

DESENHO TÉCNICO MECÂNICO I

Aula 02 – Projeção, vistas, diedros

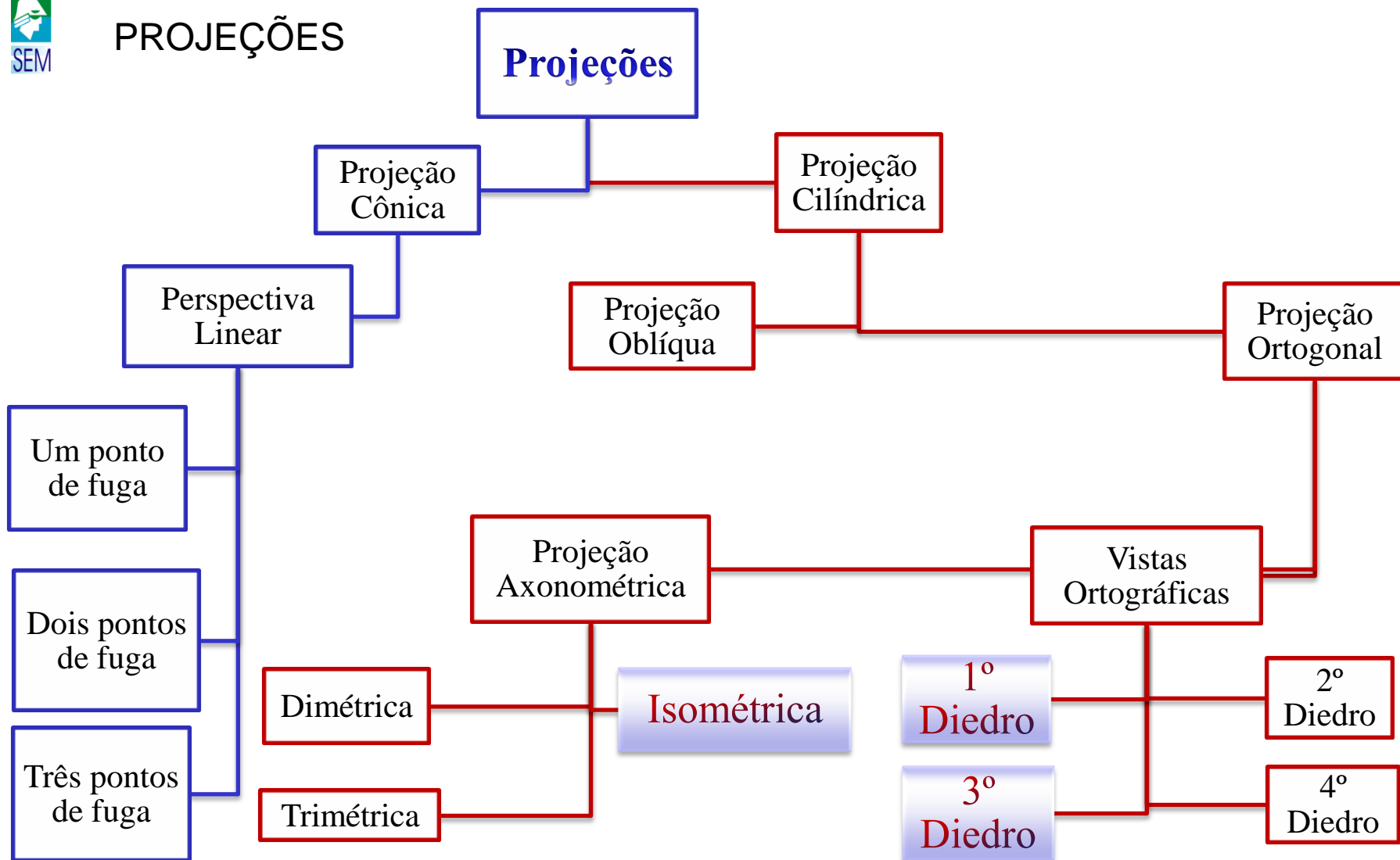
PROJEÇÕES

Utiliza-se de projeções para comunicar a forma de um desenho 3D (três dimensões) em uma folha de papel (2D – duas dimensões). São envolvidos 4 elementos nesta relação:

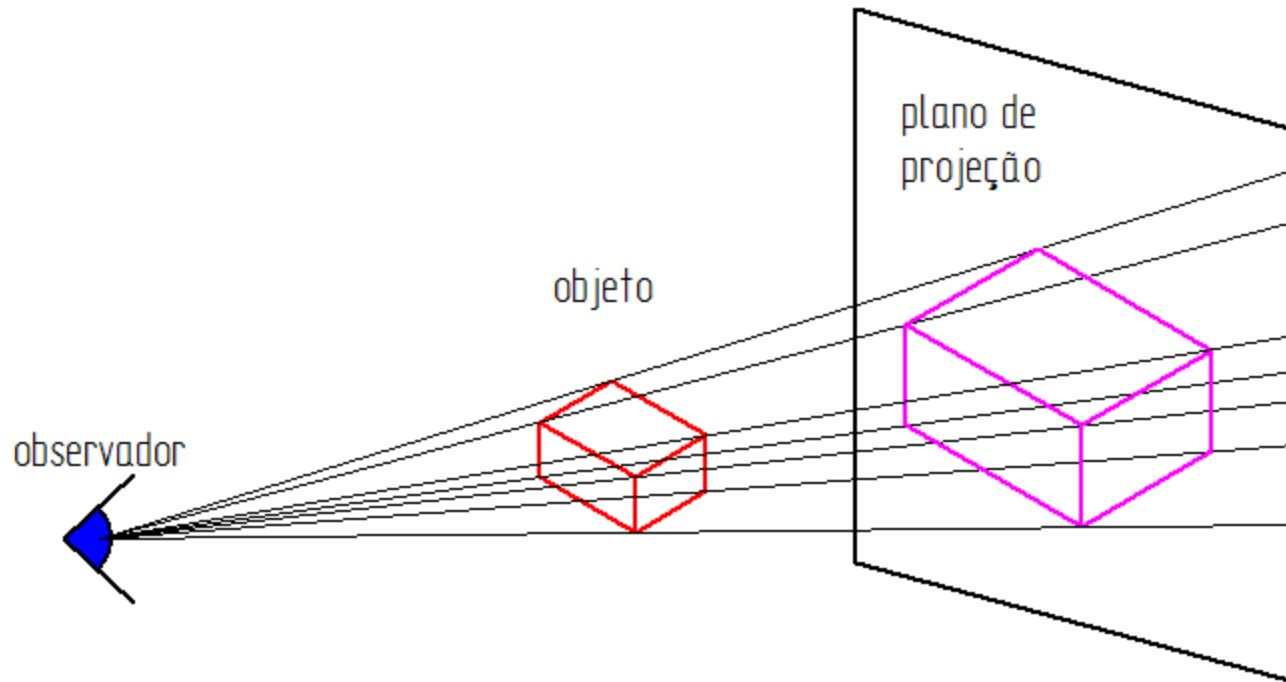
- O ponto de vista;
- O objeto;
- O plano de projeção;
- As retas projetantes ou linha de visada.

A projeção de um objeto em um plano é chamada de **Vista.**

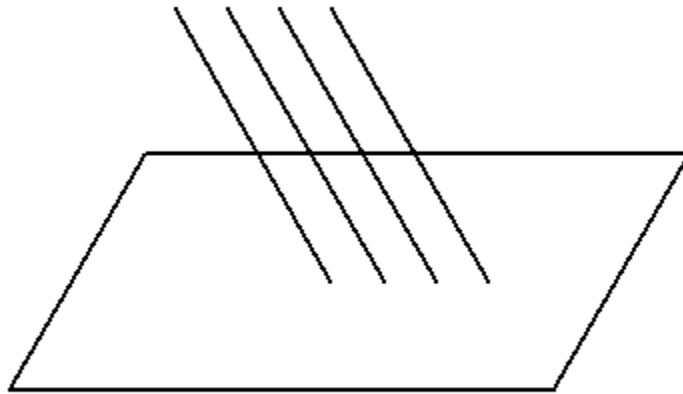
PROJEÇÕES



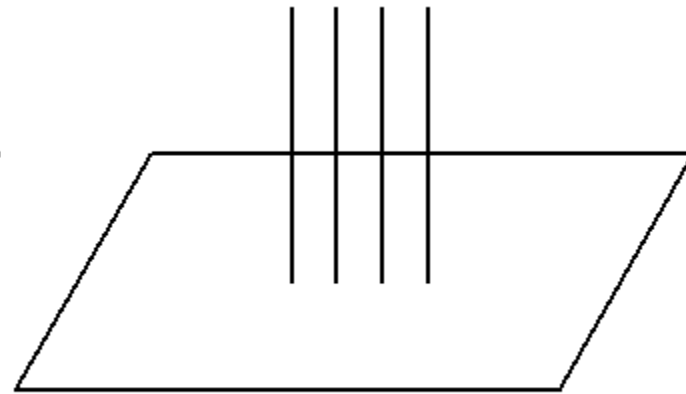
PROJEÇÕES – Perspectiva cônica



PROJEÇÕES – Perspectivas cilíndricas

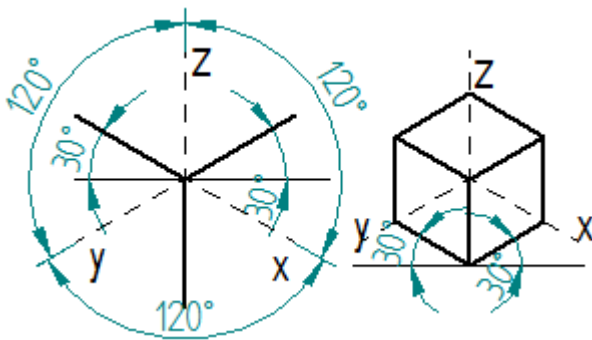


Projeção oblíqua



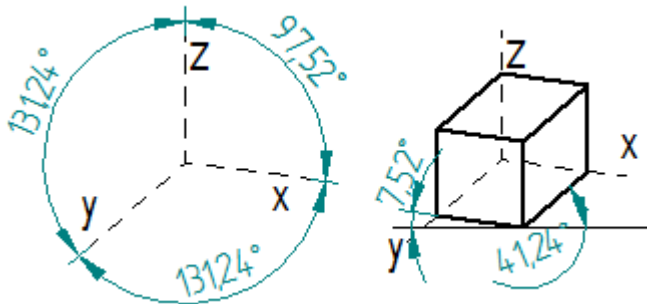
Projeção ortogonal

Projeções axonométricas



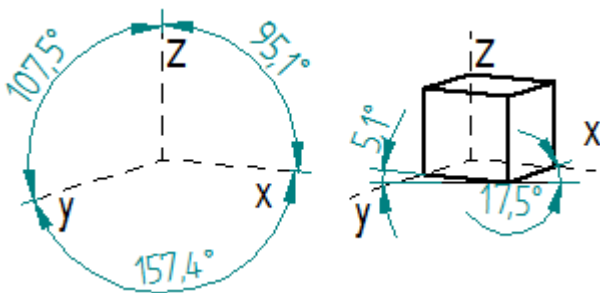
Perspectiva isométrica

- Eixos axonométricos – 120 graus
- Coeficientes de redução iguais nos três eixos



Perspectiva dimétrica

- Eixos axonométricos – dois ângulos iguais e um diferente
- Coeficientes de redução iguais em dois eixos e um diferente

