

PROYECTO ARTICULADOR

ENCAJE DE FIGURAS BÁSICAS

SÓLIDO ISOMÉTRICO BÁSICO

PROYECCIÓN ISOMÉTRICA DEL SÓLIDO

ANÁLISIS GEOMÉTRICO PUNTO, LÍNEA Y PLANO

POLÍGONOS REGULARES

RETÍCULA ISOMÉTRICA

ISOMETRÍAS COMPLEMENTARIAS





Técnicas de Representación

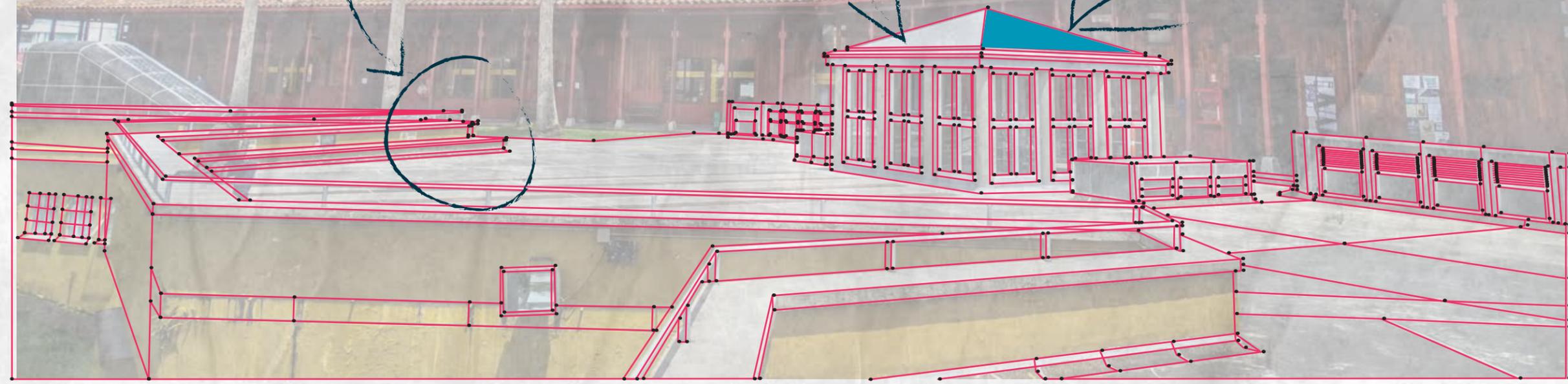
Modalidad Virtual

1

Puntos

Líneas

Planos





Técnicas de
Representación
Modalidad Virtual



**POLÍGONOS
INSCRITOS
REGULARES**



TÉCNICAS DE REPRESENTACIÓN
1

NOMBRE:
ANDRÉS FELIPE
ROLDÁN GARCÍA

TEMA:
POLÍGONOS
REGULARES

DIVIDIR EL ESPACIO
DE TRABAJO EN
(6) IGUALES

OBSERVACIONES:

ESCALA:

FECHA:



TÉCNICAS DE REPRESENTACIÓN
1

NOMBRE:
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ROLDÁN GARCÍA

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POLÍGONOS
REGULARES

OBSERVACIONES:

ESCALA:

FECHA:

MARCAR CENTROS
CON LÍNEAS ENTRE
ESQUINAS OPUESTAS



TÉCNICAS DE REPRESENTACIÓN
1

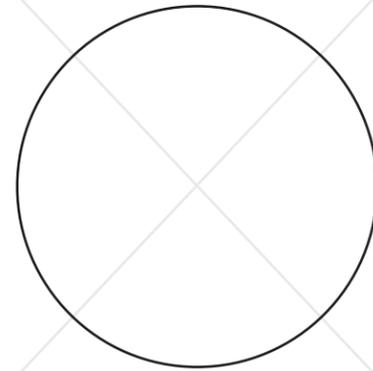
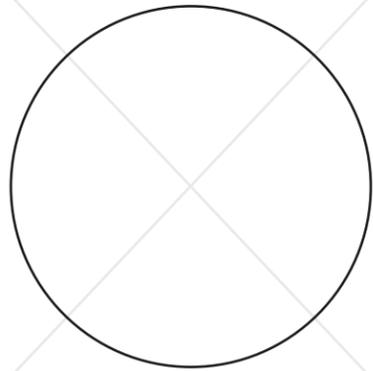
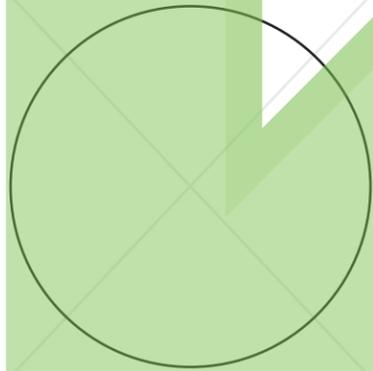
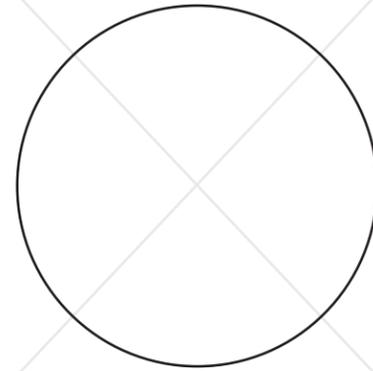
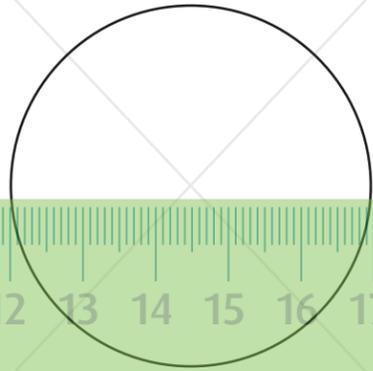
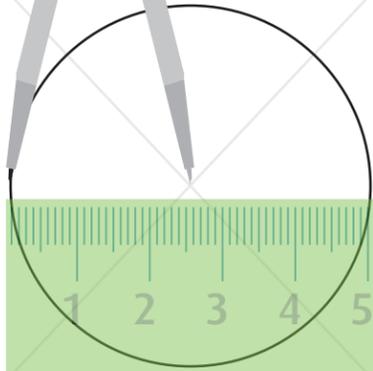
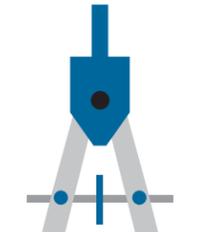
NOMBRE:
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TEMA:
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REGULARES

OBSERVACIONES:

ESCALA:

FECHA:



Técnicas de Representación 1
Modular Virtual

DIÁMETRO 5cm



TÉCNICAS DE REPRESENTACIÓN
1

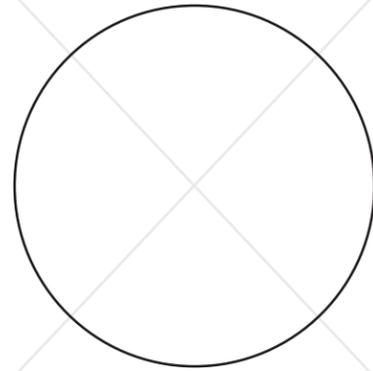
NOMBRE:
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TEMA:
POLÍGONOS
REGULARES

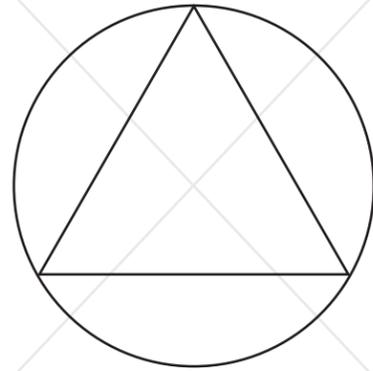
OBSERVACIONES:

ESCALA:

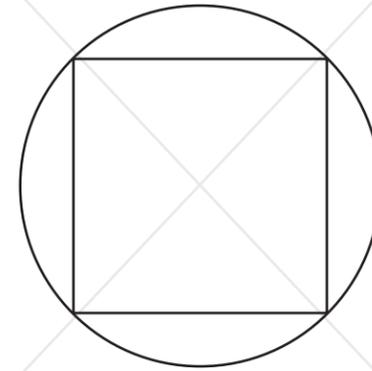
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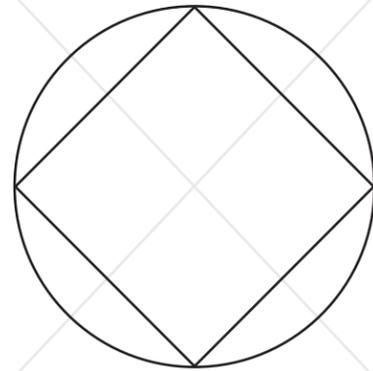
CIRCULO



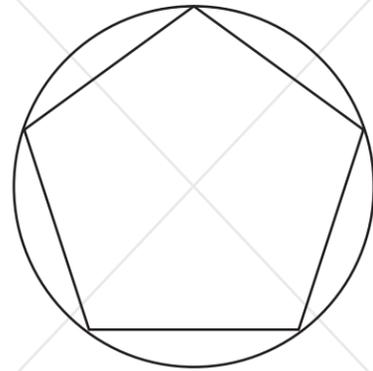
TRIÁNGULO



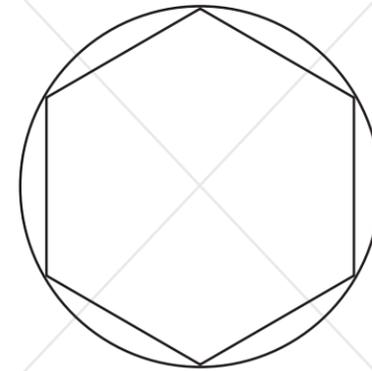
CUADRADO



ROMBO



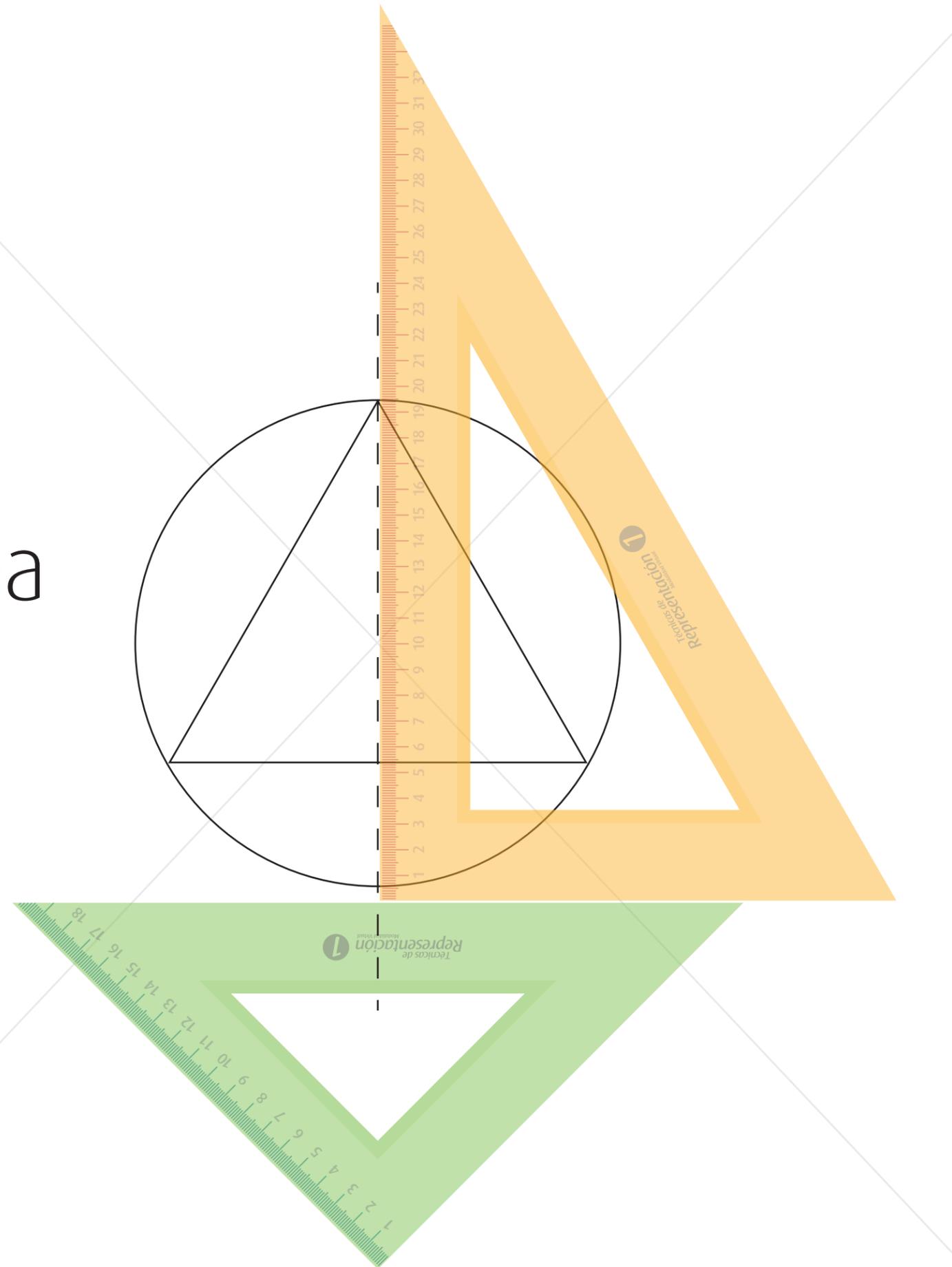
PENTÁGONO

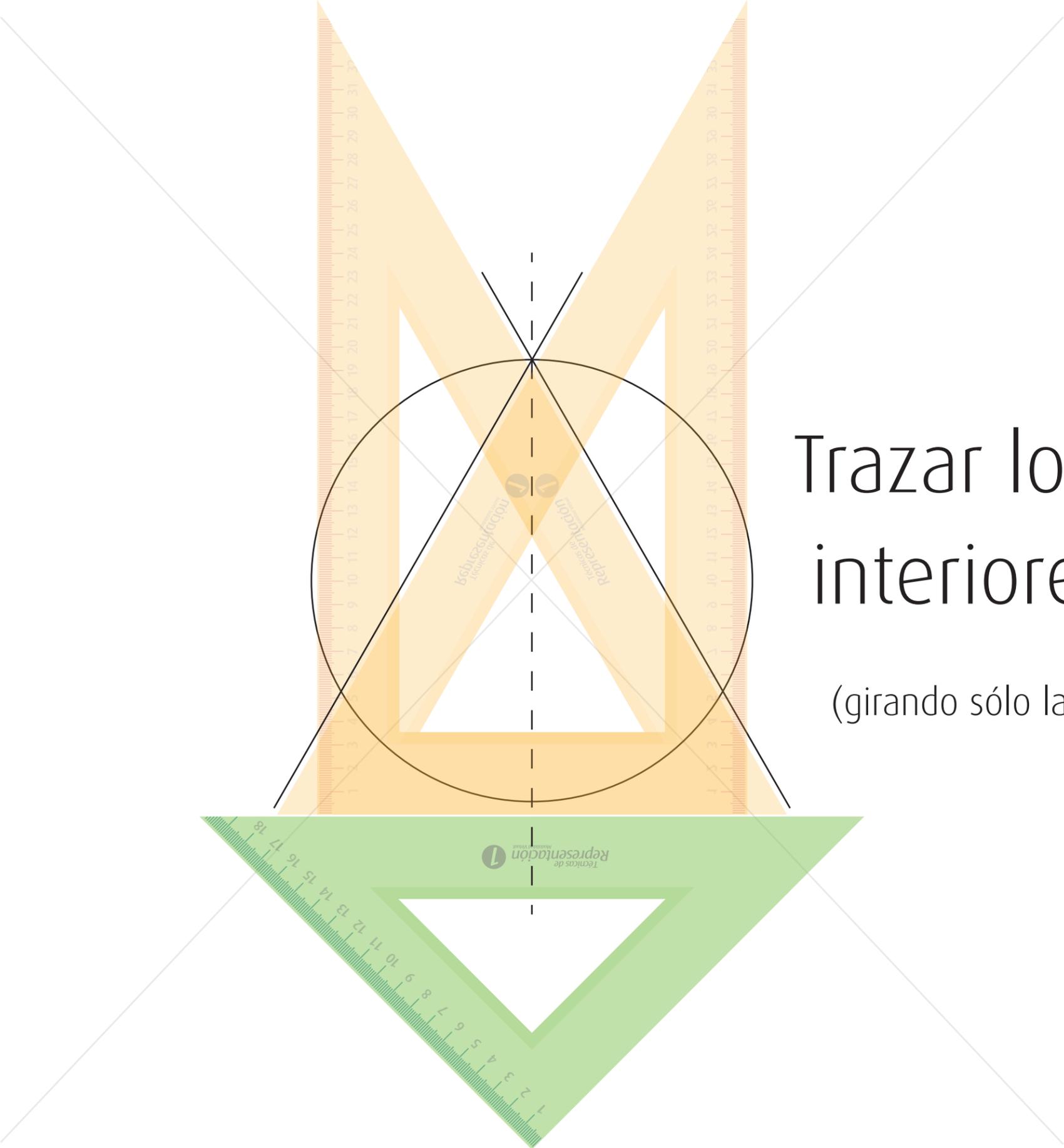


HEXÁGONO



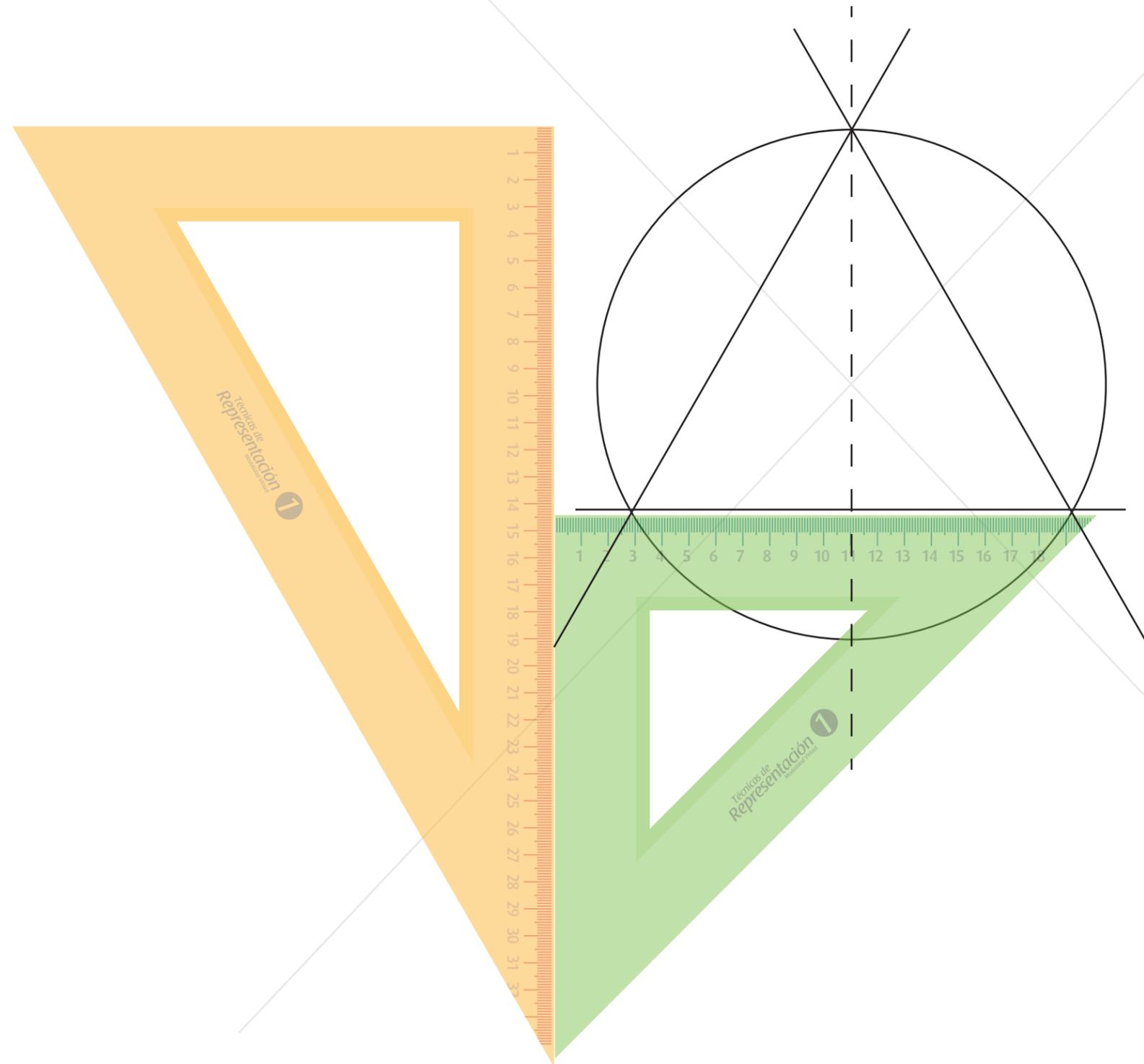
ubicar la línea
eje vertical





Trazar los ángulos interiores de 60°

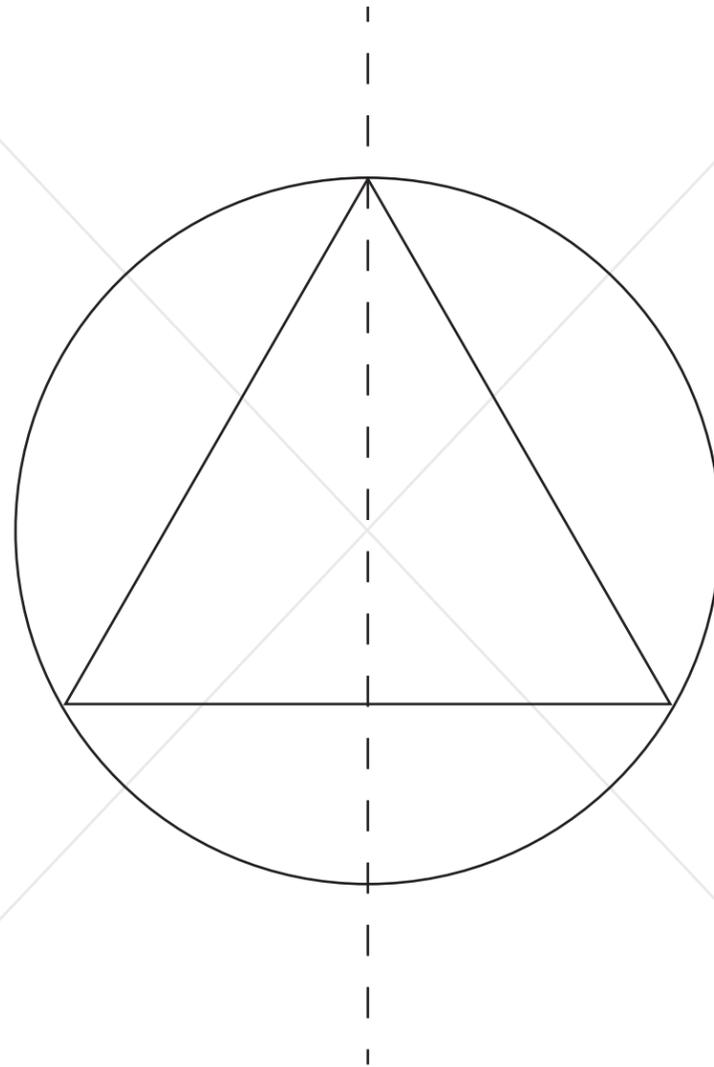
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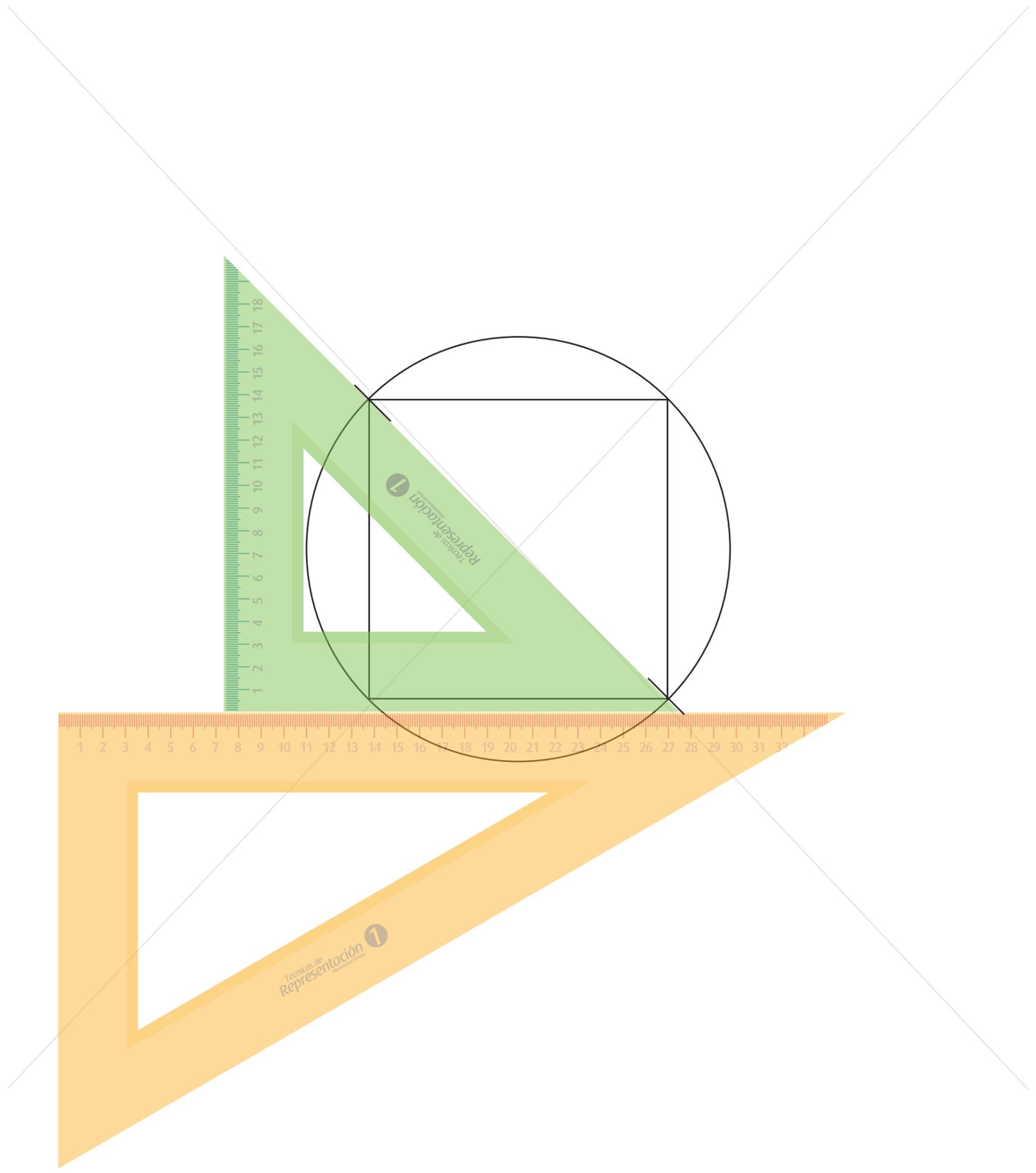


Trazar el último
lado del triángulo
(horizontal)



Triángulo
inscrito

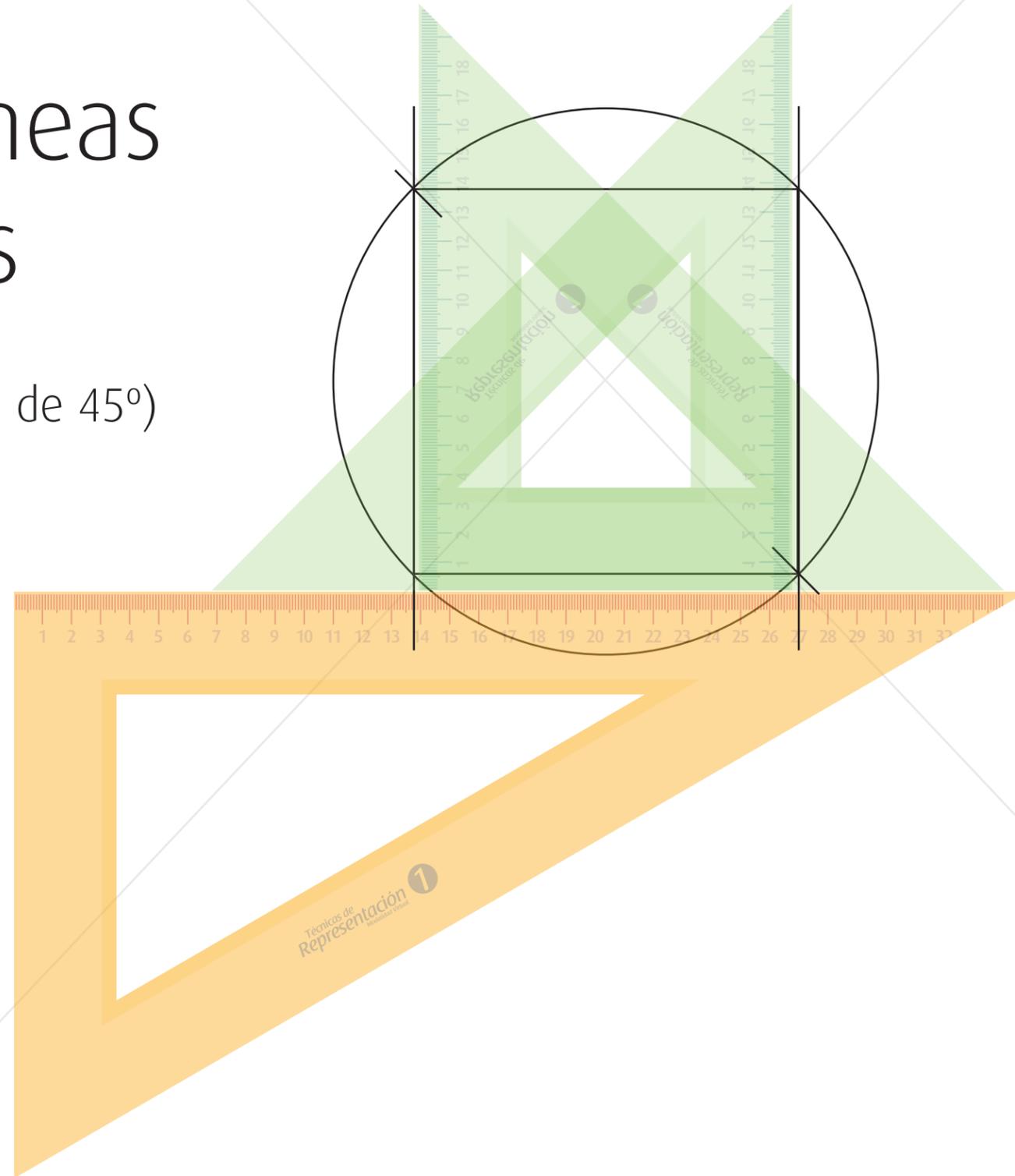


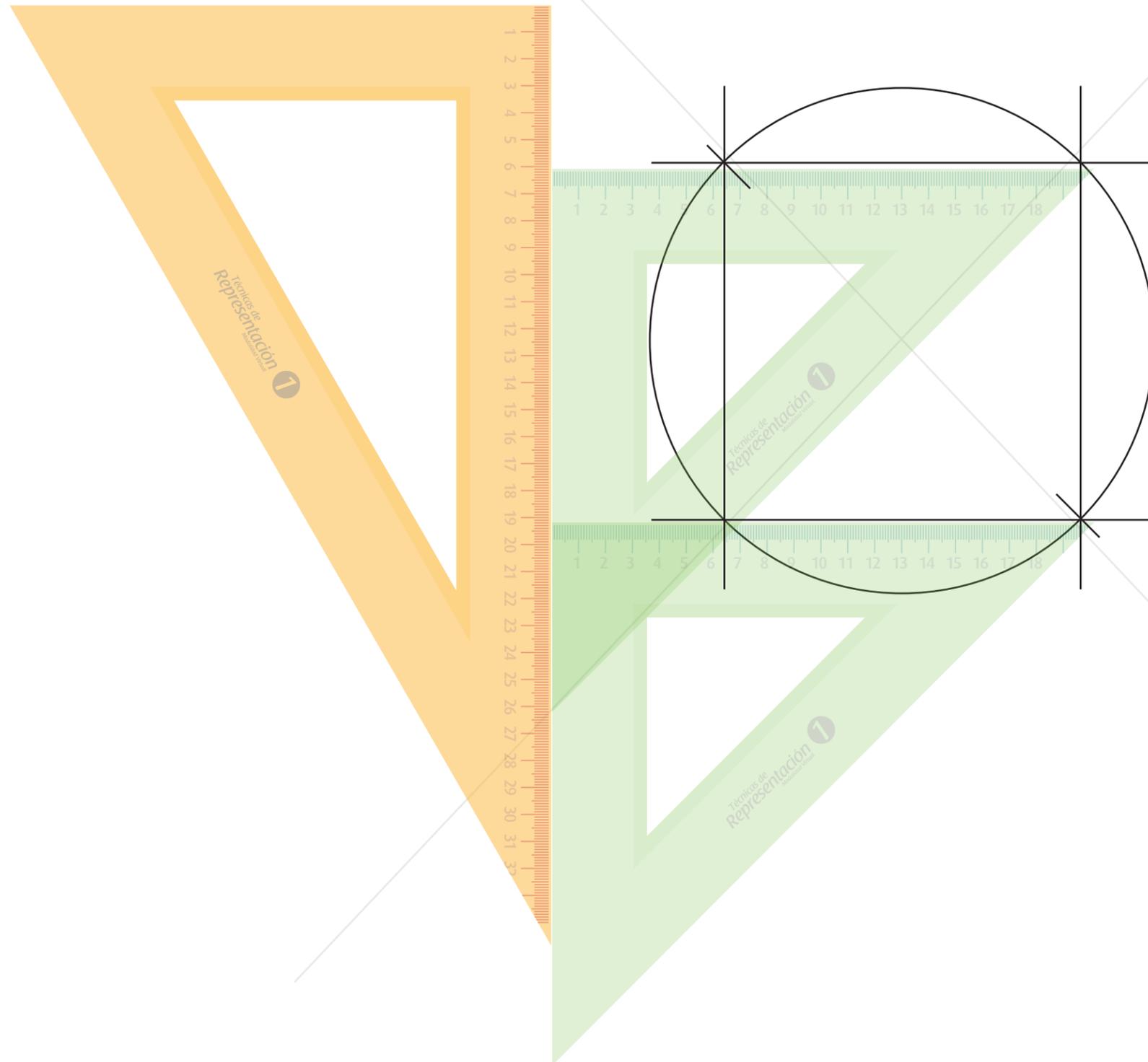




Trazar las líneas verticales

(girando sólo la escuadra de 45°)



