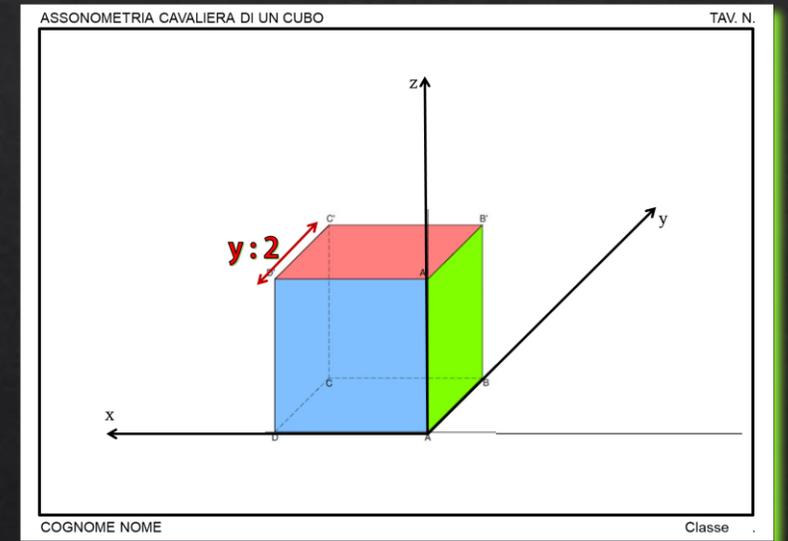
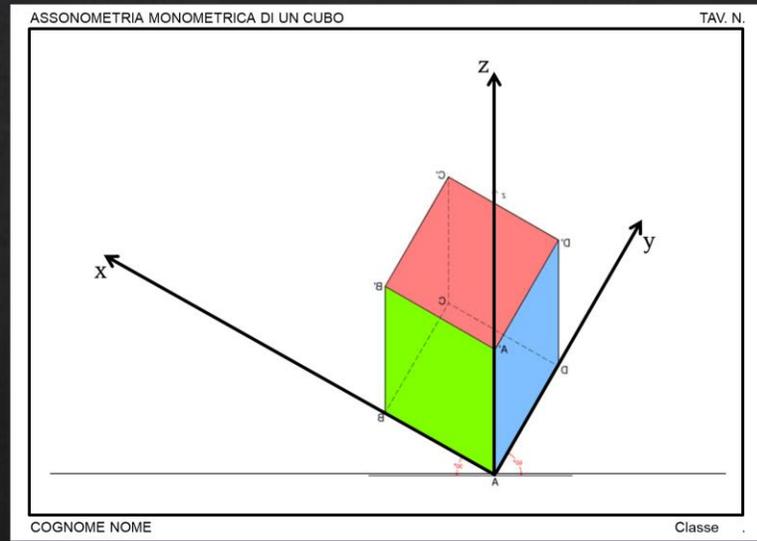
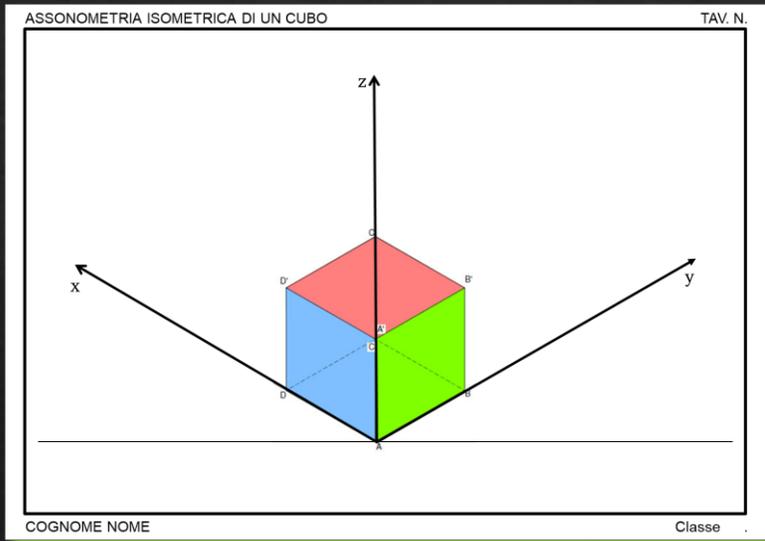


DISEGNO TECNICO

# ASSONOMETRIE A CONFRONTO

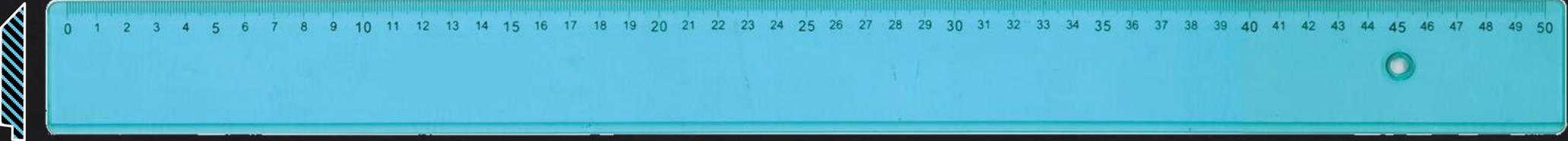
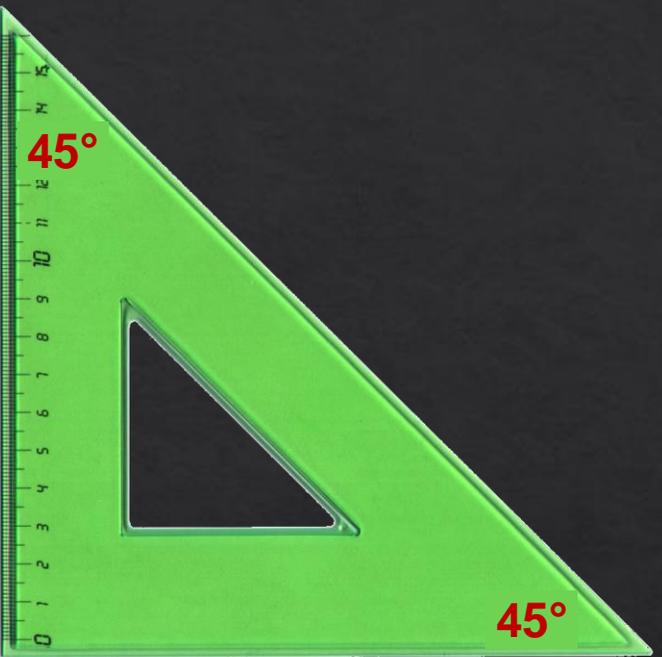
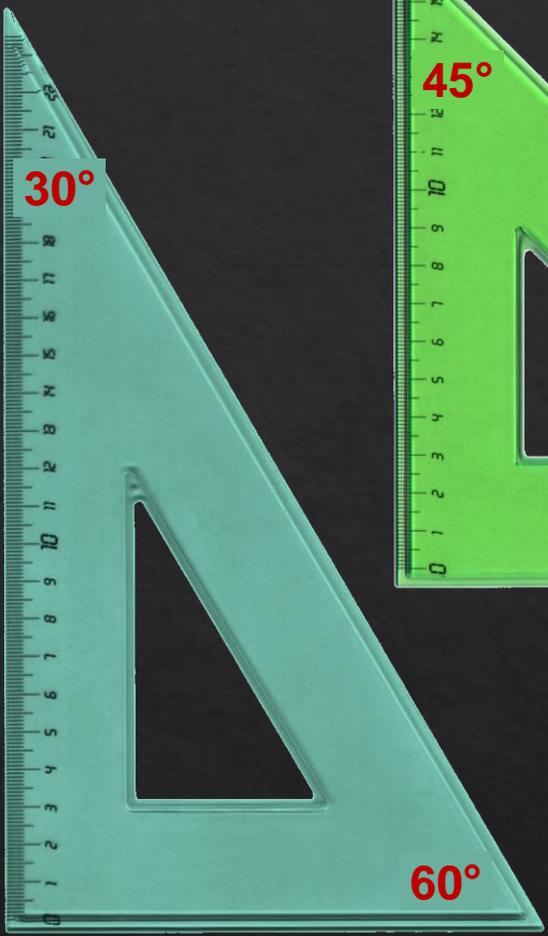
## Disegnare GLI ASSI



*Prof.ssa Seppia Barbara*

[www.technologiamazione.altervista.org](http://www.technologiamazione.altervista.org)

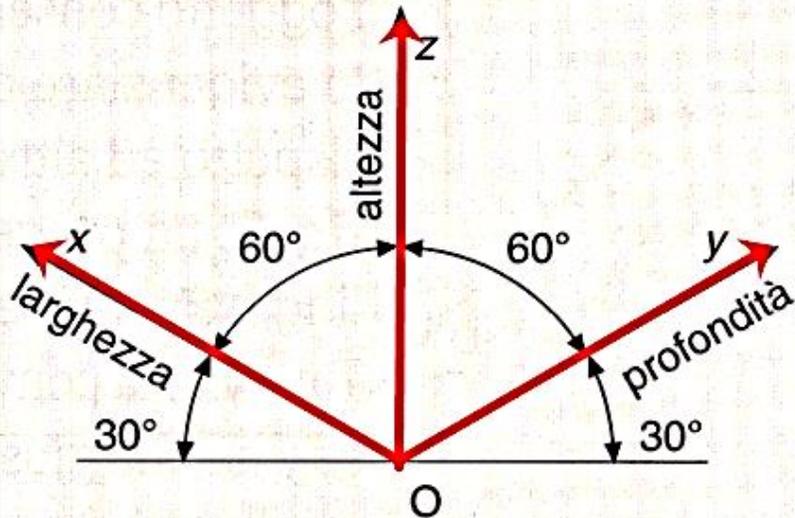
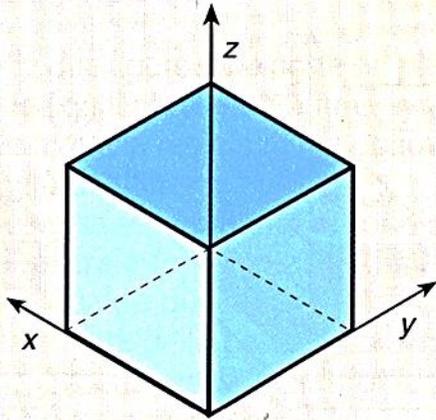
# Cosa ci serve?



# 1. Disegnare gli ASSI

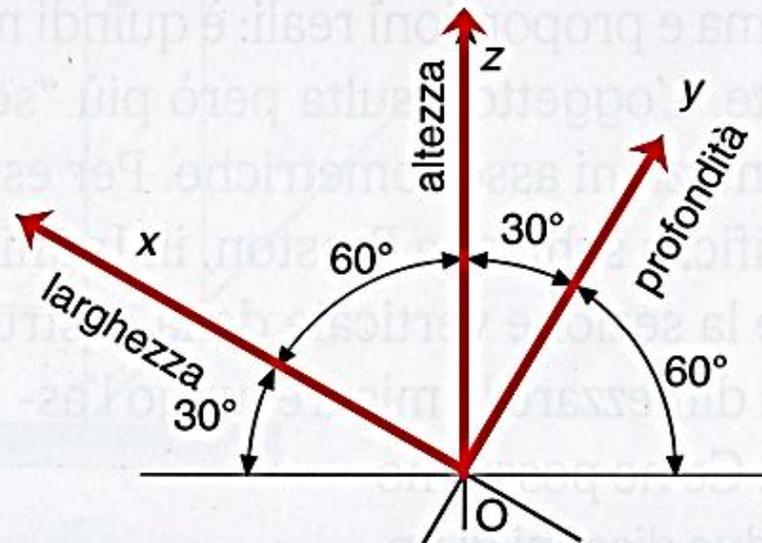
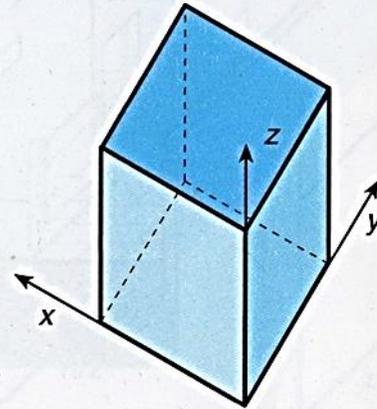


## ISOMETRICA

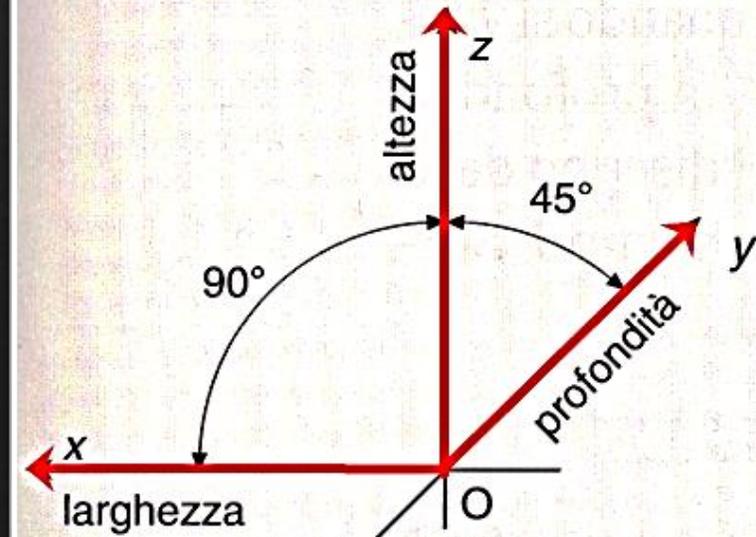
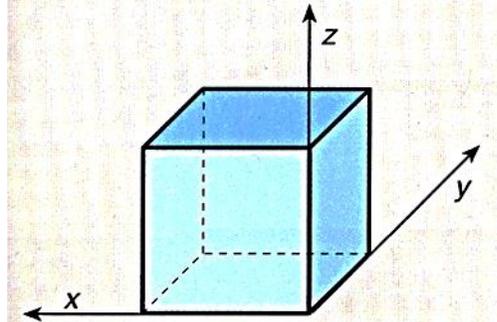


## MONOMETRICA

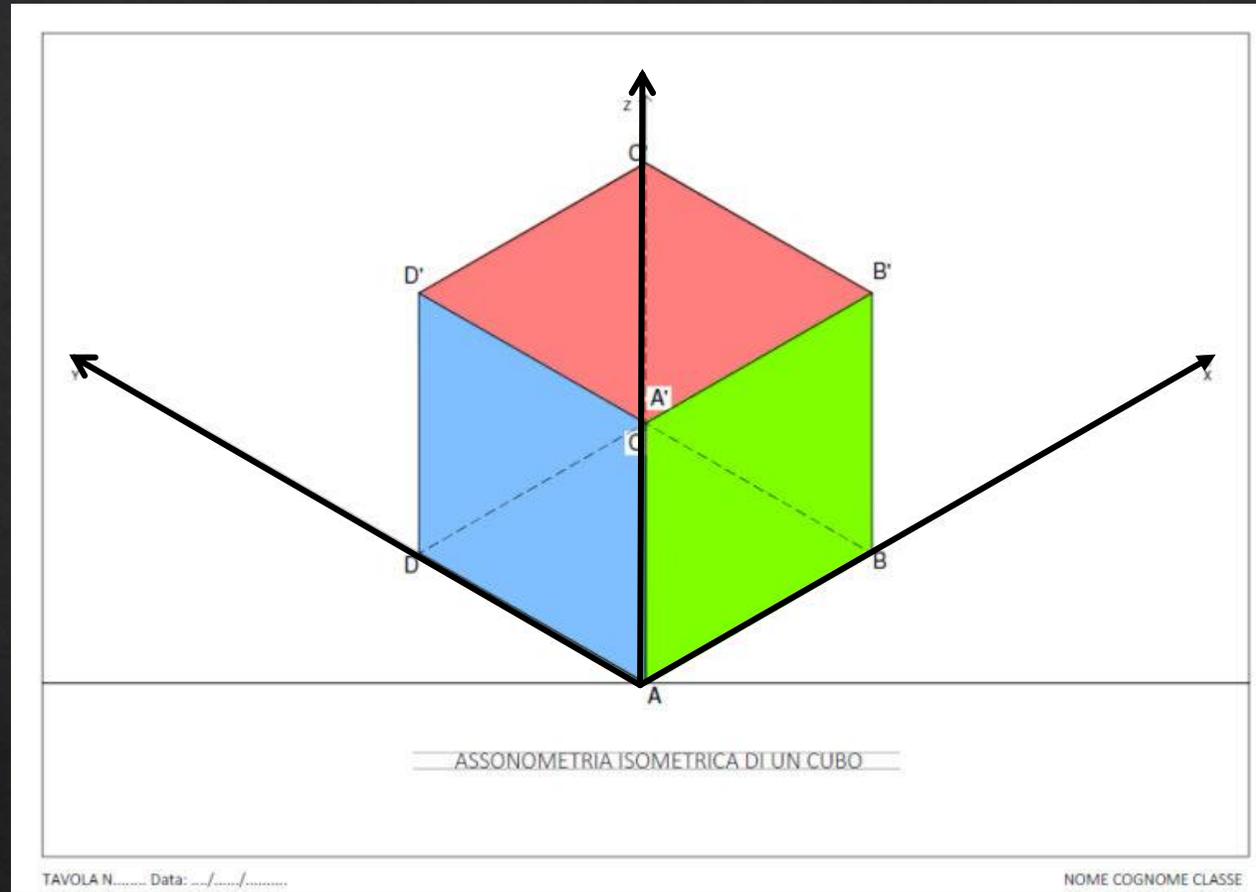
### RAPPRESENTAZIONI DELLO STESSO CUBO



## CAVALIERA

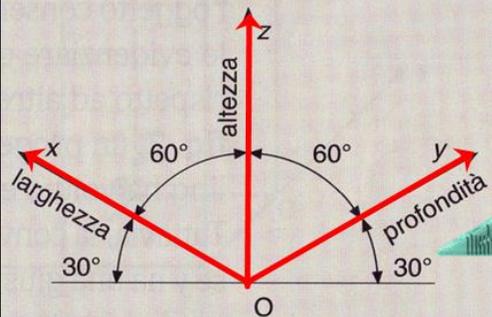
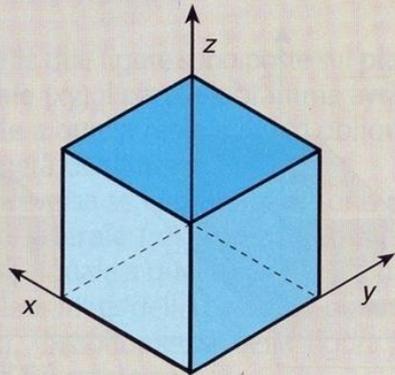


