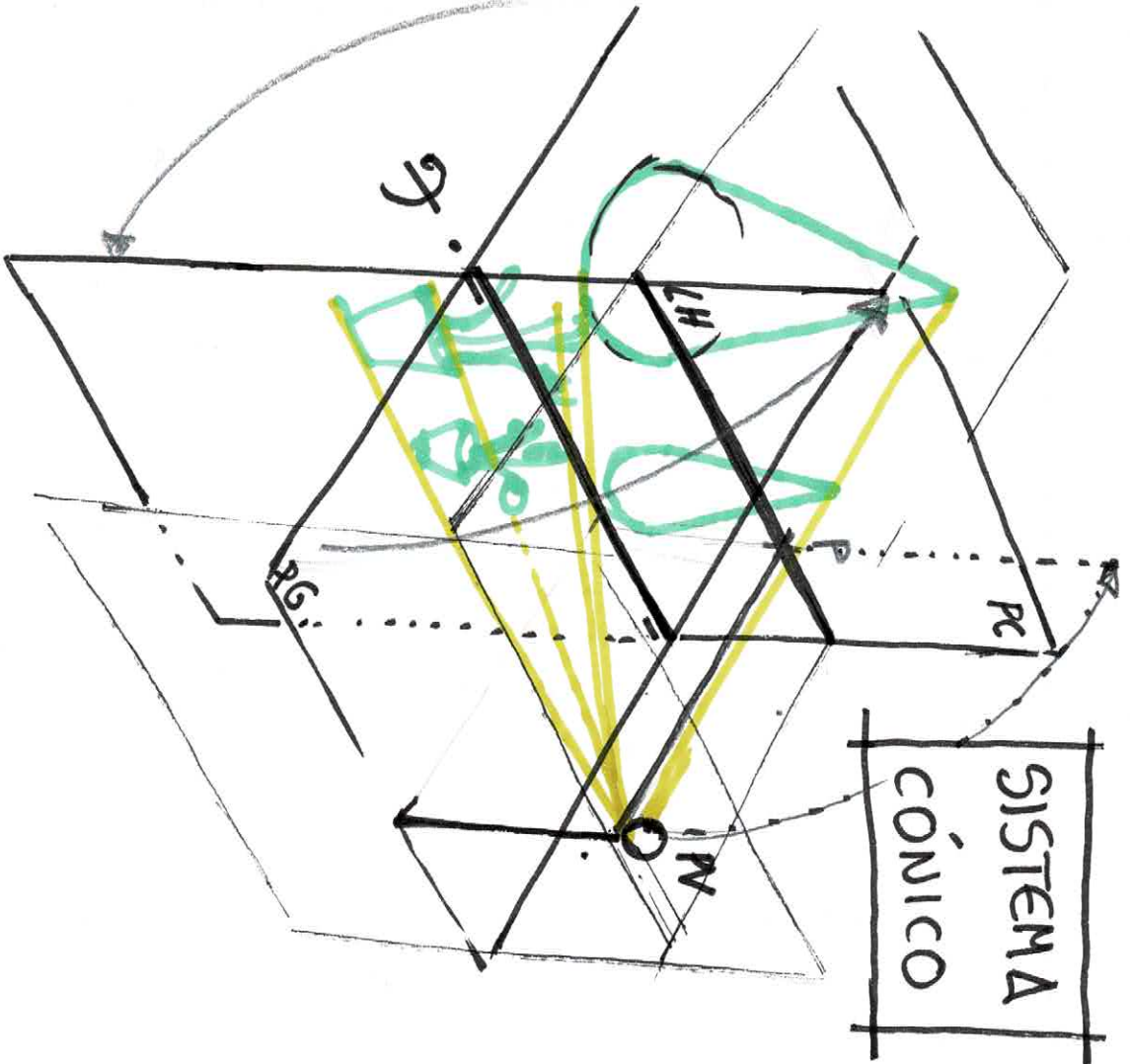
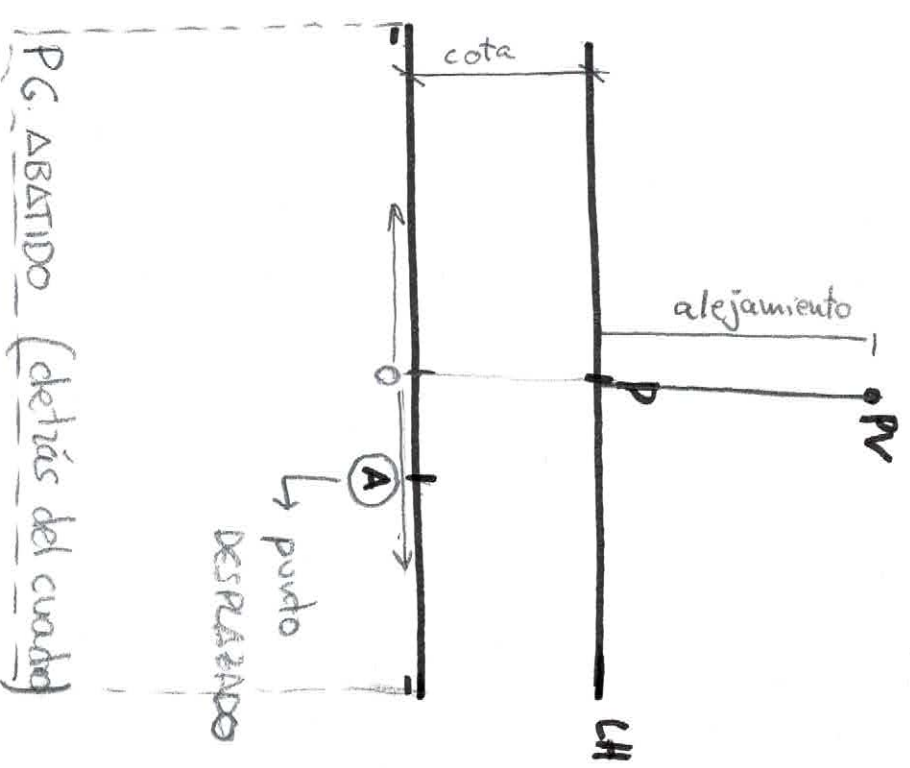