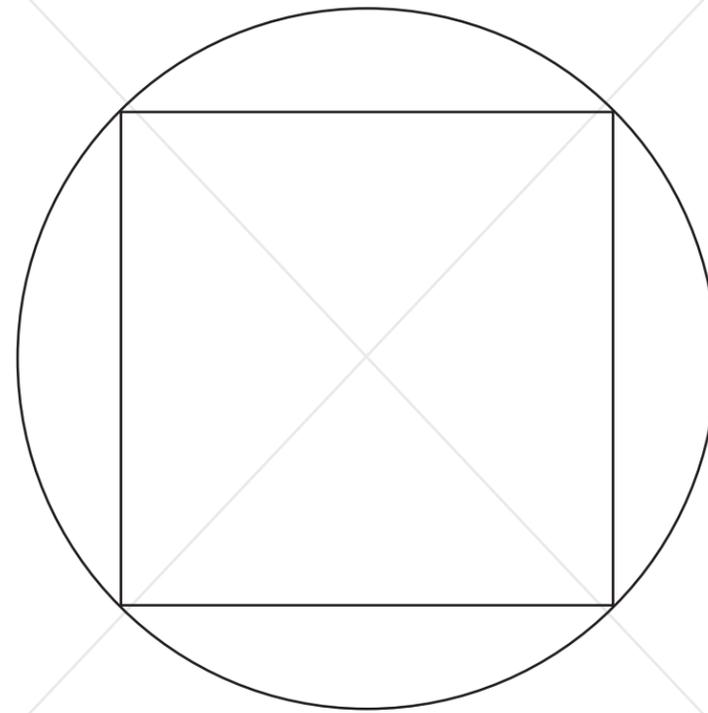


Trazar las líneas horizontales

(desplazando sólo la escuadra de 45°)

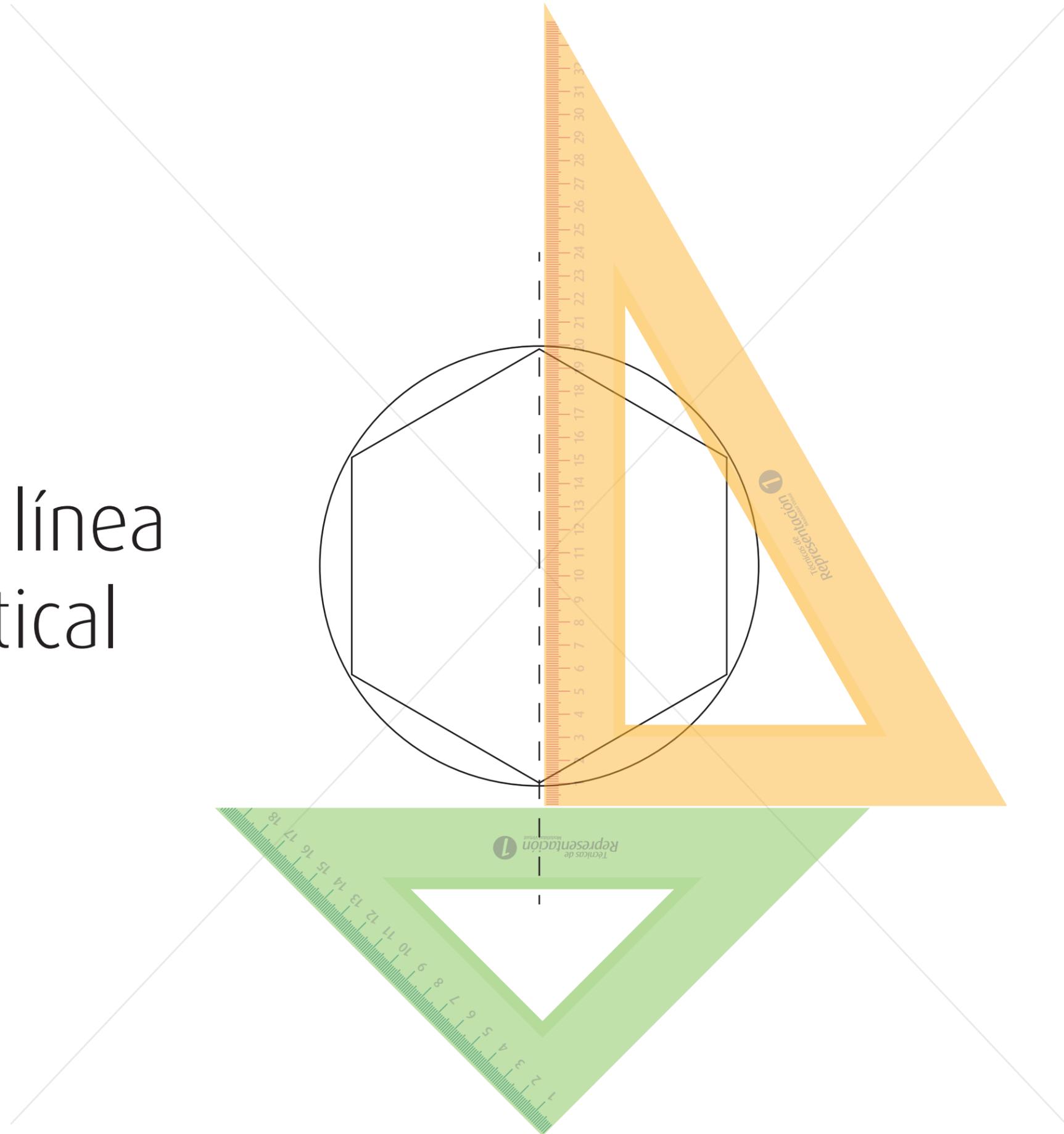


Cuadrado
inscrito





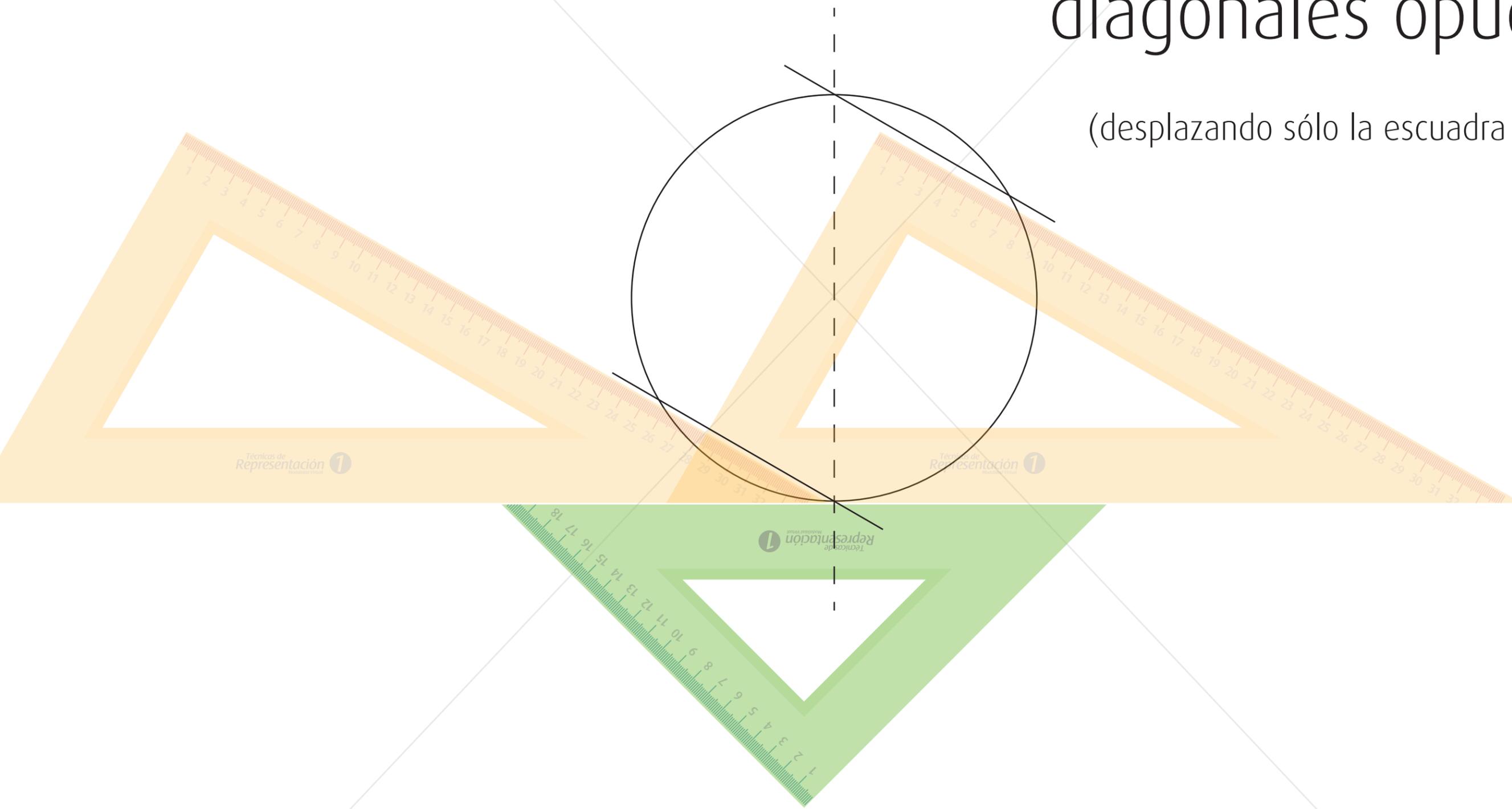
ubicar la línea
eje vertical





Trazar las líneas diagonales opuestas

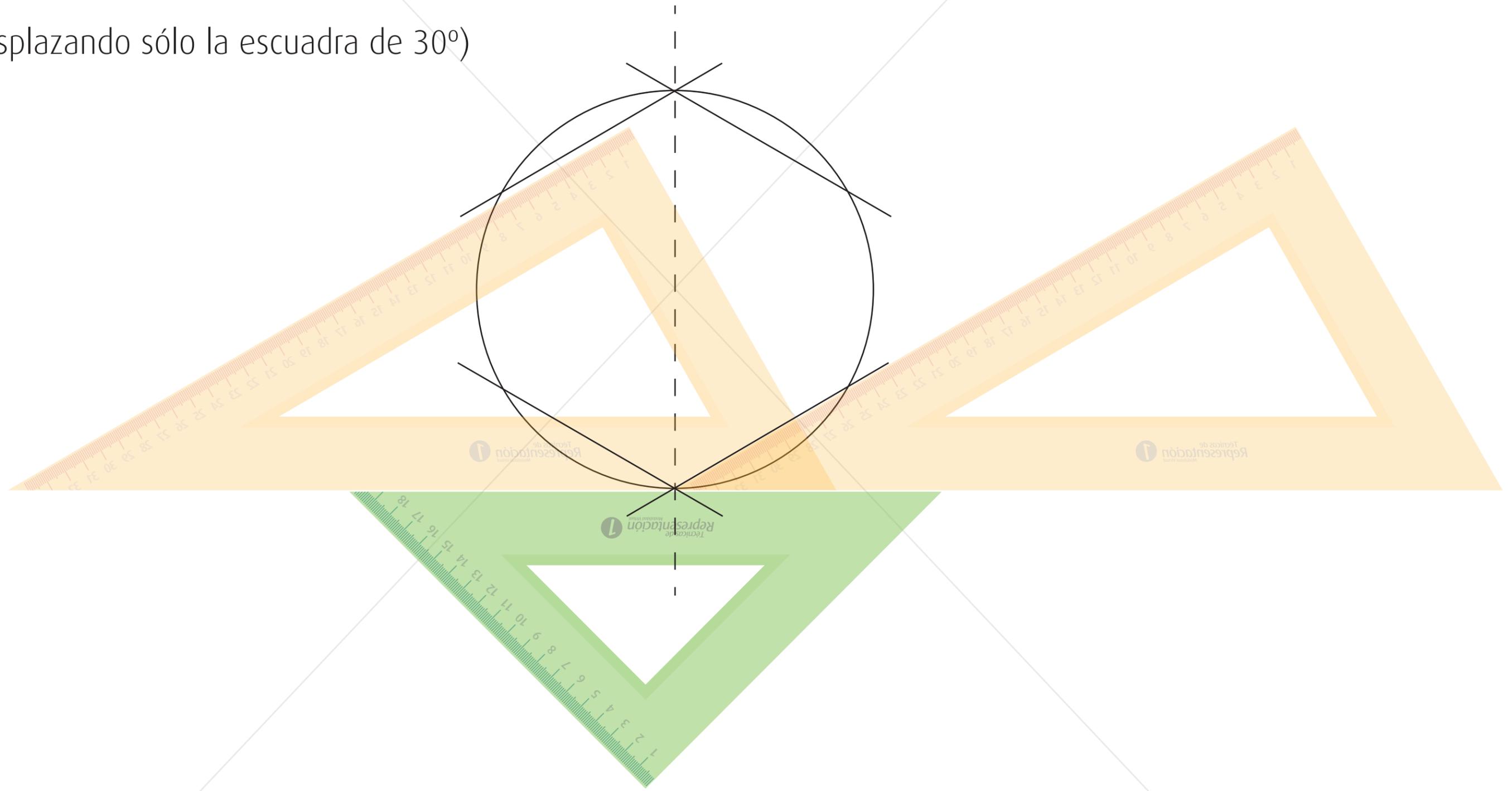
(desplazando sólo la escuadra de 30°)





Trazar las líneas diagonales opuestas

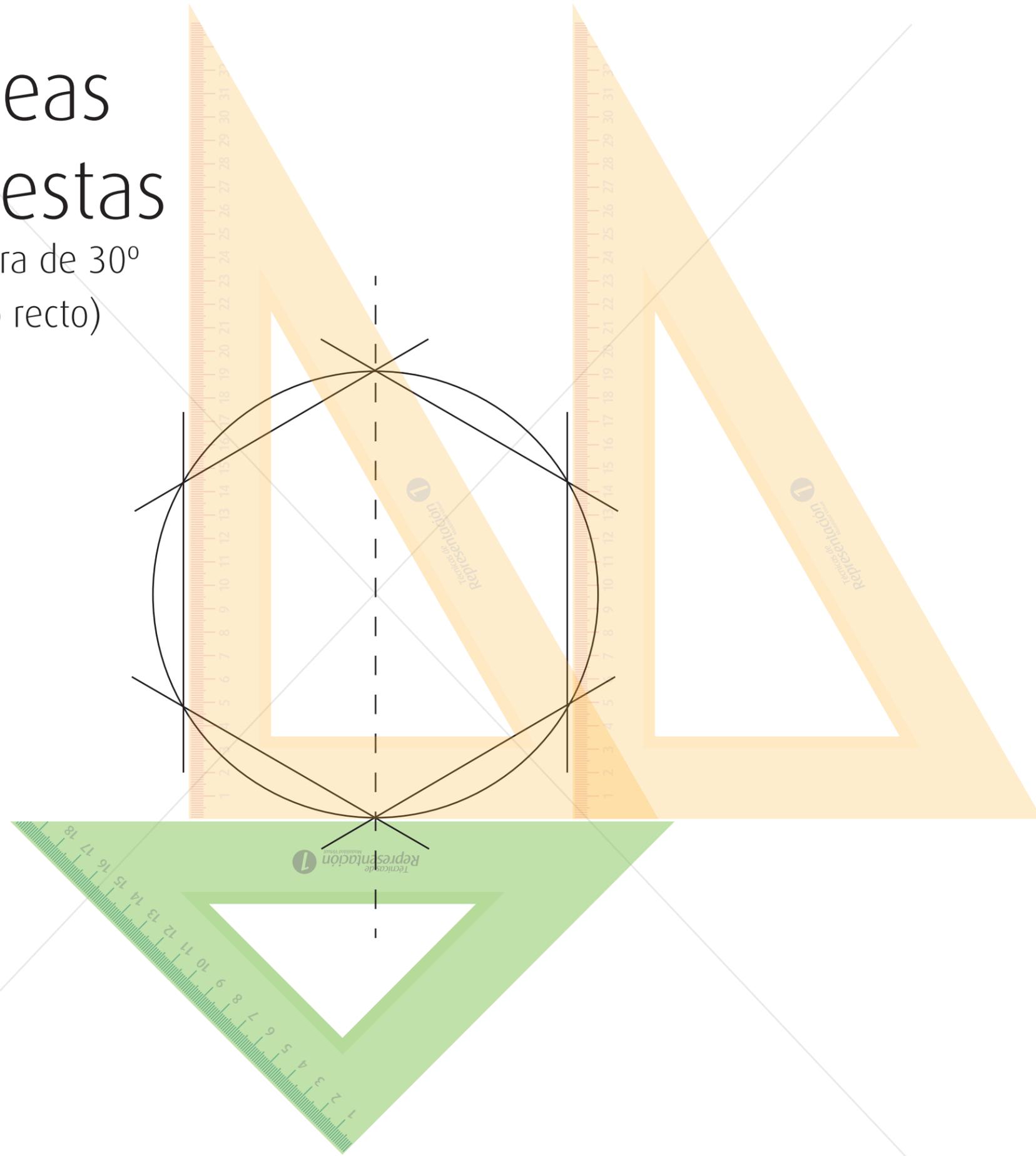
(desplazando sólo la escuadra de 30°)

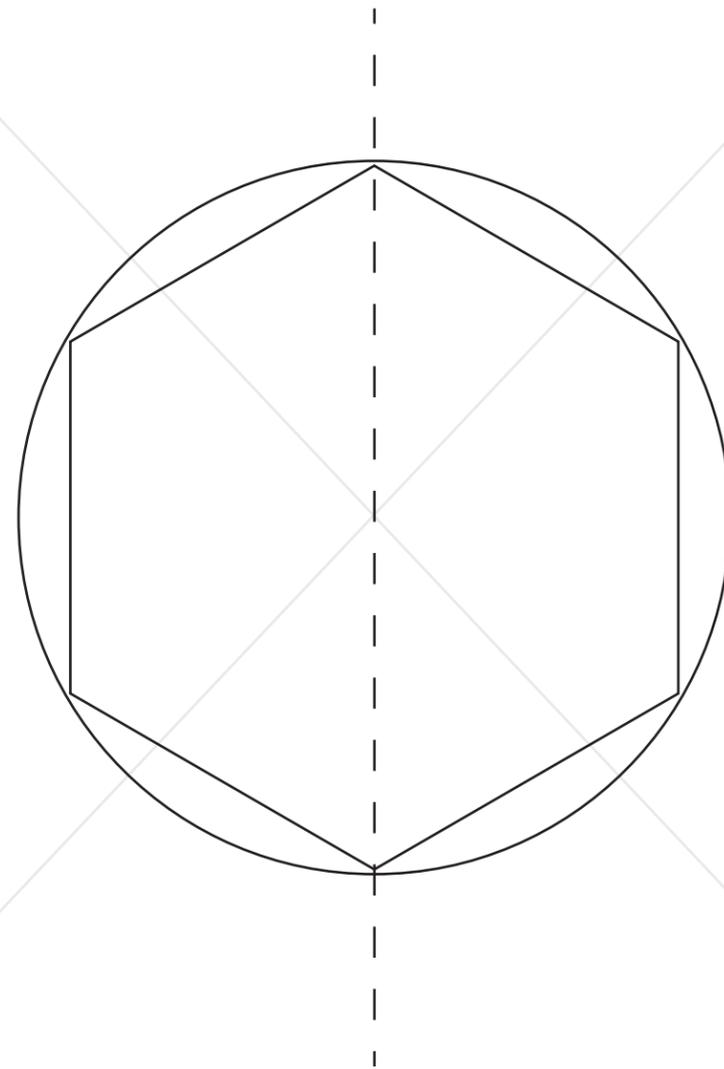




Trazar las líneas verticales opuestas

(desplazando sólo la escuadra de 30°
y manteniendo un ángulo recto)





Hexágono
inscrito



TÉCNICAS DE REPRESENTACIÓN

1

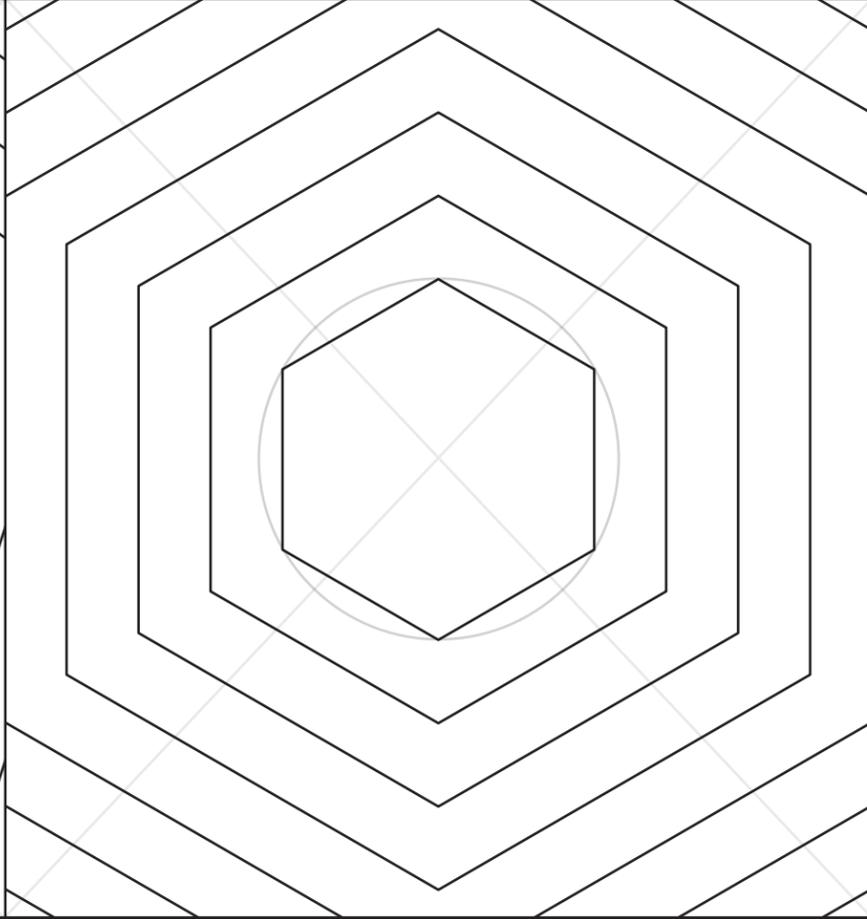
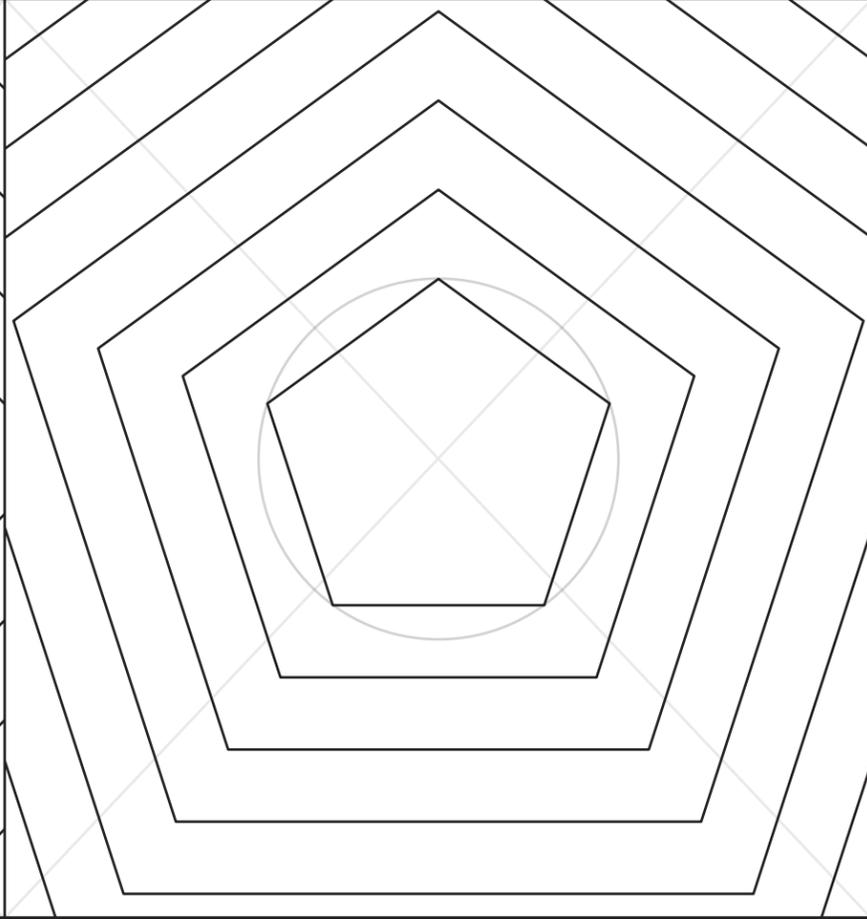
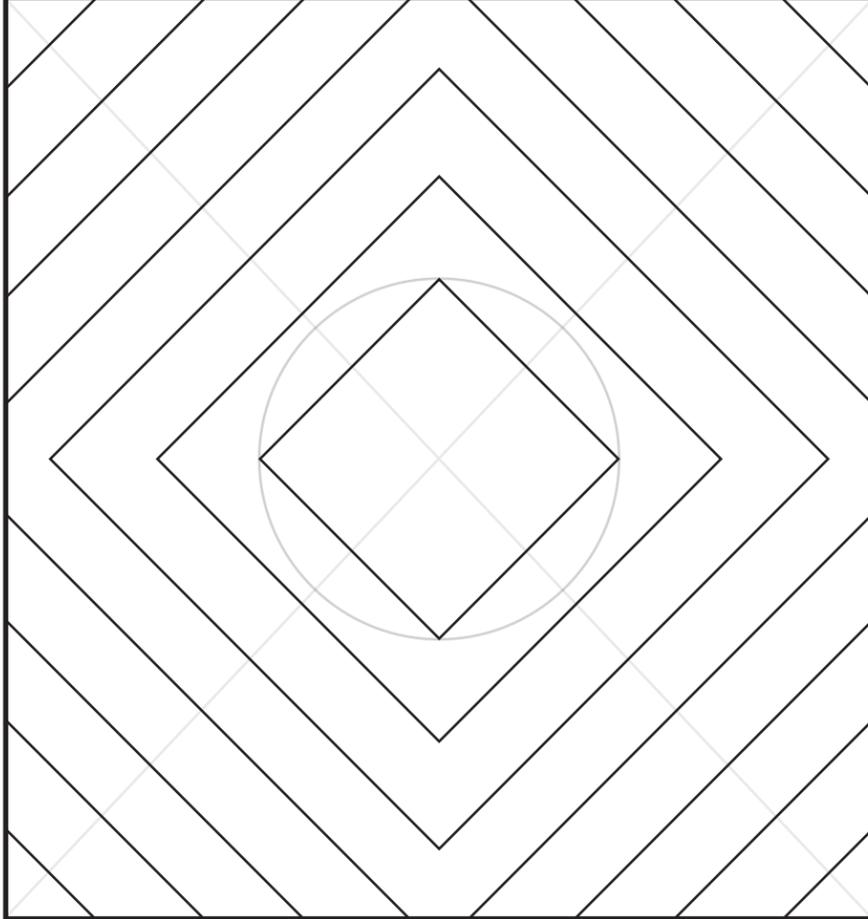
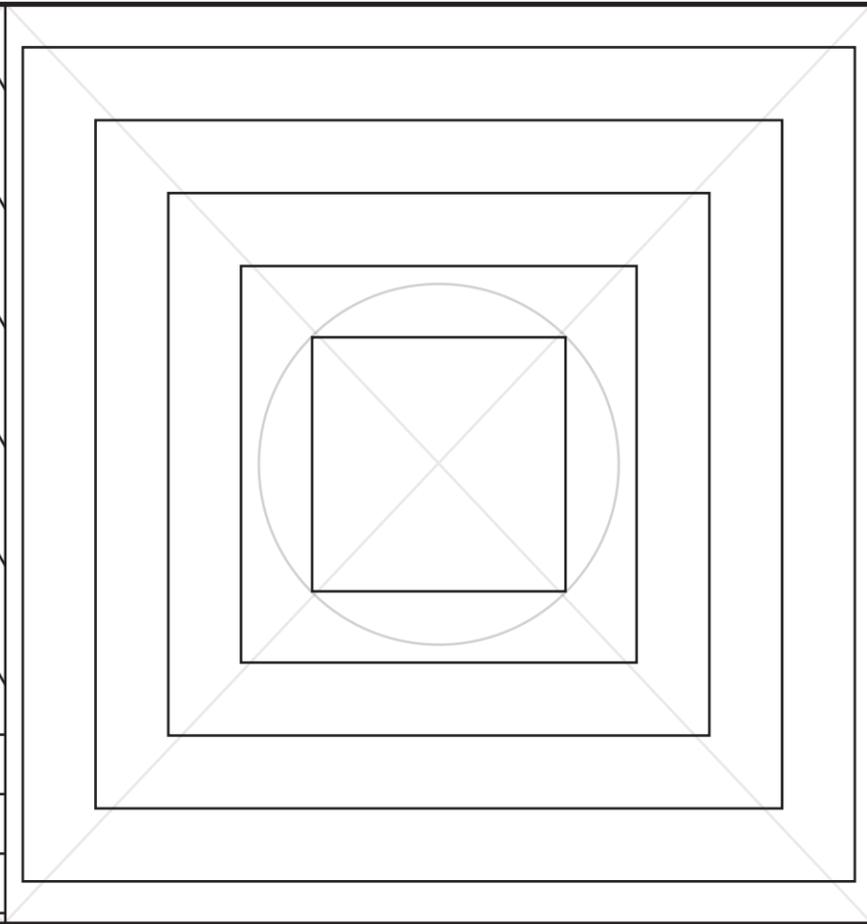
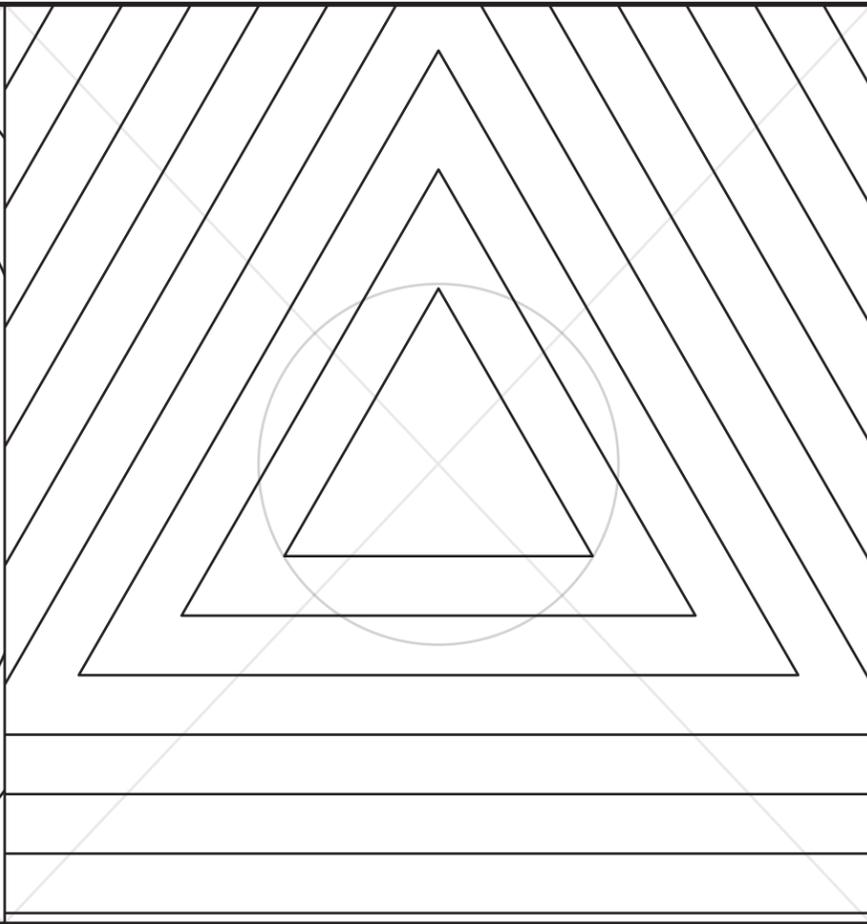
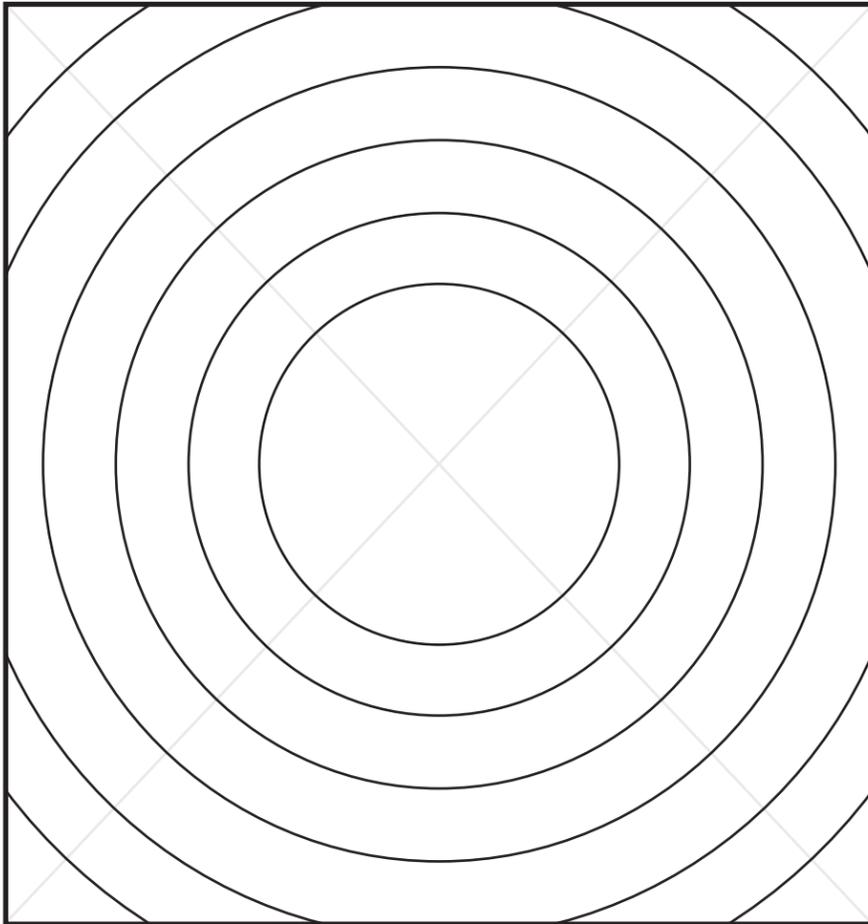
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FECHA:





Técnicas de
Representación **1**
Modalidad Virtual

La construcción del Pentágono la pueden consultar en el siguiente link:

<https://youtu.be/bcDLczu2k5Y>

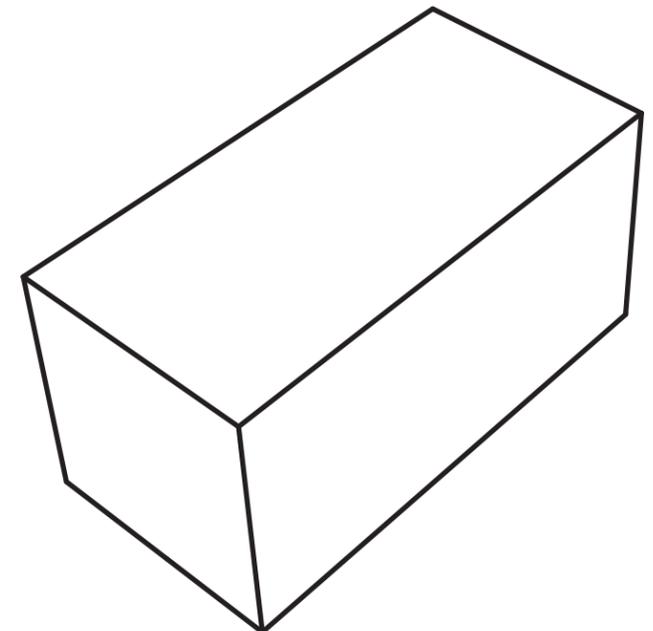
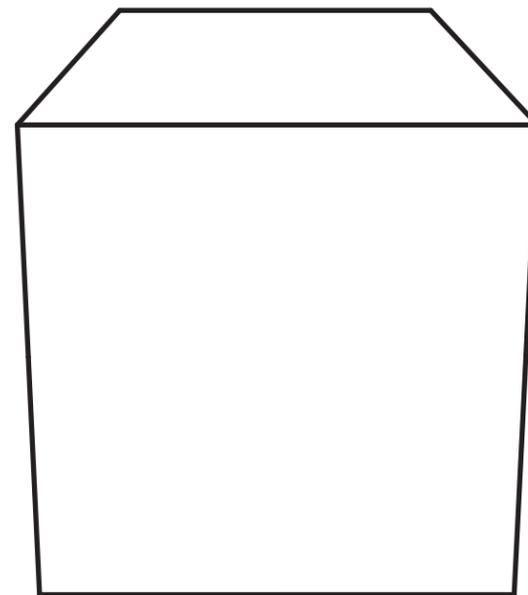
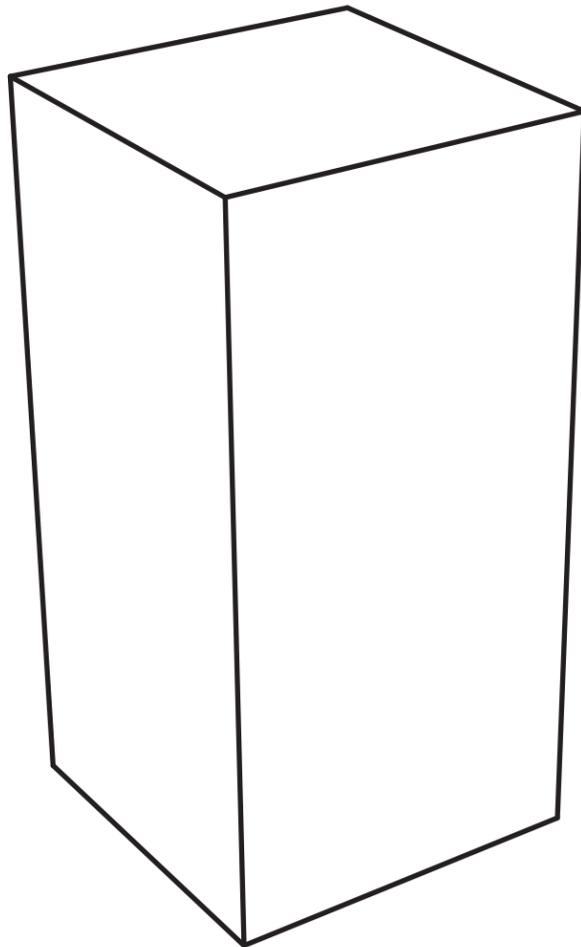
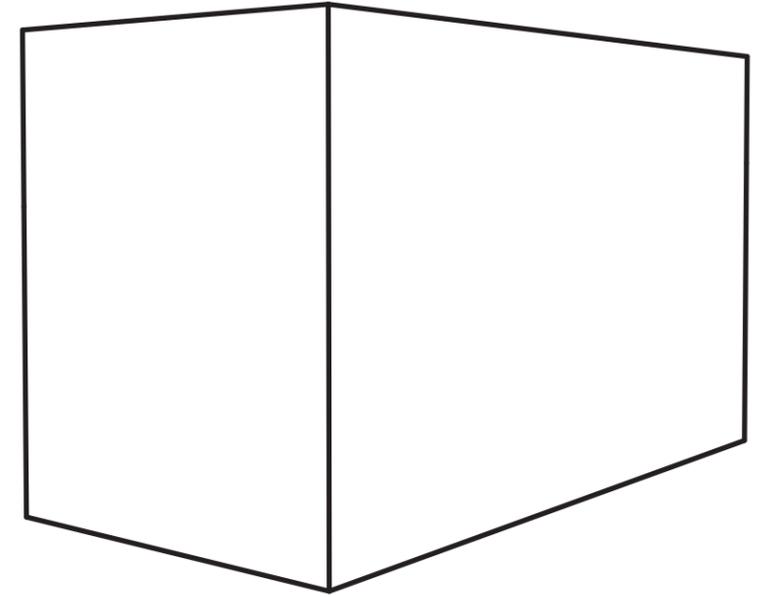
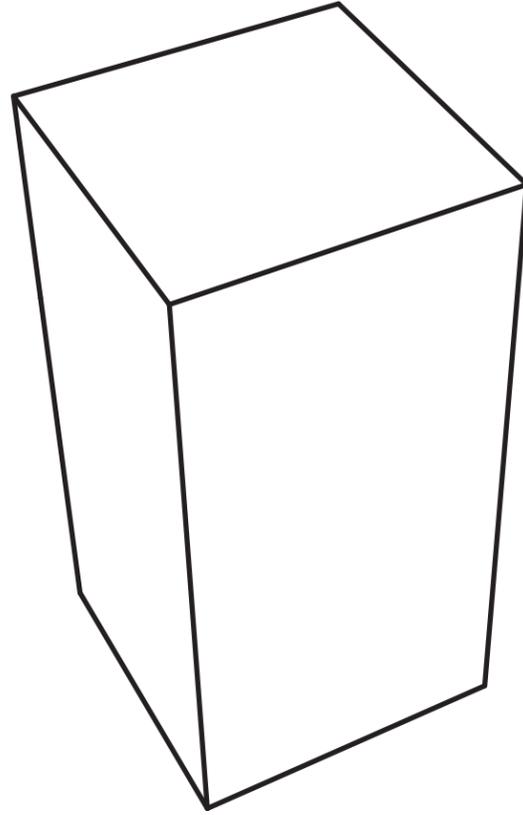
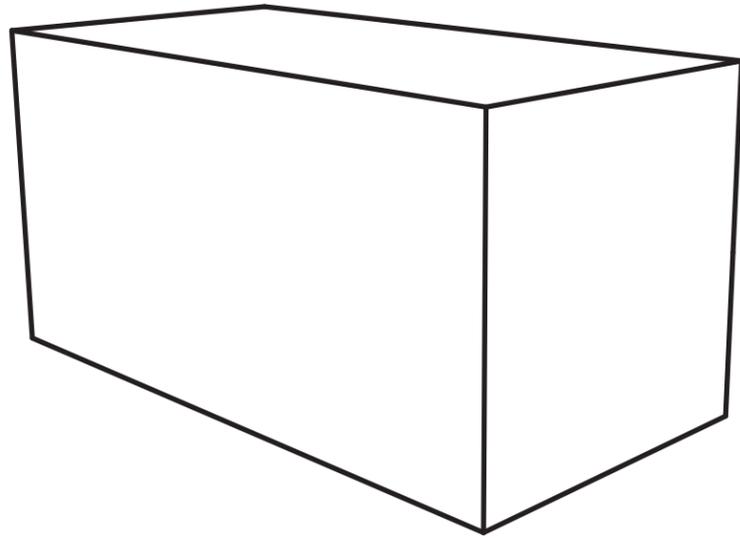


Técnicas de
Representación
Modalidad Virtual

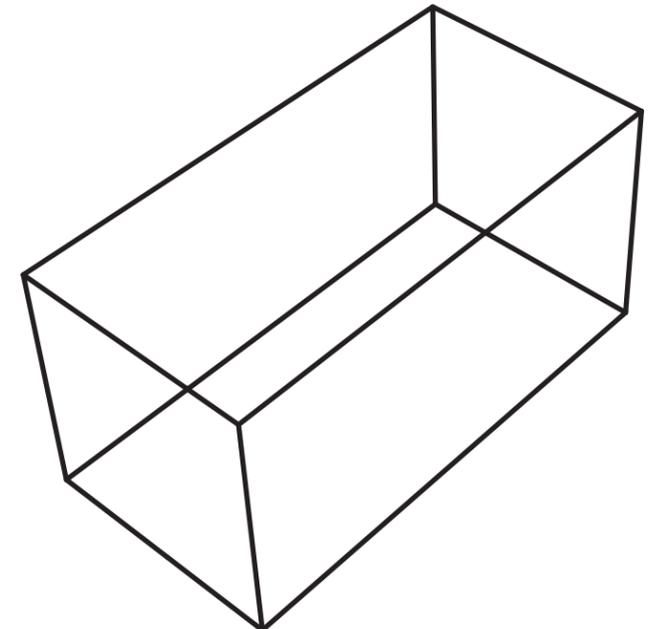
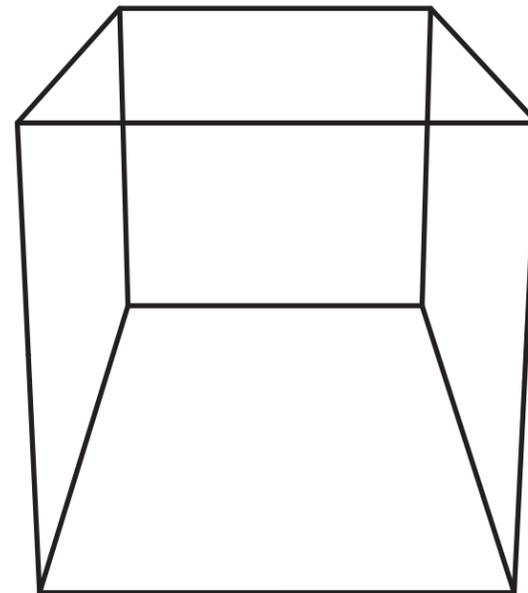
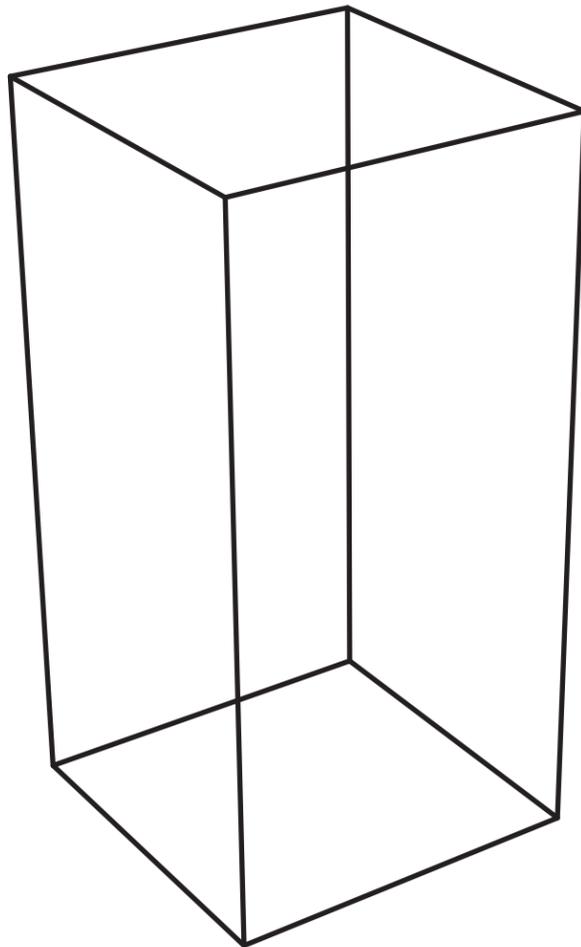
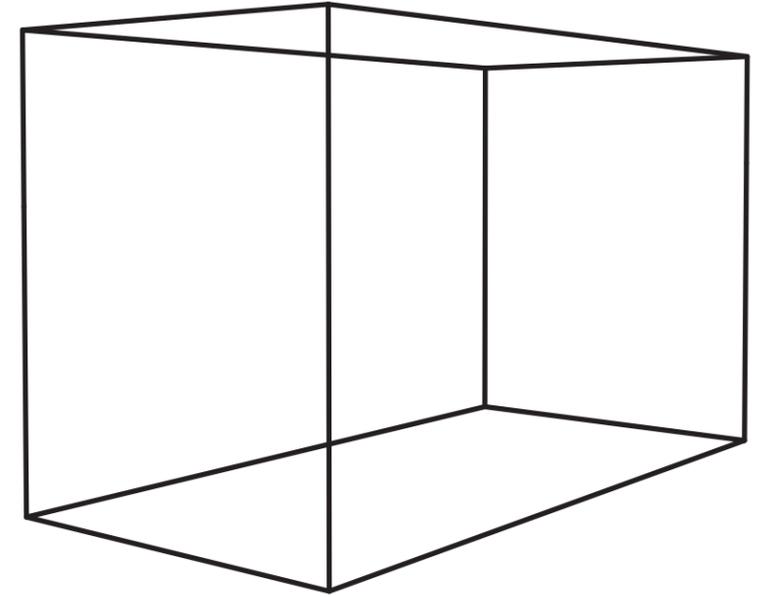
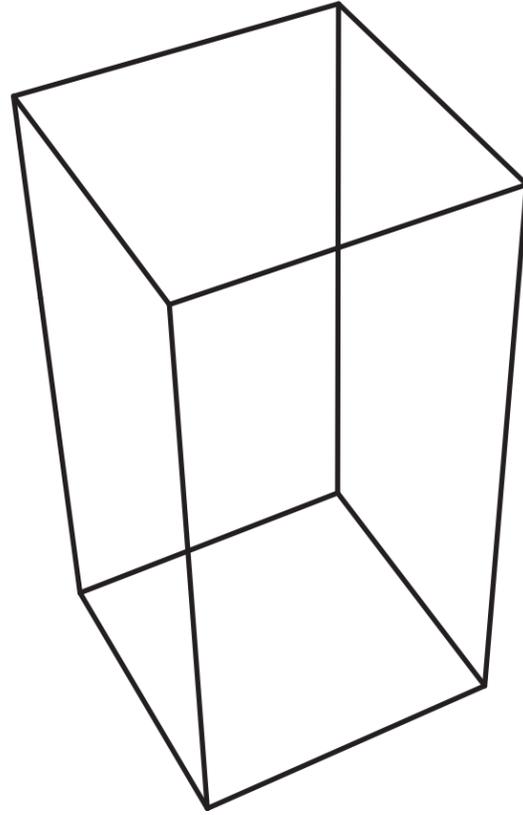
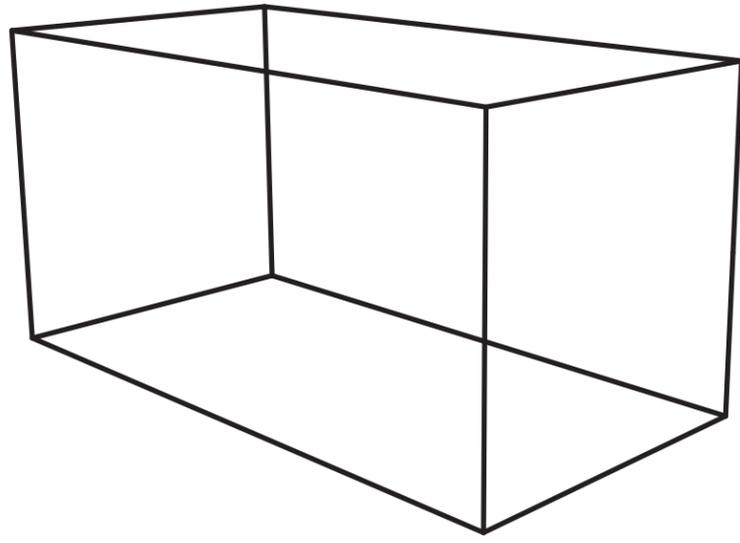


**ENCAJE
FIGURAS
BÁSICAS**

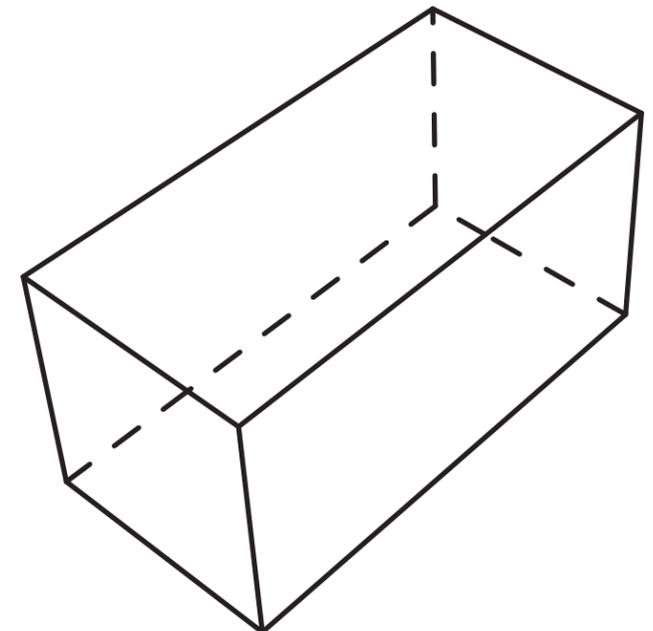
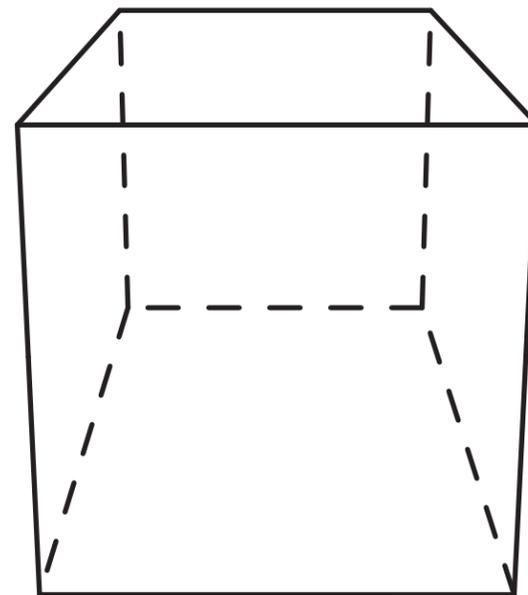
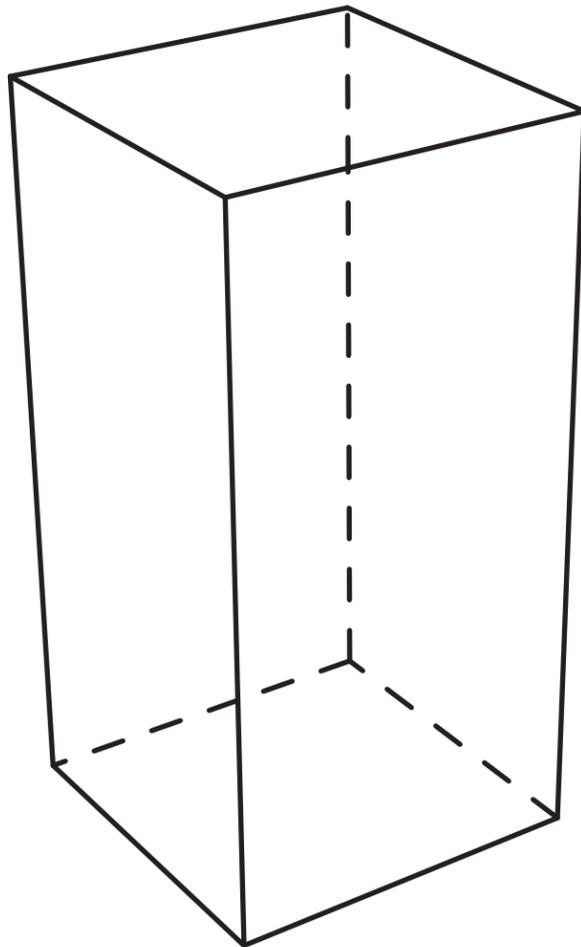
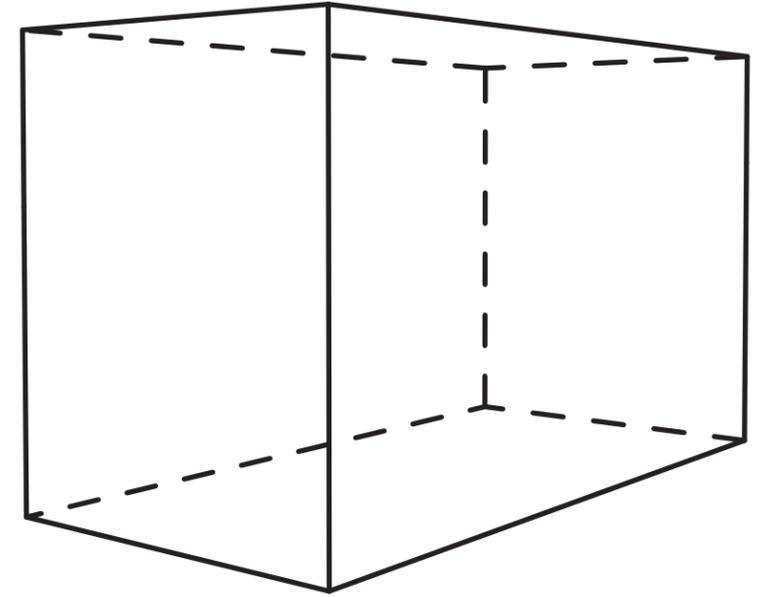
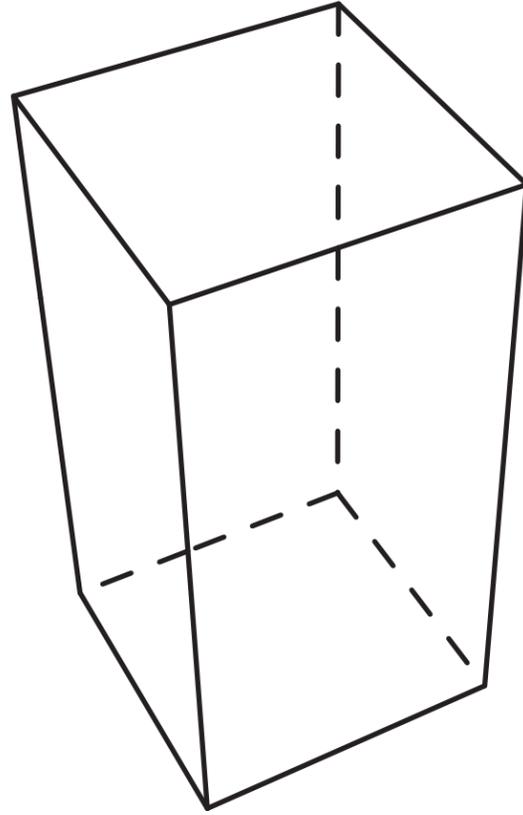
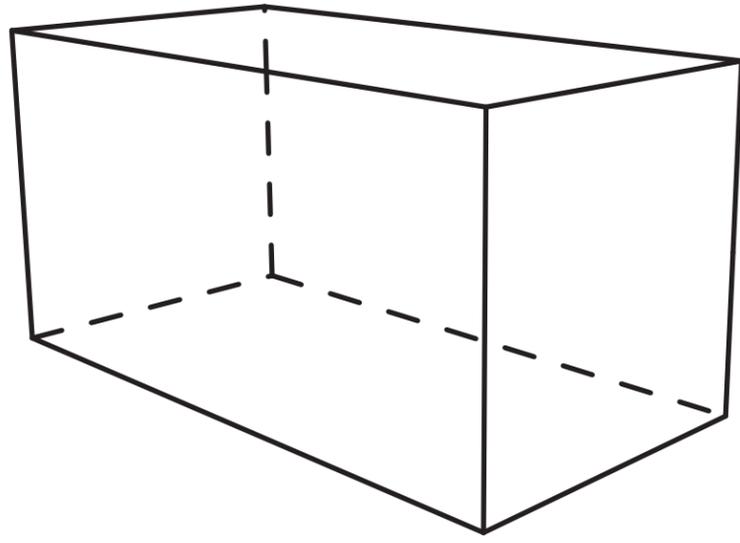
Trazar las líneas visibles (contínuas)