# ASSONOMETRIA ISOMETRICA



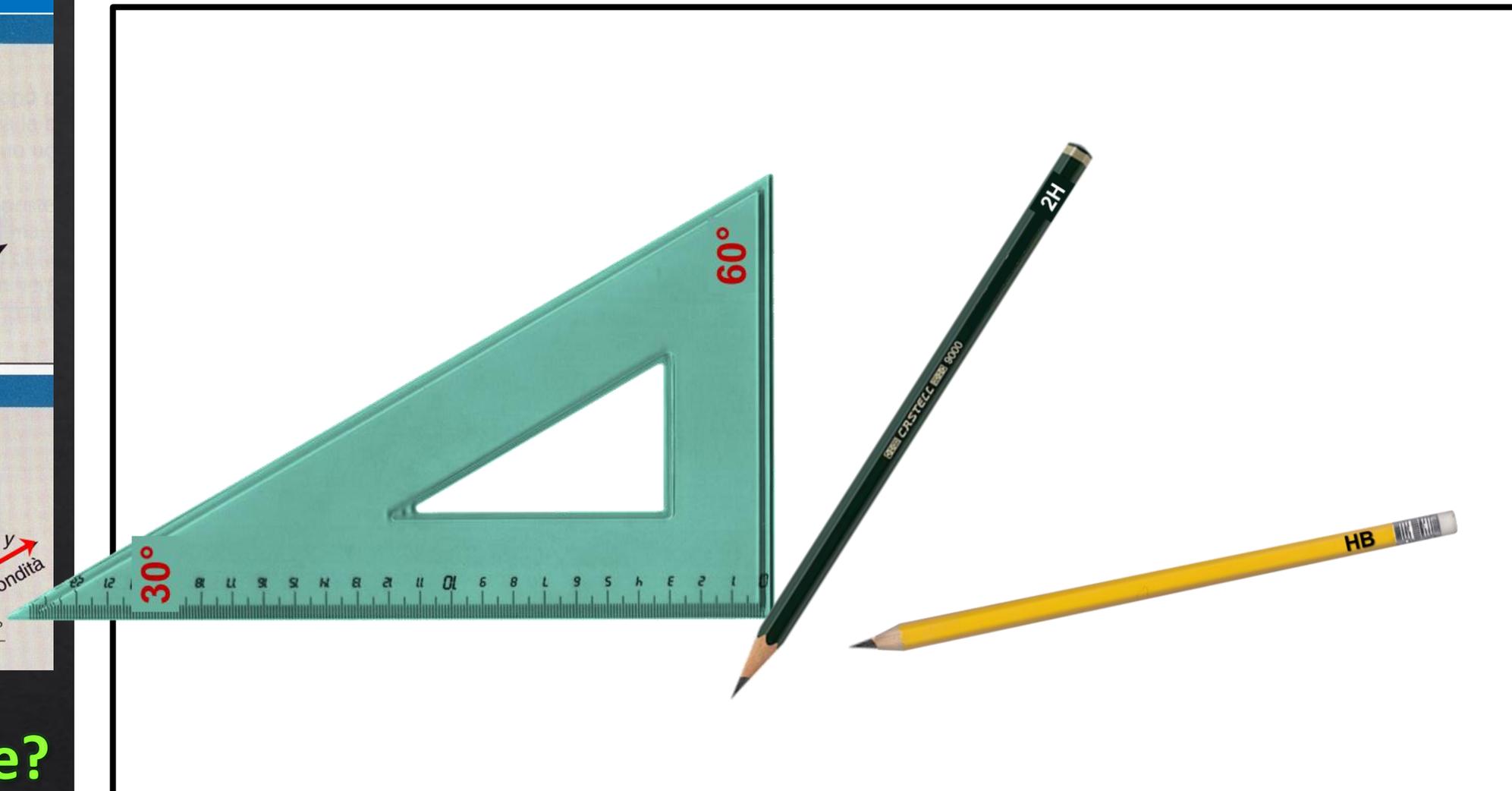
## 1. Disegnare gli ASSI

# ISOMETRICA



# ASSONOMETRIA ISOMETRICA DI UN CUBO

TAV. N.



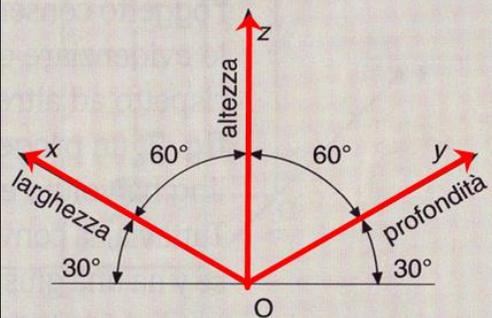
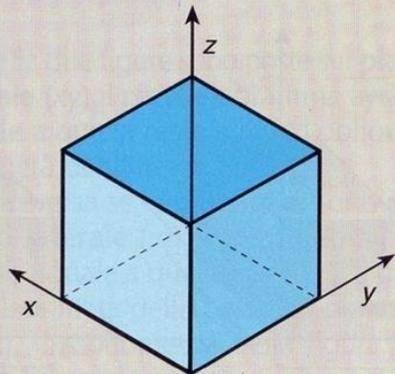
Cosa ci serve?



COGNOME NOME

Classe .

# ISOMETRICA

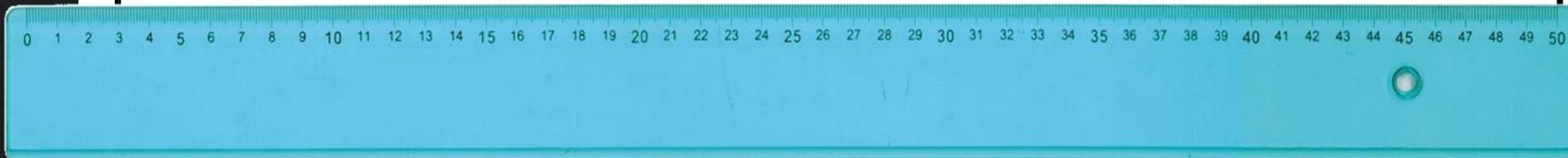
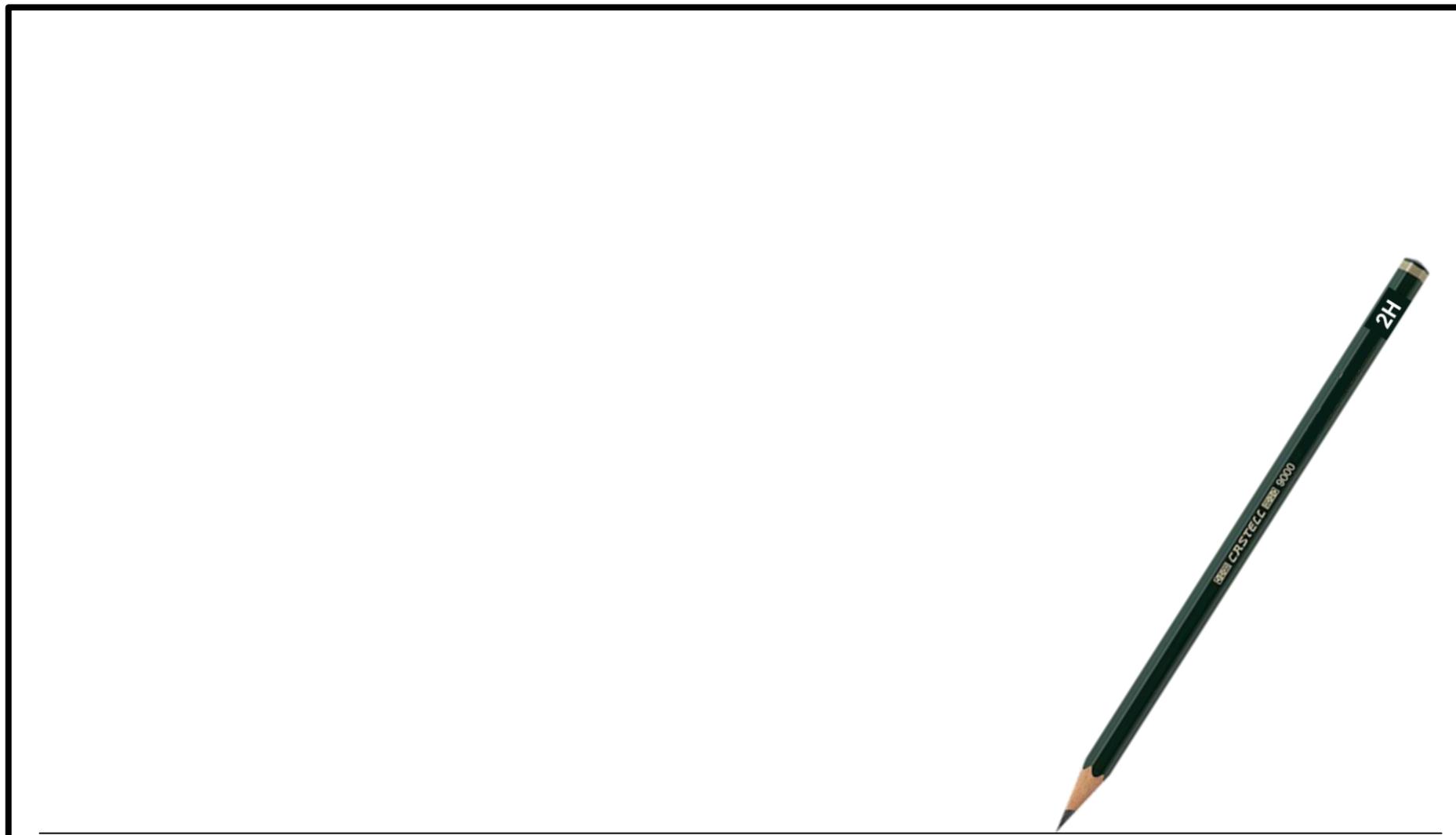


Linea di riferimento  
orizzontale

**LEGGERA!**

# ASSONOMETRIA ISOMETRICA DI UN CUBO

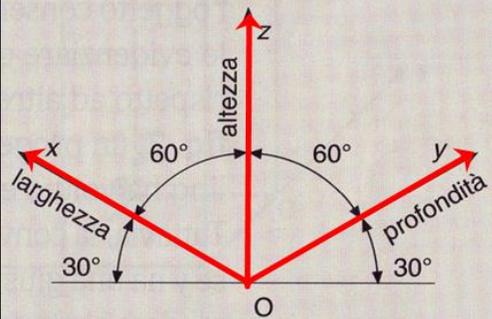
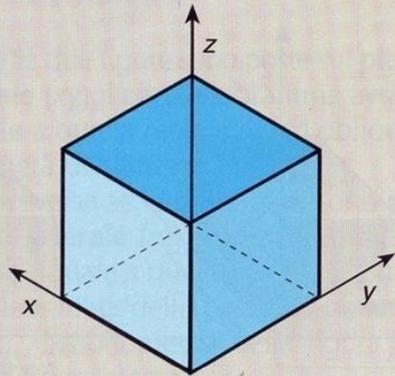
TAV. N.



COGNOME NOME

Classe .

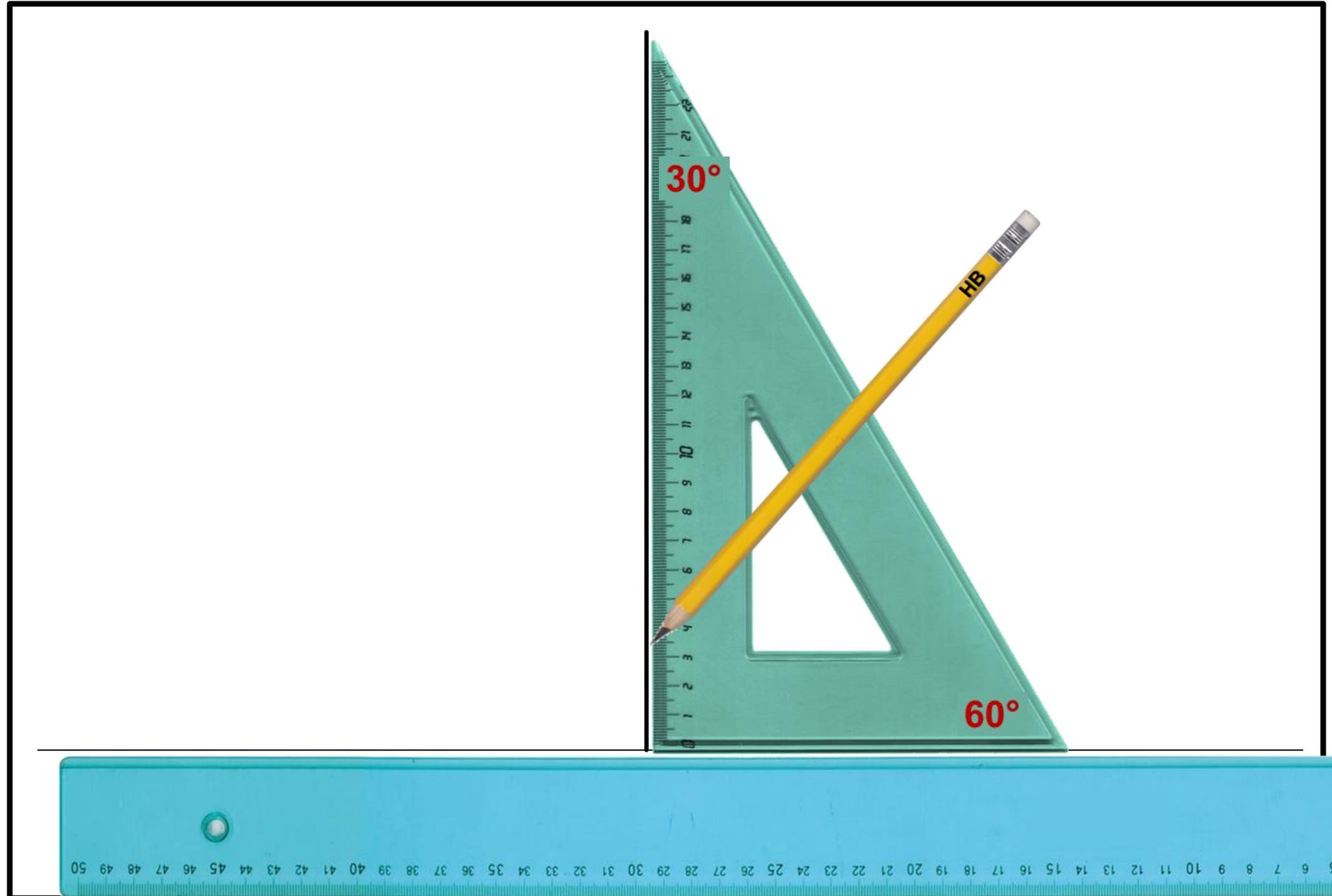
# ISOMETRICA



**POSIZIONO LA  
SQUADRA  
Per tracciare  
l'asse verticale z**

# ASSONOMETRIA ISOMETRICA DI UN CUBO

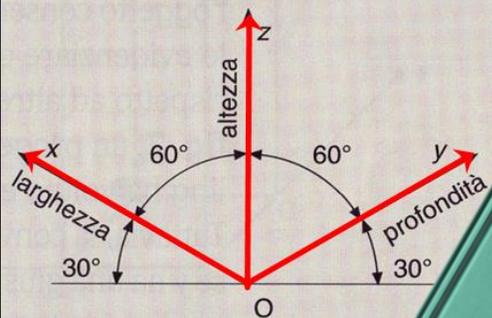
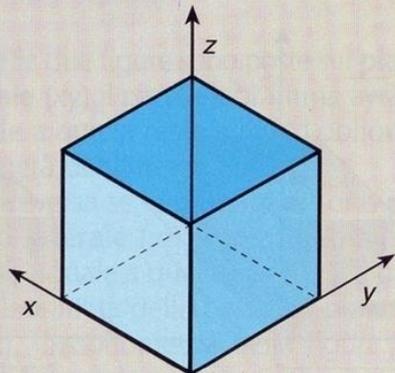
TAV. N.



COGNOME NOME

Classe .

