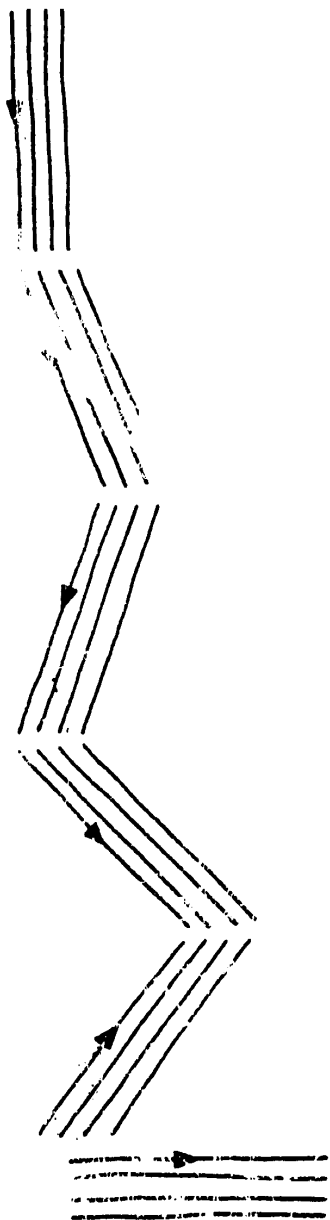
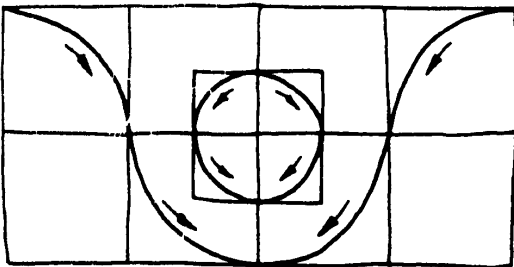
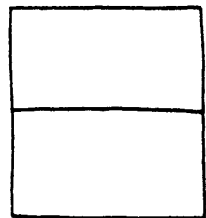
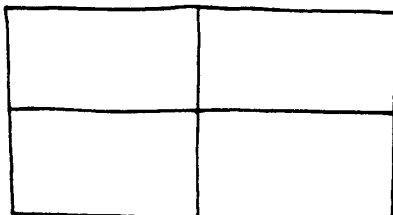
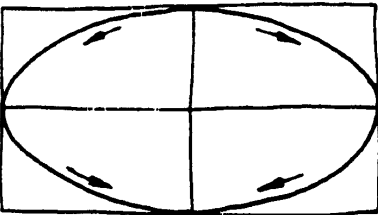
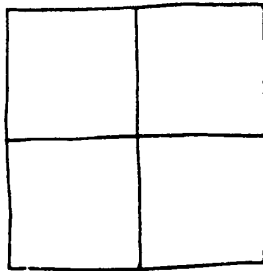
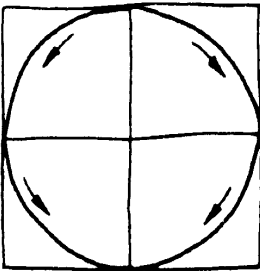
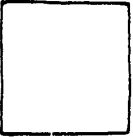
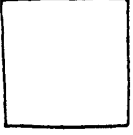
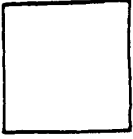
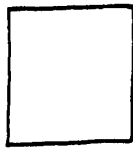
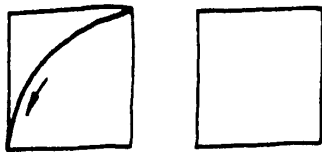
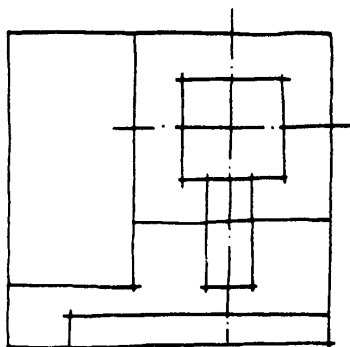
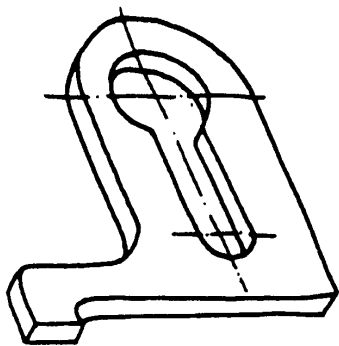
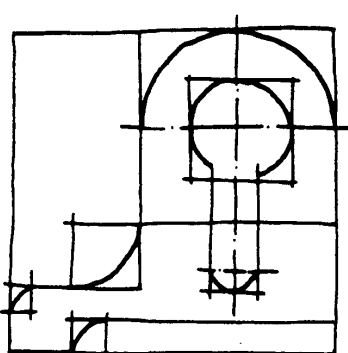


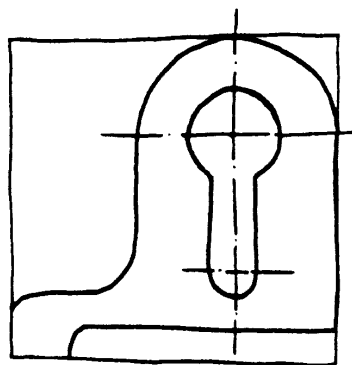




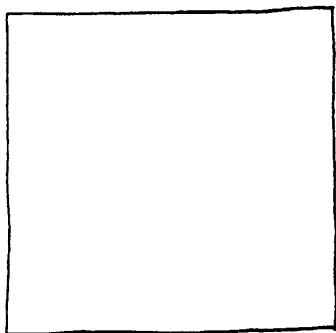
1ª Fase

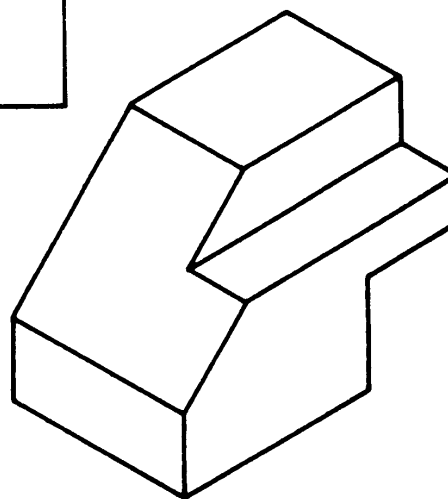
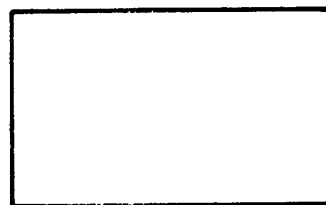
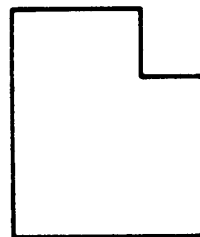
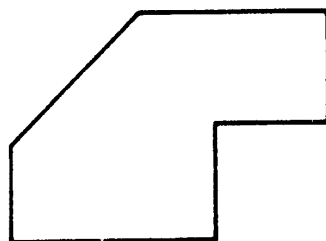
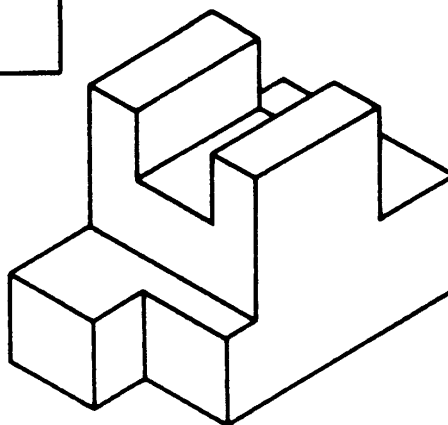
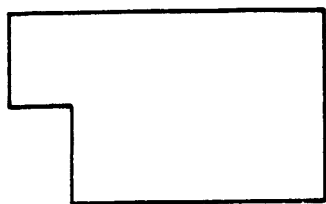
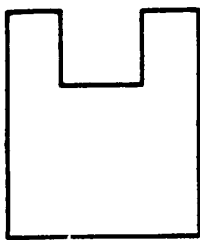
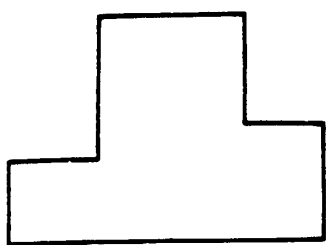


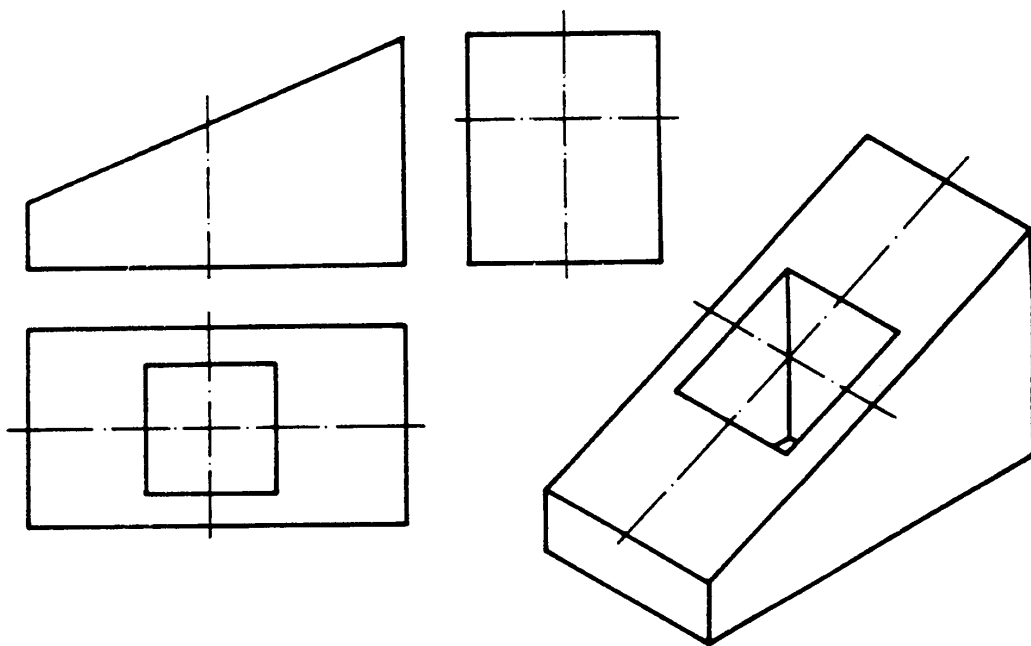
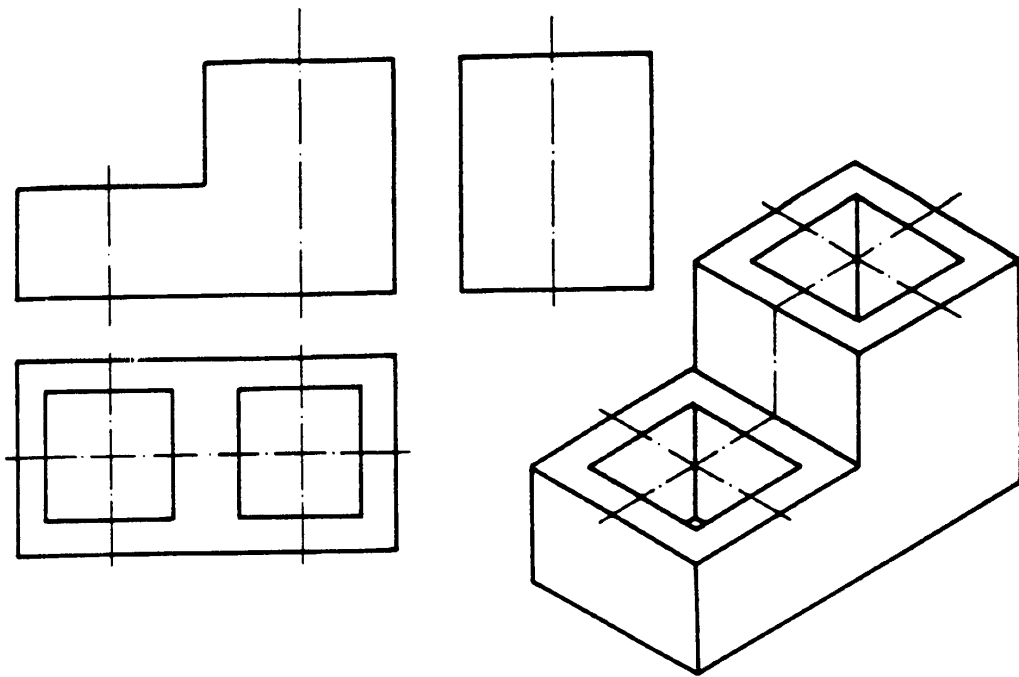
2ª Fase

