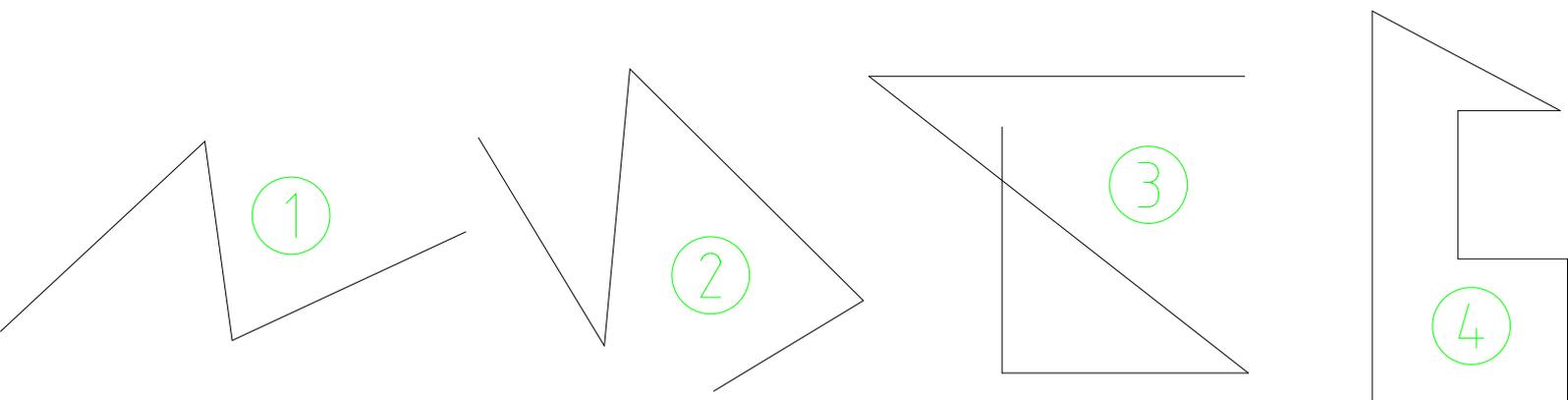
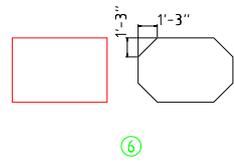
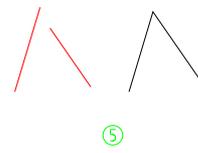
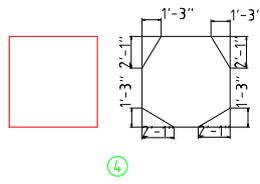
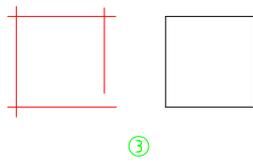
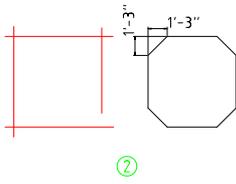
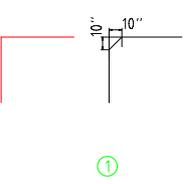


Con il comando Linea disegna più in basso delle spezzate simili a queste



Con il comando Cima esegui gli esercizi da 1 a 6, effettuando le modifiche sulle entità rosse

Opzione Polilinea (P e INVIO)



Con il comando Offset esegui gli esercizi da 1 a 6, lavorando sulle entità rosse

①

②

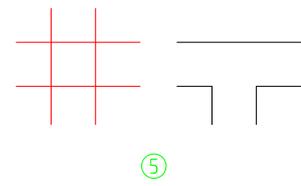
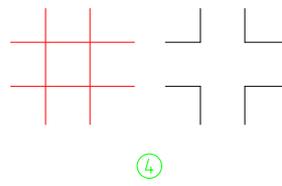
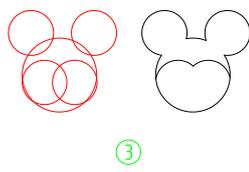
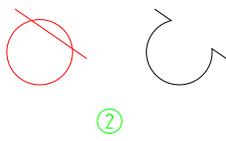
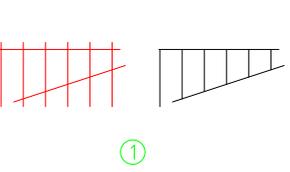
③