3D - 2D



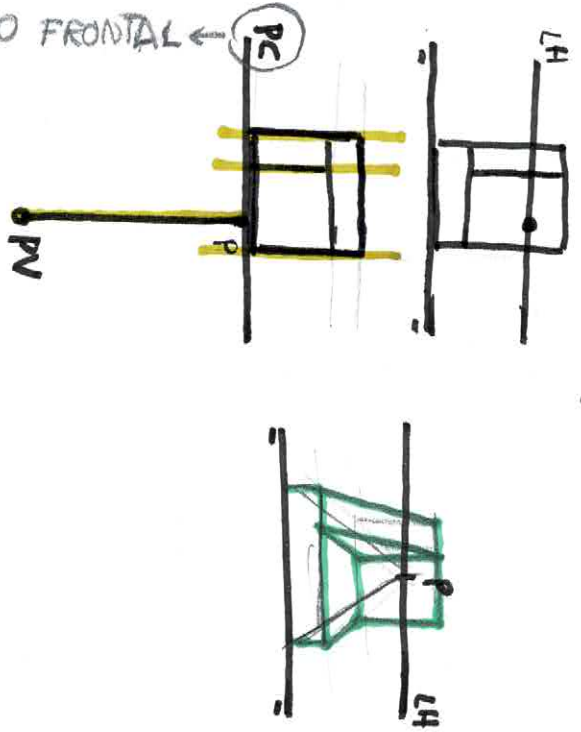
➔ FUGA - $\boxed{PV} / P$

$PC \rightarrow LT / LH$



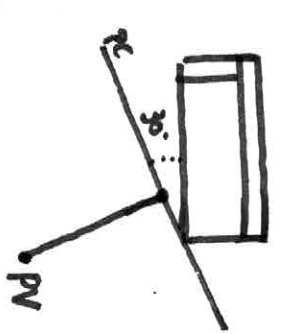
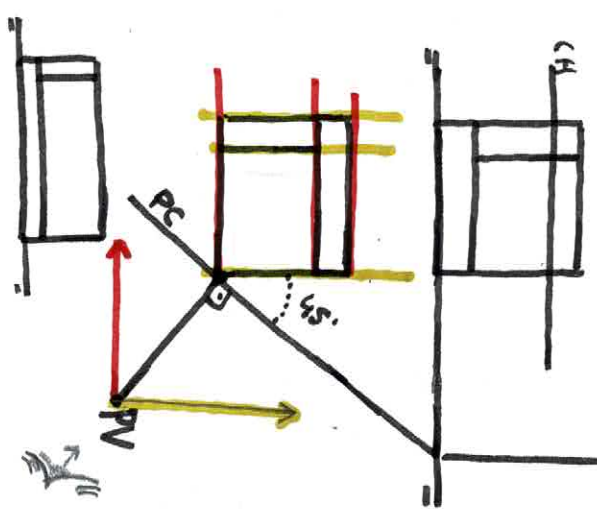
- TIPOS DE PERSPECTIVA CÓNICA -

CENTRAL / FRONTAL (1. FUGA)



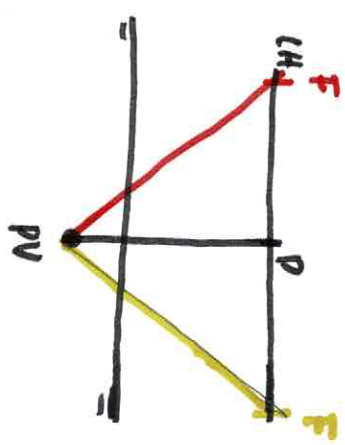
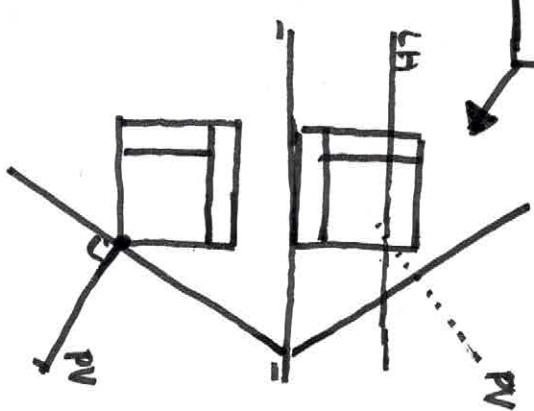
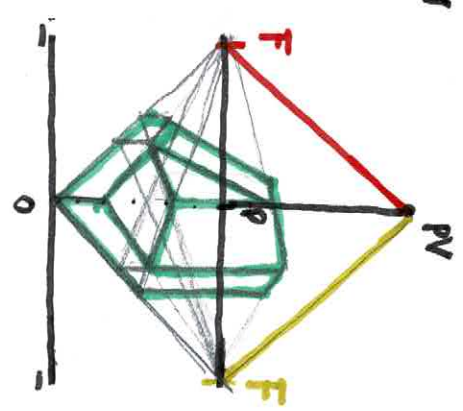
- Prof. → FUGA A P.
- Anchuras → // PC
- Alturas → $\perp$ L.T

OBLICUAS (2. FUGAS)



