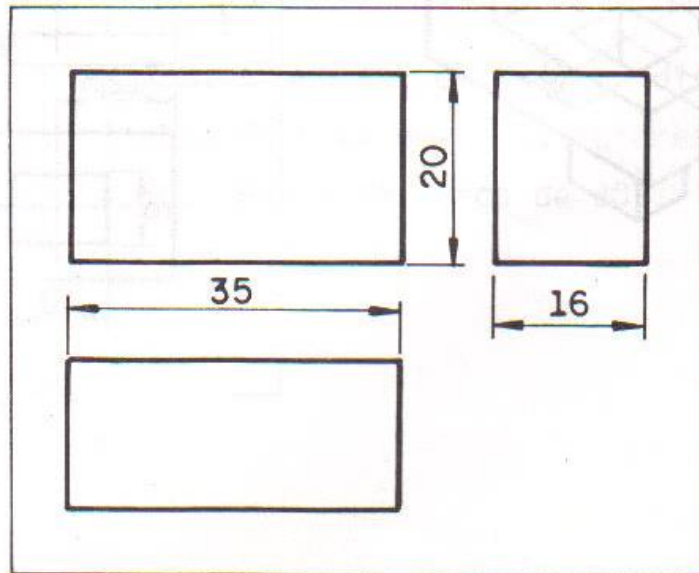
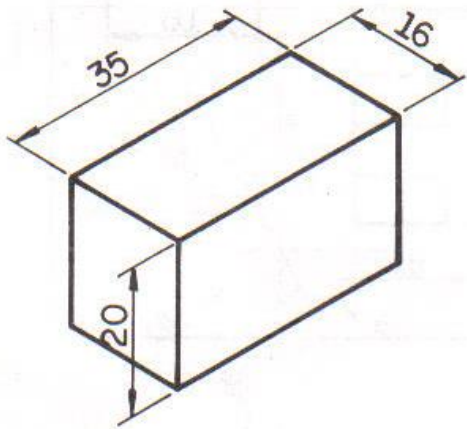
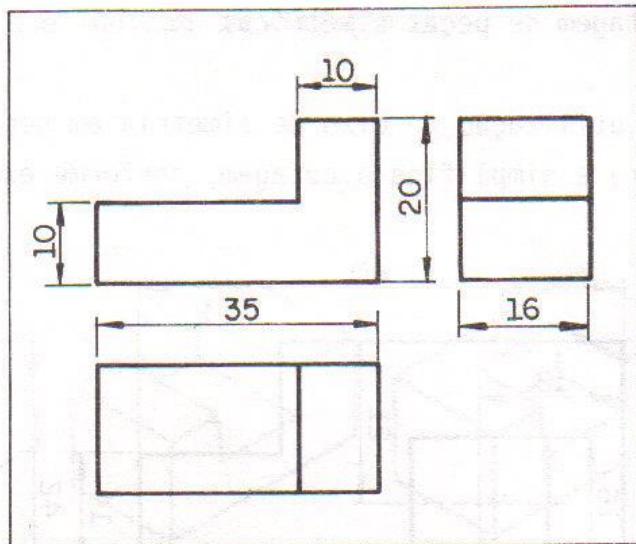
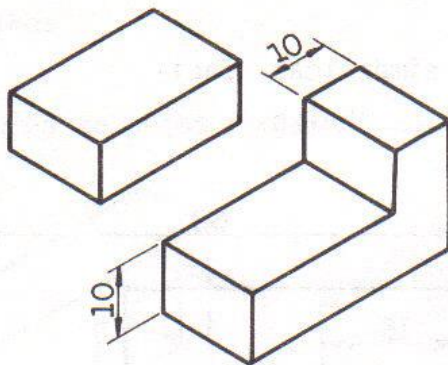


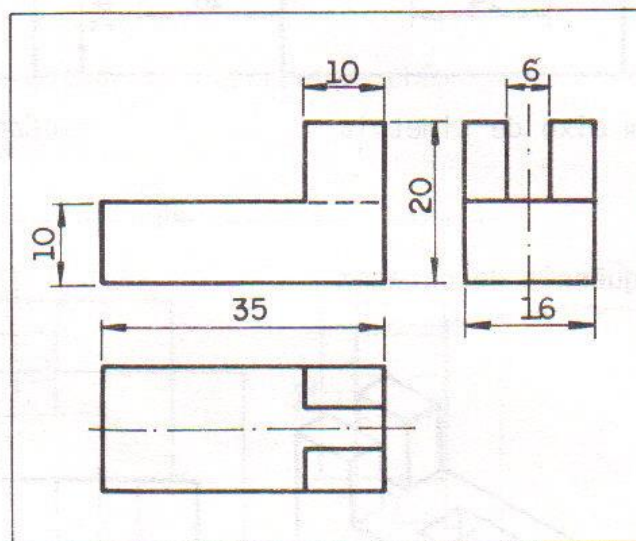
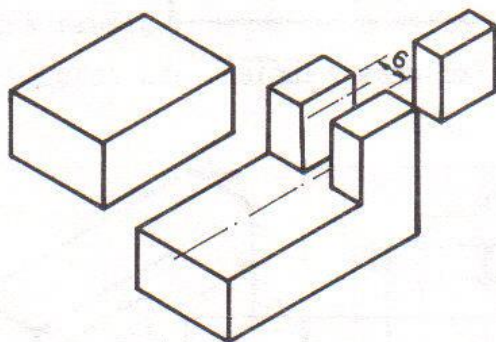
1º Passo