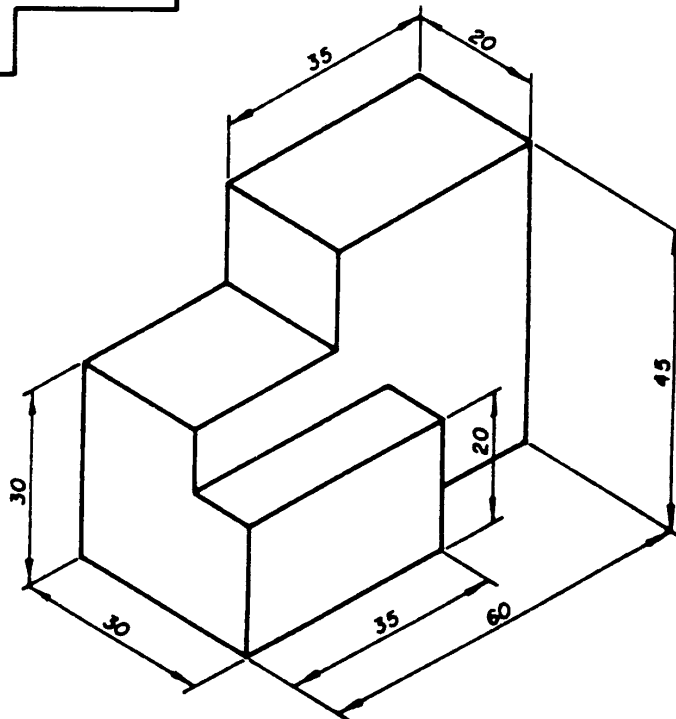
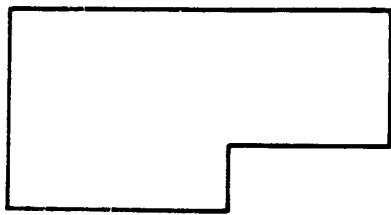
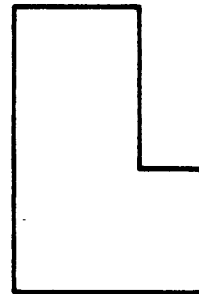
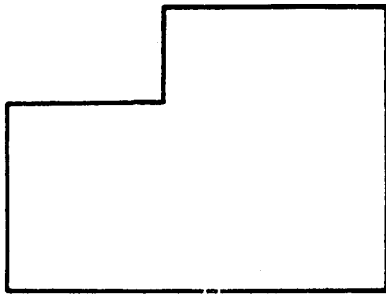


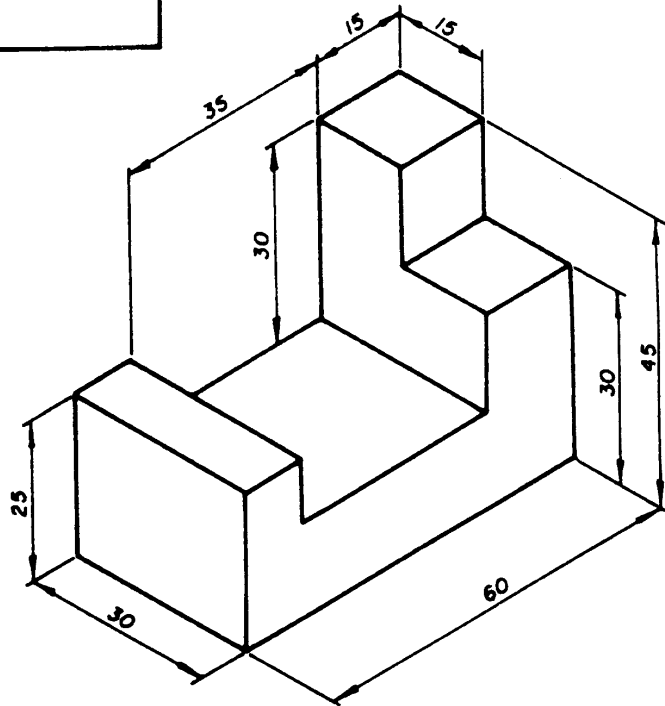
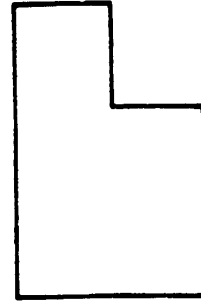
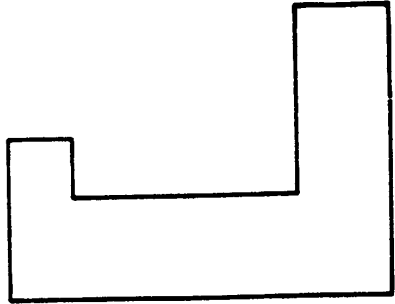
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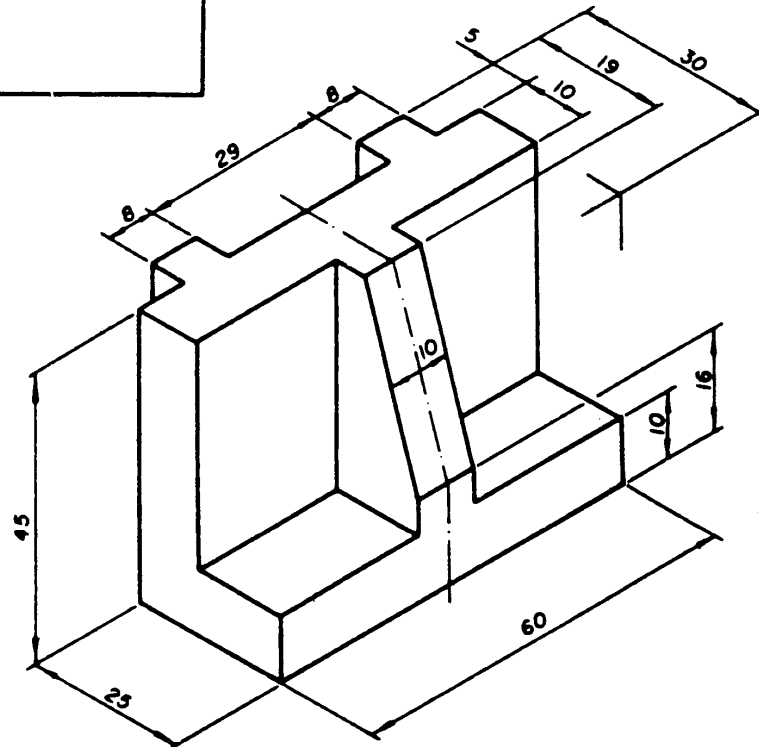
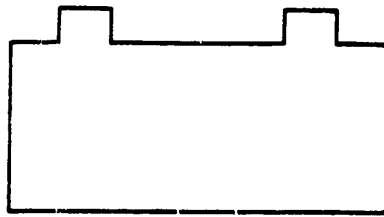
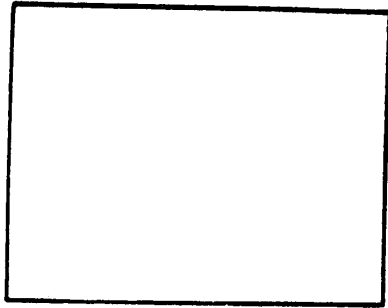


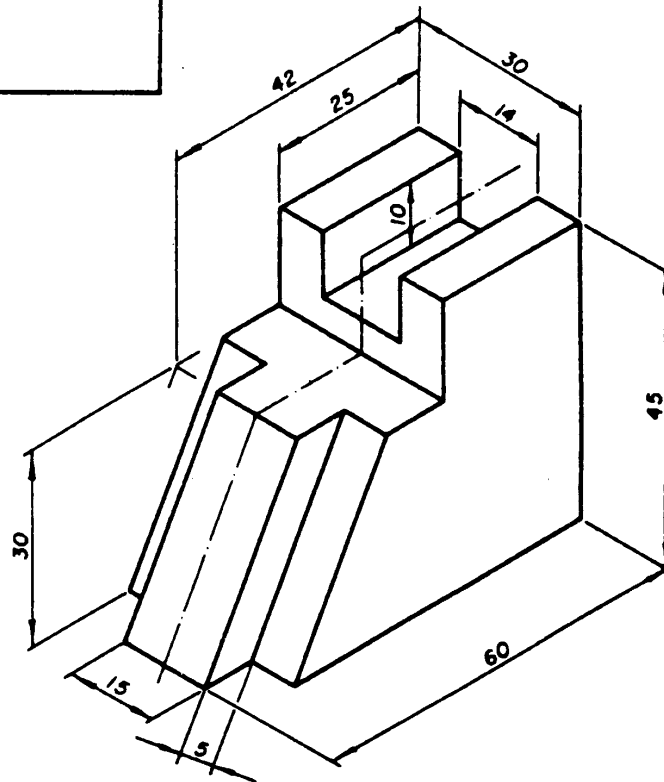
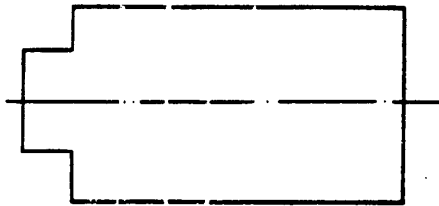
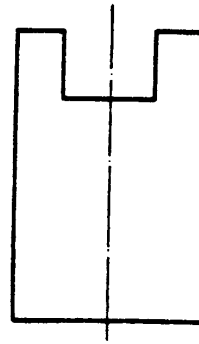
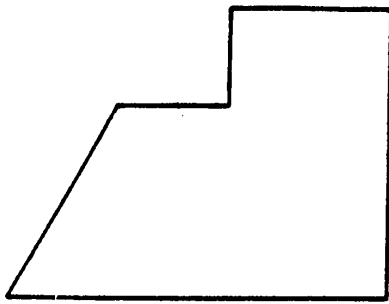


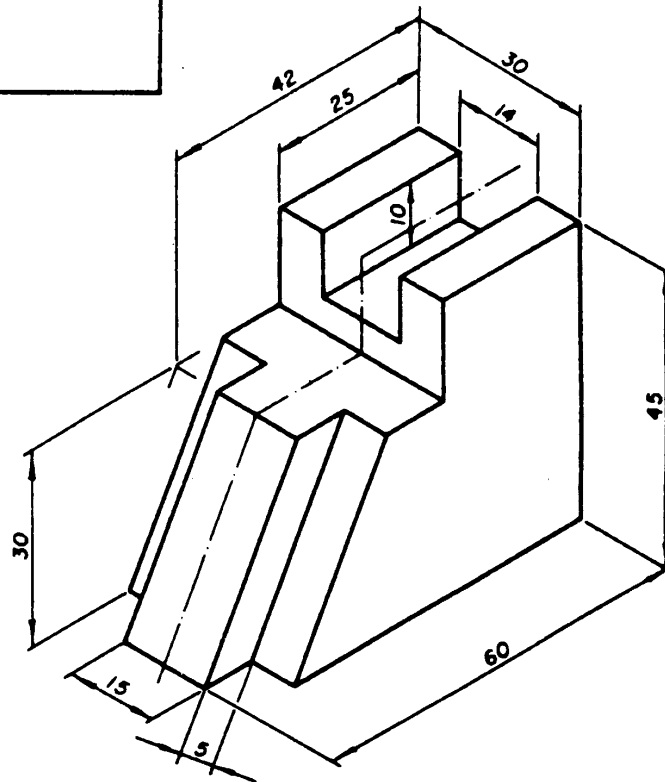
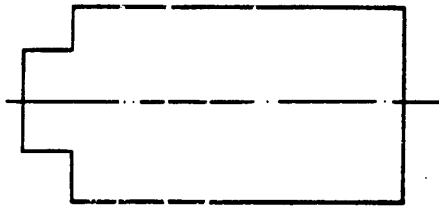
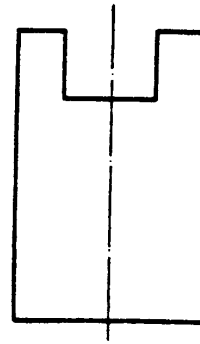
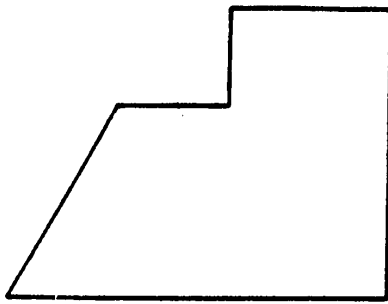