④

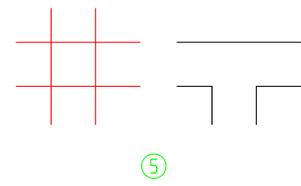
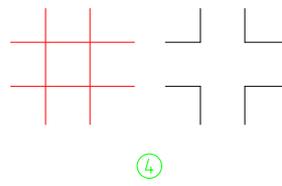
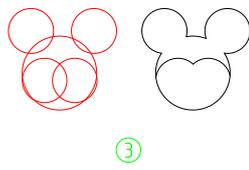
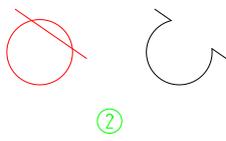
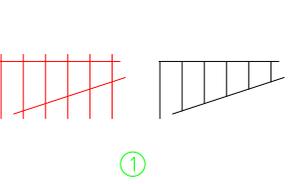
⑤

⑥

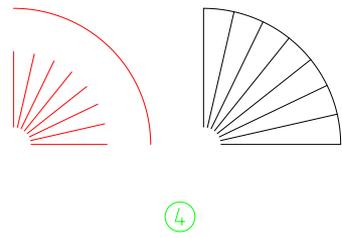
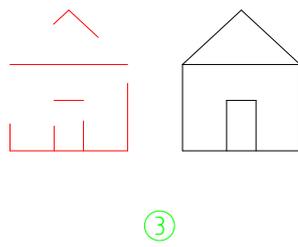
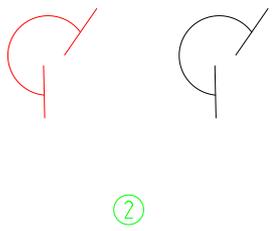
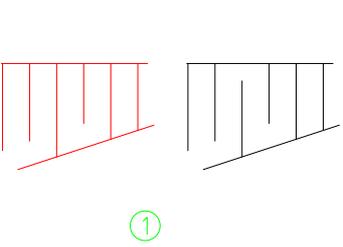
Con il comando Taglia esegui gli esercizi da 1 a 5, modificando le entità rosse



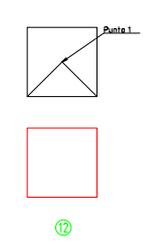
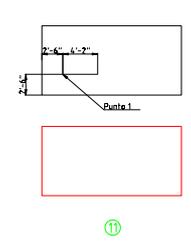
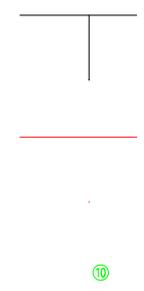
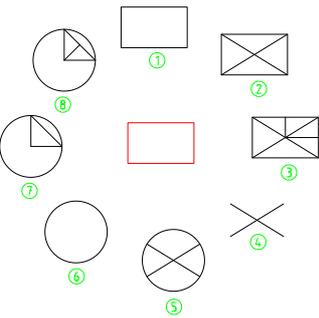
Con il comando Taglia esegui gli esercizi da 1 a 5, modificando le entità rosse



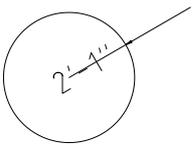
Con il comando Estendi esegui gli esercizi da 1 a 4, modificando le entità rosse