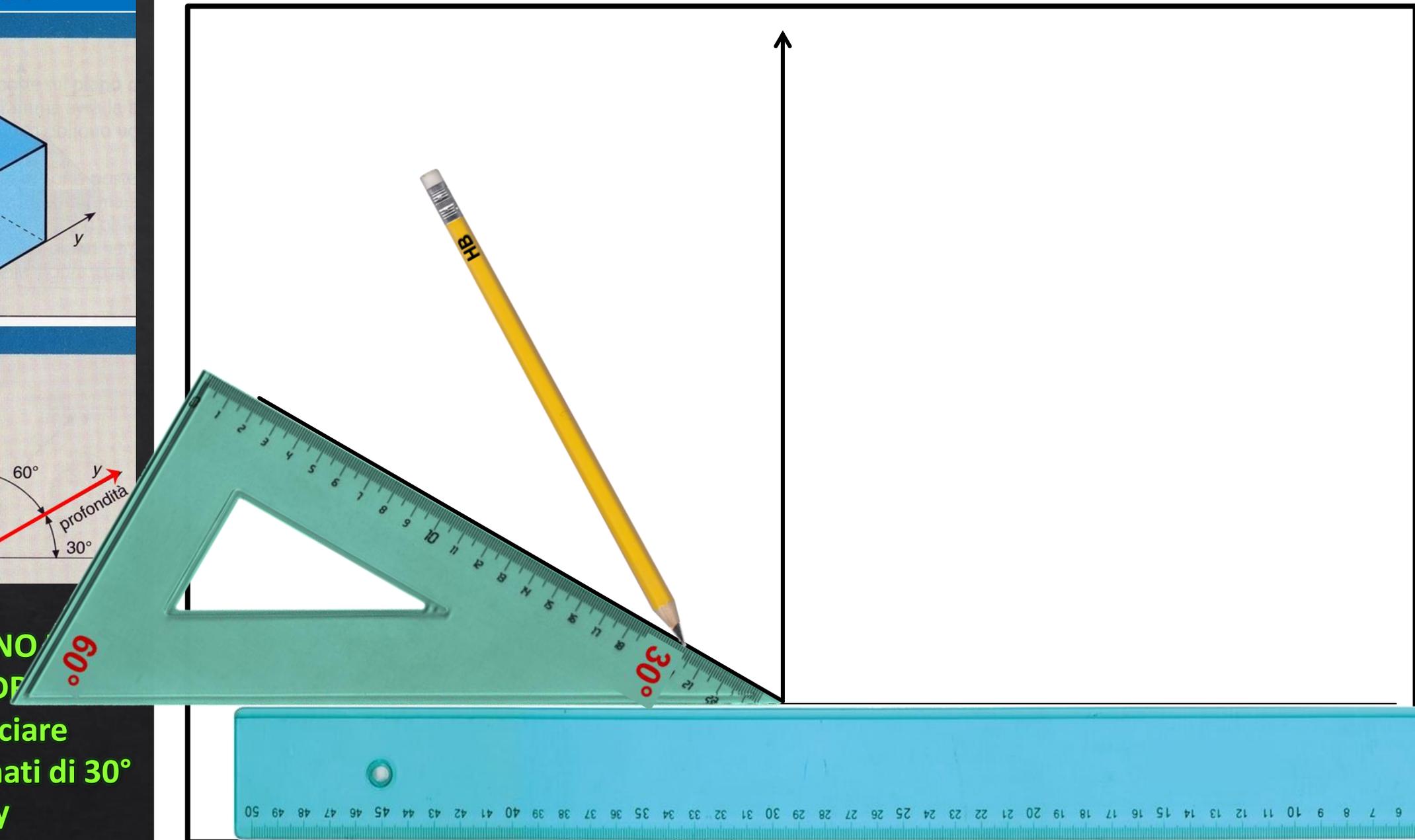
# ISOMETRICA



**POSIZIONE  
SQUADRE**  
per tracciare  
gli assi inclinati di 30°  
x e y

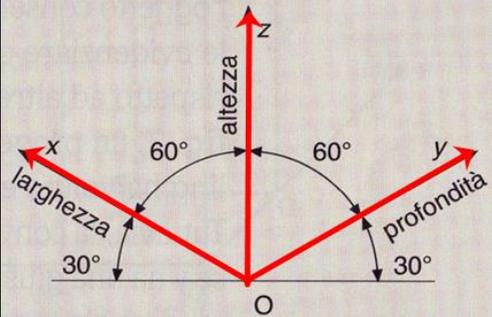
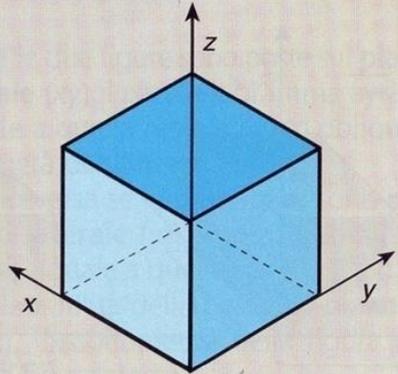
# ASSONOMETRIA ISOMETRICA DI UN CUBO

TAV. N.

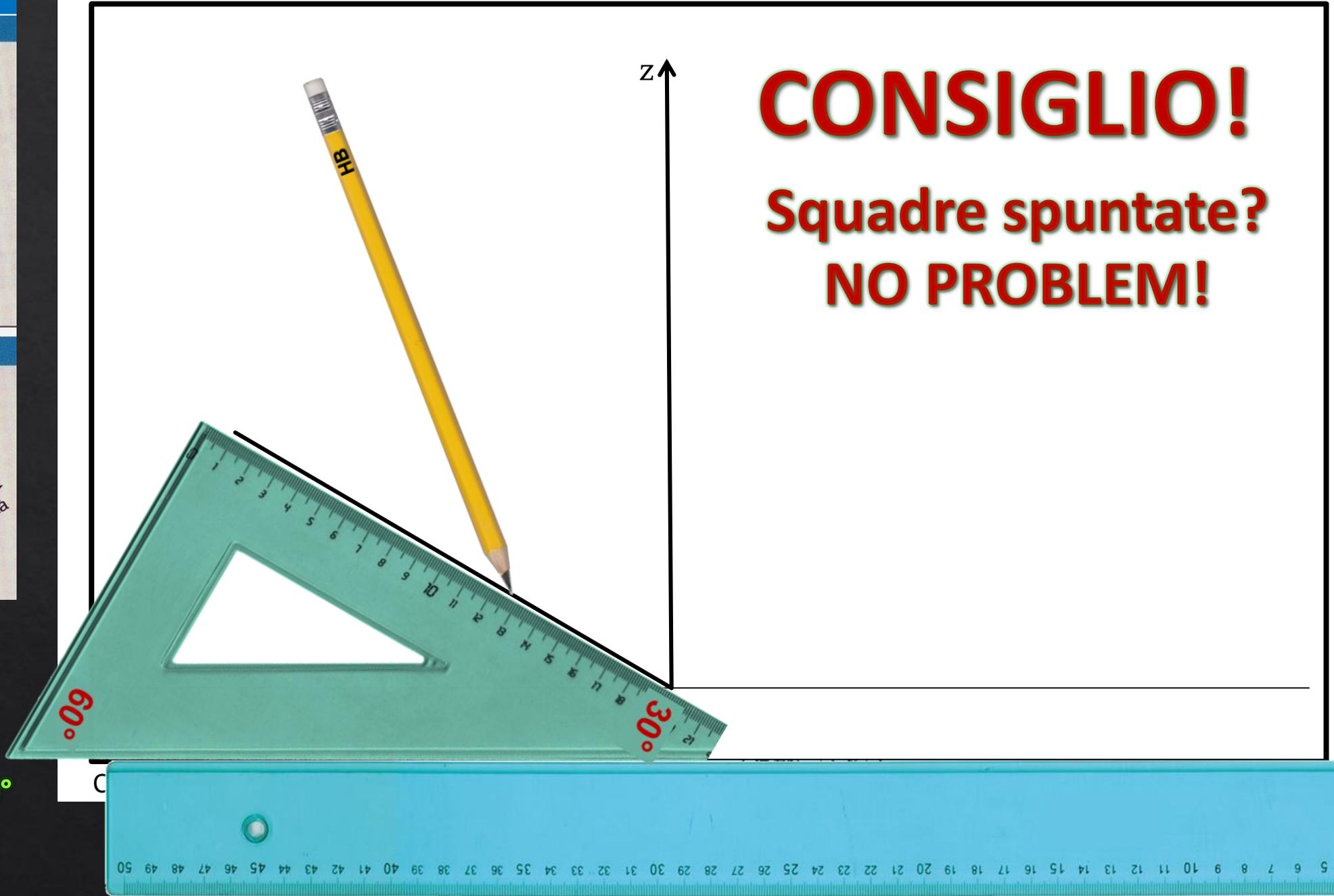


COGNOME NOME

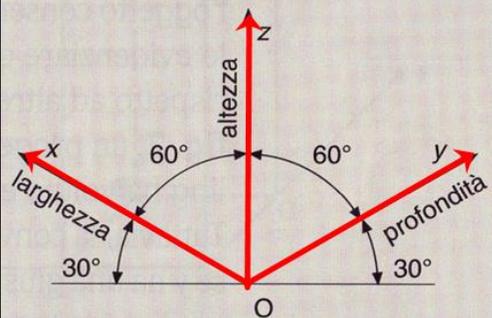
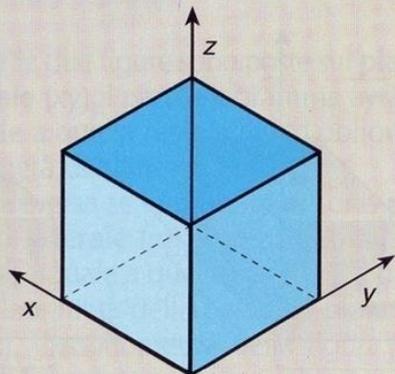
Classe



POSIZIONE LA  
SQUADRA  
per tracciare  
gli assi inclinati di 30°  
x e y



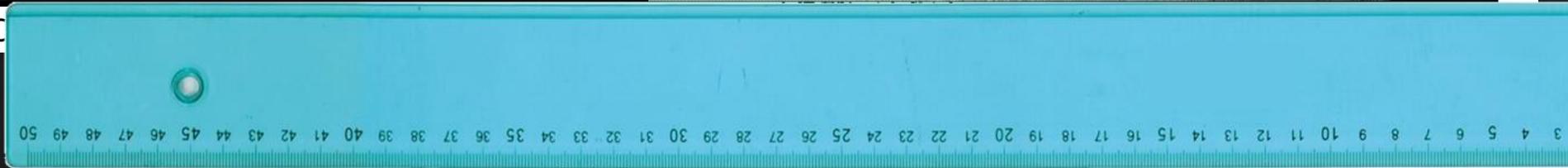
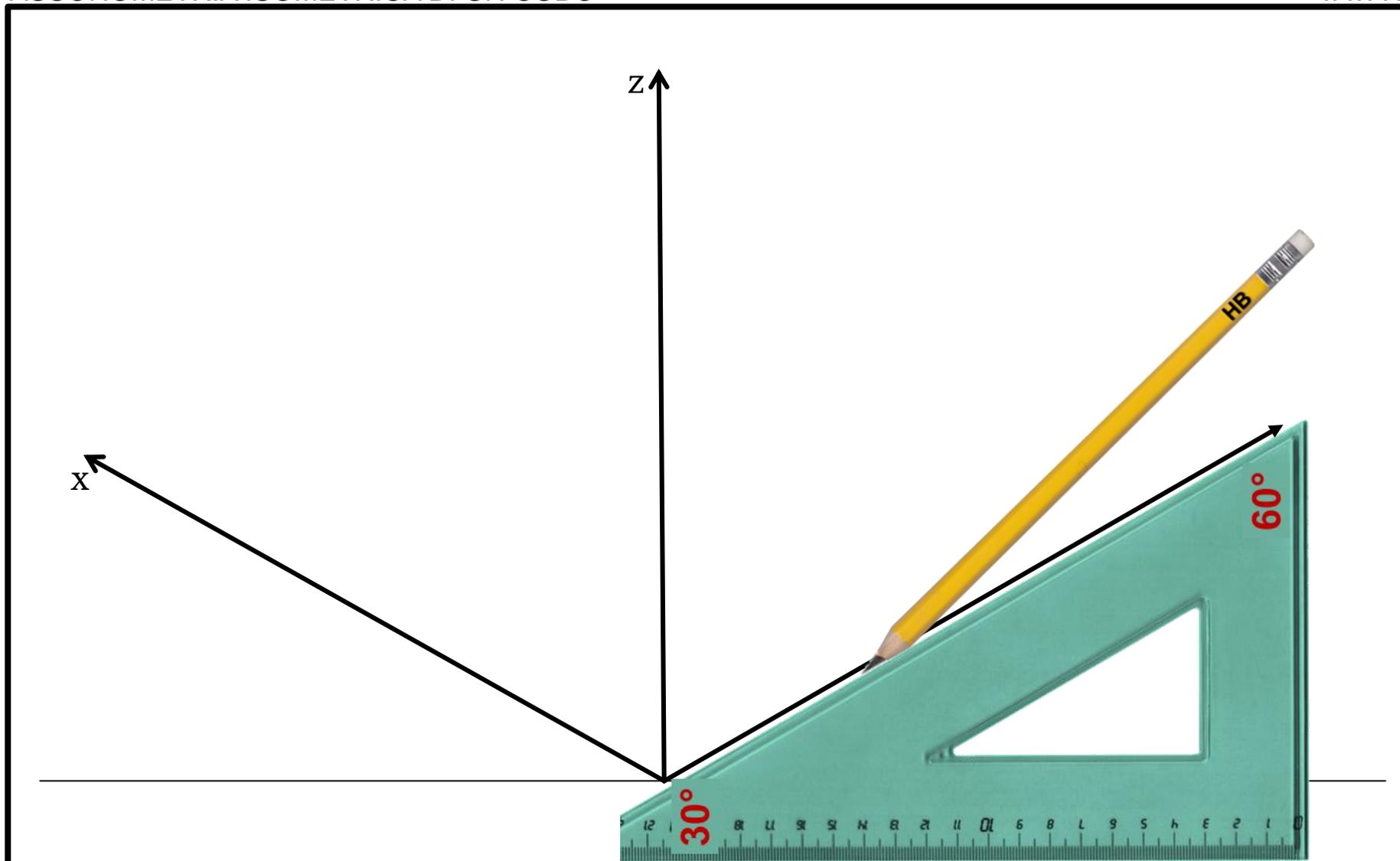
# ISOMETRICA



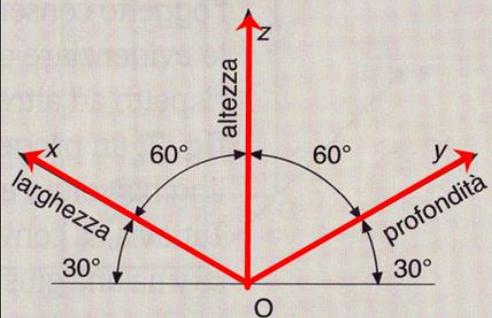
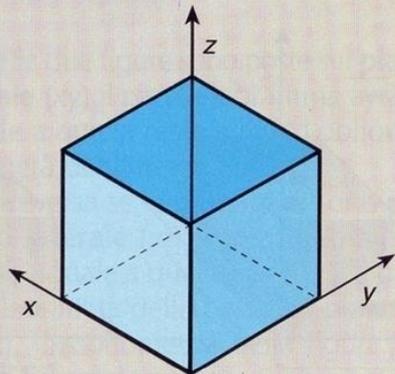
**POSIZIONE LA  
SQUADRA  
per tracciare  
gli assi inclinati di 30°  
x e y**

# ASSONOMETRIA ISOMETRICA DI UN CUBO

TAV. N.



