

Rzuty prostokątne

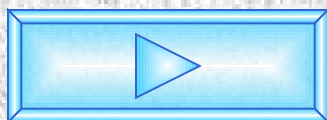
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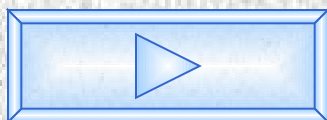
Rzut punktu



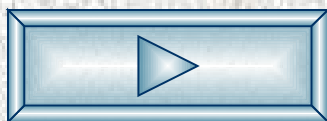
Rzut odcinków



**Rzut figur
płaskich**



Rzut brył



Pomyśl

WPROWADZENIE

Rzut prostokątny jest to odwzorowanie na płaszczyźnie.

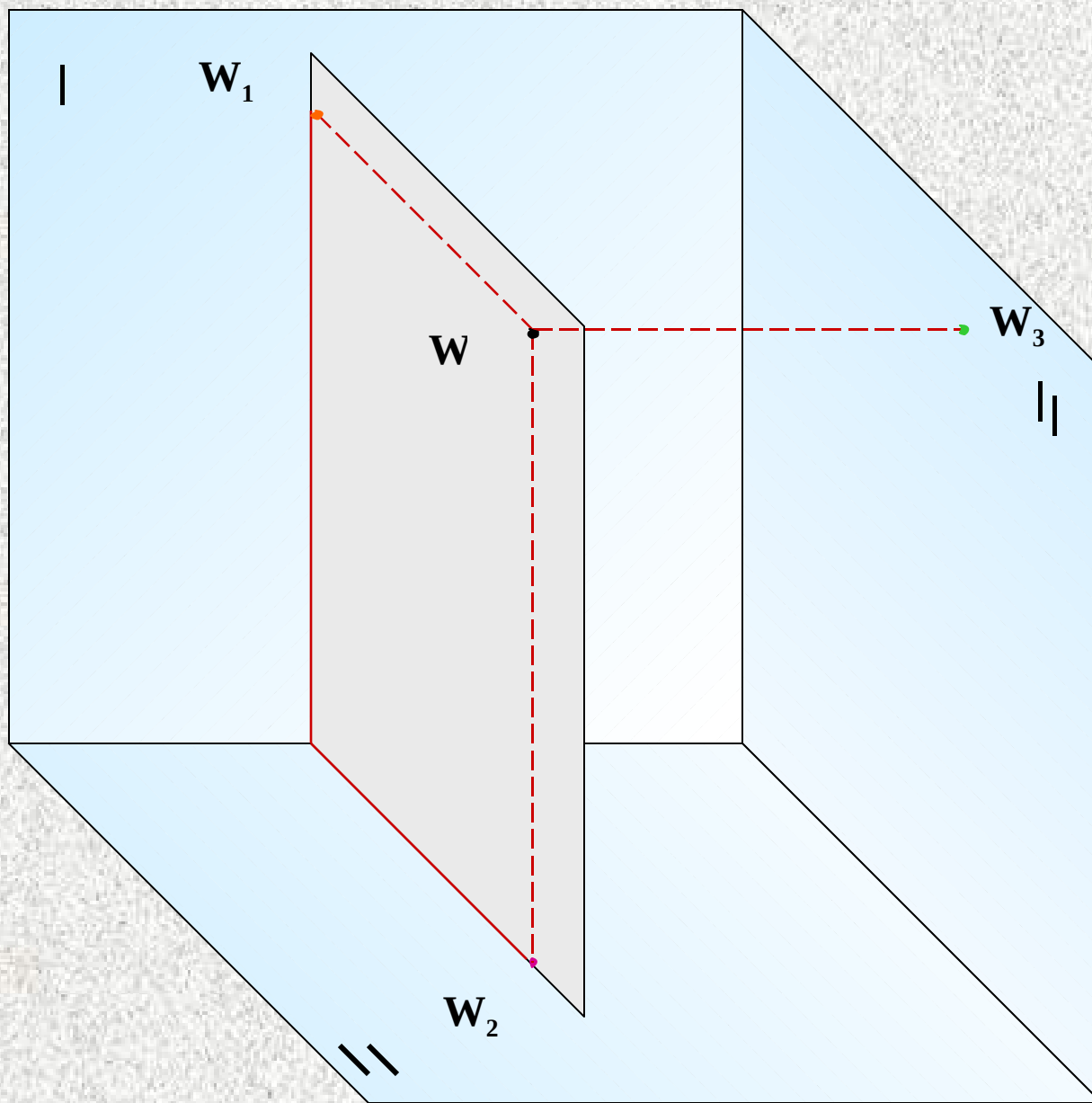
Trzy wzajemnie prostopadłe płaszczyzny oznaczone są odpowiednio - I, II, III.

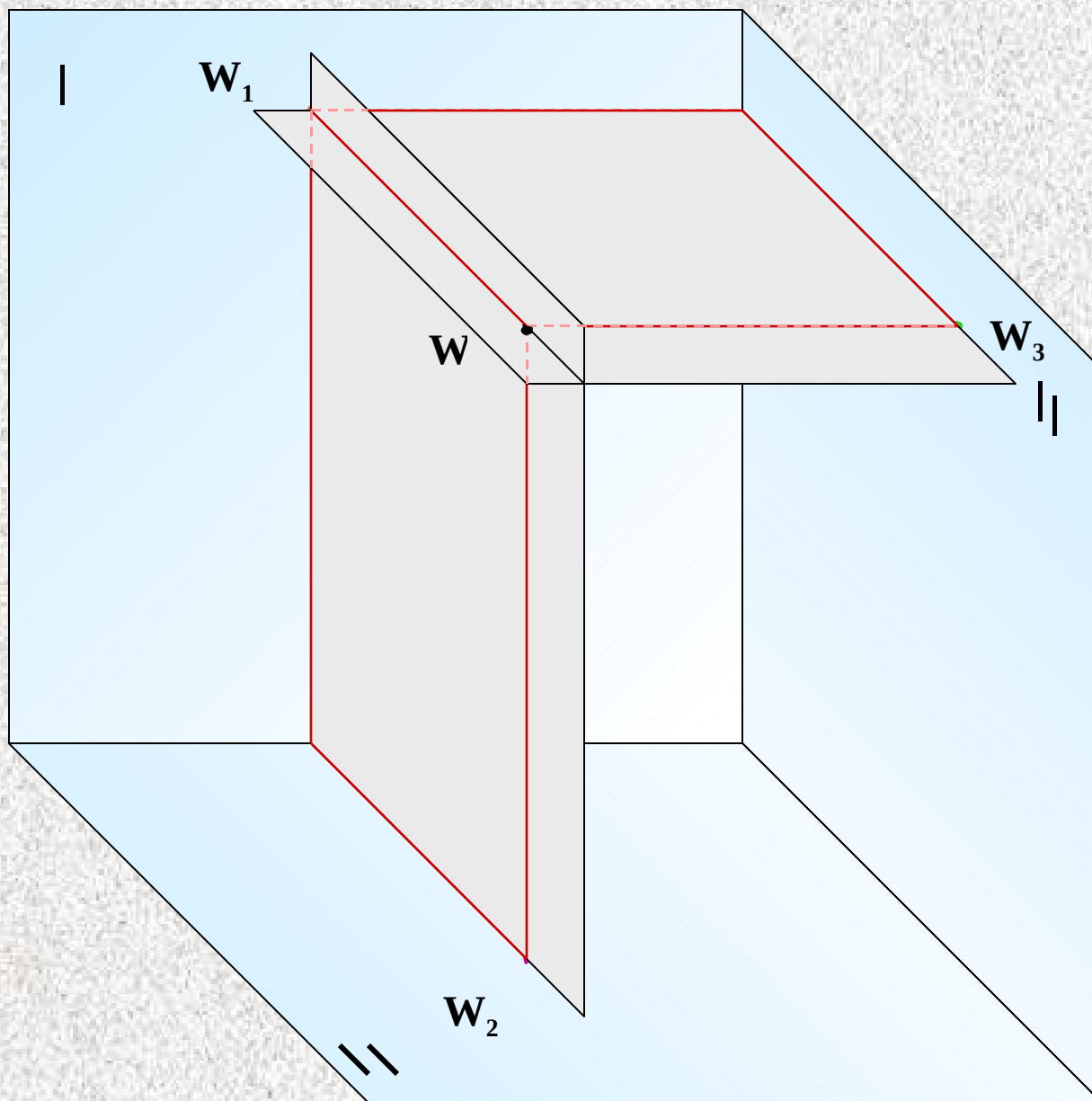
Płaszczyznę I nazywamy główną płaszczyzną rzutów, a rzut na nią - **rzutem z przodu** (rzutem głównym).

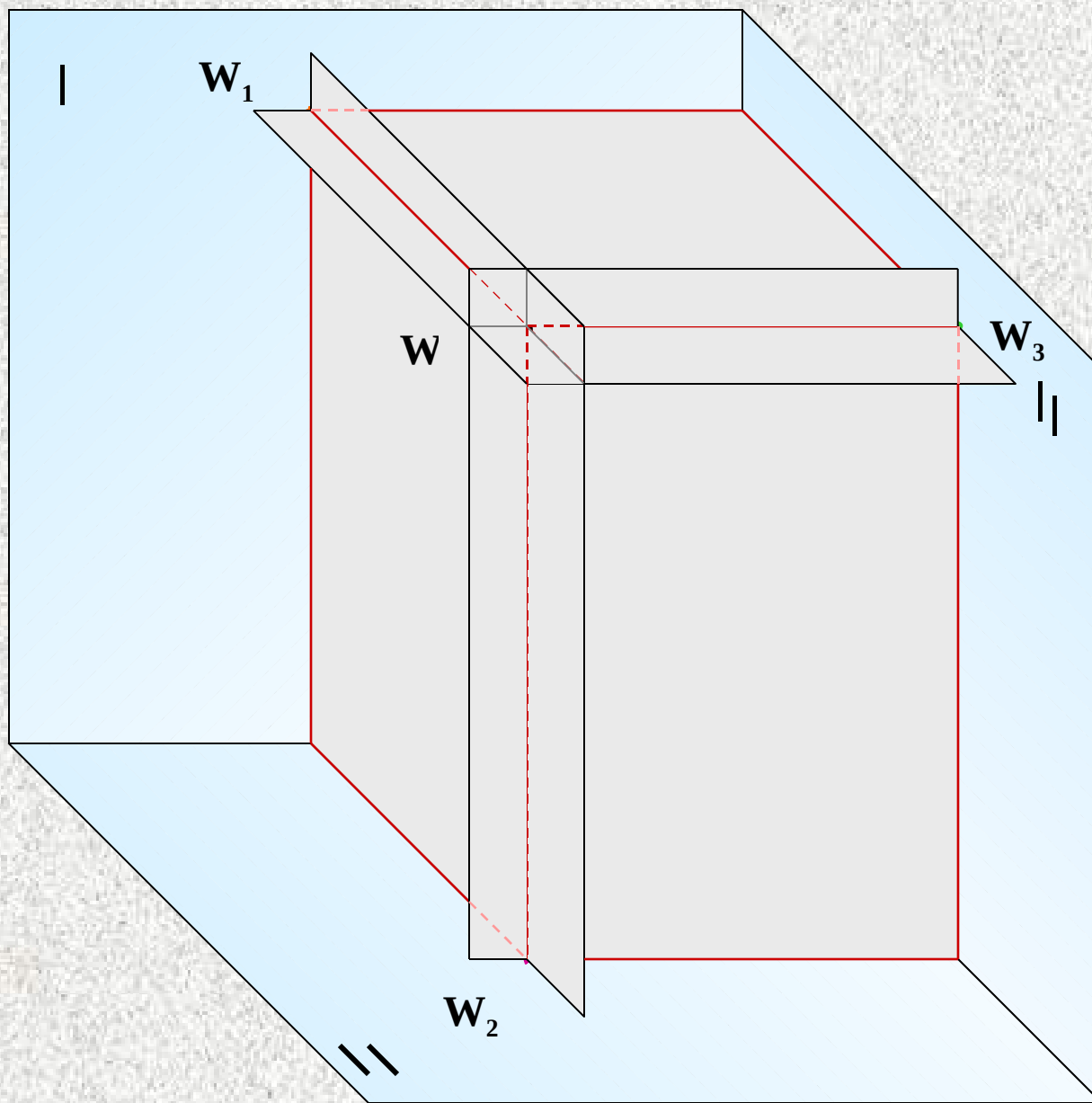
Płaszczyznę II nazywamy płaszczyznę rzutów z góry, a rzut na nią - **rzutem z góry**.

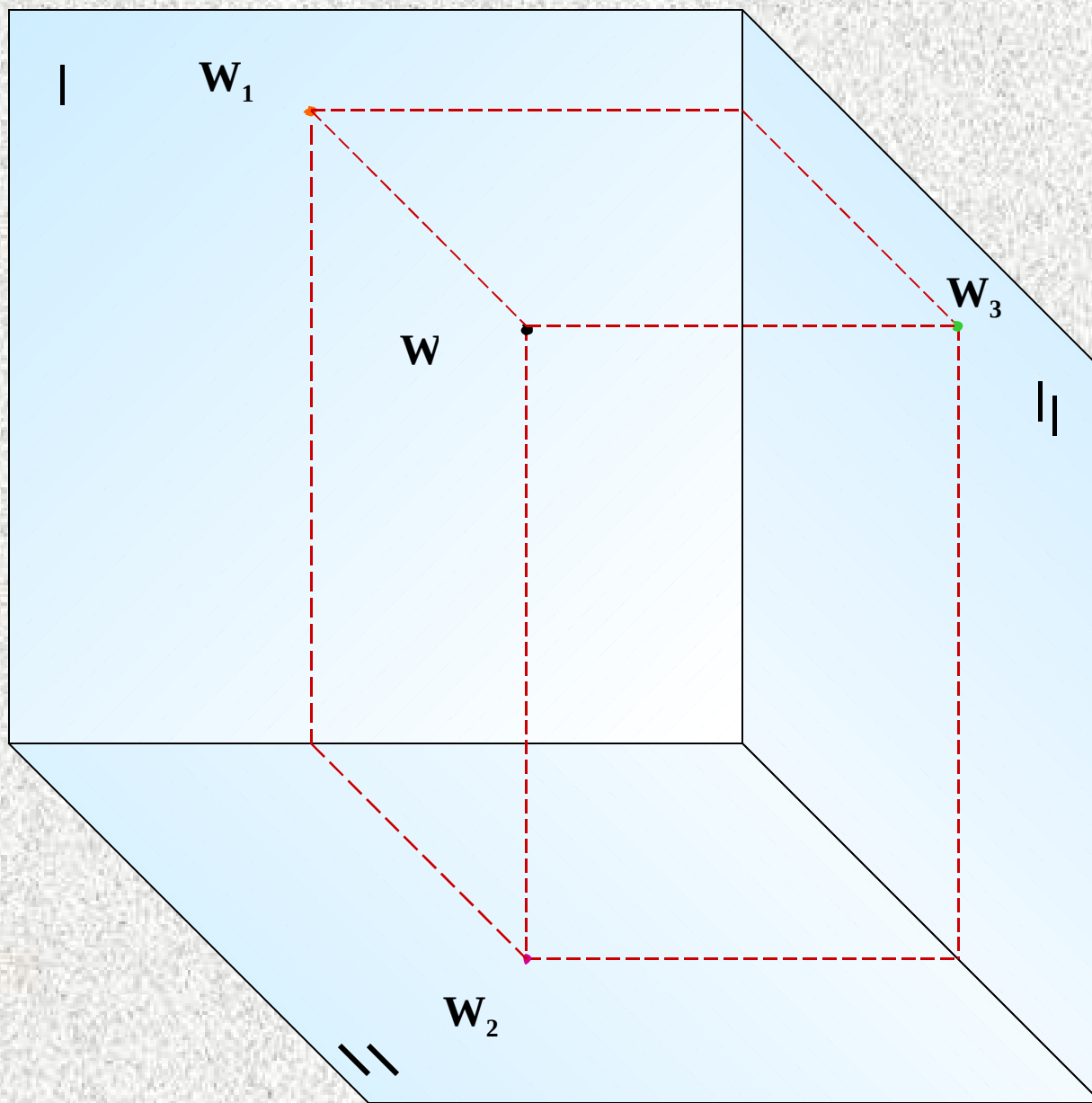
Płaszczyznę III nazywamy płaszczyzną rzutów z boku, a rzut na nią - **rzutem z boku** (od lewej strony).

