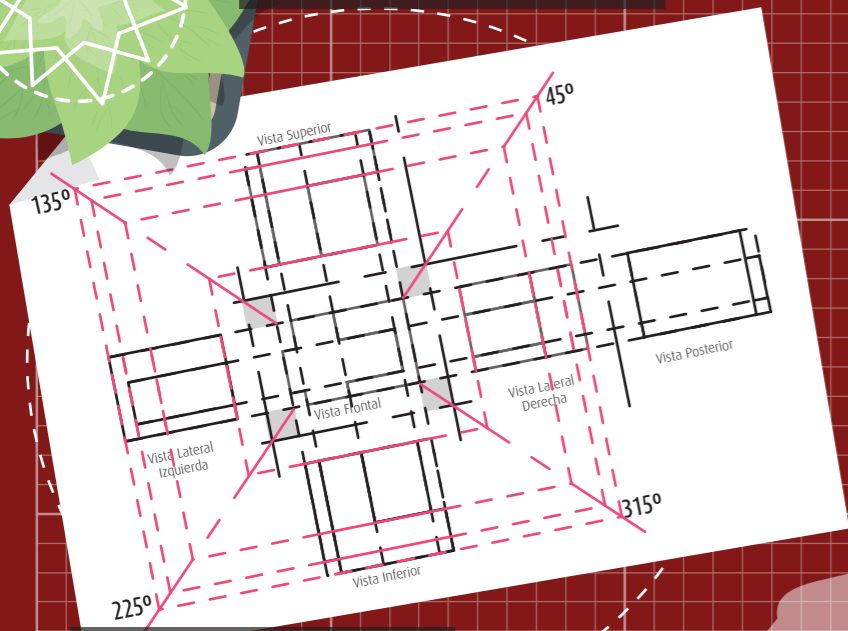


# PROYECTO ARTICULADOR



# PROYECCIÓN DE VISTAS



# MODIFICACIÓN DEL SÓLIDO

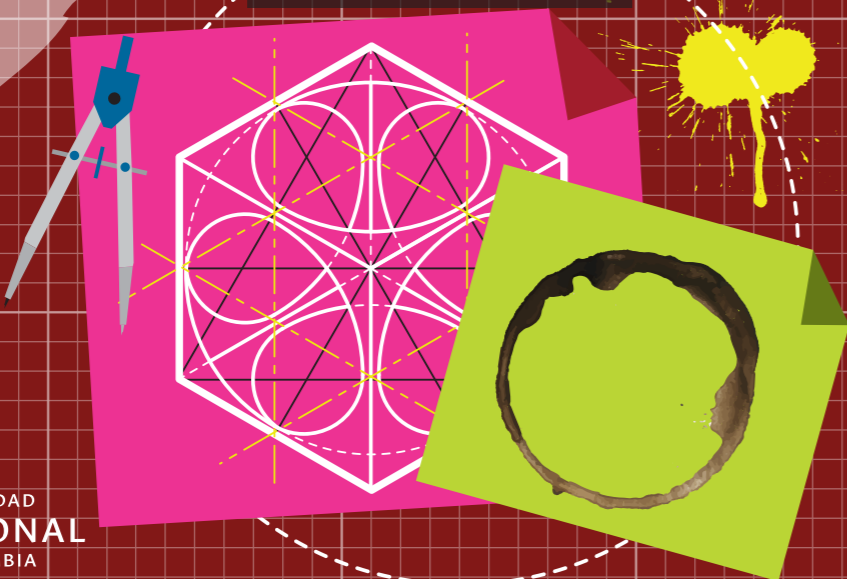


# SISTEMAS DE PROYECCIÓN

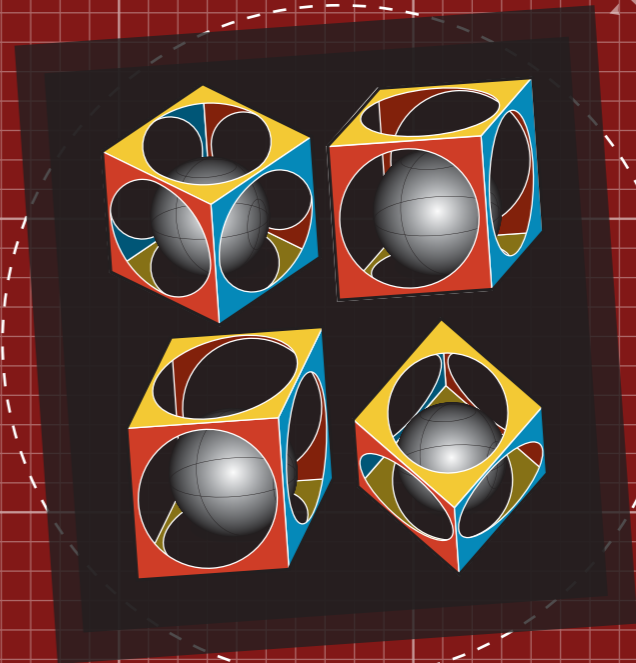
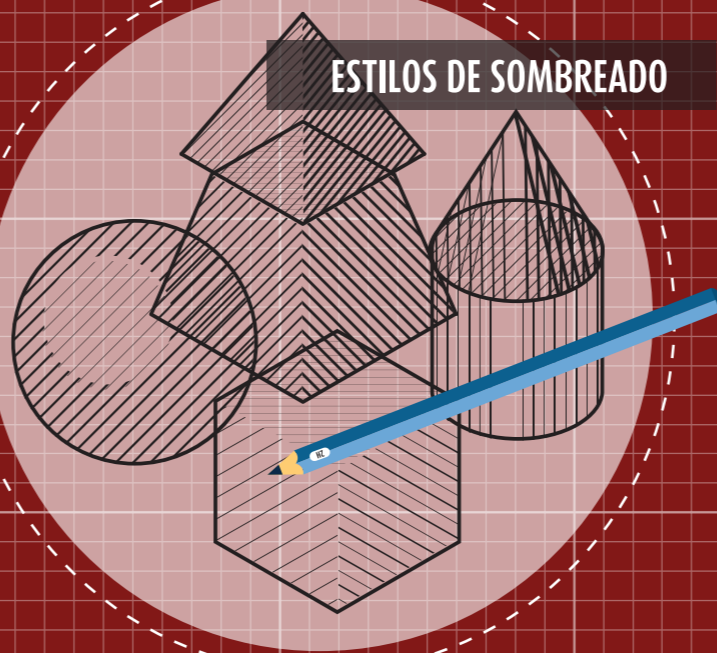


# FIGURA HUMANA

# CIRCUNFERENCIAS ISOMÉTRICAS



# ESTILOS DE SOMBREADO



# PROYECCIONES CABALLERA Y MILITAR



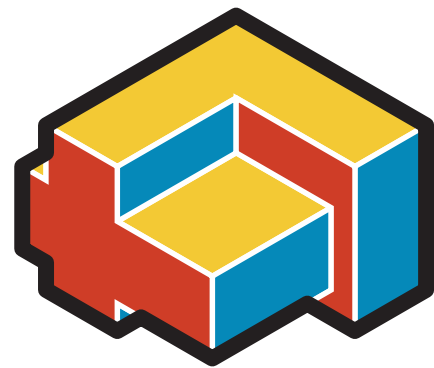
*Técnicas de*  
**Representación**  
*Modalidad Virtual*



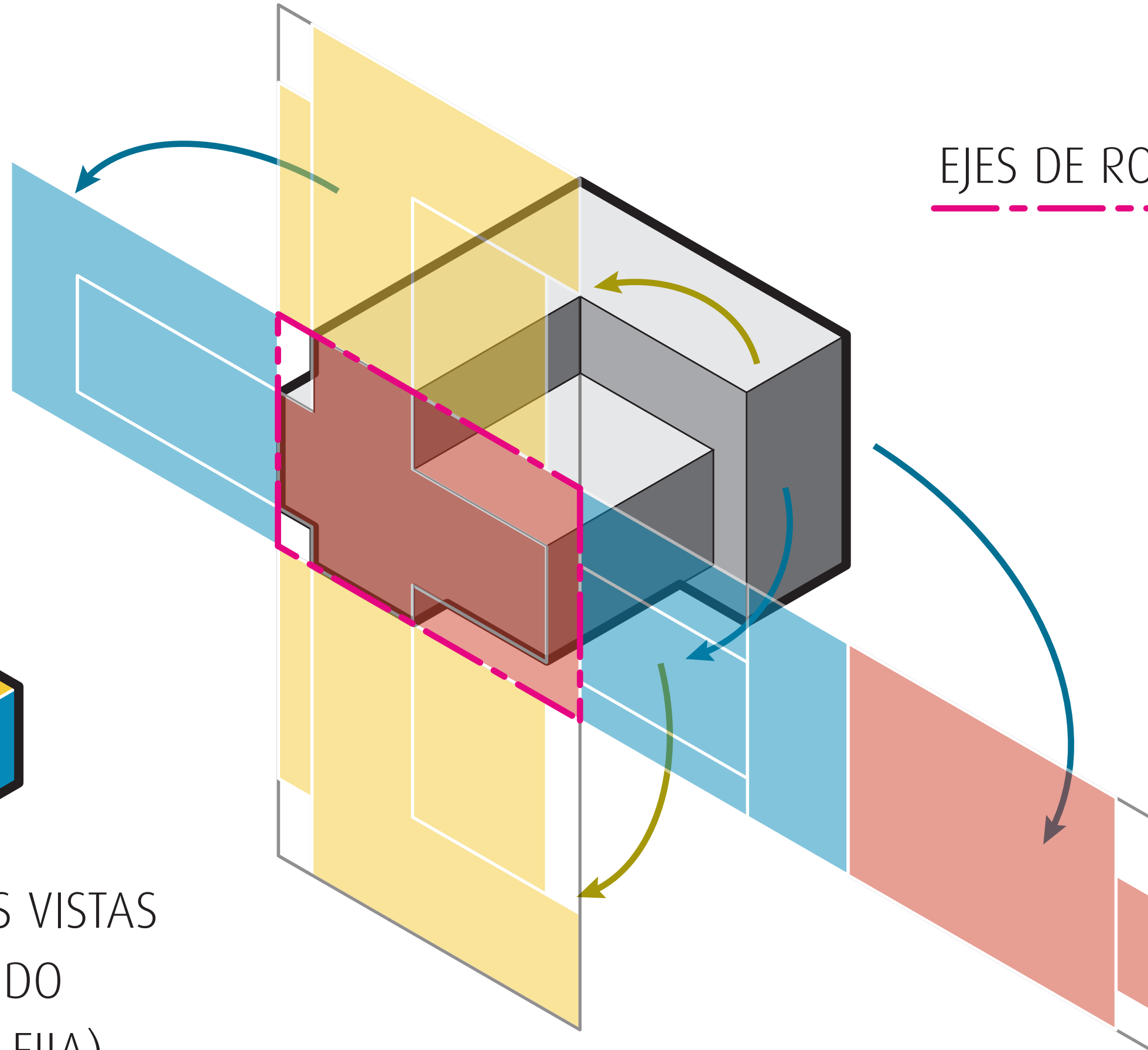
**PROYECCIÓN DE  
VISTAS ORTOGONALES**

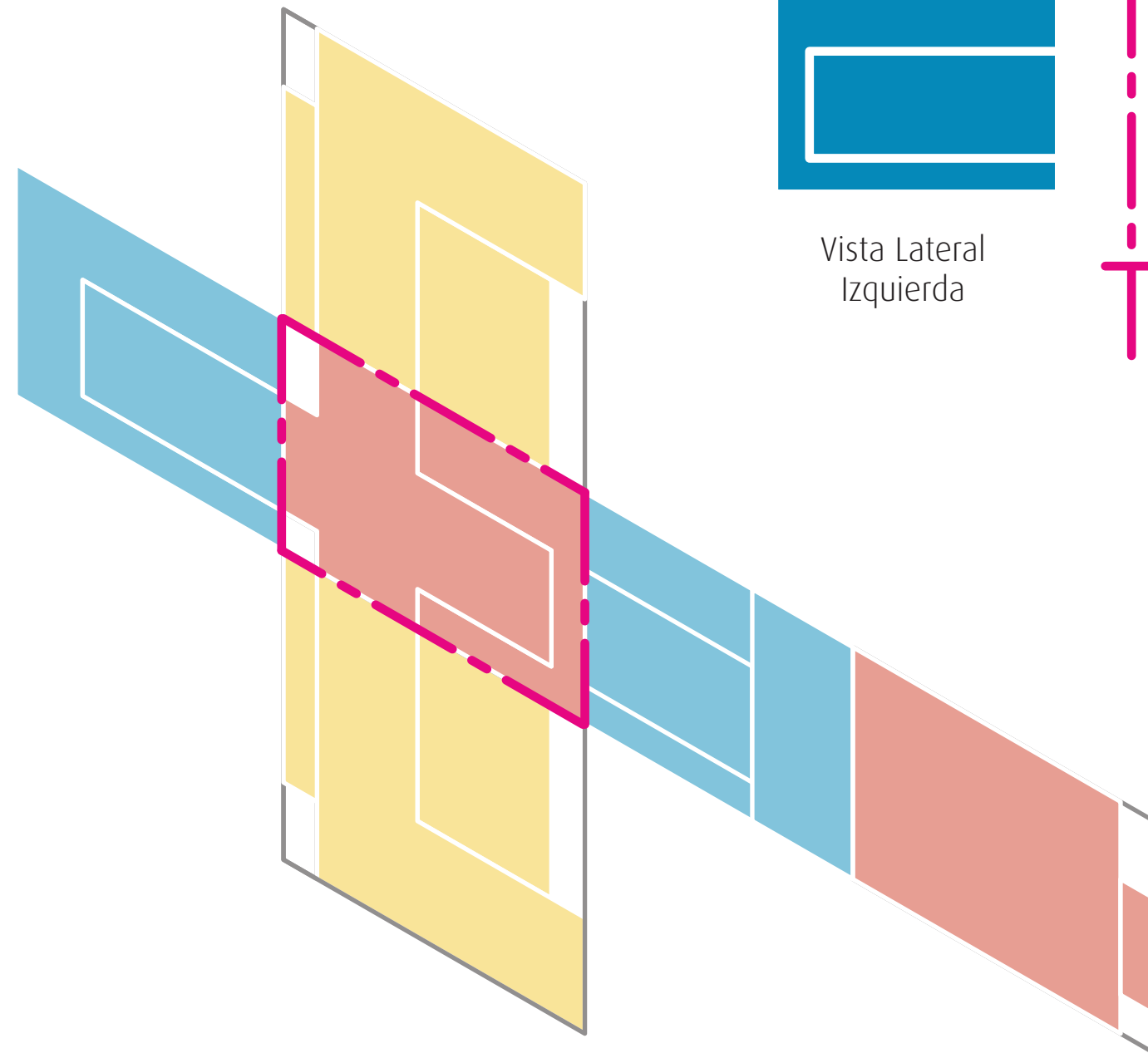


EJES DE ROTACIÓN

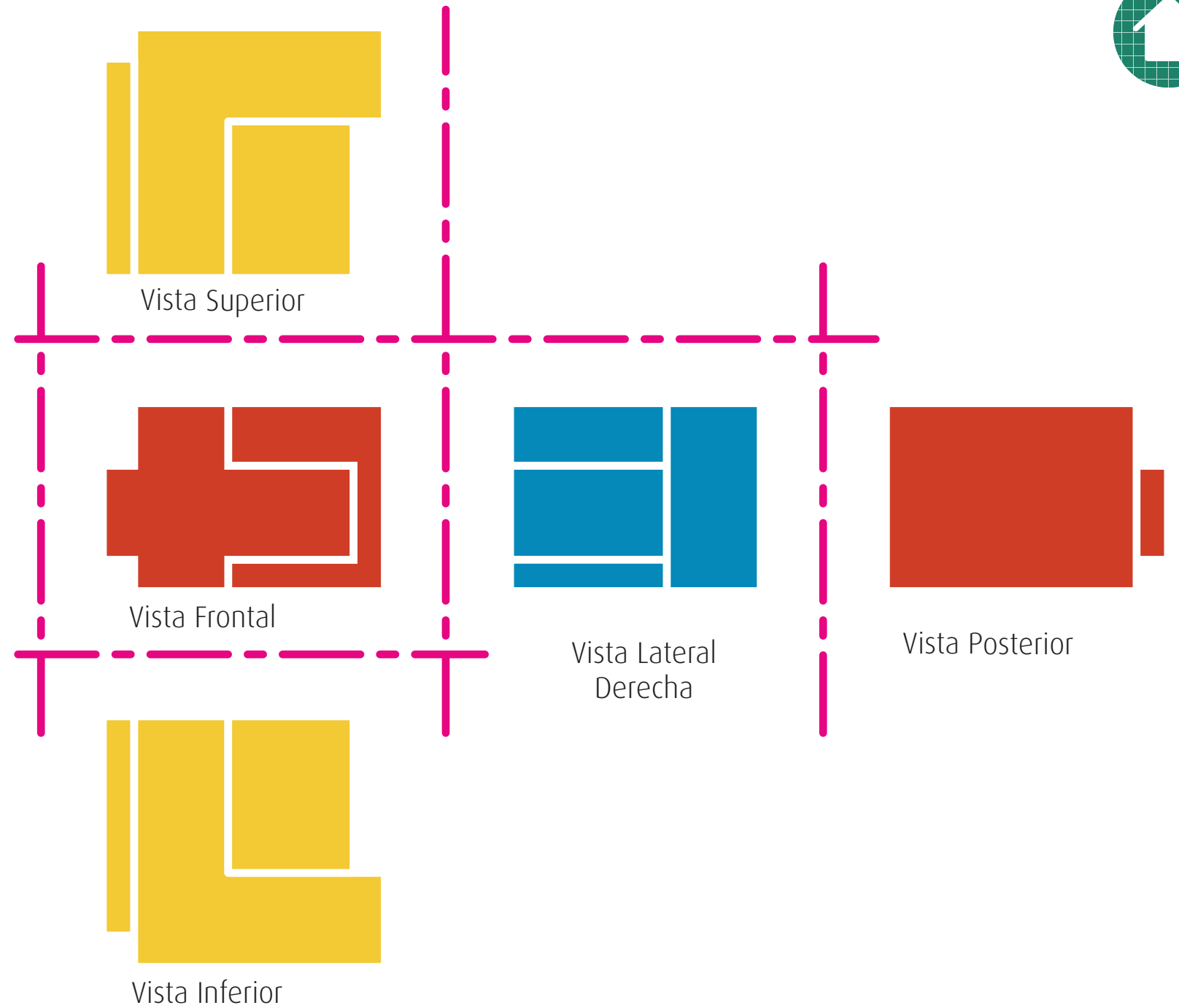


DESPLIEGUE DE LAS VISTAS  
DESDE EL SÓLIDO  
(VISTA FRONTAL FIJA)





Vista Lateral Izquierda



Vista Superior

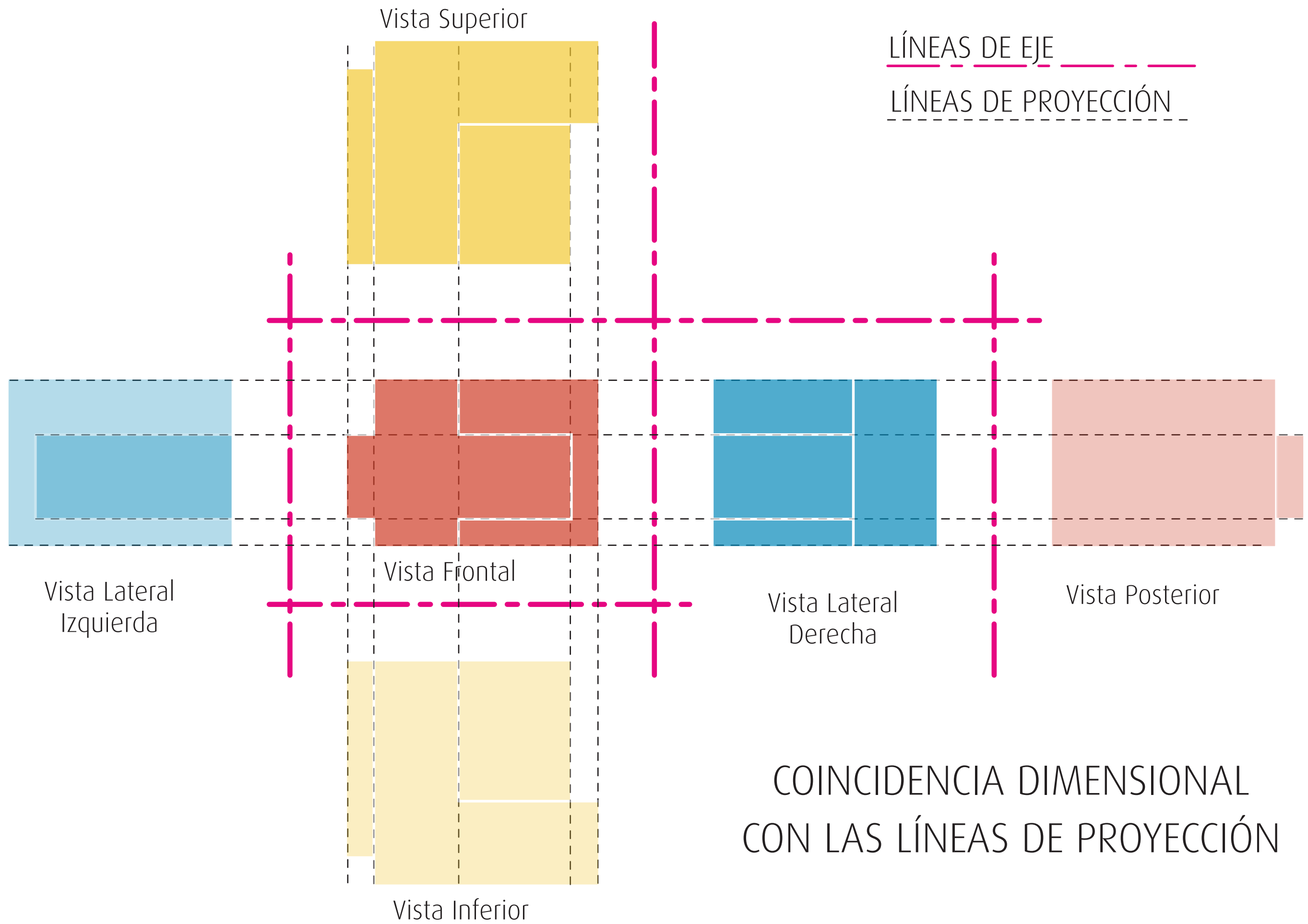
Vista Frontal

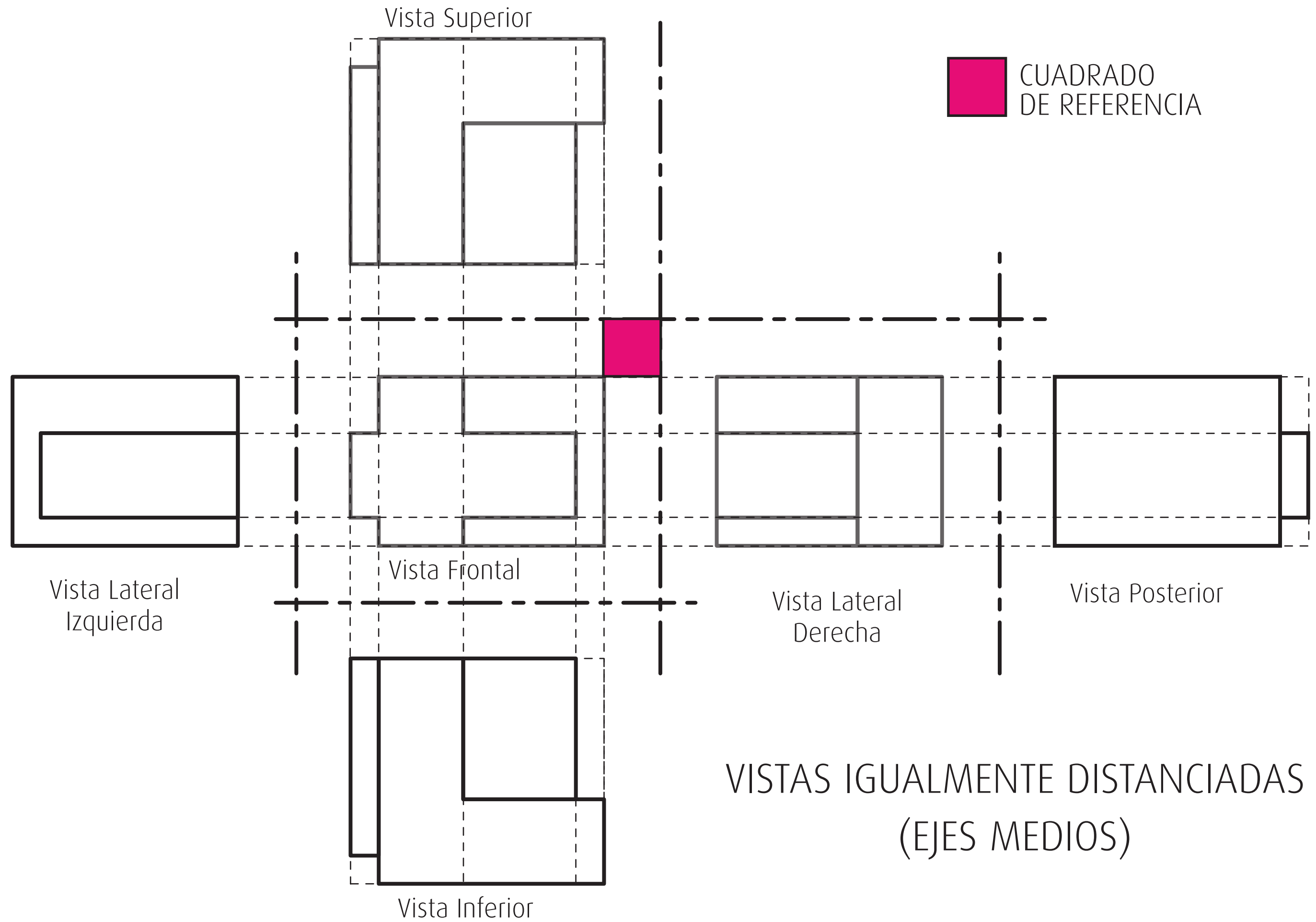
Vista Inferior

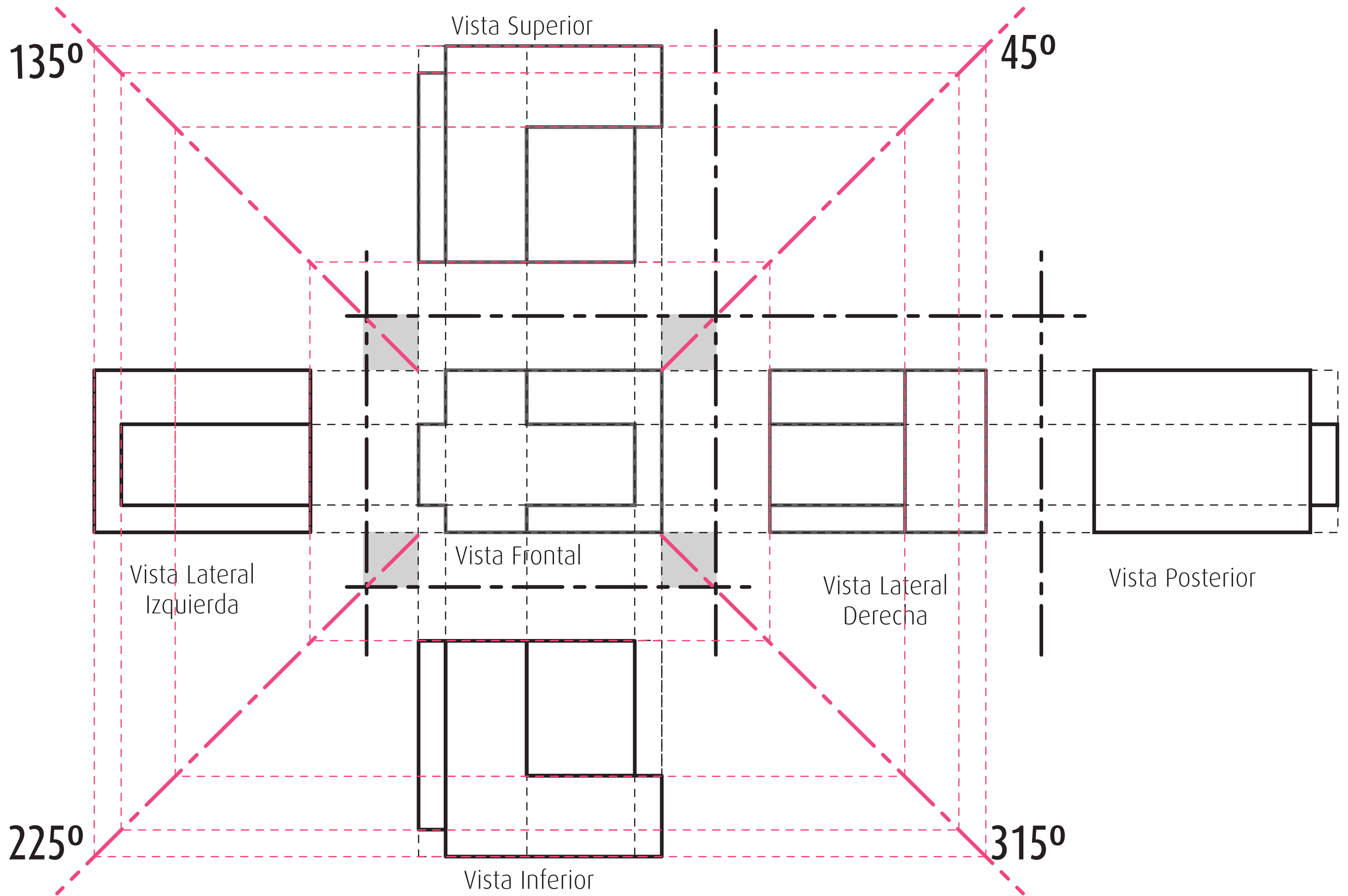
Vista Lateral Derecha

Vista Posterior

LOS EJES DE ROTACIÓN MARCAN EL DESPLIEGUE DE LAS VISTAS DESDE EL SÓLIDO









TÉCNICAS DE REPRESENTACIÓN  
1

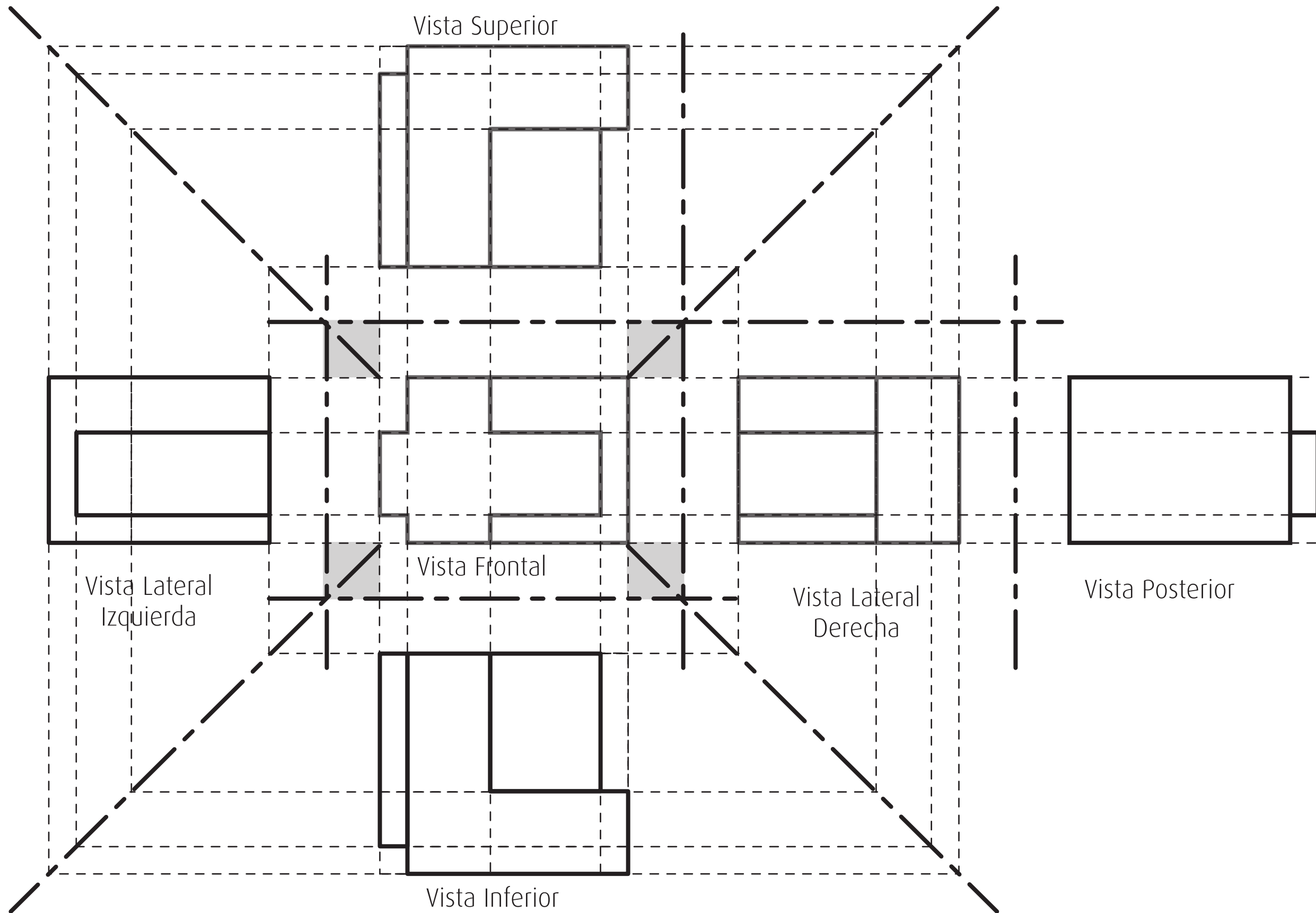
NOMBRE:  
ANDRÉS FELIPE  
ROLDÁN GARCÍA

TEMA:  
PROYECCIÓN  
DE VISTAS  
ORTOGONALES

OBSERVACIONES:

ESCALA:

FECHA:







*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**PROYECCIÓN DE  
VISTAS ORTOGONALES**



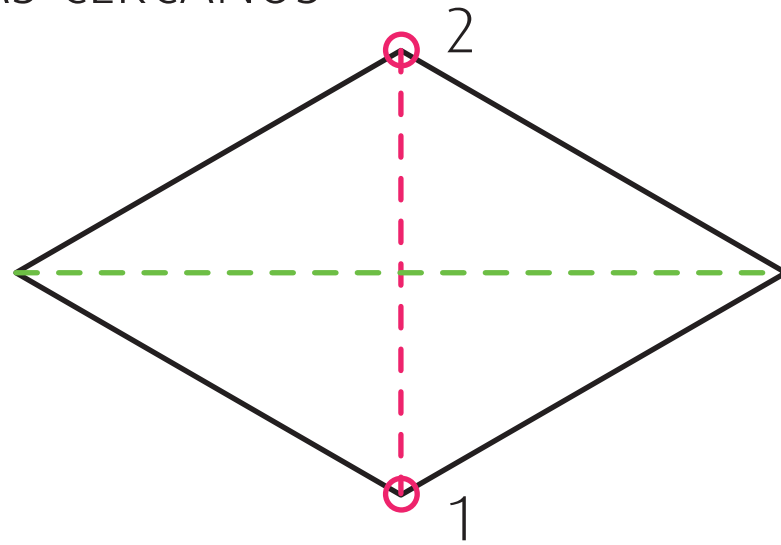
*Técnicas de*  
**Representación**  
*Modalidad Virtual*



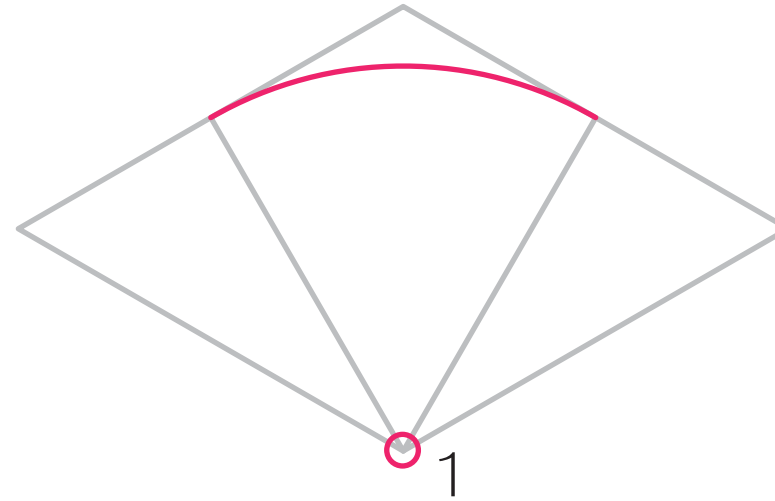
**PROYECCIÓN  
ISOMÉTRICA DE  
CIRCUNFERENCIAS**



