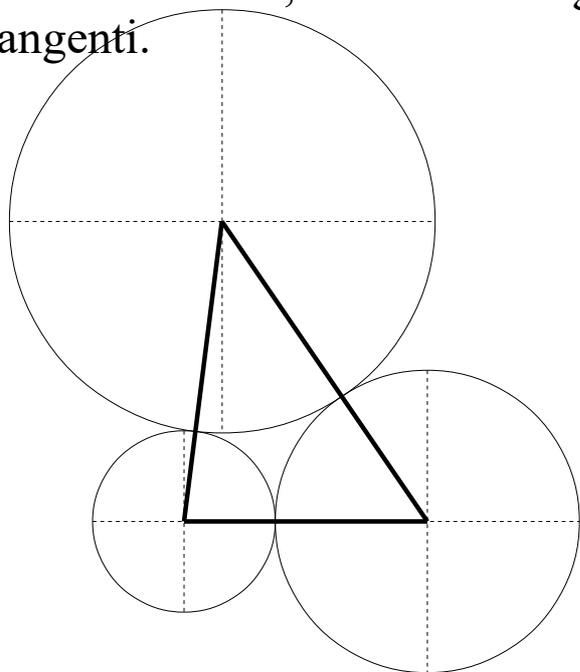
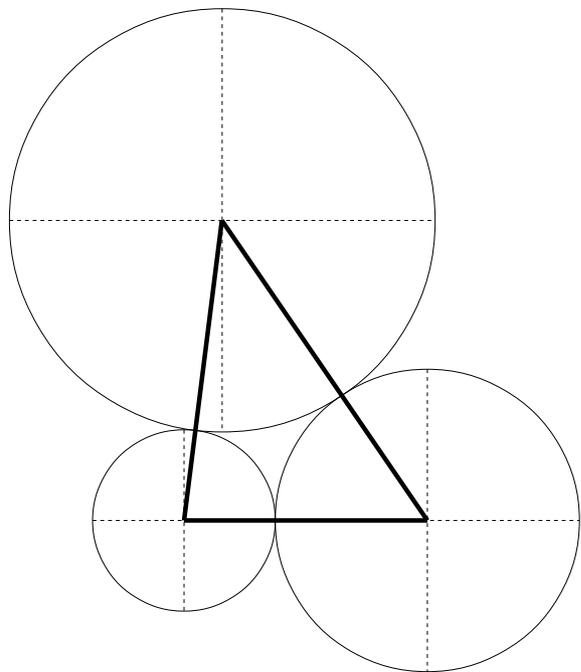


**Il triangolo che unisce i centri delle circonferenze.**

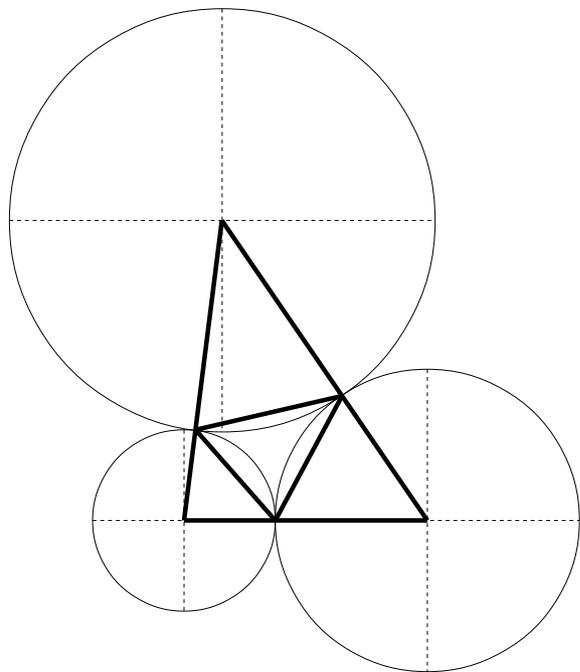
Date 3 circonferenze, si crea il triangolo che unisce i centri quando queste sono tangenti.



