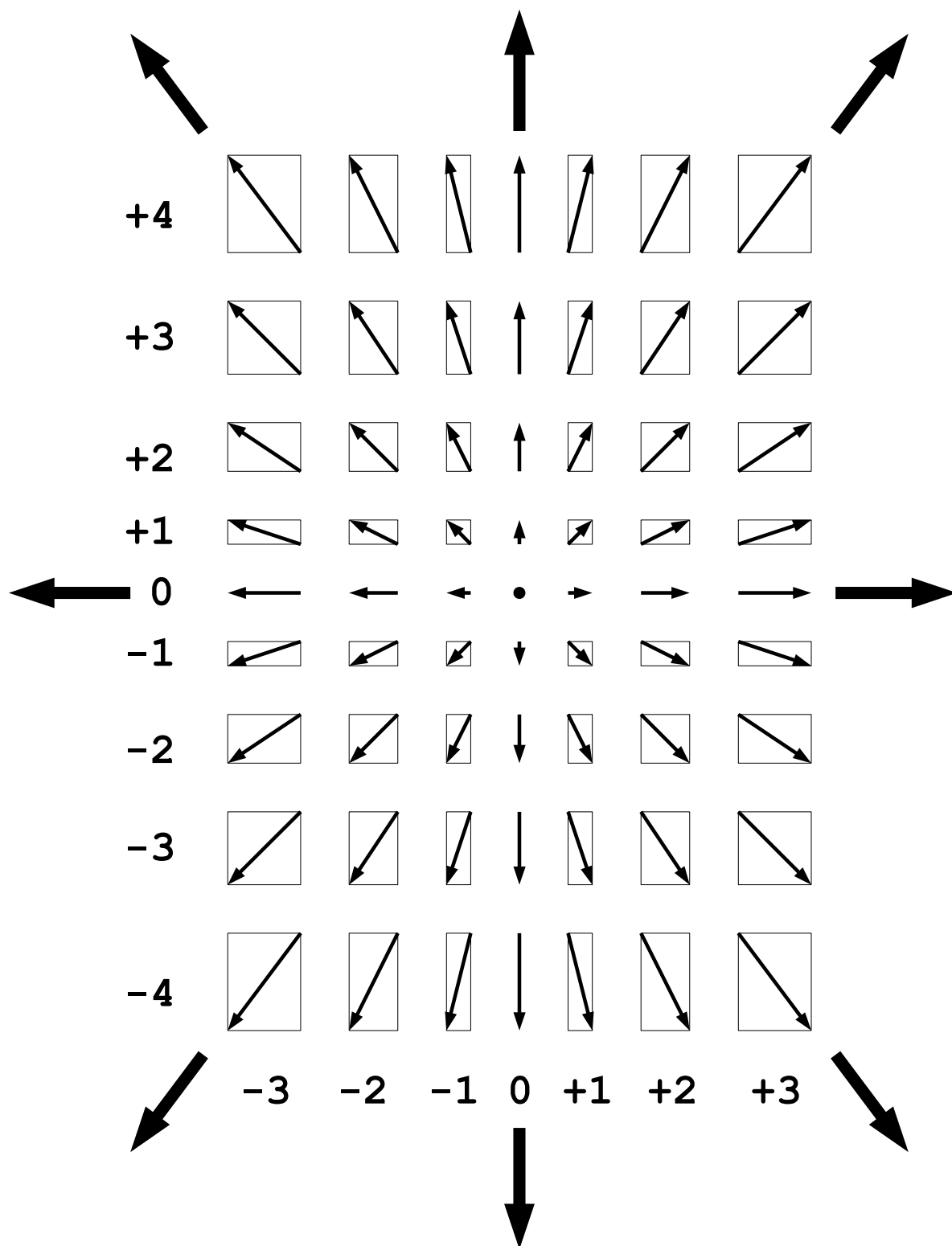


Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $2q$, o 1.

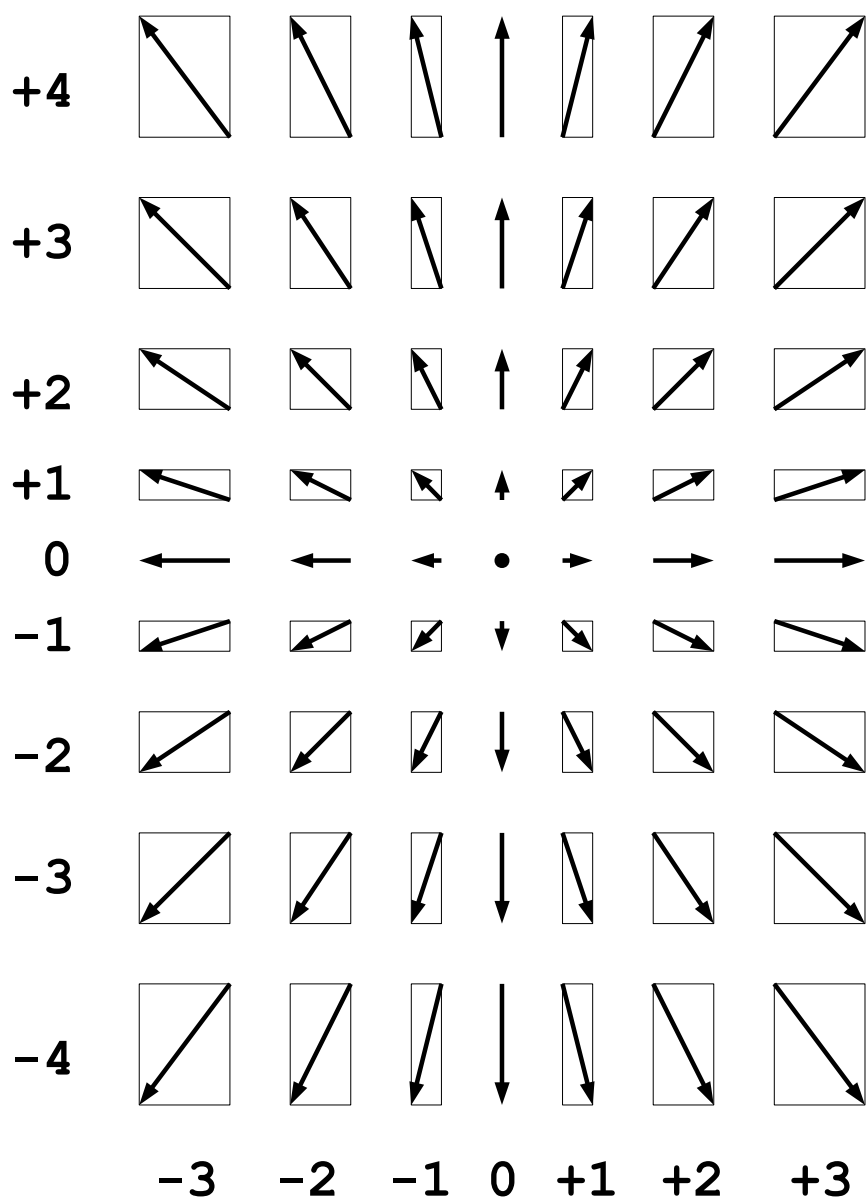
Chi vuole disegnare di piu', faccia pure.



Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $2q$, o 1.

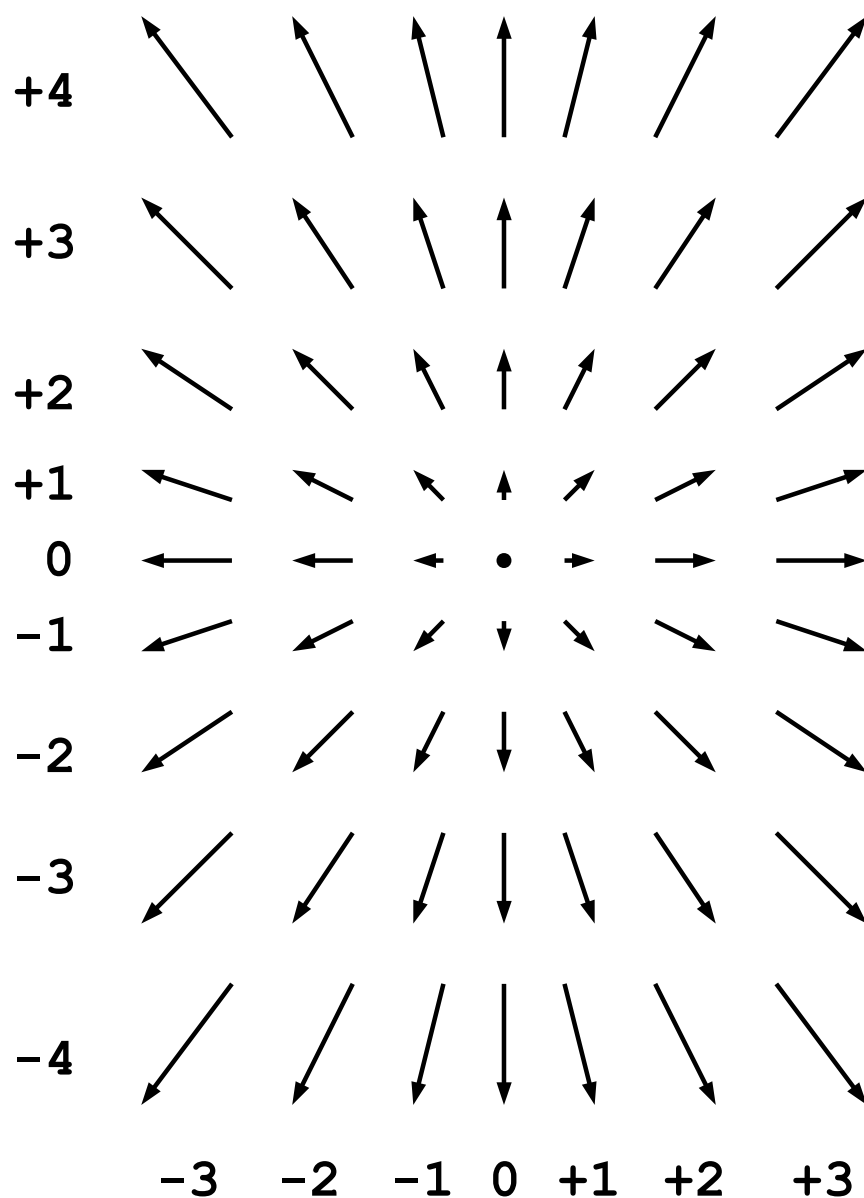
Chi vuole disegnare di piu', faccia pure.