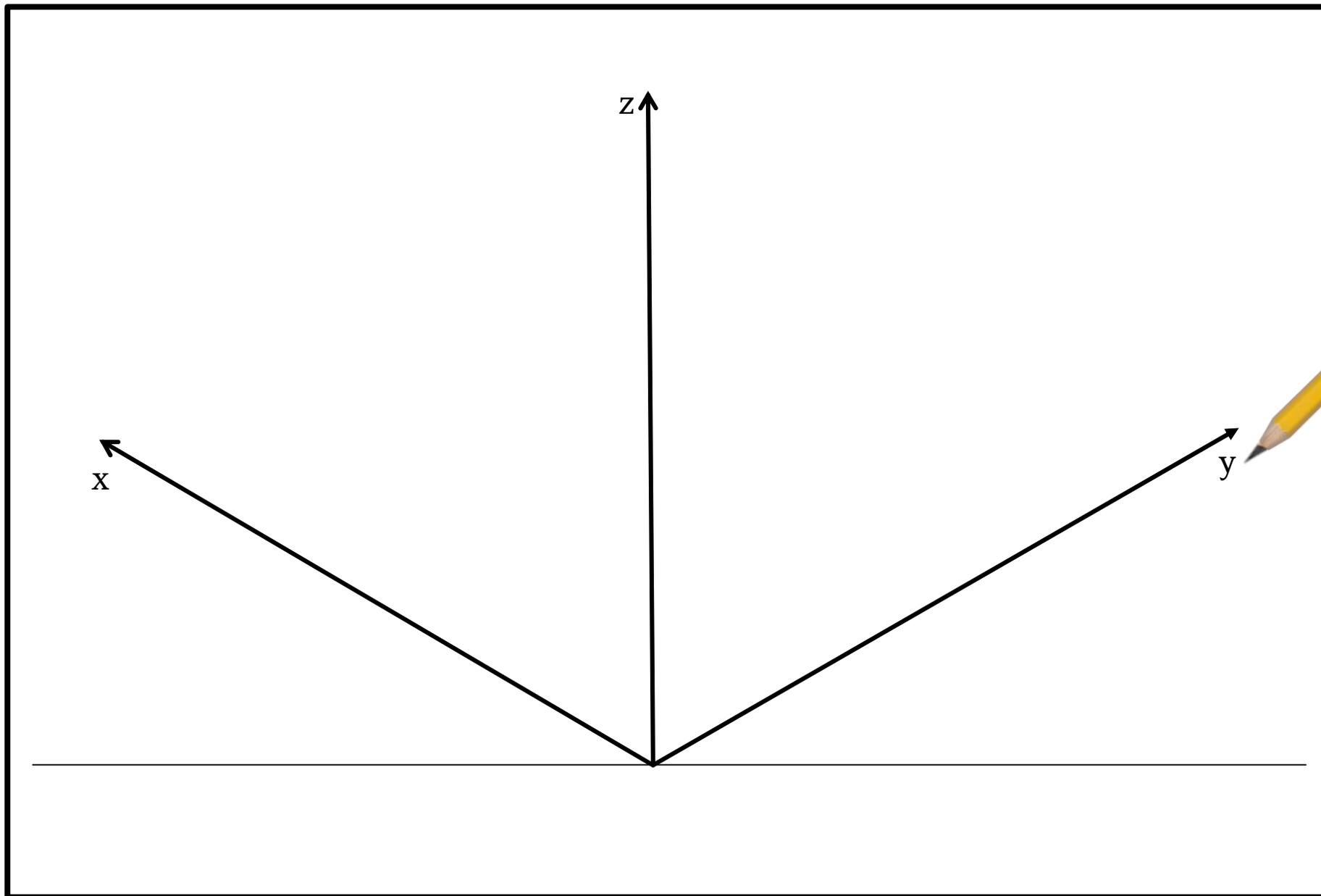
# ISOMETRICA



**ASSI PRONTI  
PER INIZIARE A  
DISEGNARE!**

# ASSONOMETRIA ISOMETRICA DI UN CUBO

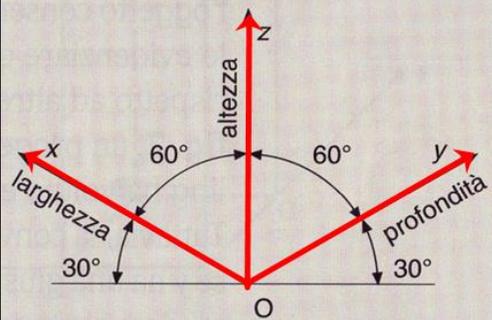
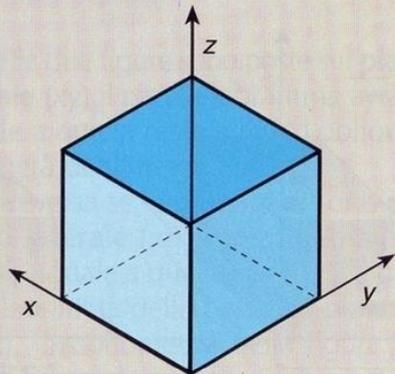
TAV. N.



COGNOME NOME

Classe .

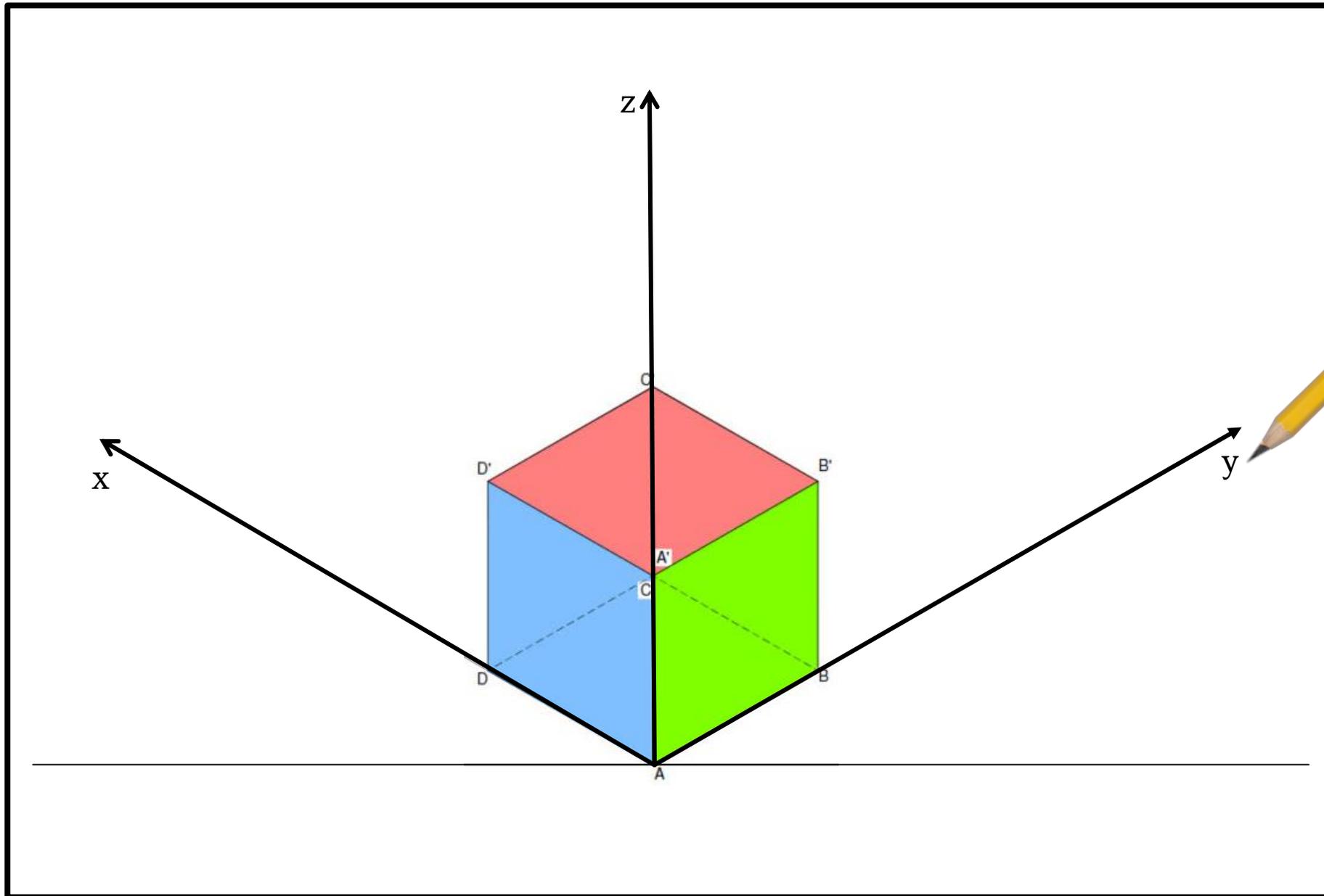
# ISOMETRICA



**ORA SI DISEGNA!**

# ASSONOMETRIA ISOMETRICA DI UN CUBO

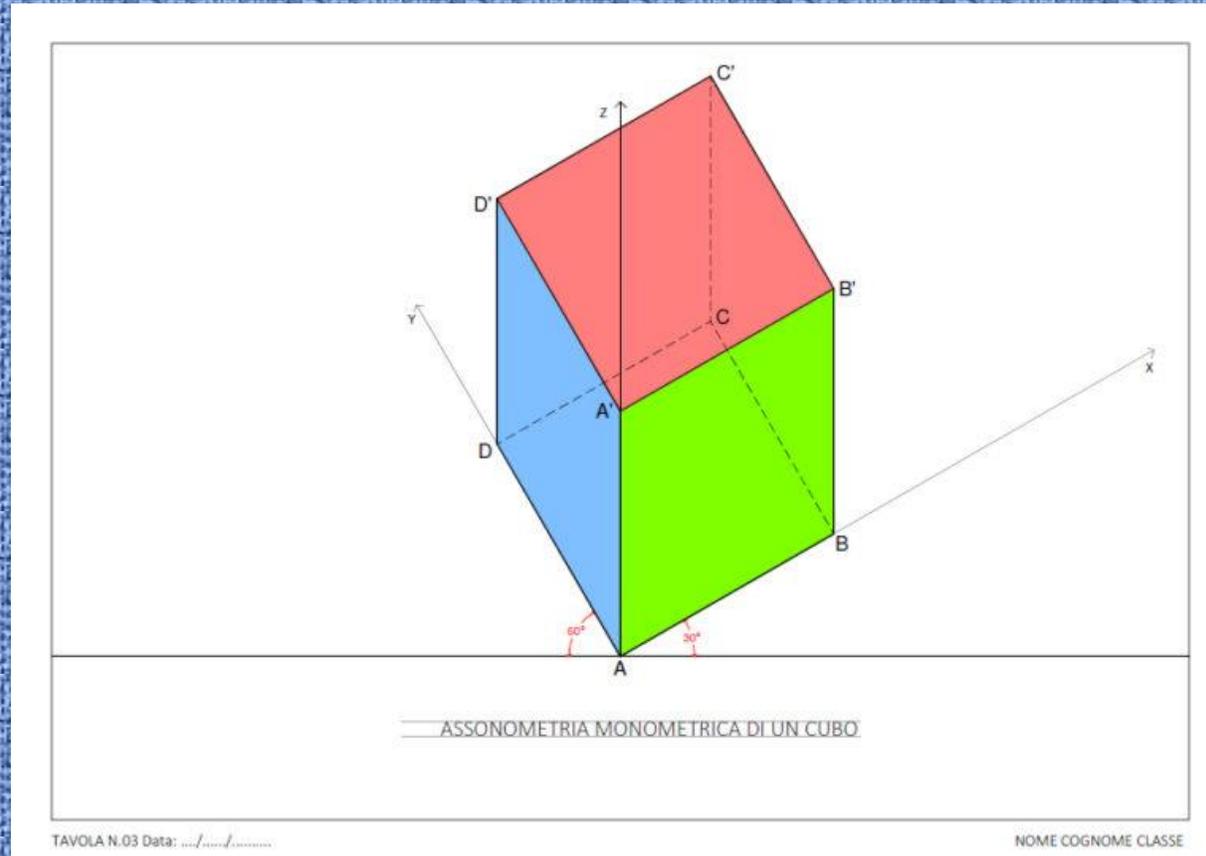
TAV. N.



COGNOME NOME

Classe .

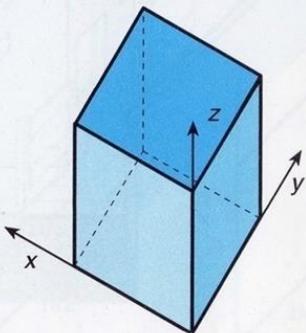
# ASSONOMETRIA MONOMETRICA



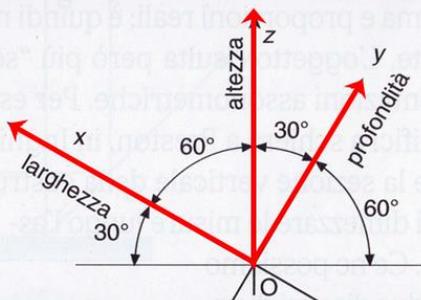
## 1. Disegnare gli ASSI

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO

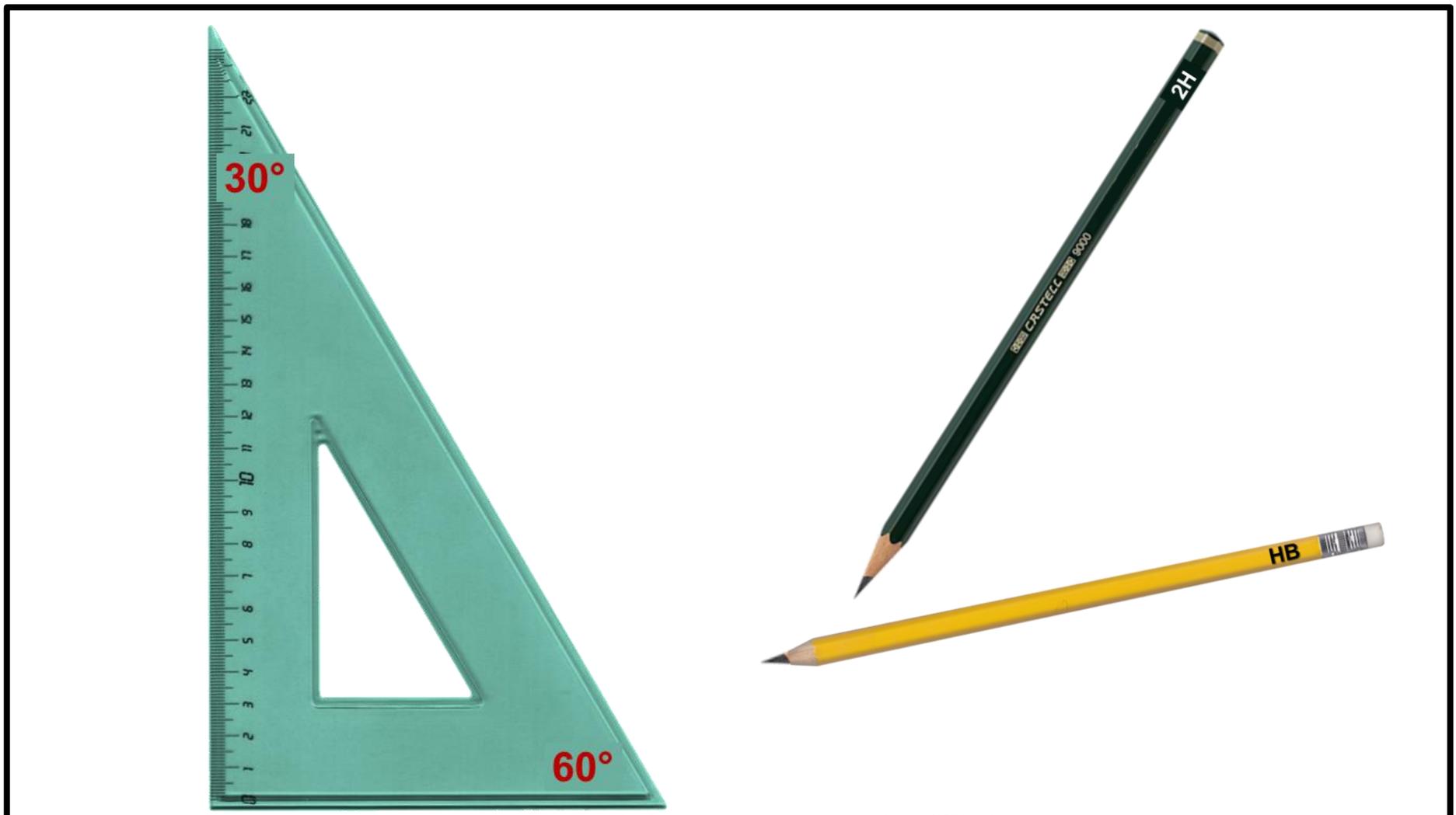


## DISPOSIZIONI DEGLI ASSI



# ASSONOMETRIA MONOMETRICA DI UN CUBO

TAV. N.



Cosa ci serve?