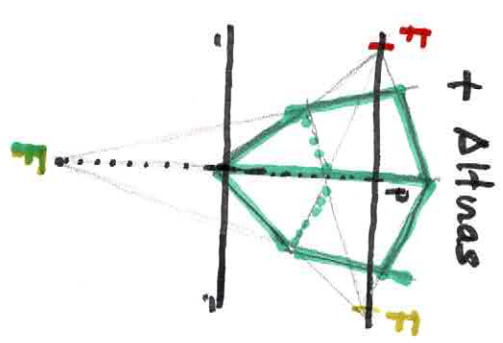
- 45° - 45°
- 30° - 60°
- 15° - 75° X

(3. PUNTOS DE FUGA) AÉREA

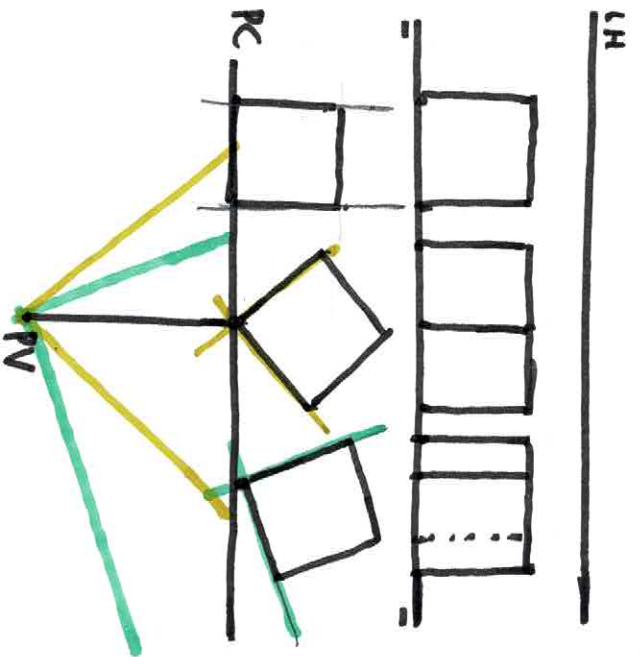


- Prof + Anchuras → FUGA
- Alturas → $\perp$ L.T.

- FUGA: Prof. / Anchuras

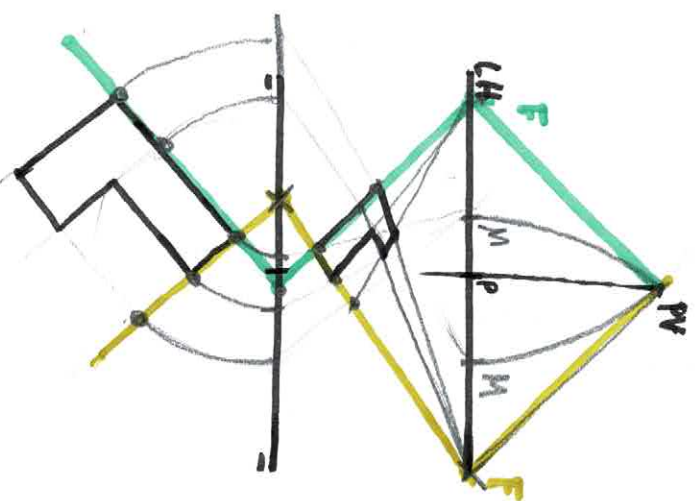
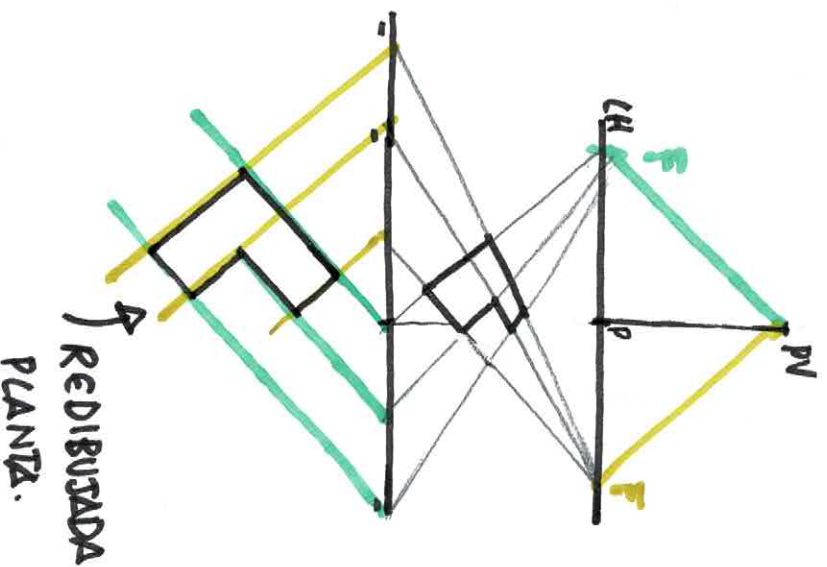
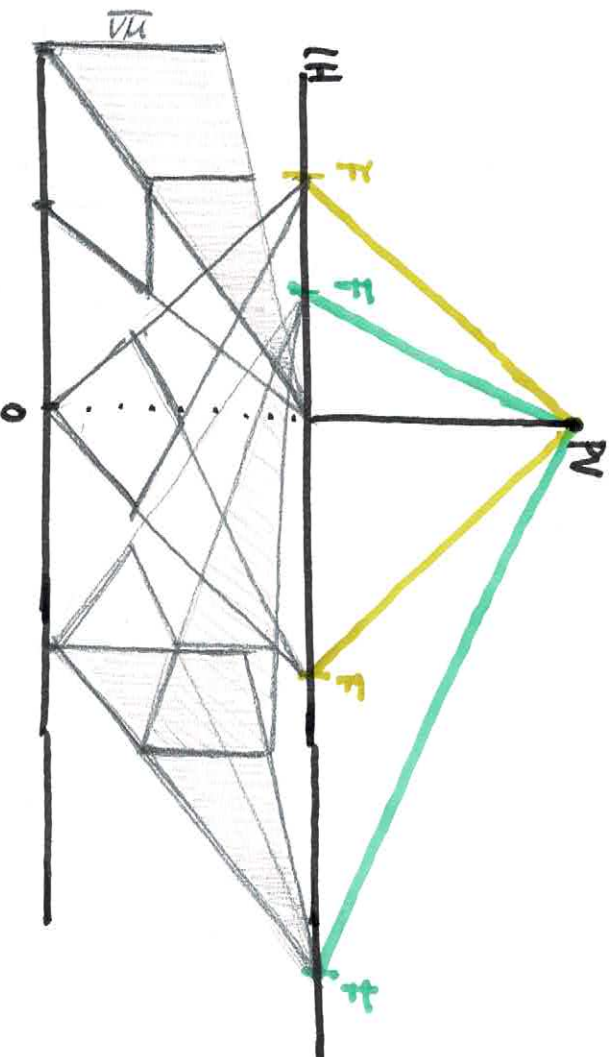


