

# DESENHO TÉCNICO

Professores Jesué e André



# COMUNICAÇÃO



## **Sobre o que estamos falando abaixo?**

Um meio para irradiar e receber ondas de rádio na qual aplicam-se diversas técnicas de diretividade, onde fatores como a frequência e ganho desejado são fundamentais para definir seu formato e dimensão.

## Sobre o que estamos falando abaixo?

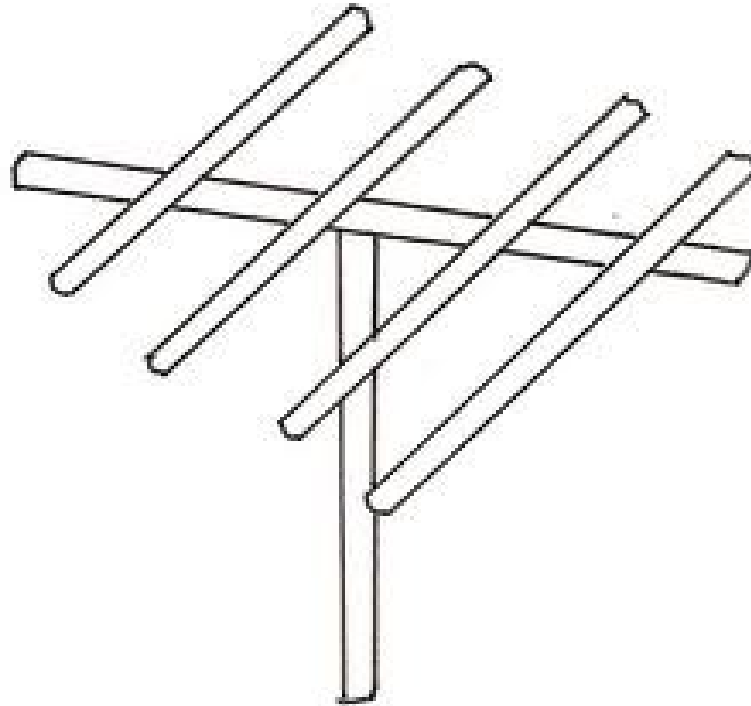
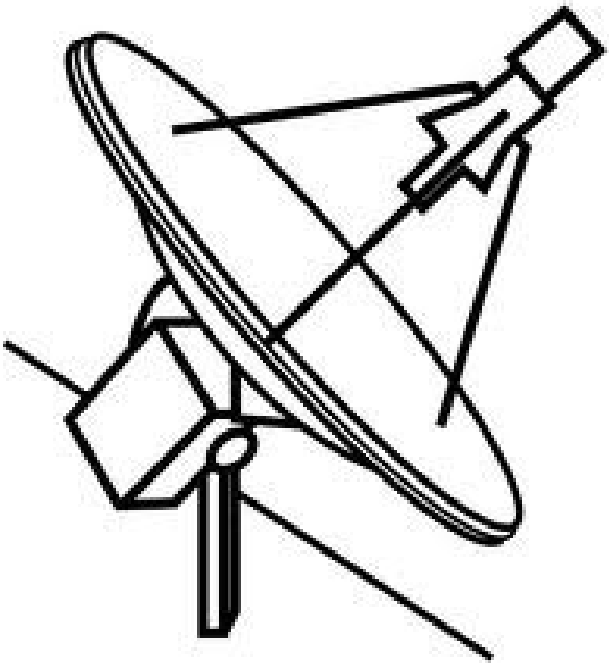
antenna