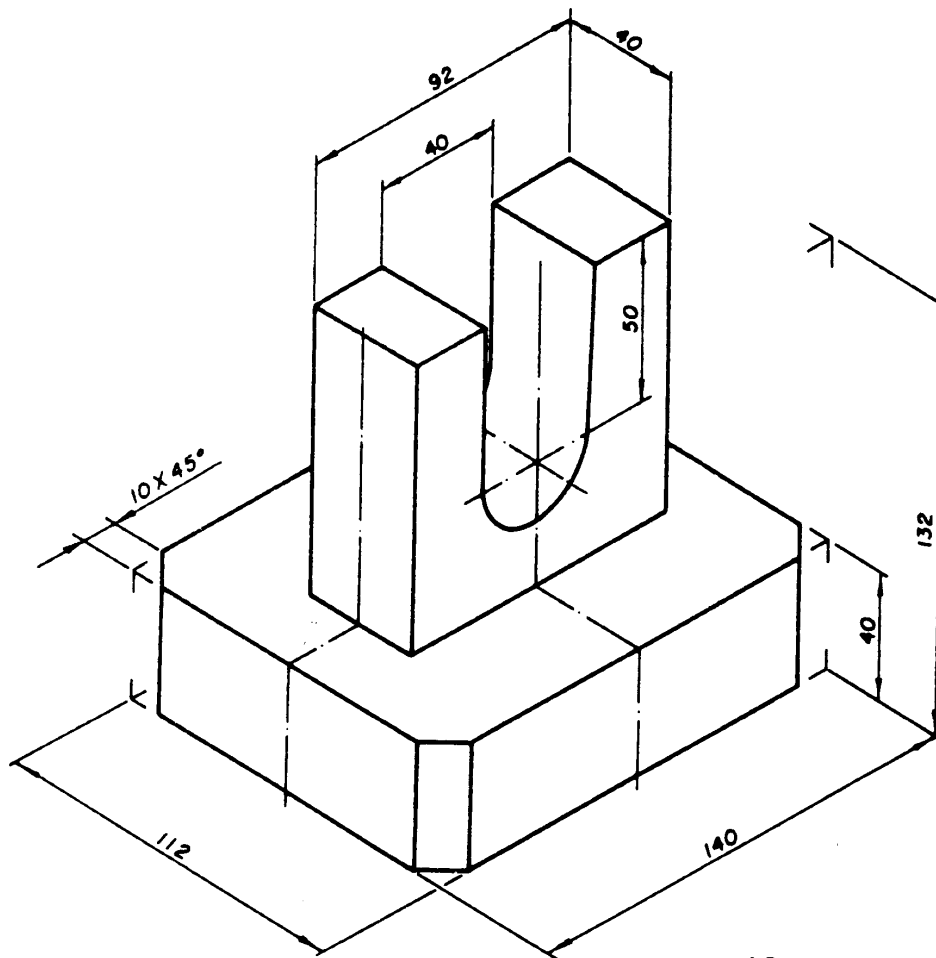






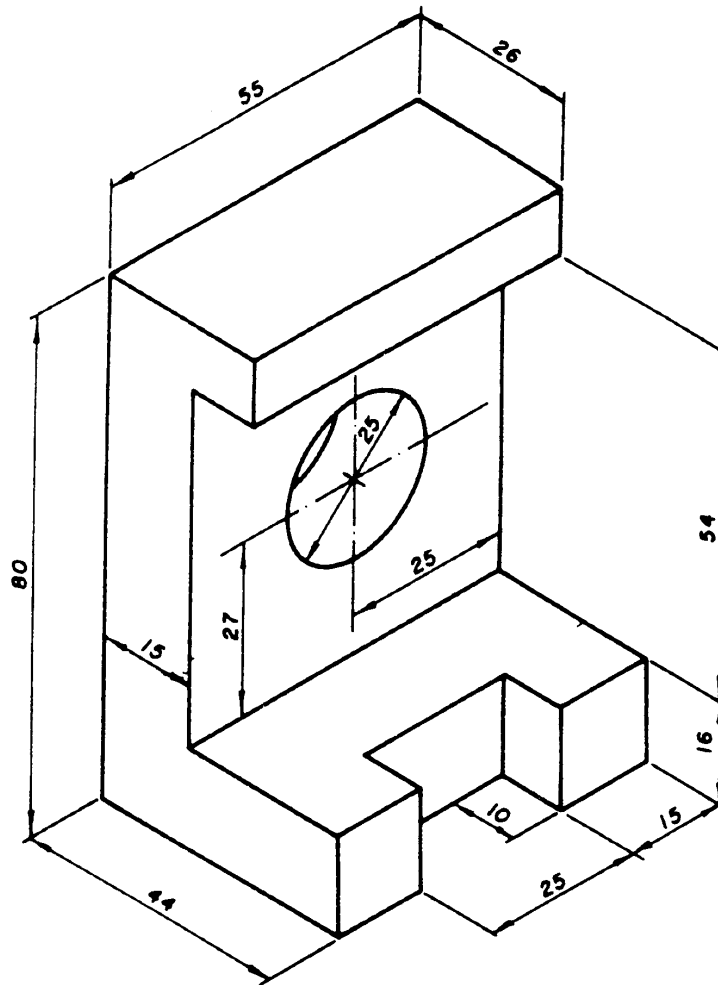


- a) Faça as projeções da peça abaixo.
b) Cote corretamente aplicando as regras de cotação.



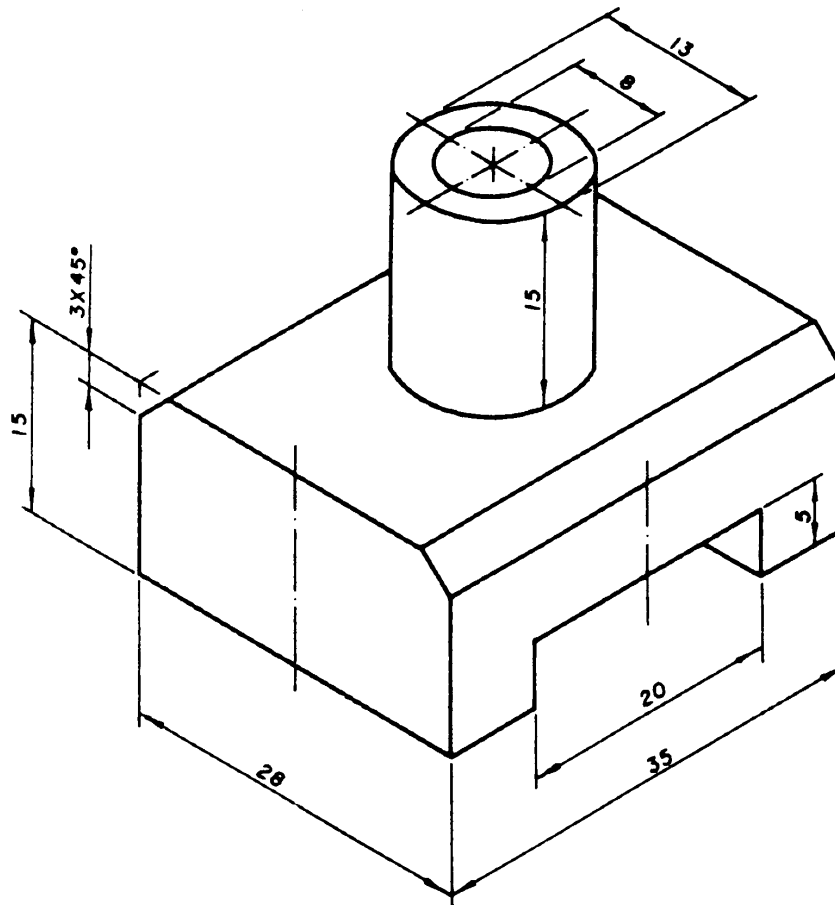
APOIO
Mat. ABNT 1020
Desenho em escala (1:2)

- a). Faça as projeções exatas da peça abaixo.
- b). Cote corretamente aplicando as regras de cotação.



CANTONEIRA
Mat. ABNT 1020
Desenho em escala (1:1)

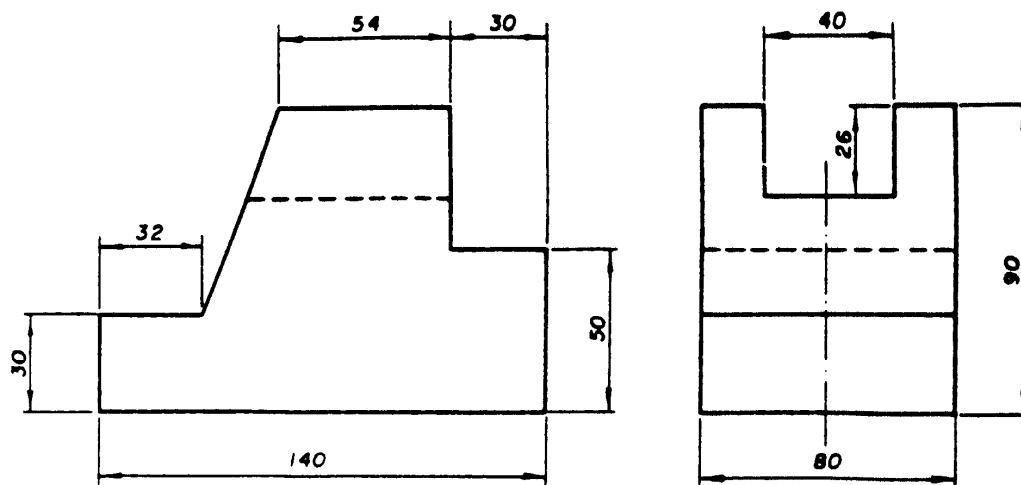
- a). Faça as projeções exatas da peça abaixo.
b). Cote corretamente aplicando as regras de cotação.



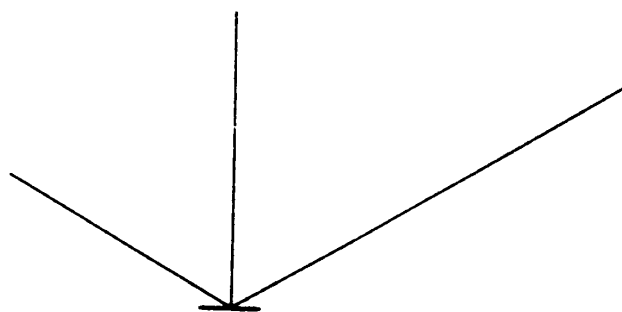
SUPORTE

Mat. ABNT 1020

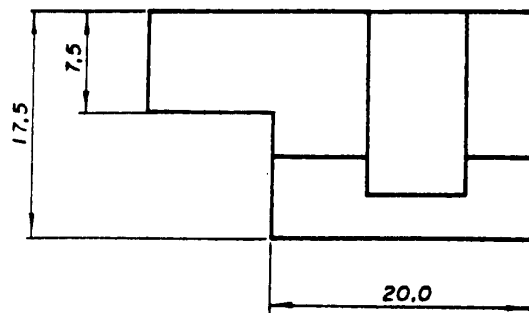
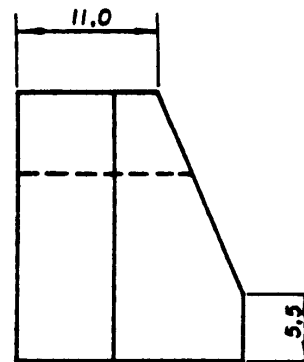
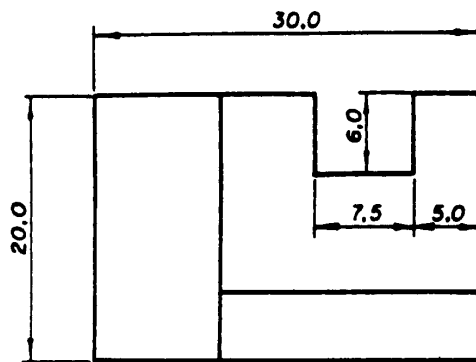
Desenho em escala (2:1)



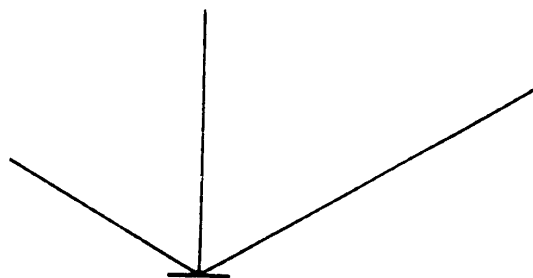
ESCALA (1:2)



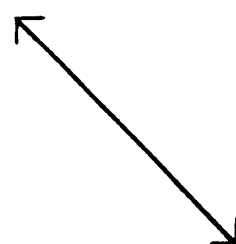
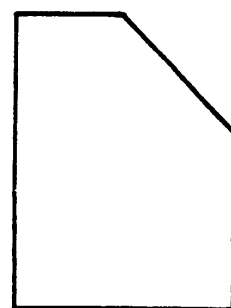
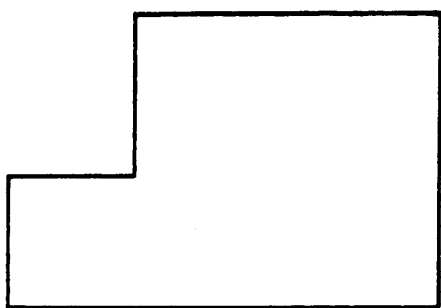
CONSTRUIR A PERSPECTIVA ISOMÉTRICA EM ESCALA 1:2, SEM COTAR