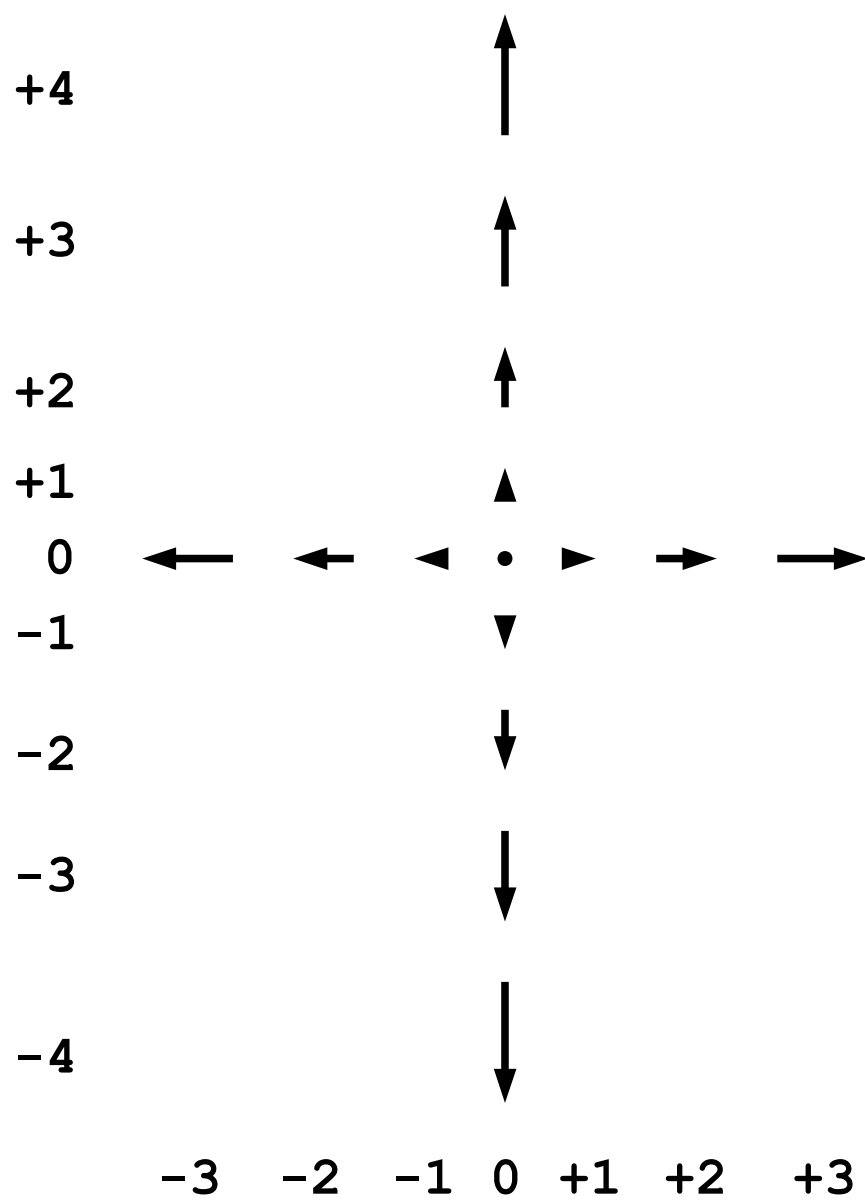


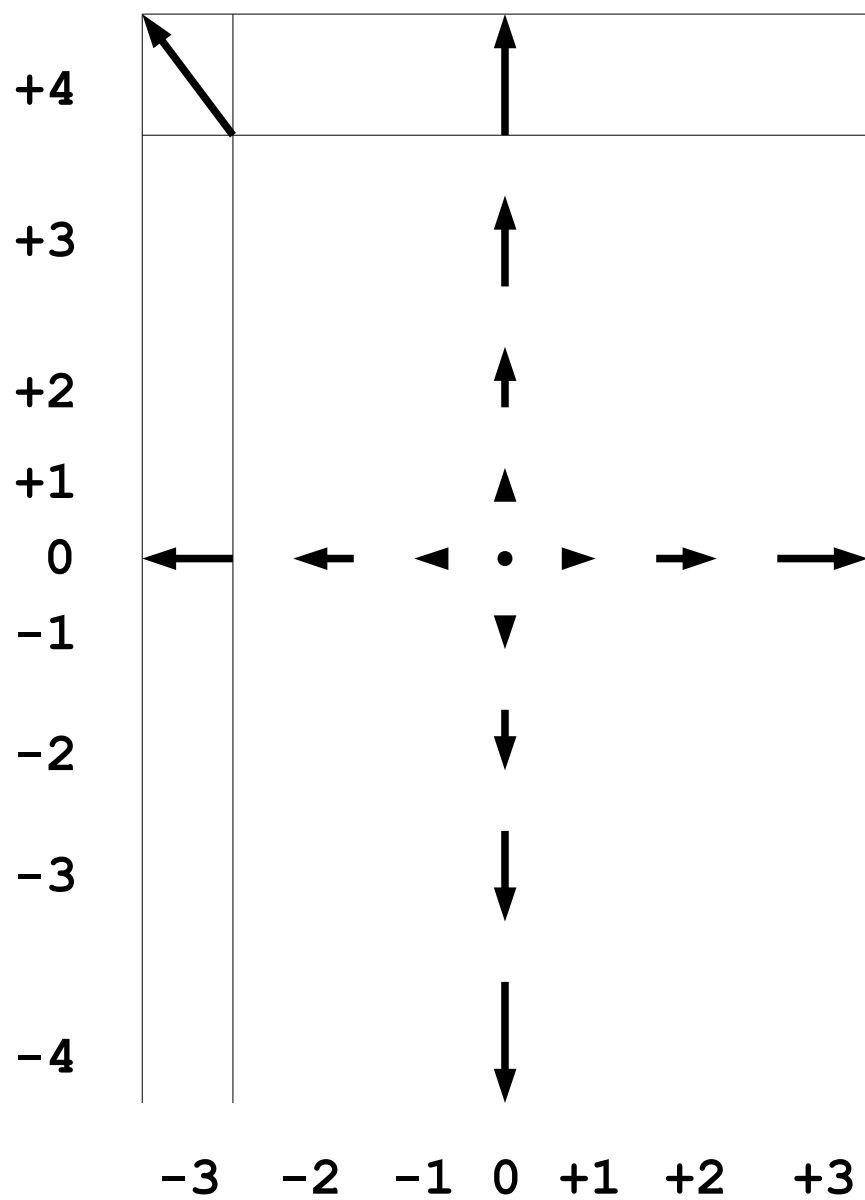
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

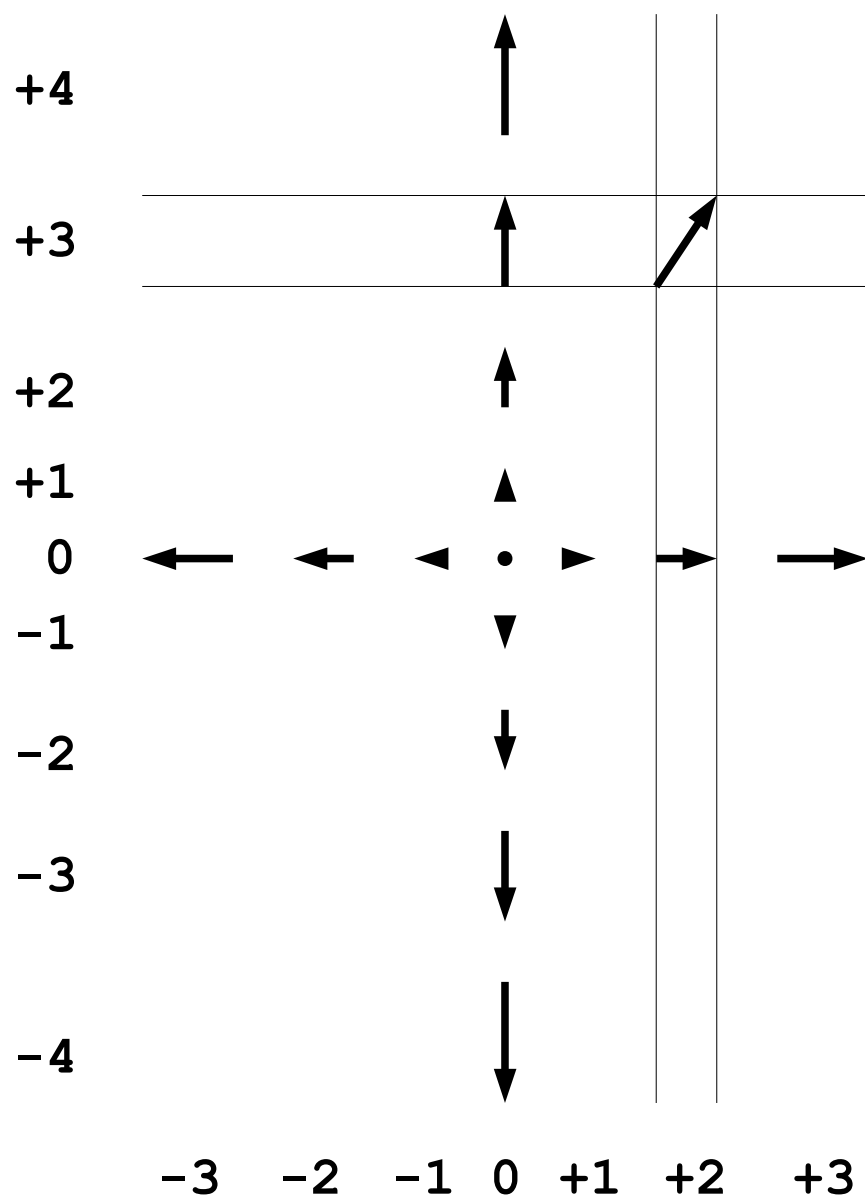
Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $2q$, o 1.

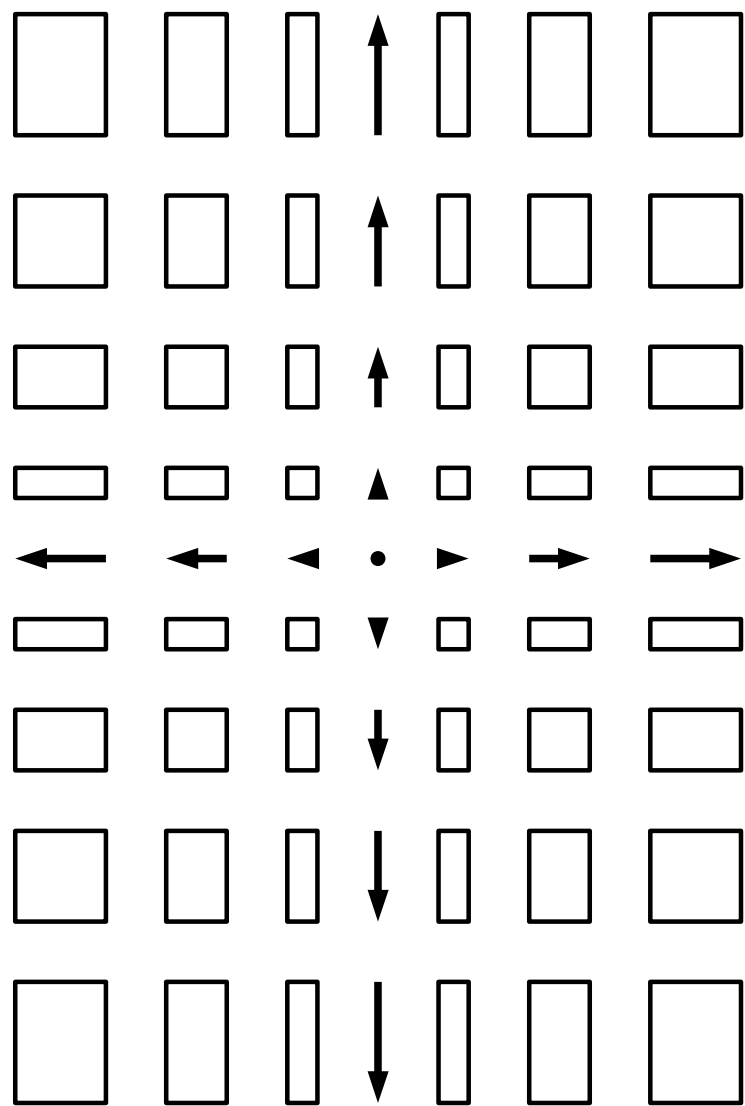
Chi vuole disegnare di piu', faccia pure.

