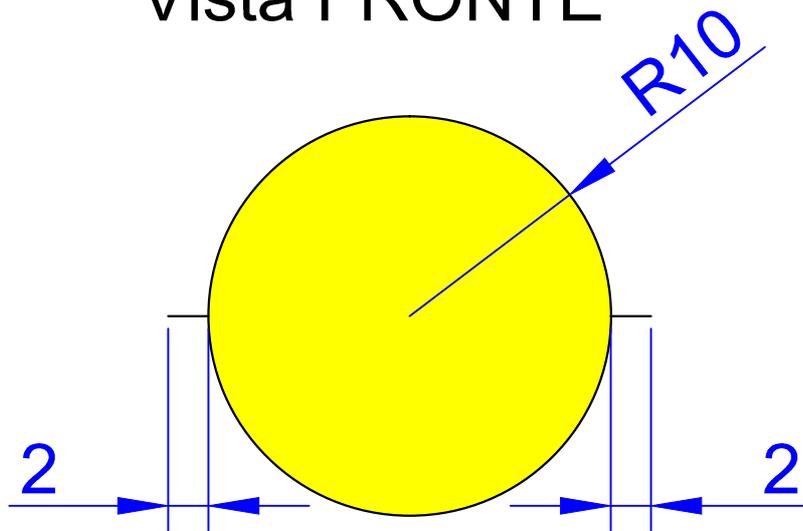


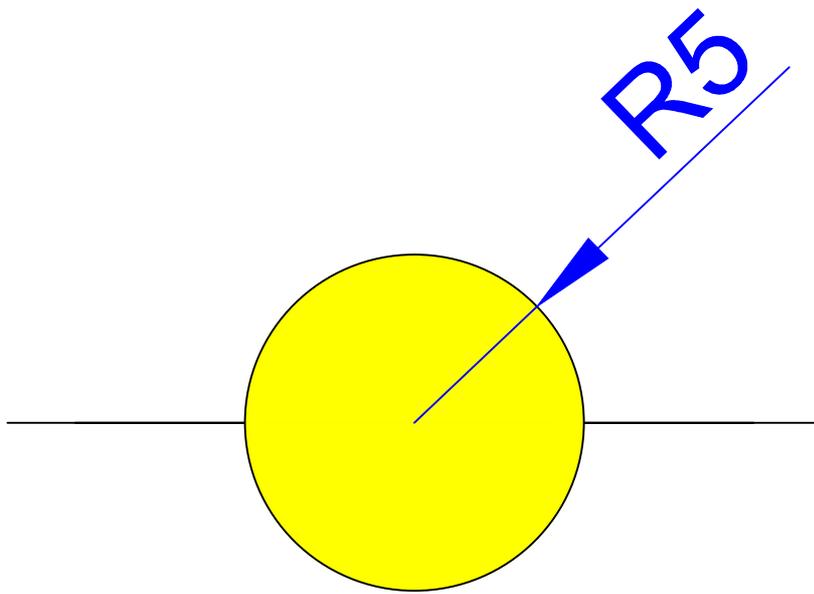
Vista FRONTE



1

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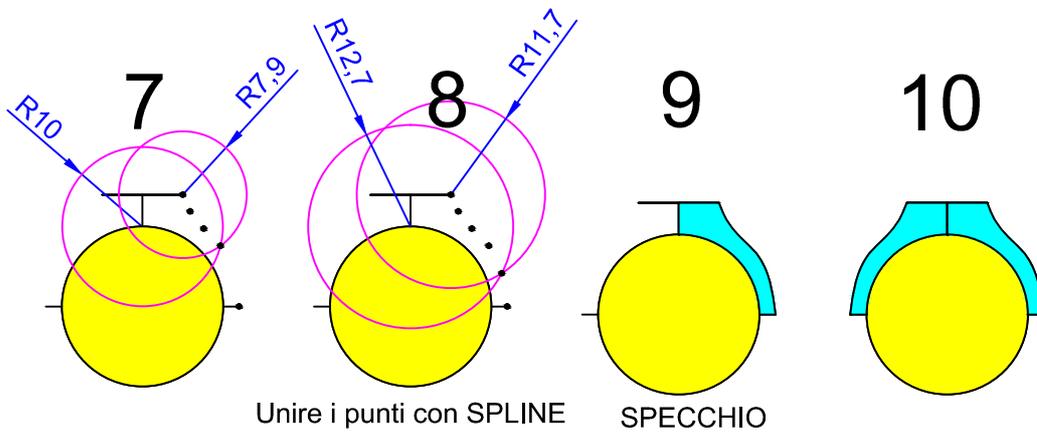
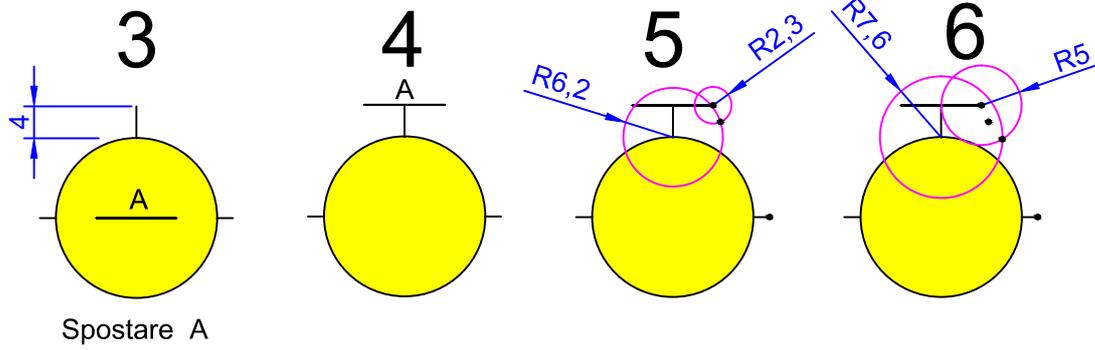
# Vista ALTO



