

# *DESENHO TÉCNICO PARA QUÍMICOS (SEM 0574)*

Notas de Aulas v.2020

## *Aula 02 – Projeção, vistas, diedros*

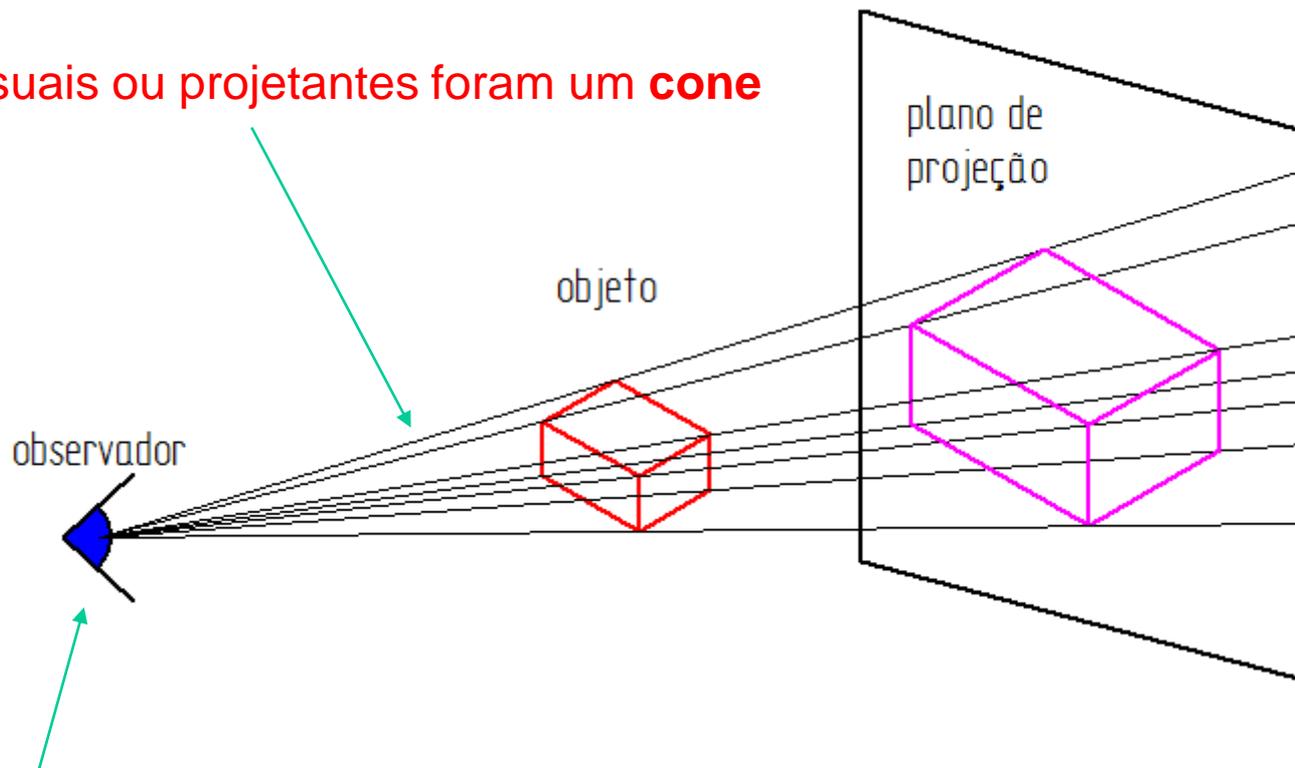
Prof. Alessandro Roger  
Prof. Jaime Duduch  
Profa. Luciana Montanari  
Prof. Renato Jasinevicius

Utiliza-se de projeções para comunicar a forma de um desenho 3D (três dimensões) em uma folha de papel (2D – duas dimensões). São envolvidos 4 elementos nesta relação:

- O ponto de vista;
- O objeto;
- O plano de projeção;
- As retas projetantes ou linha de visada.

A projeção de um objeto em um plano é chamada de **Vista.**

Raios visuais ou projetantes foram um **cone**

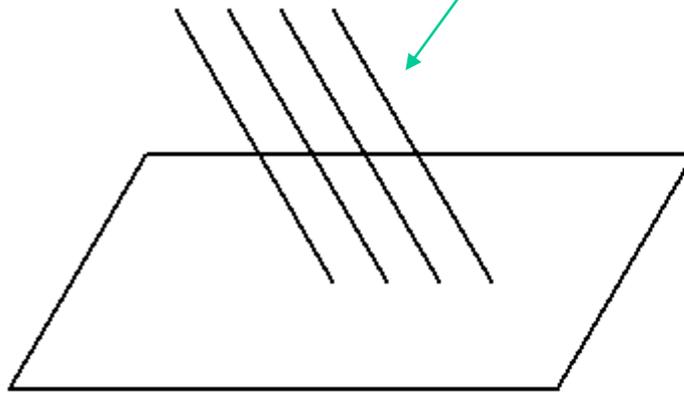


Distância **finita** do objeto e do plano de projeção

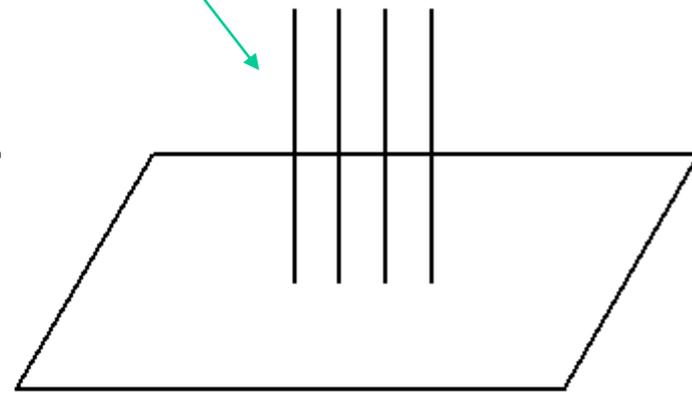
Observador está a uma distância **infinita** do objeto e do plano de projeção



Os raios visuais ou projetantes são paralelos (**cilindro**)

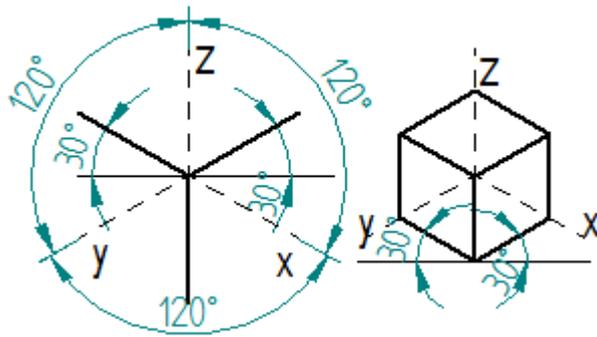


Projeção oblíqua

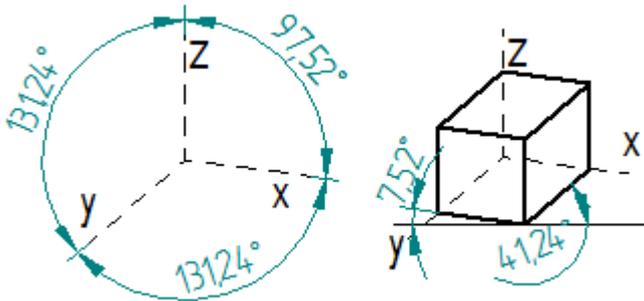


Projeção ortogonal

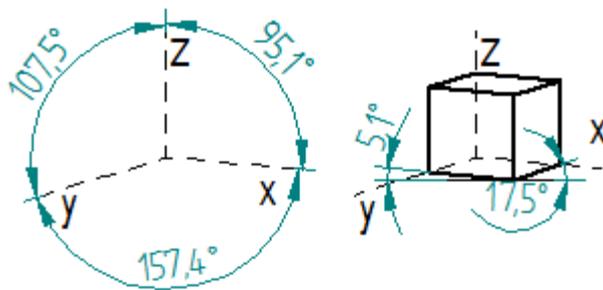
# Projeções axonométricas



Perspectiva isométrica



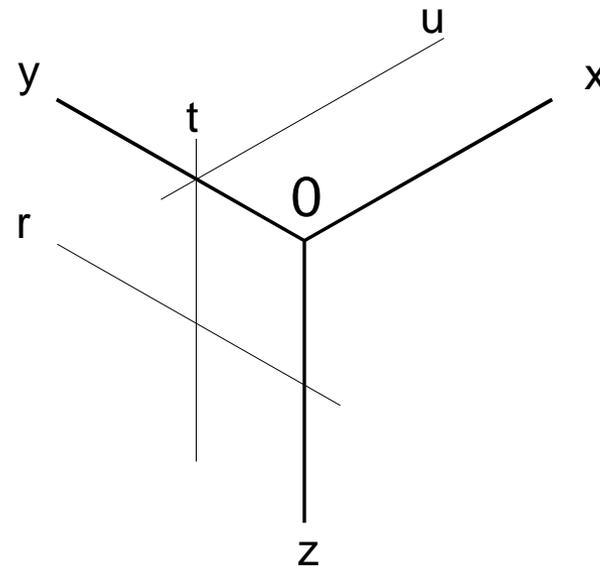
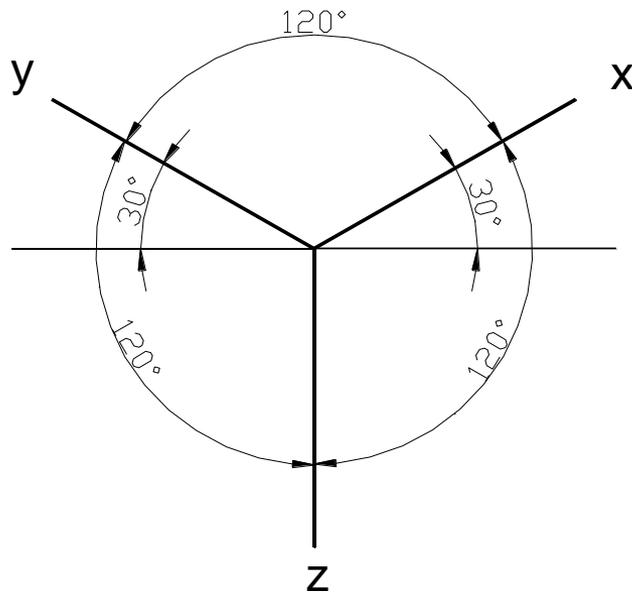
Perspectiva dimétrica



Perspectiva trimétrica

## PERSPECTIVA ISOMÉTRICA (projeção isométrica)

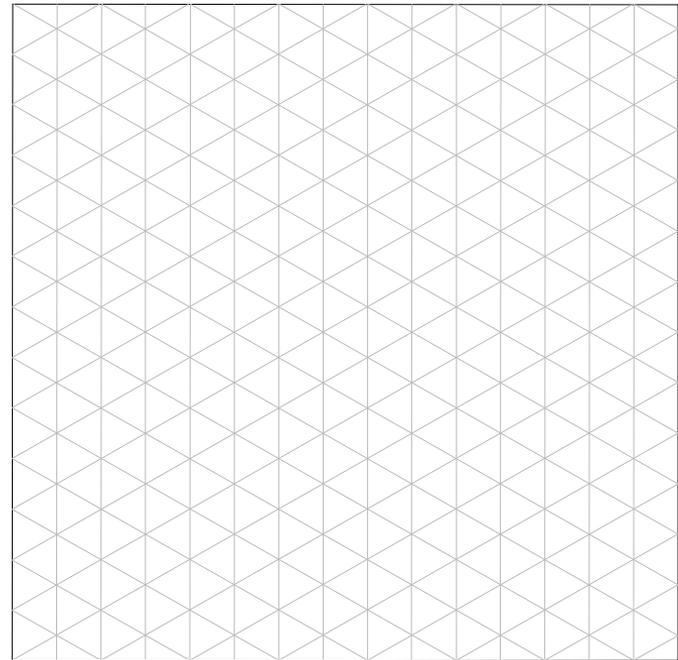
Em perspectiva isométrica os três eixos (x,y,z) formam entre si ângulos de  $120^\circ$ . Os eixos oblíquos formam com a horizontal ângulos de  $30^\circ$ . Toda linha paralela aos eixos isométricos são chamadas de linhas isométricas.



## PERPECTIVA ISOMÉTRICA - traçado

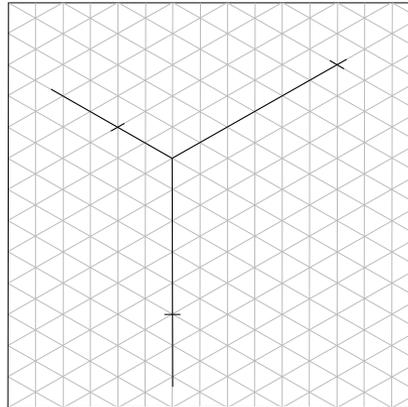
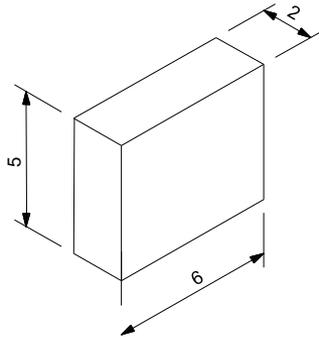
A utilização da projeção isométrica provoca redução igual em todos os eixos de aproximadamente 19%. Por serem iguais utiliza-se do tamanho real do objeto e a proporção será mantida, isto é chamado de perspectiva isométrica simplificada.