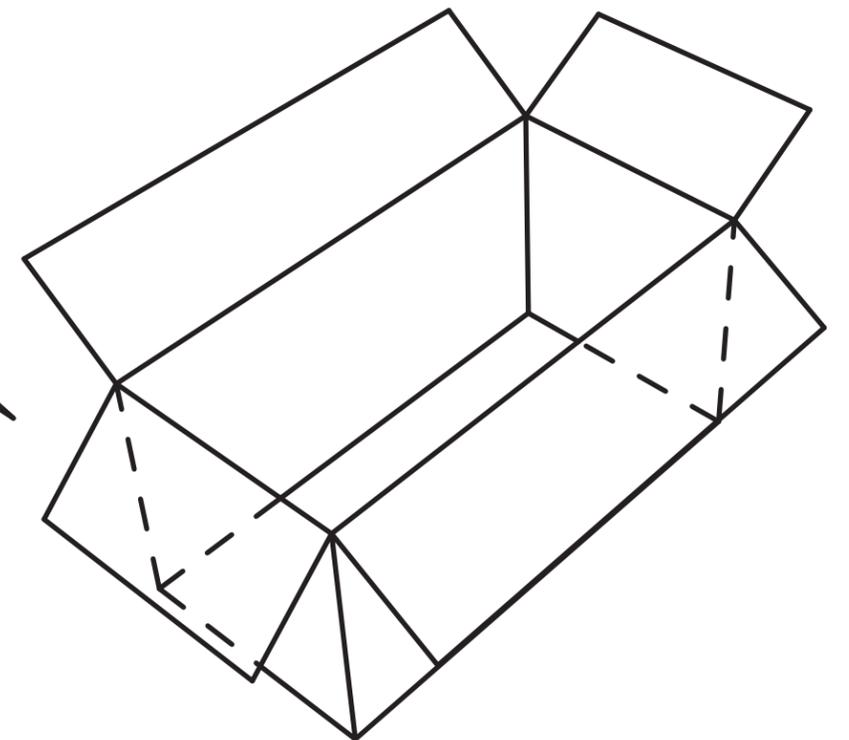
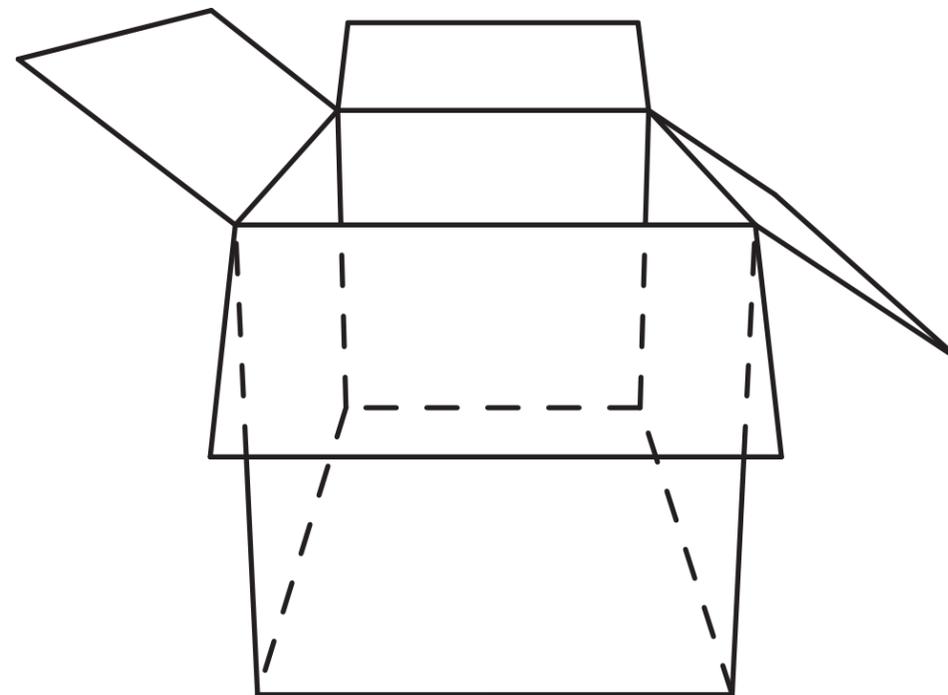
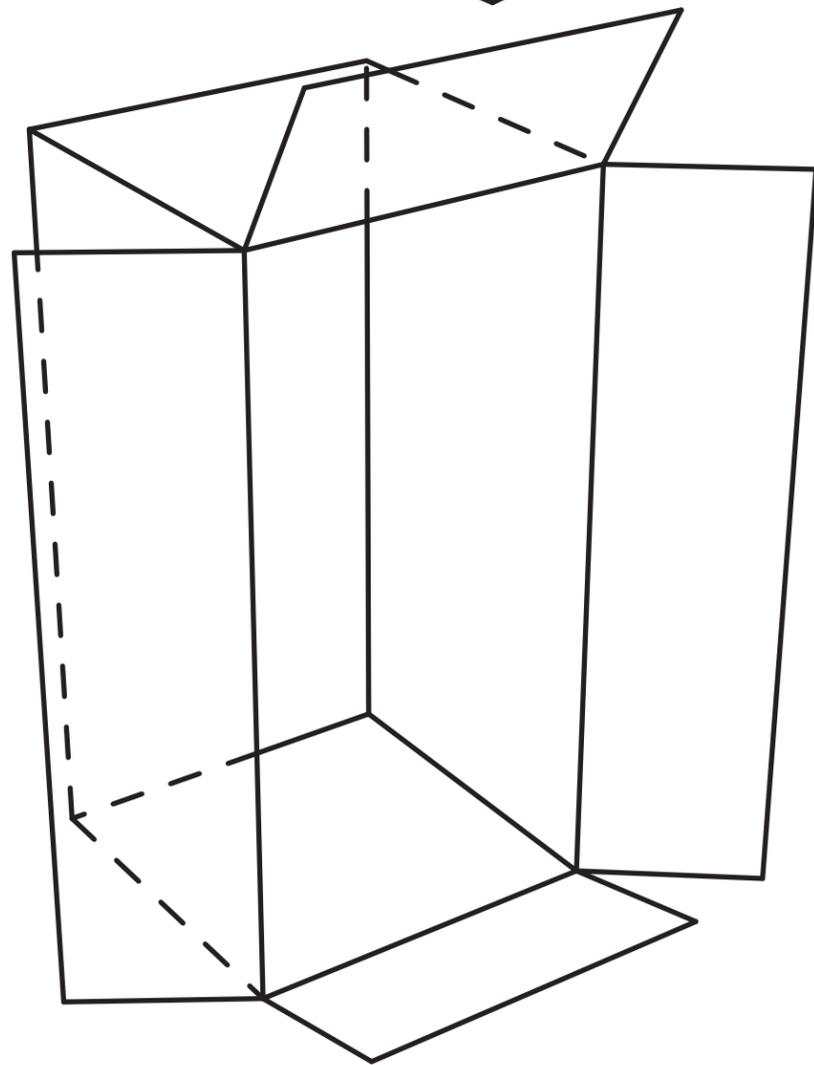
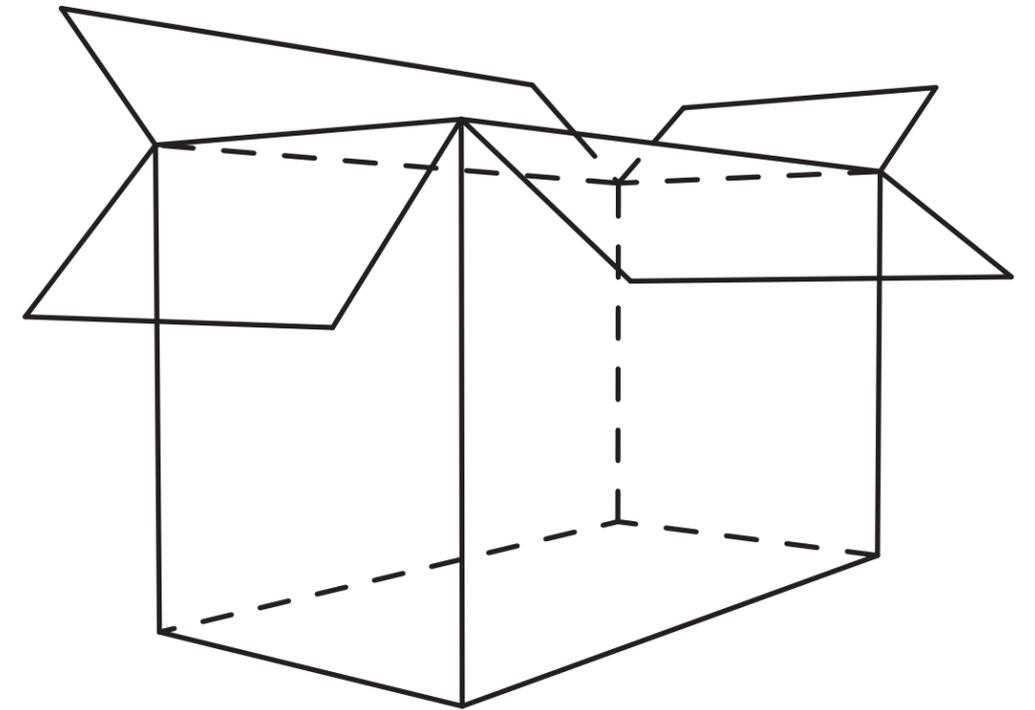
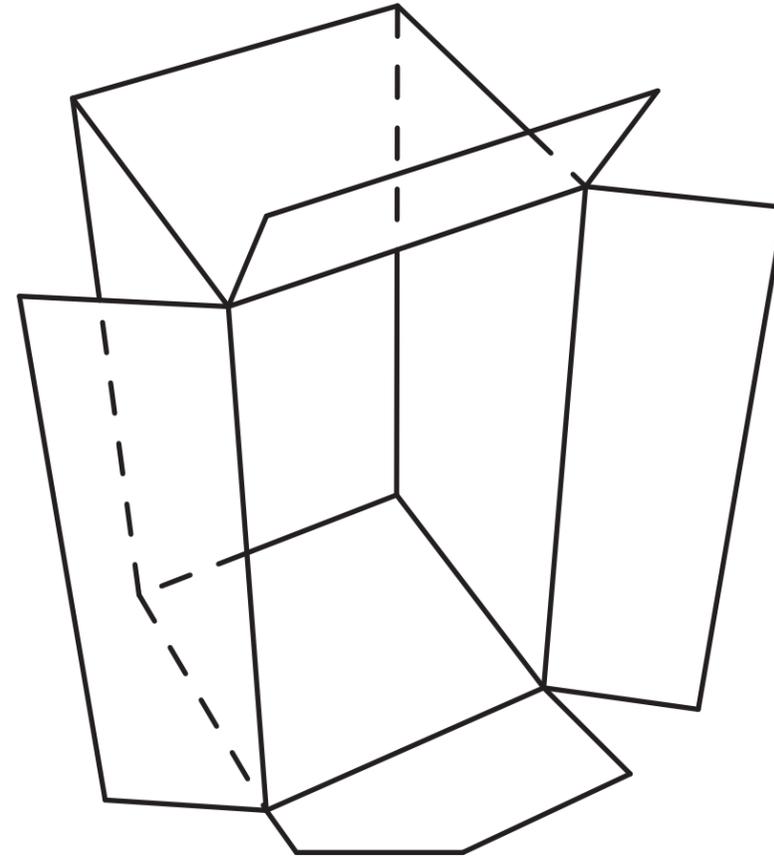
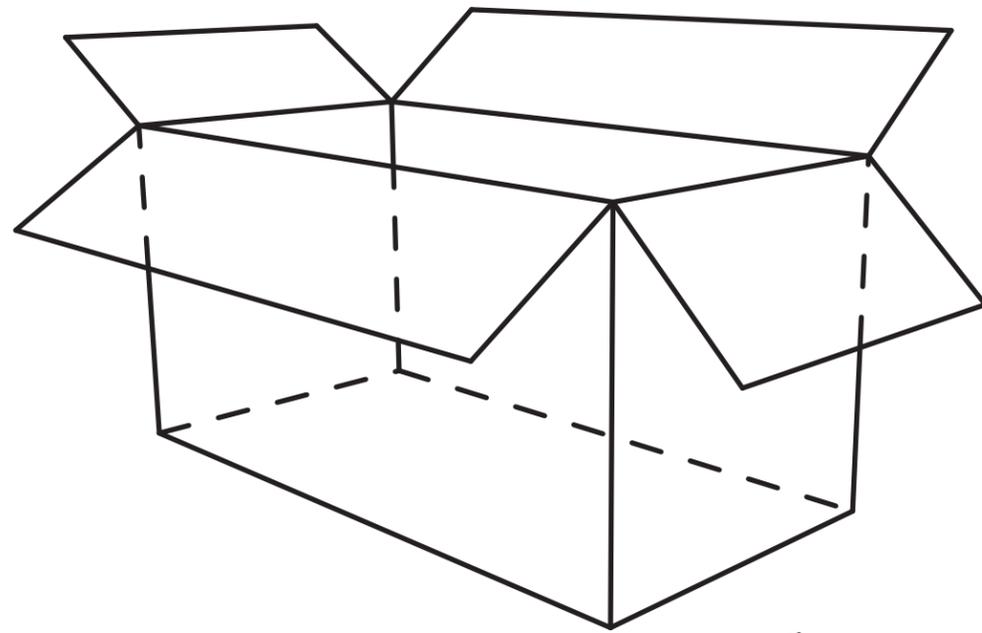
Proyectar las líneas faltantes del bloque



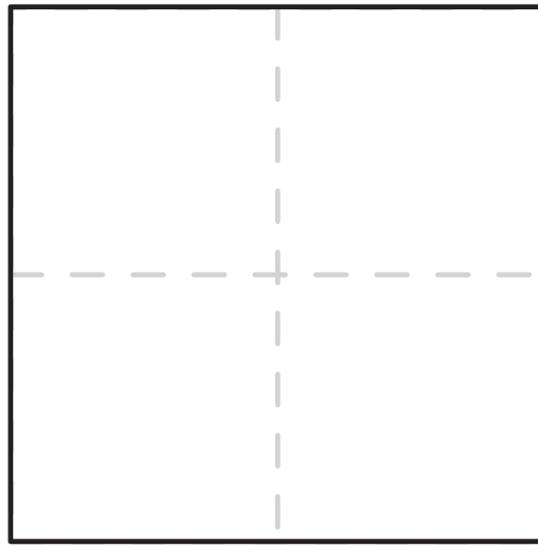
Trazar las líneas ocultas (invisibles)



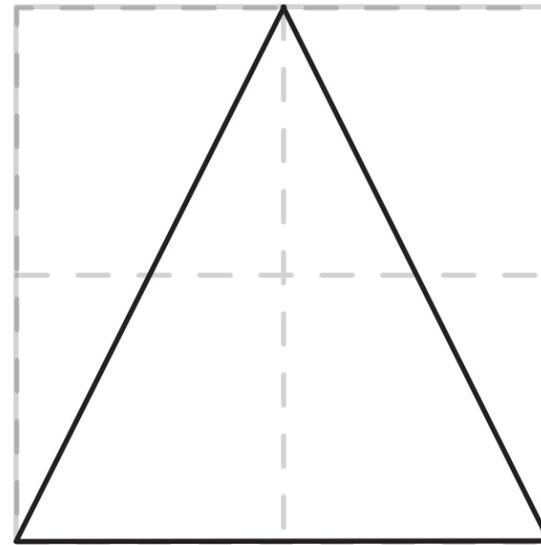
Trazar tapas (pestañas) de la caja



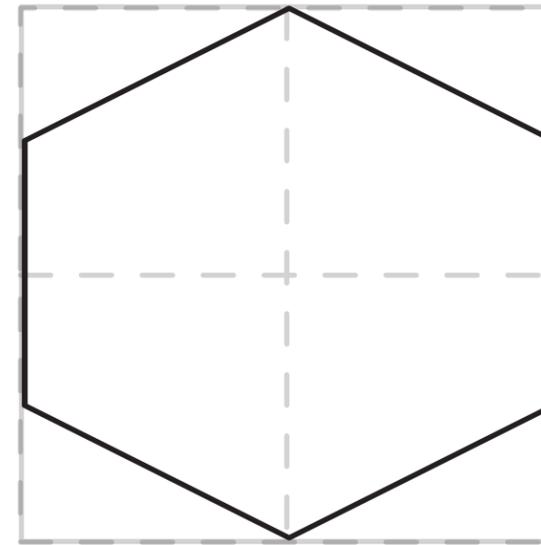
Relacionar los polígonos con la cara



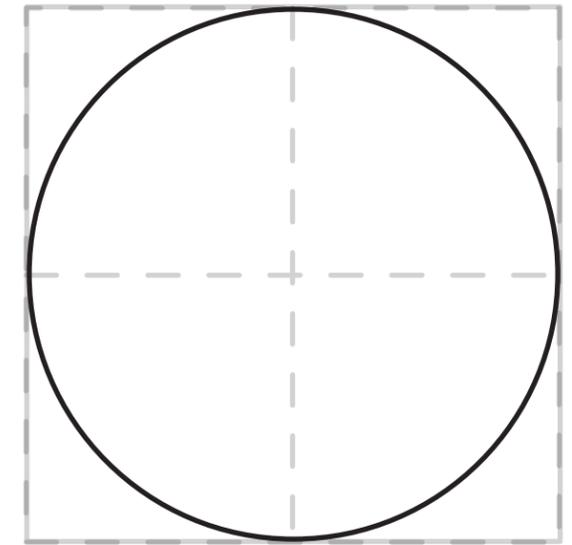
**Cuadrado
(rectángulo)**



**Triángulo
Irregular**

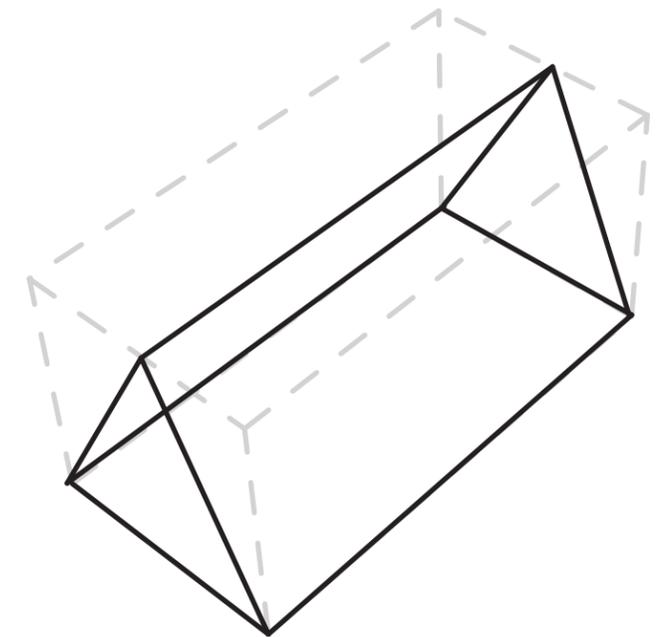
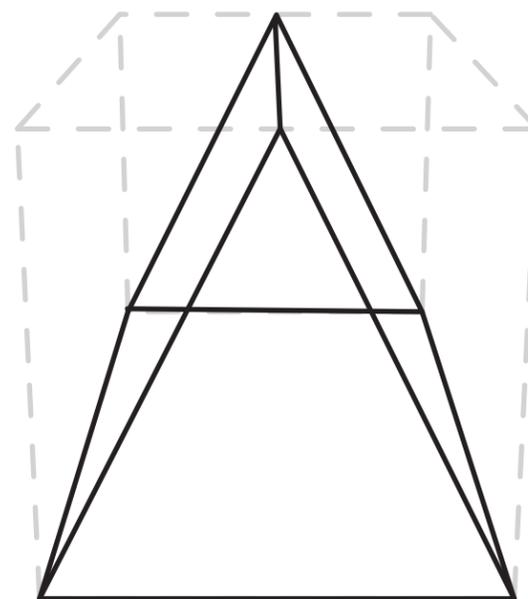
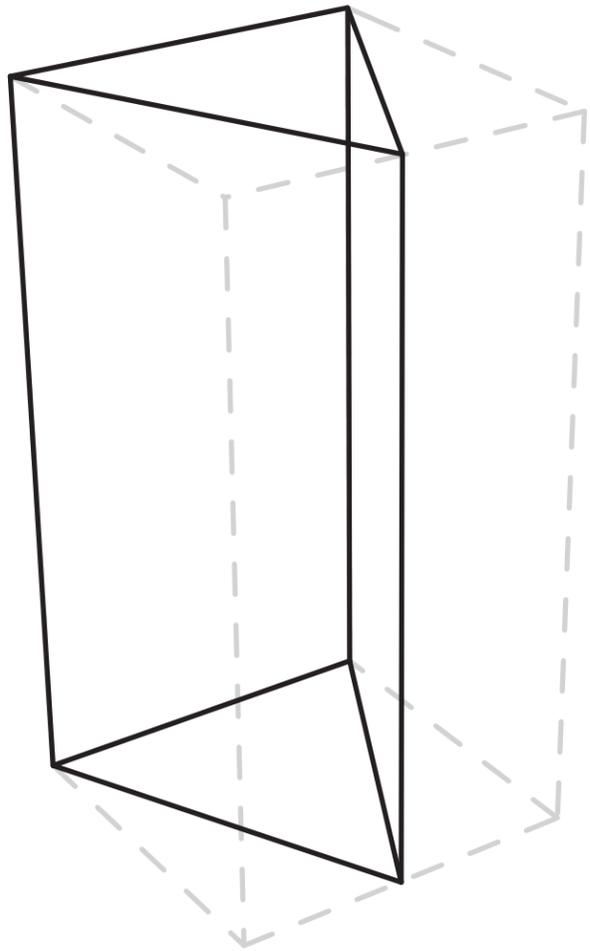
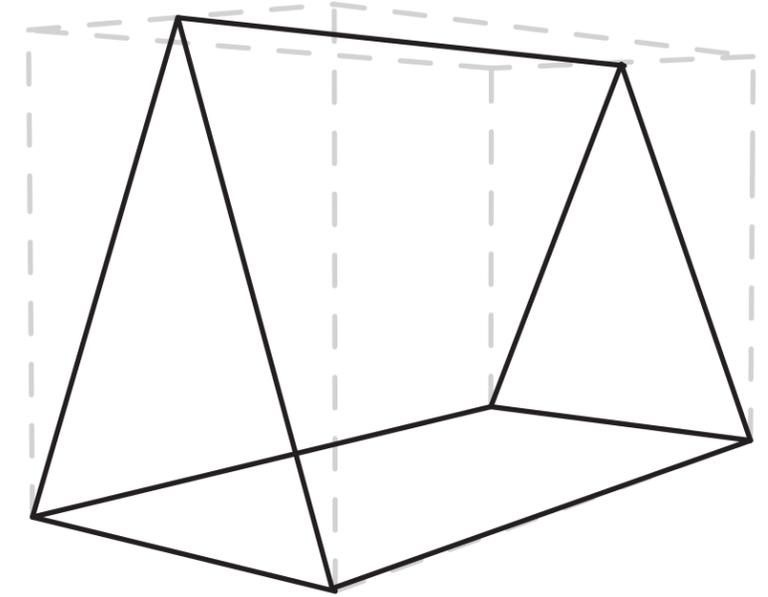
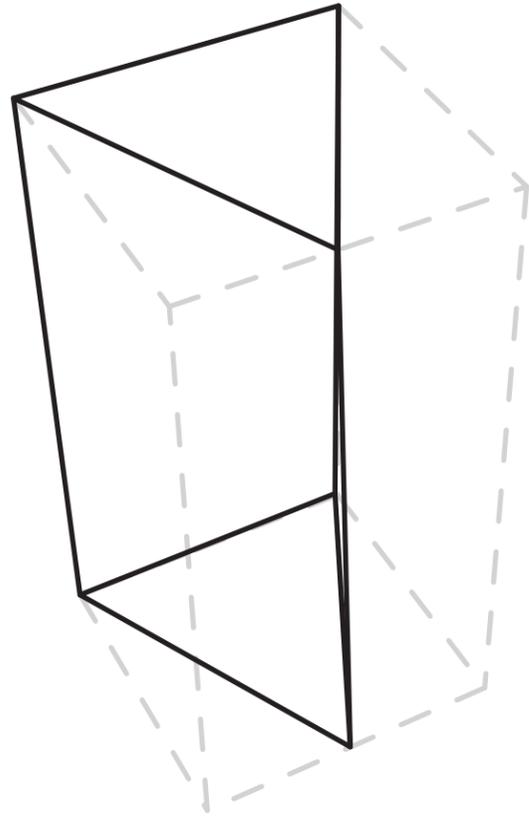
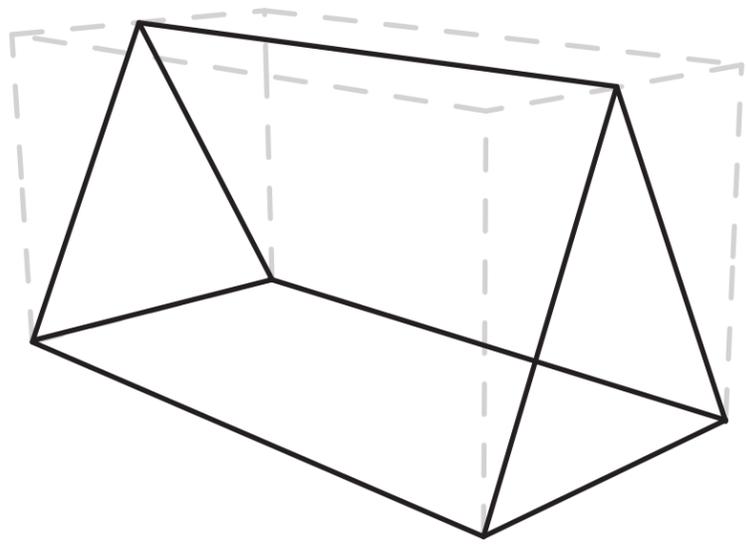


**Hexágono
Irregular**

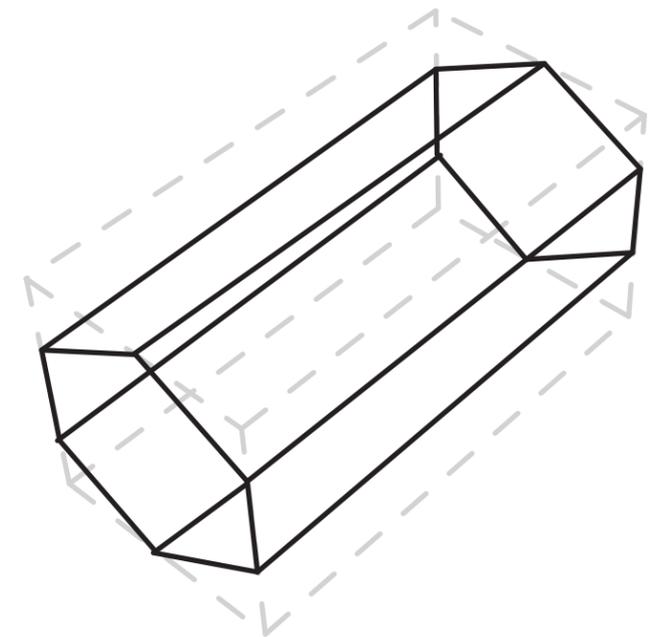
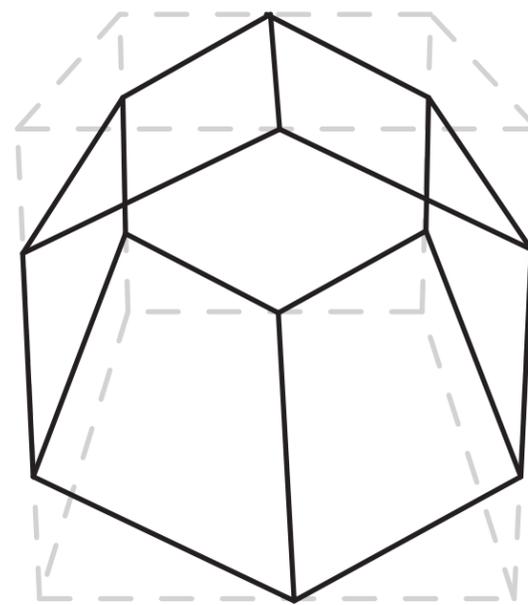
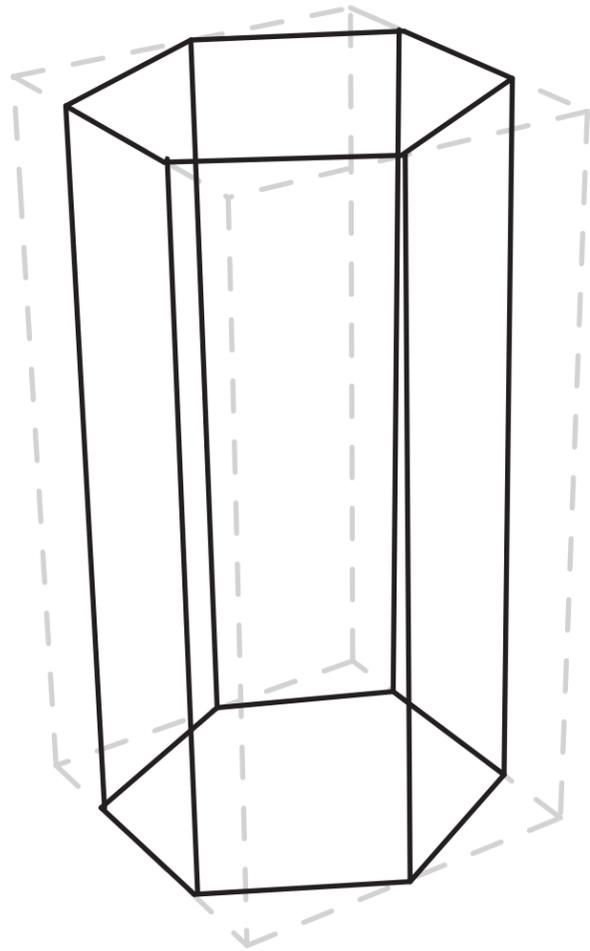
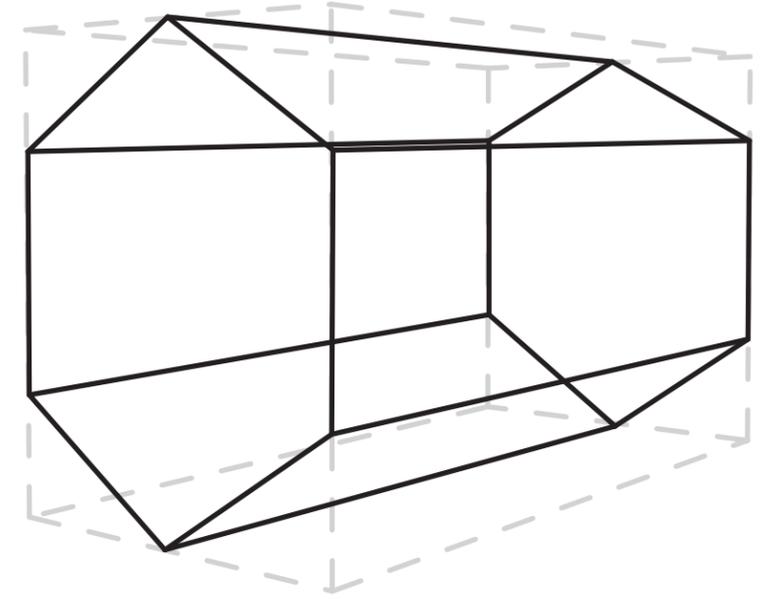
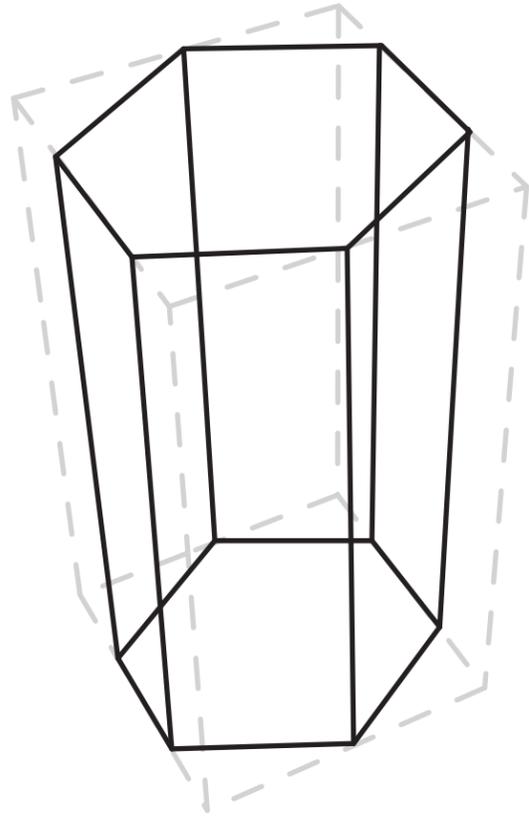
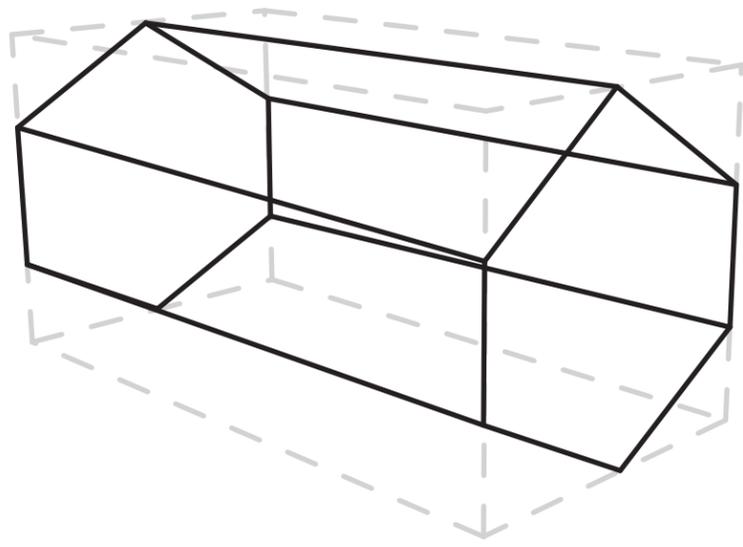