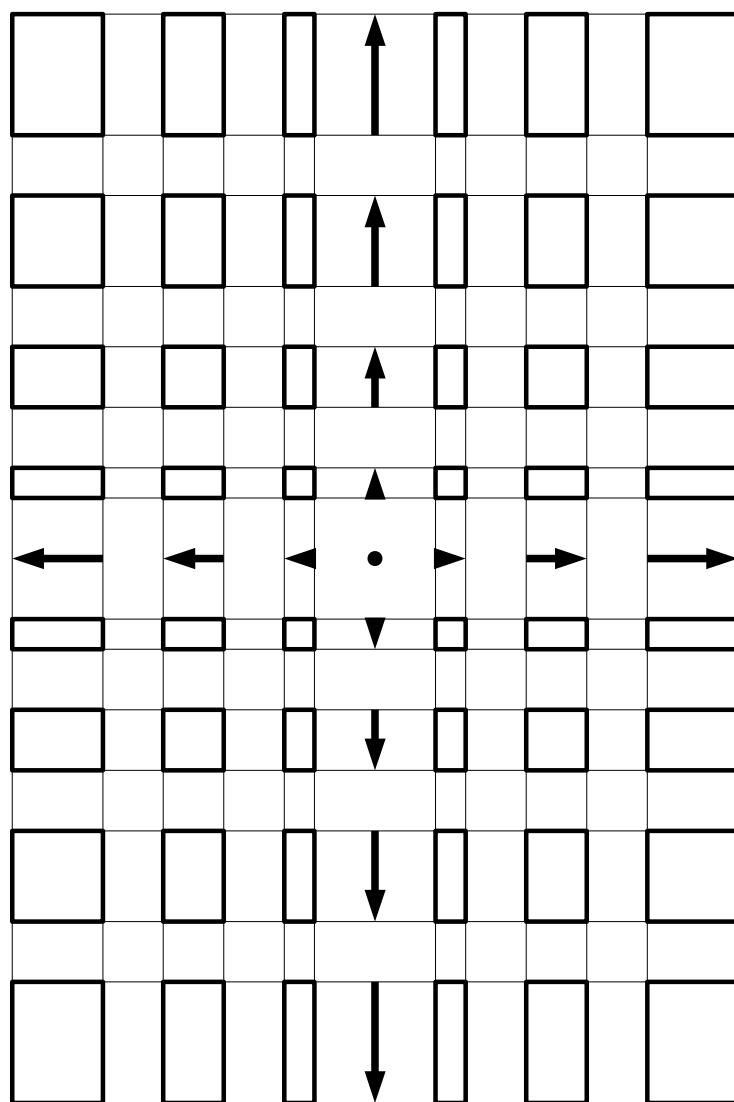








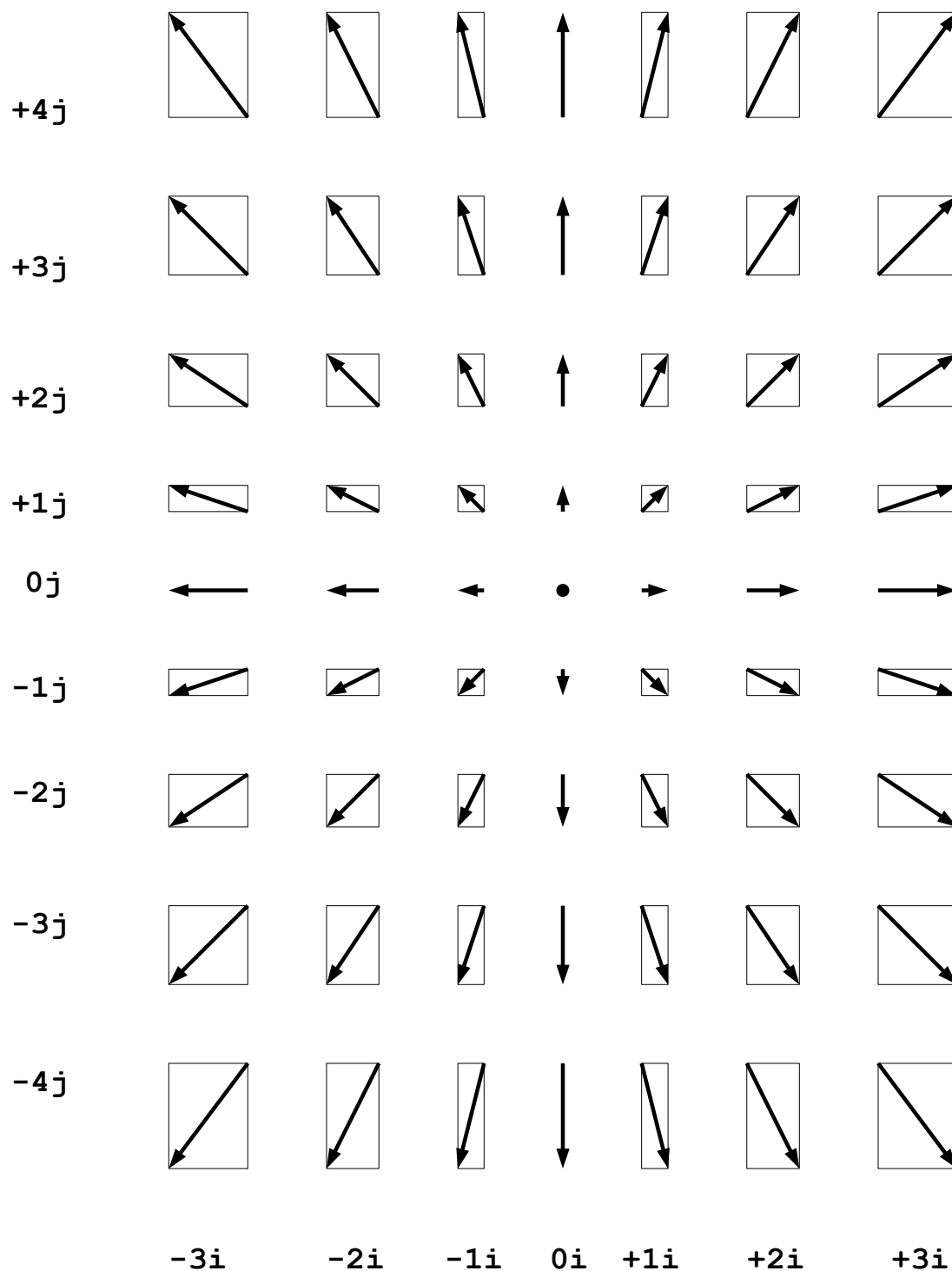




Combin spostamenti orizzontali e verticali in spostamenti obliqui.

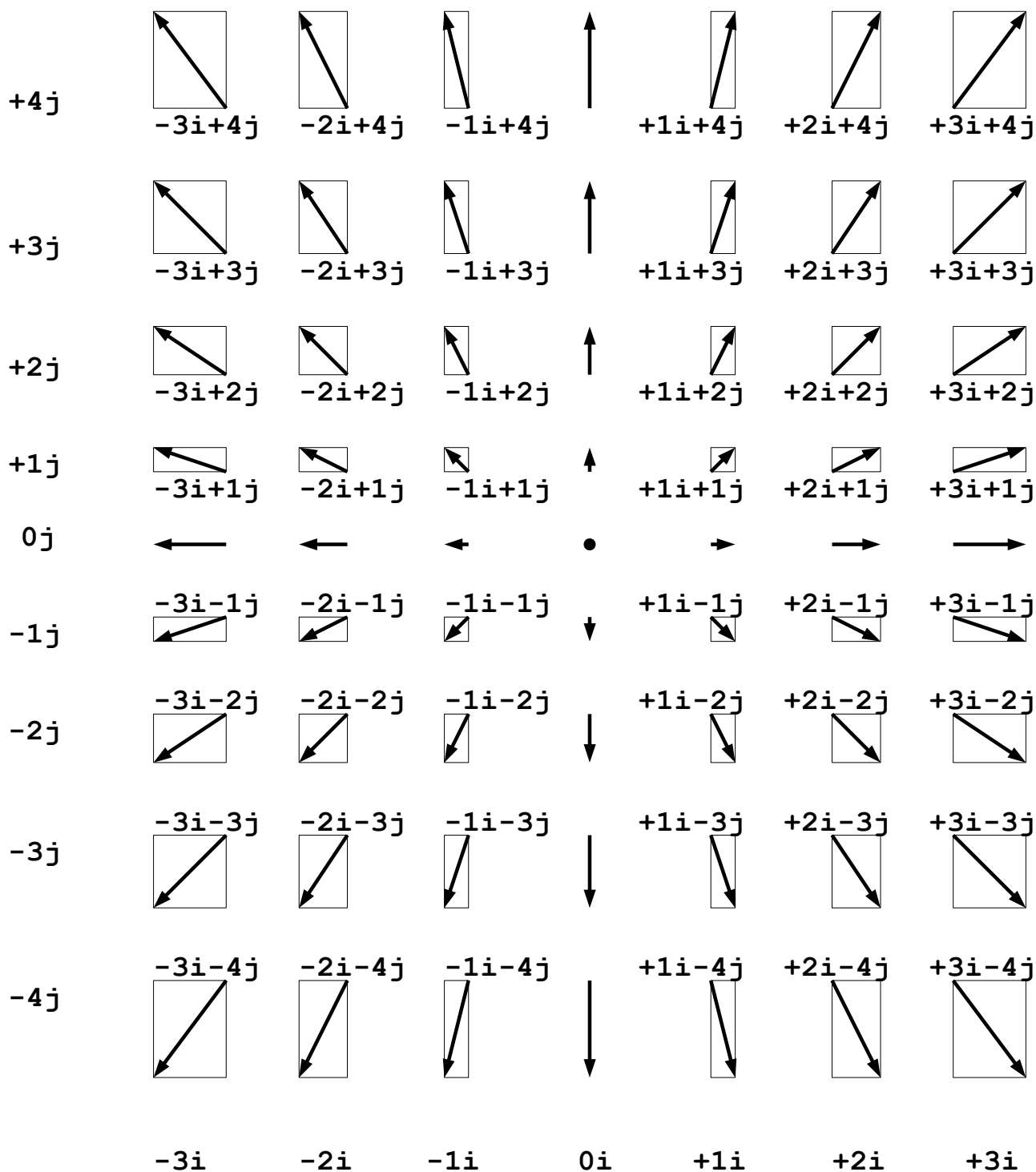
Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $3q$.

Chi vuole disegnare di piu', faccia pure.



Combin spostamenti orizzontali e verticali in spostamenti obliqui.

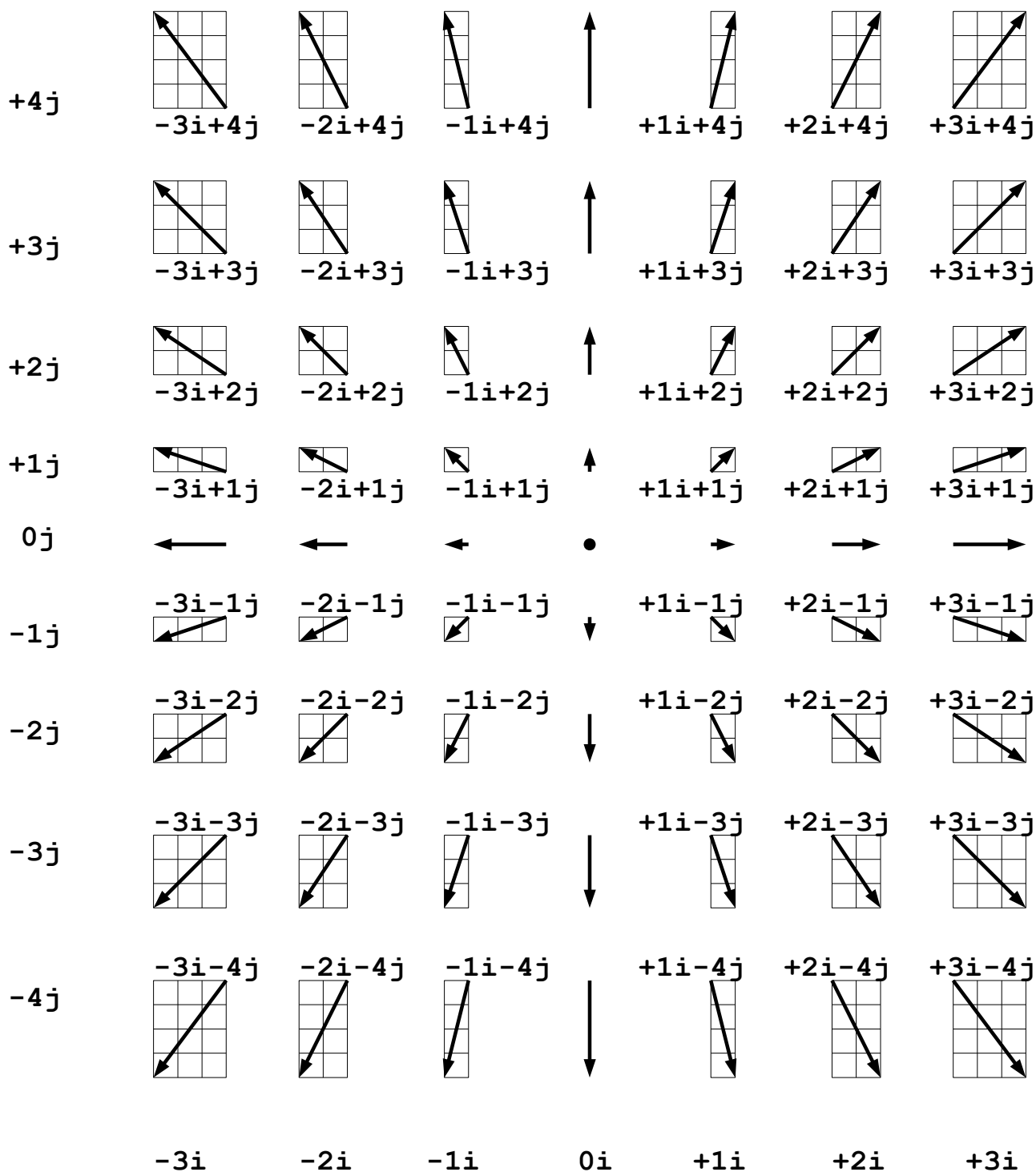
Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti spaziati per poter scrivere.
Chi vuole disegnare di piu', faccia pure.



Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $2q$, o 1.

