PLATÓNICOS E ARQUIMIDIANOS

POLIEDROS PLATÓNICOS



Tetraedro



Hexaedro



Octaedro



Dodecaedro



Icosaedro

ARQUIMEDIANOS

POLIEDROS ARQUIMEDIANOS



Tetraedro
truncado



Cubo
truncado



Octaedro
truncado



Dodecaedro
truncado



Icosaedro



Cubo doblemente
truncado



Cuboctaedro



Dodecaedro
doblemente
truncado



Icosidodecaedro



Rombicuboctaedro



Gran
Rombicuboctaedro



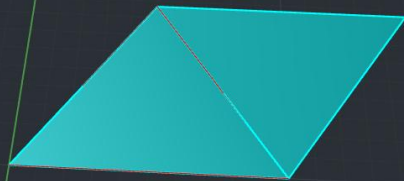
Rombicosido-
decaedro



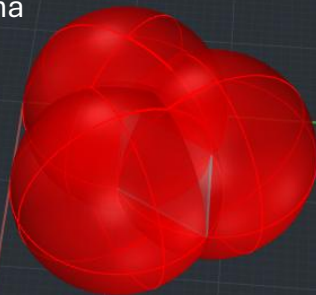
Gran
rombicosidodecaedro

Tetraedro

<60



Esferas para descobrir através
Do ponto de interseção o vértice
de cima



rotate3d



Arraypolar ; 3; 360

join

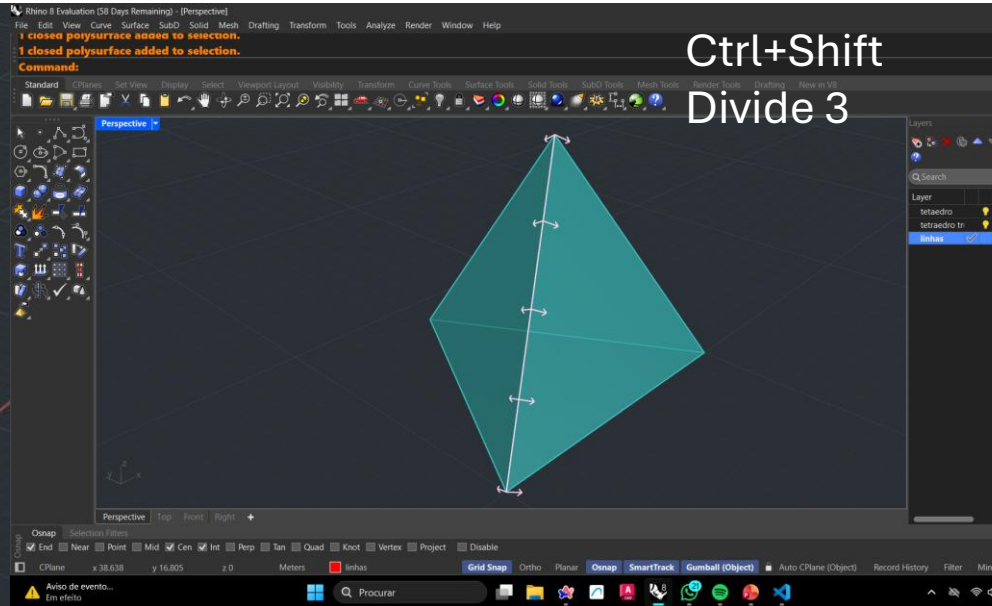


Tetraedro truncado

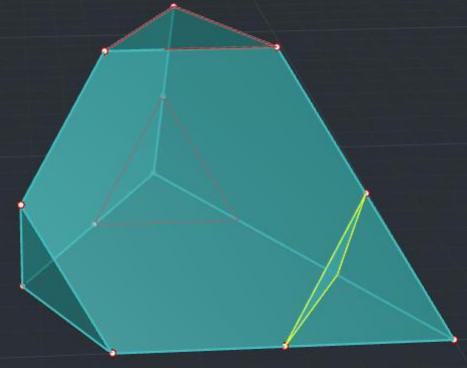
copy;paste;move



Ctrl+Shift
Divide 3



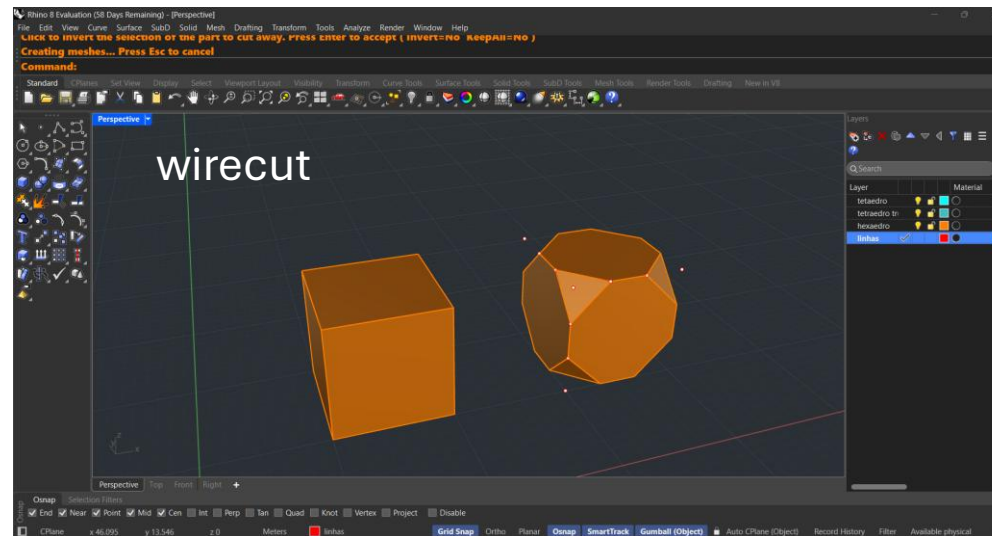
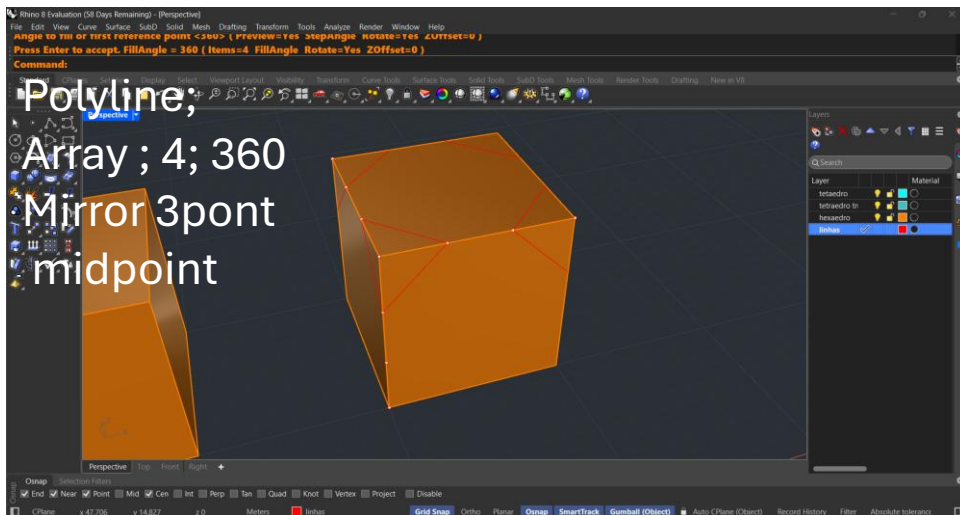
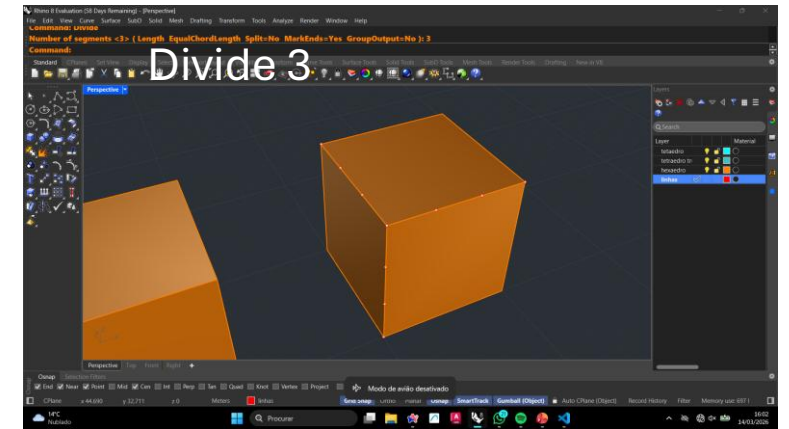
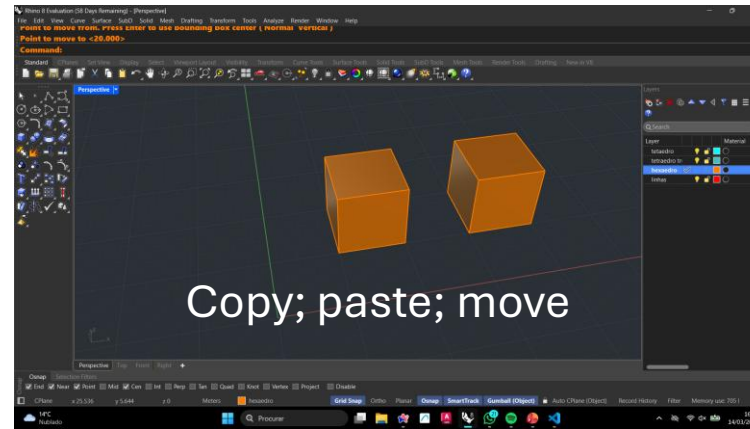
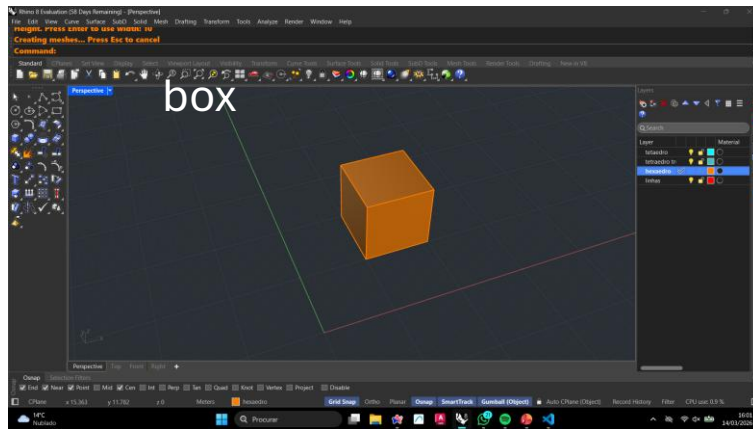
Poliline nos pontos
Wirecut