OBLICUA + CENTRAL

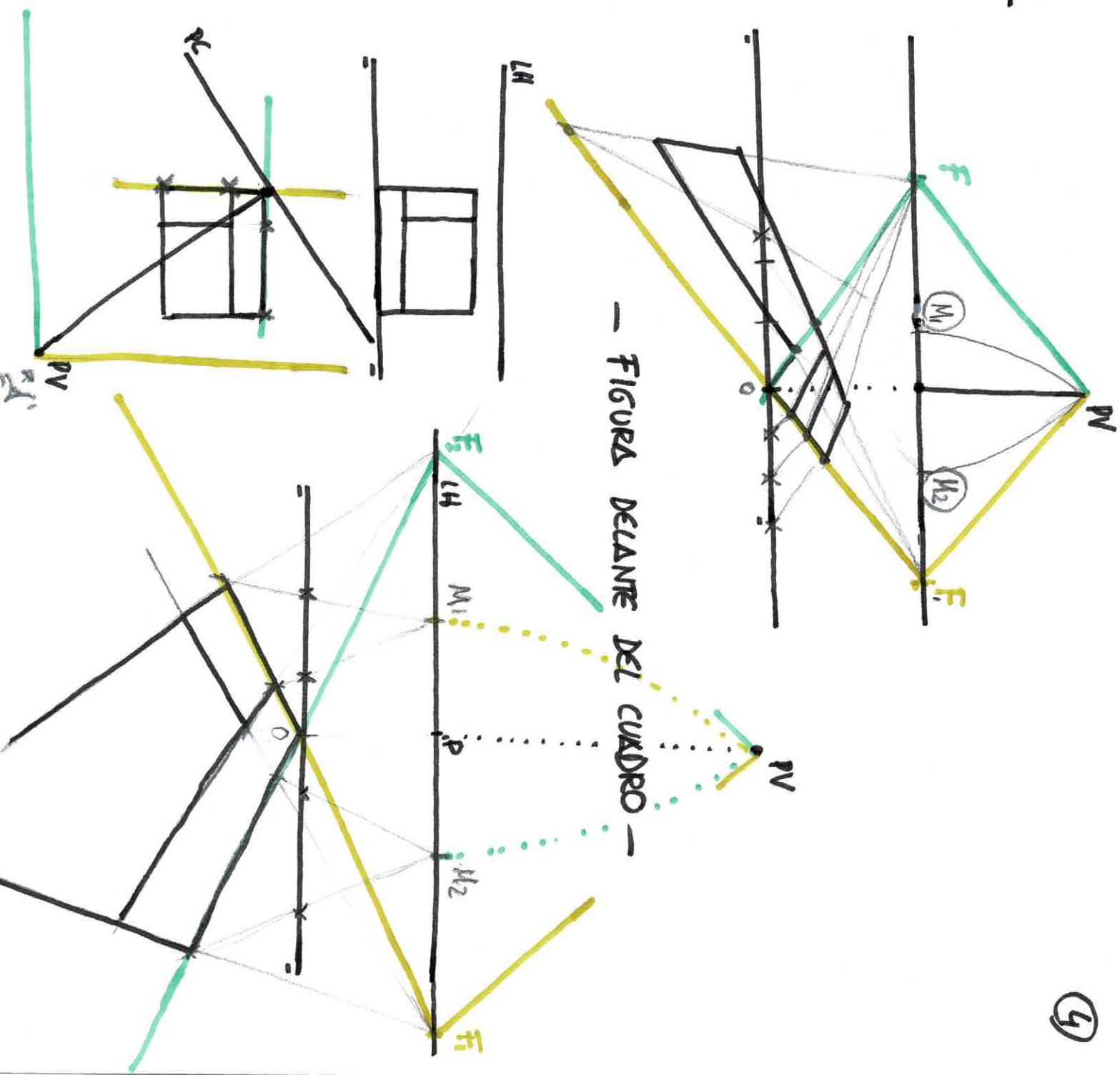


MÉTODOS PERSPECTIVOS

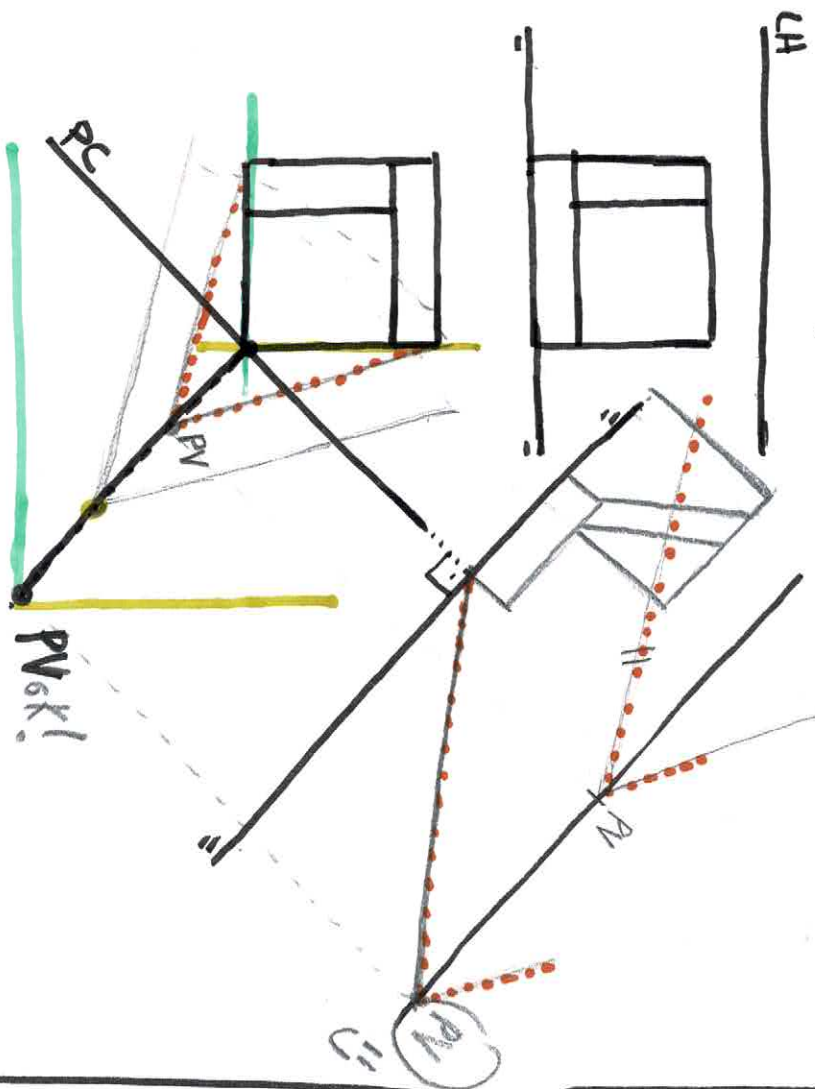
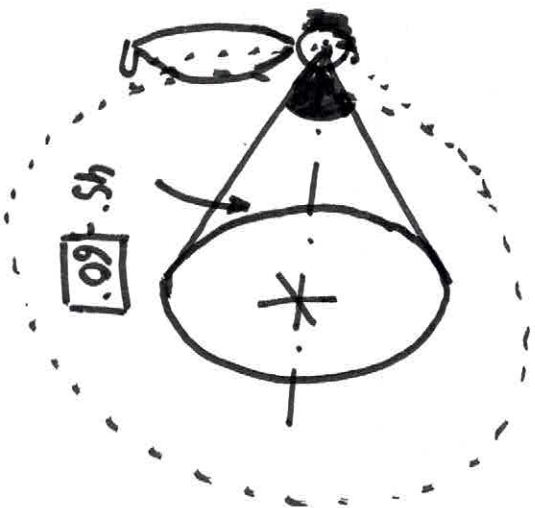