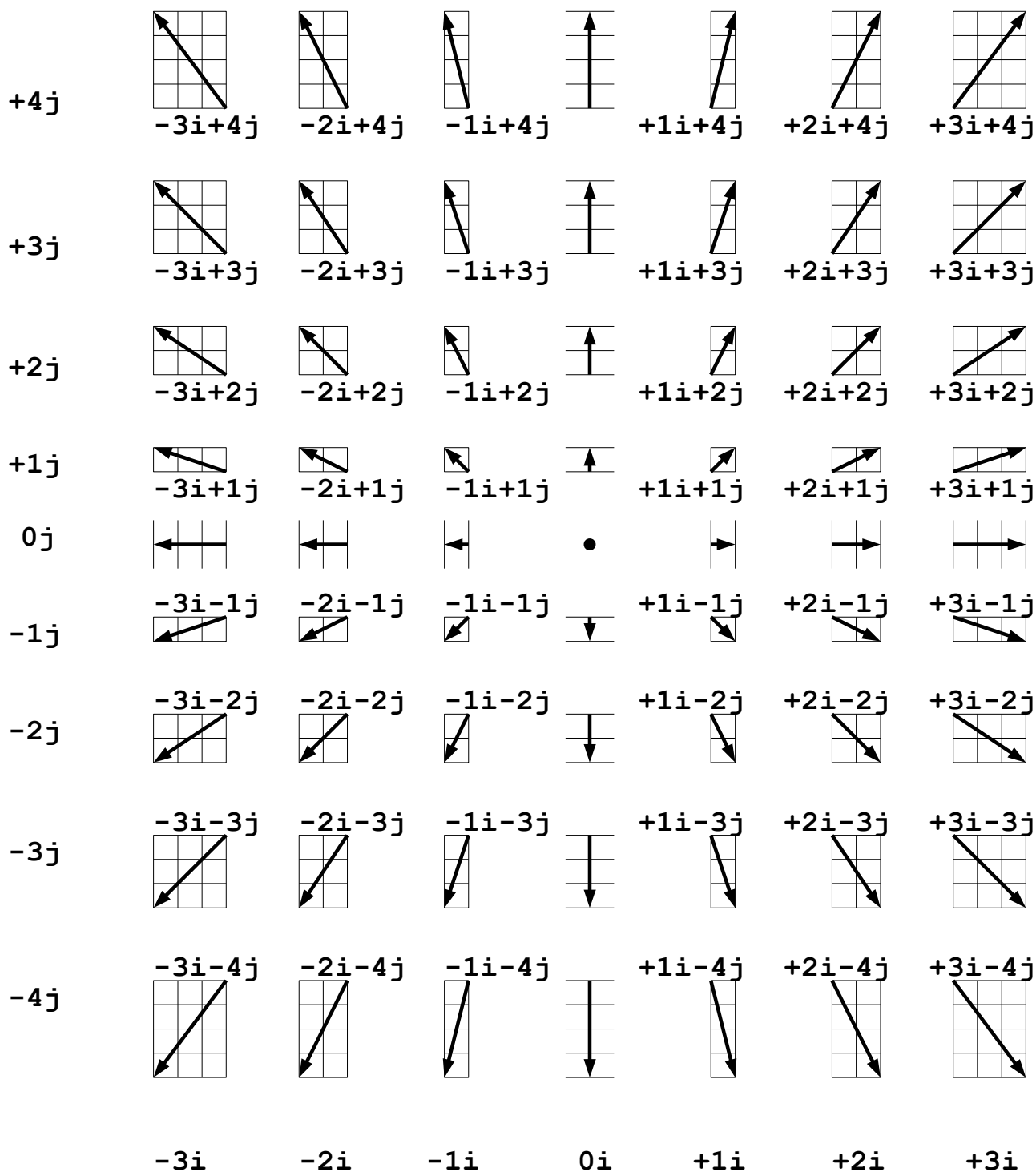
Chi vuole disegnare di piu', faccia pure.

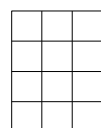
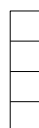
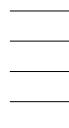
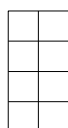
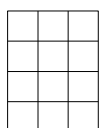
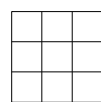
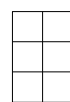
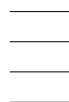
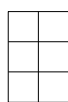
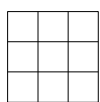
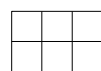
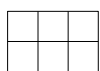
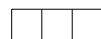
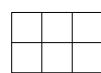
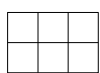
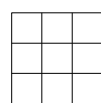
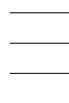
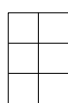
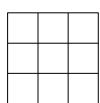
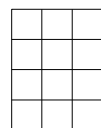
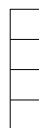
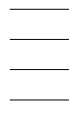
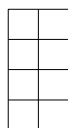
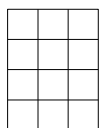


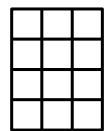
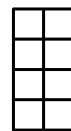
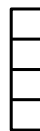
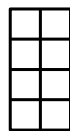
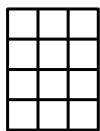
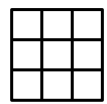
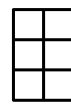
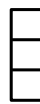
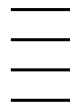
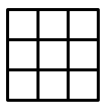
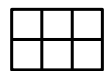
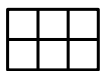
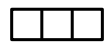
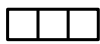
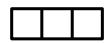
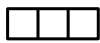
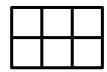
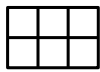
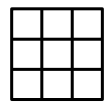
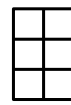
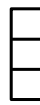
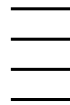
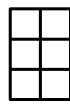
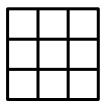
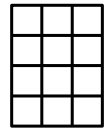
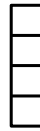
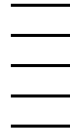
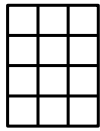
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -3 a +3; in verticale da -4 a +4. Oggetti equispaziati di $2q$, o 1.

Chi vuole disegnare di piu', faccia pure.







Precedeva:

I primi 2 fogli: esempio di cosa fare,
fare 1 dei 2 a piacere.

I seguenti cercano di spiegare.

Prerequisito da vedere:

Combin segmenti in rettangoli.

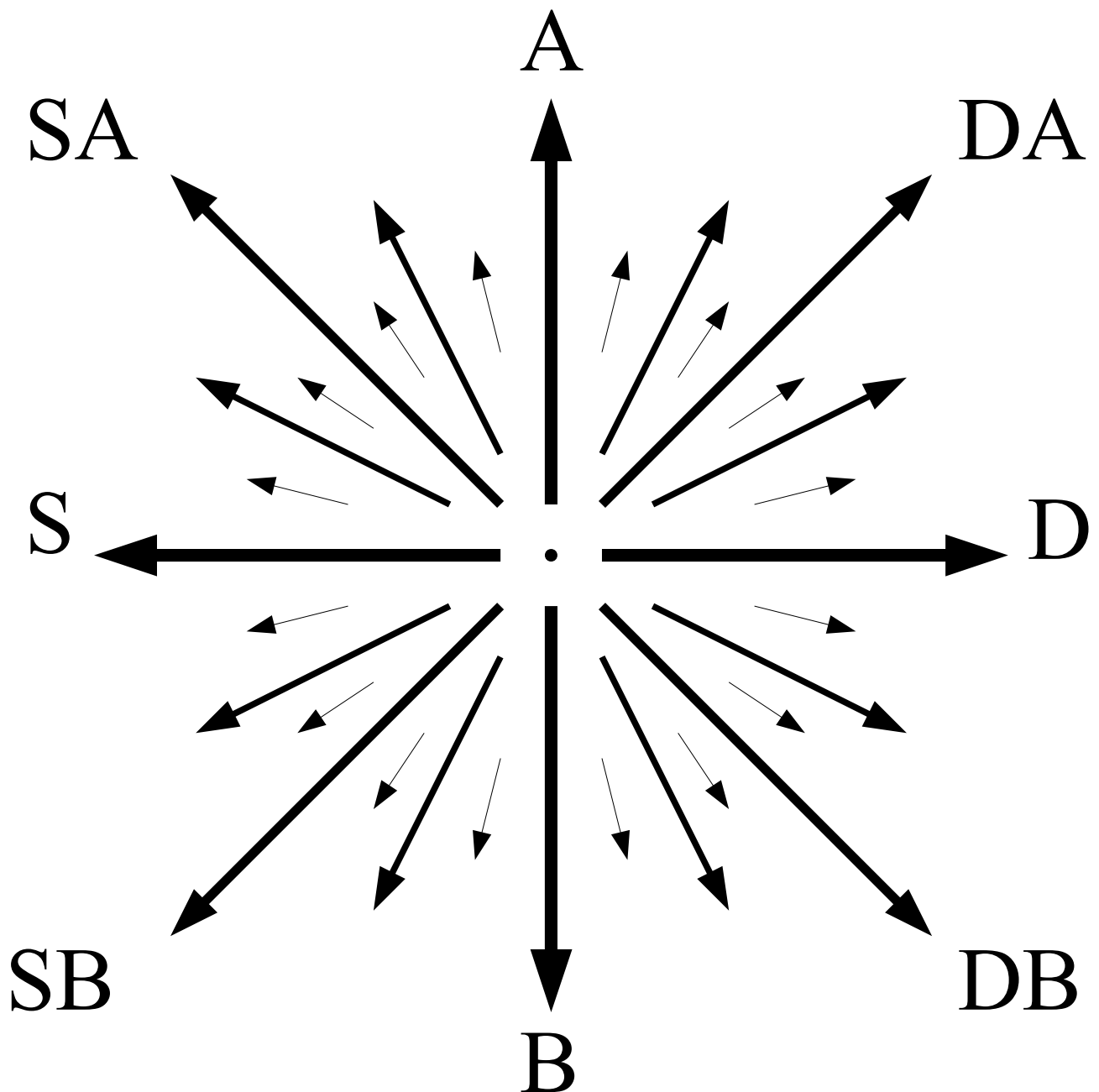
Le 4 direzioni con verso principali, e
le 4 diagonali

Per comodita' riporto qui.

Le 4 direzioni_con_verso principali, e le 4 secondarie.

Poi si puo' suddividere, ulteriormente, come la rosa dei venti.

Teoricamente si puo' pensare ad un processo di suddivisione infinito.



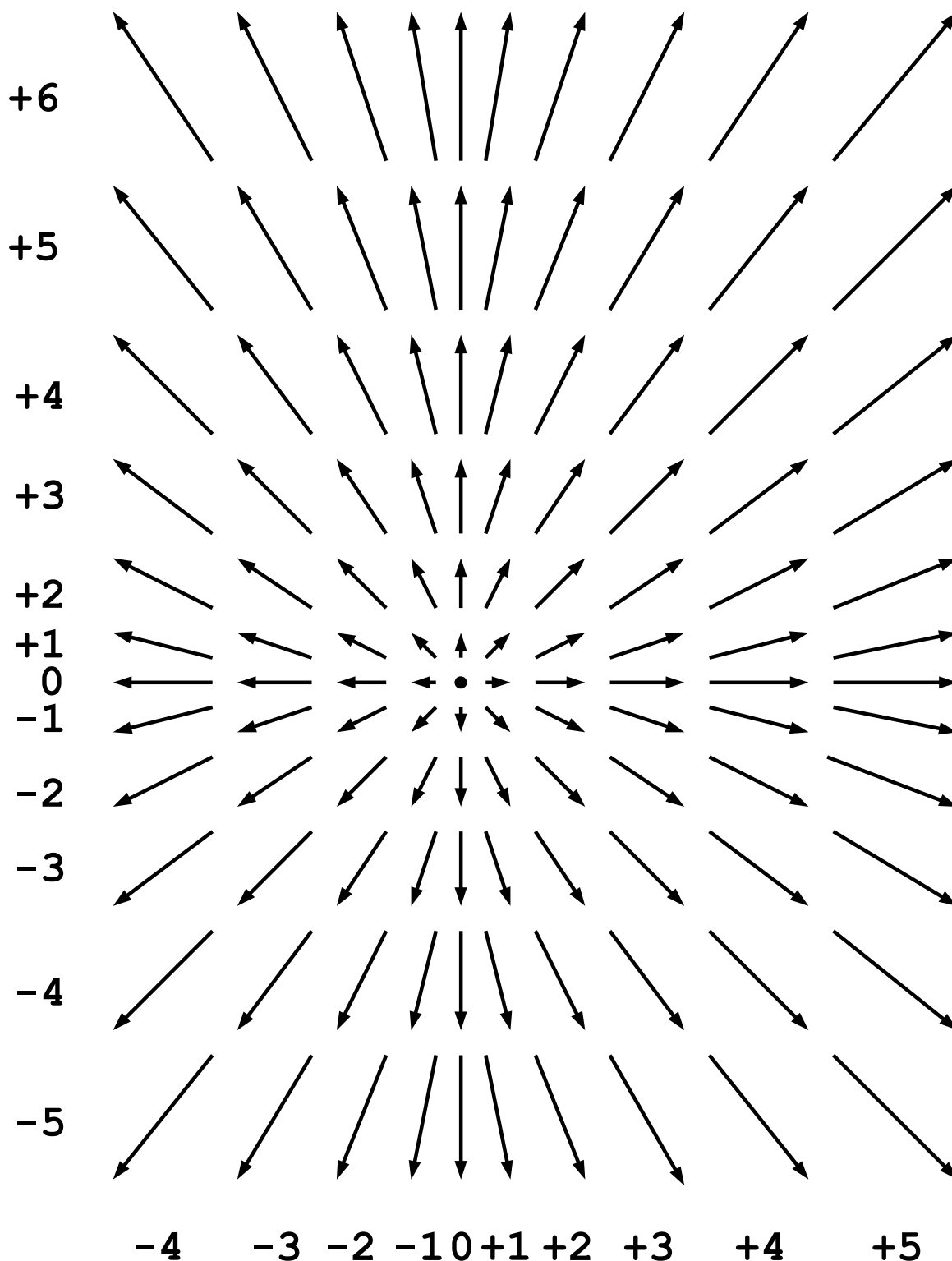
Segue studio preparatorio.