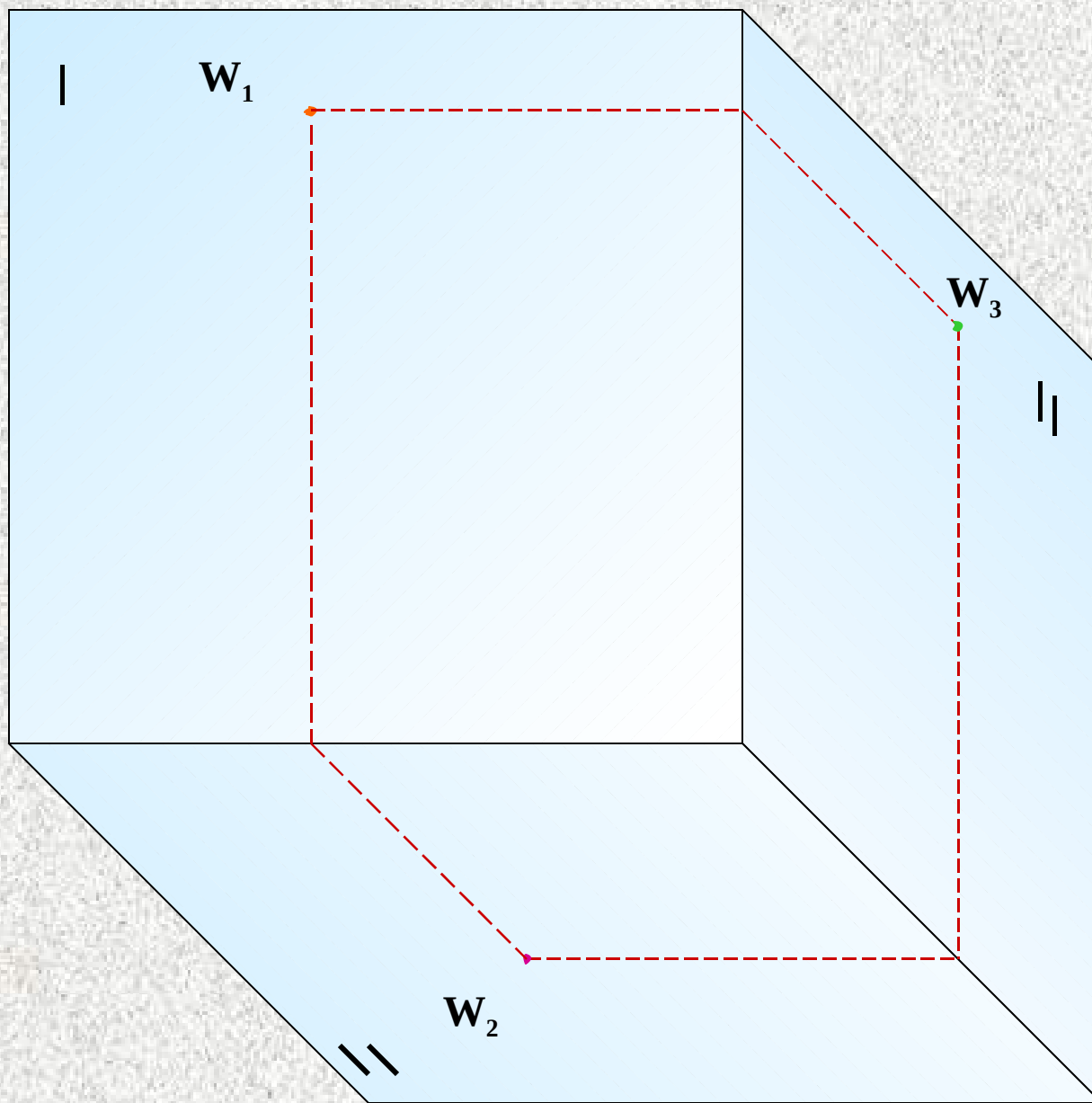


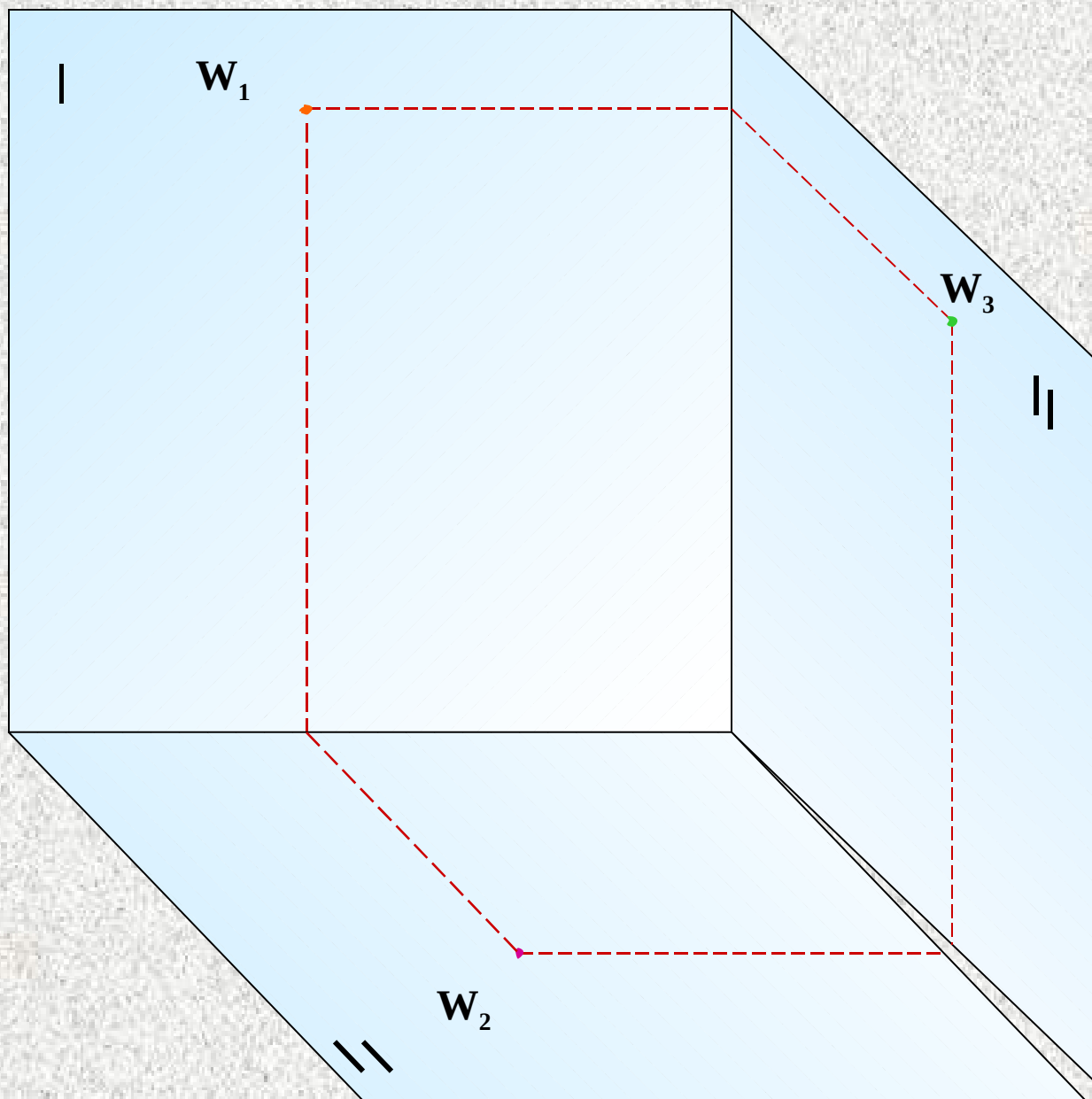


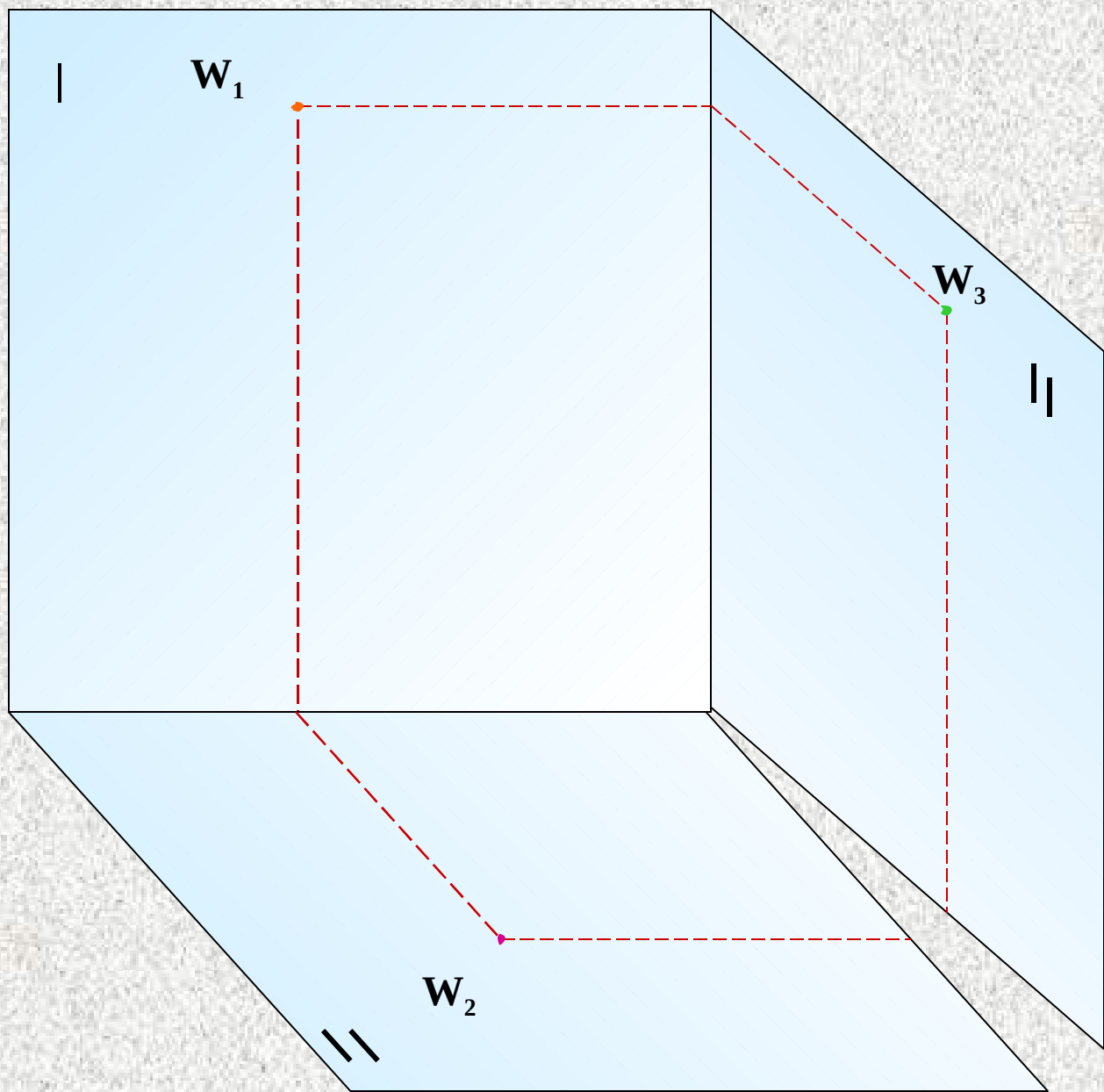


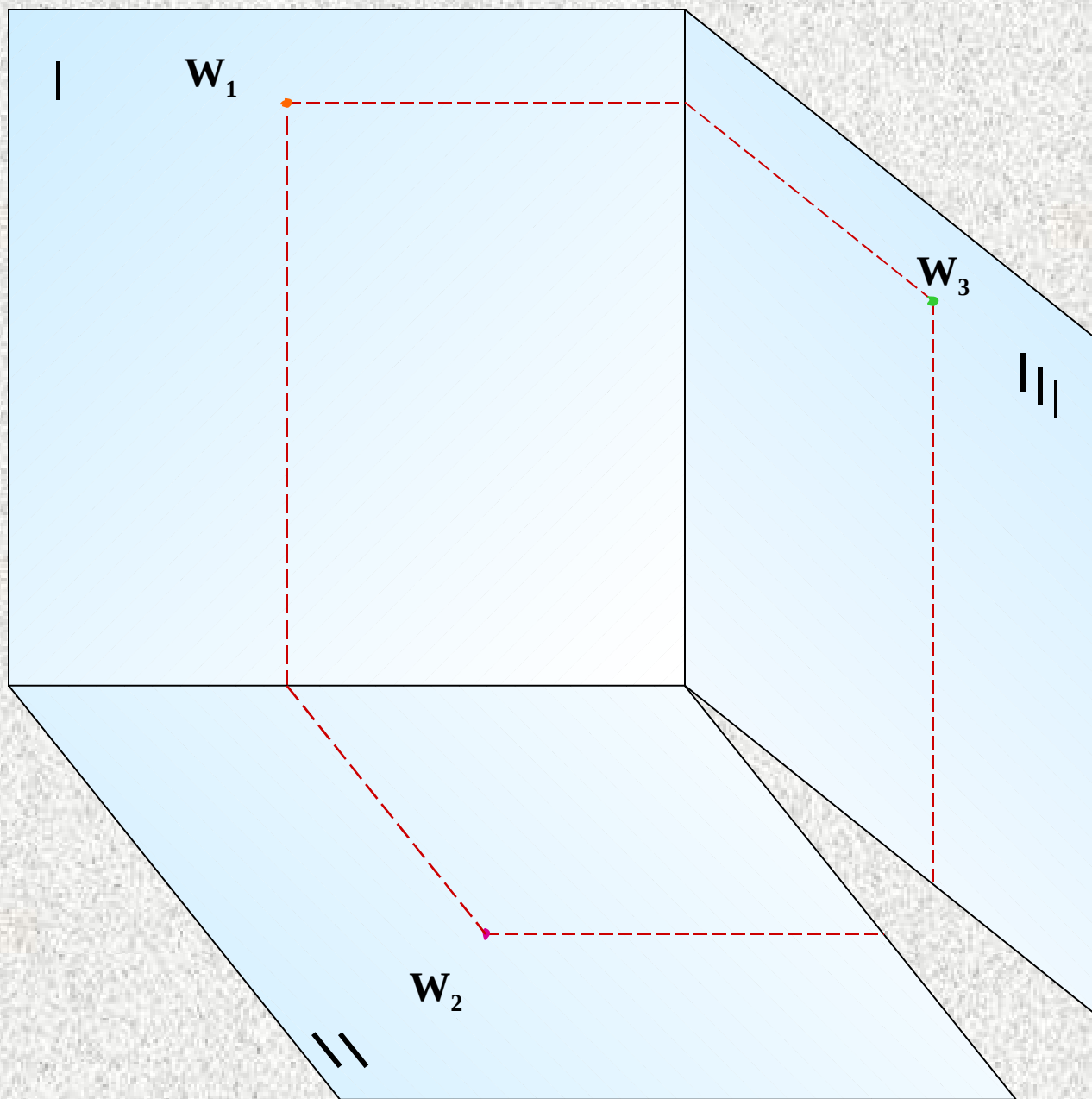


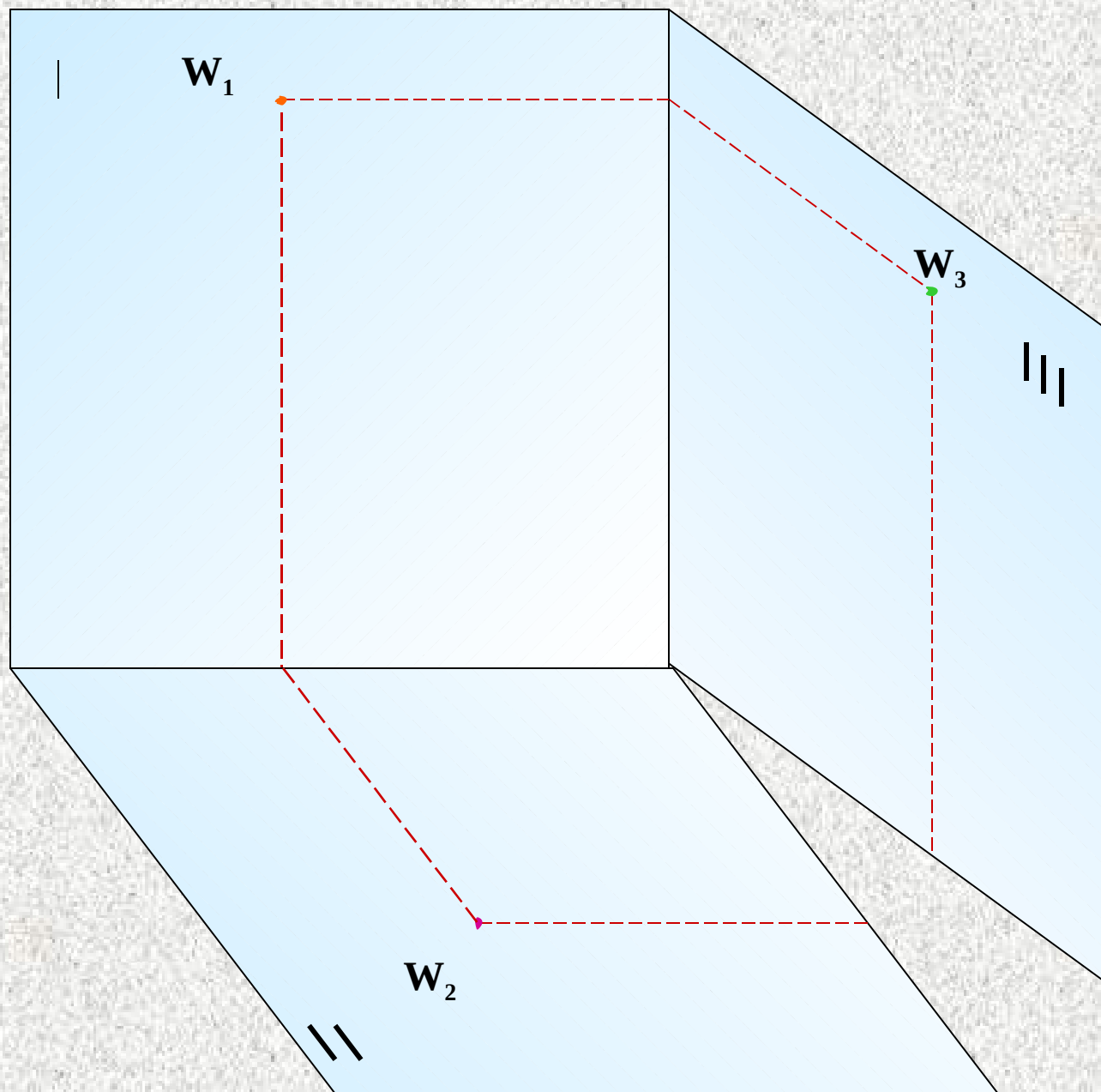