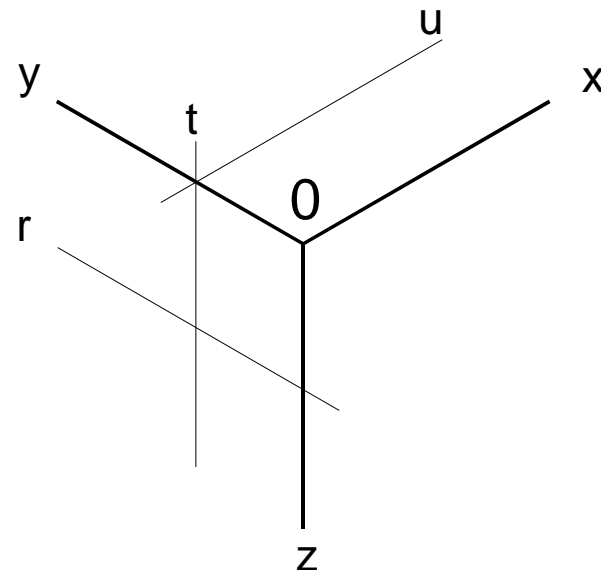
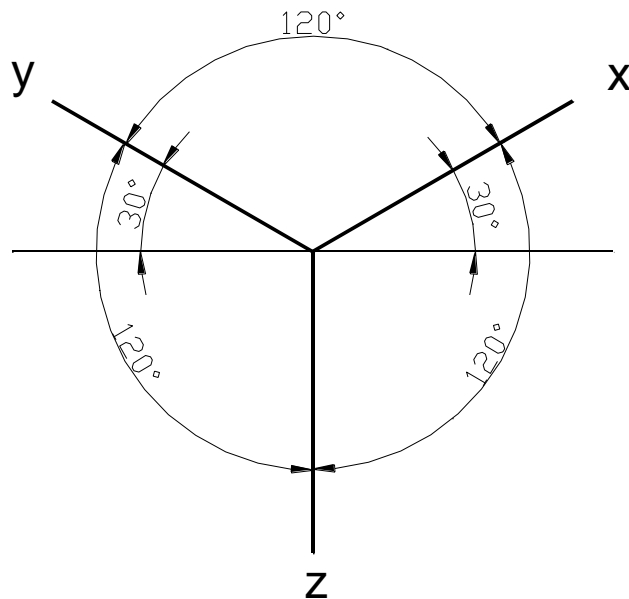


Perspectiva trimétrica

- Eixos axonométricos – três ângulos diferentes
- Coeficientes de redução diferentes em todos os eixos

PERSPECTIVA ISOMÉTRICA (projeção isométrica)

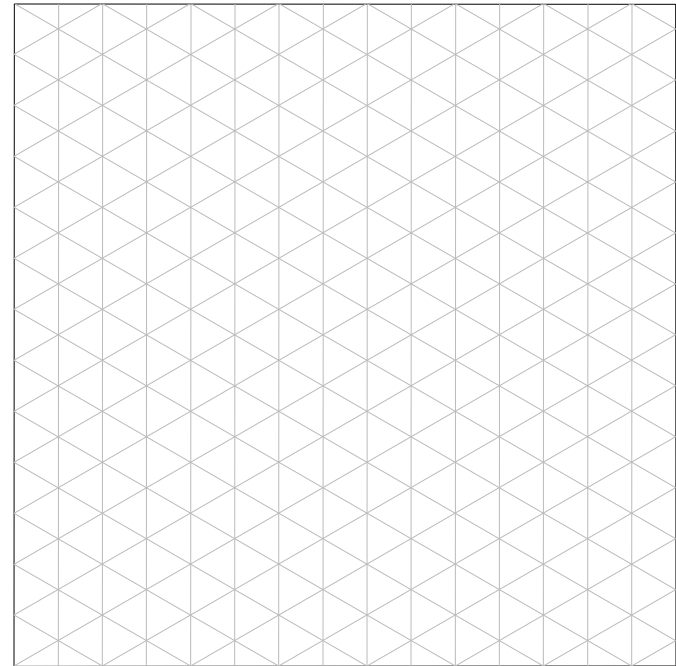
Em perspectiva isométrica os três eixos (x,y,z) formam entre si ângulos de 120° . Os eixos oblíquos formam com a horizontal ângulos de 30° . Toda linha paralela aos eixos isométricos são chamadas de linhas isométricas.



PERPECTIVA ISOMÉTRICA - traçado

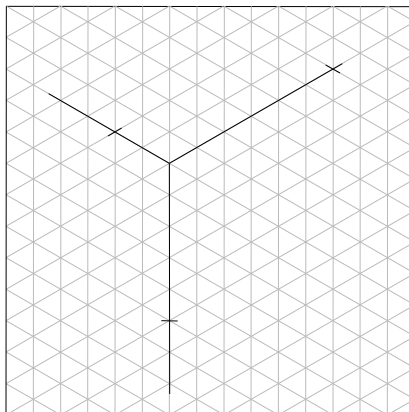
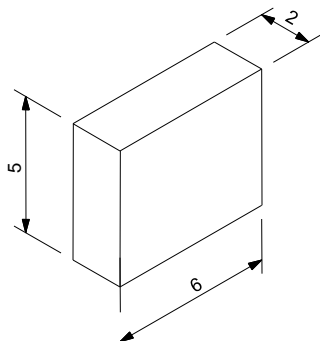
A utilização da projeção isométrica provoca redução igual em todos os eixos de aproximadamente 19%. Por serem iguais utiliza-se do tamanho real do objeto e a proporção será mantida, isto é chamado de perspectiva isométrica simplificada.

O uso do papel reticulado simplifica o aprendizado.

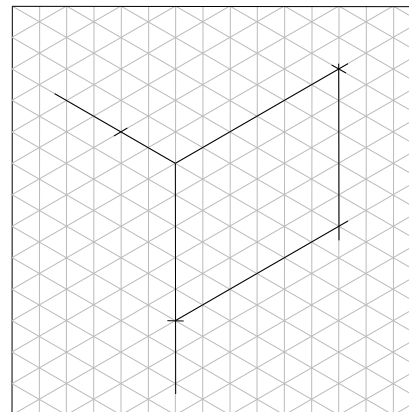


PERPECTIVA ISOMÉTRICA – exemplo prisma retangular

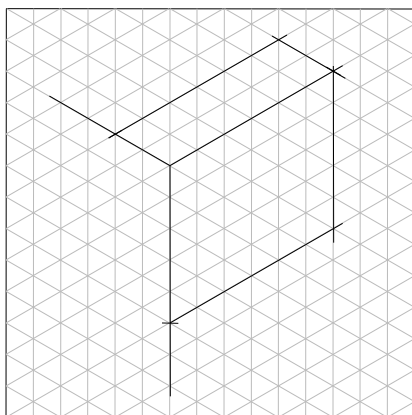
Prisma



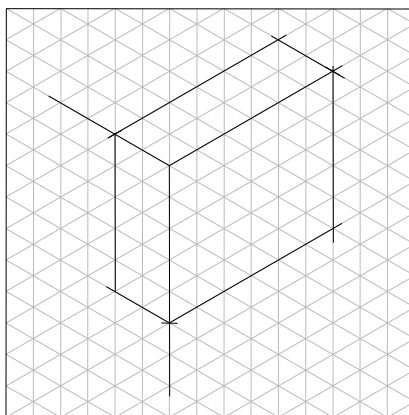
01 - marcar dimensões



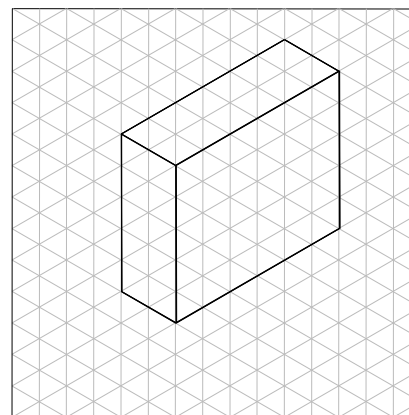
02 - traçar a face frontal



03 - traçar a face superior

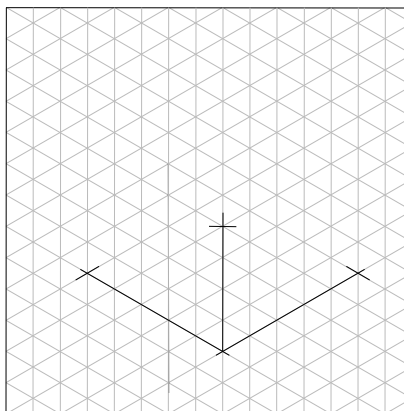
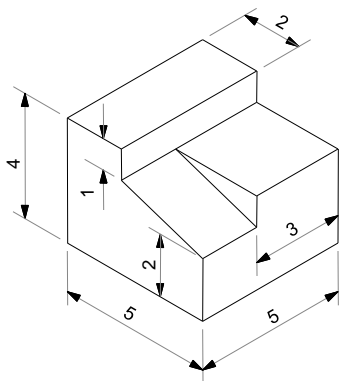


04 - traçar a lateral esquerda

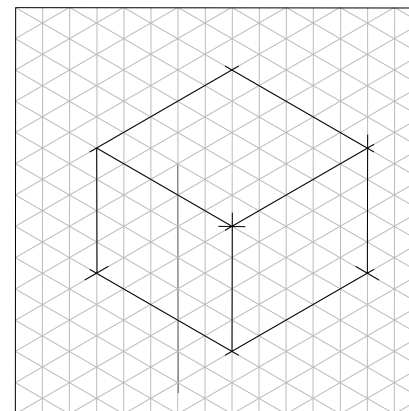


05 - apagar linhas de construção e reforçar contornos

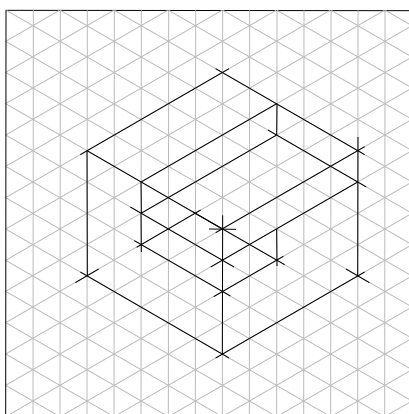
PERPECTIVA ISOMÉTRICA – elementos paralelos e oblíquos



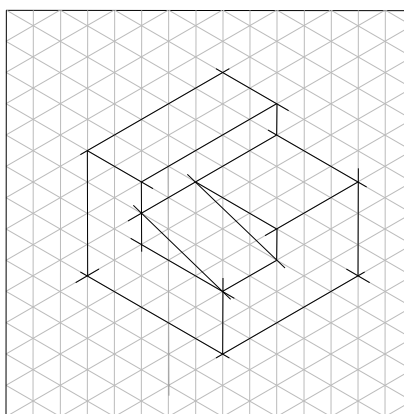
01 - marcar dimensões



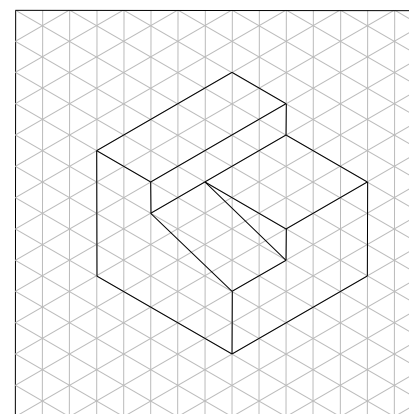
02 - traçar as três faces



03 - traçar os detalhes paralelos e apagar linhas excedentes

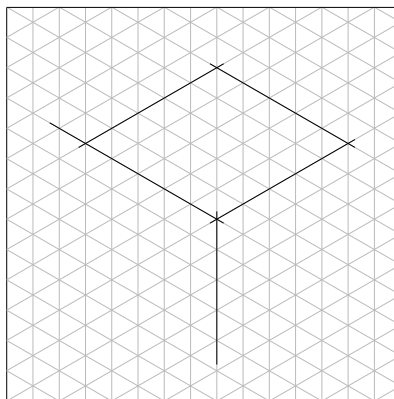
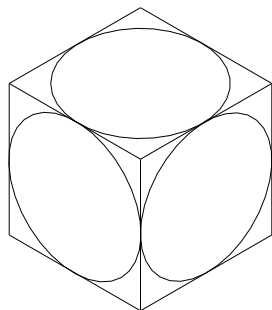


