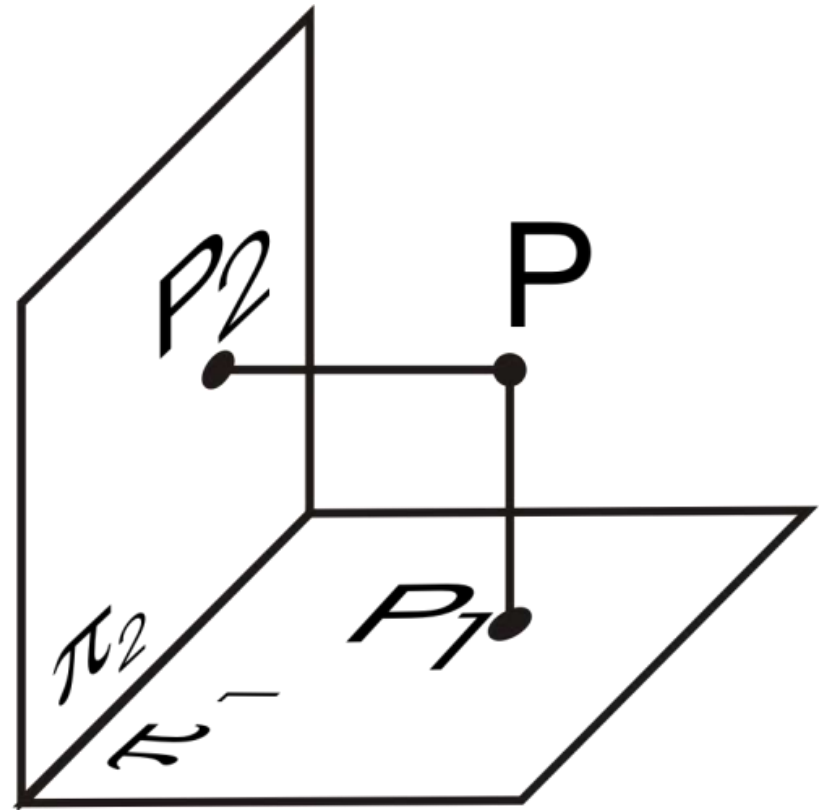
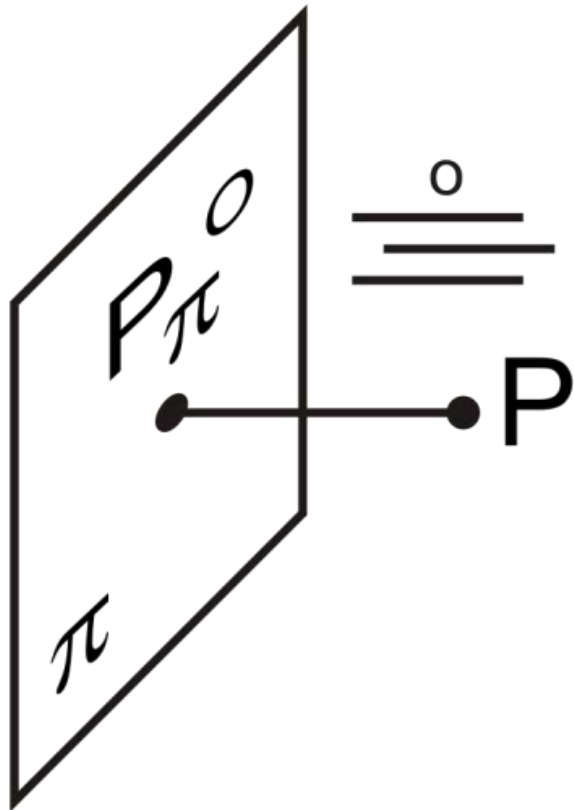
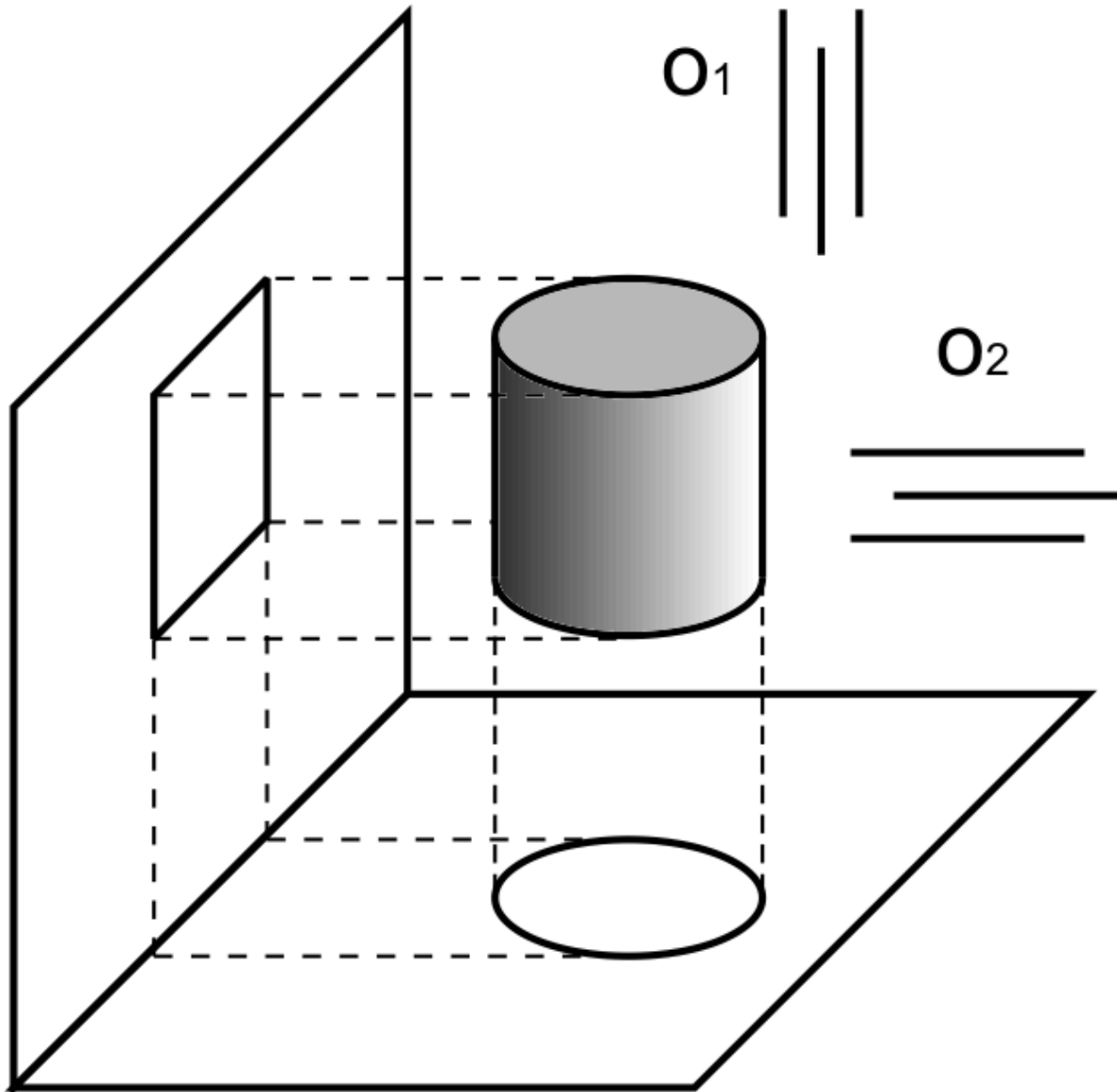