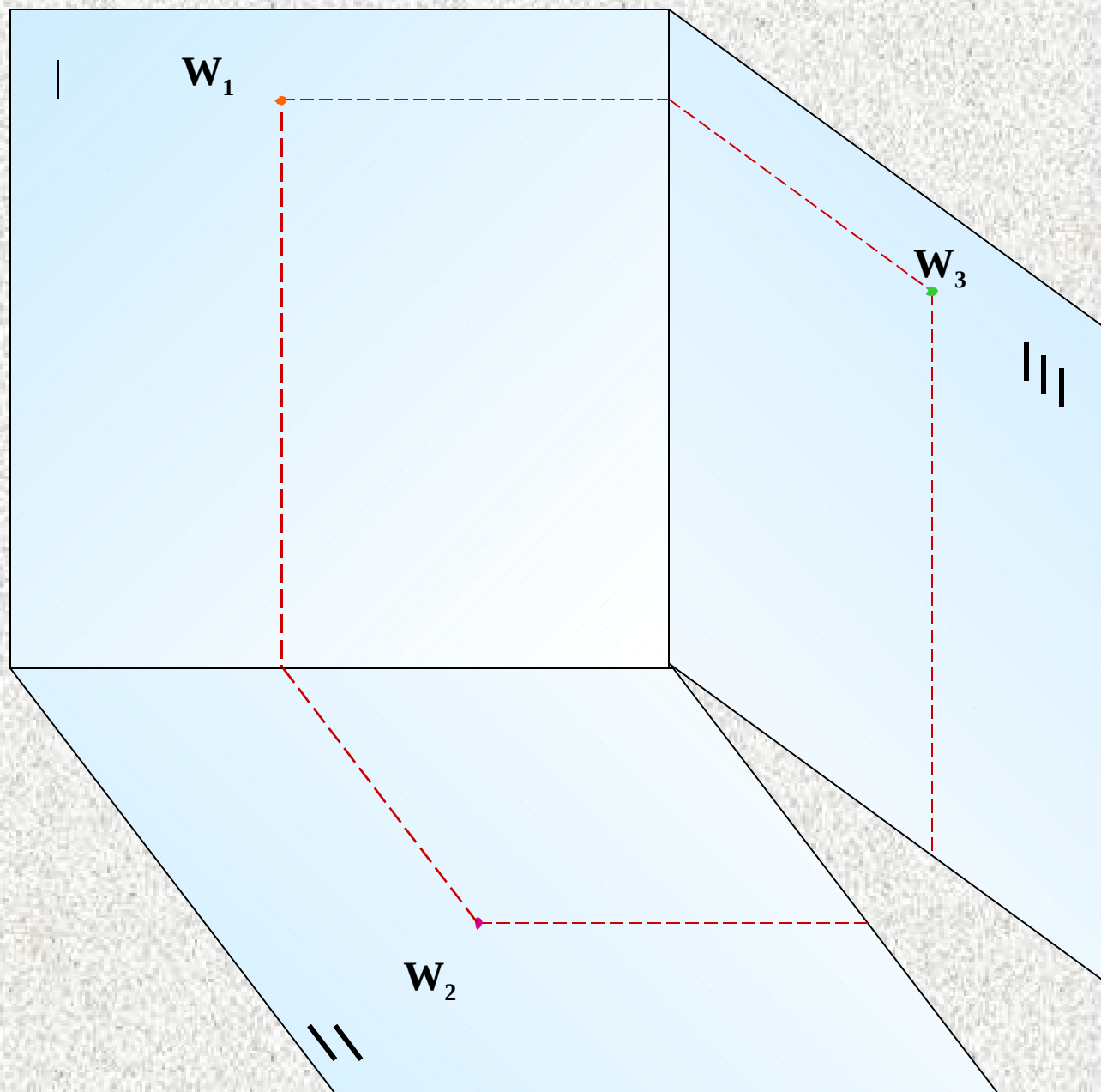


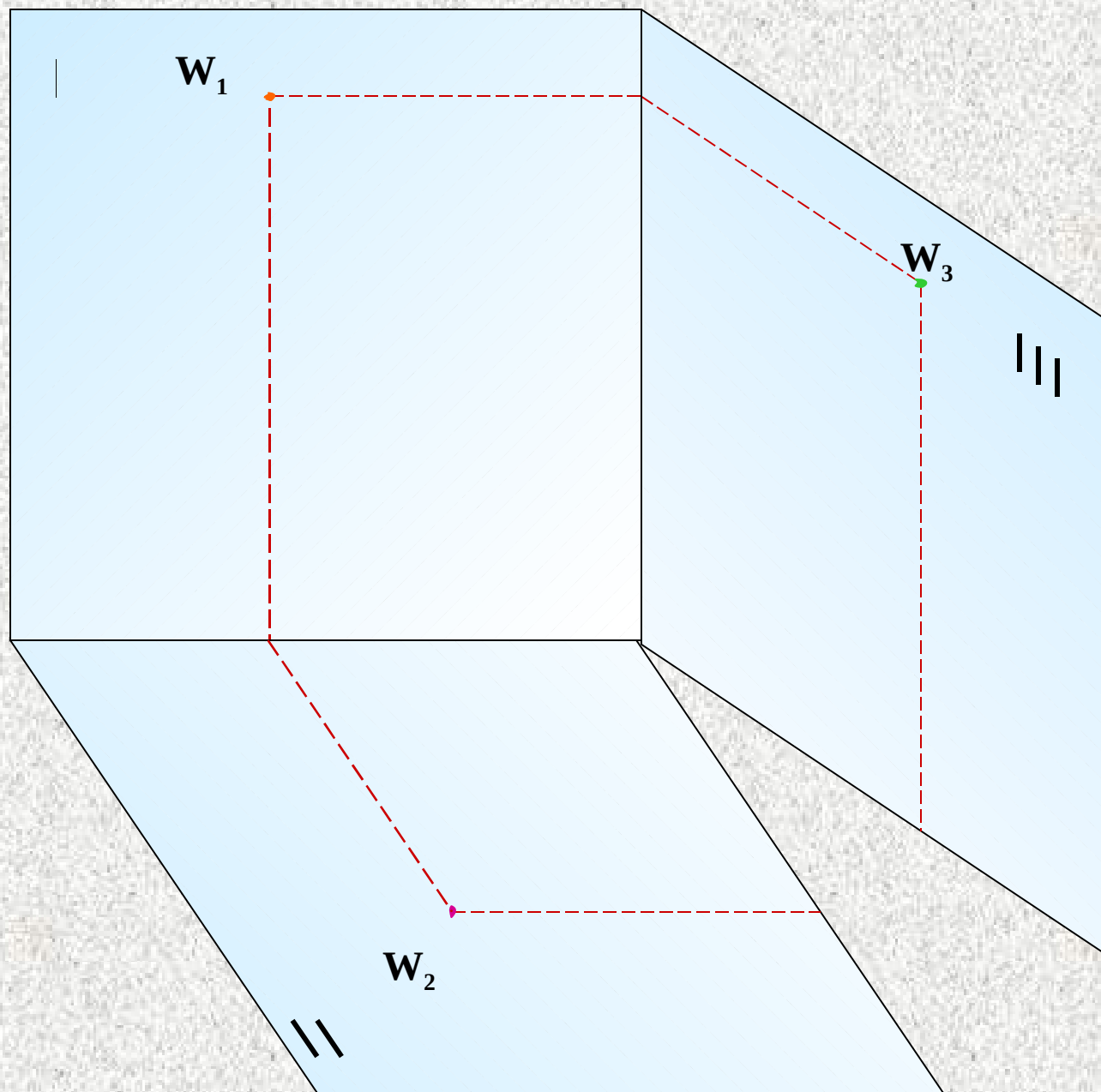


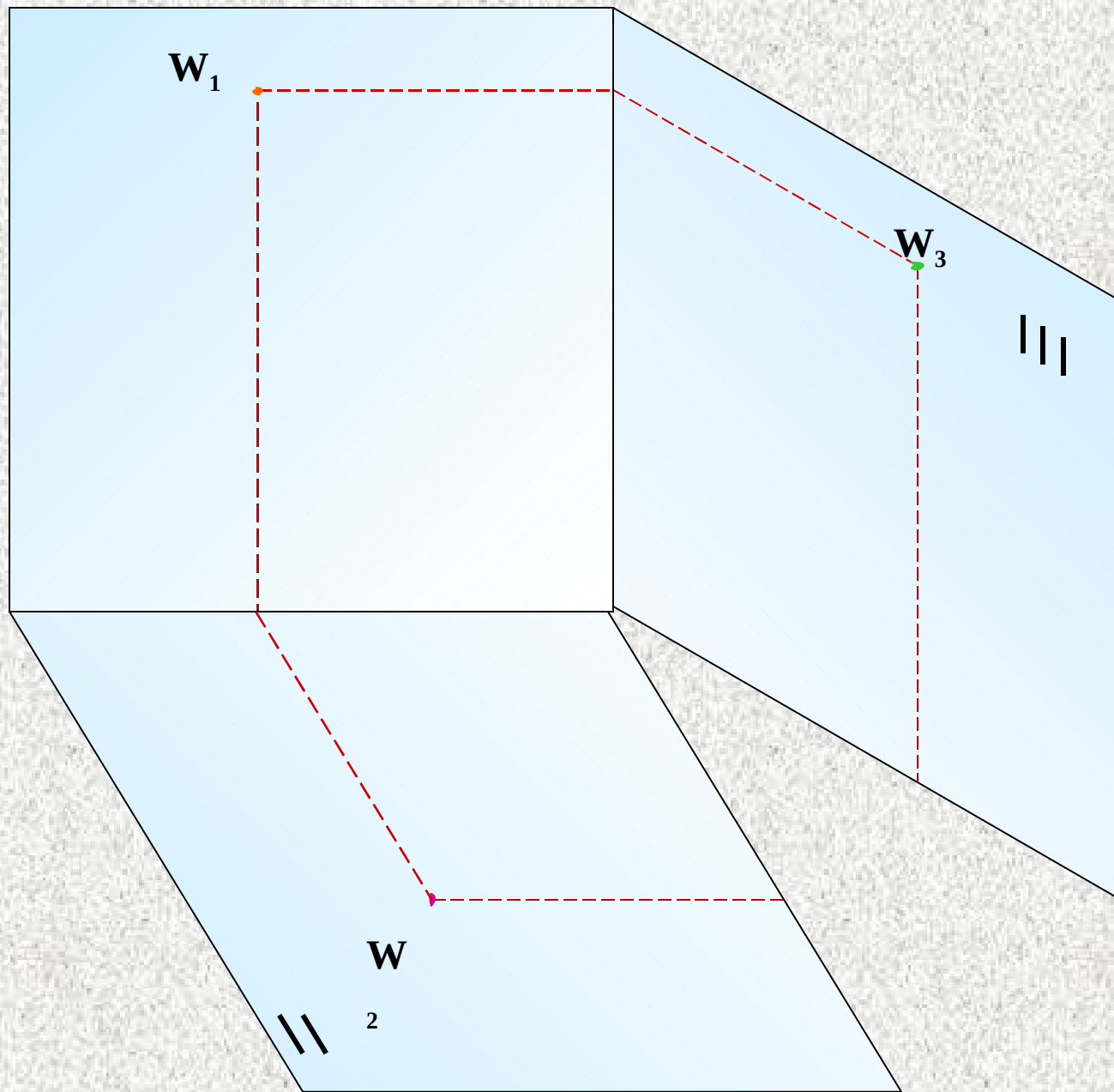


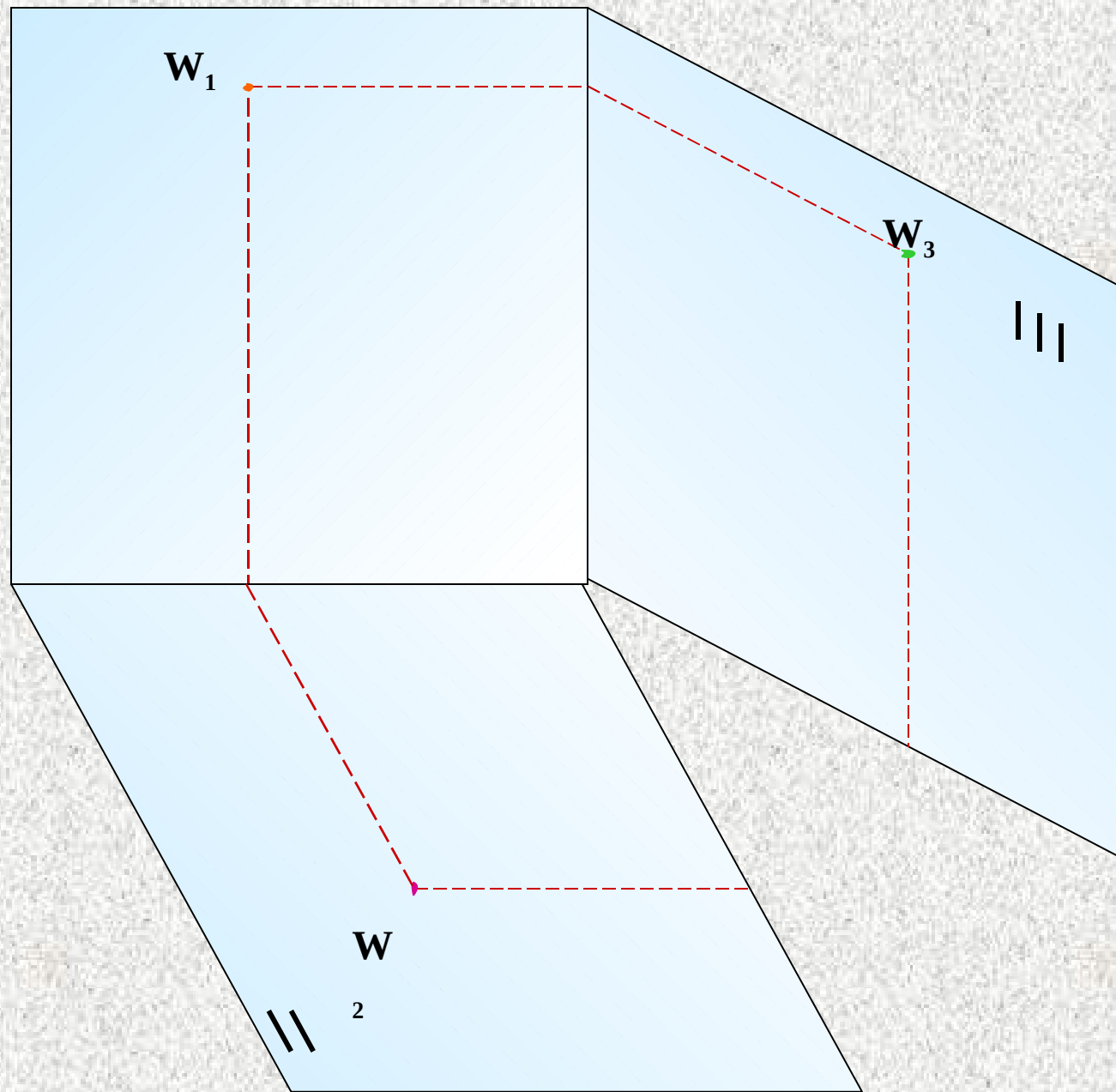