אנטנה

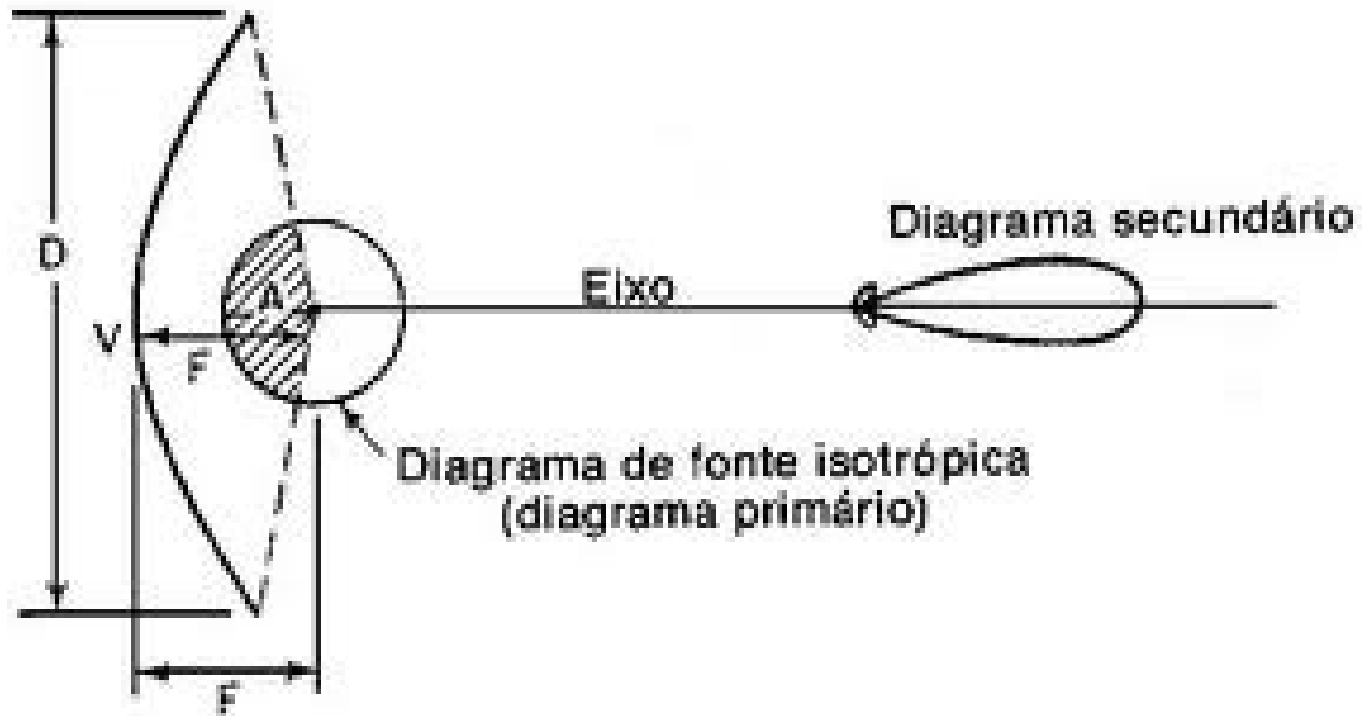
アンテナ

अंतु स्पर्शेन्द्रिय

**Sobre o que estamos falando abaixo?**

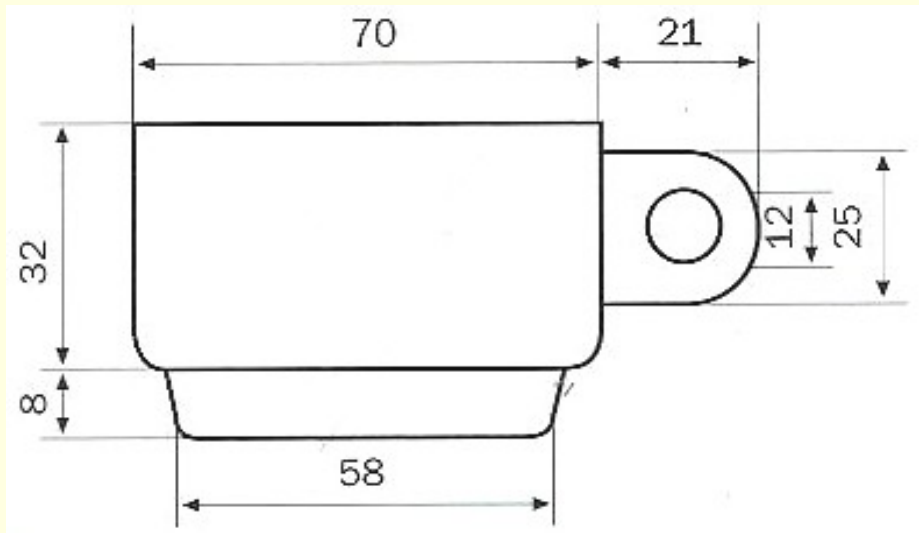


# Sobre o que estamos falando abaixo?



# Para que serve o DESENHO TÉCNICO?

**Representação gráfica rigorosa e tem como principal função ser o elo de ligação entre o desenhista e as pessoas que vão executar o projeto.**