O uso do papel reticulado simplifica o aprendizado.

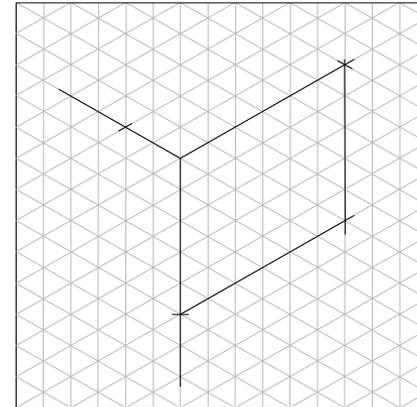


# PERPECTIVA ISOMÉTRICA – exemplo prisma retangular

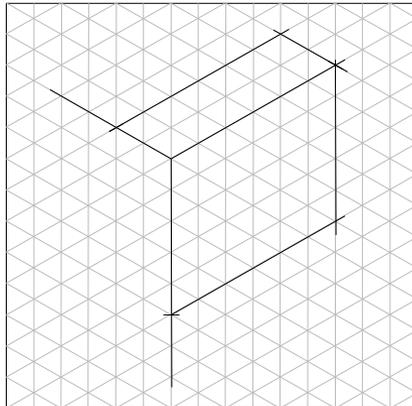
Prisma



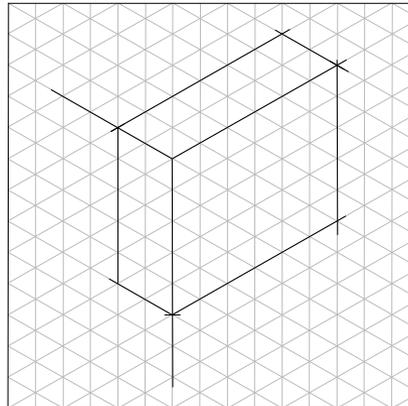
01 - marcar dimensões



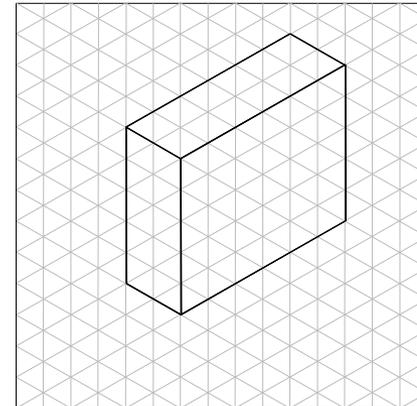
02 - traçar a face frontal



03 - traçar a face superior

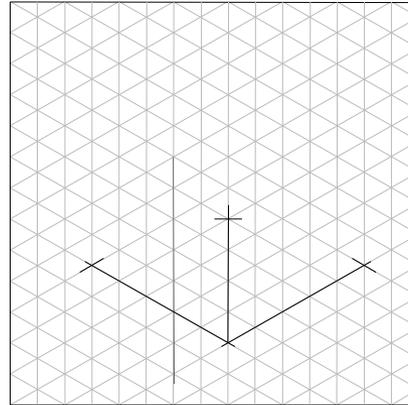
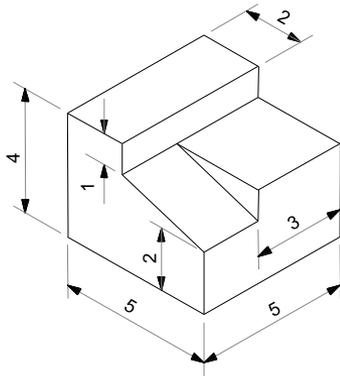


04 - traçar a lateral esquerda

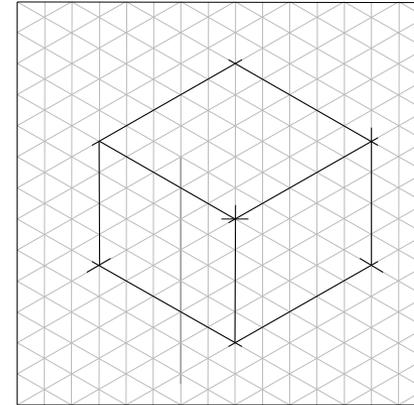


05 - apagar linhas de construção e reforçar contornos

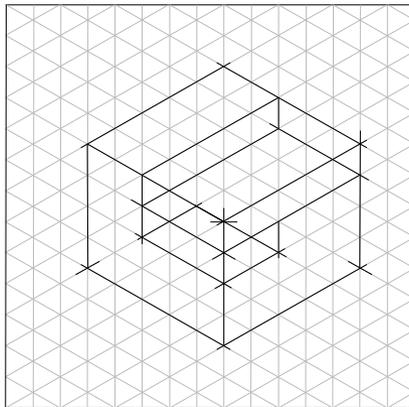
# PERPECTIVA ISOMÉTRICA – elementos paralelos e oblíquos



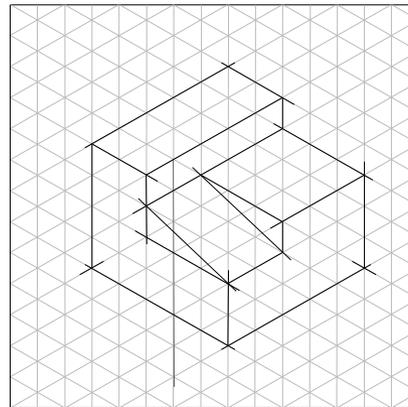
01 - marcar dimensões



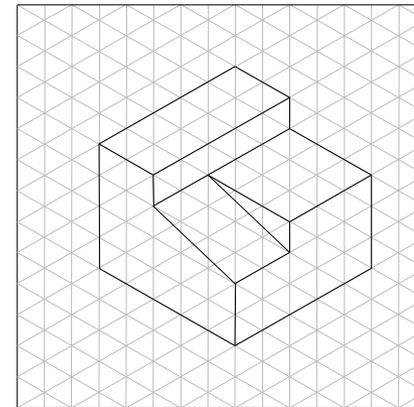
02 - traçar as três faces



03 - traçar os detalhes paralelos e apagar linhas excedentes

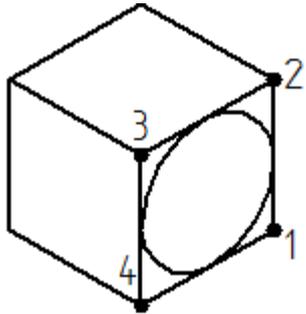


04 - traçar os segmentos oblíquos e apagar linhas excedentes

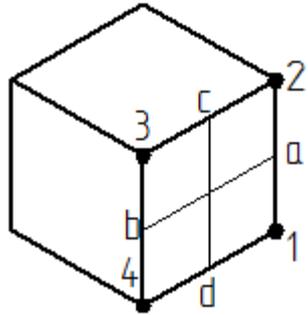


05 - apagar linhas de construção e reforçar contornos

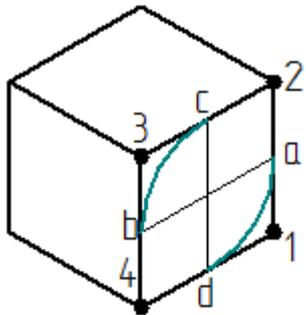
## PERPECTIVA ISOMÉTRICA – círculo



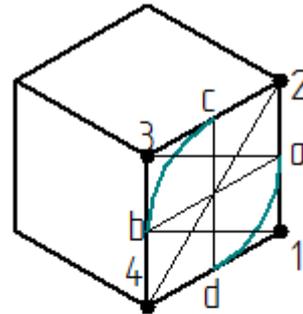
- Dada uma perspectiva isométrica e os vértices 1, 2, 3, 4.



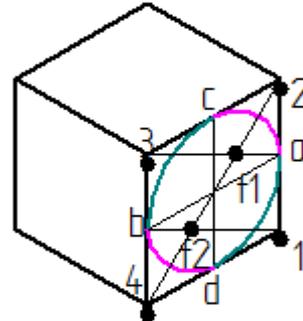
- Determinar os pontos médios (a, b, c, d) dos segmentos de reta.



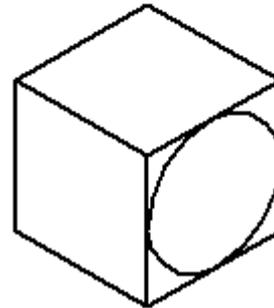
- Centrar a ponta seca do compasso no vértice 1 e fazer abertura até os pontos médios c e d.
- Fazer o arco.



- Unir o vértice 3 ao ponto a.
- Unir os vértices 2 e 4.
- Unir o vértice 1 ao ponto b.



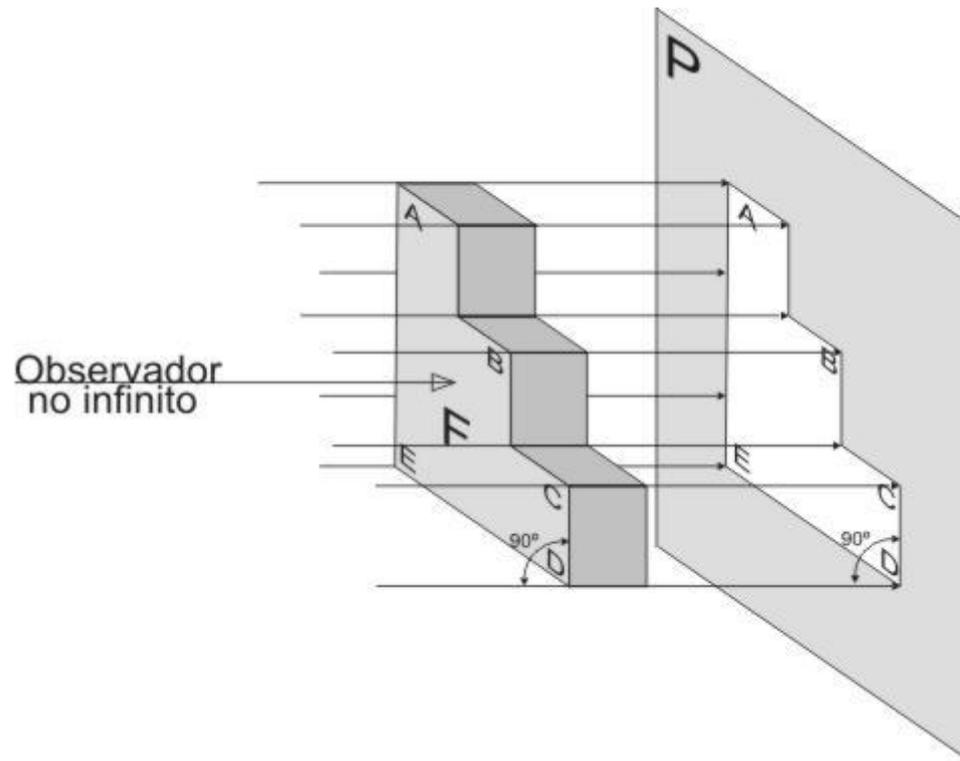
- Centrar a ponta seca do compasso no ponto f1 e fazer abertura até o ponto c.
- Fazer o arco.