# 2

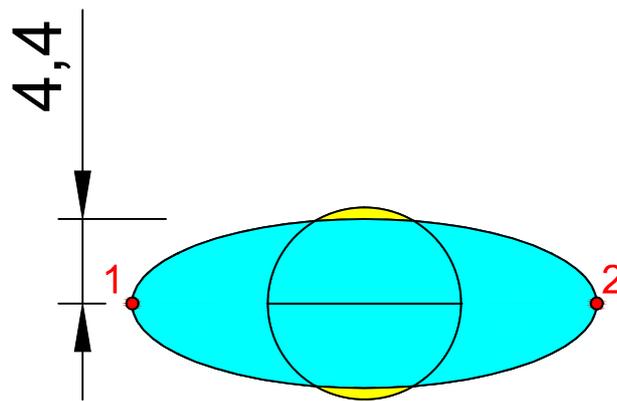
Prof. Pisani Antonio

## Vista FRONTE



# Vista ALTO

# 11

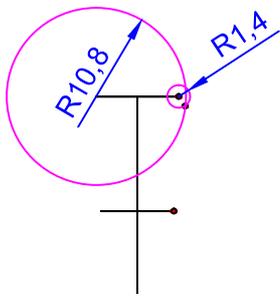


ELLISSE

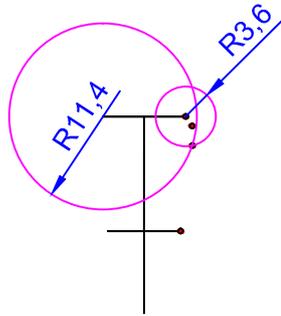
Prof. Pisani Antonio

## Vista SINISTRA

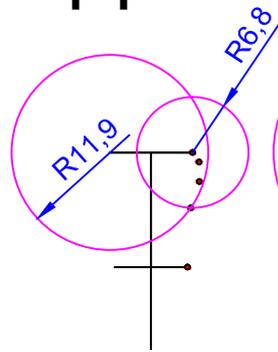
12



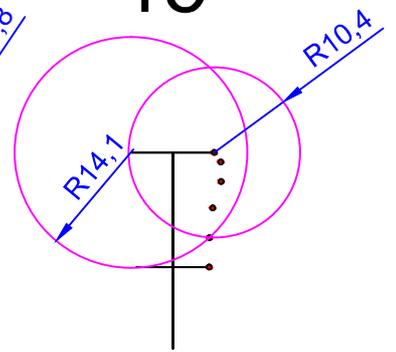
13



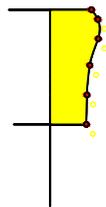
14



15

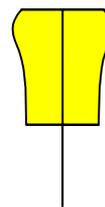


16



UNIRE I PUNTI CON SPLINE

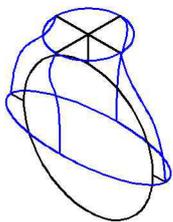
17



SPECCHIO

## Vista SUD-EST

18

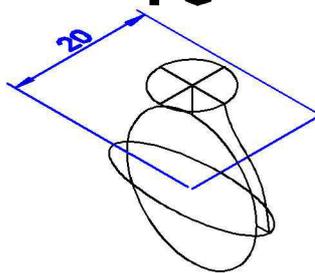


LOFT- Guida

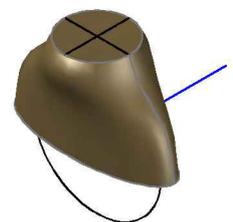


Risultato 18

19

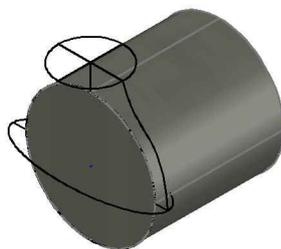


Linea - disegnare  
altro cerchio



Risultato 19

20

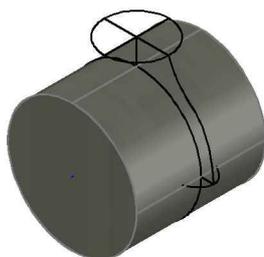


ESTRUDI 20

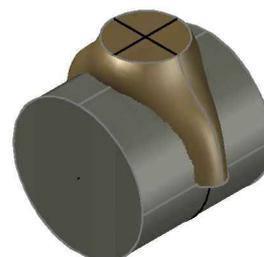


Risultato 20

21