04 - traçar os segmentos oblíquos e apagar linhas excedentes

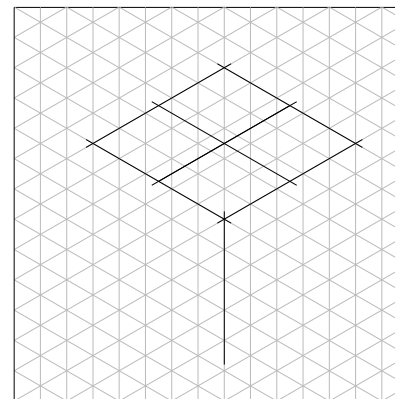


05 - apagar linhas de construção e reforçar contornos

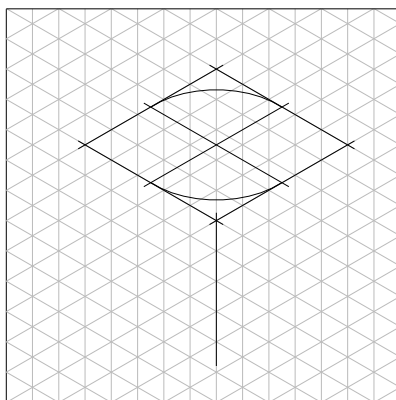
PERPECTIVA ISOMÉTRICA – círculo



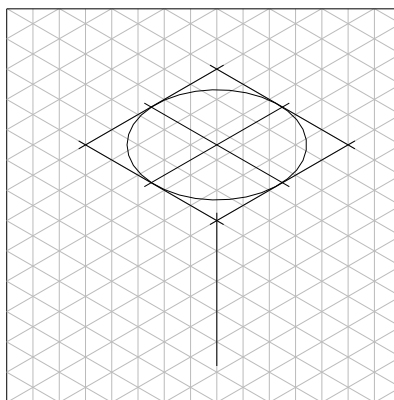
01 - marcar dimensões



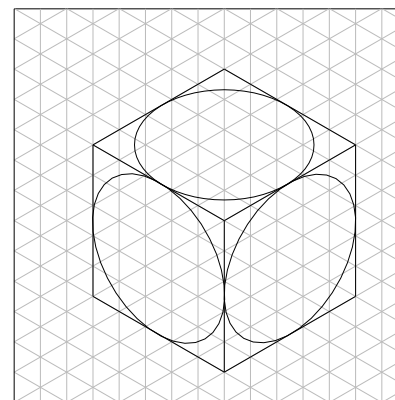
02 - traçar face e dividir em quatro partes iguais



03 - traçado das linhas curvas



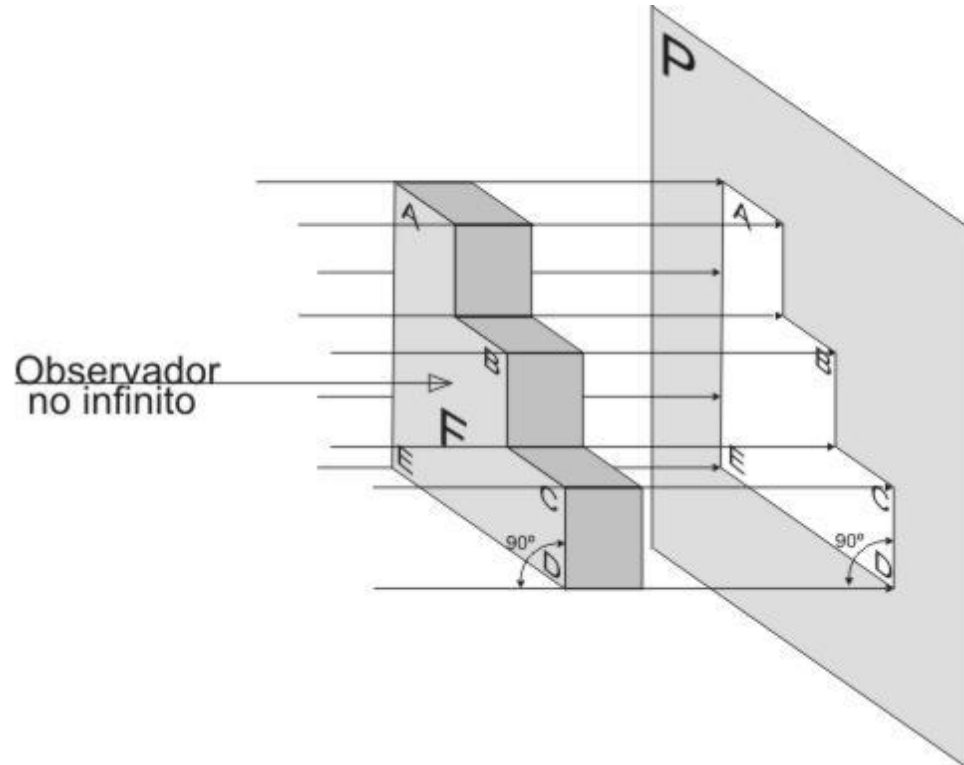
04 - concluir traçado das linhas curvas



05 - apagar linhas de construção e reforçar contornos

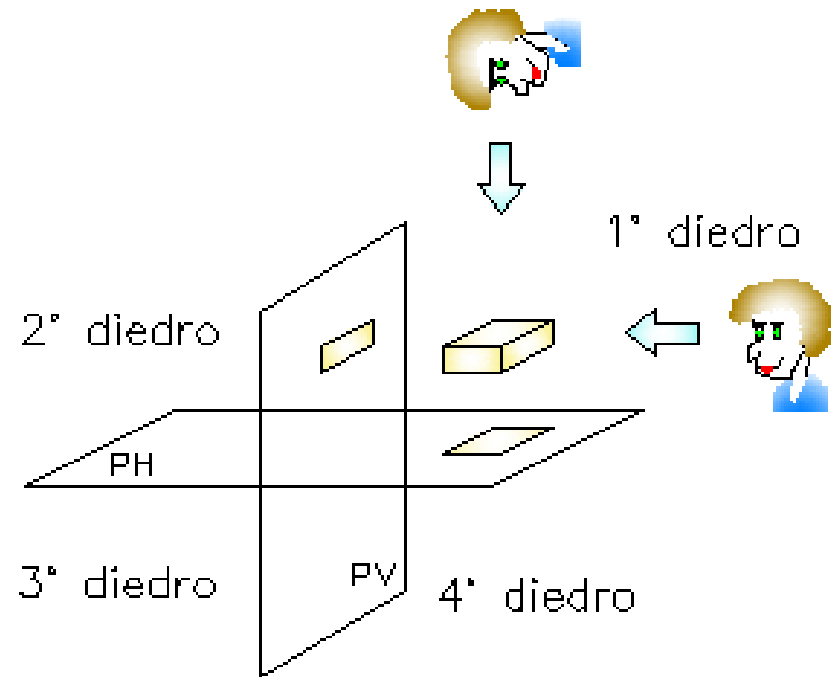
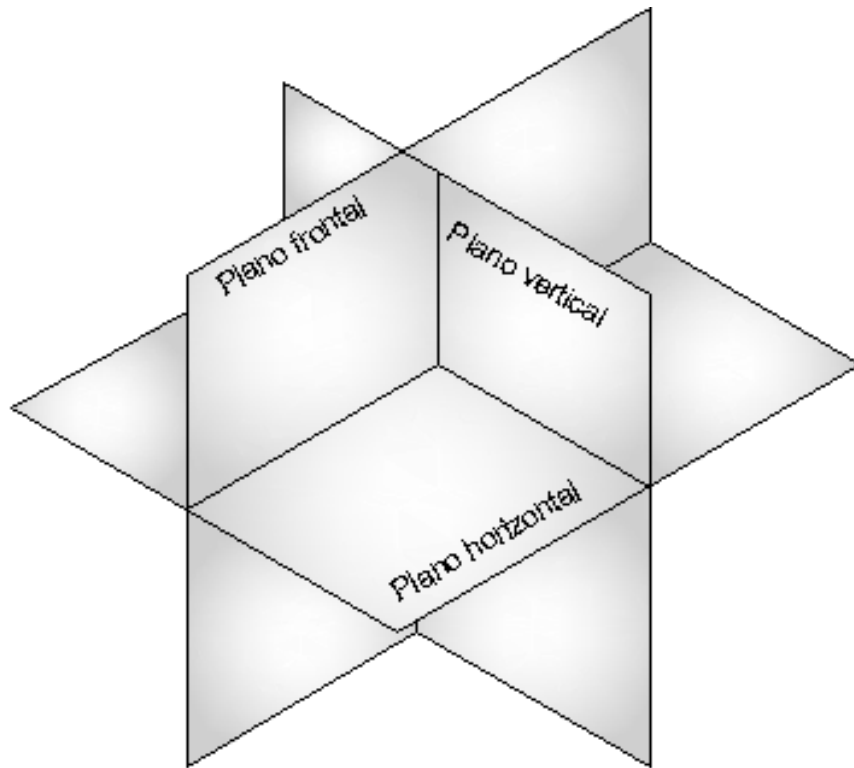
PROJEÇÕES ORTOGONAIS

Linhas projetantes paralelas entre si e perpendiculares ao plano de projeção reproduzem no plano uma imagem com o mesmo contorno e mesma grandeza do objeto. Na Projeção Ortogonal, a figura plana considerada é reproduzida em verdadeira grandeza.



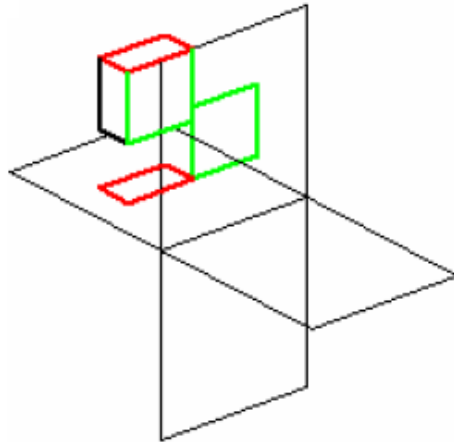
Projeção ortogonal no 1º Diedro

No Brasil, assim como na Europa, Ásia e em outros países usa-se da projeção no primeiro diedro, e o 3º diedro é usado nos EUA e no Canadá.