- RECTAS $// \rightarrow$ HOMOLOGÍA
- PUNTOS MÉTRICOS.
- NO REDIBUANDOS.



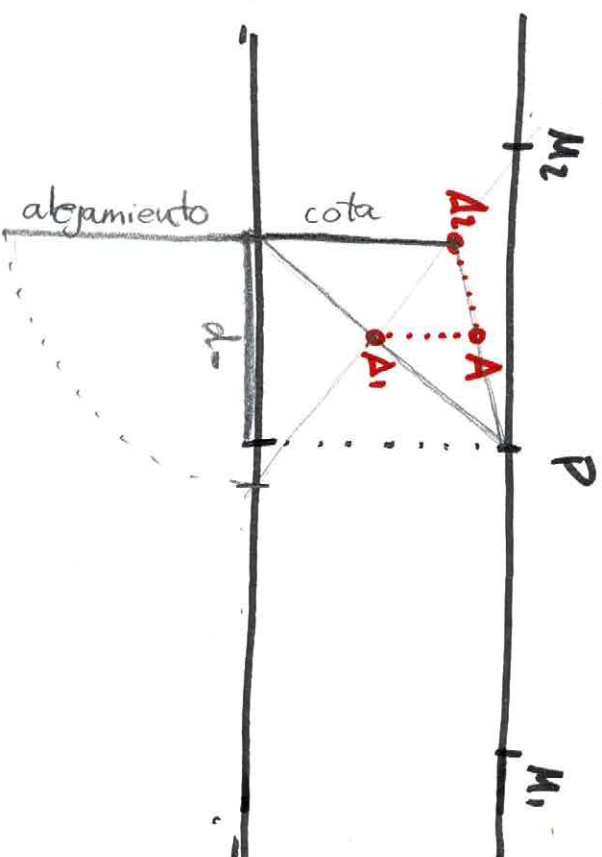
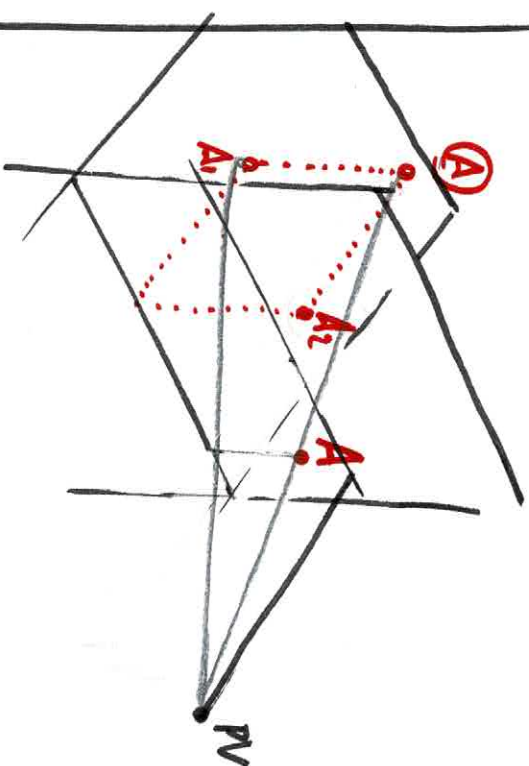
5