- Apagar as linhas de construção

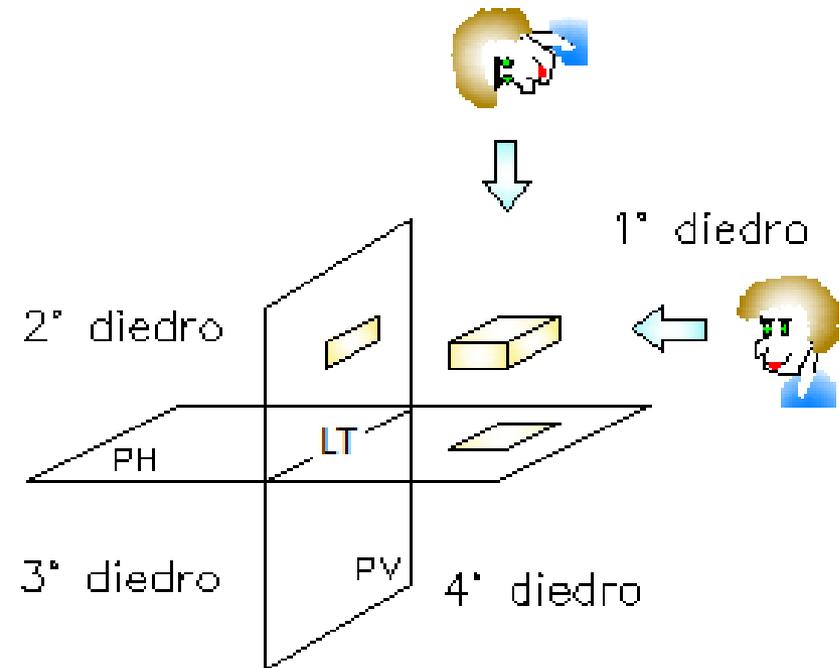
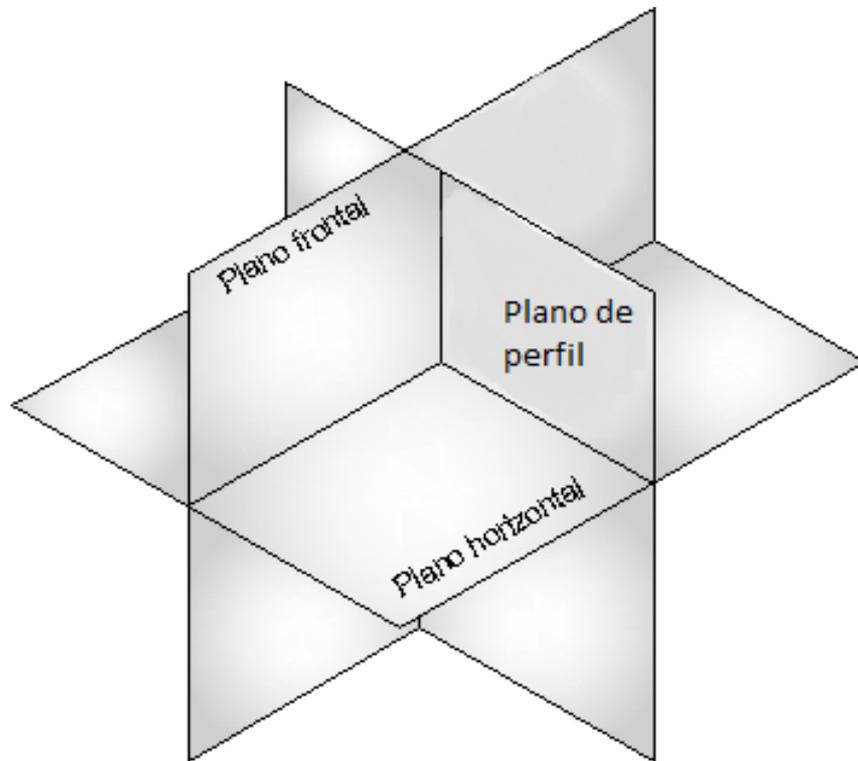
## PROJEÇÕES ORTOGONAIS

Linhas projetantes paralelas entre si e perpendiculares ao plano de projeção reproduzem no plano uma imagem com o mesmo contorno e mesma grandeza do objeto. Na Projeção Ortogonal, a figura plana considerada é reproduzida em verdadeira grandeza.



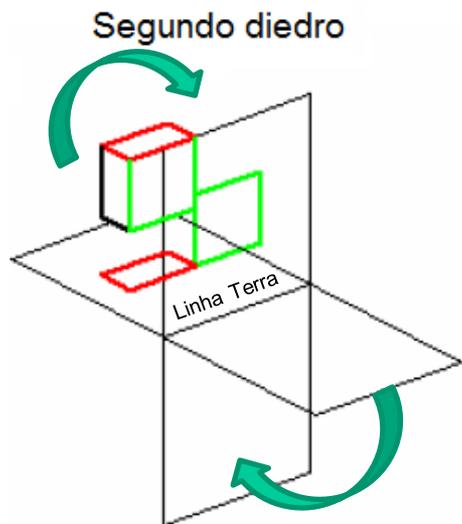
## Projeção ortogonal no 1º Diedro

No Brasil, assim como na Europa, Ásia e em outros países usa-se da projeção no primeiro diedro, e o 3º diedro é usado nos EUA e no Canadá.

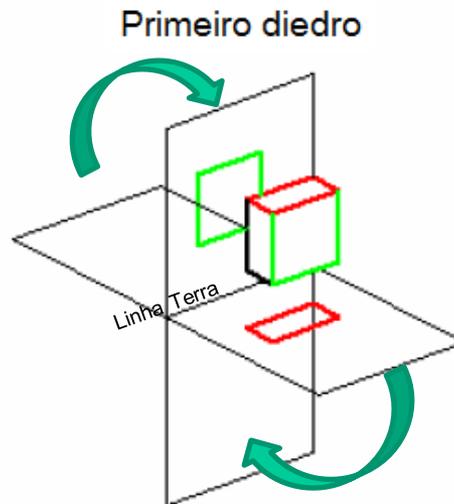


**1º DIEDRO: Objeto** posiciona-se entre o observador e o plano de projeção

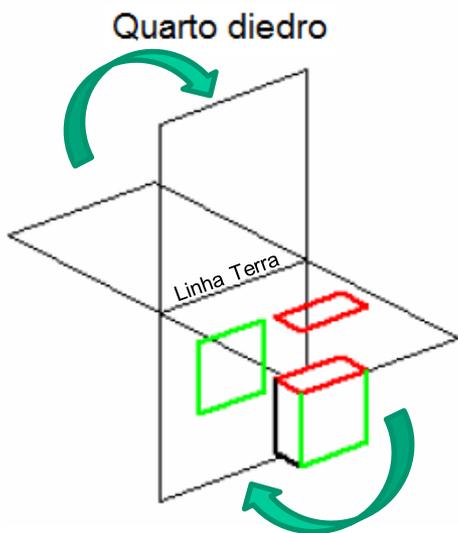
# Diedros – projeção de vistas



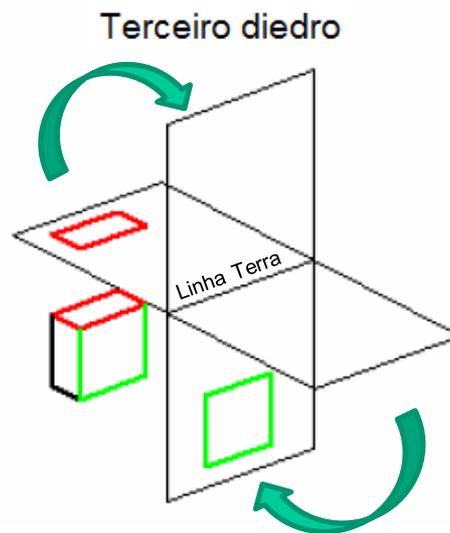
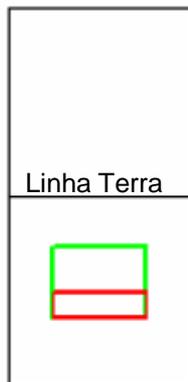
Épura



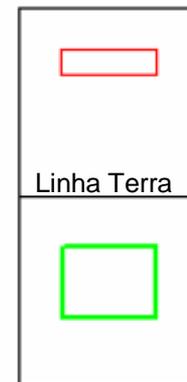
Épura



Épura

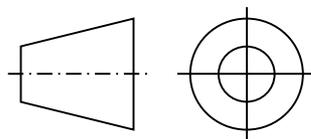


Épura

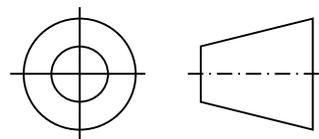


## Símbolos de Projeção ortogonal no 1º Diedro e 3º Diedro

Na legenda deve estar incluída a representação do diedro usado no desenho:

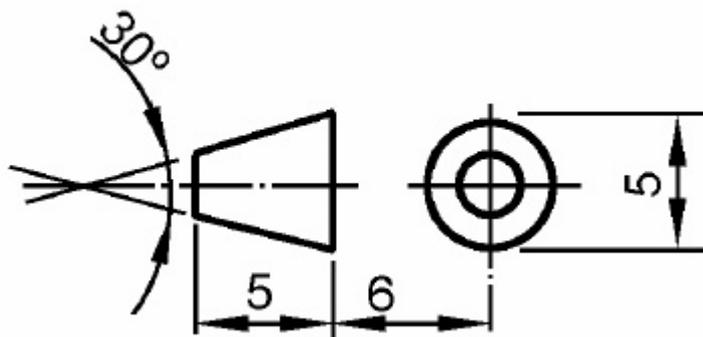


1º Diedro



3º Diedro

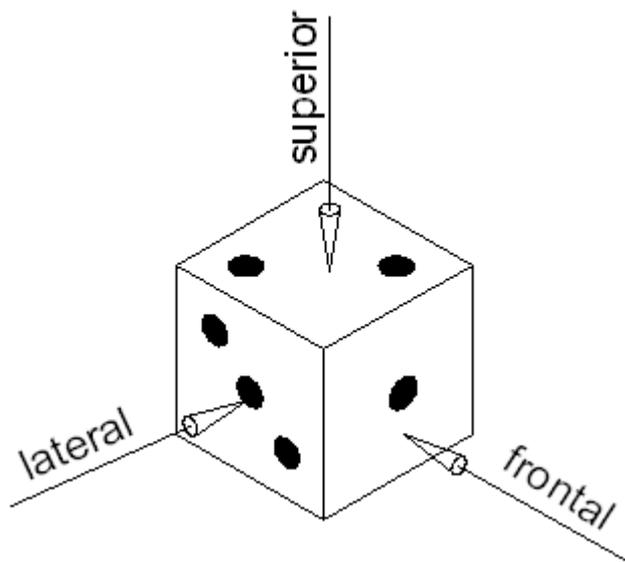
O Símbolo deve ter as seguintes dimensões:



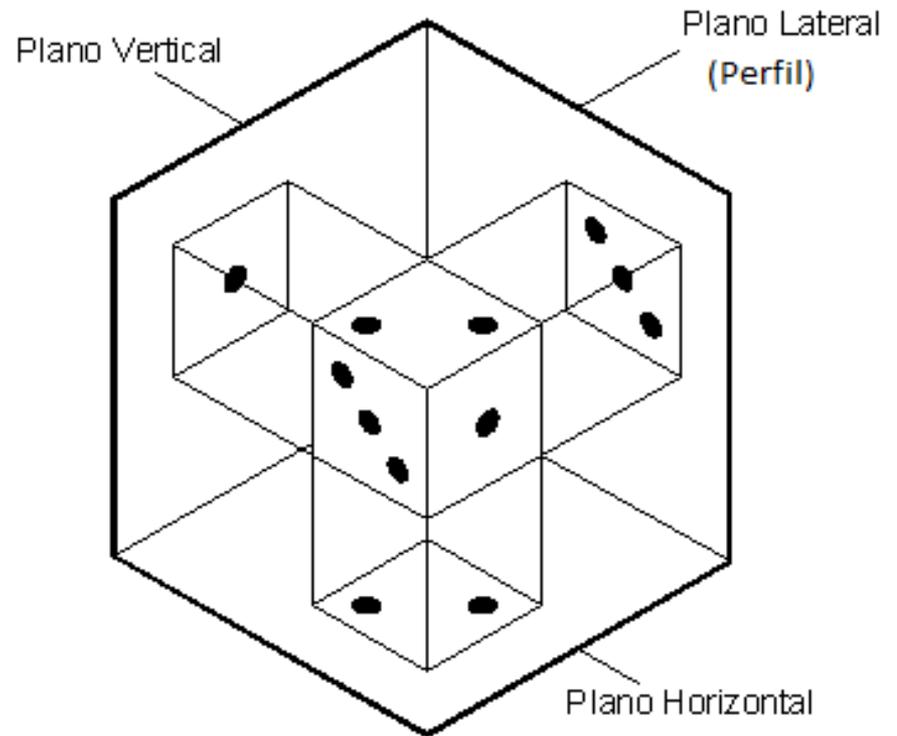
Fonte: Apostila Desenho Mecânico. Desenho com instrumentos. Convênio SENAI/São Paulo