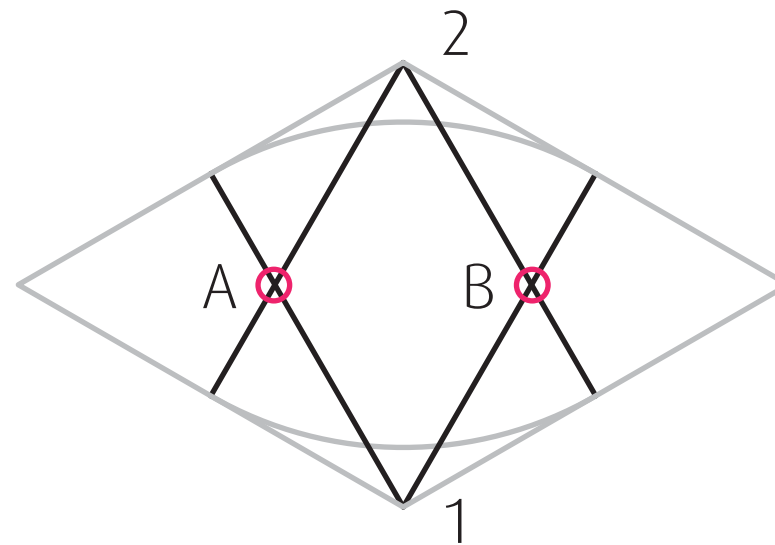
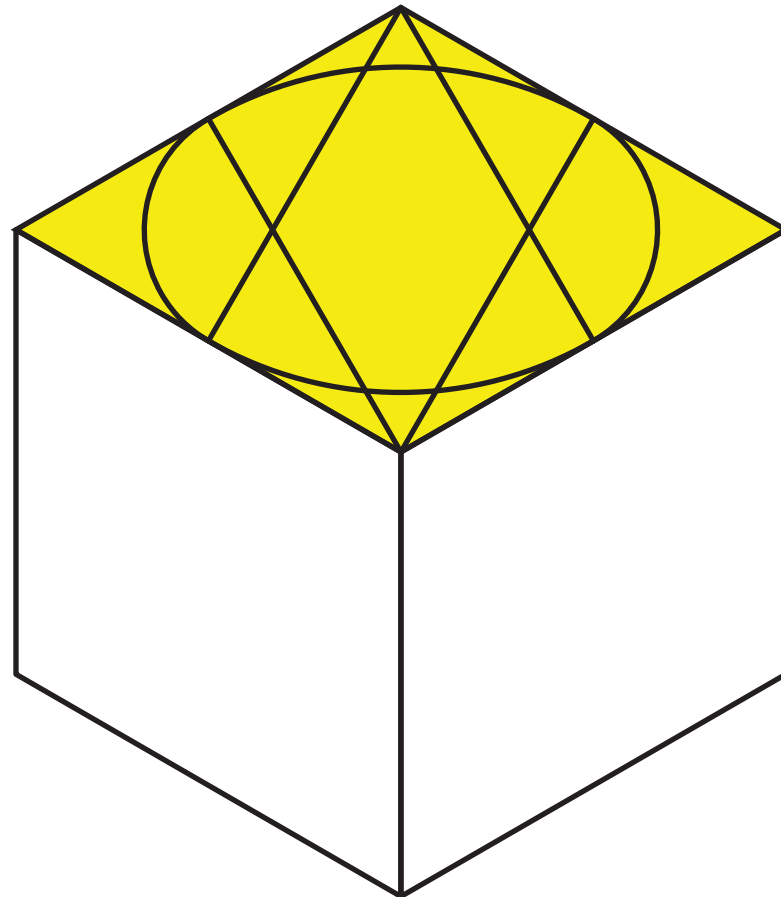
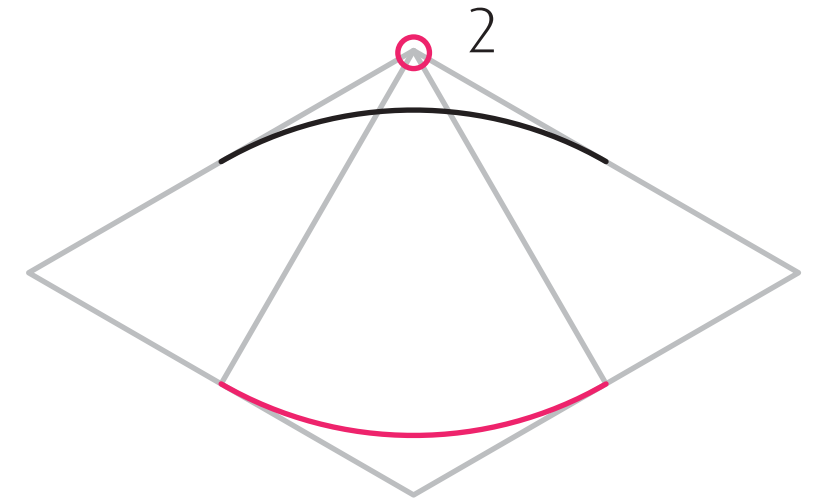
IDENTIFICAR LOS  
EXTREMOS OPUESTOS  
MÁS CERCANOS



CENTRO EN 1  
TRAZAR ARCO OPUESTO

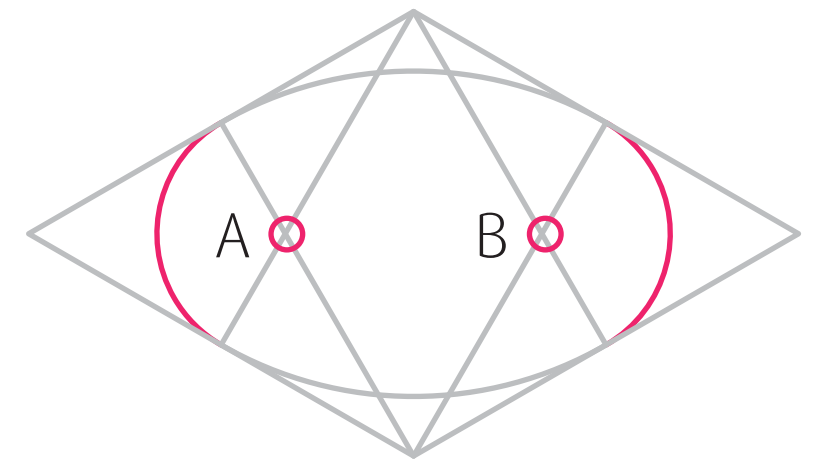


CENTRO EN 2  
TRAZAR ARCO OPUESTO



HALLAR A Y B  
TRAZANDO DESDE 1 y 2  
HASTA LAS MITADES  
OPUESTAS

TRAZAR LOS ARCOS  
HACIENDO CENTRO  
EN A Y B

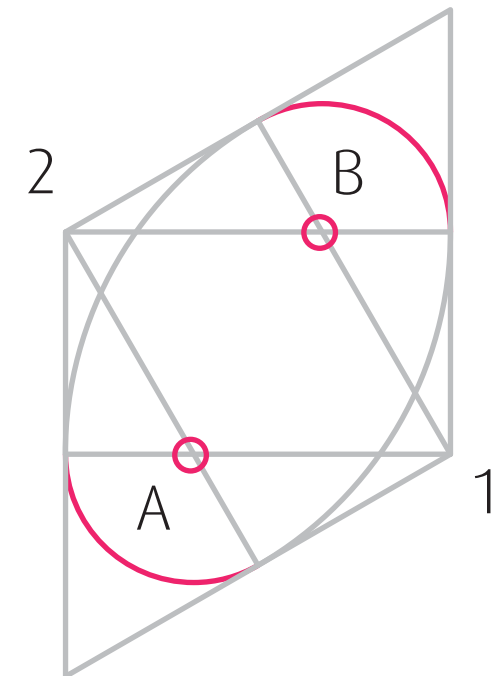
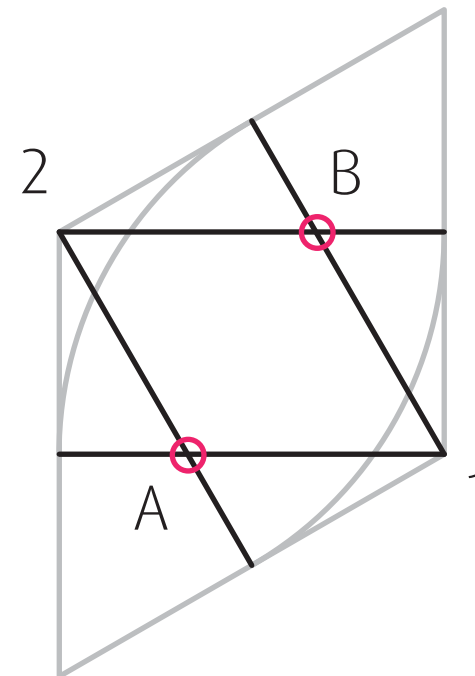
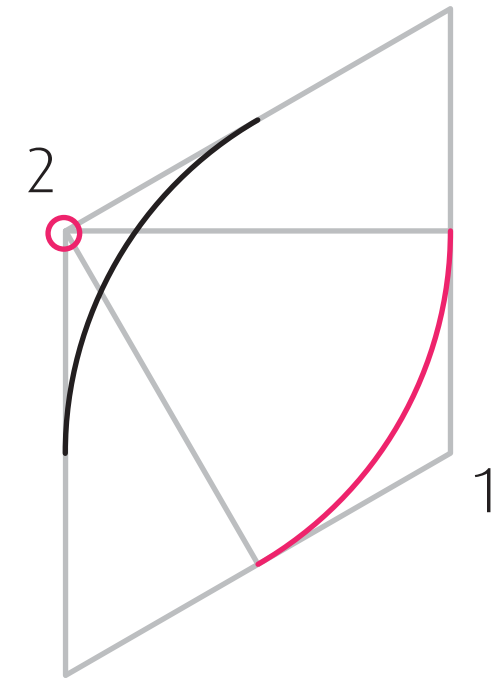
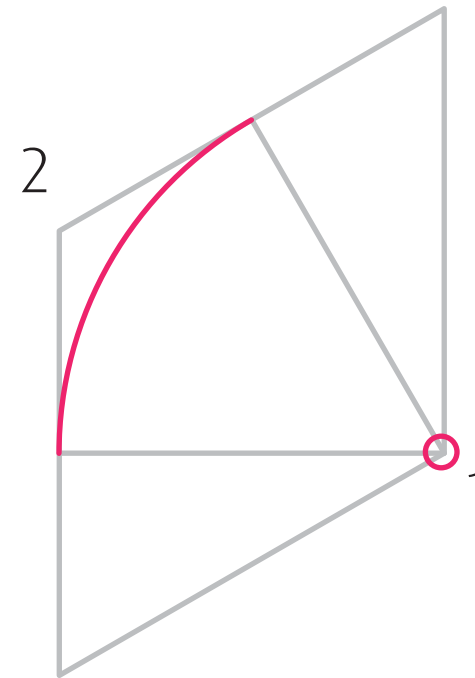
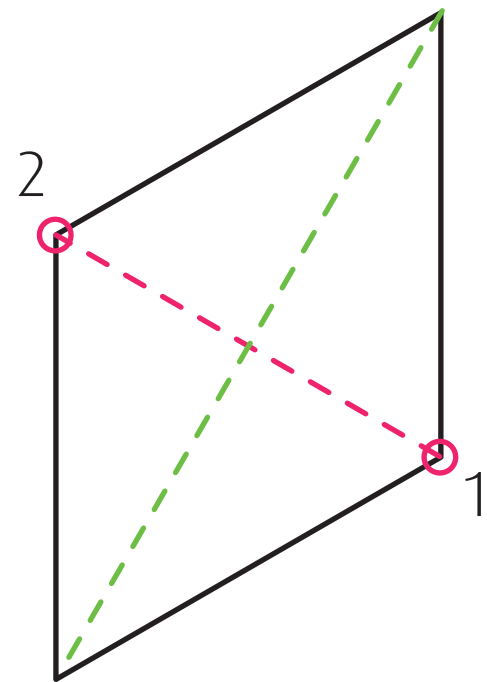




CENTRO EN 2  
TRAZAR ARCO OPUESTO

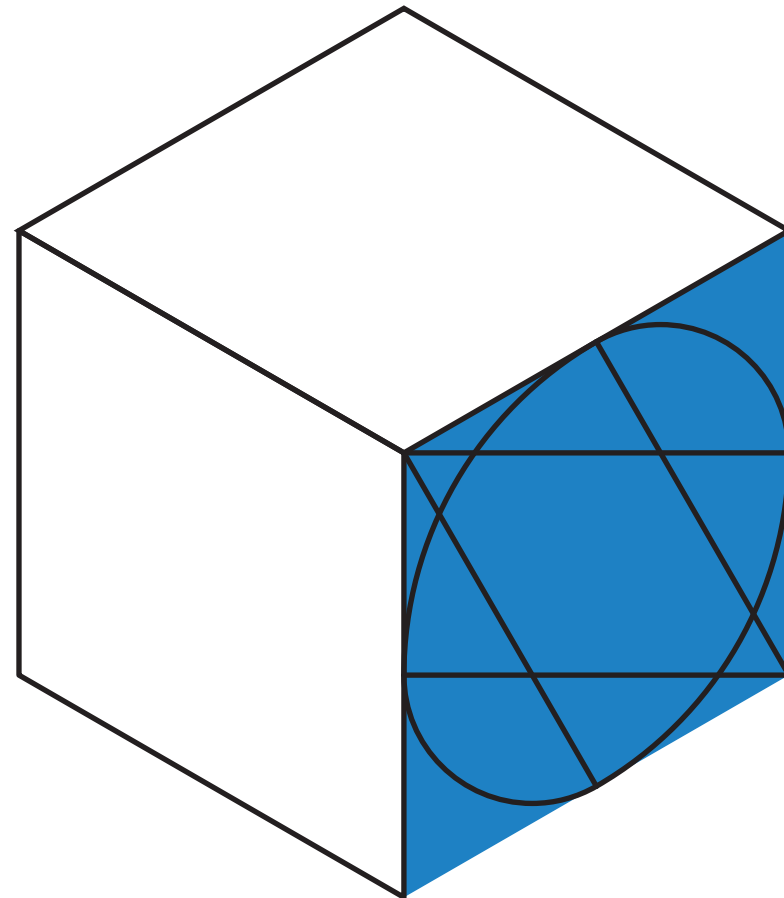
CENTRO EN 1  
TRAZAR ARCO OPUESTO

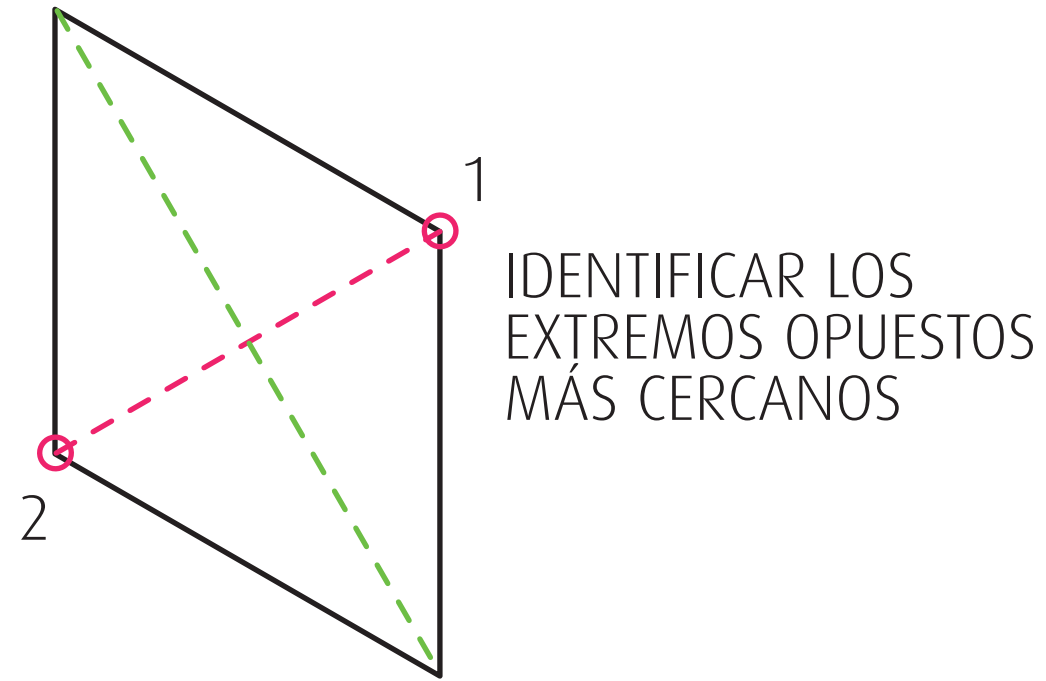
IDENTIFICAR LOS  
EXTREMOS OPUESTOS  
MÁS CERCANOS



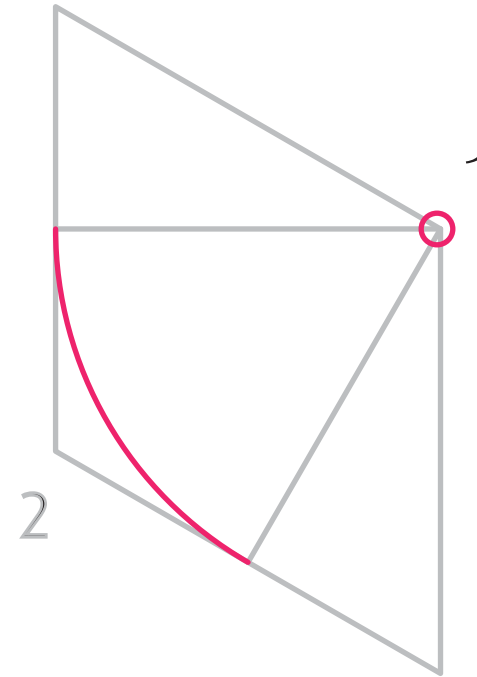
HALLAR A Y B  
TRAZANDO DESDE 1 y 2  
HASTA LAS MITADES  
OPUESTAS

TRAZAR LOS ARCOS  
HACIENDO CENTRO  
EN A Y B

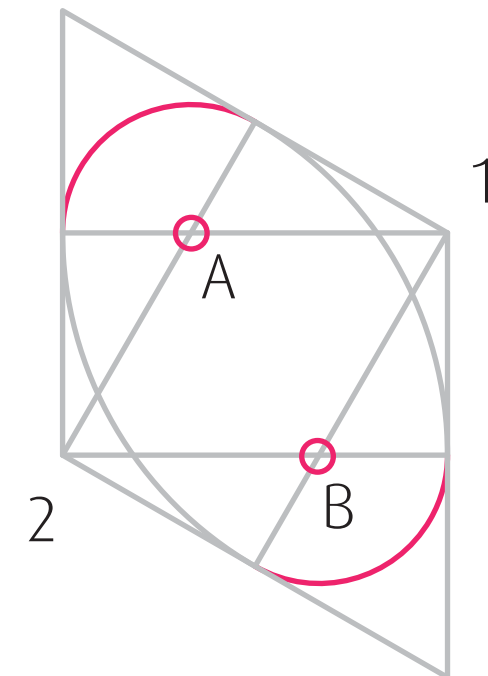
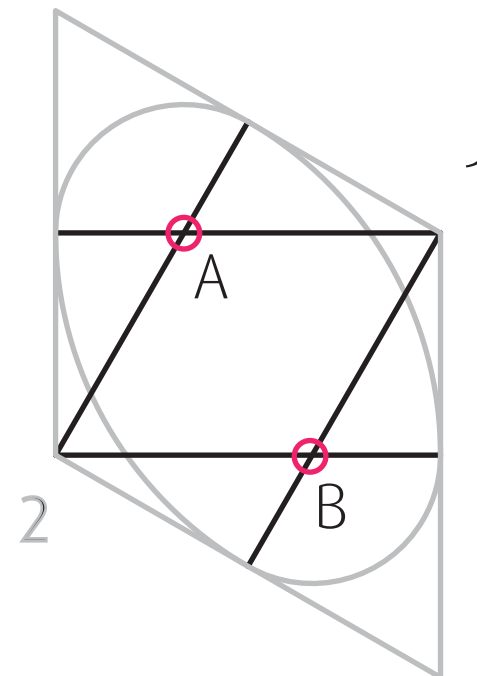
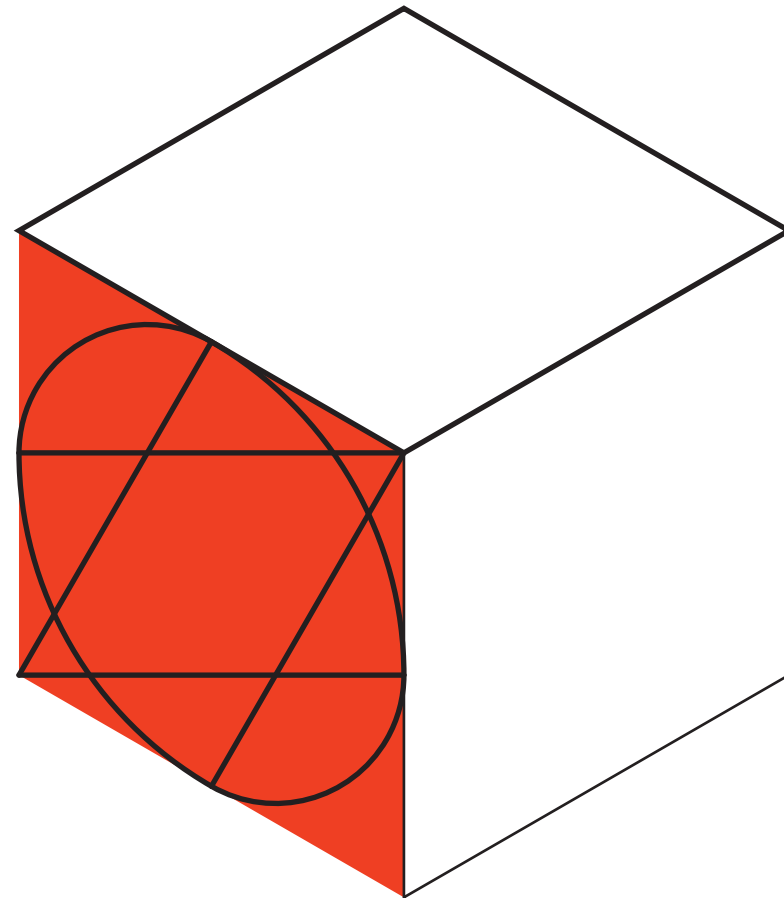
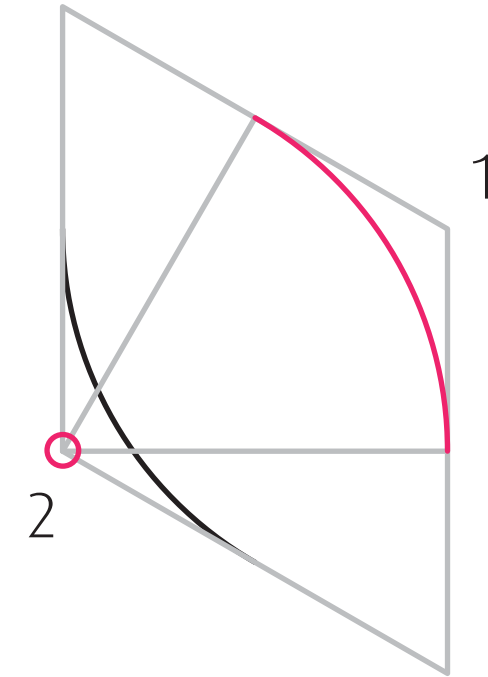




CENTRO EN 1  
TRAZAR ARCO OPUESTO



CENTRO EN 2  
TRAZAR ARCO OPUESTO

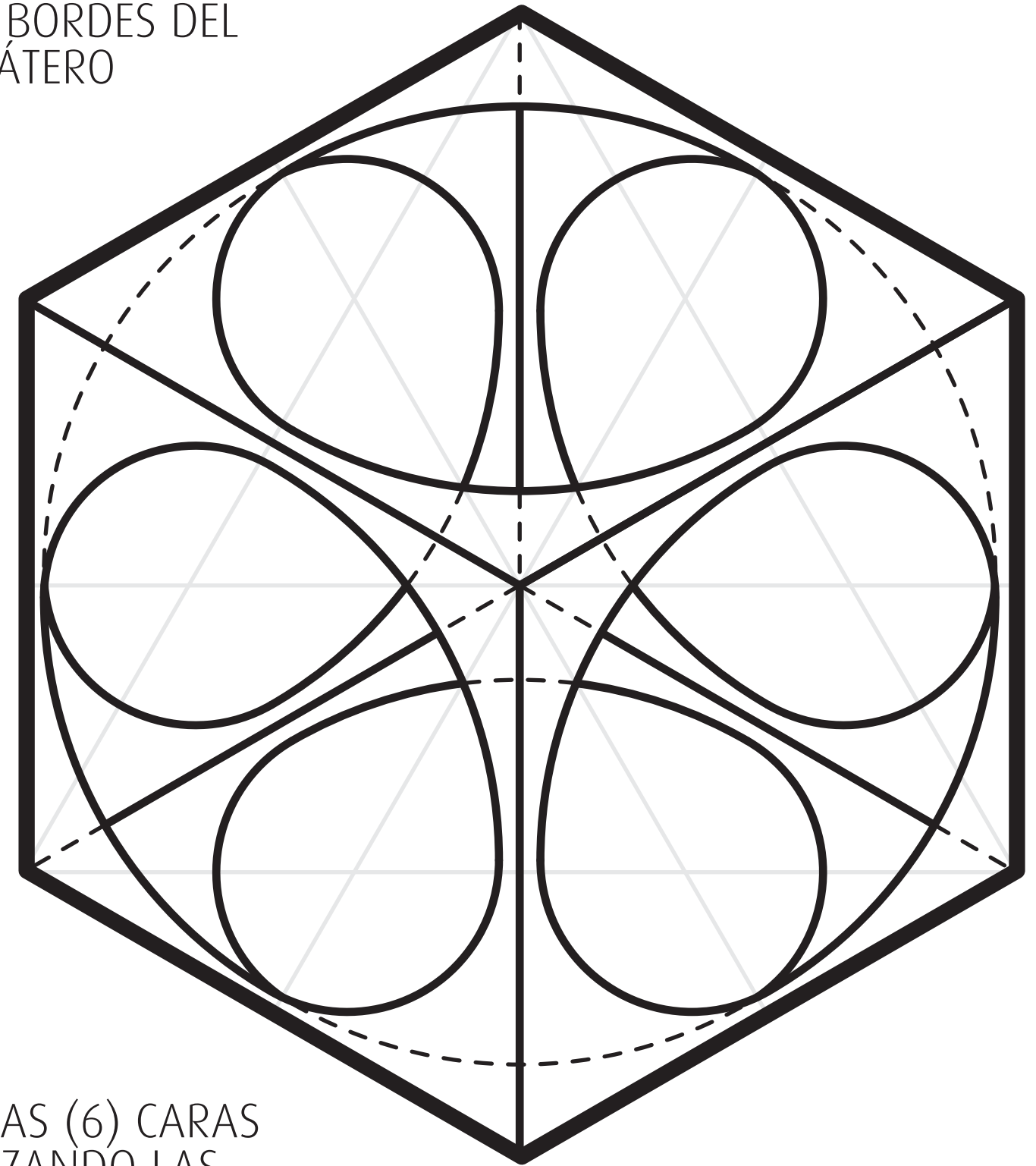
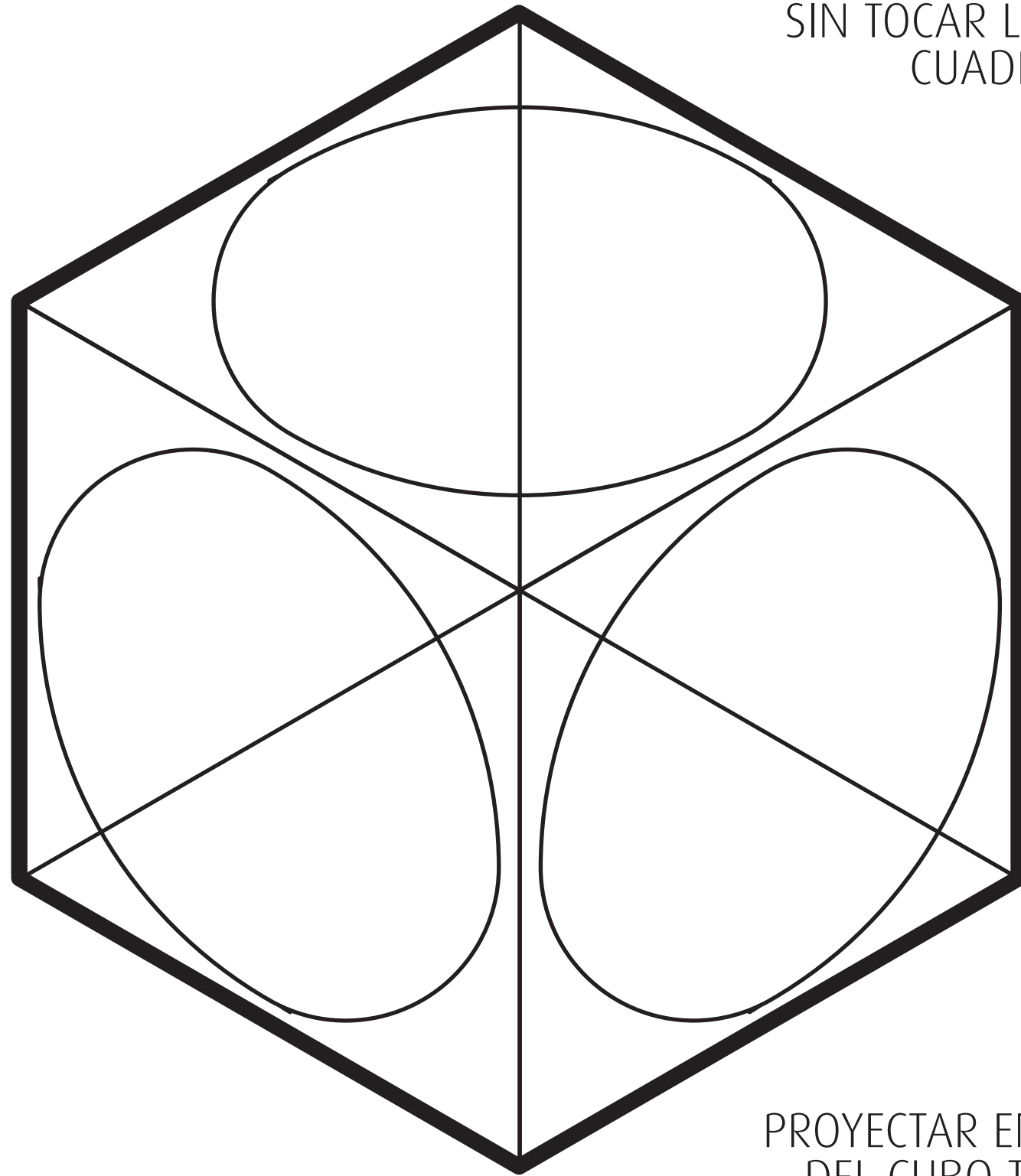


HALLAR A Y B  
TRAZANDO DESDE 1 y 2  
HASTA LAS MITADES  
OPUESTAS

TRAZAR LOS ARCOS  
HACIENDO CENTRO  
EN A Y B



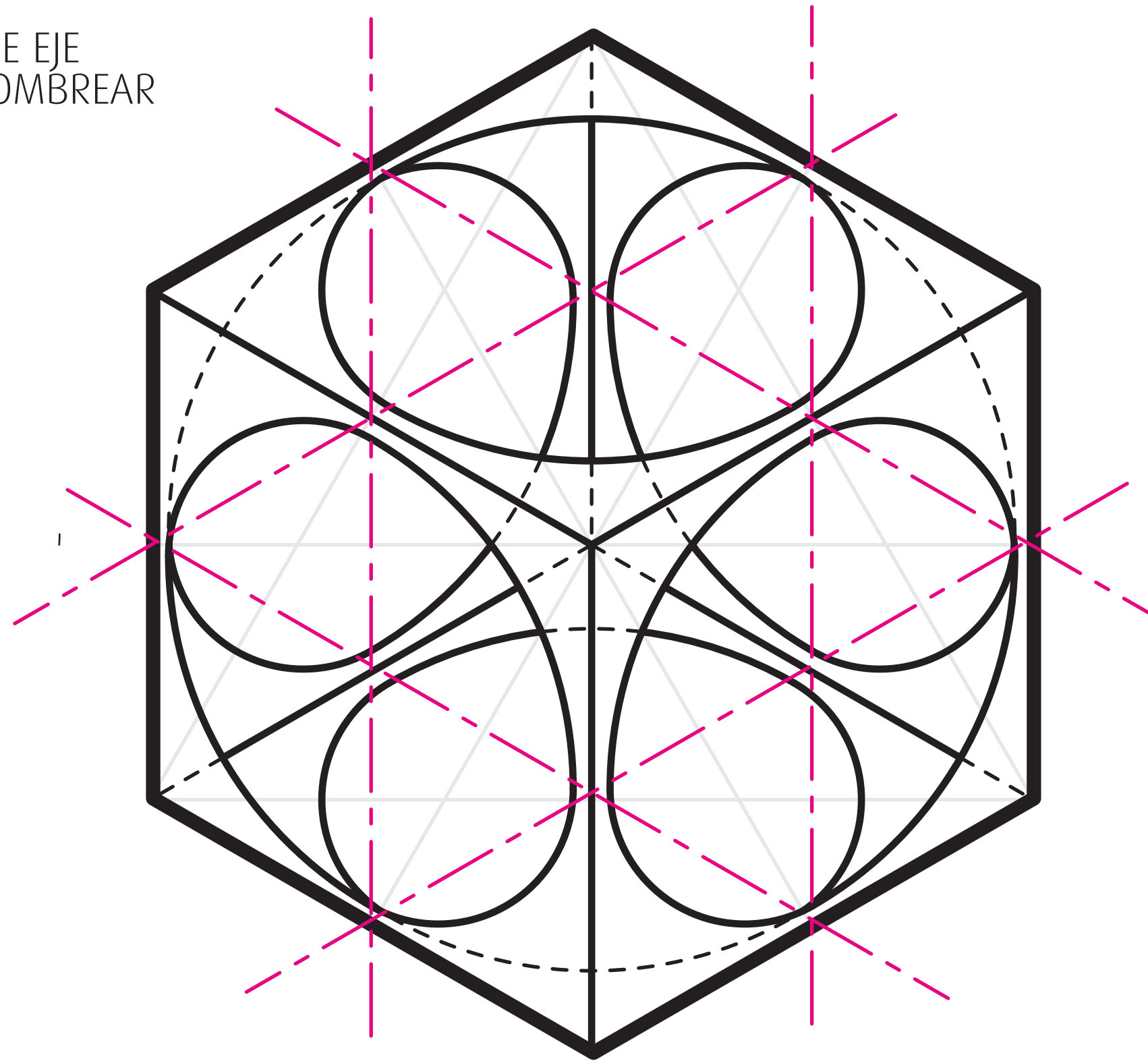
TRAZAR LAS CIRCUNFERENCIAS  
SIN TOCAR LOS BORDES DEL  
CUADRILÁTERO



PROYECTAR EN LAS (6) CARAS  
DEL CUBO TRAZANDO LAS  
LÍNEAS OCULTAS



TRAZAR LÍNEAS DE EJE  
POR CADA CARA Y SOMBREAR





*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**PROYECCIÓN  
ISOMÉTRICA DE  
CIRCUNFERENCIAS**





*Técnicas de*  
**Representación**  
*Modalidad Virtual*



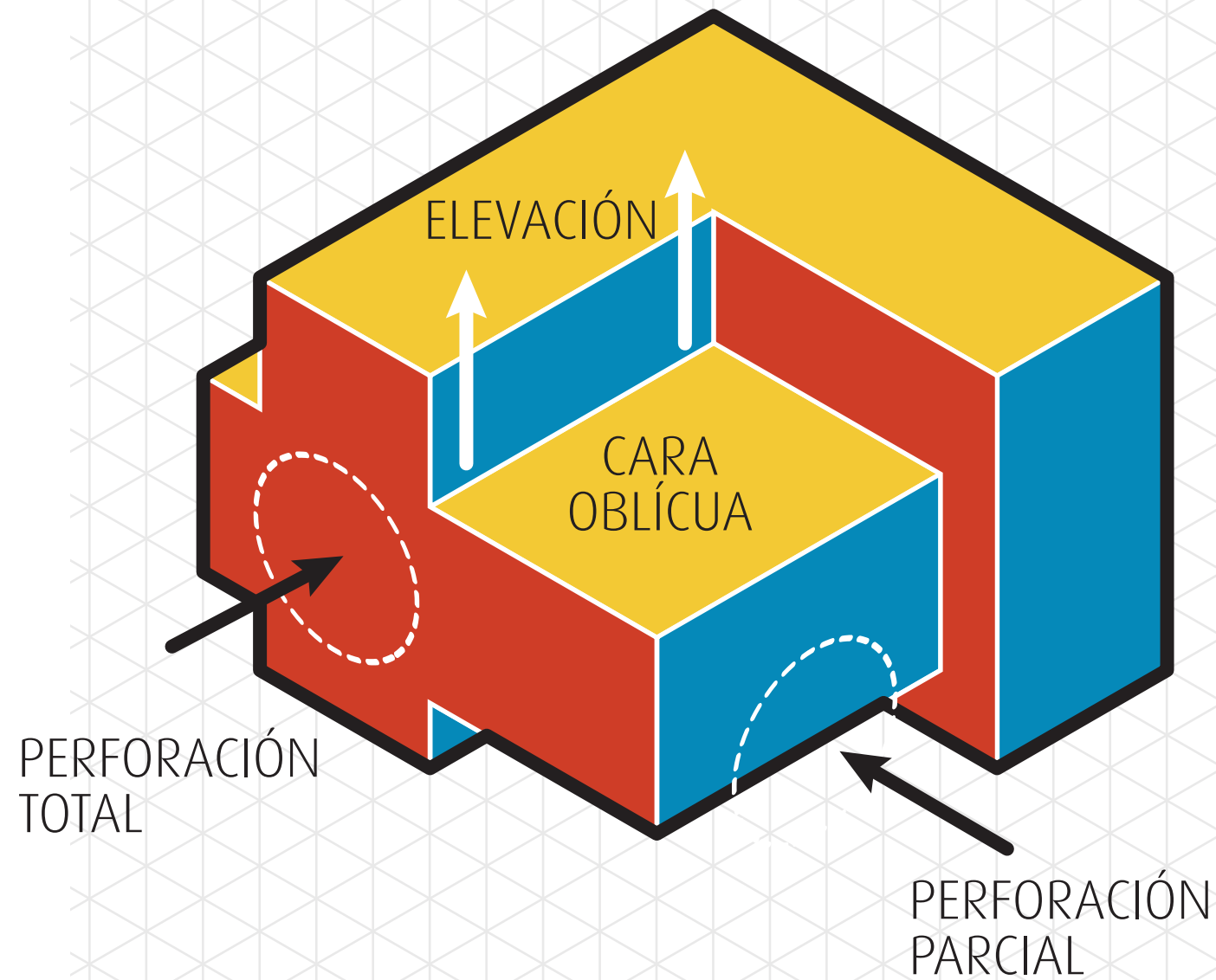
**ESCALADO Y  
MODIFICACIÓN  
BÁSICA DEL SÓLIDO**