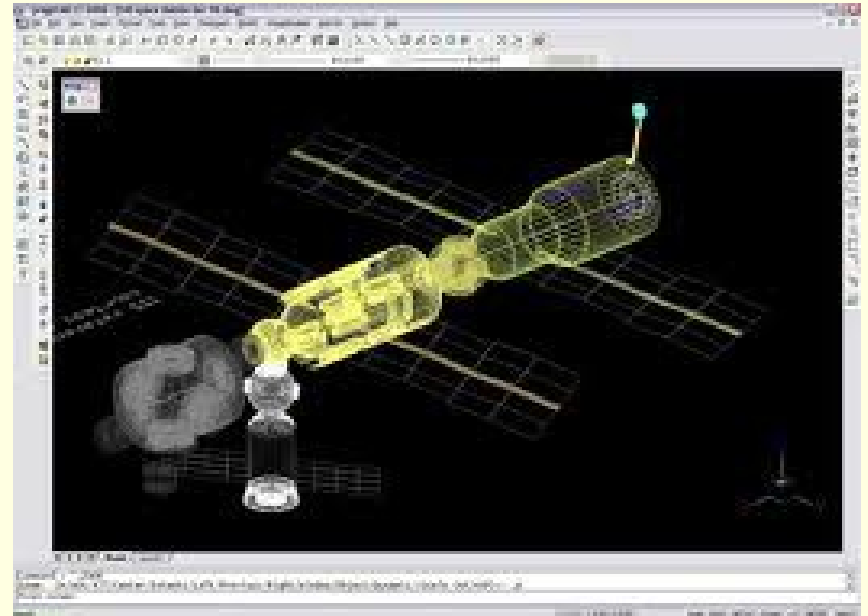


# O DESENHO TÉCNICO pode ser desenvolvido:



## **MANUALMENTE**

Através de equipamentos e instrumentos manuais adequados



## **POR MEIO DE COMPUTADOR**

softwares específicos



# EQUIPAMENTOS de DESENHO:

**Lápis** *ou* **Lapiseira**



**Apontador**



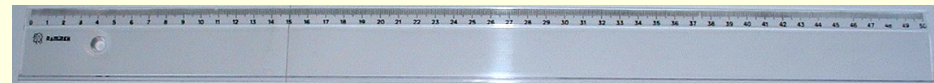
**Compasso**



**Borracha**



**Régua**

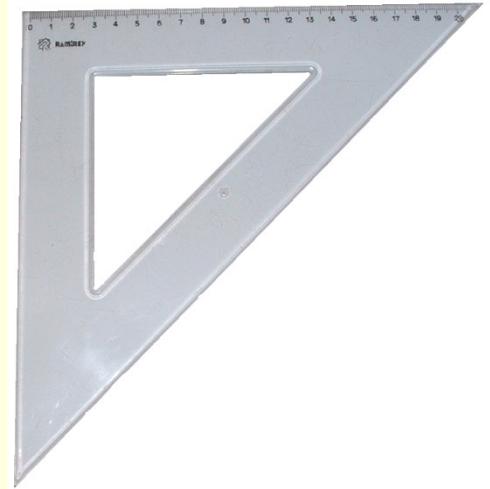


# EQUIPAMENTOS de DESENHO:

**Esquadro (60°)**



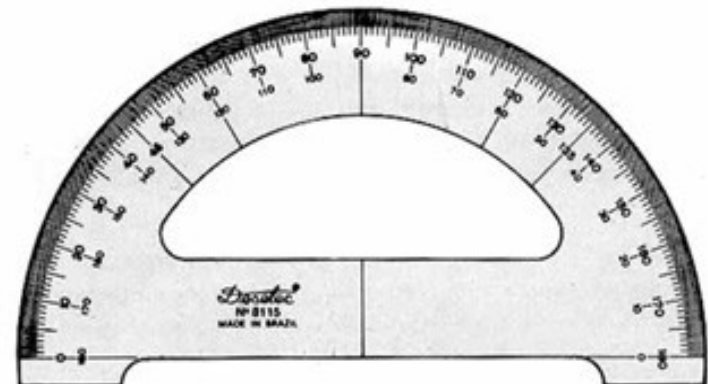
**Esquadro (45°)**



**Esquadro Geométrico (45°)**



**Transferidor (180°)**



# EQUIPAMENTOS de DESENHO:

## *DESENHO TÉCNICO MANUAL*

### **Prancheta**



# EQUIPAMENTOS de DESENHO:

**PC**



**Notebook**



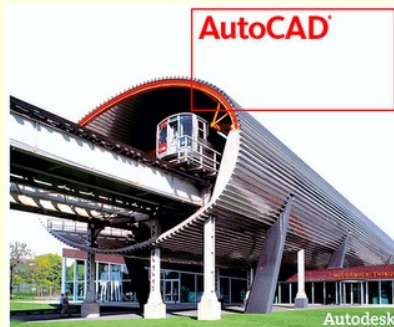
**Impressora**



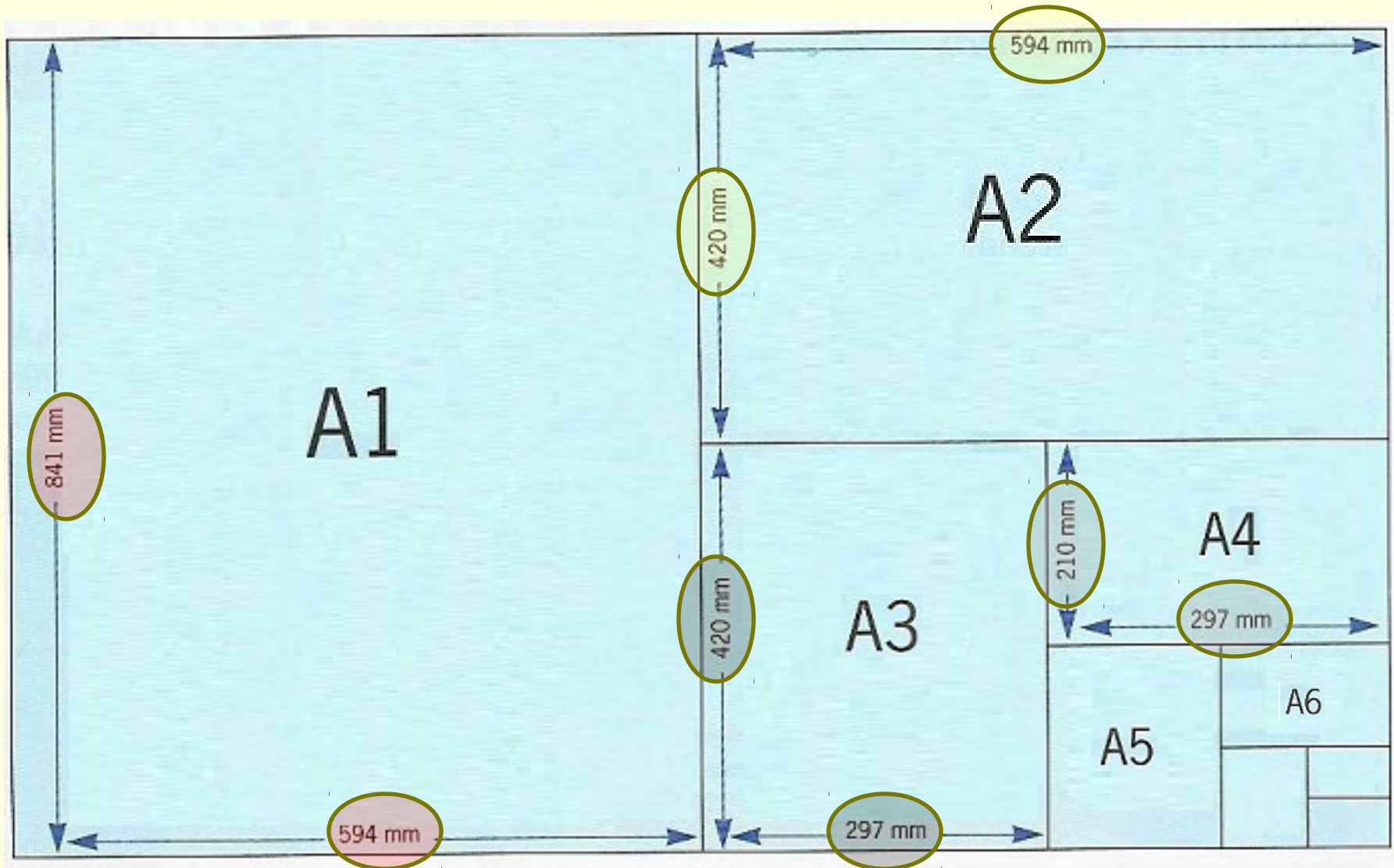