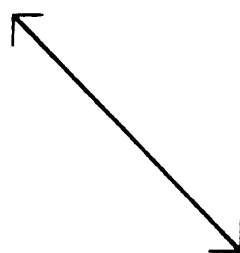
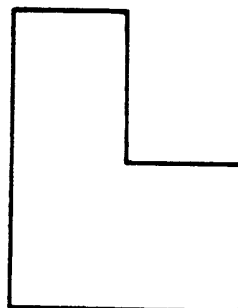
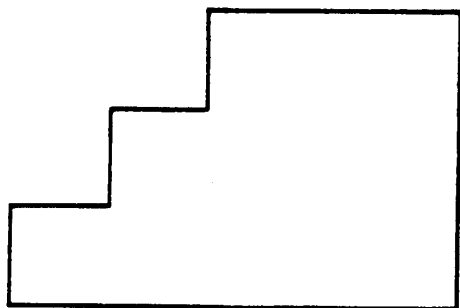


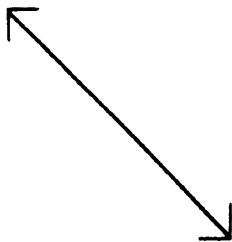
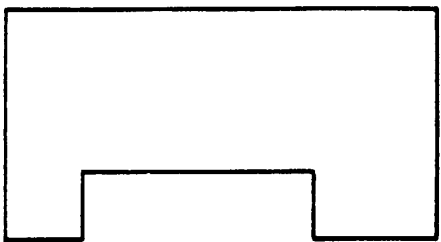
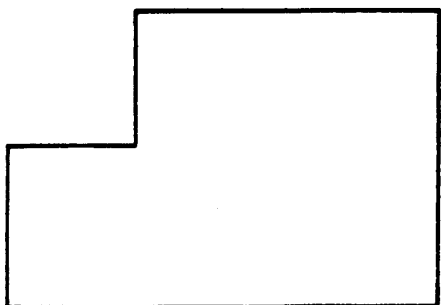
ESCALA 2:1

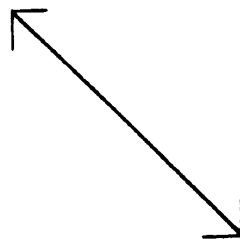
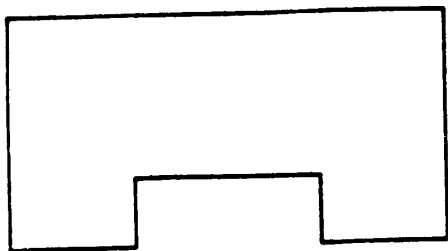
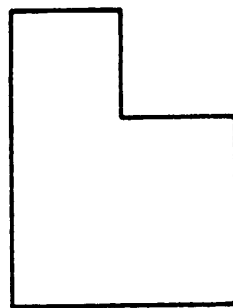


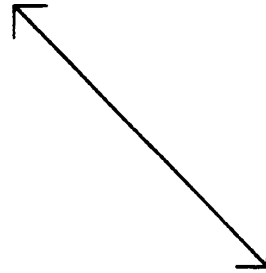
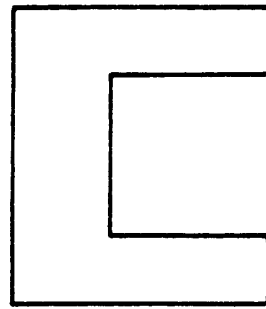
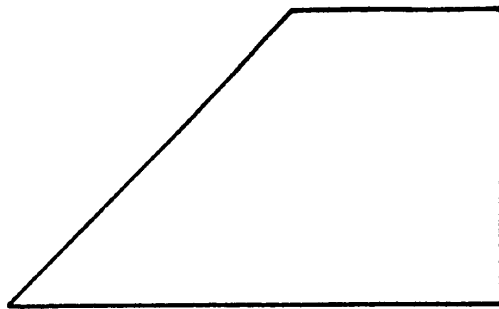
CONSTRUIR A PERSPECTIVA ISOMÉTRICA EM ESCALA (2:1)

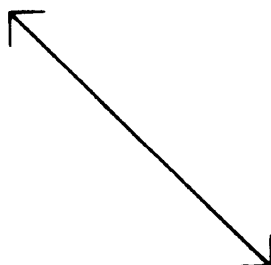
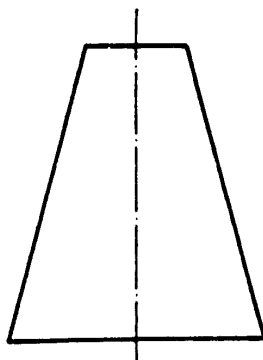
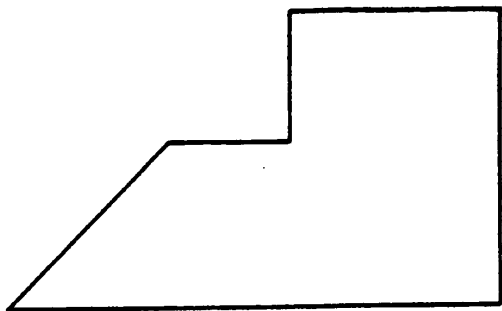


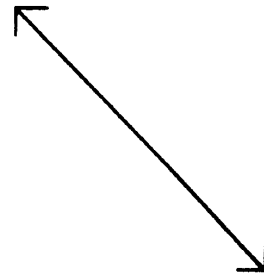
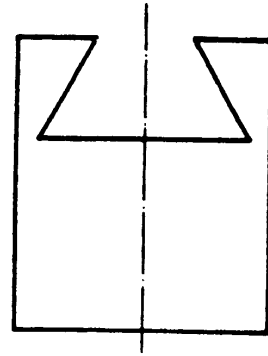
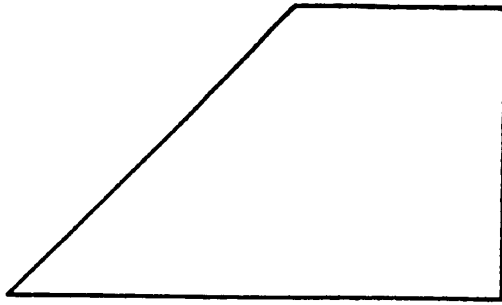








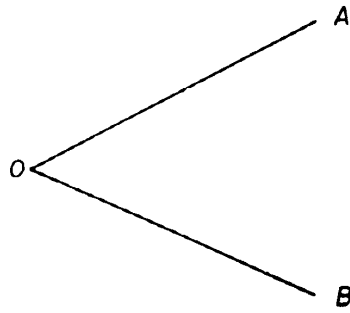




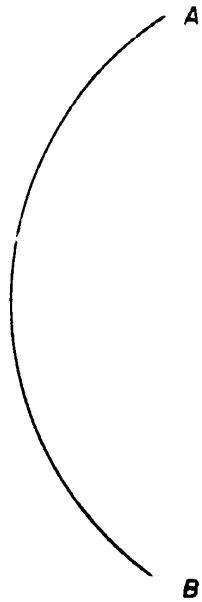
1- DIVIDIR UMA RETA DADA EM 7 PARTES IGUAIS.



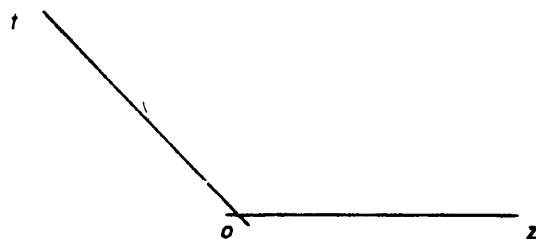
2- TRAÇAR A BISSETRIZ DE UM ÂNGULO.



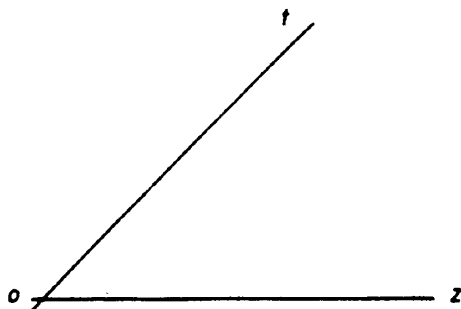
3- DETERMINAR O CENTRO DE UM ARCO DE CIRCUNFERÊNCIA.



10- Concordar um arco de circunferência de raio = 30mm com duas retas que se encontram e formam um ângulo obtuso.

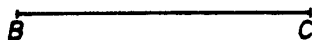


11- Concordar um arco de circunferência de raio = 15 mm com duas retas que se encontram e formam um ângulo agudo.



12- Traçar um arco de circunferência de raio = 30mm, que partindo de um ponto A, concorde com uma reta dada BC, no ponto.

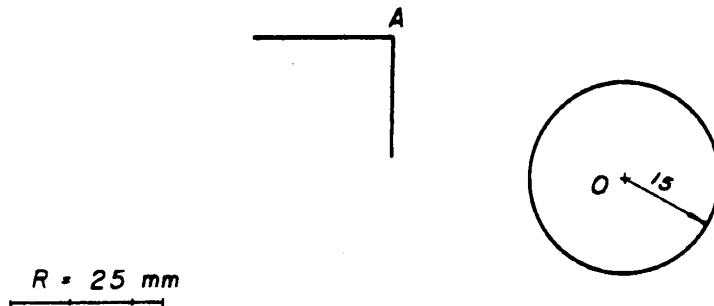
A₊



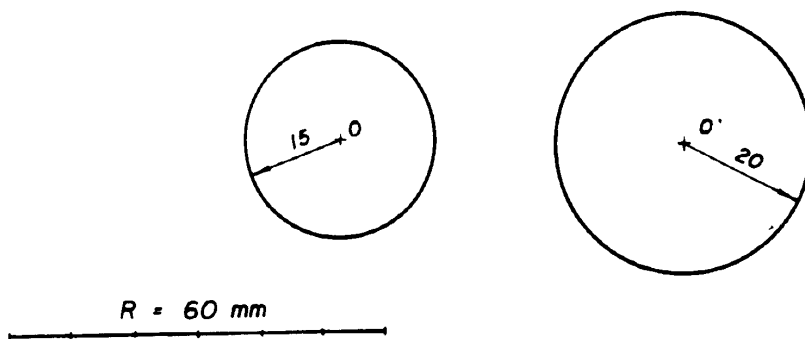
R = 30mm



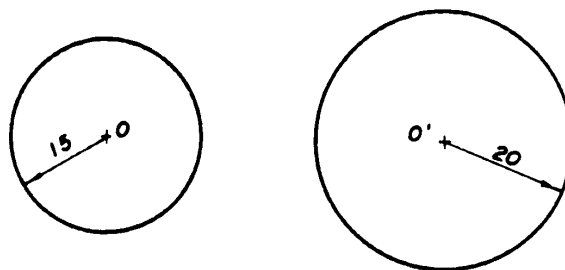
- 13- Traçar um arco de circunferência de raio = 25 mm, que partindo de um ponto A, concorde com uma circunferência de raio r conhecido.

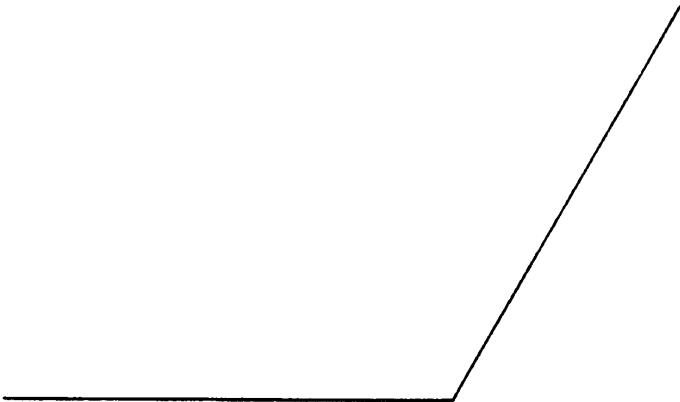


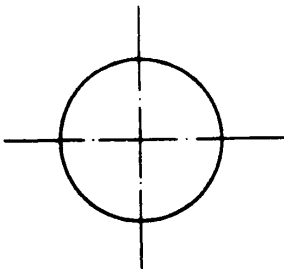
- 14- Traçar um arco de circunferência de raio = 60mm, concordando com duas circunferências de raios 15mm e 20mm (concordância externa).



