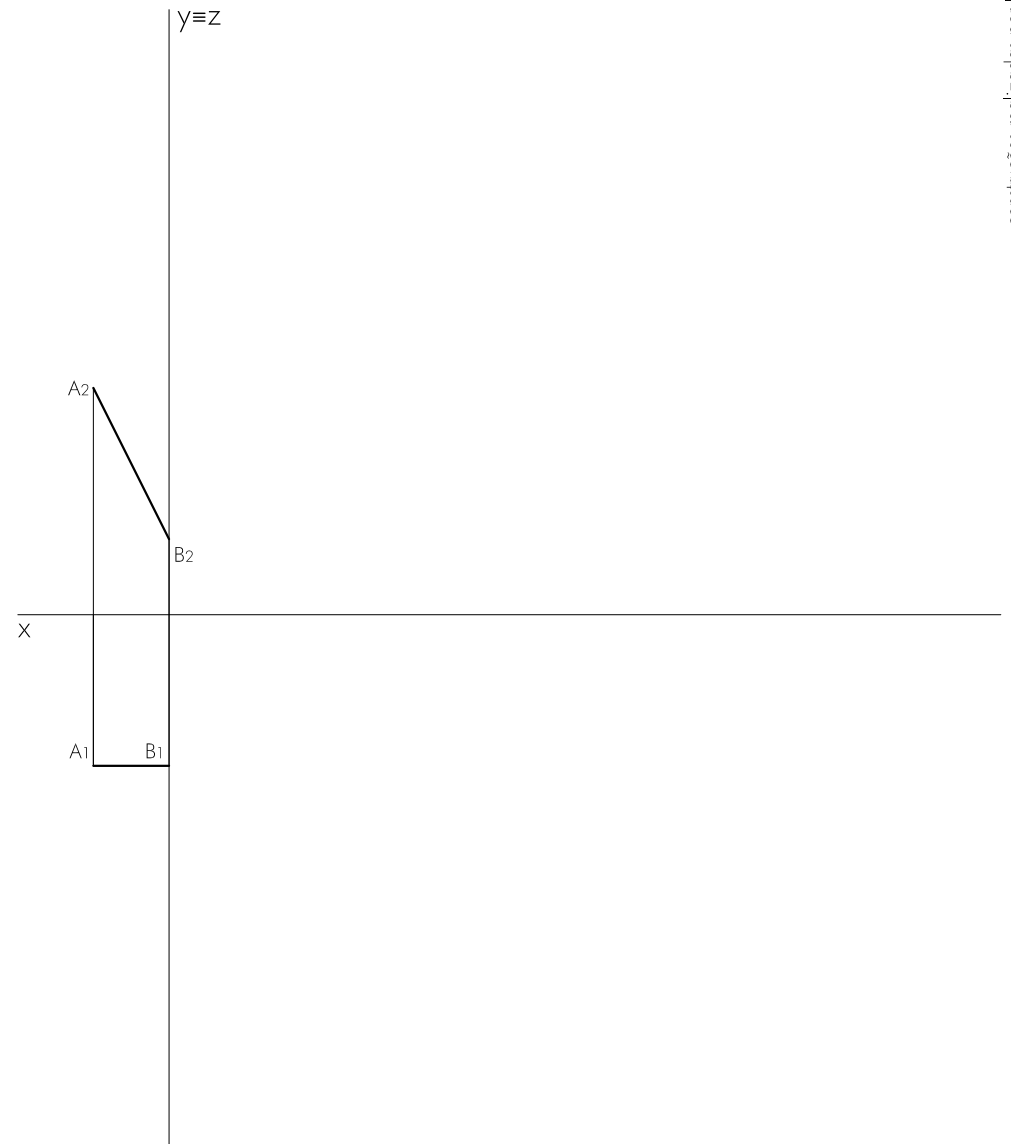
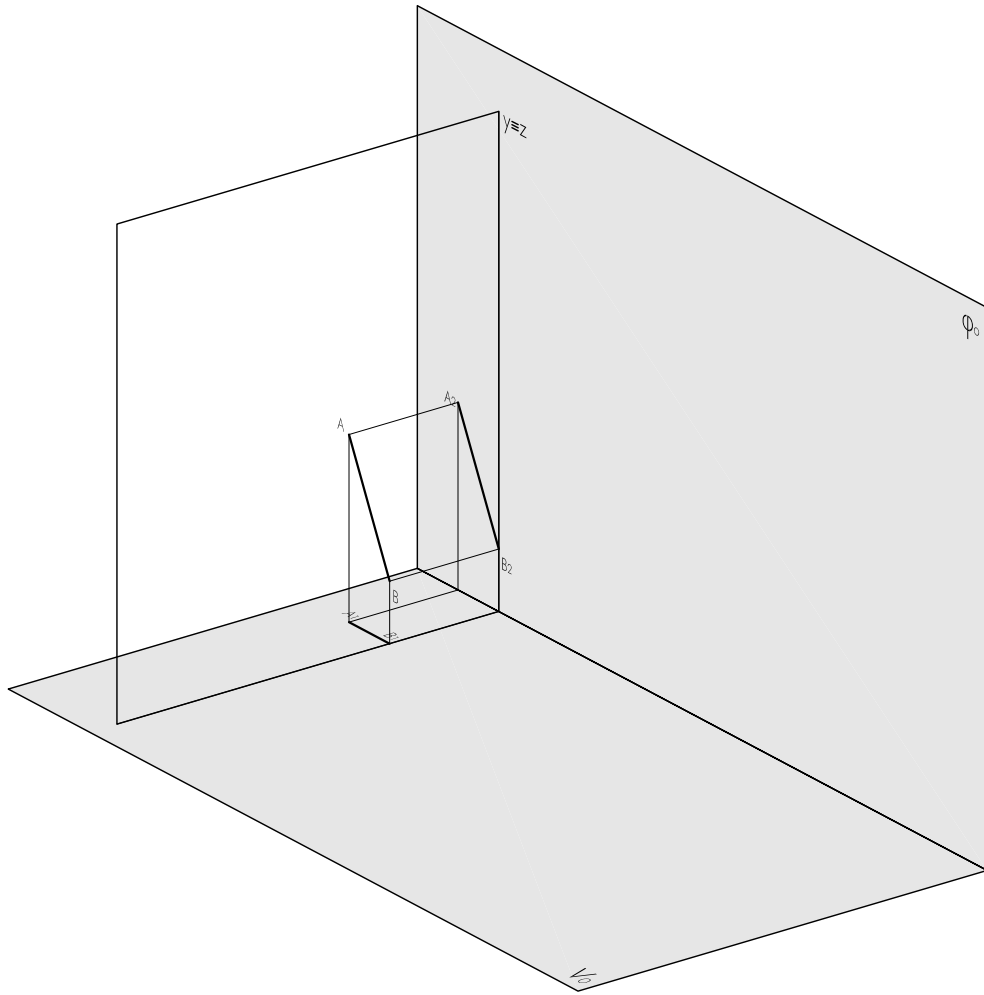
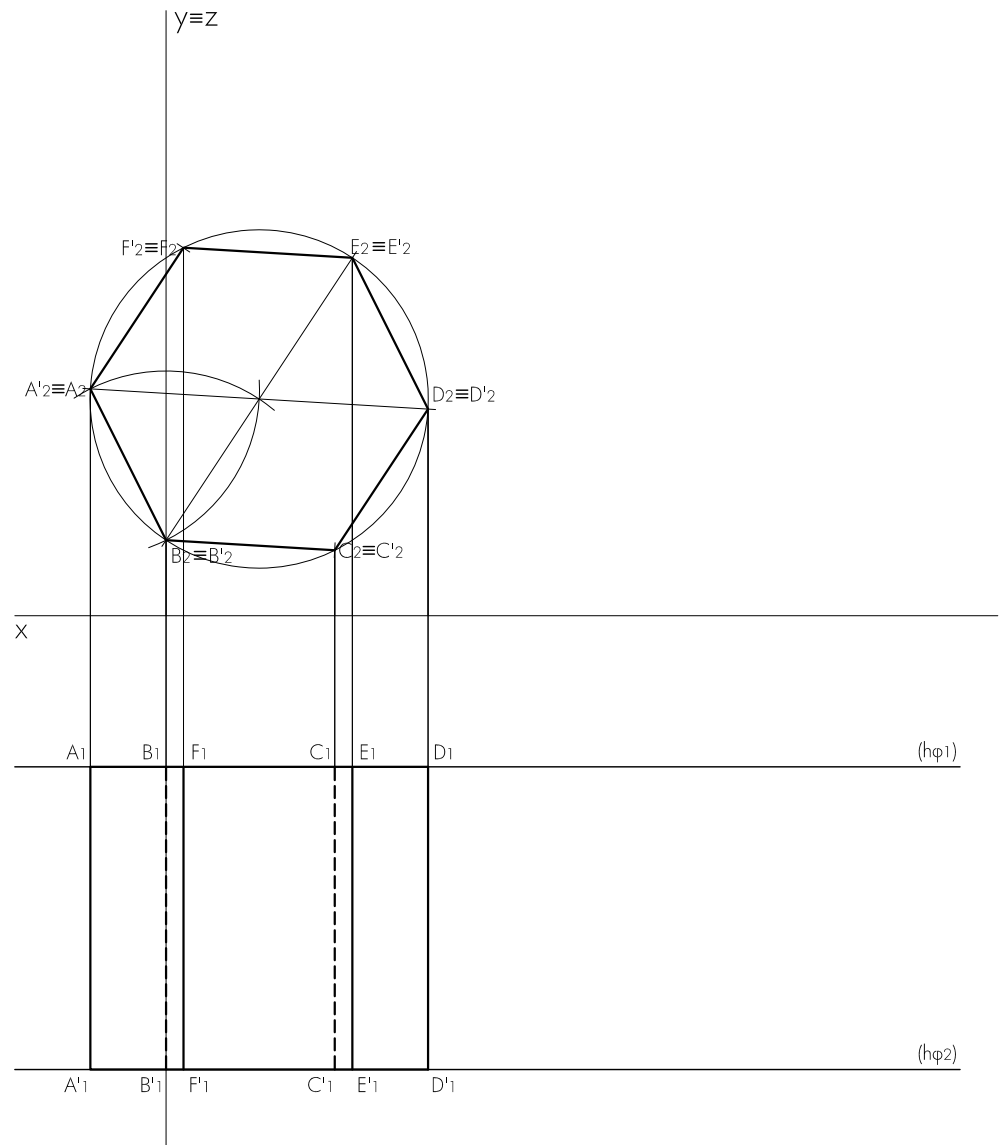
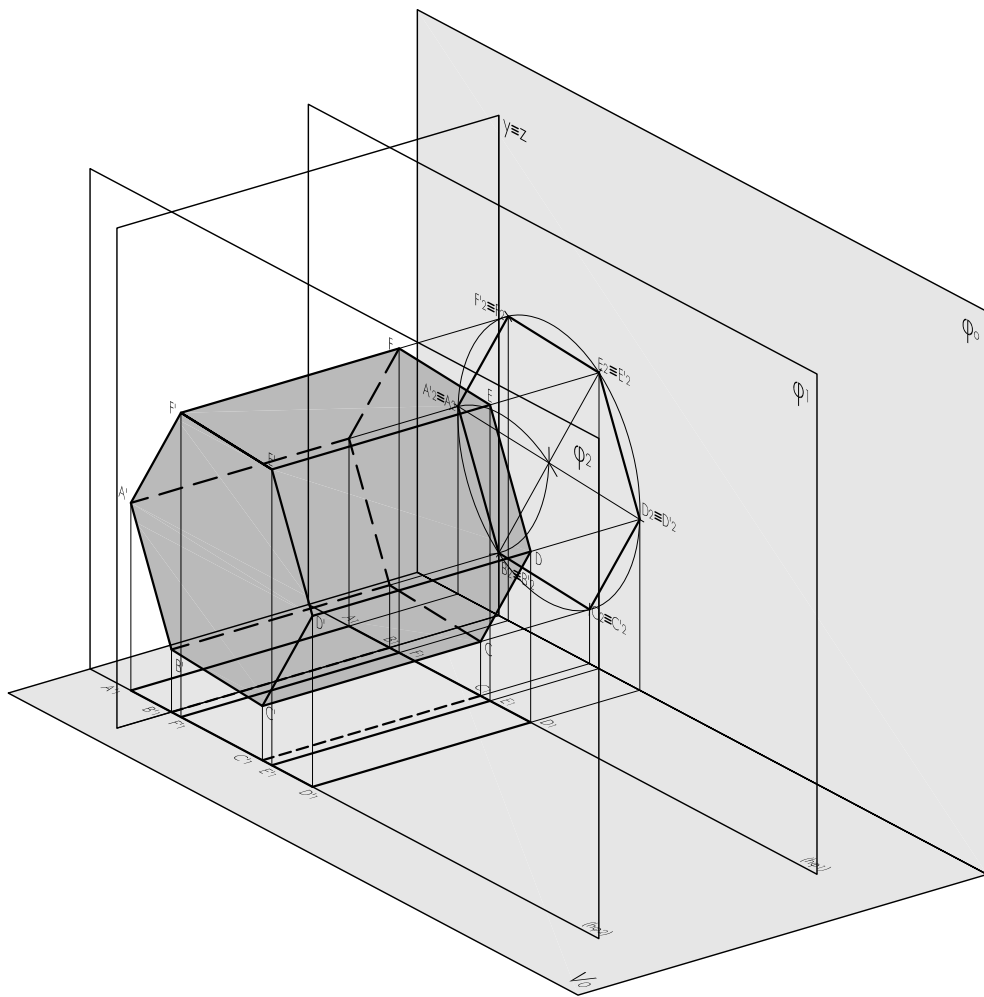