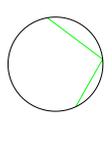
Utilizzando i Punti di osnap opportuni e utilizzando i comandi Linea, Cancella e Cerchio, traccia i seguenti disegni in 2D. **Traccia i segmenti dentro al rettangolo** **Traccia i segmenti dentro al quadrato**  
Utilizza il punto di osnap Da per individuare il punto **Utilizza il punto di osnap Punto1** o i Filtri di coordinate (sui punti medi dei lati del quadrato) per individuare il punto



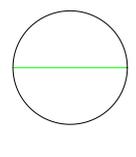
Tramite Disegna --> Cerchio --> Opzione suggerita e i punti di osnap FINE e NODo, esegui gli esercizi da 1 a 6, utilizzando come base le entità rosse



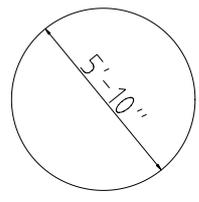
Centro e Raggio



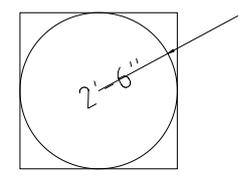
3 punti



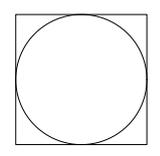
2 punti



Centro, Diametro



TANgente, TANgente, Raggio



TANgente, TANgente, TANgente



1



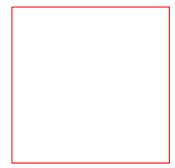
2



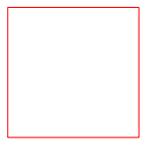
3



4

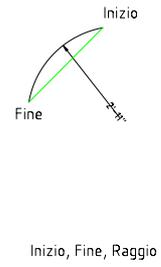
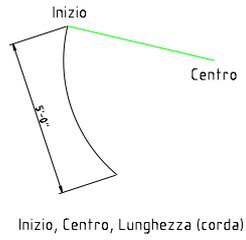
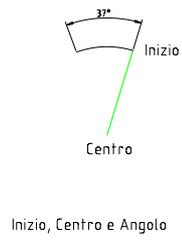
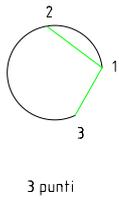
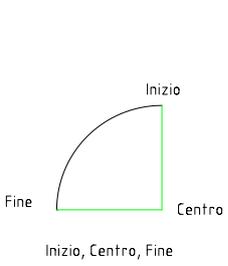


5



6

Tramite Disegna --> Arco --> Opzione suggerita e il punto di osnap FINE esegui gli esercizi da 1 a 6, utilizzando come base le entità rosse; ricorda che l'arco gira in senso ANTIORARIO



1



2



3



4

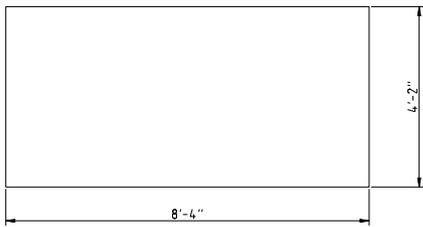


5

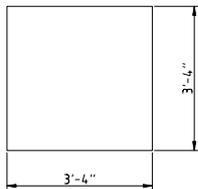


6

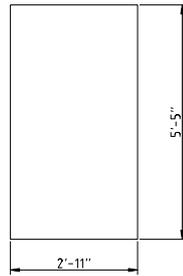
Con il comando Rettangolo e le coordinate relative (@valore larghezza, valore altezza) riproduci più in basso le figure illustrate



