

Modelação Geométrica e Generativa

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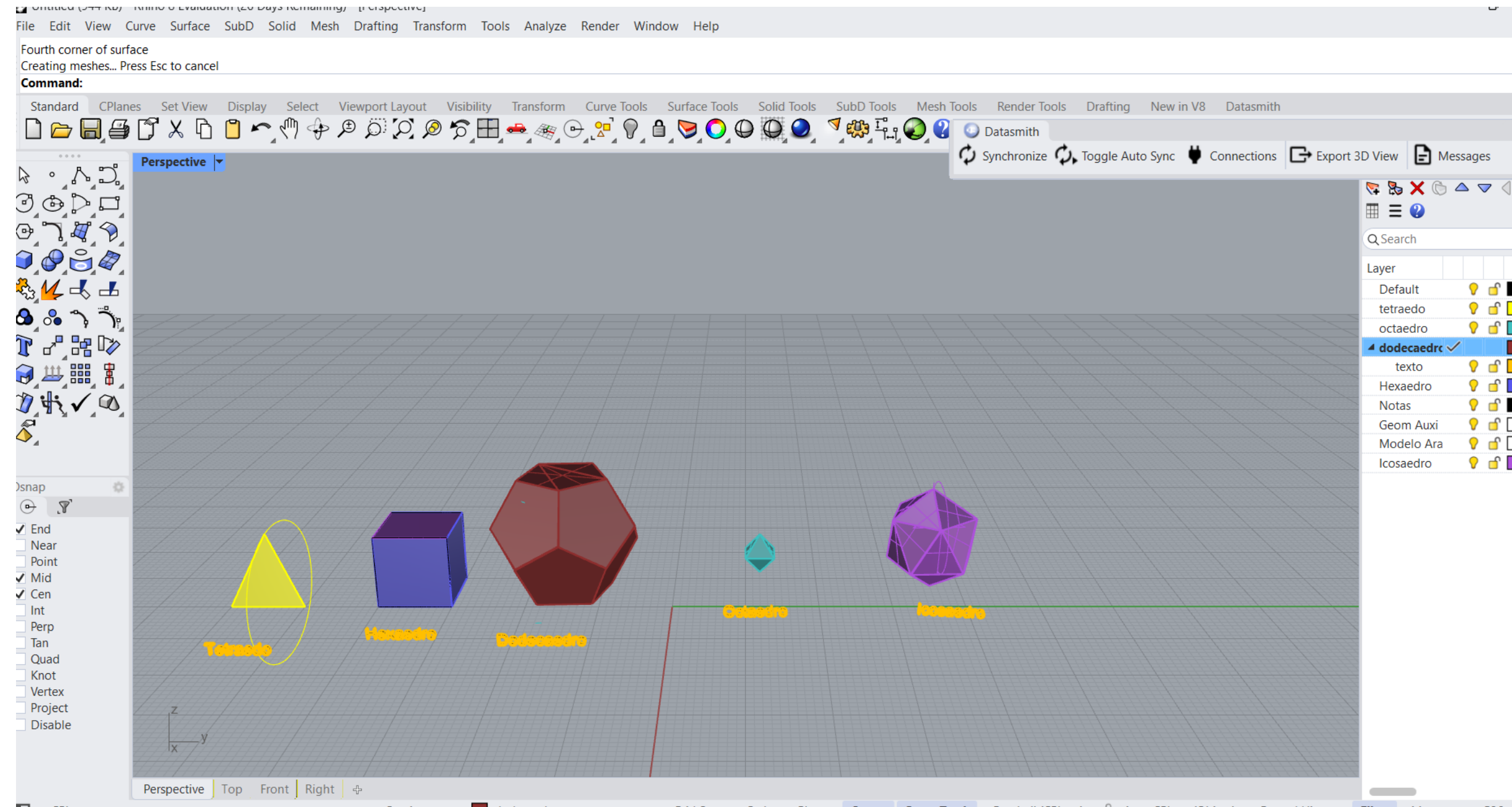