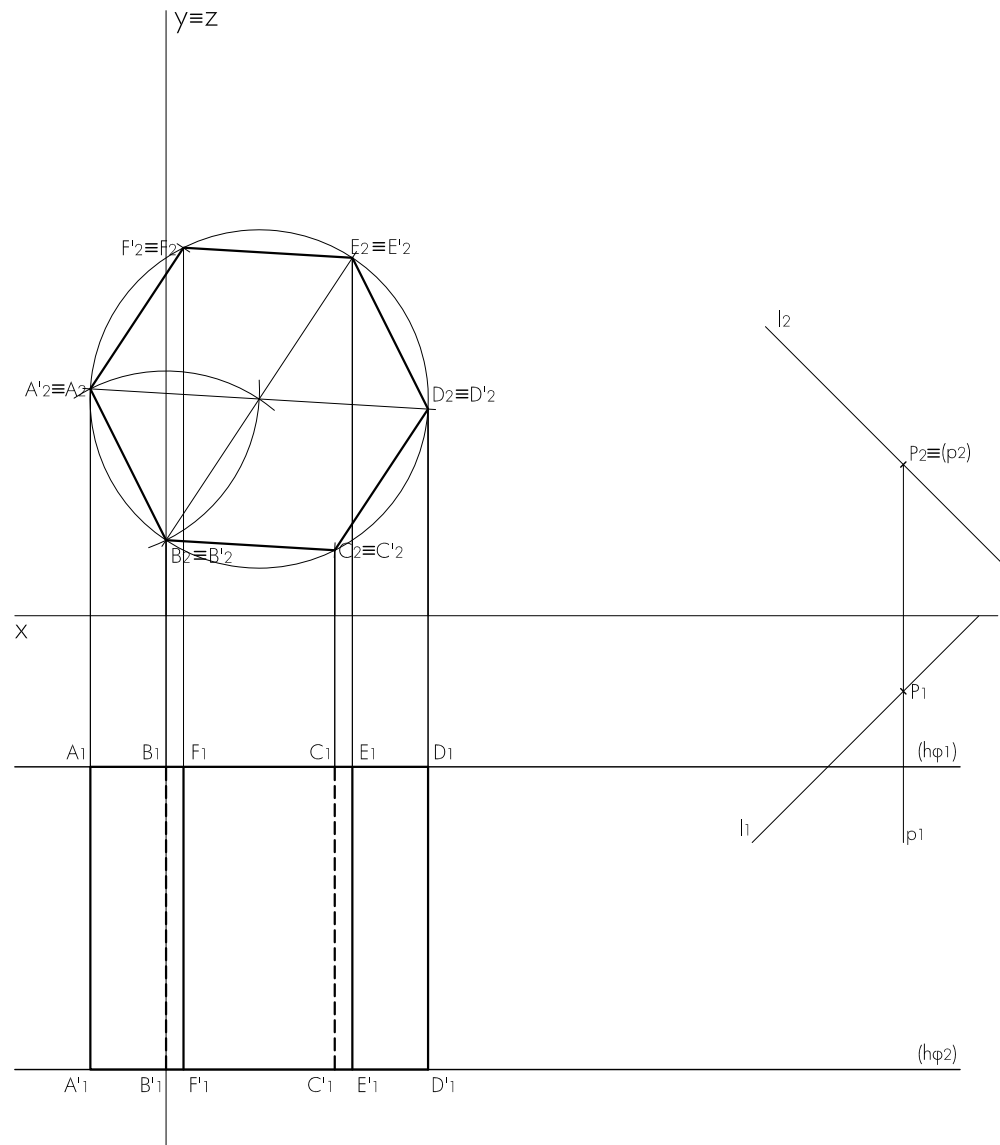
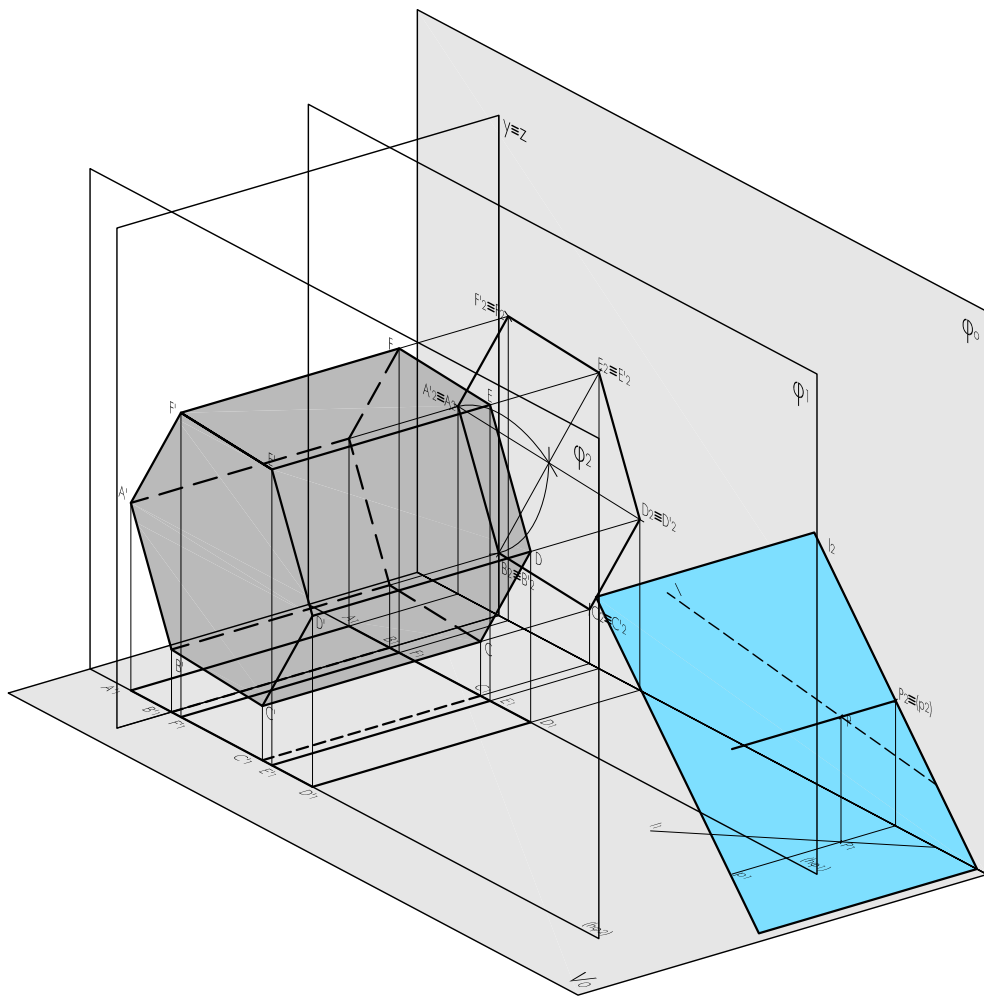
É dado um prisma hexagonal regular de bases frontais, situado no 1º diedro. O prisma tem 4 cm de altura e os vértices  $A(1; 2; 3)$  e  $B(0; 2; 1)$  são dois vértices consecutivos de uma das bases. Determine as sombras própria e projectada nos planos de projecção, considerando para o efeito a direcção luminosa convencional.



1) tradução gráfica dos dados;



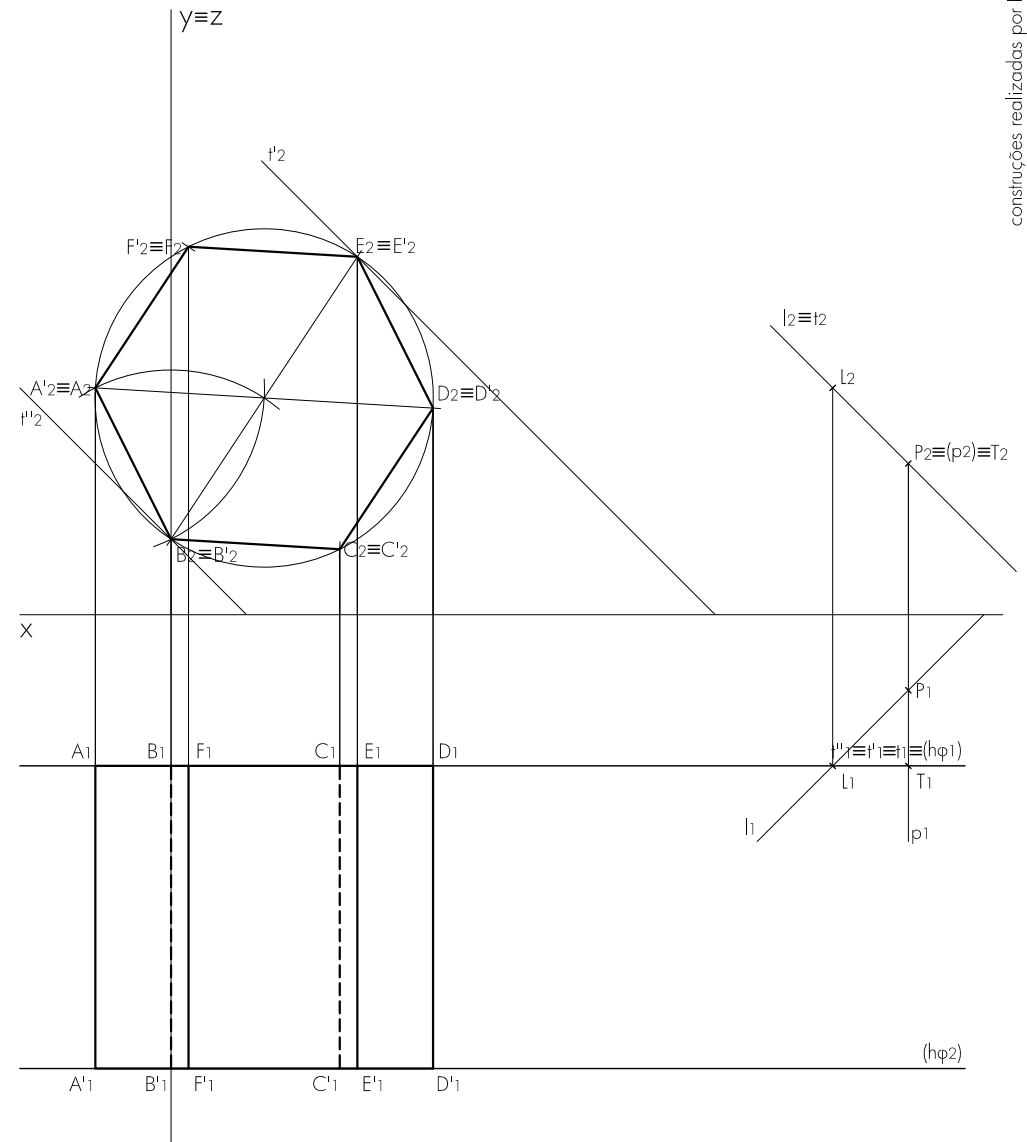
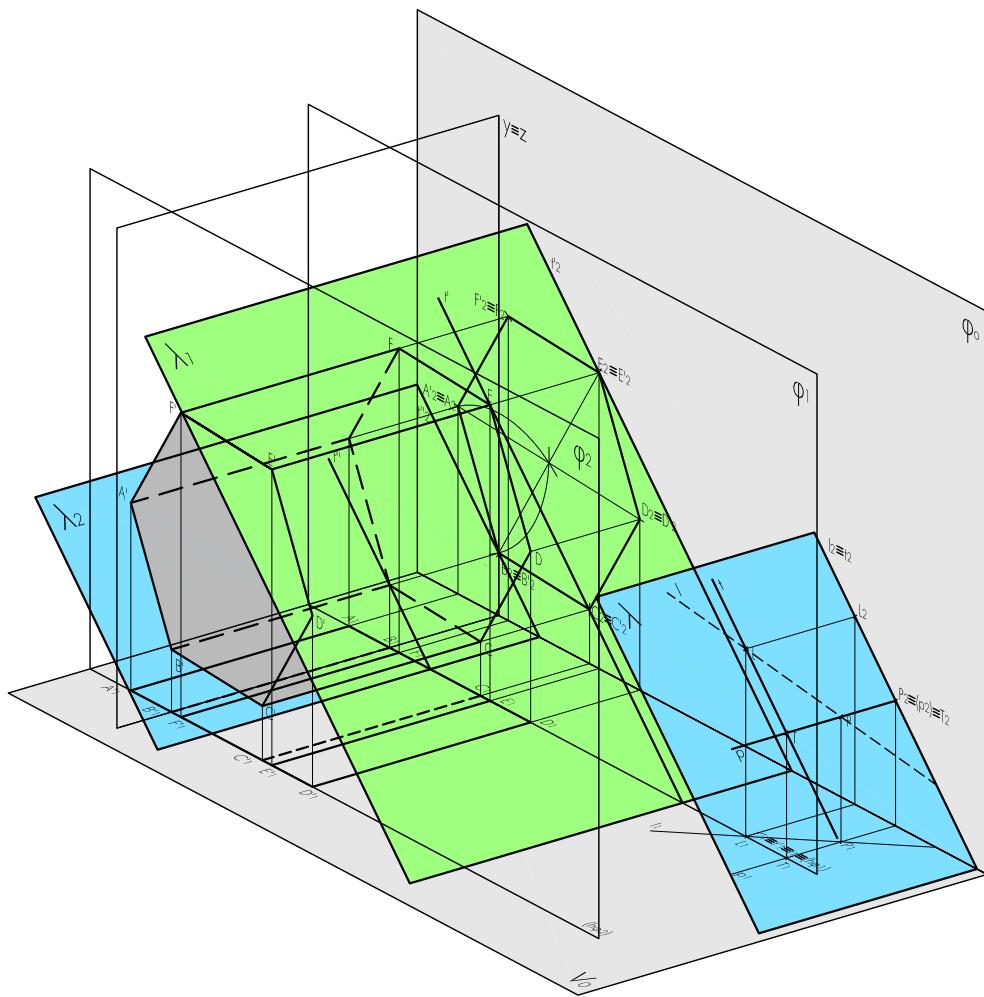
2) determinação das projecções do sólido;