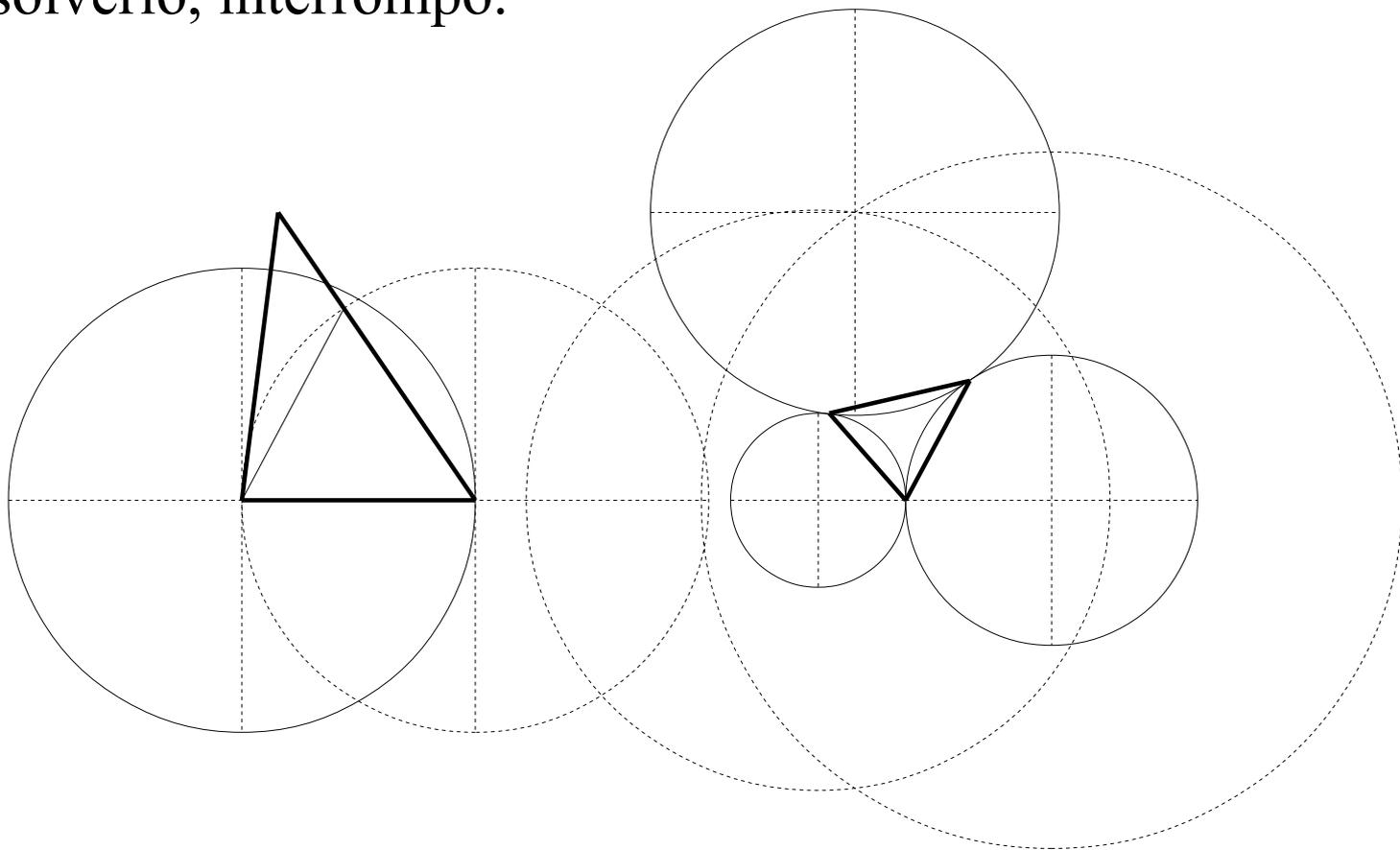
Problema. Viceversa: dato il triangolo, costruire le sfere.



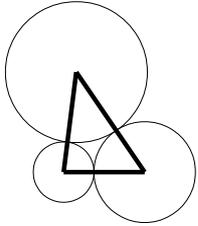
Studio per rispondere al problema.



