

# Criação do Cubo



v1

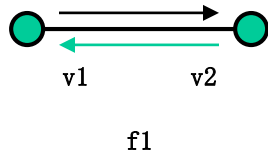
f1

(0, 0, 0)



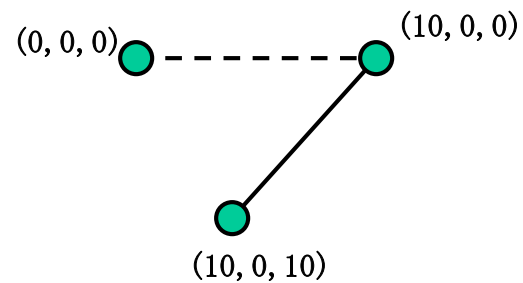
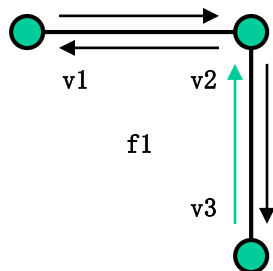
```
mvsf(1,1,1,1,0.0,0.0,0.0);  
mev(1,1,1,1,2,1,1,1,1,10.0,0.0,0.0);
```

# Criação do Cubo



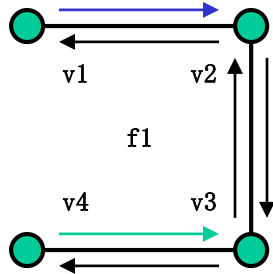
```
mev(1,2,1,1,3,1,1,1,1,10.0,0.0,10.0);
```

# Criação do Cubo



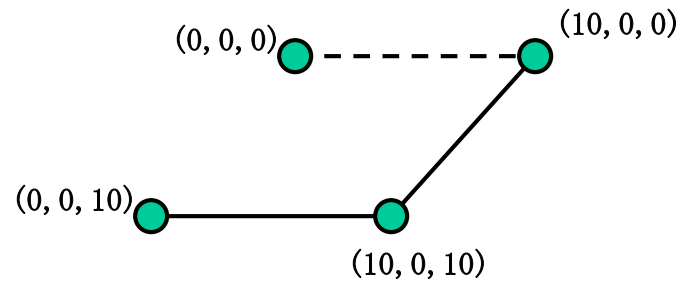
```
mev(1,3,2,2,4,1,1,1,1,0.0,0.0,10.0);
```

# Criação do Cubo

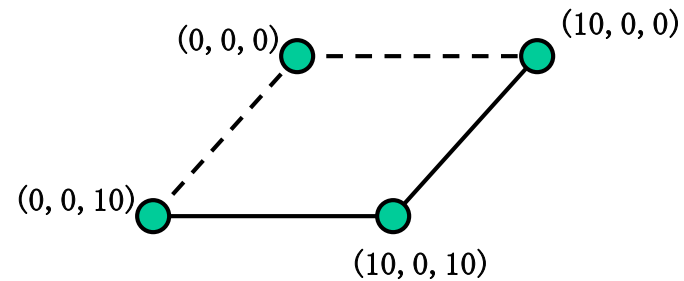
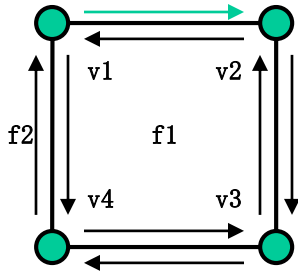


- Nova Face
- Face Original

`mef(1,1,4,2,3,1,1,1,2);`

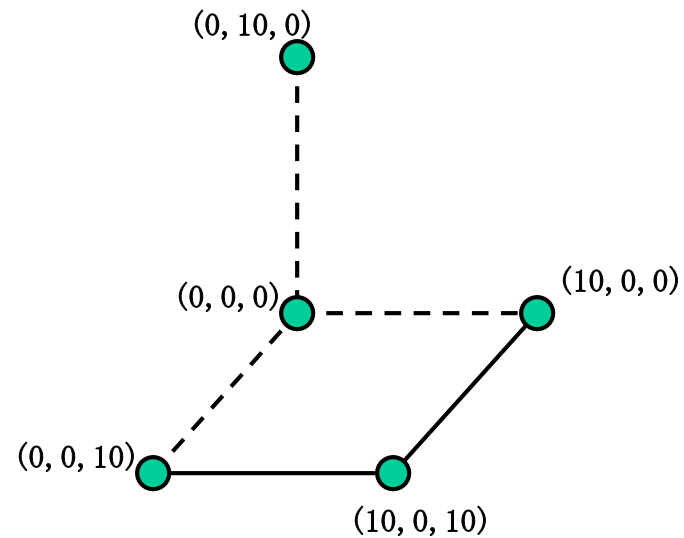
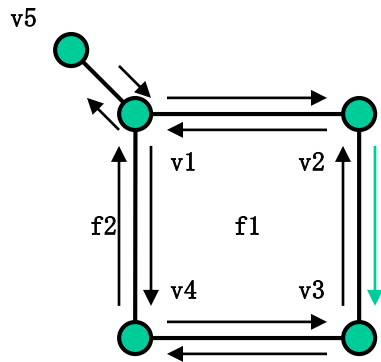