# Projeção ortogonal no 1º Diedro - procedimento

**Objeto:** dado

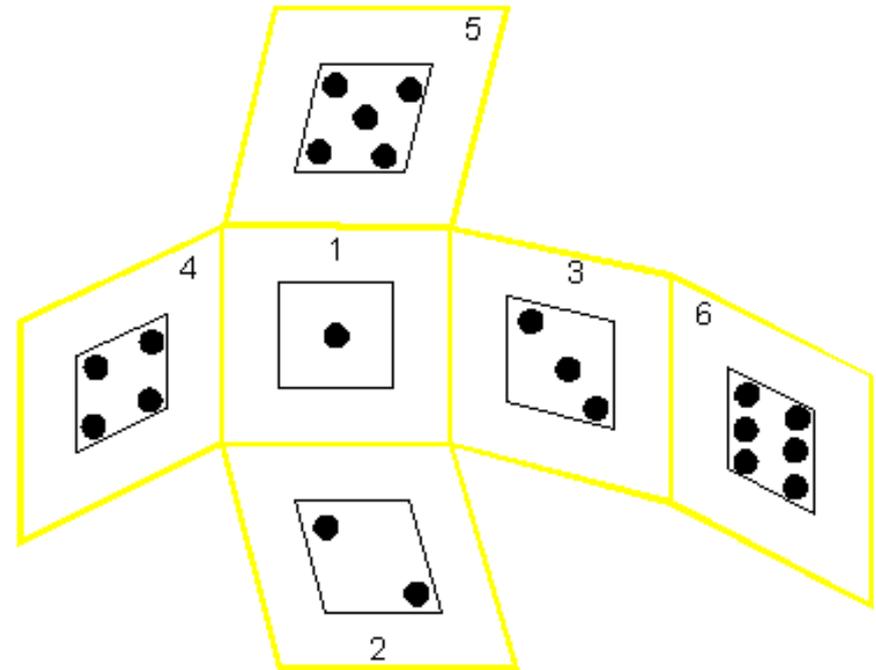
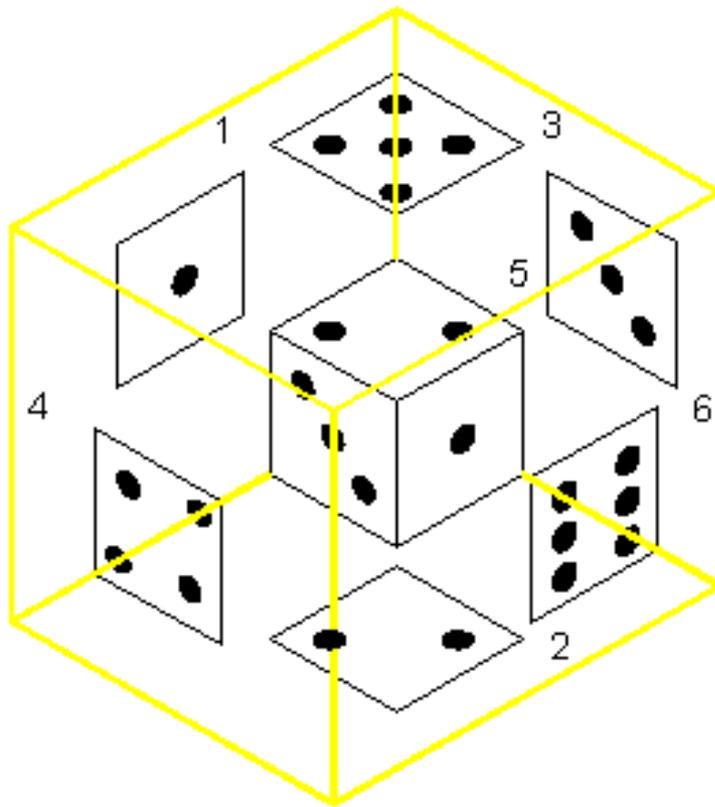


Projeção no primeiro diedro

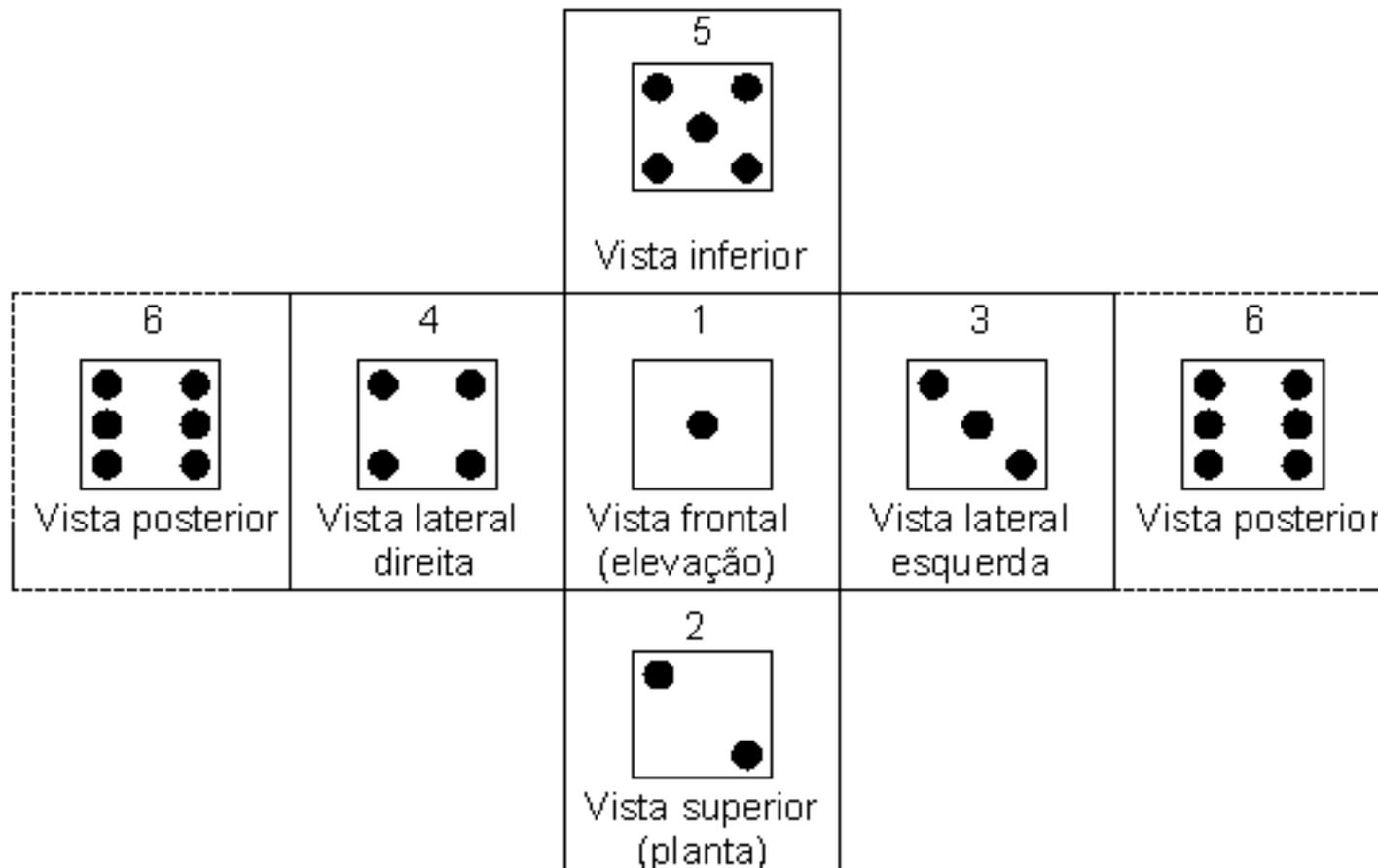


Fonte: Apostila Desenho Mecânico, v9. Projeção ortogonal. Convênio SENAI/São Paulo

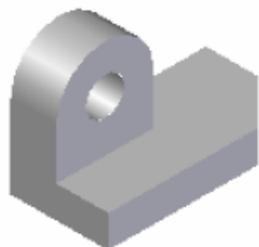
Projeção completa



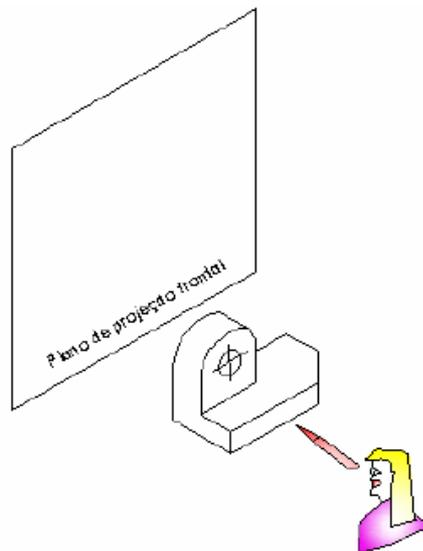
## Projeção completa com o nome e posição das vistas



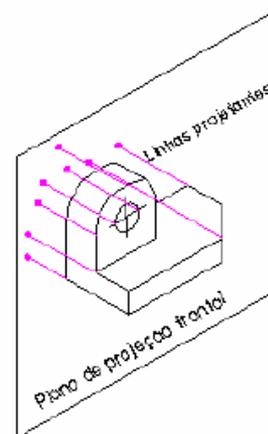
## Projeção ortogonal - 1º Diedro - Vista frontal



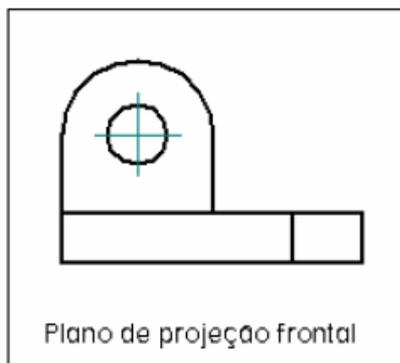
Objeto



Plano de projeção – objeto - observador



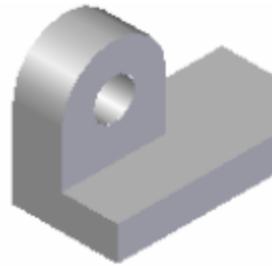
Traçam-se linhas paralelas entre si e perpendiculares ao plano de projeção.



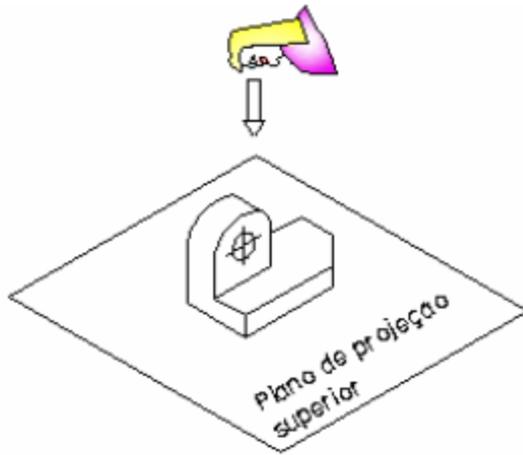
Vista frontal



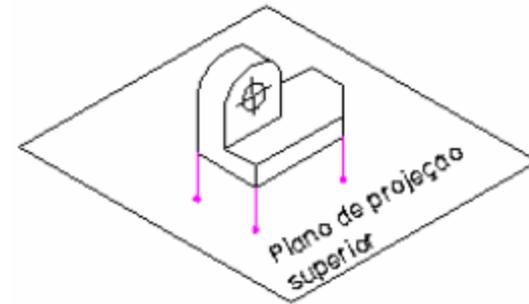
EESF - IISD Projeção ortogonal - 1º Diedro - Vista superior



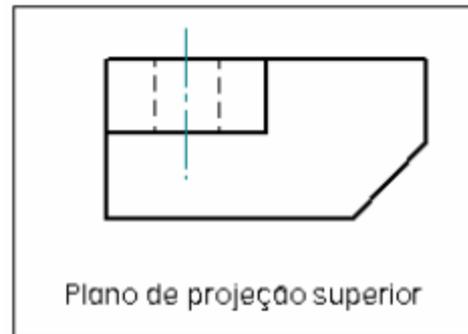
Objeto



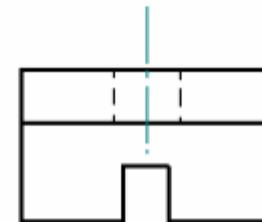
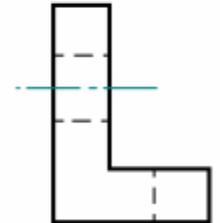
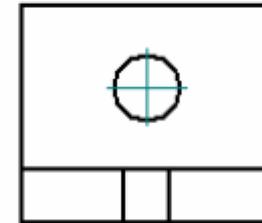
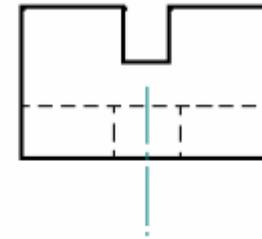
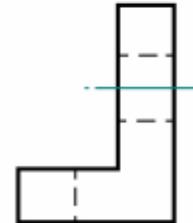
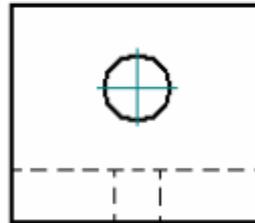
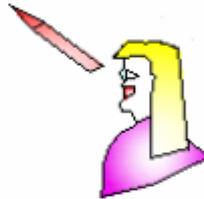
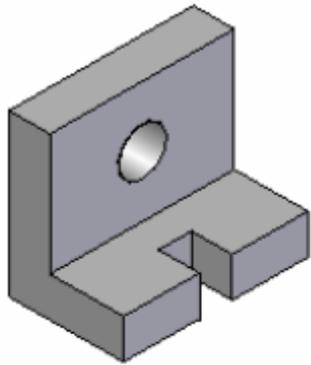
Plano de projeção – objeto - observador



Traçam-se linhas paralelas entre si e perpendiculares ao plano de projeção.