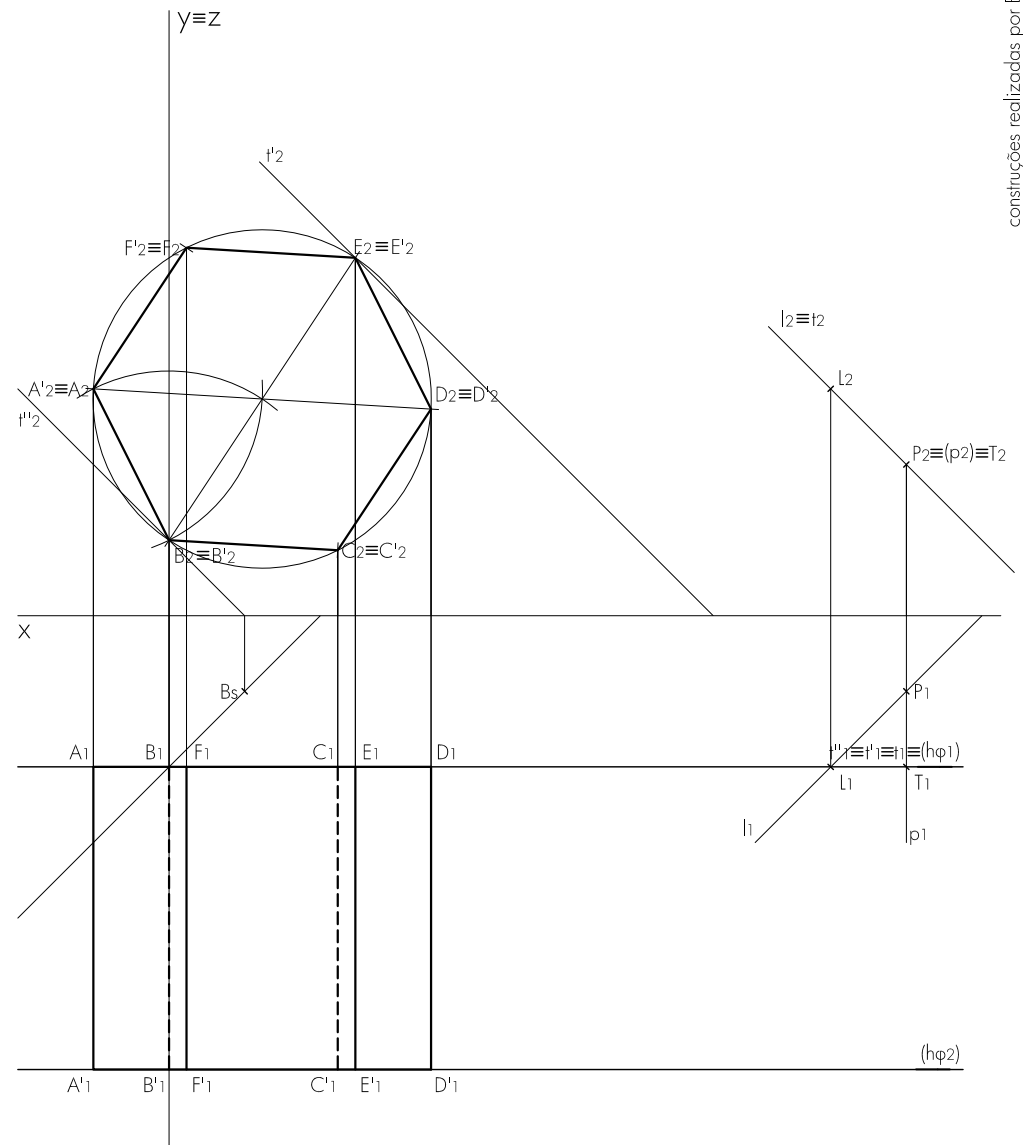
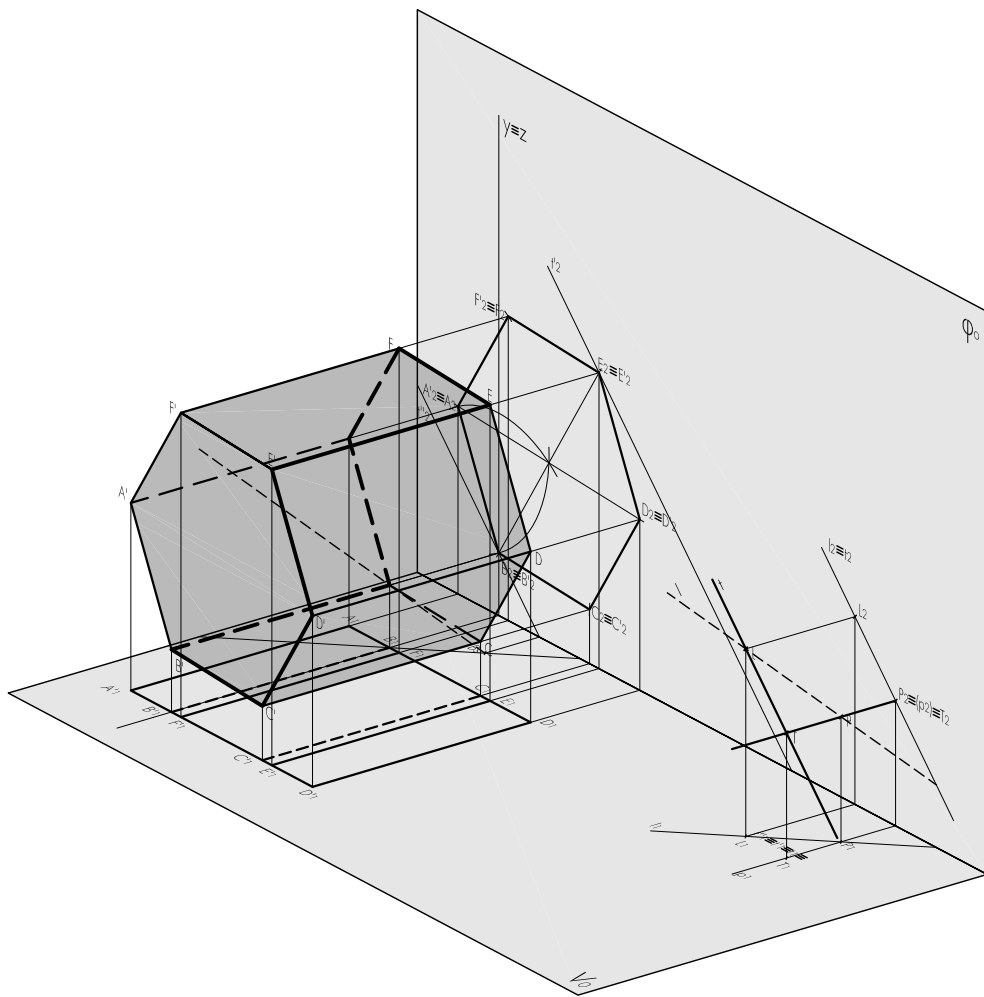






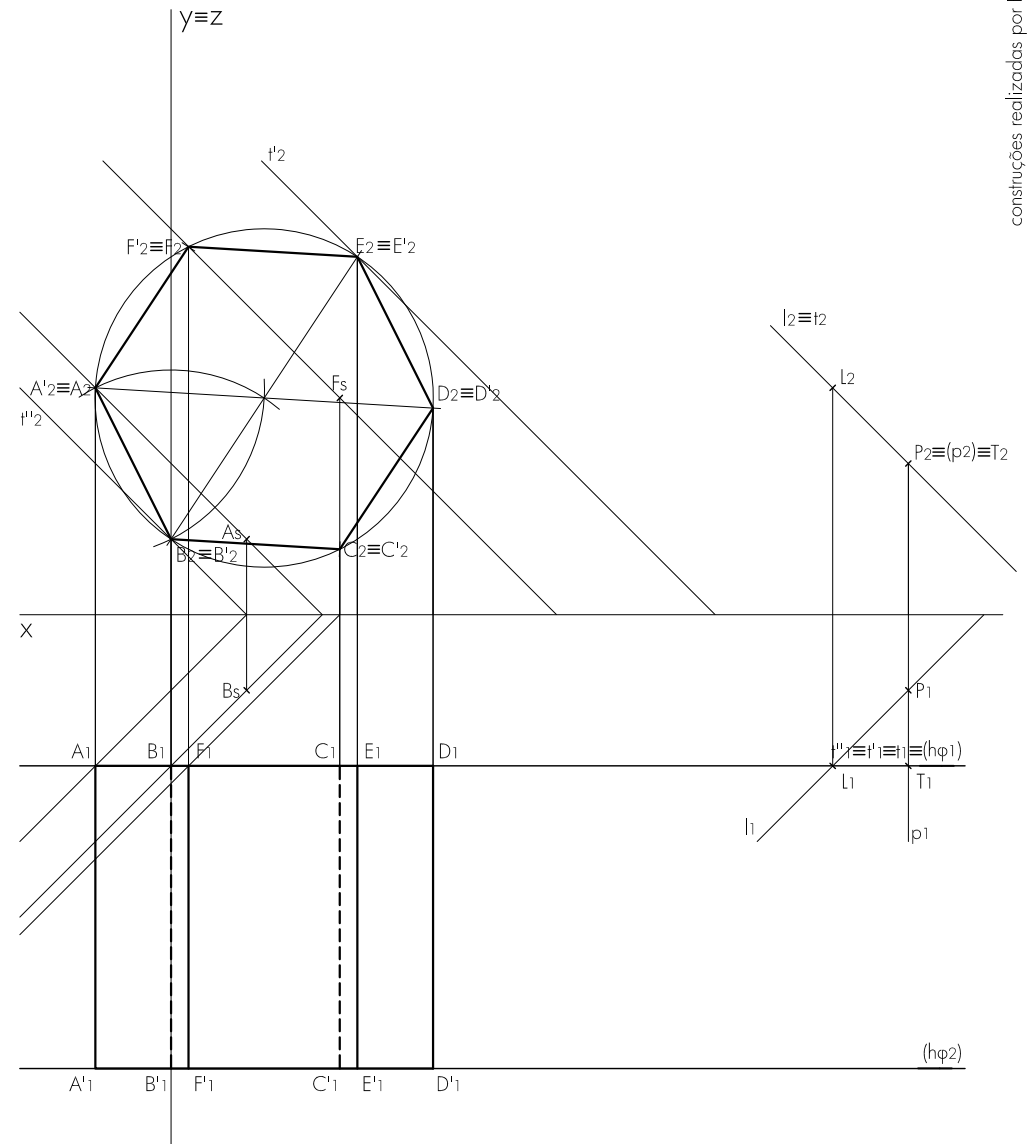
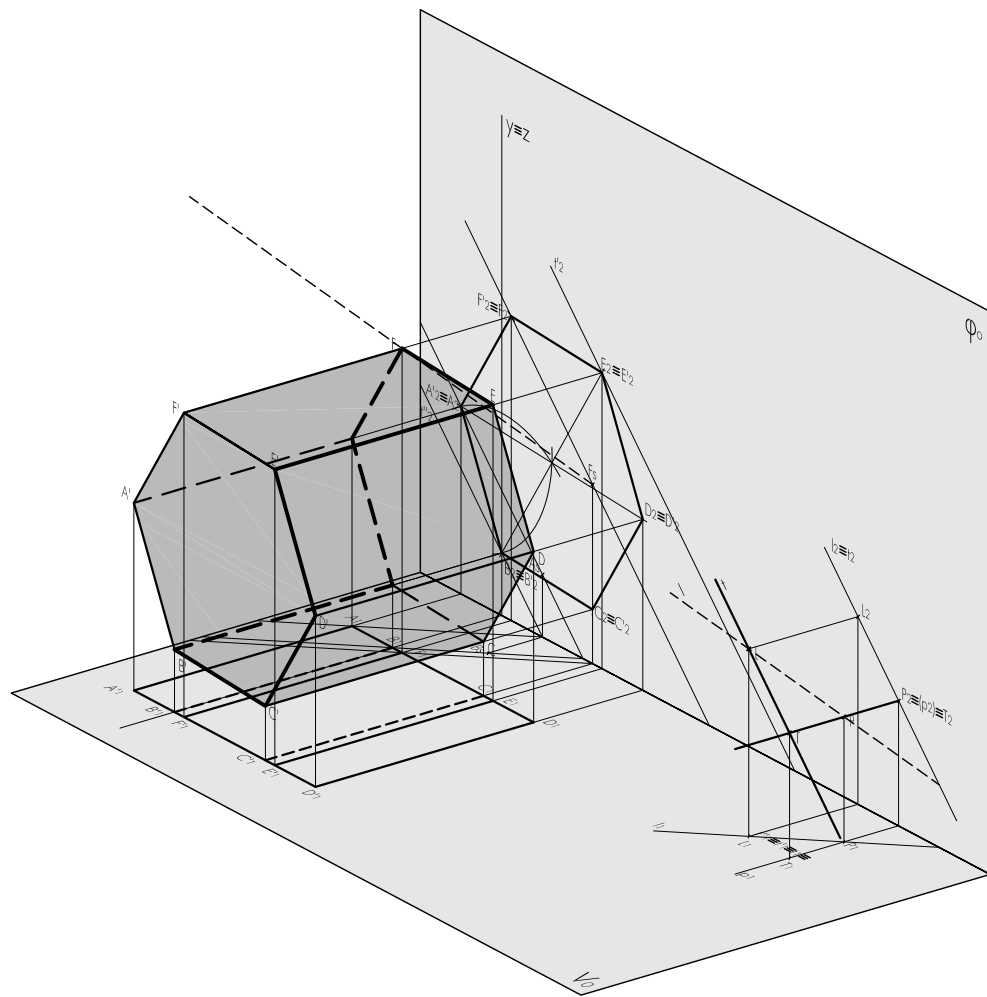