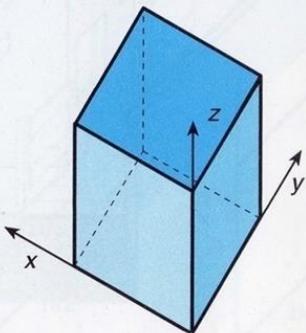


COGNOME NOME

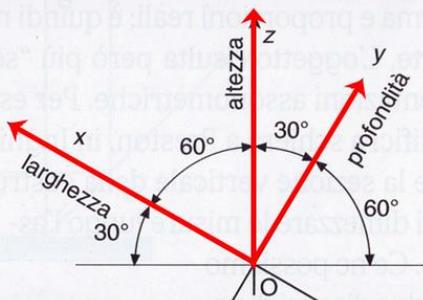
Classe

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO



## DISPOSIZIONI DEGLI ASSI

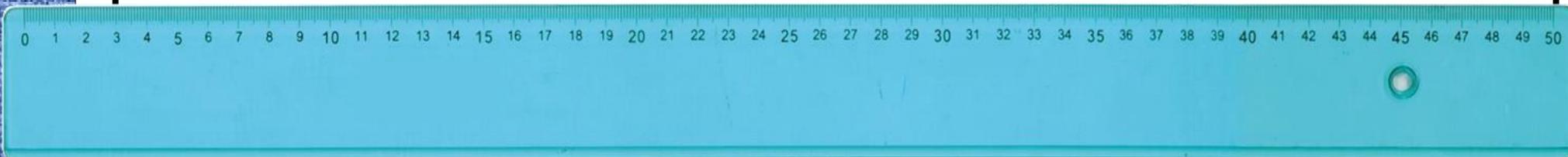
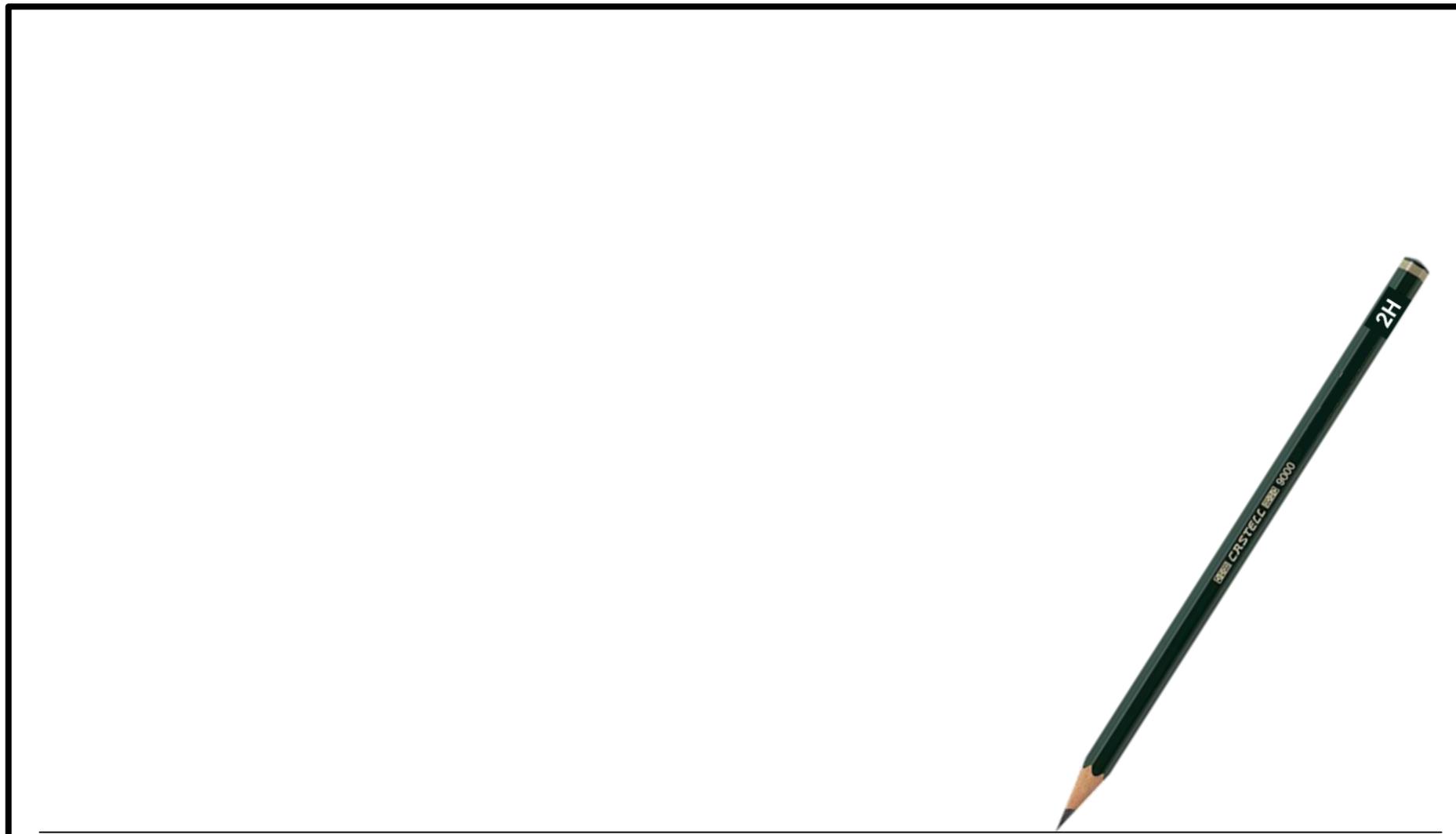


Linea di riferimento  
orizzontale

**LEGGERA!**

# ASSONOMETRIA MONOMETRICA DI UN CUBO

TAV. N.

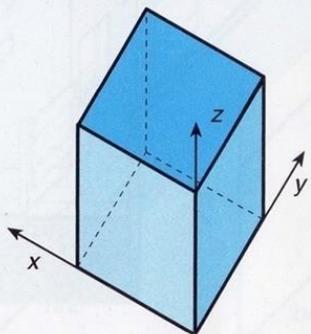


COGNOME NOME

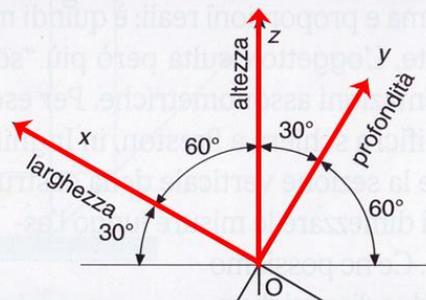
Classe .

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO



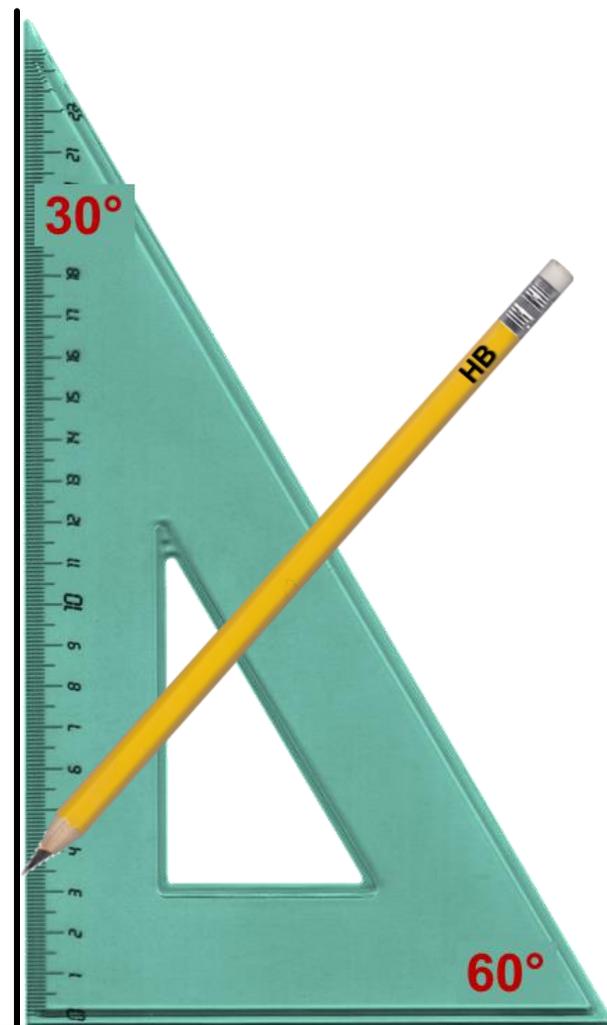
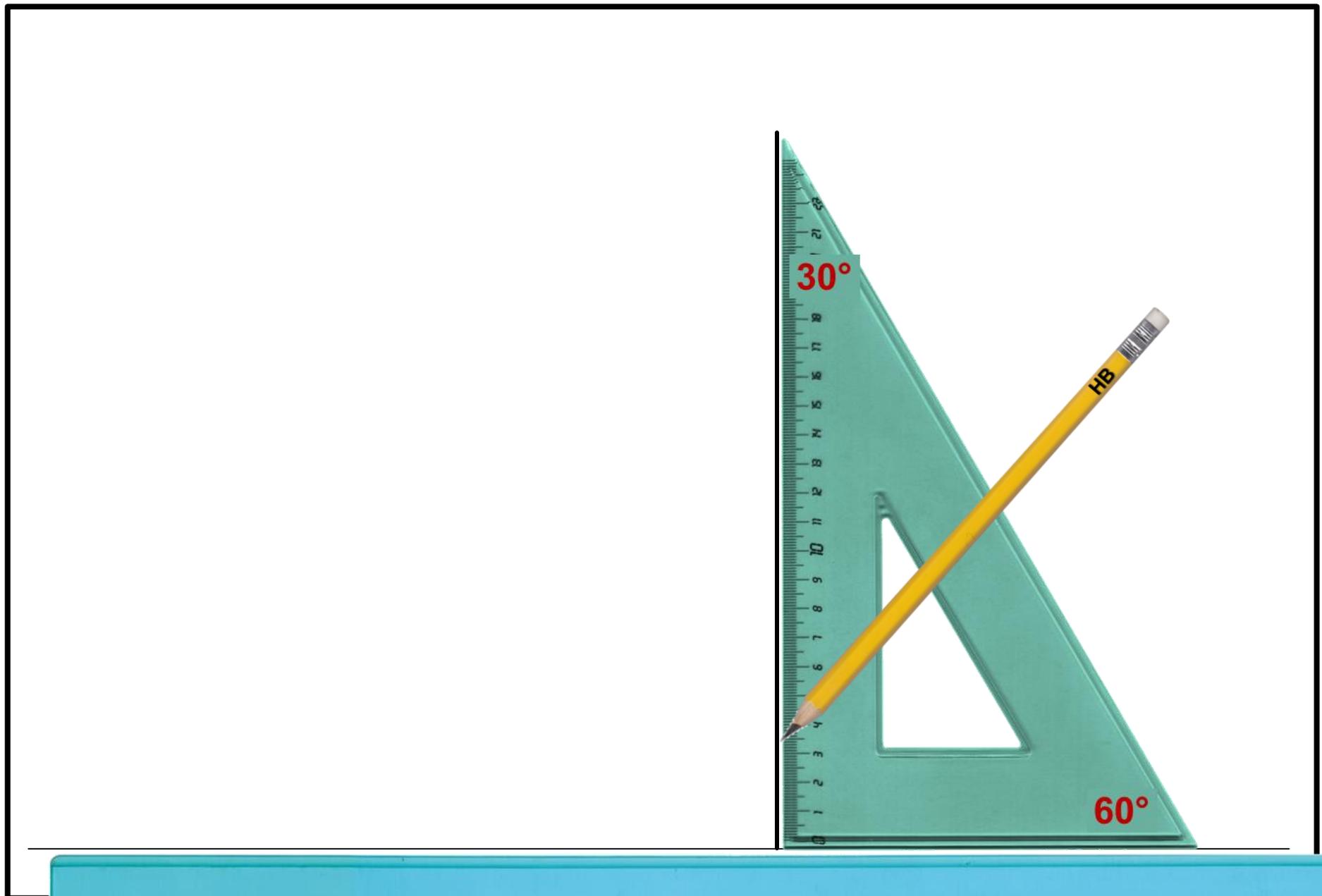
## DISPOSIZIONI DEGLI ASSI



**POSIZIONE LA  
SQUADRA  
Per tracciare  
l'asse verticale z**

# ASSONOMETRIA MONOMETRICA DI UN CUBO

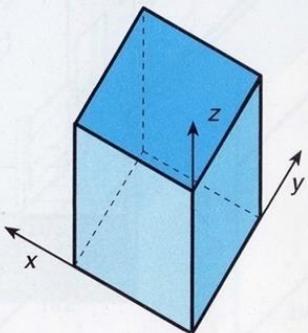
TAV. N.



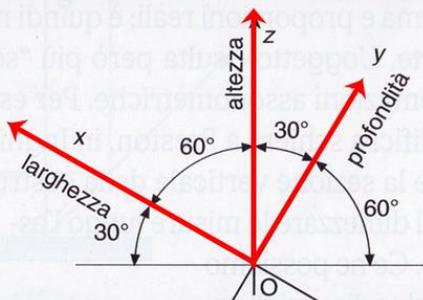
CO

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO

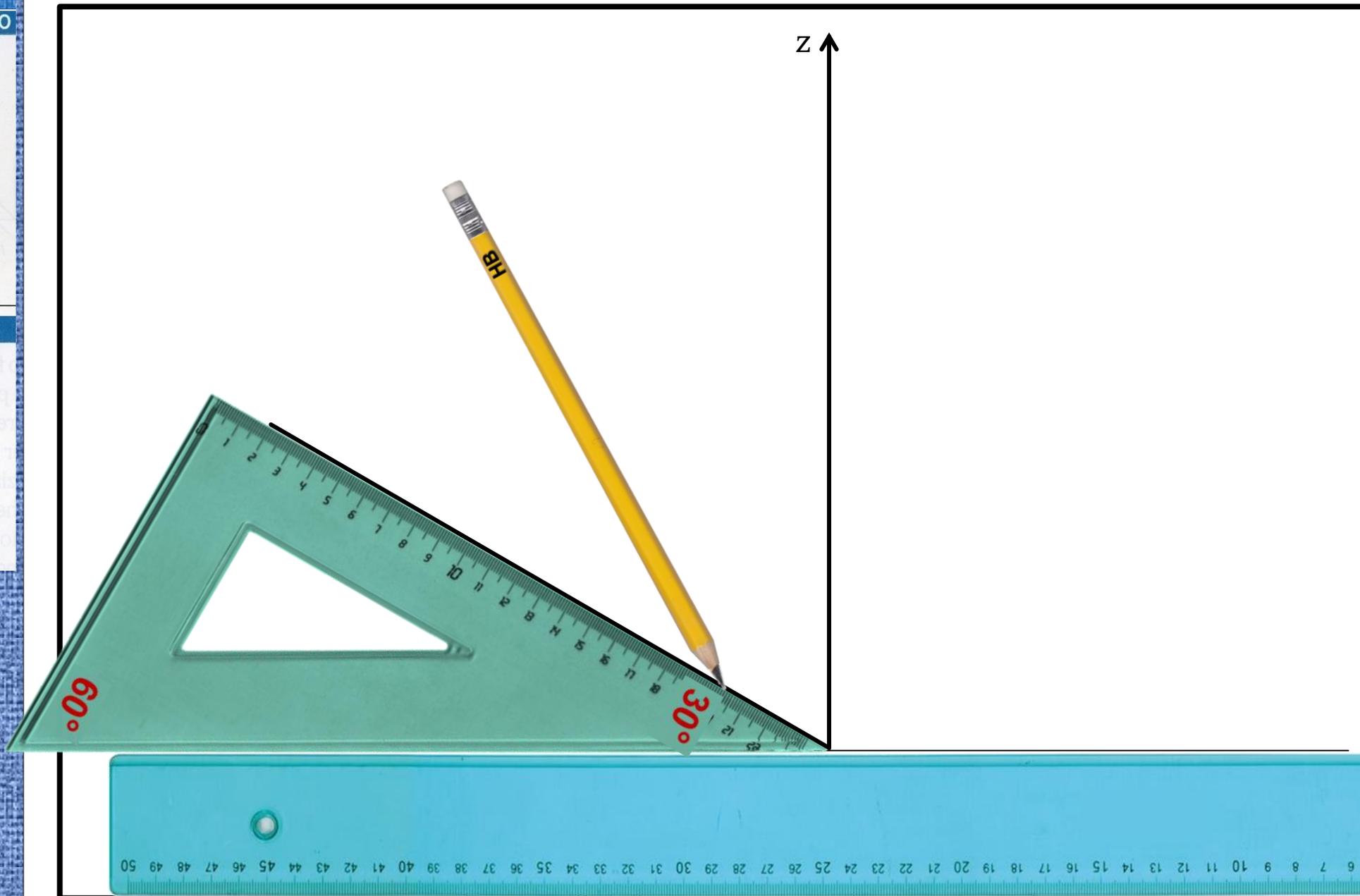


## DISPOSIZIONI DEGLI ASSI



# ASSONOMETRIA MONOMETRICA DI UN CUBO

TAV. N.



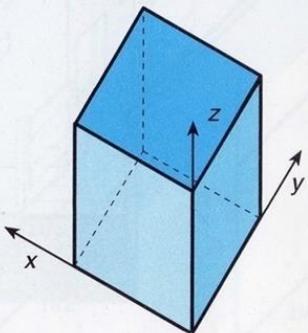
POSIZIONO LA  
SQUADRA  
per tracciare  
l'asse x inclinati di 30°

COGNOME NOME

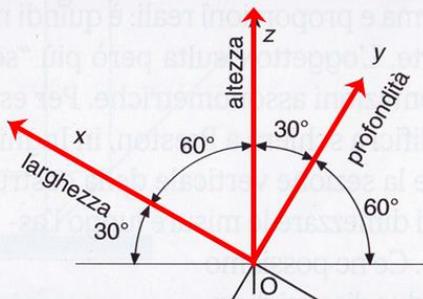
Classe .