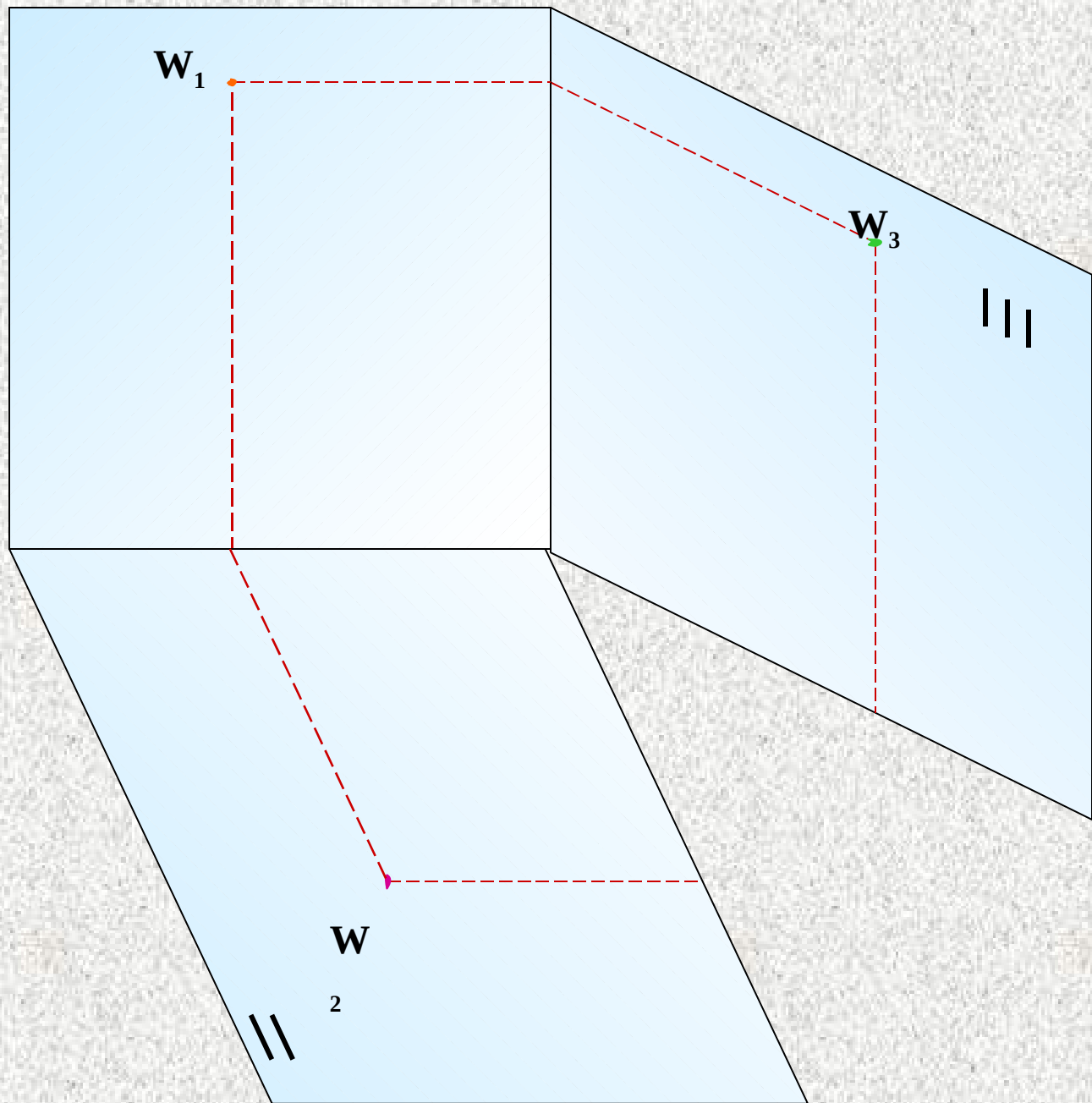


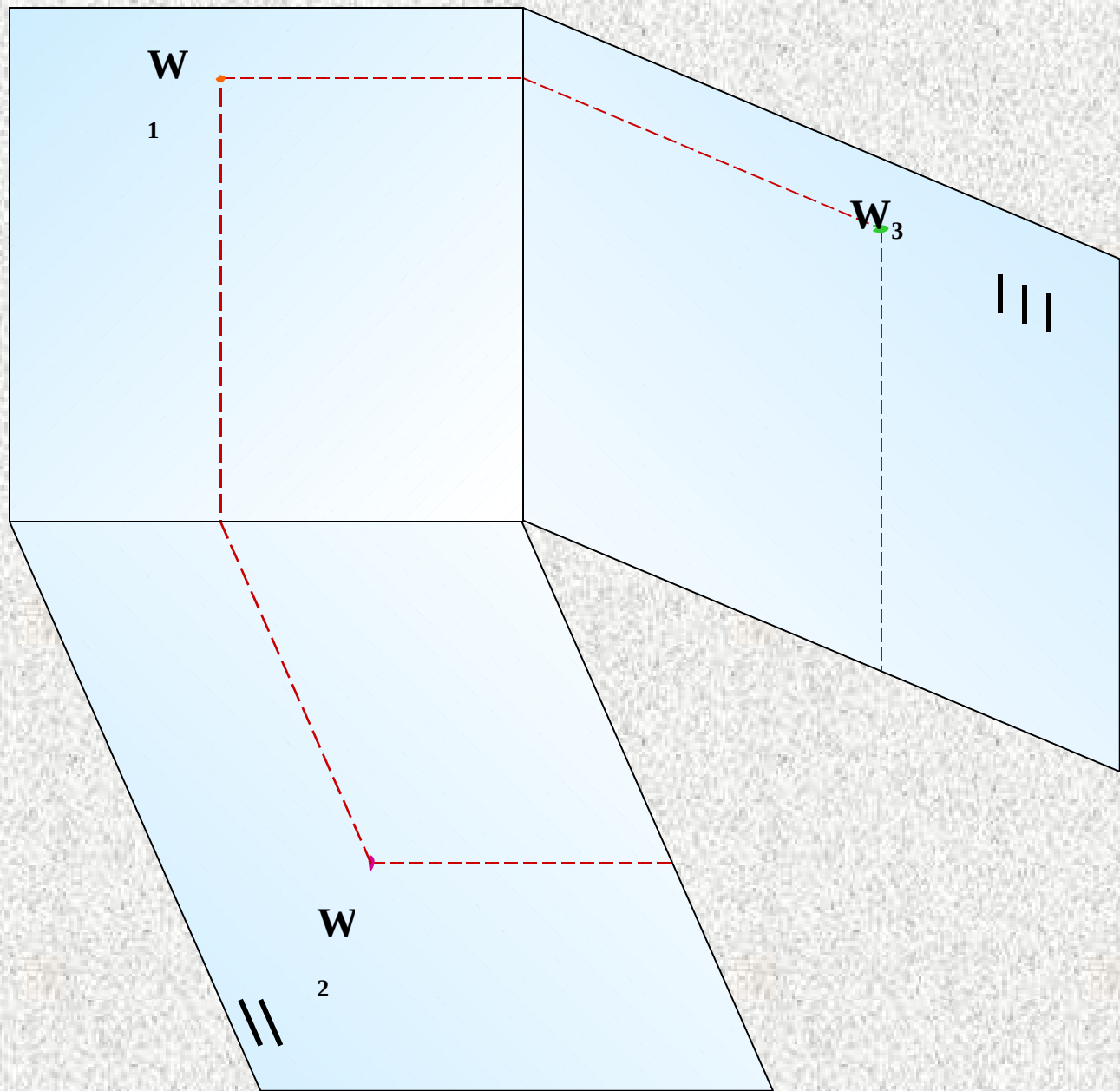


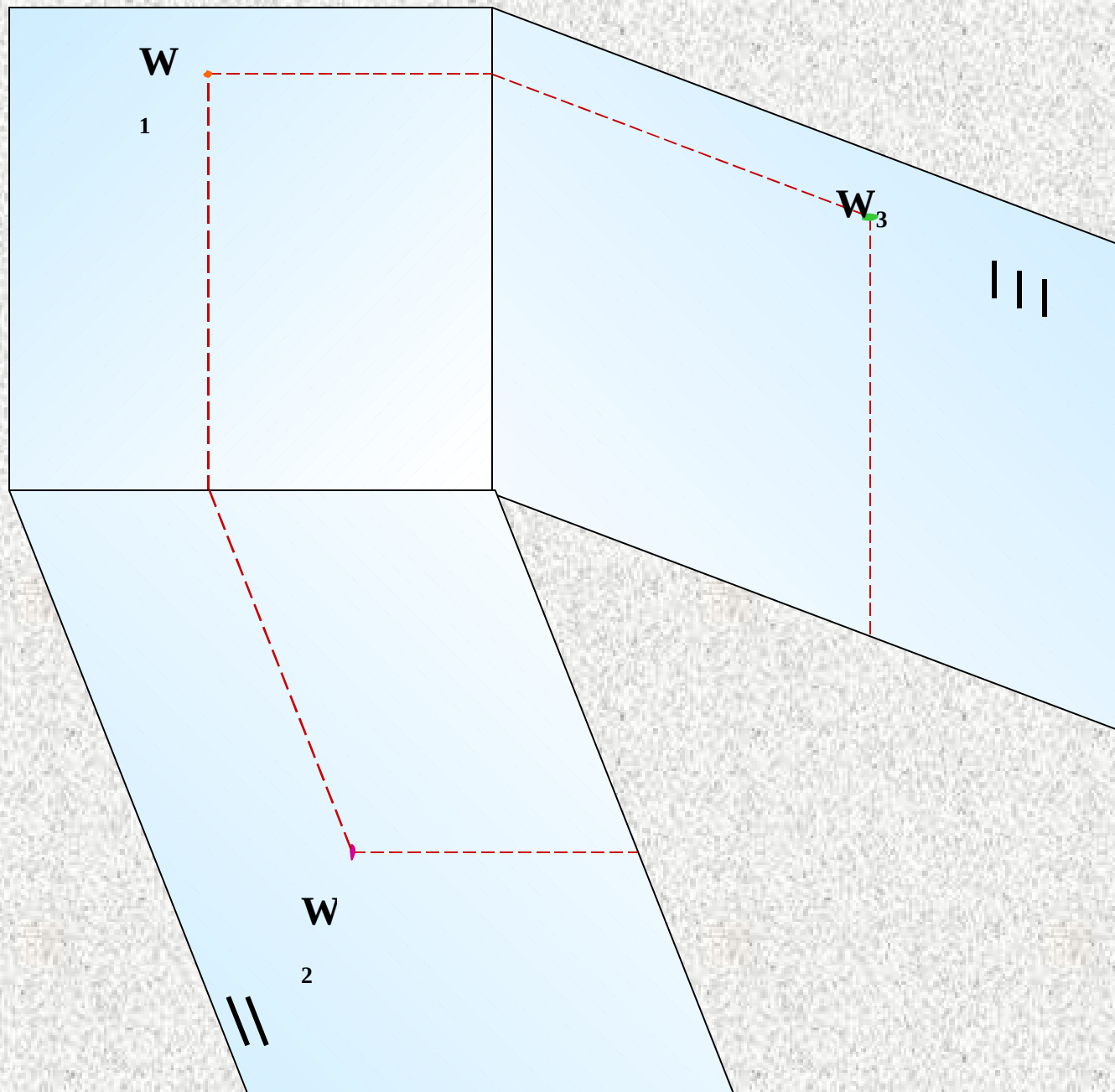


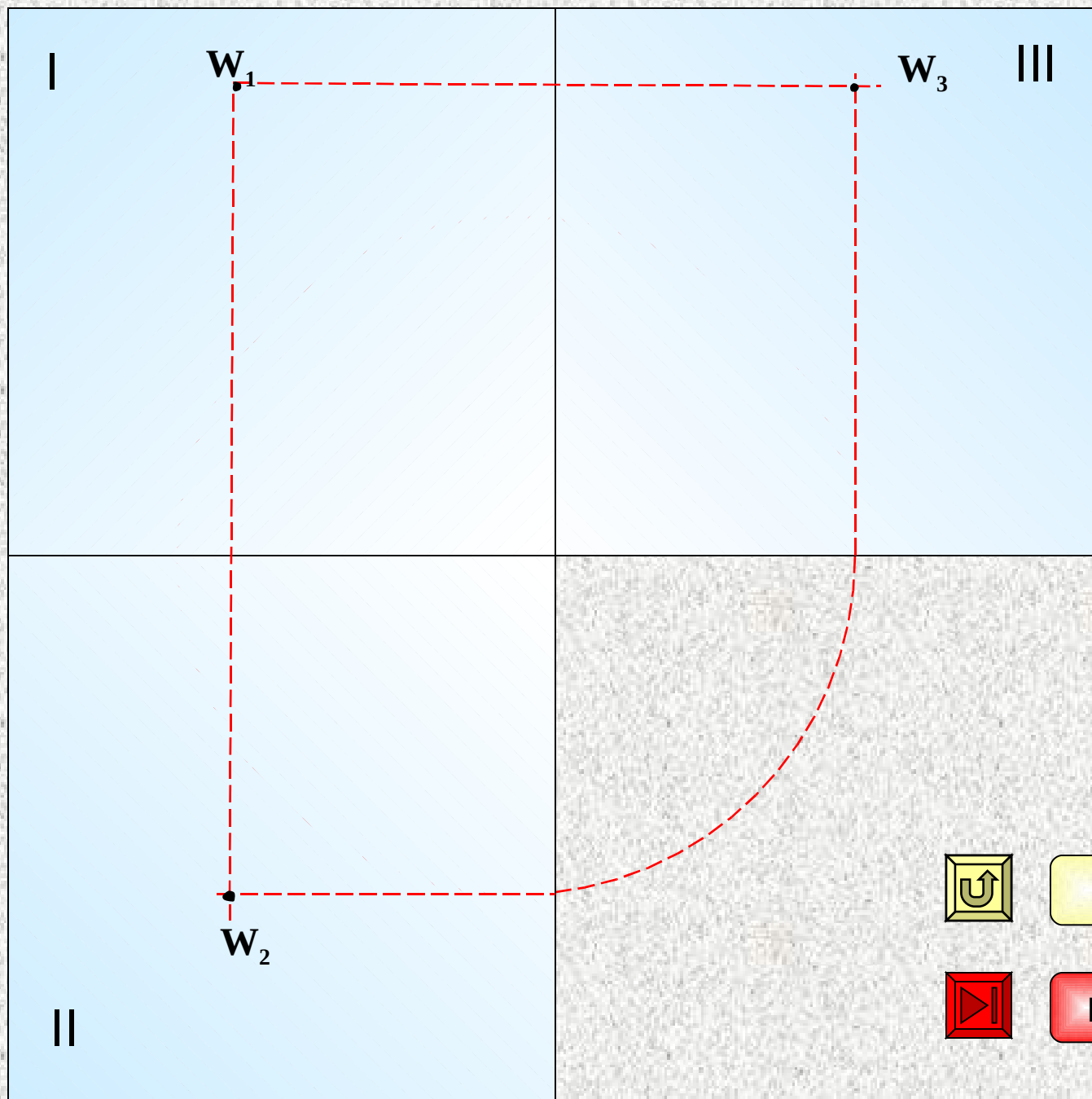








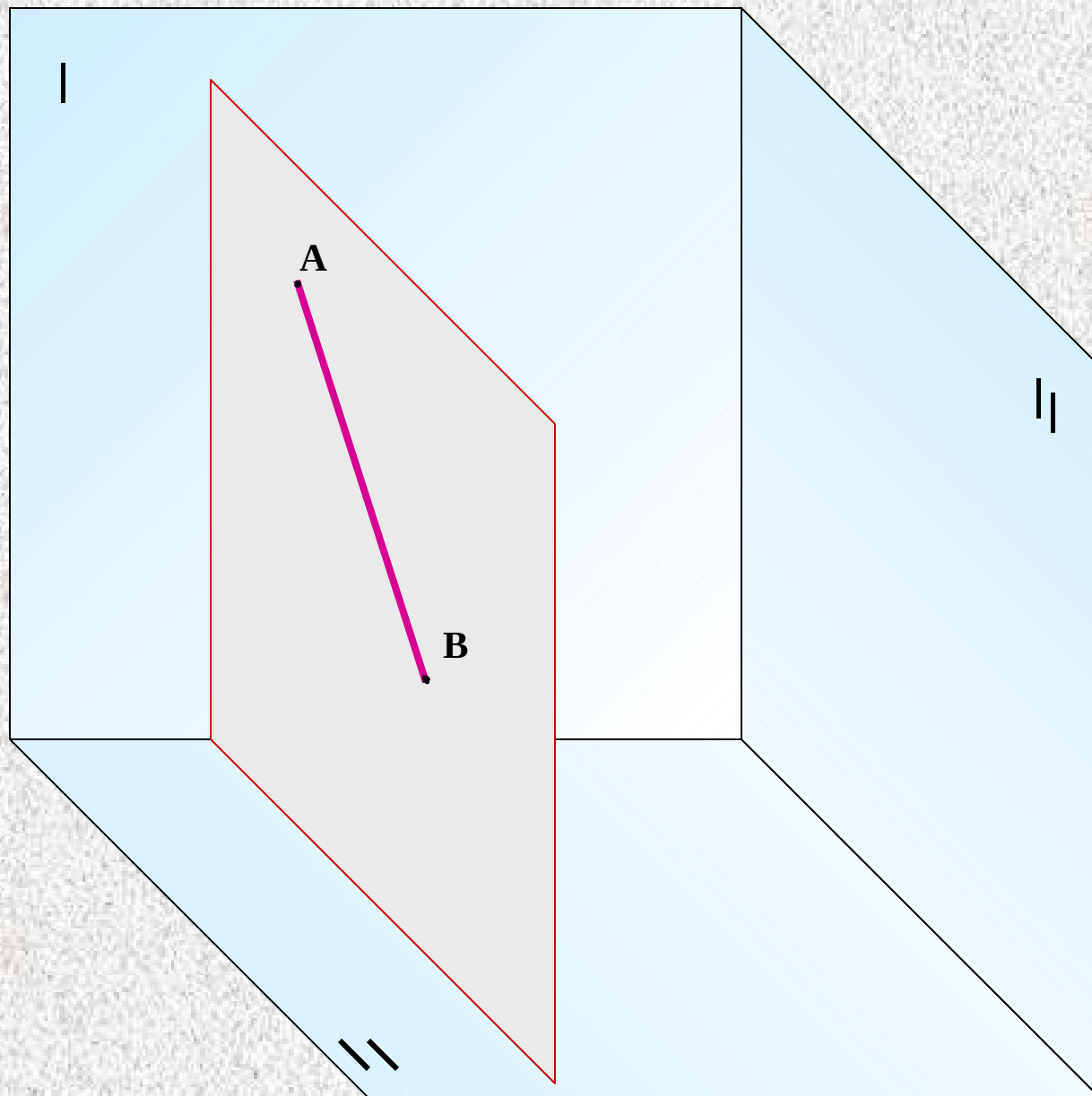