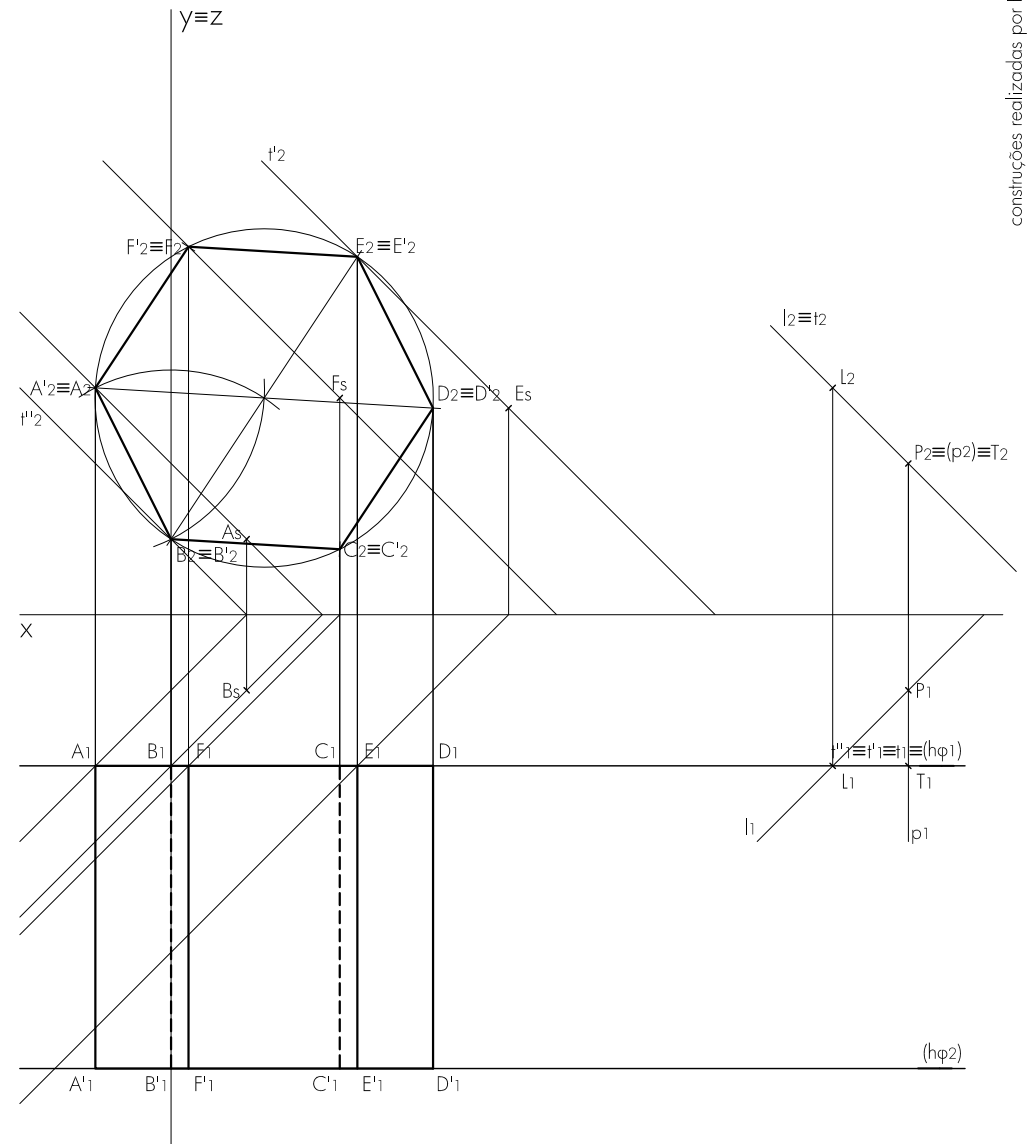
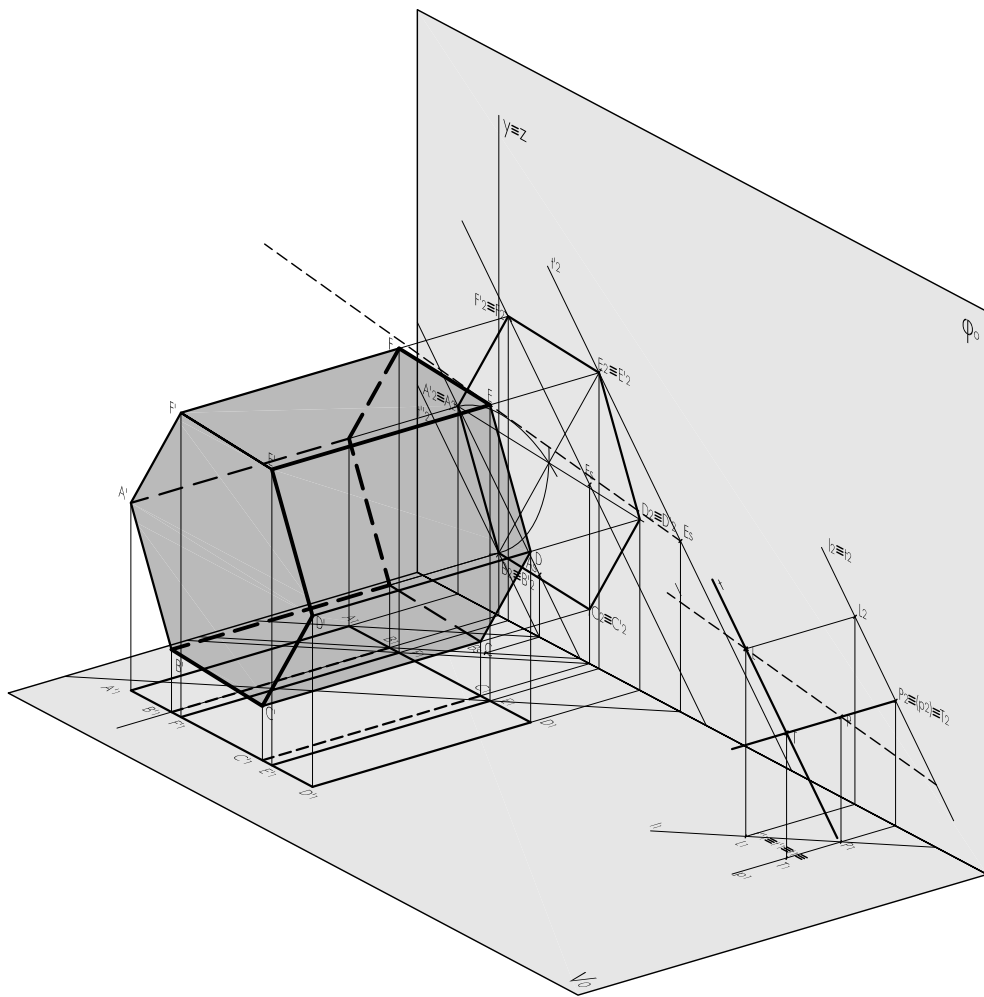


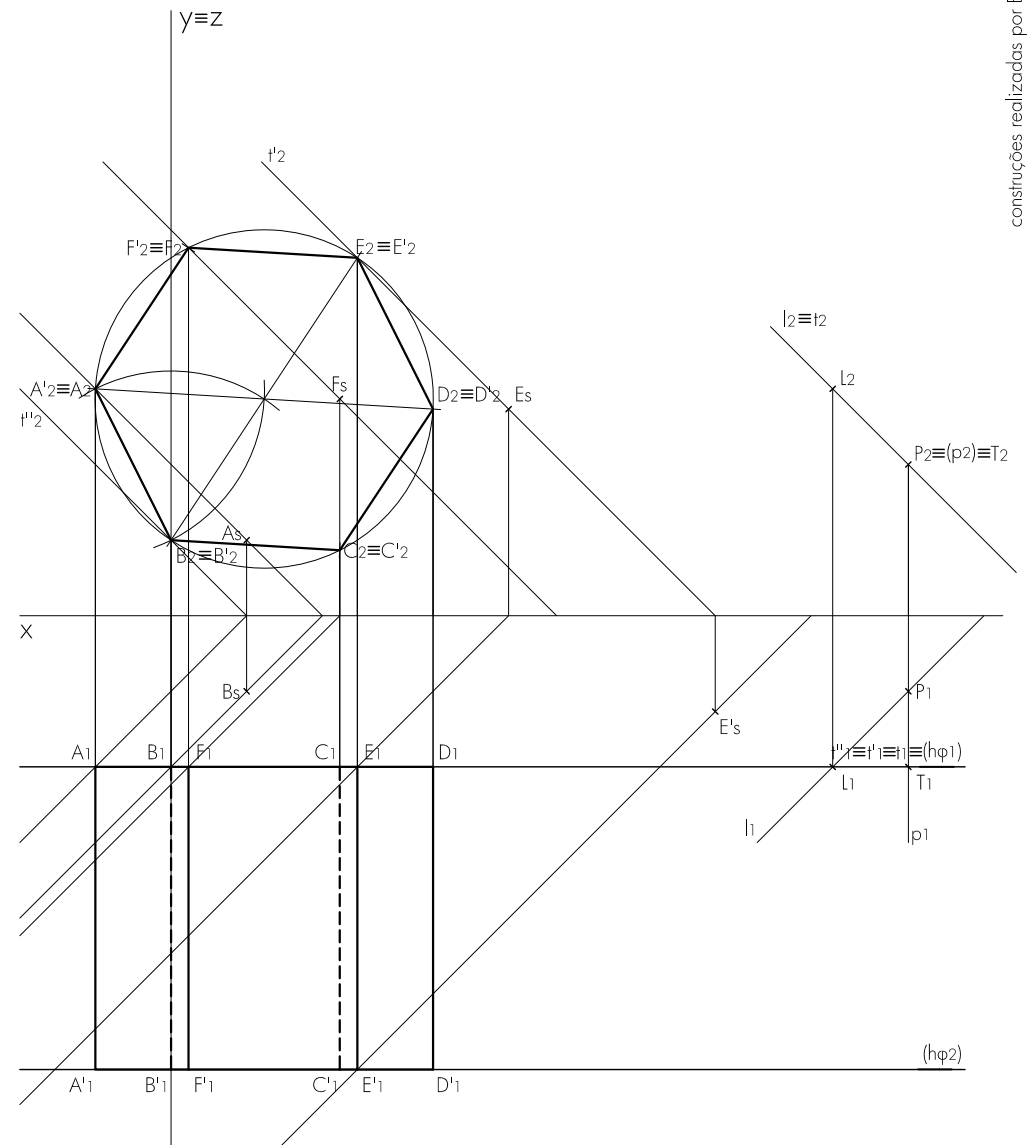
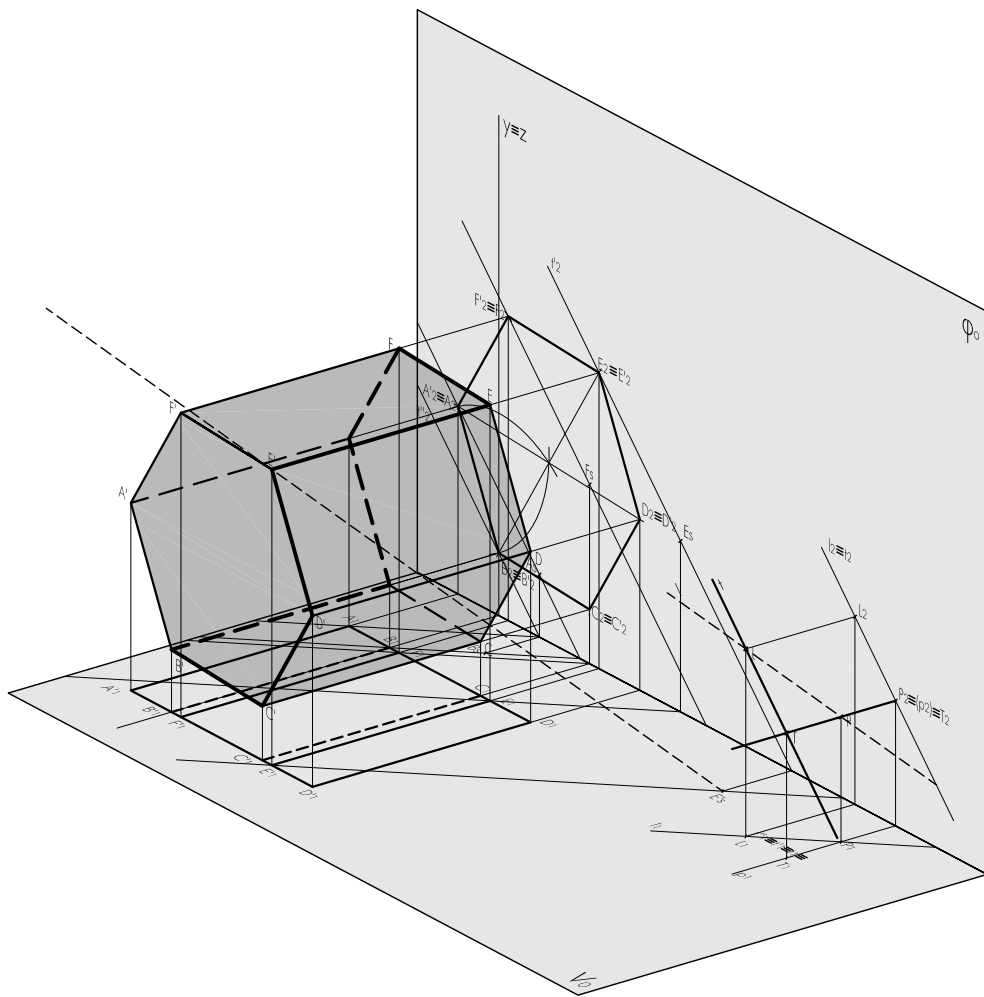
10) determinação da sombra real de B; 11) remoção dos planos tangentes Luz|Sombra  $\lambda$ ,  $\lambda_1$ , e  $\lambda_2$  | rectas t e t' | planos das bases | e plano das abcissas;