**Plotter**



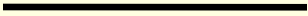

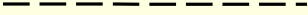

**Softwares específicos**

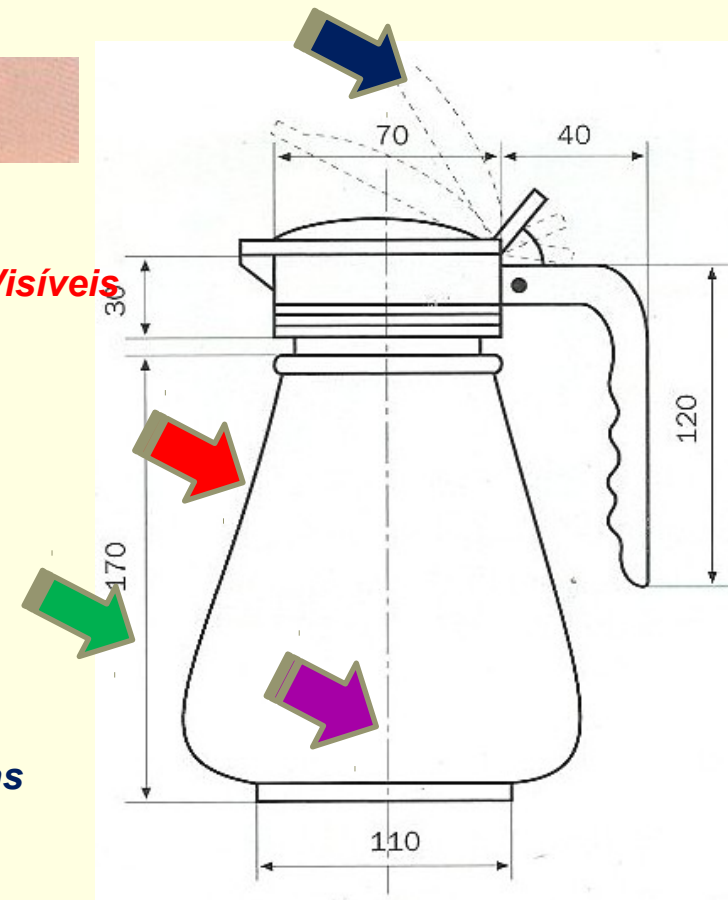


# FORMATOS DE PAPEL



# TIPOS DE LINHAS

TIPO DE LINHA	DESIGNAÇÃO	USO
	<b>Contínua Grossa</b>	<b>Arestas e Contornos Visíveis</b>
	<b>Contínua Fina</b>	<b>Linhas de Medida Tracejados Linhas Auxiliares</b>
	<b>Traço Interrompido</b>	<b>Arestas e Linhas de Contorno Encobertas</b>
	<b>Traço Misto Fino</b>	<b>Traços de Planos de Simetria</b>



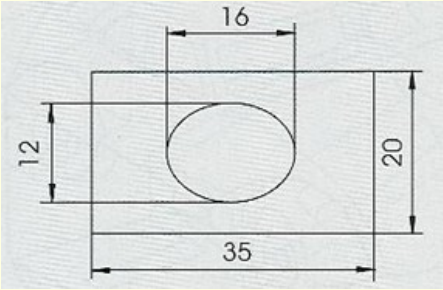
# ESCALAS

- **ESCALA =** Dimensões do Objeto Desenhado  
Dimensões do Objeto Real

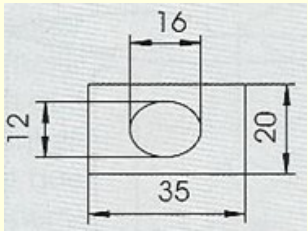


# ESCALAS

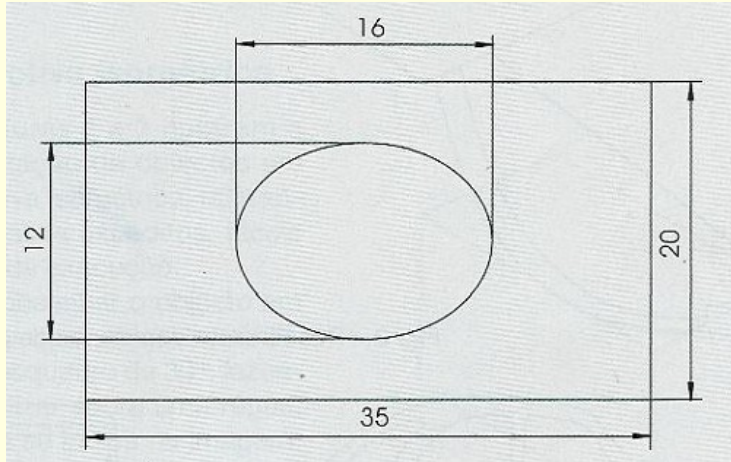
**Tamanho Real**  $\triangleright$   $\frac{1}{1}$  *cm no papel*  
corresponde  
*cm na realidade*