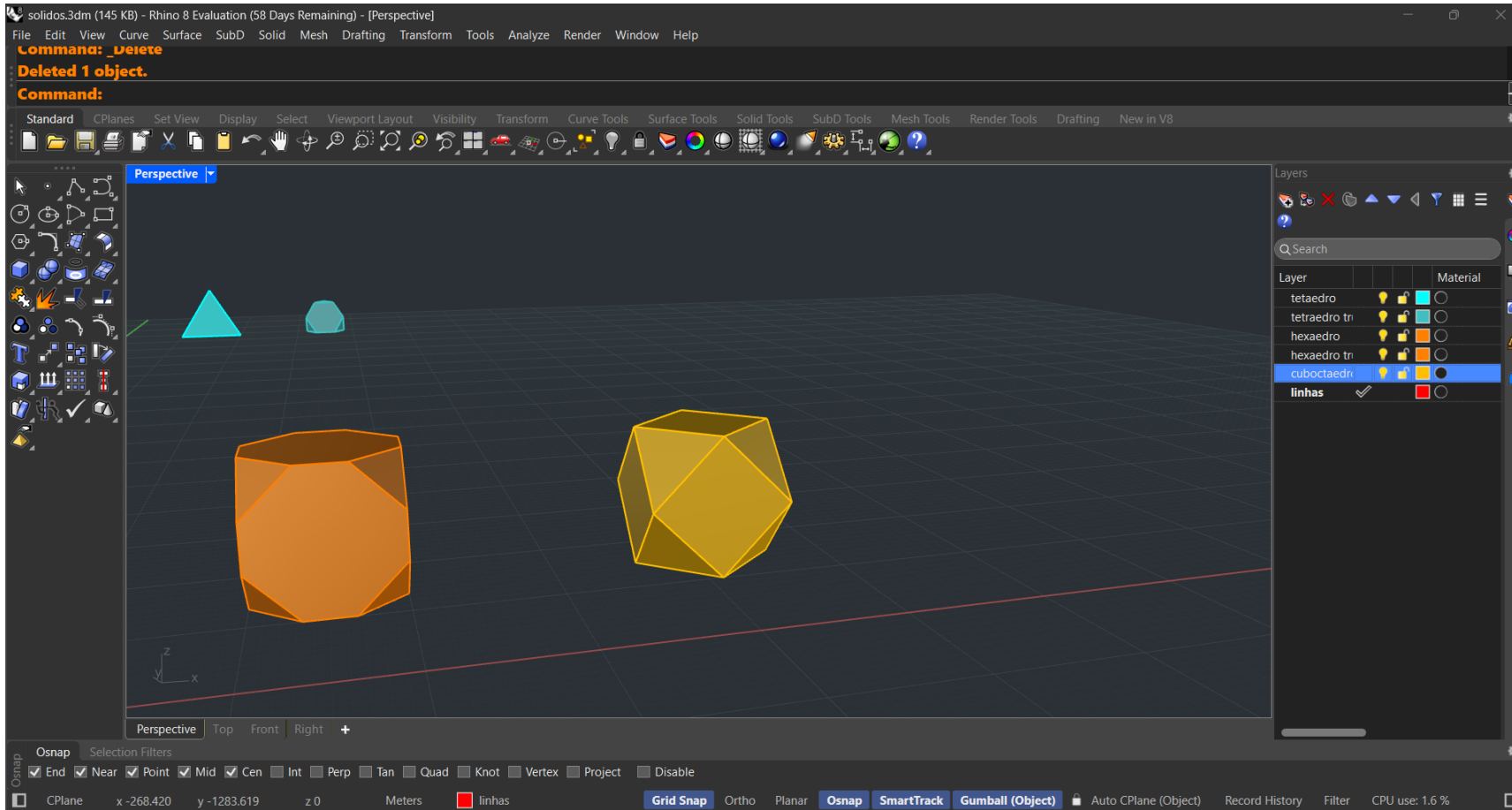
shade



HEXAEDRO E CUBO TRUNCADO

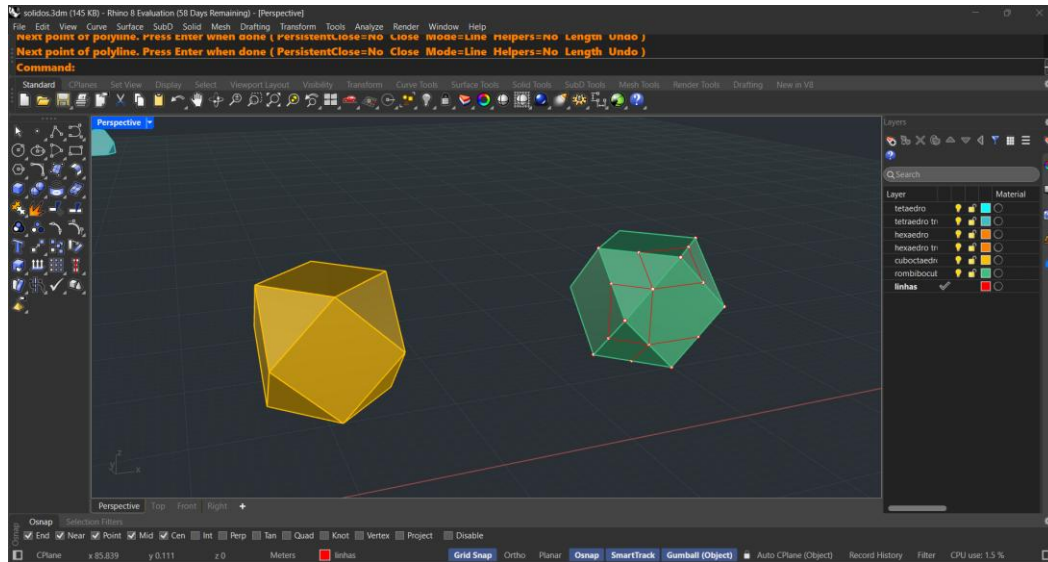


cuboctaedro

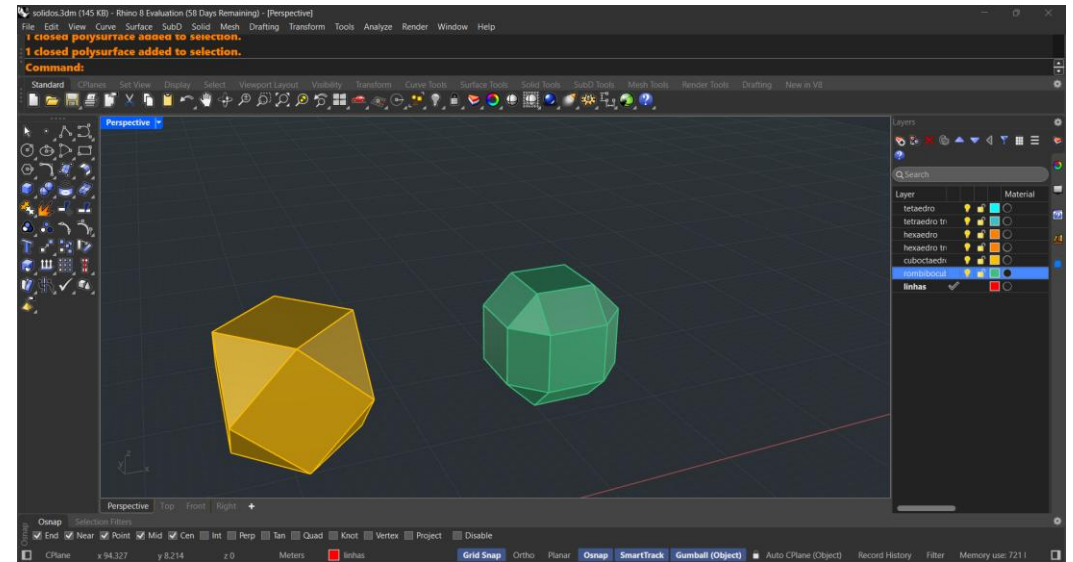


Mesmos comandos
com a exceção de:
Divide 2

rombibocubocaedro

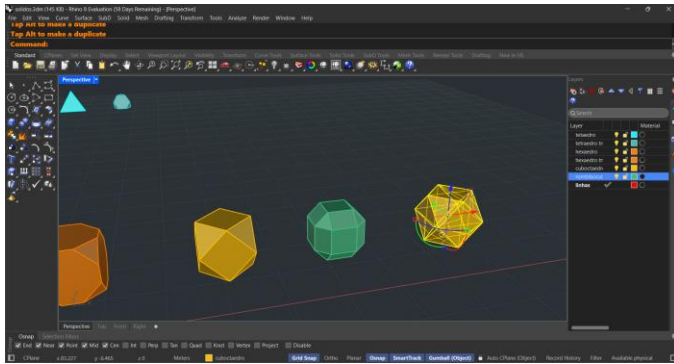


Copy paste e move com a ferramenta gumball
Divide ,2, polyline através os pontos
Arraypolar, 4 , 360,