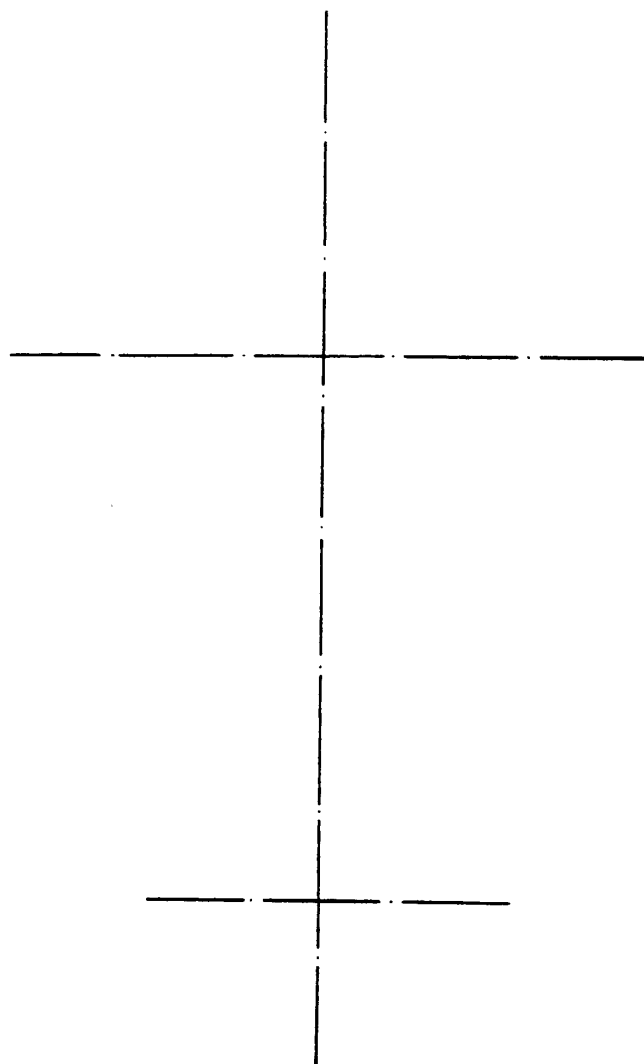
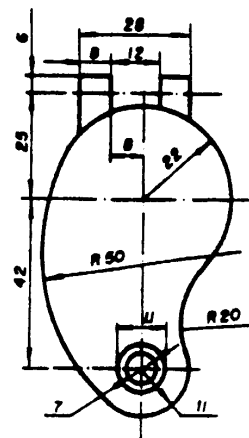
- 15- Traçar um arco de circunferência de raio = 30 mm, concordando com duas circunferências de raios 15mm e 20mm (concordância interna).



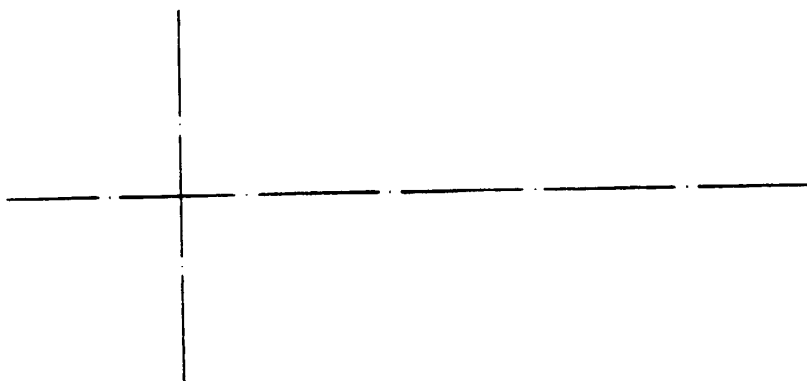
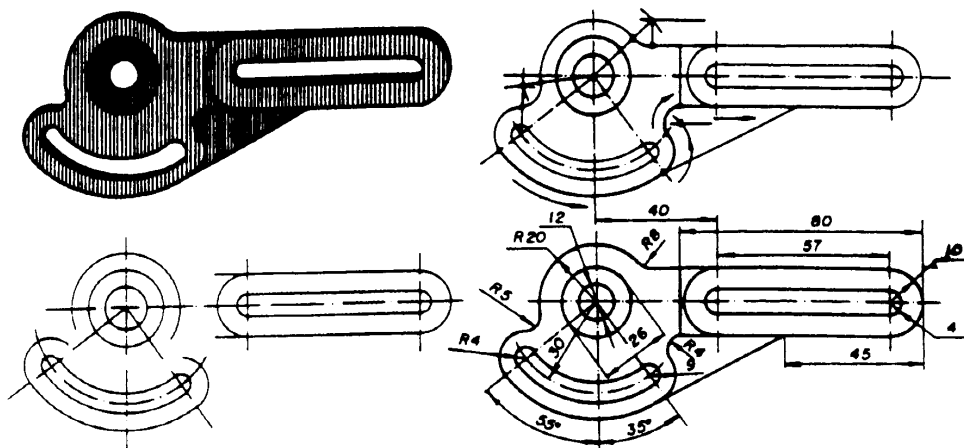


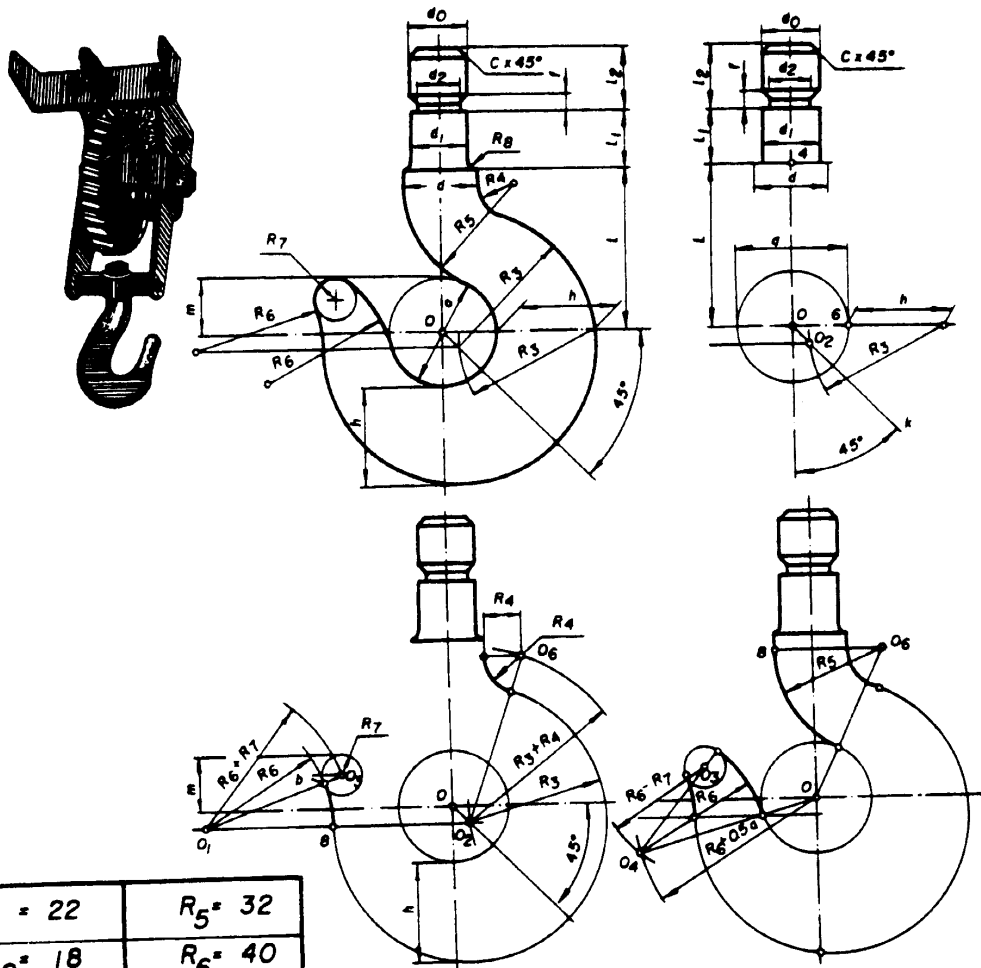


Redesenhar na escala indicada e cotar corretamente.



Redesenhar na escala indicada e cotar corretamente.