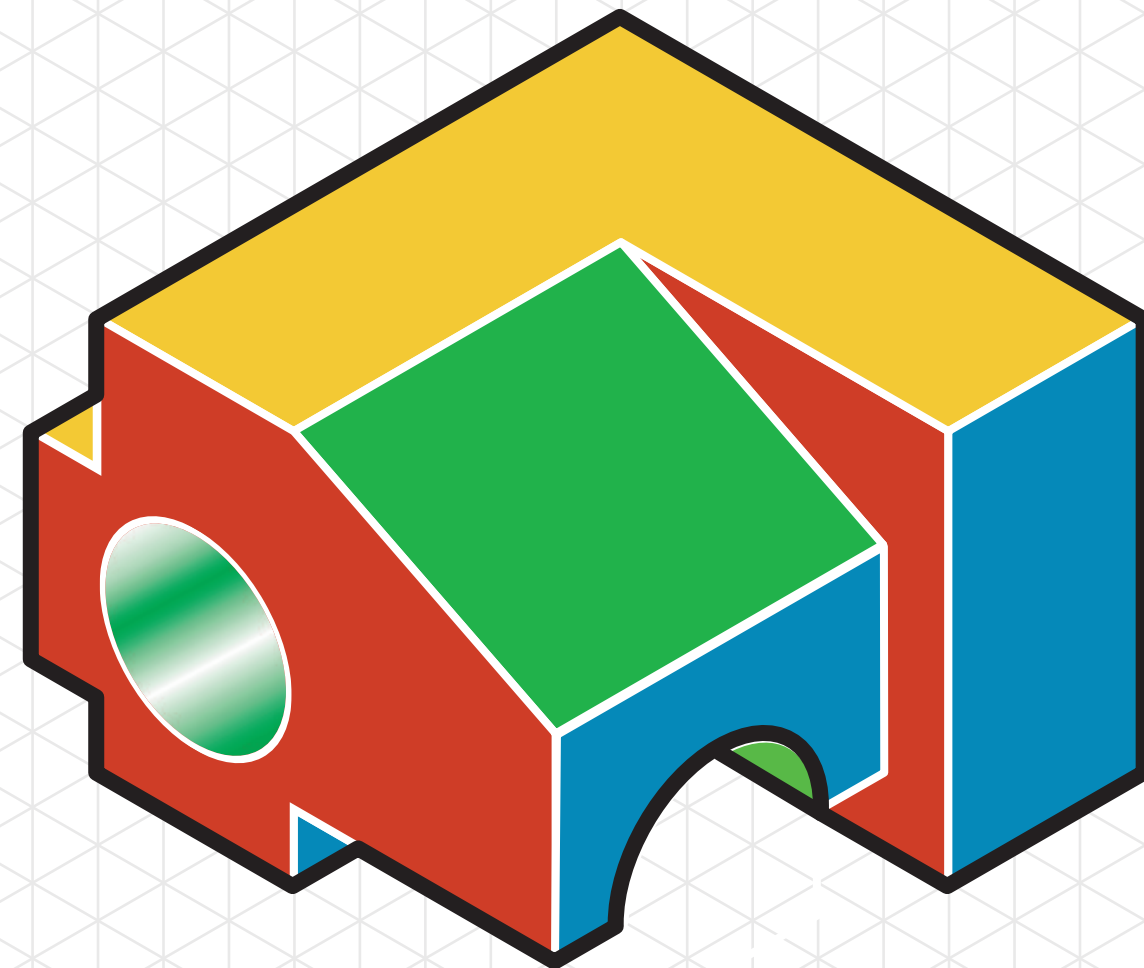


# MODIFICAR EL SÓLIDO

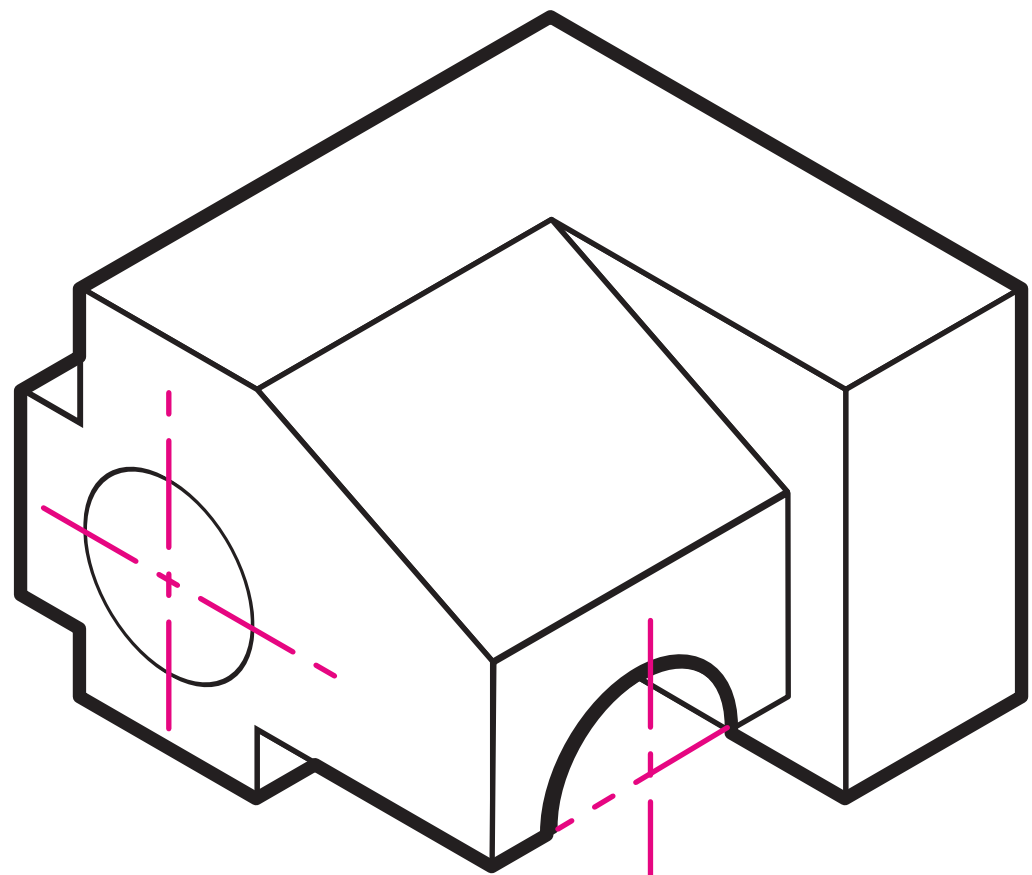
(PERFORACIÓN TOTAL / PARCIAL Y SUPERFICIE OBLÍCUA)



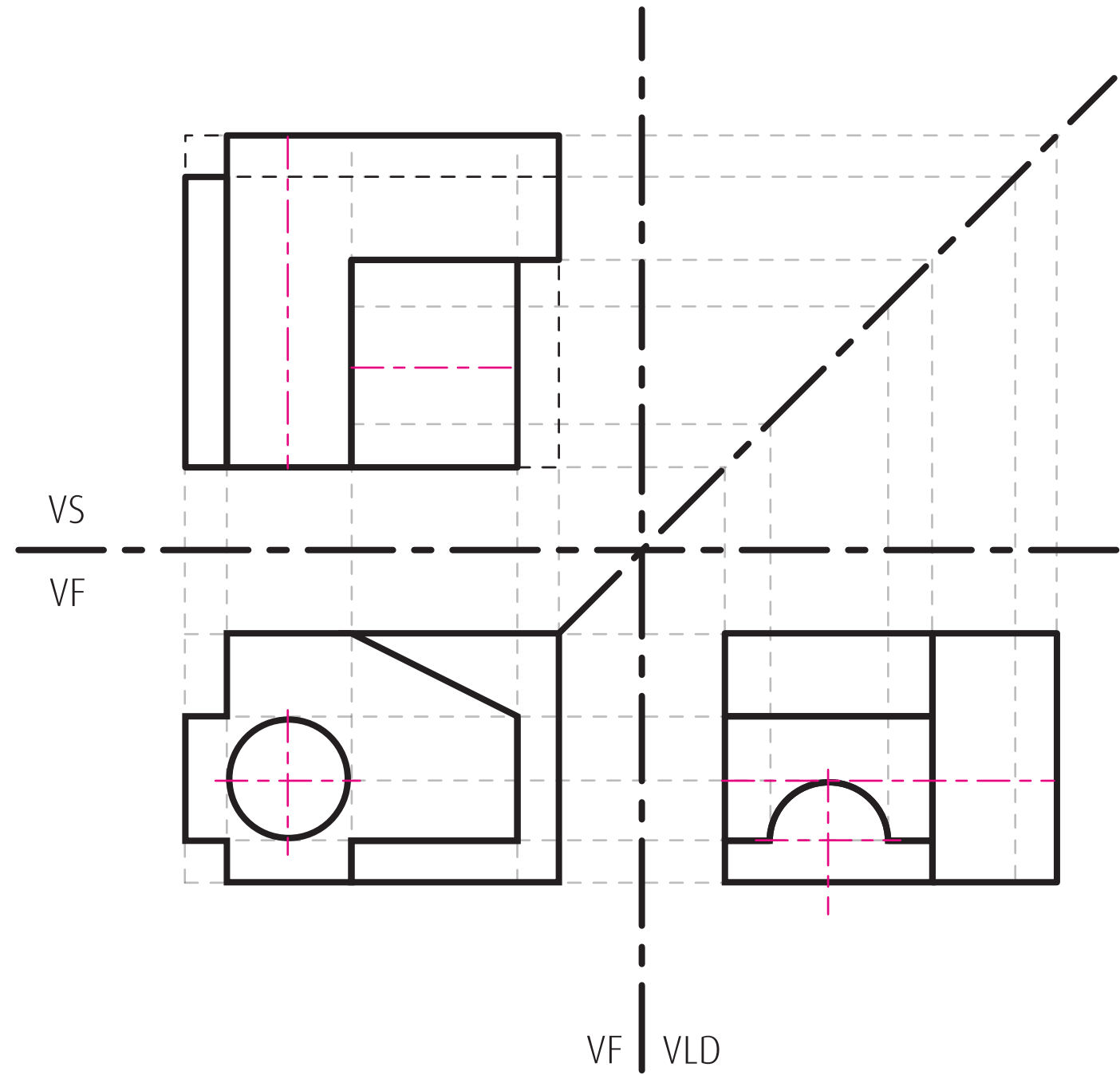
SÓLIDO ORIGINAL



SÓLIDO MODIFICADO



ISOMETRÍA





*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**ESCALADO Y  
MODIFICACIÓN  
BÁSICA DEL SÓLIDO**

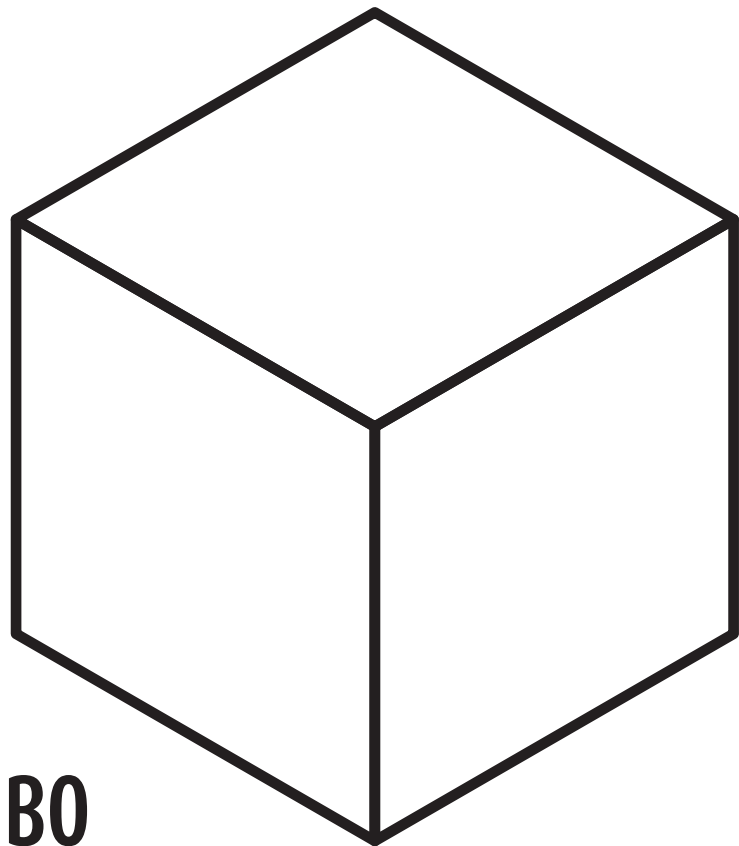


*Técnicas de*  
**Representación**  
*Modalidad Virtual*

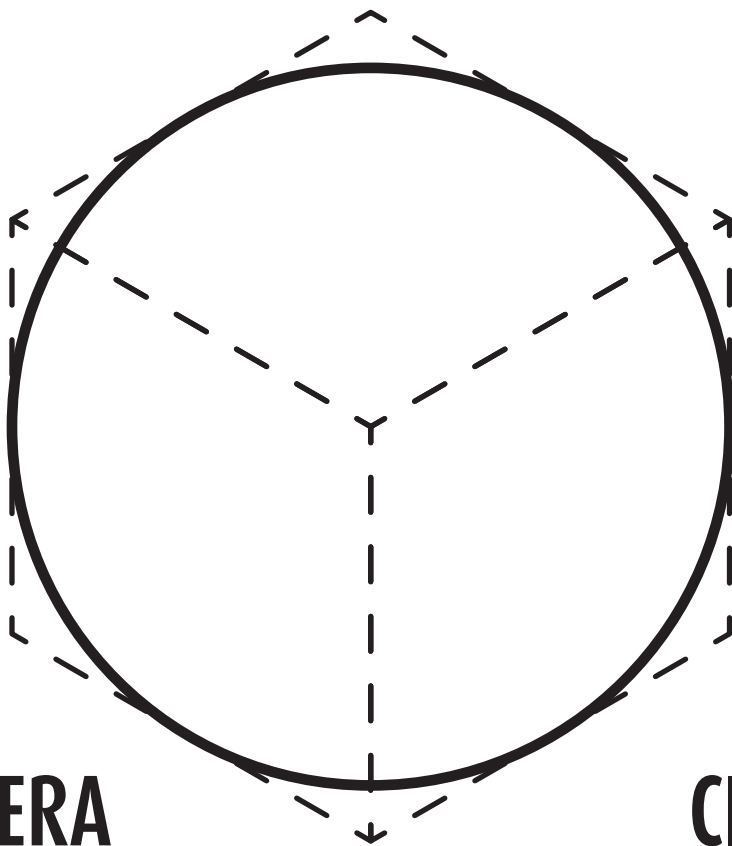


**TRAMAS Y  
ESTILOS DE  
SOMBREADO**

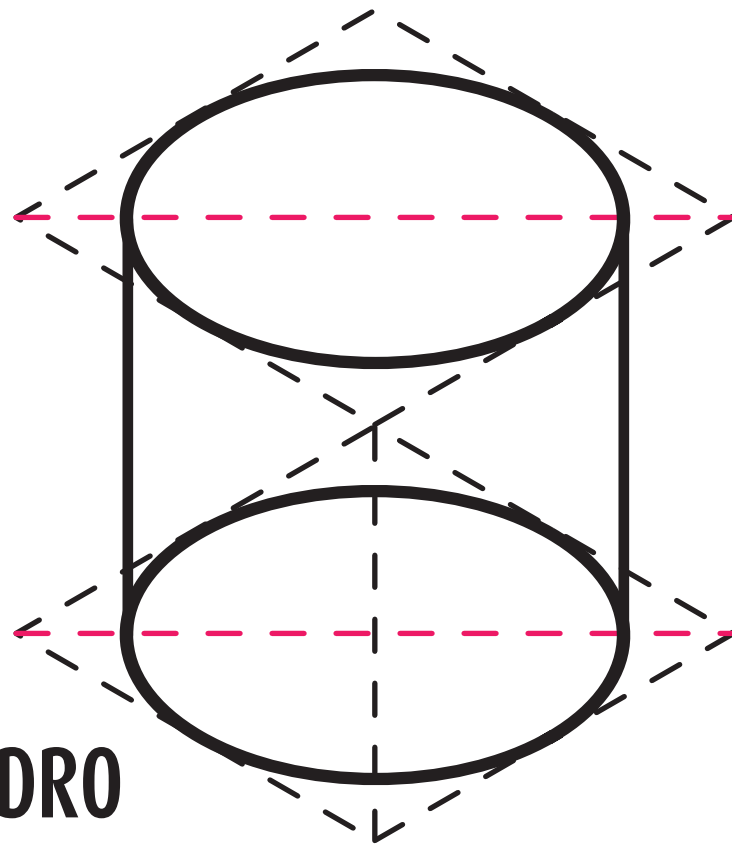
# CONSTRUCCIÓN DE LOS SÓLIDOS



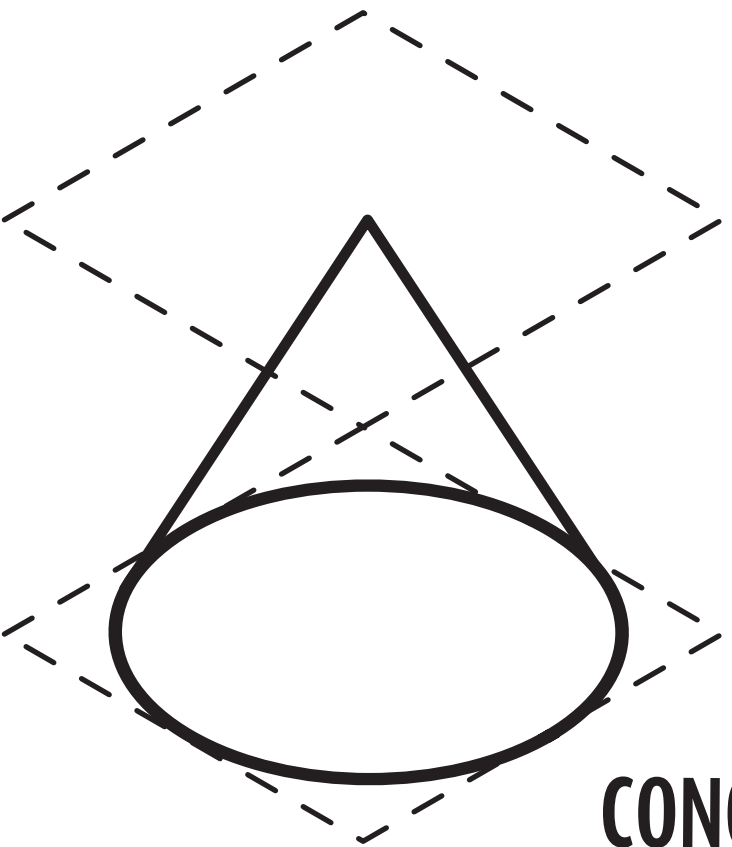
CUBO



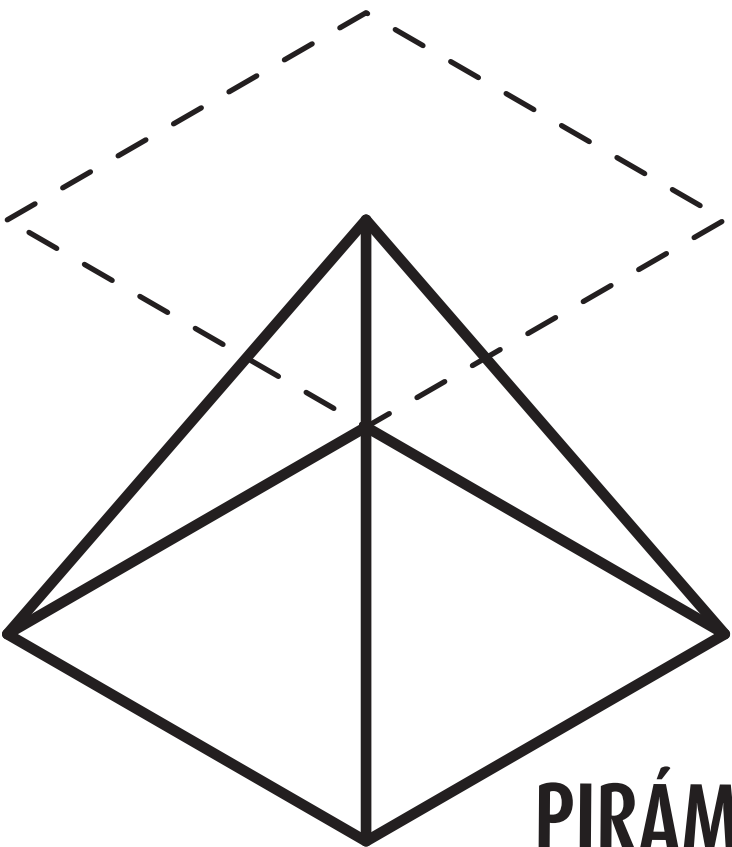
ESFERA



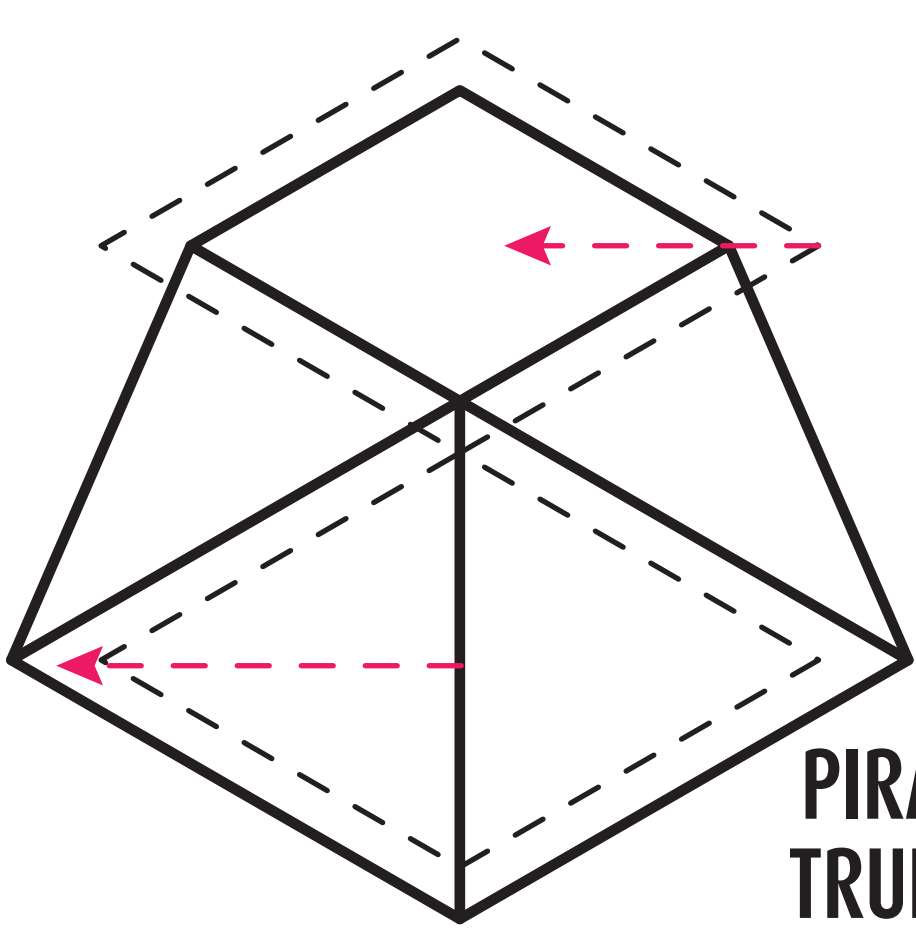
CILINDRO



CONO

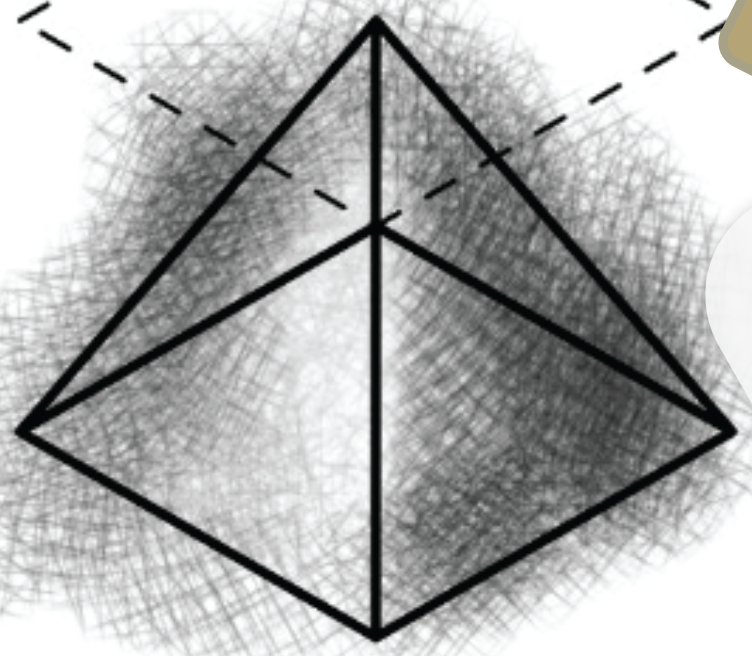
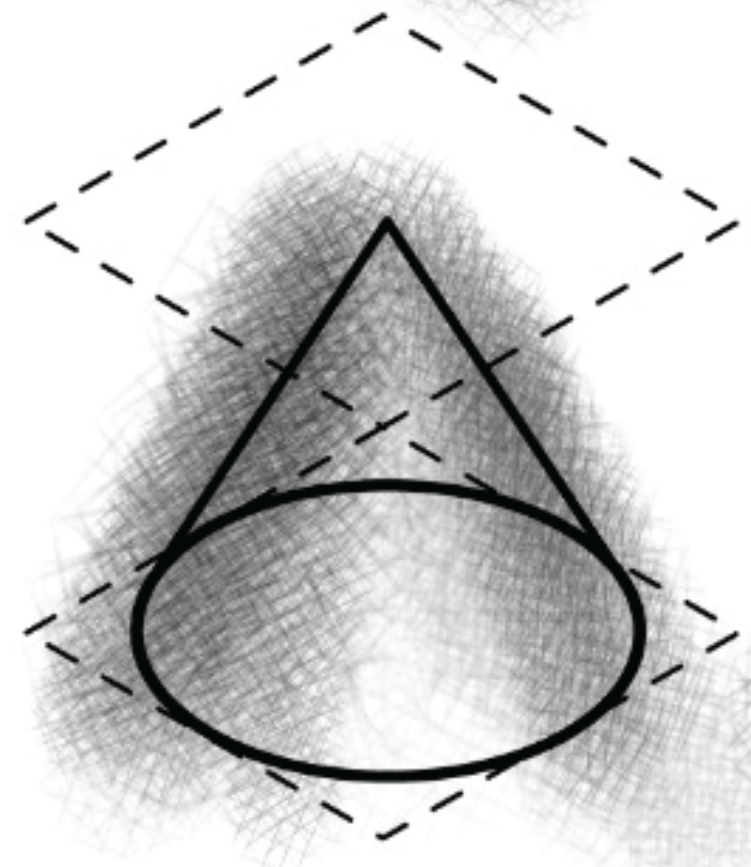
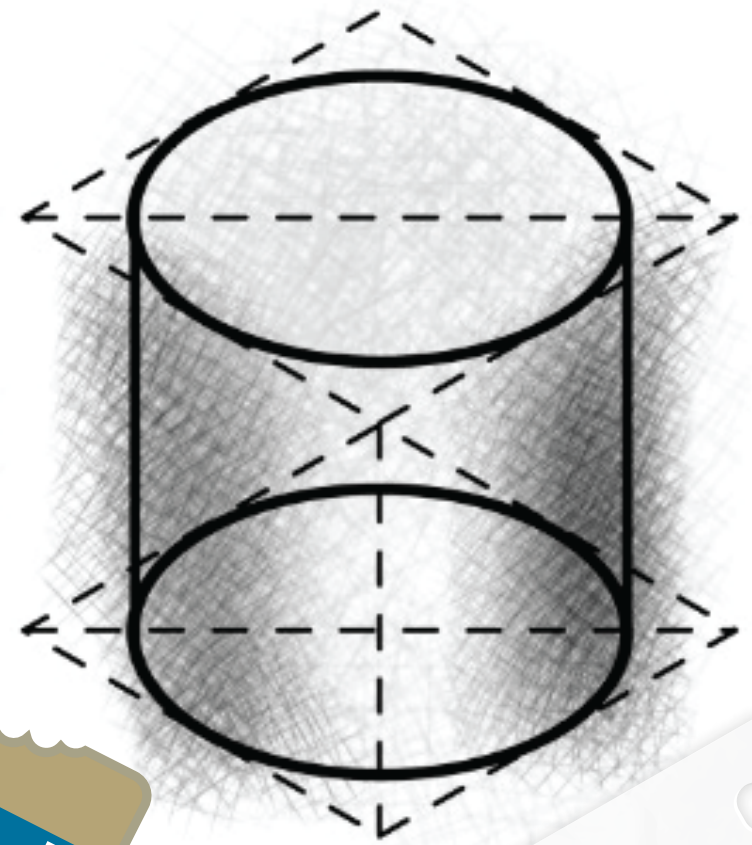
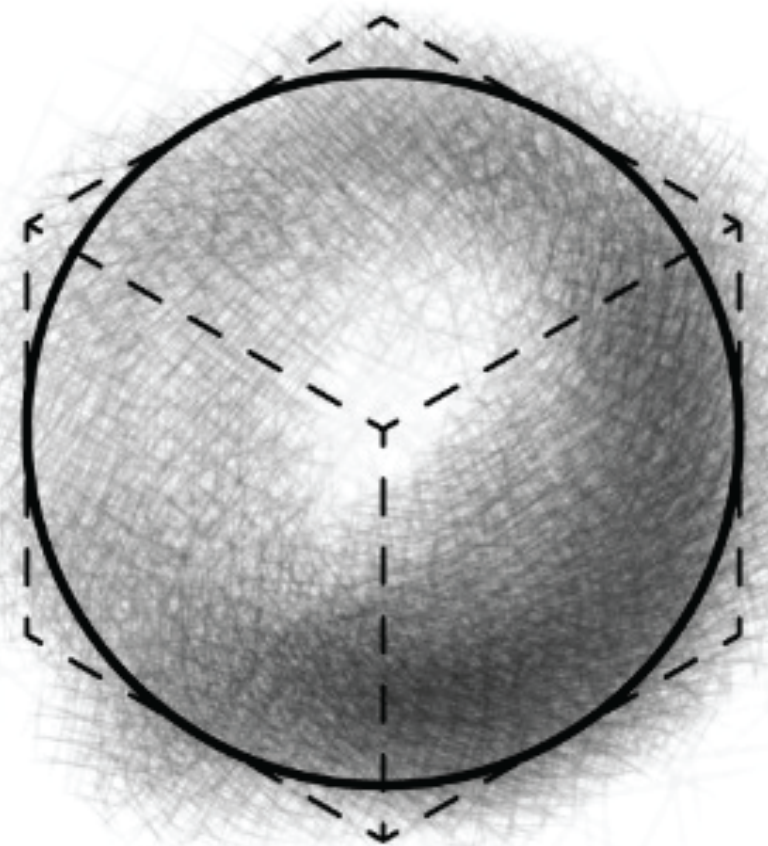
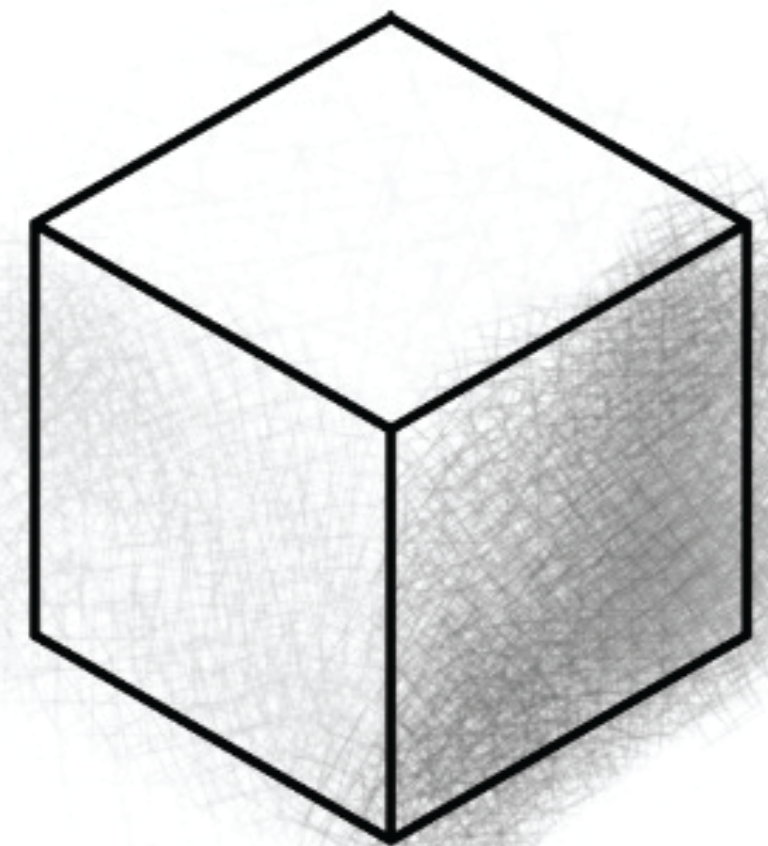