**Círculo
(óvalo)**

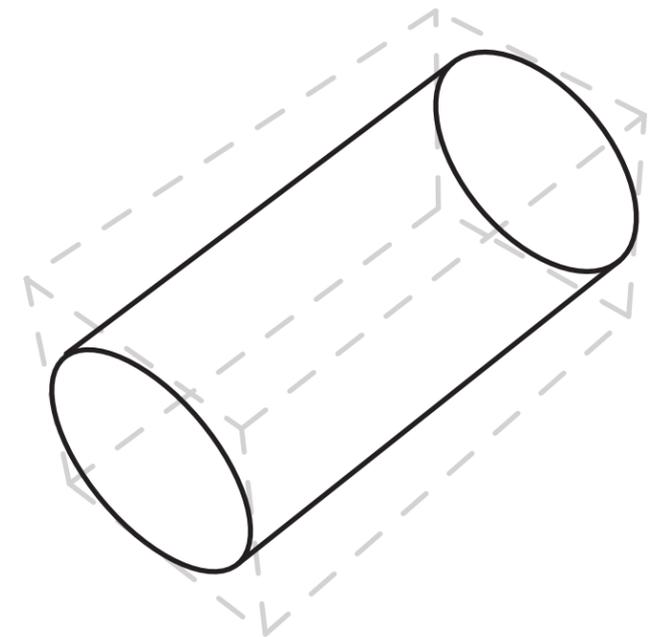
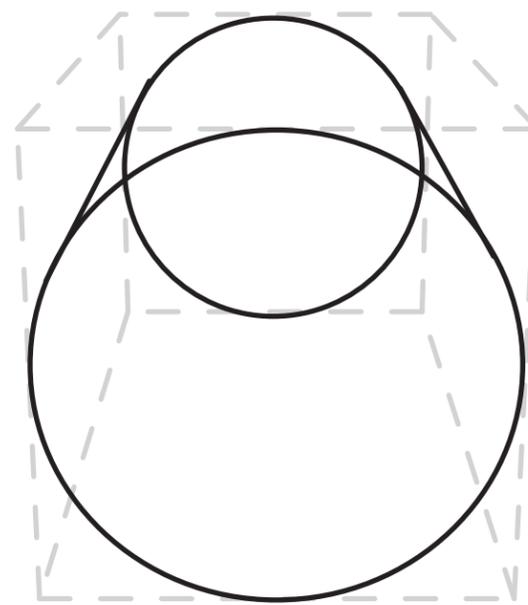
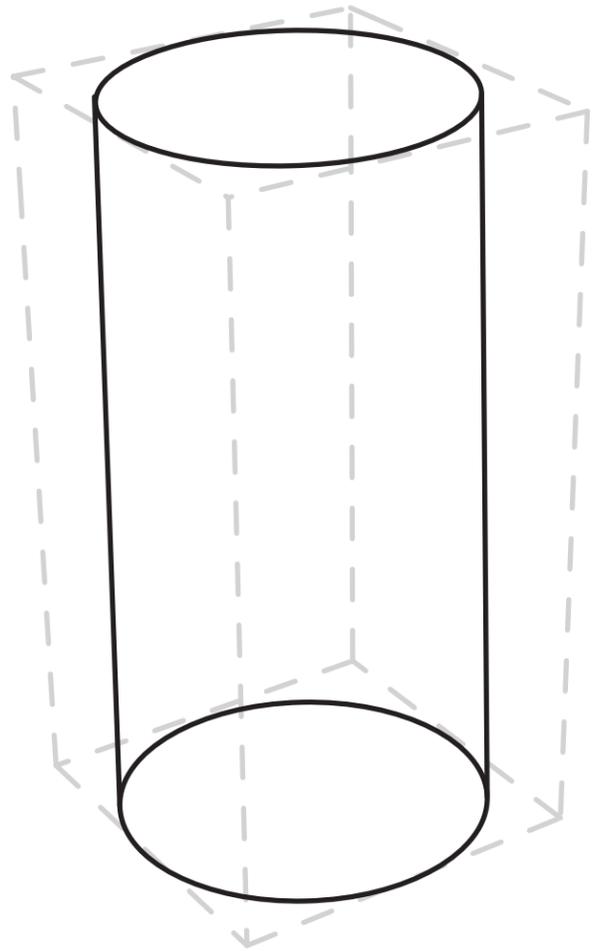
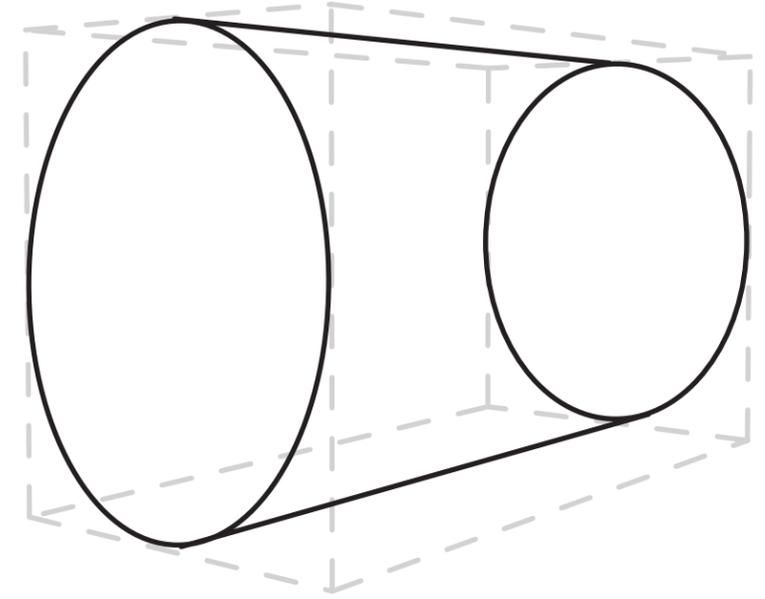
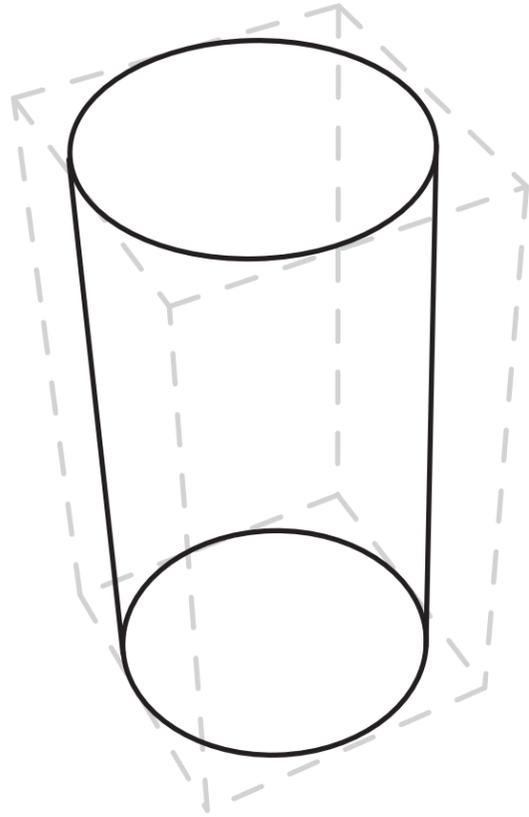
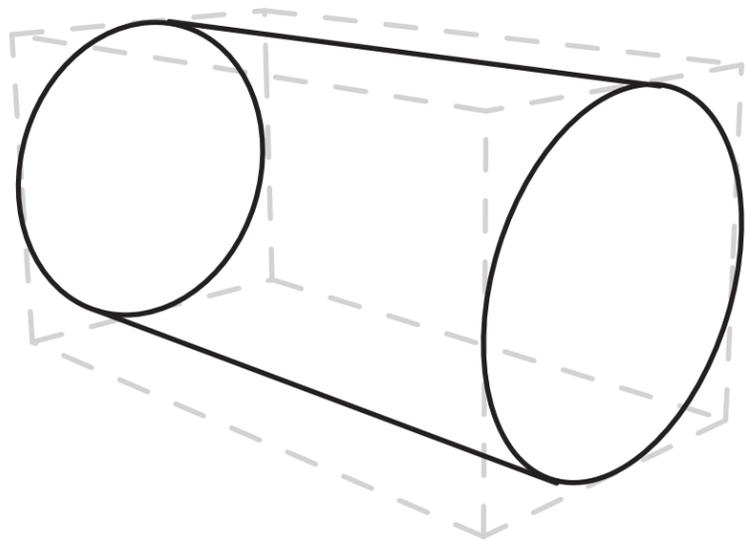
Reemplazar caras opuestas (triángulo)



Reemplazar caras opuestas (hexágono)



Reemplazar caras opuestas (circulo)





Técnicas de
Representación
Modalidad Virtual



Aplica Sombras o Tramas



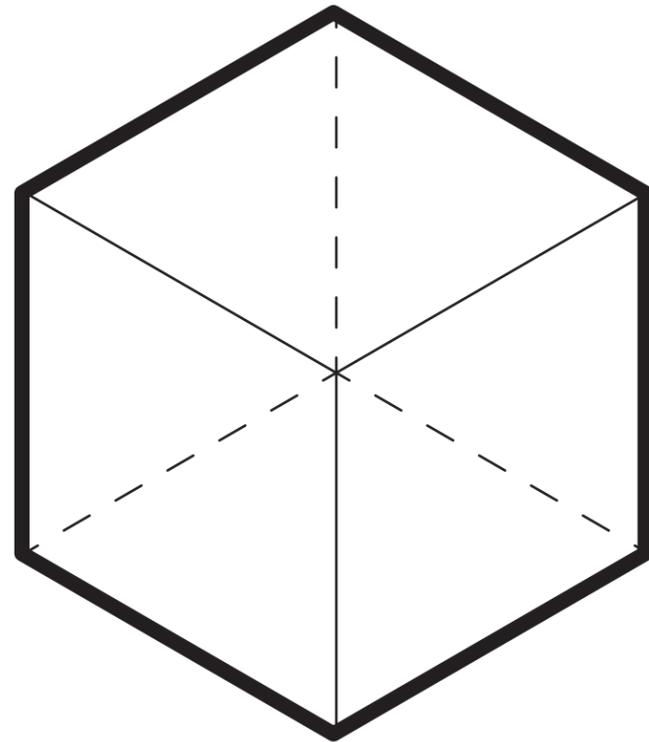
Técnicas de
Representación
Modalidad Virtual



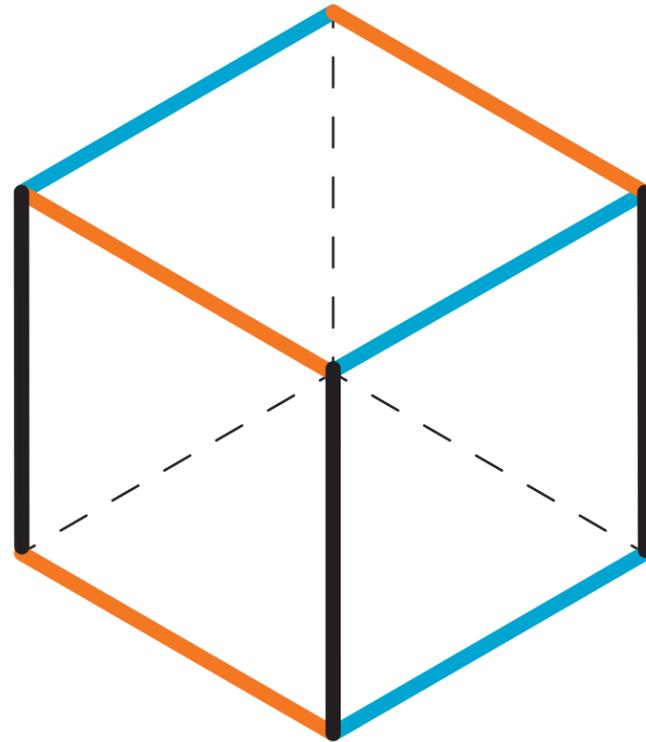
**RETÍCULA
ISOMÉTRICA**



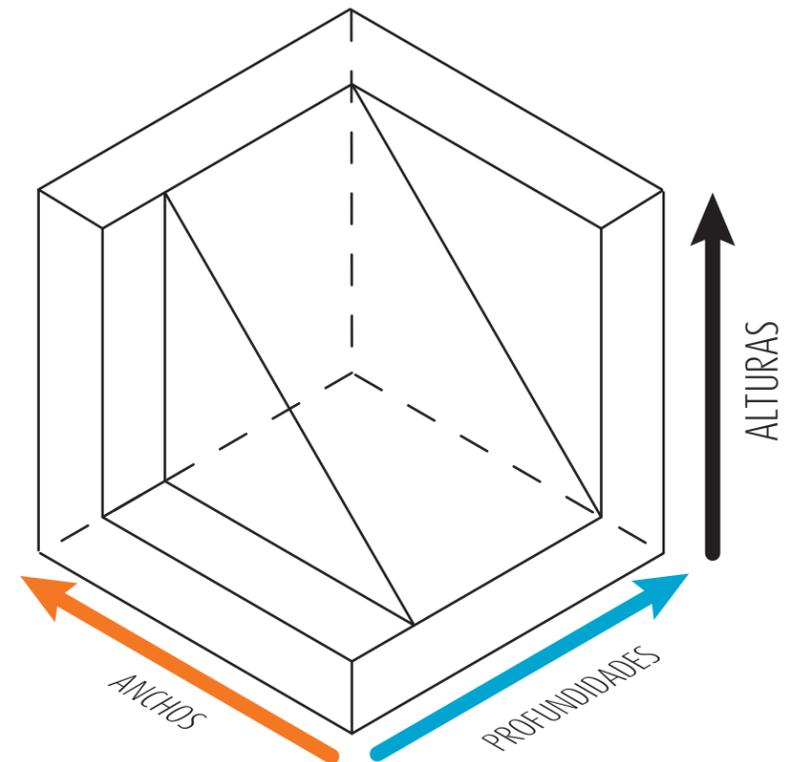
CUBO ISOMÉTRICO



HEXÁGONO



TRAZOS
PARALELOS

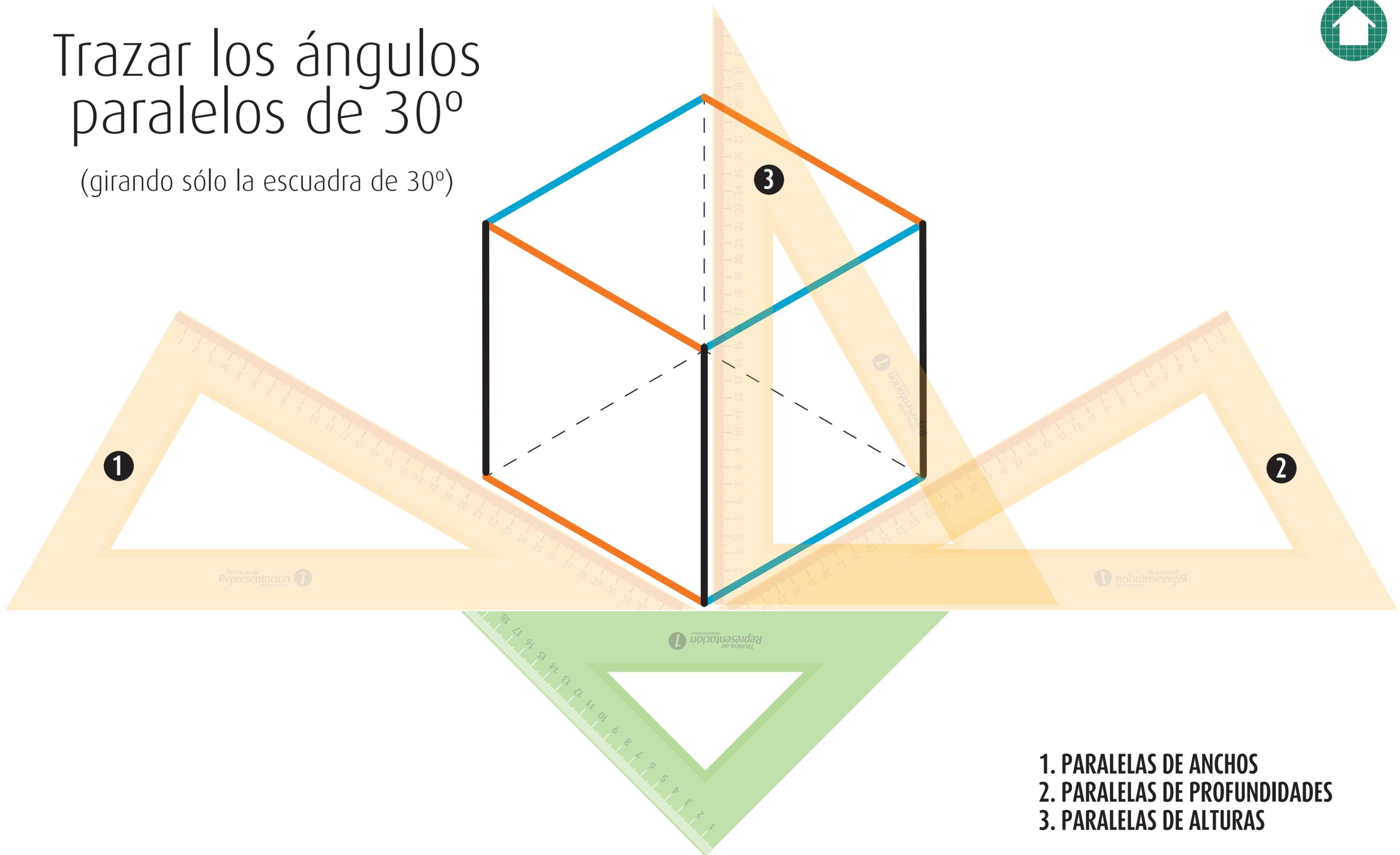


EJES
MEDIBLES



Trazar los ángulos paralelos de 30°

(girando sólo la escuadra de 30°)



1. PARALELAS DE ANCHOS
2. PARALELAS DE PROFUNDIDADES
3. PARALELAS DE ALTURAS



TÉCNICAS DE REPRESENTACIÓN
1

NOMBRE:
ANDRÉS FELIPE
ROLDÁN GARCÍA

TEMA:
RETÍCULA
ISOMÉTRICA

OBSERVACIONES:

ESCALA:

FECHA:



TÉCNICAS DE REPRESENTACIÓN
1

NOMBRE:
ANDRÉS FELIPE
ROLDÁN GARCÍA

TEMA:
RETÍCULA
ISOMÉTRICA

OBSERVACIONES:

ESCALA:

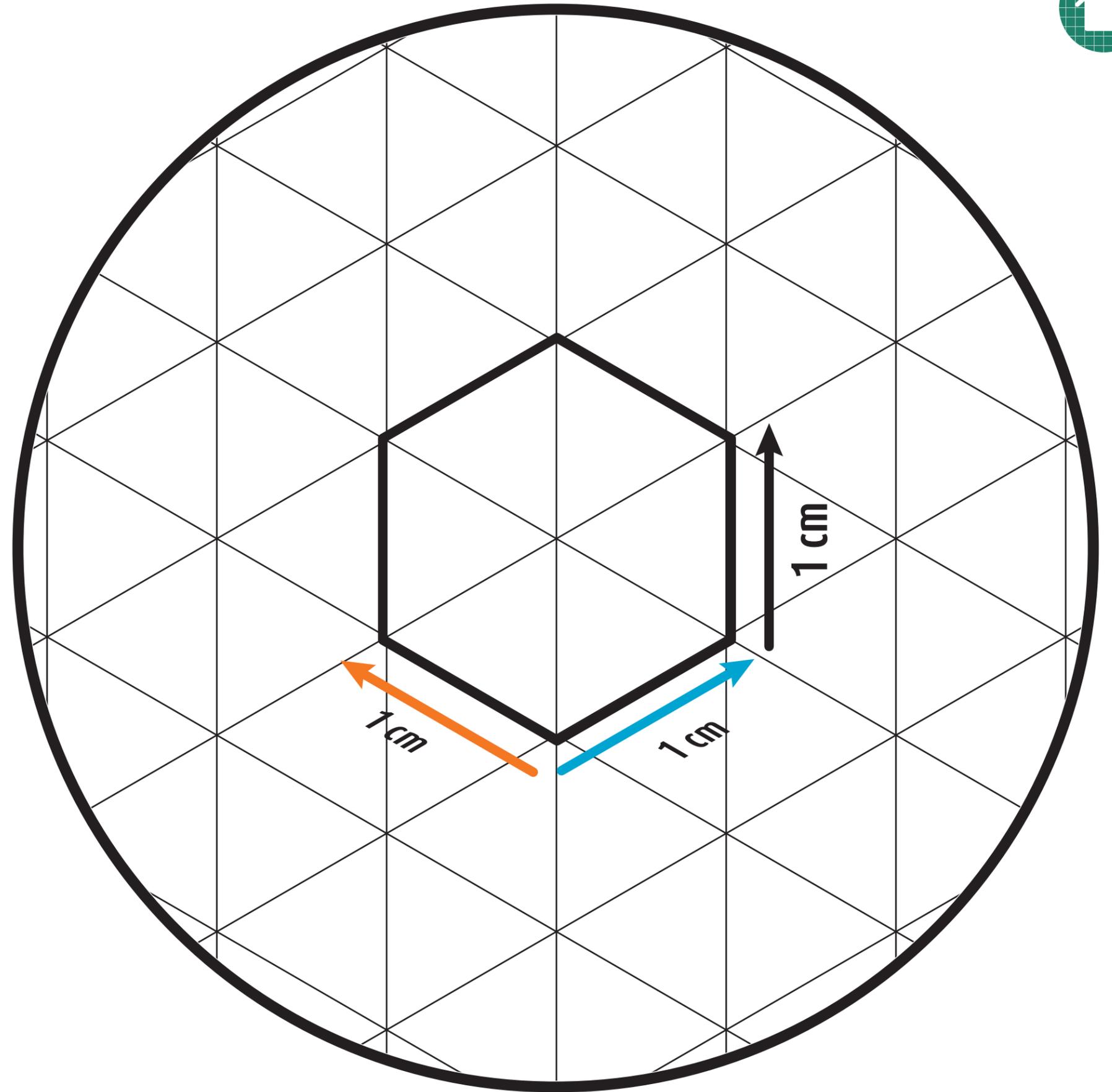
FECHA:

GARANTIZAR 1 cm
ENTRE CADA
INTERSECCIÓN





DEBERÁ
EXISTIR 1 cm
ENTRE CADA
INTERSECCIÓN





Técnicas de
Representación
Modalidad Virtual

1

**RETÍCULA
ISOMÉTRICA**



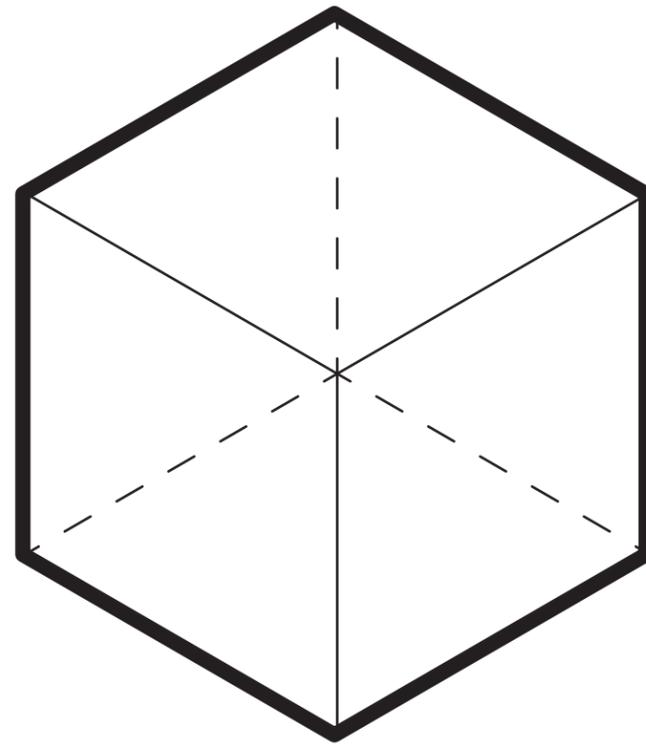
Técnicas de
Representación
Modalidad Virtual