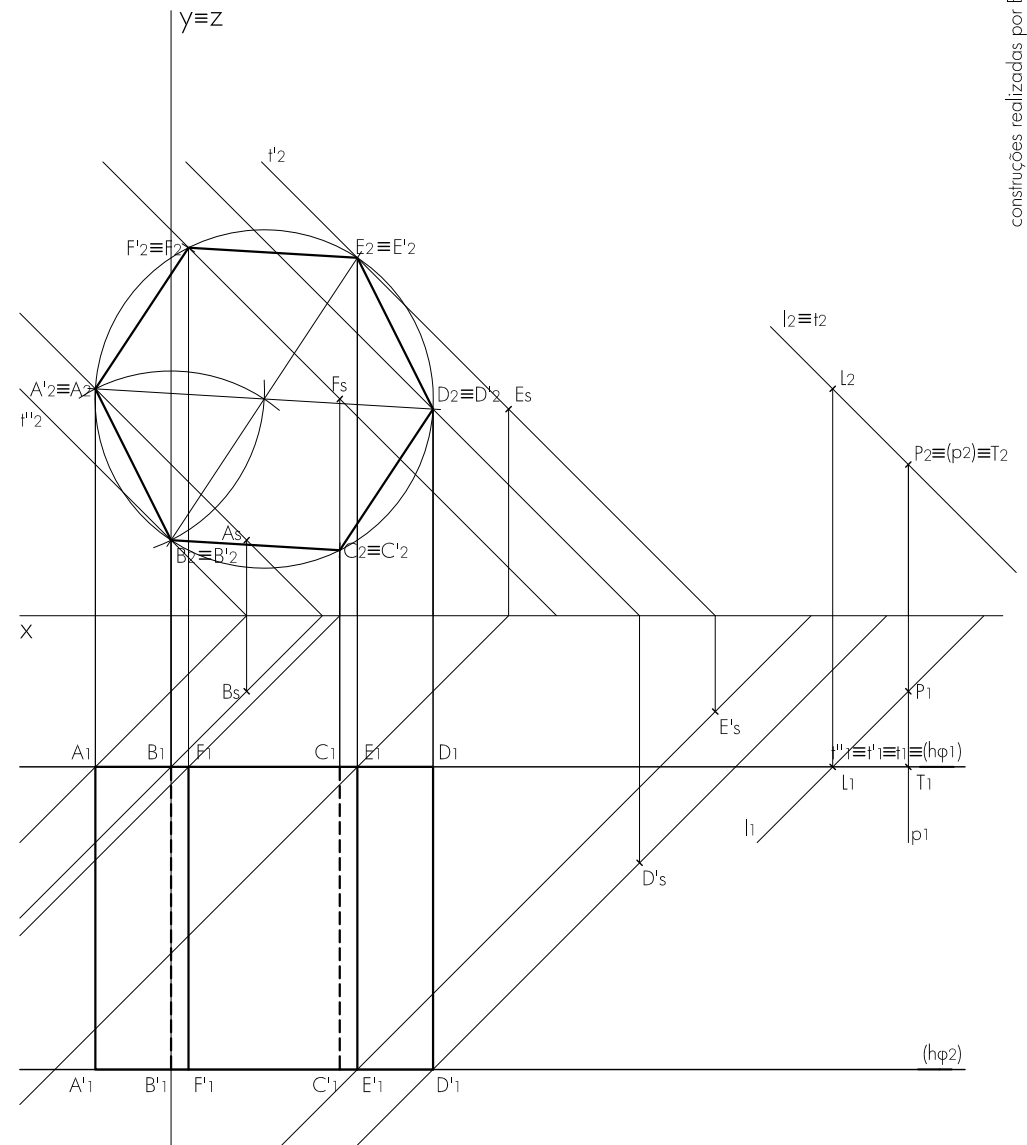
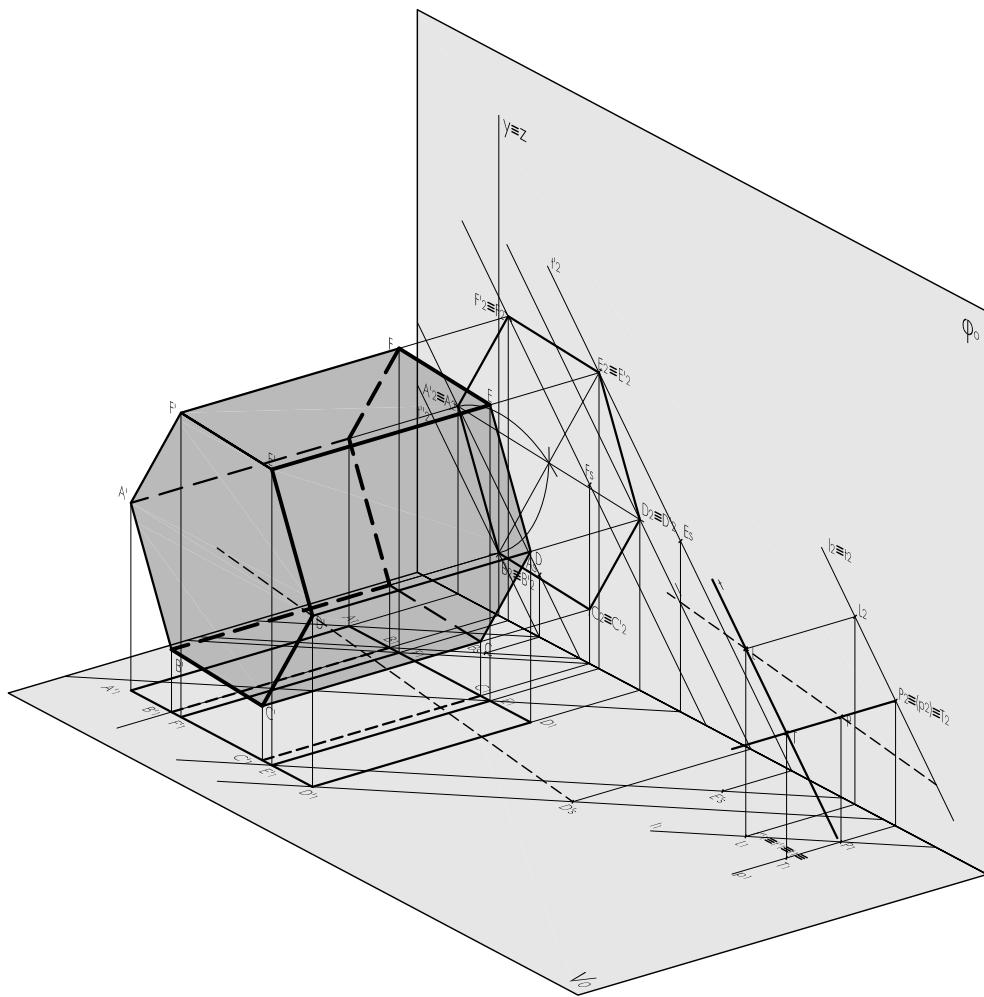


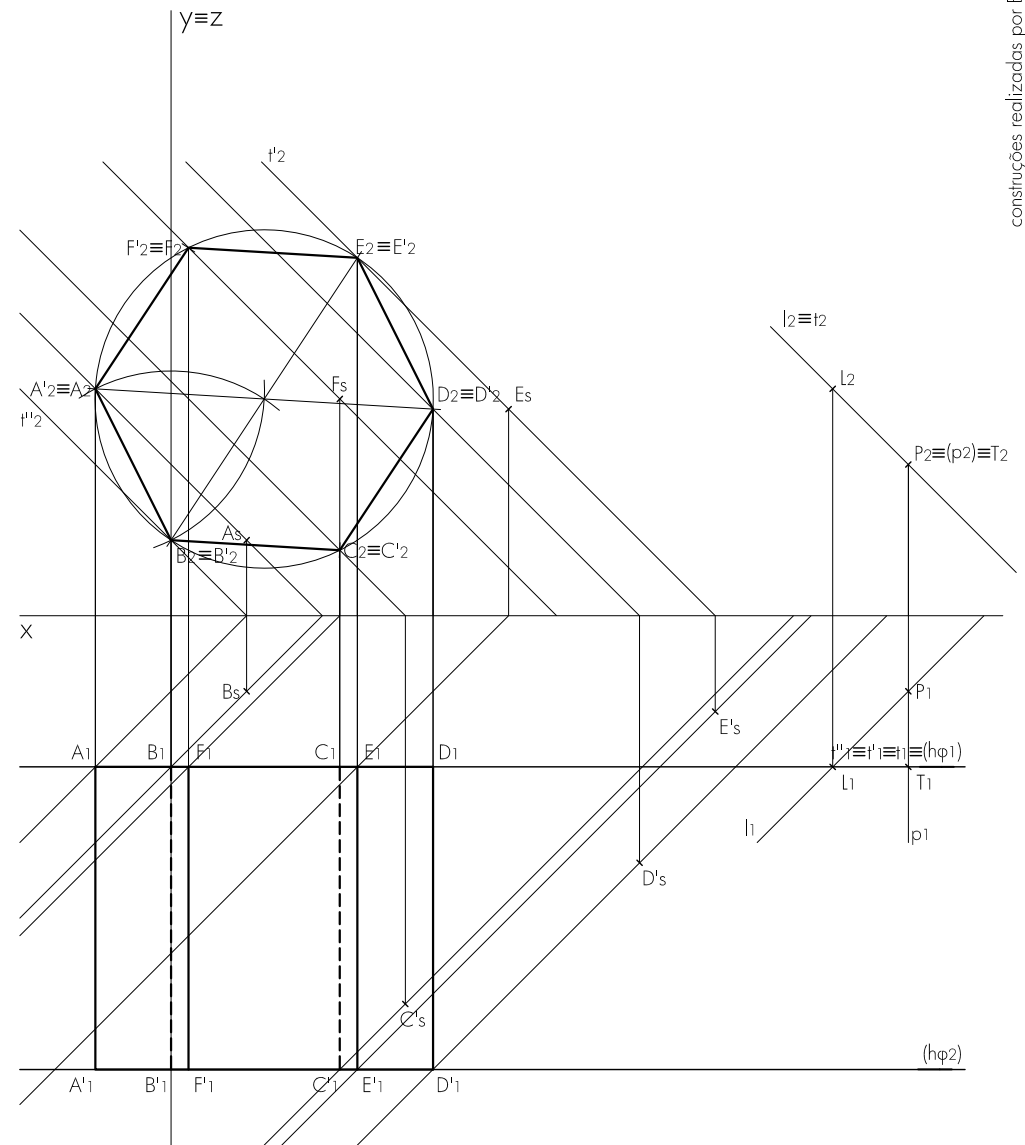
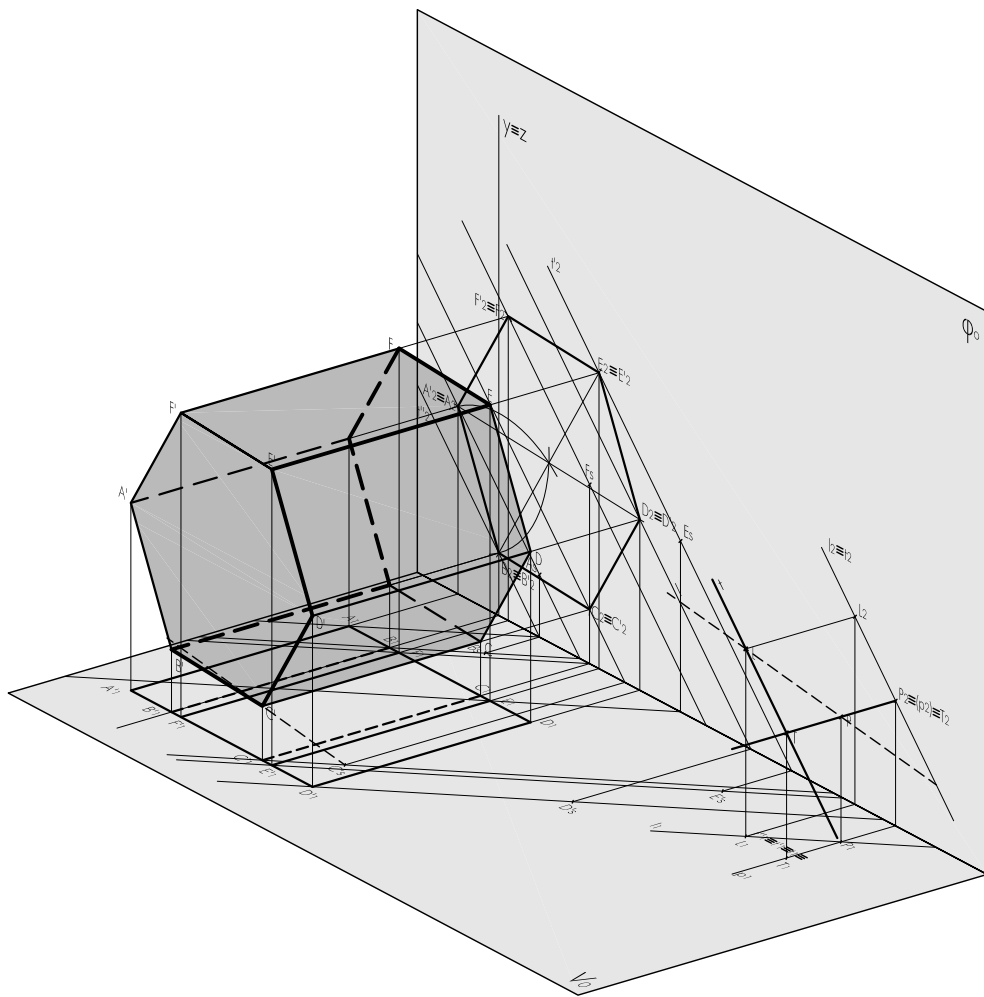