# Criação do Cubo



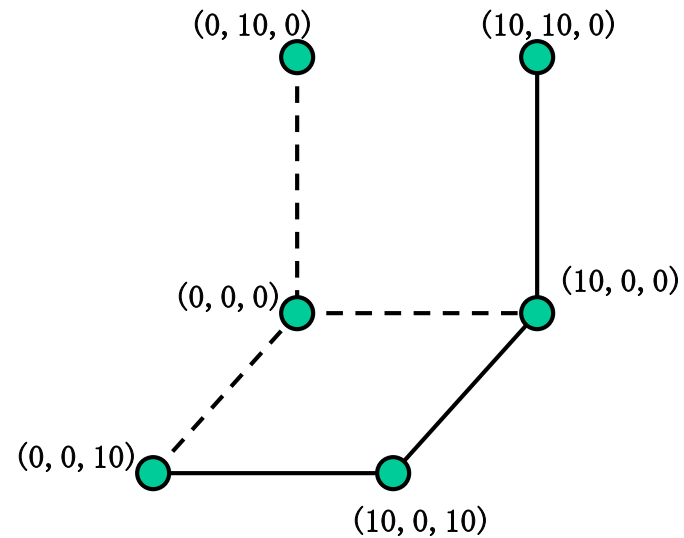
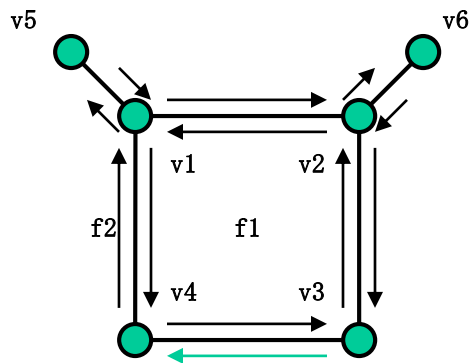
`mev(1,1,2,2,5,2,2,1,1,0.0,10.0,0.0);`

# Criação do Cubo



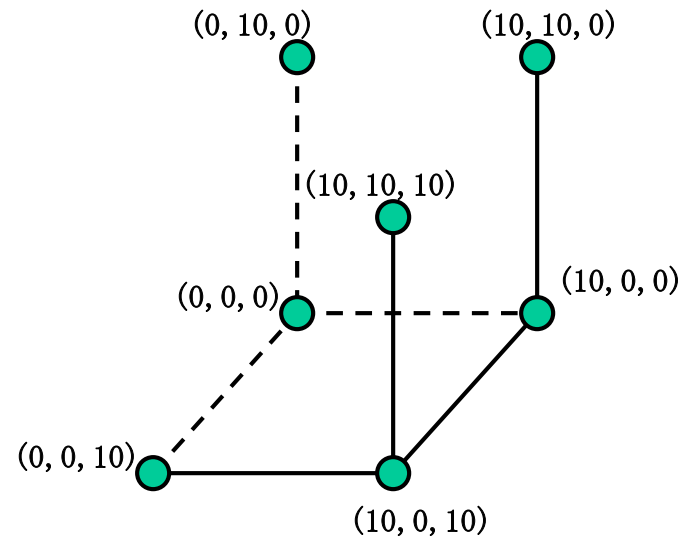
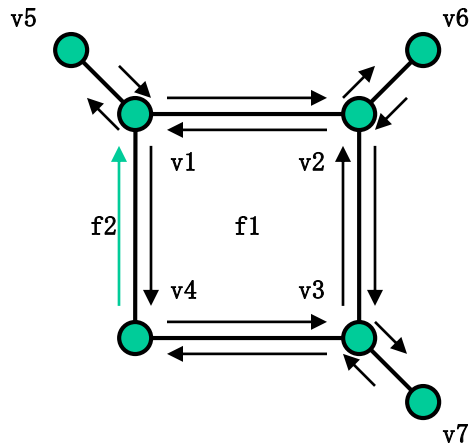
`mev(1,2,3,3,6,2,2,1,1,10.0,10.0,0.0);`

