



SESSION 1 - RESEARCH AND GEOMETRY  
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O USO DE MÍDIAS DIGITAIS NO ENSINO DE PERSPECTIVA  
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ABSTRACT

Although students getting into university, in the “Produção Multimidia”, are used to manage cutting edge technologies, they don’t show the same behaviour regarding Geometrics know-how. The aim of this study is to show the perspectives topic into the Geometrics subject in the “Produção Multimidia”, managing graphics softwares like: Photoshop and Illustrator as ways of perspectives learning and its apply into the 3D space representation.