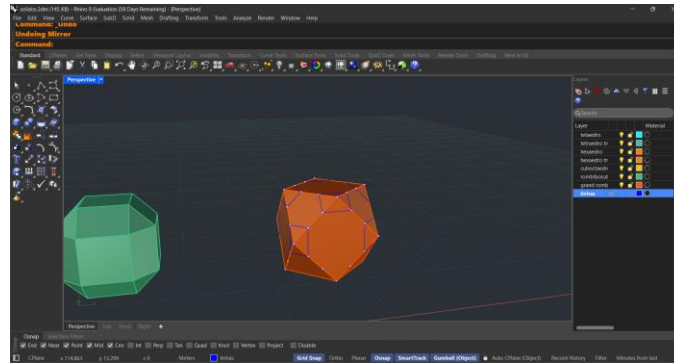


Wirecut keep all no

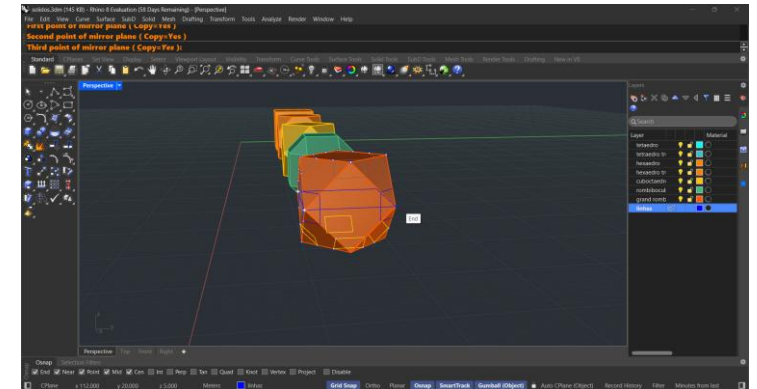
Gran Rombicuboctaedro



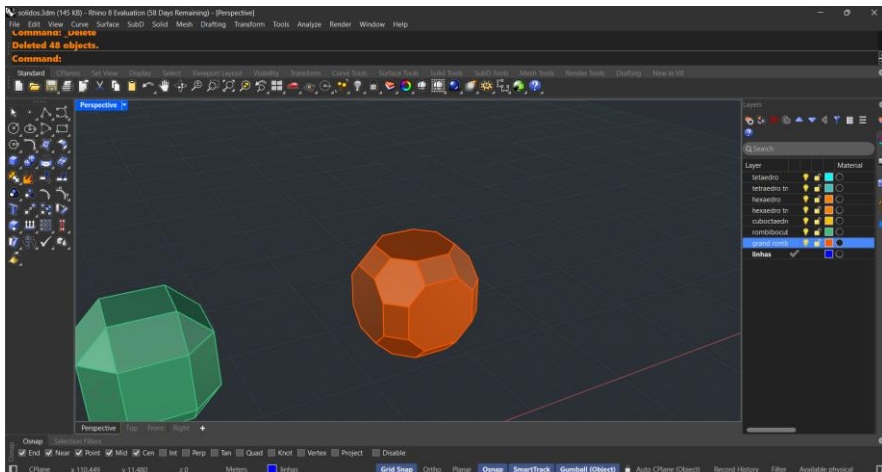
Copy paste e move



Mudo de Layer, divide 2; polyline nos pontos;
Array center; 4; 360

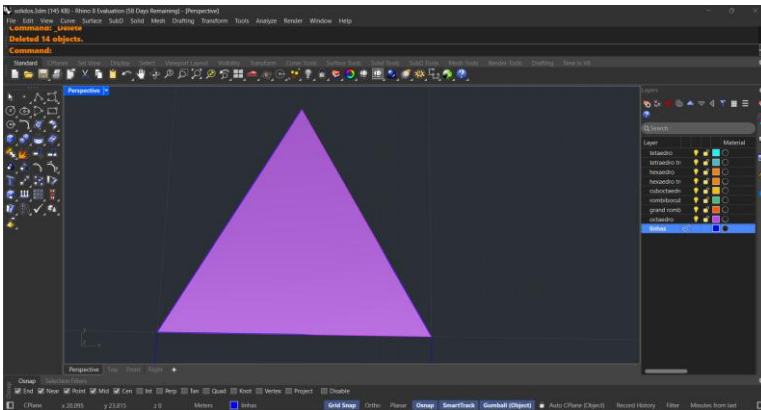


Mirror 3point

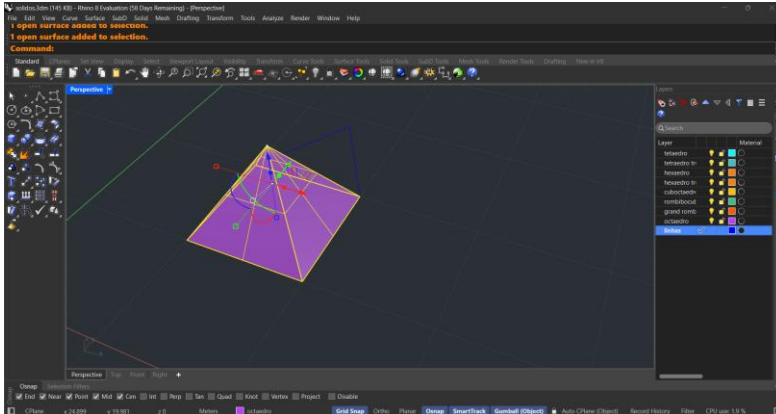


Wire cut e desativo o layer do gran rombicuboctaedro para apagar os pontos

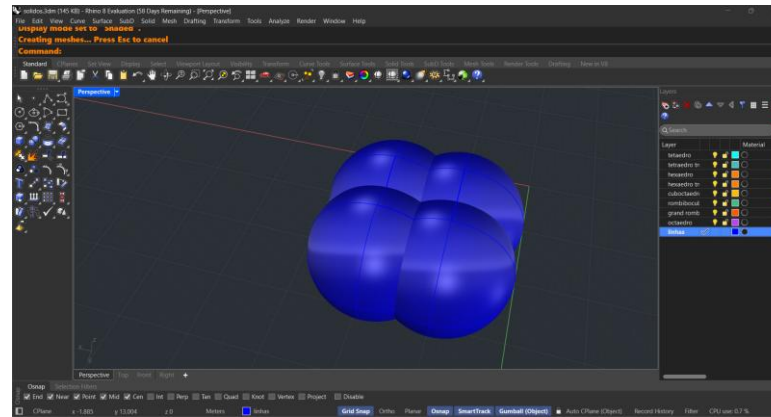
OCTAEDRO



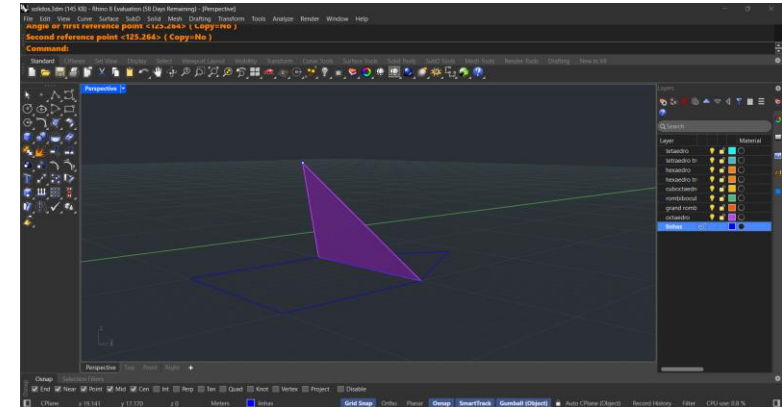
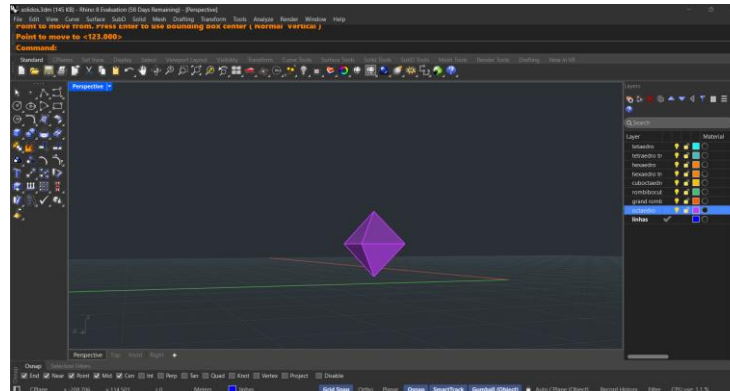
Criei um triângulo equilátero utilizando <60 com medida de 10 nas arestas



Arraypolar e join



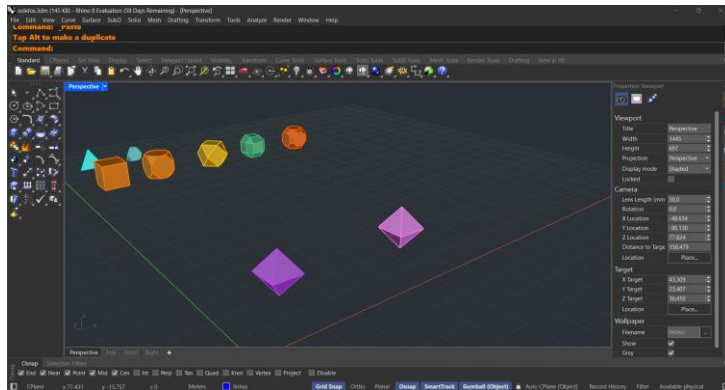
Numa aresta do triângulo criei um quadrado;
Depois fiz esferas e intersetei-as para descobrir
O vértice de cima