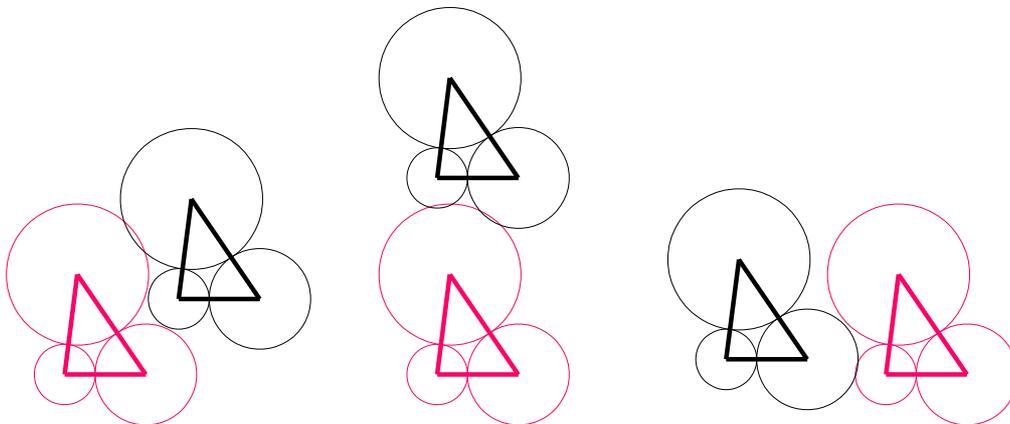
Studio per rispondere al problema, ma non riesco ora a risolverlo, interrompo.



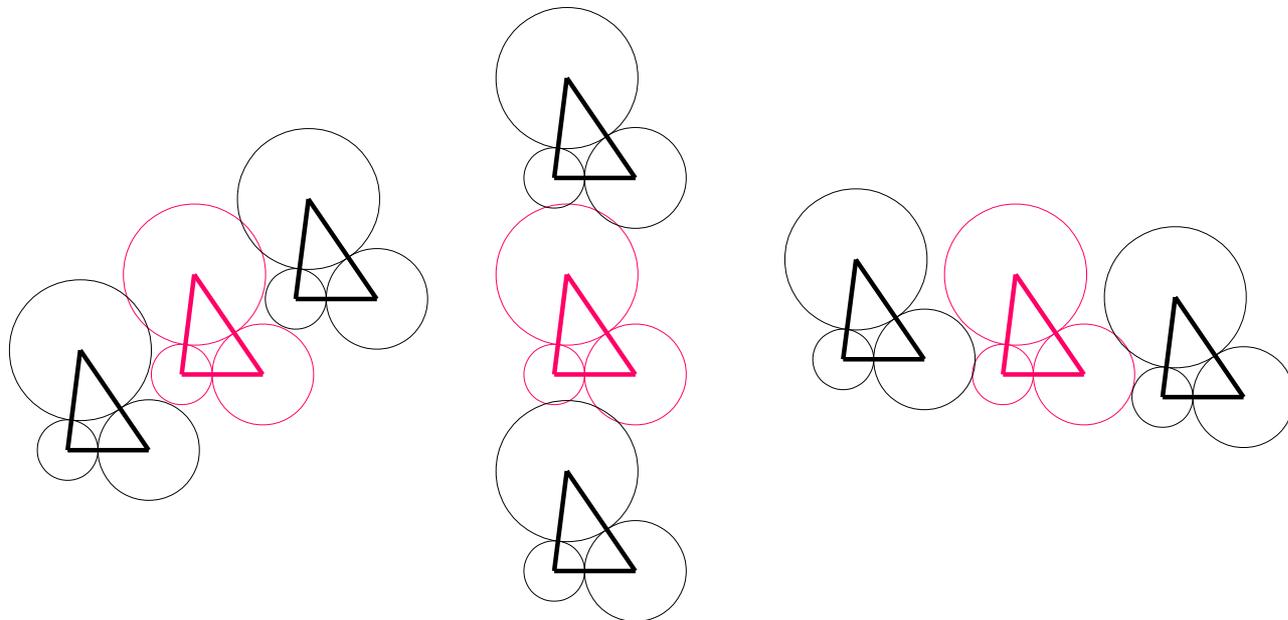
Disegno l'icona.



