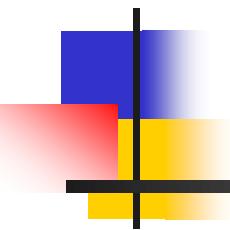


ARHITEKTONSKE KONSTRUKCIJE 1.r.

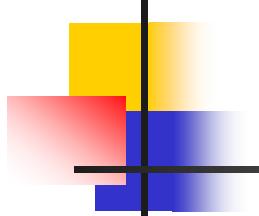


Nastavna cjelina:

ARHITEKTONSKI NACRTI I PROJEKTI

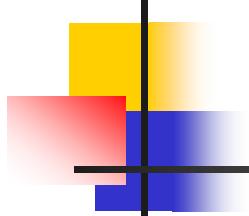
Nastavna jedinica:

ORTOGONALNA PROJEKCIJA I AKSONOMETRIJA



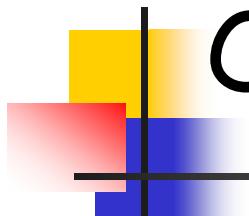
PROJEKCIJE

- Ako želimo neko tijelo ili građevinu grafički prikazati na papiru, poslužit ćemo se projekcijama.
- Da bi se precizno tehnički prikazali svi potrebni detalji nekog objekta koristimo ortogonalnu projekciju.



PROJEKCIJE

- Za prostorno predočavanje tijela koriste se različiti tipovi **aksonometrijskih prikaza**.
- **Izometrija** je najjednostavniji, dok je **perspektiva** najkomplikiraniji i najzorniji prikaz.

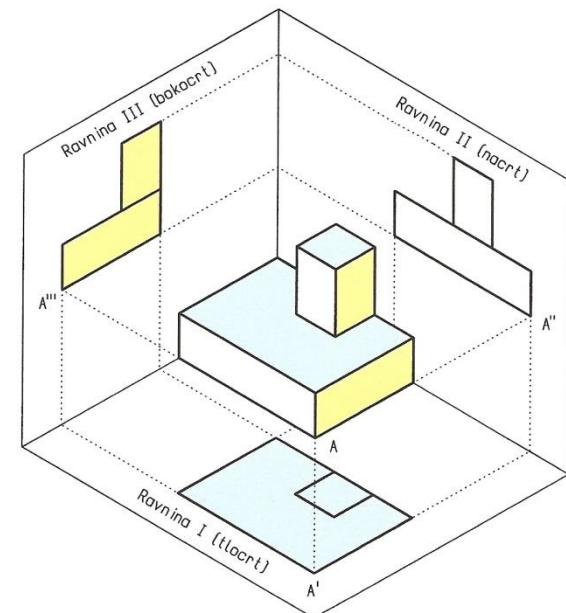


ORTOGONALNA PROJEKCIJA

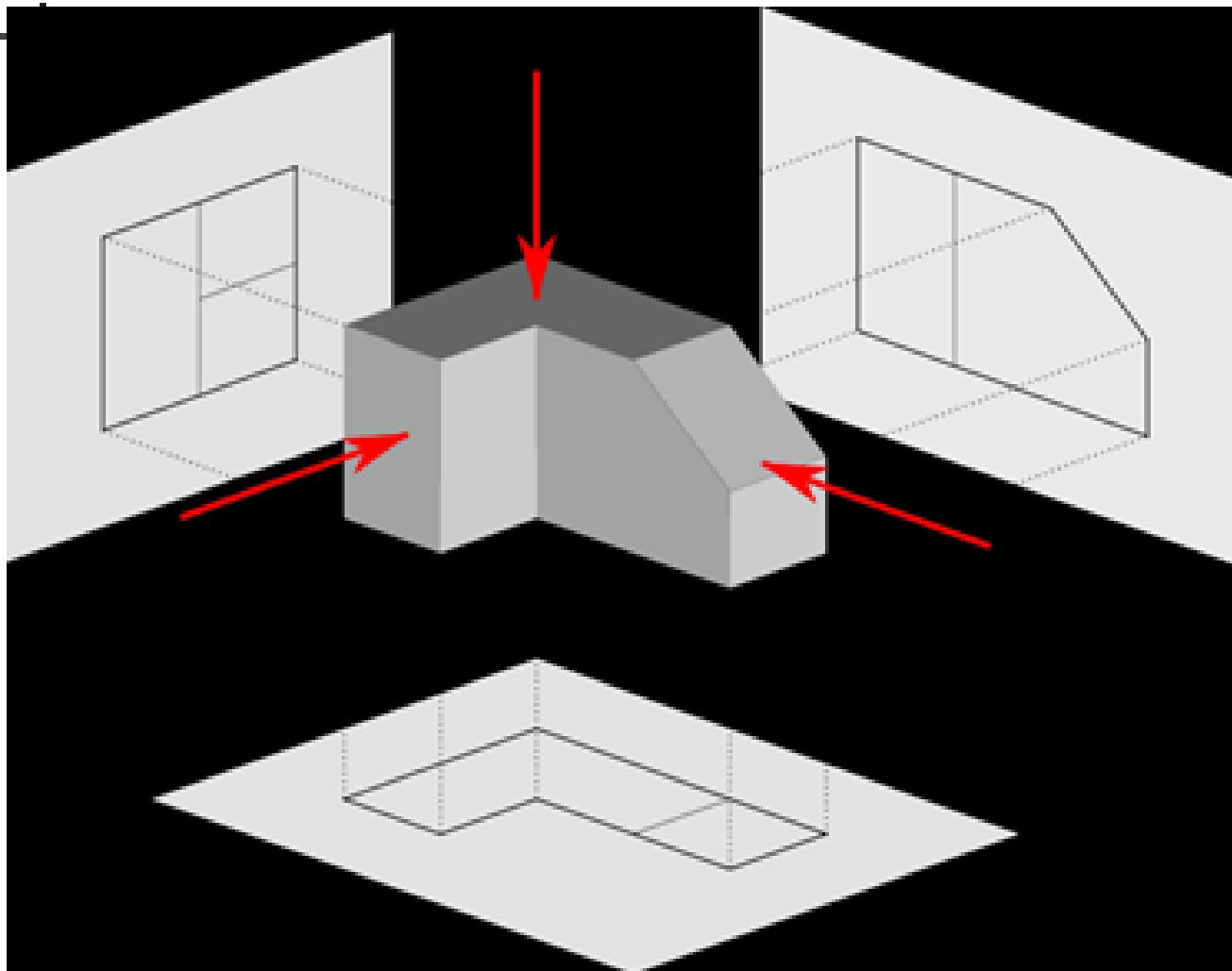
- Cilj crtanja u ortogonalnoj projekciji je u tehničkom crtanju jednostavno odrediti sve dimenzije predmeta.
- Zadatak: prikazati trodimenzionalne objekte u dvodimenzionalnom prostoru crtaćeg papira

ORTOGONALNA PROJEKCIJA

- Pravila ortogonalne projekcije su:
 - zrake projiciranja su okomite na ravninu crtanja (po kutom od 90°),
 - predmet se nalazi između ravnine crtanja (projiciranja) i crtača,
 - u projekciji se crta onaj dio predmeta koji se vidi u smjeru gledanja.

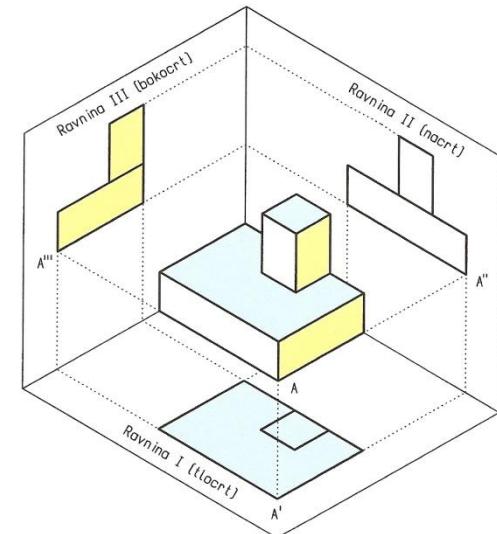


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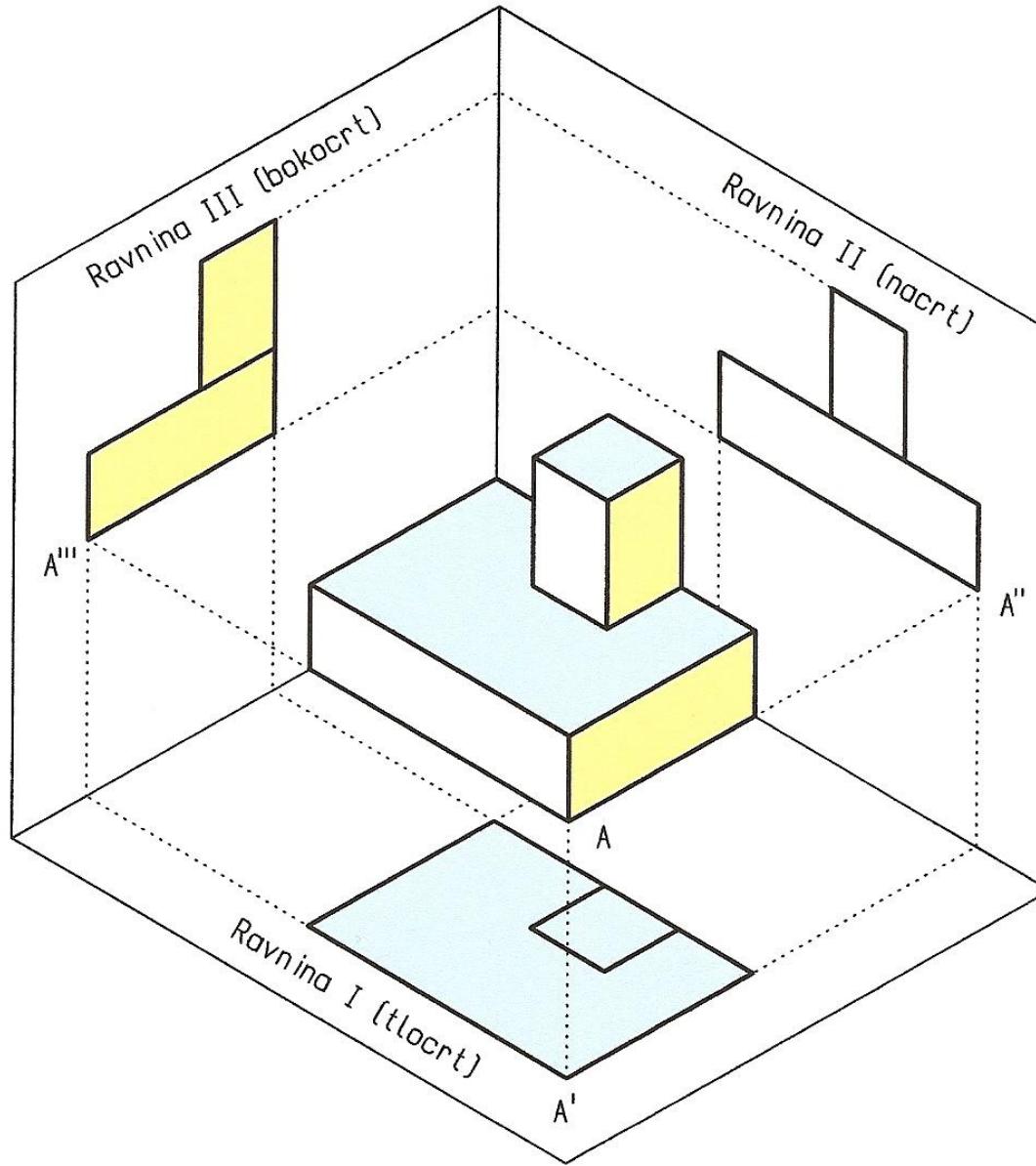


ORTOGONALNA PROJEKCIJA

- Osnovna svojstva ortogonalne projekcije su:
 - bridovi koji su paralelni i jednaki u prostoru zadržavaju ta svojstva i u projekciji,
 - kutovi koji su jednaki u prostoru zadržavaju isti odnos i u projekciji .



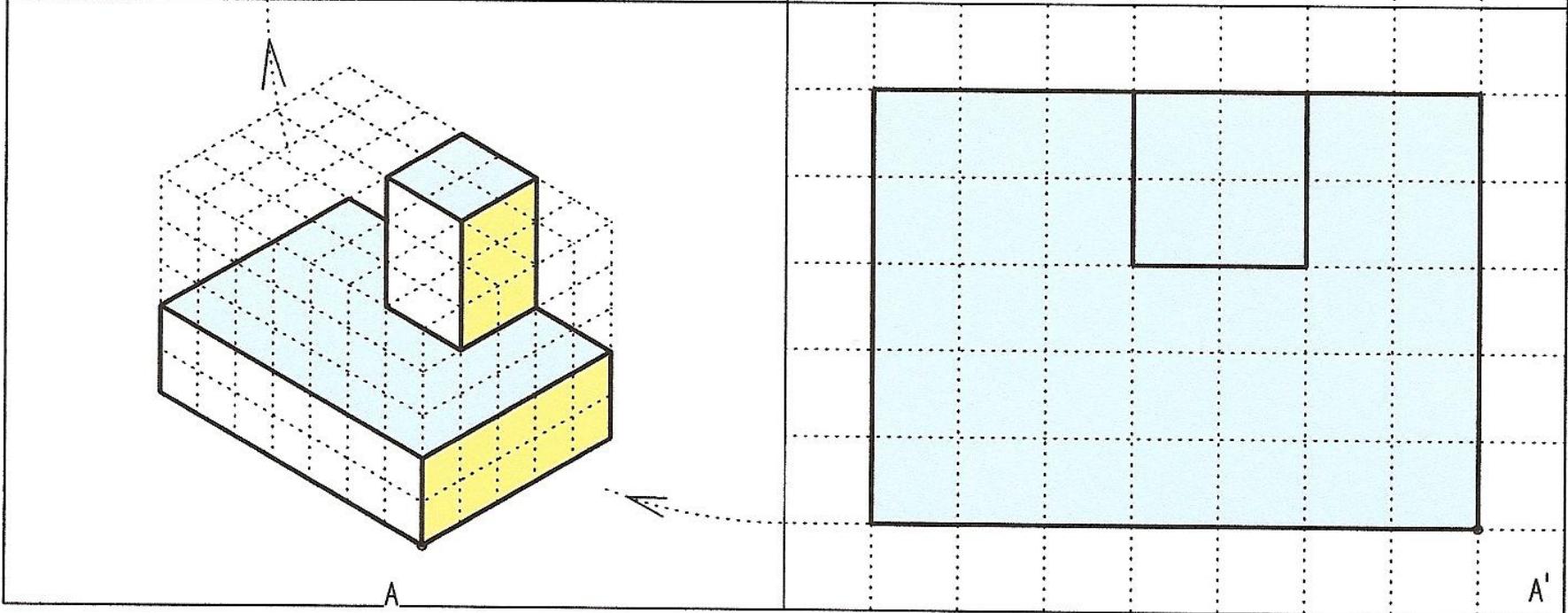
ORTOGONALNA PROJEKCIJA





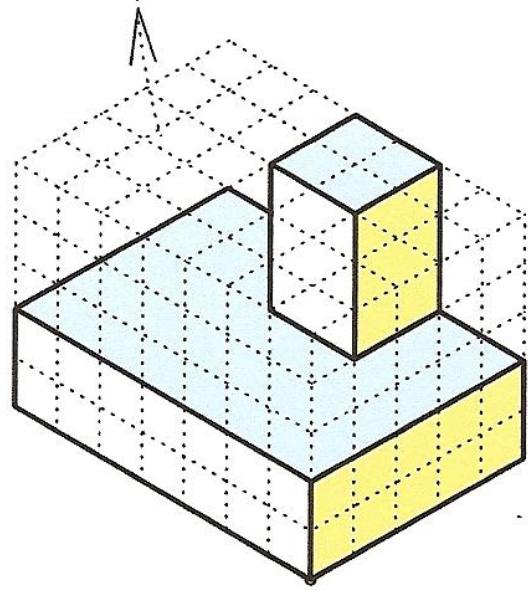
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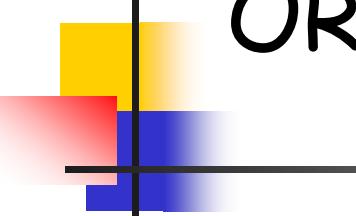
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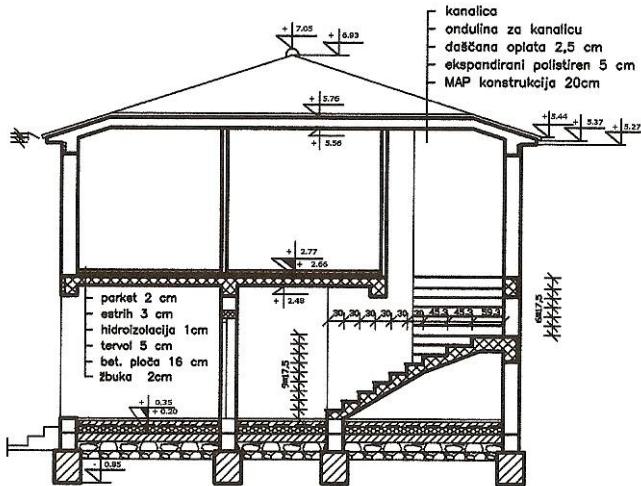