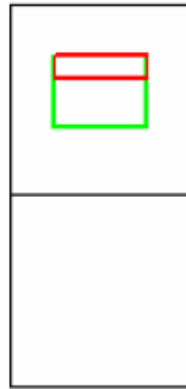


Diedros – projeção de vistas

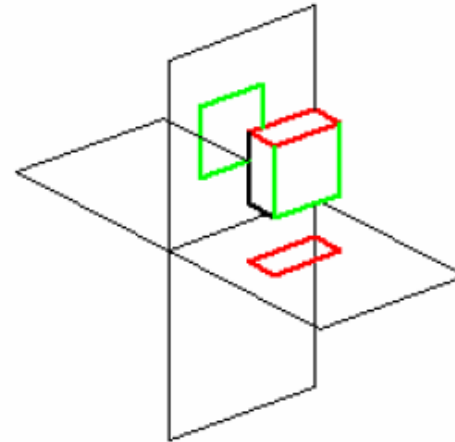
Segundo diedro



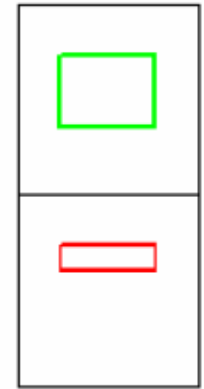
Épura



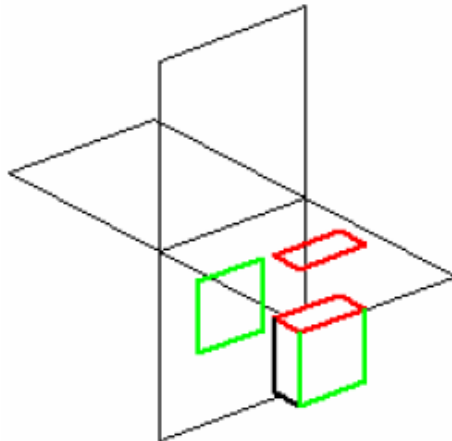
Primeiro diedro



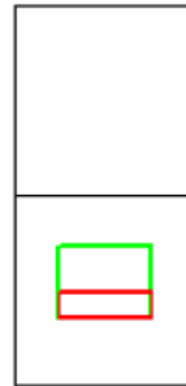
Épura



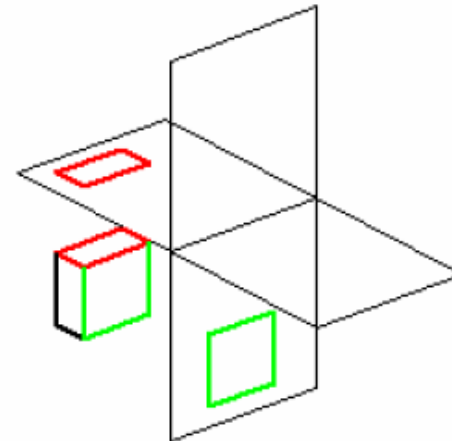
Quarto diedro



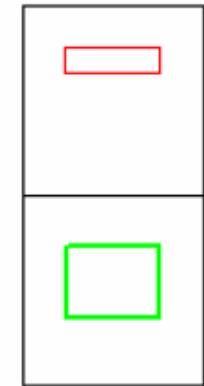
Épura



Terceiro diedro

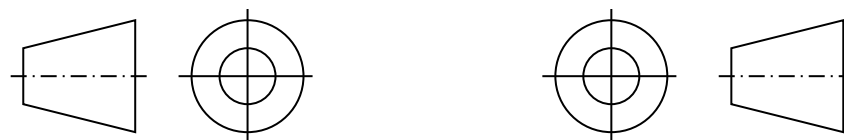


Épura



Símbolos de Projeção ortogonal no 1º Diedro e 3º Diedro

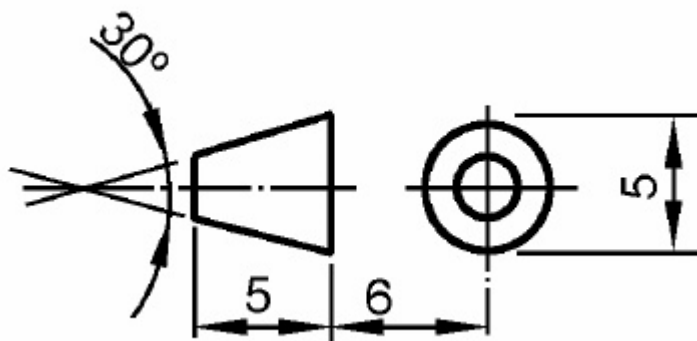
Na legenda deve estar incluída a representação do diedro usado no desenho:



1º Diedro

3º Diedro

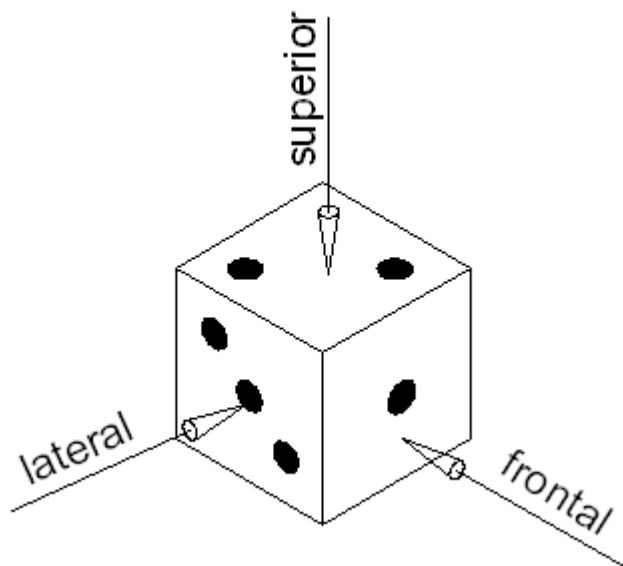
O Símbolo deve ter as seguintes dimensões:



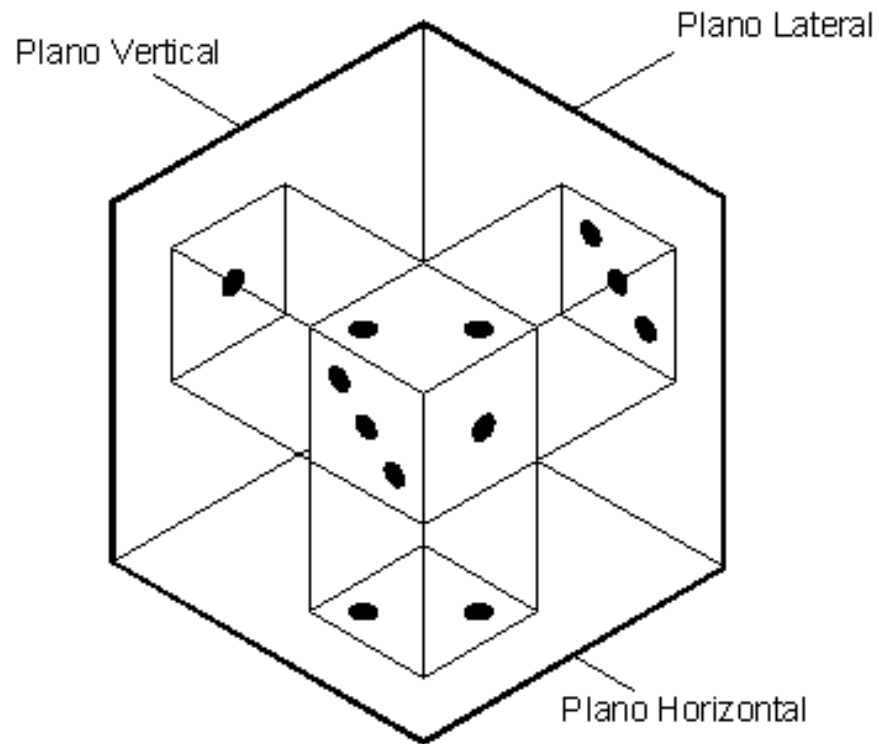
Fonte: Apostila Desenho Mecânico. Desenho com instrumentos. Convênio SENAI/São Paulo

Projeção ortogonal no 1º Diedro - procedimento

Objeto: dado



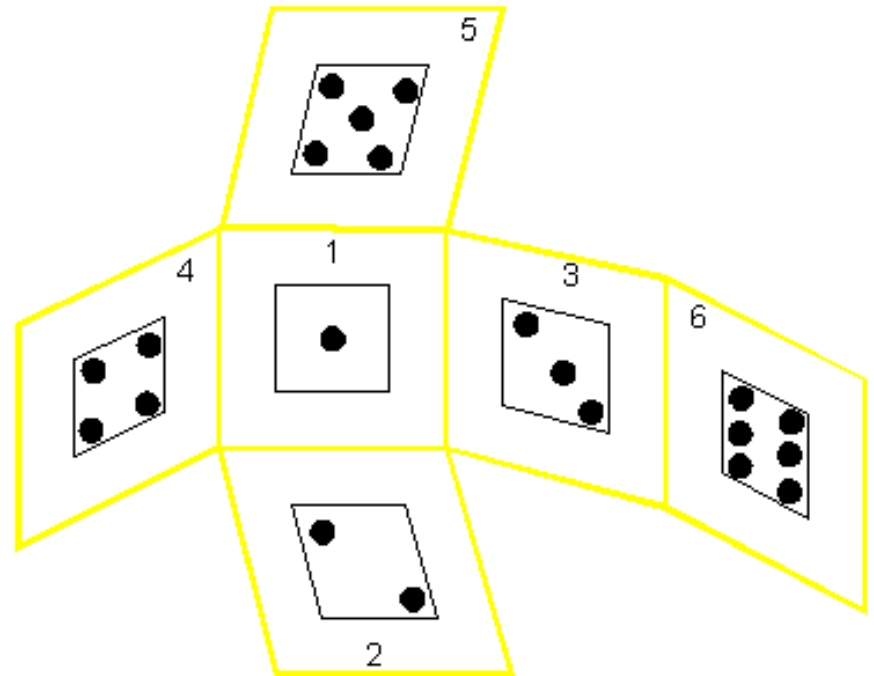
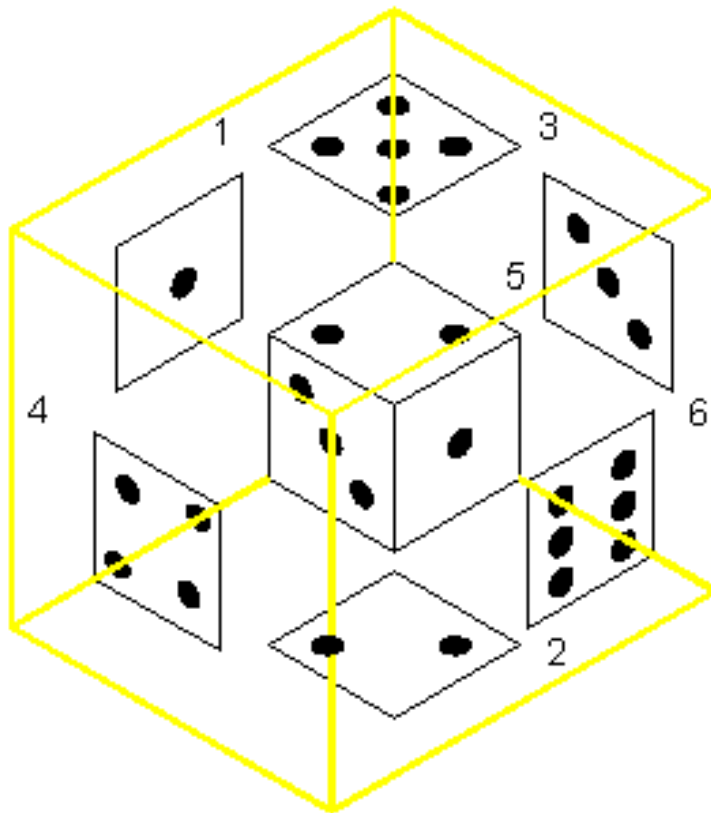
Projeção no primeiro diedro