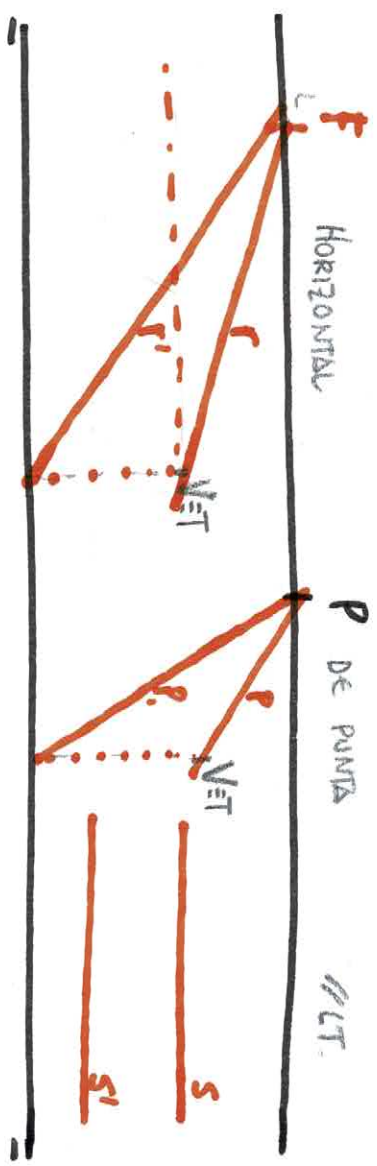
- PUNTO DE VISTA -



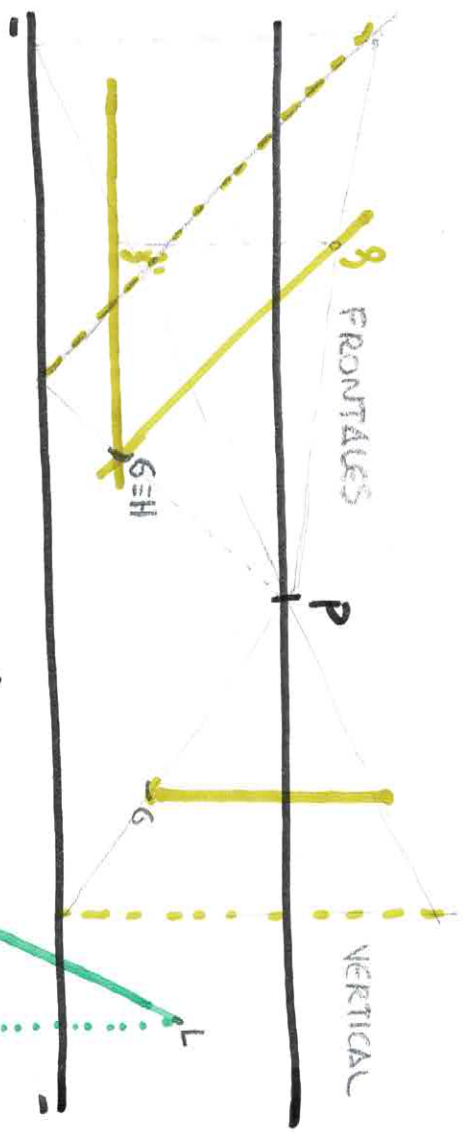
- CÓNICA LINEAL -



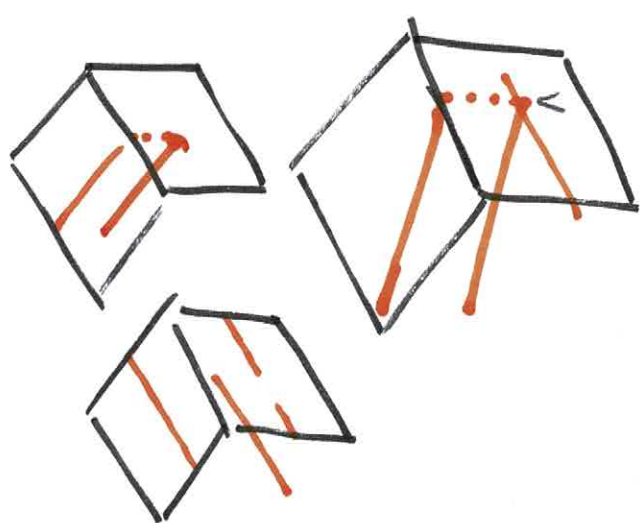
RECTAS - HORIZONTALES → PG.