1

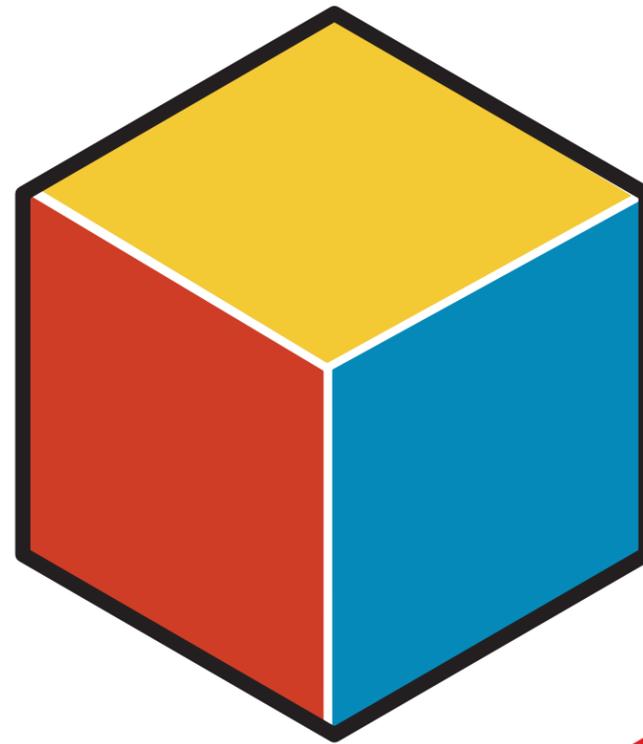
**SÓLIDOS
ISOMÉTRICOS
BÁSICOS**



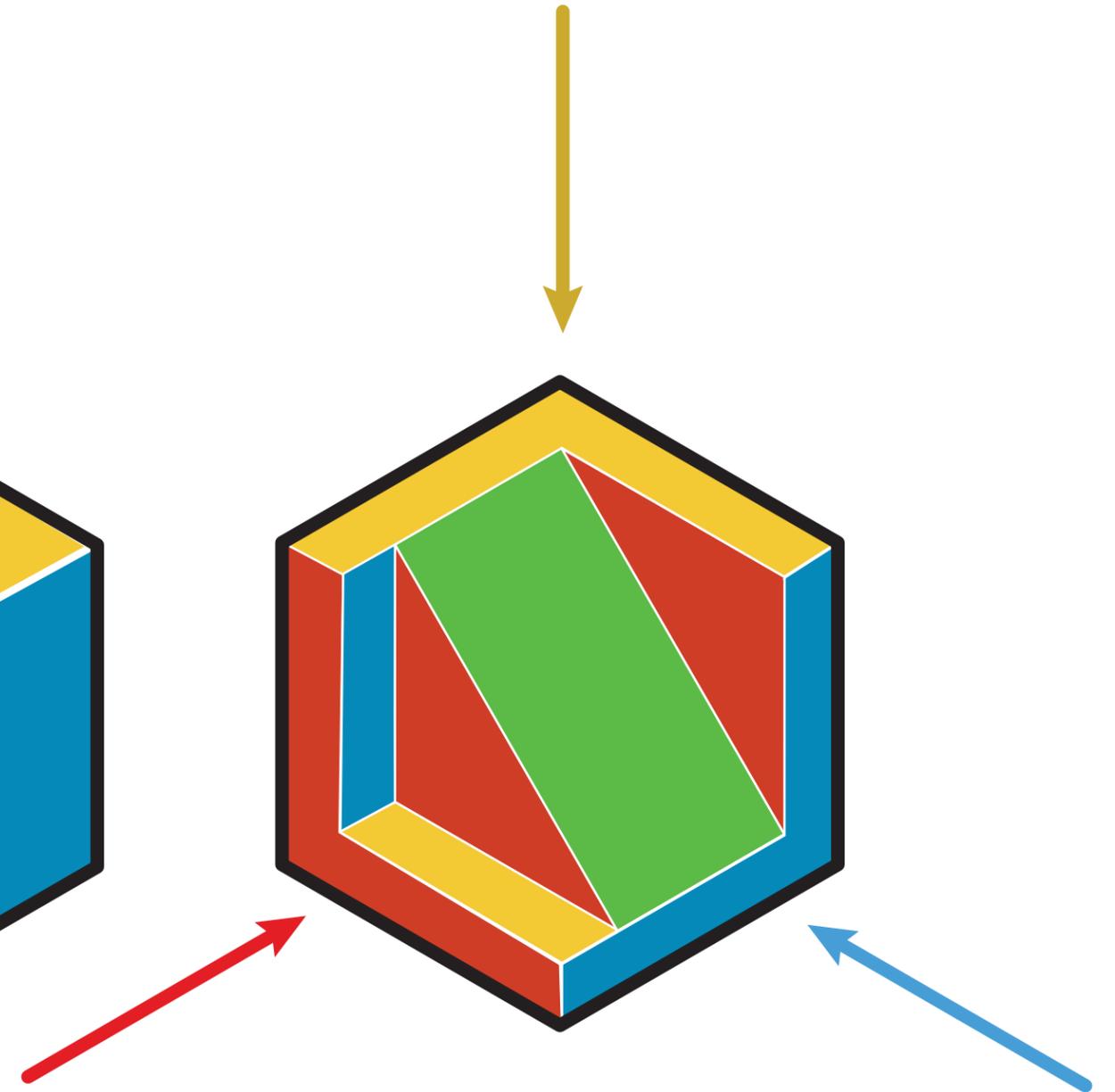
ASIGNAR COLORES PRIMARIOS



**CONTORNO
GRUESO
(INTENSO)**

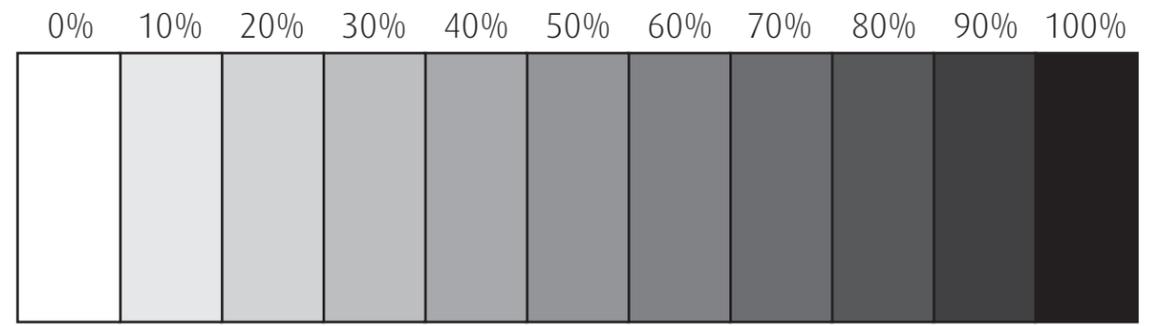


**ASIGNAR
COLORES
POR CARA**

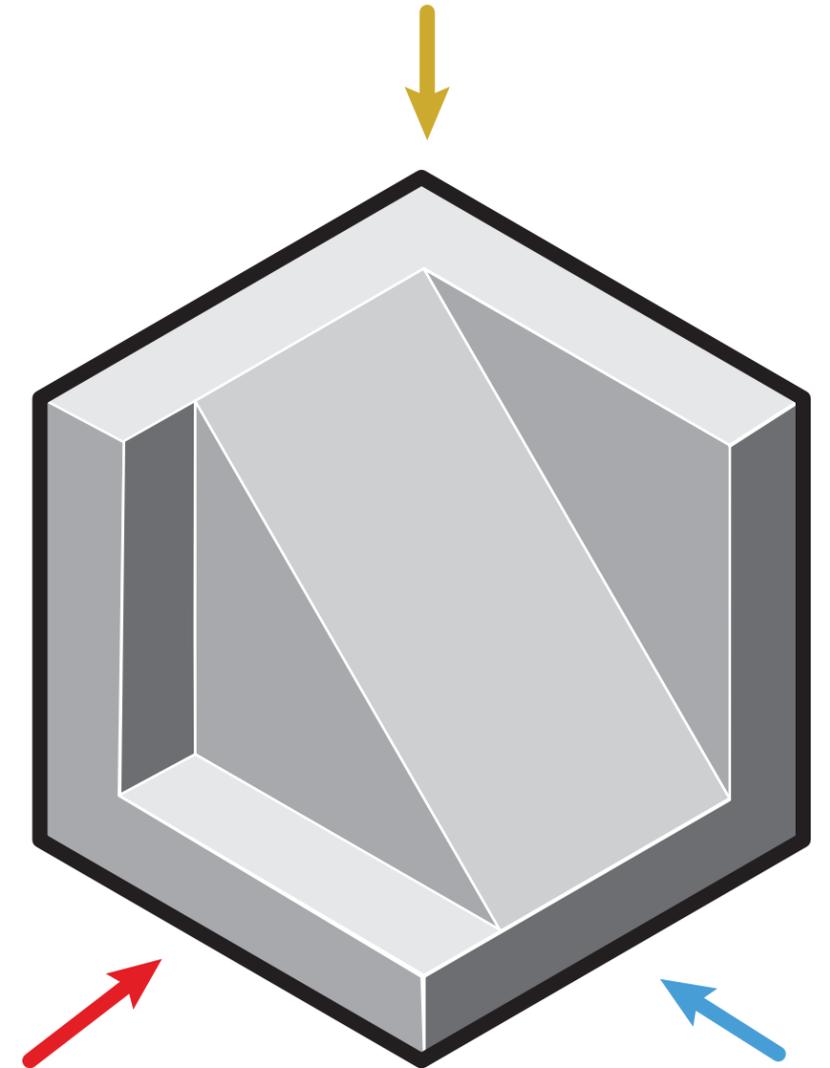
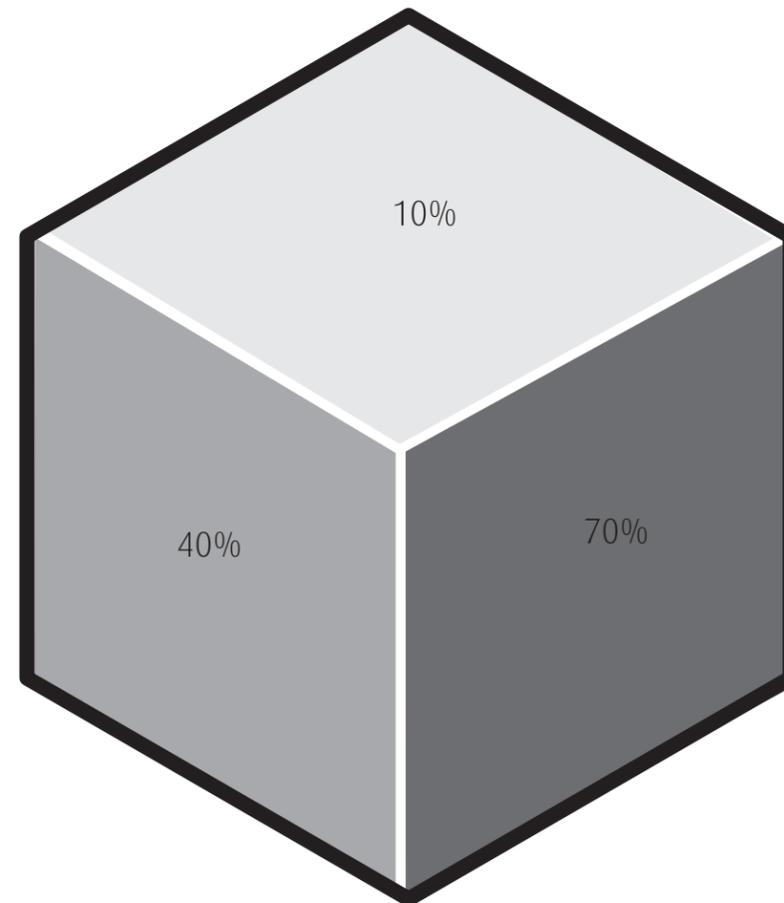
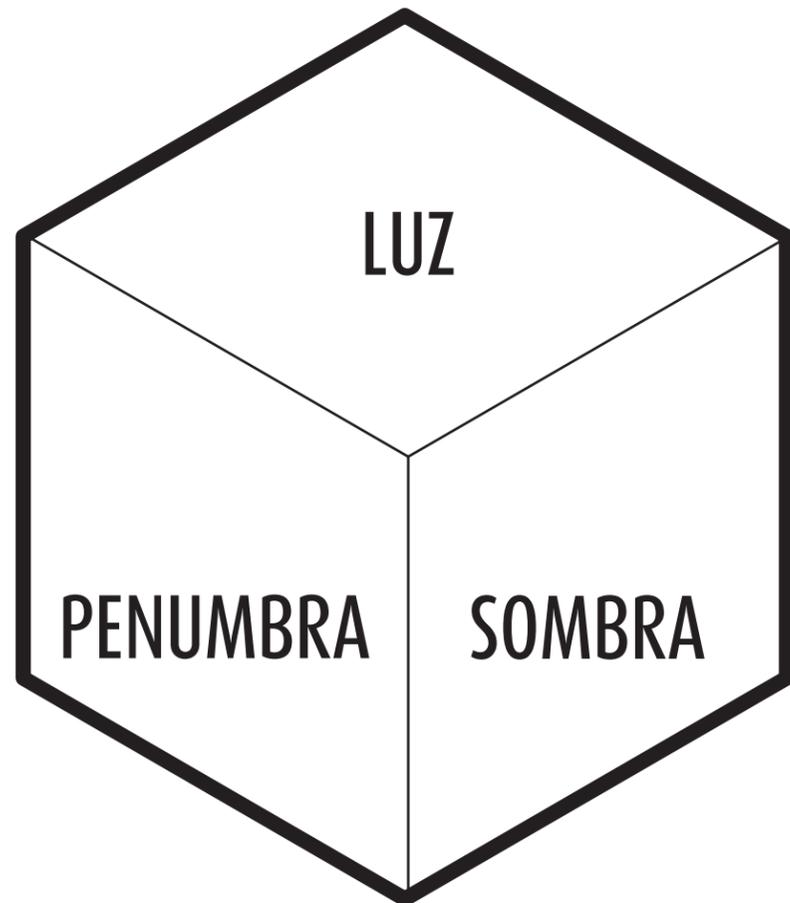


**COLORES EN
CARAS PARALELAS
(OBLICUAS COMBINADAS)**

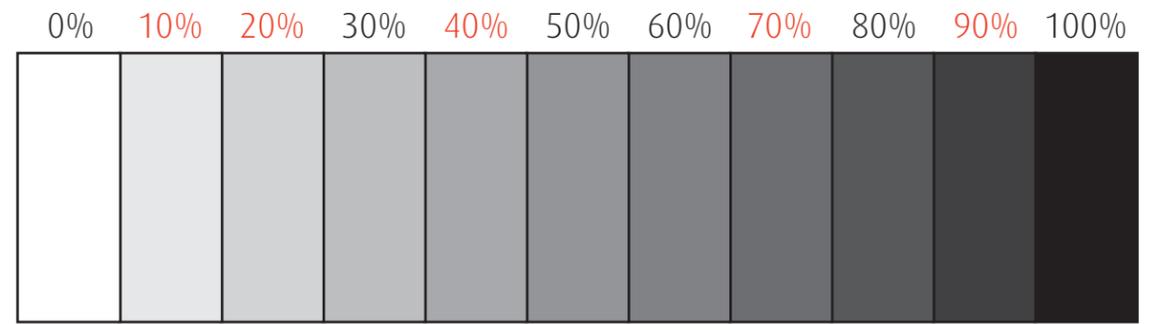
ASIGNACIÓN CUADRANTES DE SOMBRA CONTENIDA (ESTIMADA)



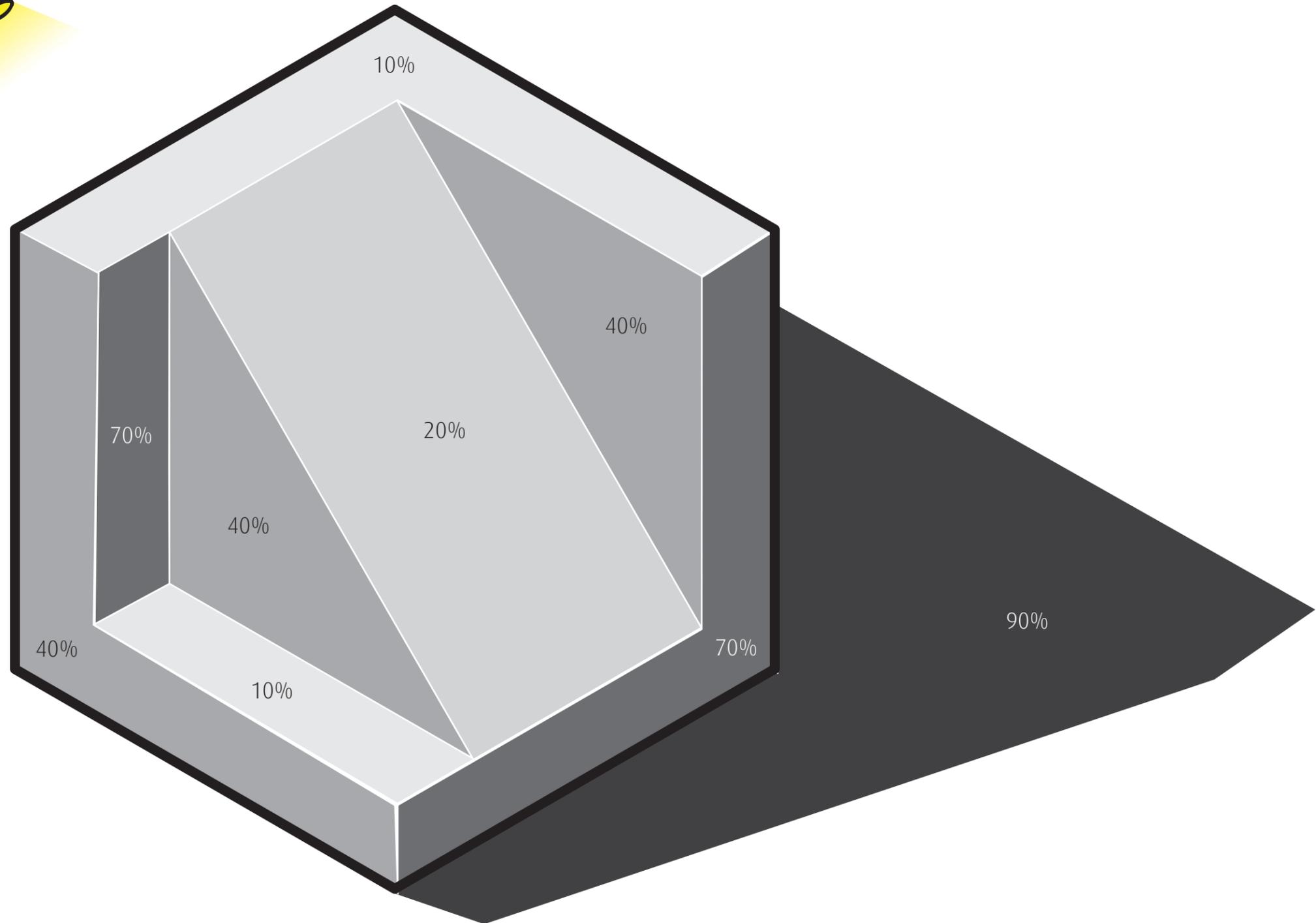
ESCALA TONAL



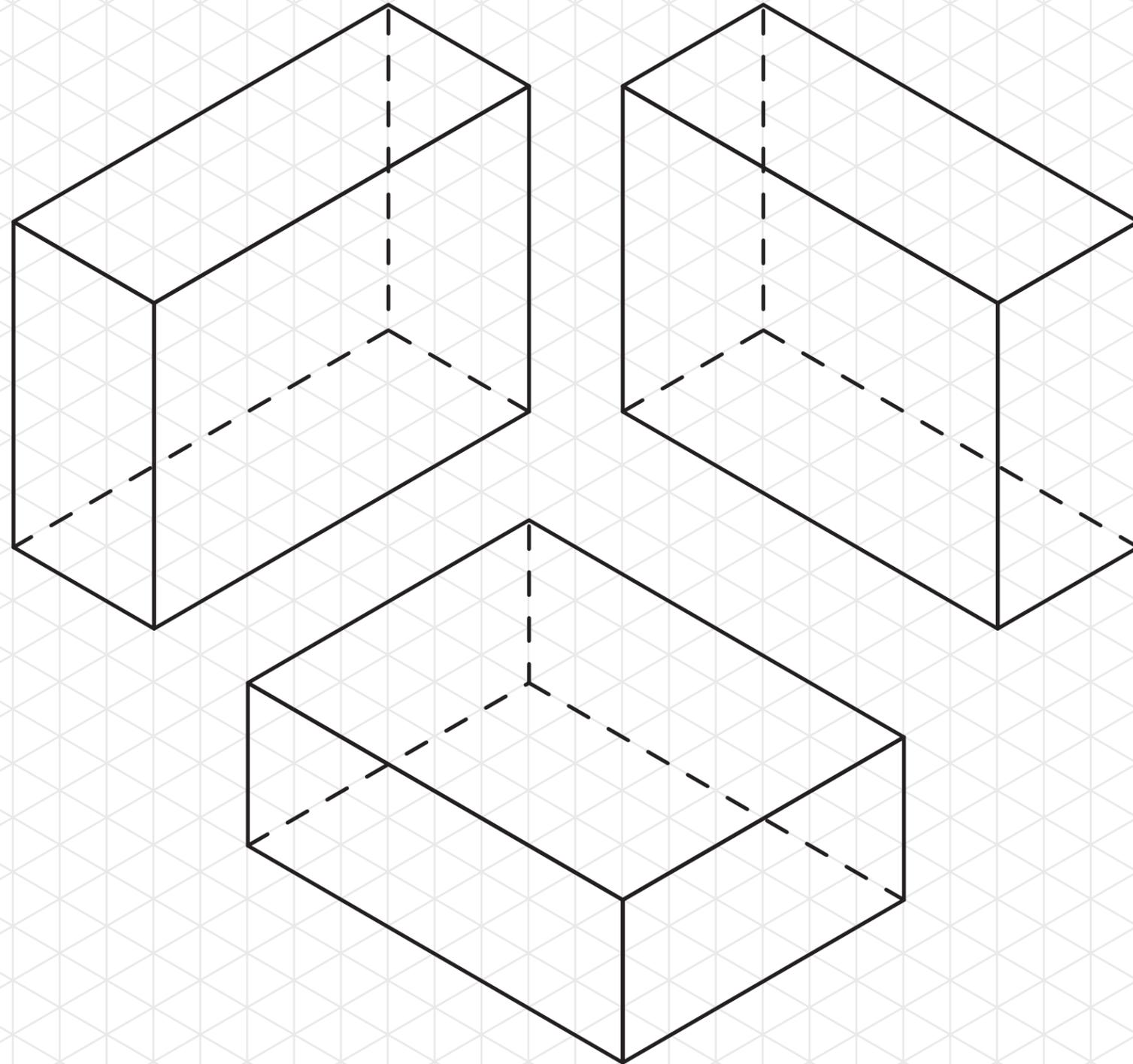
SOMBRA PROYECTADA (ESTIMADA)



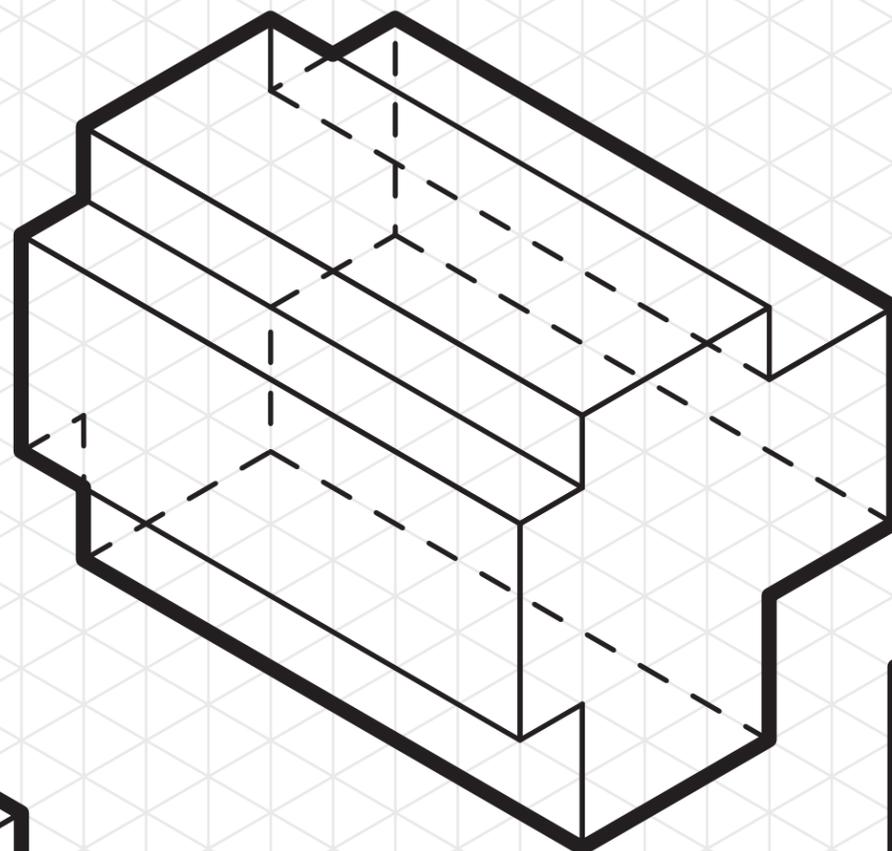
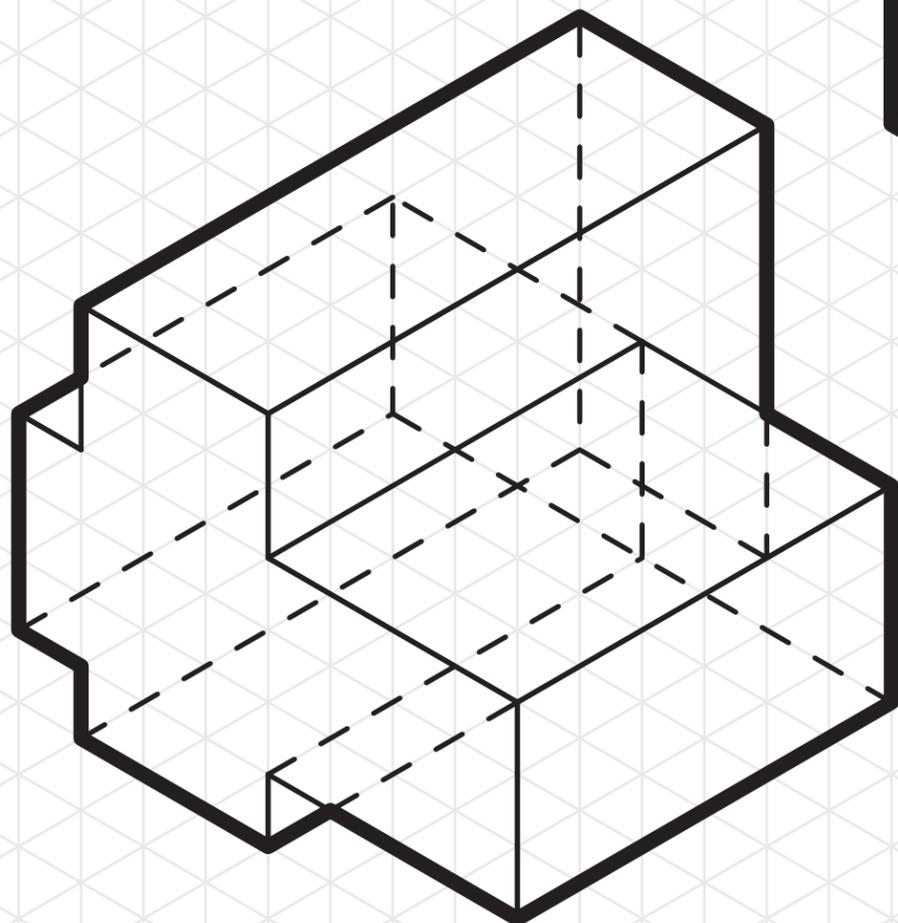
ESCALA TONAL



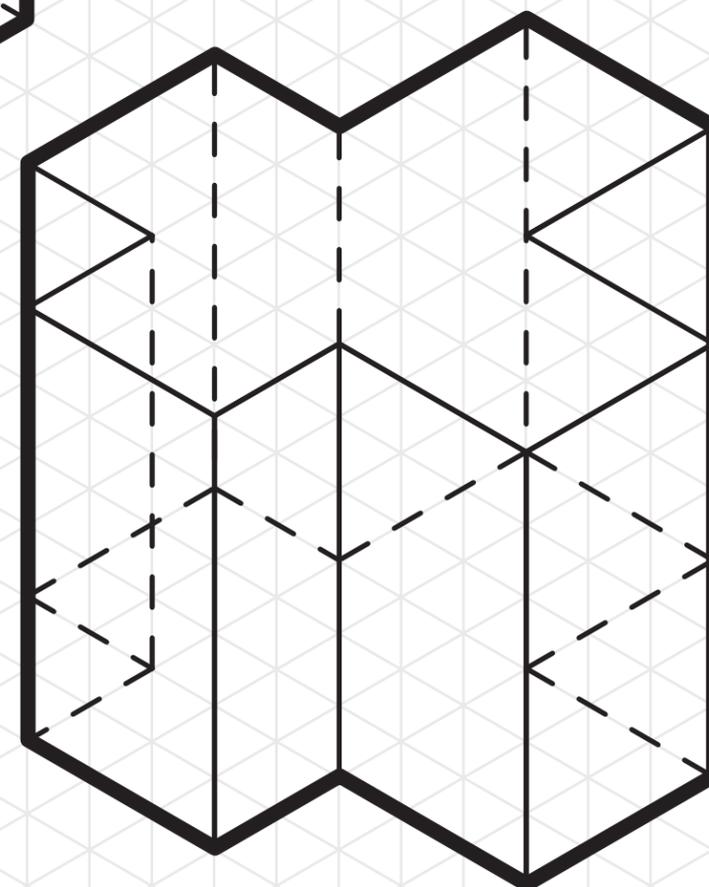
1 CONSTRUCCIÓN DE SÓLIDOS BÁSICOS (6cm x 8cm x 3cm) usando la retícula



2 INTERSECTAR DOS SÓLIDOS (3 combinaciones) usando la retícula



CONTORNO Y
LÍNEAS OCULTAS

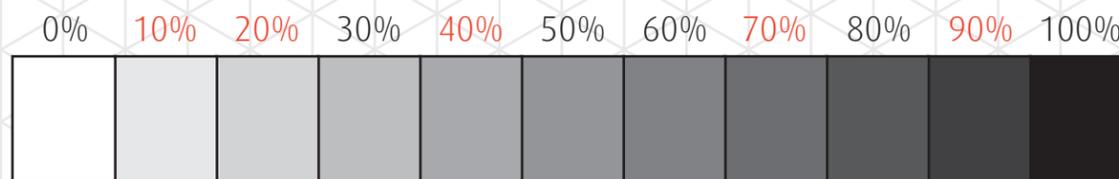
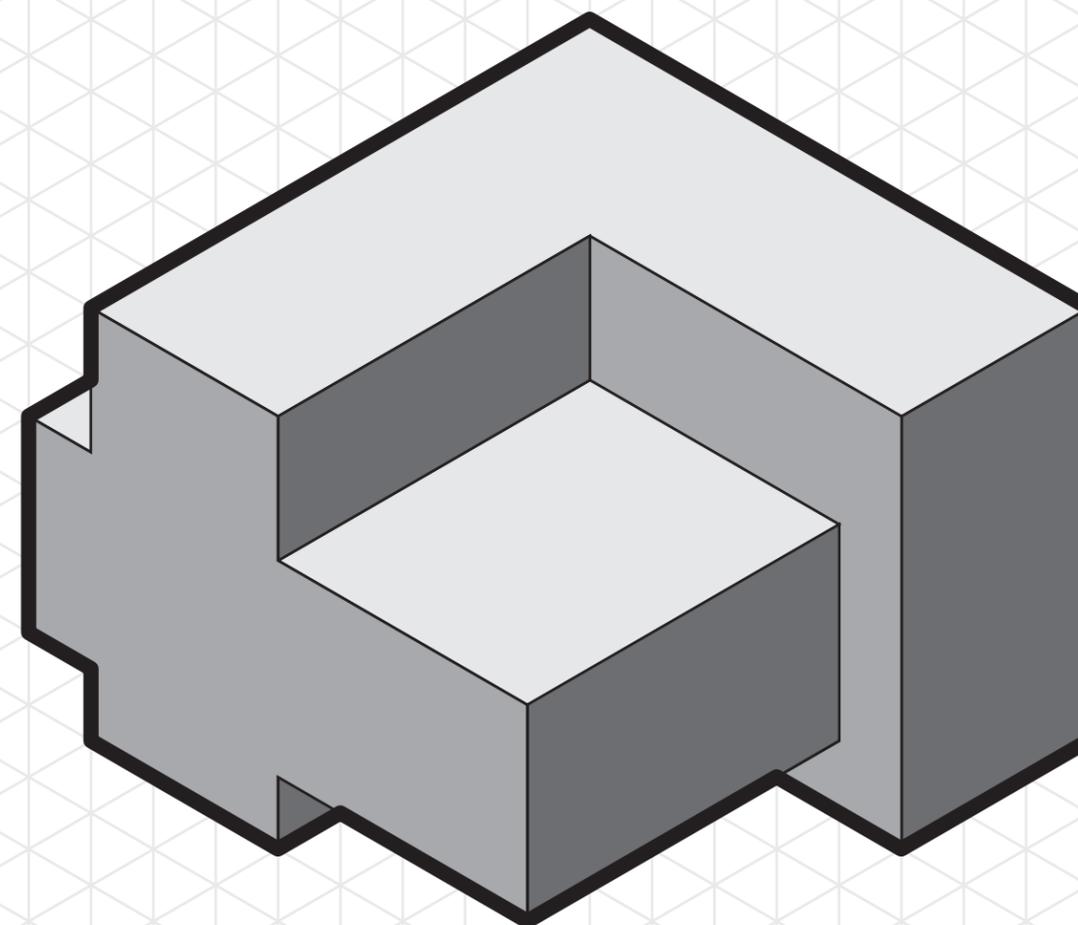
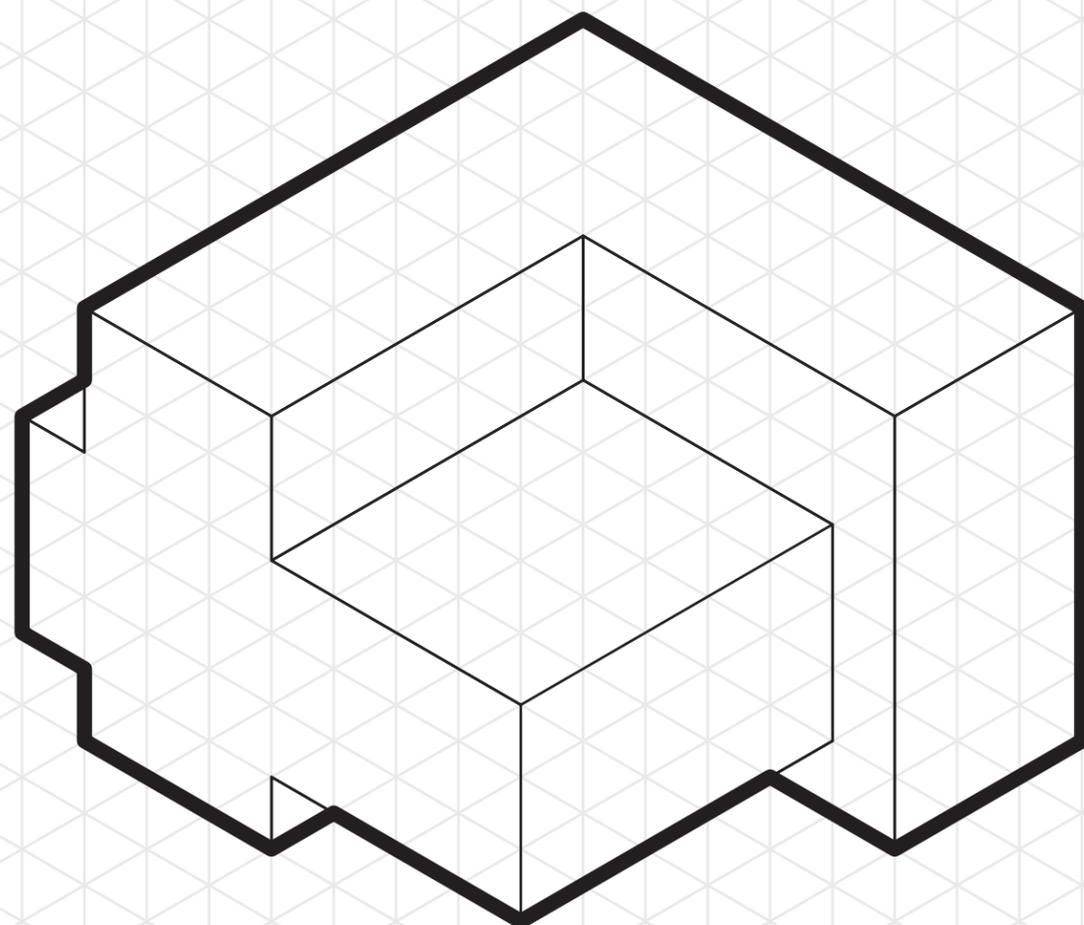