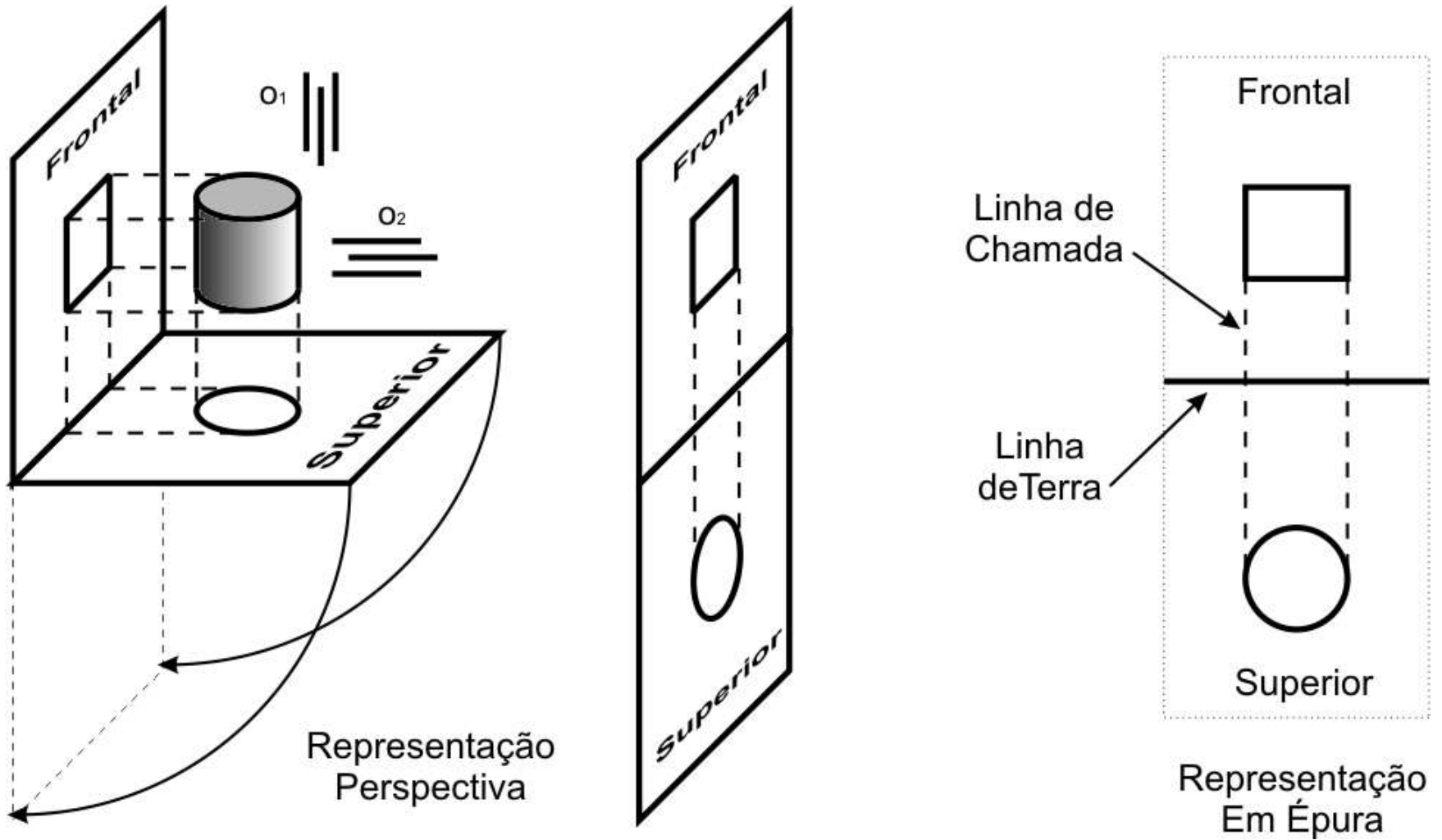
Sistema de projeção cilíndrica e projeção dupla de um ponto