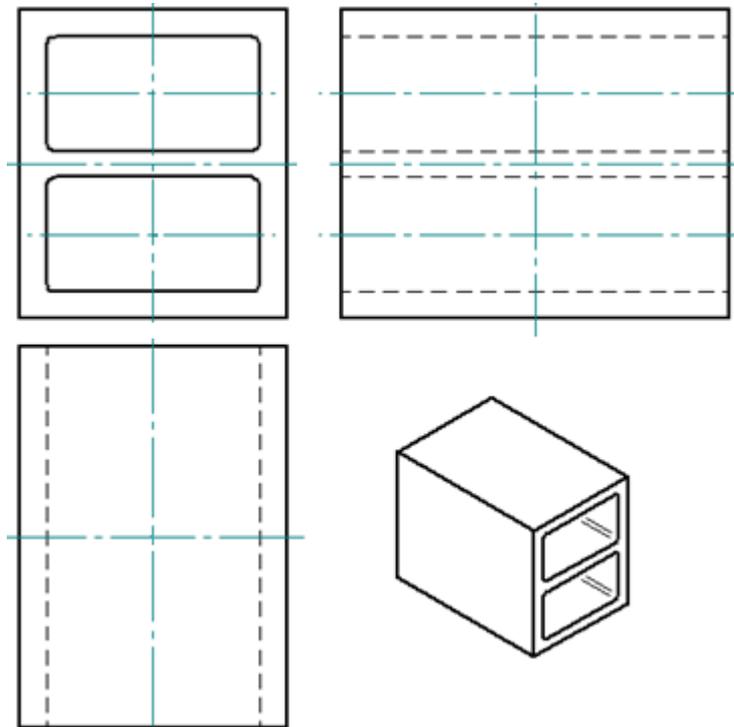


Vista superior



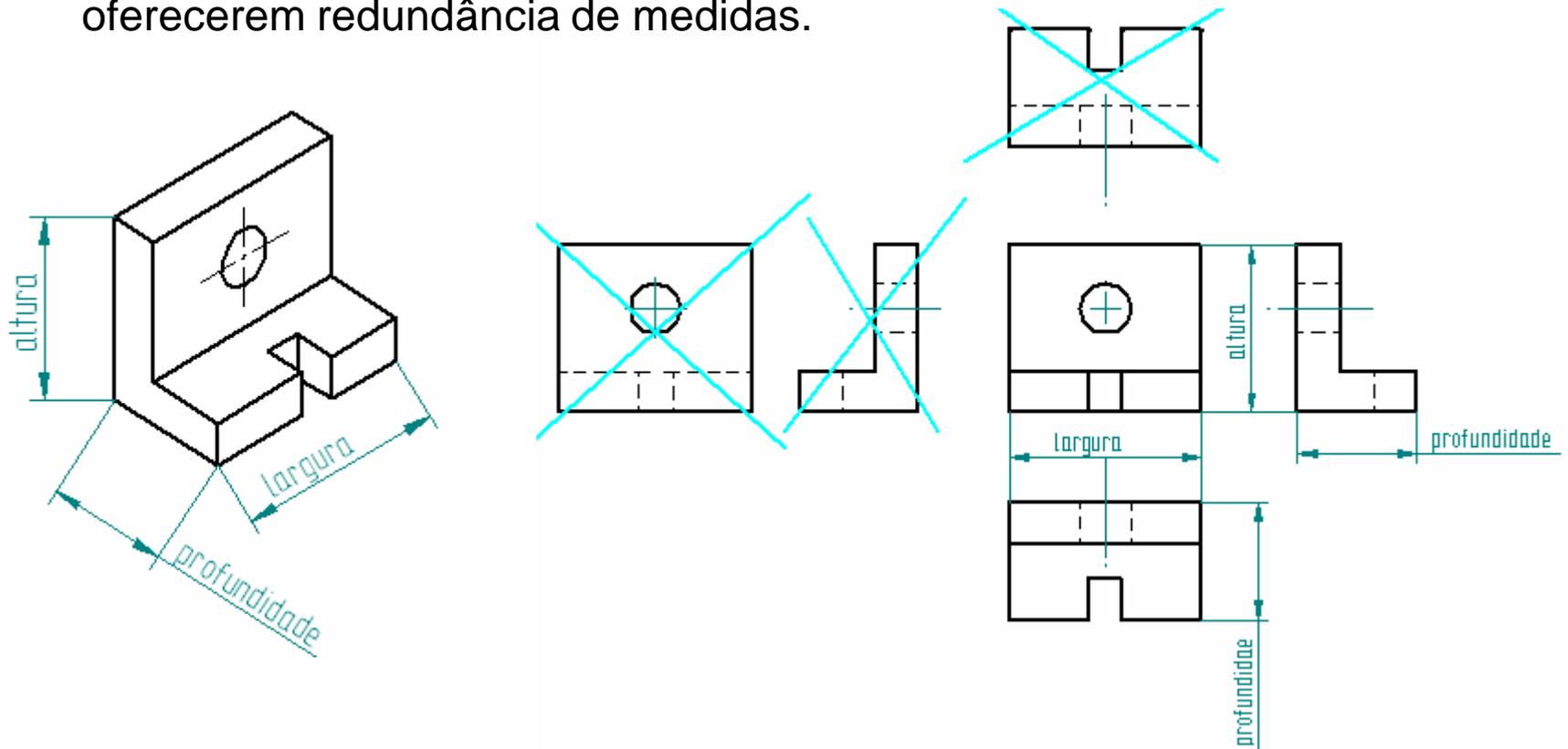
## PROJEÇÕES ORTOGONAIS – Linhas de centro e simetria

Nas projeções ortogonais, quando peças simétricas, rasgos, rebaxos e furos são representados, deve-se fazer a marcação das linhas de simetria do objeto e de centro para os demais.



# PROJEÇÕES ORTOGONAIS – Vistas Desnecessárias (1º Diedro)

Em casos de simetria é possível descartar três das seis vistas, por oferecerem redundância de medidas.

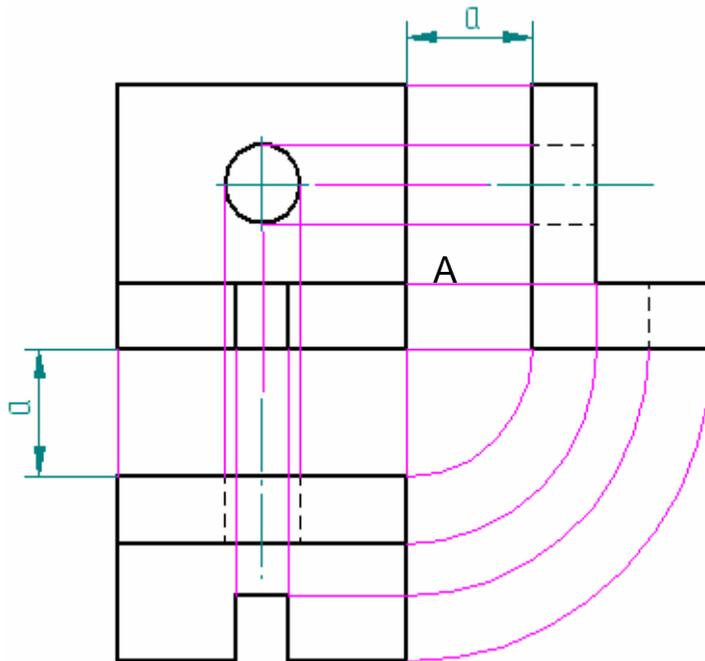


 Vistas desnecessárias pois possuem informações redundantes

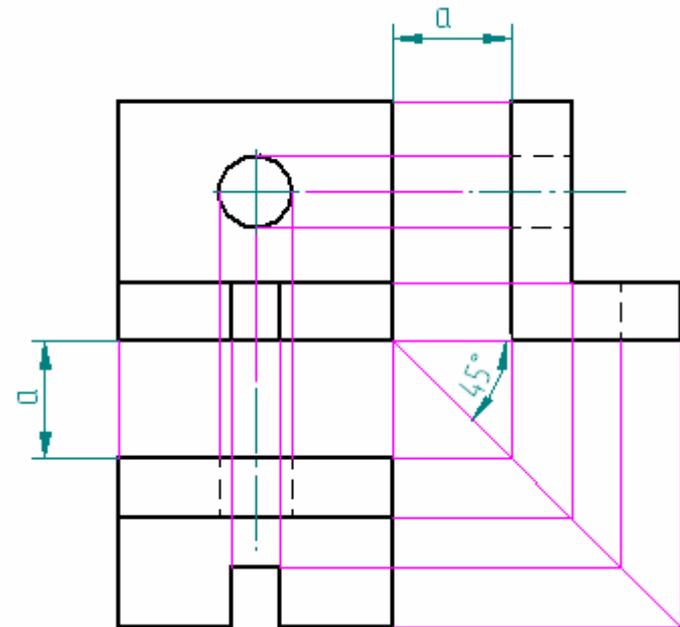
## PROJEÇÕES ORTOGONAIS – Distância entre as vistas

Tendo em mãos uma das vistas é possível projetar as linhas que delimitam o espaço em que estarão as demais, assim como a posição de seus detalhes.

Método do compasso



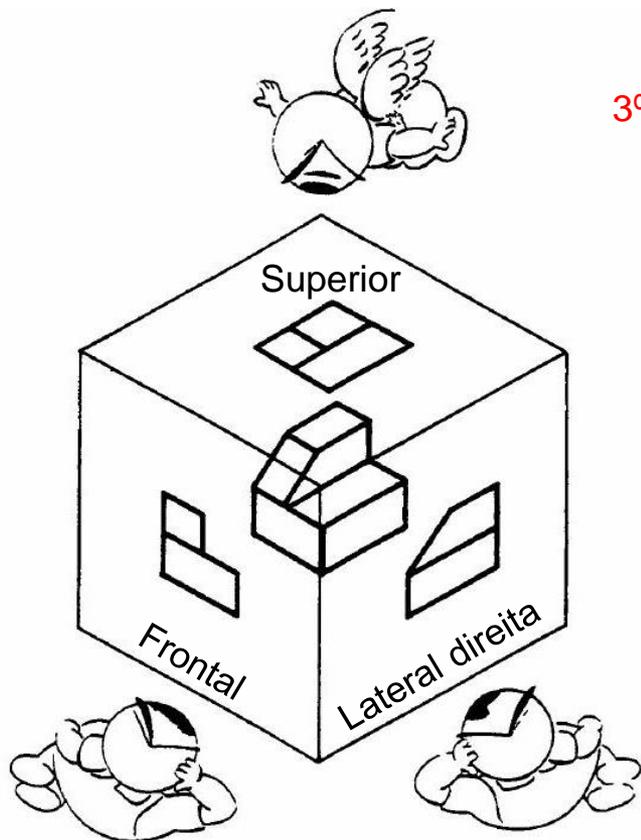
Método da régua



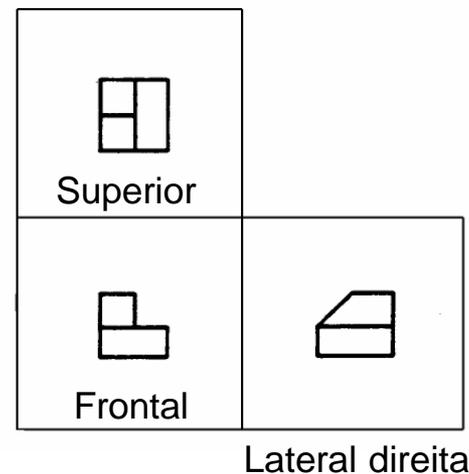
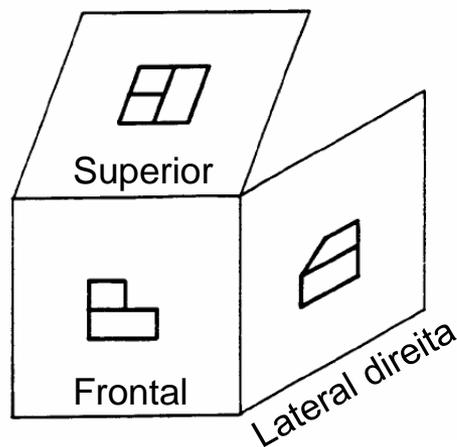
# Projeção ortogonal no 3º Diedro - Procedimento