# Criação do Cubo



`mev(1,3,4,4,7,2,2,1,1,10.0,10.0,10.0);`

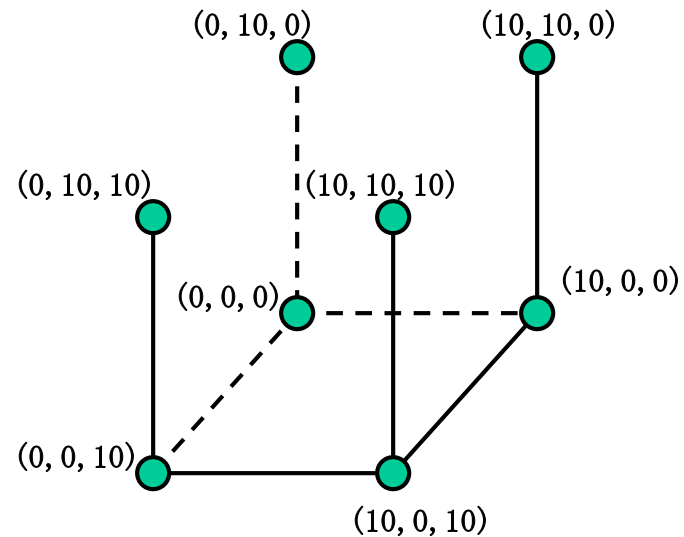
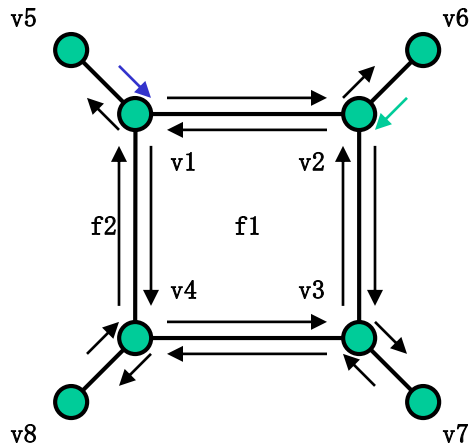
# Criação do Cubo



`mev(1,4,1,1,8,2,2,1,1,0.0,10.0,10.0);`



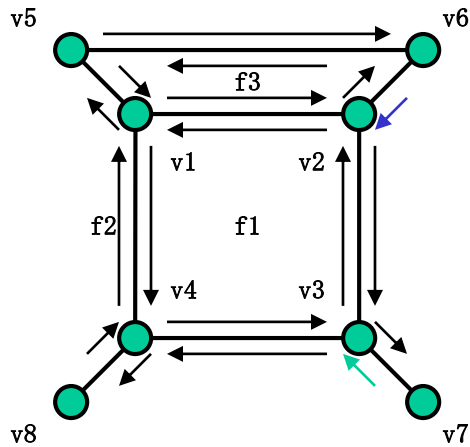
# Criação do Cubo



- Nova Face
- Face Original

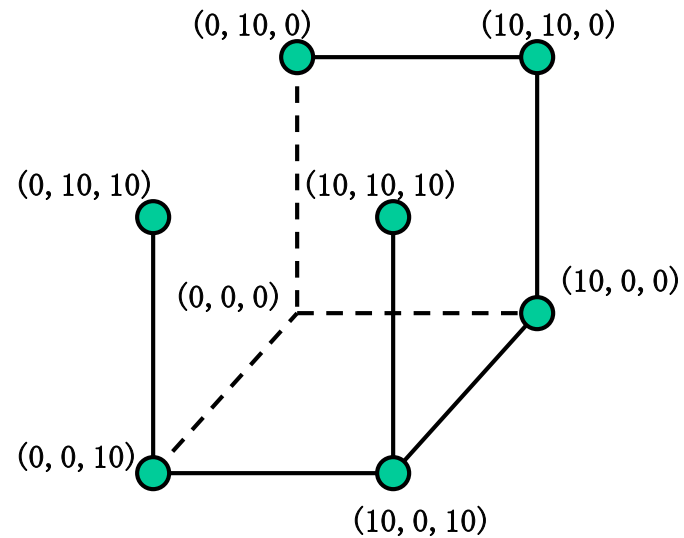
mef(1,5,6,1,2,2,2,2,3);