Troppo fitto ? o si vede meglio ?

Il disegno che segue.

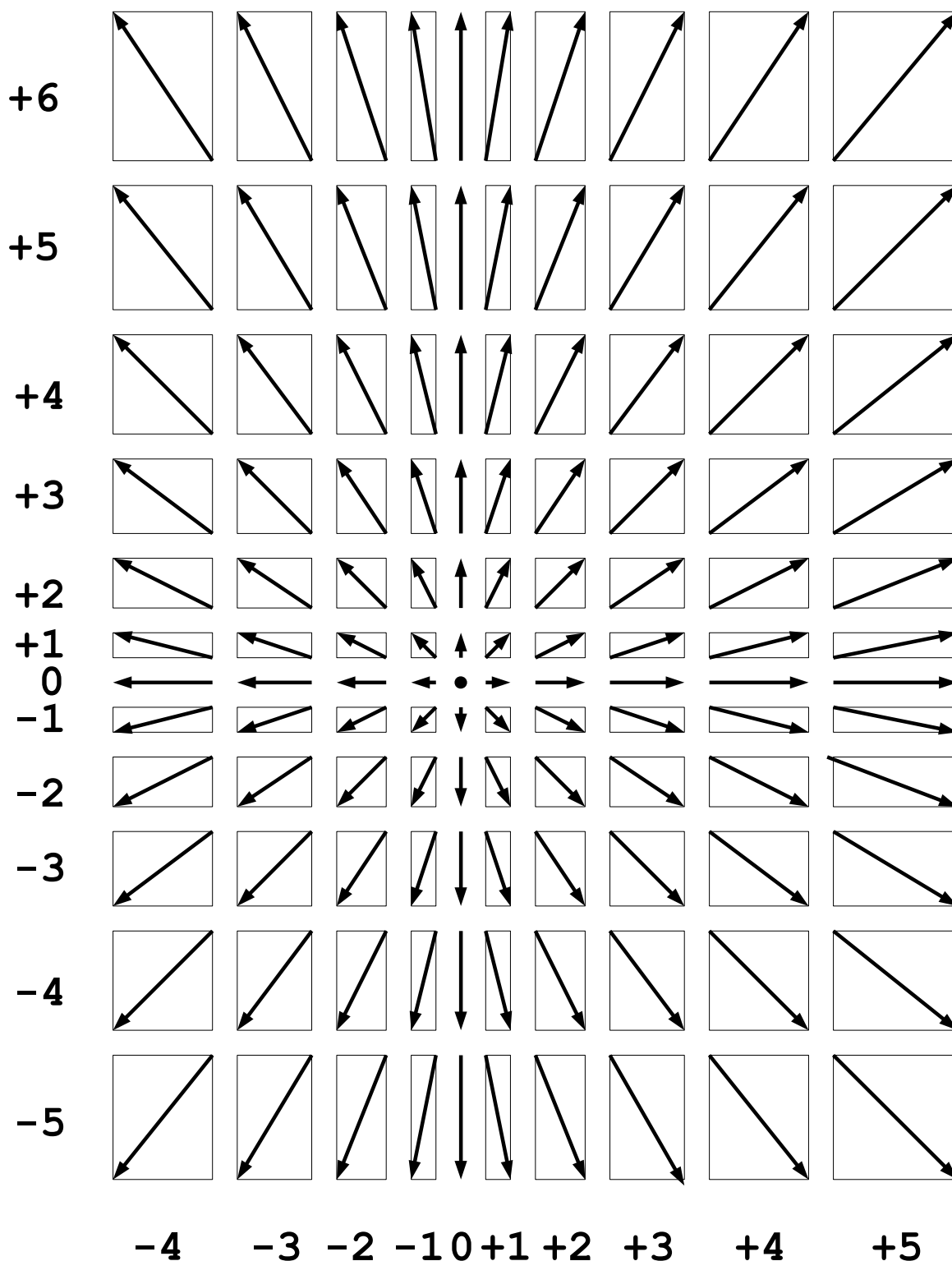
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

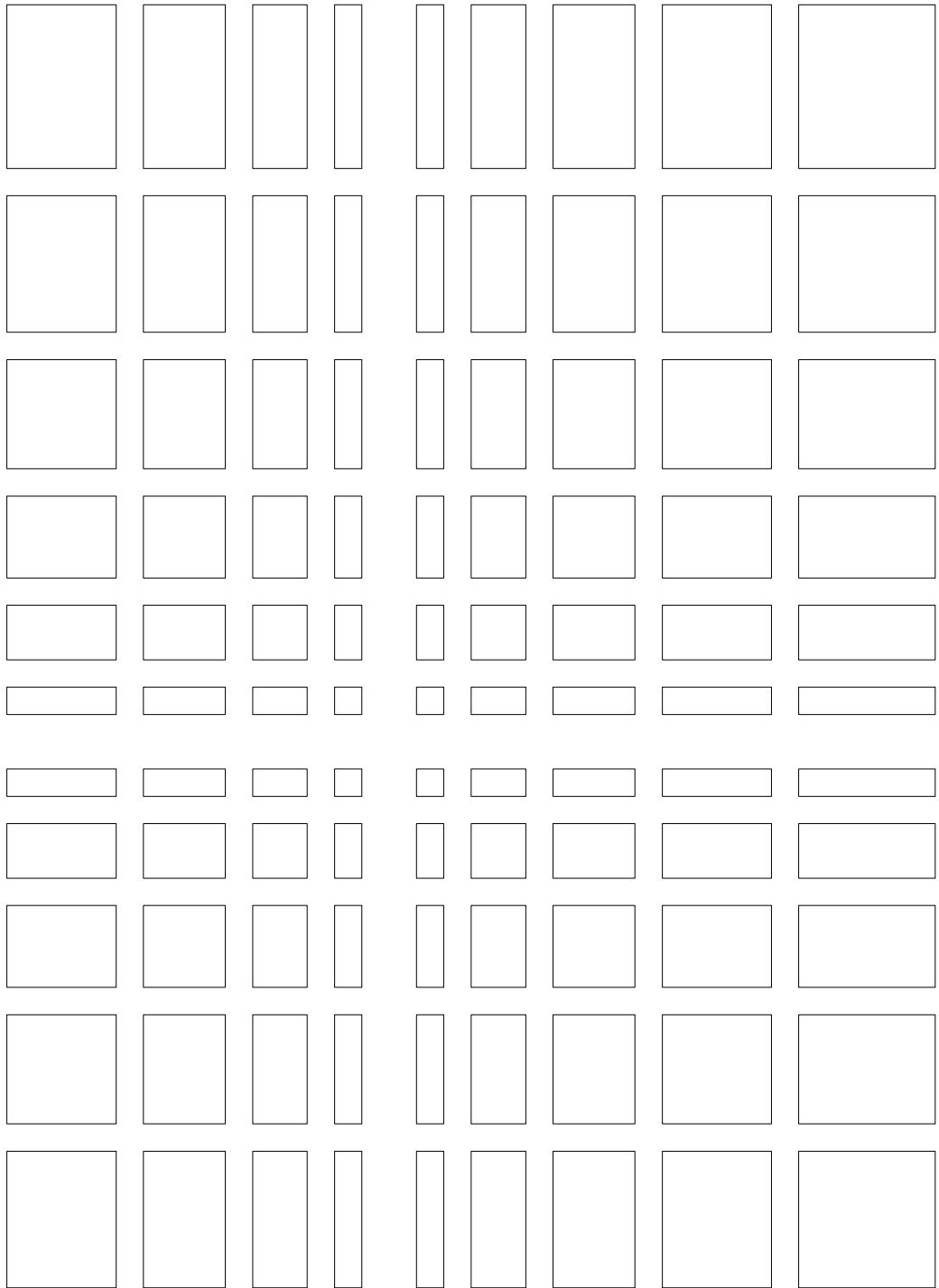
Orizzontale da -4 a +5; in verticale da -5 a +6. Spaziati di 1q. Se q5mm, 1 in meno.

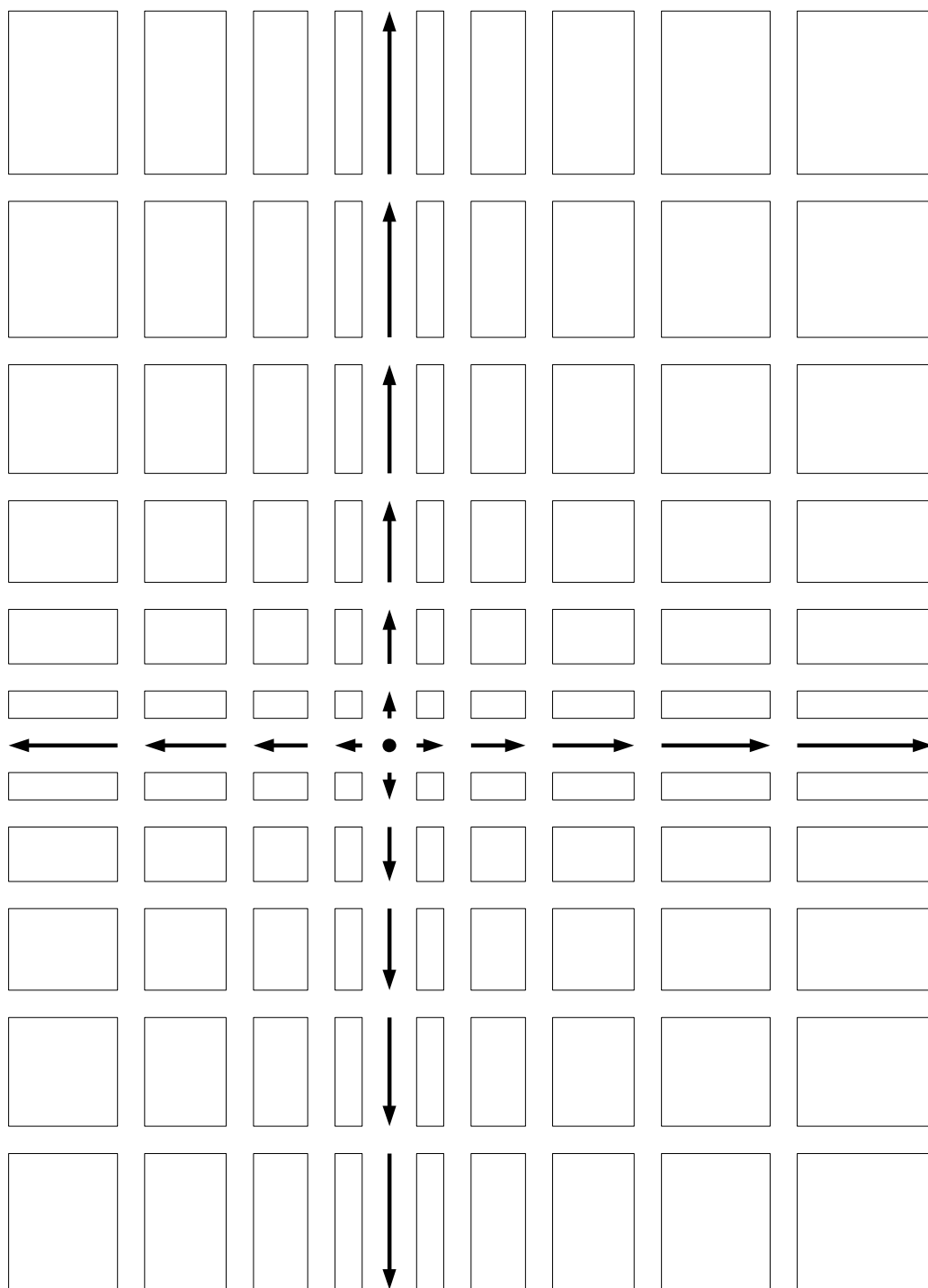


Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -4 a +5; in verticale da -5 a +6. Spaziati di 1q. Se q5mm, 1 in meno.