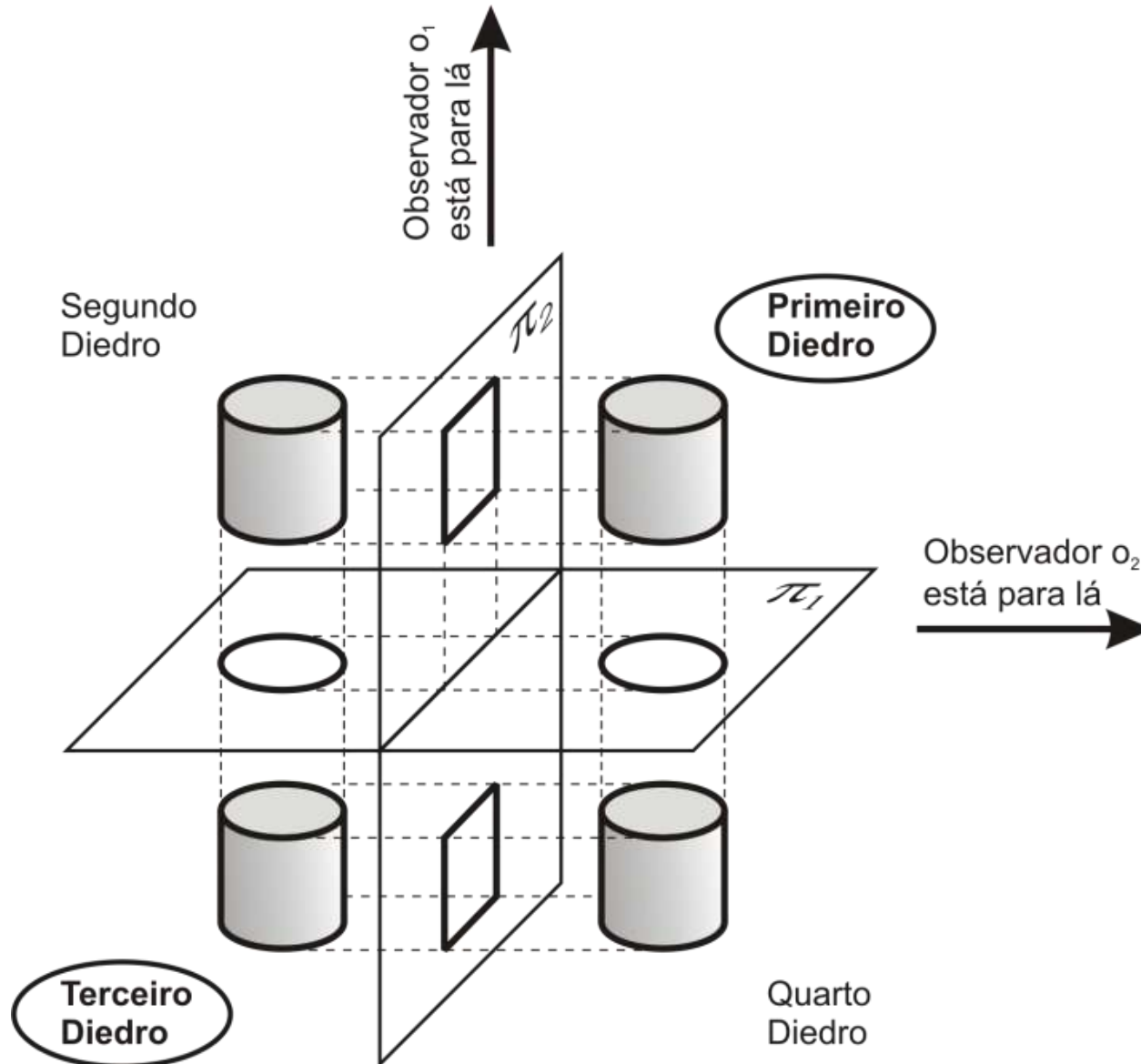
Projeção dupla de um objeto



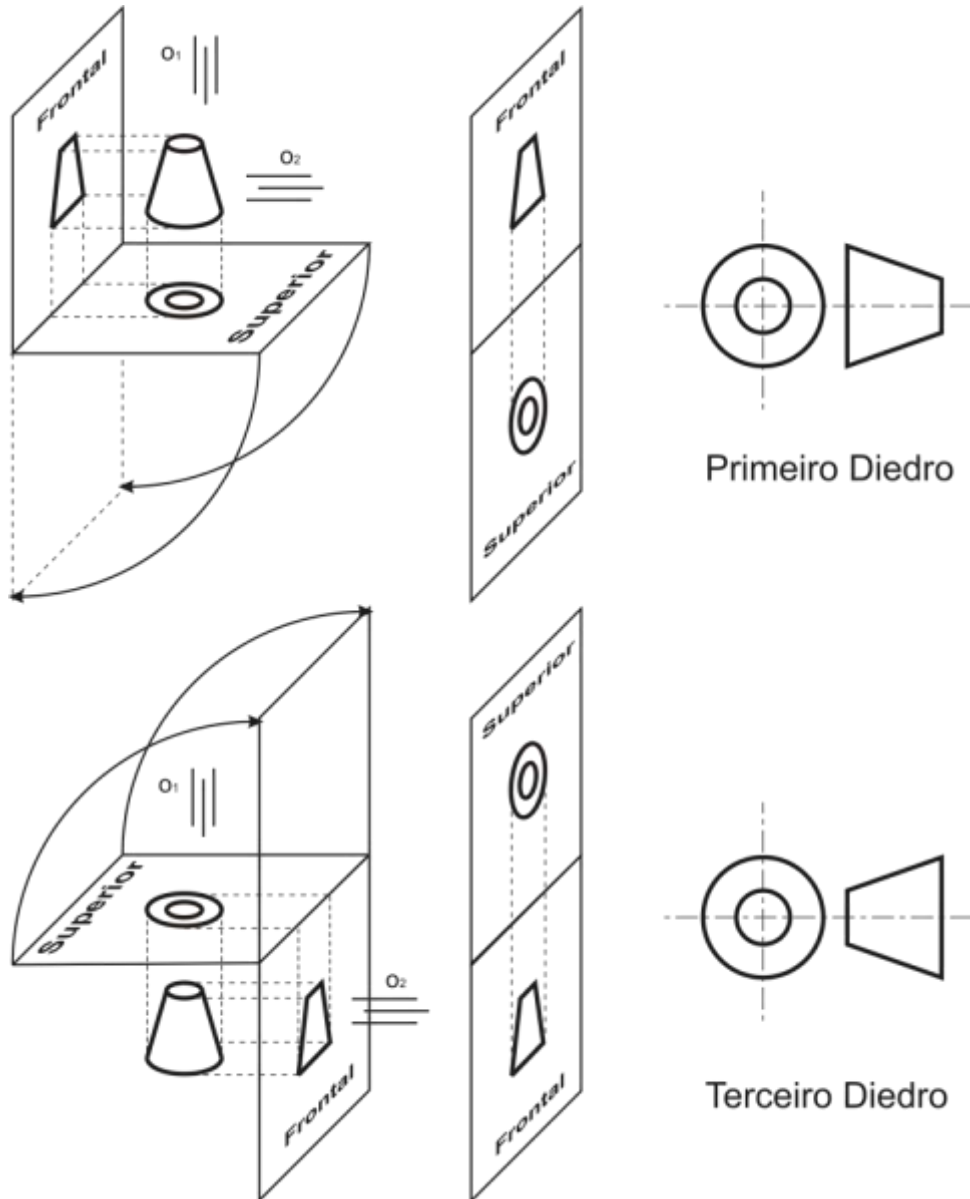
Geração da Épura - Rebatimento



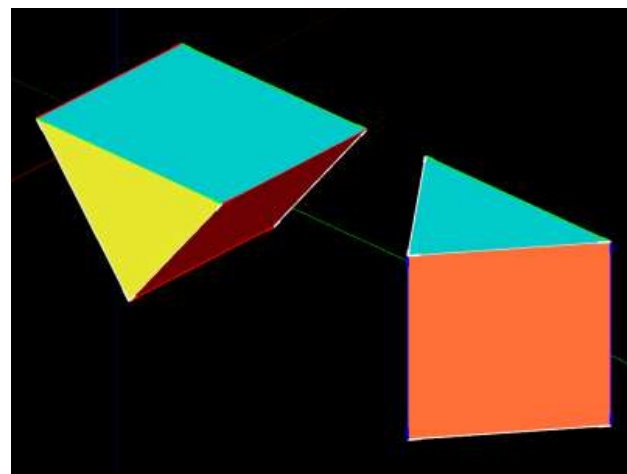
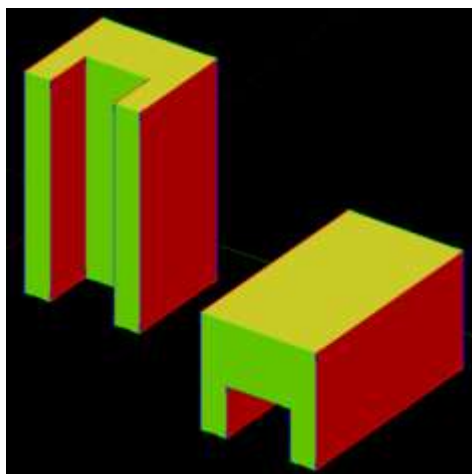
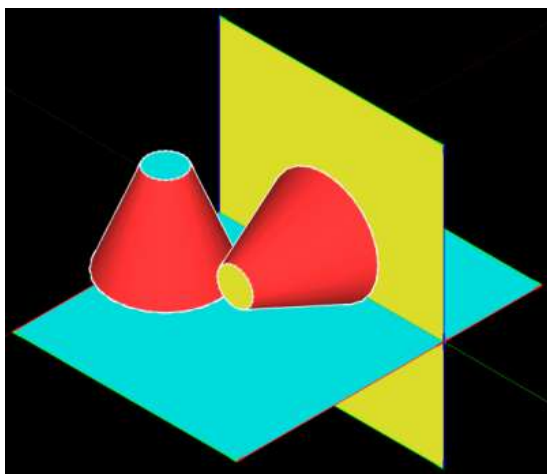
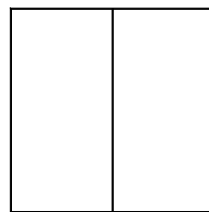
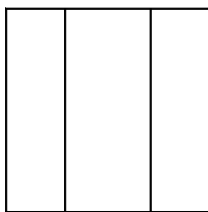
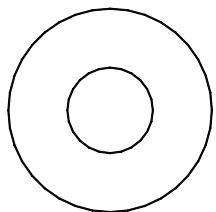
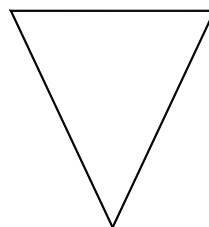
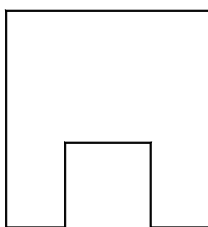
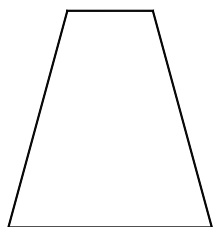
Diedros e projeções nos planos perpendiculares entre si