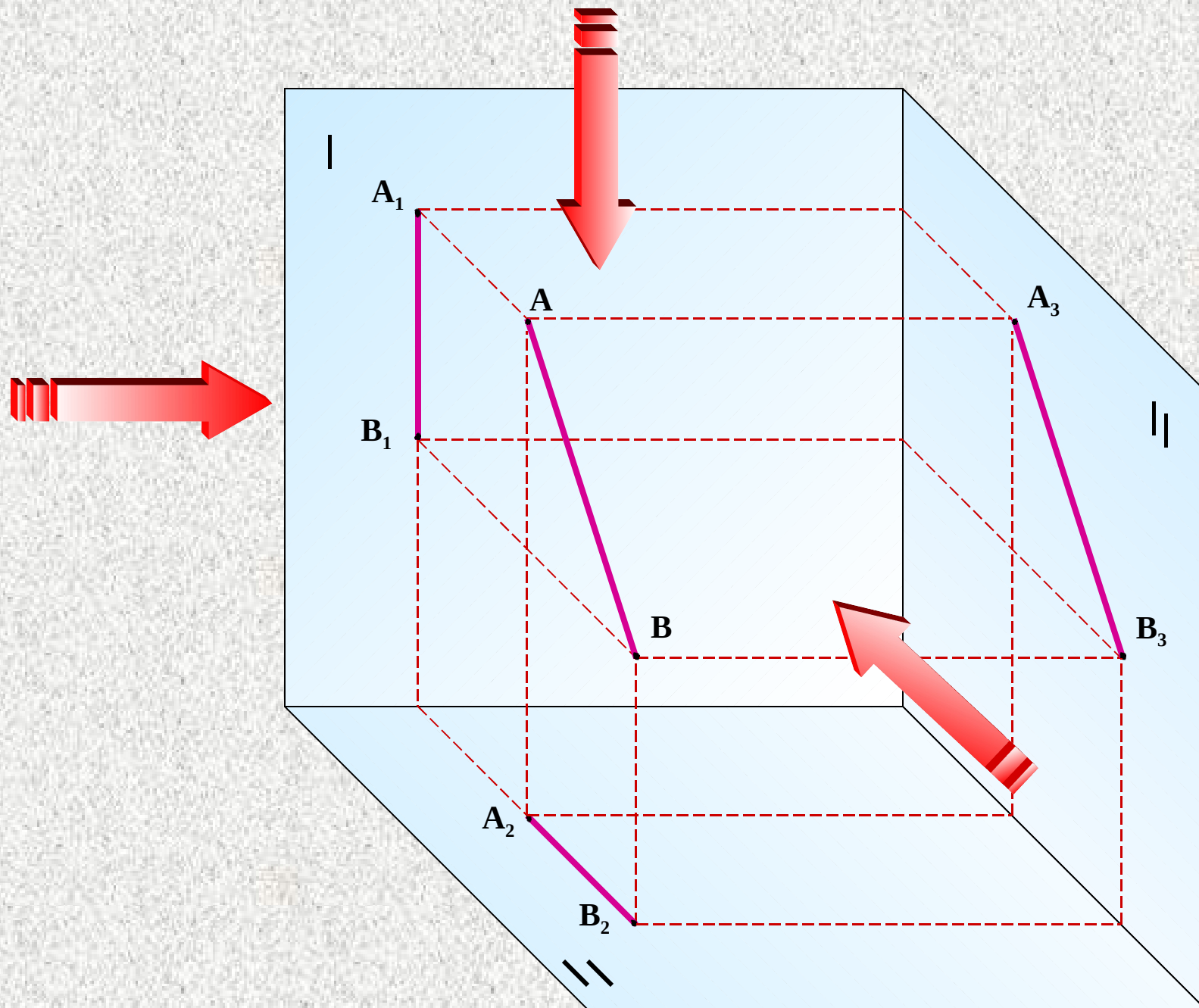


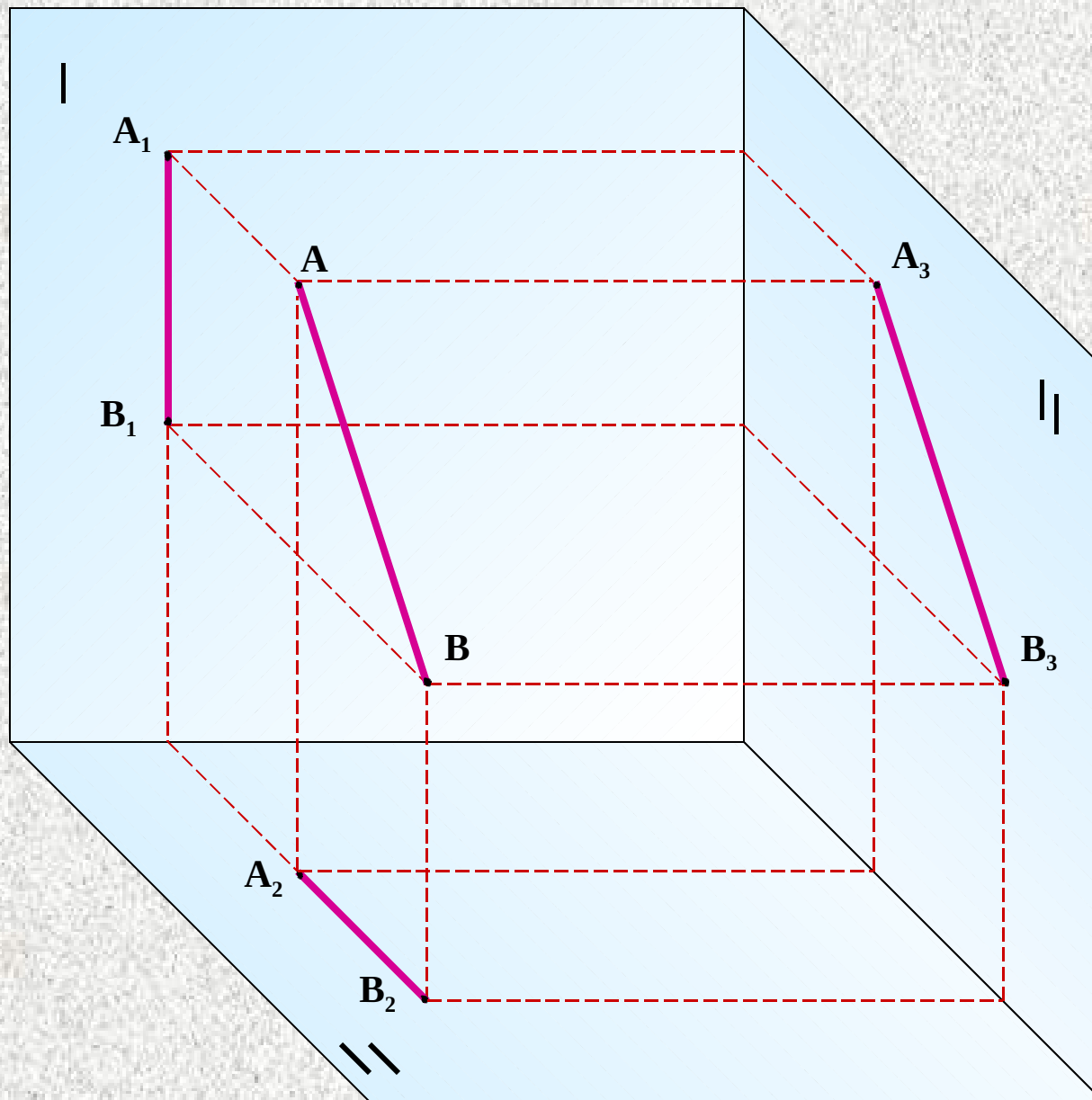
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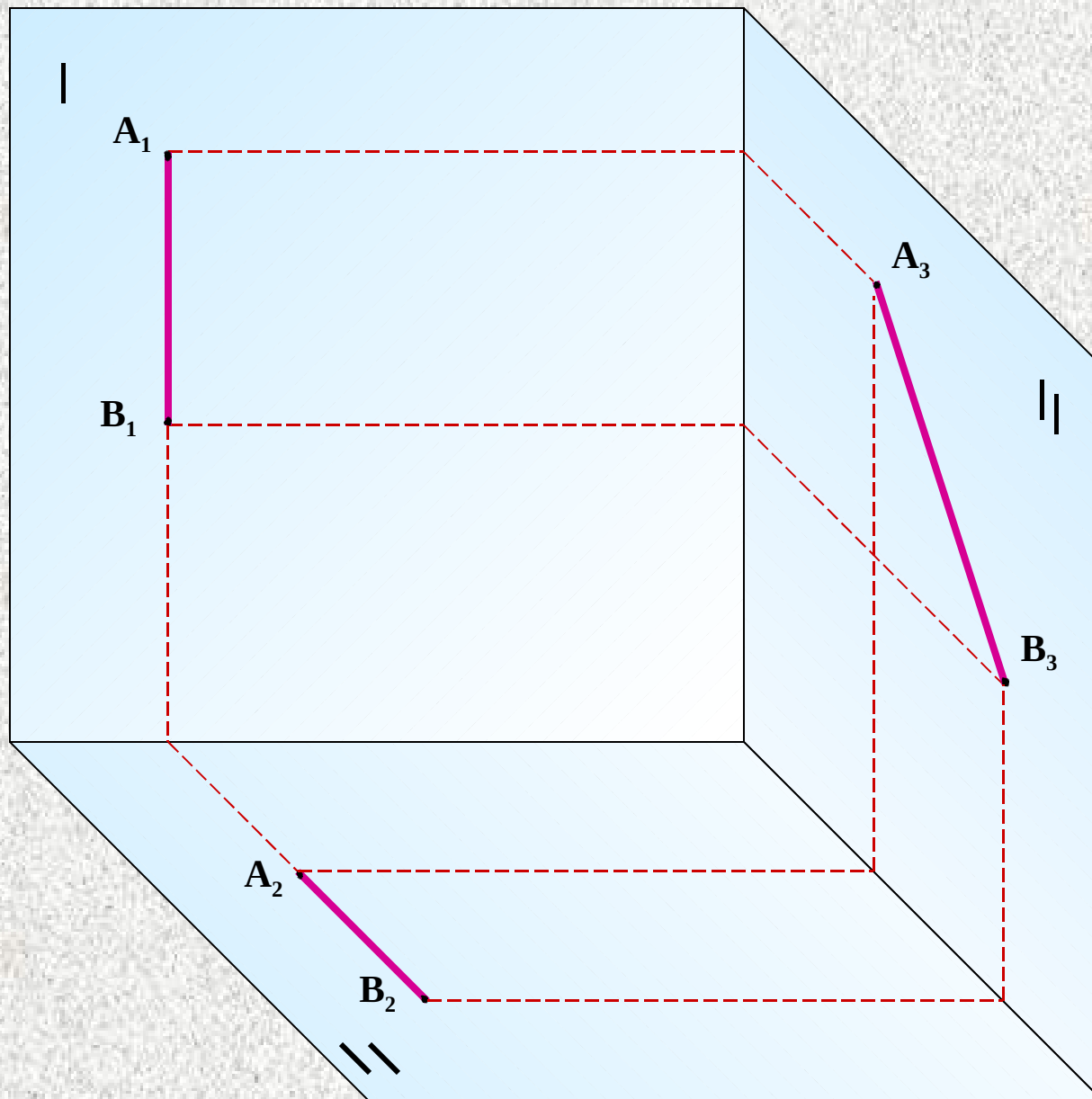