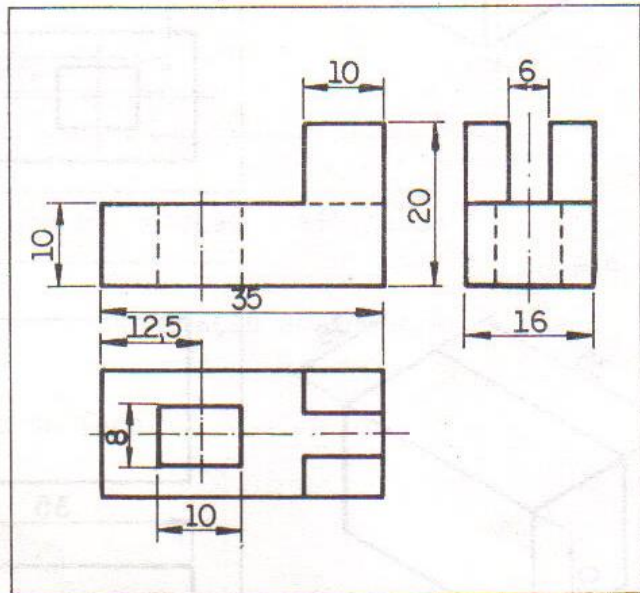
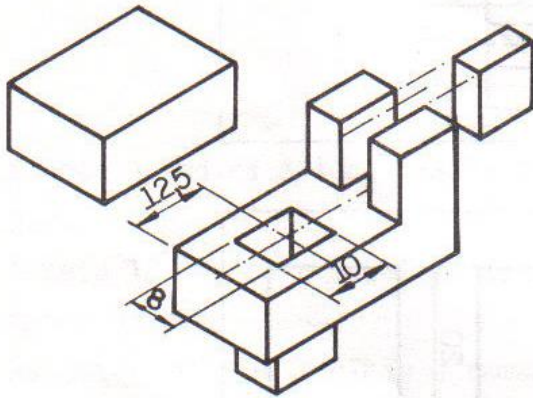
2º Passo



3º Passo



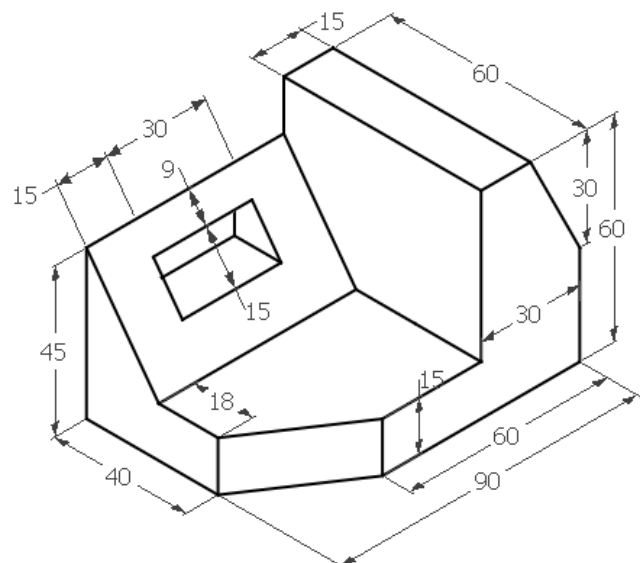
4º Passo



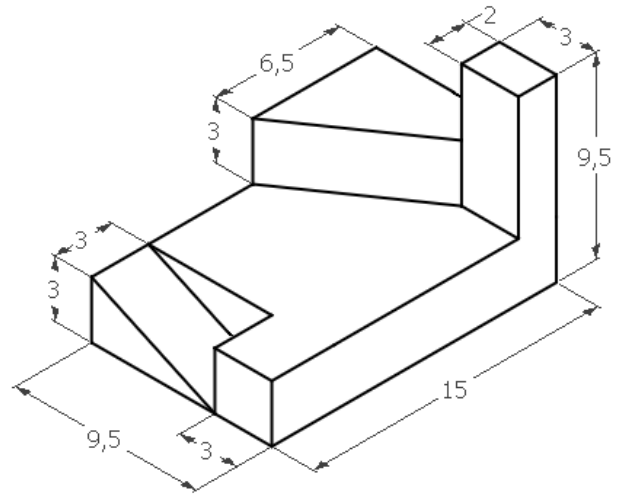
Obs: É importante salientar que sempre se deve evitar a cotagem de linhas tracejadas, ou seja, de arestas não visíveis. Nesse caso, deve ser representado em alguma projeção da vista. Conforme visto acima.