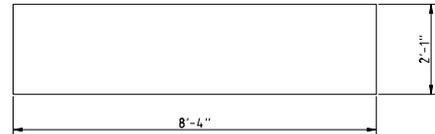
1



2

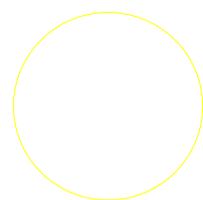
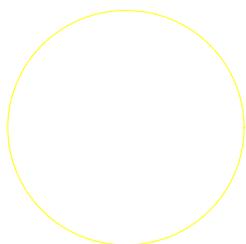
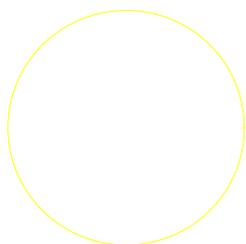
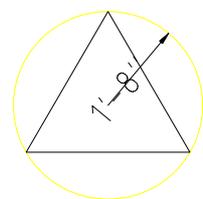
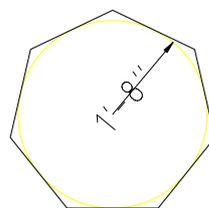
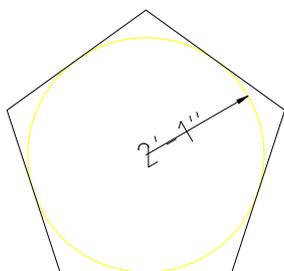
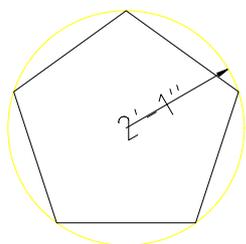


3



4

Con il comando Poligono e il punto di osnap CENTro, riproduci più in basso le figure illustrate



1

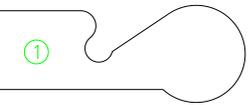
2

3

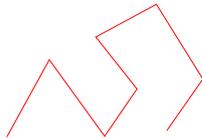
4

Esegui gli esercizi da 1 a 4.

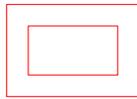
Utilizzando il comando Polilinea e le opzioni Arco e Linea, traccia più in basso una polilinea simile a questa.  
Utilizzando il comando Edit polilinea (Editpl) trasforma questa splézzata, disordinata e spezzata polilinea nei segmenti di forma regolare, con le opzioni opportune e il punto di osnap Fine ripassa la polilinea disegnata sotto.



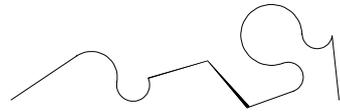
①



②



③

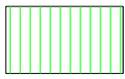


④

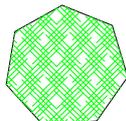
Con il comando Tratteggia esegui gli esercizi da 1 a 6: riempi le aree già predisposte con i relativi modelli di riempimento



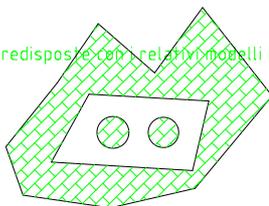
ANSI31 scala 1



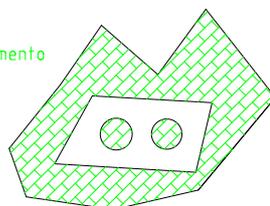
ANSI31 scala 2  
Angolo 45°



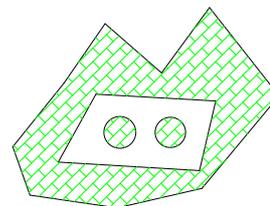
HOUND scala 1.5



AR-B816 scala 0.03 normale



AR-B816 scala 0.03 esterno



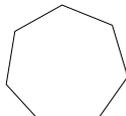
AR-B816 scala 0.03 ignora



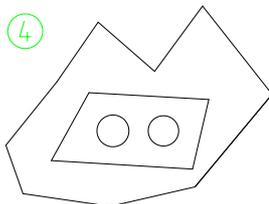
①



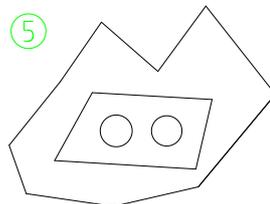
②



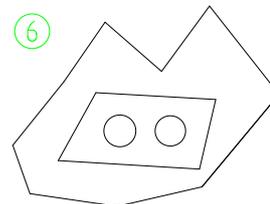
③



④



⑤



⑥

Con il comando Testo --> Riga singola di testo e il punto di osnap NDDo, esegui gli esercizi da 1 a 4, utilizzando come punto iniziale del testo la X rossa  
Con il comando Testo --> Testo multilinea e il punto di osnap NDDo, esegui l'esercizio 5: scrivi il testo utilizzando le X rosse come angoli del rettangolo