**Objeto:** bloco de madeira

Projeção no terceiro diedro

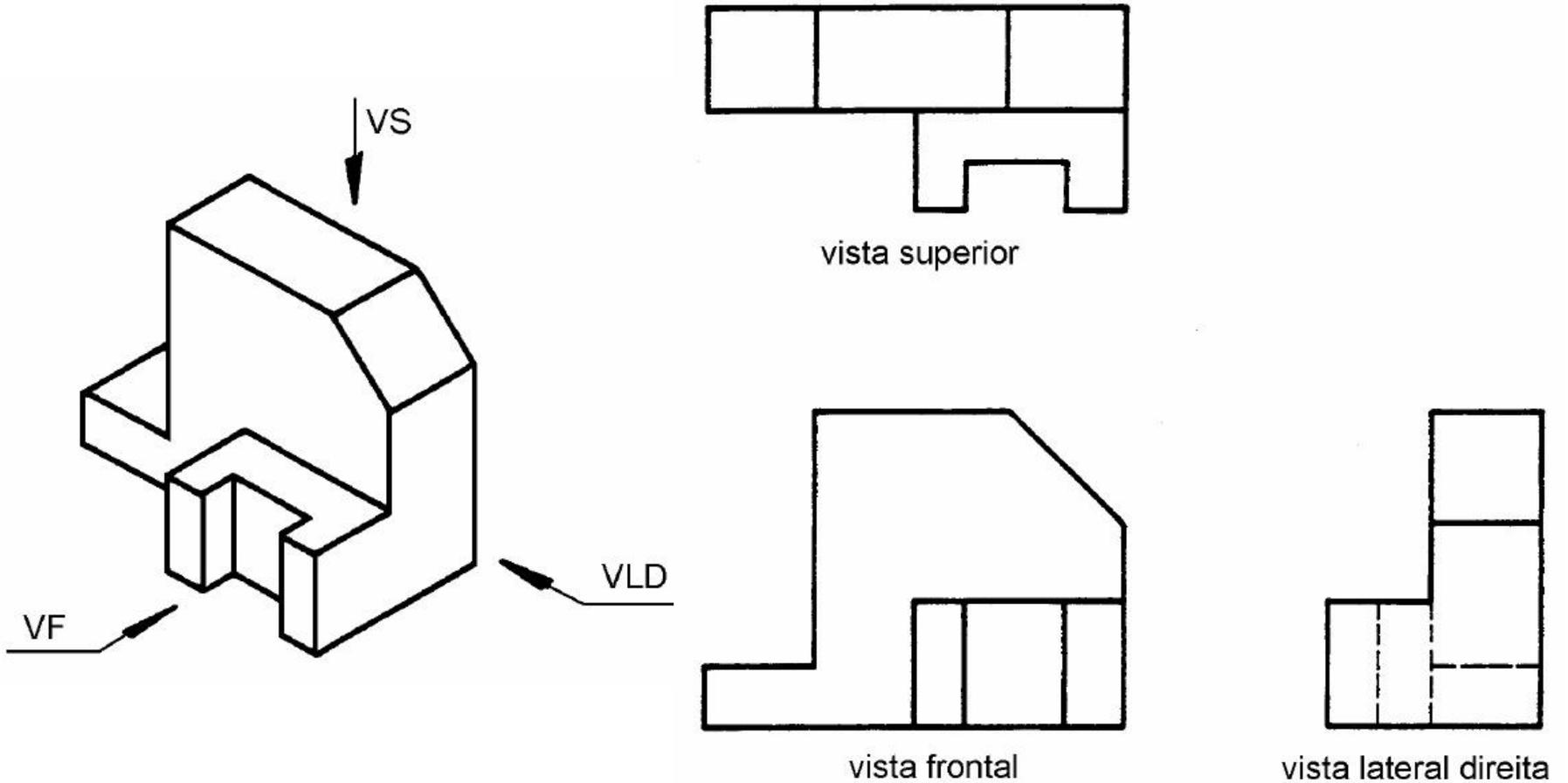


3º DIEDRO: **Plano** posiciona-se entre o observador e o objeto



Fonte: Apostila Desenho Mecânico. Desenho com instrumentos. Convênio SENAI/São Paulo

# Projeção ortogonal no 3º Diedro - Exemplo

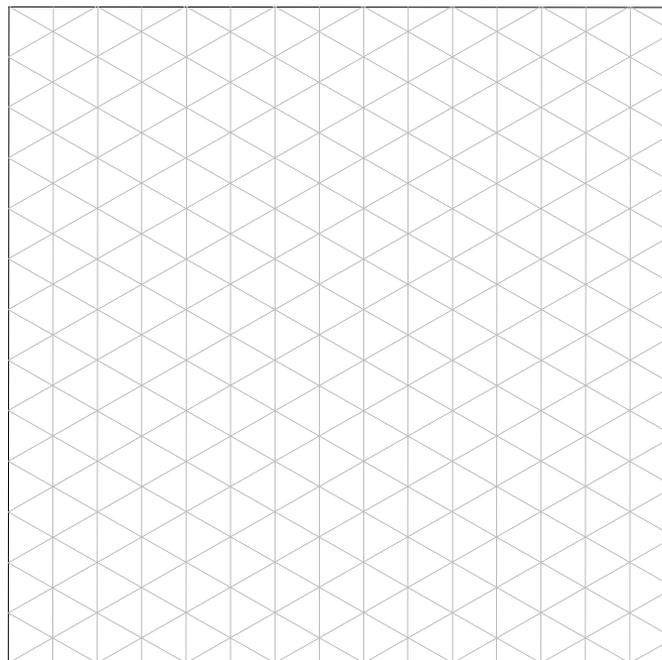
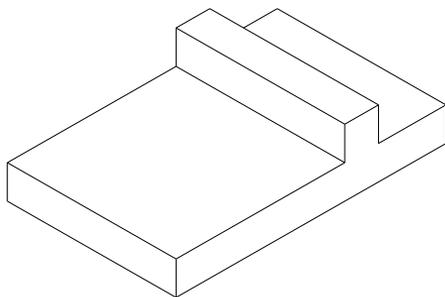


Fonte: Apostila Desenho Mecânico, v9. Projeção ortogonal. Convênio SENAI/São Paulo

Exercício 6 – Desenhe a perspectiva isométrica

Nome: \_\_\_\_\_

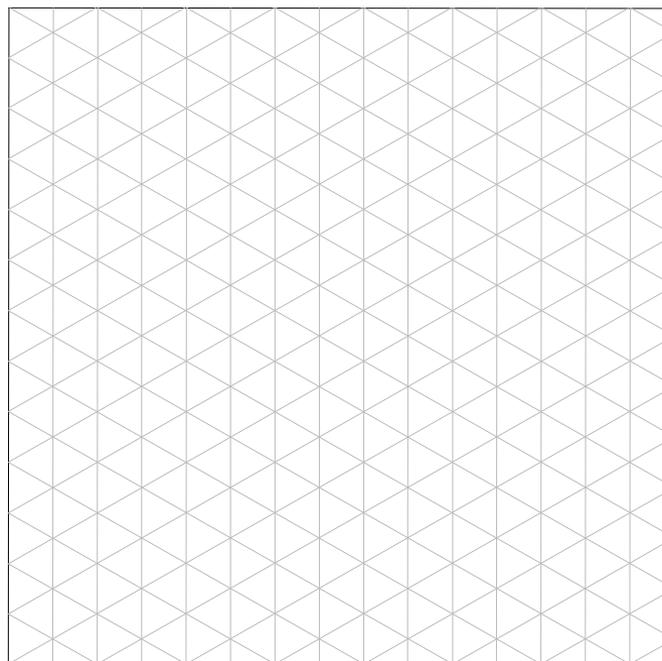
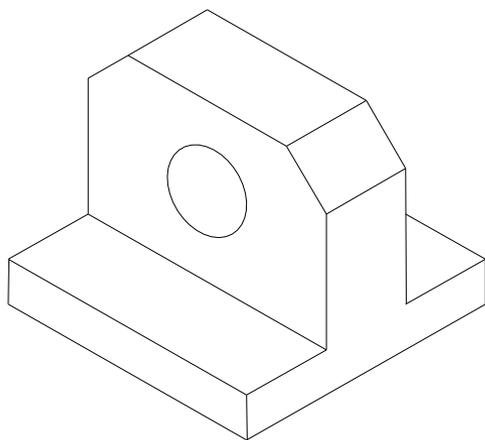
Nº \_\_\_\_\_ Turma \_\_\_\_\_



Exercício 7 – Desenhe a perspectiva isométrica

Nome: \_\_\_\_\_

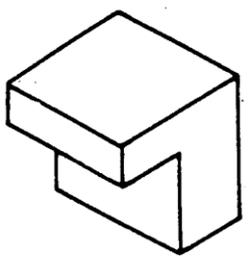
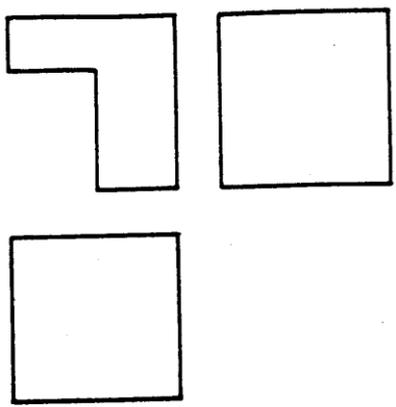
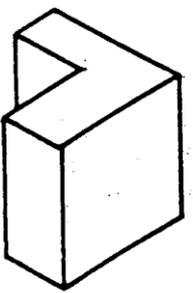
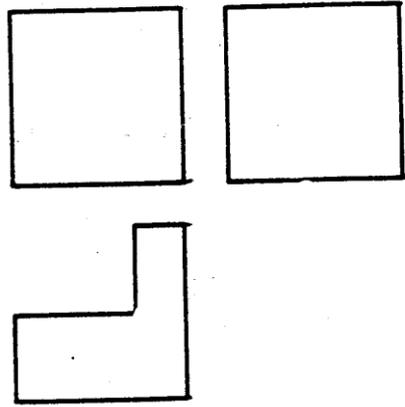
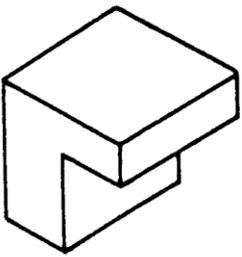
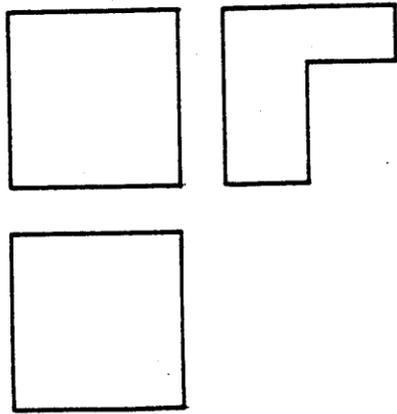
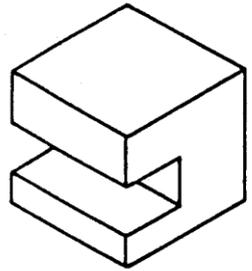
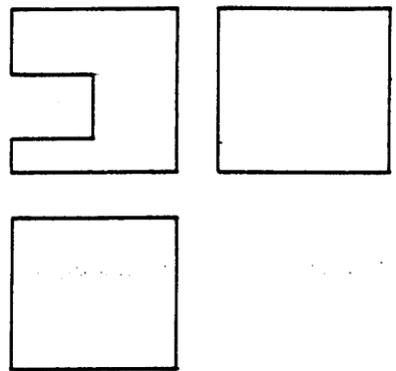
Nº \_\_\_\_\_ Turma \_\_\_\_\_



# Exercício 8 – COMPLETE AS PROJEÇÕES

Nome: \_\_\_\_\_

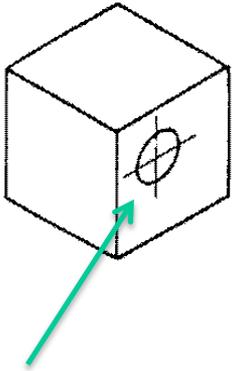
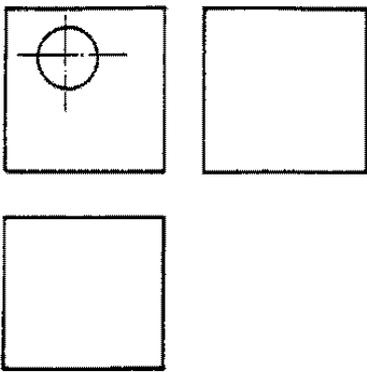
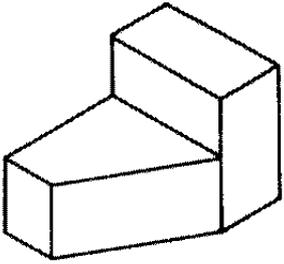
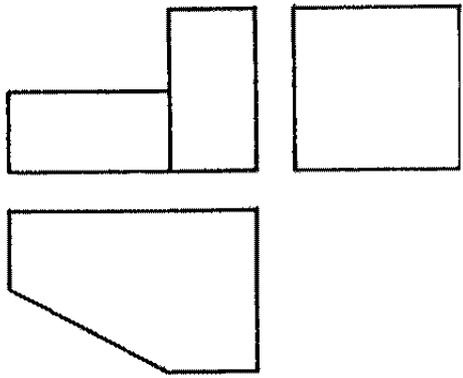
Nº \_\_\_\_\_ Turma \_\_\_\_\_