Segue cio' che vogliamo disegnare.

Orizzontale da -3 a +3; in verticale da -4 a +4.

Spaziatura tra gli oggetti: 2q, o 1q per chi vuole.

Richiesta originale: Orizzontale da -4 a +4; in verticale da -5 a +5; se q5mm, 1 in meno. Post factum risulta che col quadretto 5mm, e' troppo esteso, come previsto, e studenti col q5 si scordano la loro variazione, quindi riduciamo le richieste per tutti.

Seguono i 2 parziali piu' significativi per la spiegazione:

) i vettori da combinare a solo

) la spalla sinistra e bassa

Fin qui si puo' fare in classe assieme, e poi completare a casa.

Posizionare lo schema

posizionare l'angolo in basso a sinistra:

4 cm dal bordo sinistro del foglio

4 cm dal bordo basso del foglio.

Considerazioni generali sul rappresentare.

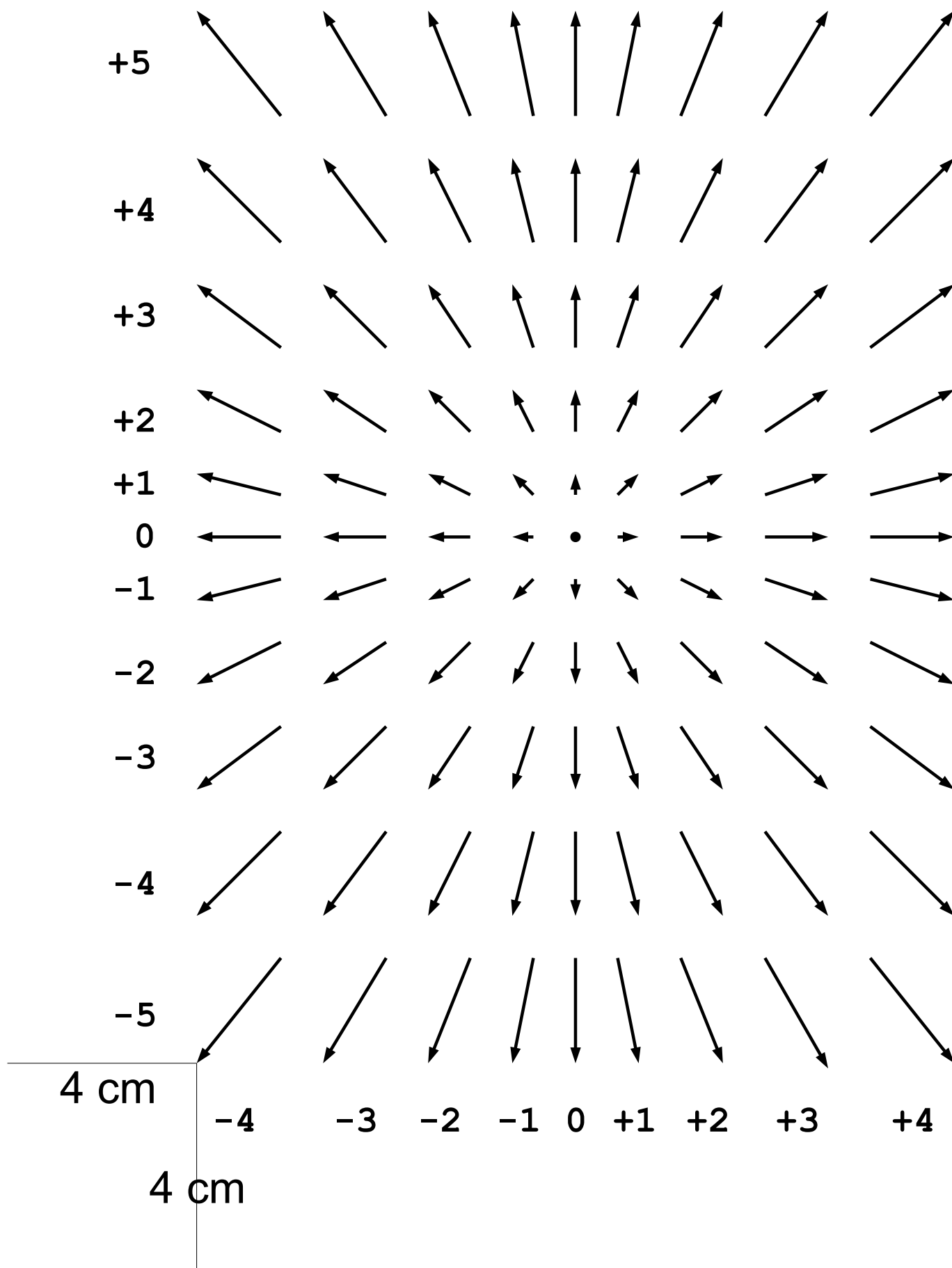
Il maggior spessore rende piu' visibile da lontano.

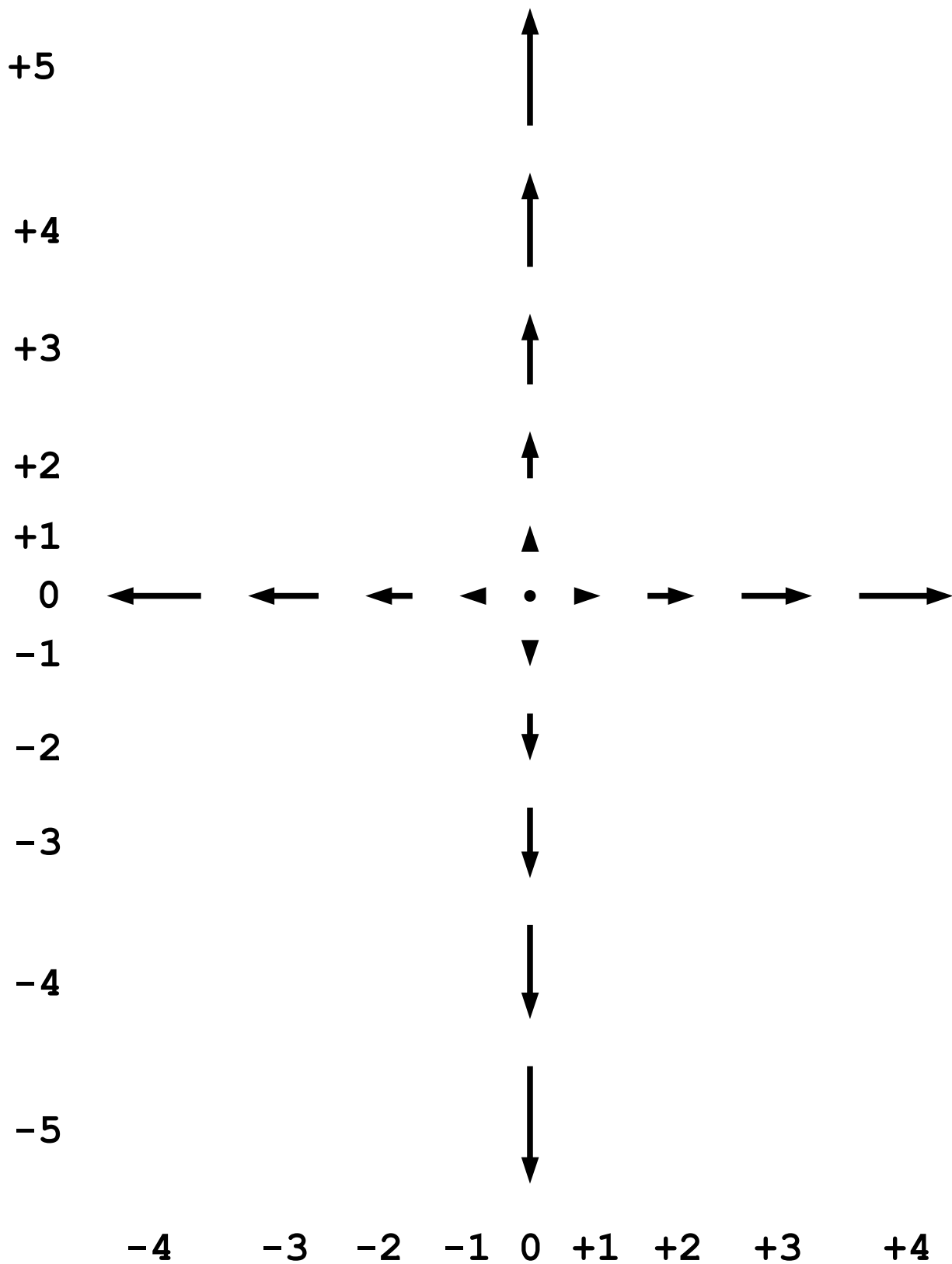
Presentare da solo focalizza l'attenzione.

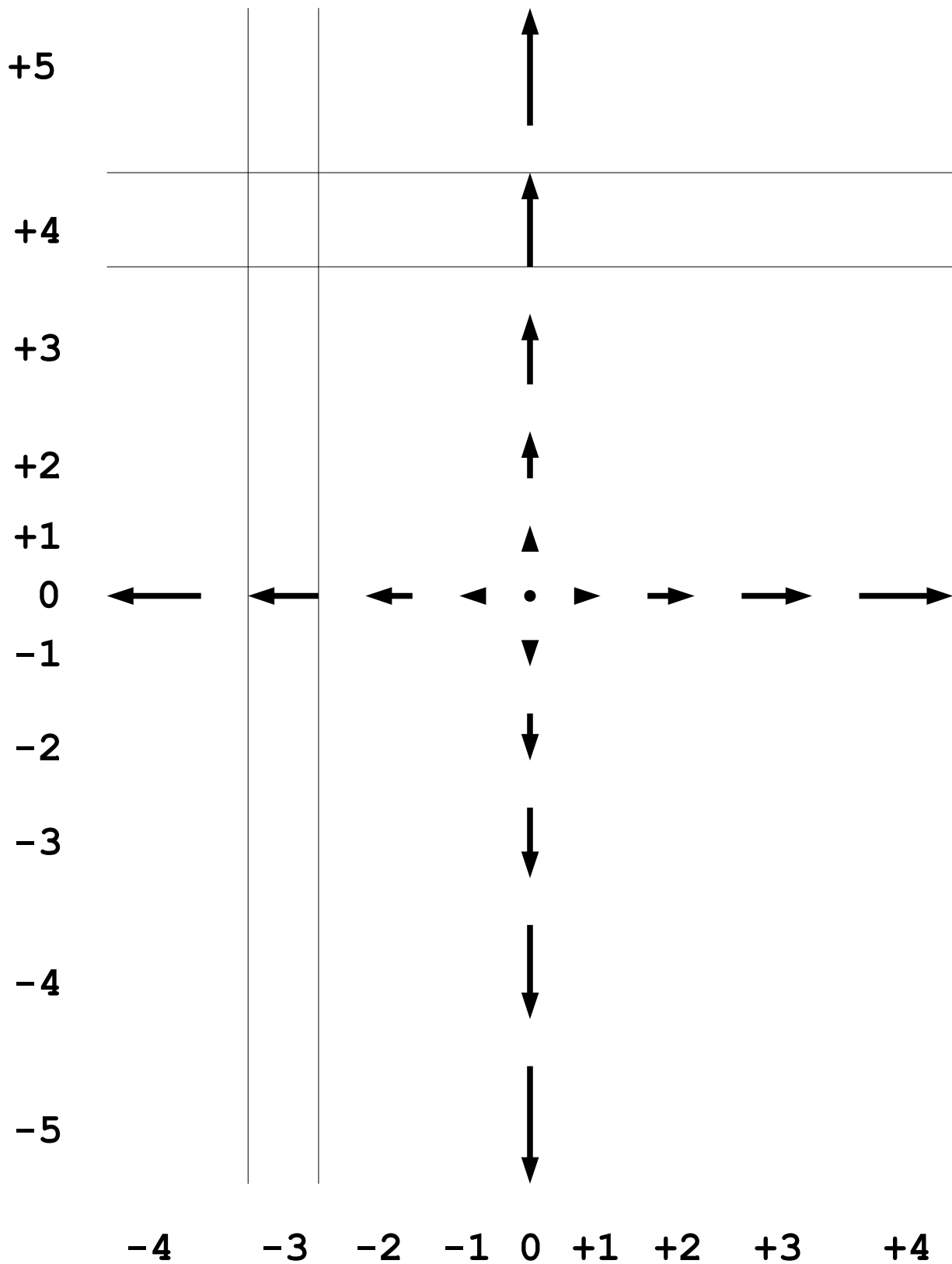
Es: vettori da combinare a solo.