casa

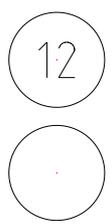
Altezza = 20  
Rotazione = 0  
①

macchina

Giustificato = Centro  
Altezza = 25  
Rotazione = 0  
②

auto

Altezza = 20  
Rotazione = 90  
③



Giustificato = Mezzo Centro (MC)  
Altezza = 40  
Rotazione = 0  
④

Per scrivere un testo multilinea devi prima **selezionare** gli angoli del **rettangolo** che lo conterrà. Il rettangolo potrà in seguito essere **spostato e stirato**.

Font = Verdana  
Altezza = 10  
Alcune parole in corsivo o in grassetto  
⑤

Con il comando Testo --> Anello e gli opportuni punti di osnap, esegui gli esercizi da 1 a 3



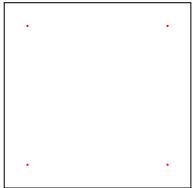
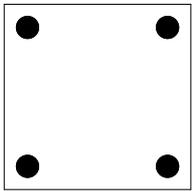
Punto di osnap FINE  
Diametro interno = 25  
Diametro esterno = 50

①



Punto di osnap FINE  
Diametro interno = 0  
Diametro esterno = 20

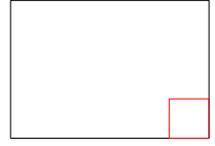
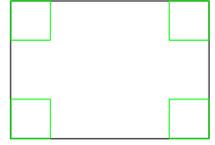
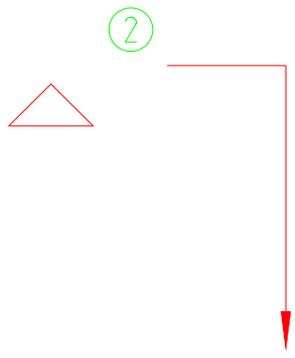
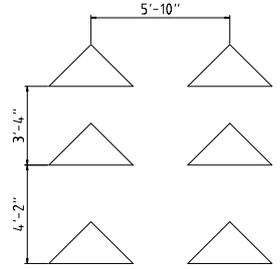
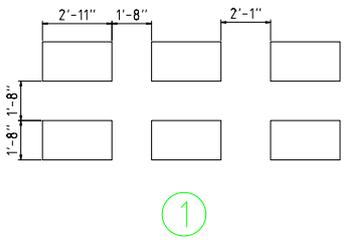
②



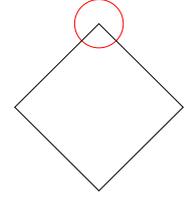
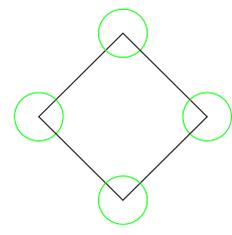
Punto di osnap NODO  
Diametro interno = 0  
Diametro esterno = 10

③

Con il comando Copia, l'immissione diretta della distanza e gli opportuni punti di osnap, esegui gli esercizi da 1 a 4, lavorando sulle entità rosse.