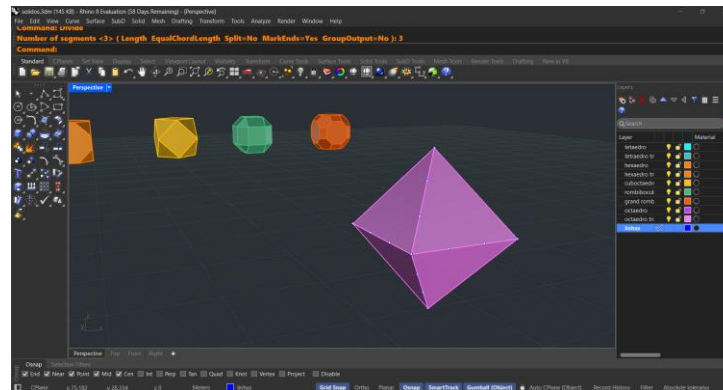
Usei o rotate3d para aligar os vértices

Mirror e join

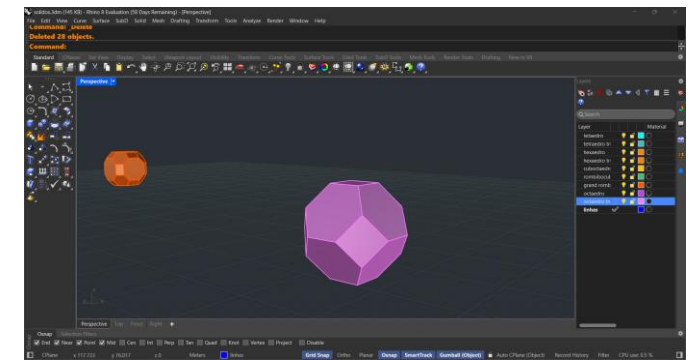
Octaedro truncado



Copy paste move do octaedro

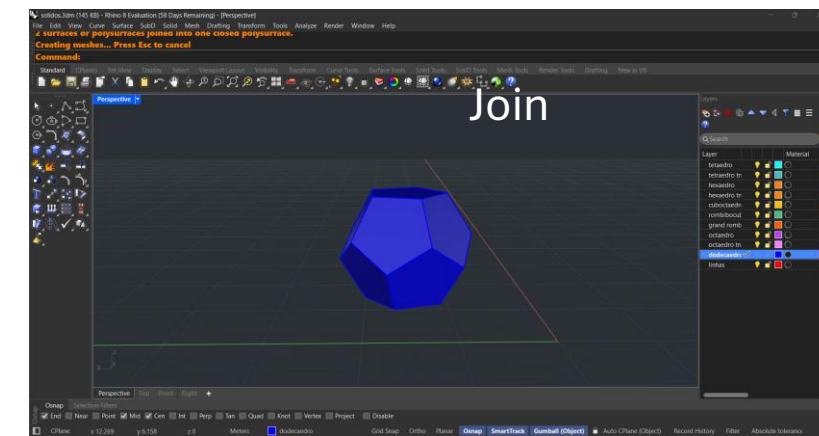
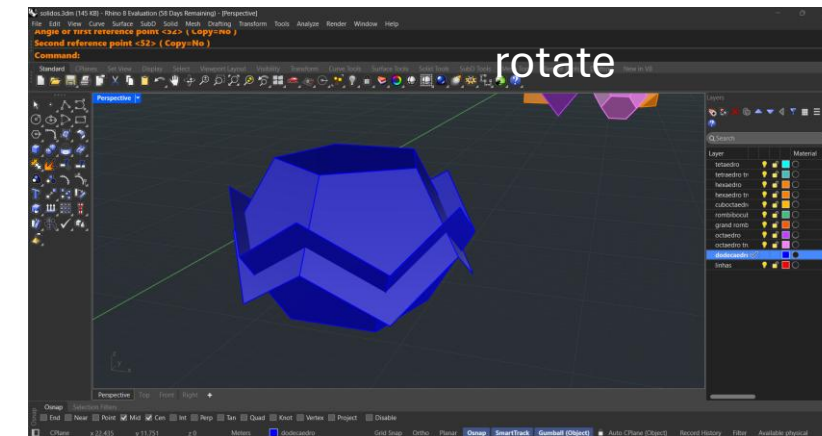
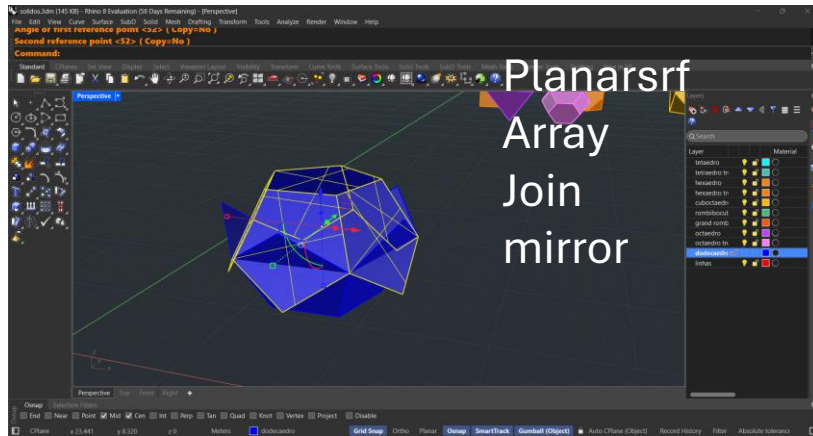
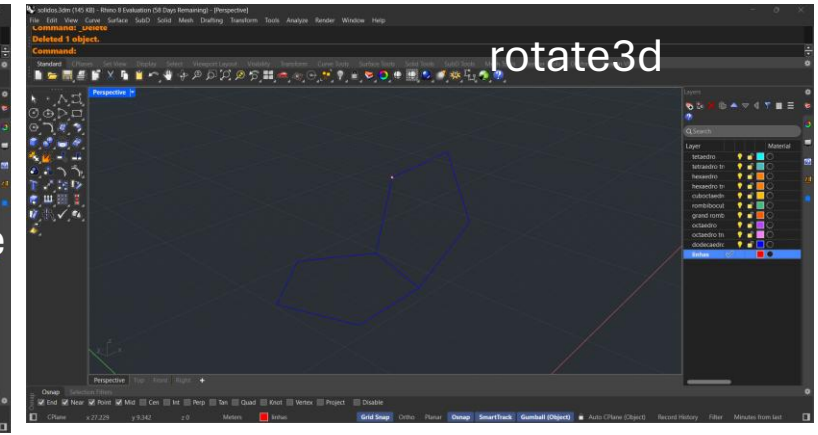
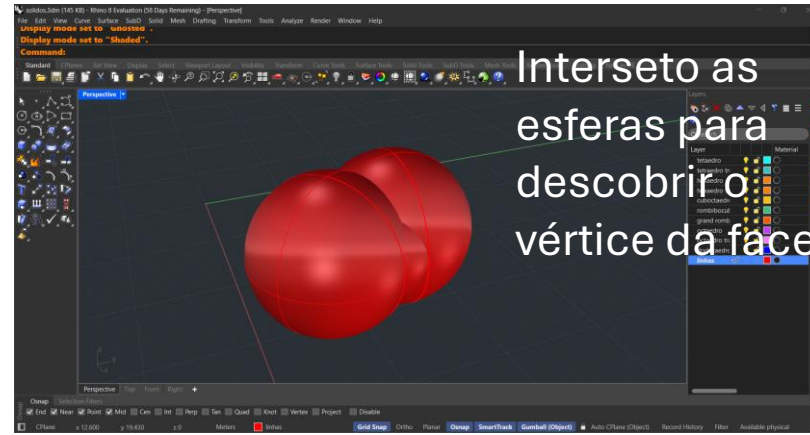
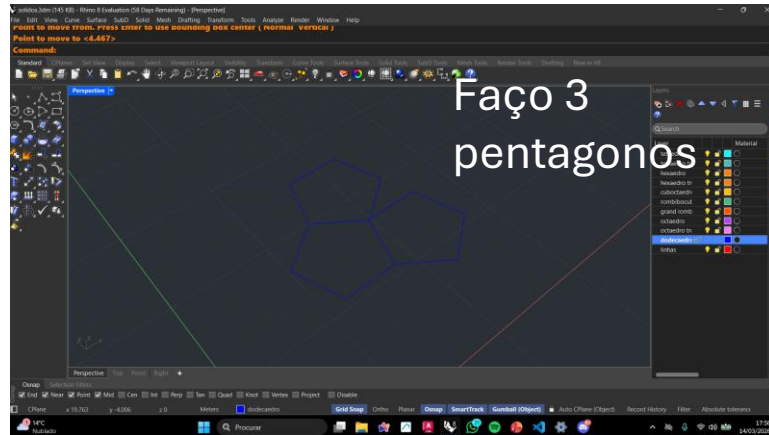


Dividi por 3 as arestas de um dos lados e de cima

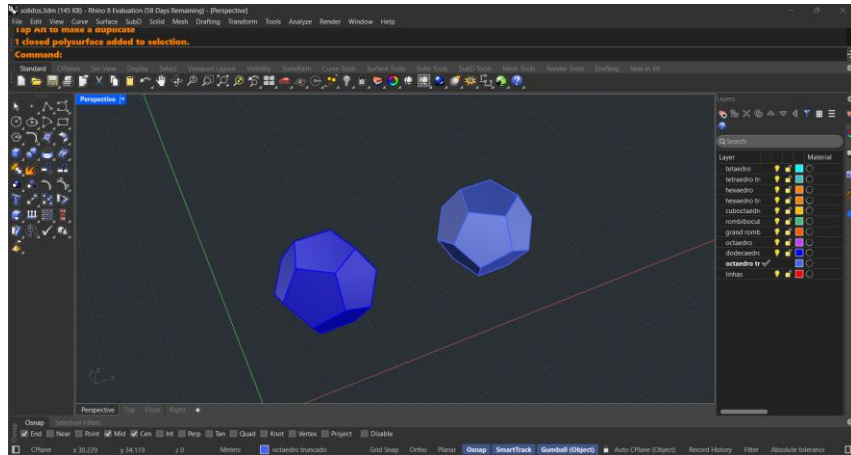


Fiz os wires com polyline
dei array e mirror no wire de cima
Depois foi só fazer wirecut