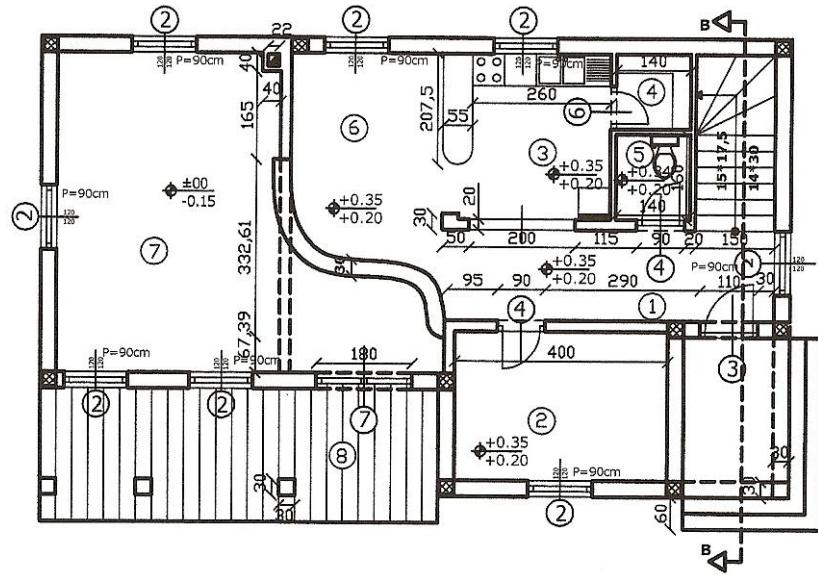
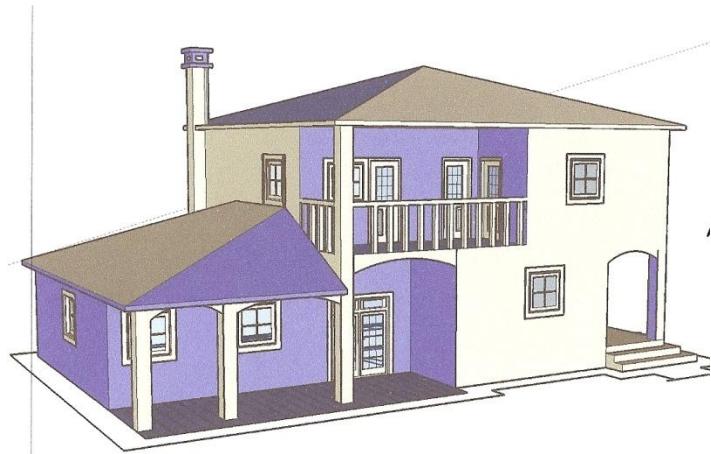
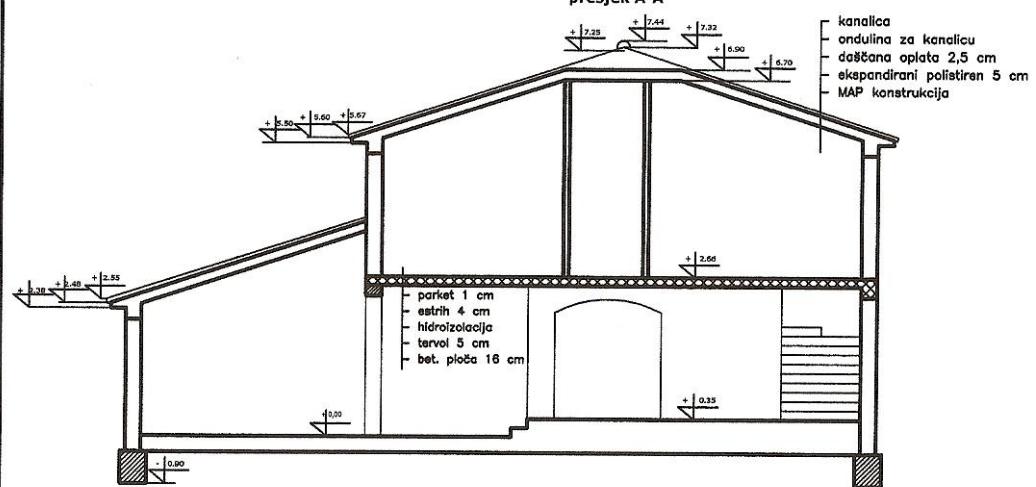
ORTOGONALNA PROJEKCIJA

- Pri izradi projekata koristimo **ortogonalnu projekciju** da bi precizno prikazali sve potrebne detalje a **aksonometrijski prikaz** objekta da bi ga što zornije predočili.
- Pomoću tlocrta i presjeka prikazujemo konstrukciju i unutrašnjost objekta, dok se vanjski izgled građevine prikazuje pročeljima i tlocrtom krova.

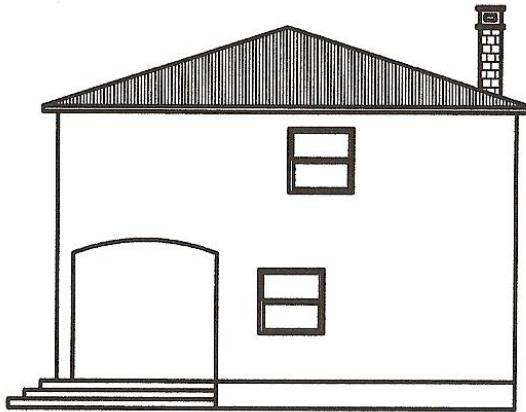
Presjek B-B



presjek A-A



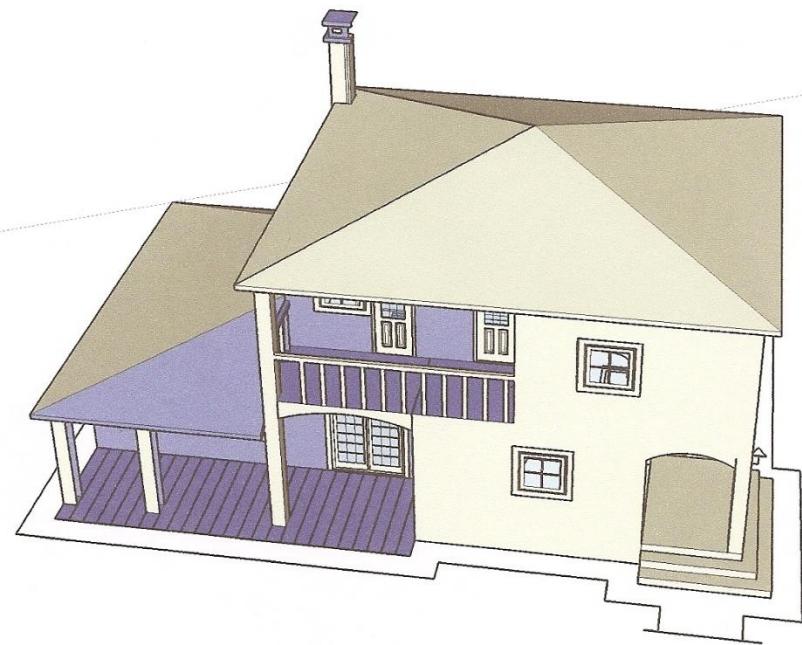
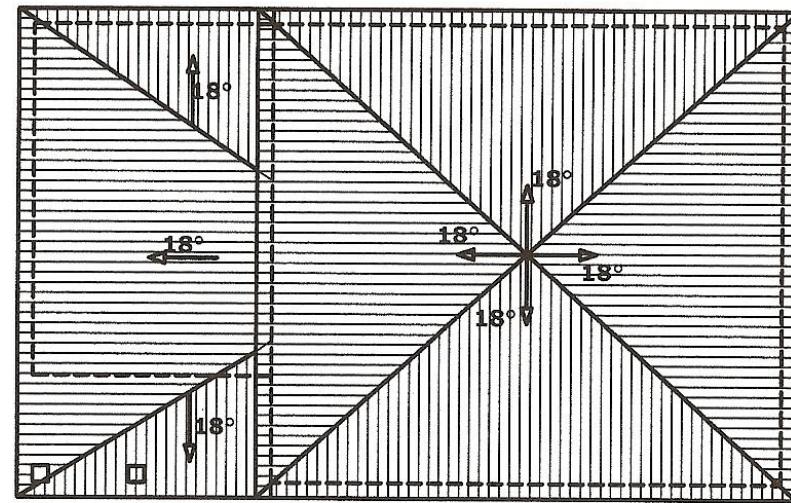
Istочно pročelje

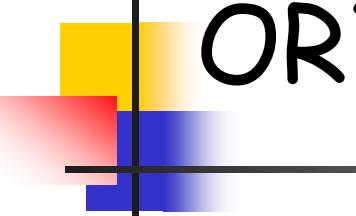


Južno pročelje



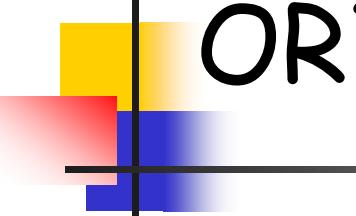
Tlocrt krova





ORTOGONALNA PROJEKCIJA

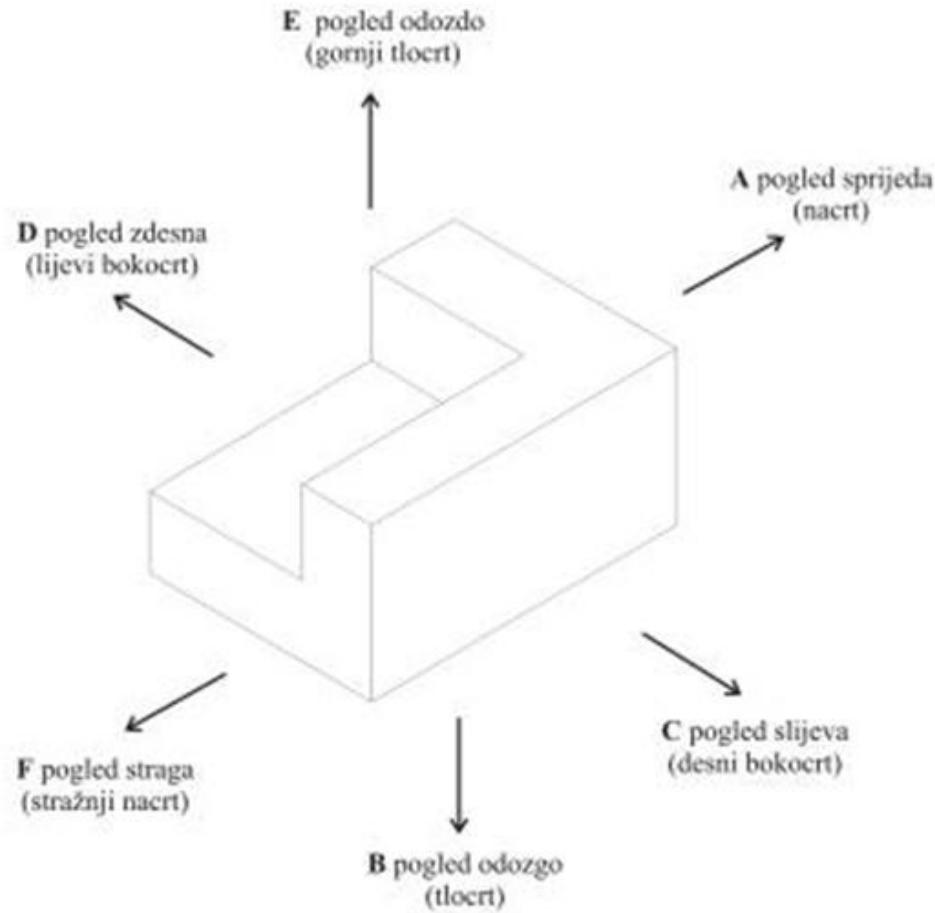
- Na osnovu prostornog prikaza određuju se ravnine projekcije (I, II i III ravnina, koje se nazivaju još i **ravnina tlocrta, ravnina nacrta i ravnina bokocrta**).
- Prilikom crtanja te se ravnine mogu okrenuti na dva načina, tako da se treća ravnina projekcije ili bokocrt postavi s lijeve ili desne strane.

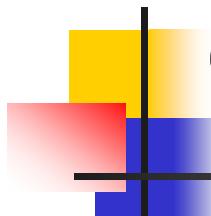


ORTOGONALNA PROJEKCIJA

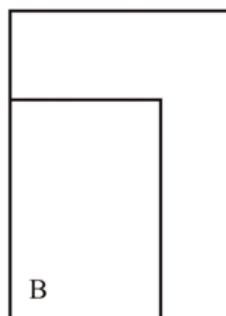
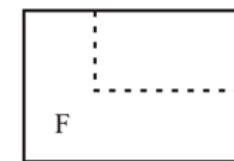
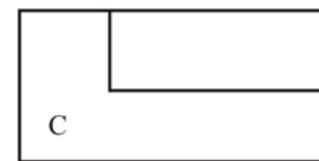
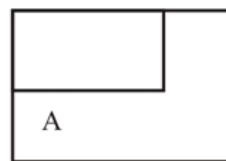
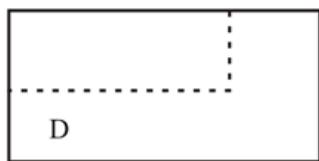
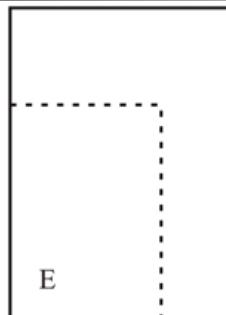
- Ortogonalna projekcija omogućava ukupno 6 različitih pogleda:
 - A - nacrt (pogled sprijeda),
 - B - tlocrt (pogled odozgo),
 - C - desni bokocrt (pogled s lijeve strane),
 - D - lijevi bokocrt (pogled s desne strane),
 - E - gornji tlocrt (pogled odozdo),
 - F - stražnji nacrt (pogled straga).

ORTOGONALNA PROJEKCIJA





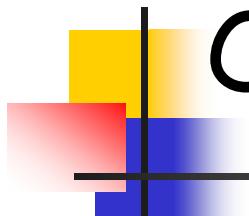
ORTOGONALNA PROJEKCIJA





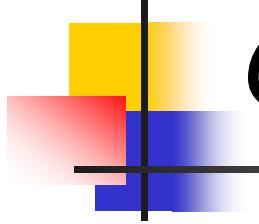
ORTOGONALNA PROJEKCIJA

- Na jednom crtežu koristi se onoliki broj pogleda koji je dovoljan za prijenos svih važnih informacija o dimenzijama i obliku objekta.
 - tri projekcije (nacrt, tlacrт i bokocrt),
 - dvije projekcije (nacrt i tlacrт)
 - ponekad i samo jedna.
 - a ponekad i više od tri



ORTOGONALNA PROJEKCIJA

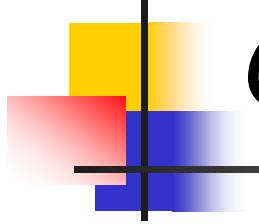
- Treba odabrati one poglede koji na najzorniji način prikazuju predmet.



ORTOGONALNA PROJEKCIJA

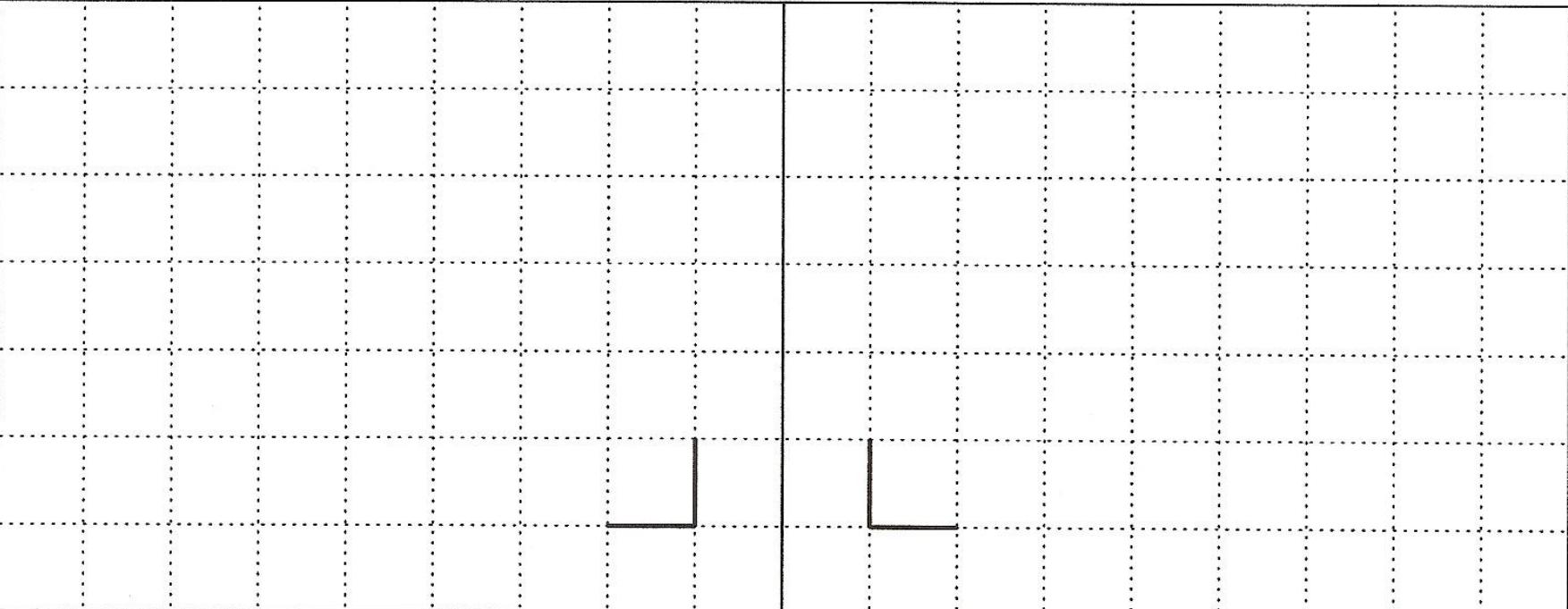
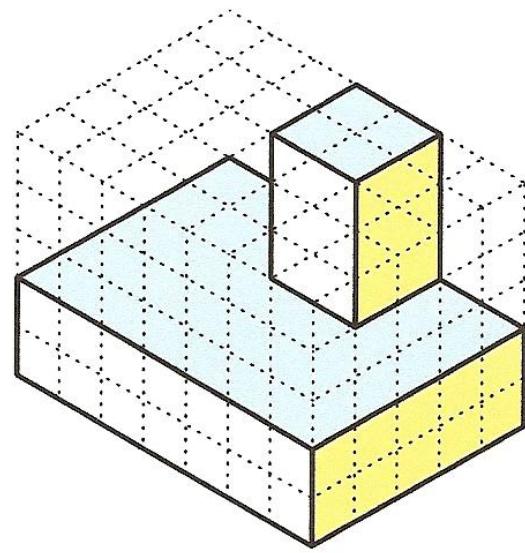
RAZMISLI!