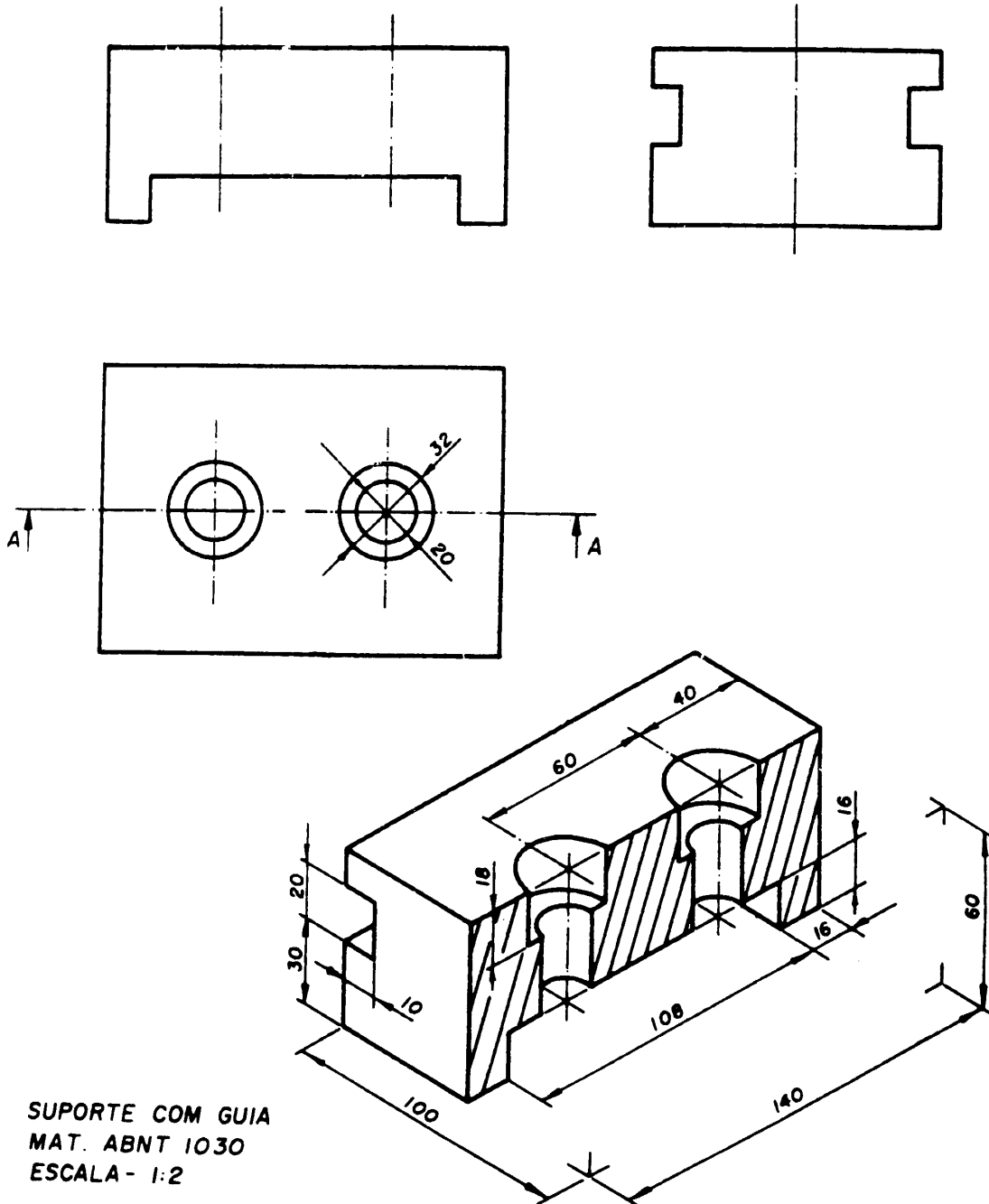


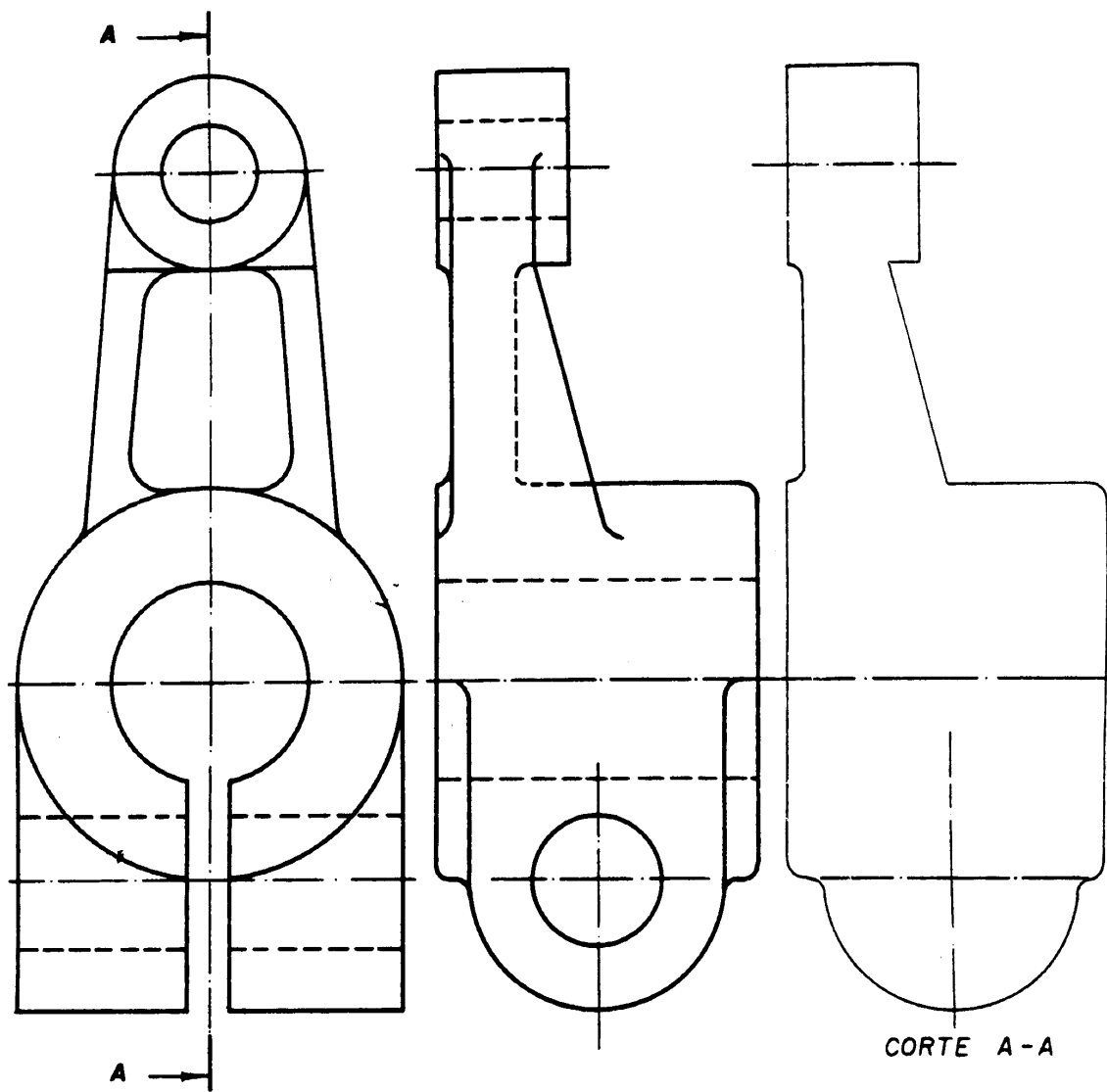


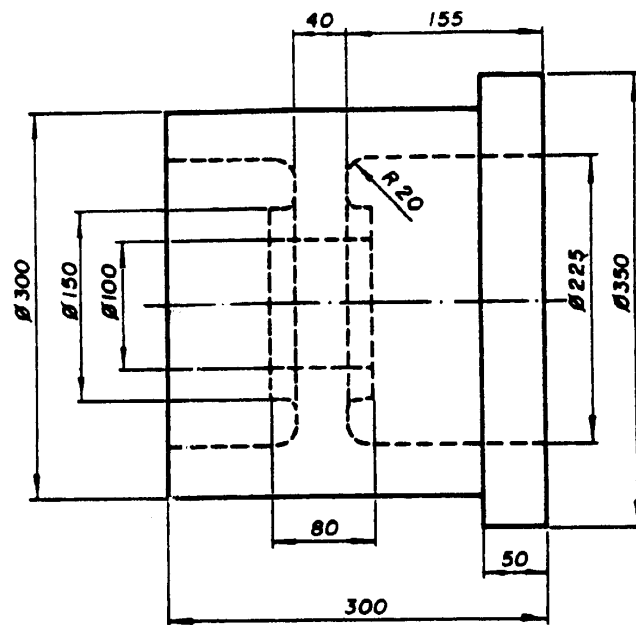
$d = 22$	$R_5 = 32$
$d_0 = 18$	$R_6 = 40$
$d_1 = 18$	$R_7 = 6$
$d_2 = 12$	$R_8 = 2$
$a = 32$	$L = 50$
$h = 30$	$L_1 = 18$
$m = 16$	$L_2 = 20$
$R_3 = 41$	$c = 3$
$R_4 = 10$	$f = 6$

EXERCÍCIO: Complete as vistas , sendo a elevação em CORTE TOTAL e cote corretamente.

CORTE A-A







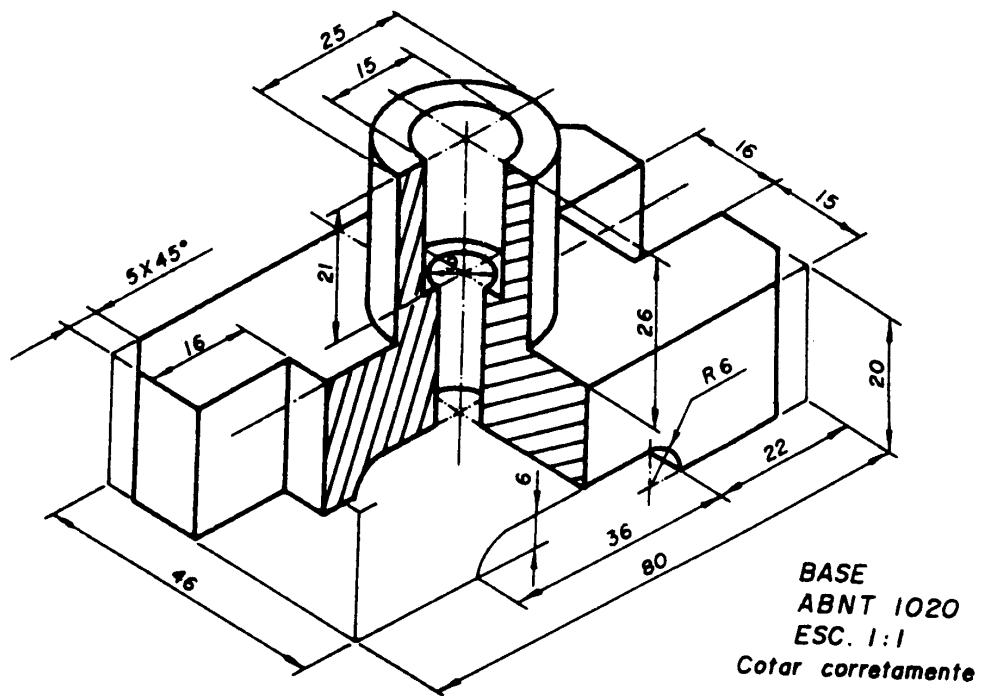
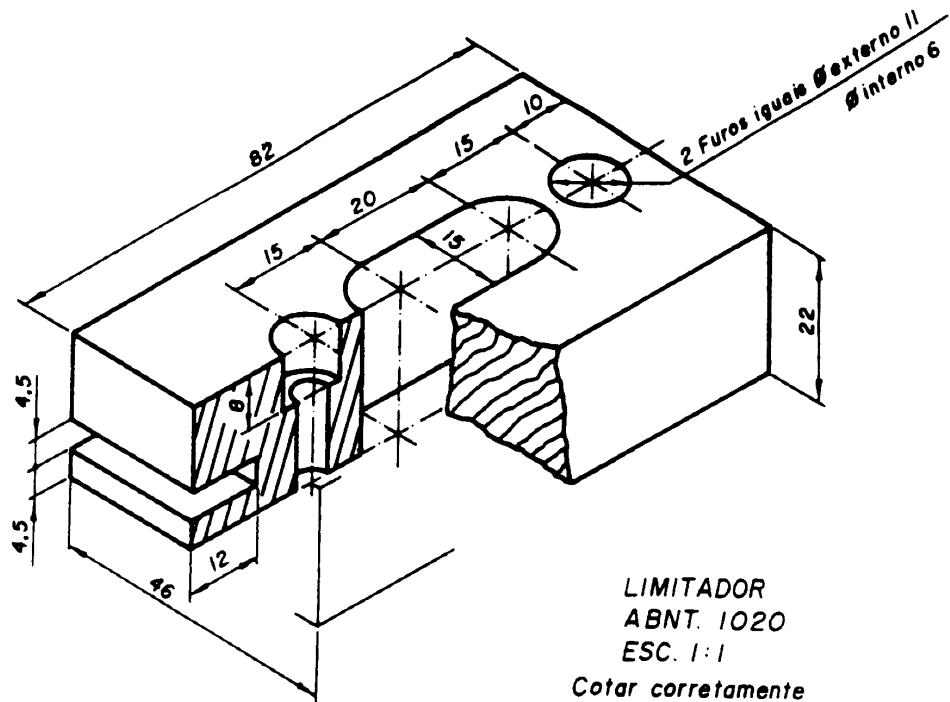
RODA
 Escala: 1:2,5
 Raios não cotados=15
 Mat: FoFo

Technical drawing of a mechanical part, likely a bracket or support, showing dimensions in millimeters. The drawing includes a front view and a side view. Key dimensions are:

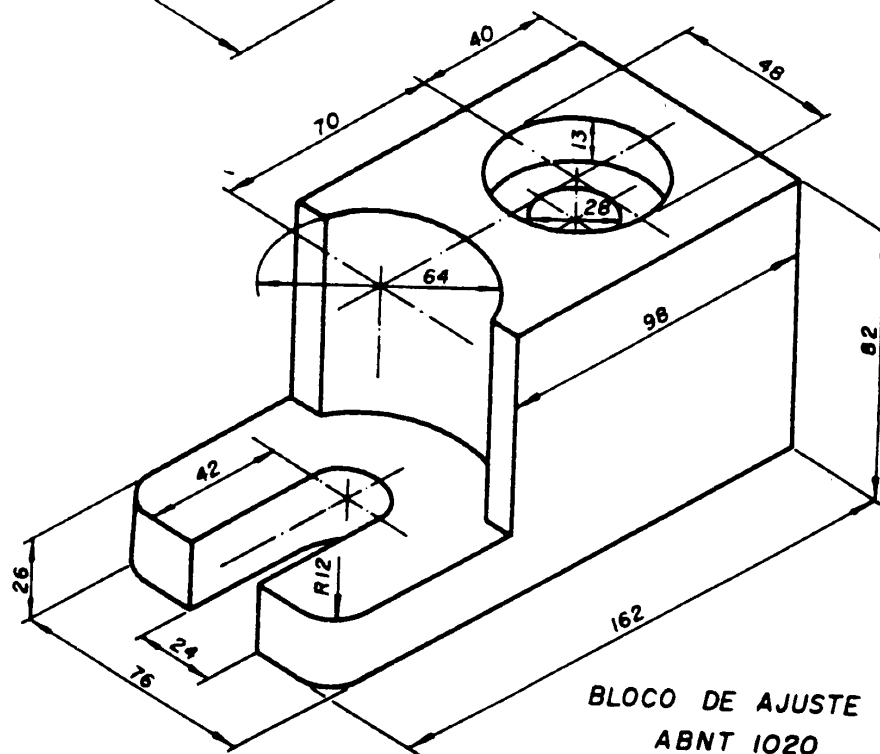
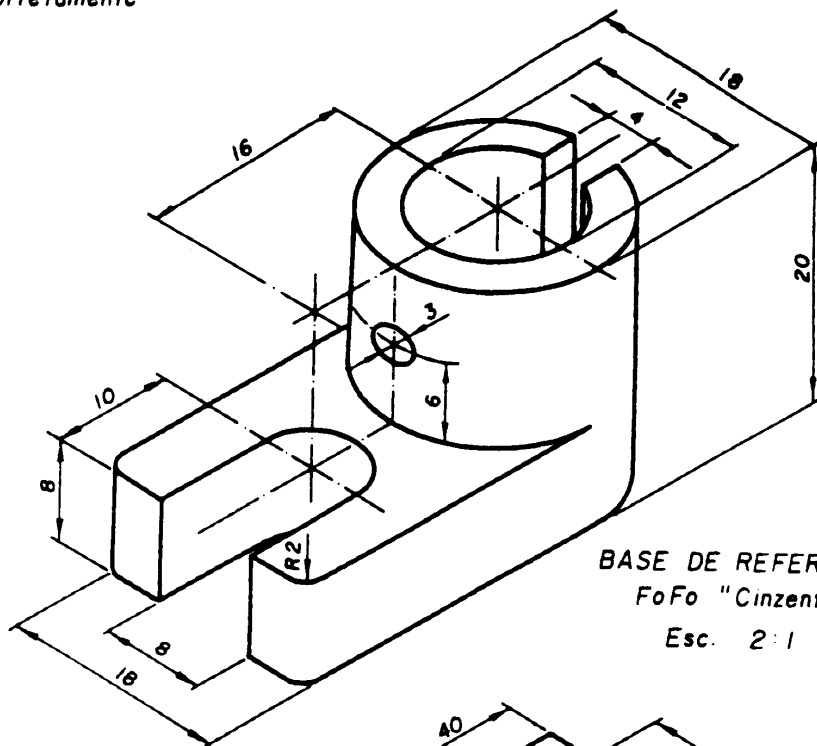
- Overall width: 56
- Overall height: 40
- Top horizontal segment: 37
- Top horizontal segment (inner): 15
- Radius of the top arc: R3
- Radius of the bottom arc: R3
- Bottom horizontal segment: 20
- Vertical segment on the right: 32
- Vertical segment on the left: 27
- Horizontal segment on the left: 20