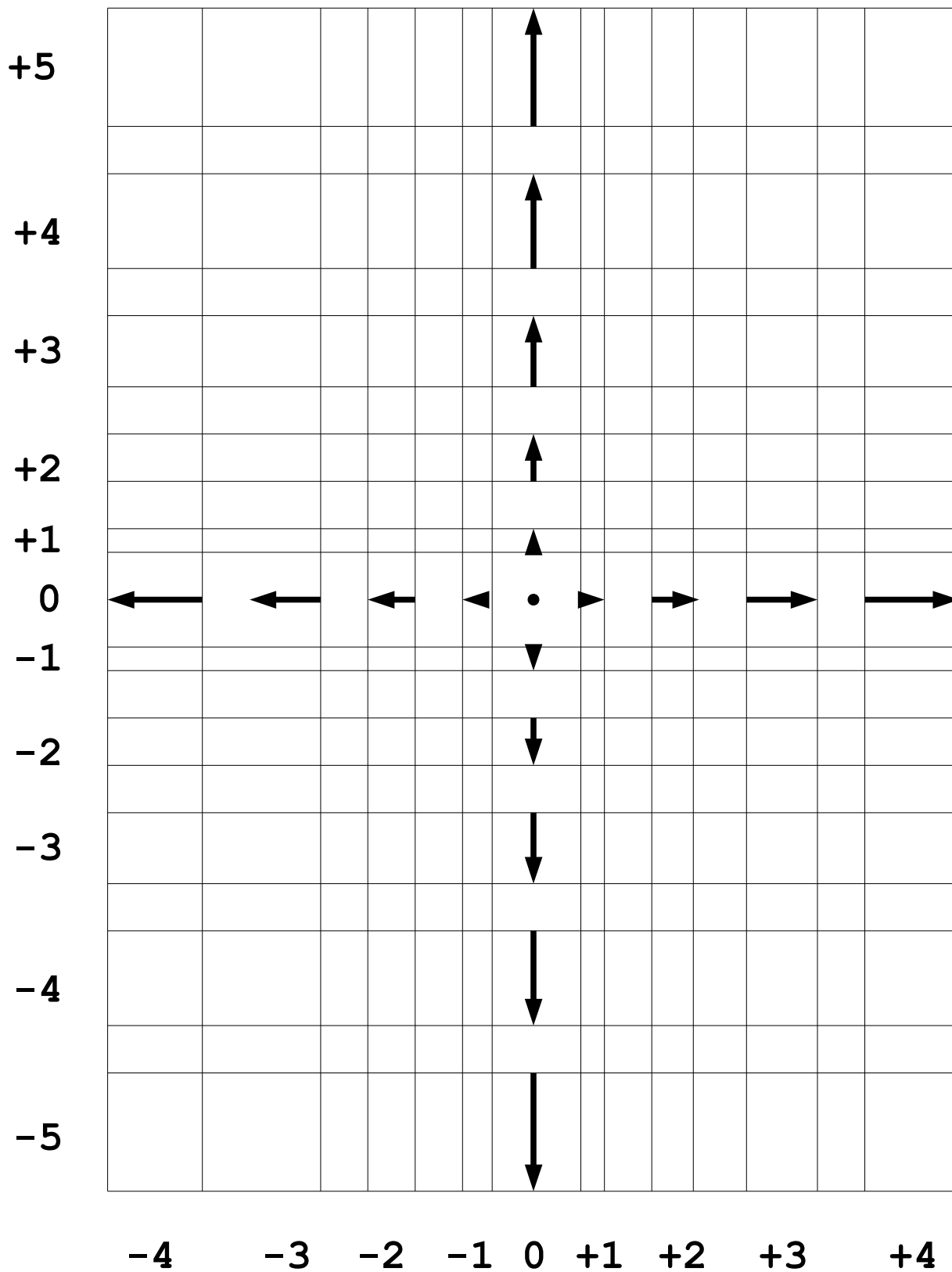
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -4 a +4; in verticale da -5 a +5. Spaziati di 2q. Se q5mm, 1 in meno.



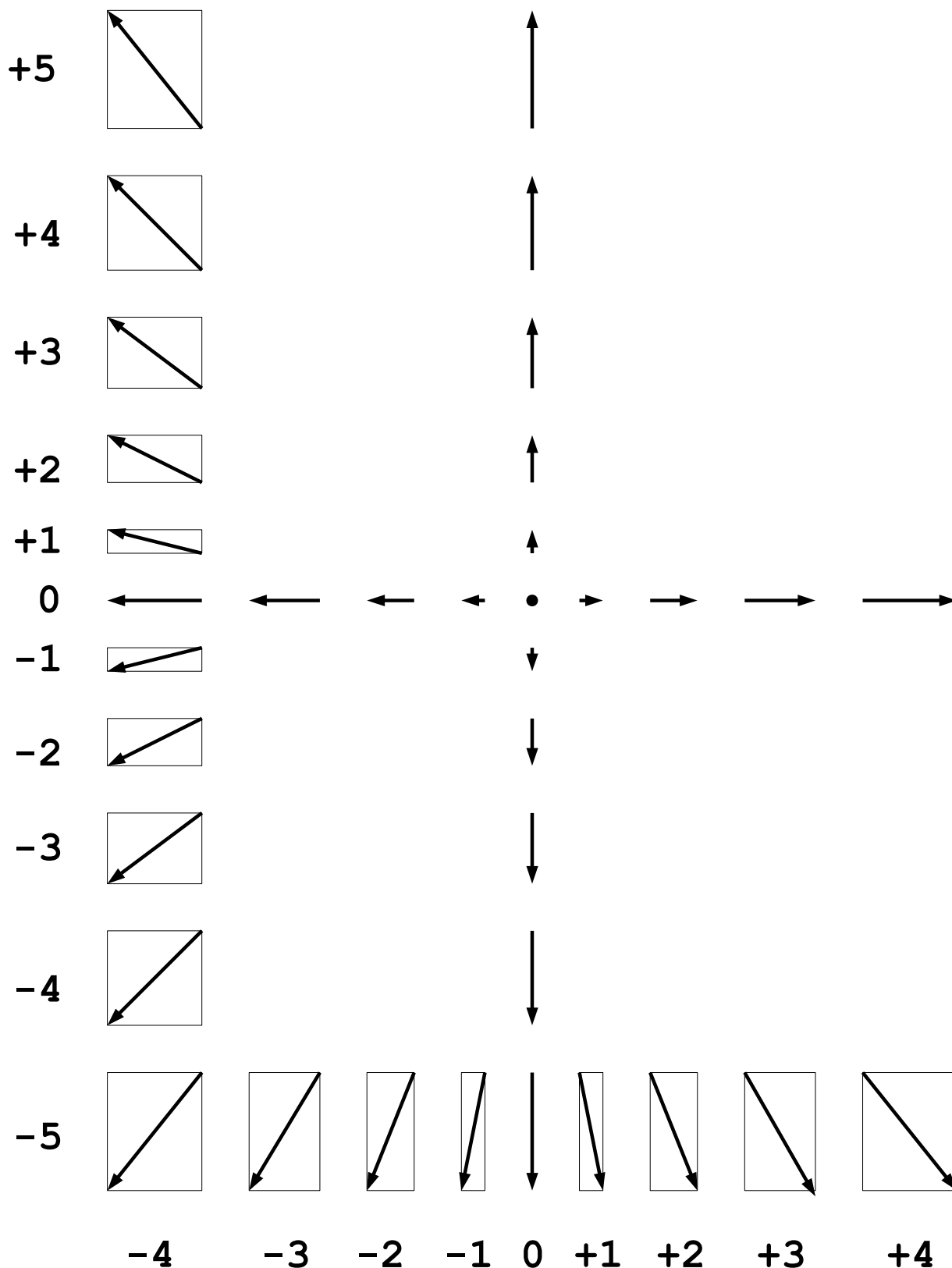






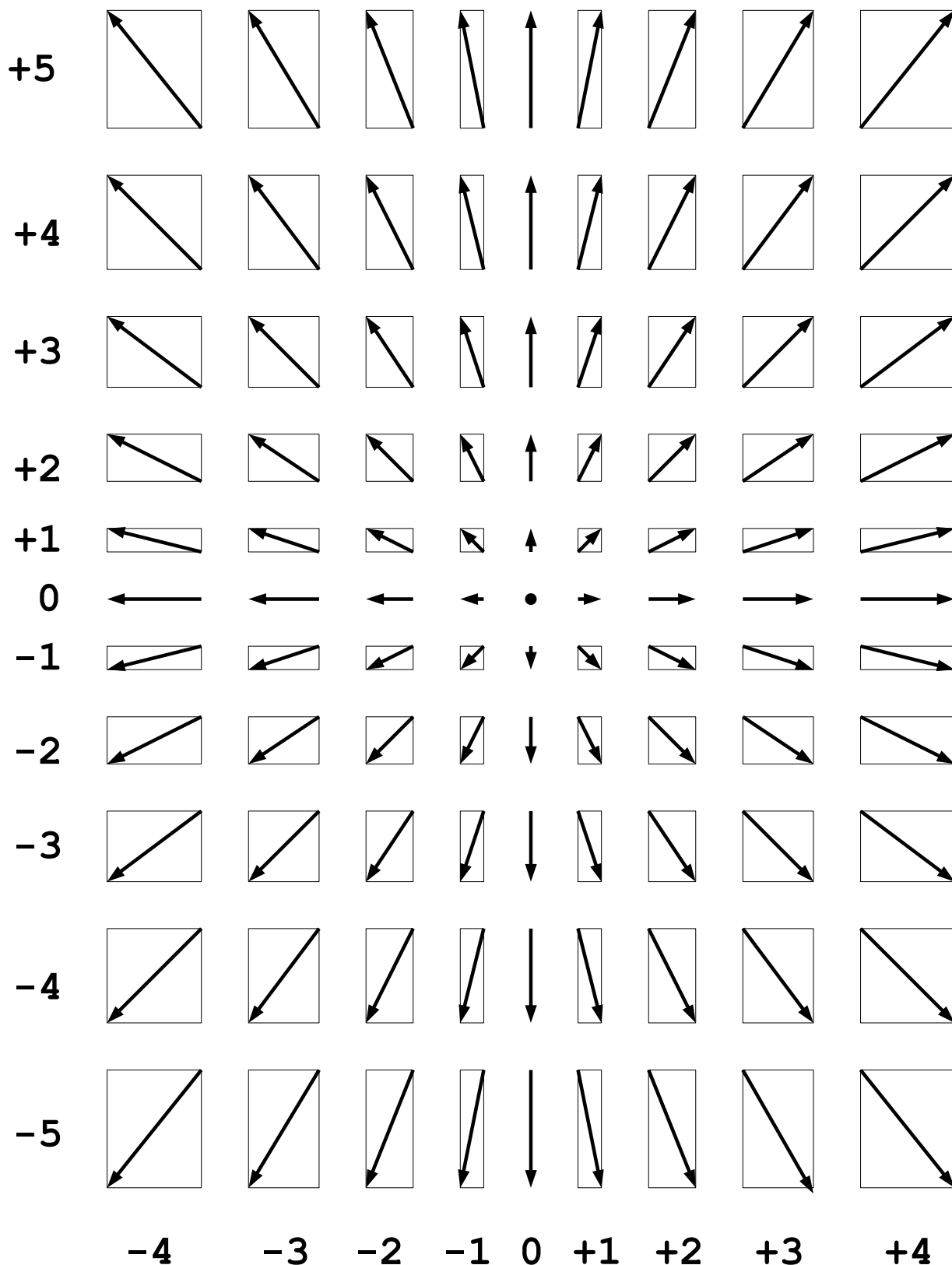
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