Koja geometrijska tijela možeš prikazati u dvije projekcije; tri projekcije; smo jednoj?



ORTOGONALNA PROJEKCIJA

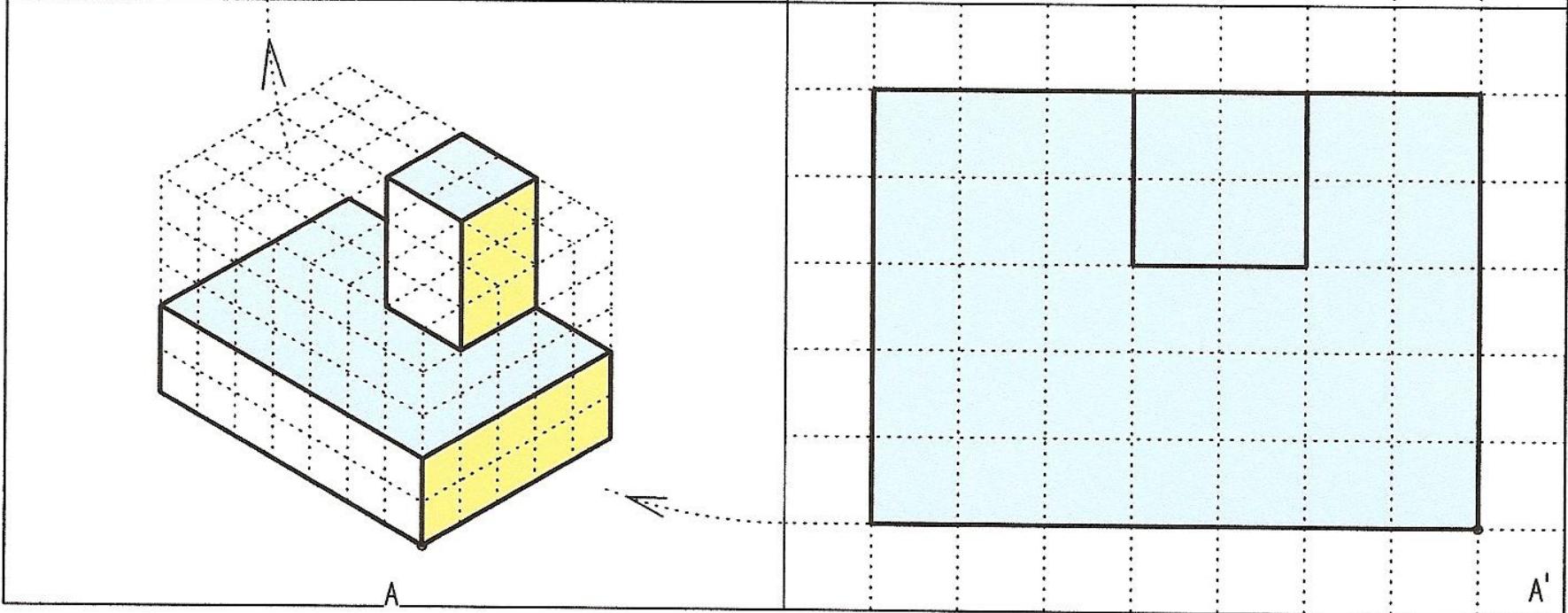
NA SLJEDEĆEM PRIMJERU PROBAJ
NACRTATI ORTOGONALNU
PROJEKCIJU ZADANOG TIJELA!





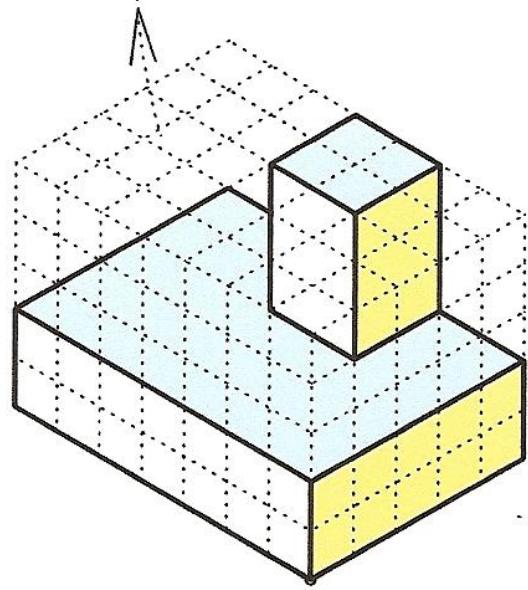
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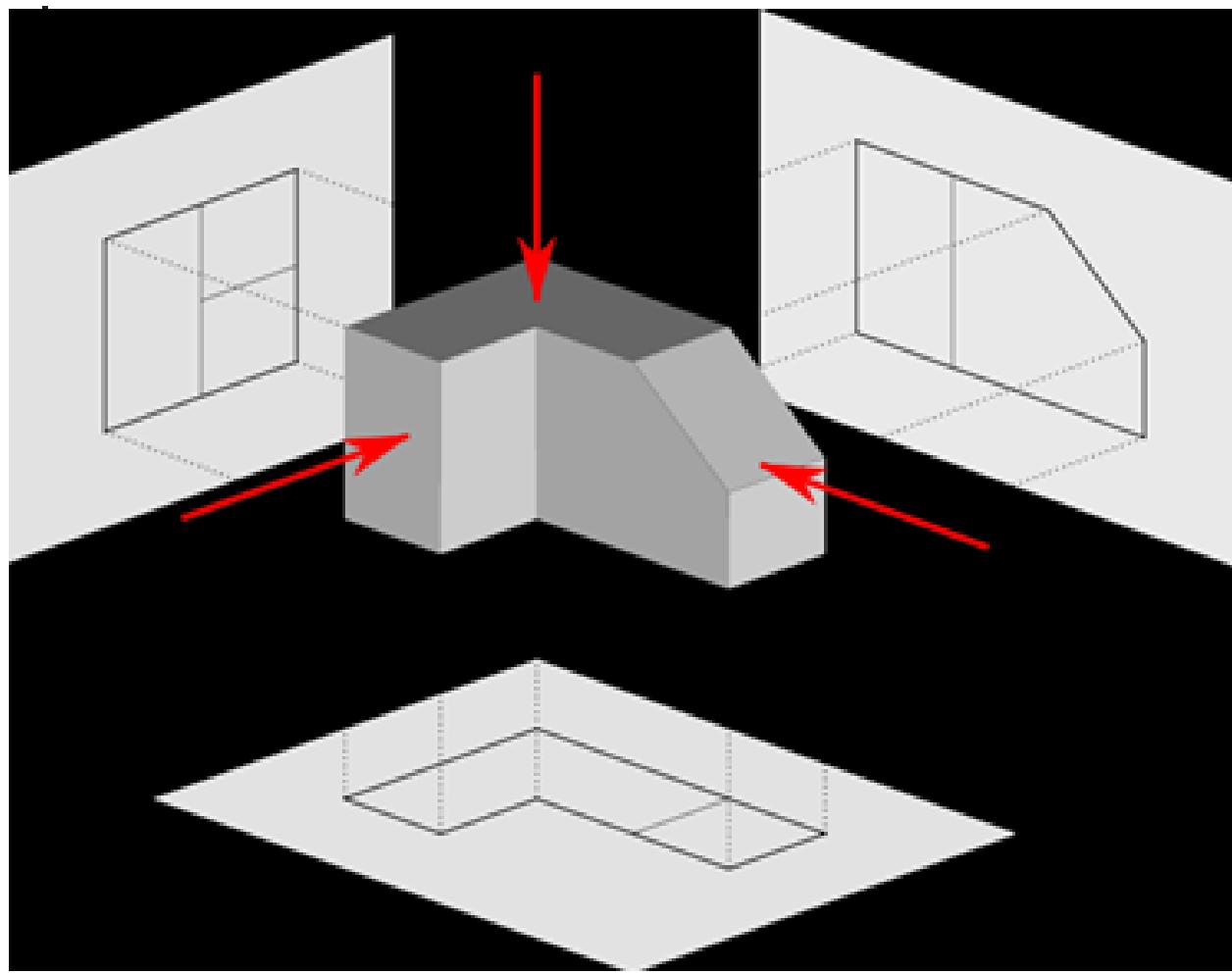
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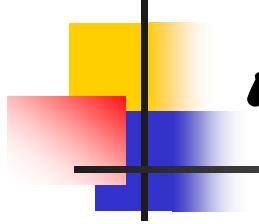


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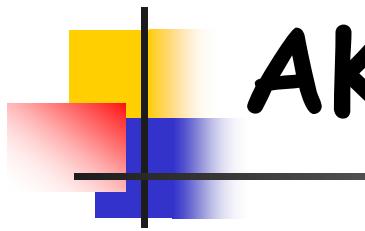






AKSONOMETRIJA

- Za uočavanje složenih detalja primjenjujemo prostorni prikaz koji prikazuje trodimenzionalni predmet jednom projekcijom u ravnini
- Zato je nužno da bar jednu prostornu dimenziju prikažemo pod nekim kutom

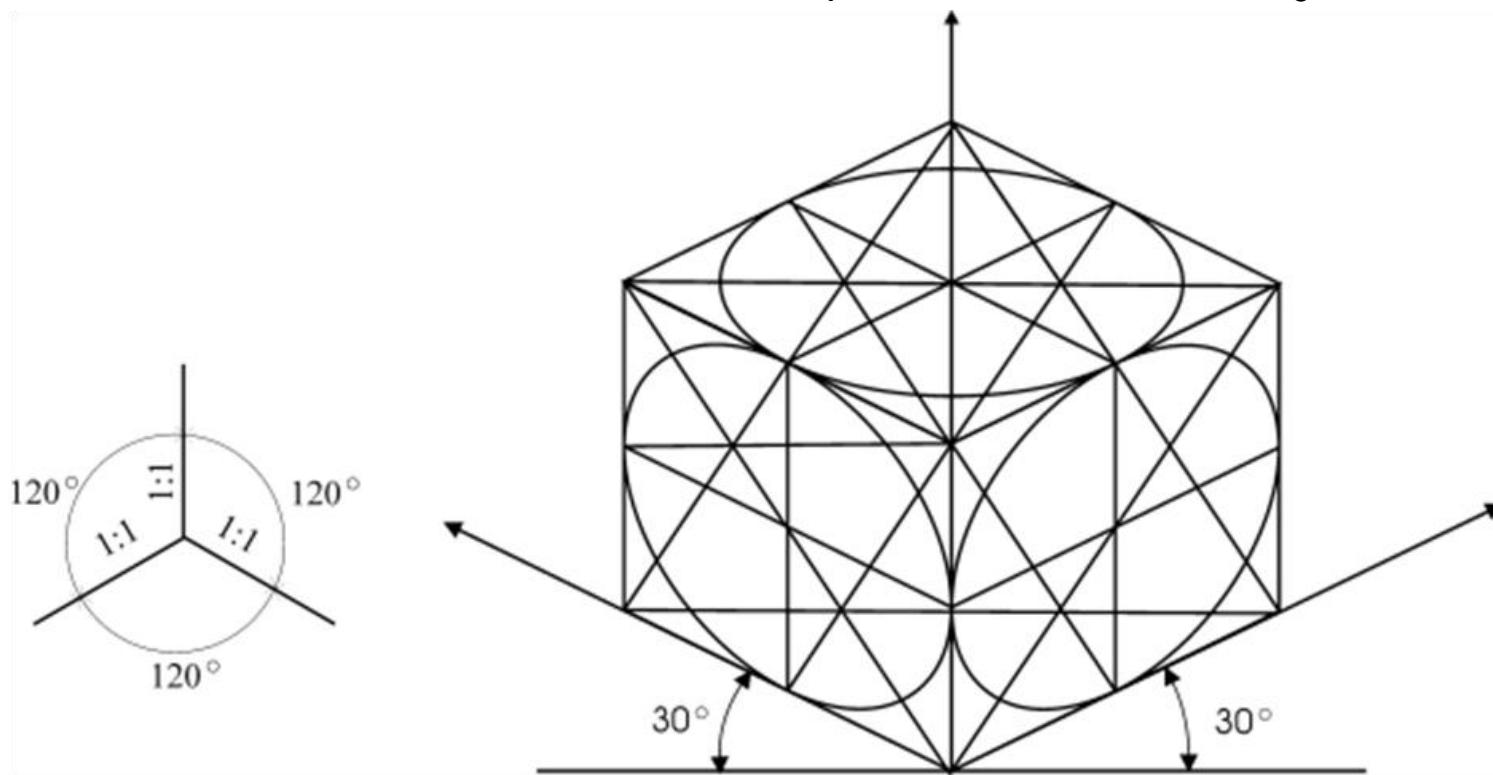


AKSONOMETRIJA

- Po smještaju glavnih osi i prikrati u smjeru pojedinih osi razlikuju se sljedeće vrste aksonometrijskih projekcija:
 - Izometrija
 - Dimetrija
 - Trimetrija - svaka os ima drugačiji nagib i prikratu,
 - Kosa projekcija - dvije osi su pod kutom od 90° i bez prikrate, a treća je pod kutom od 30° , 45° ili 60° s proizvoljnom prikratom

AKSONOMETRIJA

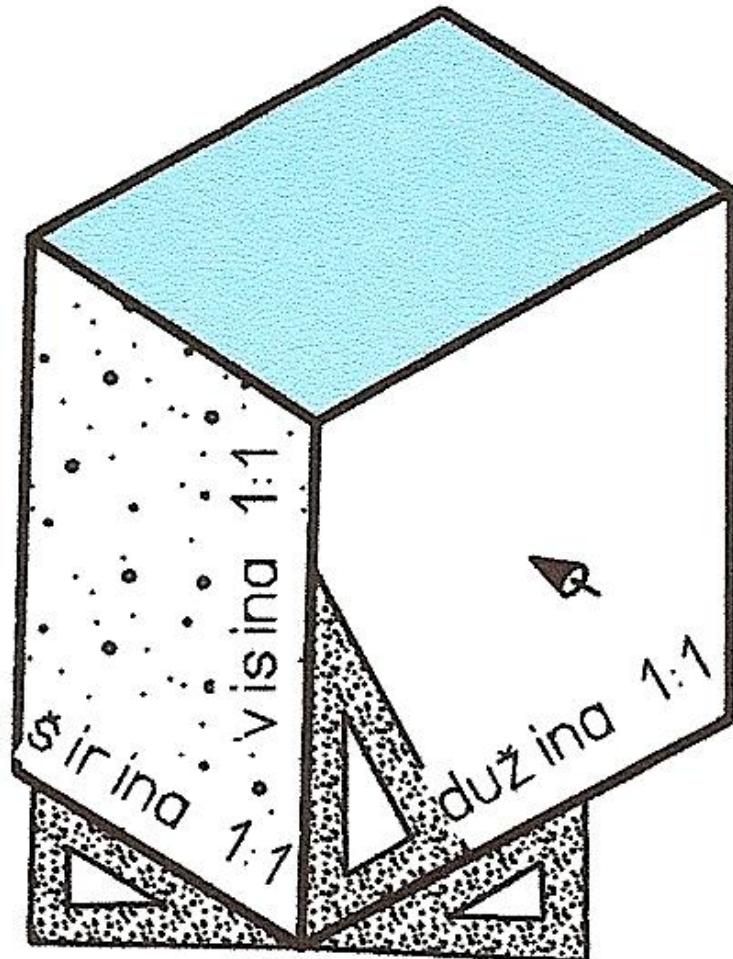
Izometrija - osi su ravnomjerno razmještene pod kutovima od 120° , nema prikrate u smjeru osi



IZOMETRIJA

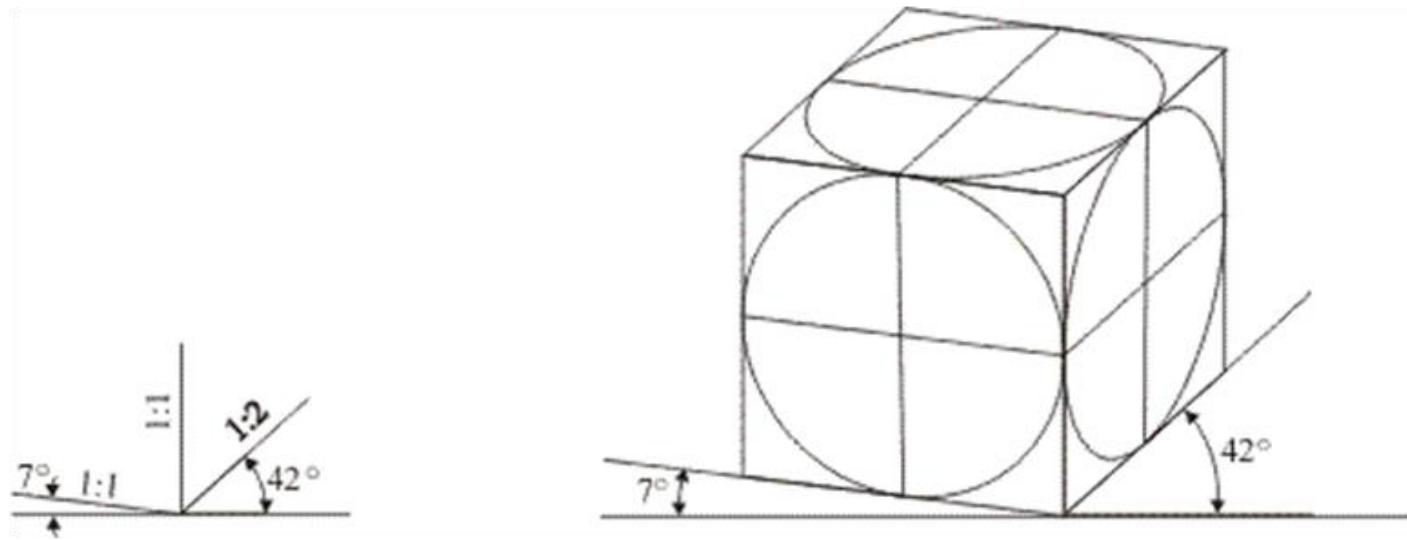
Osi x i y su pod kutom od 30° u odnosu na horizontalu.