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO



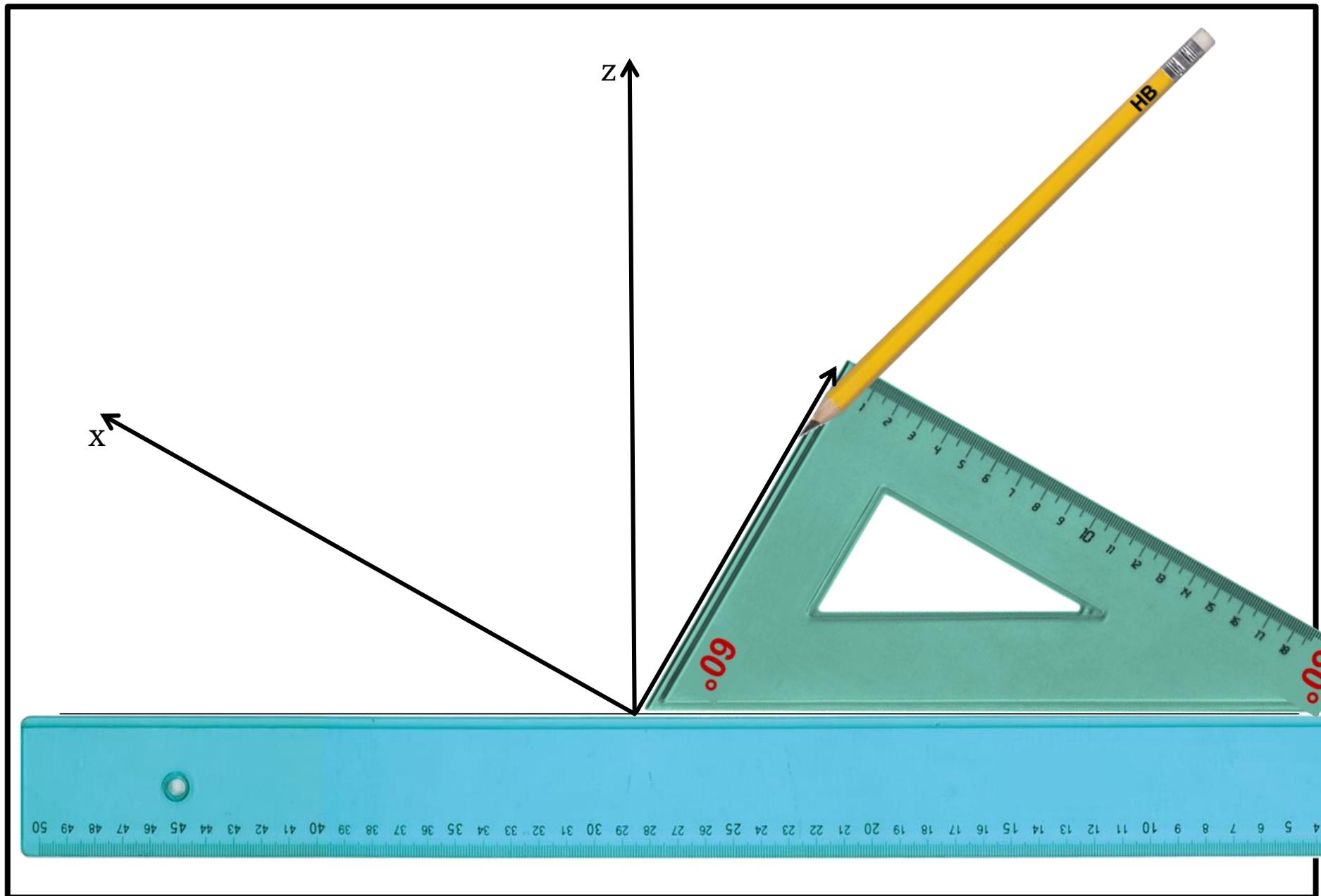
## DISPOSIZIONI DEGLI ASSI



**POSIZIONO LA  
SQUADRA  
per tracciare  
l'asse y inclinati di 60°**

# ASSONOMETRIA MONOMETRICA DI UN CUBO

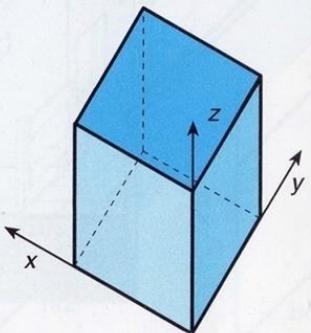
TAV. N.



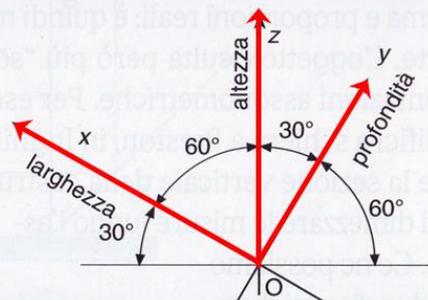
COGNOME NOME

Classe .

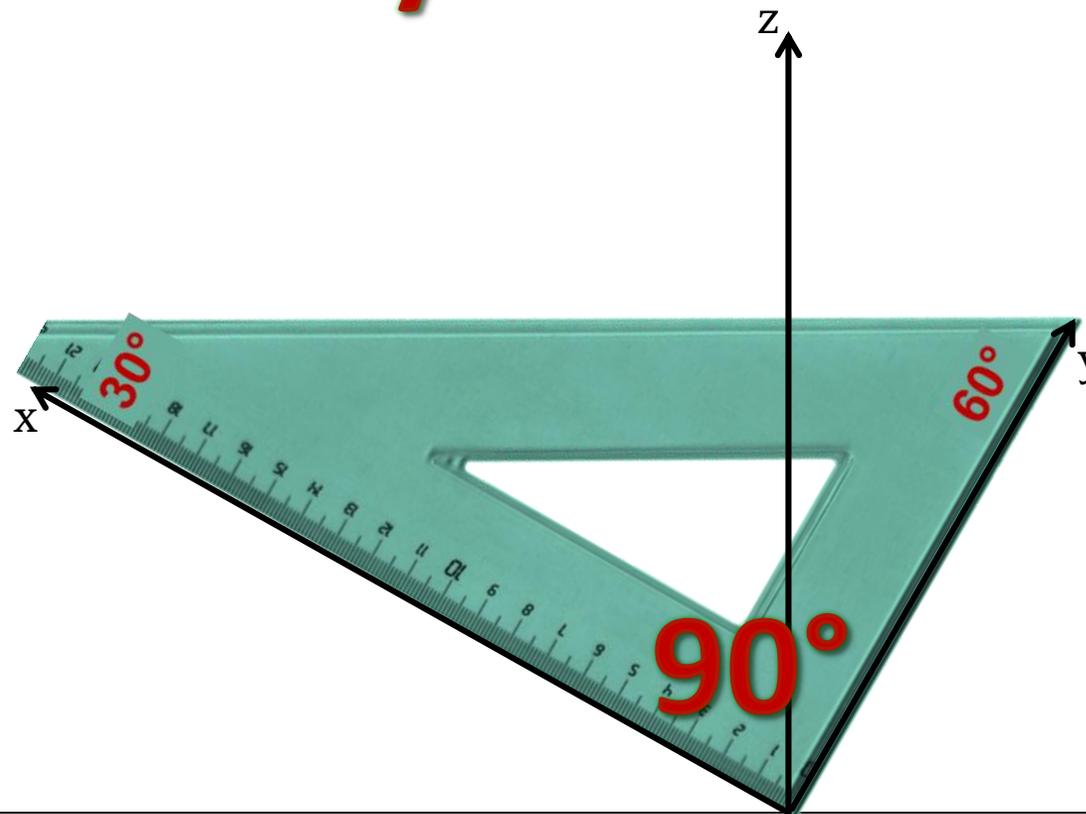
RAPPRESENTAZIONI DELLO STESSO CUBO



DISPOSIZIONI DEGLI ASSI

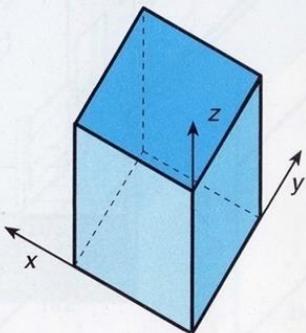


**CONTROLLA che l'angolo tra x e y sia RETTO**

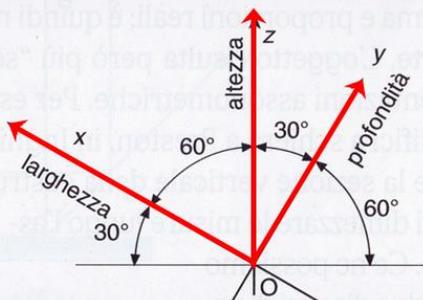


# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO



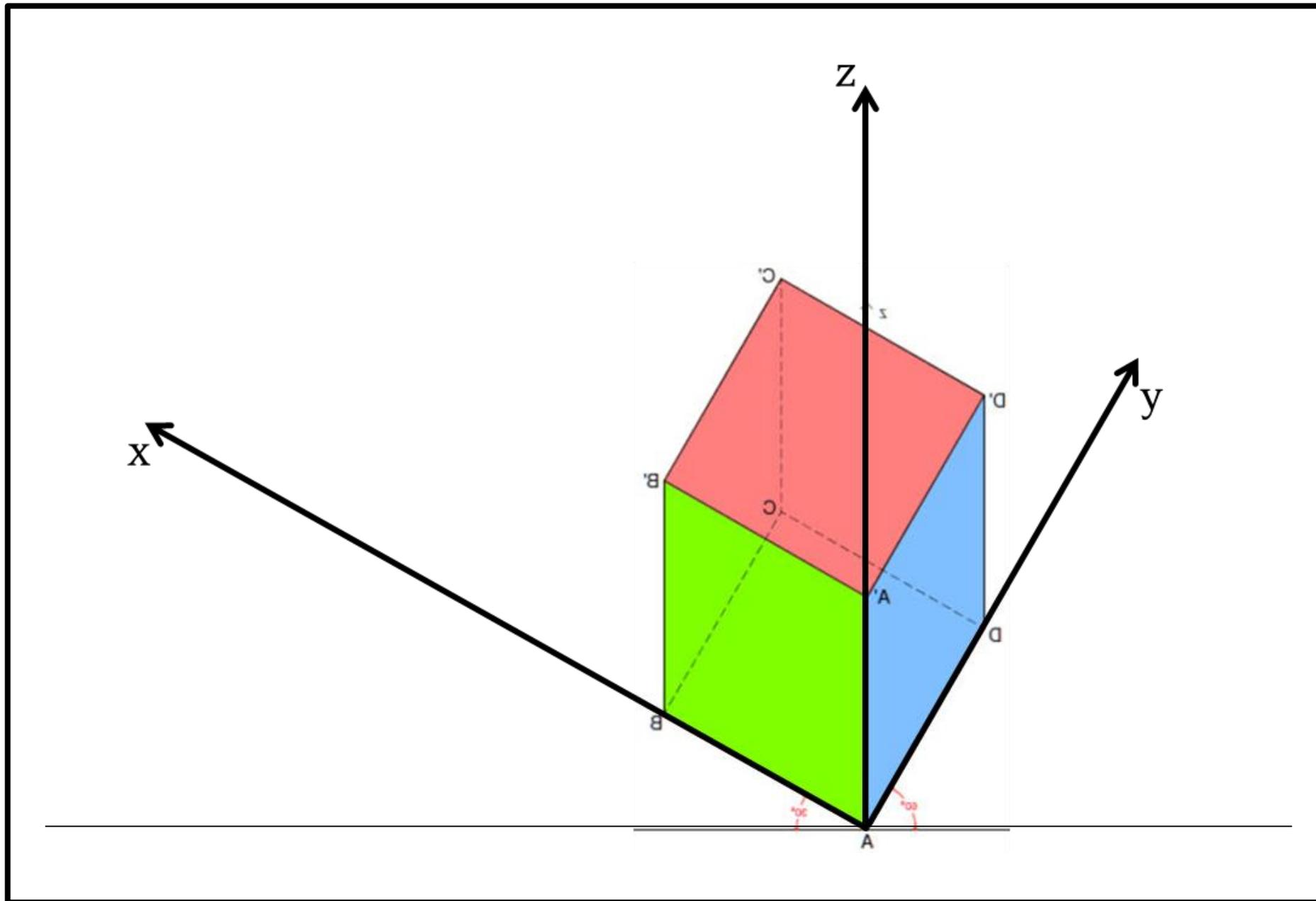
## DISPOSIZIONI DEGLI ASSI



**ASSI PRONTI!**

# ASSONOMETRIA MONOMETRICA DI UN CUBO

TAV. N.

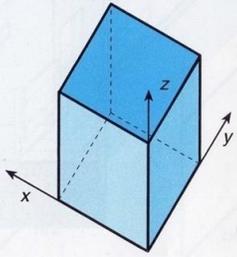


COGNOME NOME

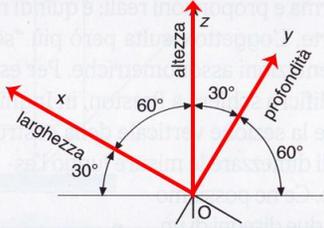
Classe

# MONOMETRICA

## RAPPRESENTAZIONI DELLO STESSO CUBO

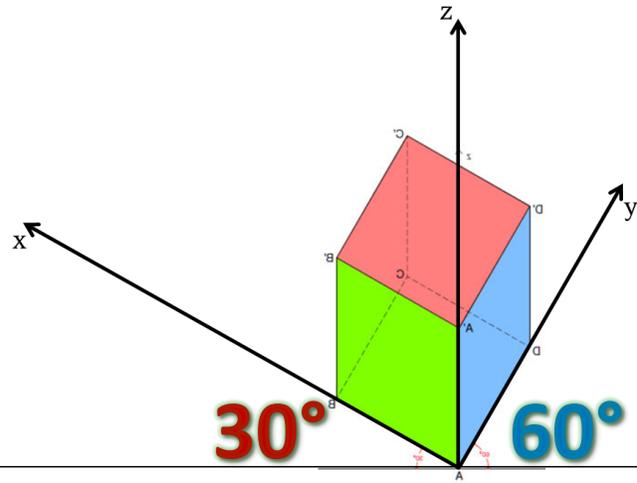


## DISPOSIZIONI DEGLI ASSI



ASSONOMETRIA MONOMETRICA DI UN CUBO

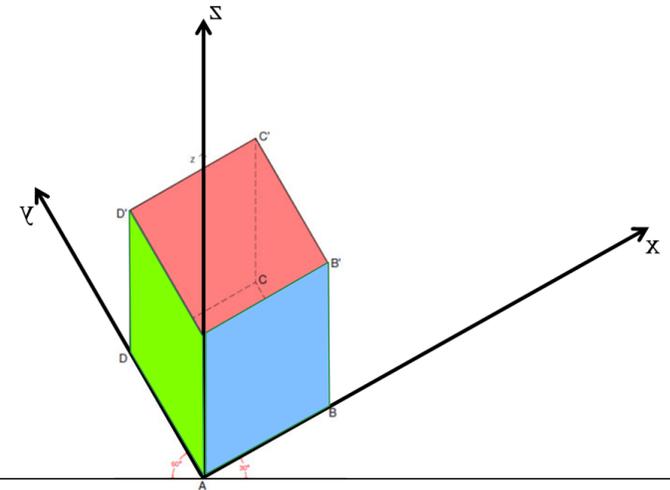
TAV. N.



COGNOME NOME

ASSONOMETRIA MONOMETRICA DI UN CUBO

TAV. N.

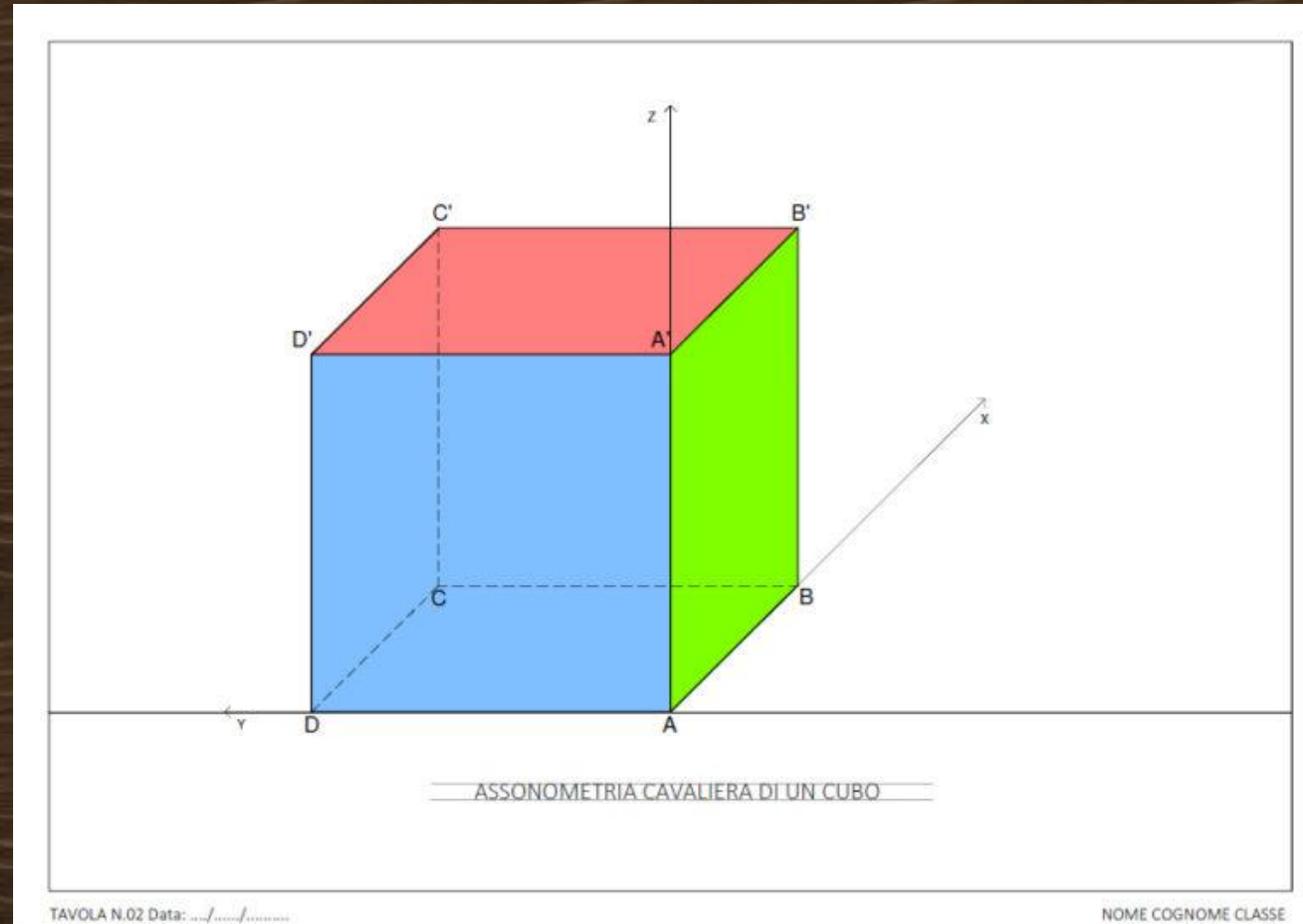


COGNOME NOME

Classe

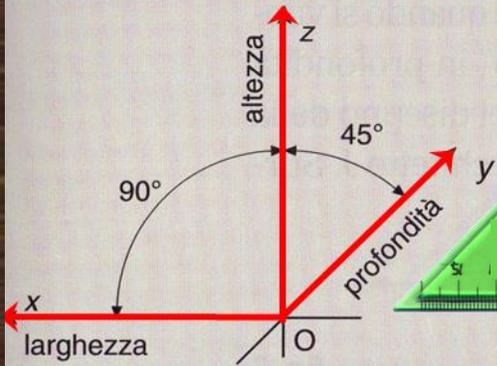
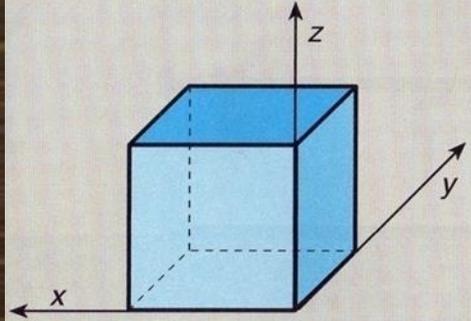
**N.B. Gli ANGOLI DEGLI ASSI X e Y possono anche essere INVERTITI!**