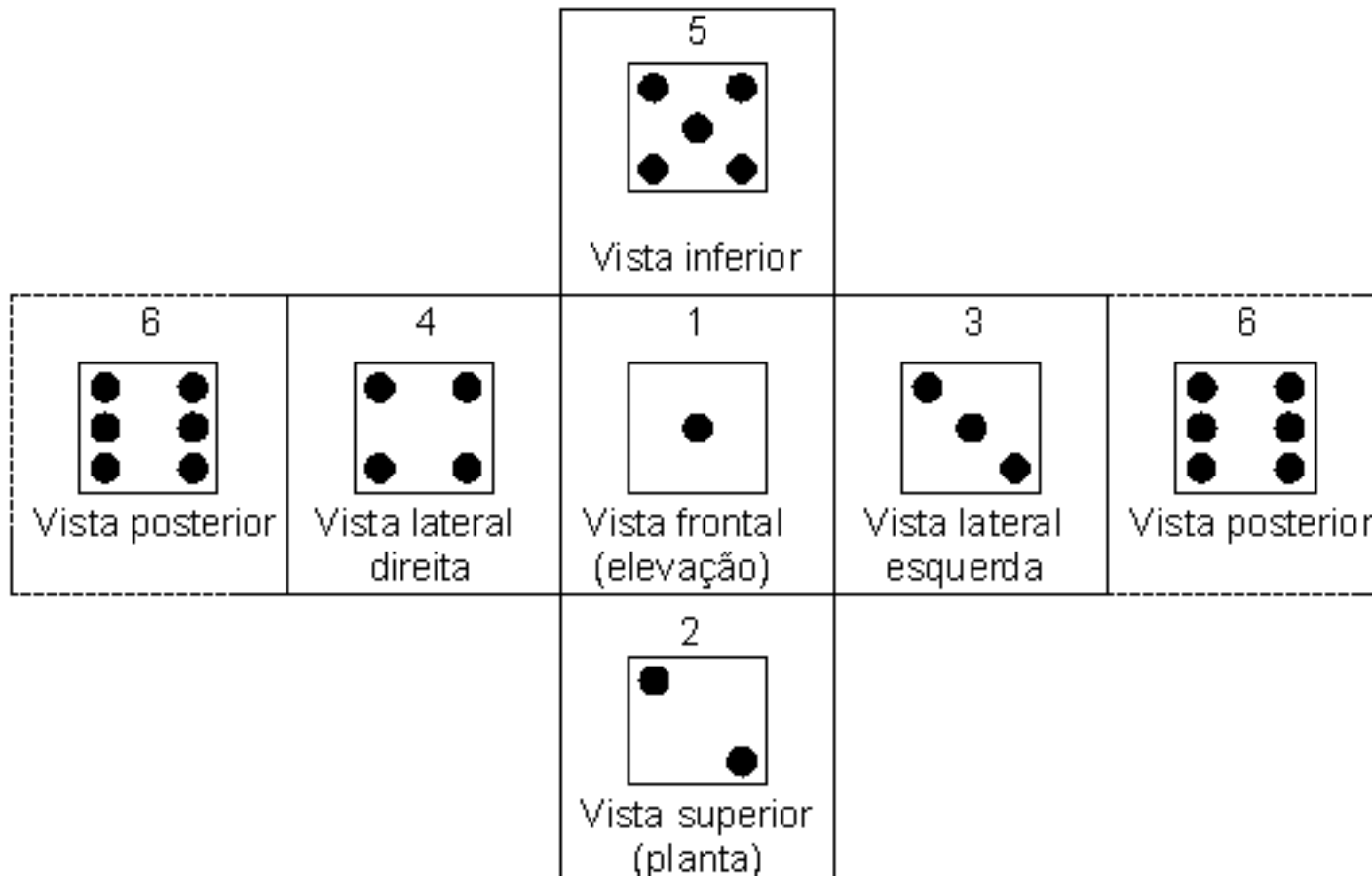
Fonte: Apostila Desenho Mecânico, v9. Projeção ortogonal. Convênio SENAI/São Paulo

Projeção ortogonal no 1º Diedro - procedimento

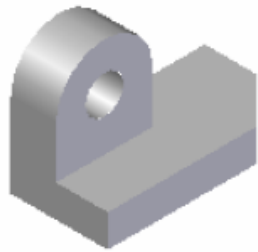
Projeção completa



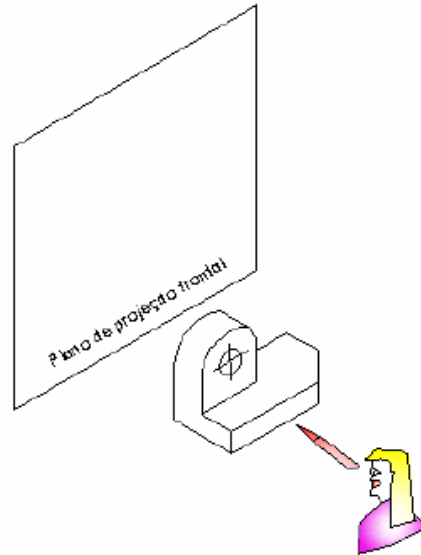
Projeção completa com o nome e posição das vistas



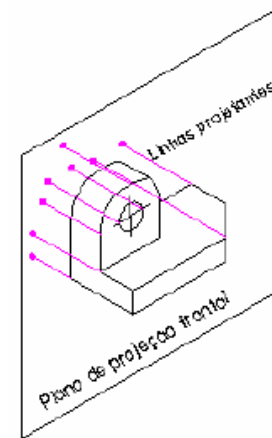
Projeção ortogonal - 1º Diedro - Vista frontal



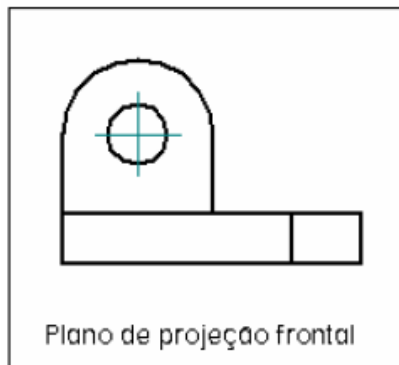
Objeto



Plano de projeção – objeto - observador

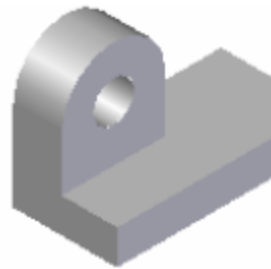


Traçam-se linhas paralelas entre si e perpendiculares ao plano de projeção.

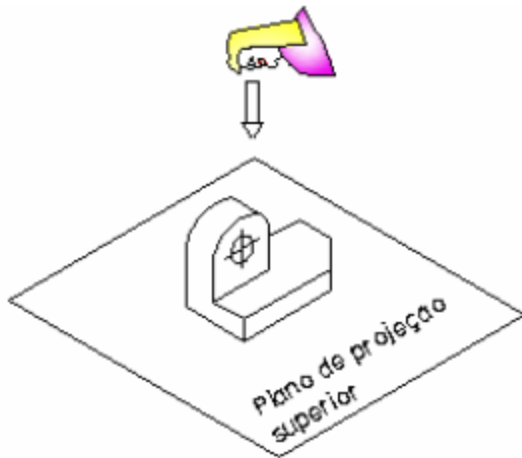


Vista frontal

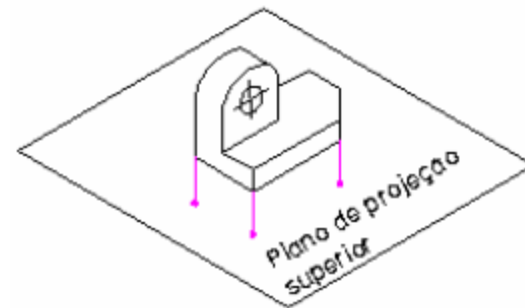
Projeção ortogonal - 1º Diedro - Vista superior



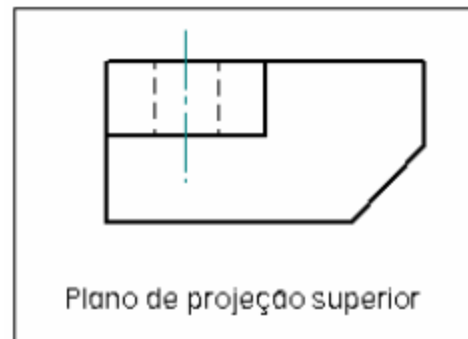
Objeto



Plano de projeção – objeto - observador

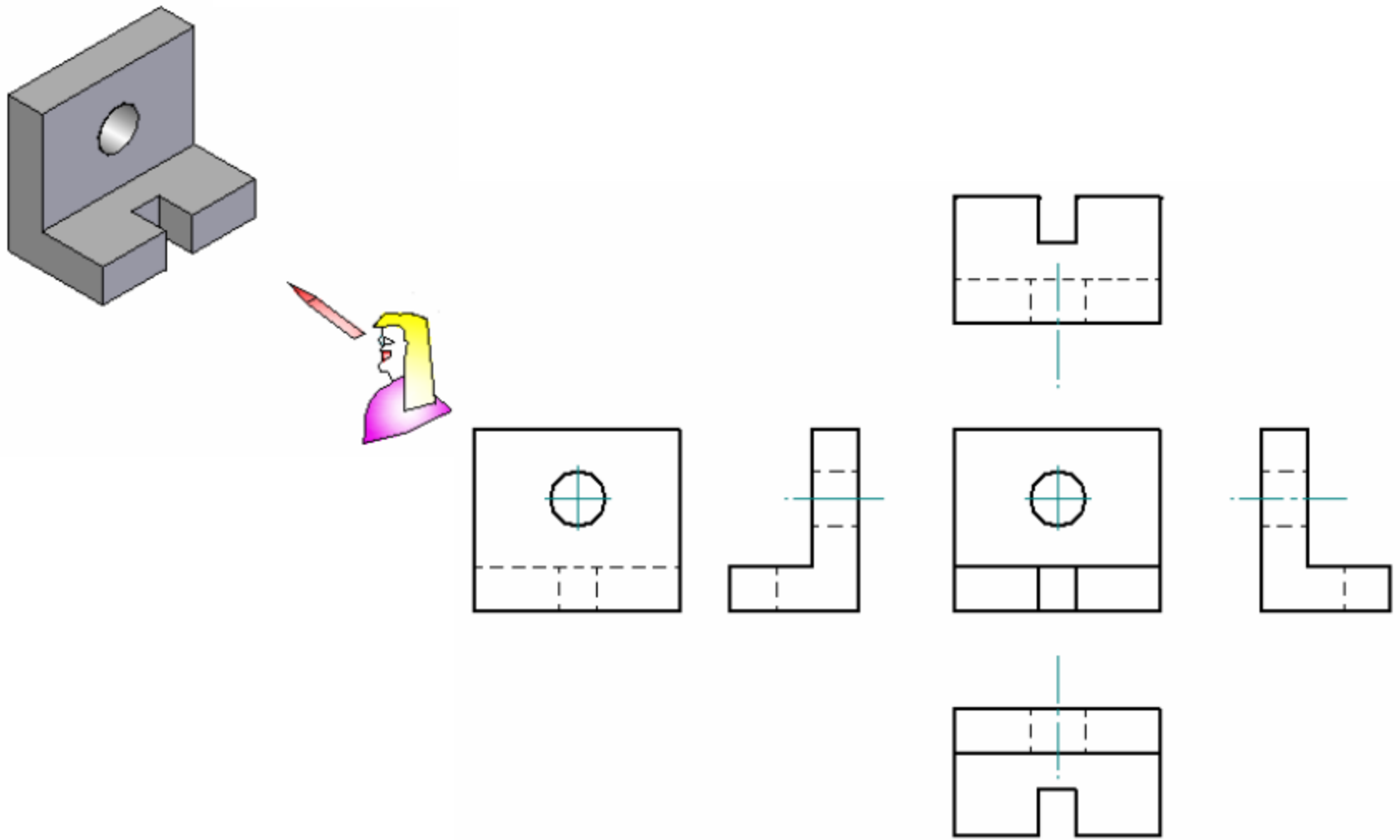


Traçam-se linhas paralelas entre si e perpendiculares ao plano de projeção.