3

INTERSECTAR LOS TRES SÓLIDOS (Propuesta individual) usando la retícula



CONTORNO Y SOMBRA CONTENIDA



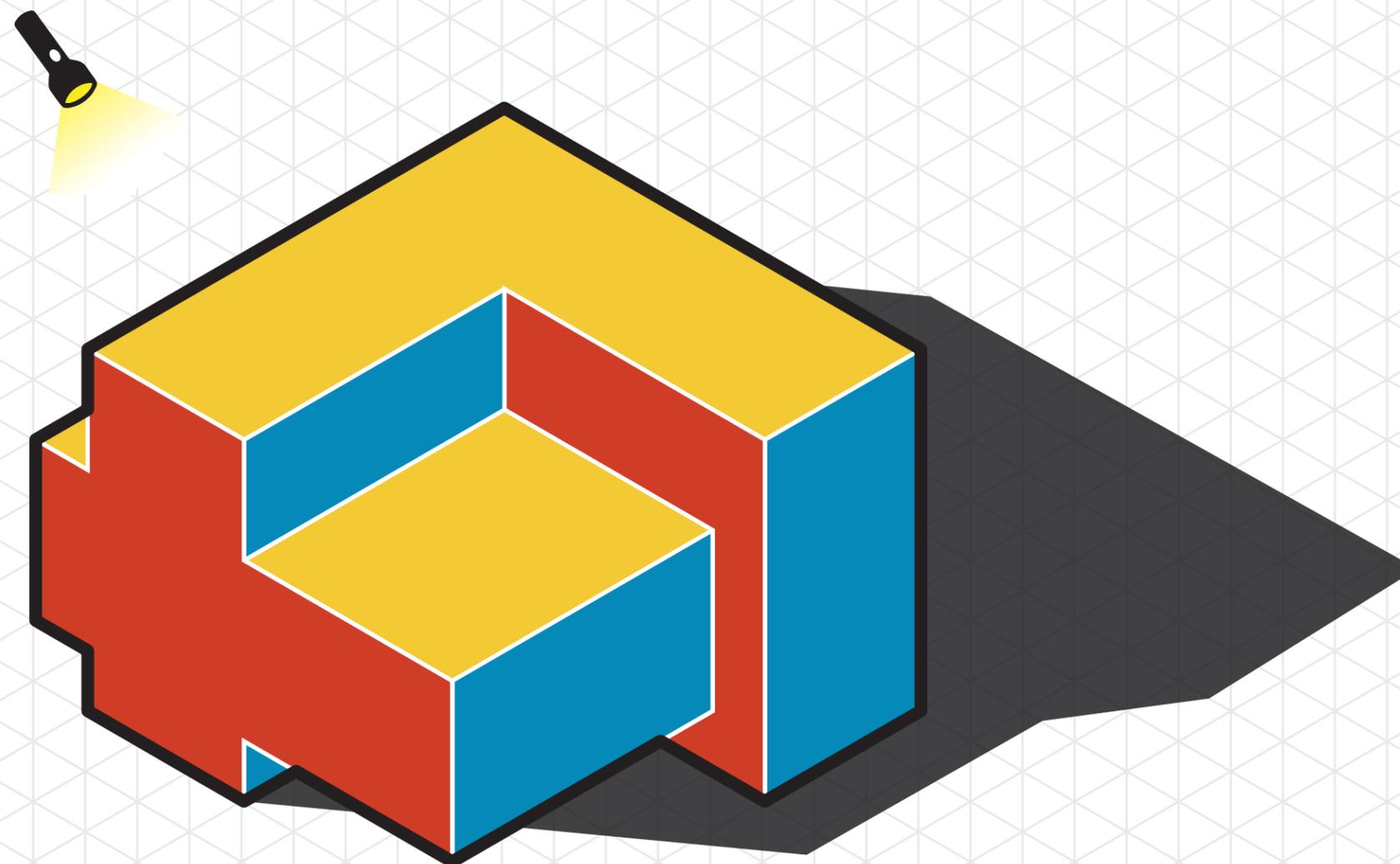
ESCALA TONAL

4

ASIGNAR COLORES PRIMARIOS POR CARAS estimar la sombra proyectada



COLORES, CONTORNO Y SOMBRA PROYECTADA





Técnicas de
Representación
Modalidad Virtual



**SÓLIDOS
ISOMÉTRICOS
BÁSICOS**



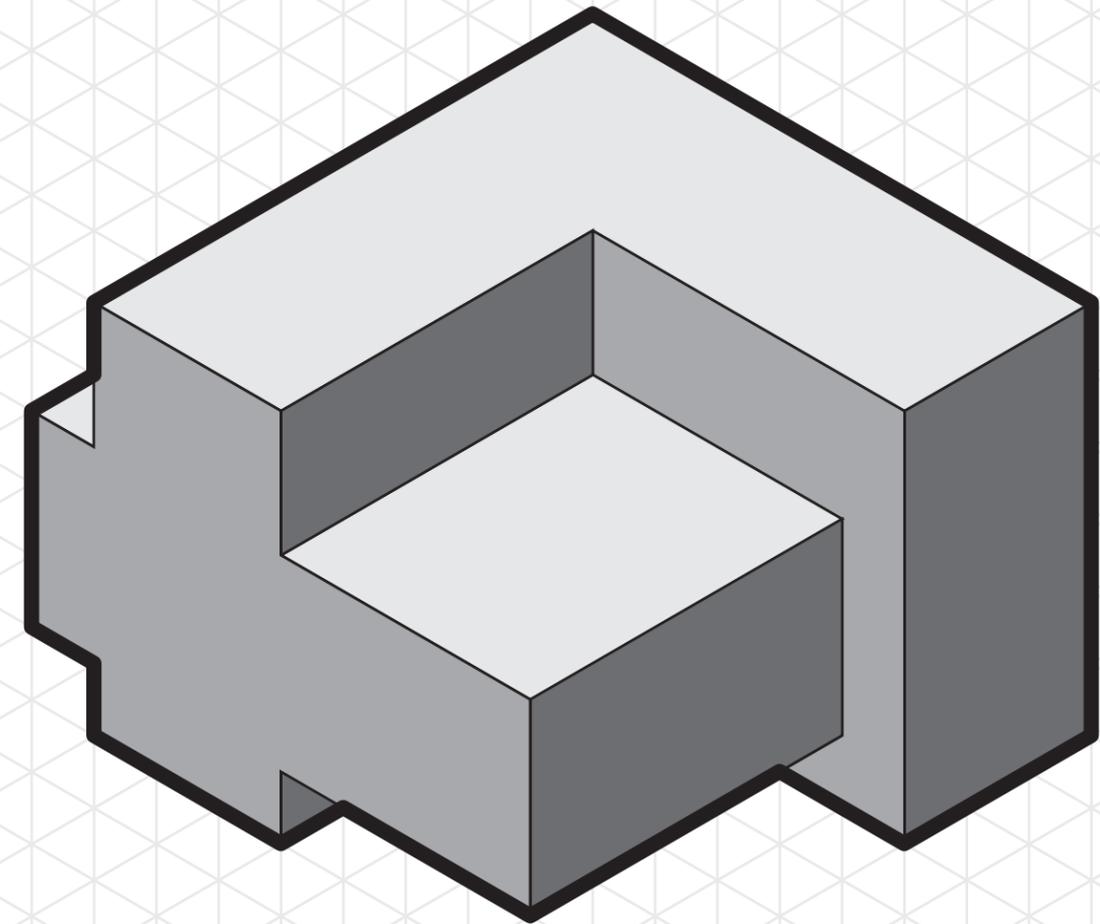
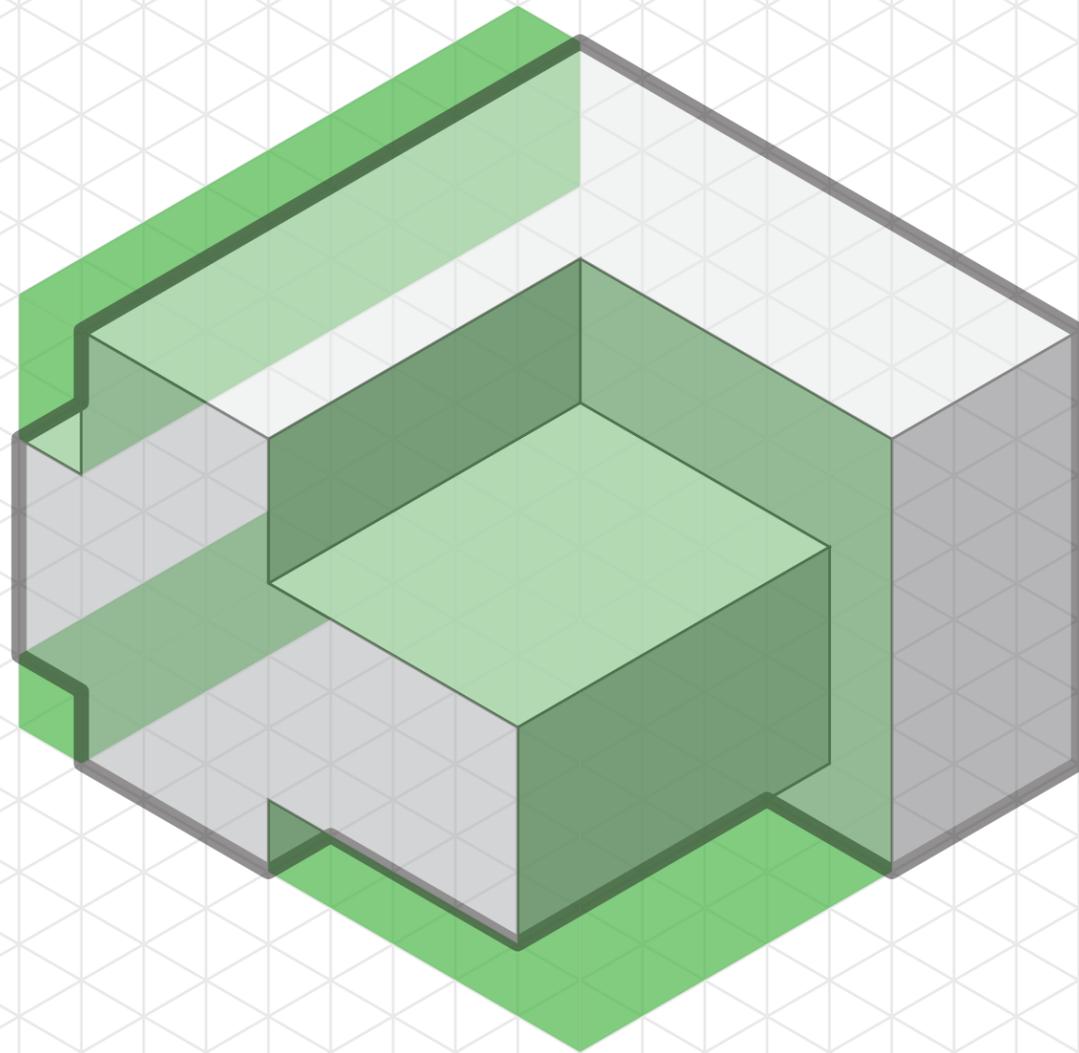
Técnicas de
Representación
Modalidad Virtual



**PROYECCIÓN
ISOMÉTRICA
DEL SÓLIDO**



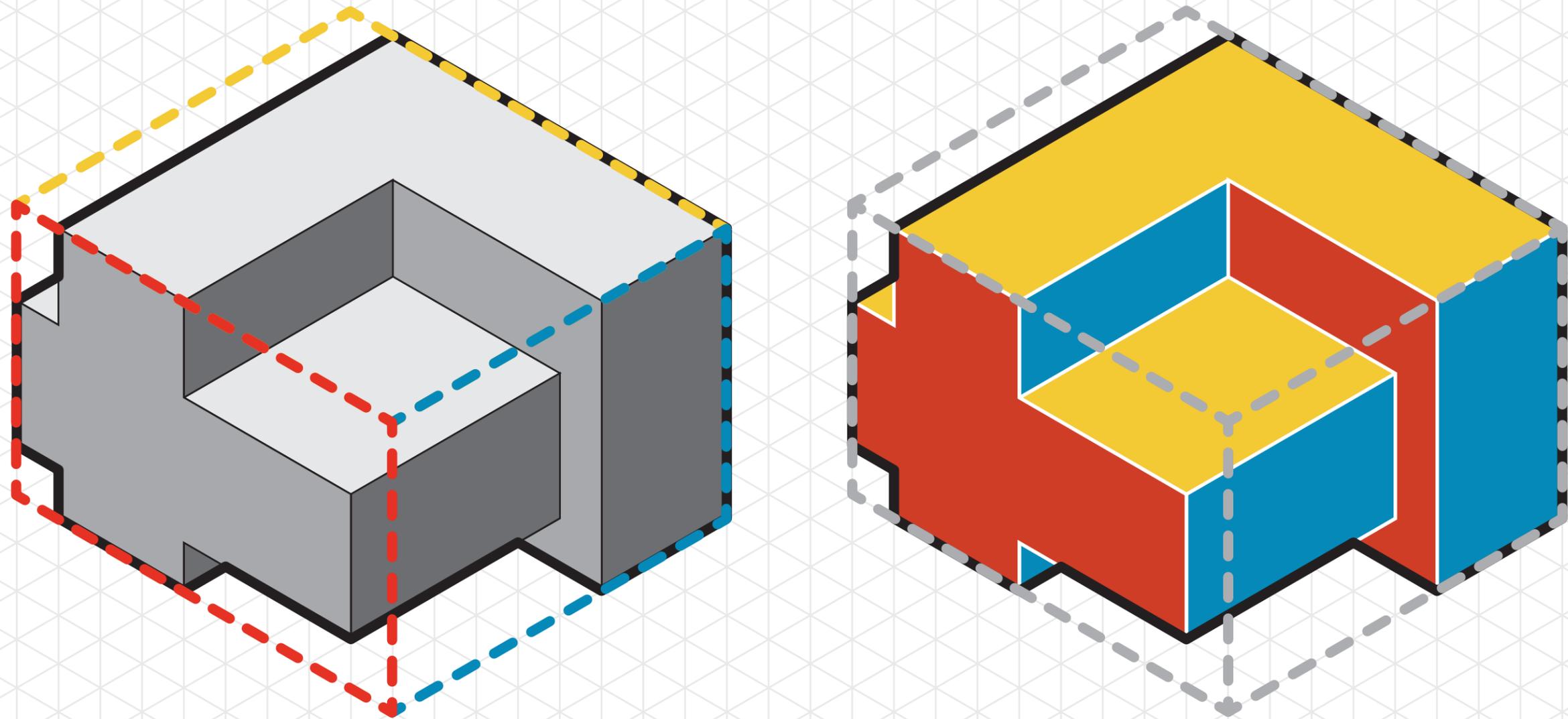
USAR NUESTRO SÓLIDO PROPUESTO



ENTENDER LA GEOMETRÍA DEL SÓLIDO
LAS SUSTRACCIONES (FALTANTES PARA EL VOLÚMEN VIRTUAL)



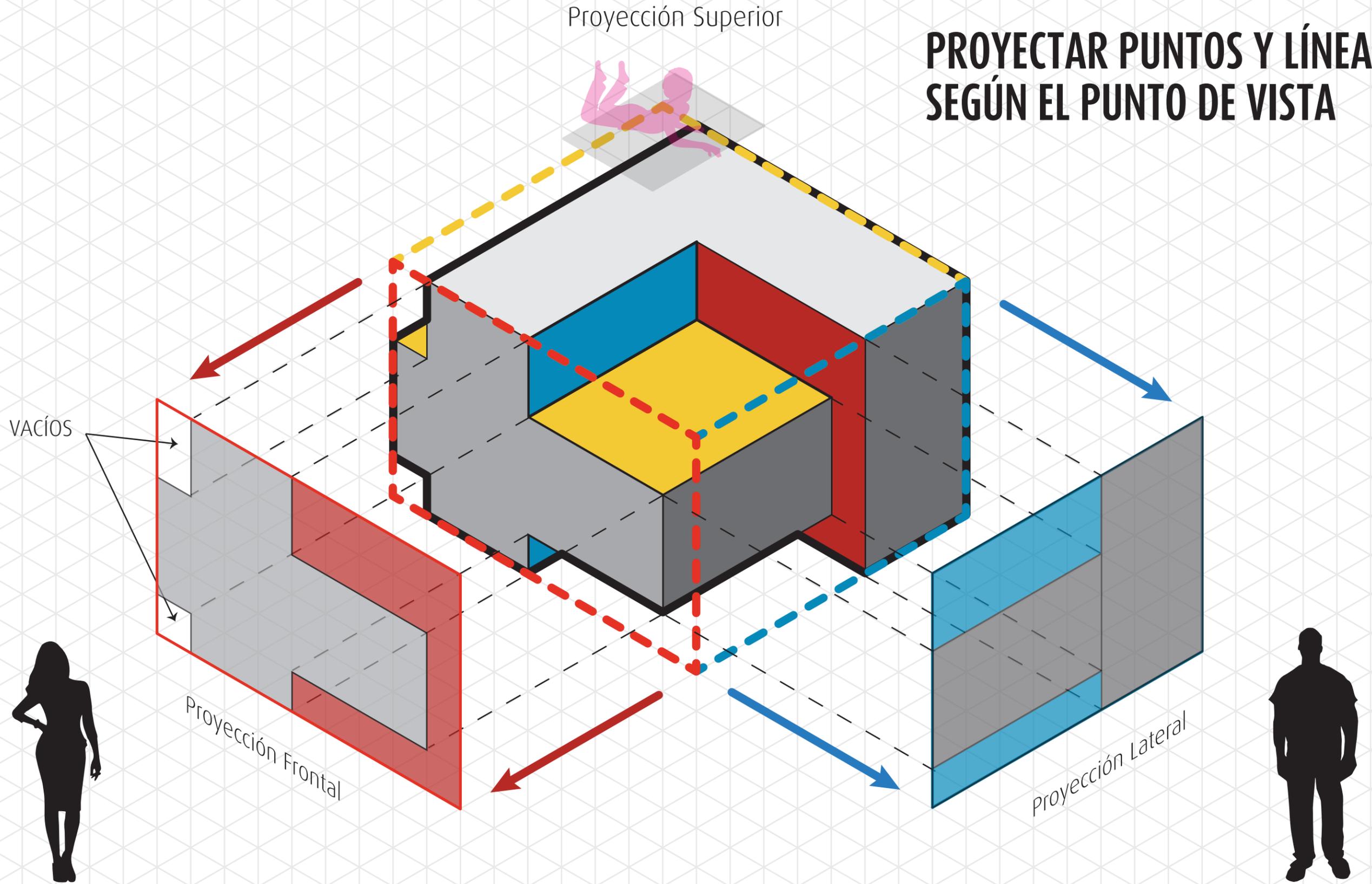
TRAZAR UN VOLÚMEN VIRTUAL



TODA LA FIGURA (SÓLIDO) DEBERÁ ESTAR CONTENIDA
EN EL VOLÚMEN VIRTUAL

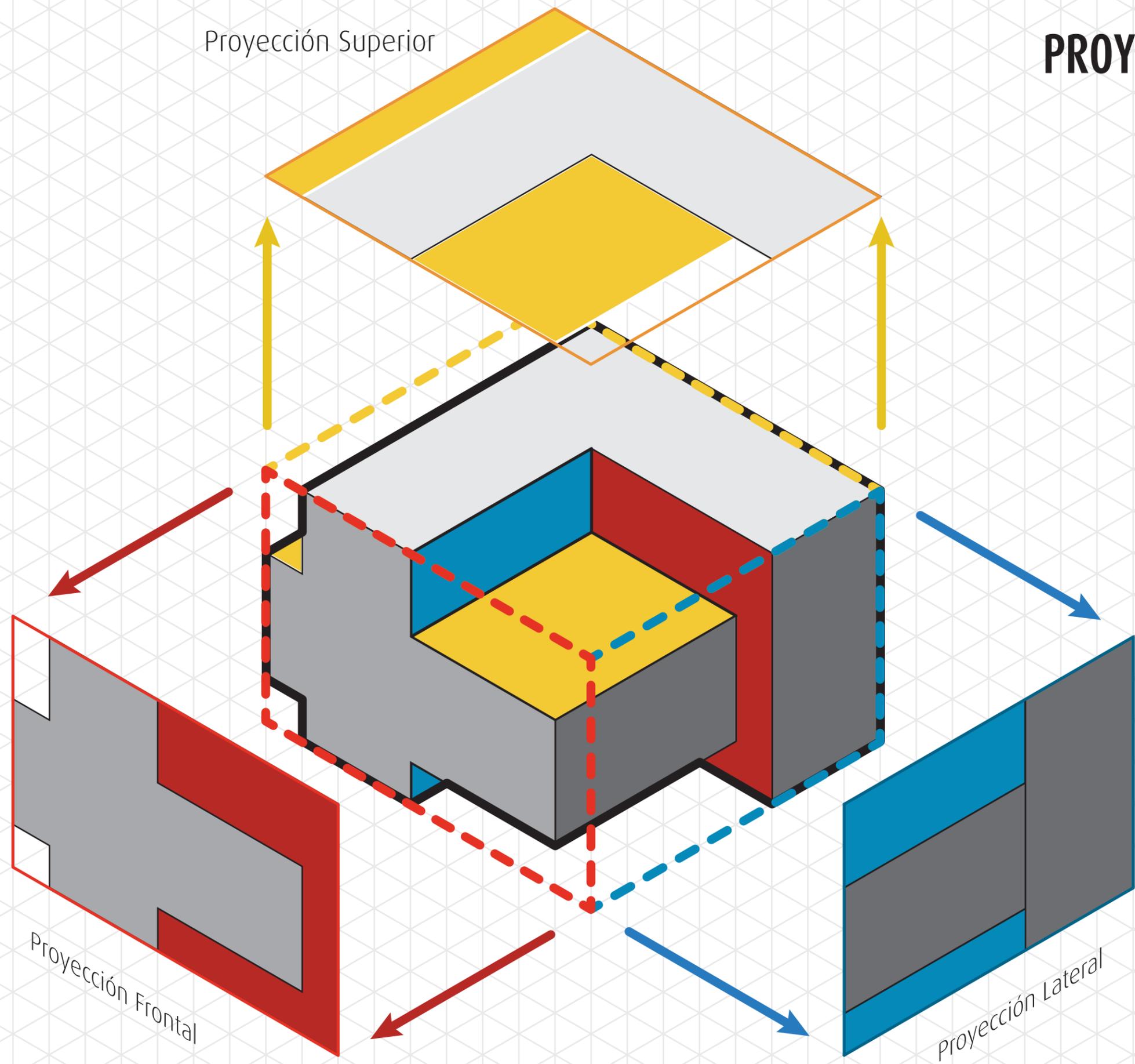


PROYECTAR PUNTOS Y LÍNEAS SEGÚN EL PUNTO DE VISTA





PROYECCIONES:
SUPERIOR
FRONTAL
LATERAL



Proyección Frontal

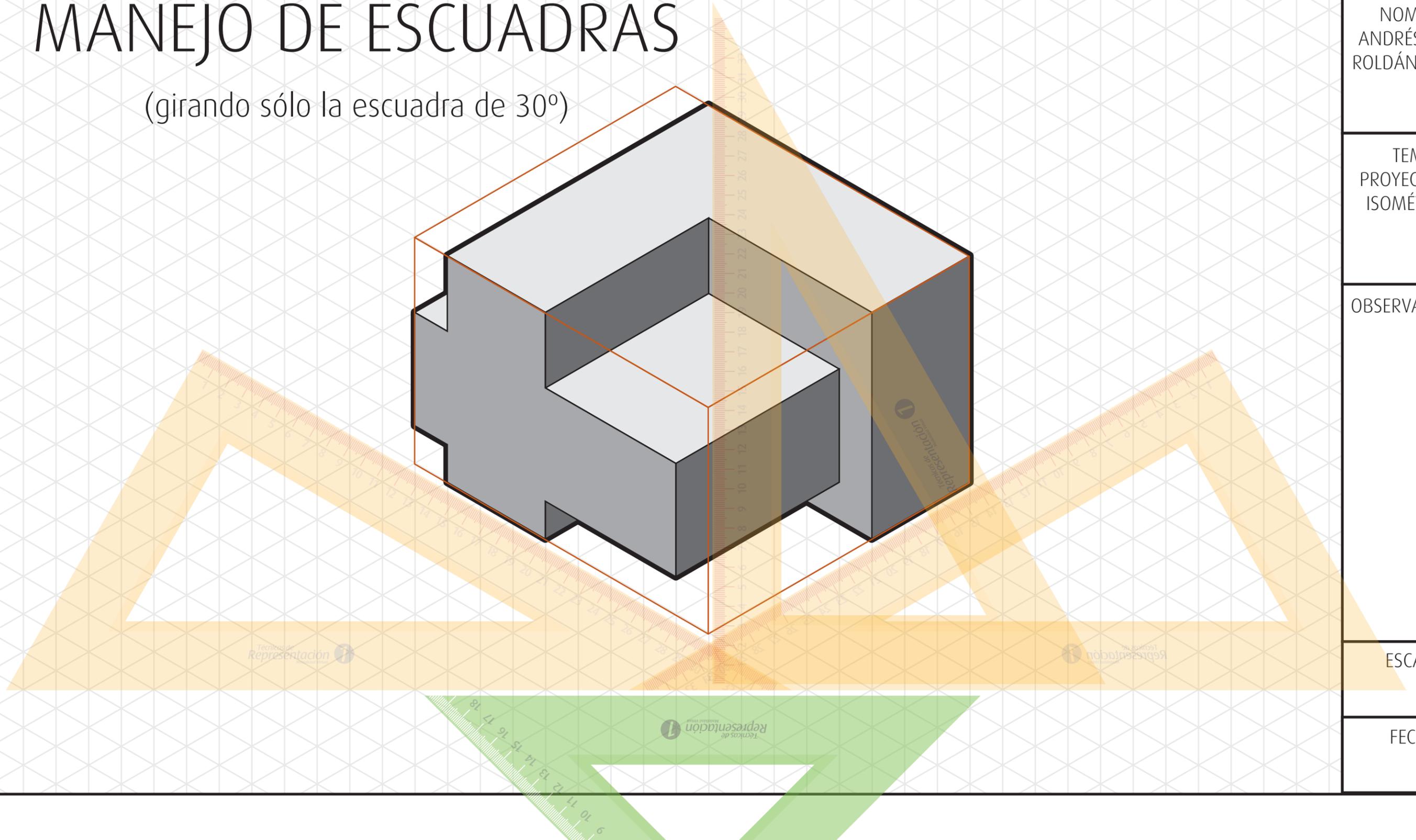
Proyección Lateral

Proyección Superior



EL SÓLIDO ISOMÉTRICO SE CONSTRUYE CON EL MANEJO DE ESCUADRAS

(girando sólo la escuadra de 30°)





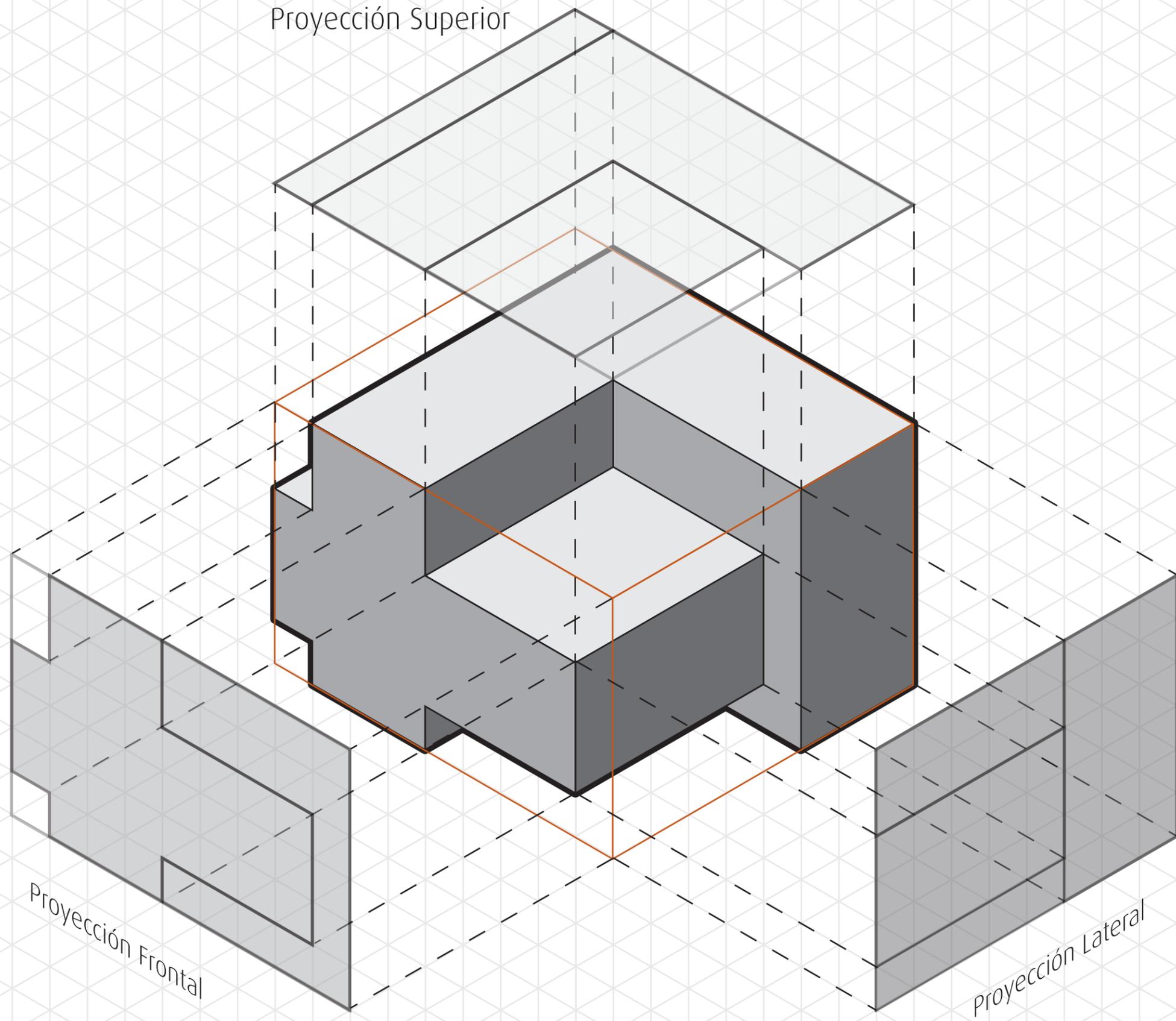
NOMBRE:
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ROLDÁN GARCÍA