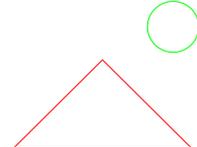
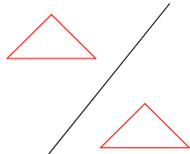
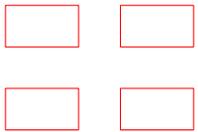
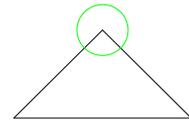
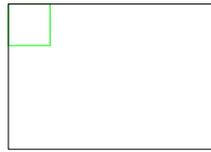
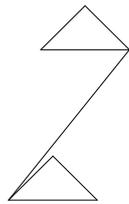
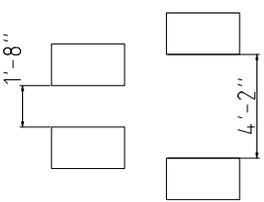
3



Opzione Multipla

4

Con il comando Sposta, l'immissione diretta della distanza e gli opportuni punti di osnap, esegui gli esercizi da 1 a 4, lavorando sulle entità rosse.



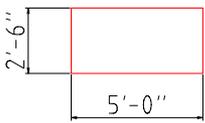
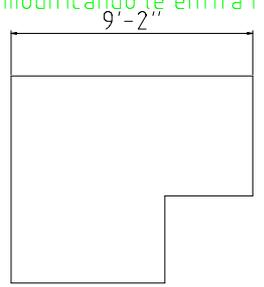
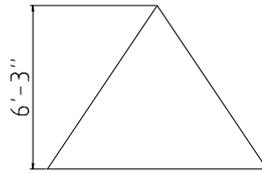
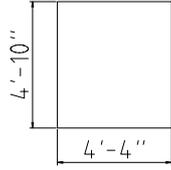
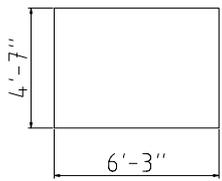
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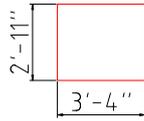
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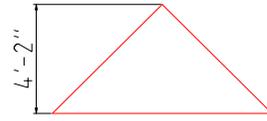
Con il comando Stira, il punto di osnap FINE e l'immissione diretta della distanza, esegui gli esercizi da 1 a 4, modificando le entità rosse



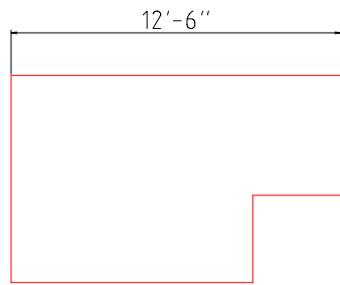
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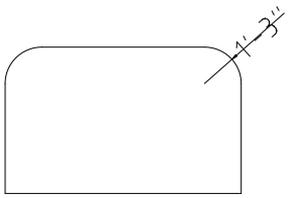


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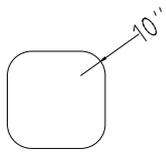


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Con il comando Raccorda esegui gli esercizi da 1 a 4 modificando le entità rosse

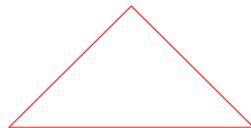
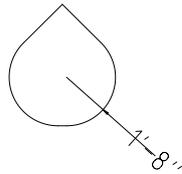


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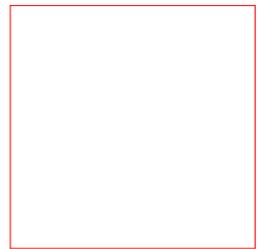
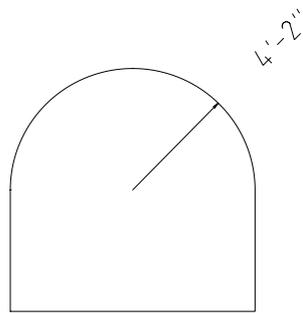


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Opzione Polilinea

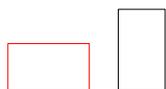


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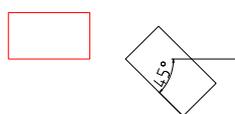


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Con il comando Ruota e il punto di osnap FINE esegui gli esercizi da 1 a 5 modificando le entità rosse