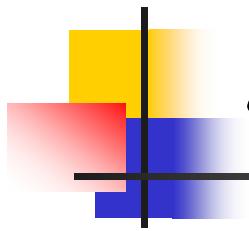
Sve vrijednosti su u pravoj veličini.
(nema prikrata)



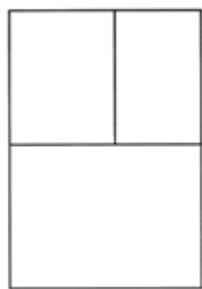
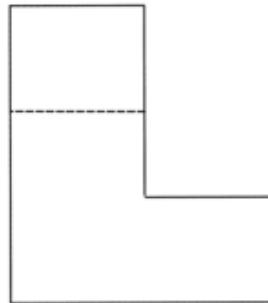
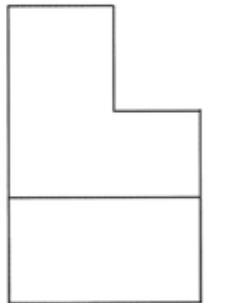
AKSONOMETRIJA

Dimetrija - dvije osi su pod kutovima od 7° i 90° bez prikrate, a jedna pod kutom od 42° s prikratom 1:2,

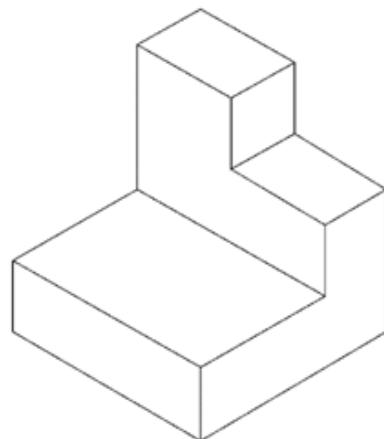




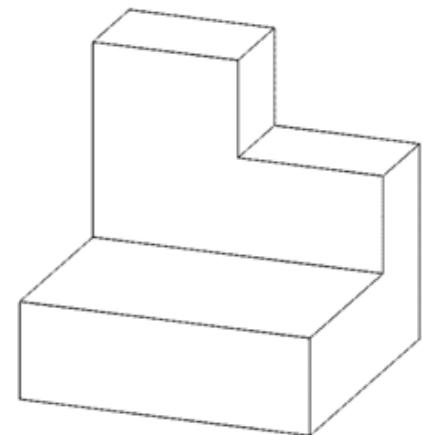
AKSONOMETRIJA



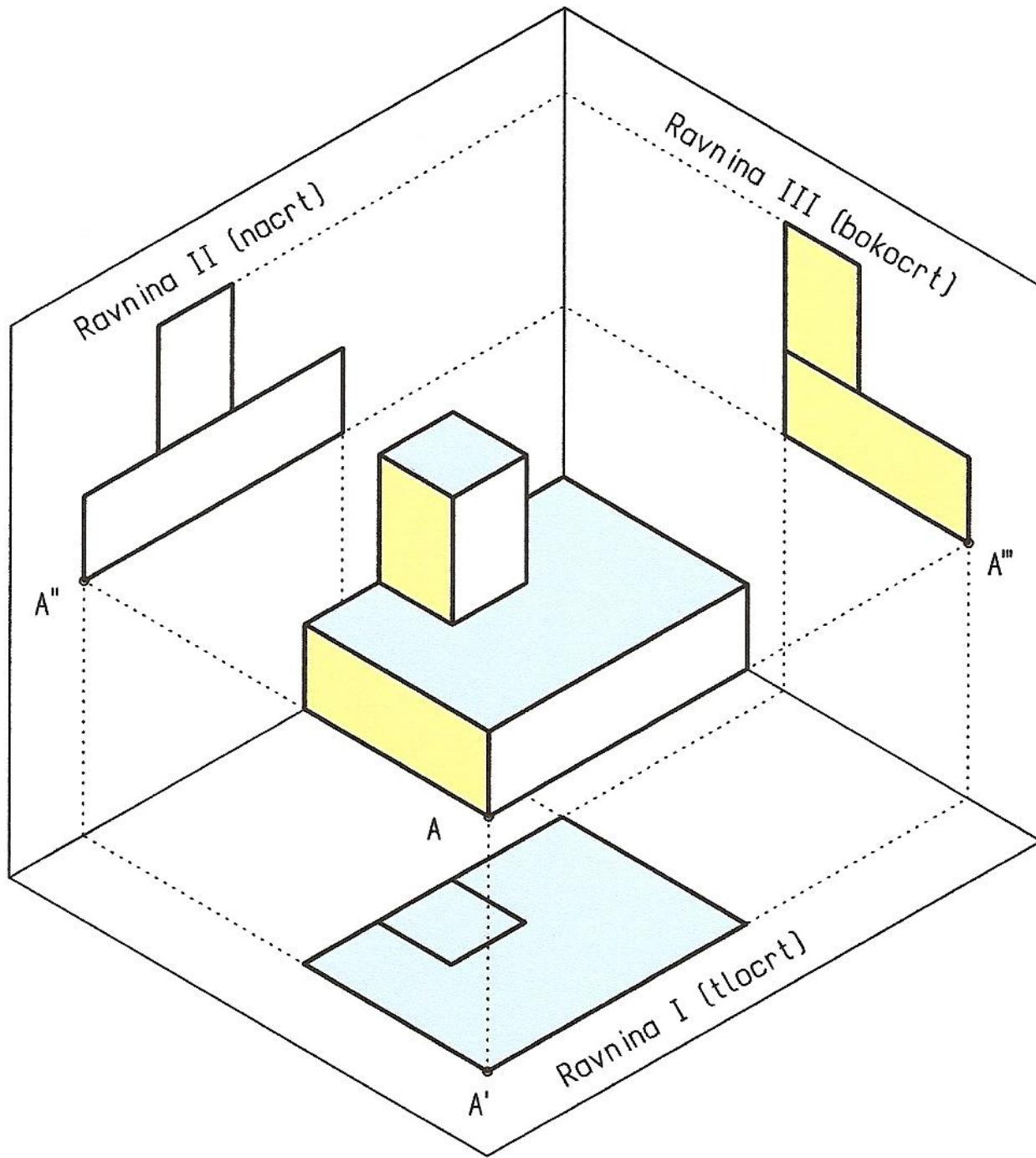
a) ortogonalna projekcija



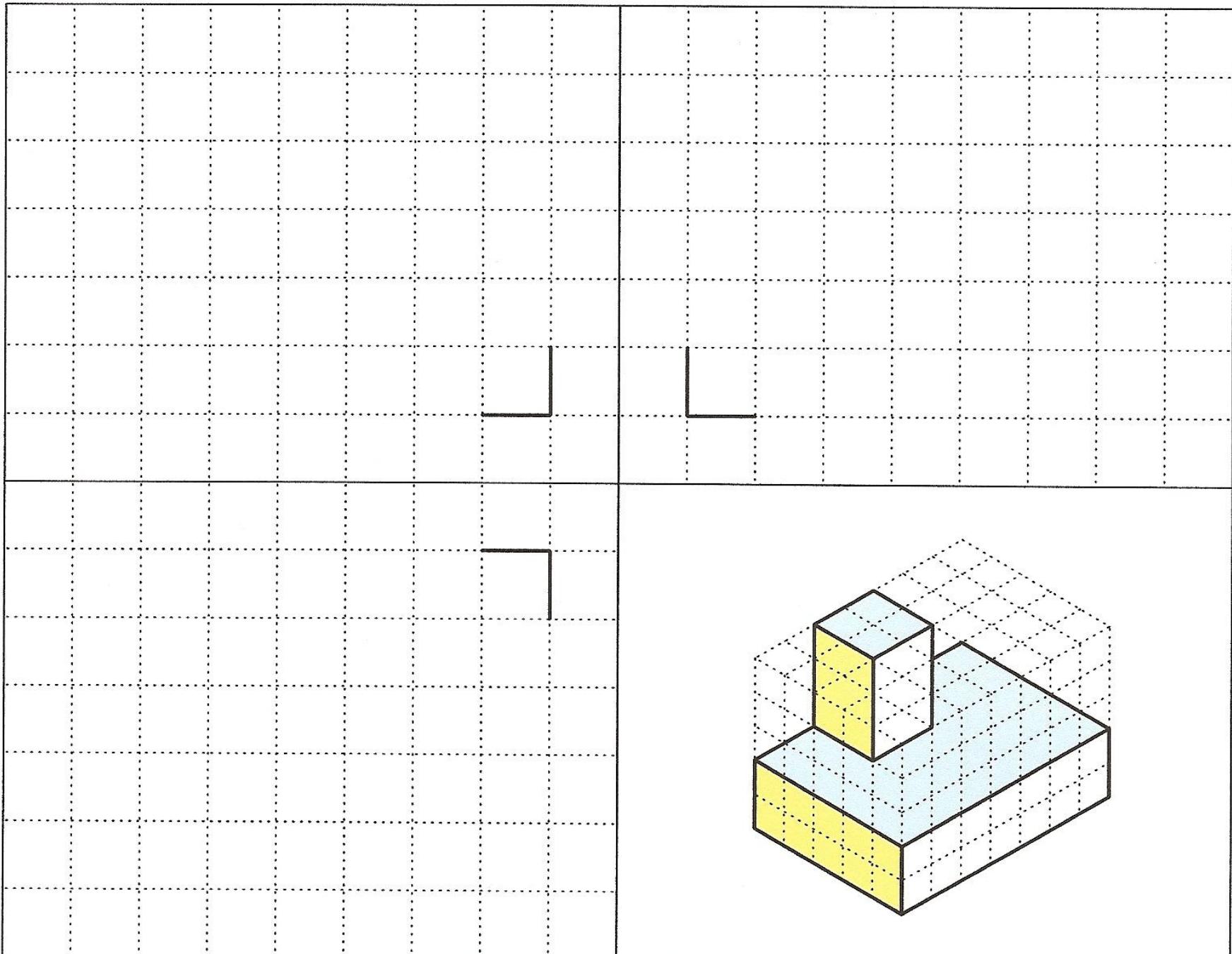
b) izometrijska projekcija

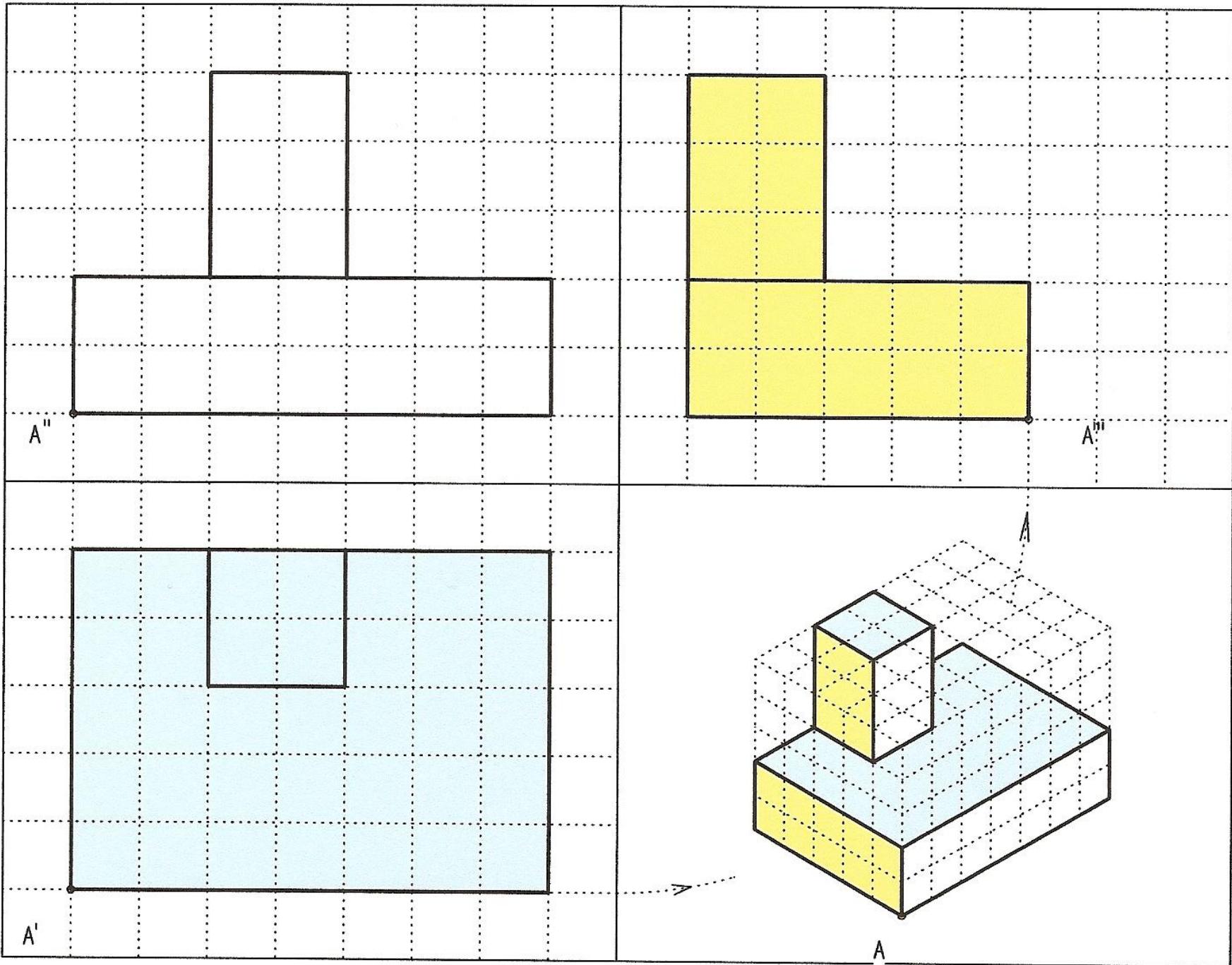


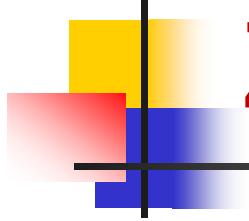
c) dimetrijska projekcija.



Axonometrijski prikaz tijela s prikazom projekcija na tri međusobno okomite ravnine (bokocrt je na desnoj strani).