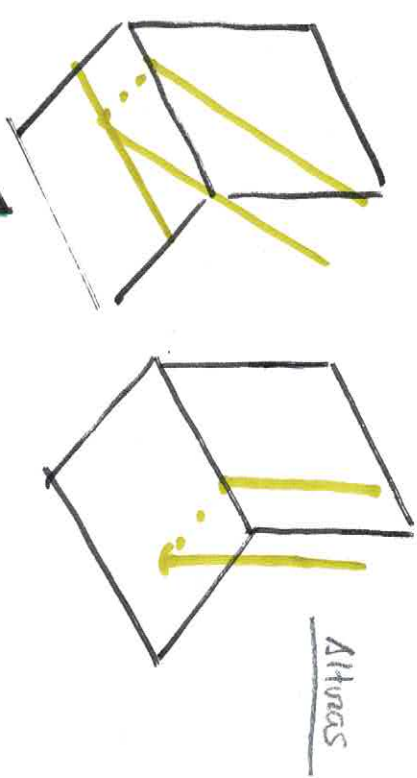
- FRONTALES // PC



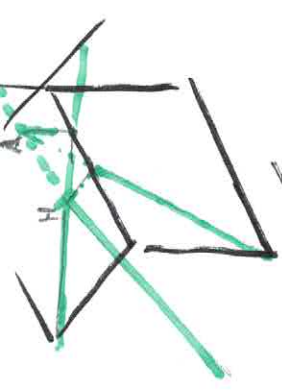
OBLICUA P



T → PC (V)
G → PG (H)
L → LH

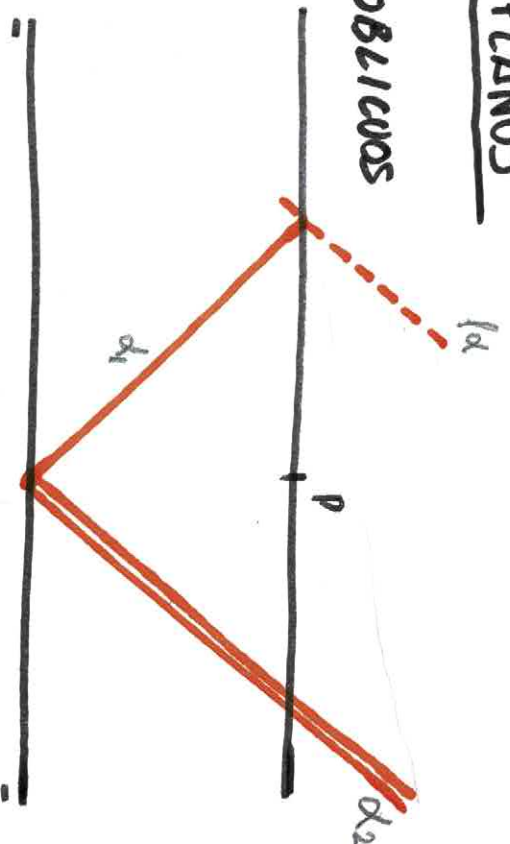


Alturas

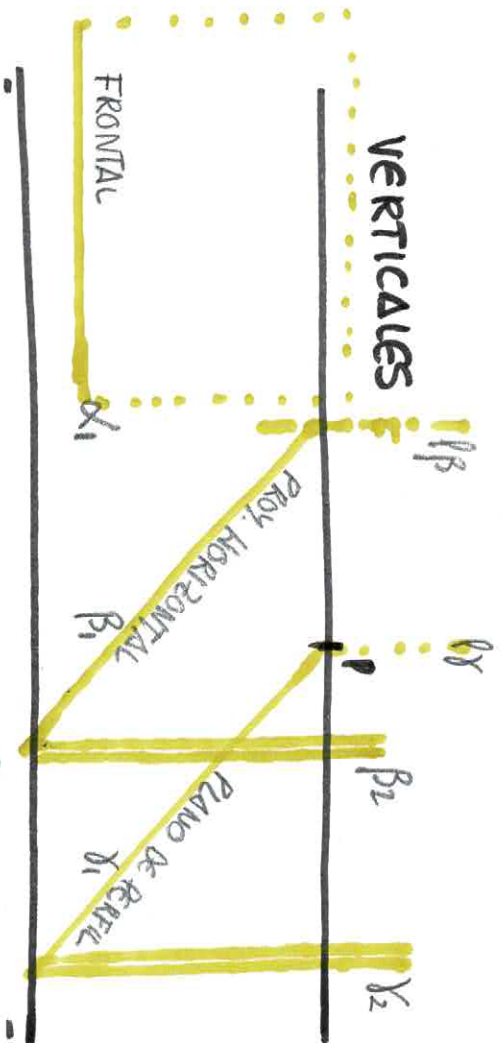


PLANOS -

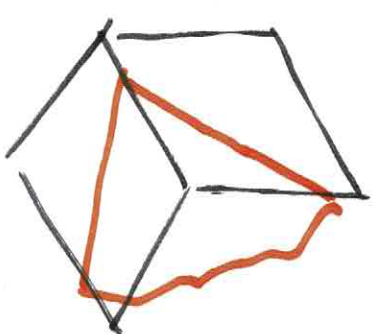
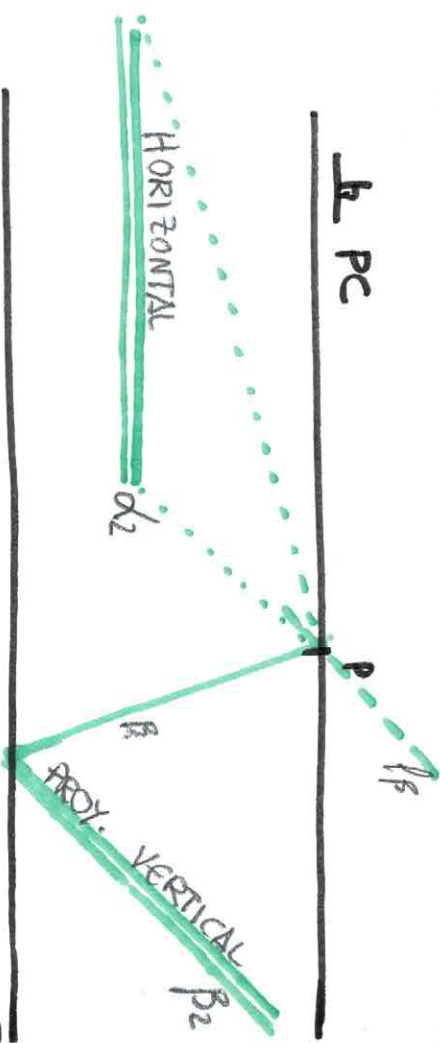
OBLICUOS



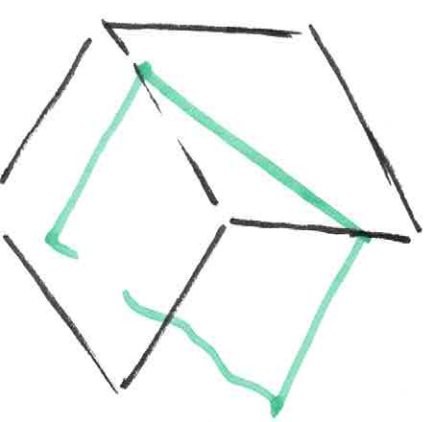
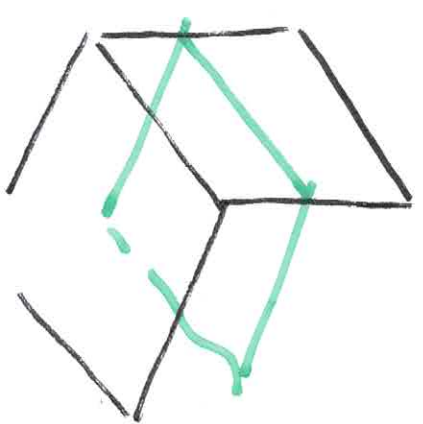
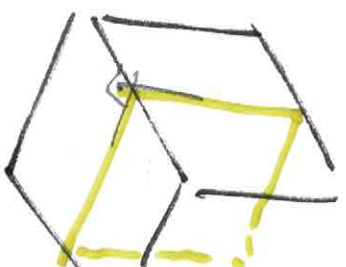
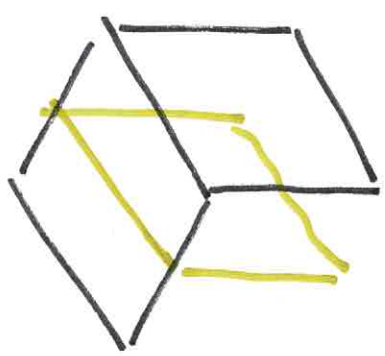
VERTICALES