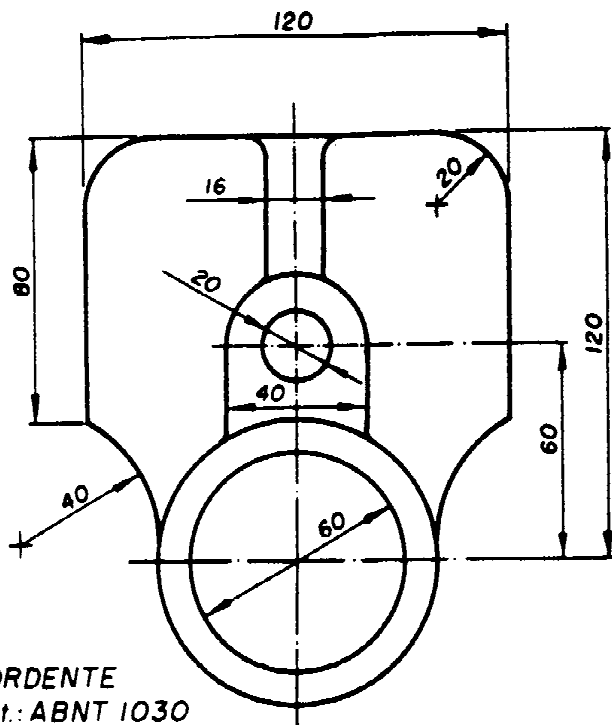
ALAVANCA DE FRICÇÃO
Mat. ABNT. 1040
ESC. 1:1

Desenhar as vistas necessárias e suficientes.
 Obs.: a vista frontal deve ser desenhada em corte.

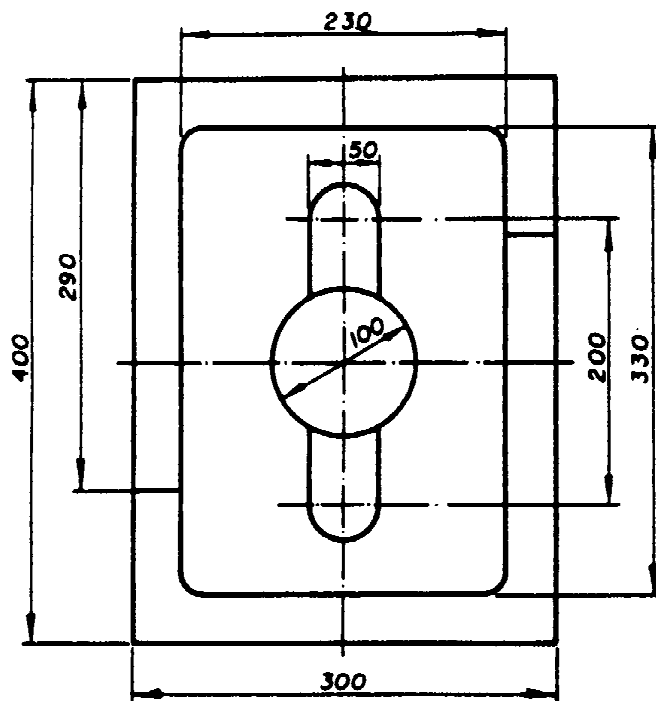
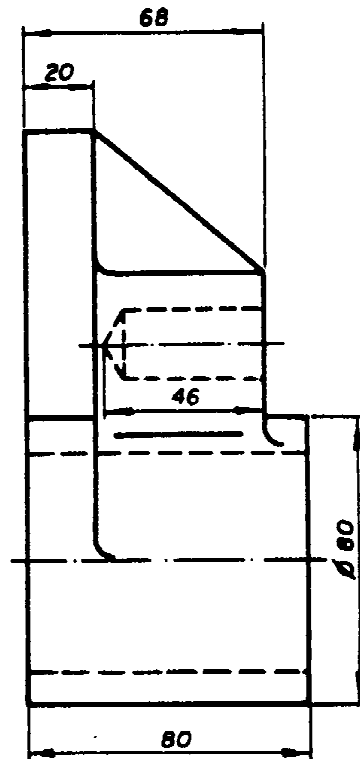


Desenhar as vistas necessárias e suficientes.
 Cotar corretamente

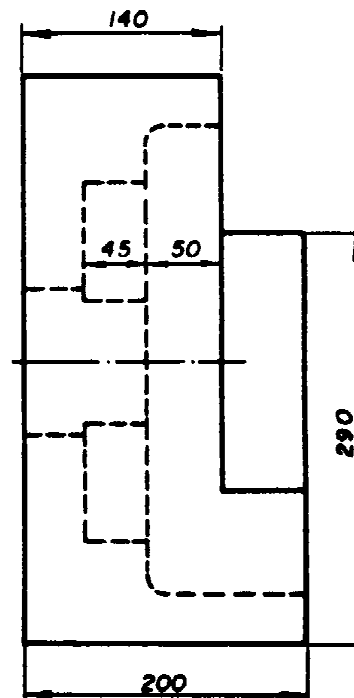




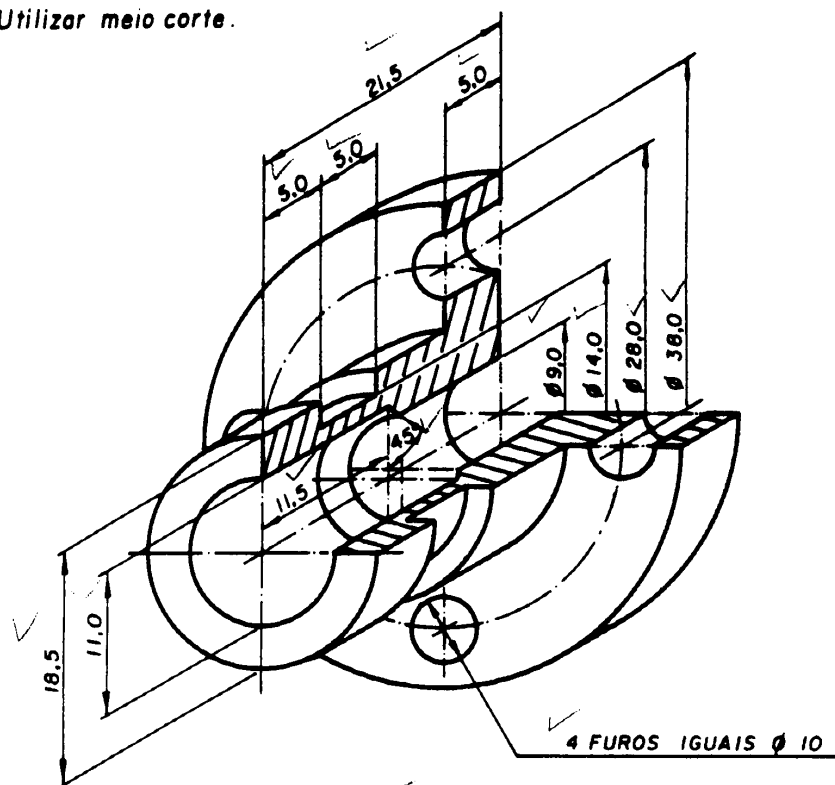
MORDENTE
Mat.: ABNT 1030



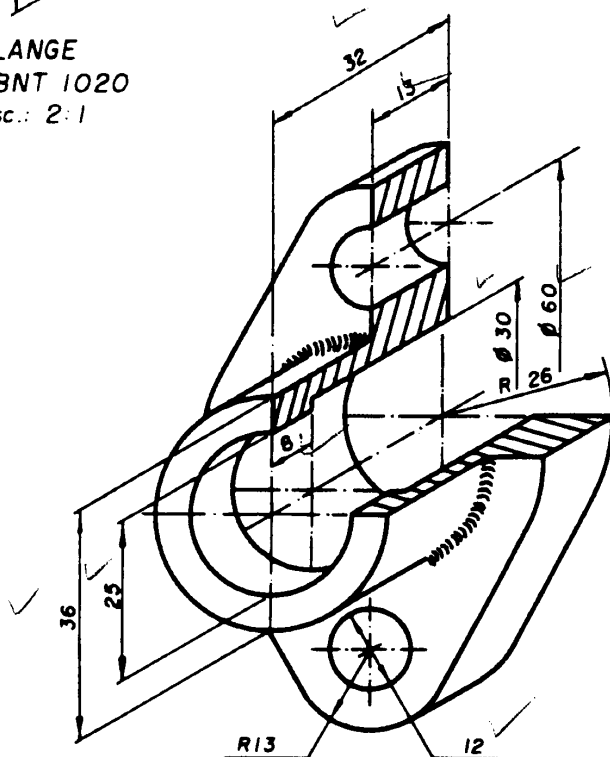
BLOCO DE CONTROLE FoFo



Desenhar a vista necessária e suficiente das peças abaixo.
Obs.: Utilizar meio corte.



FLANGE
ABNT 1020
Esc.: 2:1



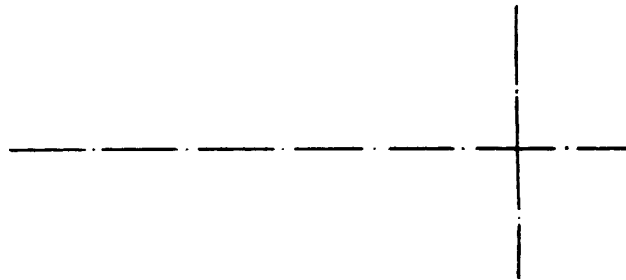
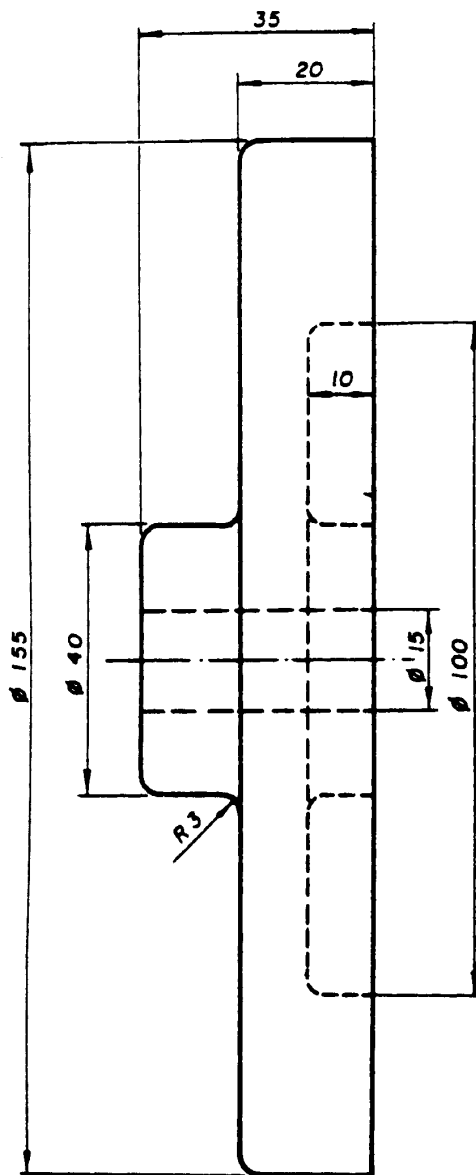
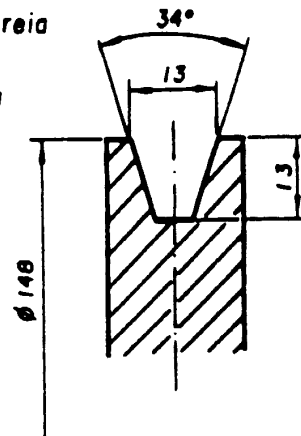
PRENSADOR DE ANÉIS
ABNT 1030
Esc.: 1:1

Polia para correia em "V" A partir de uma peça bruta de material fofo GG18, desenhada abaixo, deseja-se fabricar uma polia com uma garganta para correia trapezoidal tipo A esquematizada ao lado.

Para usinagem da polia, a sequência de operações sugerida é a seguinte:

- 1- Mandrilar o cubo da polia, deixando-o com um furo de diâmetro 20 e um rasgo de chaveta de largura 6mm e de altura em relação a face oposta do furo de 22,2mm.
- 2- Tornear a periferia, deixando com diâmetro de 148
- usinar a garganta conforme croquis.

Pede-se: Desenhar a polia em meio-corte e cotá-la.

