

EXERCÍCIO 1 – Varredura (sweep)

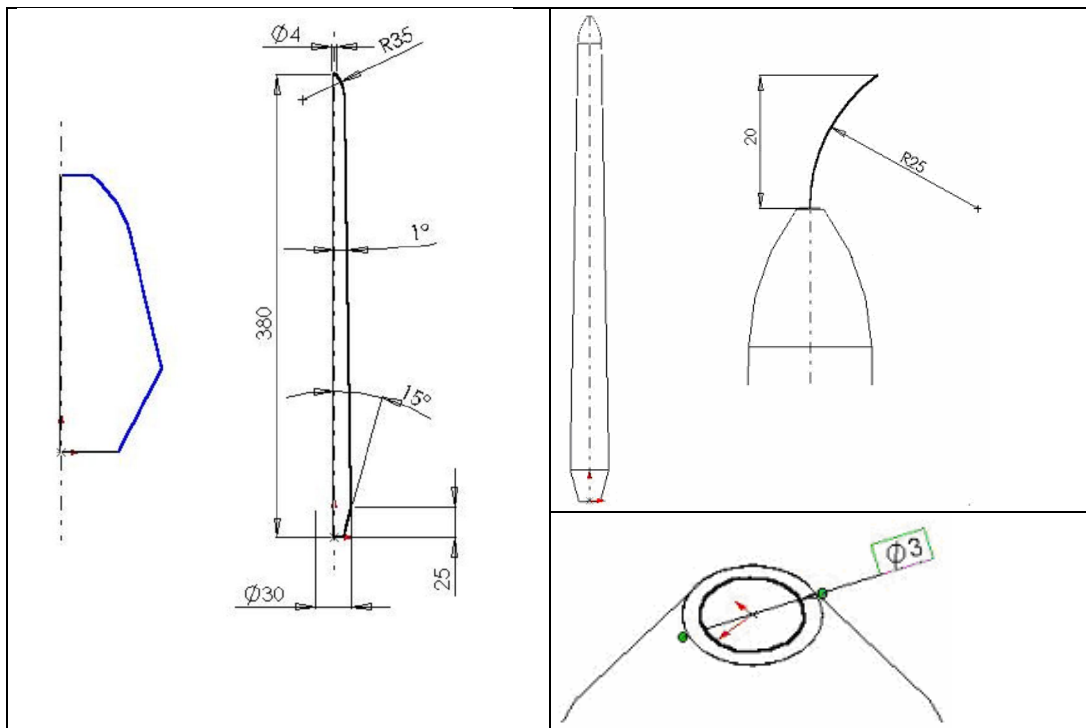
a) modelar uma vela utilizando os esboços abaixo:



1. Revolve

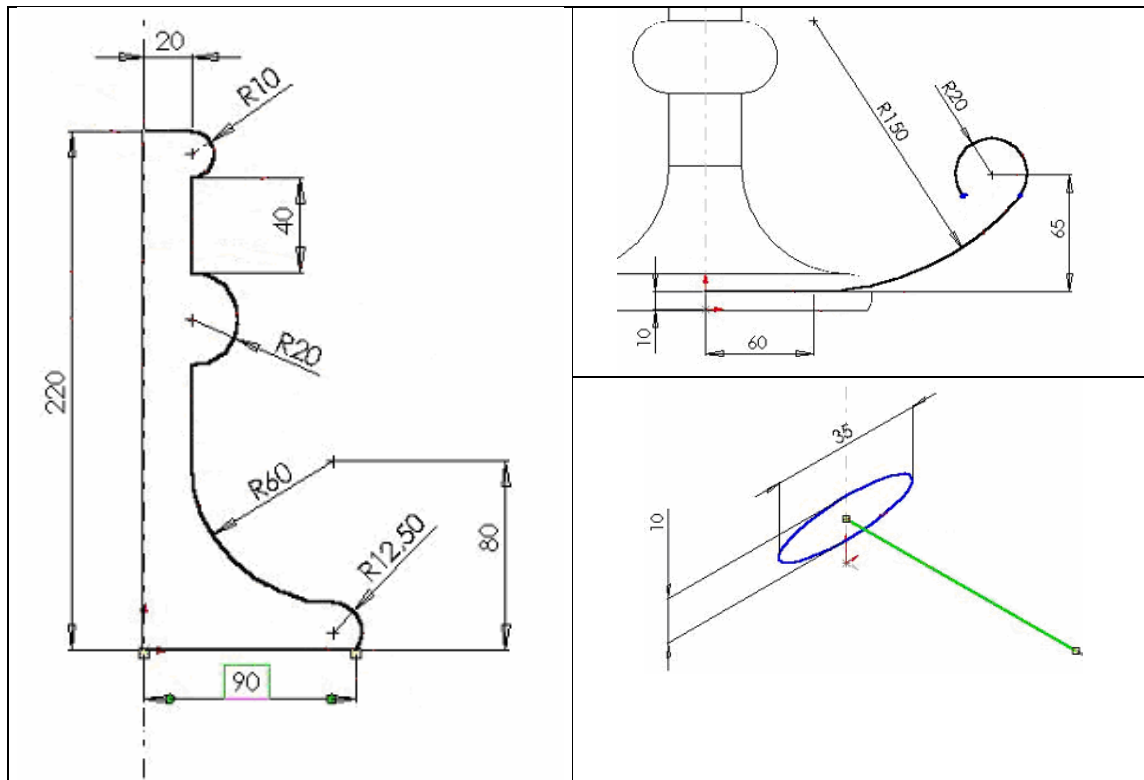
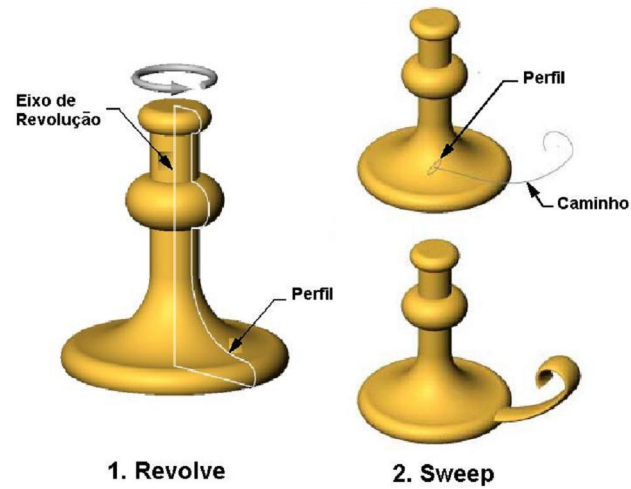


2. Sweep



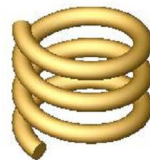
EXERCÍCIO 2 – Varredura (sweep)

a) modelar um castiçal utilizando os esboços abaixo:



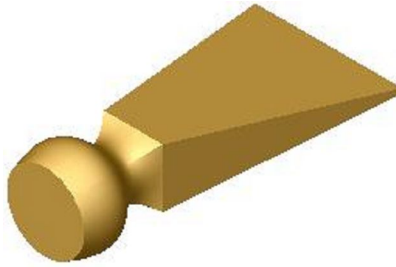
EXERCÍCIO 3 – Varredura (sweep)

a) modelar uma mola utilizando o comando “varredura”.



EXERCÍCIO 4 – Loft

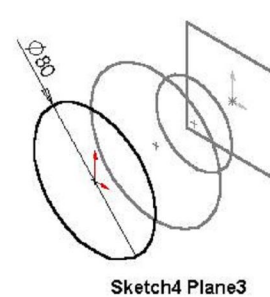
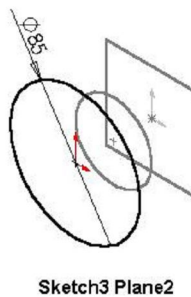
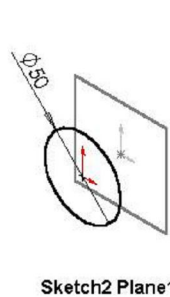
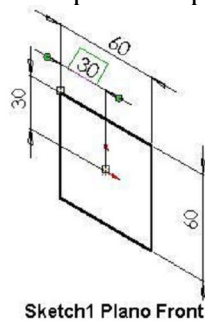
a) modelar uma talhadeira utilizando o comando Loft.



Dica 1: planos necessários para criação da cabeça da talhadeira

Obs.: distância entre os planos:

- plano frontal e plano 1: 30 mm
- plano 1 e plano 2: 30 mm
- planos 2 e plano 3: 30 mm
- plano 3 e ponta da talhadeira: 150 mm



Dica 2: perfil da ponta da talhadeira