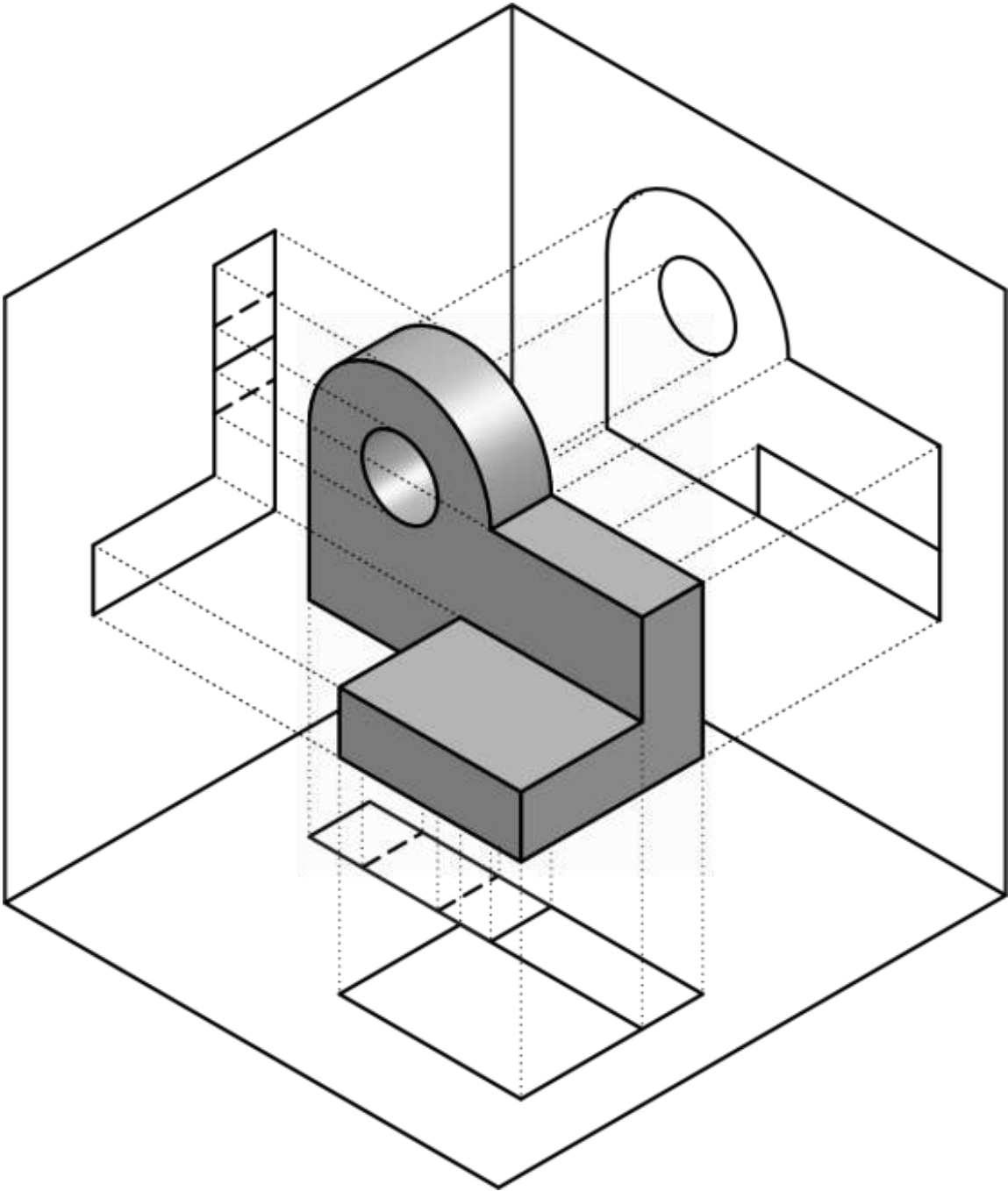
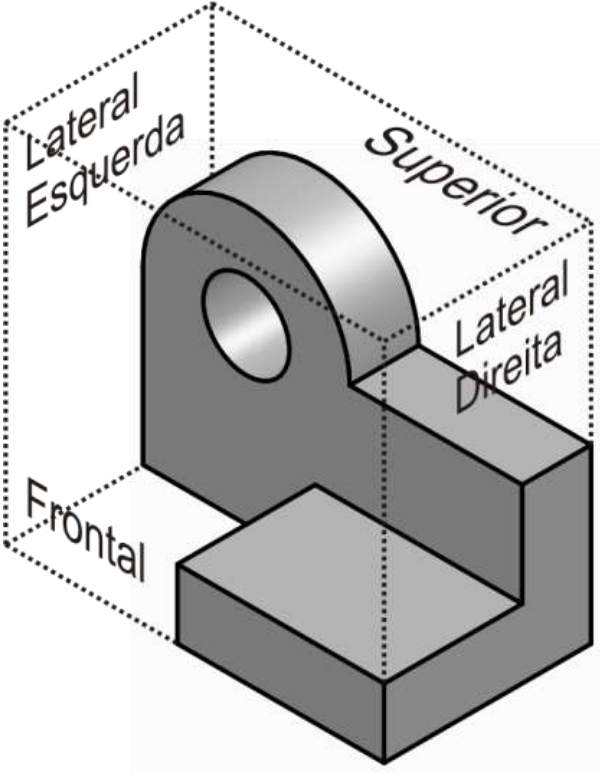
Projeções no primeiro e no terceiro diedro