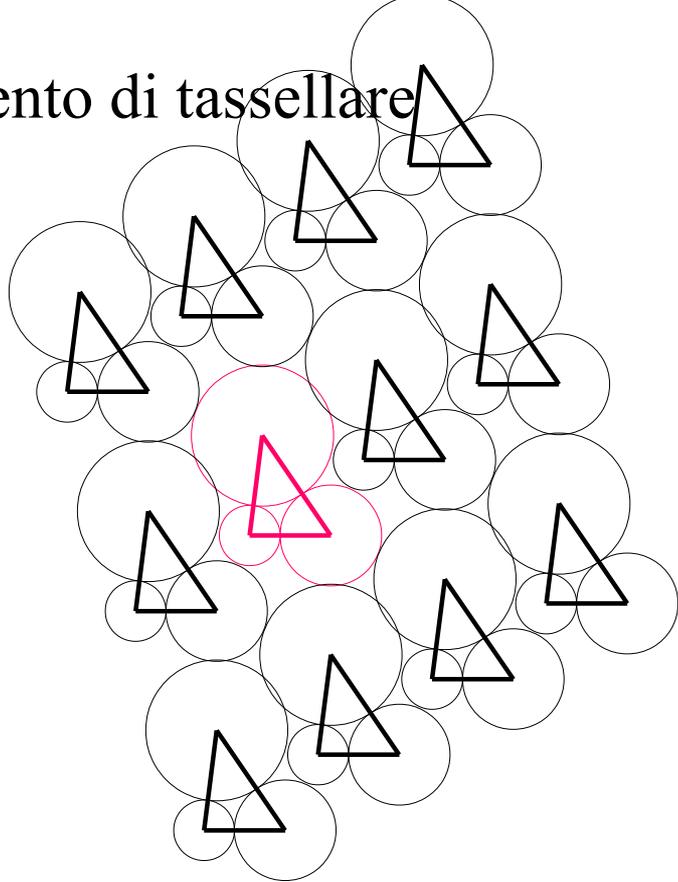
# Tento di tassellare



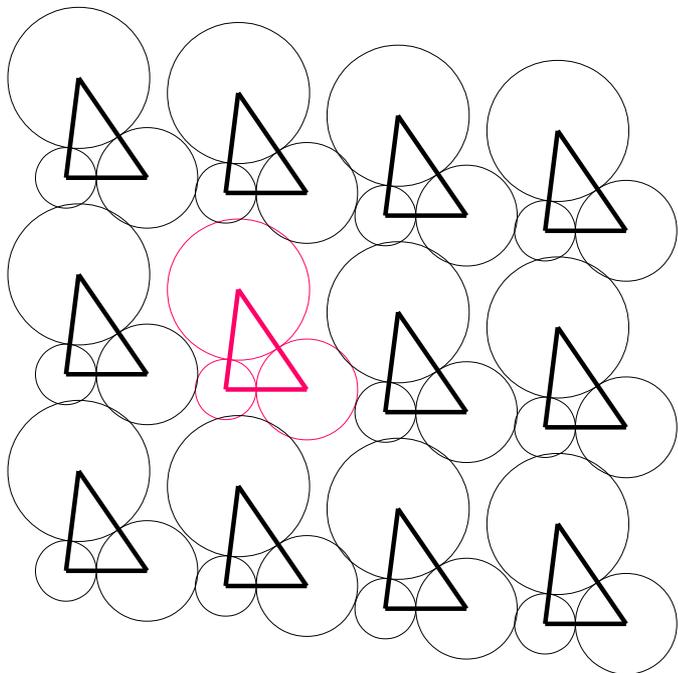
# Tento di tassellare



Tento di tassellare



# Tento di tassellare

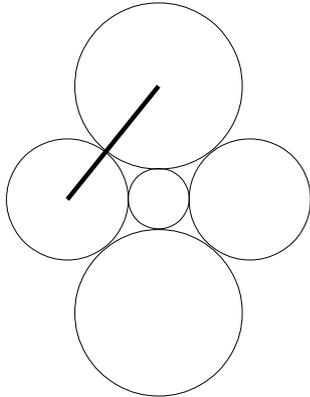


# Tento di tassellare

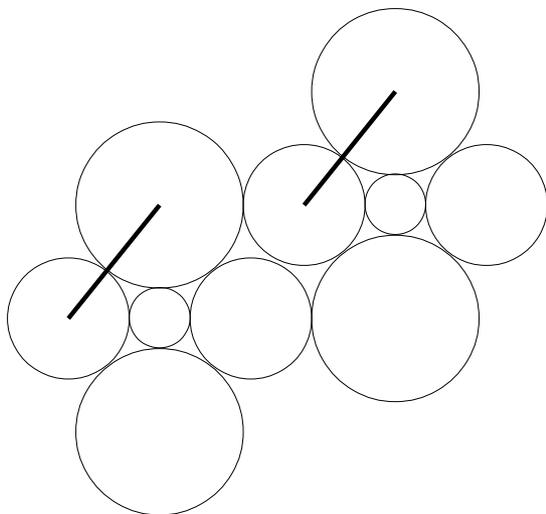
il tentativo e' fare un rombo come in fg;