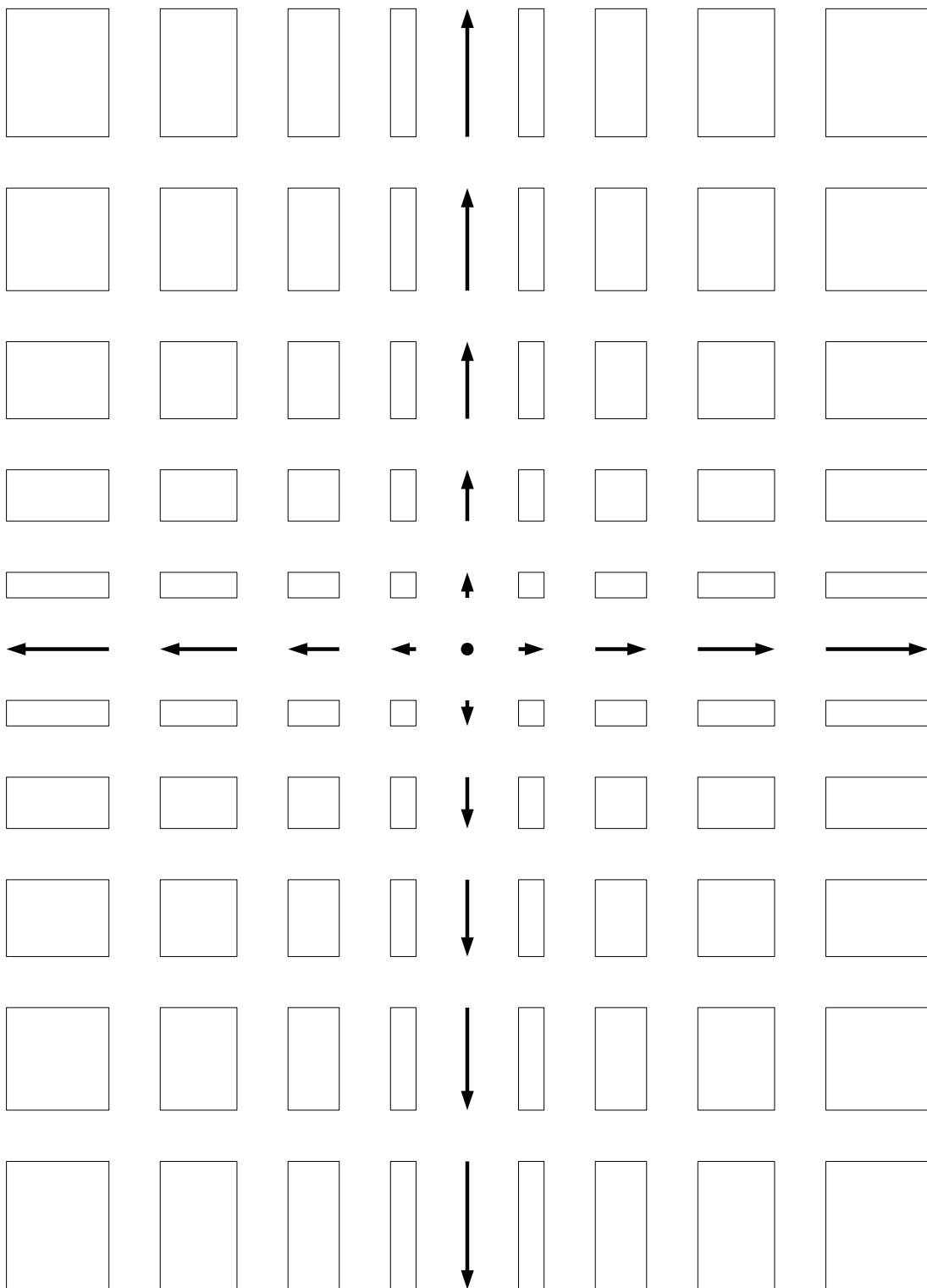
Orizzontale da -4 a +4; in verticale da -5 a +5. Spaziati di 2q. Se q5mm, 1 in meno.

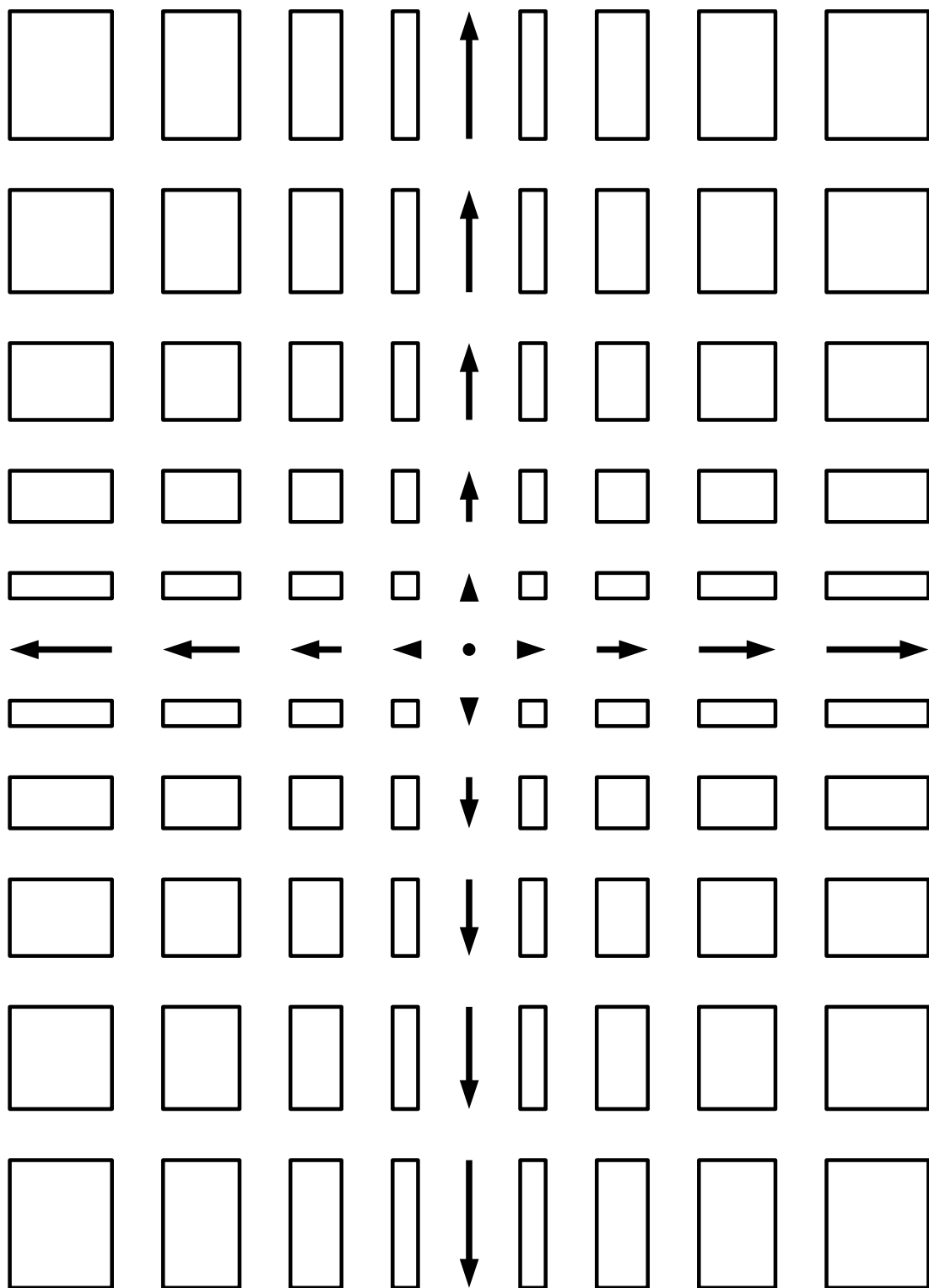


Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -4 a +4; in verticale da -5 a +5. Spaziati di 2q. Se q5mm, 1 in meno.

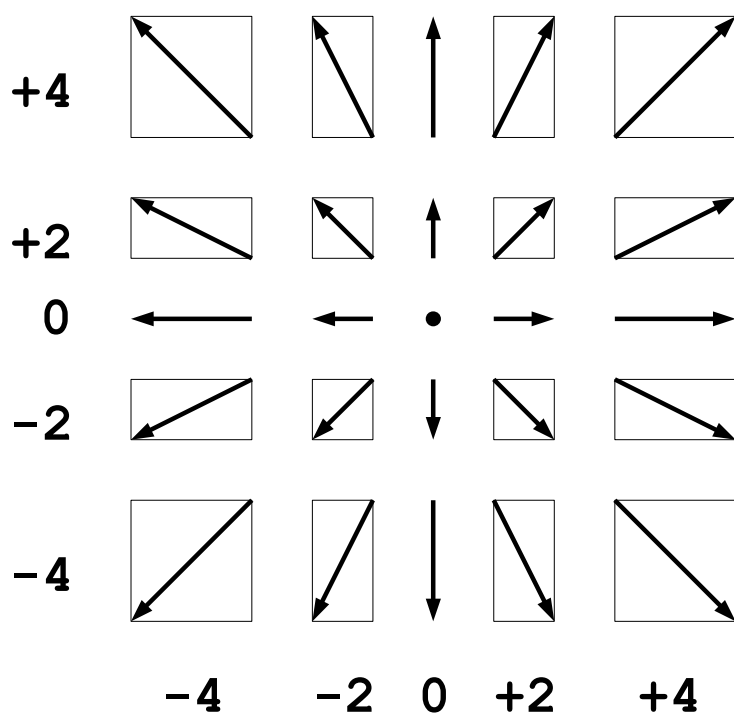






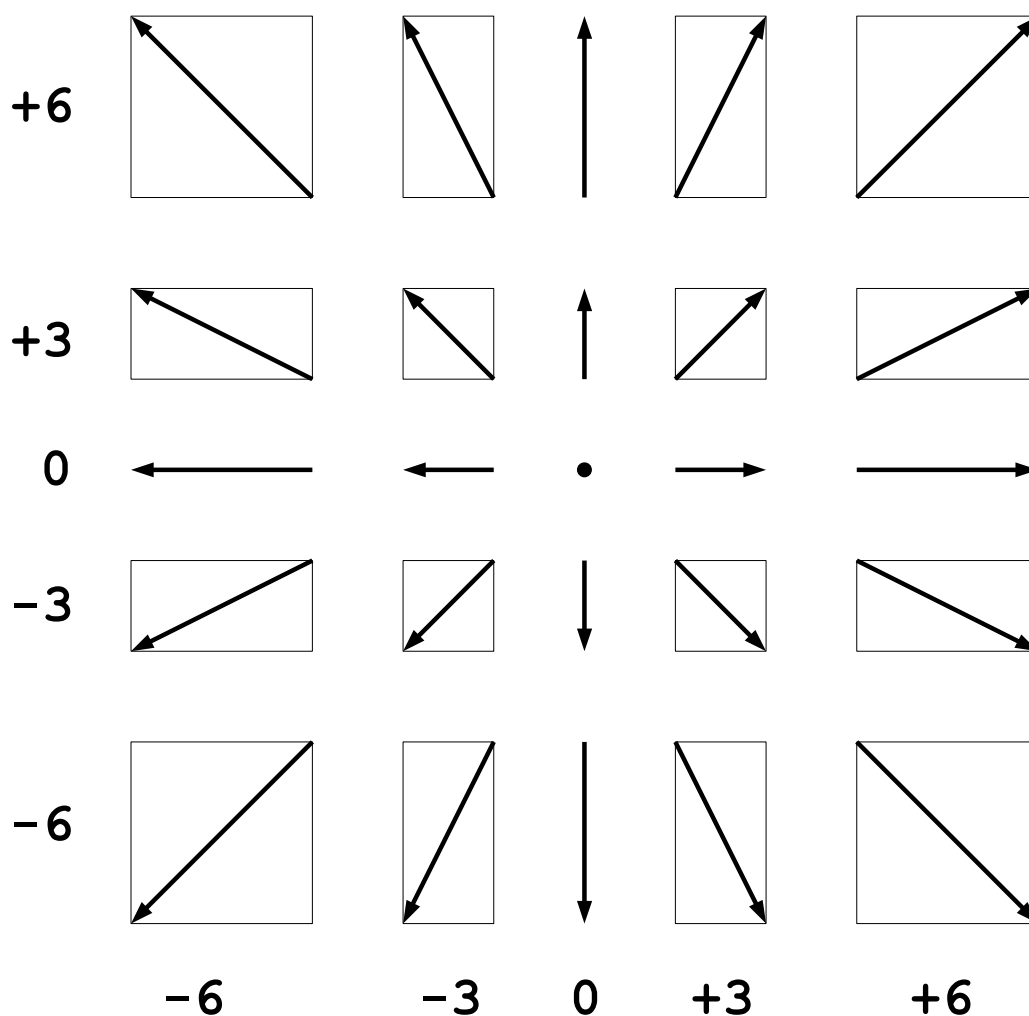
Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -4 a +4; in verticale da -5 a +5. Spaziati di 2q. Se q5mm, 1 in meno.



Combin spostamenti orizzontali e verticali in spostamenti obliqui.

Orizzontale da -6 a +6 passo 3; in verticale idem.



Artistic