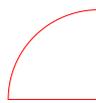
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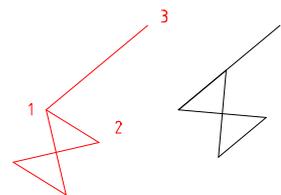
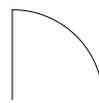
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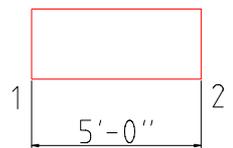
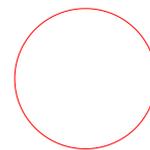
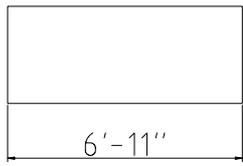
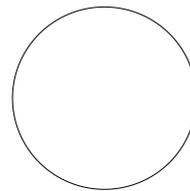
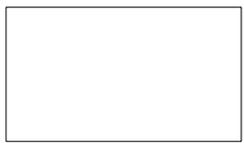


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Con il comando `Scala` e i punti di osnap opportuni esegui gli esercizi da 1 a 4 modificando le entità rosse



Fattore di scala 1.5

Fattore di scala 0.5

Fattore di scala 1.3

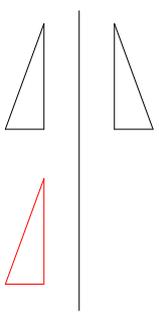
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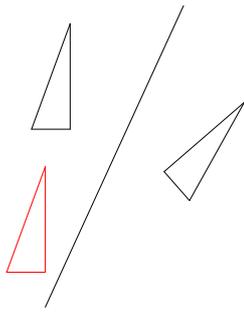
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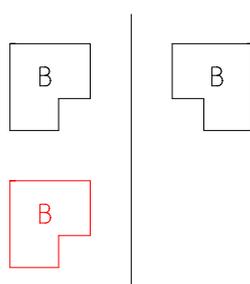
Con il comando Specchio esegui gli esercizi da 1 a 5, utilizzando come base le entità rosse. Fai attenzione alla variabile MIRRTEXT



①

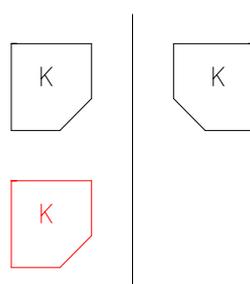


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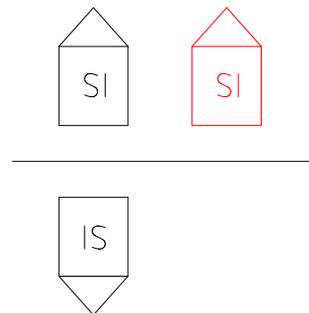
MIRRTEXT = 1

③



MIRRTEXT = 0

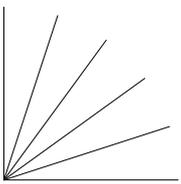
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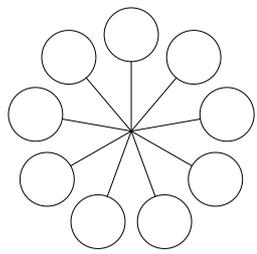
MIRRTEXT = 1

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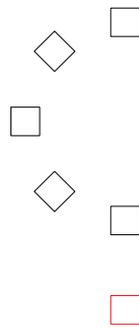
Con il comando Serie e con i punti di osnap FINE e NODo, esegui gli esercizi da 1 a 4, utilizzando come base le entità rosse (il centro di rotazione è rappresentato dalla X)