PIRÁMIDE



PIRÁMIDE TRUNCADA

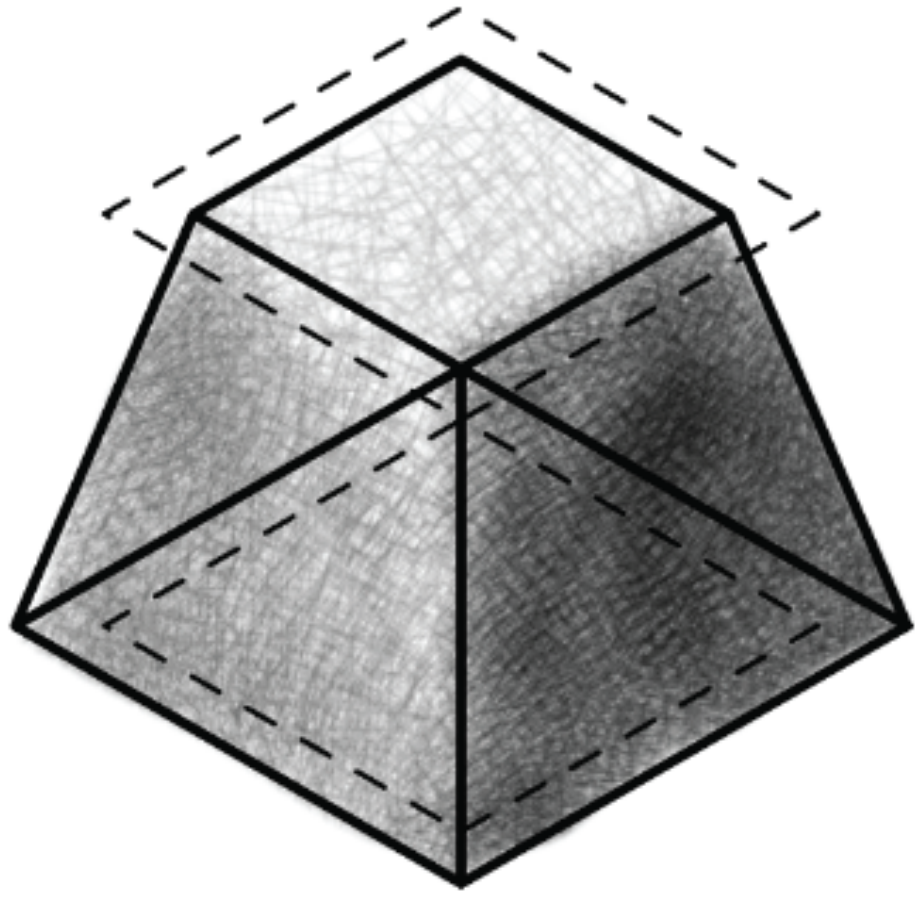
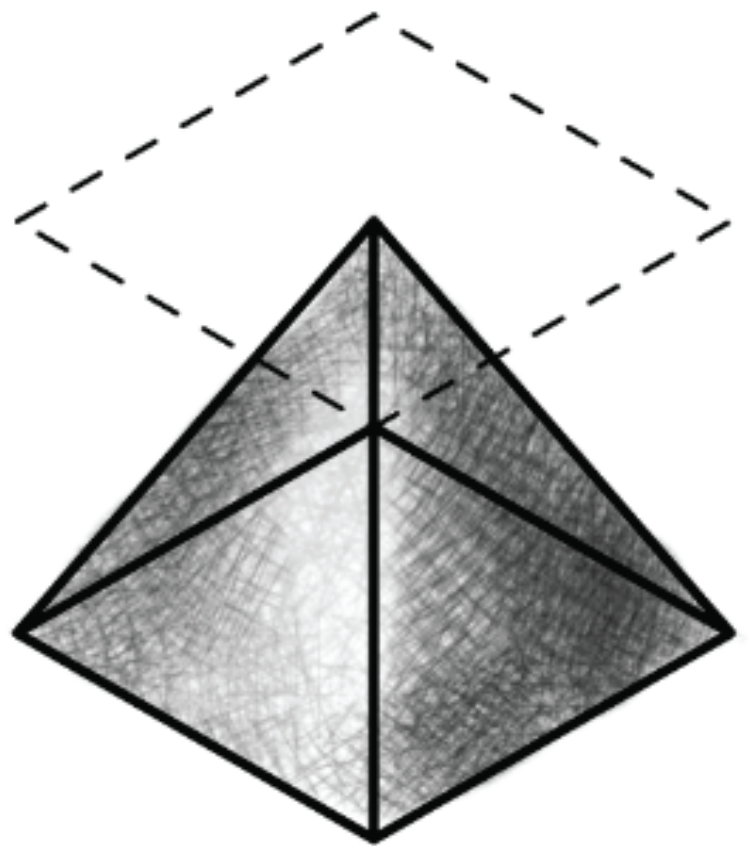
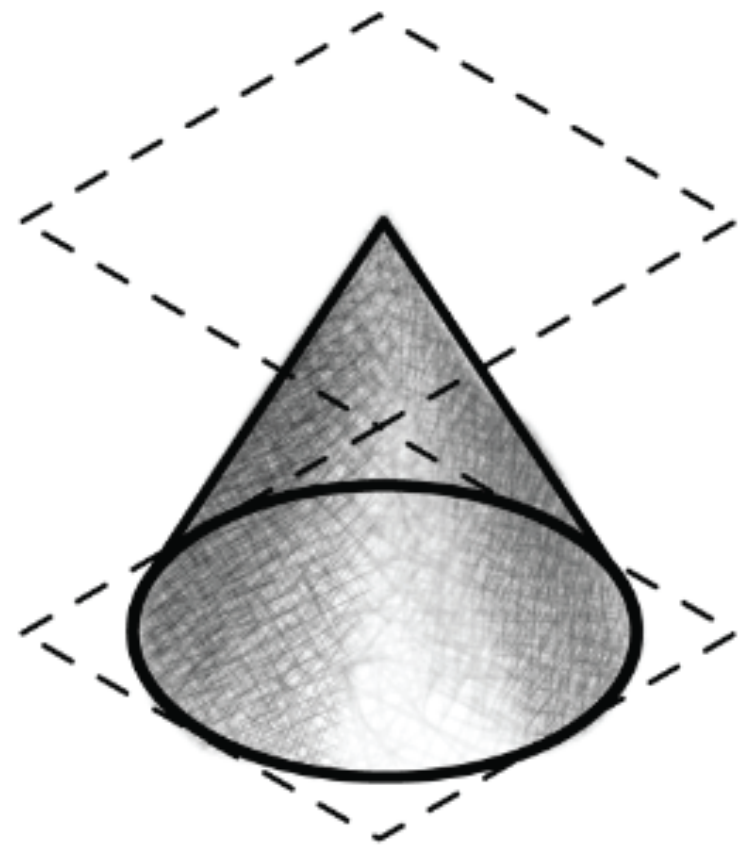
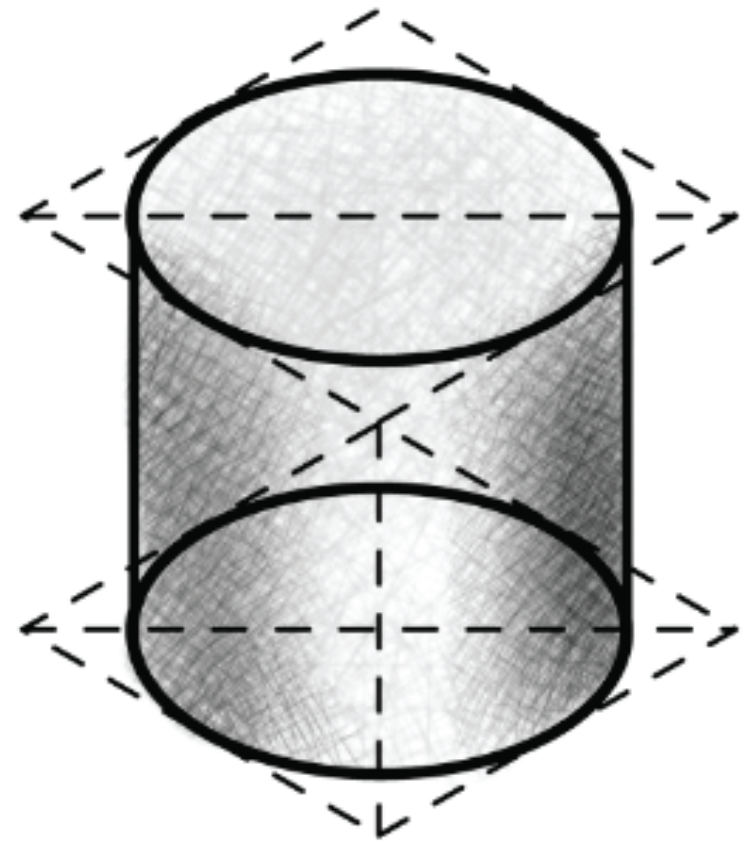
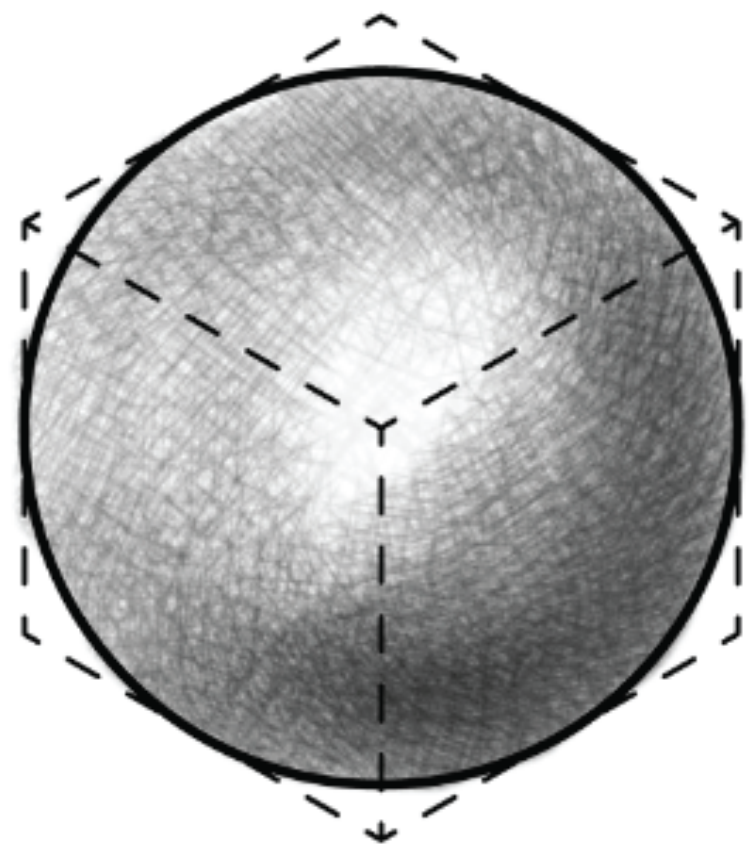
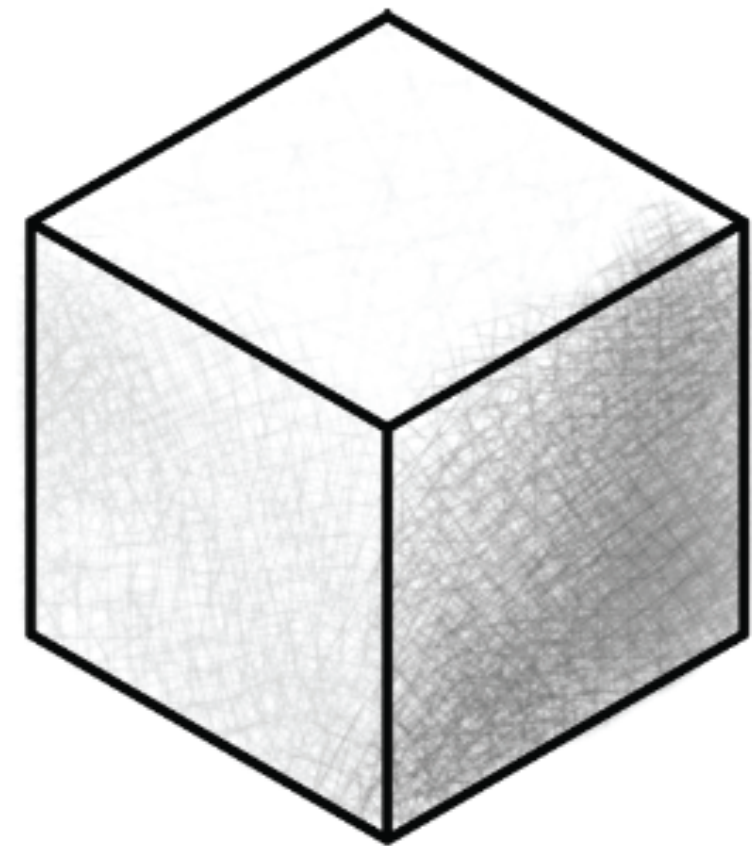
# PROCESO DE CROSS HATCHING



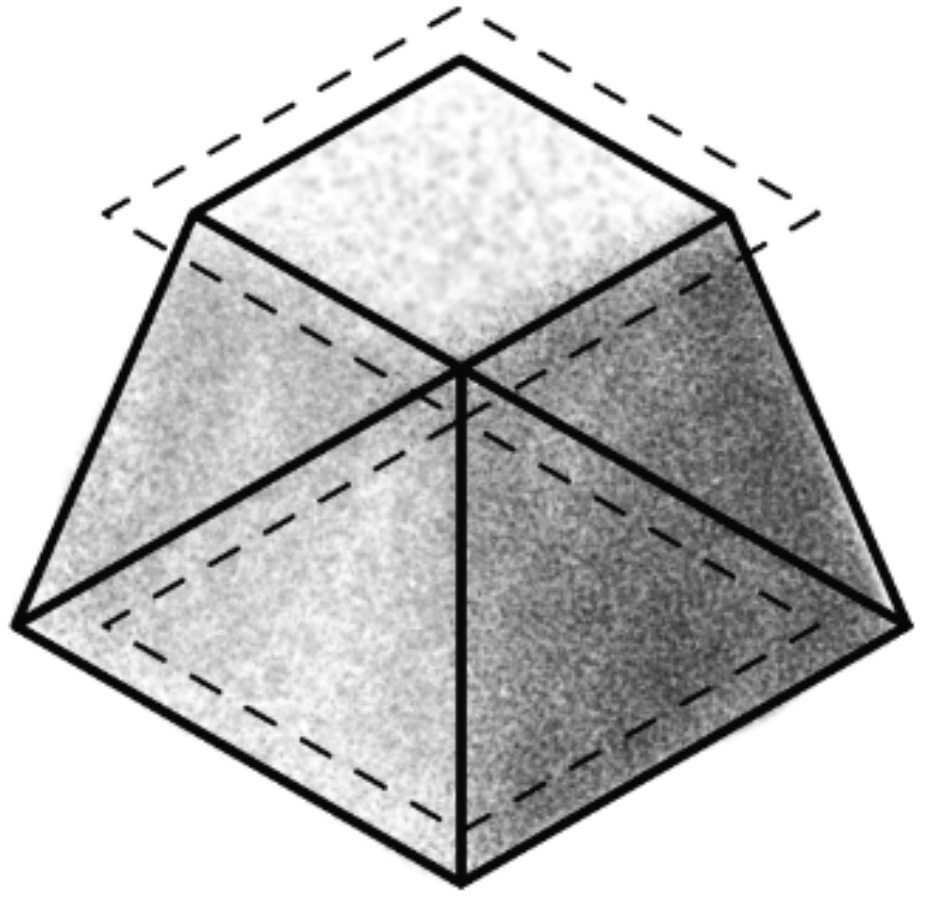
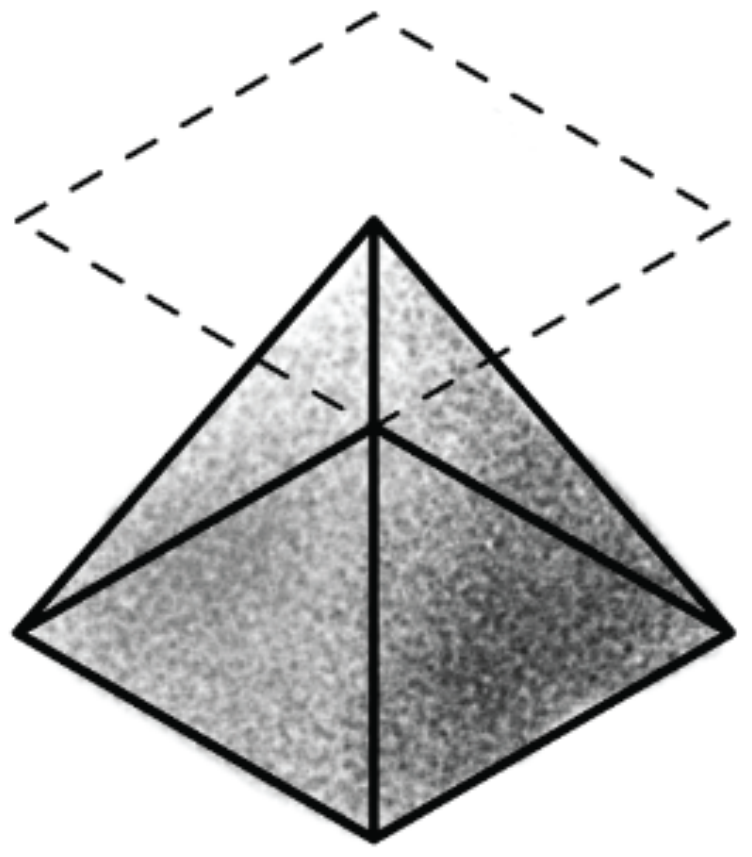
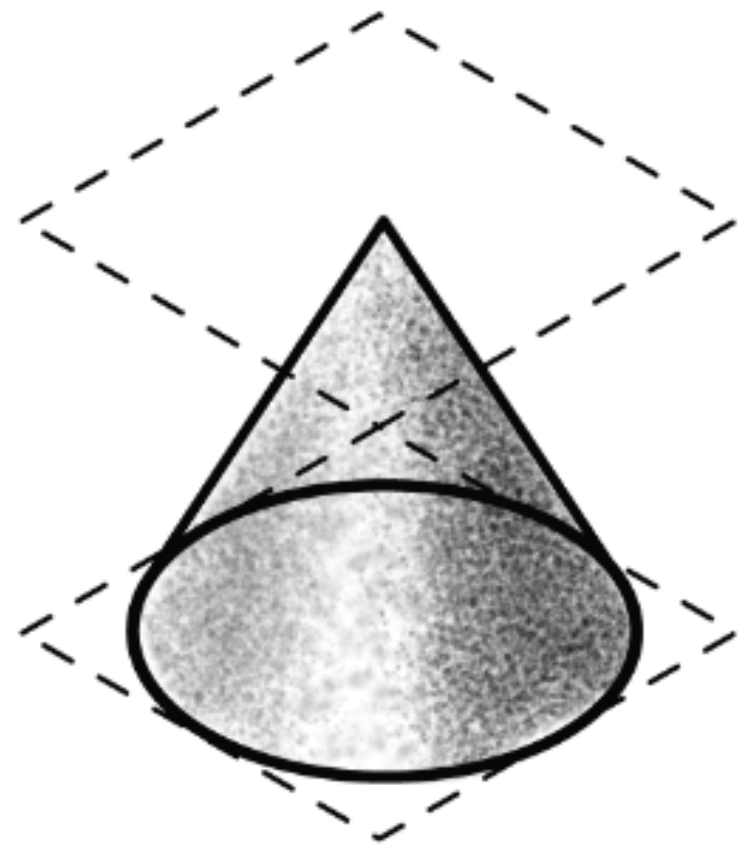
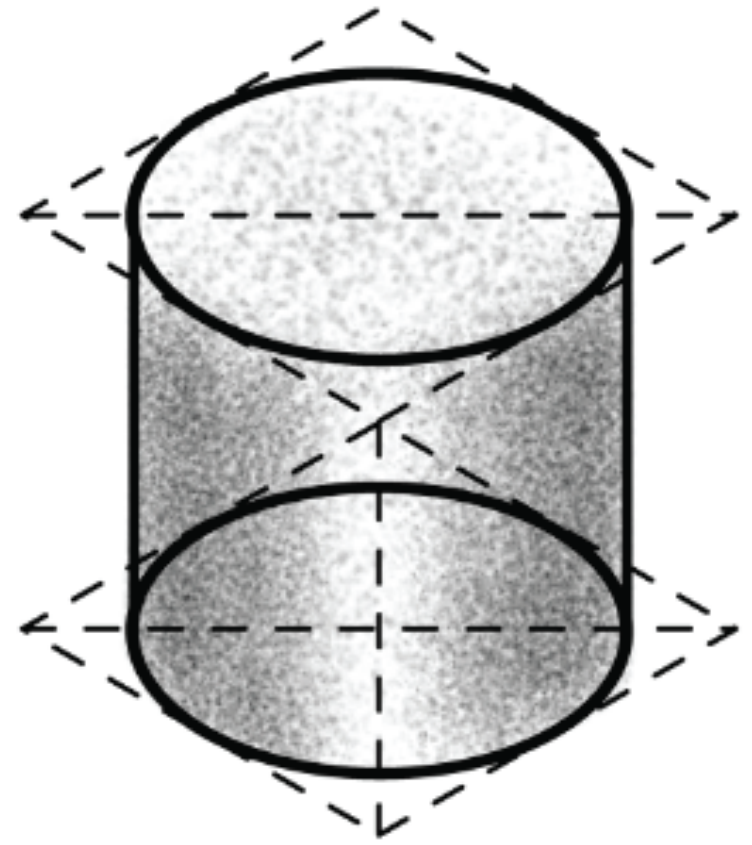
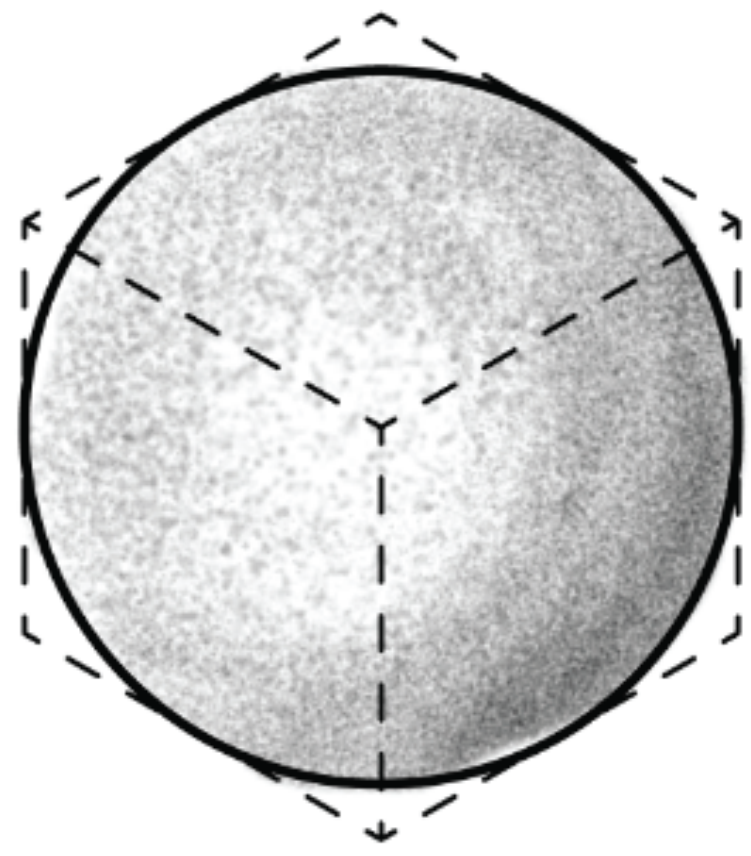
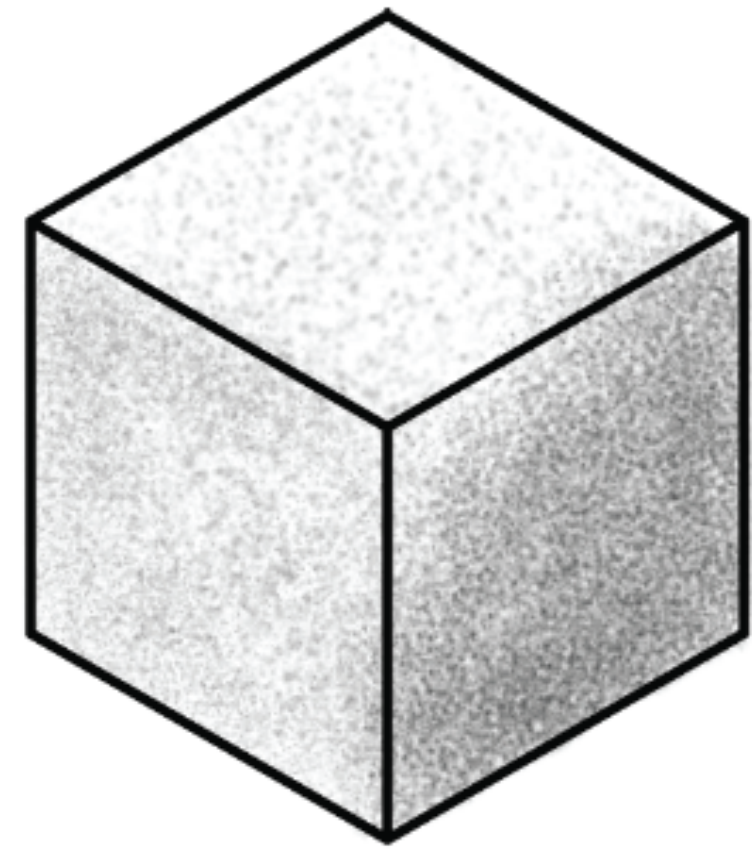
BORRAR CON UN PAPEL  
SIGUIENDO LOS PERFILES



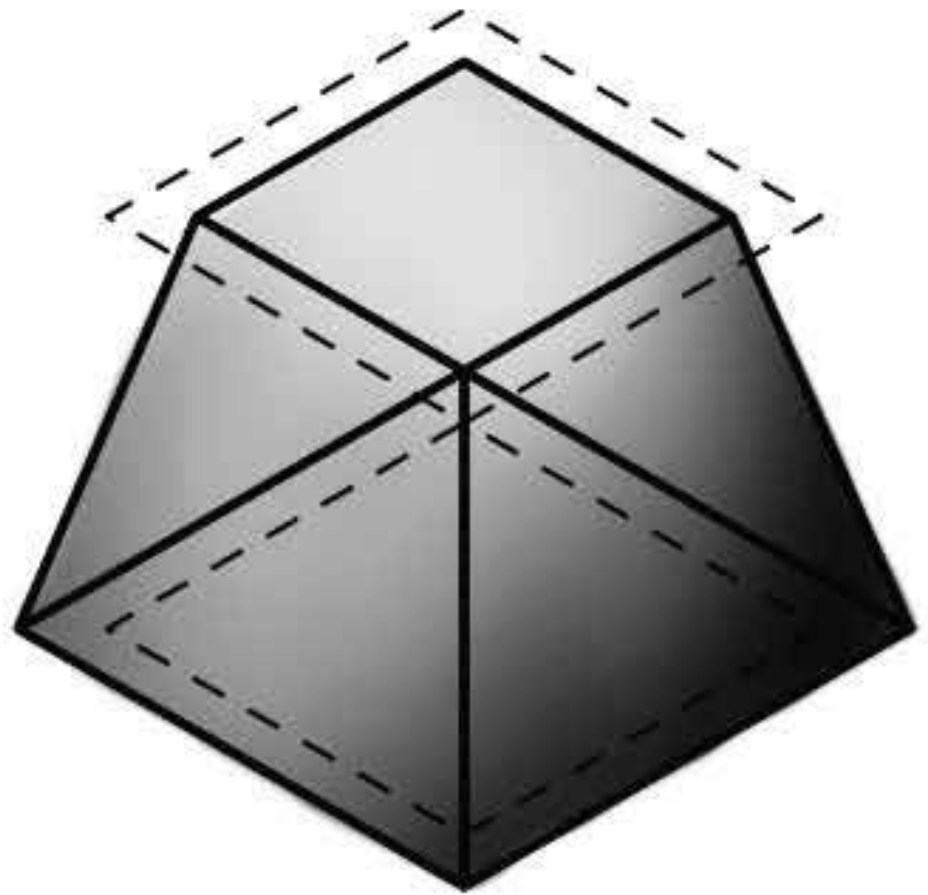
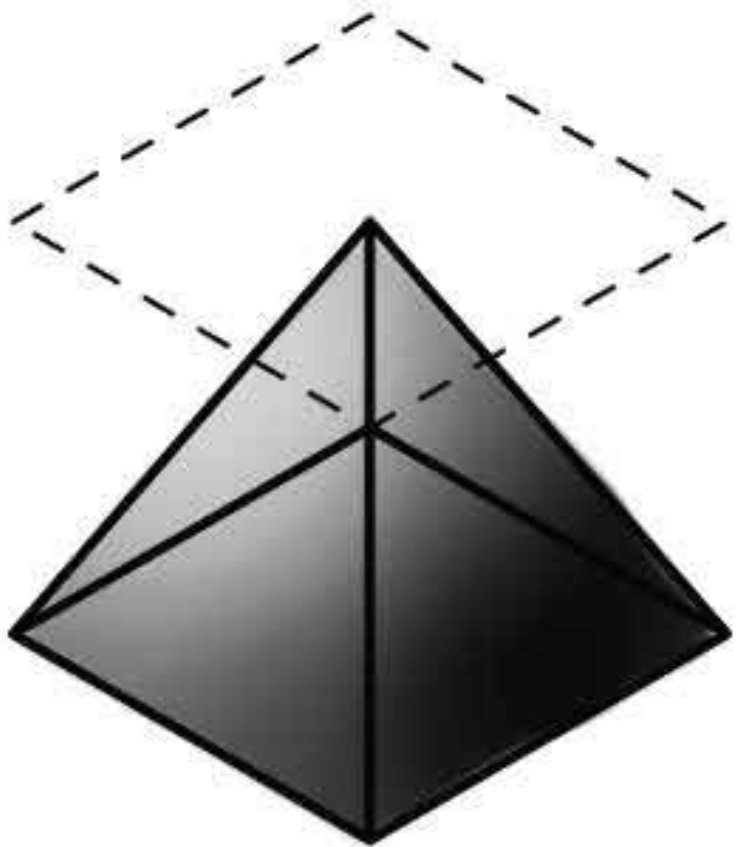
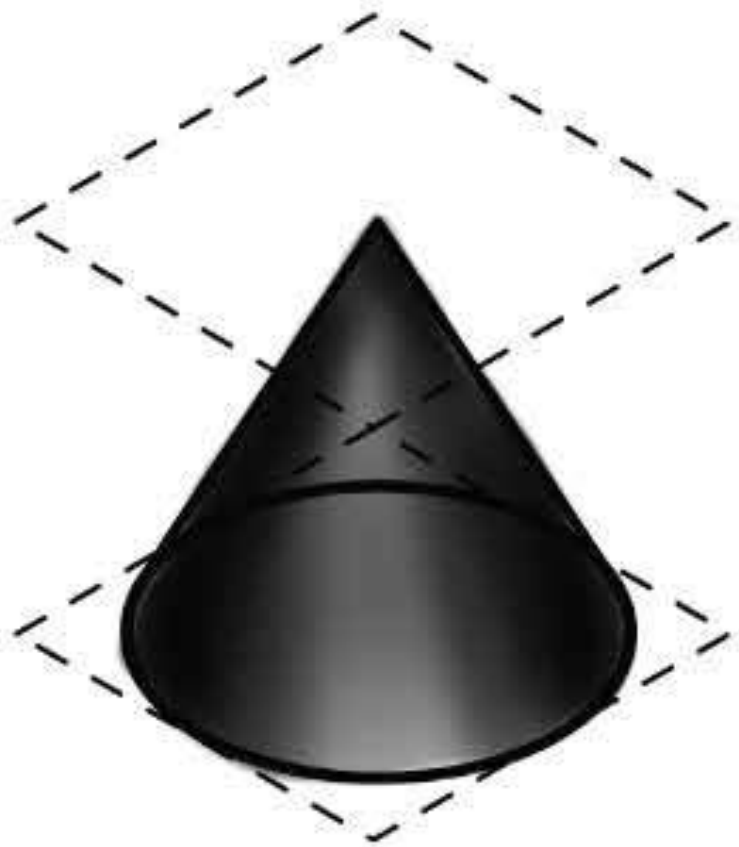
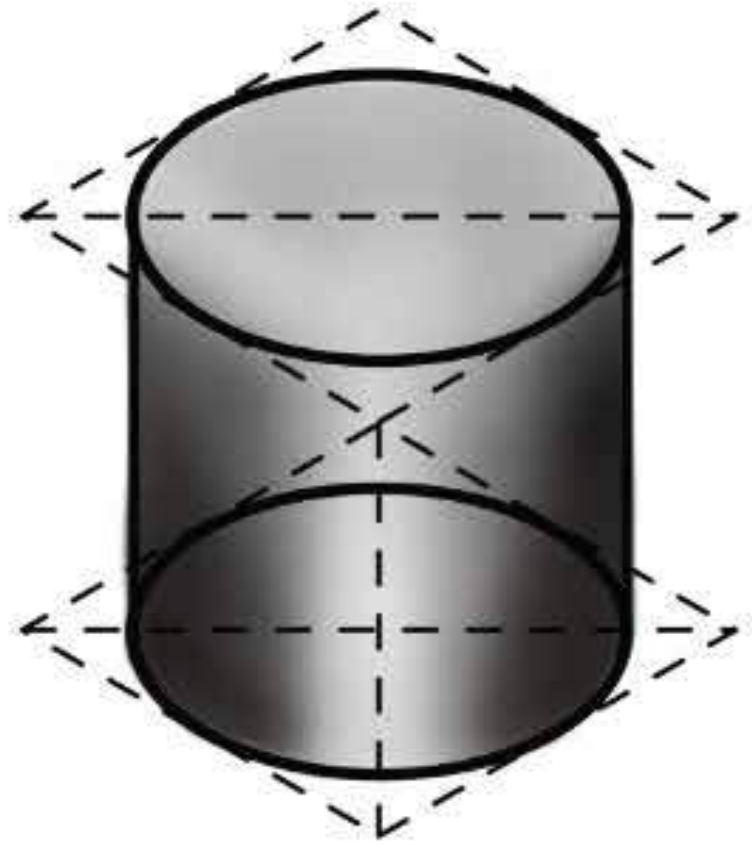
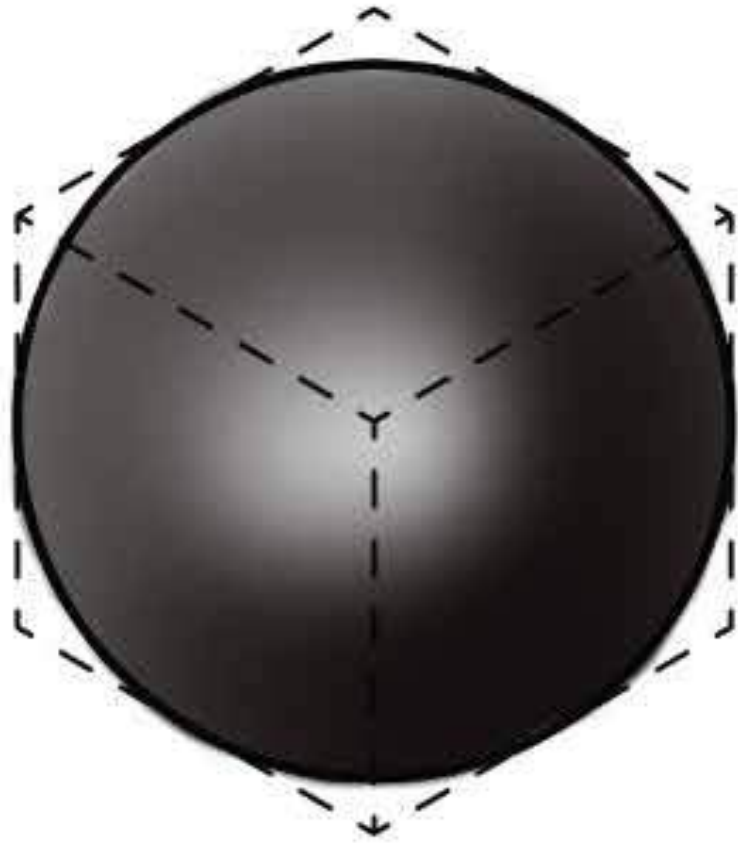
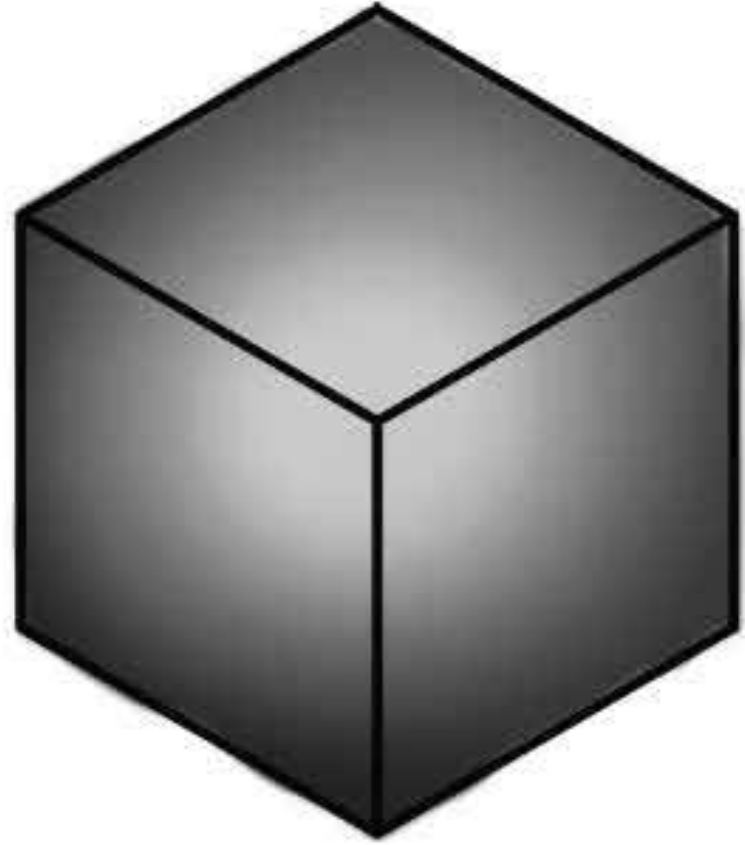
# SOMBRA CROSS HATCHING