**Escala Redução**  $\triangleright$   $\frac{1}{2}$  *cm no papel*  
corresponde  
*cm na realidade*



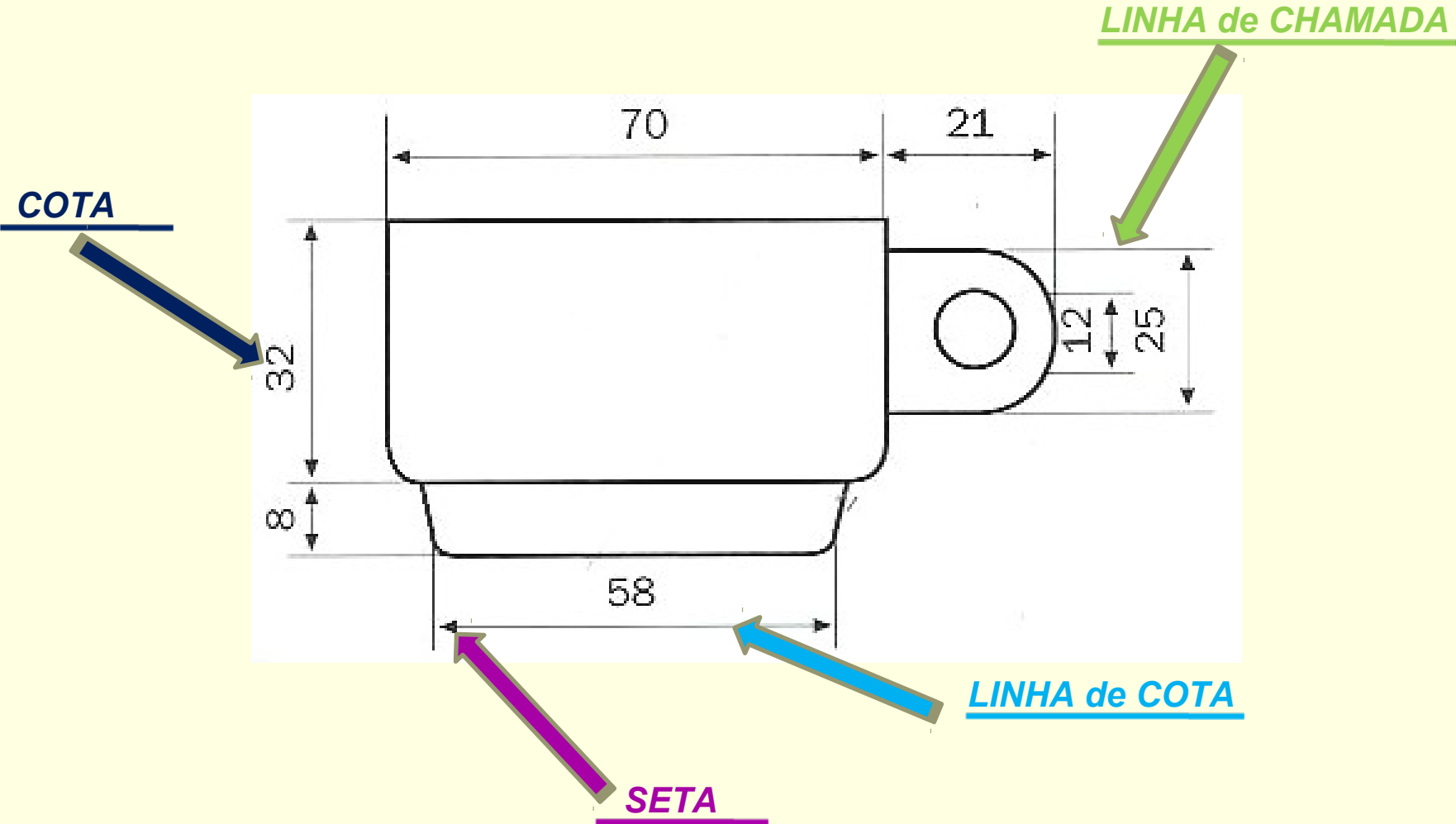
**Escala Ampliação**  $\triangleright$   $\frac{2}{1}$  *cm no papel*  
corresponde  
*cm na realidade*





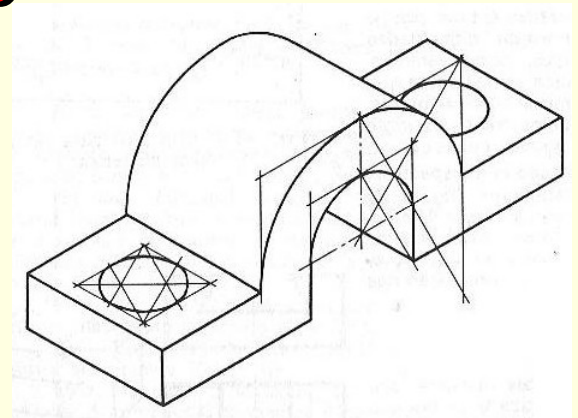
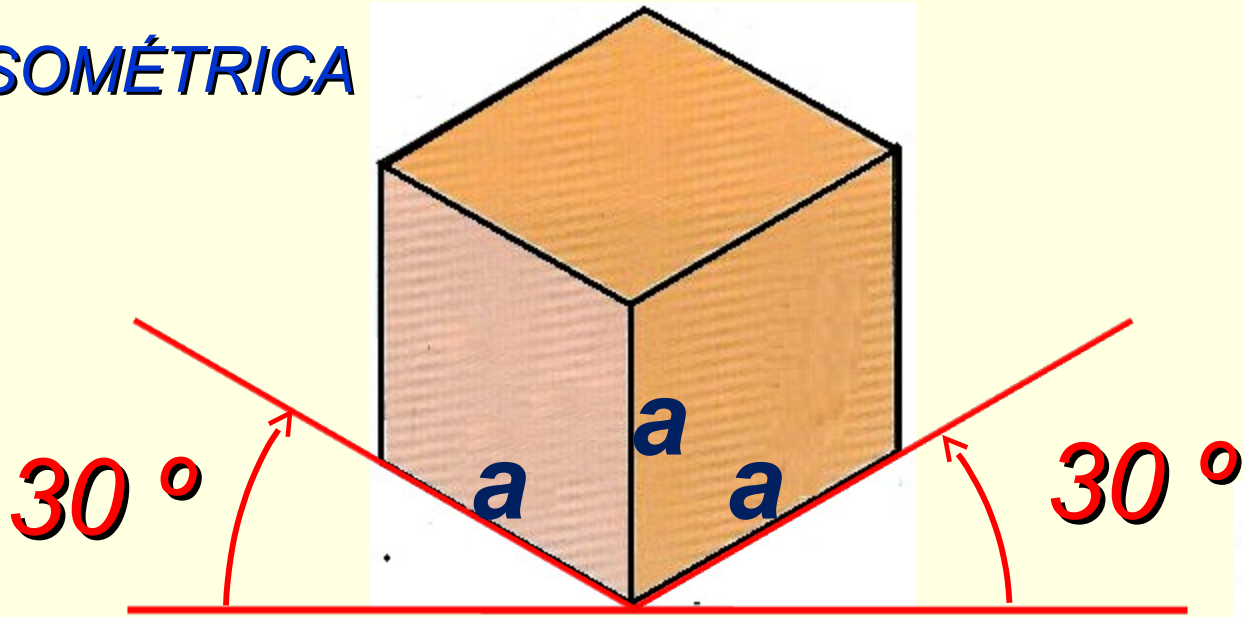
# COTAGEM