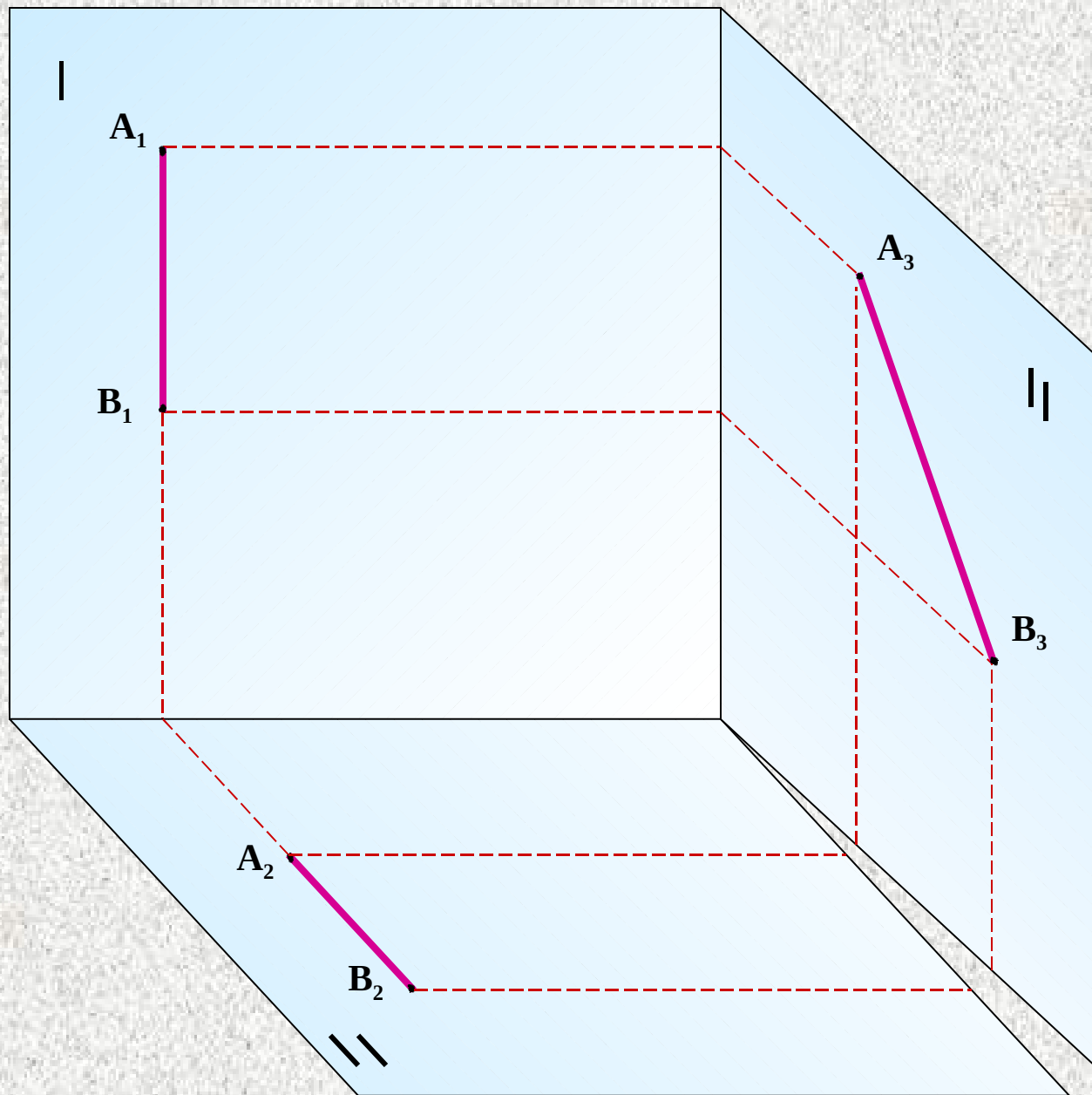
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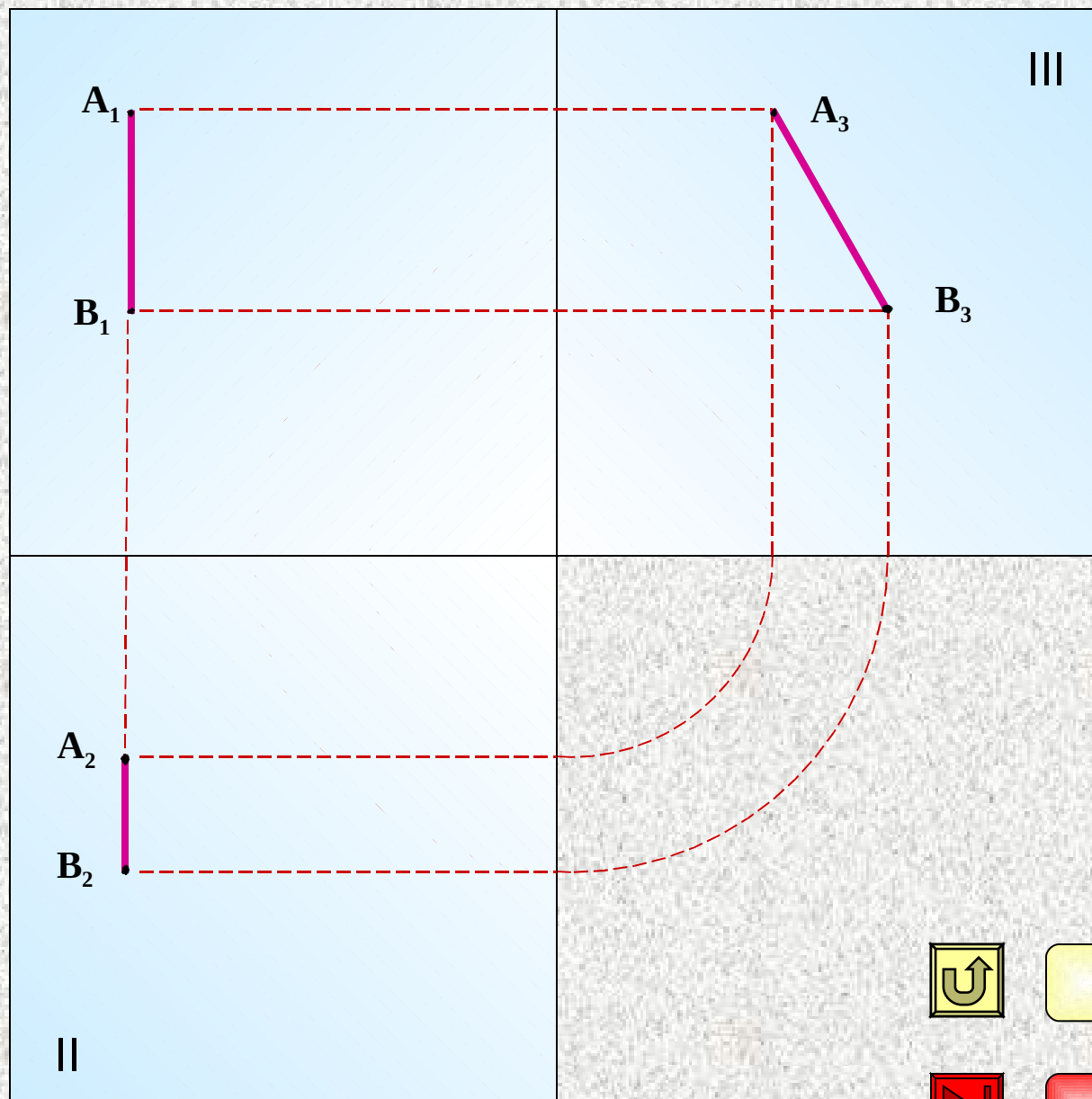