# SOMBRA POR DENSIDAD DE PUNTOS

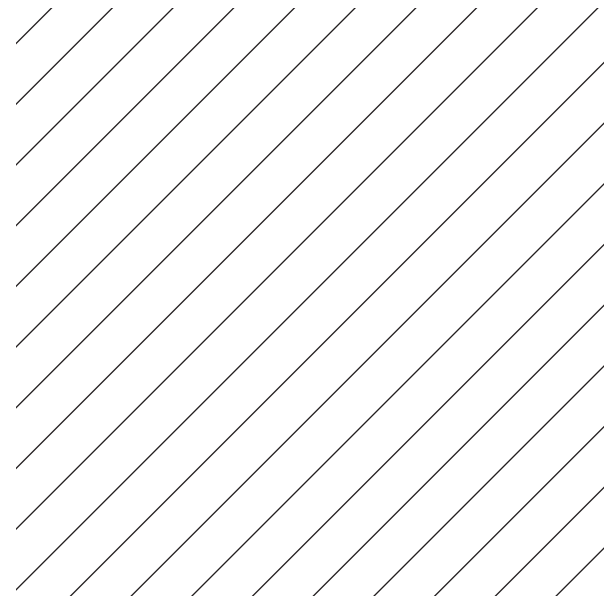


# SOMBRAS DIFUSAS

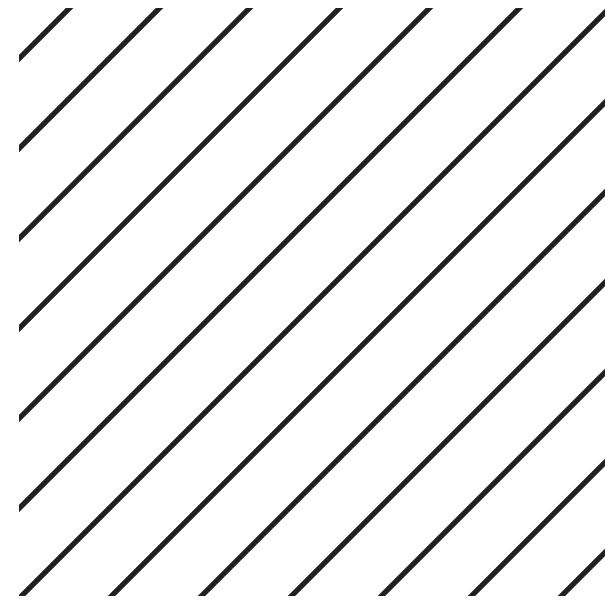




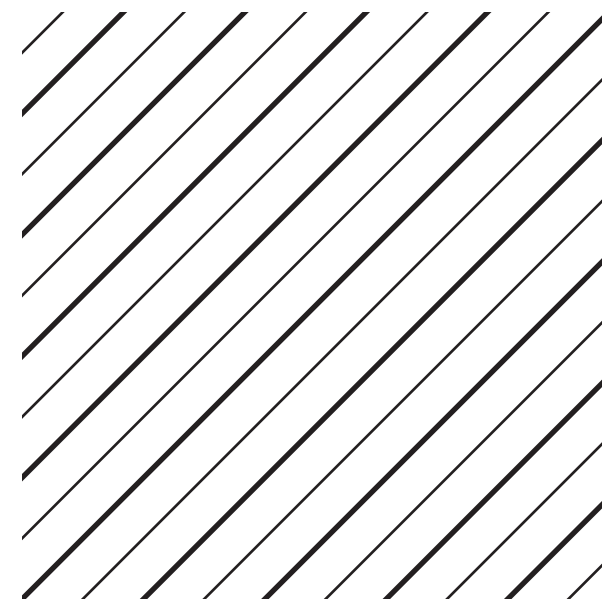
# PRINCIPALES TRAMAS (ACHURADOS)



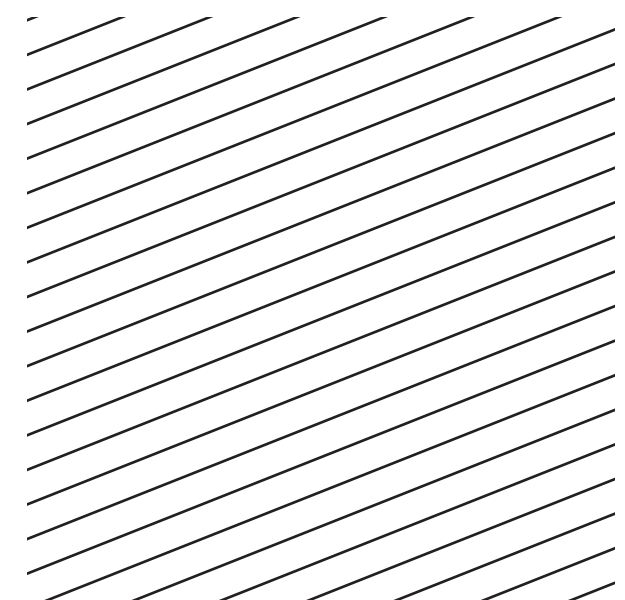
45° BAJA INTENSIDAD



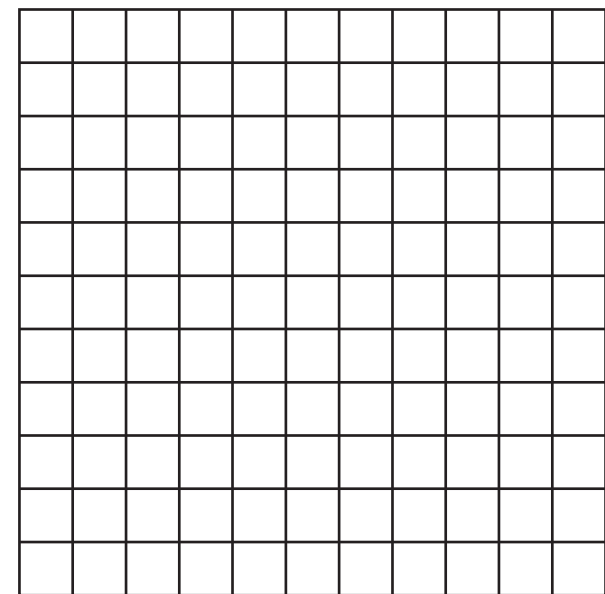
45° INTENSIDAD FUERTE  
MENOR DENSIDAD



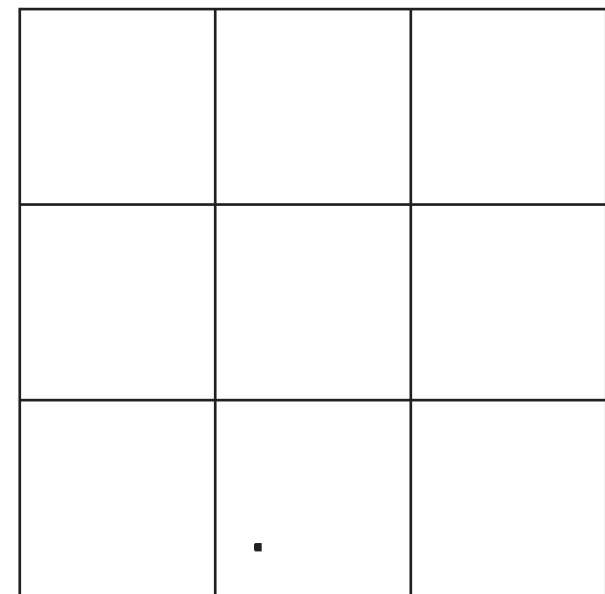
45° INTENSIDAD FUERTE  
CALIBRE INTERCALADO



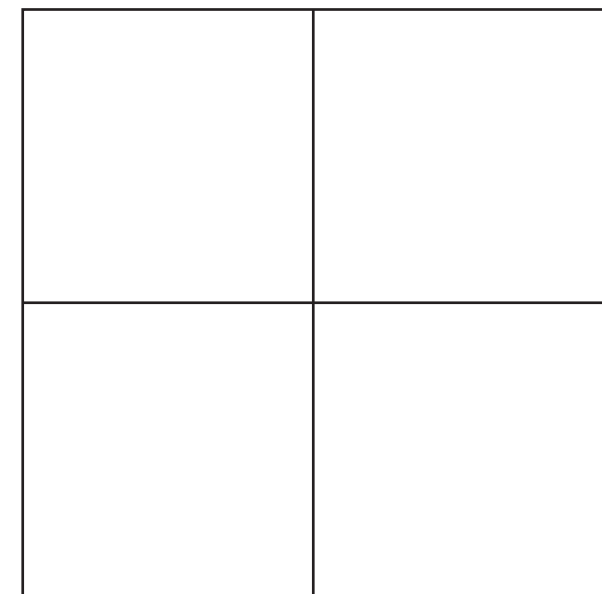
30° INTENSIDAD FUERTE



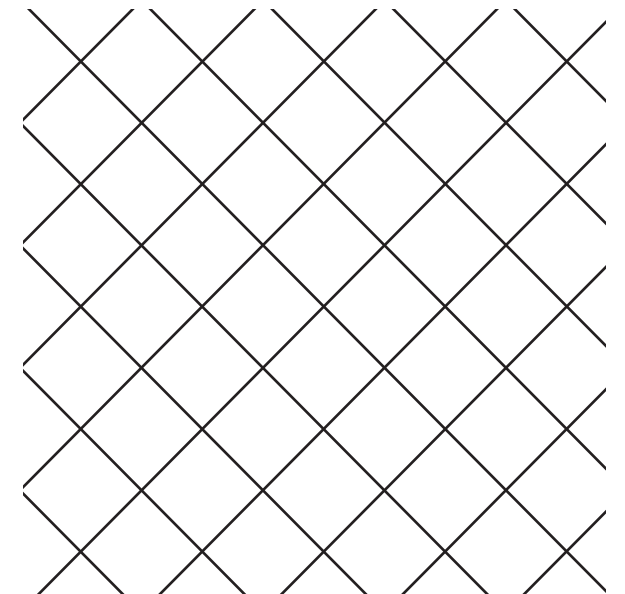
MOSAICO INTENSIDAD FUERTE  
ALTA DENSIDAD



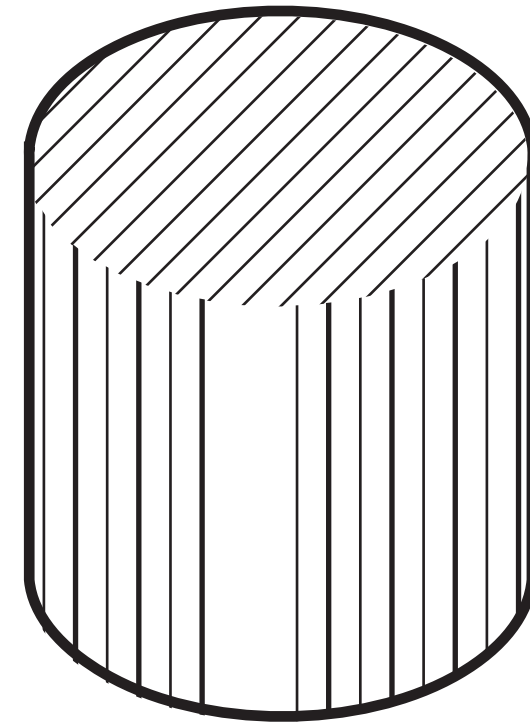
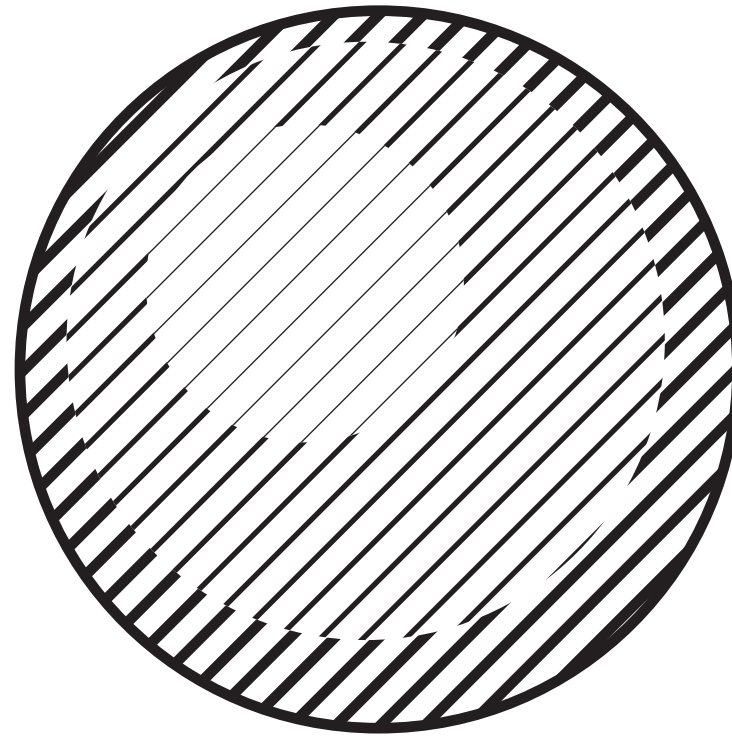
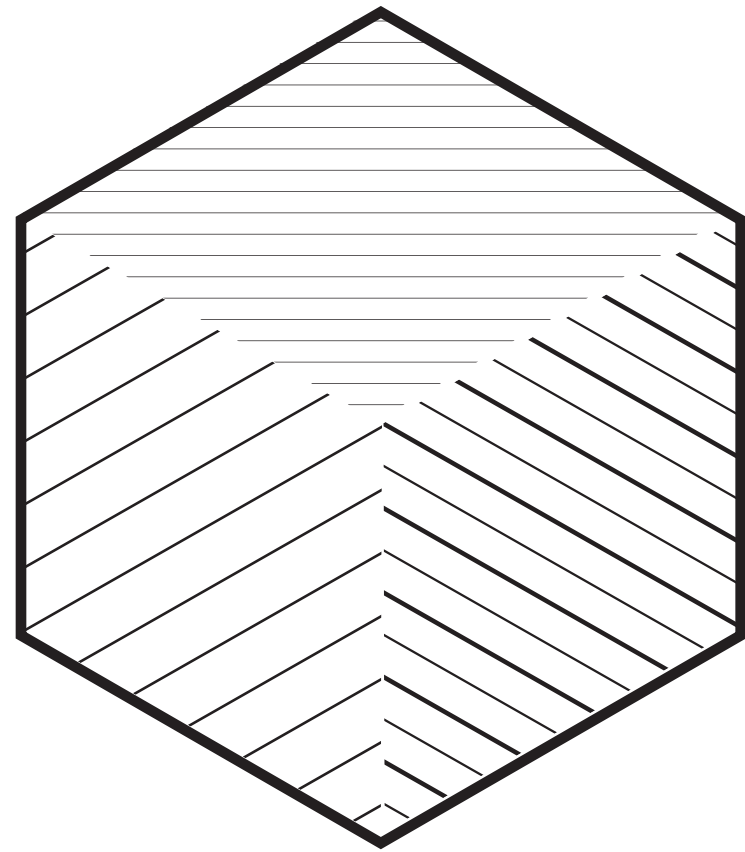
MOSAICO INTENSIDAD FUERTE  
DENSIDAD MEDIA



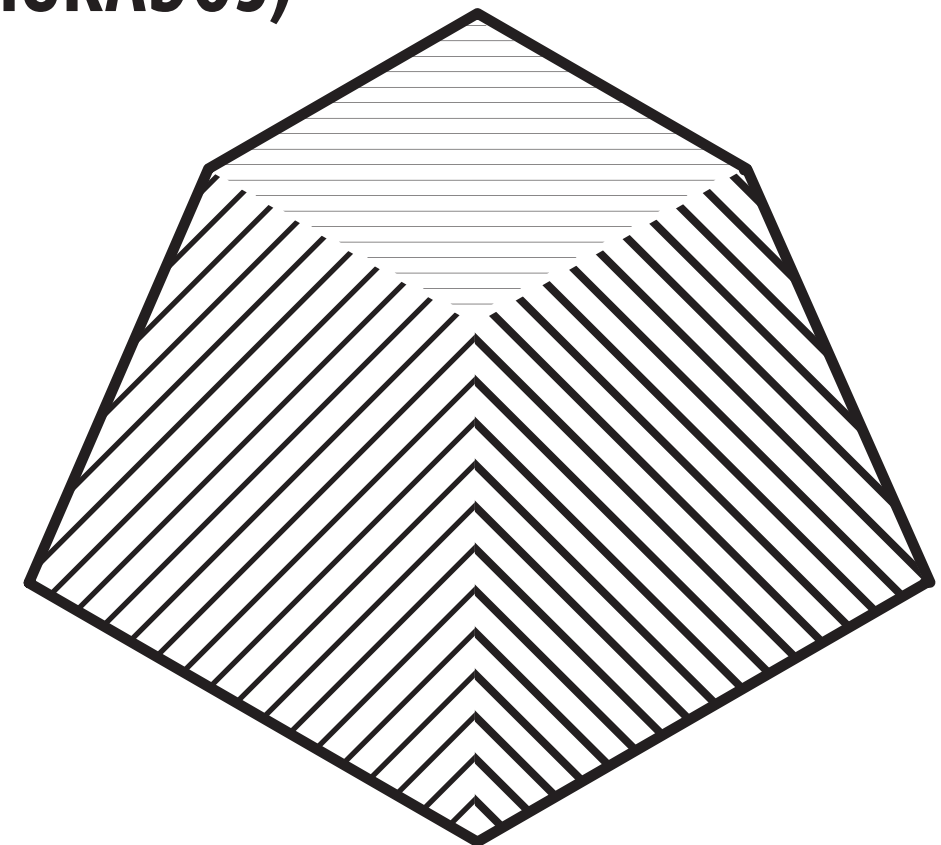
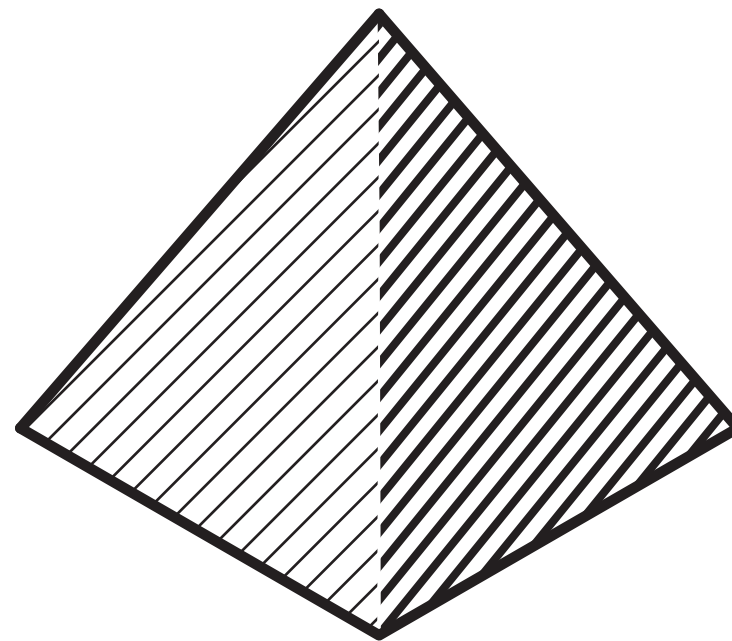
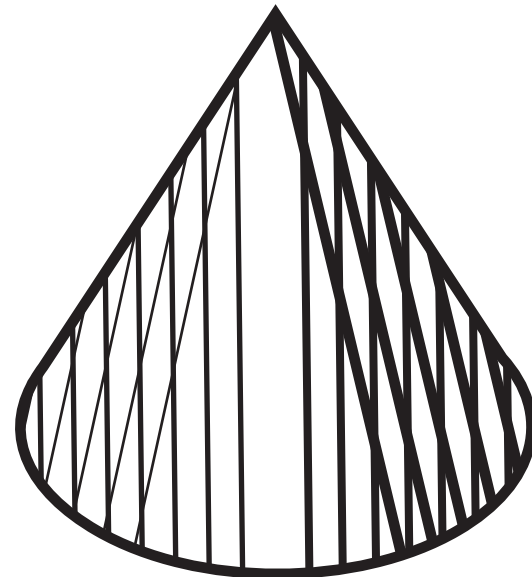
MOSAICO INTENSIDAD FUERTE  
BAJA DENSIDAD



MOSAICO OBLICUO 45°  
INTENSIDAD FUERTE



**SÓLIDOS CON TRAMAS VARIADAS (ACHURADOS)**





*Técnicas de*  
**Representación**  
*Modalidad Virtual*



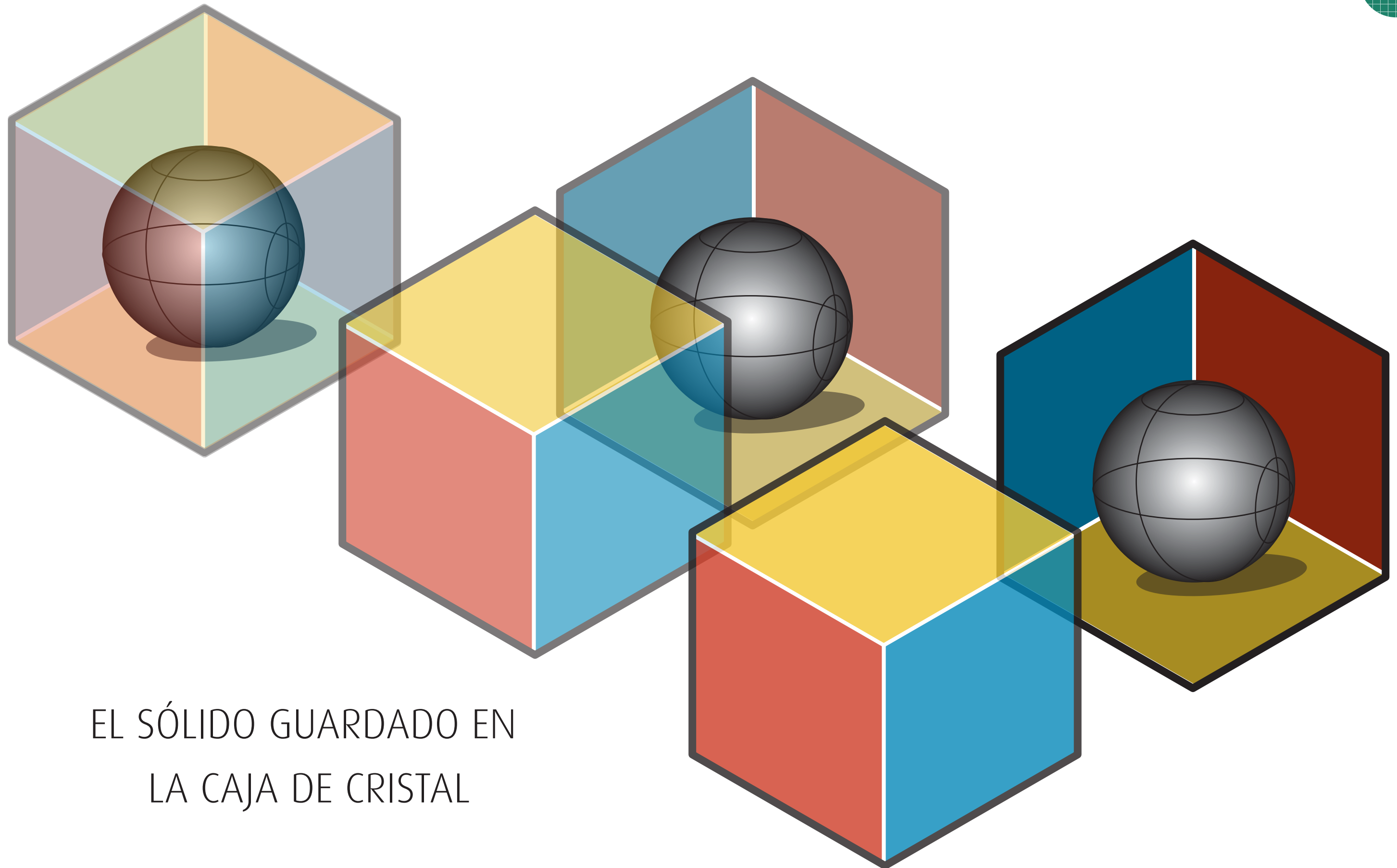
**TRAMAS Y  
ESTILOS DE  
SOMBREADO**



*Técnicas de*  
**Representación**  
*Modalidad Virtual*

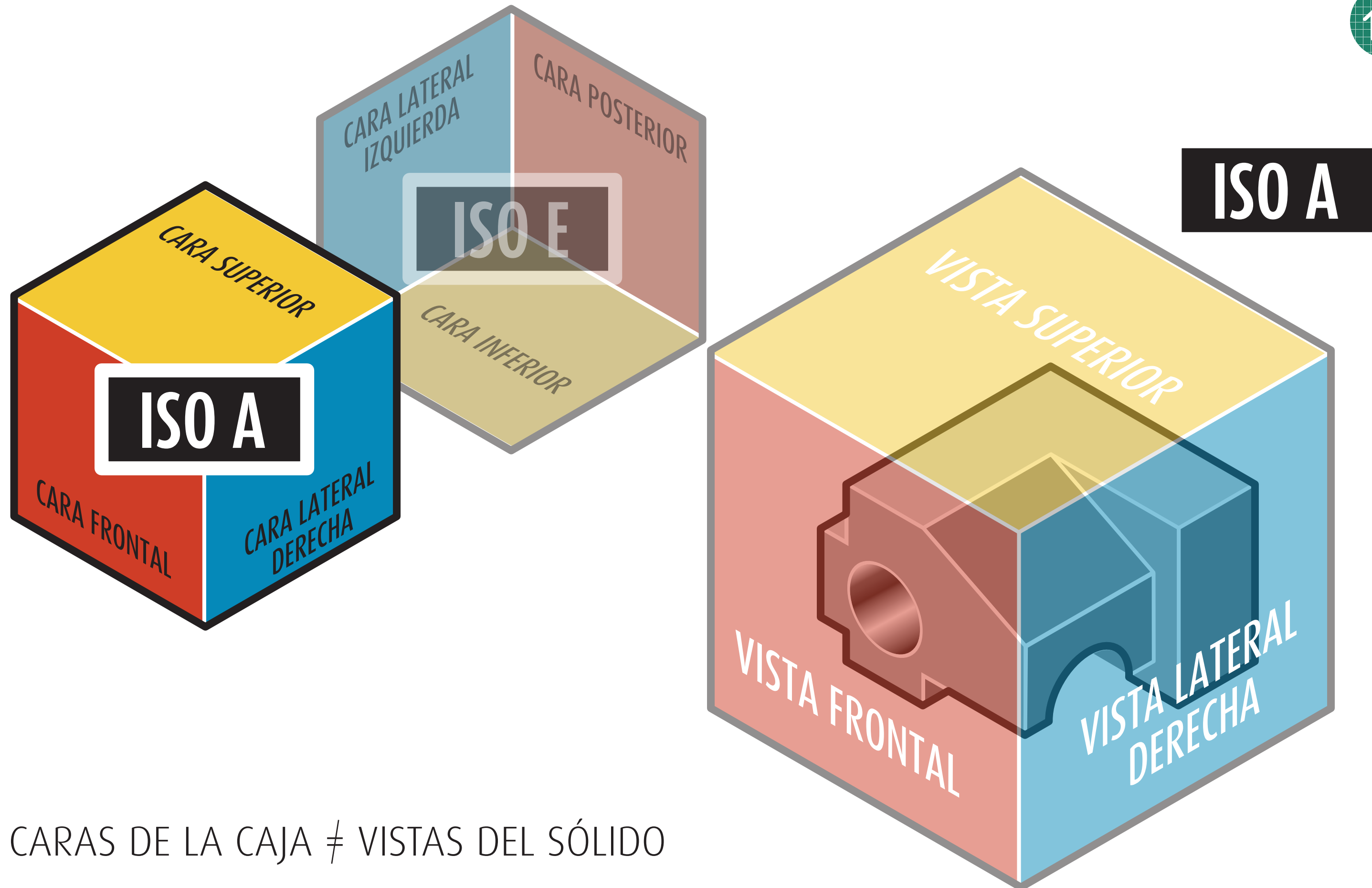


**SISTEMAS DE  
PROYECCIÓN  
ISO A / ISO E**

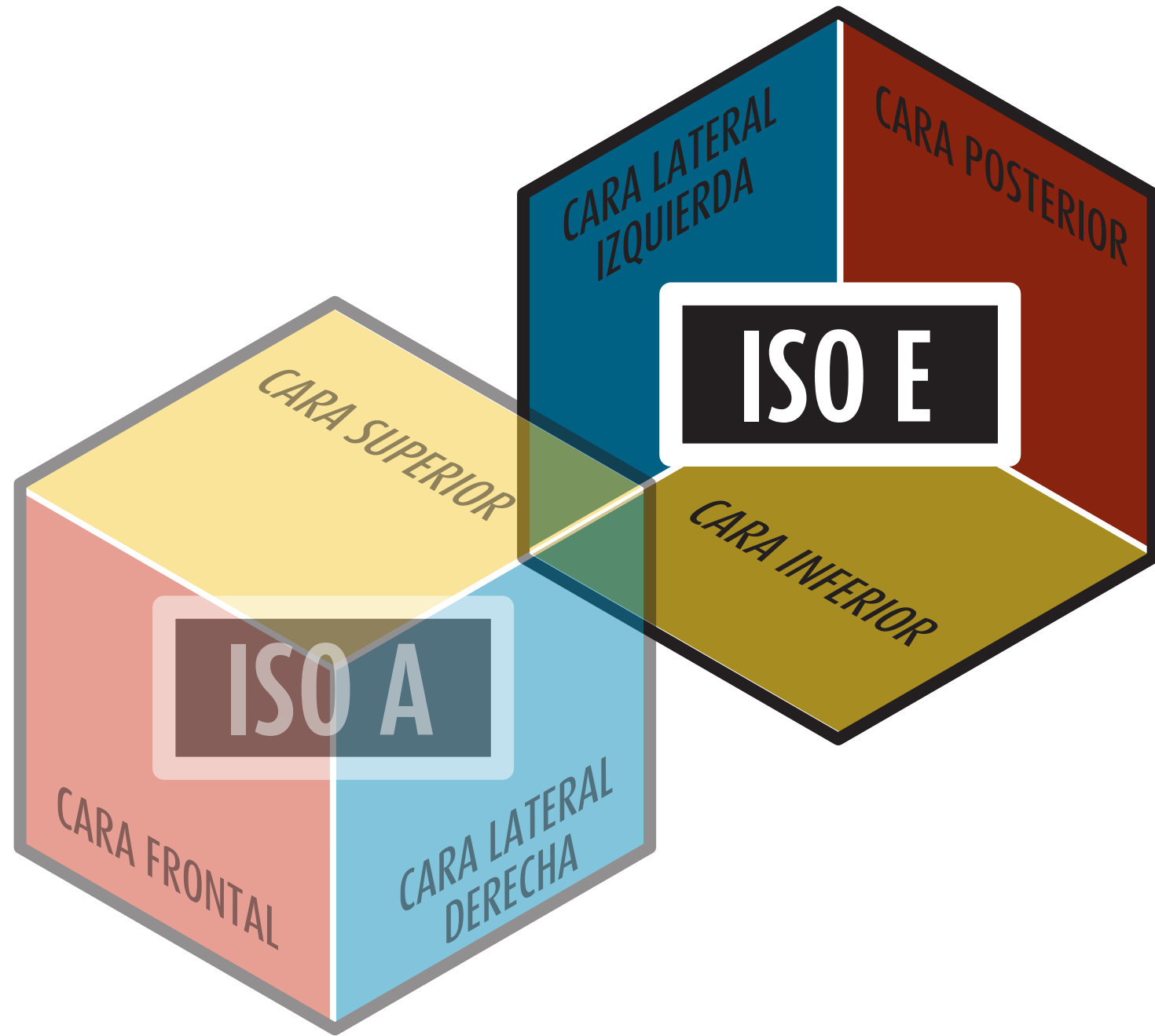


EL SÓLIDO GUARDADO EN  
LA CAJA DE CRISTAL





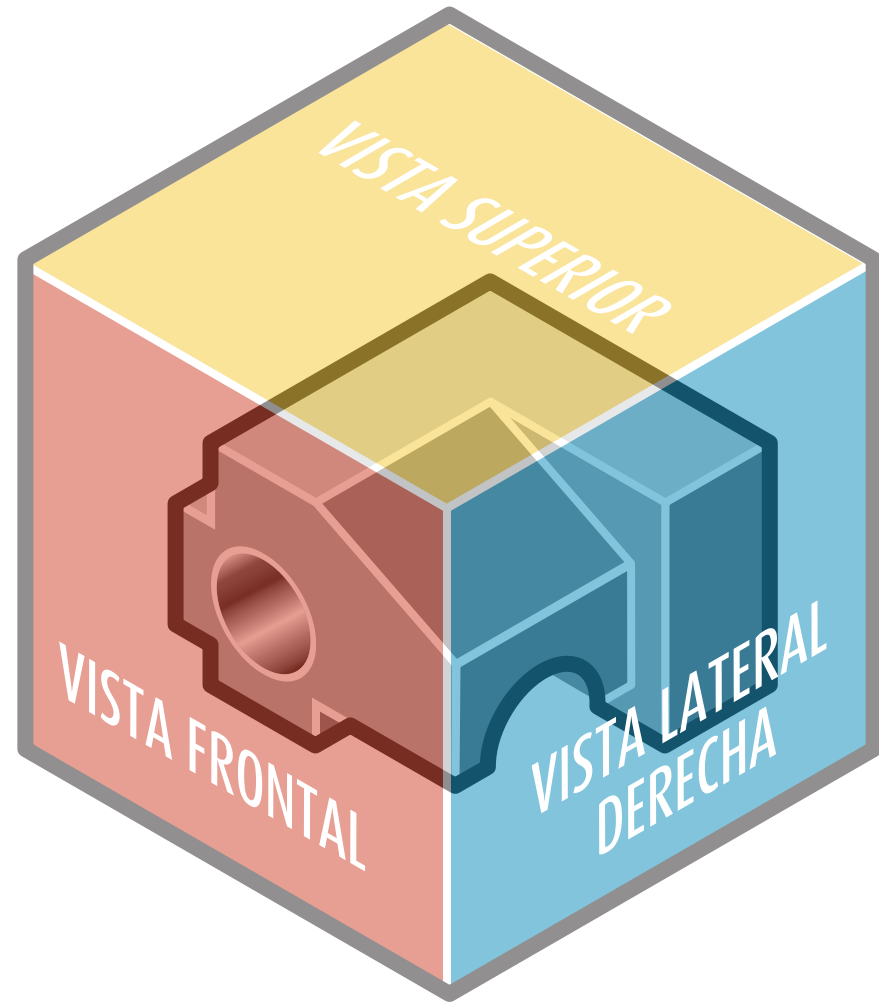
CARAS DE LA CAJA  $\neq$  VISTAS DEL SÓLIDO