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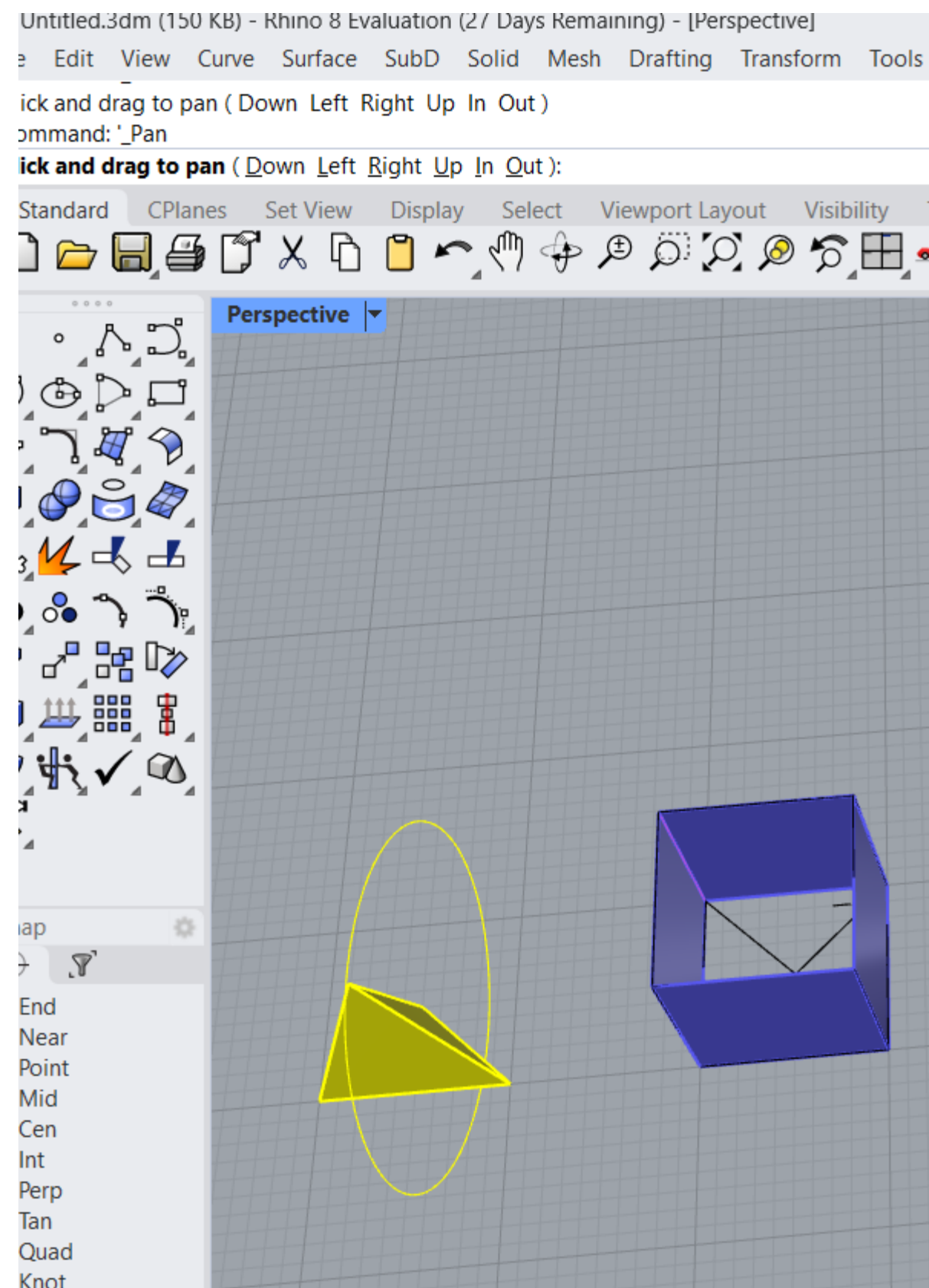
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Exerc. 1– Sólidos Platónicos