le dimensioni dei cerchi sono  $R=4\ 8\ 11$

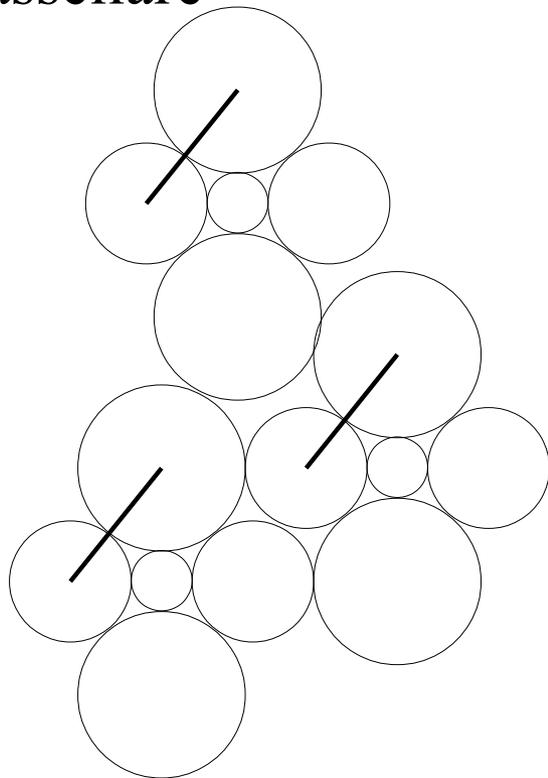
cioe' quasi nella proporzione  $1\ 2\ 3$ , che e' quella che ho generato "per caso". Forse sarebbe stato piu' significativo farla ben diversa.



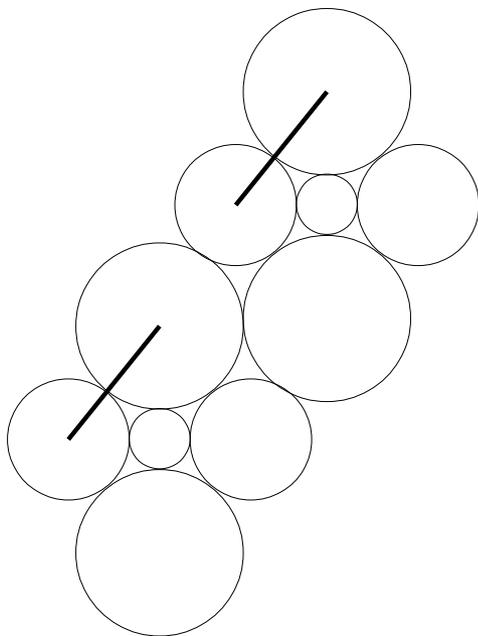
# Tento di tassellare



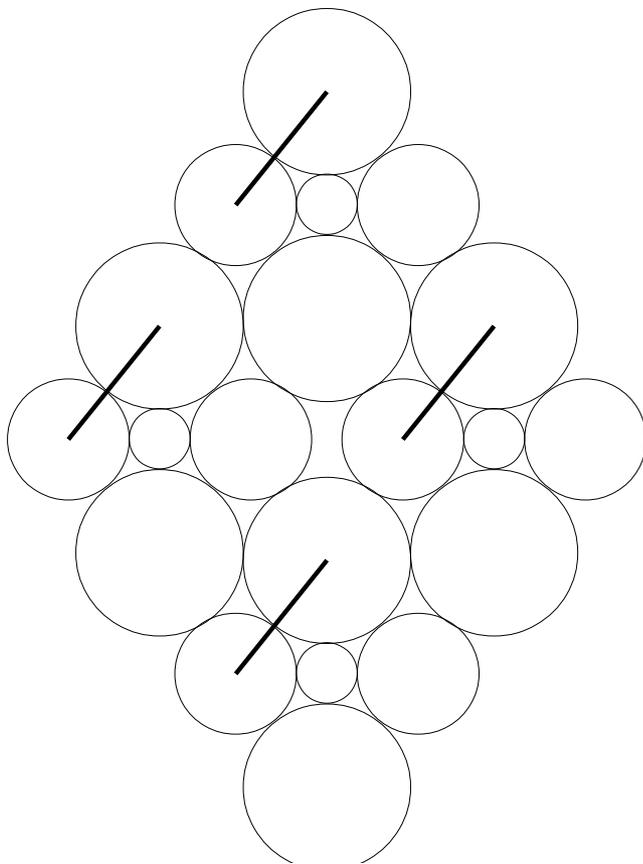
# Tento di tassellare



# Tento di tassellare



# Tento di tassellare



# Tento di tassellare