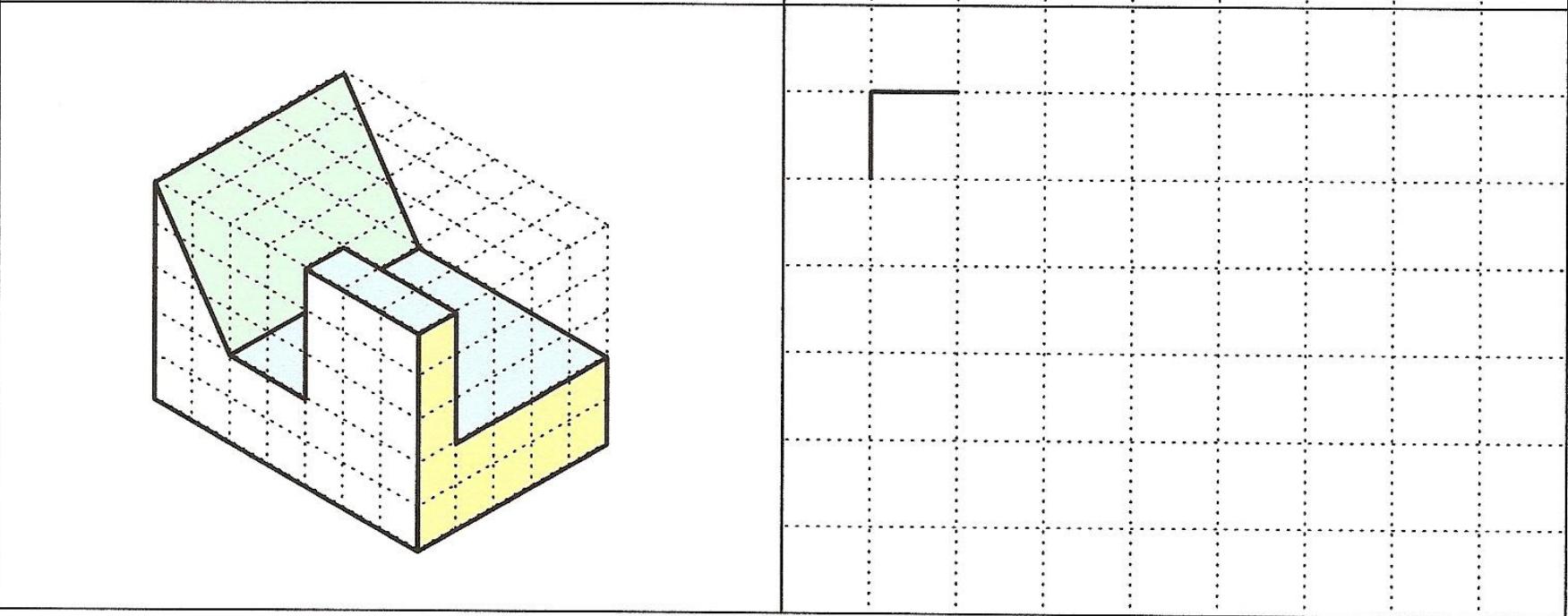
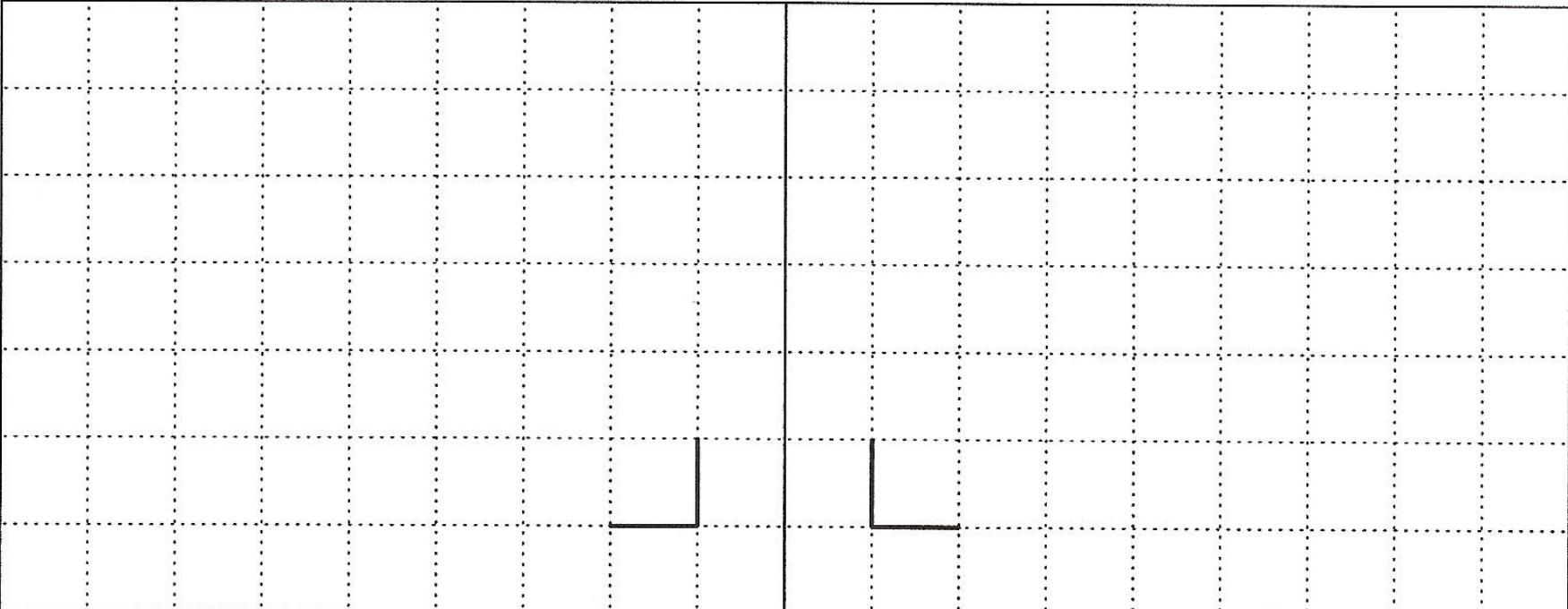


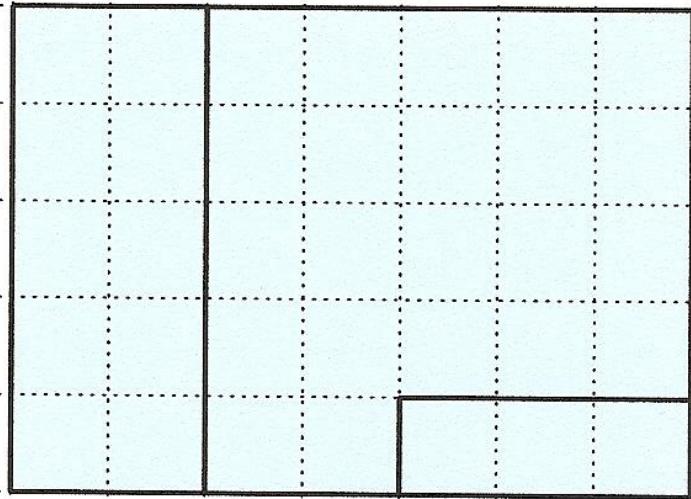
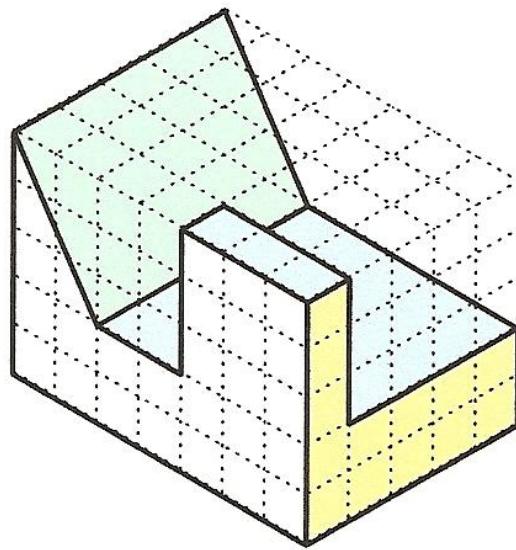
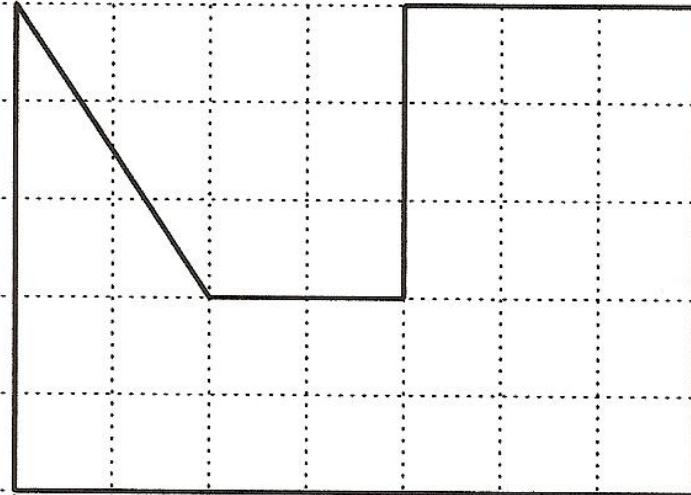
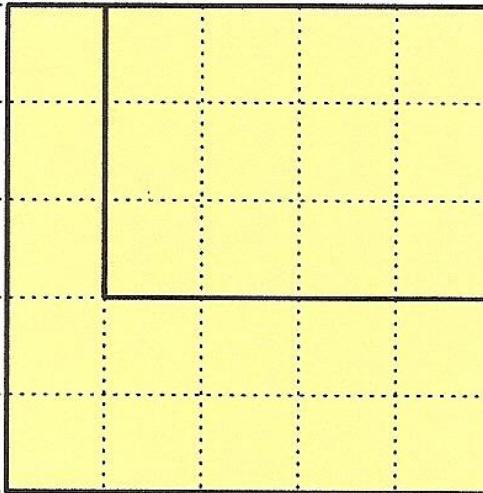


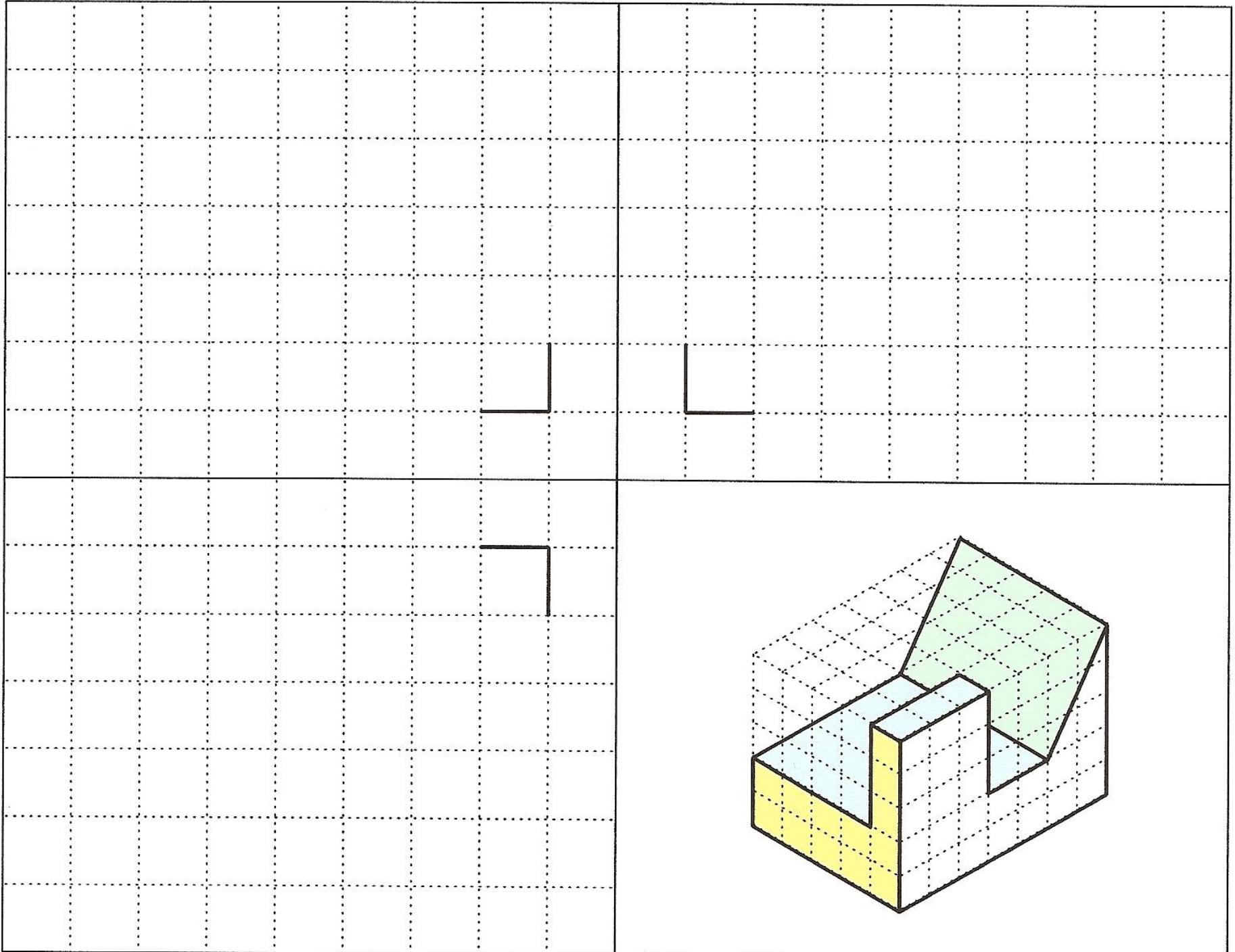


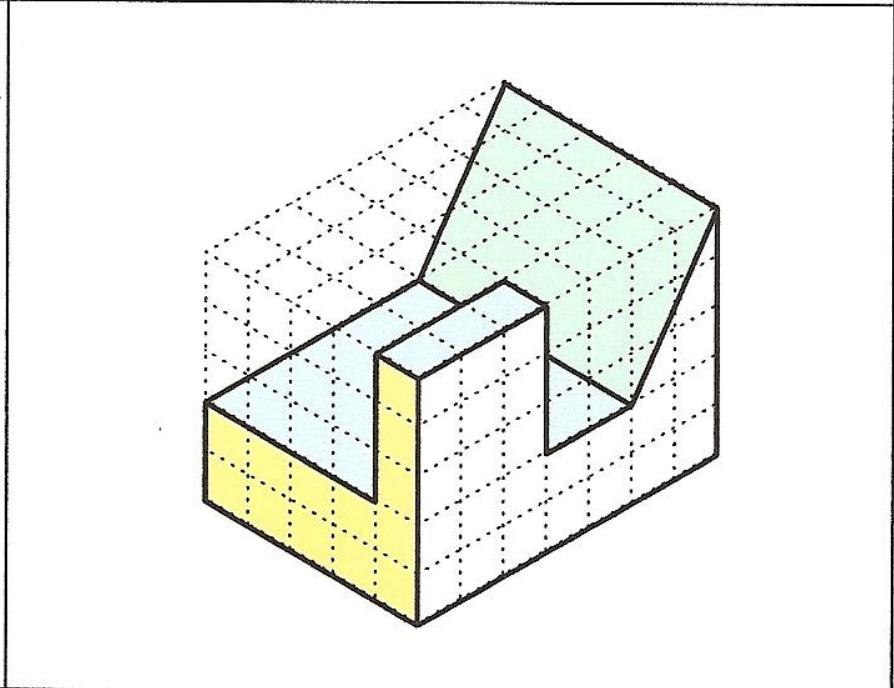
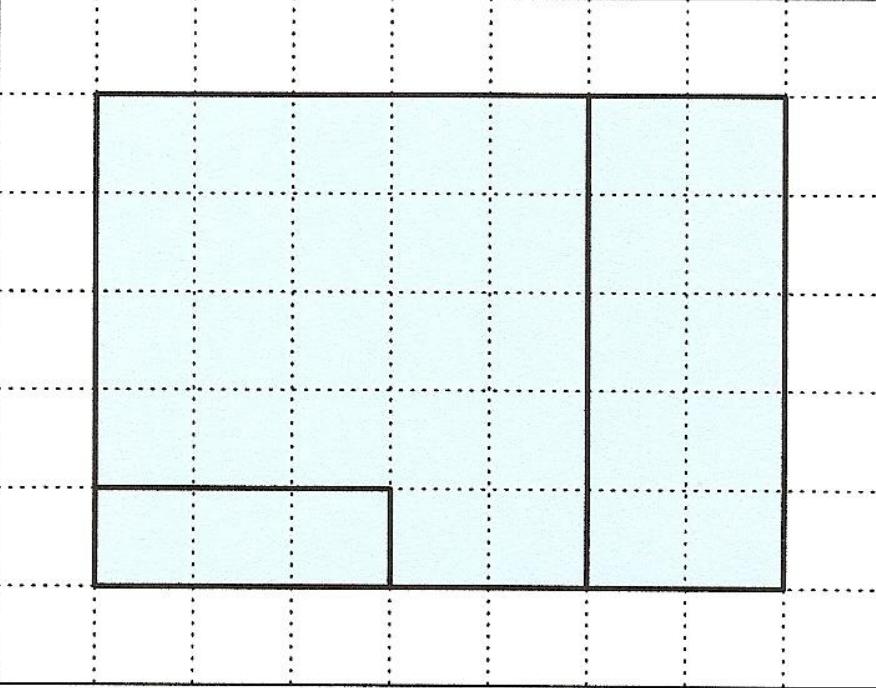
Zadaci za vježbu