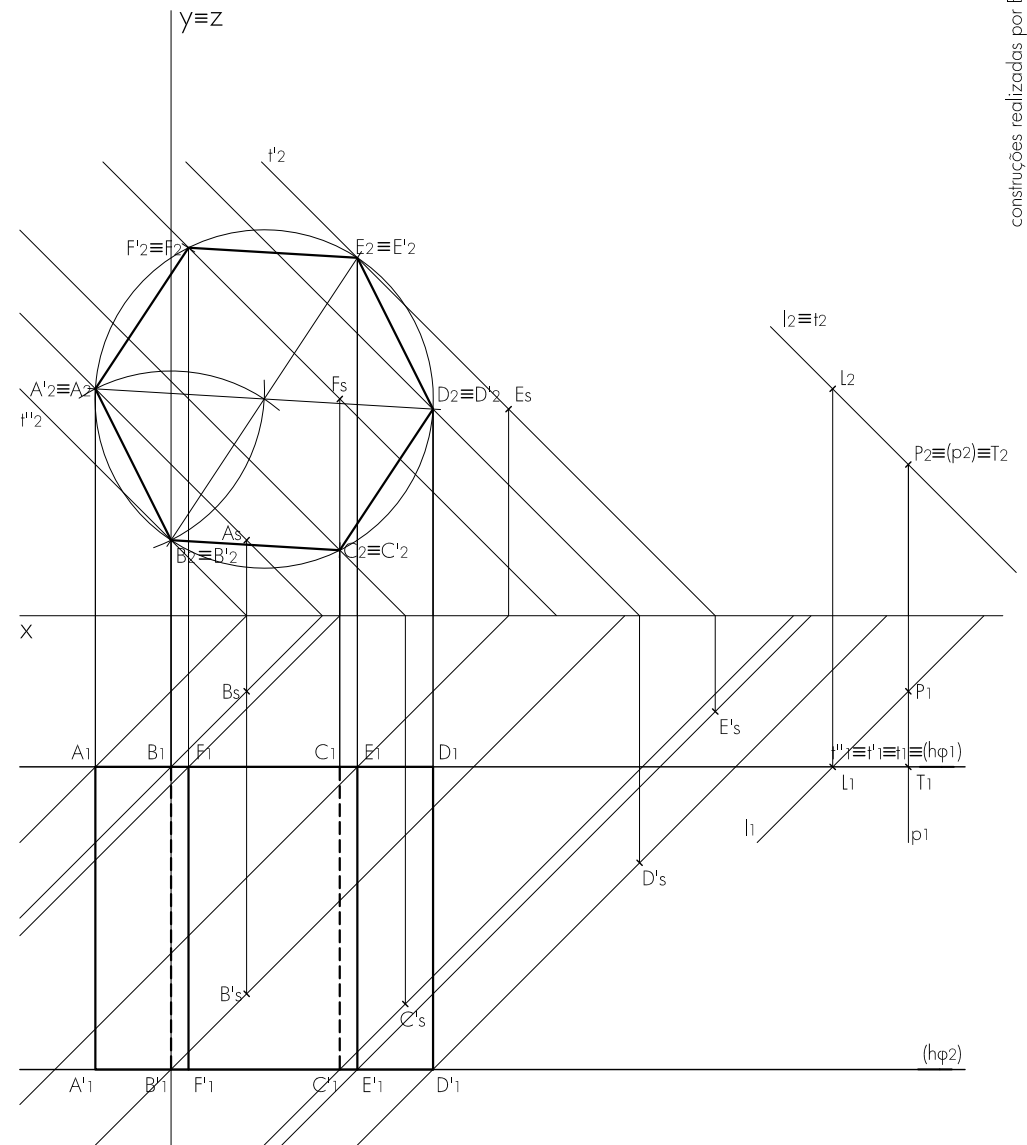
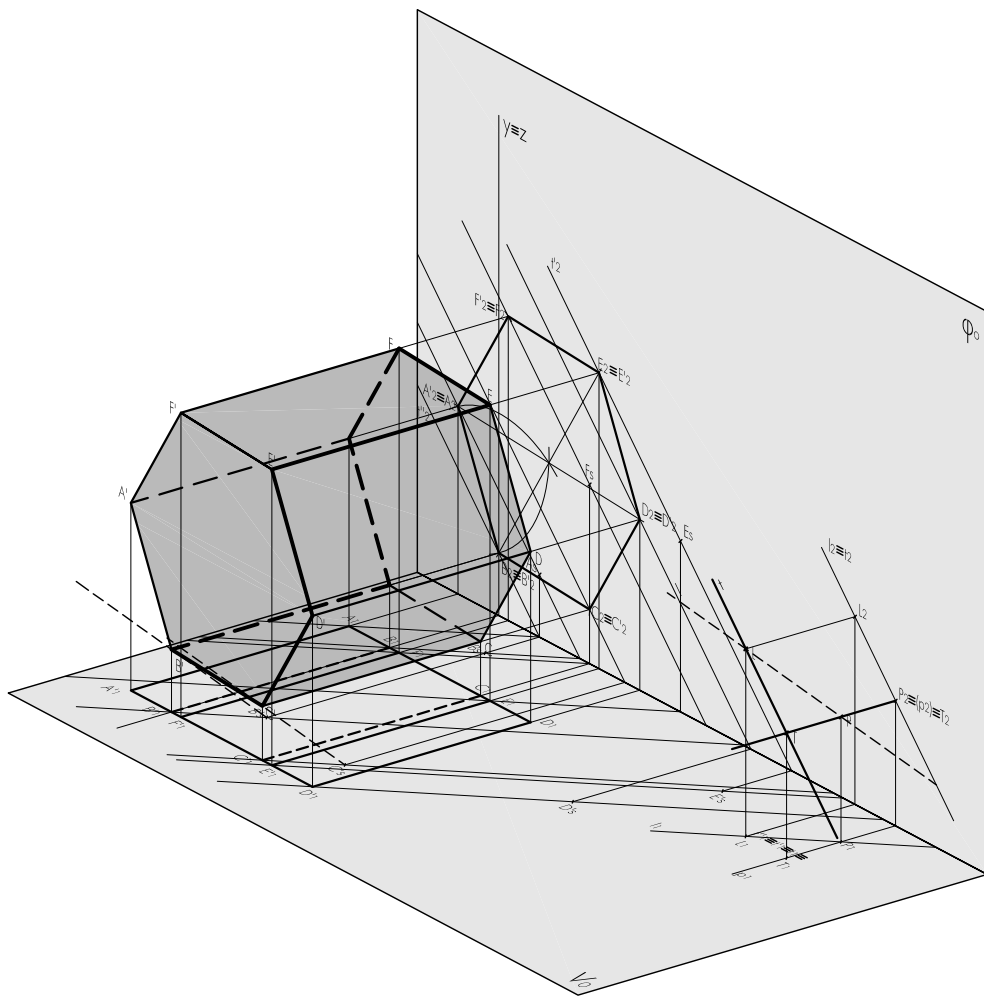
13) determinação da sombra real de F;

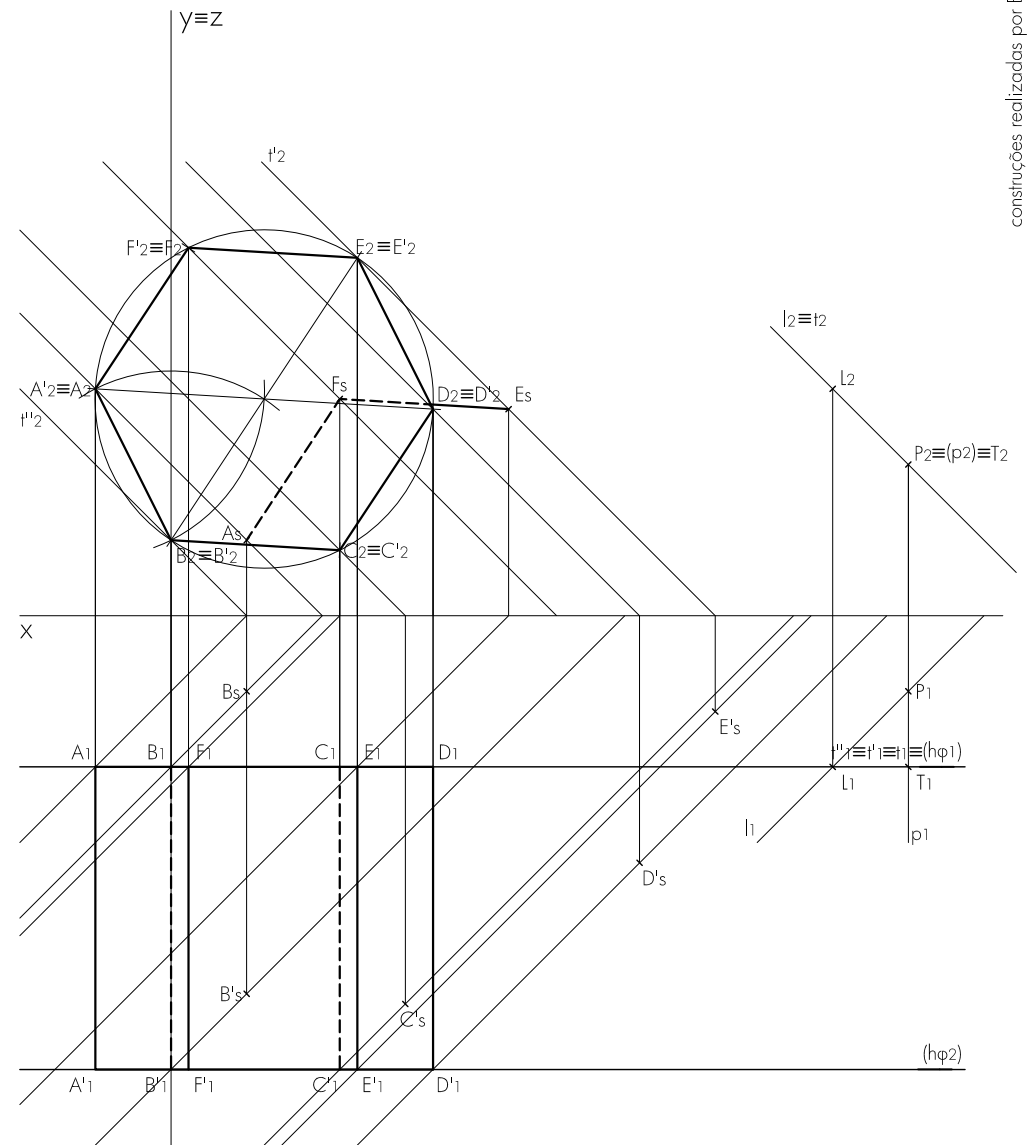
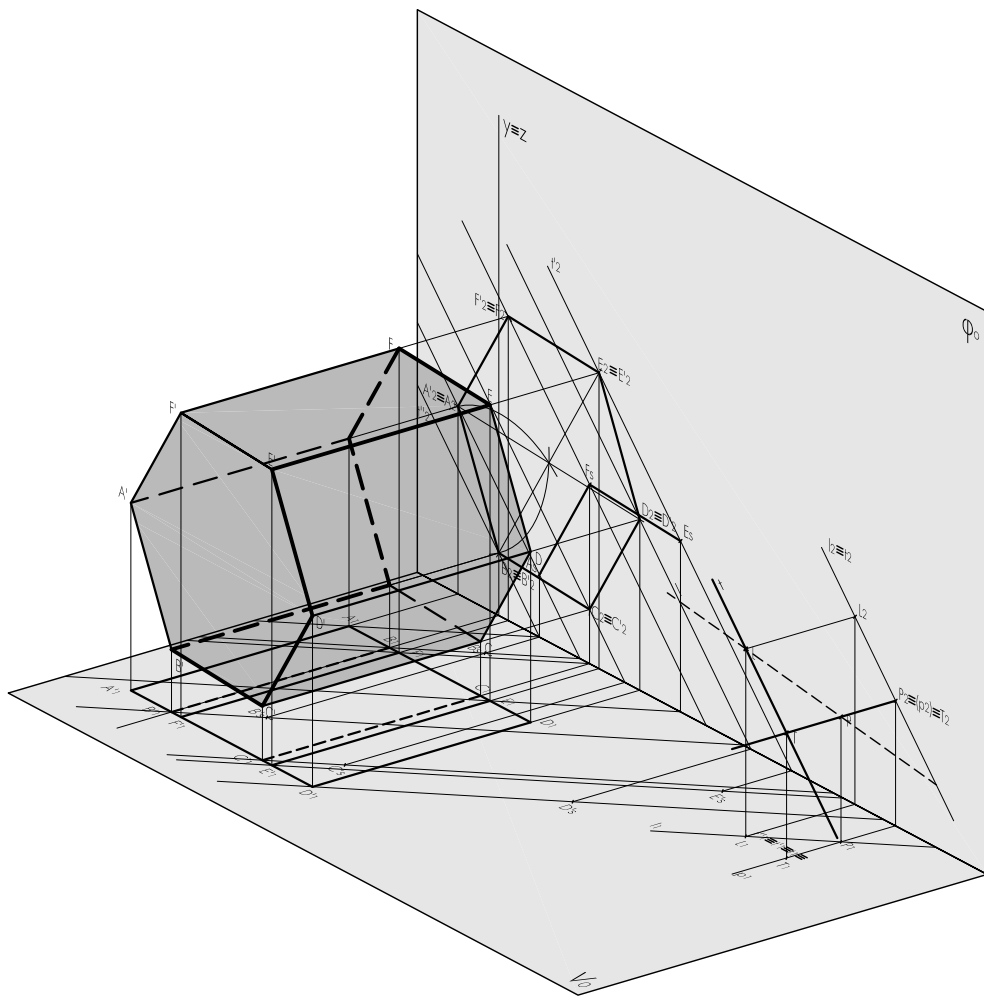


