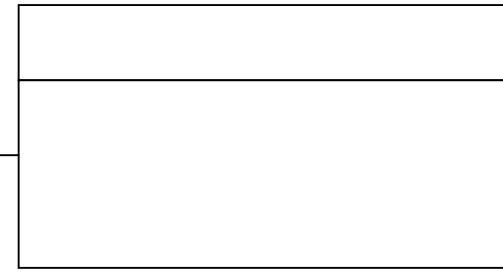
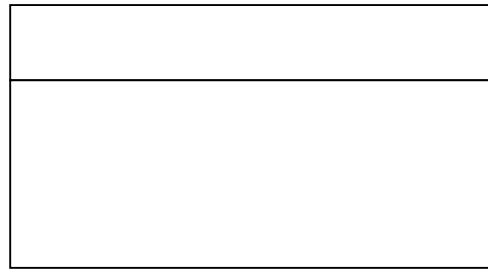
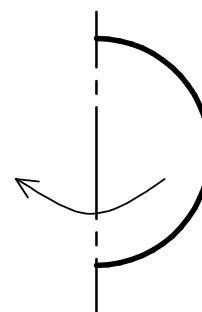
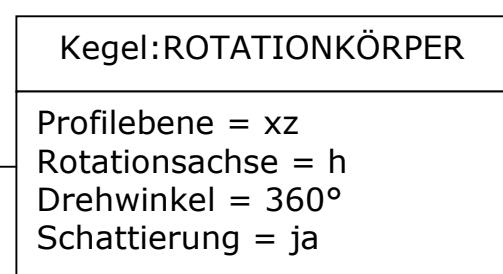
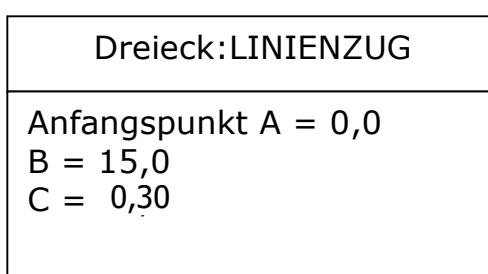
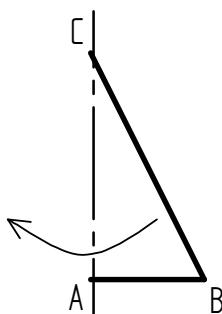
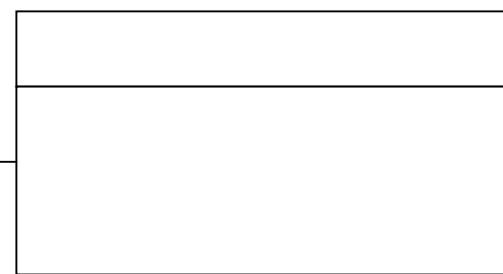
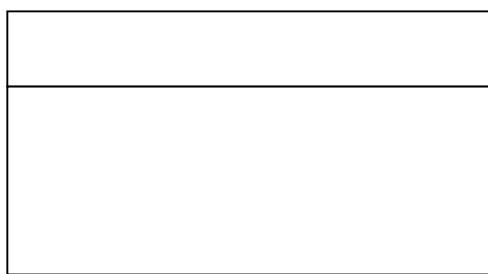
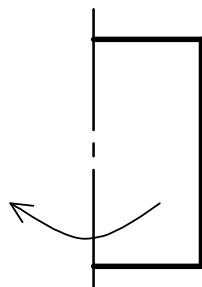
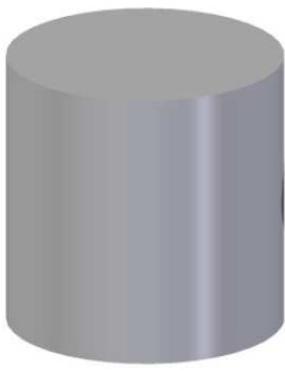


Aufgabe:

Zylinder, Kegel und Kugel werden als Objekte der Klasse ROTATIONKÖRPER erzeugt, indem ein Rechteck, ein Dreieck und ein Halbkreis um eine Achse rotieren.
Erstelle geeignete Modelle und erzeuge die 3D-Körper.



Grundlagen des Computer Aided Design

Rotationskörper erzeugen

Nr.



AB 242 - 08

Datum:

Name:

Kl.