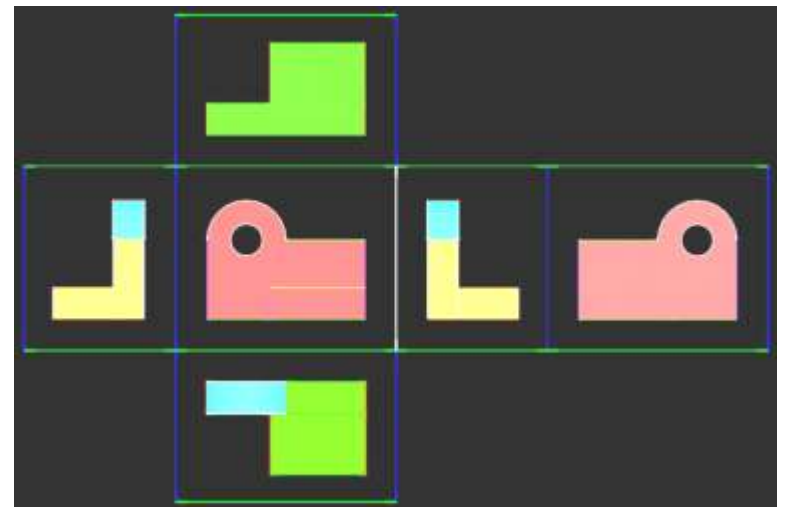
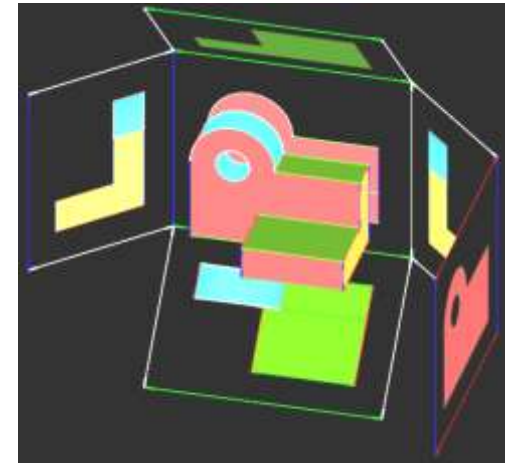
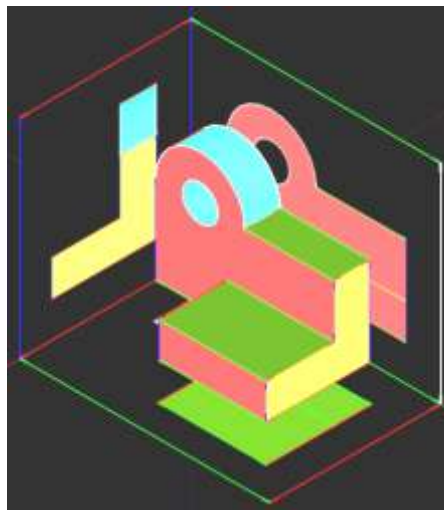
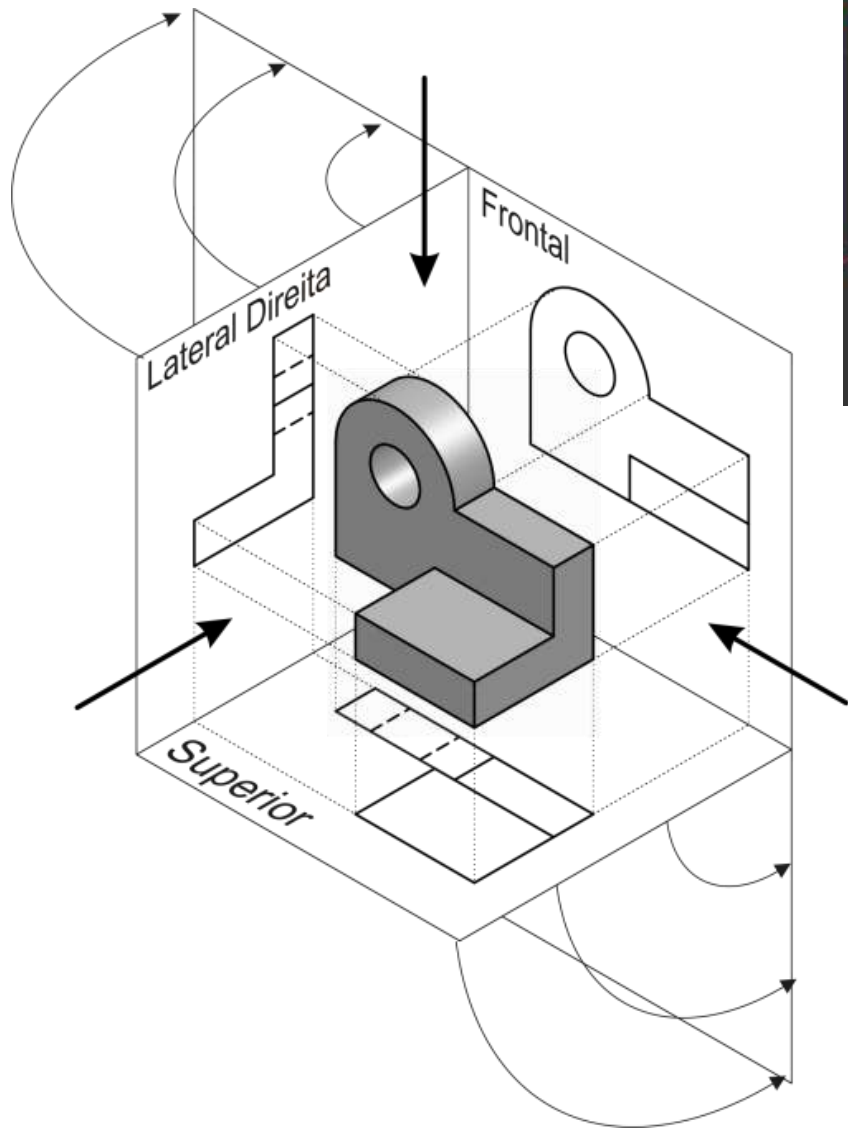


Em que diedro estão representados os objetos abaixo?



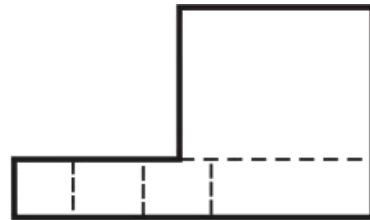
Primeiro Diedro



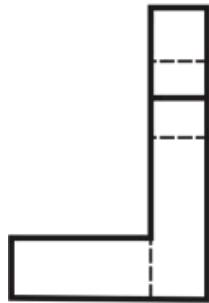


Clique na imagem para ver no navegador

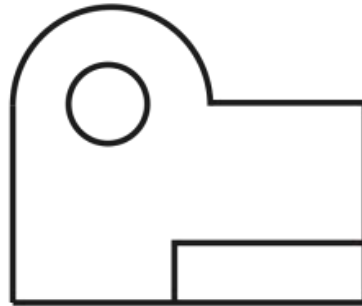
- Distribuição das vistas (diedro)
- Posição (ex: no primeiro diedro parte trás fica próximo da Frontal)
- Alinhamento perfeito
- Espaçamento (prever cotas)
- Linhas tracejadas
- Tangências – sem arestas
- Nomes não são colocados nas vistas