TEMA:
PROYECCIONES
ISOMÉTRICAS

OBSERVACIONES:

ESCALA:

FECHA:





Técnicas de
Representación
Modalidad Virtual



**PROYECCIÓN
ISOMÉTRICA
DEL SÓLIDO**



Técnicas de
Representación
Modalidad Virtual



**ISOMETRÍAS
COMPLEMENTARIAS**

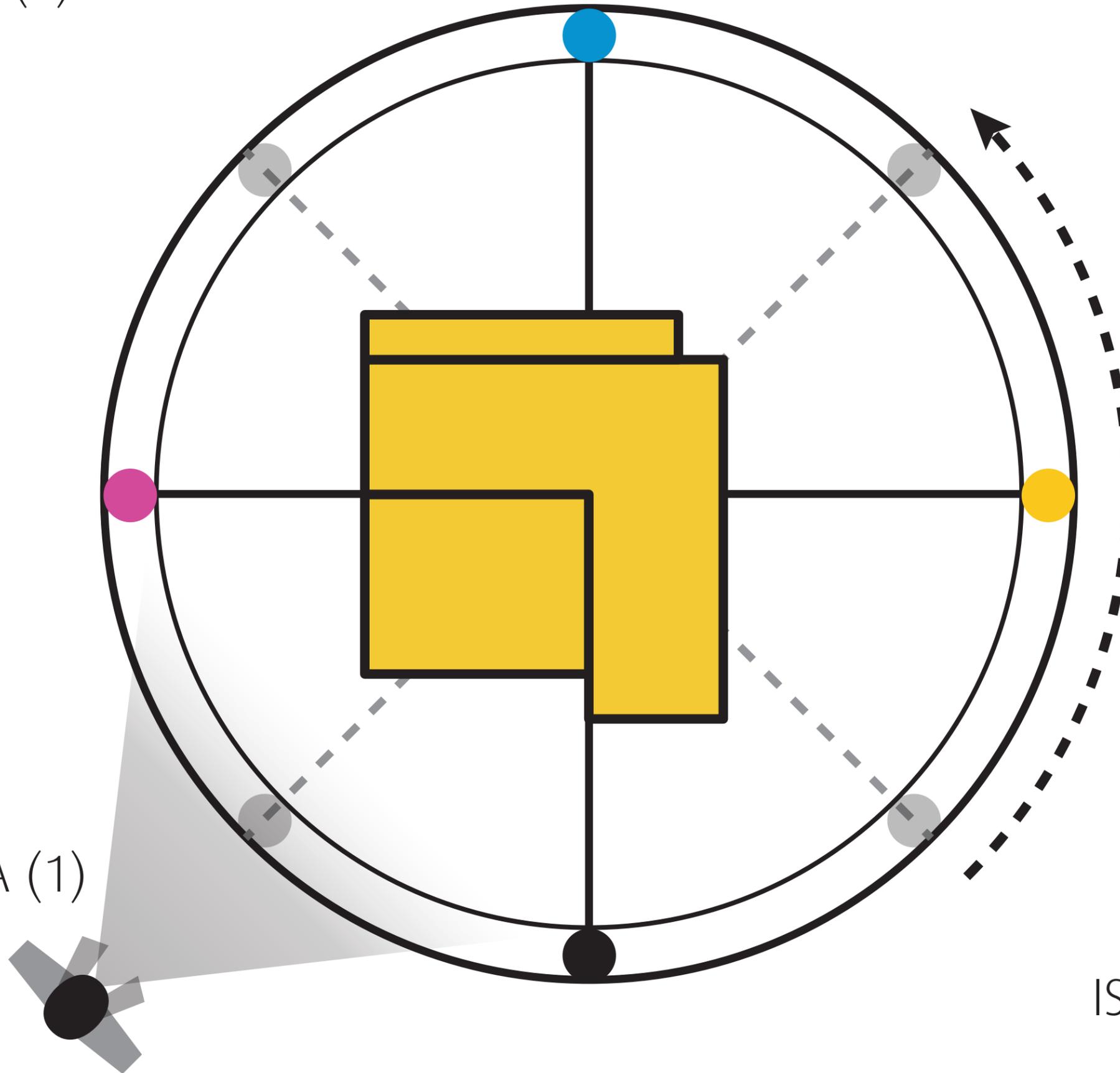


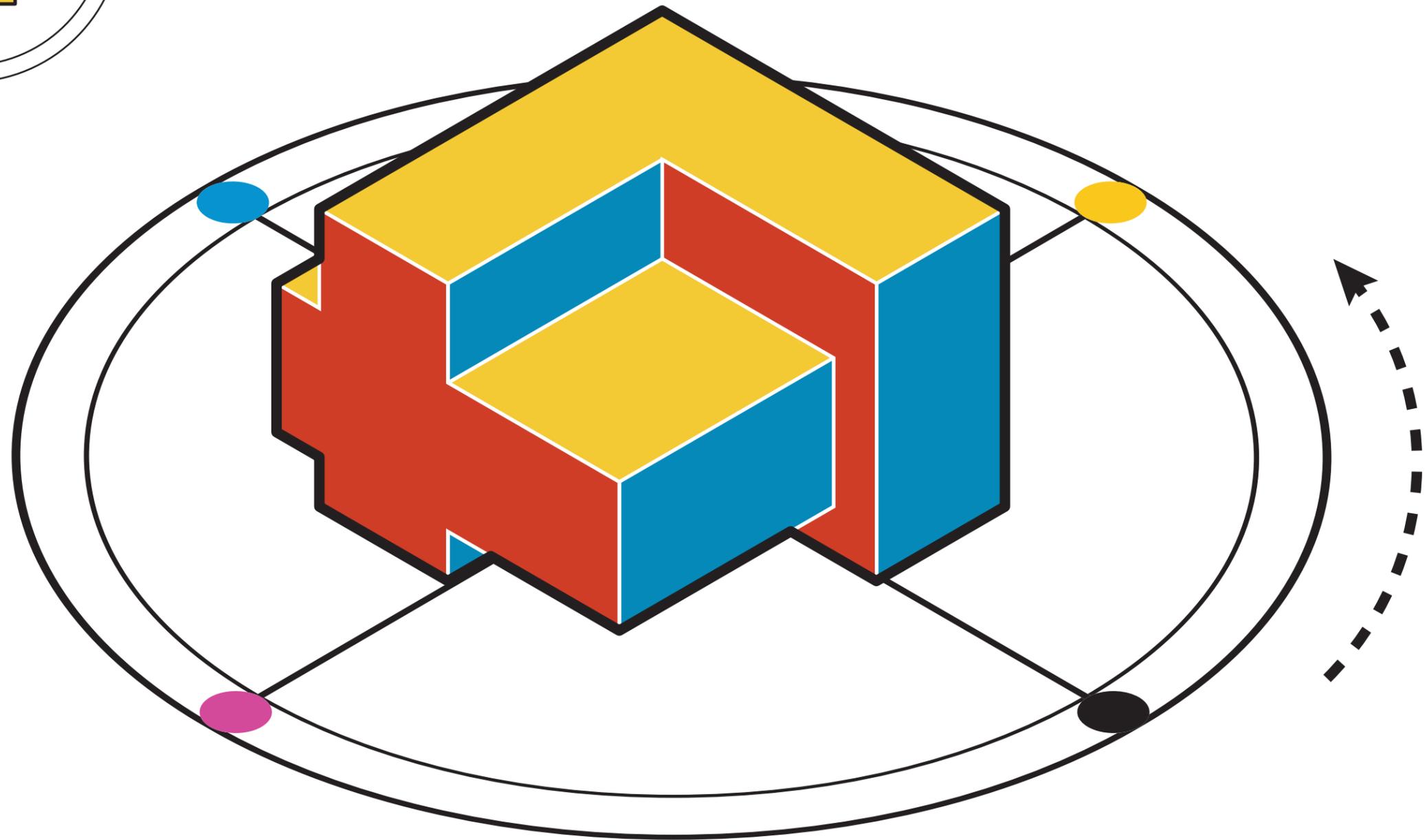
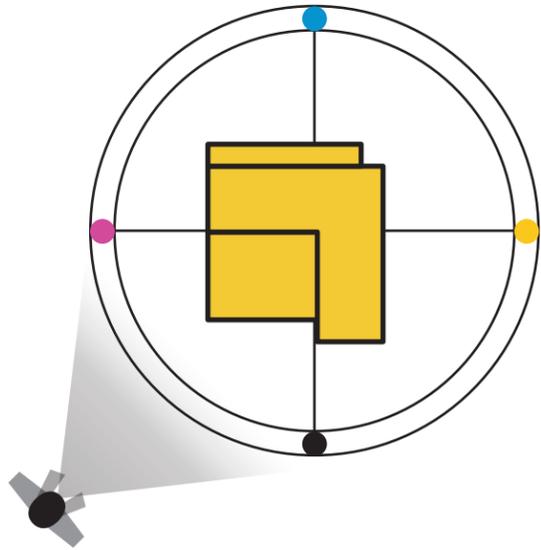
ISOMETRÍA (4)

ISOMETRÍA (3)

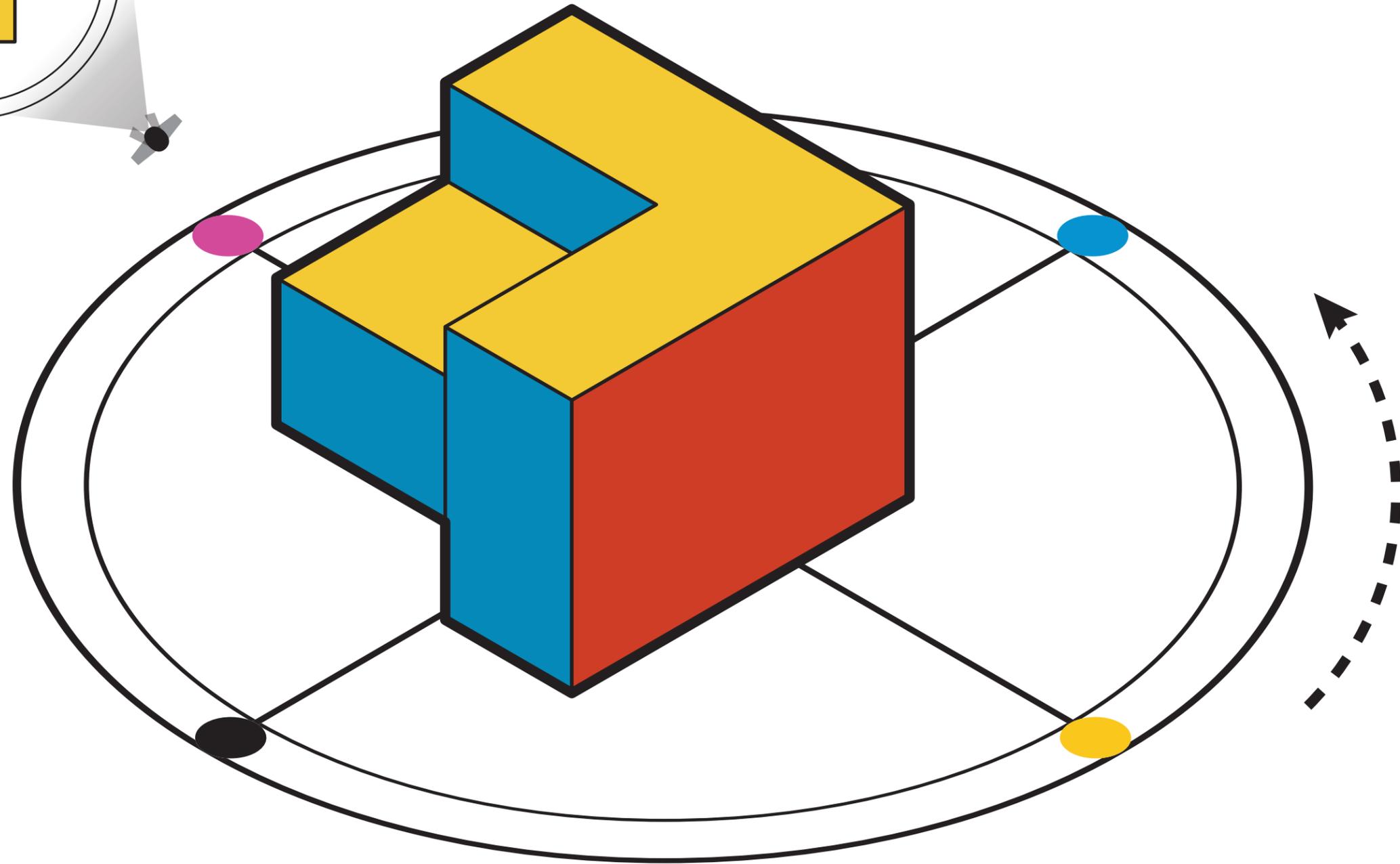
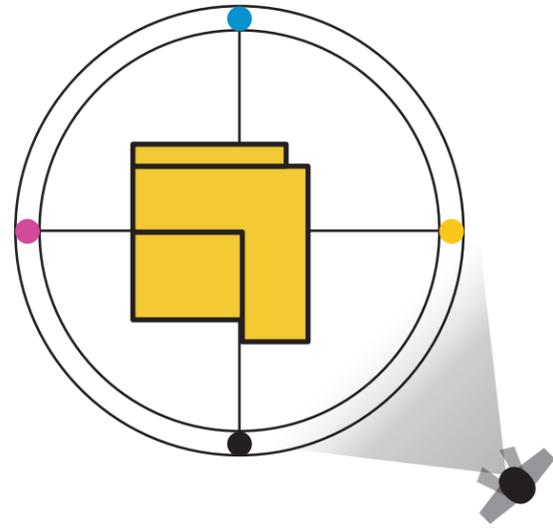
ISOMETRÍA (1)

ISOMETRÍA (2)

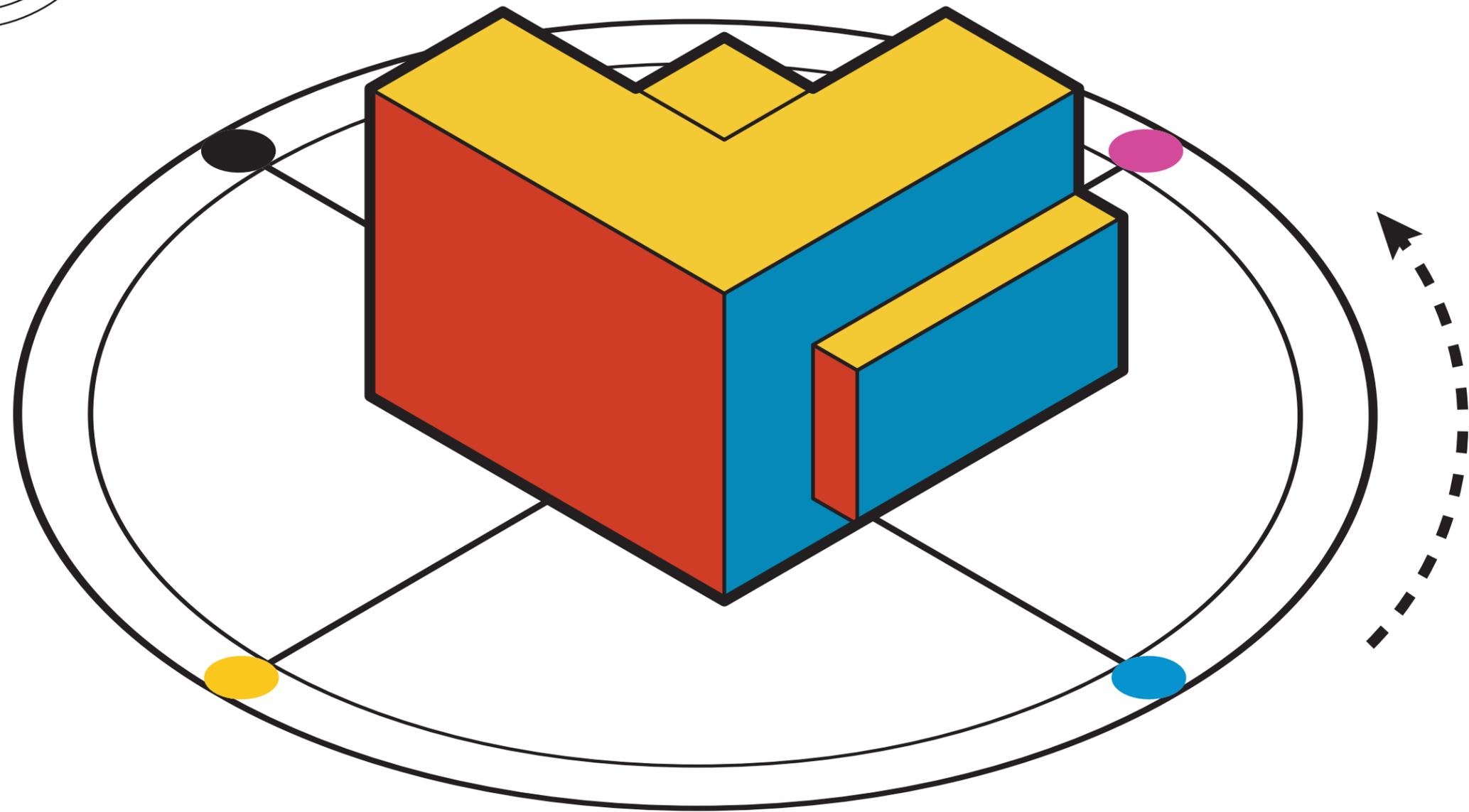
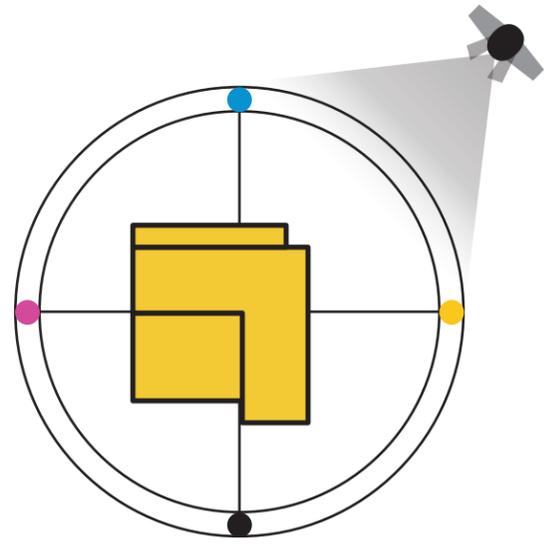




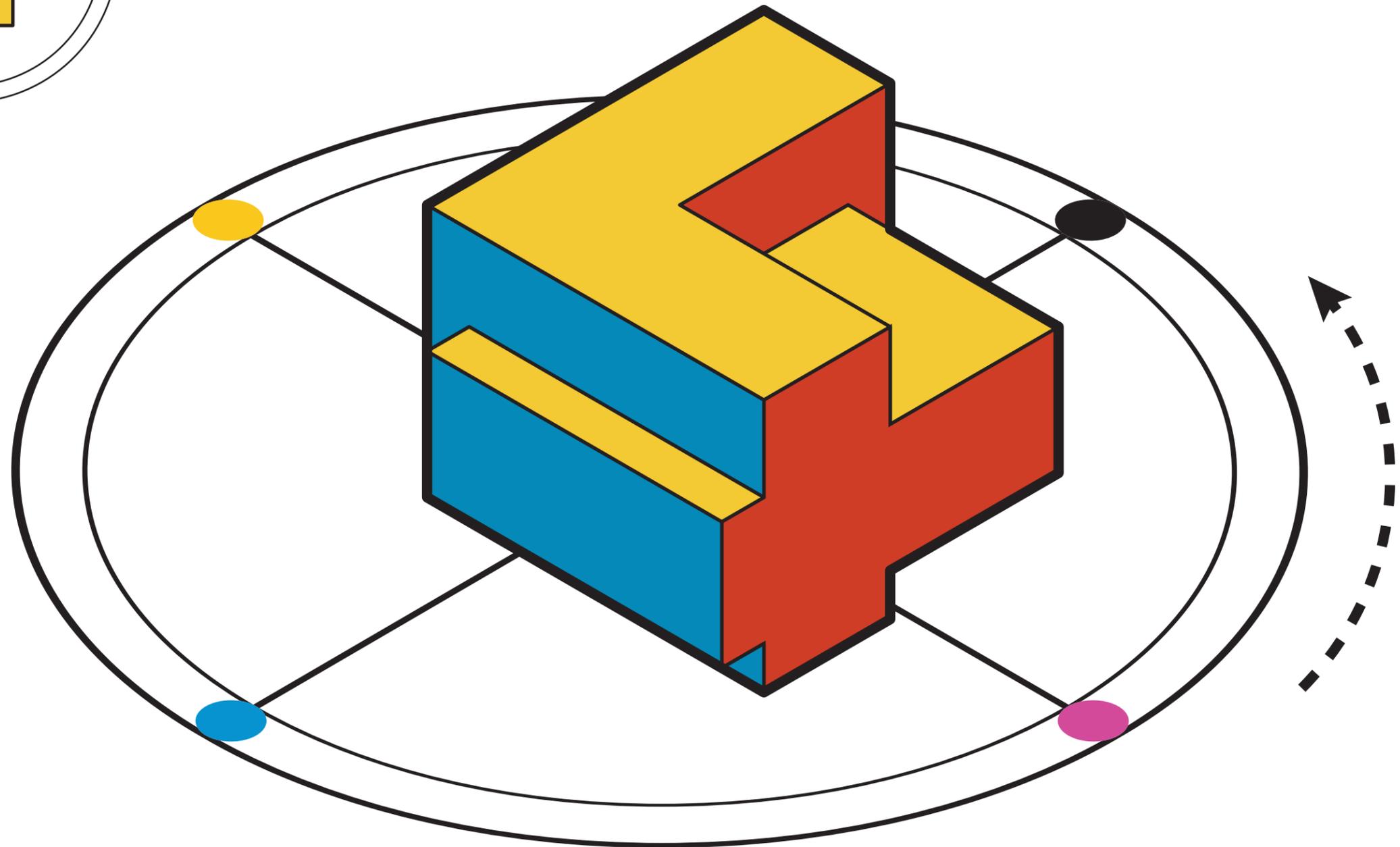
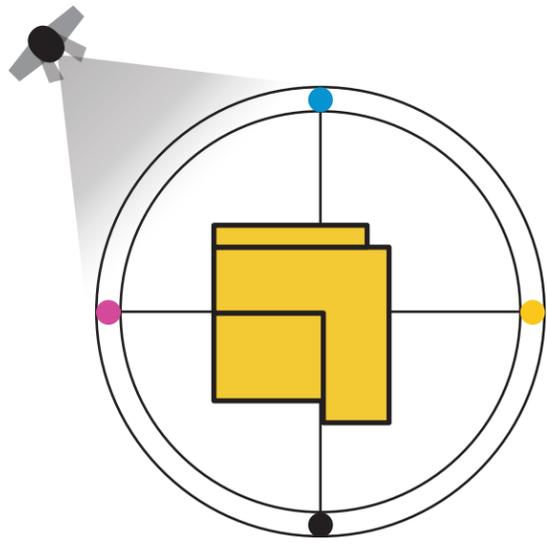
ISOMETRÍA (1)



ISOMETRÍA (2)



ISOMETRÍA (3)



ISOMETRÍA (4)



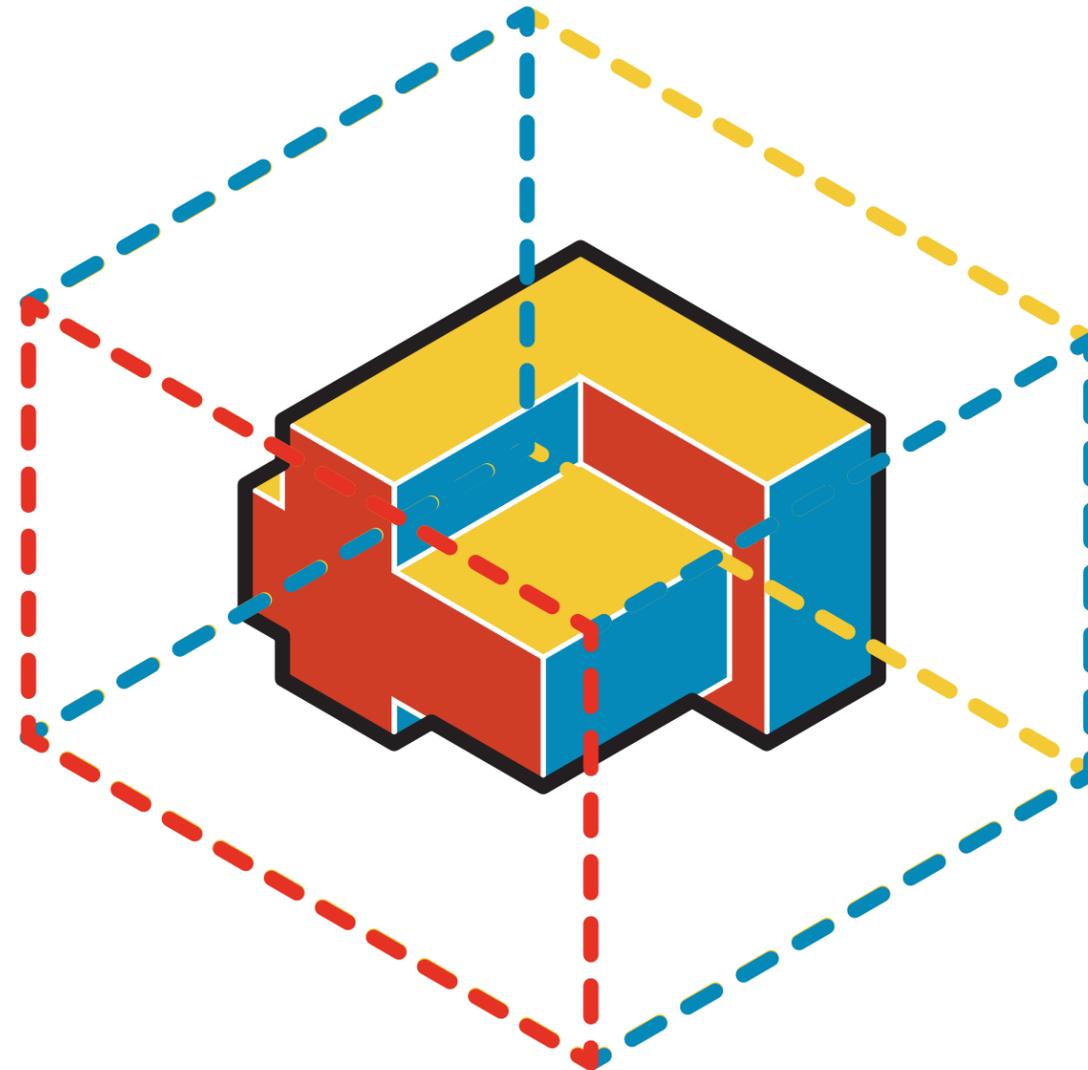
Vista Superior



Vista Lateral Izquierda



Vista Posterior



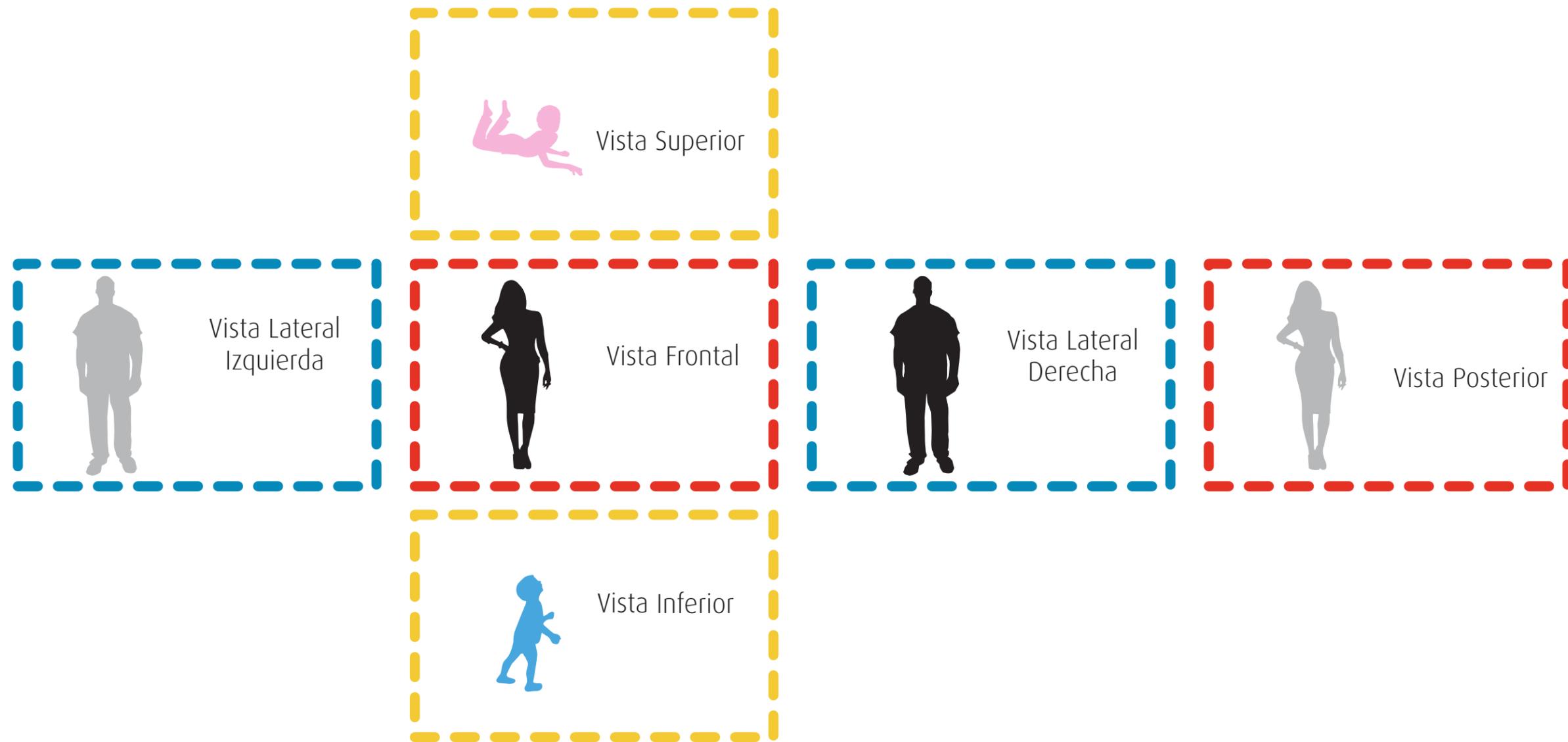
Vista Frontal



Vista Inferior



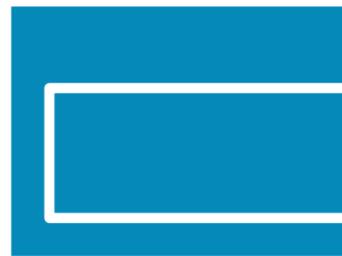
Vista Lateral Derecha



ELEGIR UNA ISOMETRÍA Y DIBUJAR LAS VISTAS



Vista Superior



Vista Lateral
Izquierda



Vista Frontal



Vista Lateral
Derecha



Vista Posterior



Vista Inferior

ELEGIR UNA ISOMETRÍA Y DIBUJAR LAS VISTAS



Técnicas de
Representación
Modalidad Virtual



**ISOMETRÍAS
COMPLEMENTARIAS**