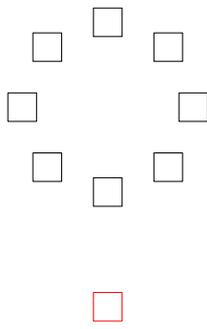
1



2

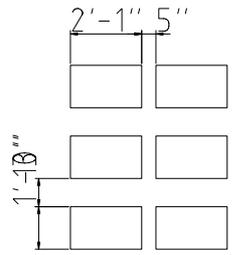


3

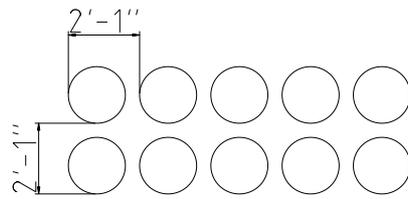


4

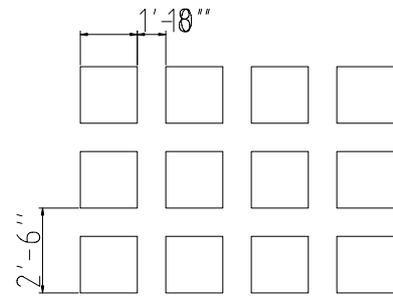
Con il comando Serie esegui gli esercizi da 1 a 3, utilizzando come base le entità rosse



1



2



3



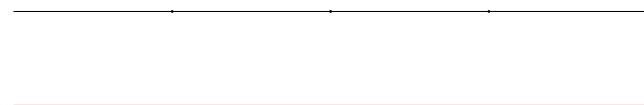
Con il comando Dividi esegui gli esercizi da 1 a 6, utilizzando come base le entità rosse



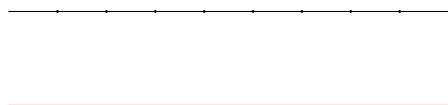
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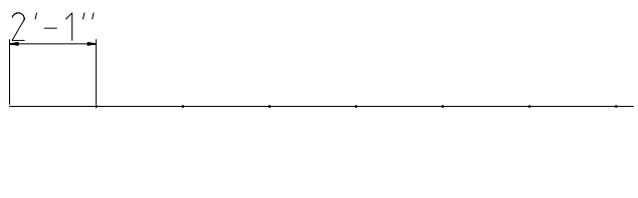


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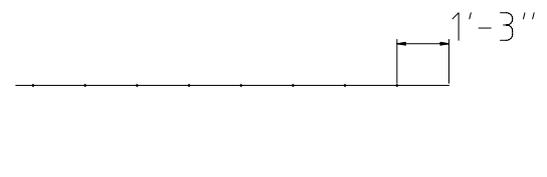


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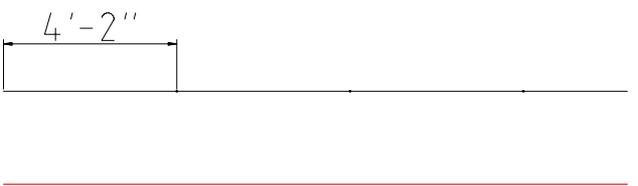
Con il comando Misura esegui gli esercizi da 1 a 6, utilizzando come base le entità rosse



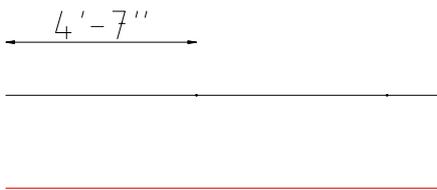
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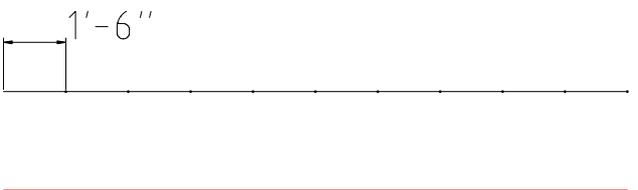
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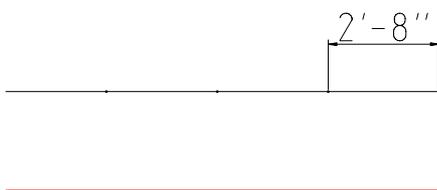
2



5



3



6

Con il comando Distanza e i punti di osnap opportuni verifica tutte le quote; ce ne sono 4 errate