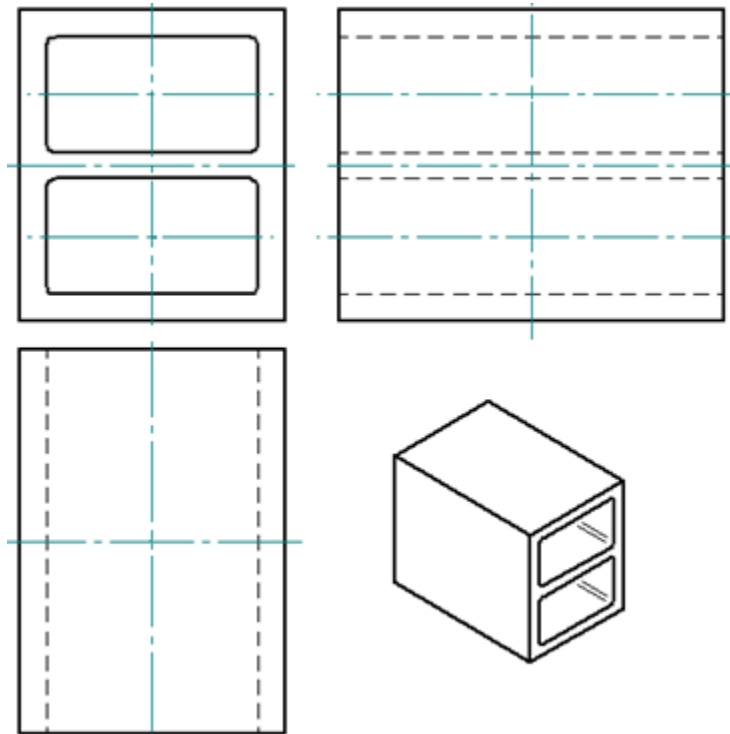
Vista superior

Projeção ortogonal - 1º Diedro



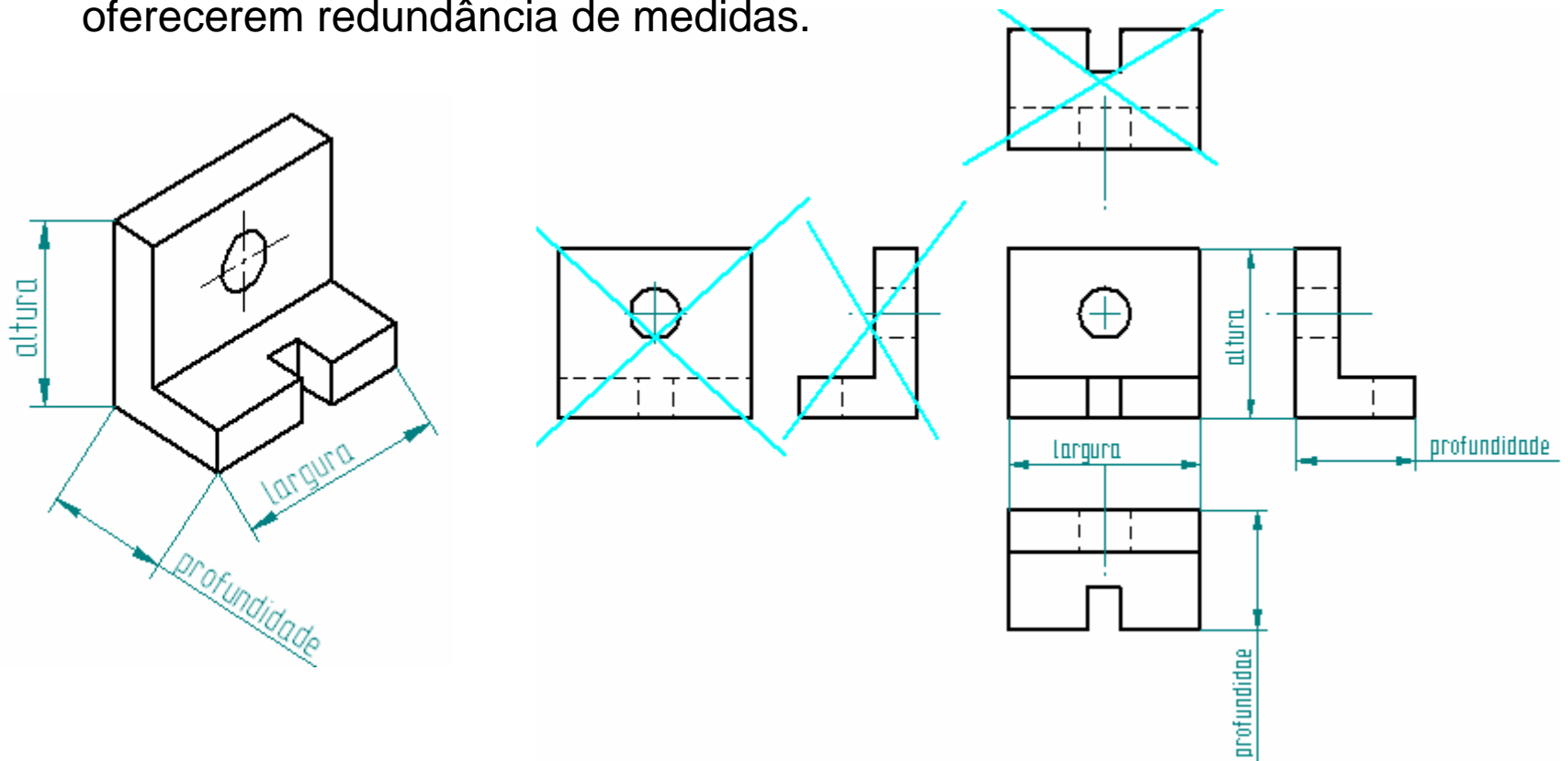
PROJEÇÕES ORTOGONAIS – Linhas de centro e simetria

Nas projeções ortogonais, quando peças simétricas, rasgos, rebaixos e furos são representados, deve-se fazer a marcação das linhas de simetria do objeto e de centro para os demais.



PROJEÇÕES ORTOGONAIS – Vistas Desnecessárias (1º Diedro)

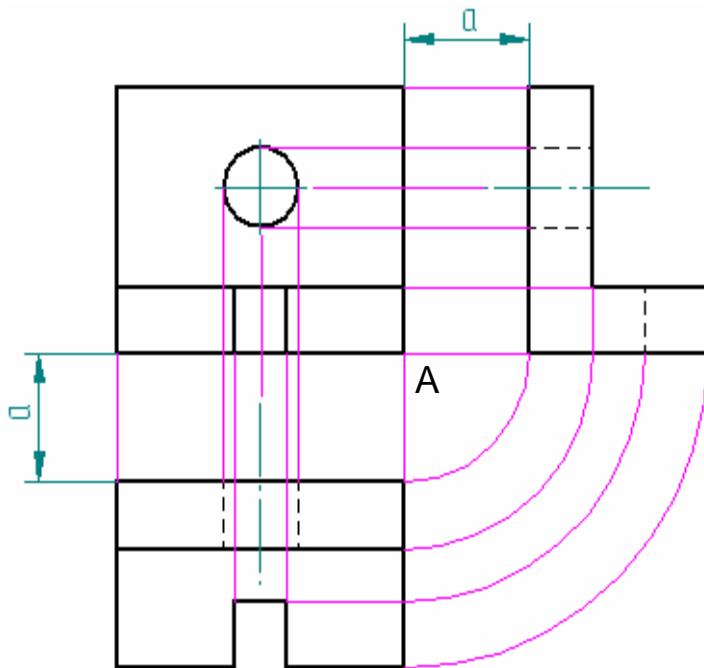
Em casos de simetria é possível descartar três das seis vistas, por oferecerem redundância de medidas.



 Vistas desnecessárias pois possuem informações redundantes

PROJEÇÕES ORTOGONAIS – Distância entre as vistas

Tendo em mãos uma das vistas é possível projetar as linhas que delimitam o espaço em que estarão as demais, assim como a posição de seus detalhes.



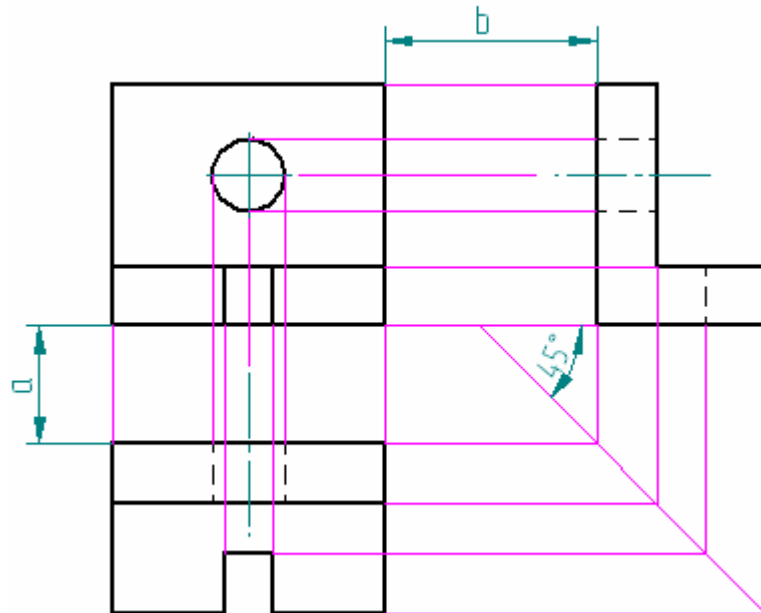
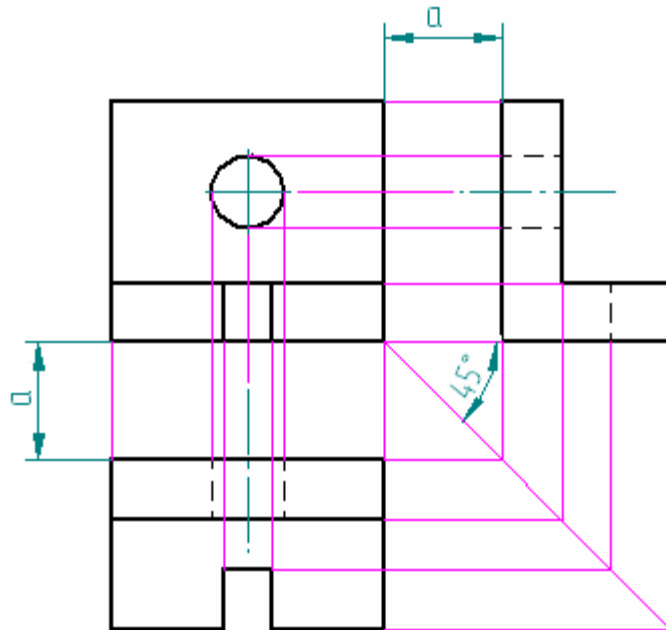
Método 1 (Compasso):

1. Fazer prolongamentos (linhas projetantes auxiliares) de bordas, limites de furos e linhas de centro da vista frontal já em mãos;
2. Traçar uma segunda vista;
3. Colocar a ponta seca do compasso no vértice A;
4. Traçar quartos de circunferência, com o grafite sobre prolongamentos da segunda vista traçada.