Inferior



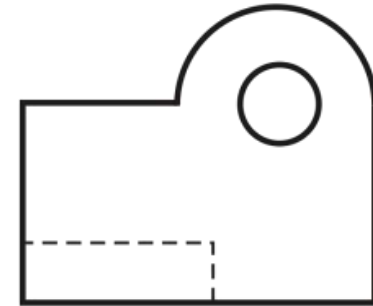
Lateral
Direita



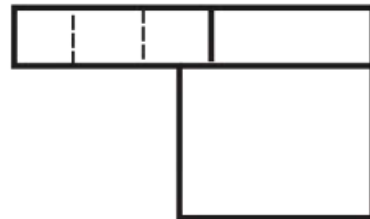
Frontal



Lateral
Esquerda



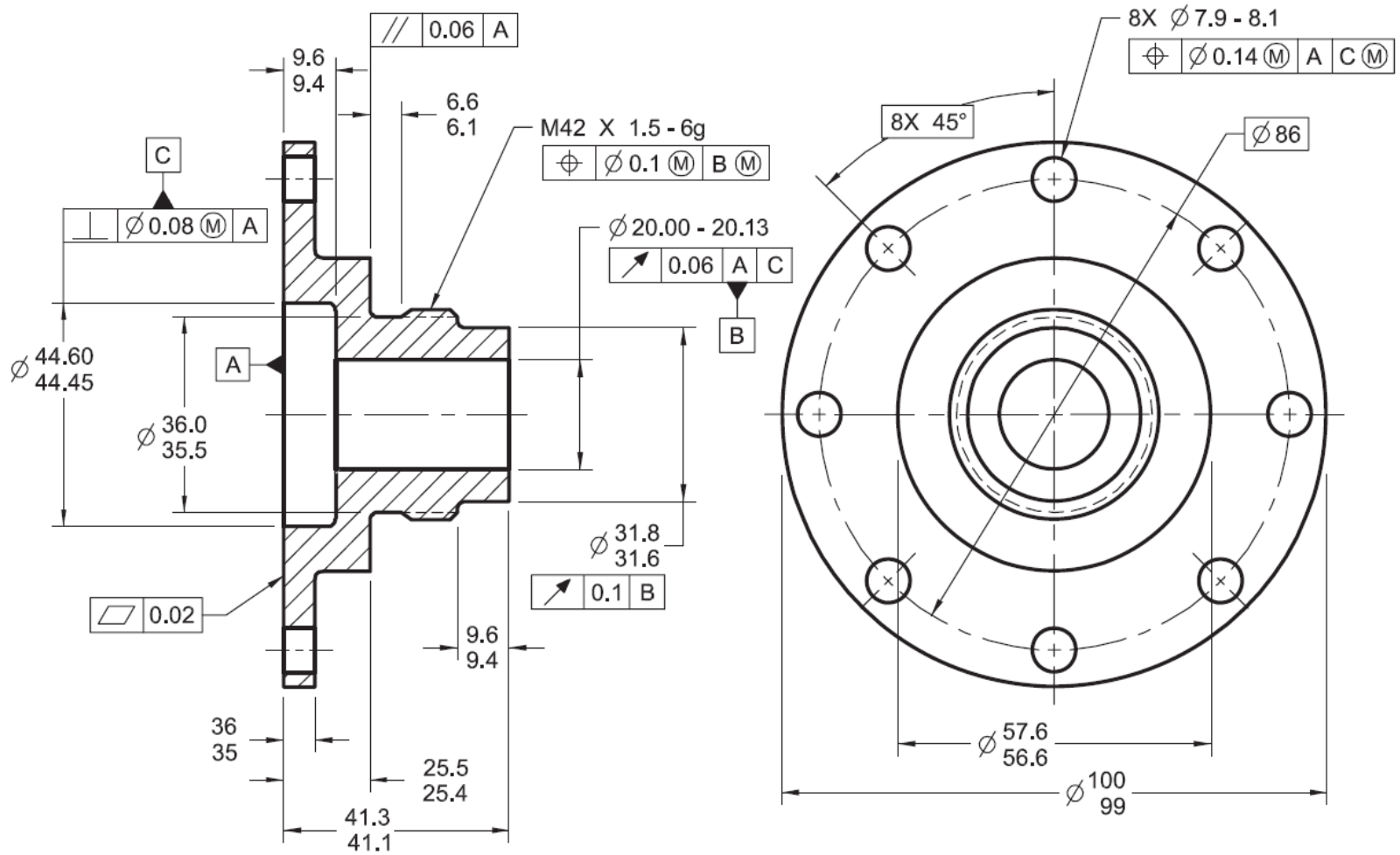
Posterior



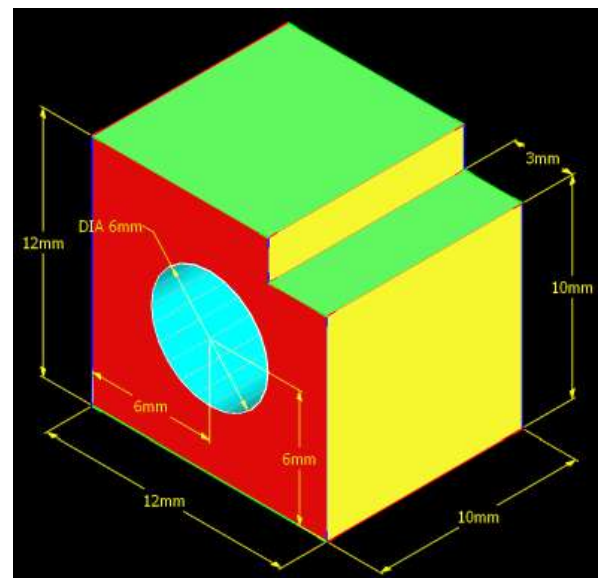
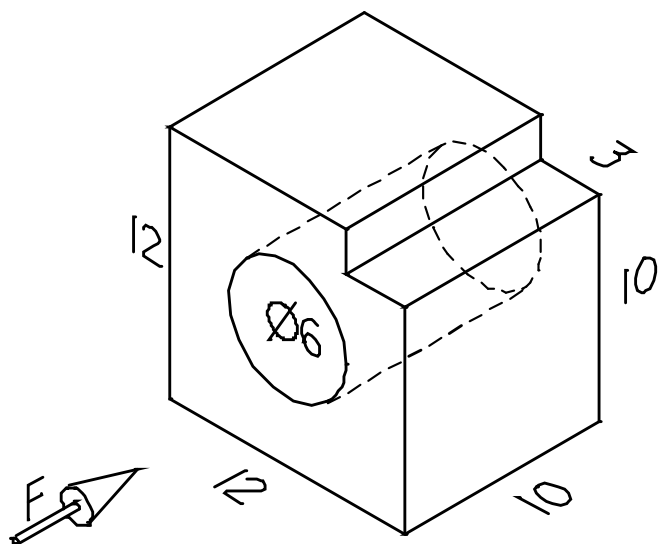
Superior