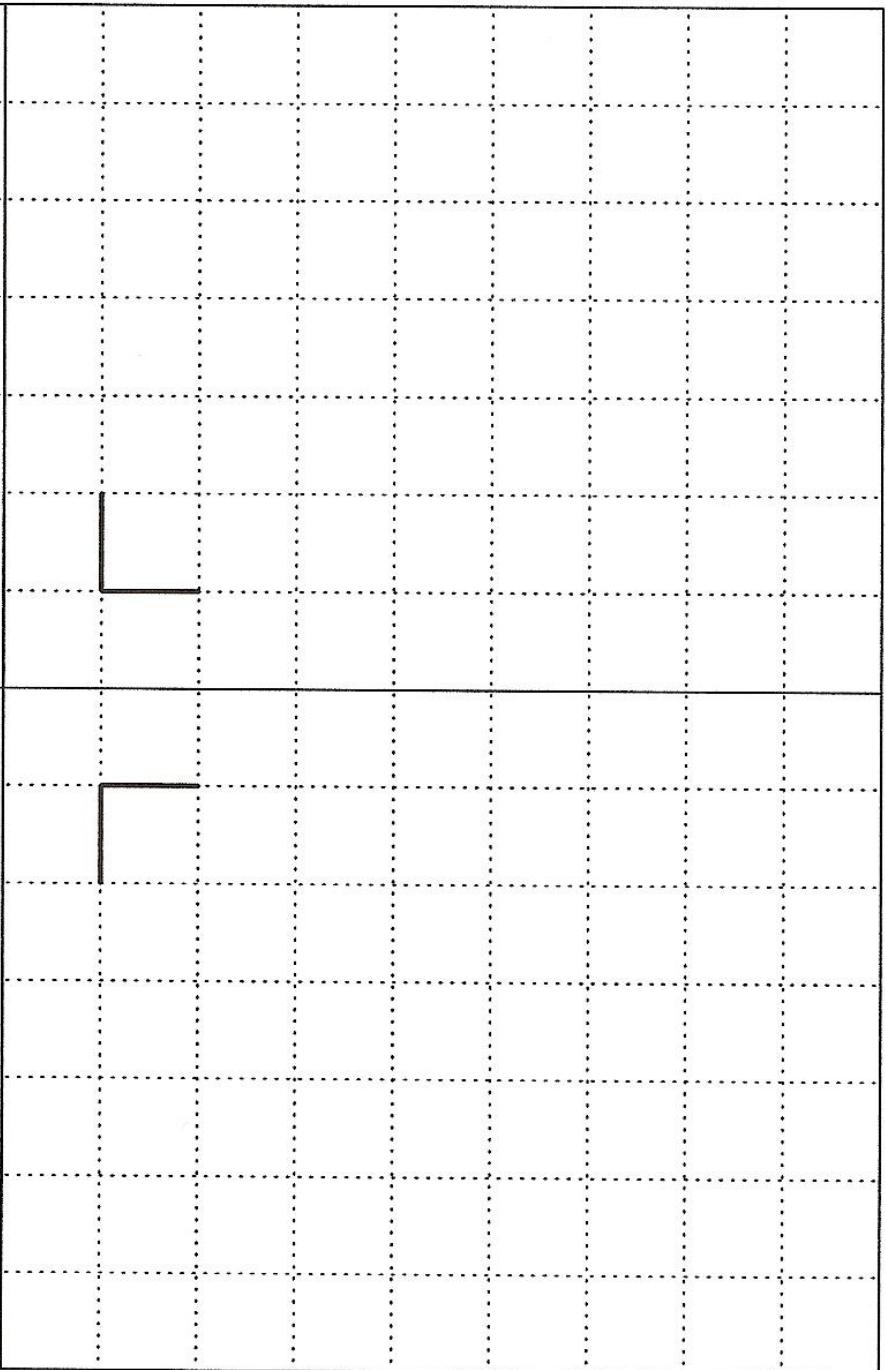
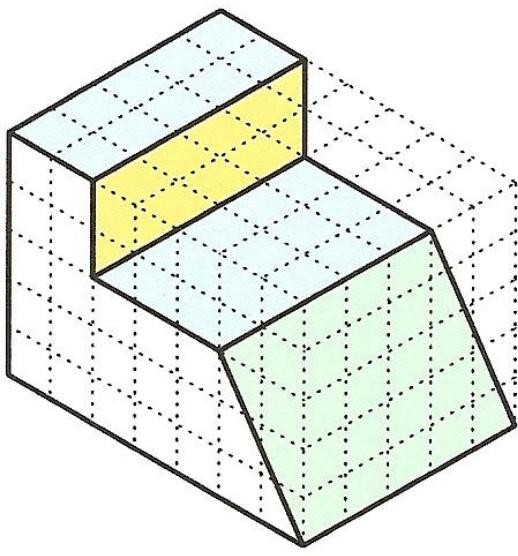
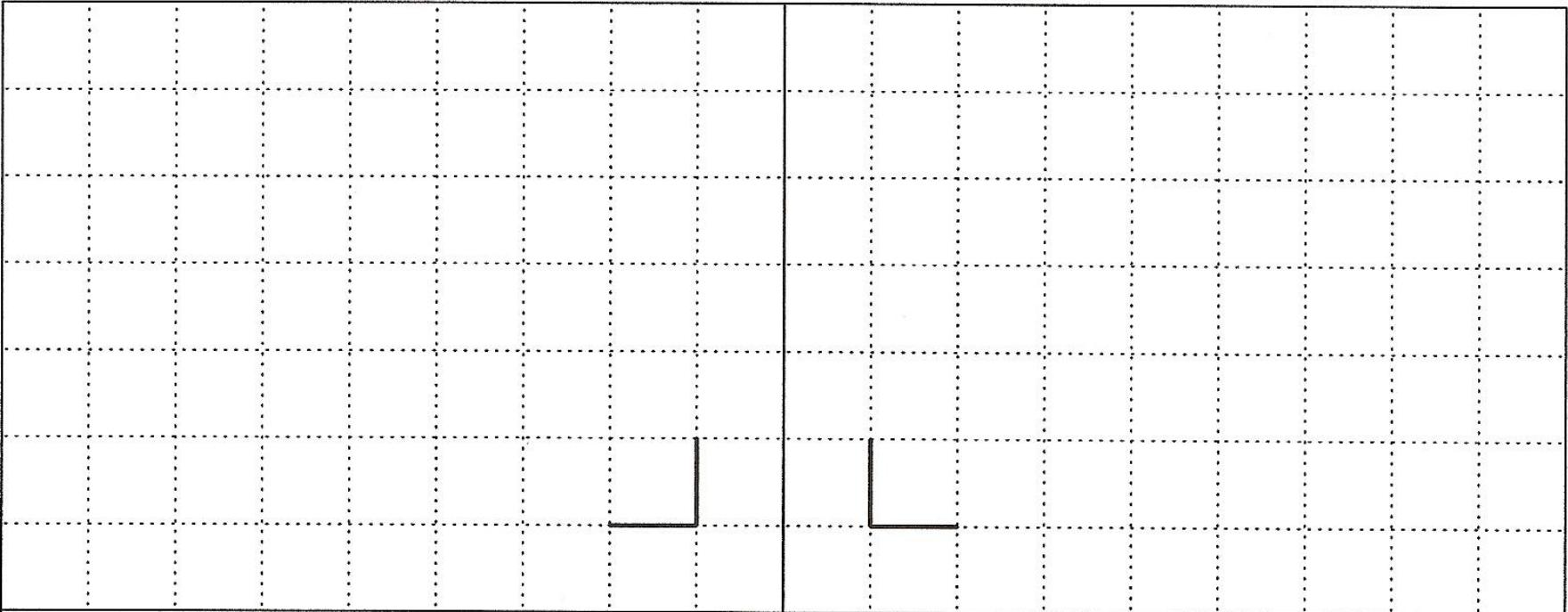
- Na nekoliko sljedećih primjera predočeno je crtanje ortogonalne projekcije!
- Prikazana je ortogonalna projekcija kod koje je bokocrt s desne ili s lijeve strane!

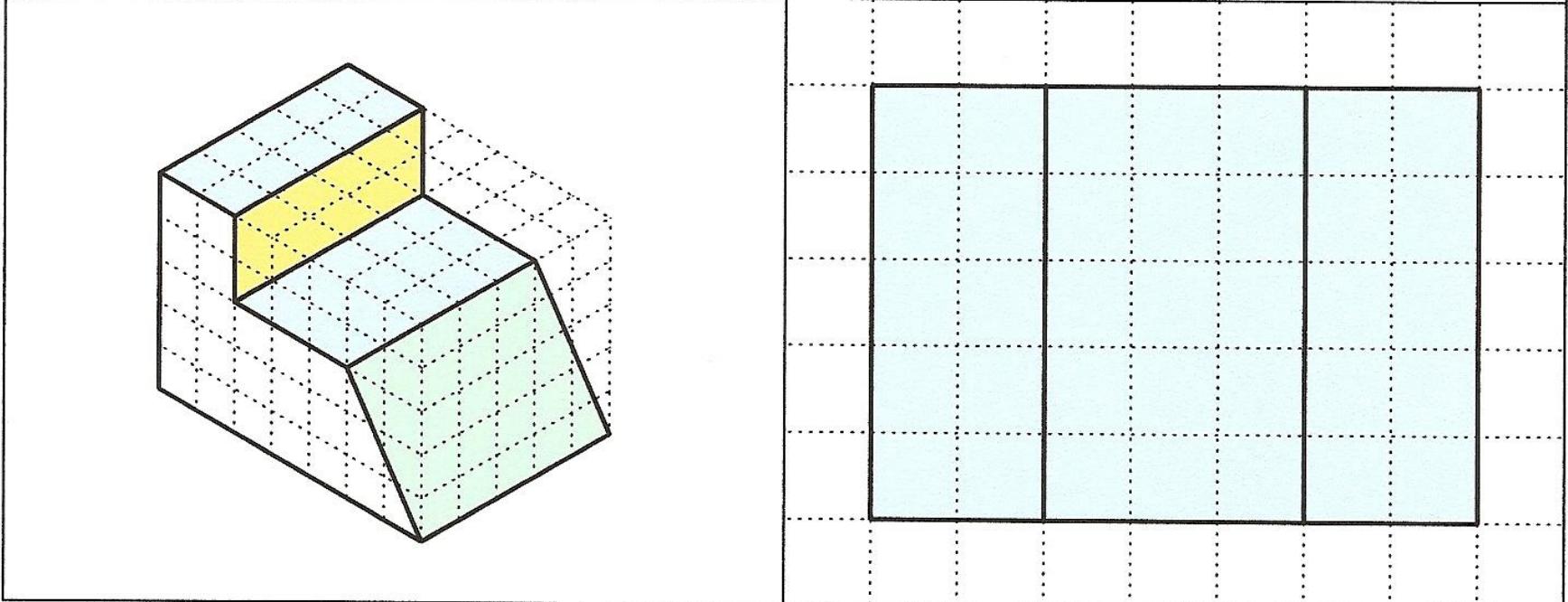
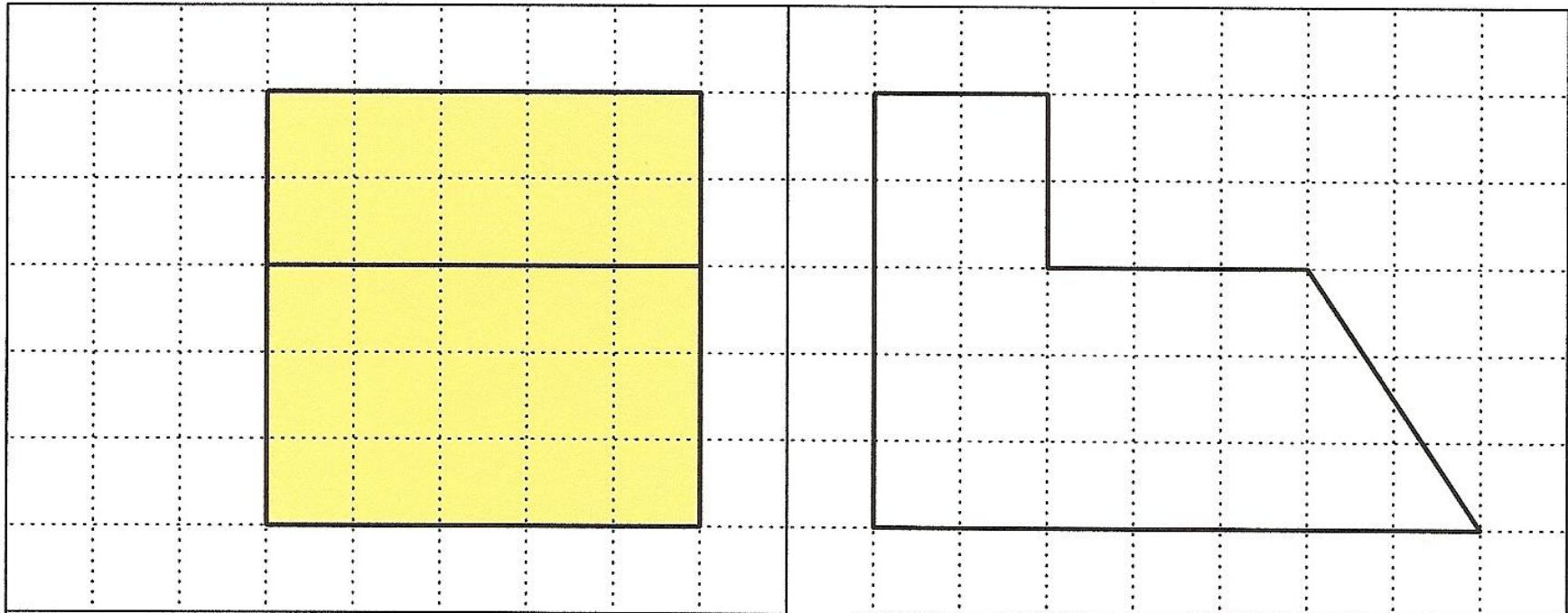


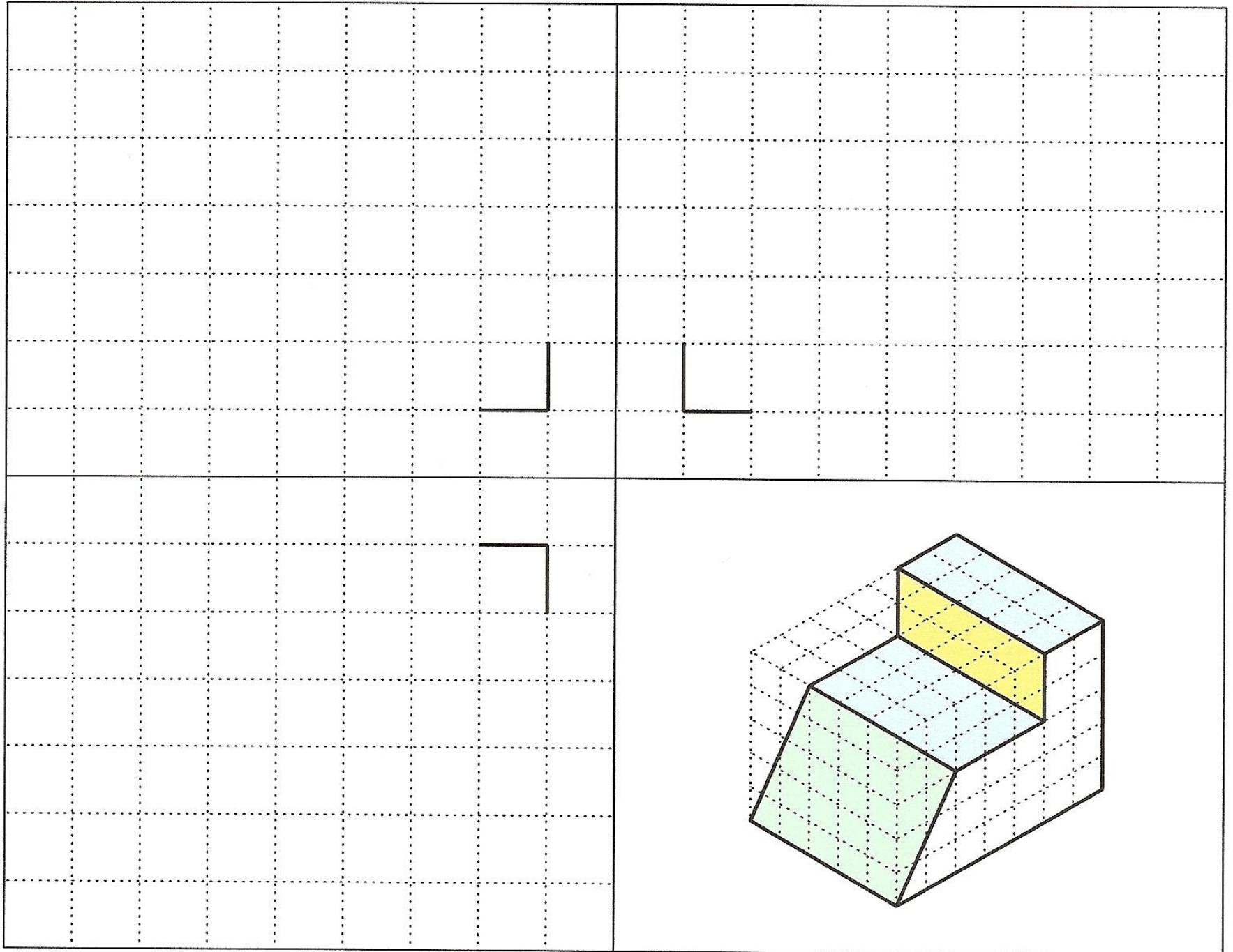


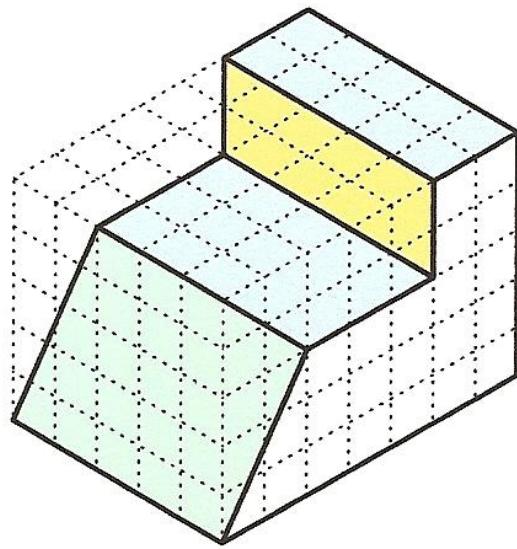
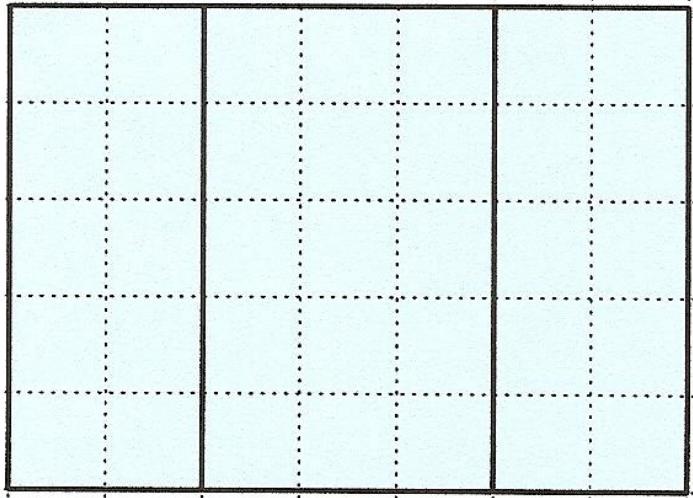
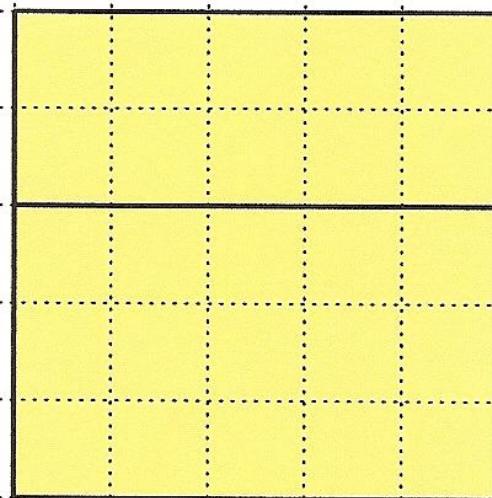
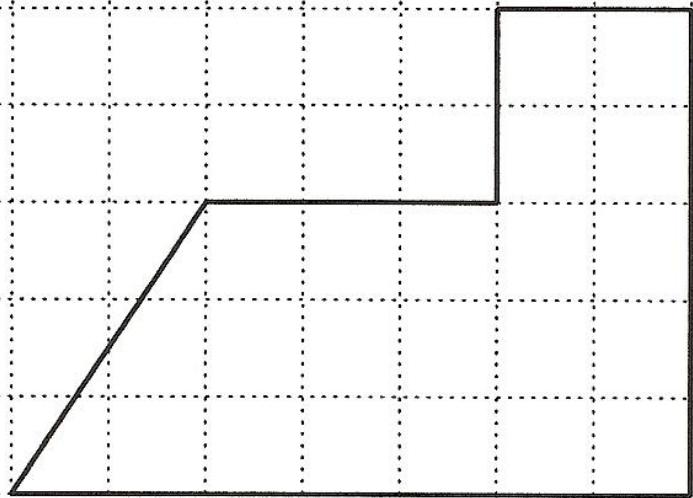