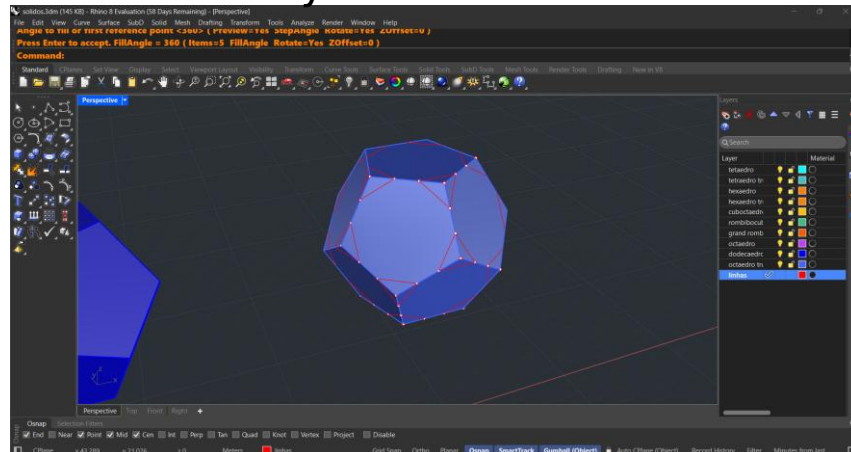
Dodecaedro



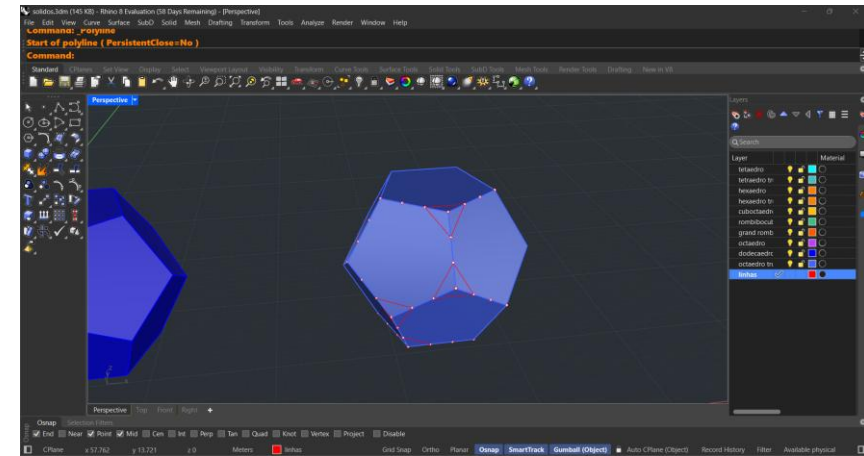
Dodecaedro truncado



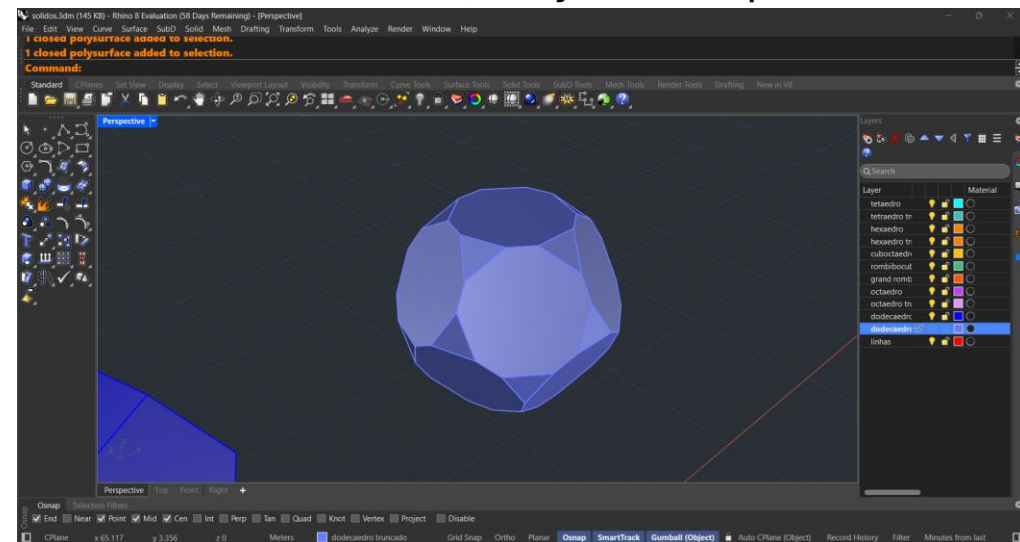
Copy paste e move
mudar de layer



arraypolar

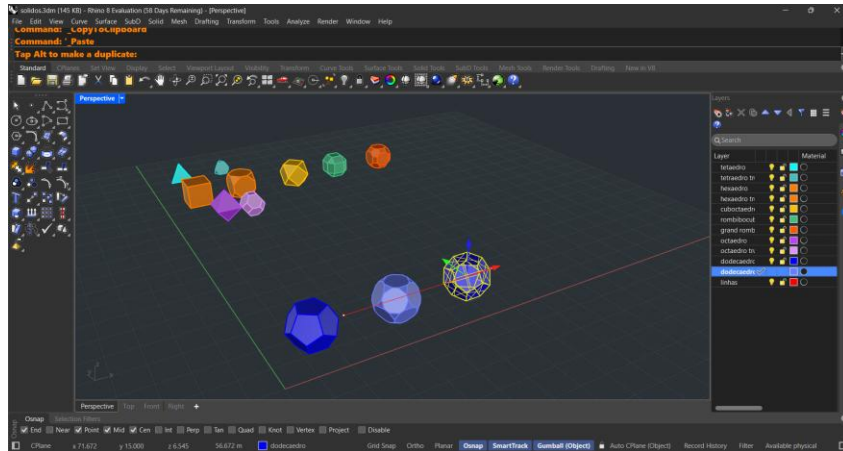


Divide 3; Polyline nos pontos

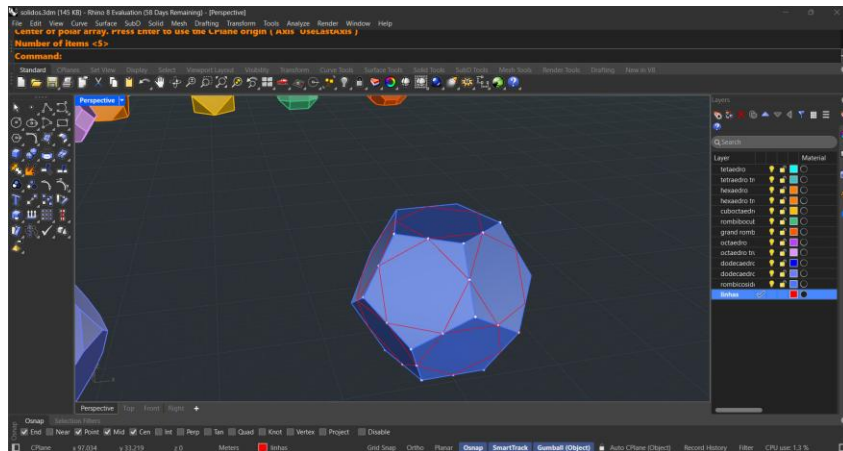


wirecut

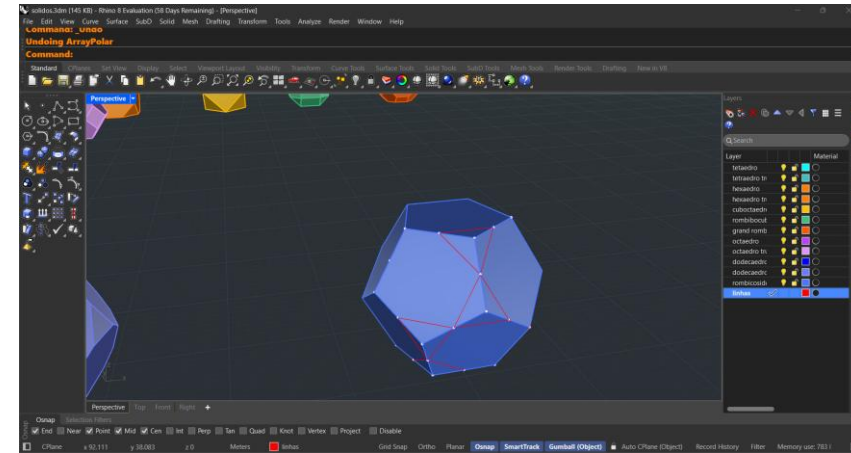
icosidodecaedro



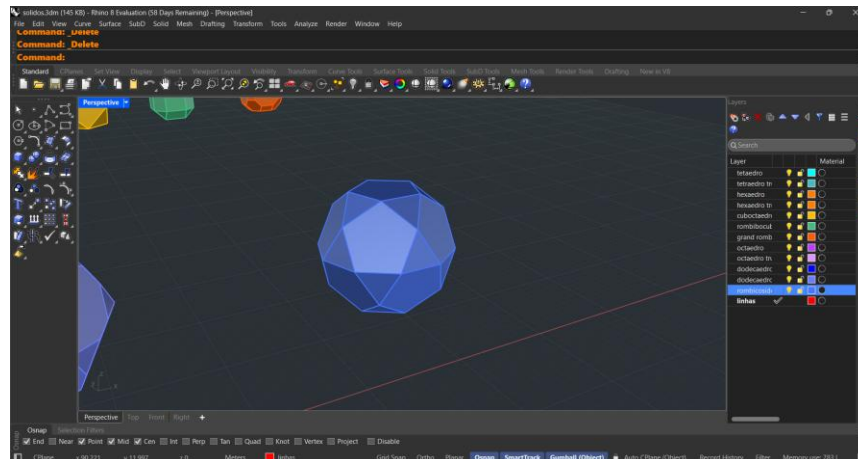