## ELEMENTOS DE COTAGEM



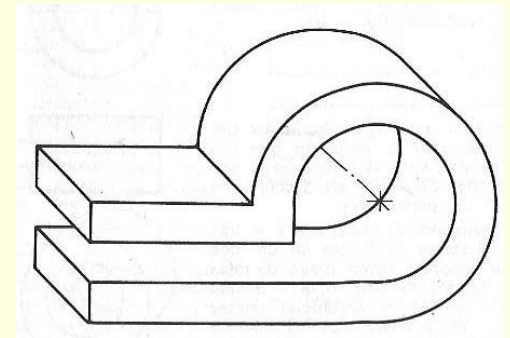
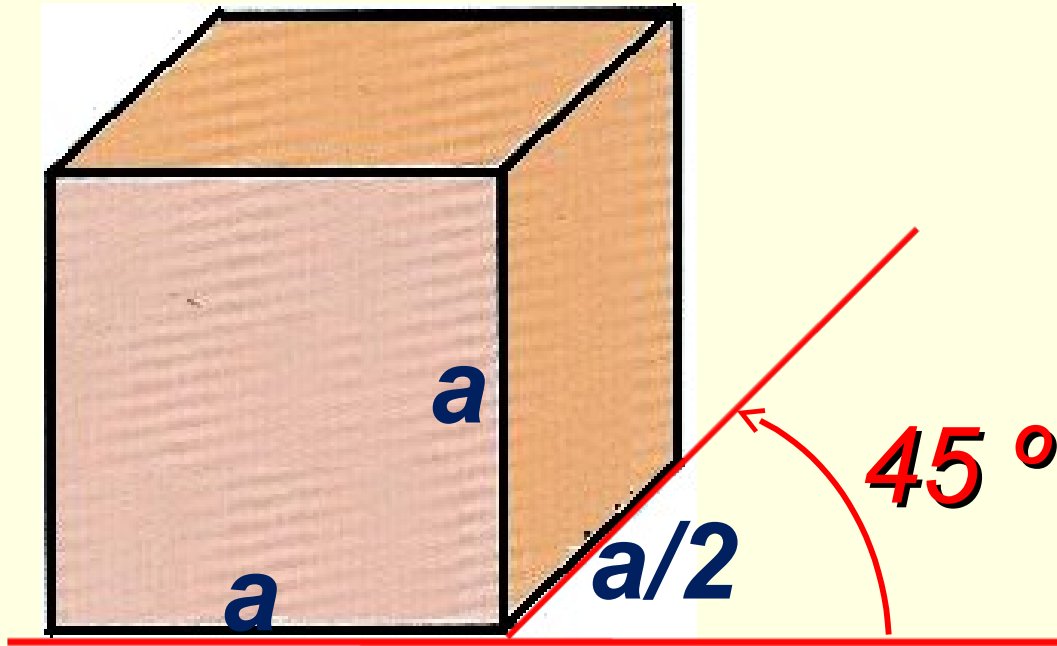
# PERSPECTIVAS

*ISOMÉTRICA*



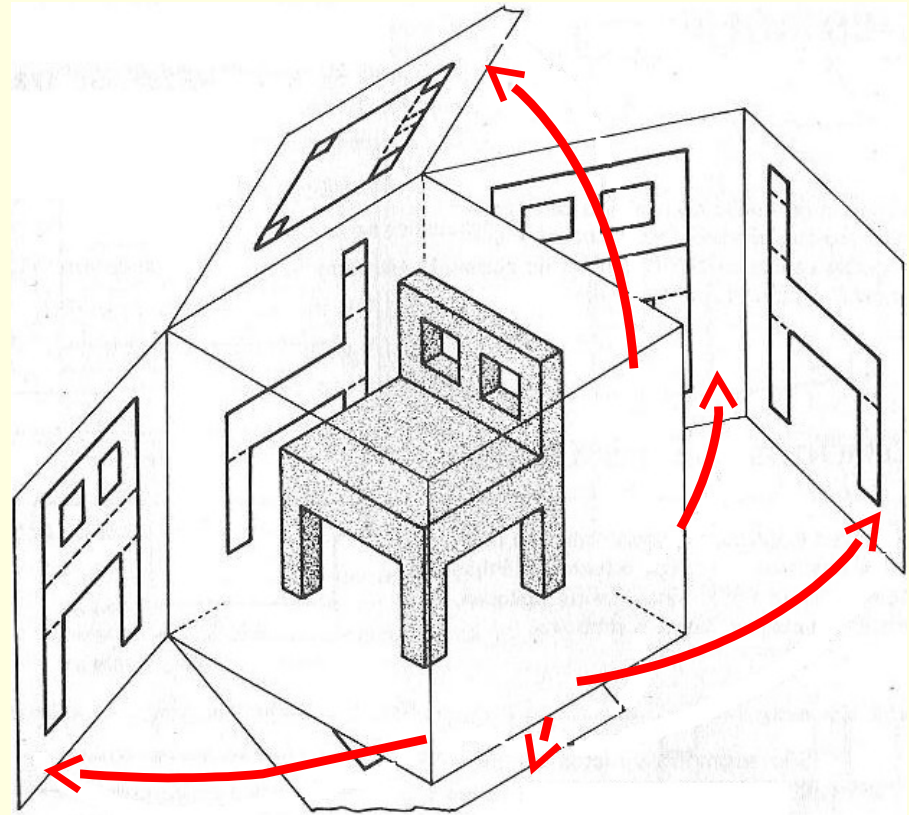
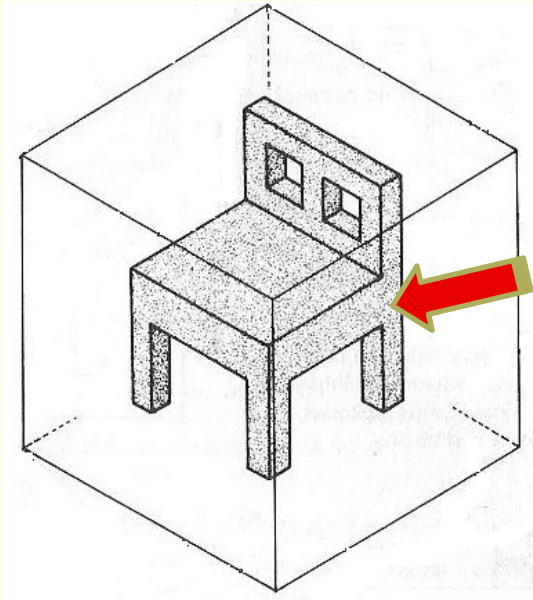
# PERSPECTIVAS