	Faces	Vertices
Tetrahedron	4	4
Cube	6	8
Octahedron	8	6
Dodecahedron	12	20
Icosahedron	20	12



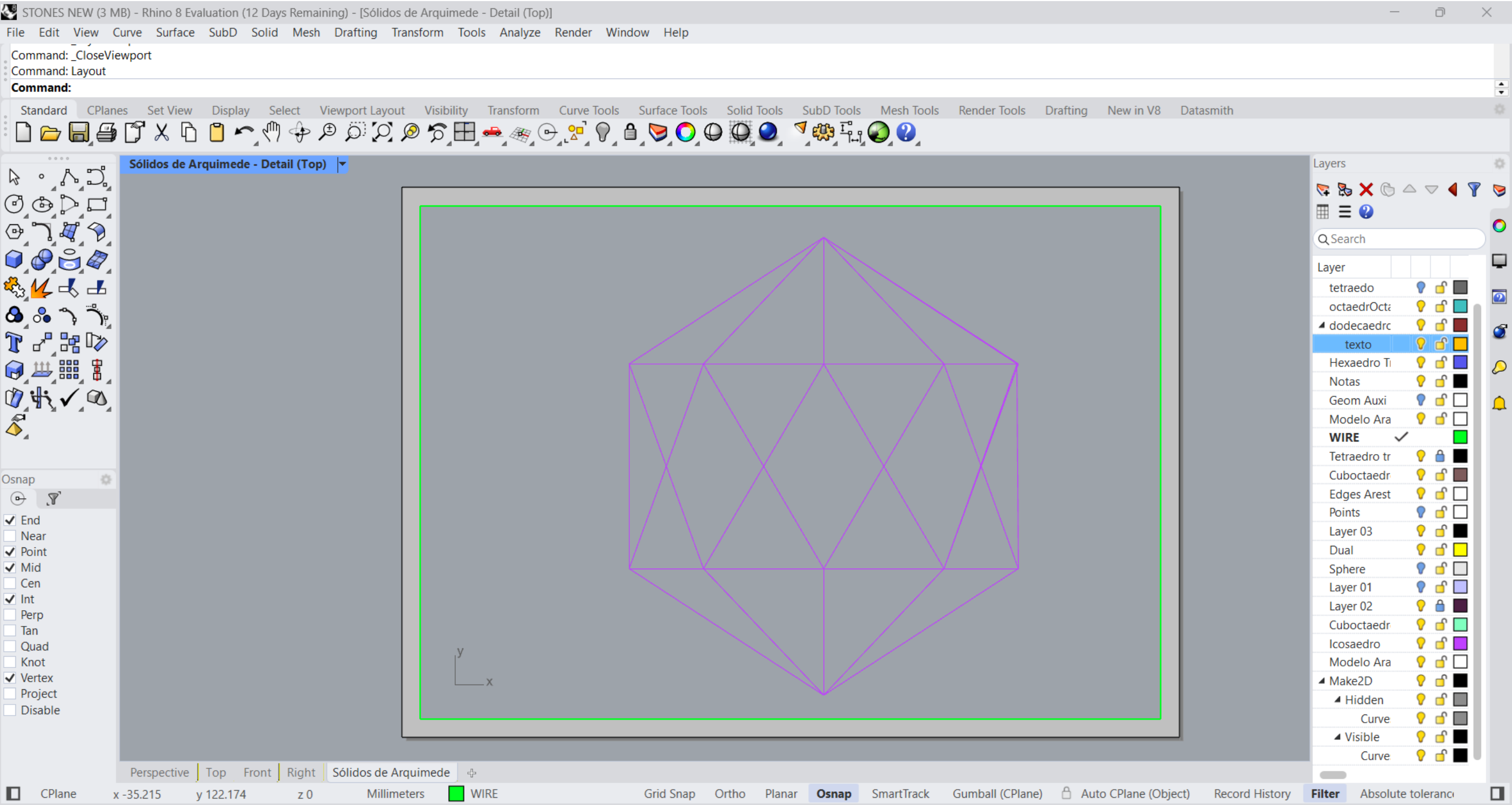
In this class we learned how to build basic 3D geometric solids in Rhino using simple commands. The goal was to understand how complex forms can be created from simple lines and repeated operations. We practiced using Line, Array Polar, Rotate3D, Box, and Osnap to model different Platonic solids.