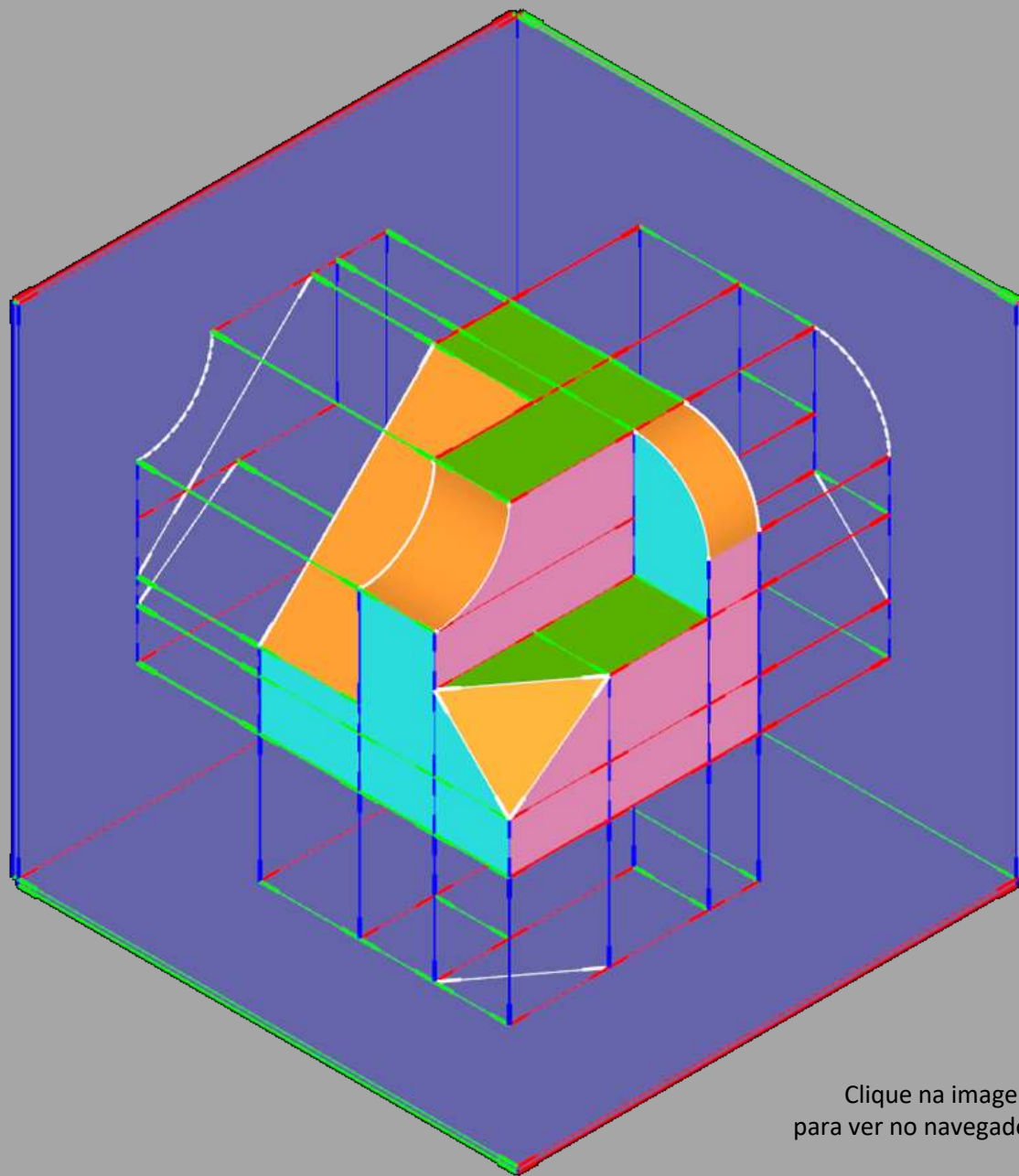


Exemplo de duas vistas (uma em corte) com cotas

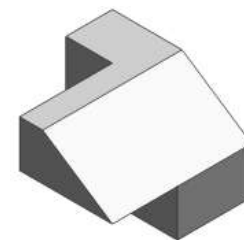
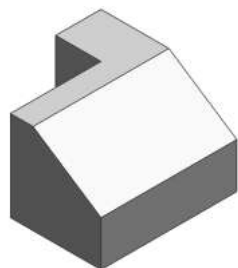
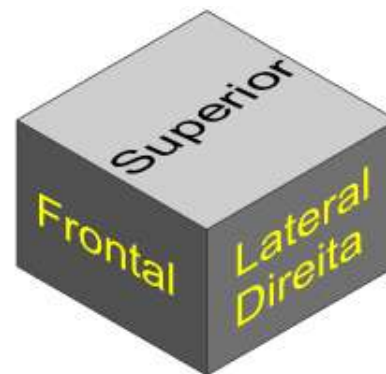
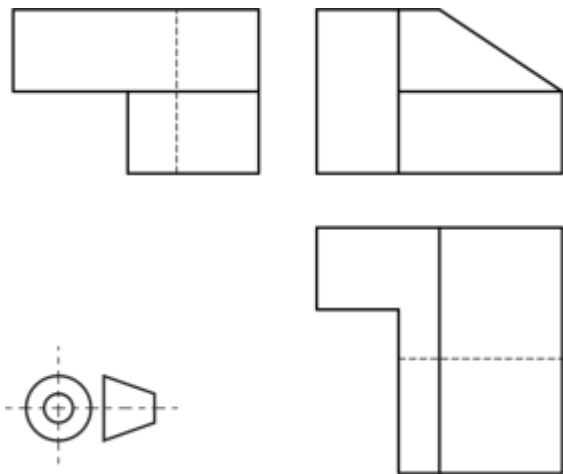


Esboço das vistas F, S, LD e LE do objeto abaixo no 1º diedro. **Escala 2:1**





Clique na imagem
para ver no navegador



Processo de montagem da peça a partir da interpretação das vistas