PROJEÇÕES ORTOGONAIS – Distância entre as vistas

Método 2 (Régua) :

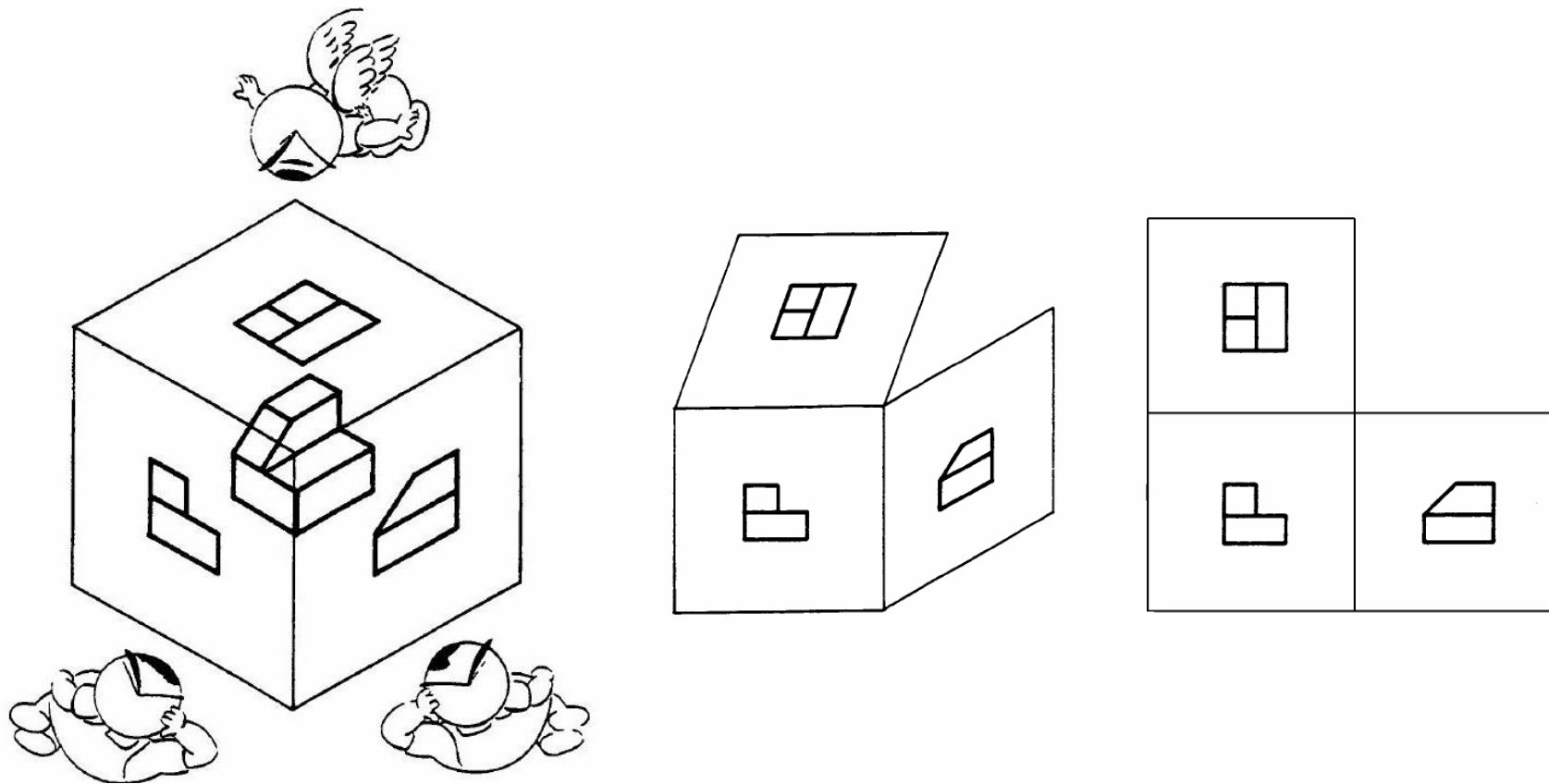
1. Traçar uma reta a 45° com a horizontal
2. Estender as linhas de uma vista até tocar a linha inclinada
3. Projetá-las na outra vista até a altura correta.



Projeção ortogonal no 3º Diedro - Procedimento

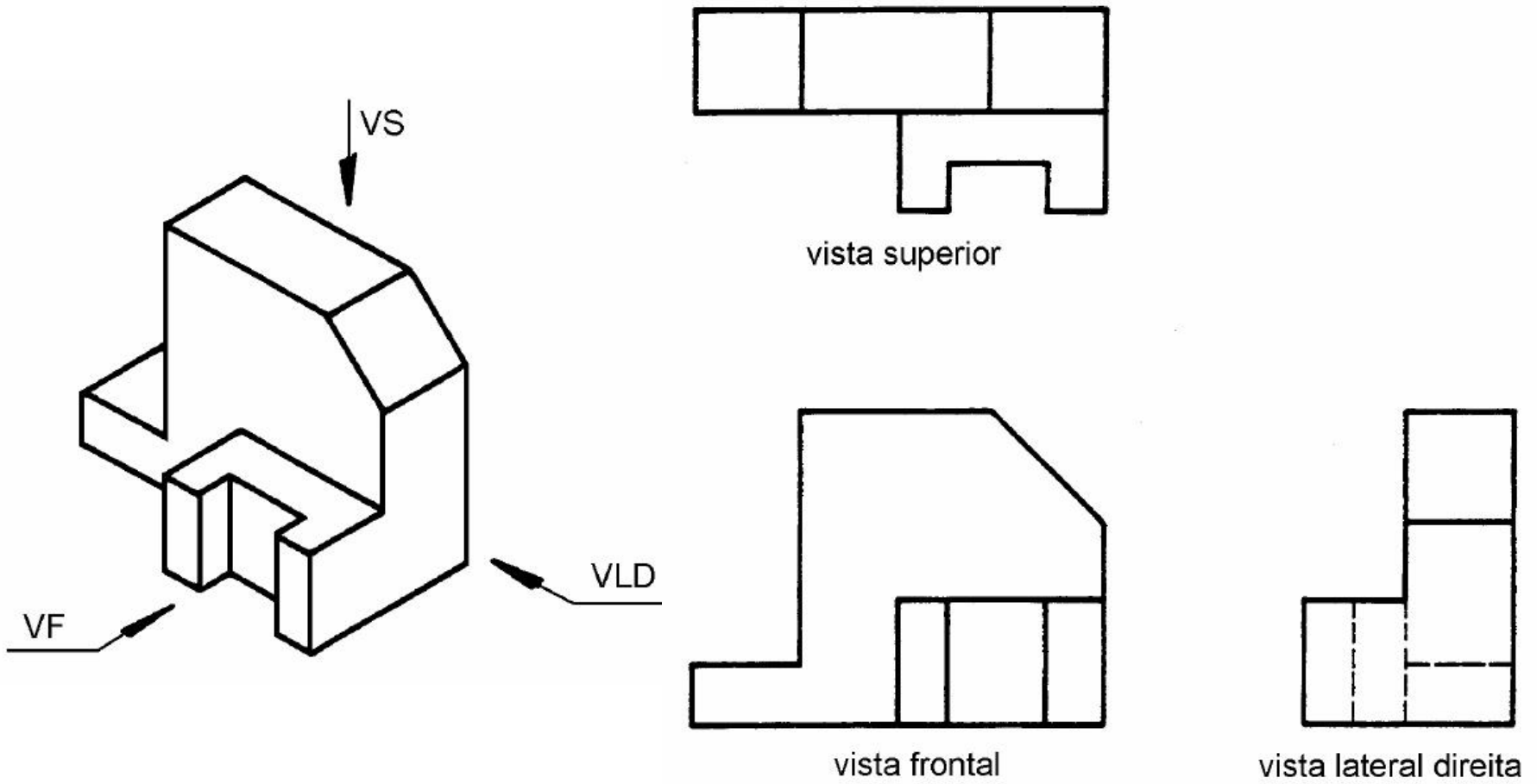
Objeto: bloco de madeira

Projeção no terceiro diedro



Fonte: Apostila Desenho Mecânico. Desenho com instrumentos. Convênio SENAI/São Paulo

Projeção ortogonal no 3º Diedro - Exemplo

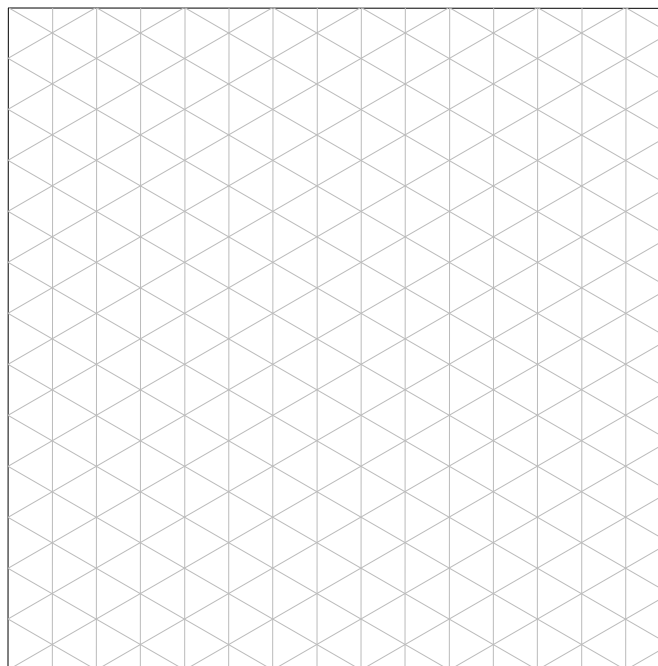
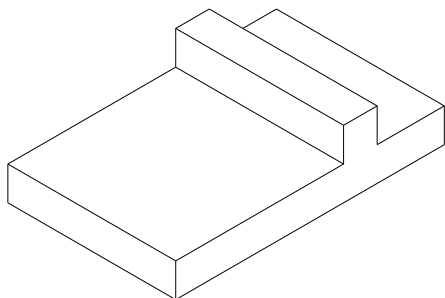


Fonte: Apostila Desenho Mecânico, v9. Projeção ortogonal. Convênio SENAI/São Paulo