# Exercício 9 – COMPLETE AS PROJEÇÕES

Nome: \_\_\_\_\_

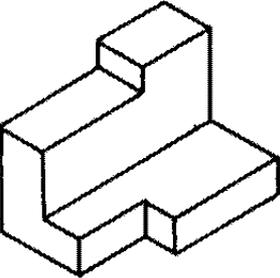
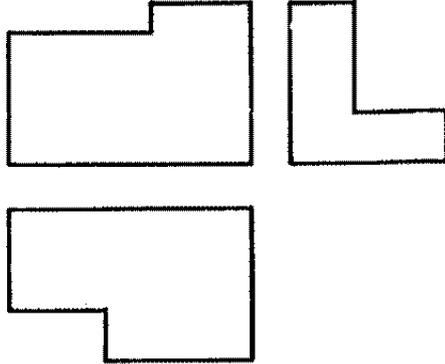
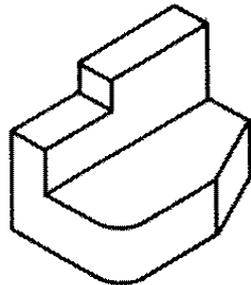
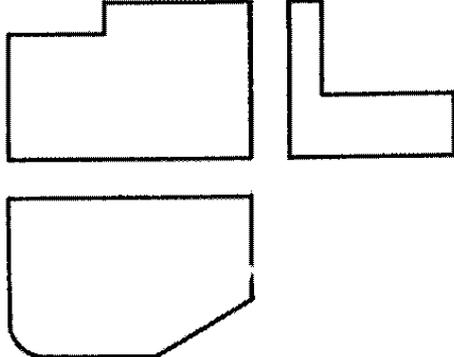
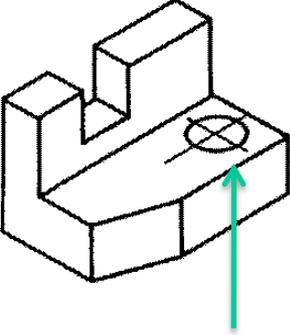
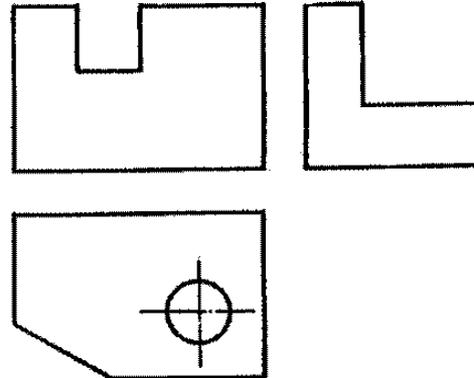
Nº \_\_\_\_\_ Turma \_\_\_\_\_

 <p>Furo Passante</p>	
 <p>Furo Passante</p>	

# Exercício 10 – COMPLETE AS PROJEÇÕES

Nome: \_\_\_\_\_

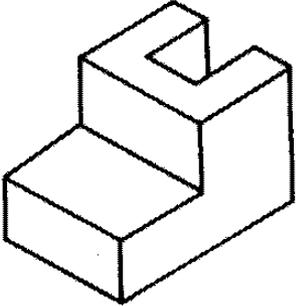
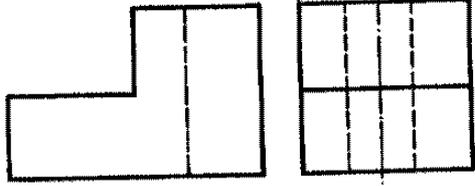
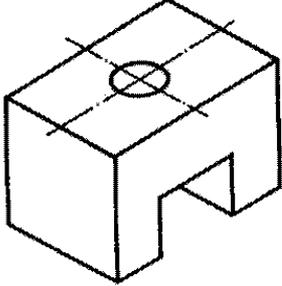
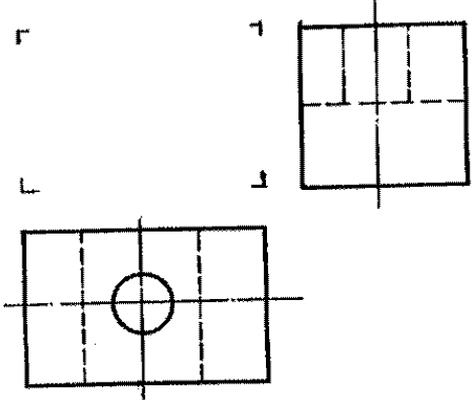
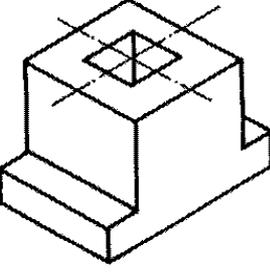
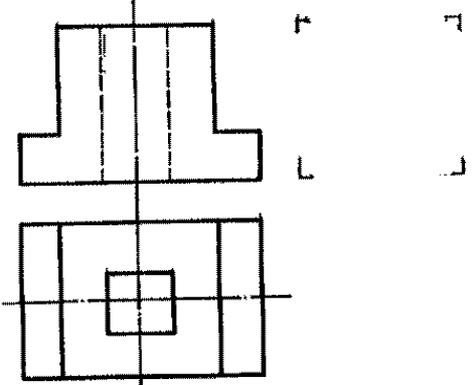
Nº \_\_\_\_\_ Turma \_\_\_\_\_

 	 
 <p>Furo Passante</p> 	

Exercício 11 – DESENHE A VISTA QUE FALTA

Nome: \_\_\_\_\_

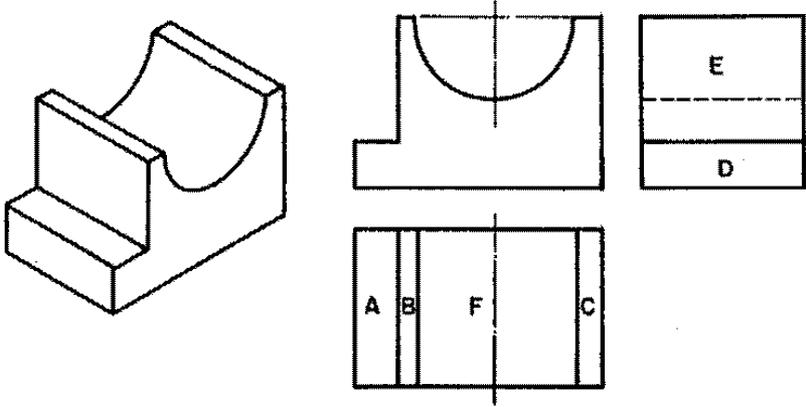
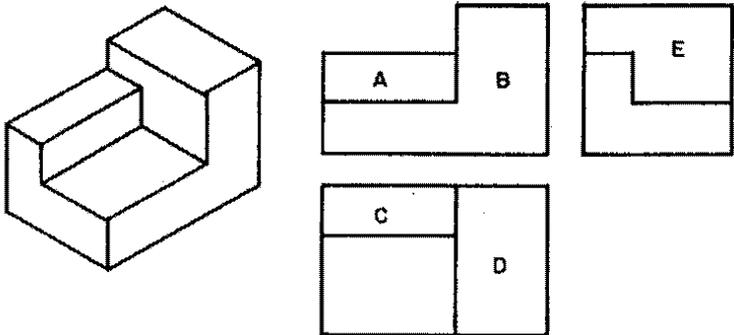
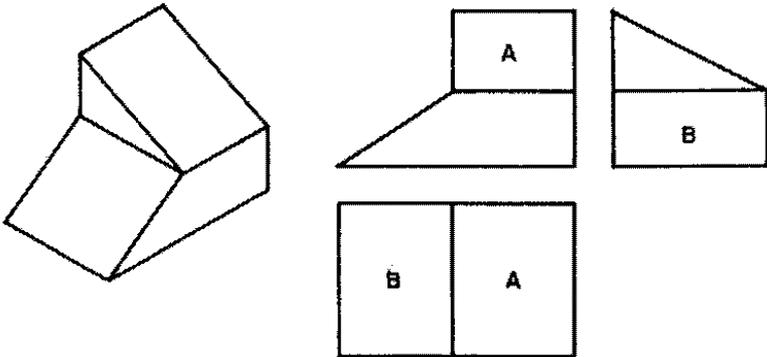
Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 12 – Desenhe na perspectiva isométrica as letras correspondentes.

Nome: \_\_\_\_\_

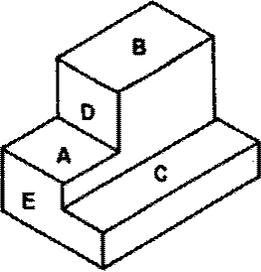
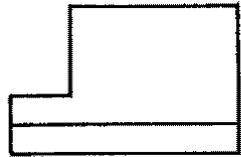
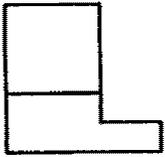
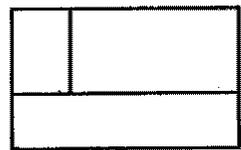
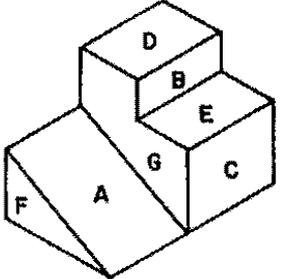
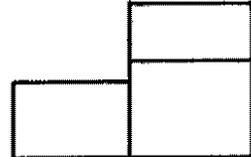
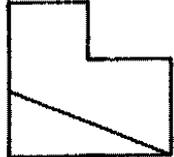
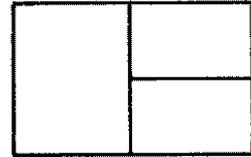
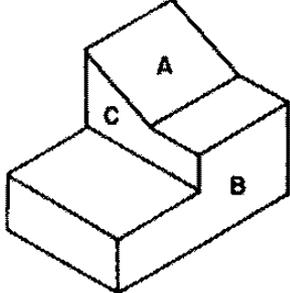
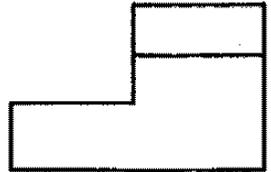
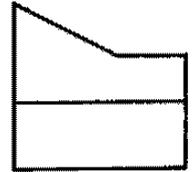
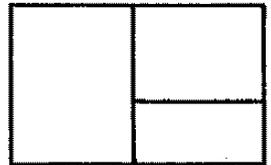
Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 13 – Desenhe nas vistas as letras correspondentes às da perspectiva isométrica.

Nome: \_\_\_\_\_

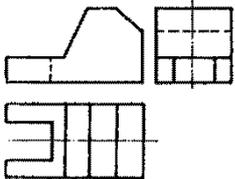
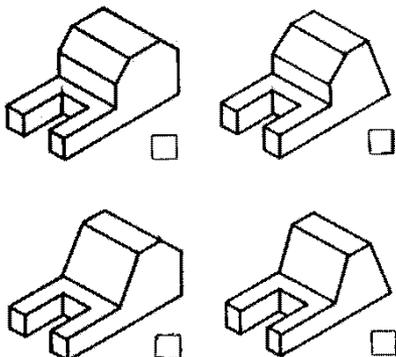
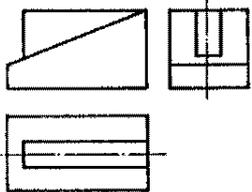
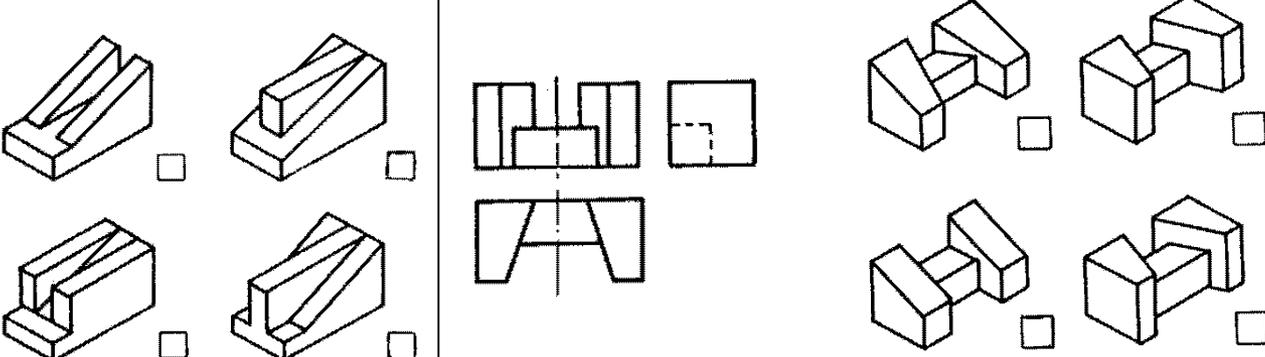
Nº \_\_\_\_\_ Turma \_\_\_\_\_

 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>	 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>
 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>	

Exercício 14 – Desenhe nas vistas as letras correspondentes às da perspectiva isométrica.