## CAVALEIRA



# VISTAS

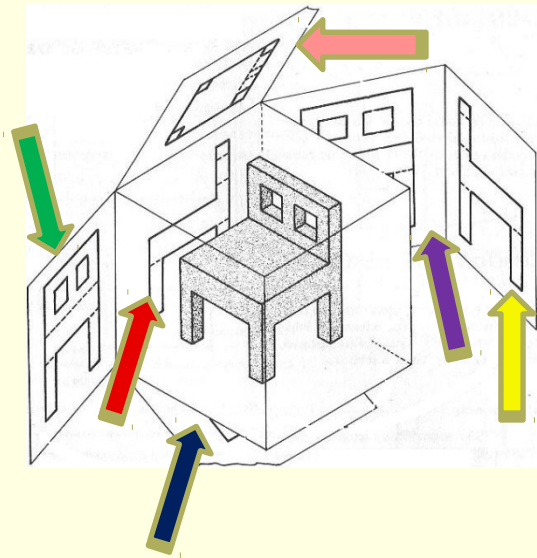
**OBJETO a DESENHAR DENTRO do CUBO**



***ABRIR as FACES DO CUBO***

# REPRESENTAÇÃO de VISTAS

ÀS PROJECÇÕES chamamos

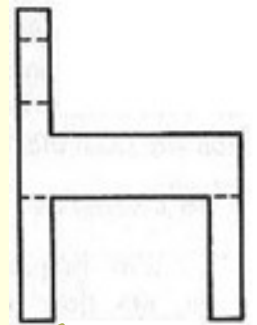
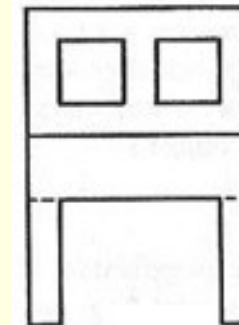
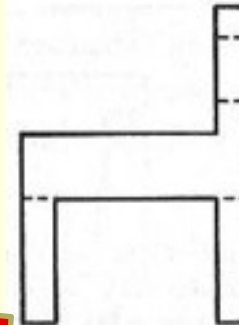
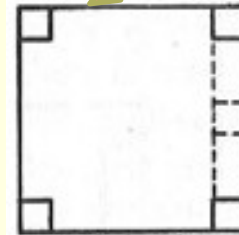
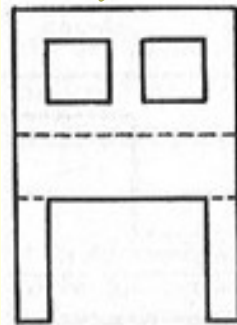