# ASSONOMETRIA CAVALIERA



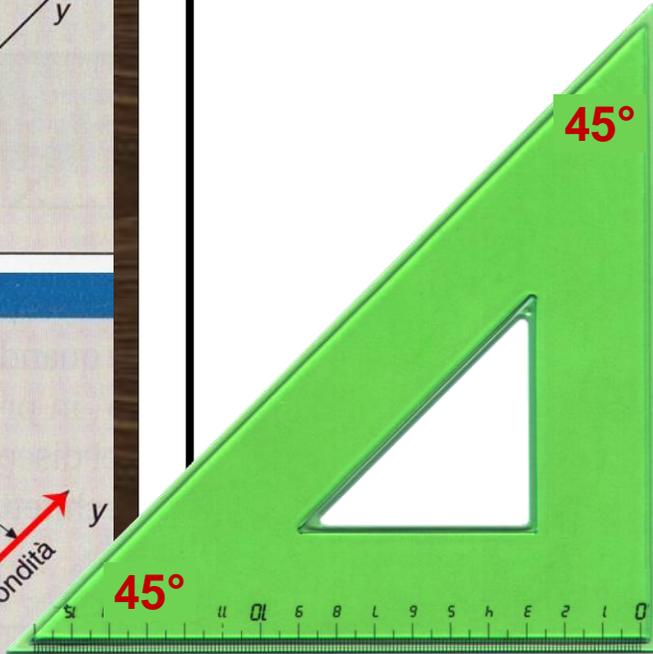
## 1. Disegnare gli ASSI

# CAVALIERA



## ASSONOMETRIA CAVALIERA DI UN CUBO

TAV. N.



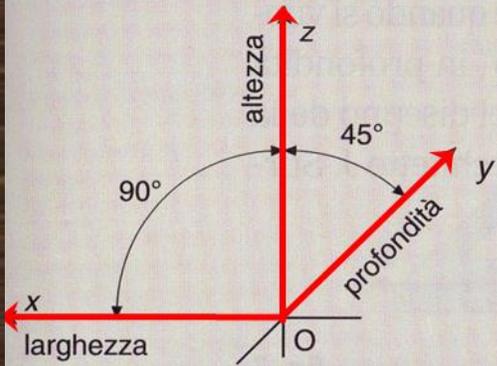
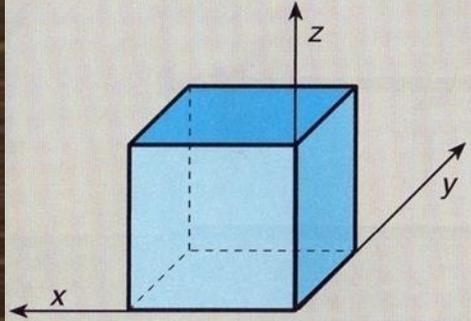
Cosa ci serve?



COGNOME NOME

Classe .

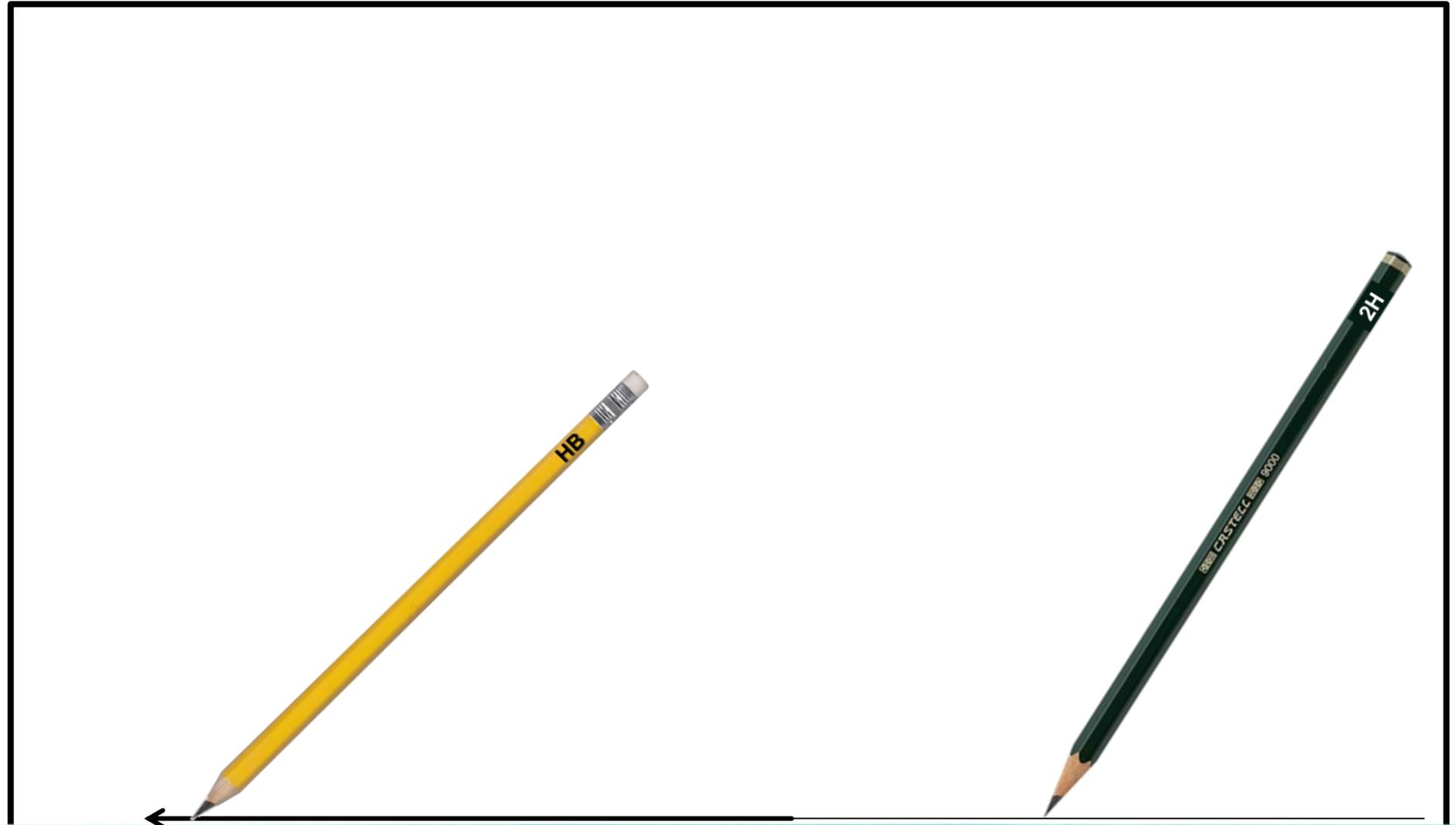
# CAVALIERA



Linea di riferimento  
orizzontale  
**LEGGERA... solo in  
parte!!!**

## ASSONOMETRIA CAVALIERA DI UN CUBO

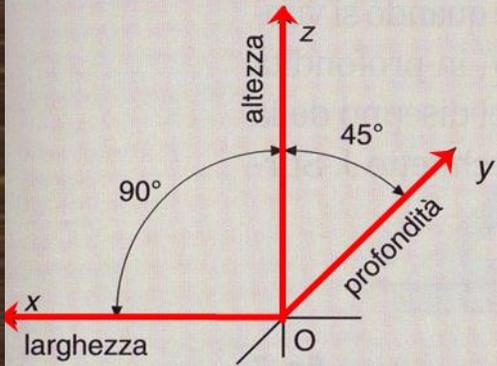
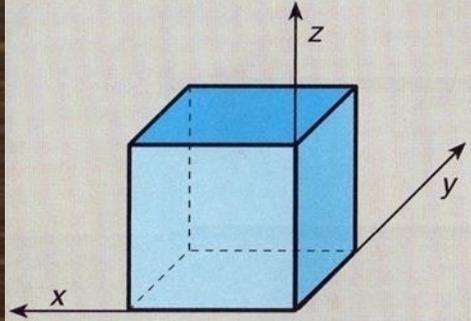
TAV. N.



COGNOME NOME

Classe .

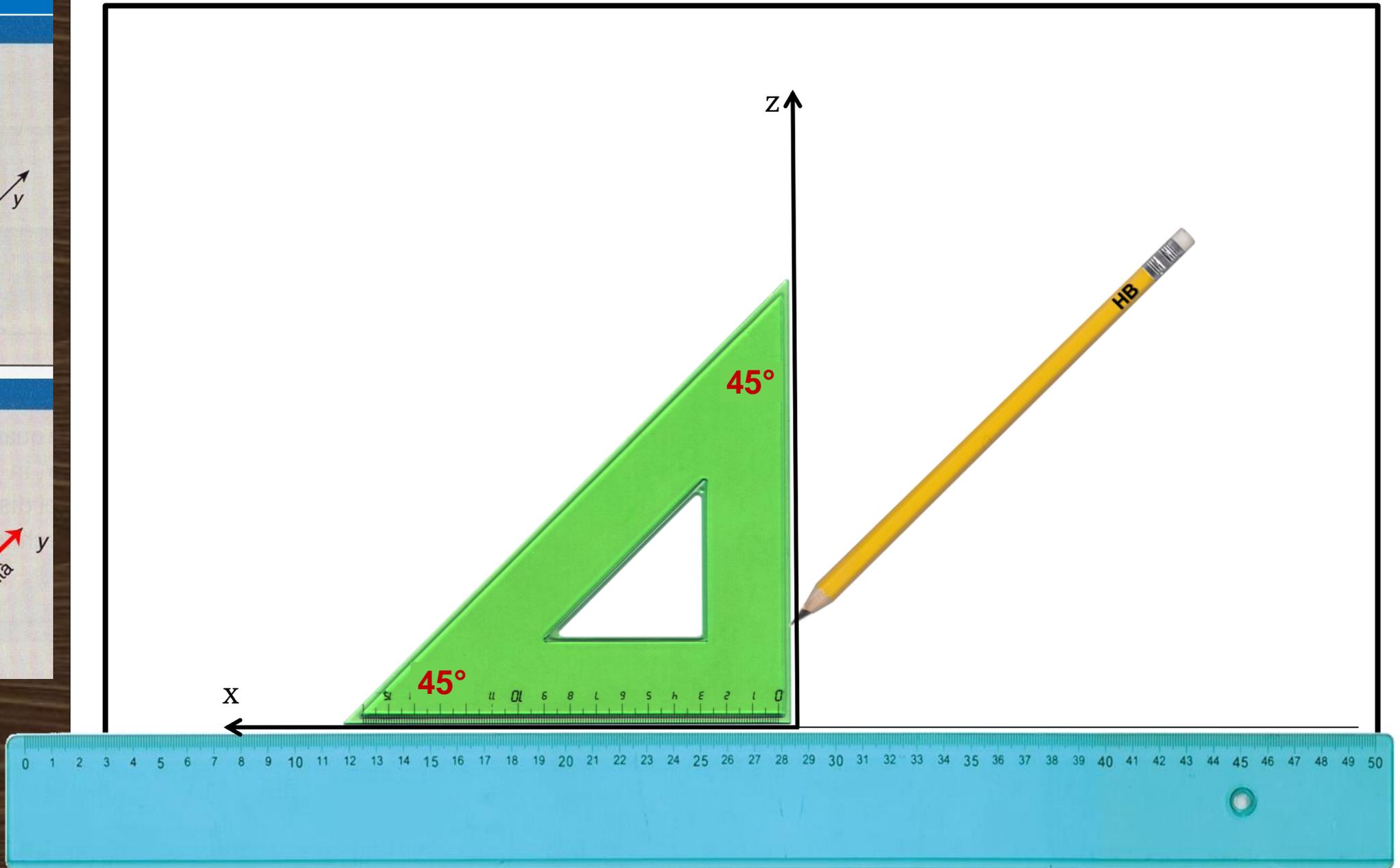
# CAVALIERA



Gli assi x e z formano un angolo di 90°

## ASSONOMETRIA CAVALIERA DI UN CUBO

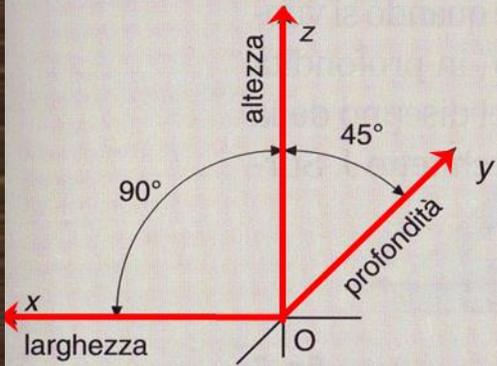
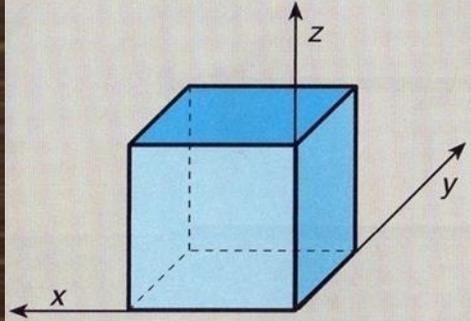
TAV. N.



COGNOME NOME

Classe .

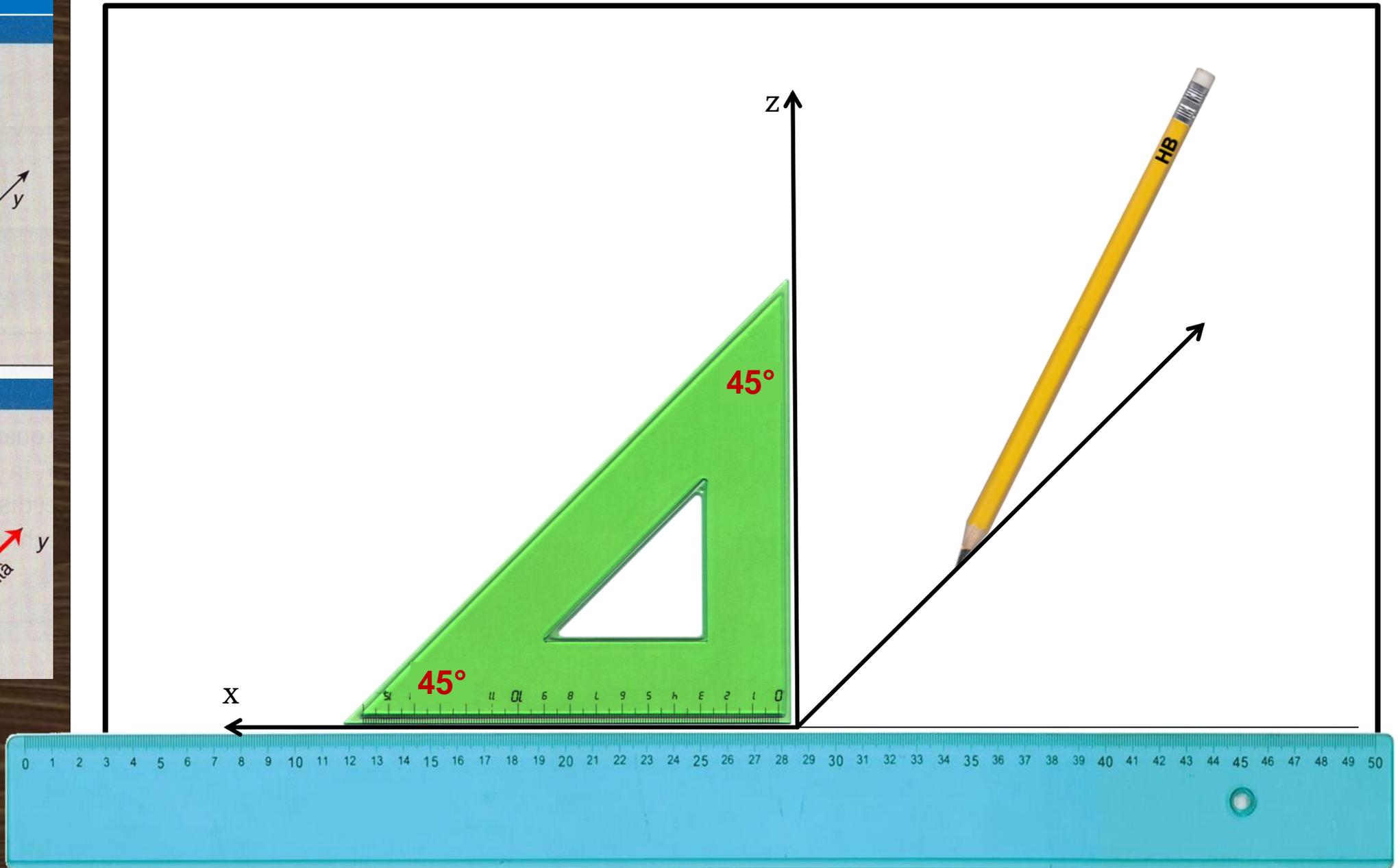
# CAVALIERA



L'asse y è  
inclinato di 45°

## ASSONOMETRIA CAVALIERA DI UN CUBO

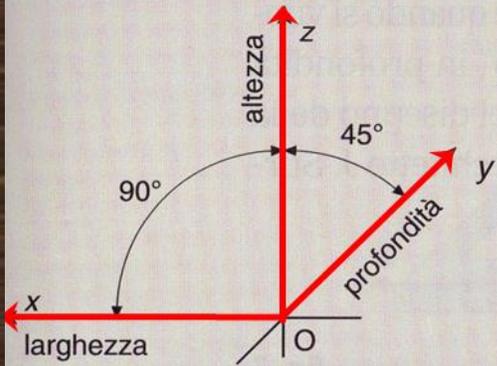
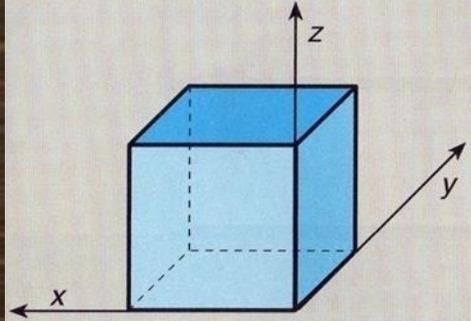
TAV. N.