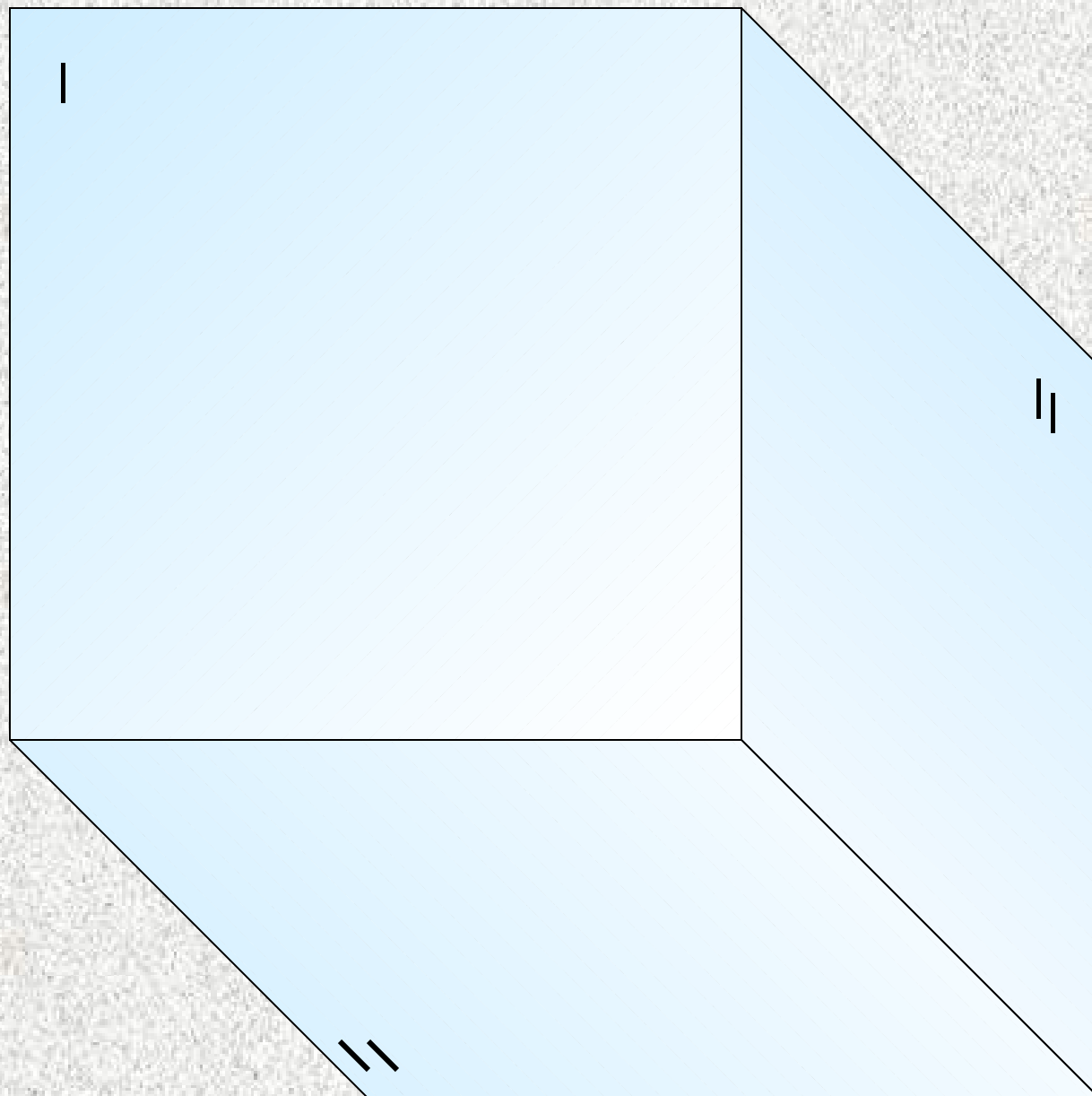


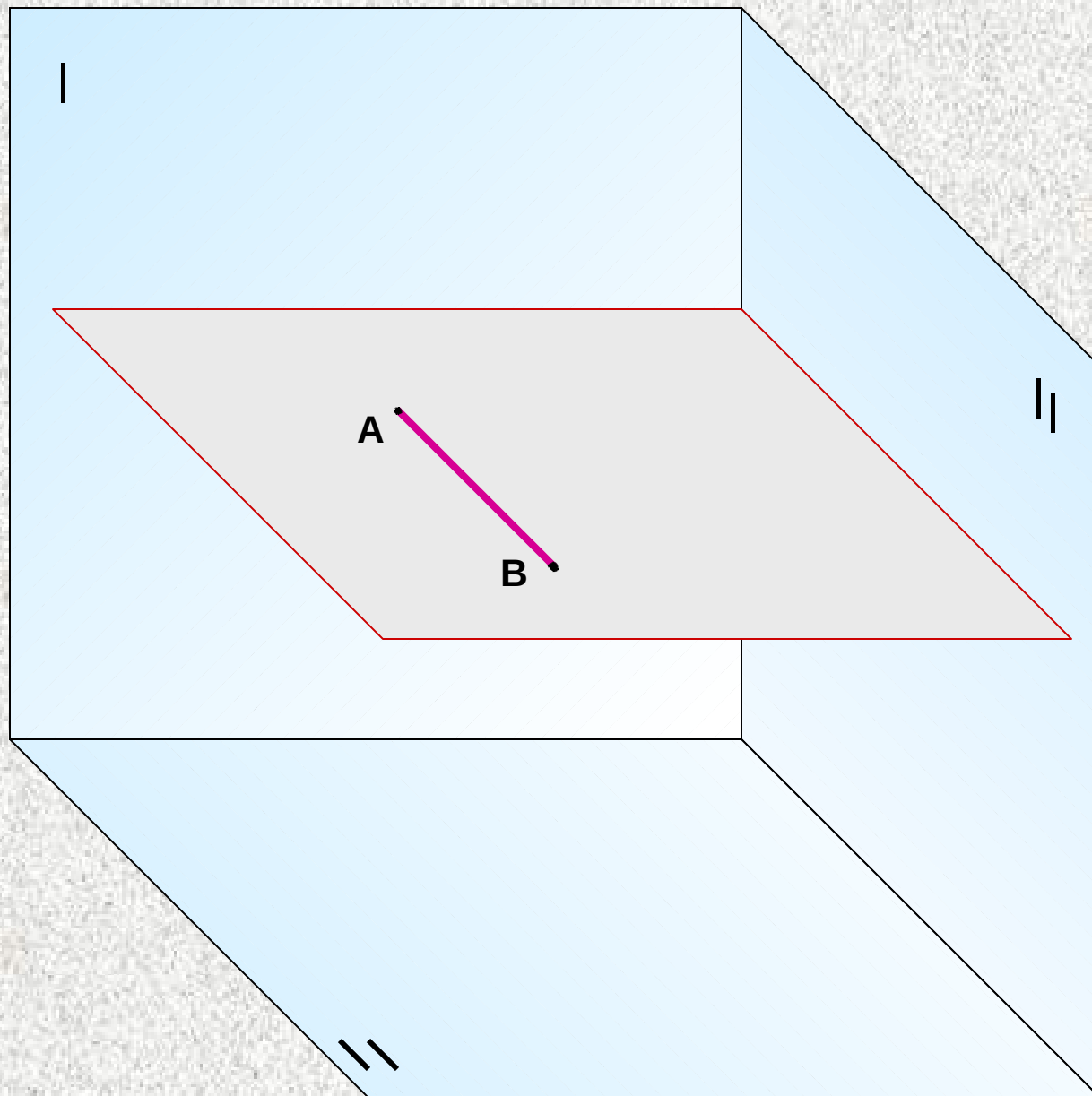


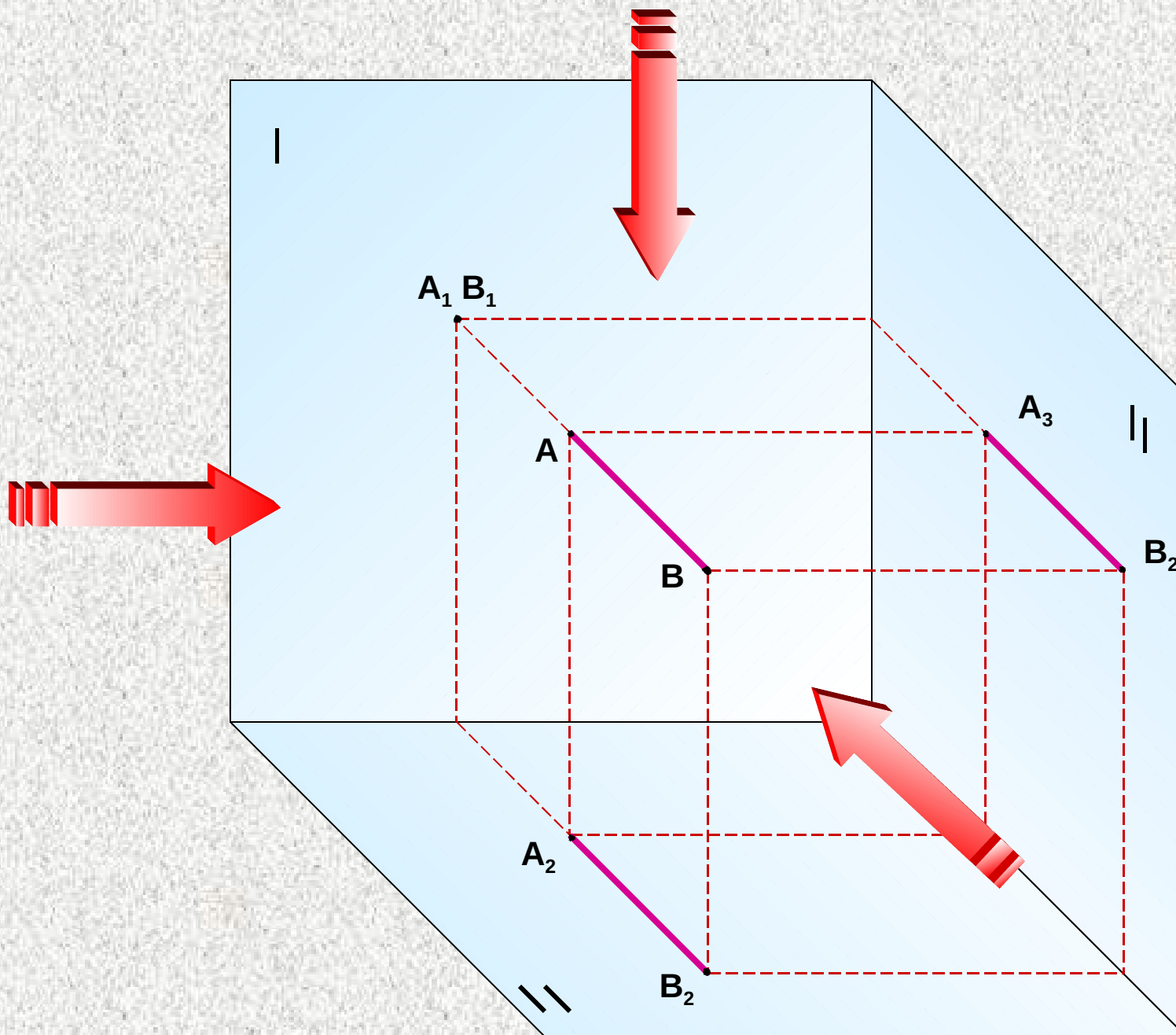
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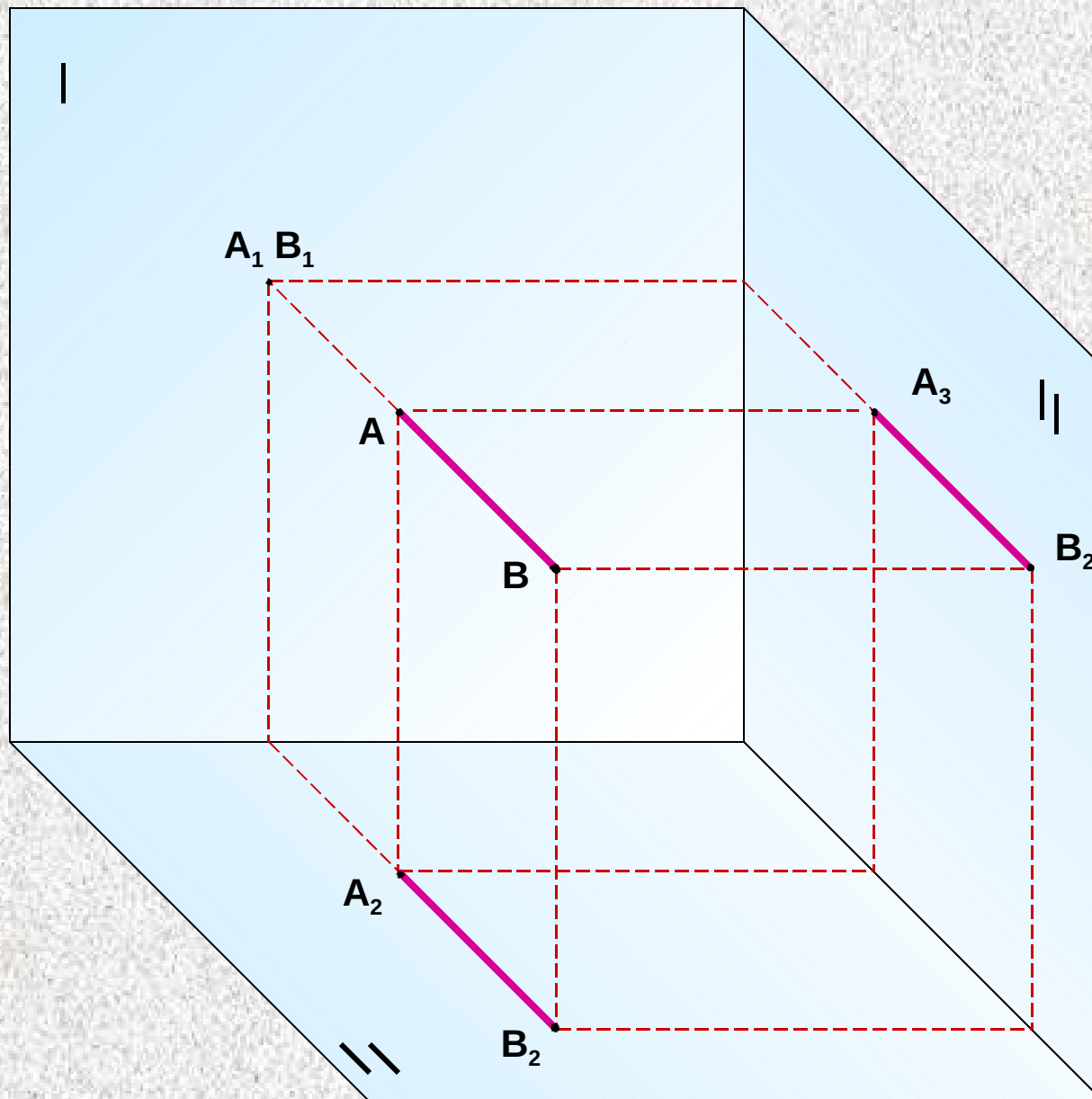


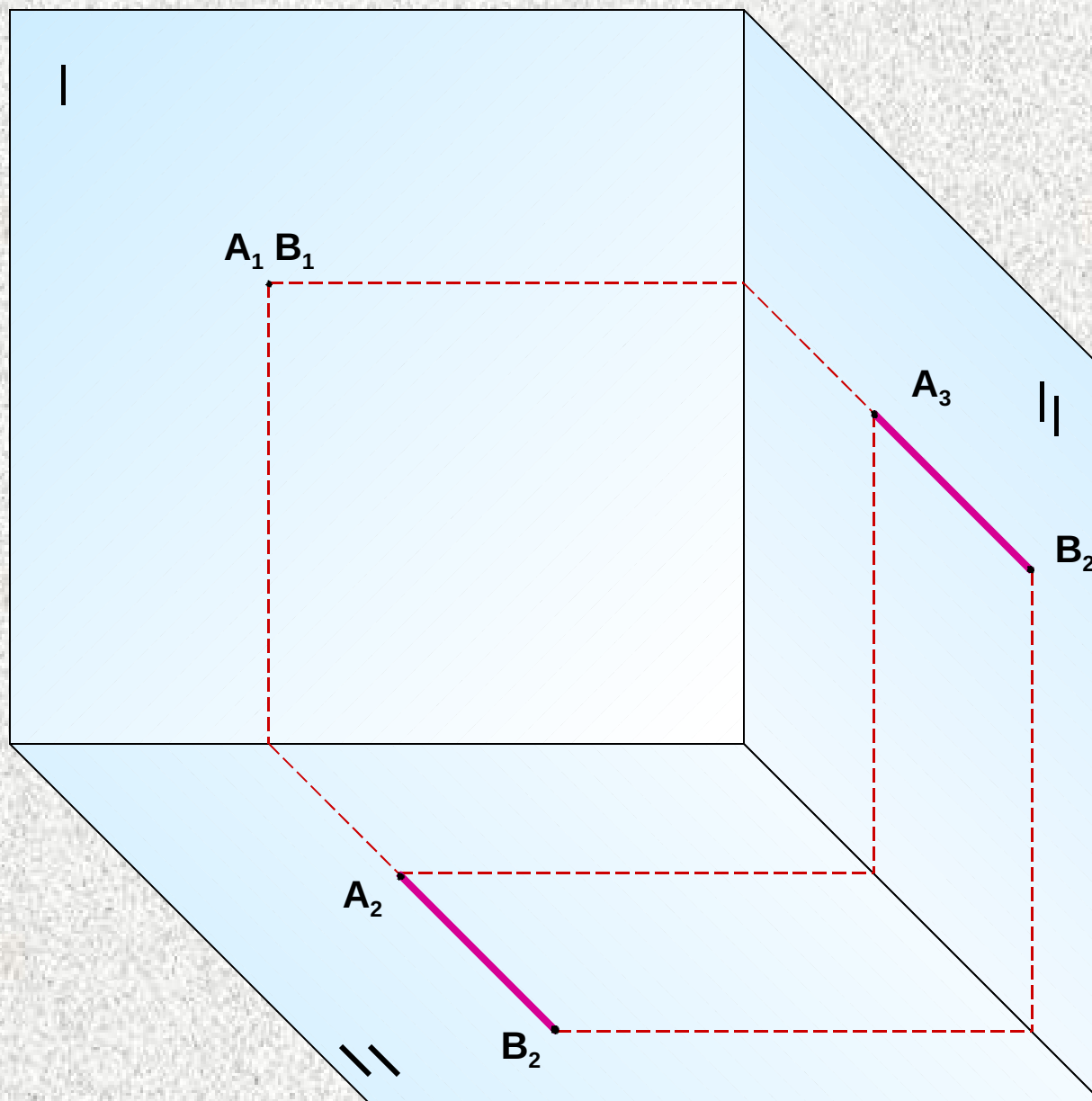
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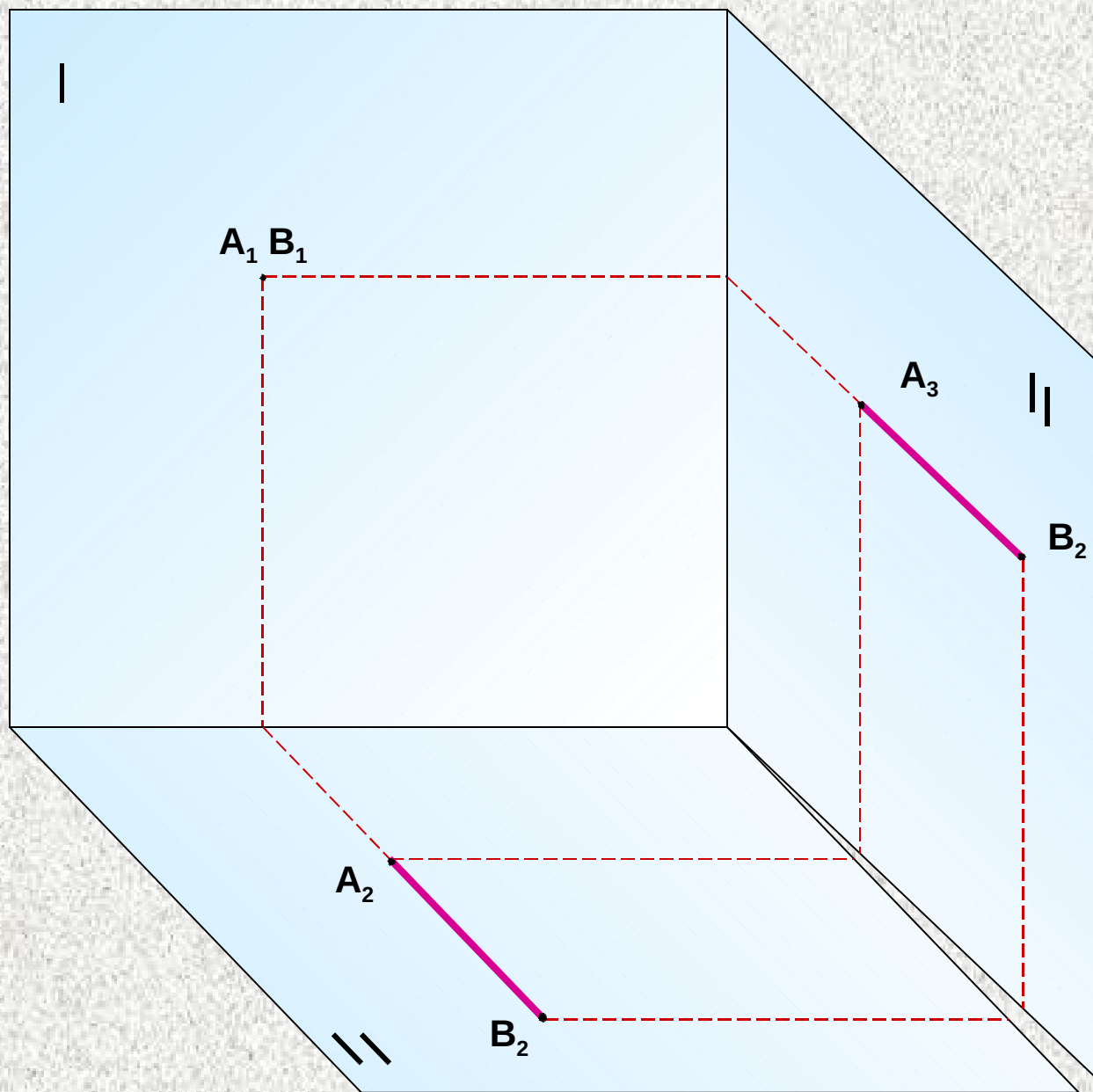