# Criação do Cubo

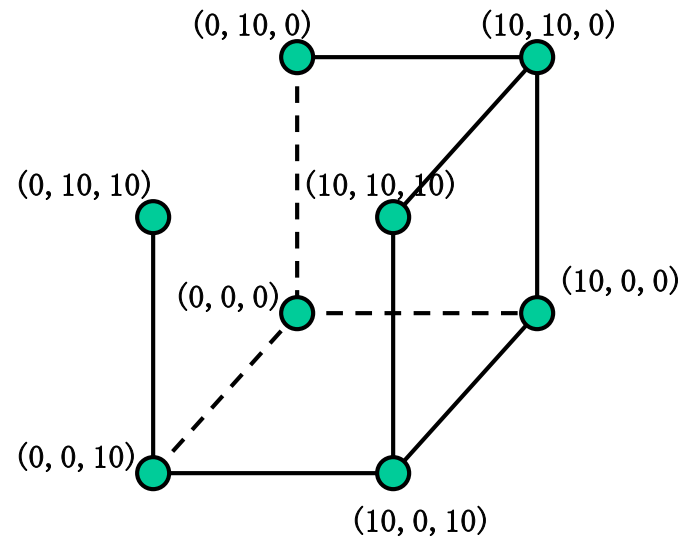
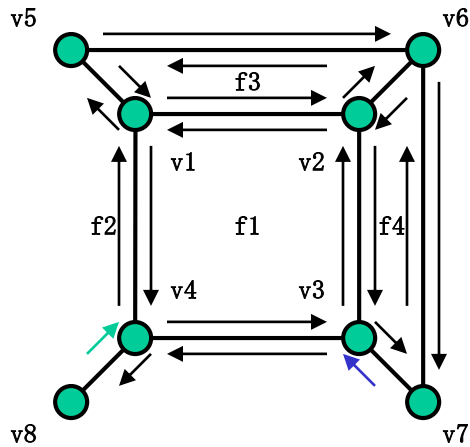


- Nova Face
- Face Original

`mef(1,6,7,2,3,2,3,2,4);`



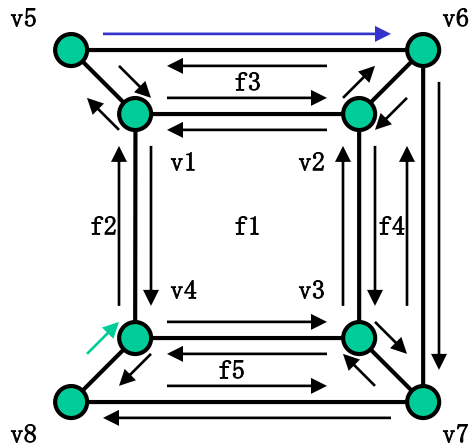
# Criação do Cubo



- Nova Face
- Face Original

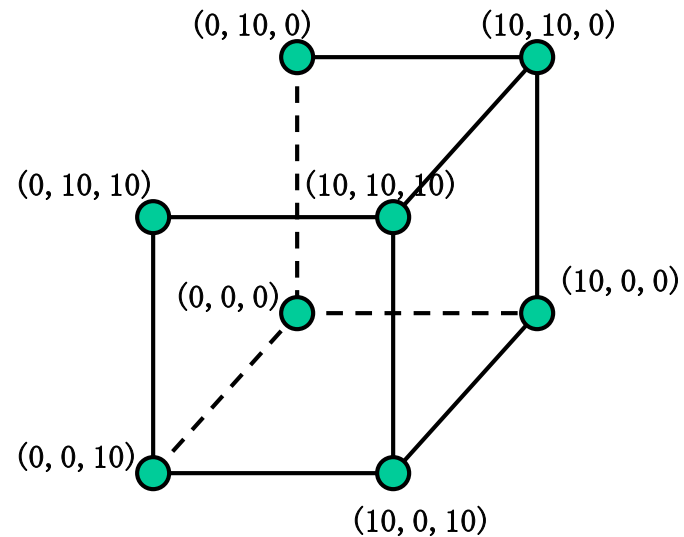
mef(1,7,8,3,4,2,4,2,5);

# Criação do Cubo



- Nova Face
- Face Original

`mef(1,8,5,4,6,2,5,3,6);`



# Criação do Cubo