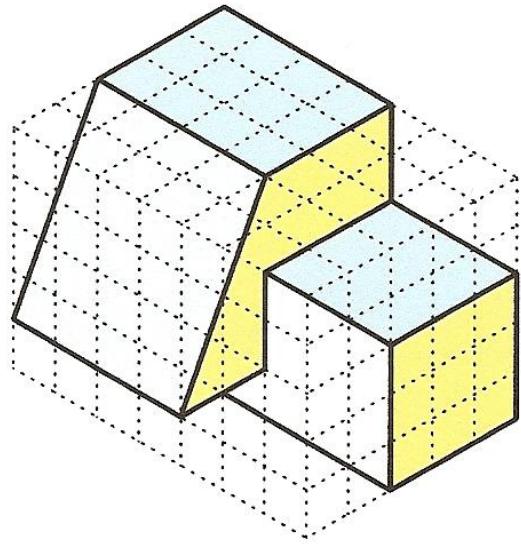


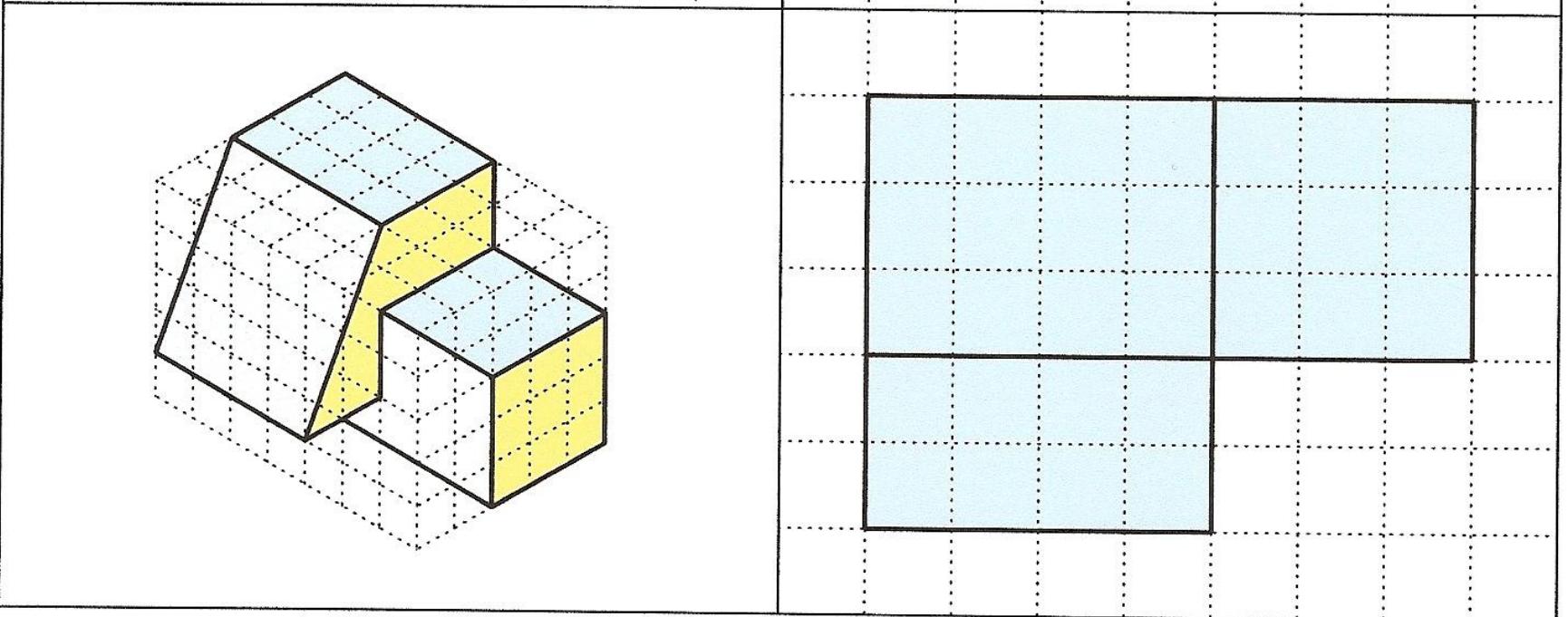
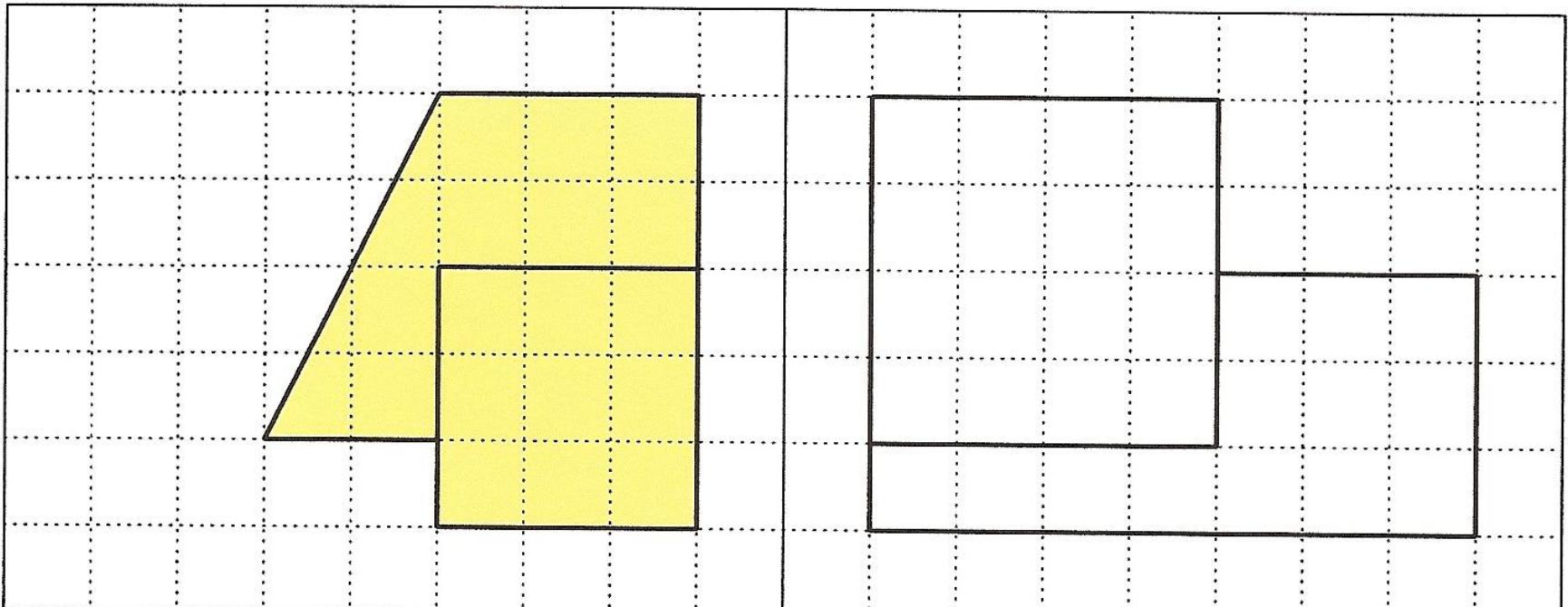


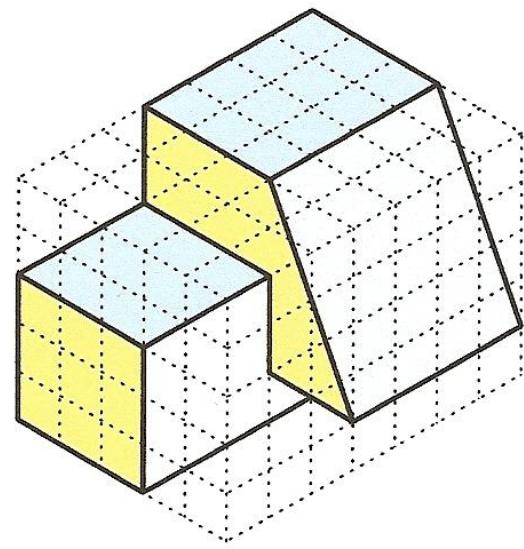
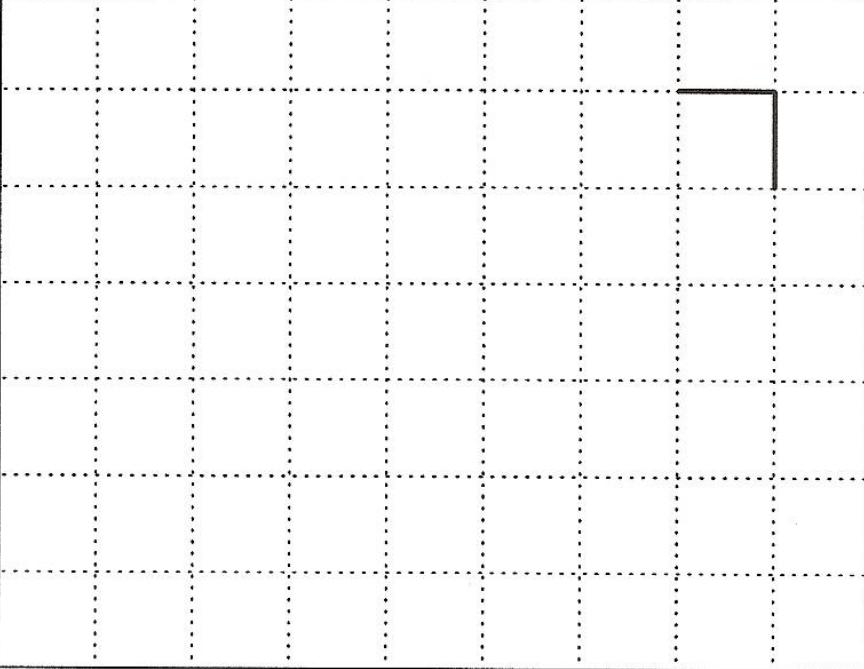
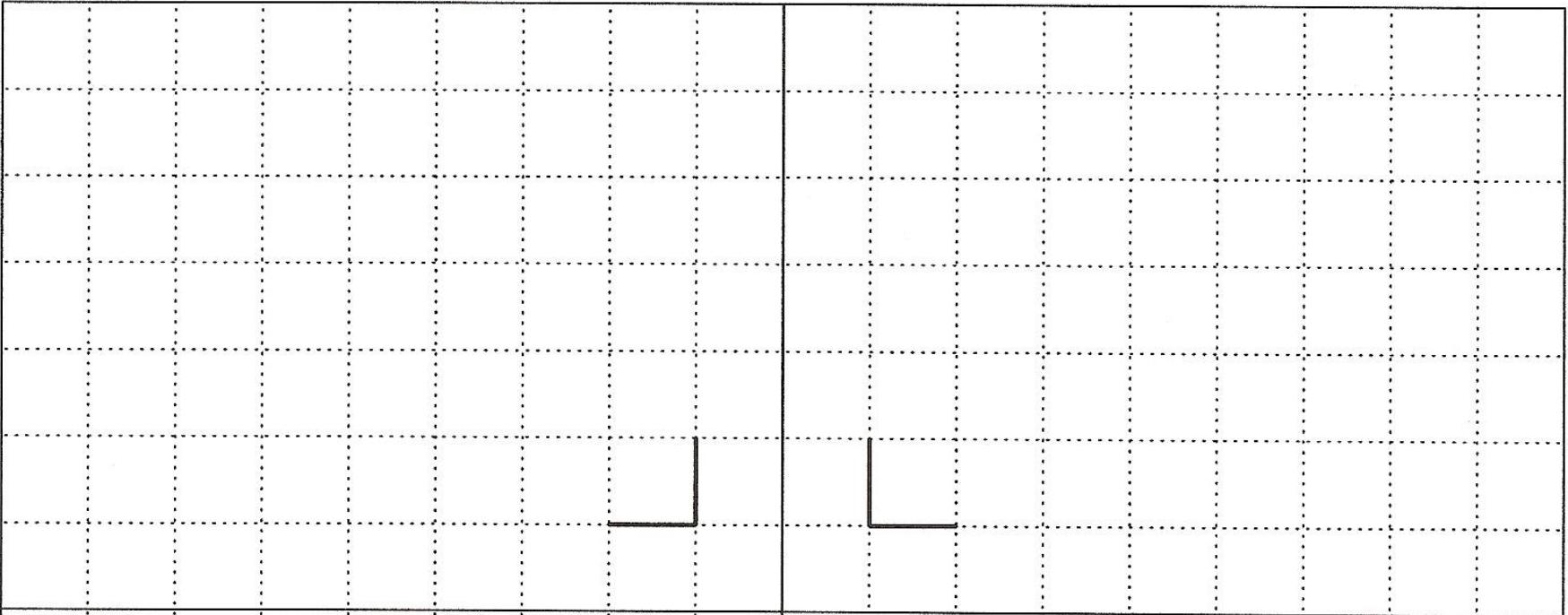


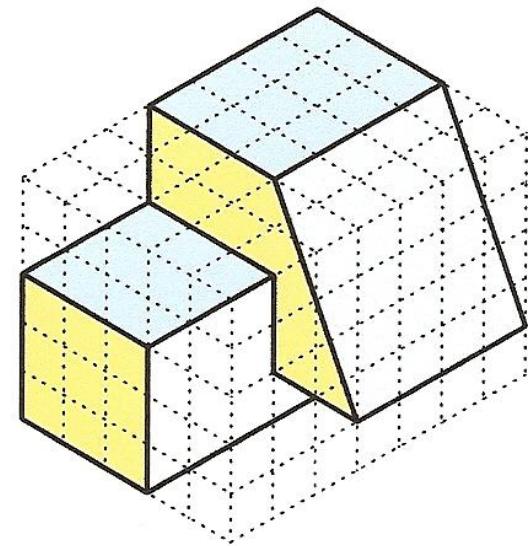
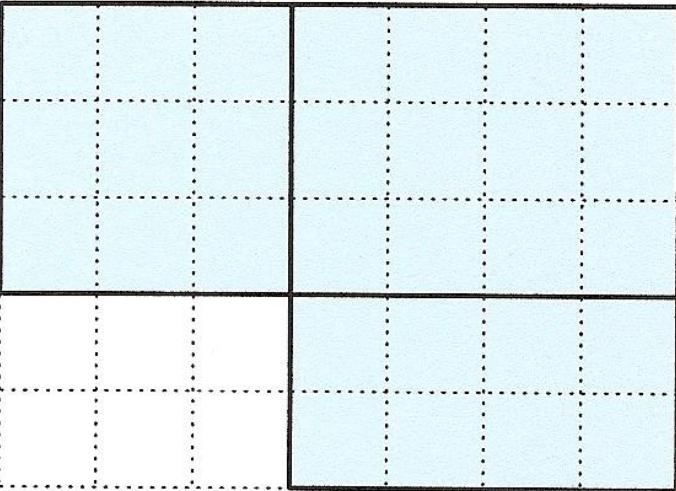
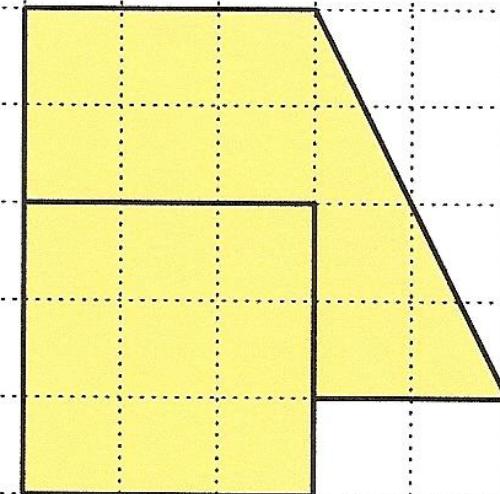
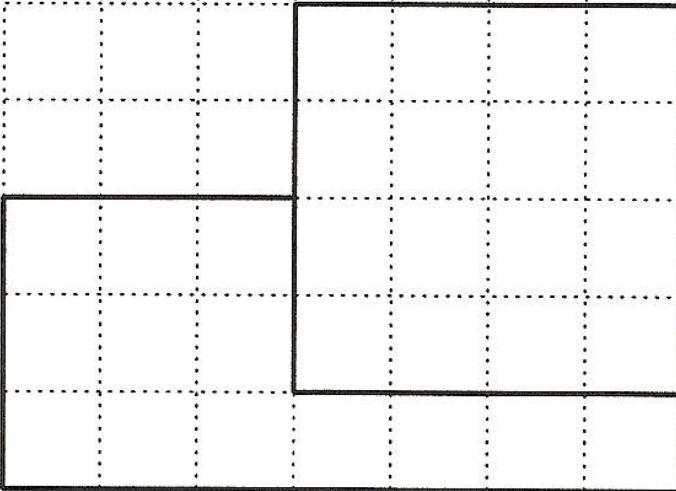