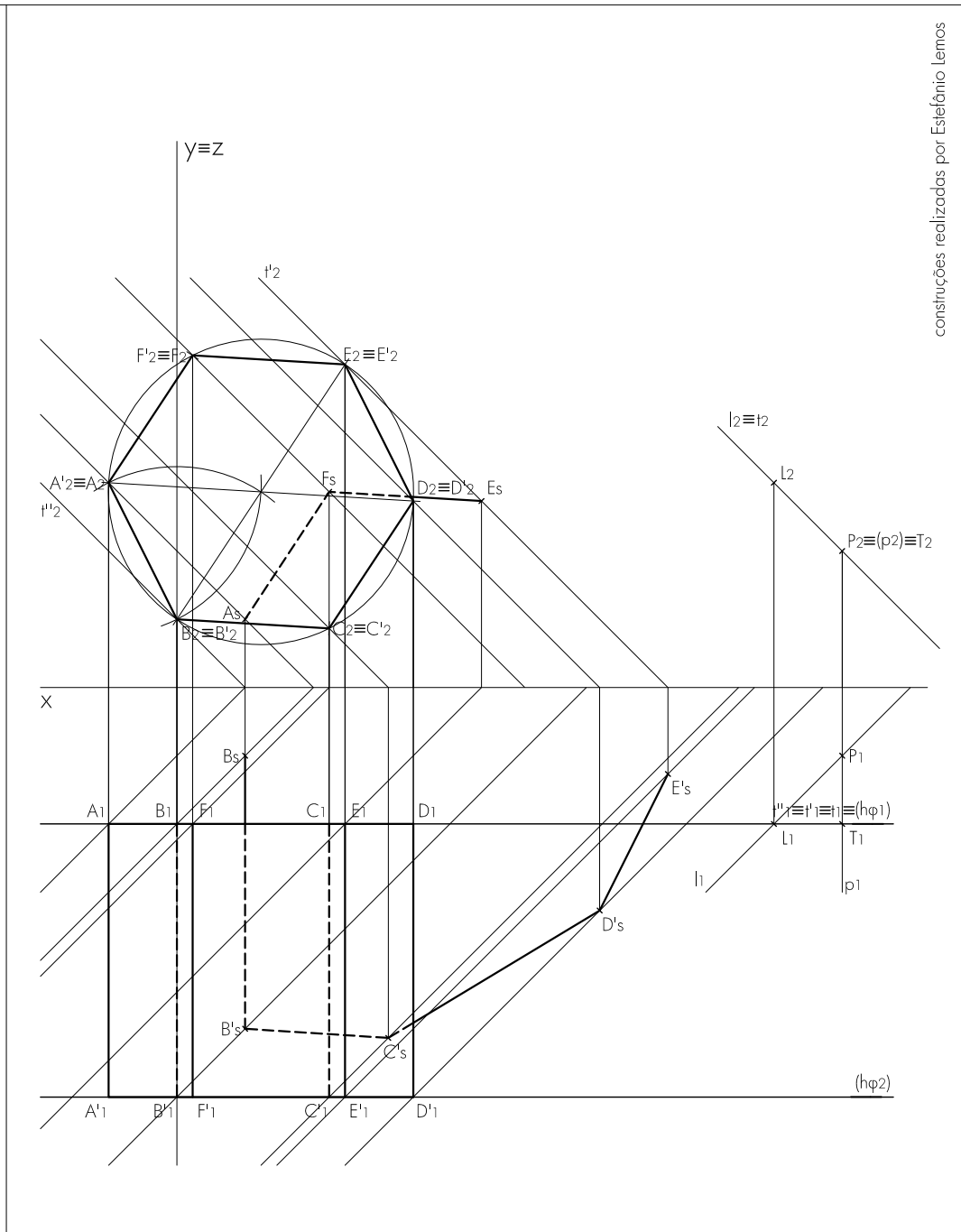
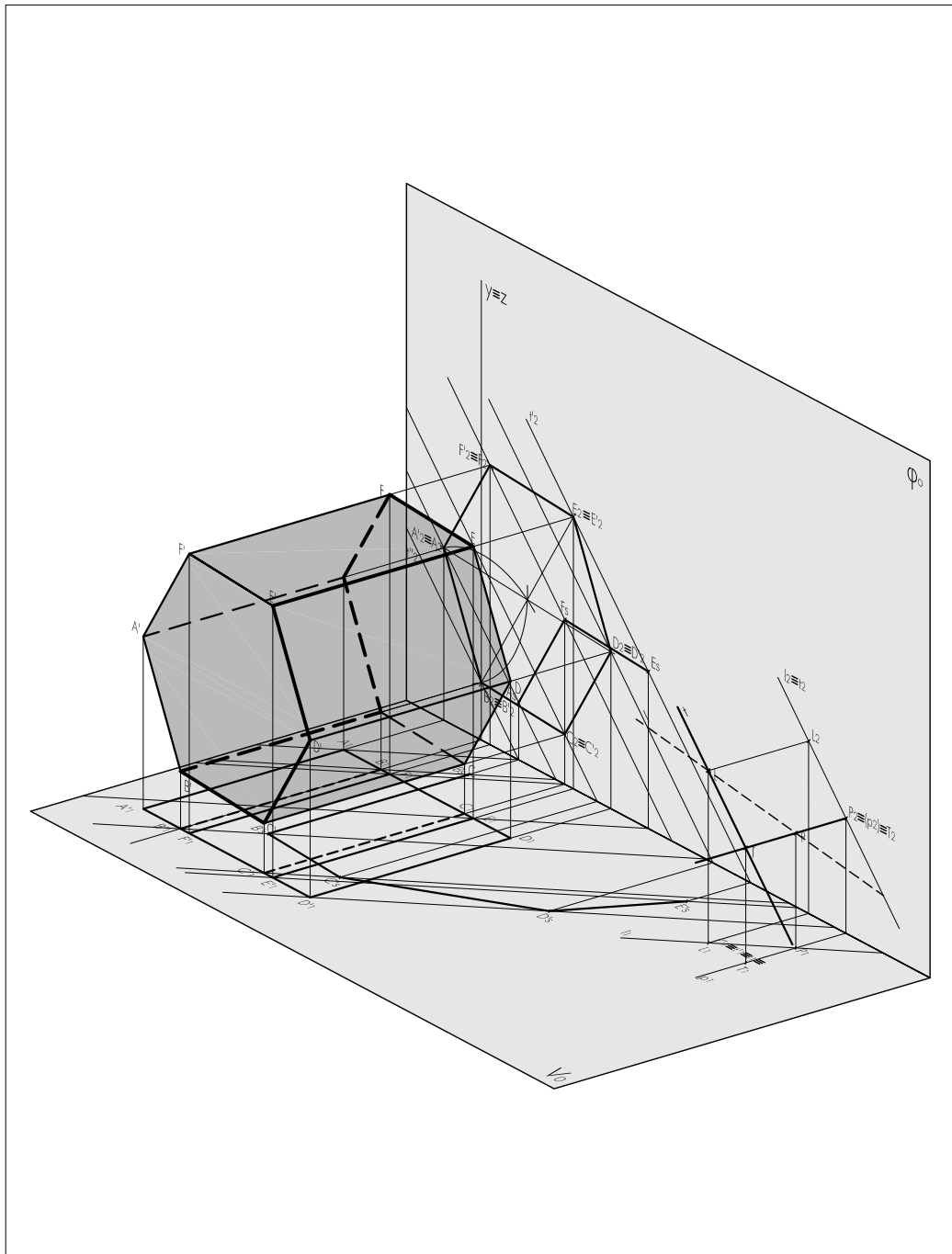




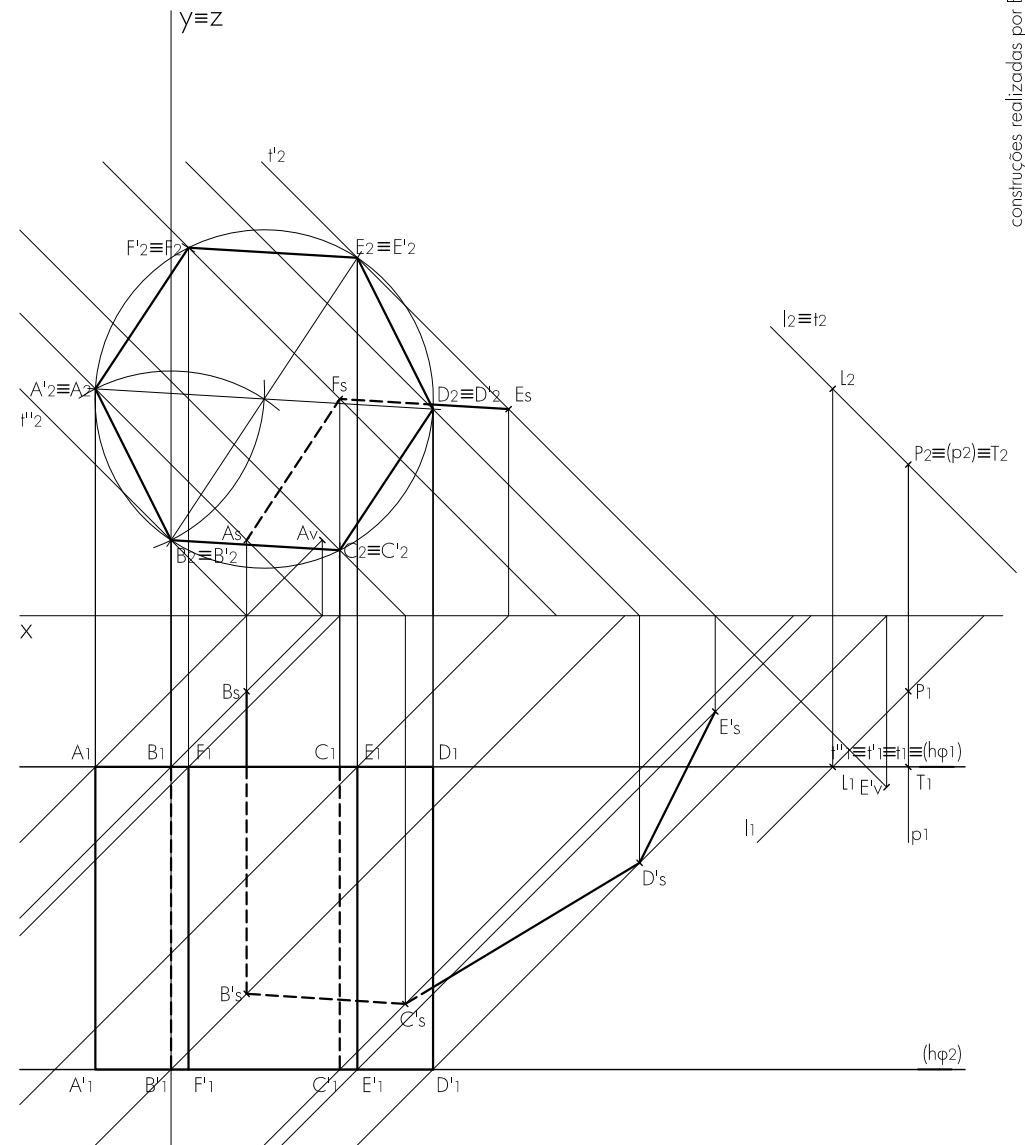
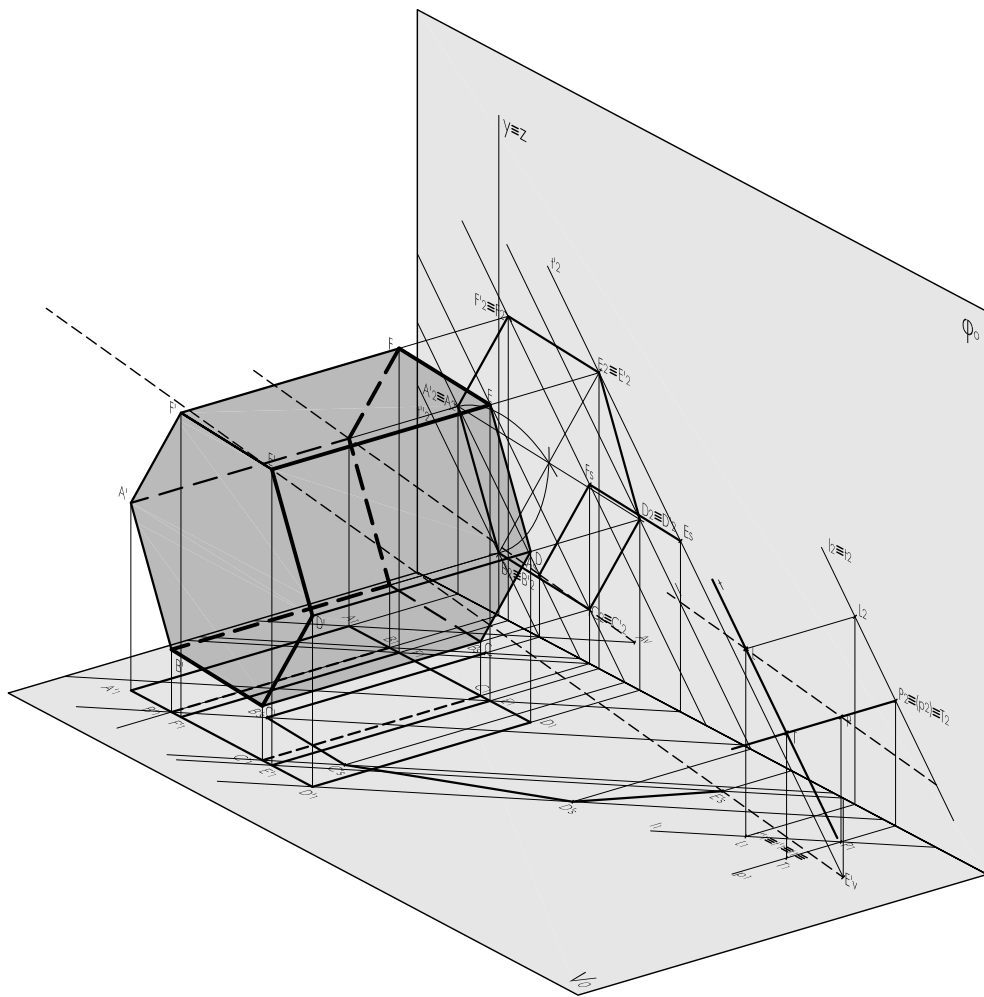