h PC

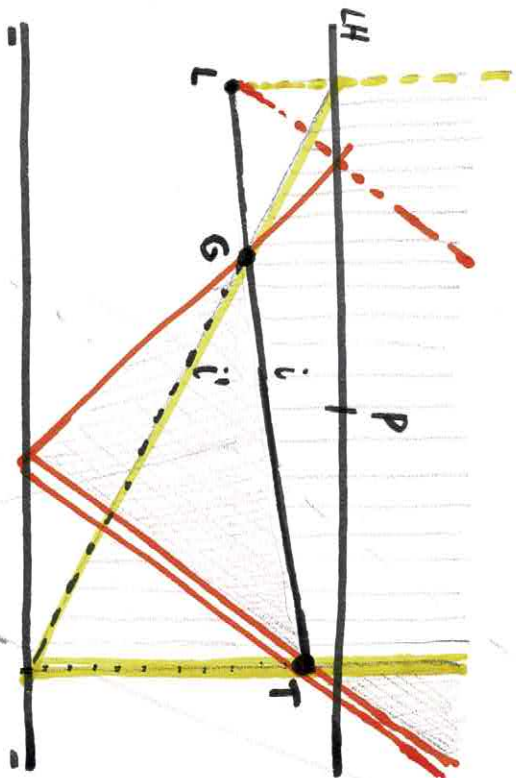


...



- INTERSECCIONES -

PLANO + PLANO



PLANO + RECTA

→ planos proyectante horizontal

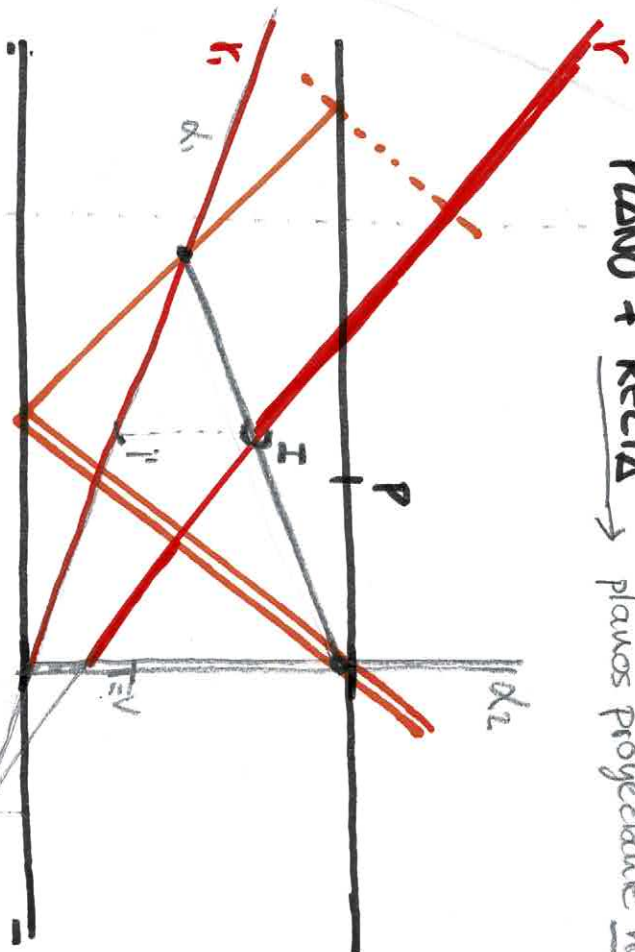
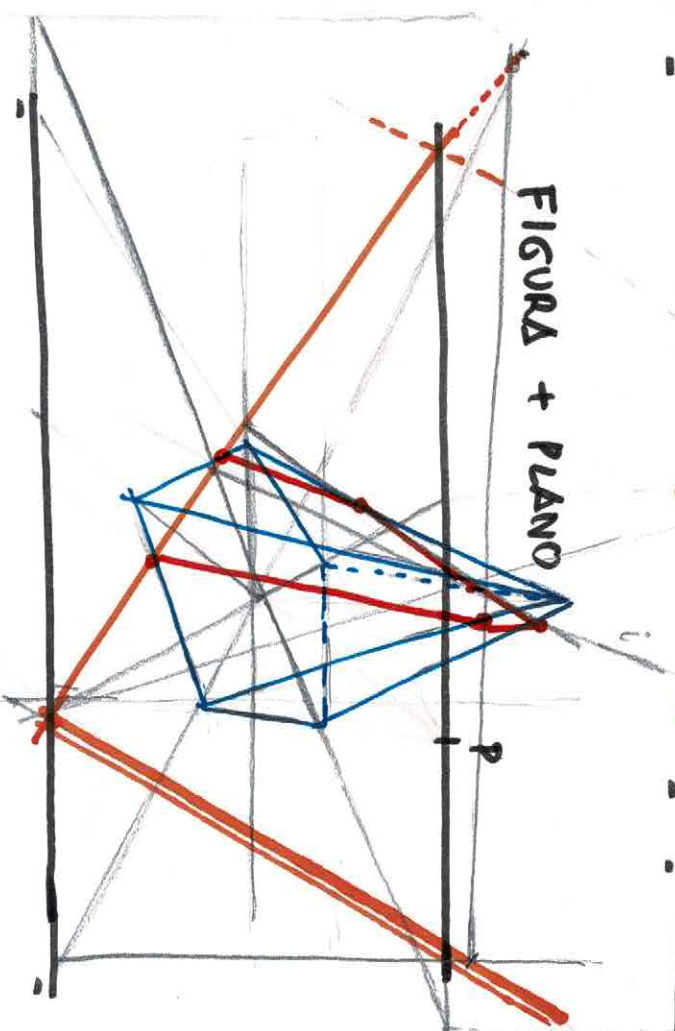


FIGURA + PLANO



→ ARISTA x ARISTA

Recta
piñcha
plano

↙ Planos proy. horizontales.

- SOMBRAS -