Copy paste move mudar de layer



arraypolar

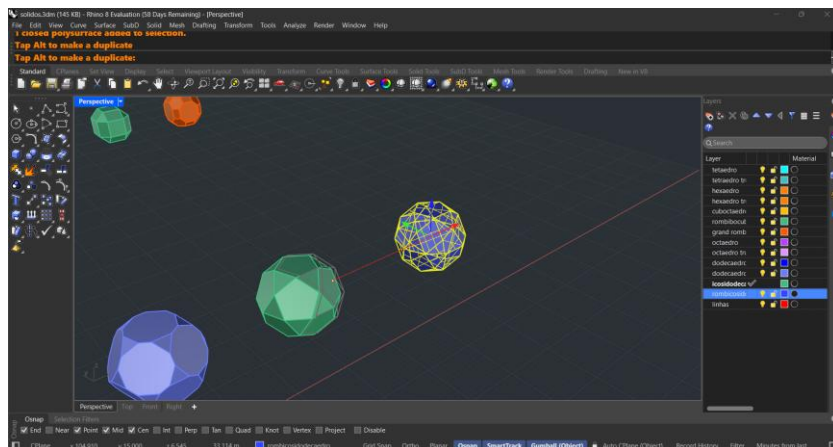


Divide2 e polyline para desenhar os wires

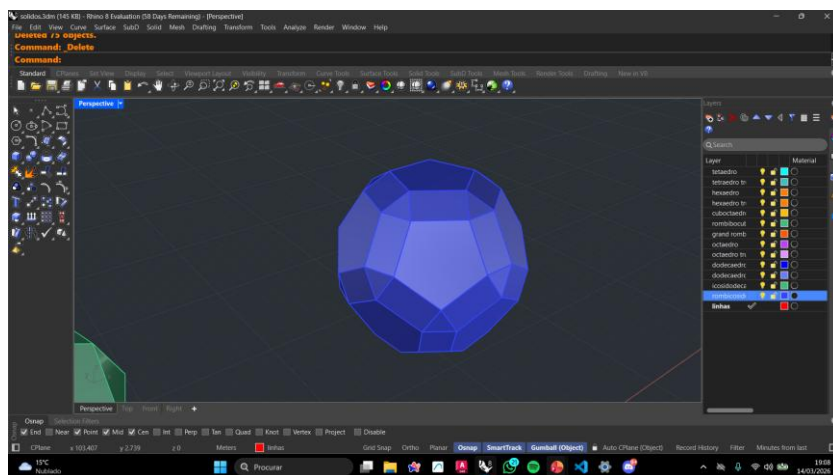


wirecut

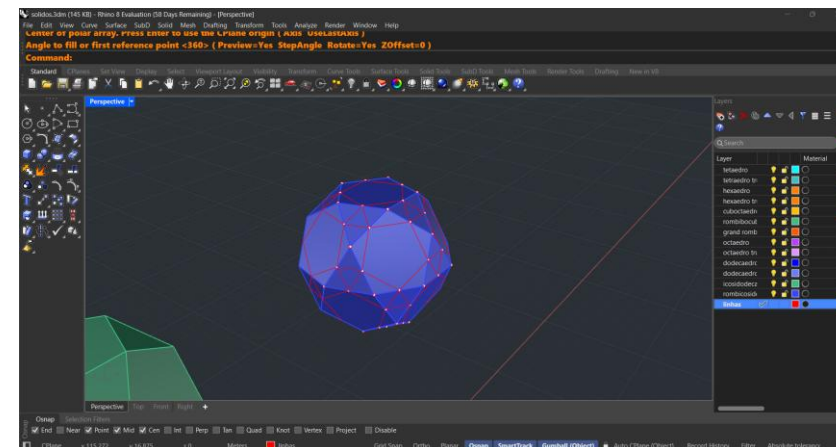
Rombicosidodecaedro



Copy paste move

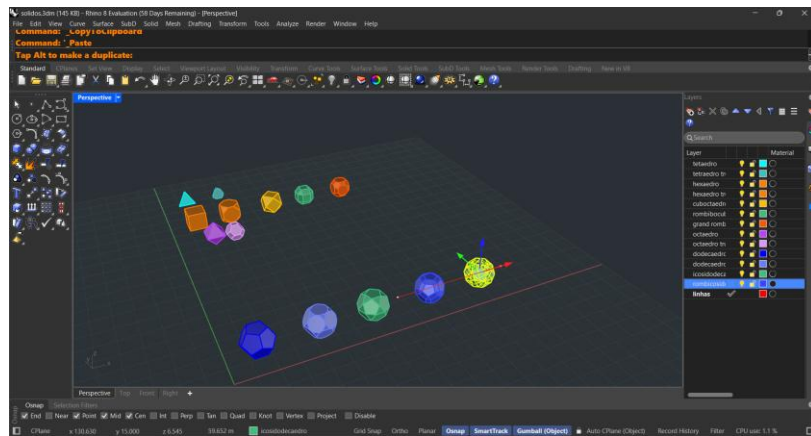


wirecut

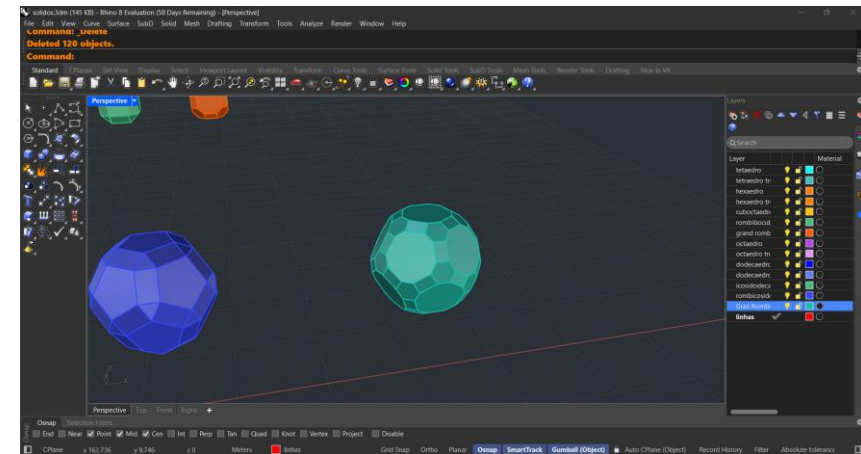


Divide 2 polyline para fazer os
wires;
e arraypolar