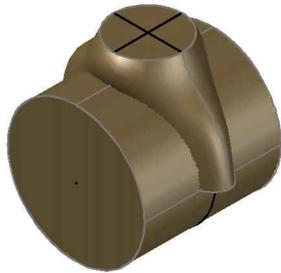
Spostare il cilindro al  
centro del cerchio



Risultato 21

# Vista SUD-EST

## 22

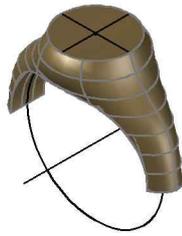


SOTTRAI il cilindro



Risultato 22

## 23



Copiare 22 -ESPLODI - Eliminare le parti che non interessano



Risultato 23

## 24



Copiare A

## 25



Ruotare in 3D di 90° attorno l' asse Y

## 26



Modificare l'arco

## 27



LINEA 1

## 28



Arco 3 Punti

## 29



REGIONE

# Vista SUD-EST

## 30

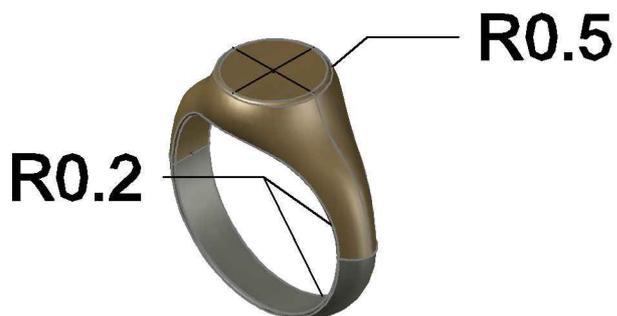


Comando LOFT



Risultato 30

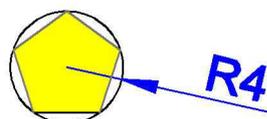
## 31



Raccordare R0.2 - R0.5

# Vista dall' ALTO

## 32



CERCHIO - POLIGONO 5 LATI

## 33



LINEE

## 34



Regione, unire e colorare a piacimento

**Prof. Pisani Antonio**

# Vista SUD-EST

35



Spostare sull' anello

36



Colorare l' anello a piacimento

**Prof. Pisani Antonio**



**Prof. Pisani Antonio**