20) Desenhar as três vistas ortográficas dos objetos: VF, VS e VLE.

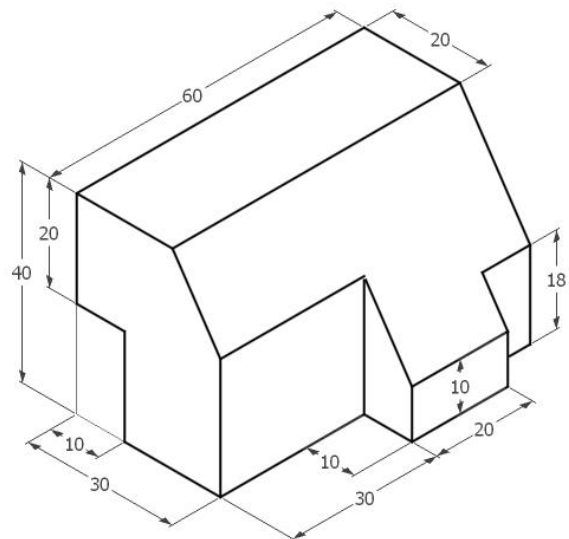
a)



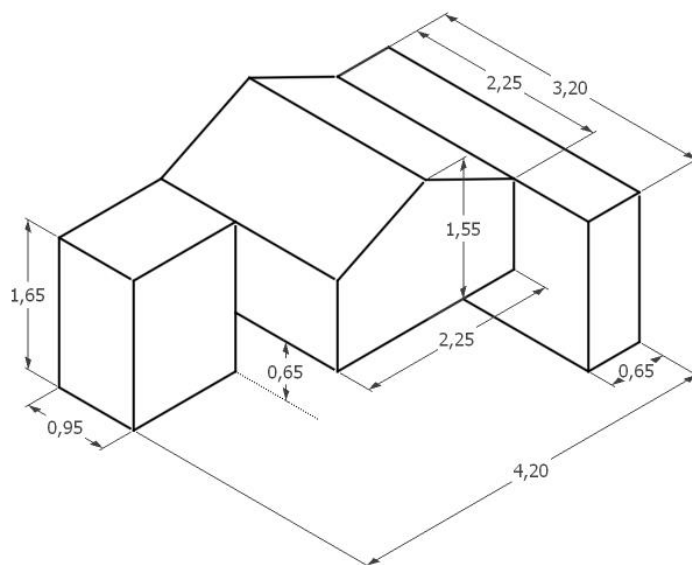
b)



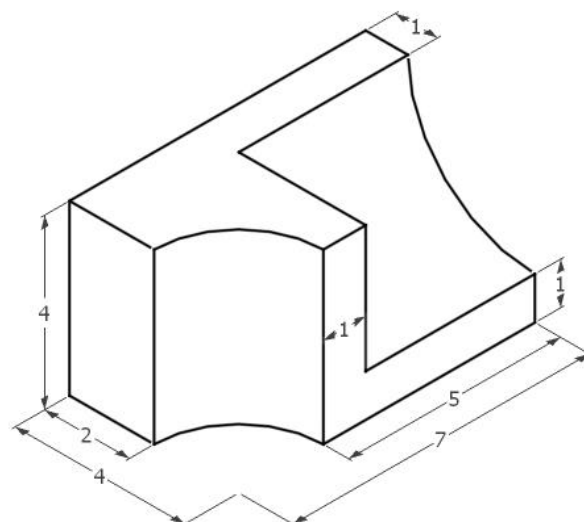
c)



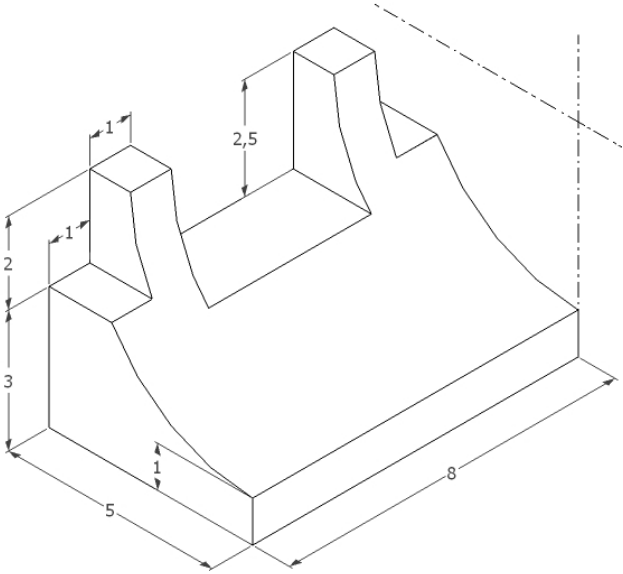
d)



e)



f)



g)