Gran Rombicosidodecaedro

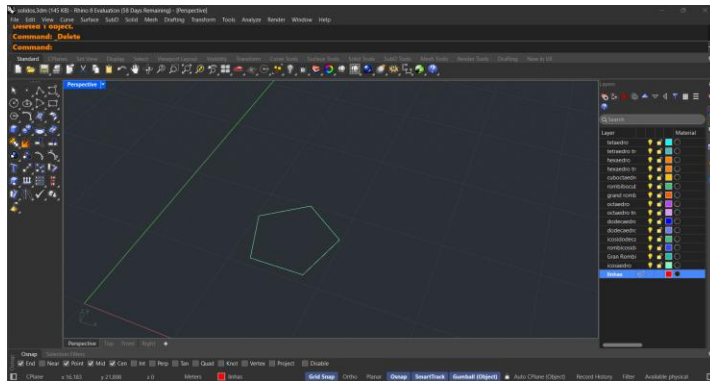


Copy paste move

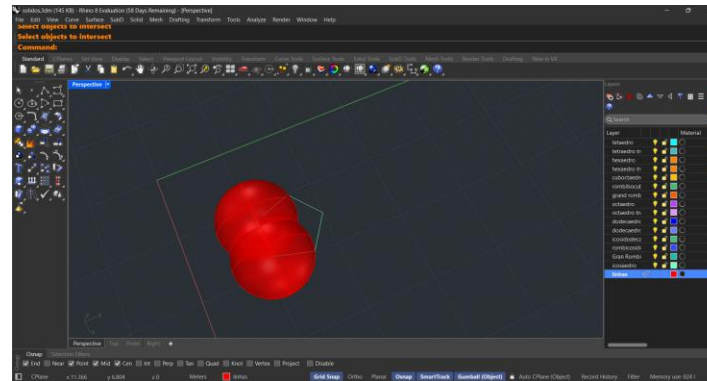


Divide 3 nas arestas
polyline nos pontos para fazer wires
wirecut

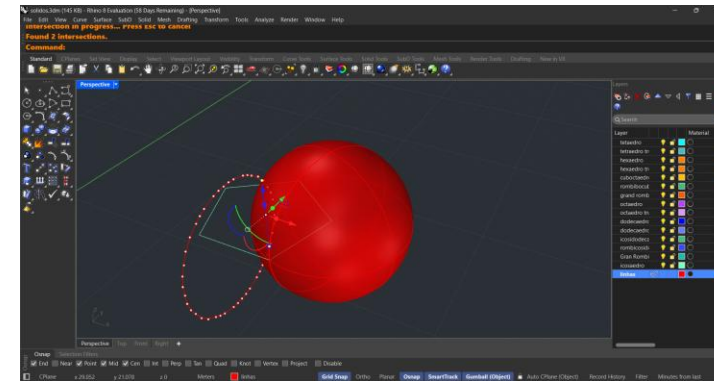
Icosaedro



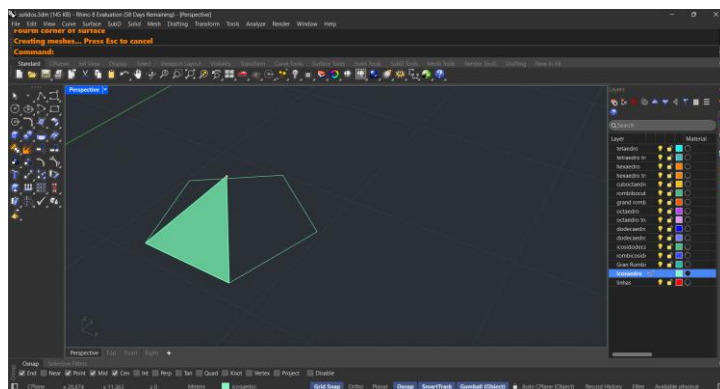
pentagono



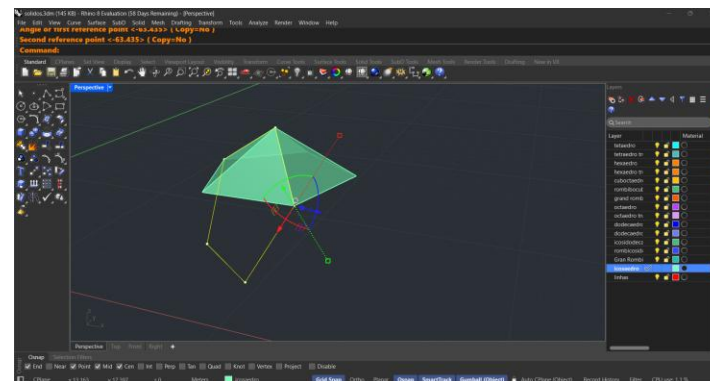
Interseção duas esferas



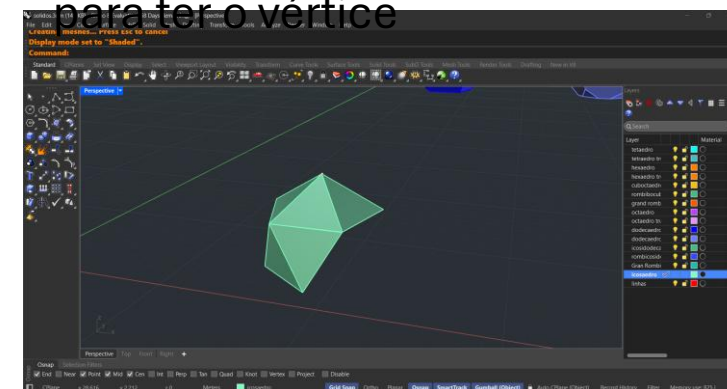