## VISTAS

*VISTA de DIREIRA*

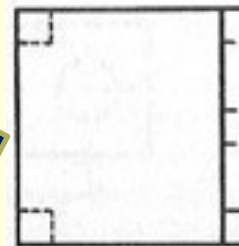
*VISTA Inferior*

*VISTA Lateral ESQUERDA*



*VISTA Frontal*

*Vista Superior*

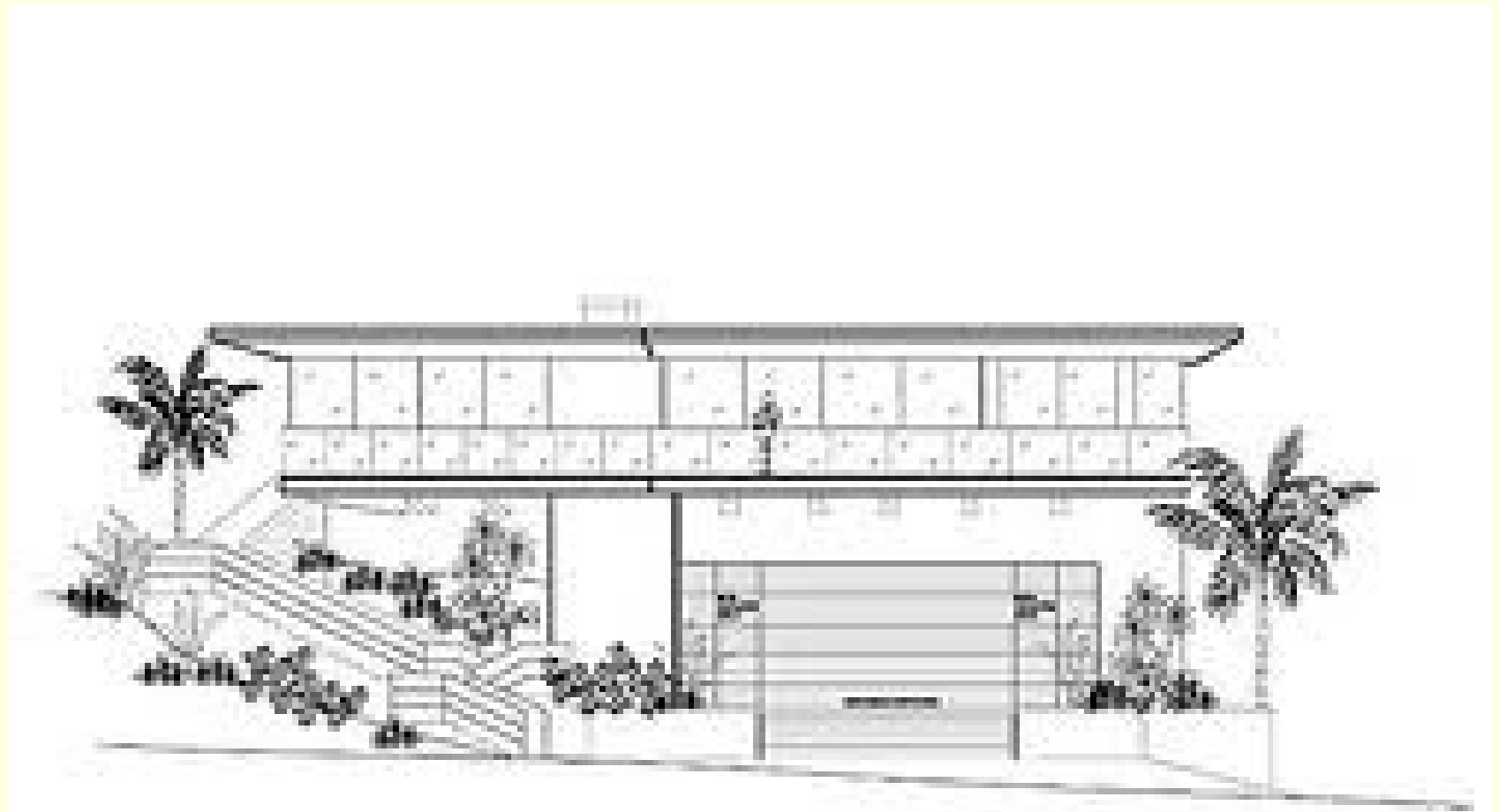


*VISTA Posterior*

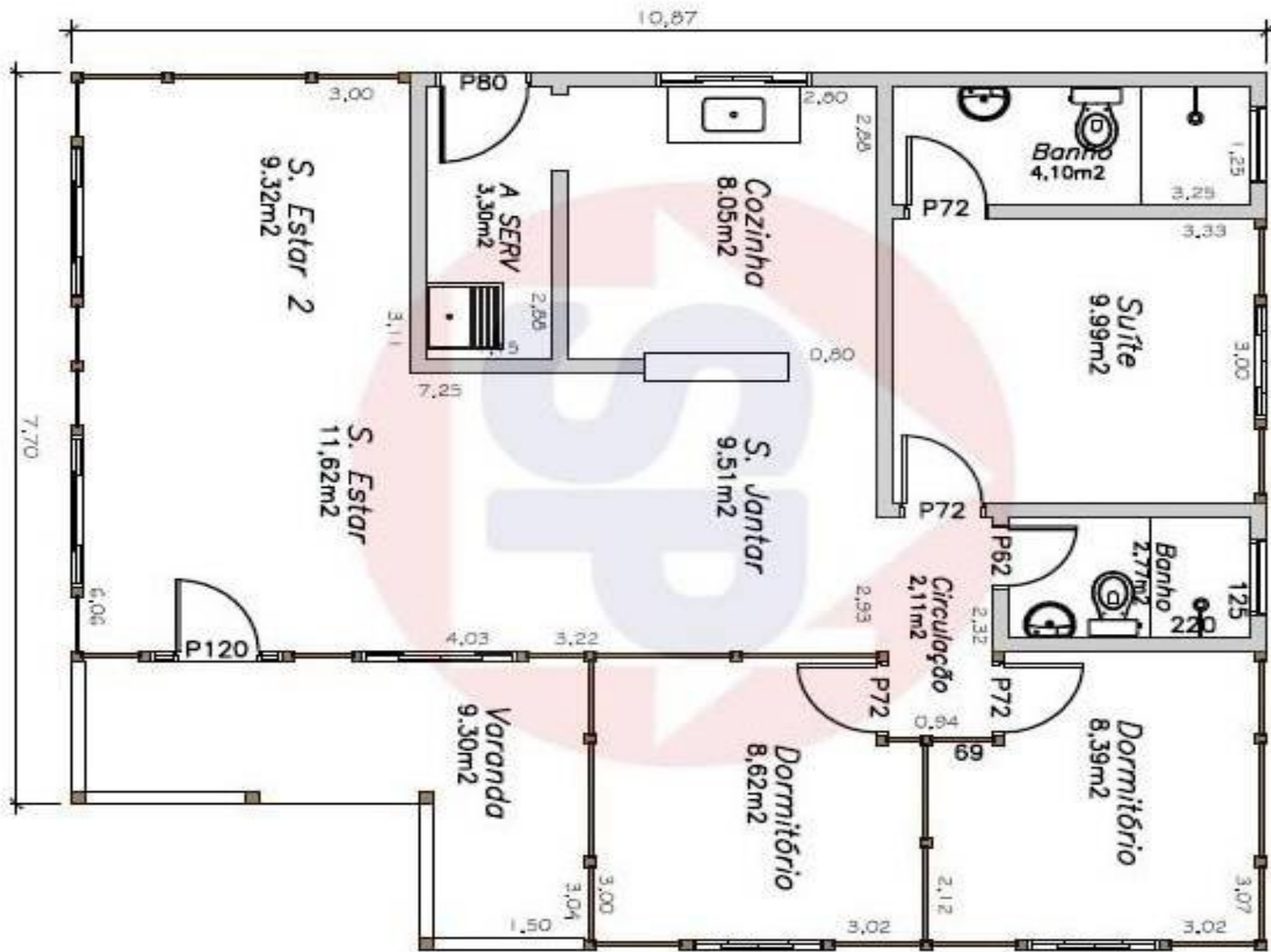
# Exemplo de projeto arquitetônico (MAQUETE ELETRÔNICA)



# Exemplo de projeto arquitetônico (VISTA)



# Exemplo de projeto arquitetônico (PLANTA BAIXA)





# Exemplo de projeto de cabeamento