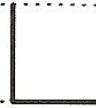
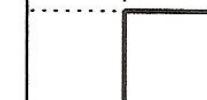
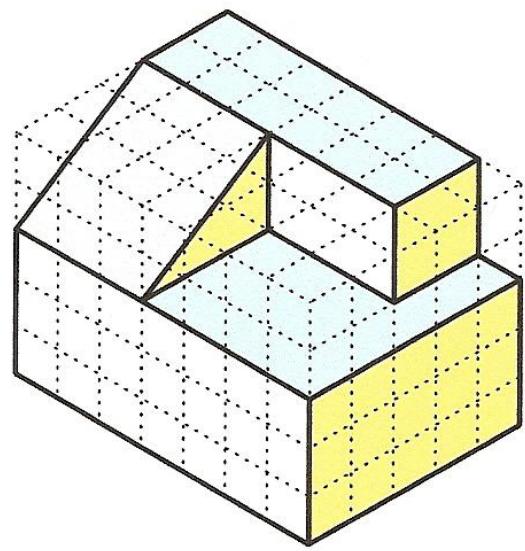


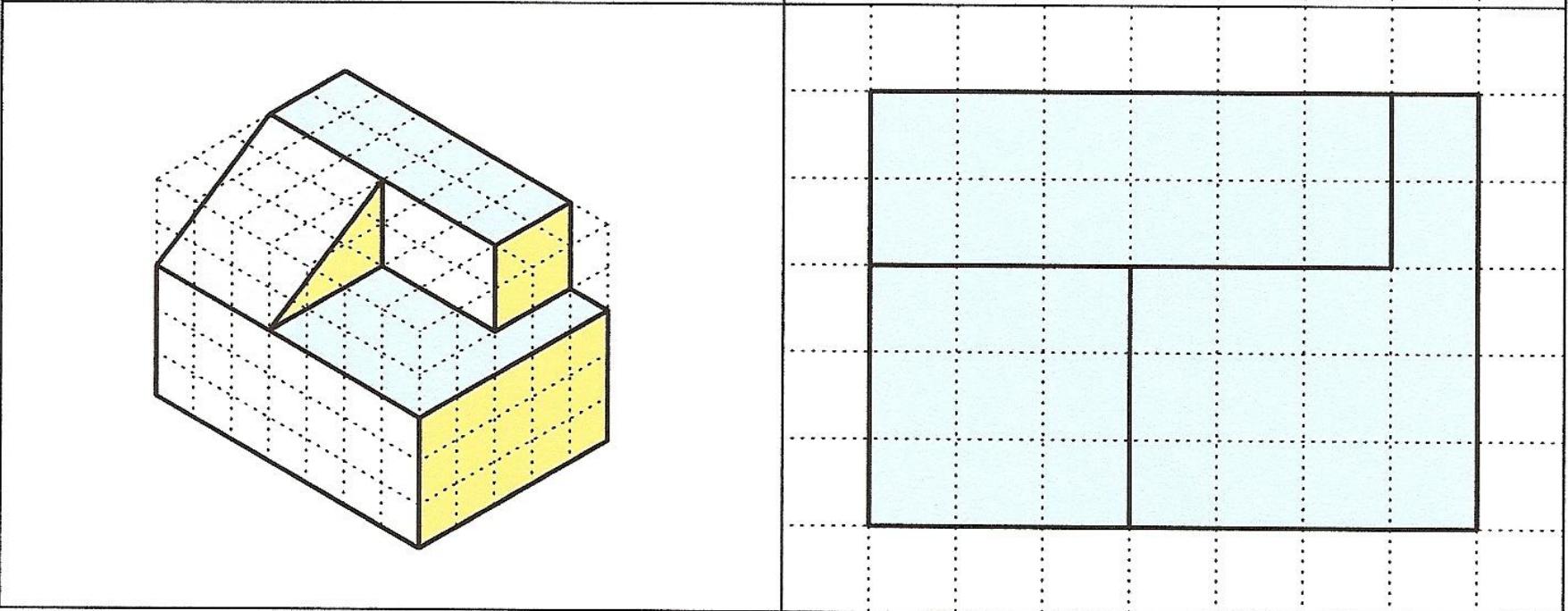
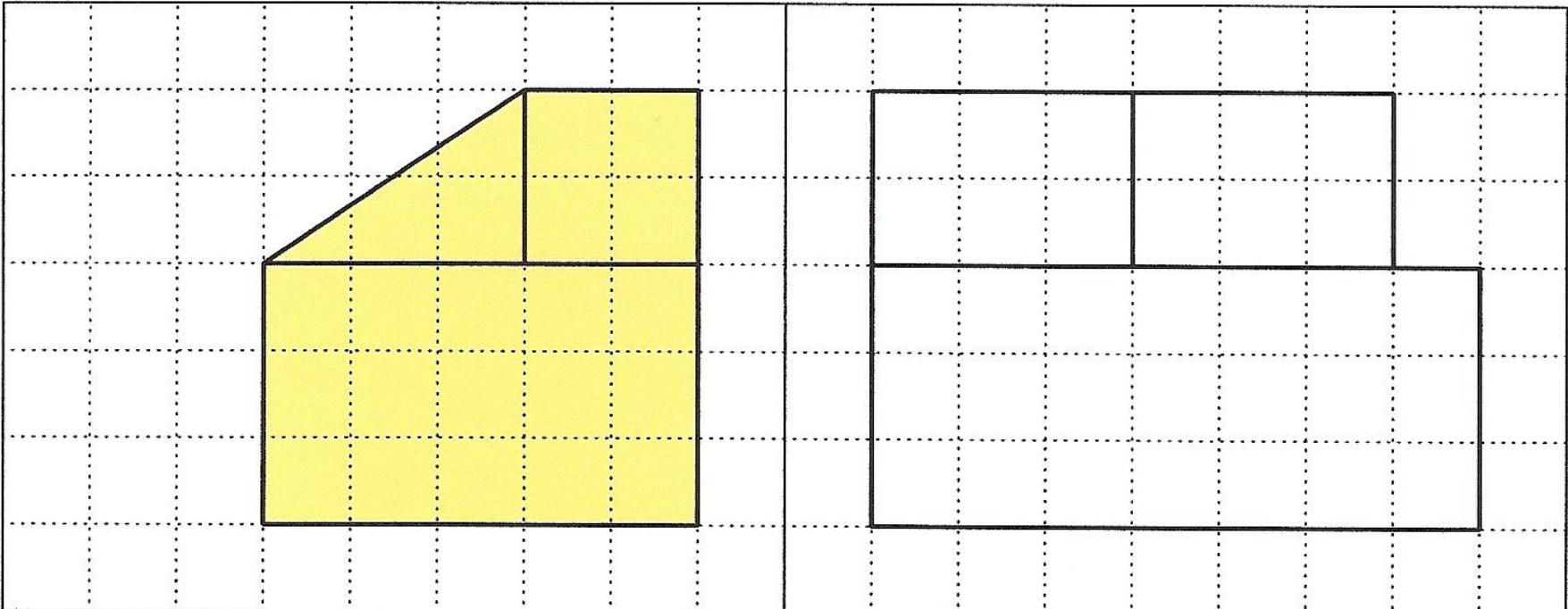


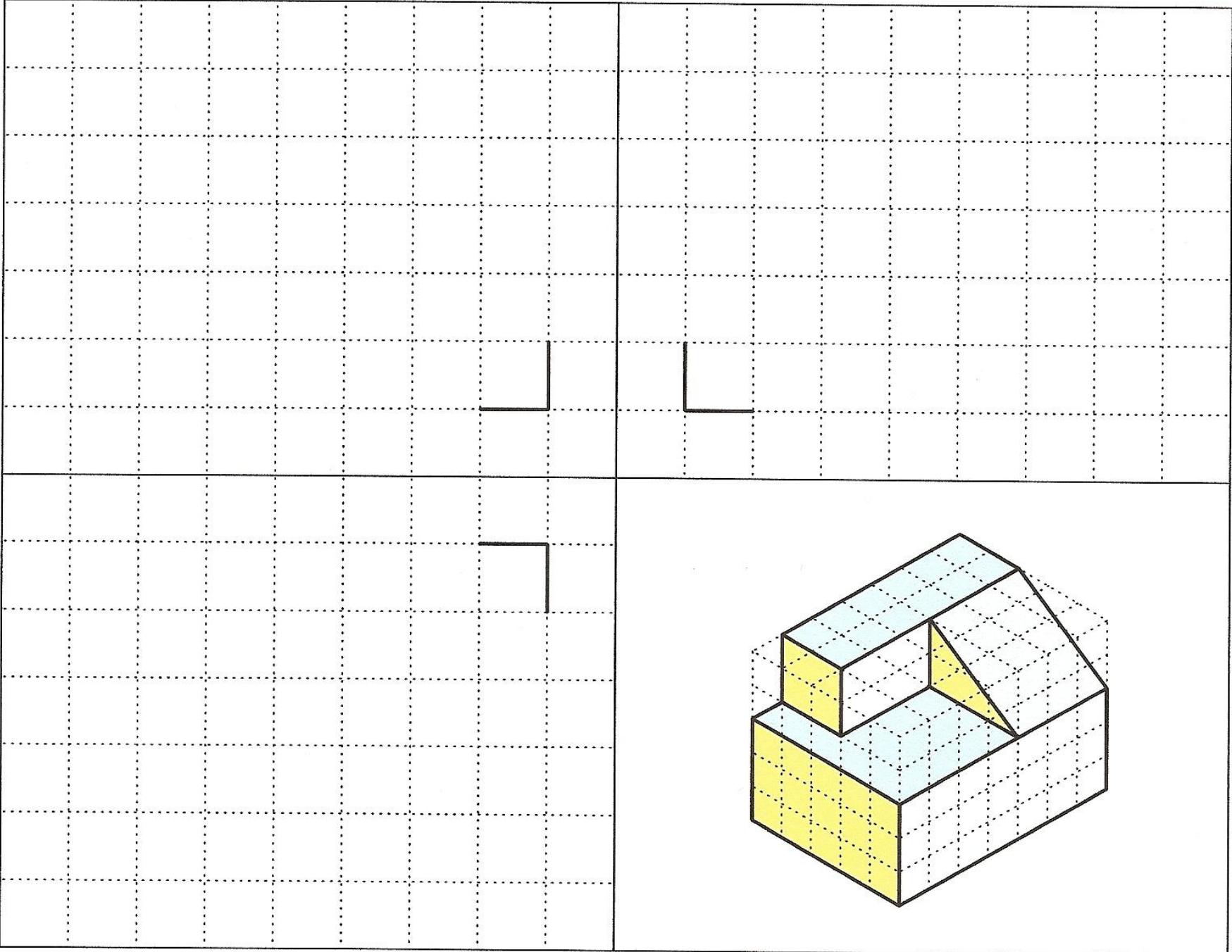


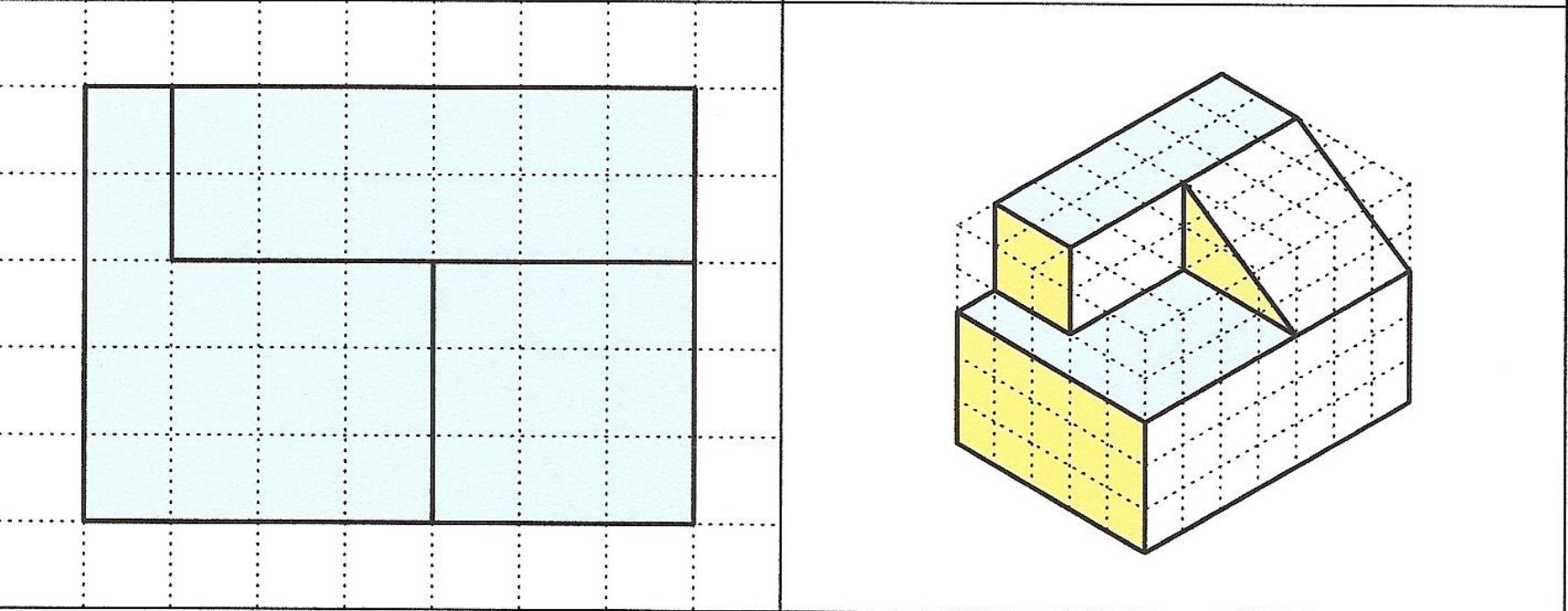
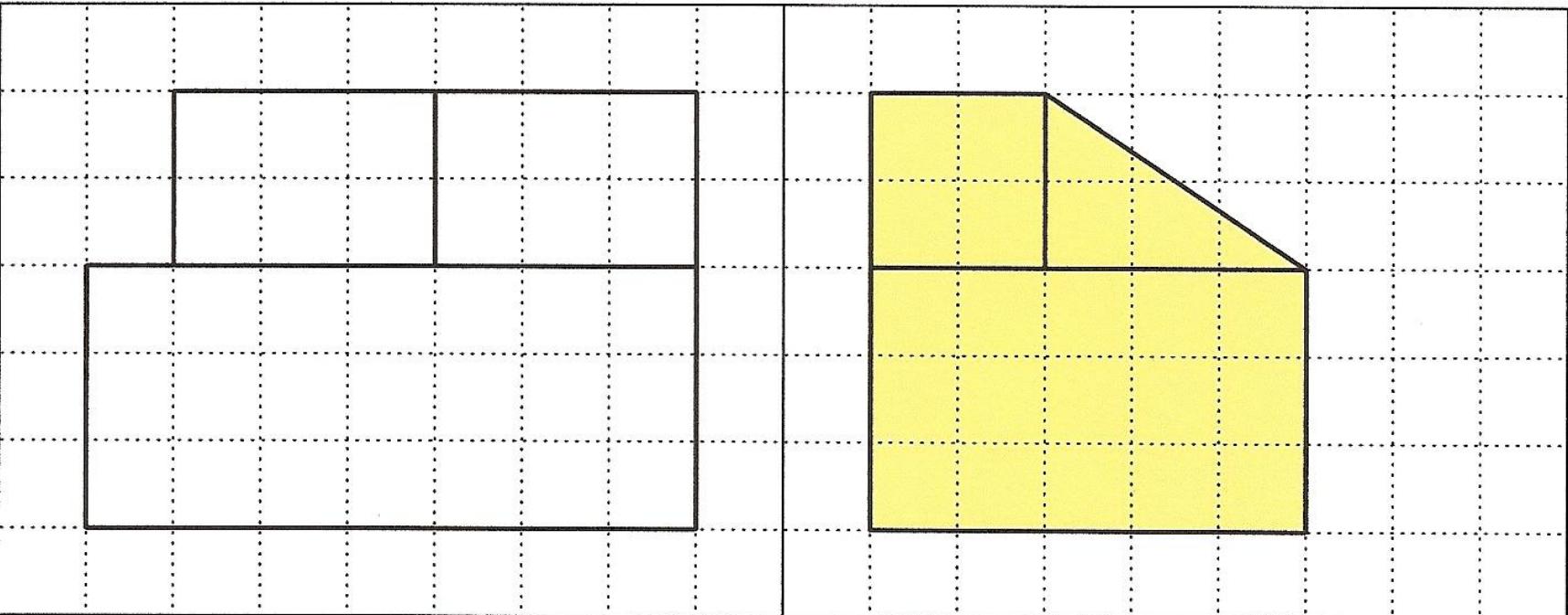


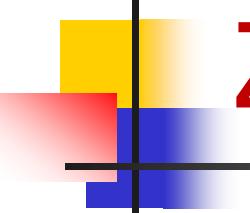












Zadaci za vježbu

U sljedećim zadacima nacrtaj tlocrt, nacrt i bokocrt zadanih tijela koristeći različite boje za svaku projekciju!

Strelicama u aksonometriji odredi smjer gledanja za svaku projekciju.