Interseção da linha de
interseção com outra esfera
para ter o vértice



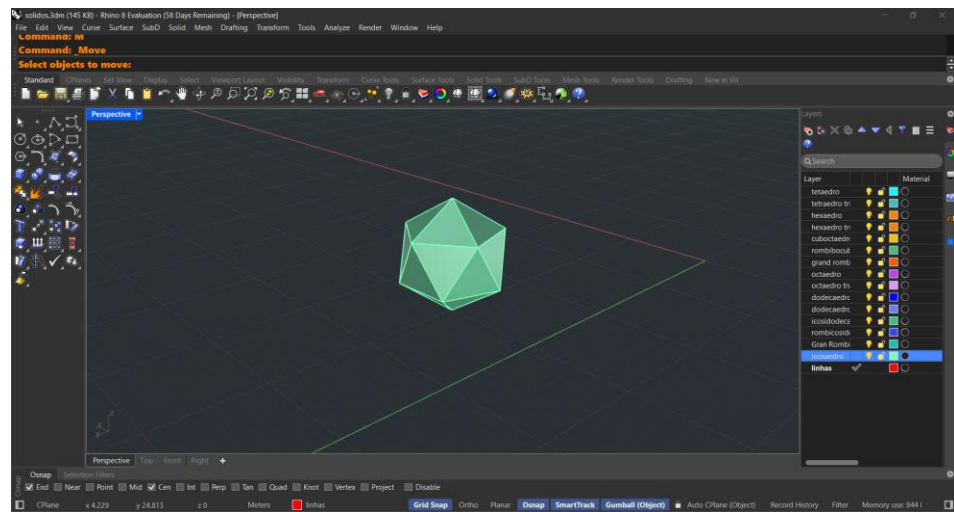
Primeira face



arraypolar
Rotaciono a curve que usei como base
Da próxima lateral

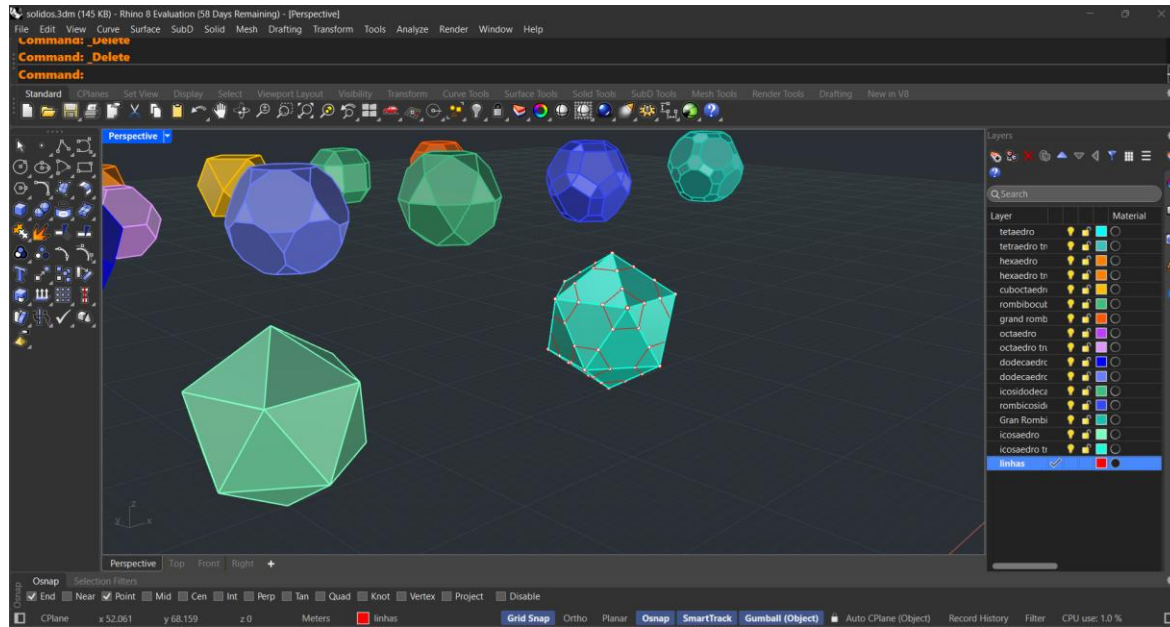


arraypolar

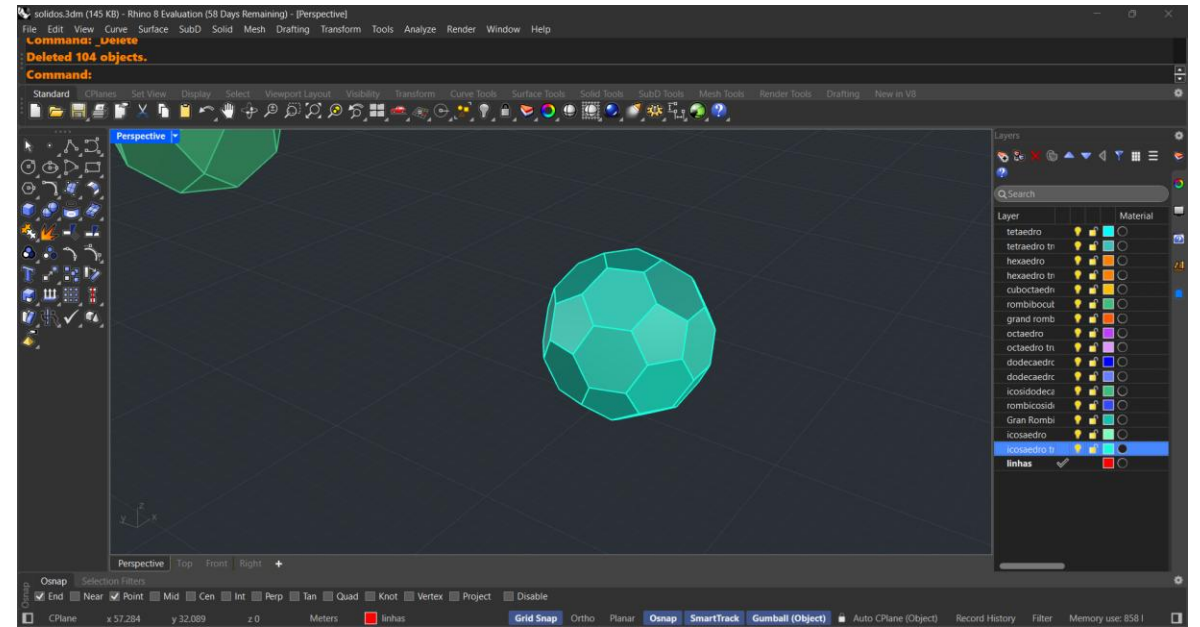


Arraypolar
mirror
Rotate
join

Icosaedro truncado



Copy paste move
Divide 3 nas arestas
polyline para fazer os wires



wirecut