Nome: \_\_\_\_\_

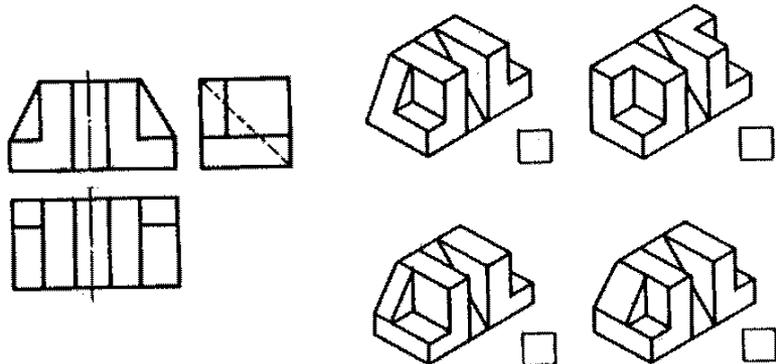
Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 15 – Selecione a correta perspectiva isométrica.

Nome: \_\_\_\_\_

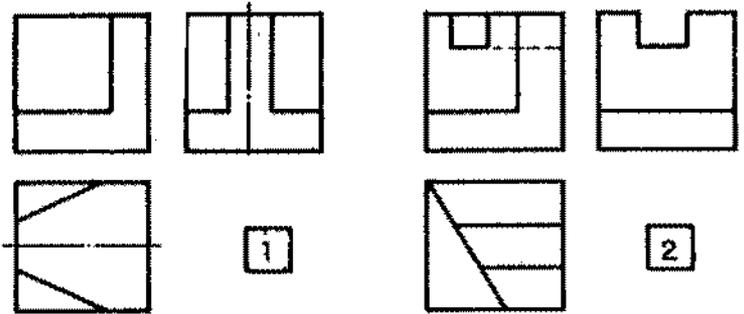
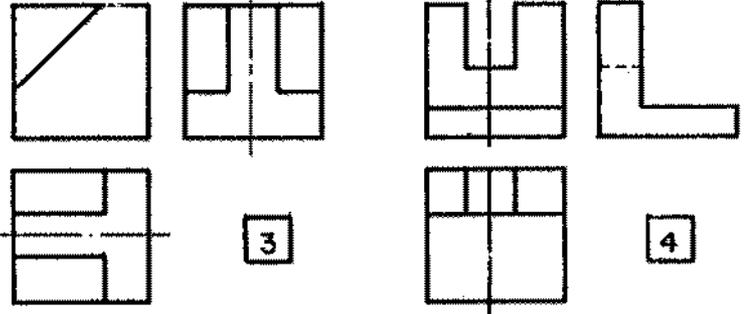
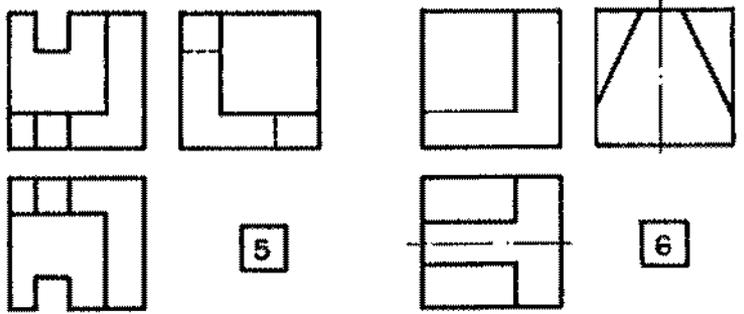
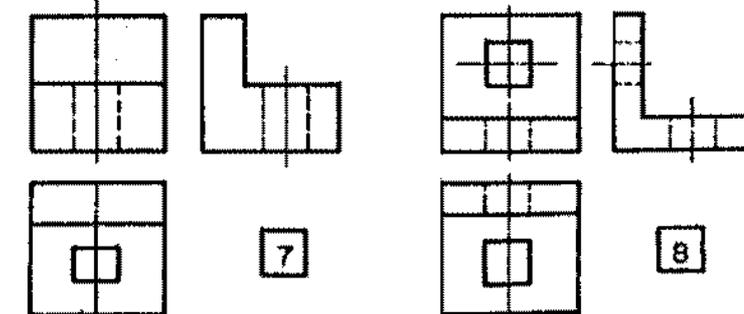
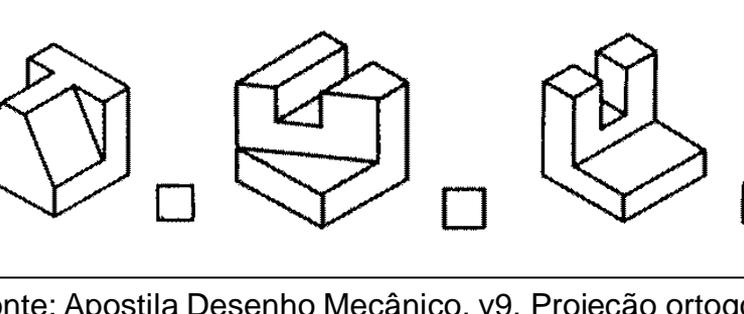
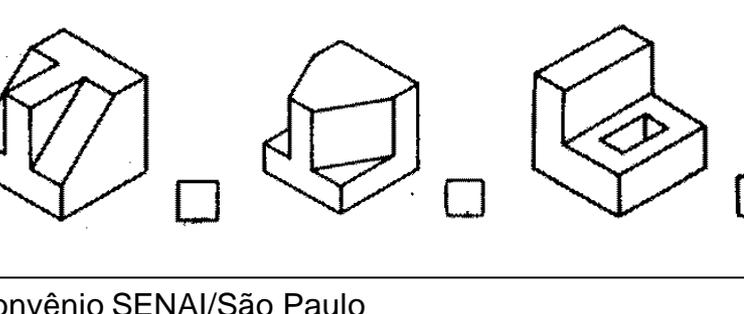
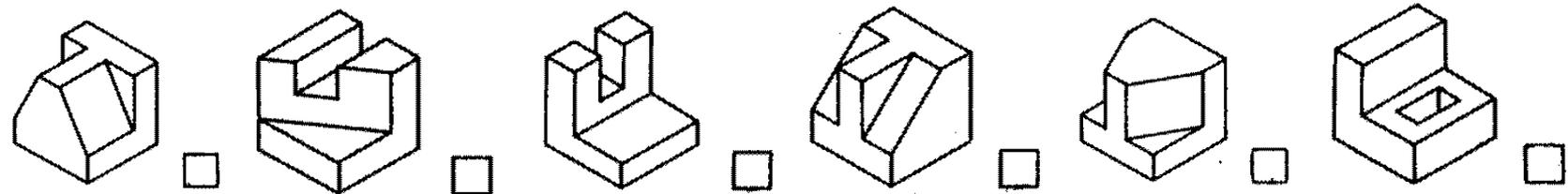
Nº \_\_\_\_\_ Turma \_\_\_\_\_

 <p>The image shows the orthographic projections of a mechanical part on the left. It consists of a rectangular block with a sloped top surface on the left side. The top surface is divided into three vertical sections of equal width. The right side of the block is stepped down. To the right of the orthographic projections are four isometric views of the part, each with a small square next to it for selection. The top row shows two views: the first is a perspective view from the front-left, and the second is a perspective view from the front-right. The bottom row shows two views: the first is a perspective view from the back-left, and the second is a perspective view from the back-right.</p>	

Exercício 16 – Assinale os números correspondentes.

Nome: \_\_\_\_\_

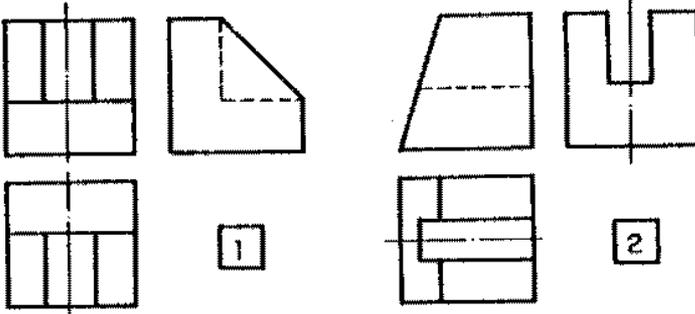
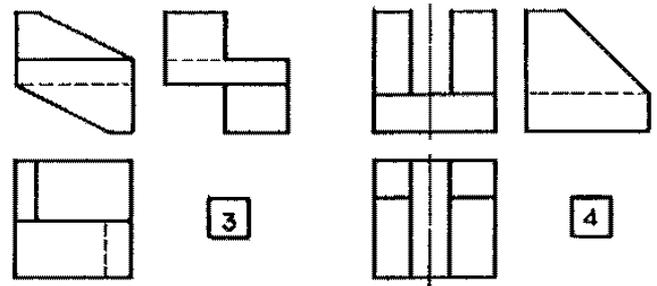
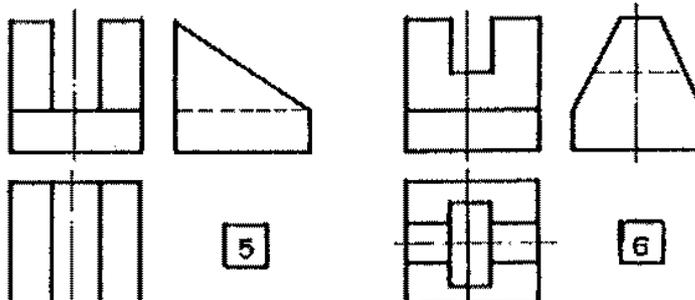
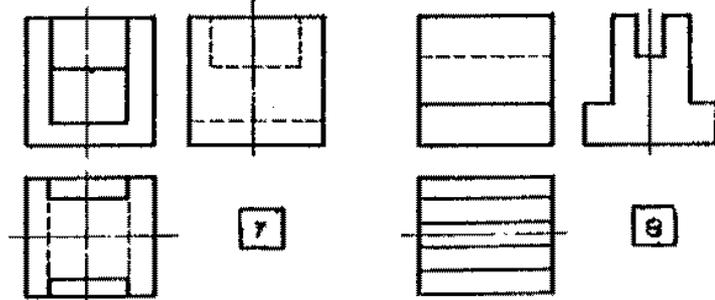
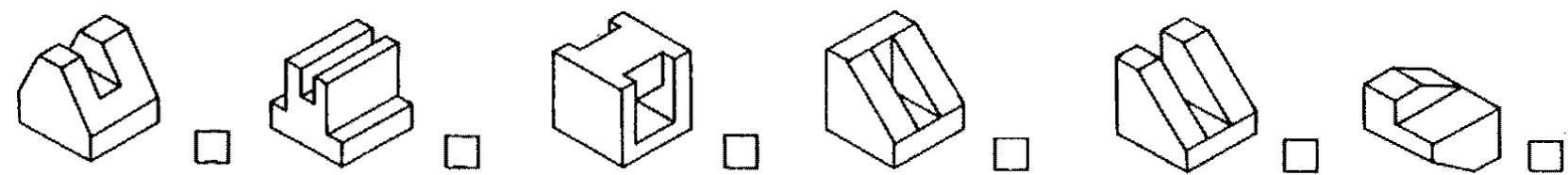
Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 17 – Assinale os números correspondentes.

Nome: \_\_\_\_\_

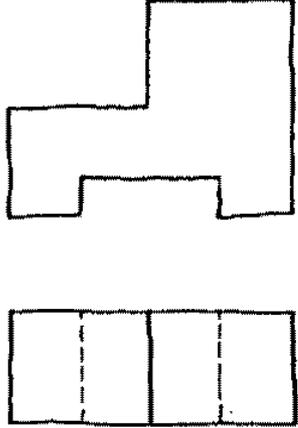
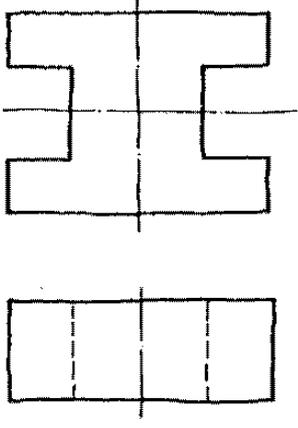
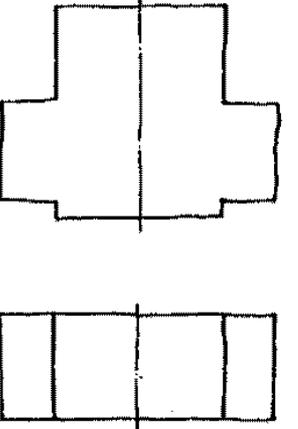
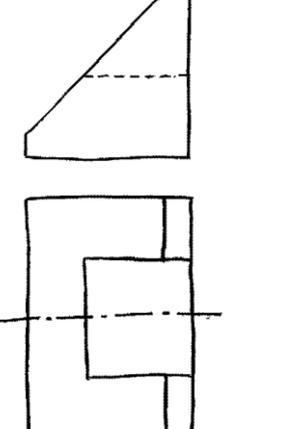
Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 18 – Complete as projeções desenhando a lateral esquerda à mão livre.

Nome: \_\_\_\_\_

Nº \_\_\_\_\_ Turma \_\_\_\_\_

Exercício 19 – Complete as projeções desenhando a vista superior à mão livre.

Nome: \_\_\_\_\_

Nº \_\_\_\_\_ Turma \_\_\_\_\_