Exercício 2.01 – Desenhe a perspectiva isométrica

Nome: _____

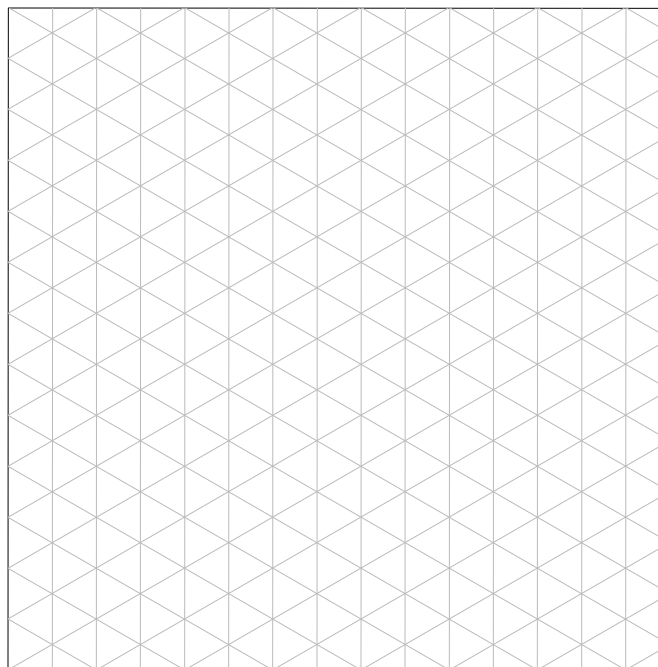
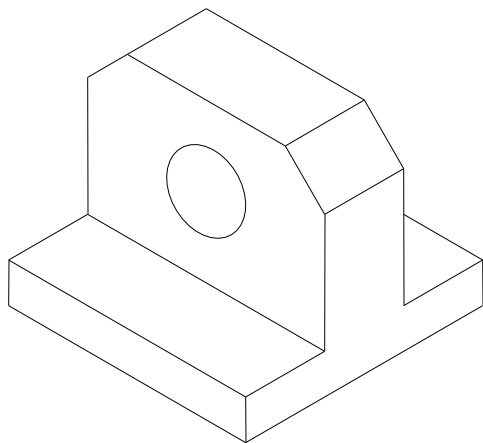
Nº _____ Turma _____



Exercício 2.02 – Desenhe a perspectiva isométrica

Nome: _____

Nº _____ Turma _____



Exercício 2.03 – COMPLETE AS PROJEÇÕES

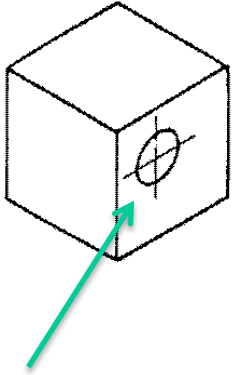
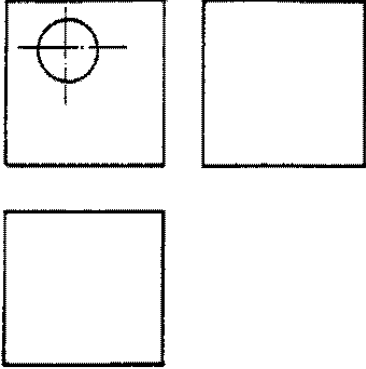
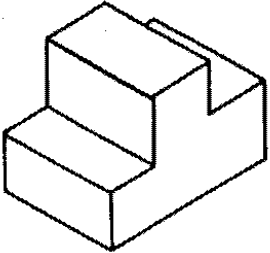
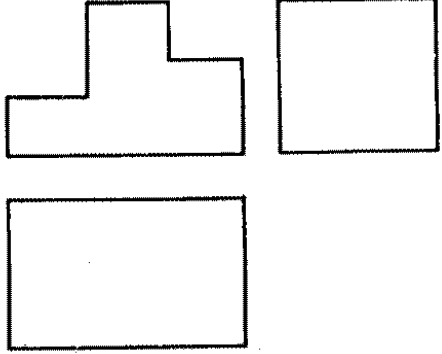
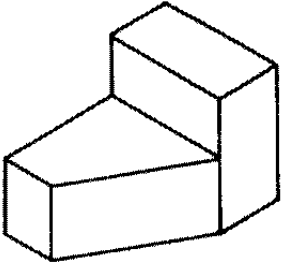
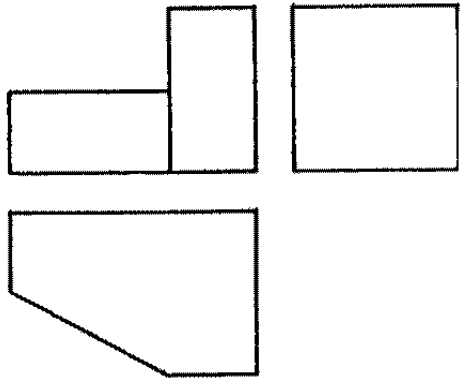
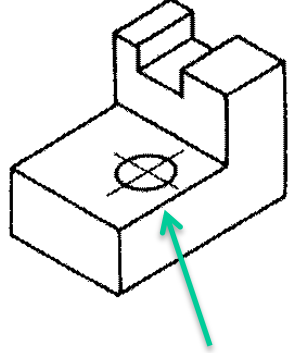
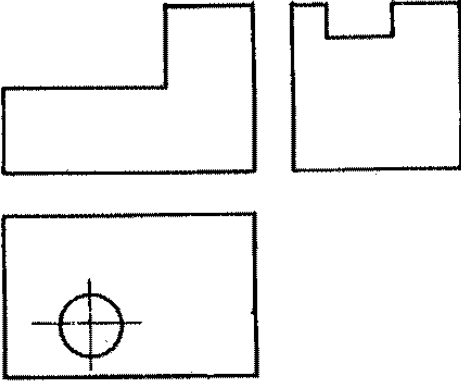
Nome: _____

Nº _____ Turma _____

Exercício 2.04 – COMPLETE AS PROJEÇÕES

Nome: _____

Nº _____ Turma _____

 <p>Furo Passante</p> 	 
 	 <p>Furo Passante</p> 

Exercício 2.05 – COMPLETE AS PROJEÇÕES

Nome: _____

Nº _____ Turma _____

<p>Furo Passante</p>	

Exercício 2.06 – DESENHE A VISTA QUE FALTA

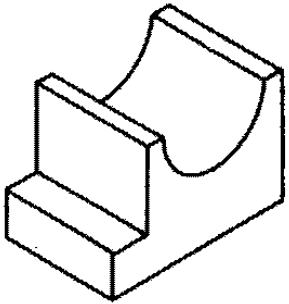
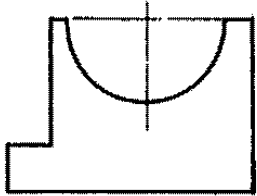
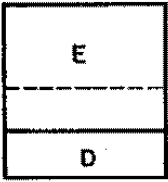
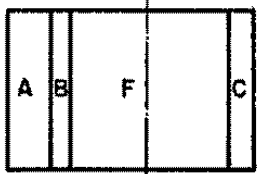
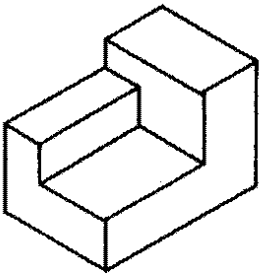
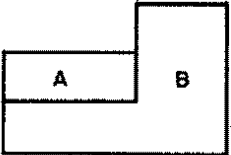
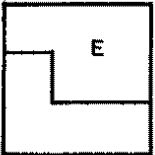
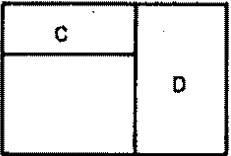
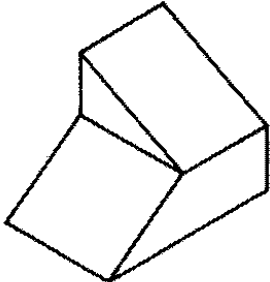
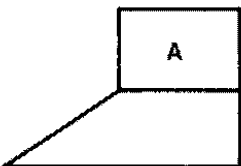
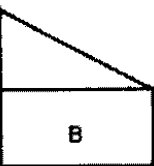
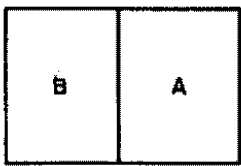
Nome: _____

Nº _____ Turma _____

Exercício 2.07 – Desenhe na perspectiva isométrica as letras correspondentes.

Nome: _____

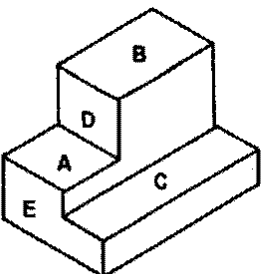
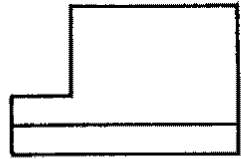
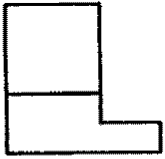
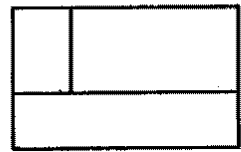

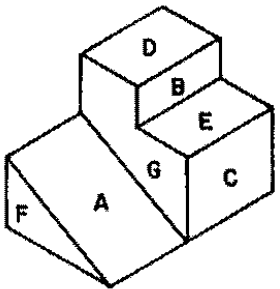
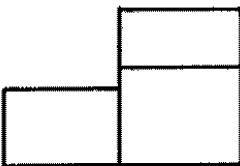
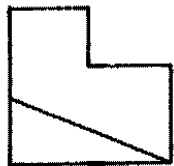
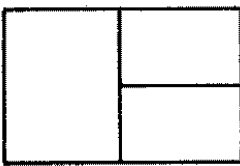
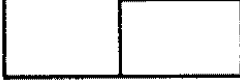
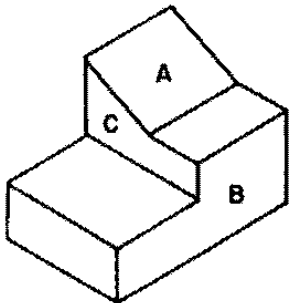
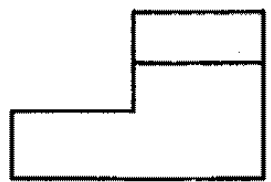
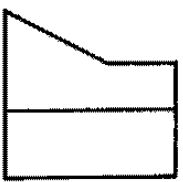
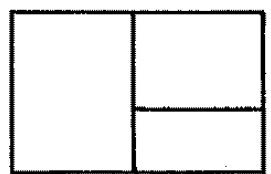

Nº _____ Turma _____

 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">  </div>	 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">  </div>
 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">  </div>	

Exercício 2.08 – Desenhe nas vistas as letras correspondentes às da perspectiva isométrica.

Nome: _____

Nº _____ Turma _____

 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>	 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>
 <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div> <div style="display: flex; justify-content: space-around; margin-top: 20px;">   </div>	Empty space for drawing the views of the third object

Exercício 2.09 – Desenhe nas vistas as letras correspondentes às da perspectiva isométrica.

Nome: _____

Nº _____ Turma _____

Exercício 2.10 – Selecione a correta perspectiva isométrica.

Nome: _____

Nº _____ Turma _____

Exercício 2.11 – Assinale os números correspondentes.

Nome: _____

Nº _____ Turma _____

Exercício 2.12 – Assinale os números correspondentes.

Nome: _____

Nº _____ Turma _____

<p style="text-align: center;">1</p> <p style="text-align: center;">2</p>	<p style="text-align: center;">3</p> <p style="text-align: center;">4</p>
<p style="text-align: center;">5</p> <p style="text-align: center;">6</p>	<p style="text-align: center;">7</p> <p style="text-align: center;">8</p>

Exercício 2.13 – Complete as projeções desenhando a lateral esquerda à mão livre.

Nome: _____

Nº _____ Turma _____

Exercício 2.14 – Complete as projeções desenhando a vista superior à mão livre.

Nome: _____

Nº _____ Turma _____