To make the tetrahedron, we started by drawing a triangle using the Line command. Then we used Rotate3D to position the other triangular faces so they met at the correct angles. Snaps were very important here to make sure all the vertices touched perfectly

Exerc. 1.3-Execução de um Tetraedro

Exerc.2 –Sólidos de Arquimede

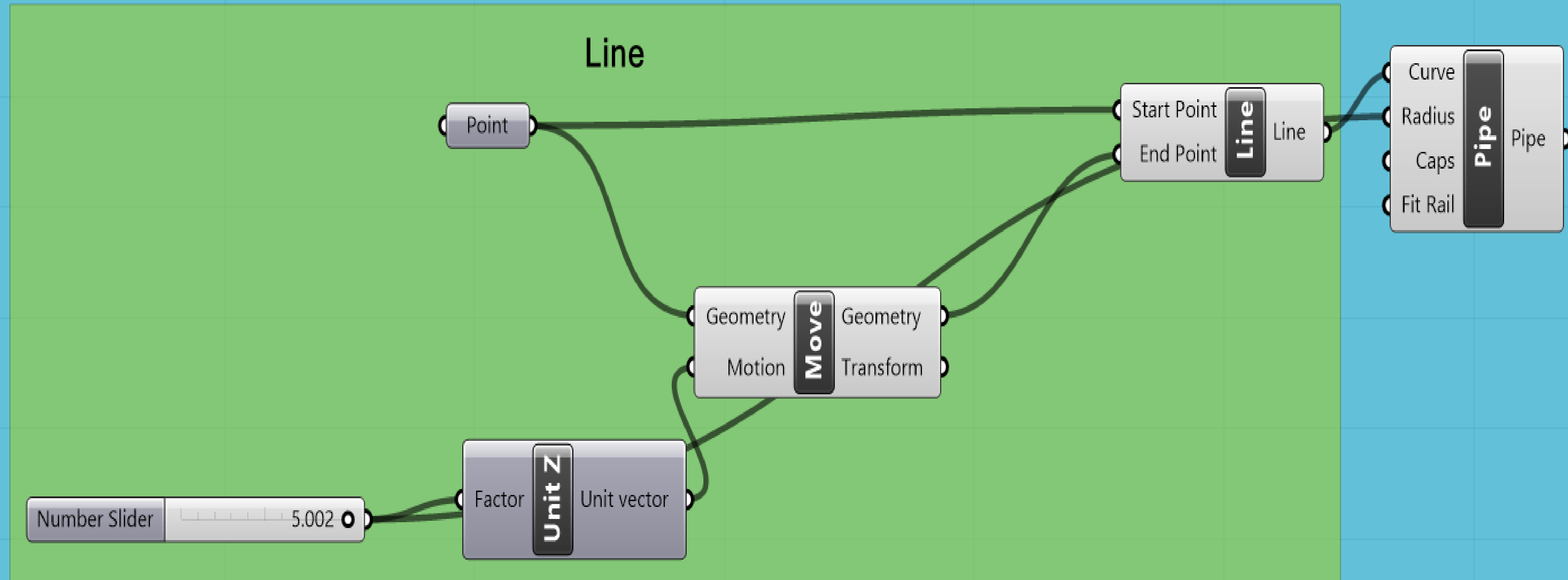


Exerc. 3 – VAULTS

Exerc. 4 – Grasshopper

Exerc. 4.4 Cylinder by Pipe

Cylindre 4 by pipe



Exerc. 4.6 Abóbada De Berco (Barrel Vault)