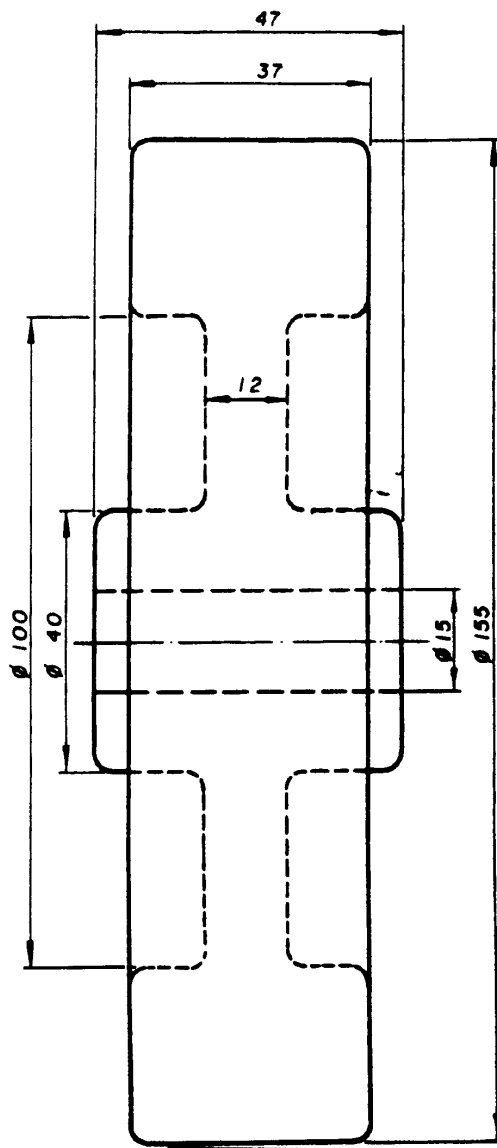


Technical drawing of a mechanical part showing a cross-section. The drawing includes the following dimensions and features:

- A top flange with a width of 13 and a thickness of 13.
- A central vertical hole with a diameter of 15.
- A bottom flange with a width of 13 and a thickness of 13.
- A central vertical section with a width of 15.
- A total height of 148.
- A top angle of 34°.

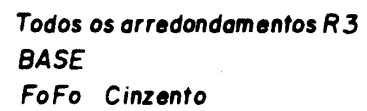
1- Mandrilar o cubo da polia, deixando-o com um furo de diâmetro 20 e um rasgo de chaveta de largura 6mm e de altura em relação a face oposta do furo de 22,2mm.

Pede-se: Desenhar a polia em meio-corte e cotá-la.



TODOS OS ARREDONDAMENTOS R3

Obs.: UTILIZAR CORTE COM DESVIO DE TRANSLAÇÃO.

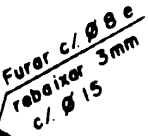


Obs.: Desenhar uma das vistas em CORTE COM DESVIO DE TRANSLAÇÃO.



RAIO NÃO ESPECIFICADO = 2.5
SUPPORTED
FoFo Cinzento

CORTE COM DESVIO DE TRANSLAÇÃO na elevação e CORTE TOTAL no perfil.

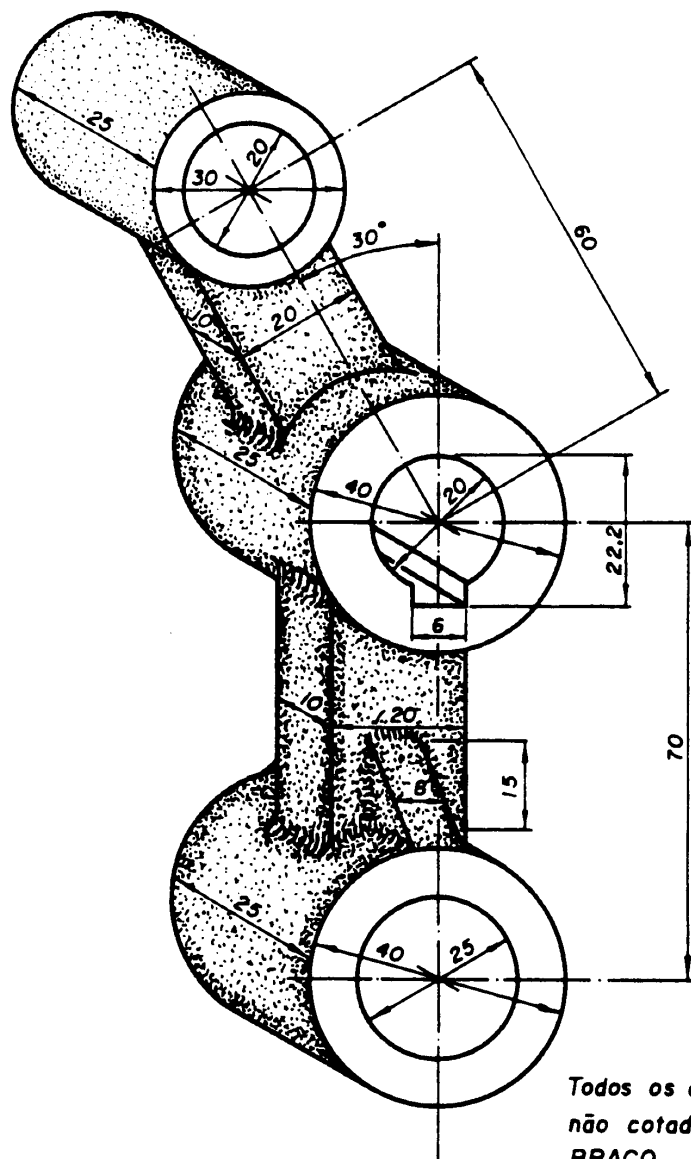


BASE
FoFo

RAIOS NÃO COTADOS = 2

Desenhar as vistas necessárias e suficientes

Obs: Utilizar CORTE COM DESVIO DE ROTAÇÃO



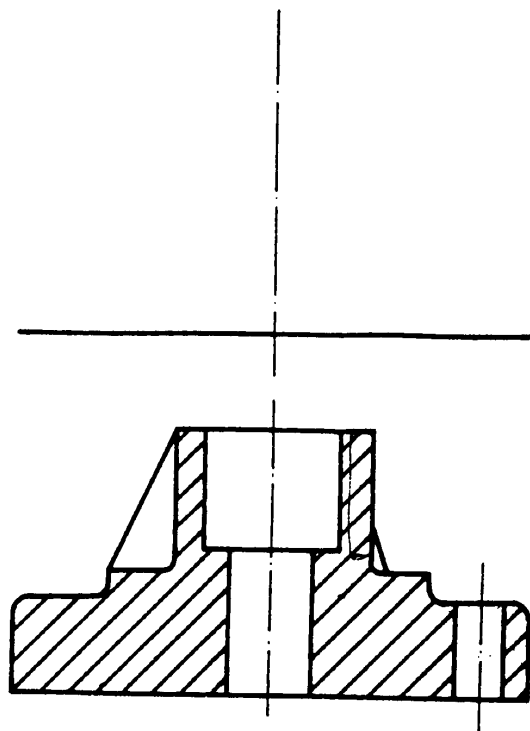
Todos os arredondamentos
não cotados R 3

BRACO

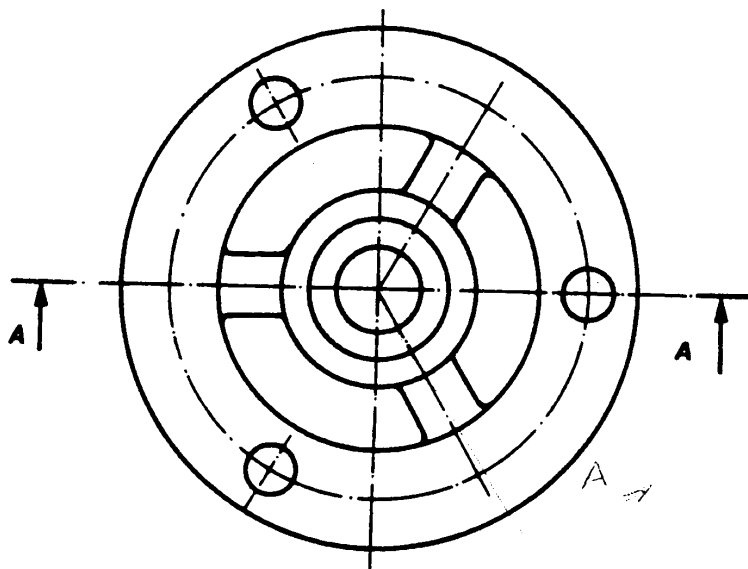
Mat. F. f. cinz.

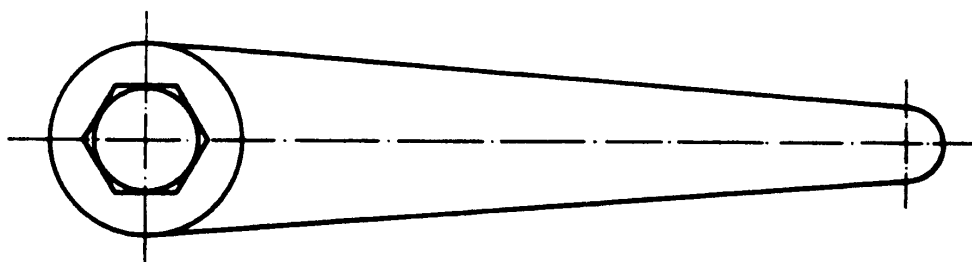
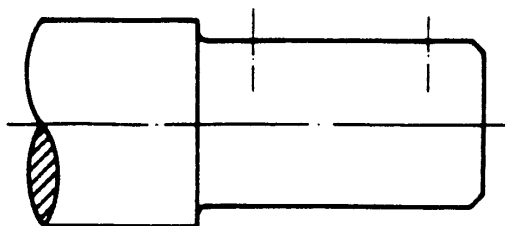
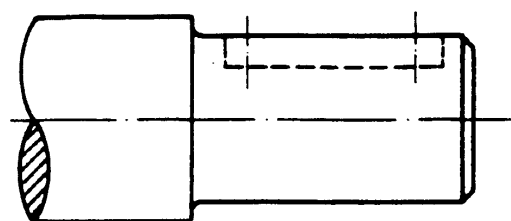
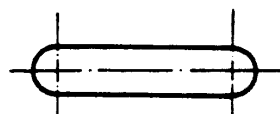
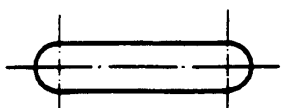
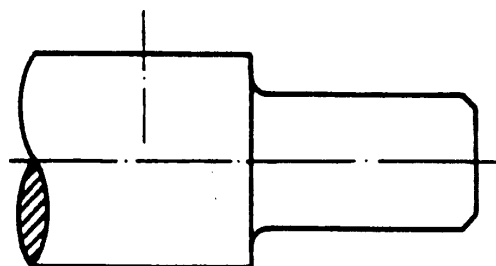
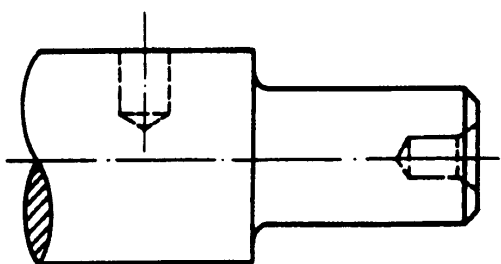
REDESENHAR A ELEVACÃO UTILIZANDO CORTE ACONSELHÁVEL.

CORTE A-A

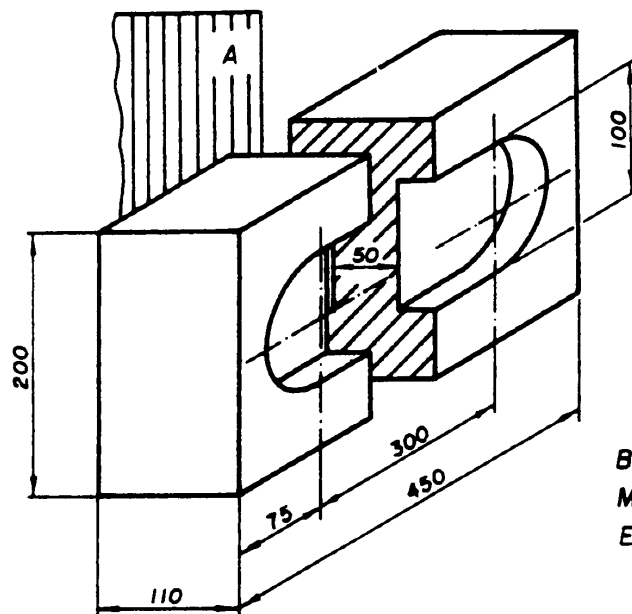


CORTE
DESACONSELHÁVEL





Desenhar as vistas necessárias e suficientes da peça abaixo.



BLOCO
Mat.: ABNT 1010
ESCALA- 1 : 5

Desenhar as vistas necessárias e suficientes da peça abaixo.