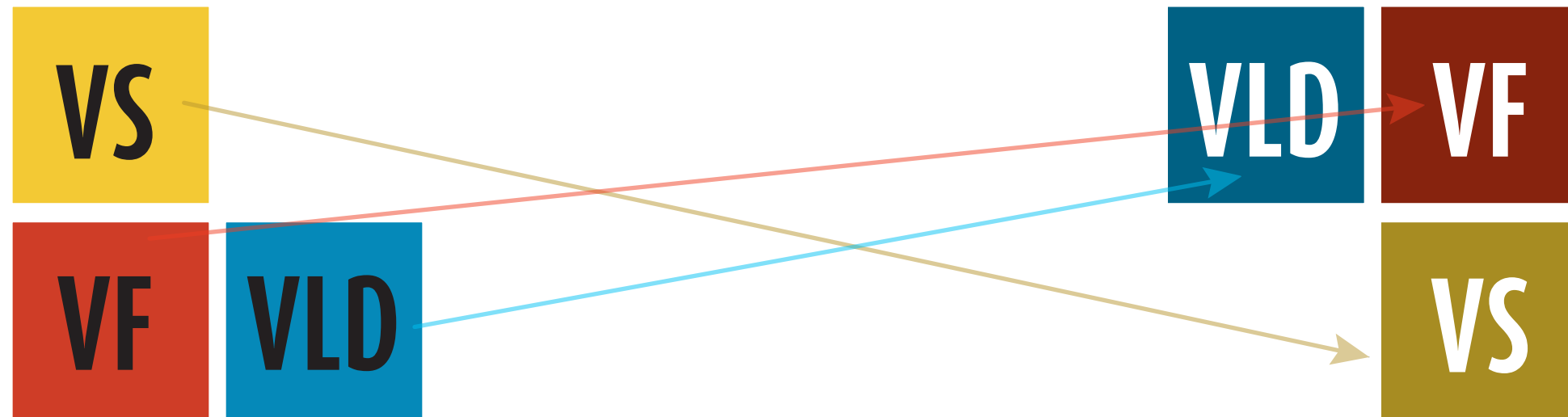
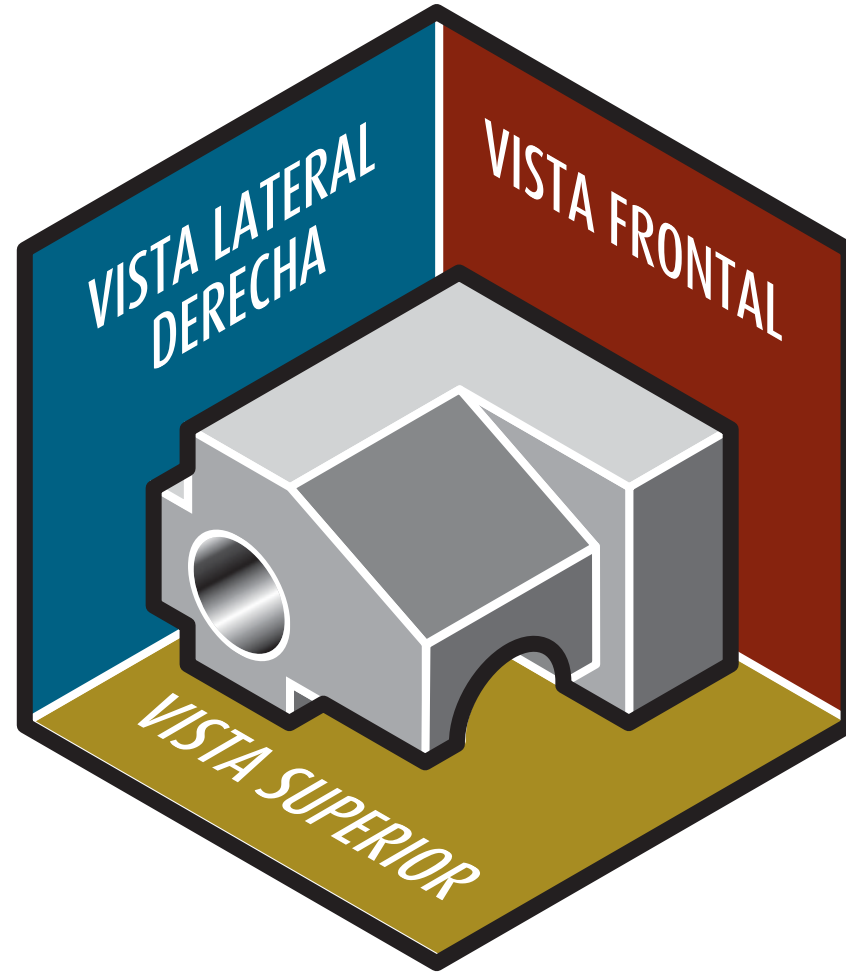
**ISO E**



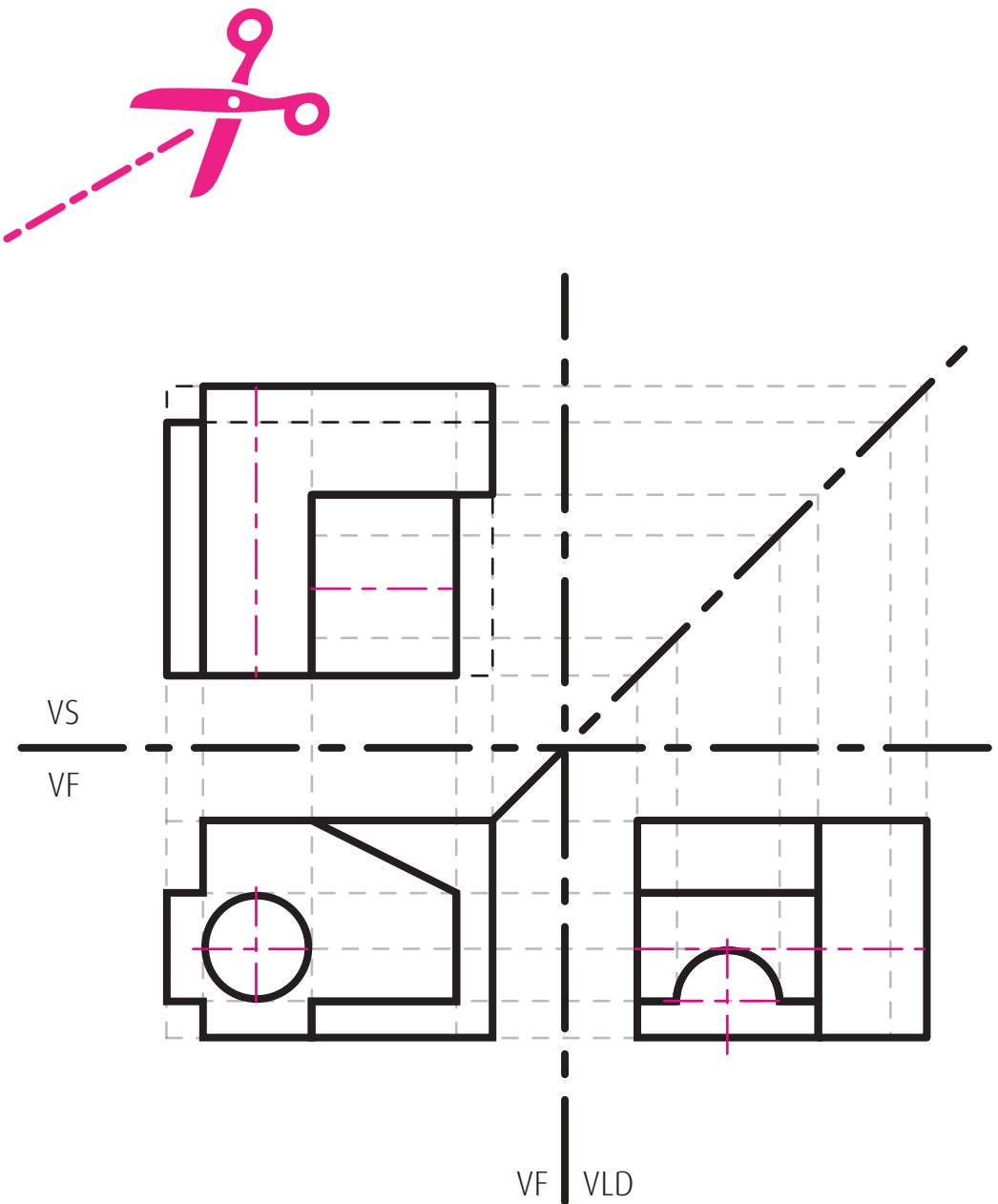
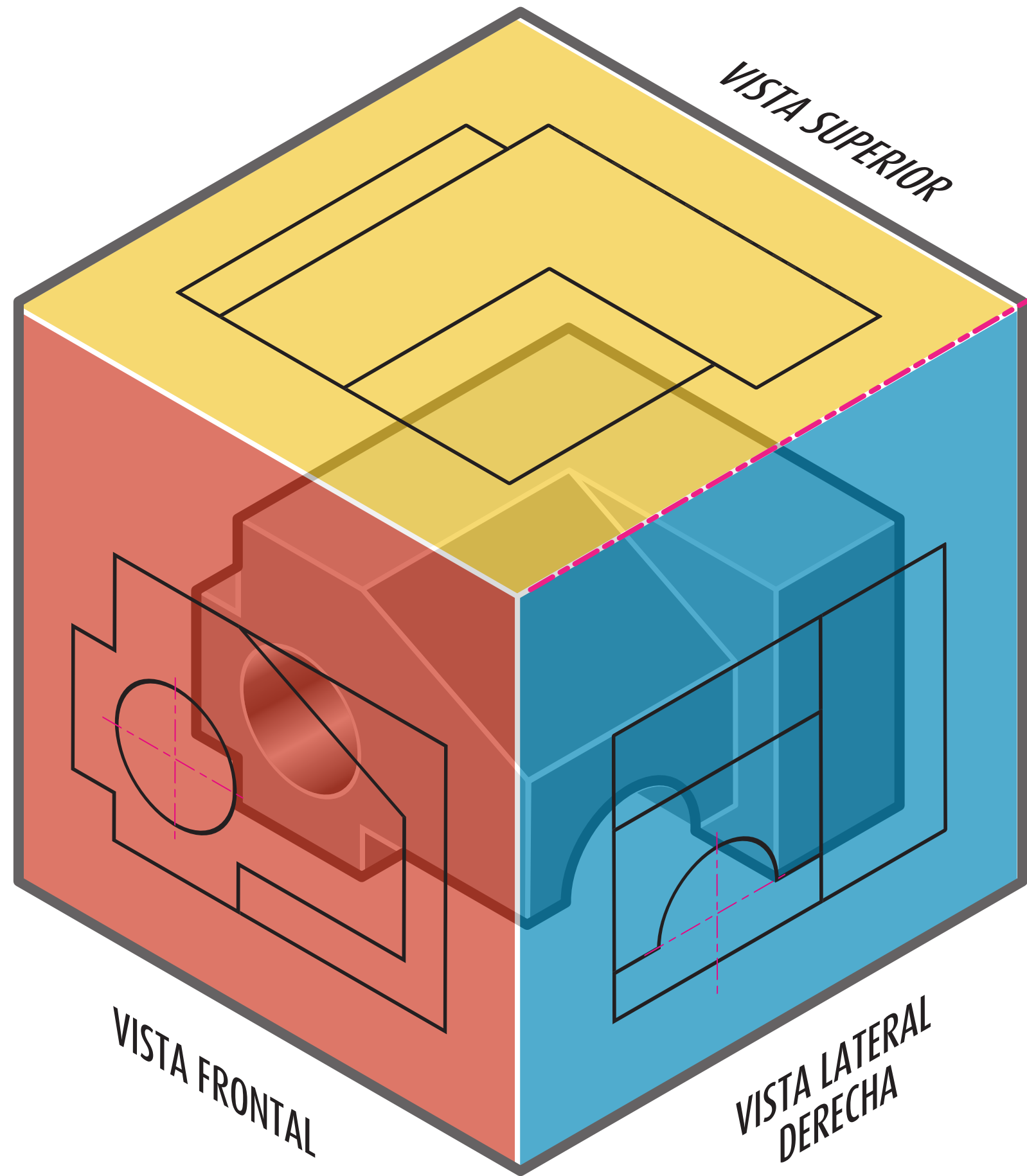
**ISO A**

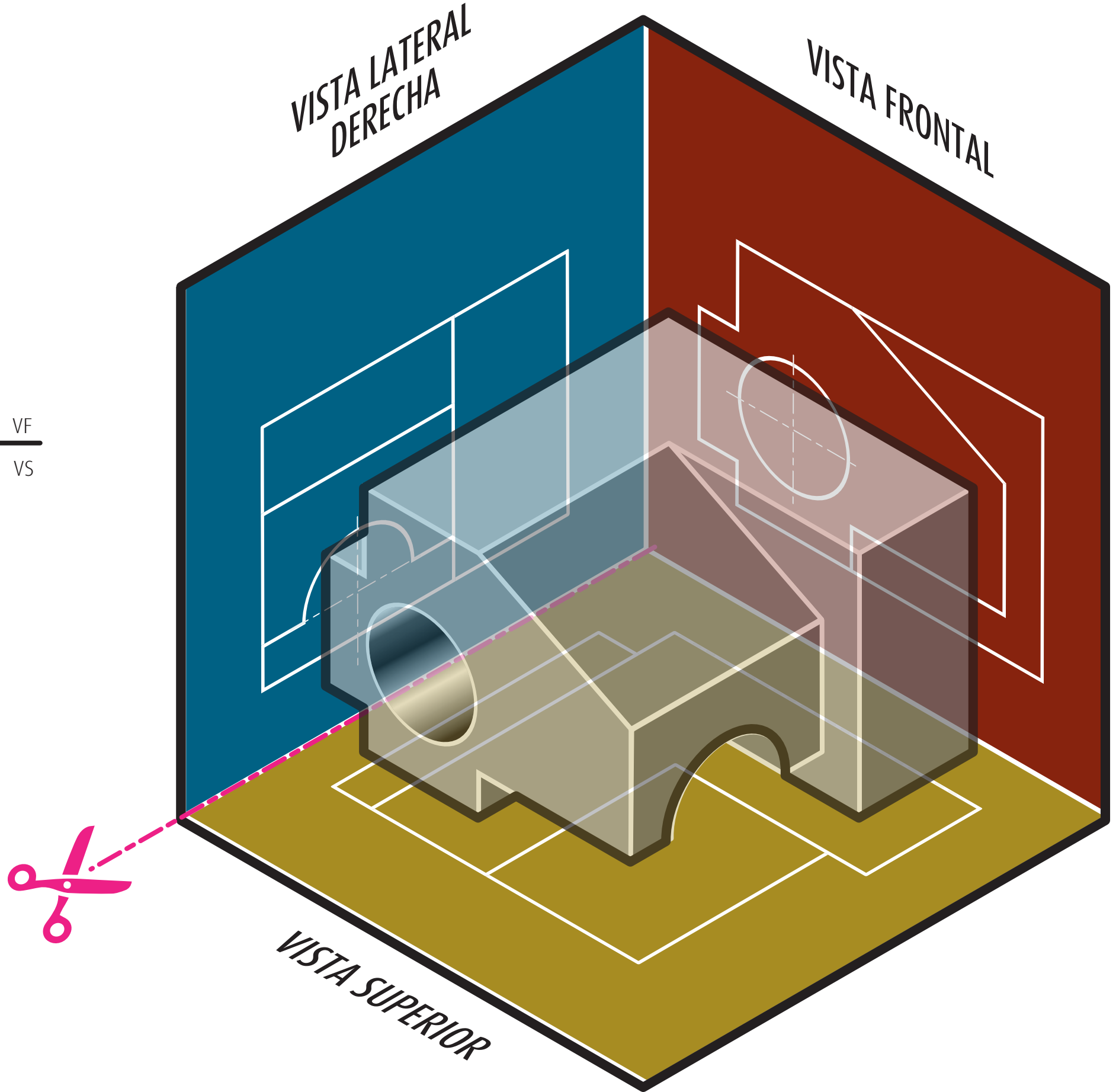
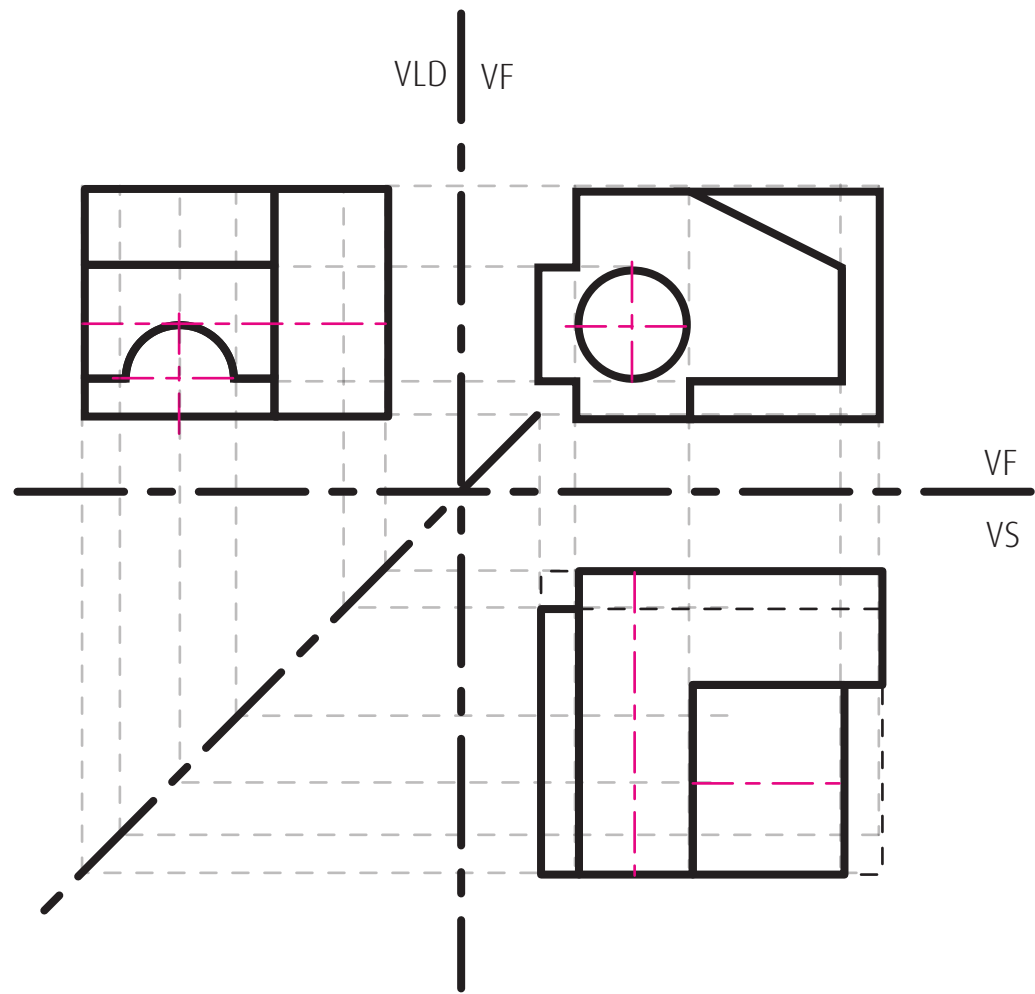


**ISO E**



SON LAS MISMAS PROYECCIONES EN DIFERENTE UBICACIÓN





VISTA SUPERIOR



TÉCNICAS DE REPRESENTACIÓN  
1

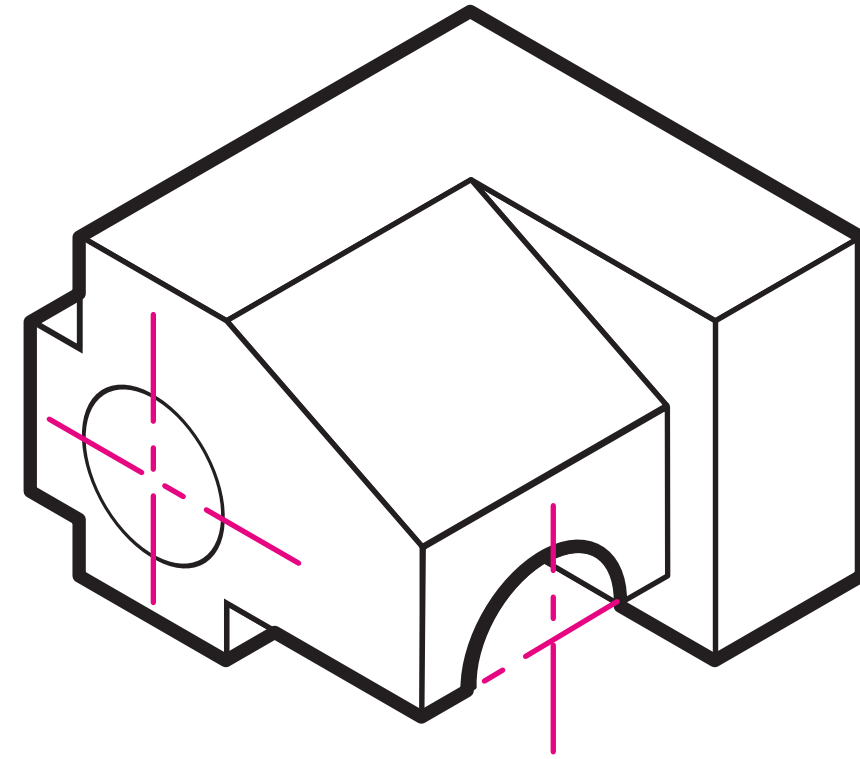
NOMBRE:  
ANDRÉS FELIPE  
ROLDÁN GARCÍA

TEMA:  
SISTEMAS DE PROYECCIÓN  
ISO A / ISO E

OBSERVACIONES:

ESCALA:

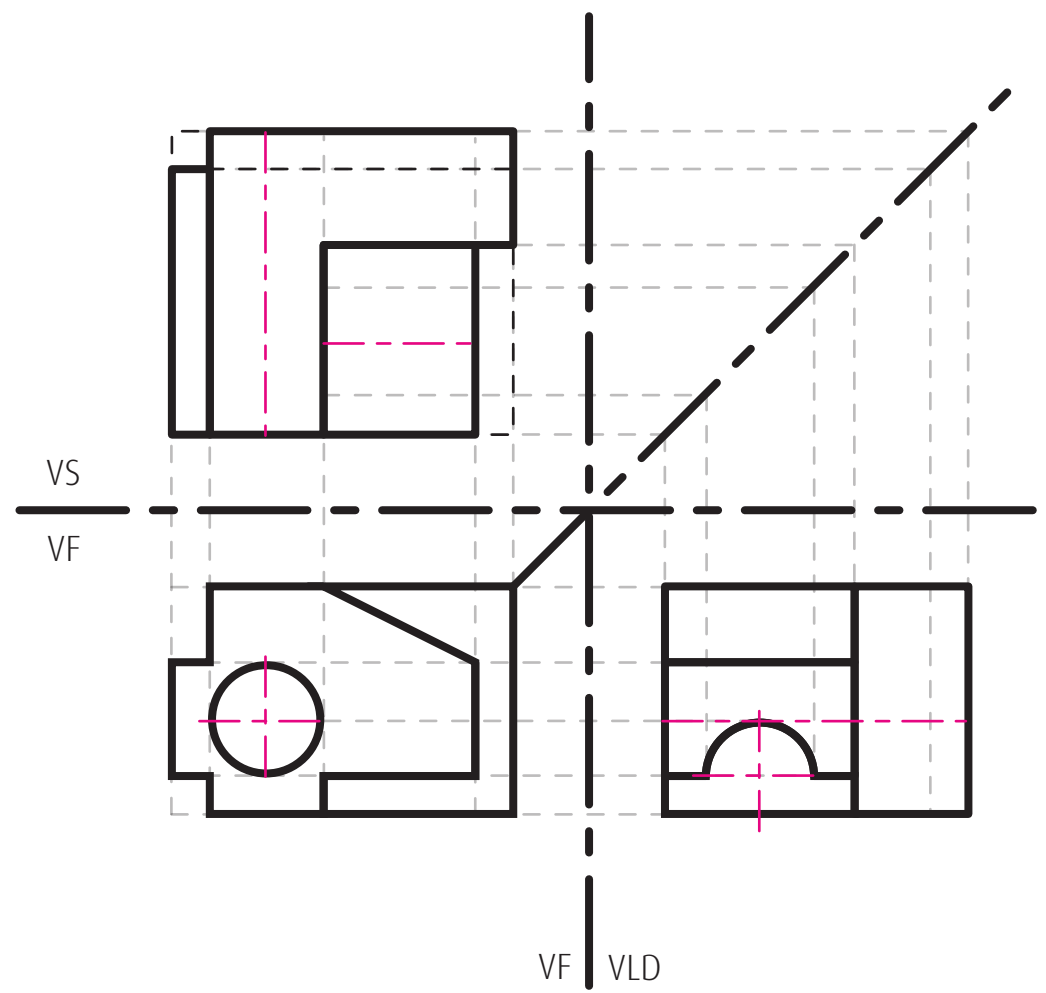
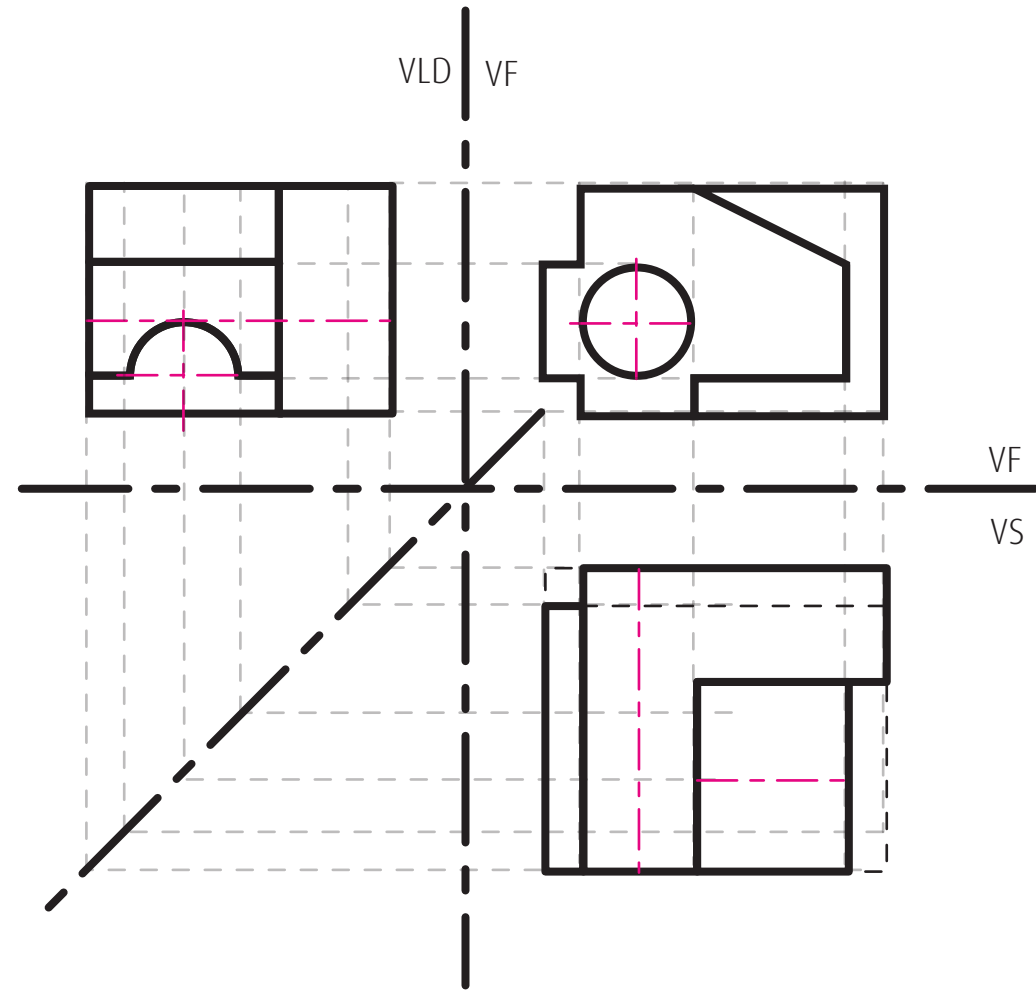
FECHA:



ISOMETRÍA

ISO E - SISTEMA EUROPEO

ISO A - SISTEMA AMERICANO





*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**SISTEMAS DE  
PROYECCIÓN  
ISO A / ISO E**



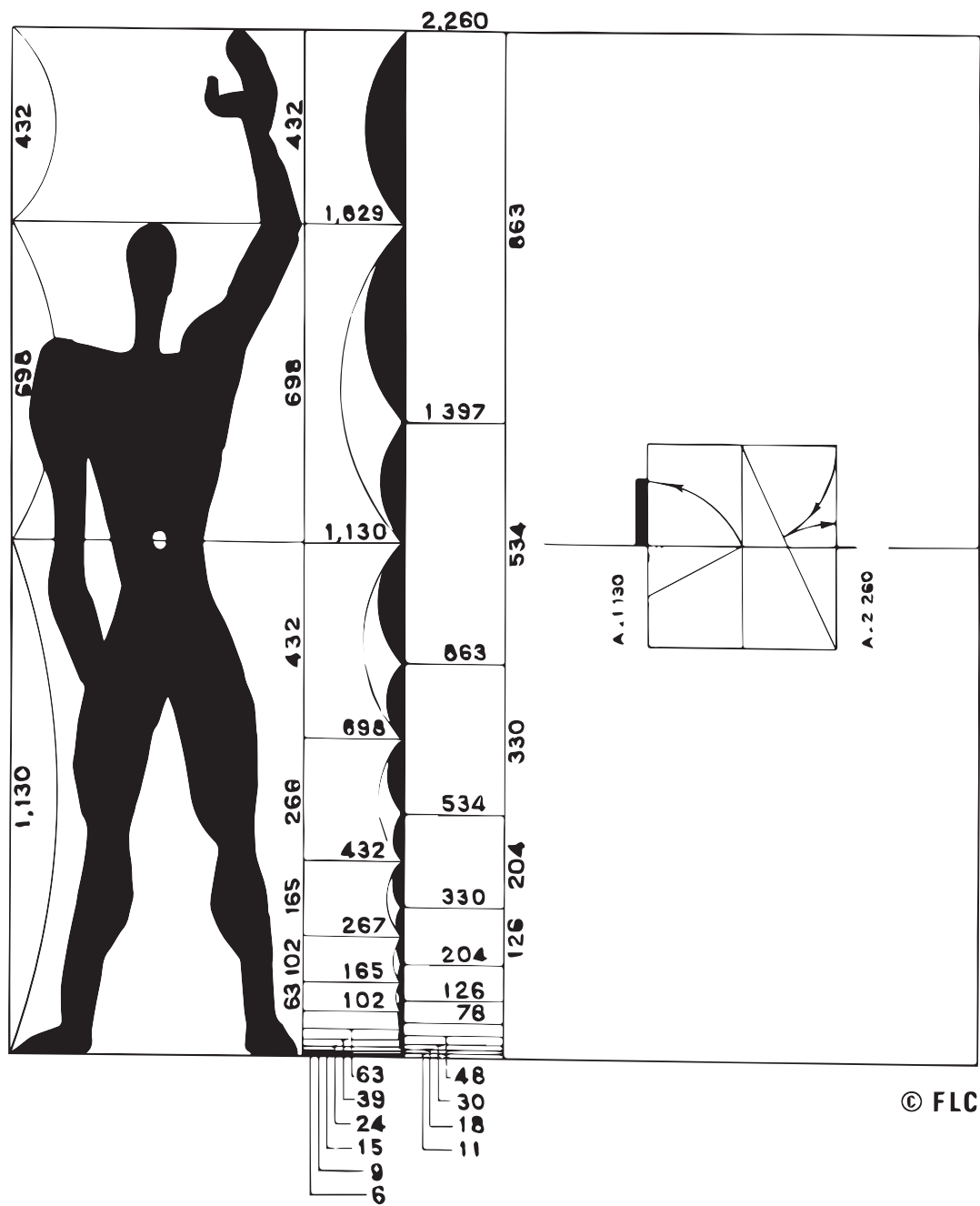
*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**FIGURA  
HUMANA**



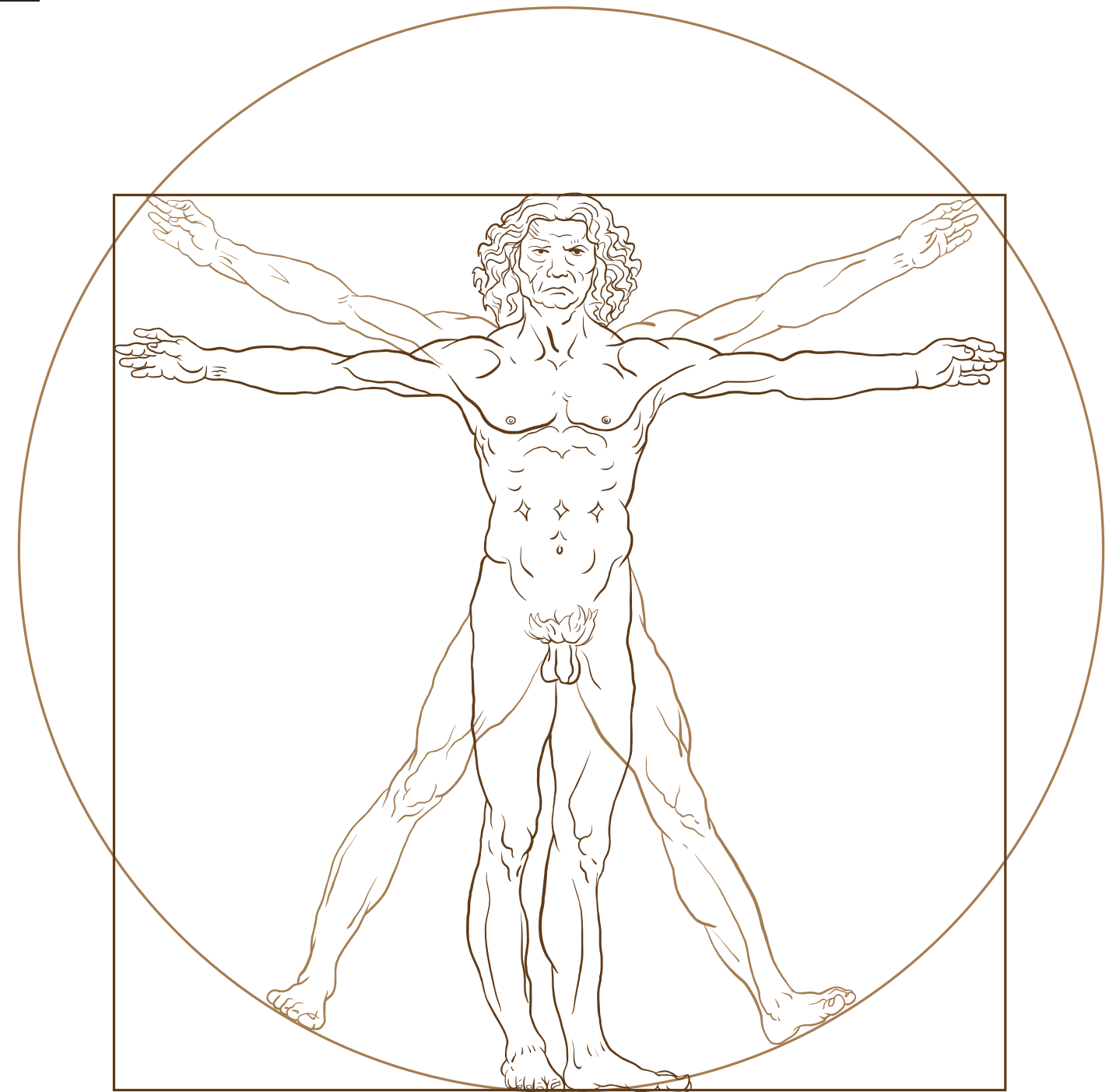
# ESTUDIO DE LA FIGURA HUMANA



MODULOR (LE CORBUSIER)