COGNOME NOME

Classe .

# CAVALIERA



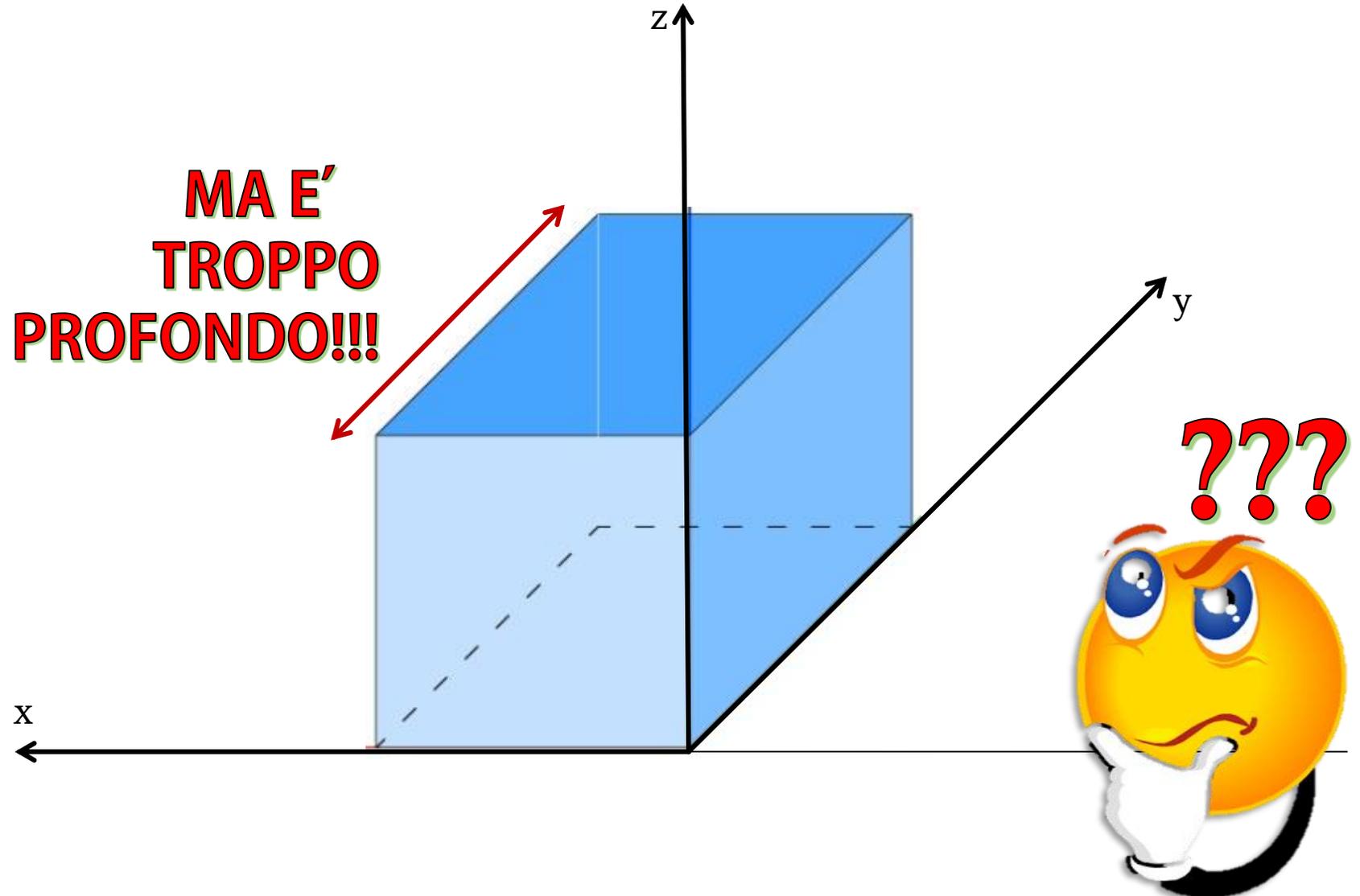
$$x : y : z$$

$$1 : \frac{1}{2} : 1$$

## ASSONOMETRIA CAVALIERA DI UN CUBO

TAV. N.

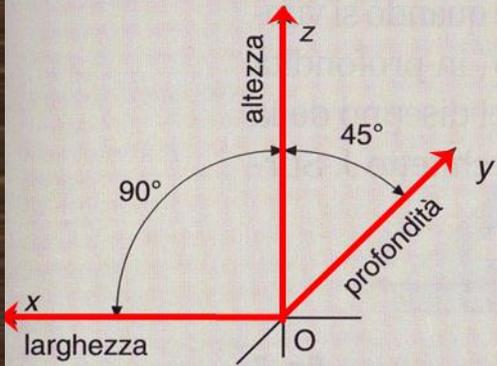
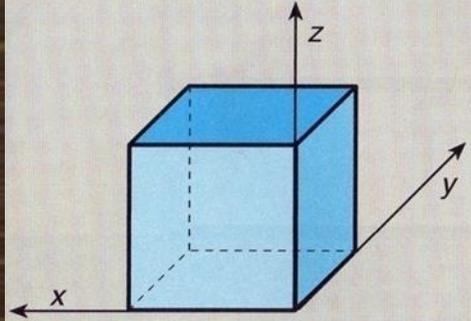
**MA E'  
TROPPO  
PROFONDO!!!**



COGNOME NOME

Classe .

# CAVALIERA

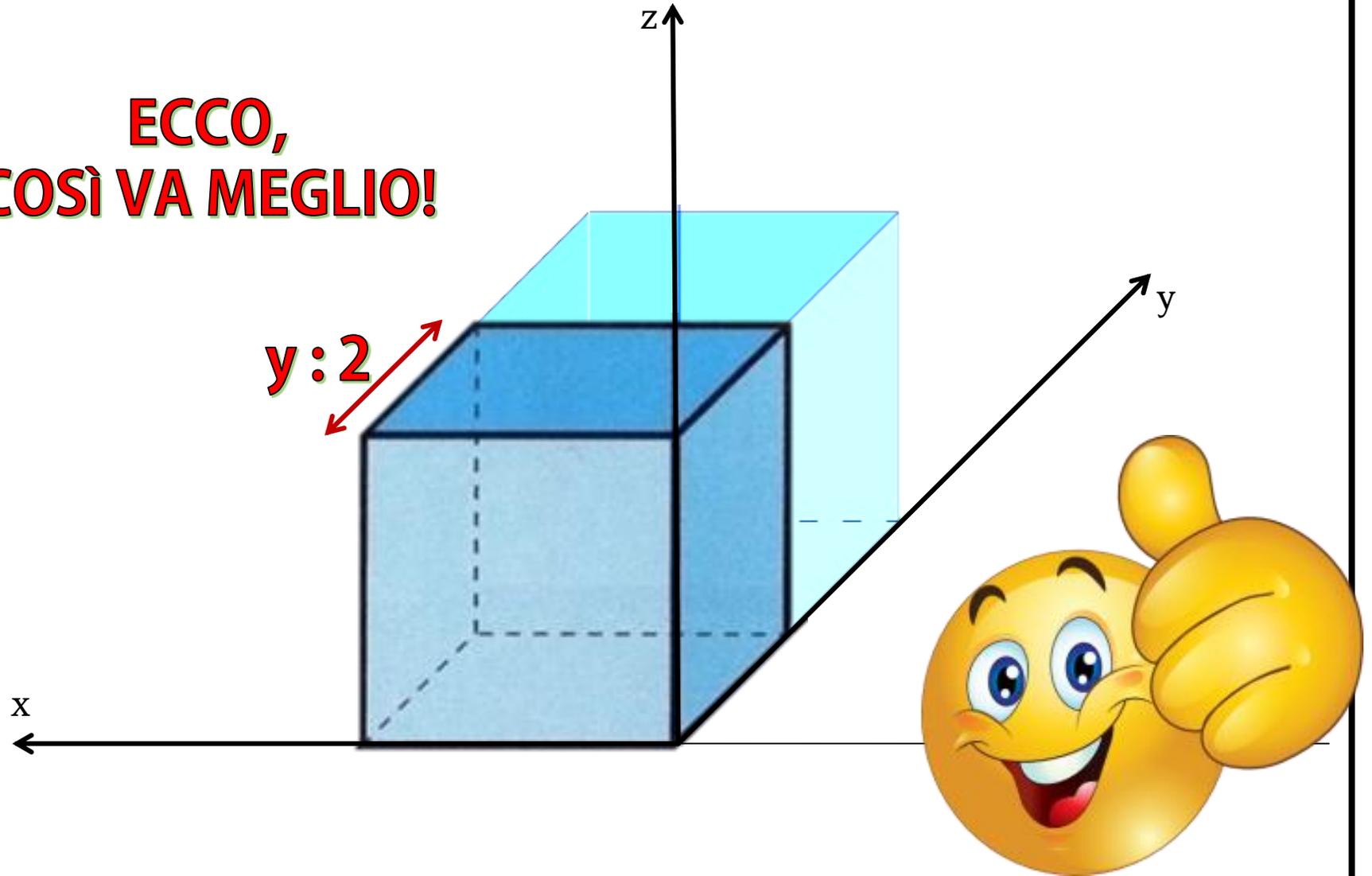


$$x : y : z$$
$$1 : \frac{1}{2} : 1$$

## ASSONOMETRIA CAVALIERA DI UN CUBO

TAV. N.

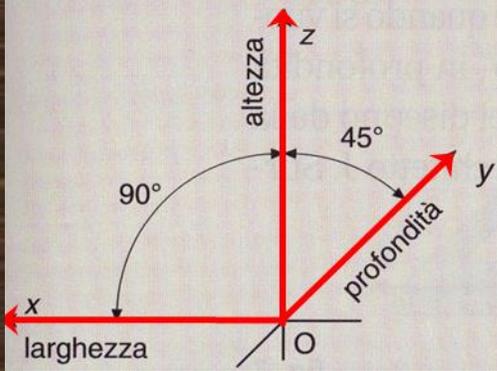
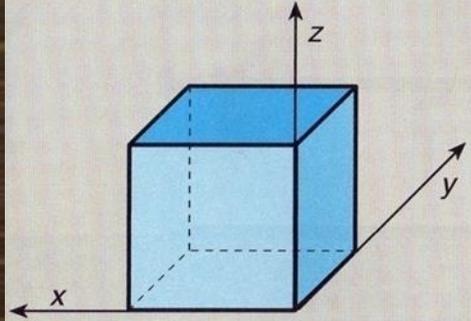
**ECCO,  
COSÌ VA MEGLIO!**



COGNOME NOME

Classe .

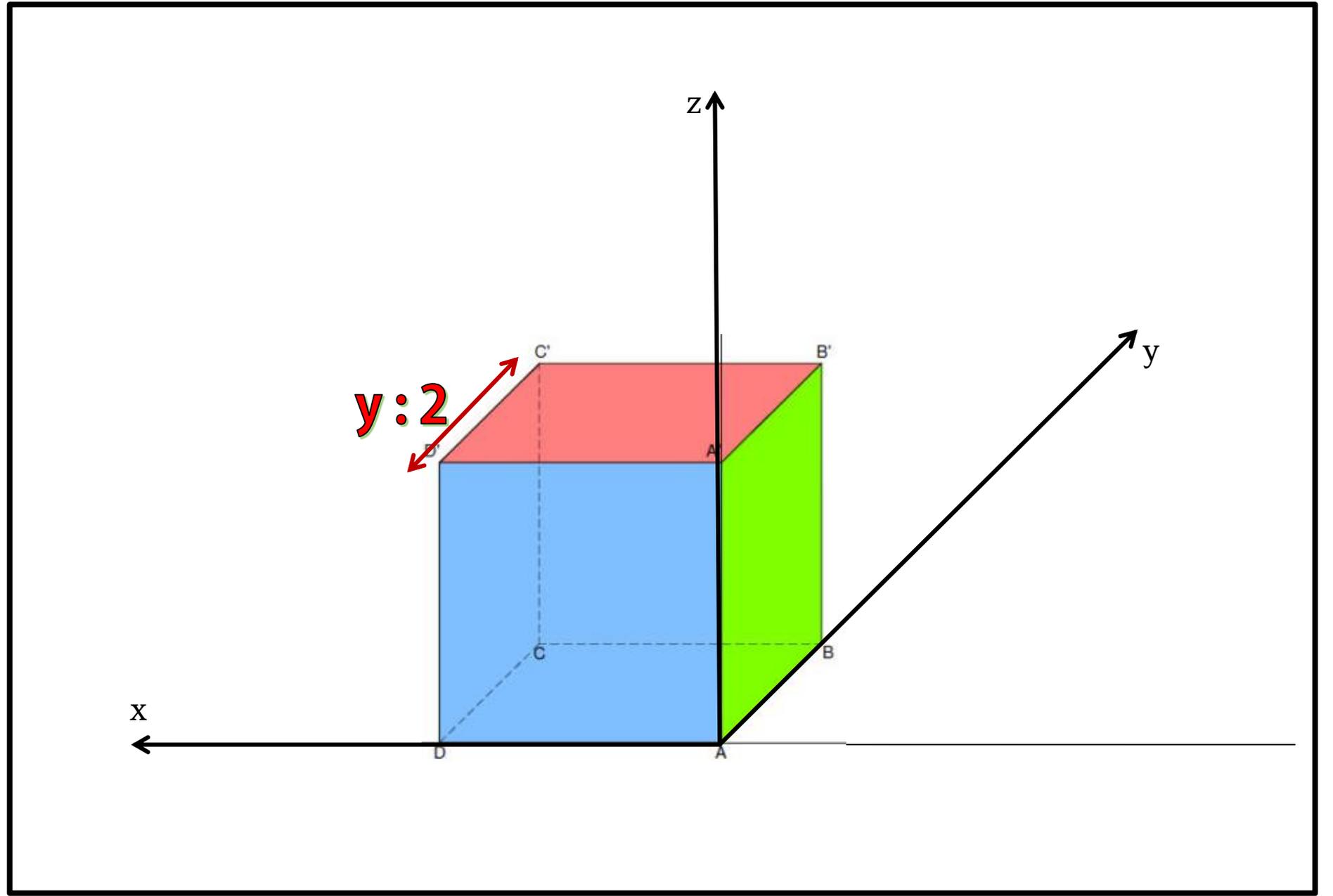
# CAVALIERA



$$x : y : z$$
$$1 : \frac{1}{2} : 1$$

# ASSONOMETRIA CAVALIERA DI UN CUBO

TAV. N.



COGNOME NOME

Classe .

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HOMEPAGE ▾

IL DIGITALE ▾

DISEGNO E PROGETTAZIONE ▾

TECN.1 ▾

TECN.2 ▾

TECN.3 ▾

ELABORATI DEGLI ALUNNI ▾

RISORSE ▾



La **TECNOLOGIA** ci fa riscoprire  
l'**INVENTORE** che c'è in ognuno di **NOI**

Prof.ssa Barbara Seppia

Benevento nel sito della

l'INVENTORE CHE C'È IN OGNUNO DI NOI  
La TECNOLOGIA ci fa riscoprire  
Prof.ssa Seppia Barbara