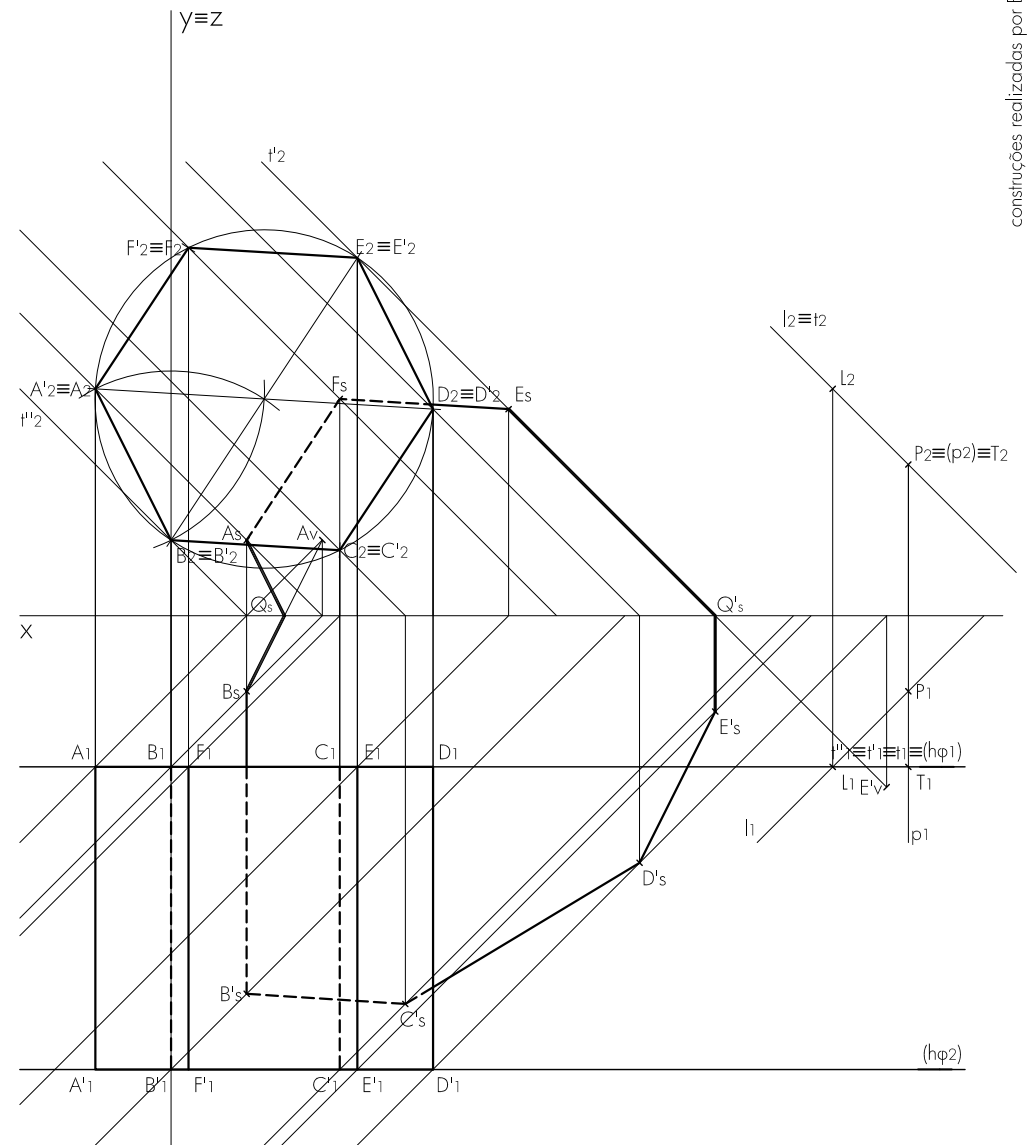
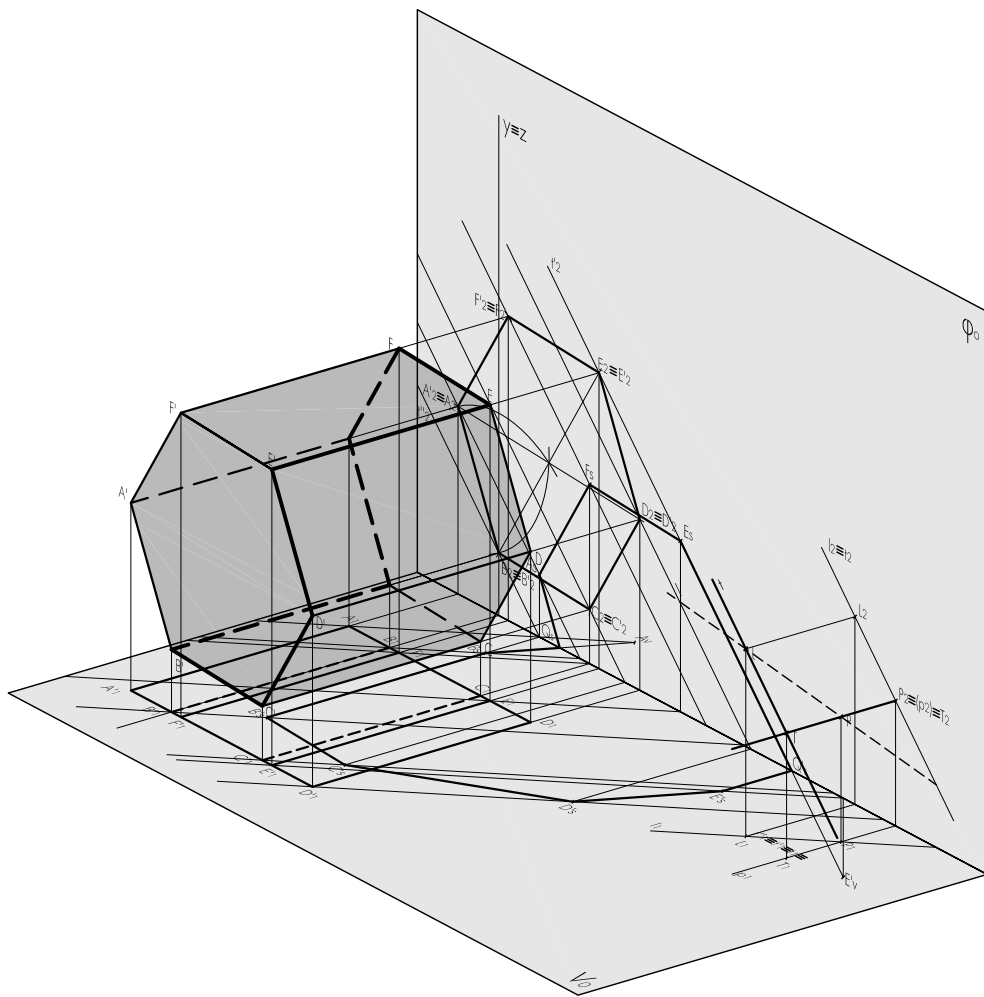


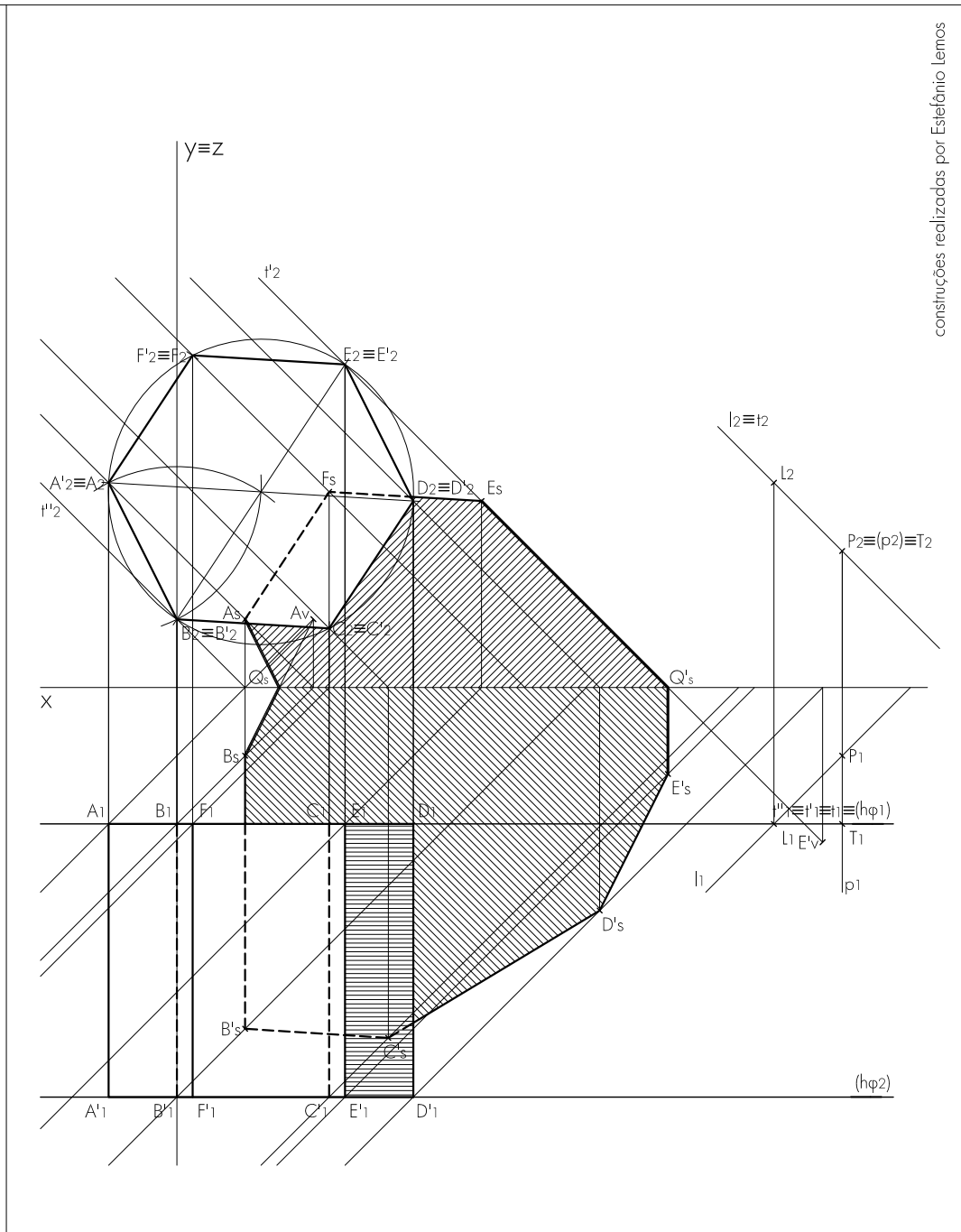
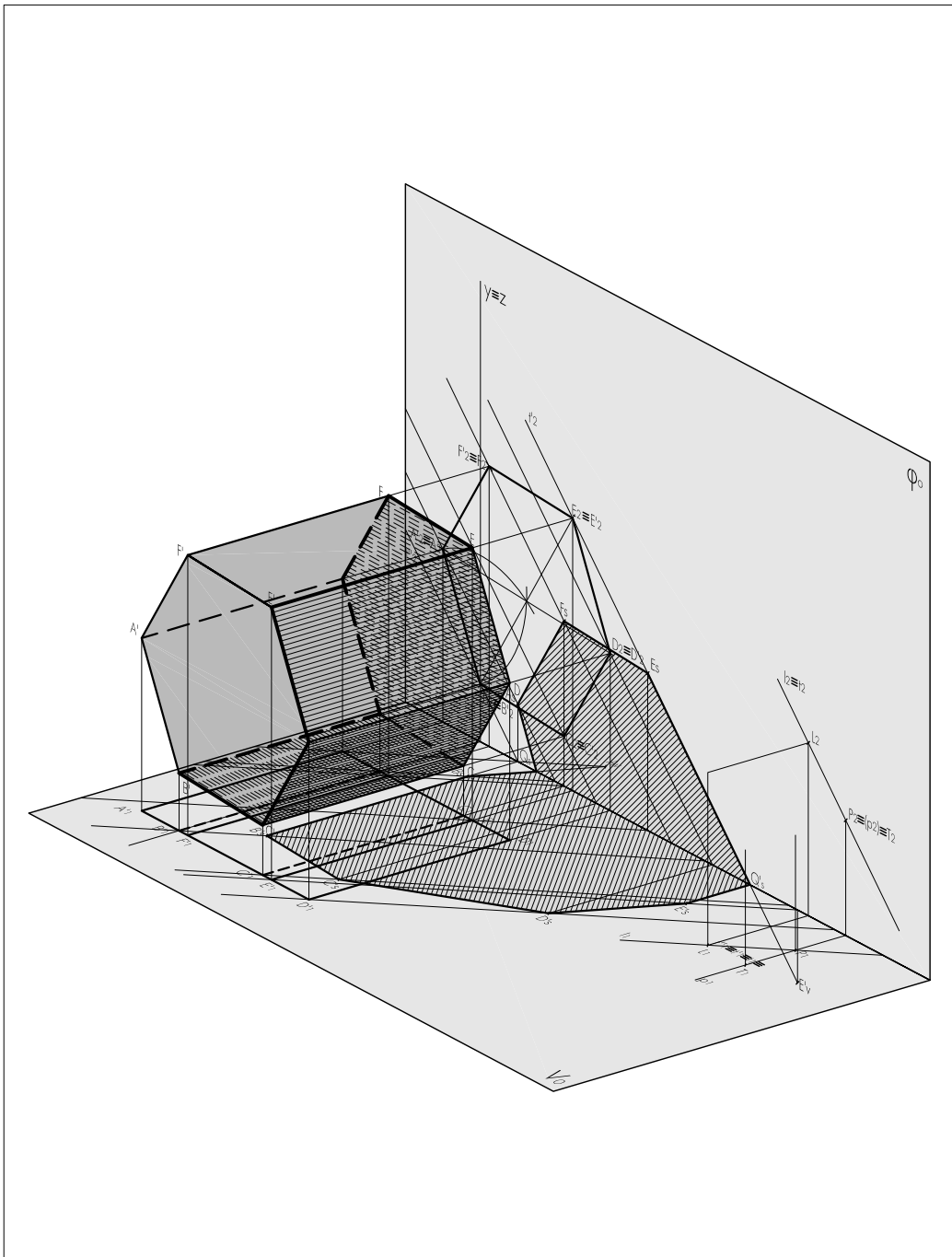




20) traçado da sombra projectada no plano horizontal das arestas  $BB'$ ,  $B'C'$ ,  $C'D'$  e  $D'E'$ ;







23) marcação do tracejado da sombra projectada; 24) marcação do tracejado da sombra própria da face DEE'D';