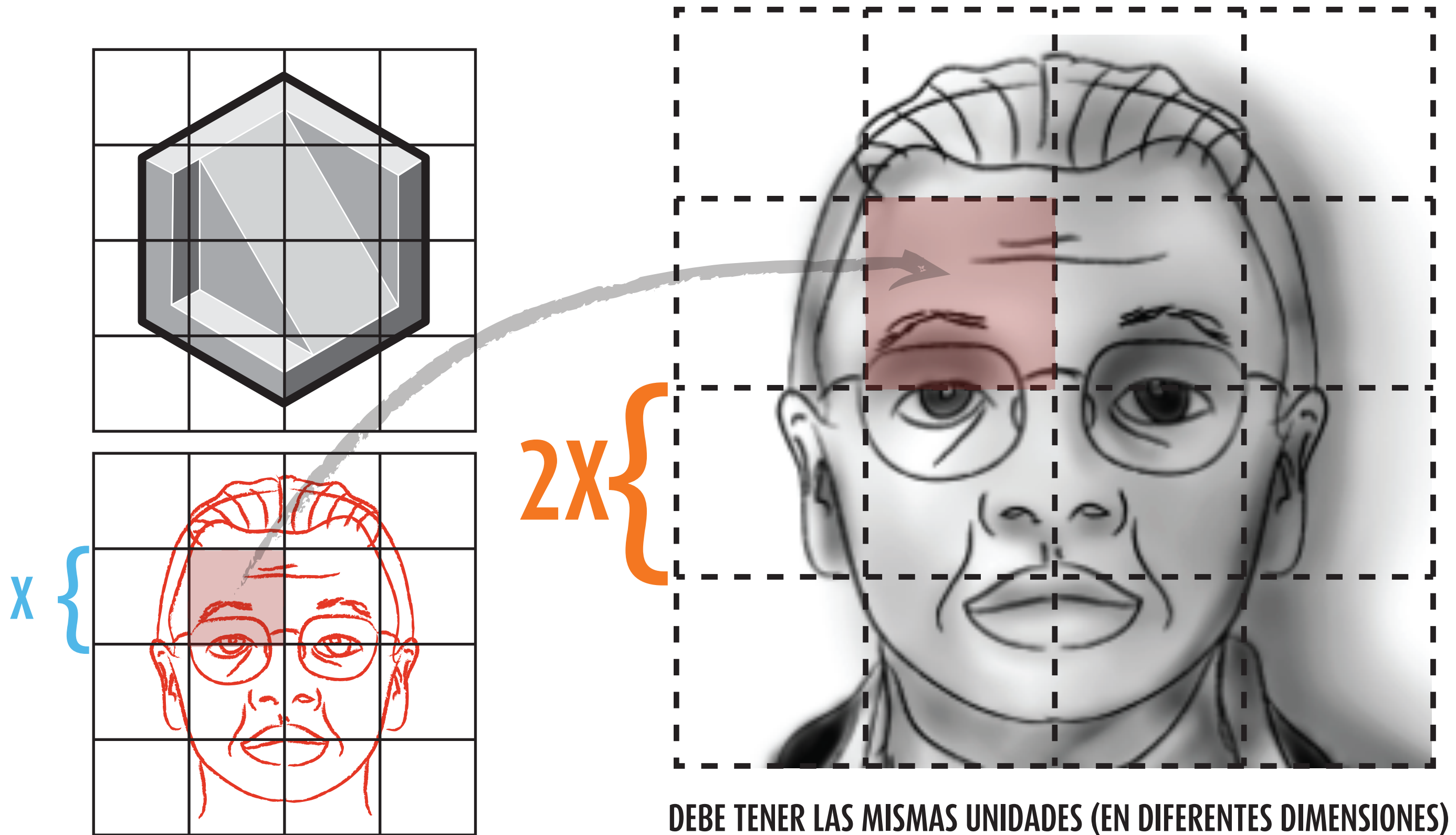


FIGURÍN DE MODA



HOMBRE DE VITRUVIO - DA VINCI

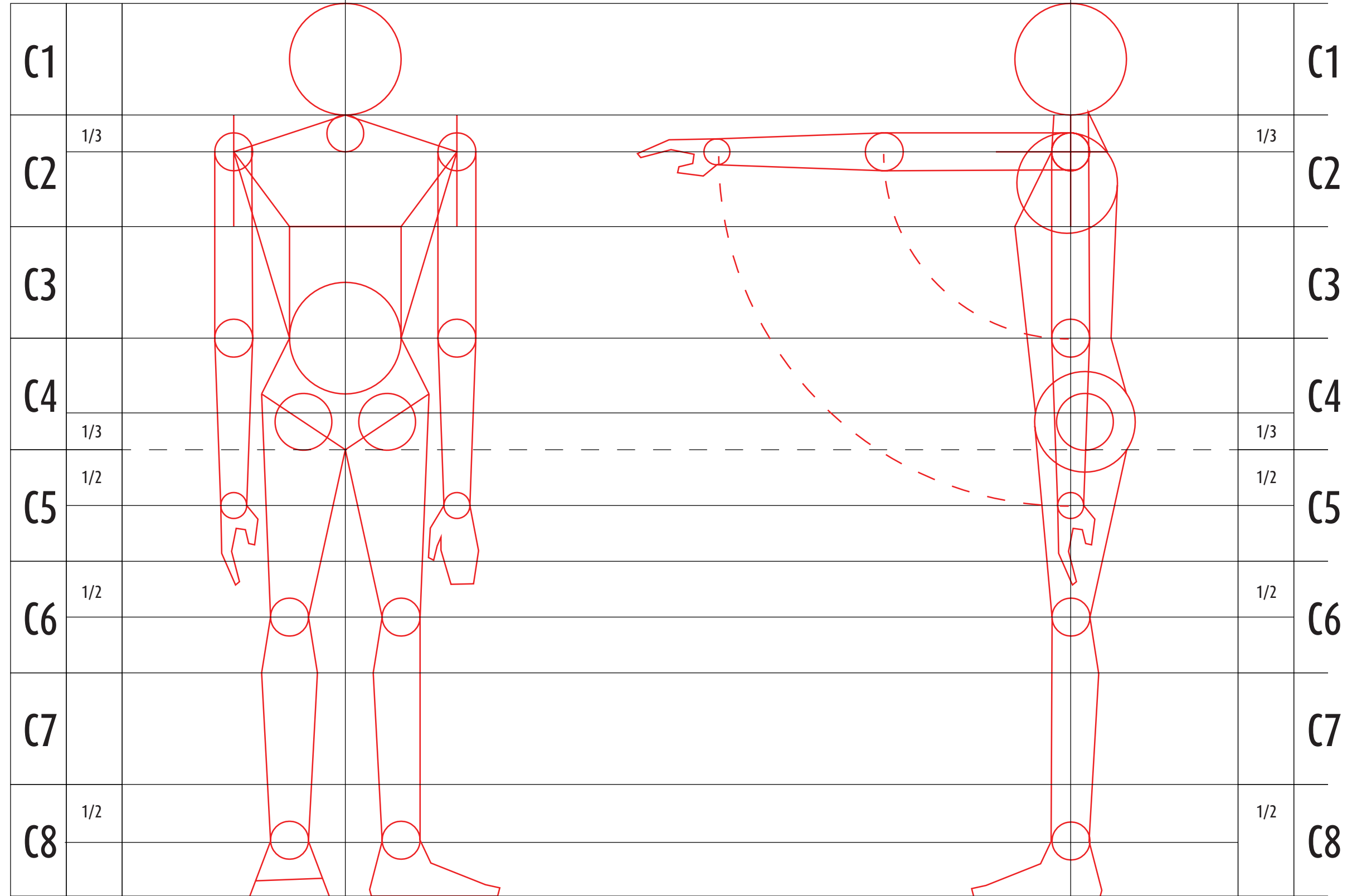
# GEOMETRIZACIÓN (Retícula de Escalado)





# CANÓN DE BASE

8 CABEZAS



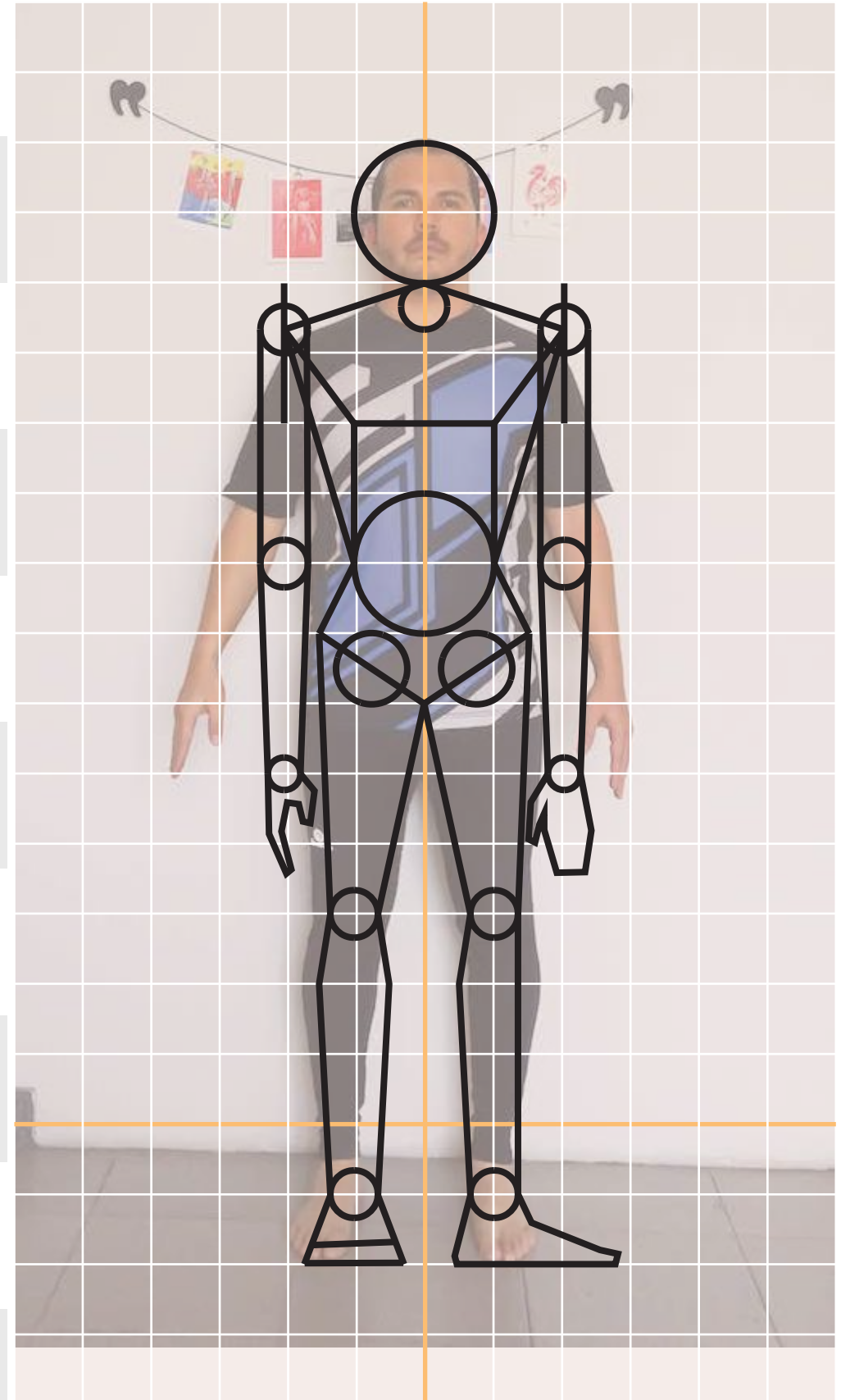
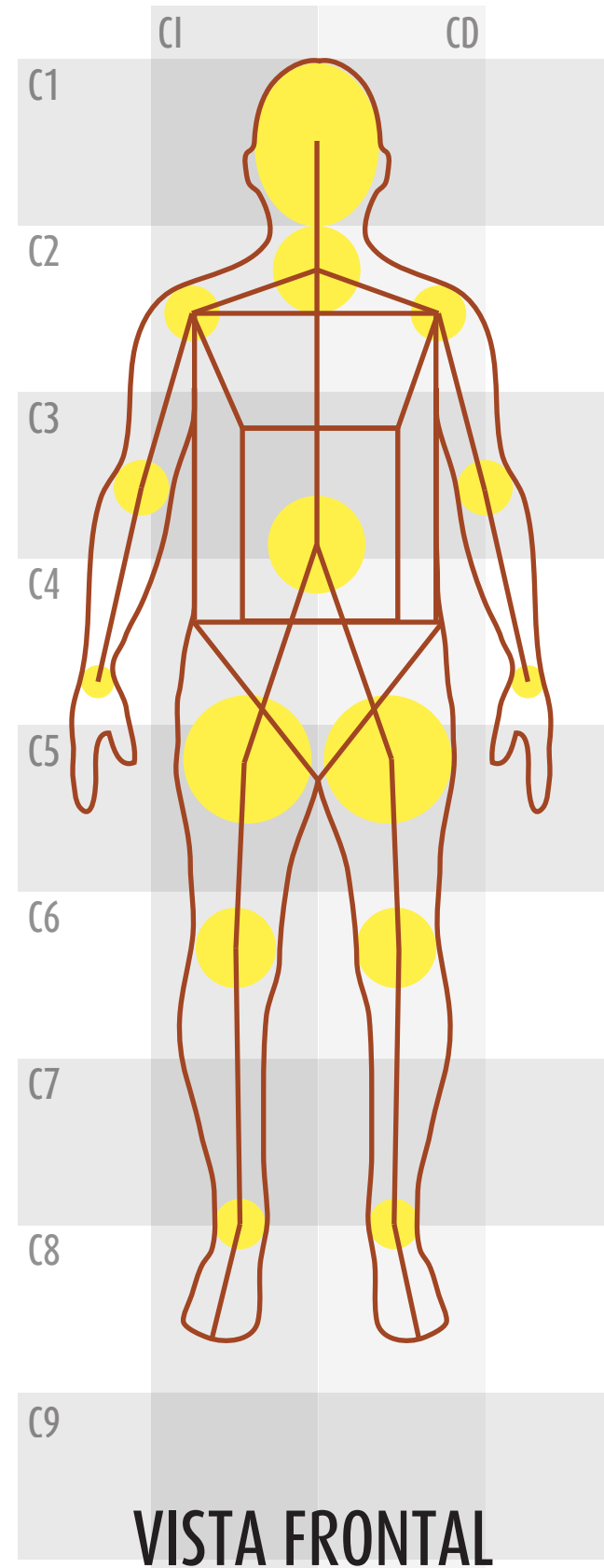
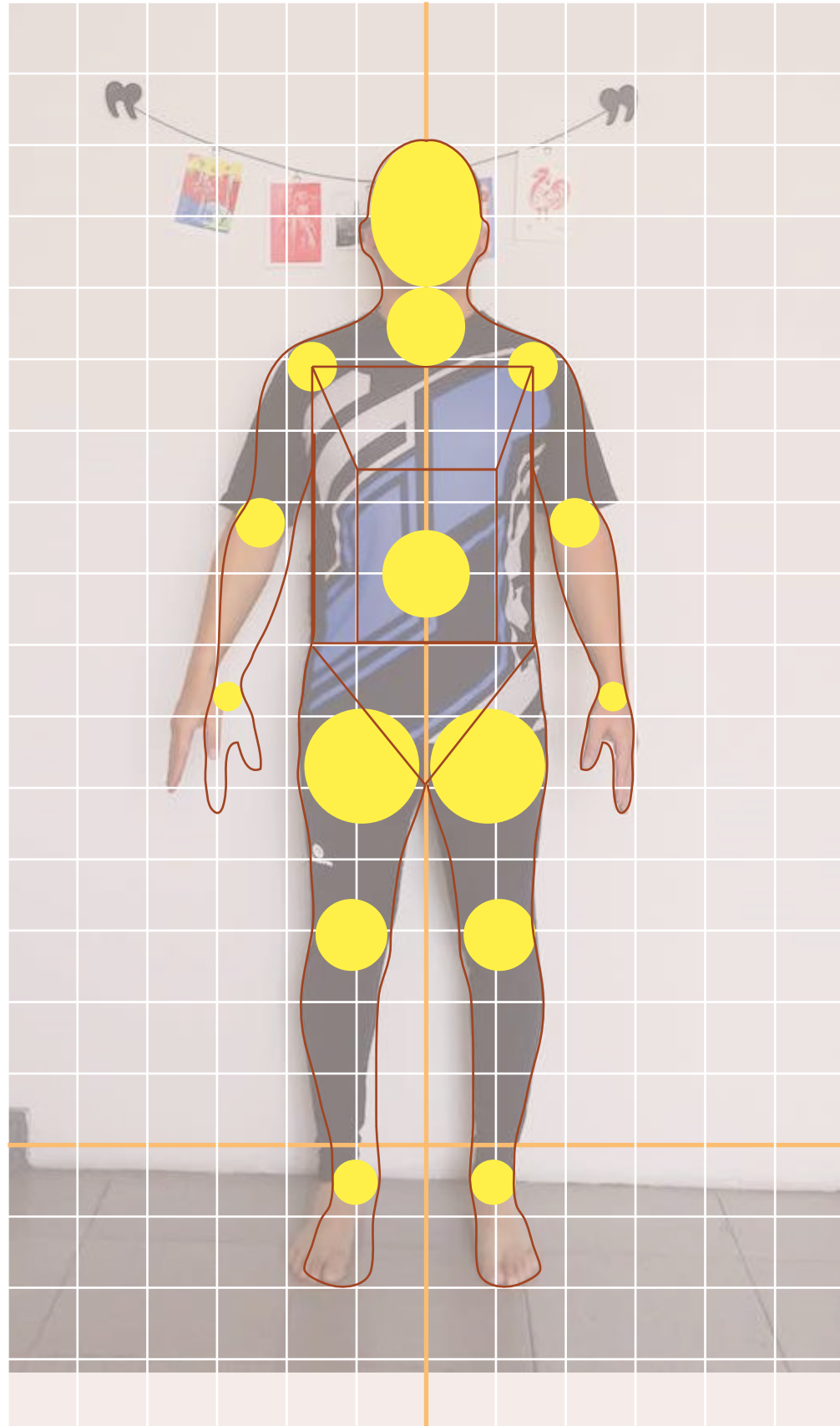
VISTA FRONTAL

VISTA LATERAL



# CANÓN PROPIO

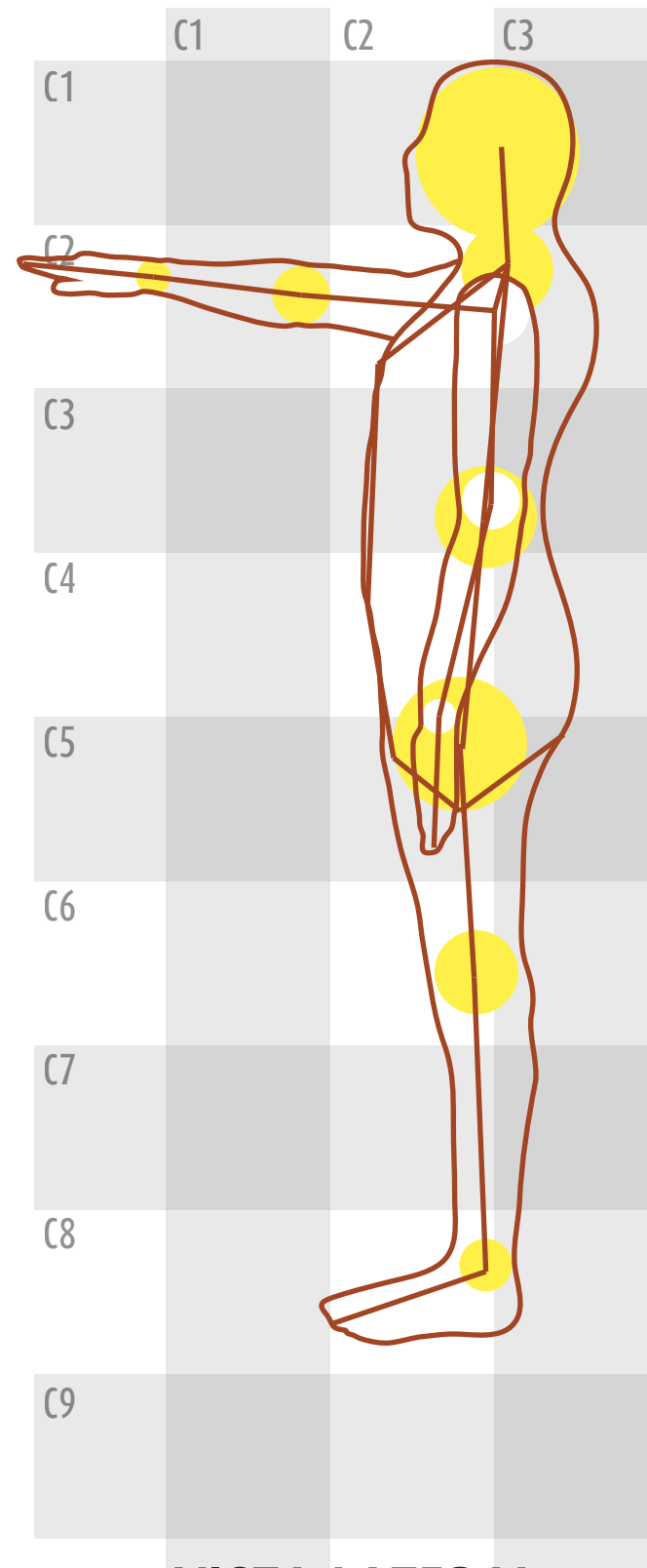
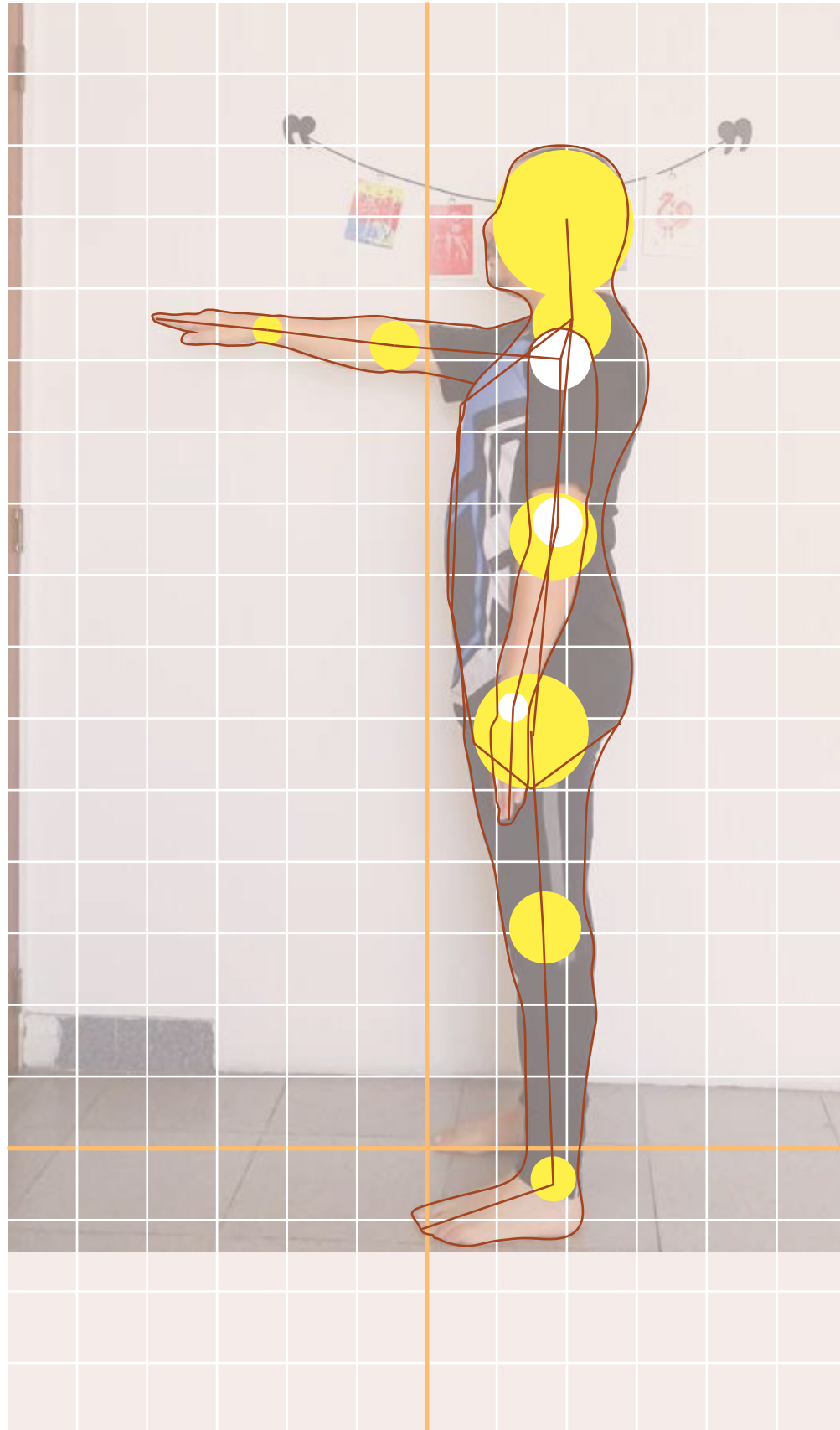
7.5 CABEZAS



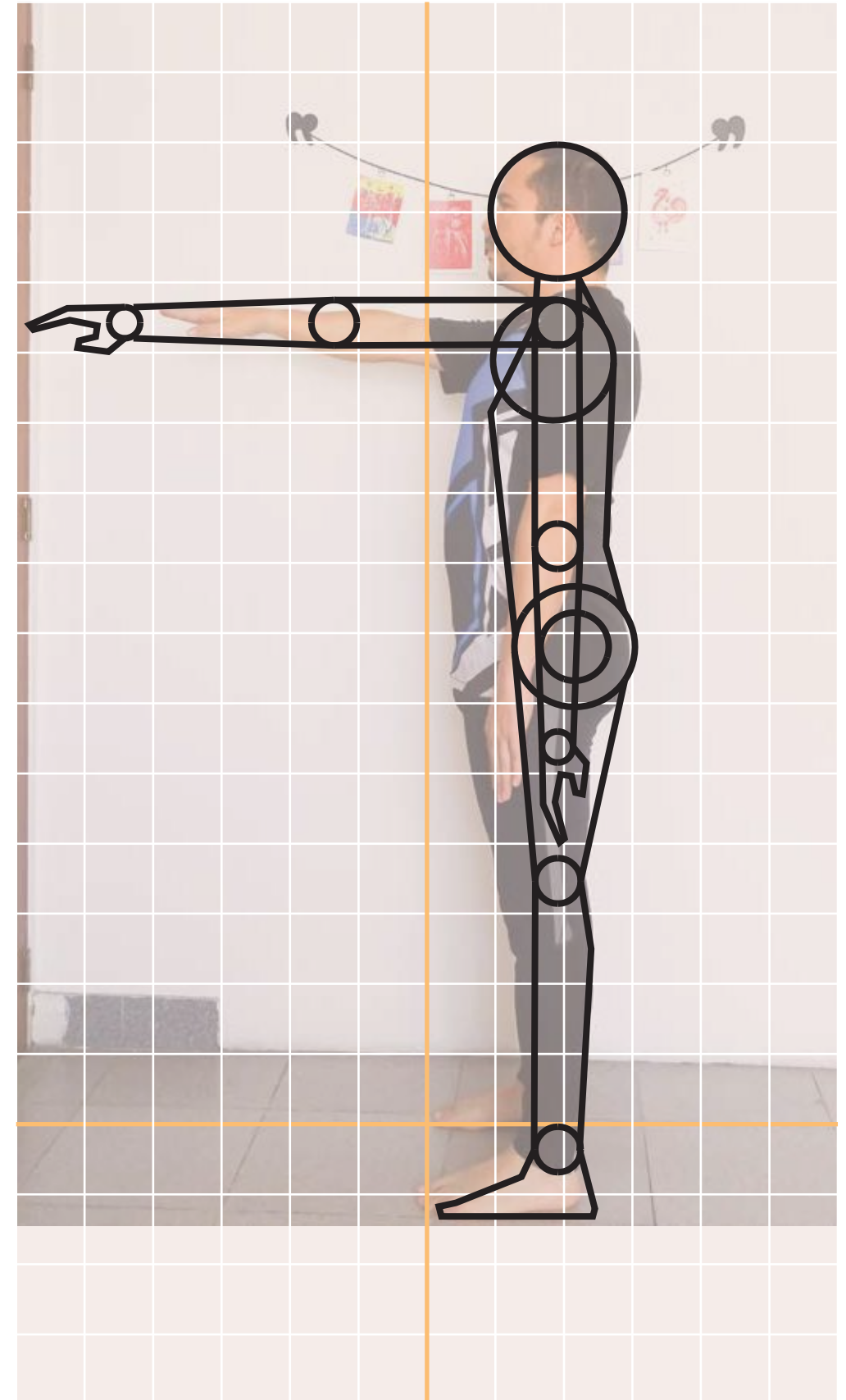


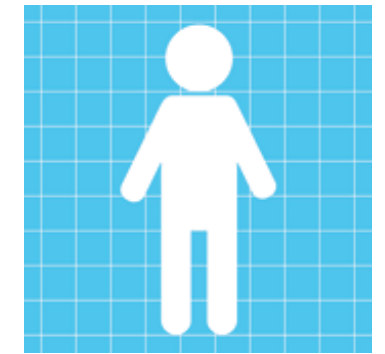
# CANÓN PROPIO

7.5 CABEZAS

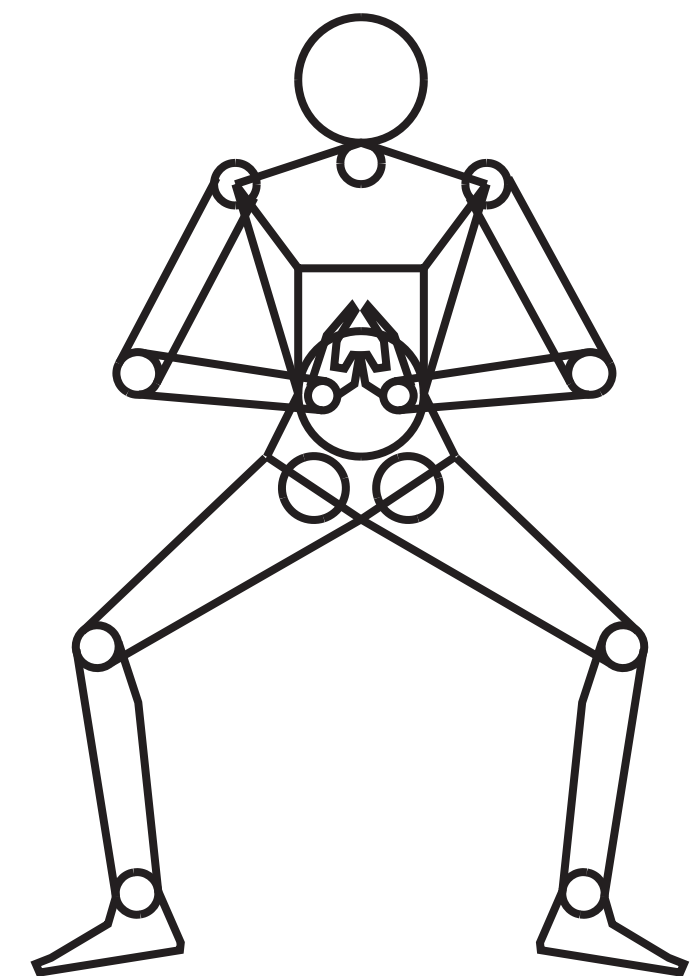
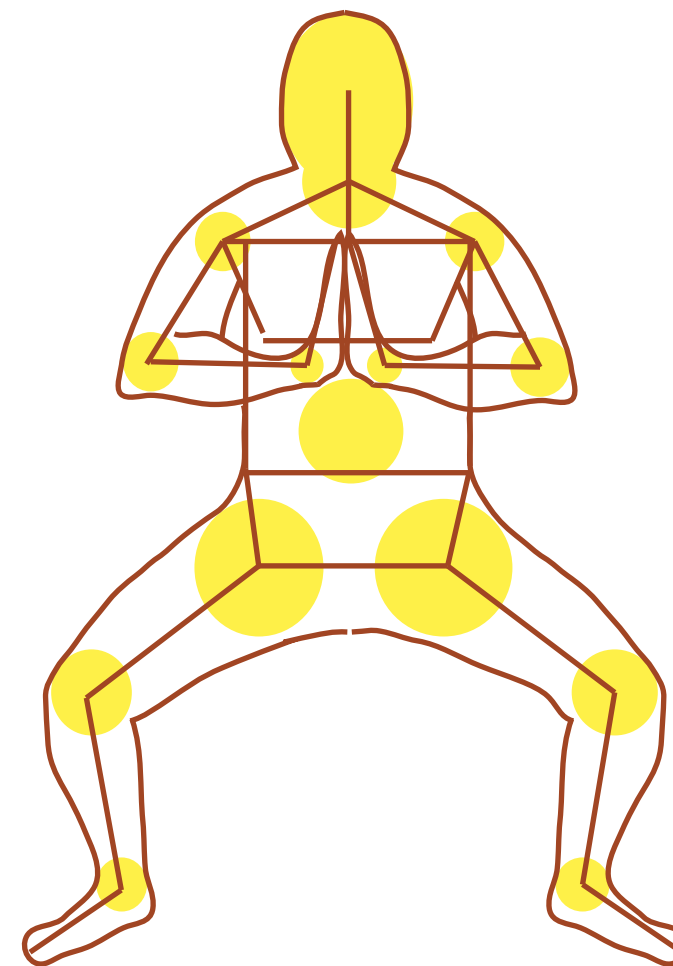
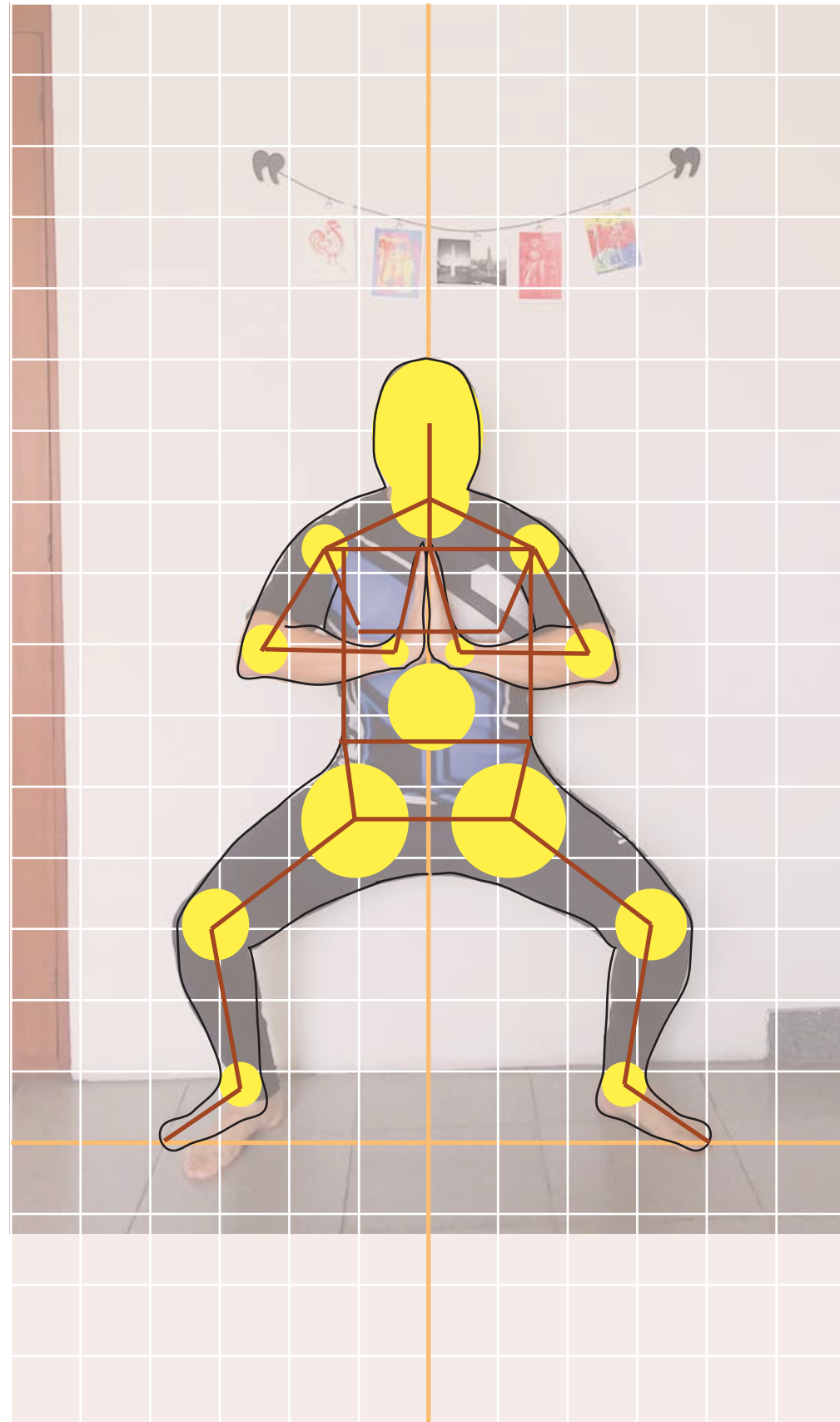


VISTA LATERAL





1. TOMAR DIFERENTES POSES CON LA APP (GRID LINE POSTURE ANALYSIS).
2. EXTRAER EL CANÓN PROPIO.
3. DIBUJARLO CON EL CANÓN DE 8 CABEZAS



PROCURAR MANTENER LAS PROPORCIONES



*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**FIGURA  
HUMANA**



*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**PROYECCIÓN  
CABALLERA  
Y MILITAR**



# ISOMETRÍA (30°)



EJE X (ANCHOS)  
ESCALA 1:1

EJE Y (ALTURAS)  
ESCALA 1:1

EJE Z (PROF.)  
ESCALA 1:1

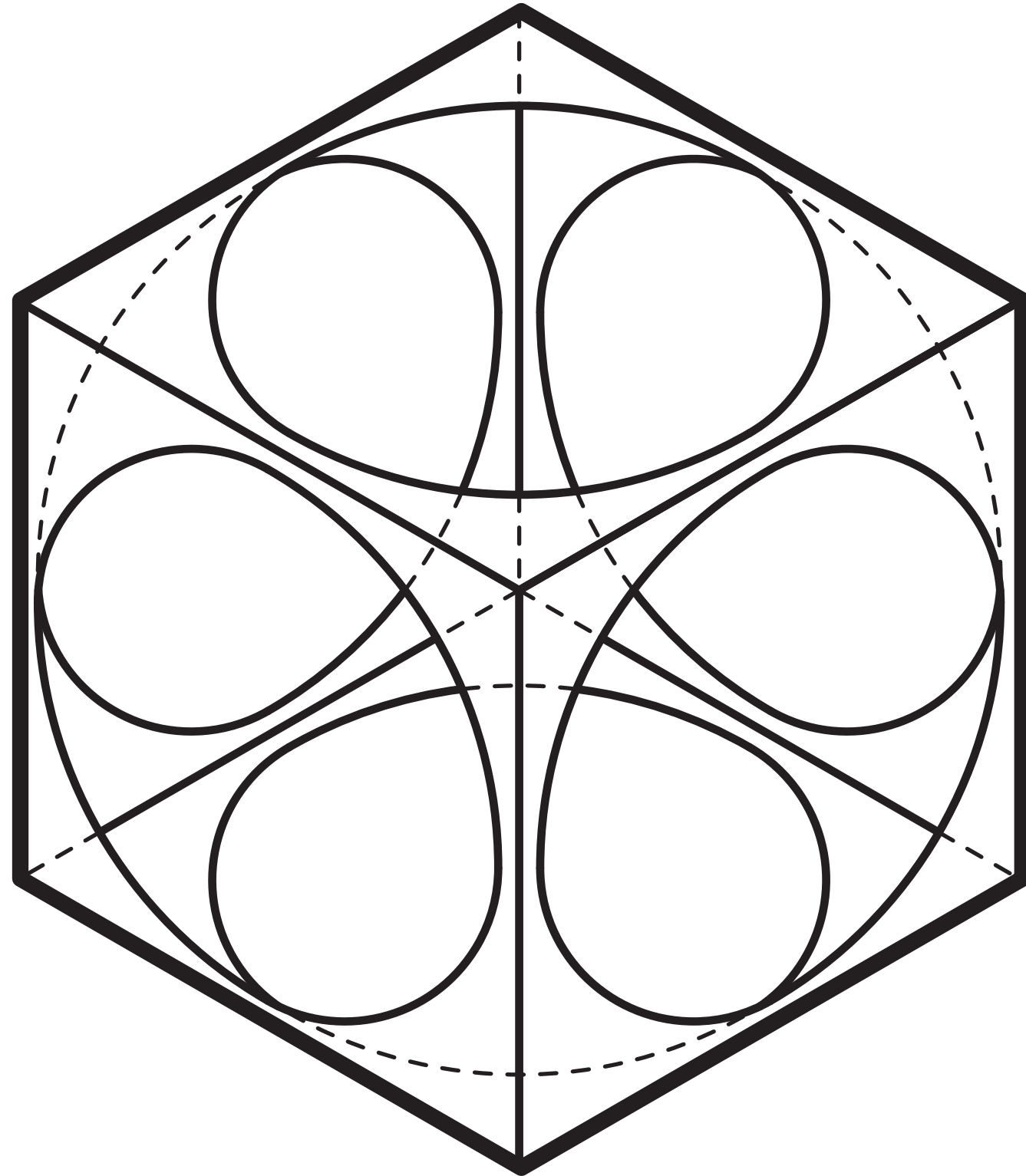
NINGUNA CARA PLANA

Técnicas de Representación 1

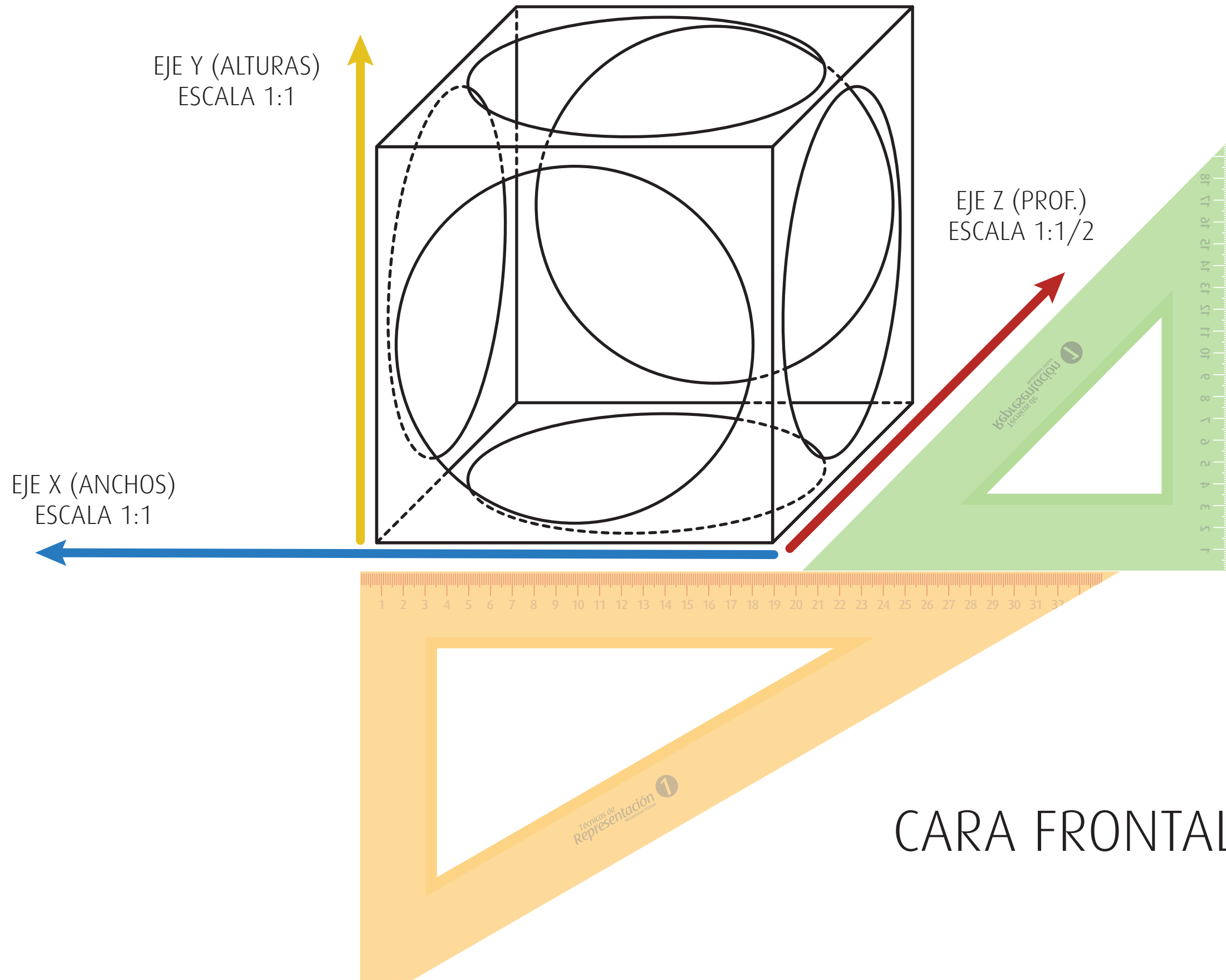
Técnicas de Representación 1

Técnicas de Representación 1

# ISOMETRÍA (30°)

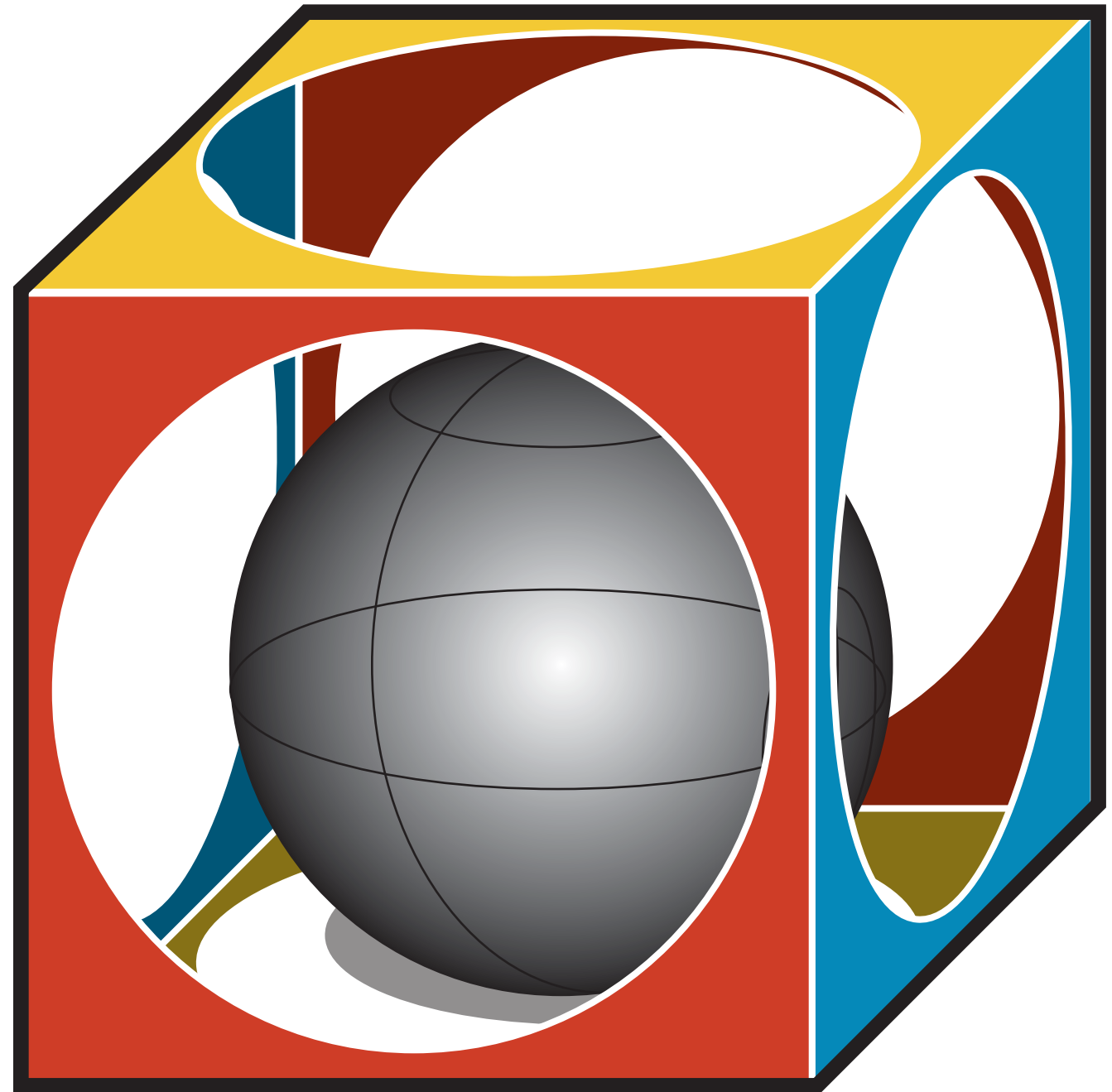
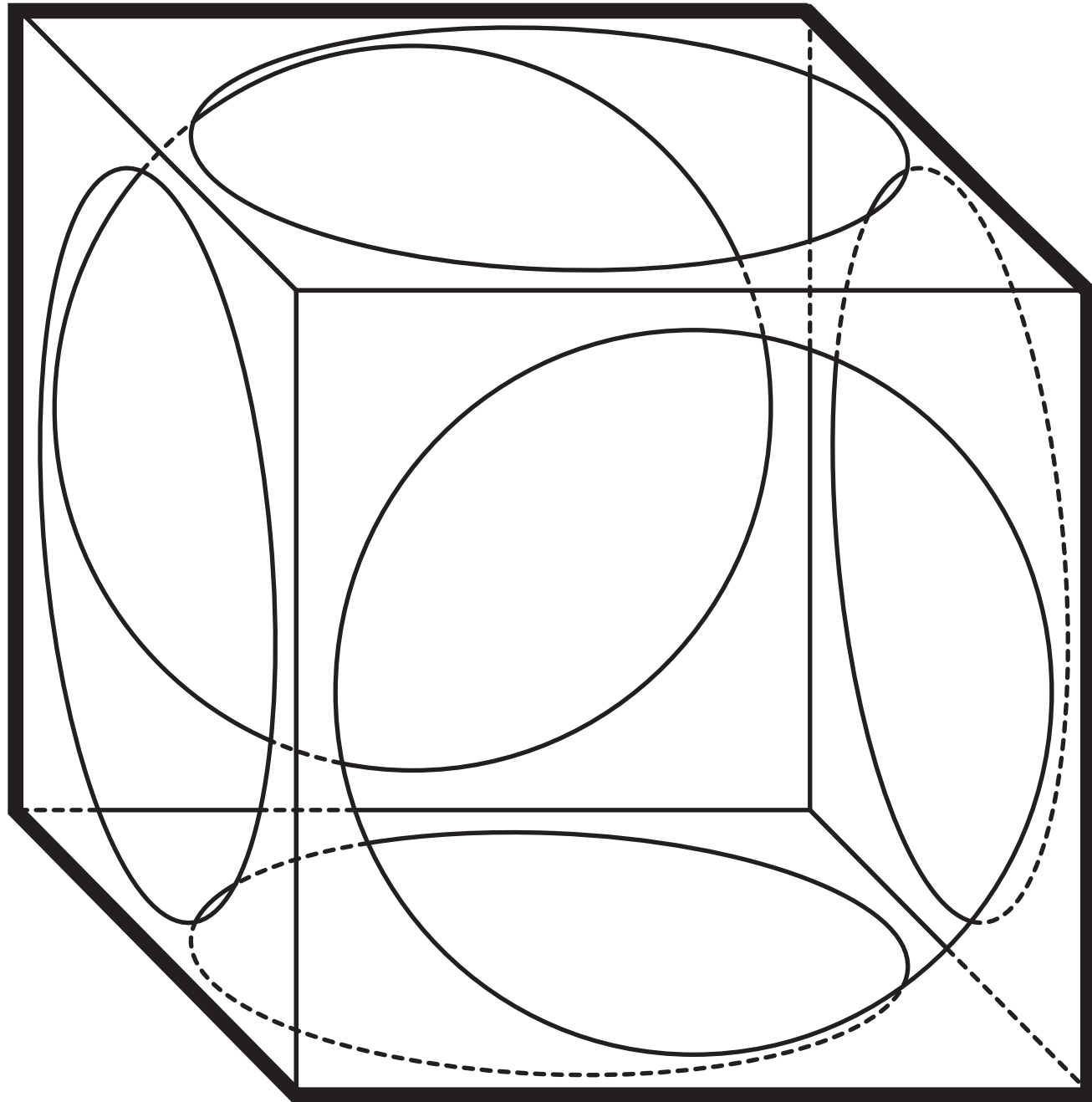


# CABALLERA (45°)

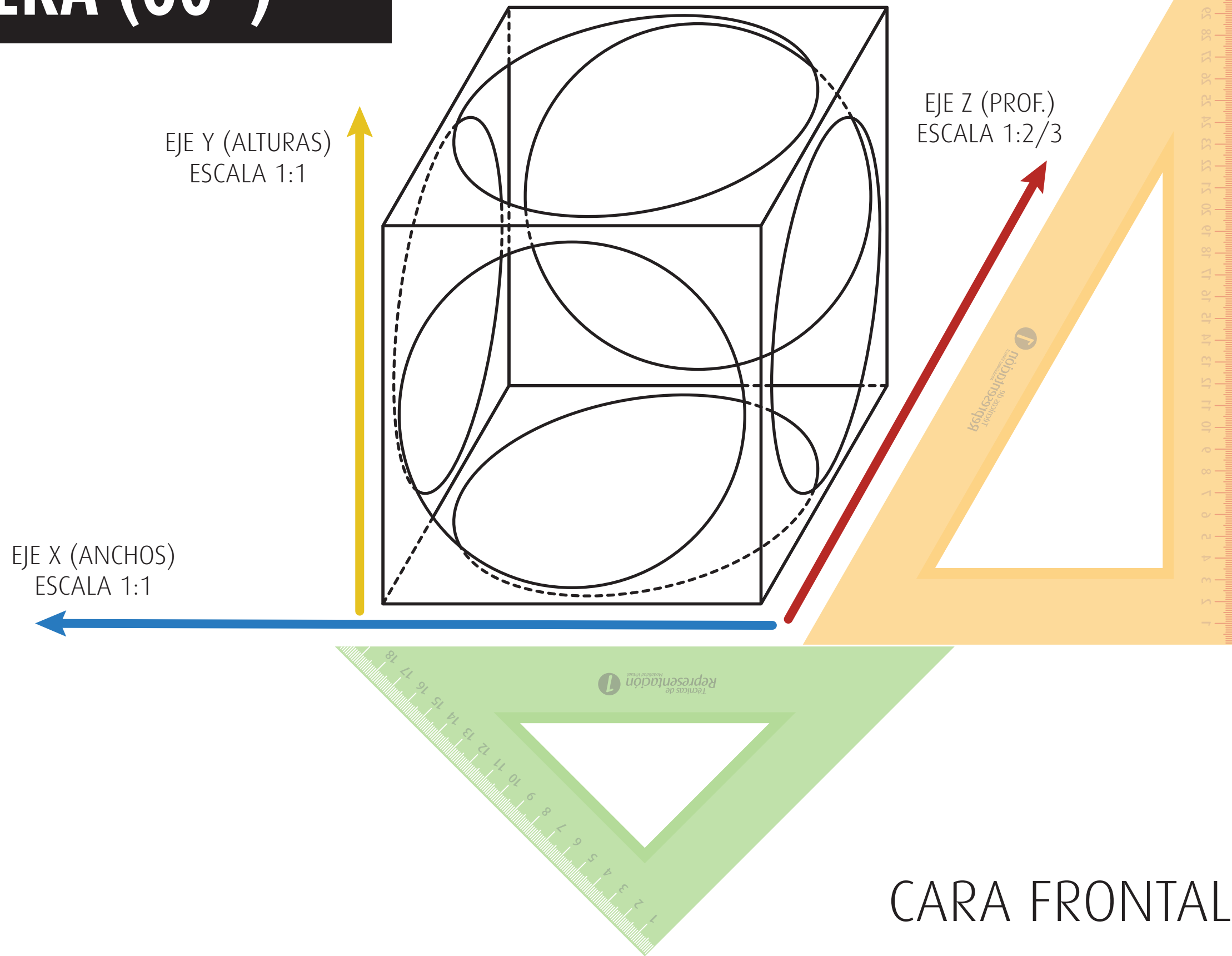


CARA FRONTAL PLANA

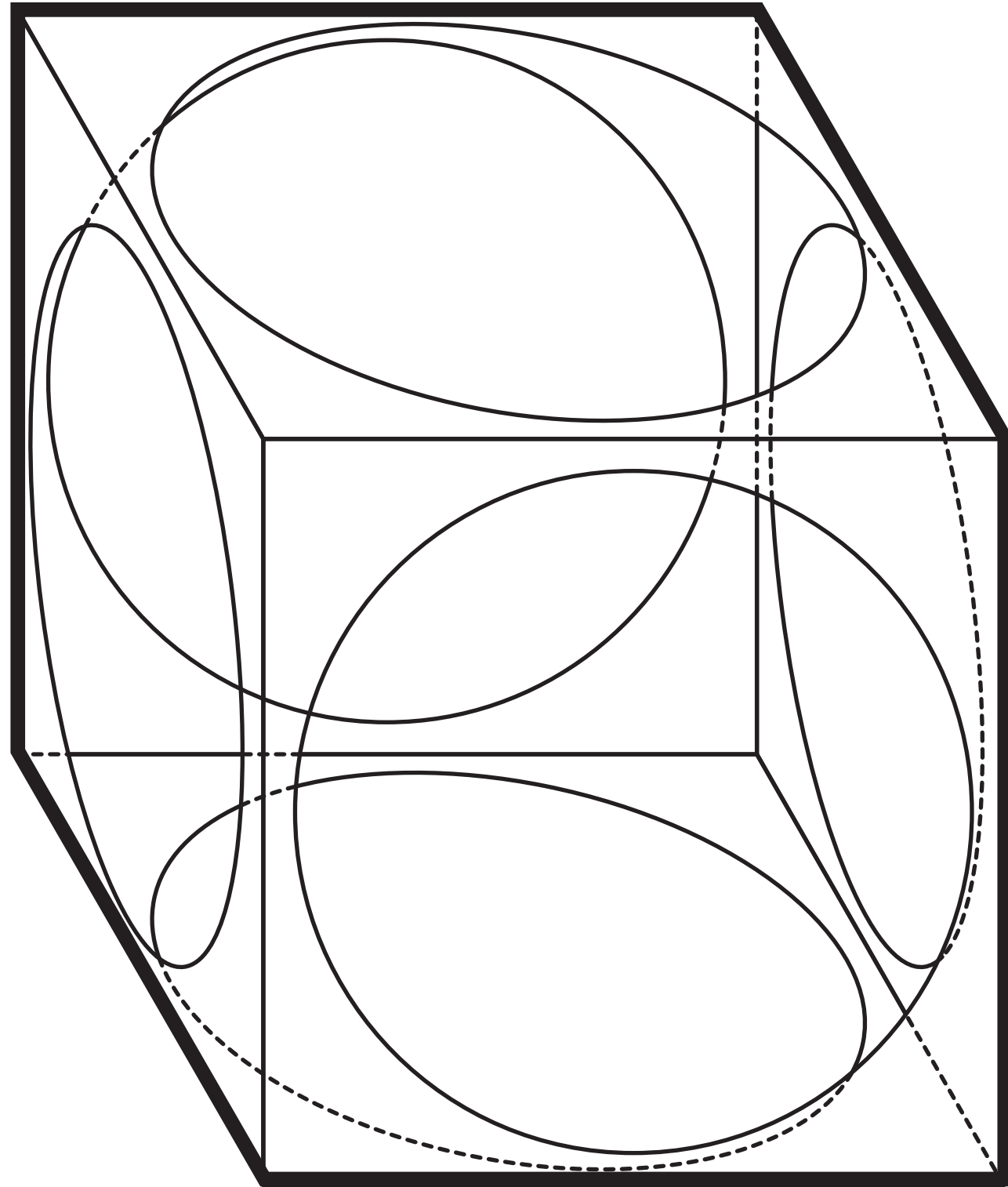
# CABALLERA (45°)



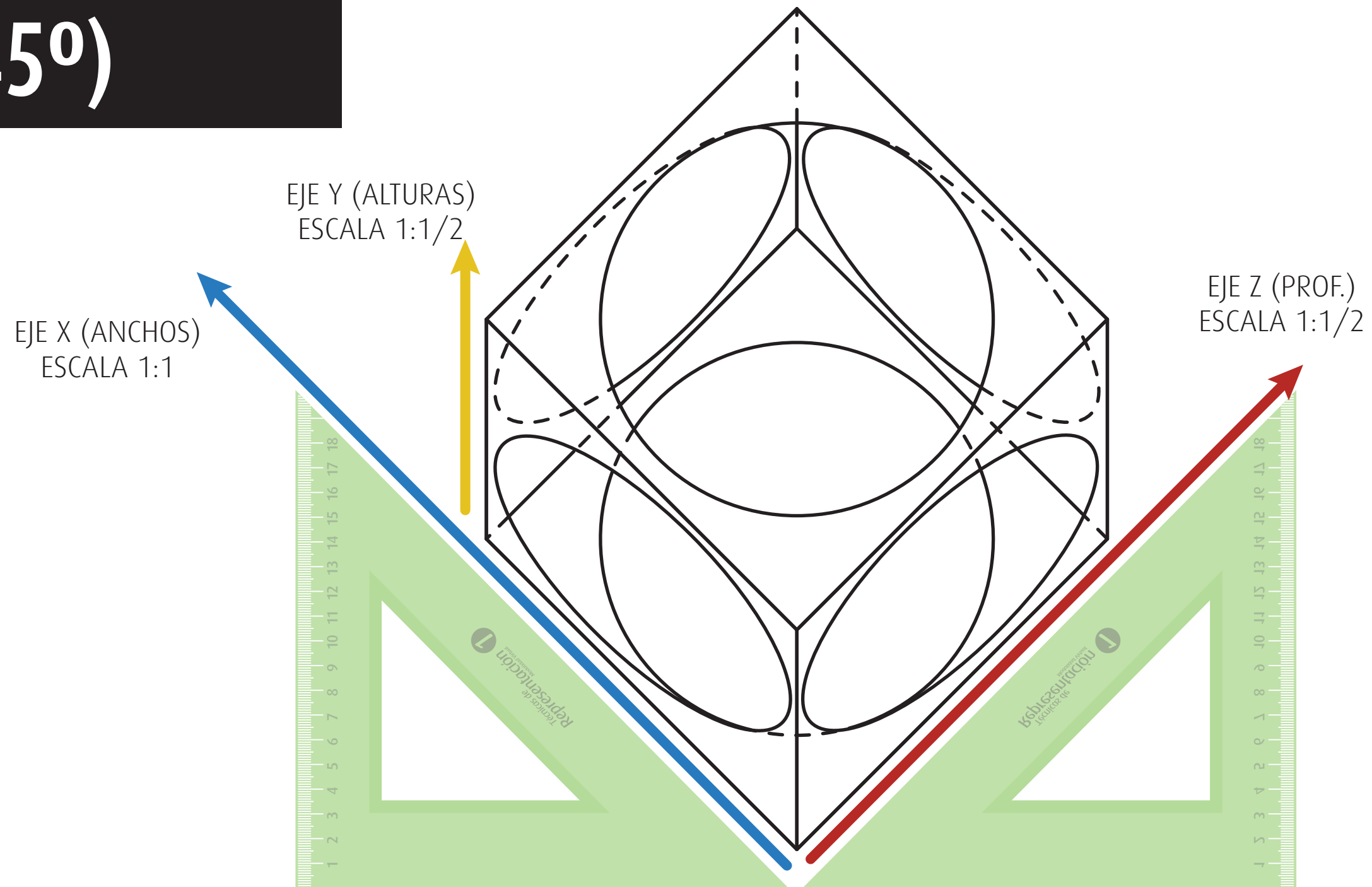
# CABALLERA (60°)



# CABALLERA (60°)

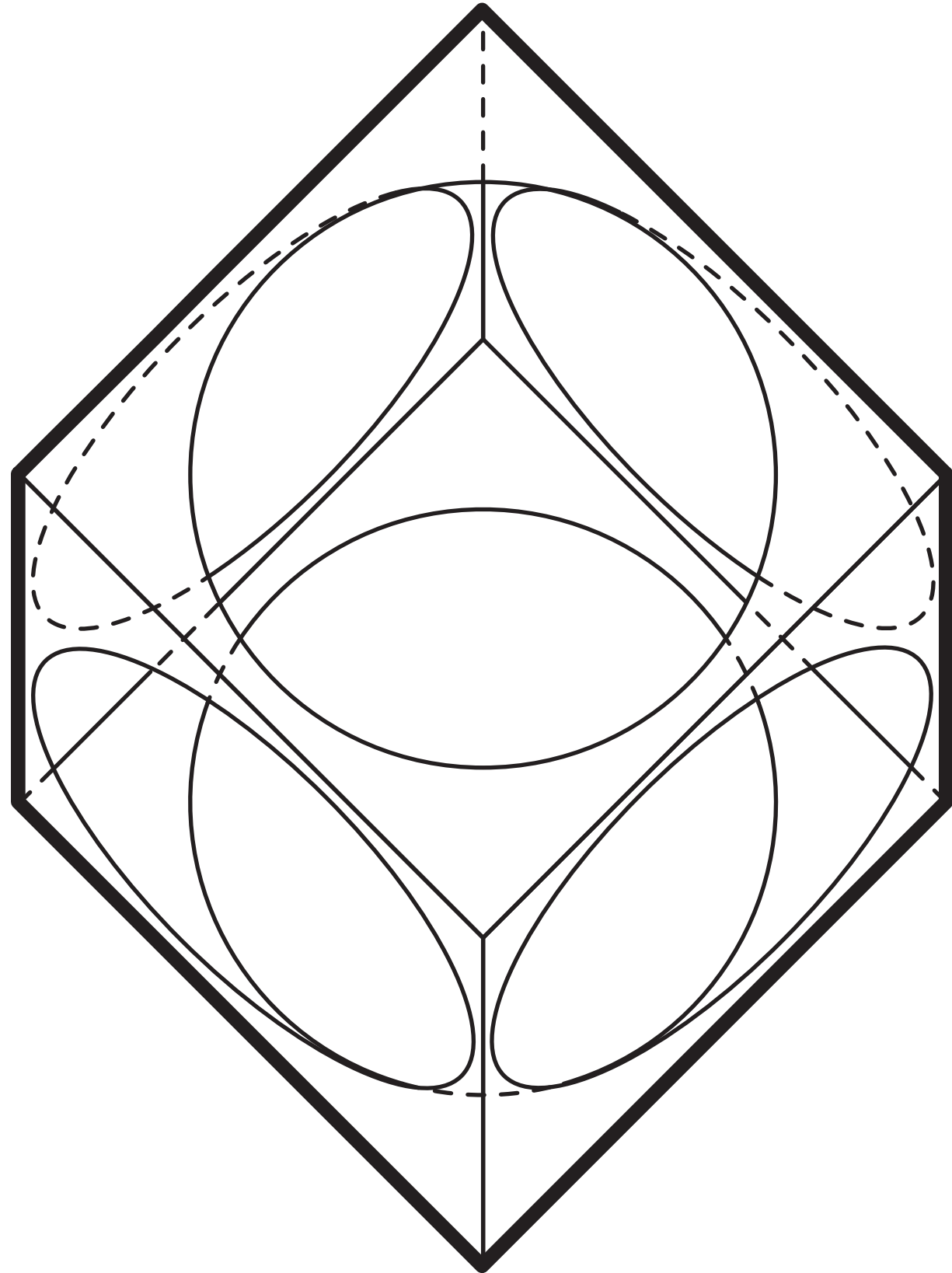


# MILITAR (45°)



CARA SUPERIOR PLANA

# MILITAR (45°)

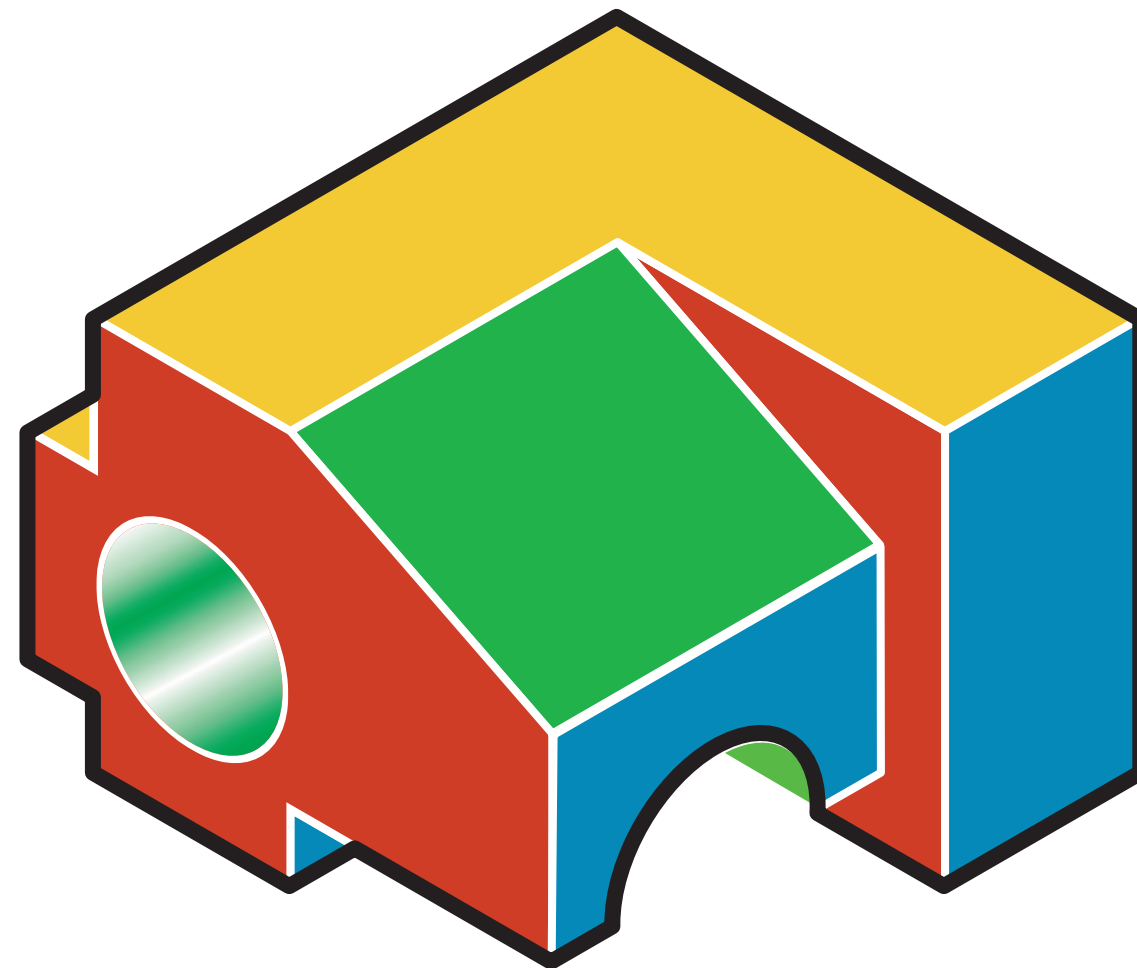






# ¿CÓMO QUEDA NUESTRO SÓLIDO EN PROYECCIÓN CABALLERA (45°) Y MILITAR (45°)?

¿?



¿?



*Técnicas de*  
**Representación**  
*Modalidad Virtual*



**PROYECCIÓN  
CABALLERA  
Y MILITAR**