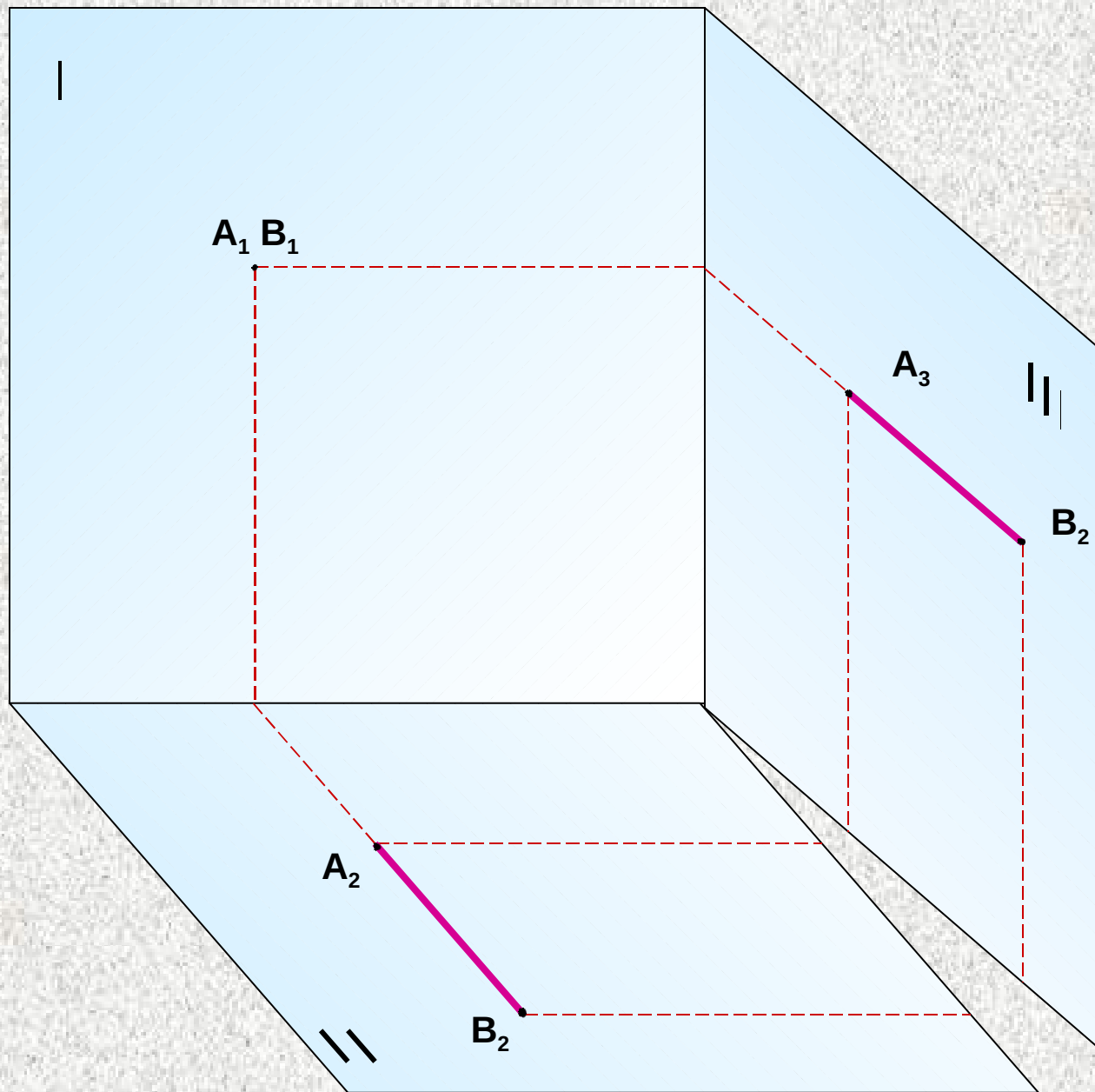


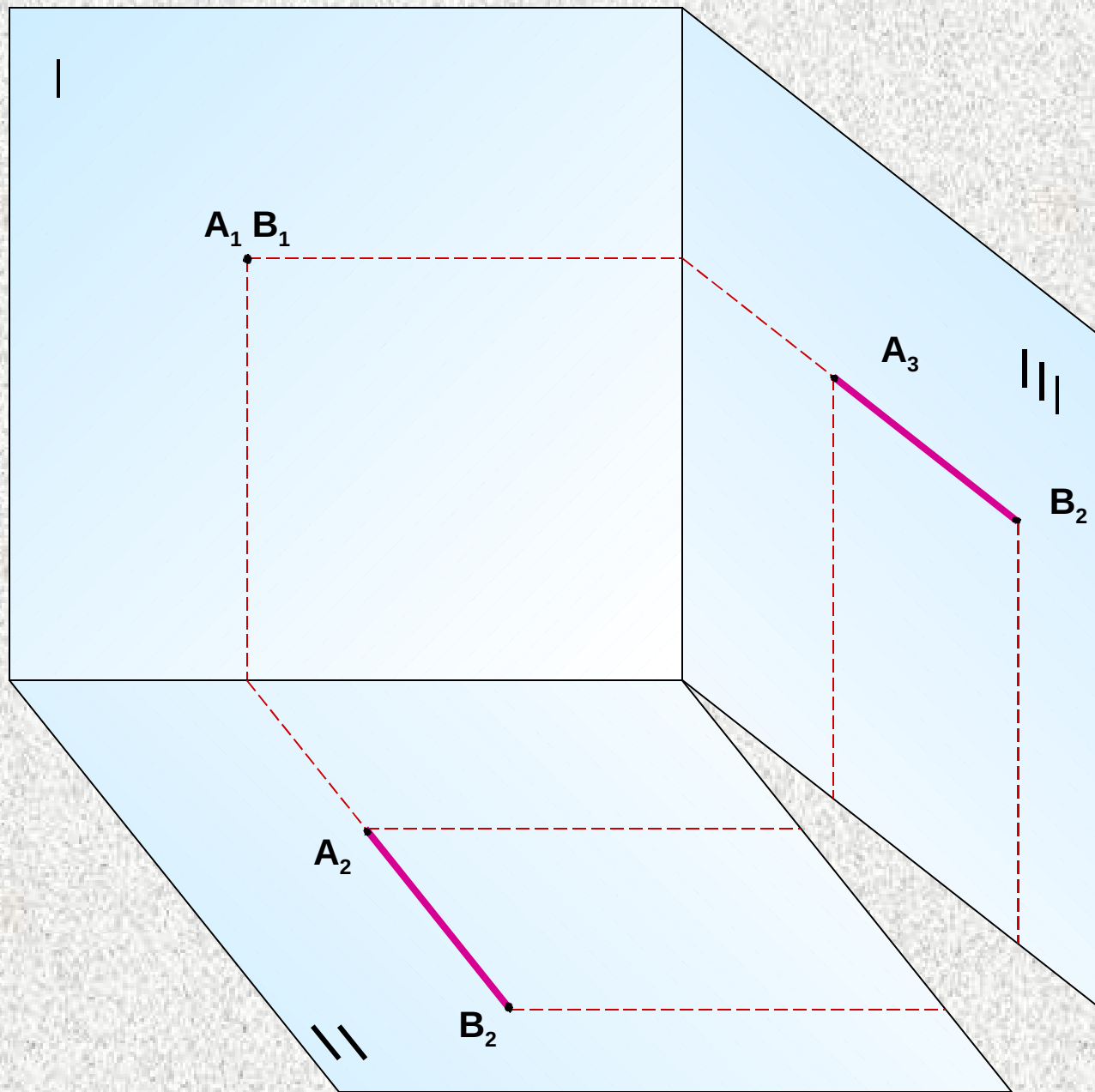


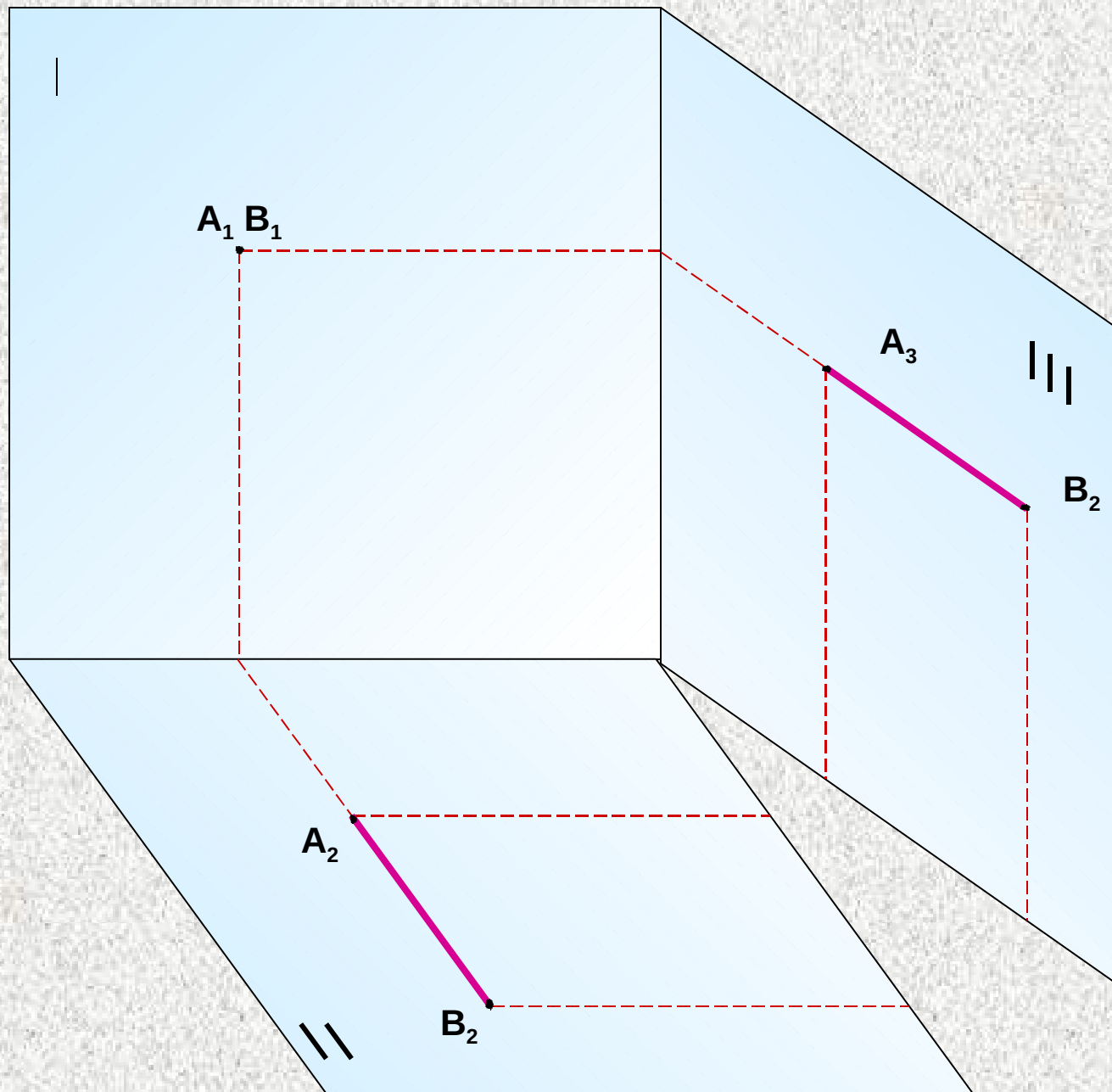


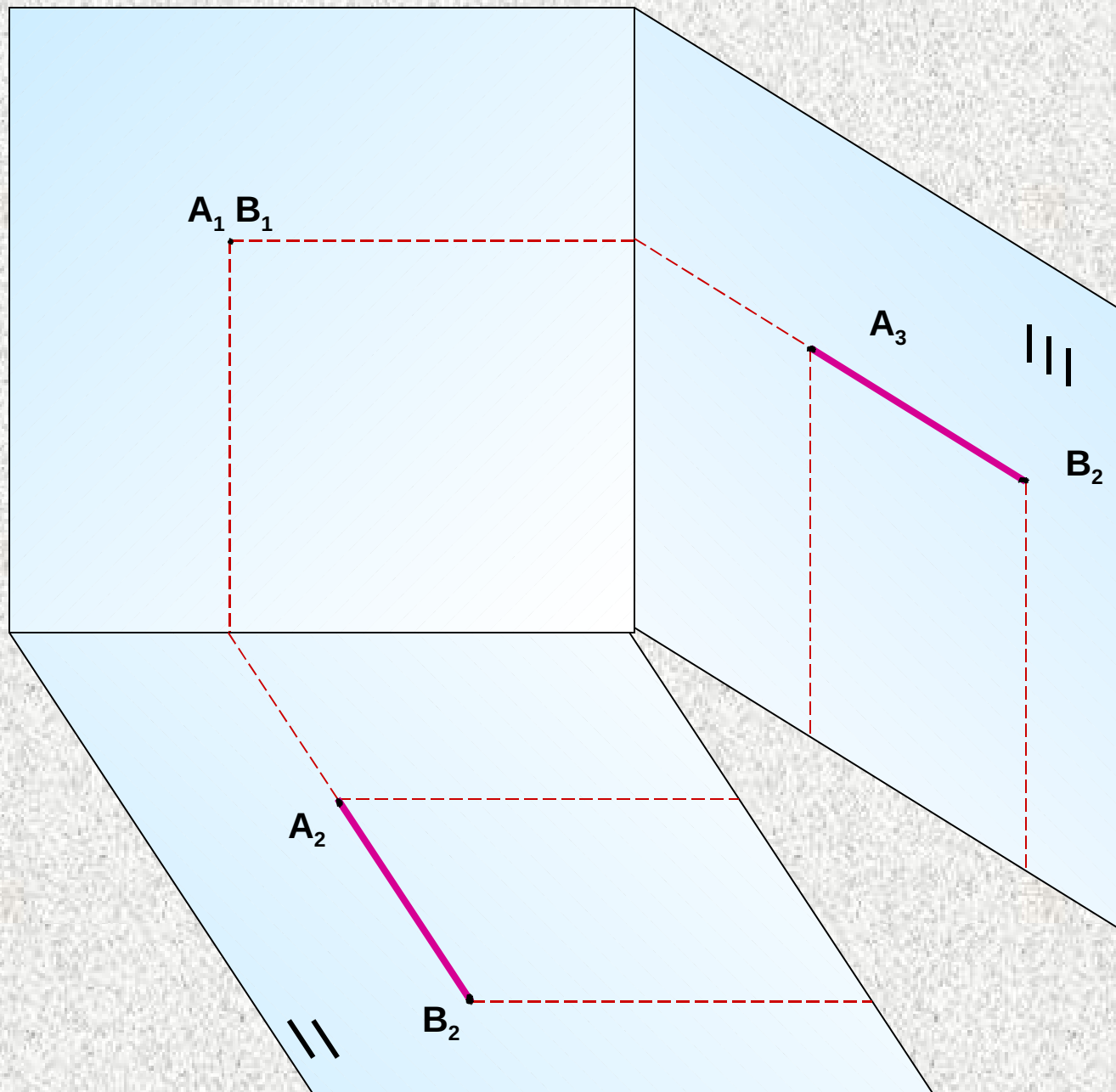


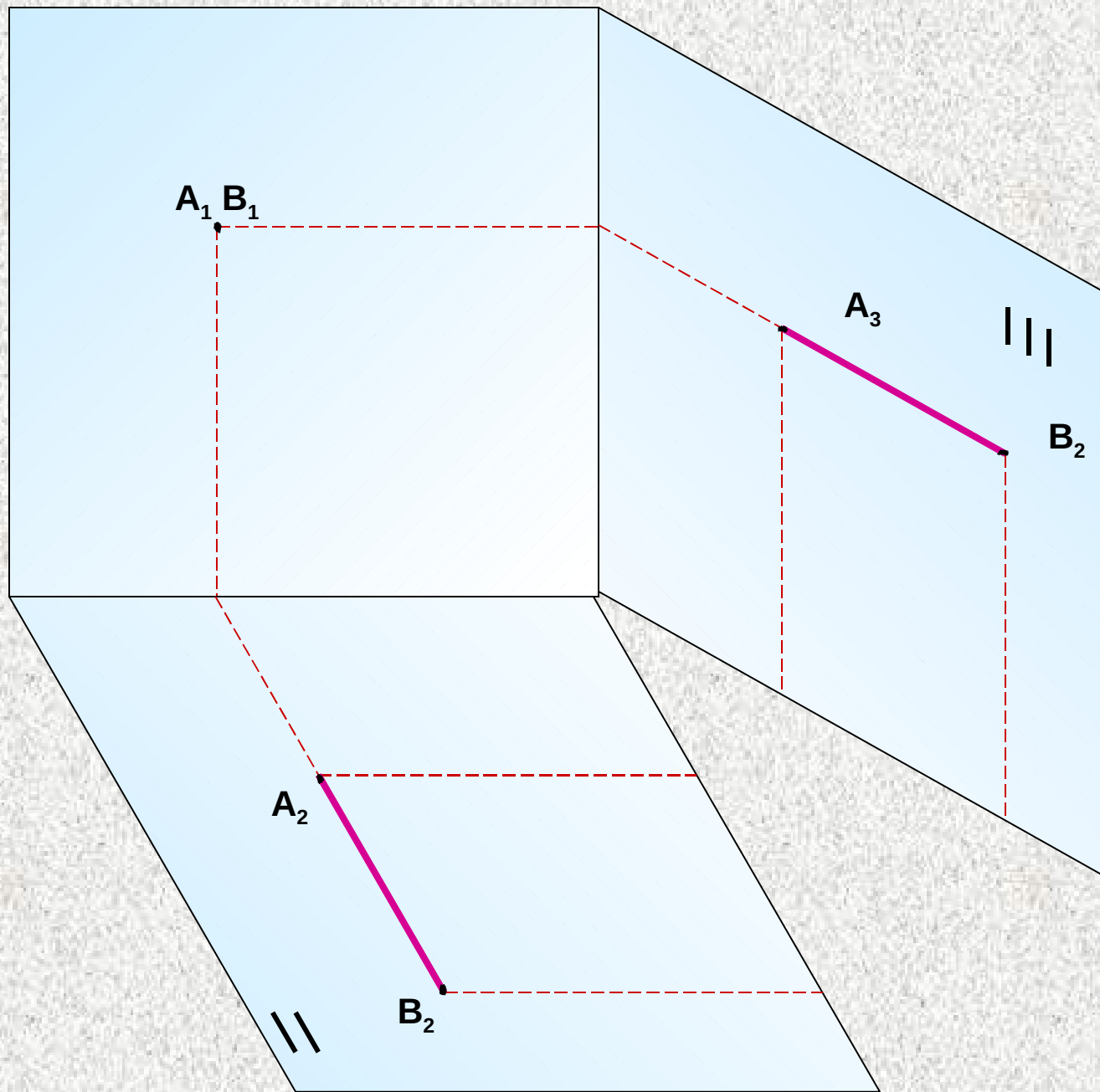


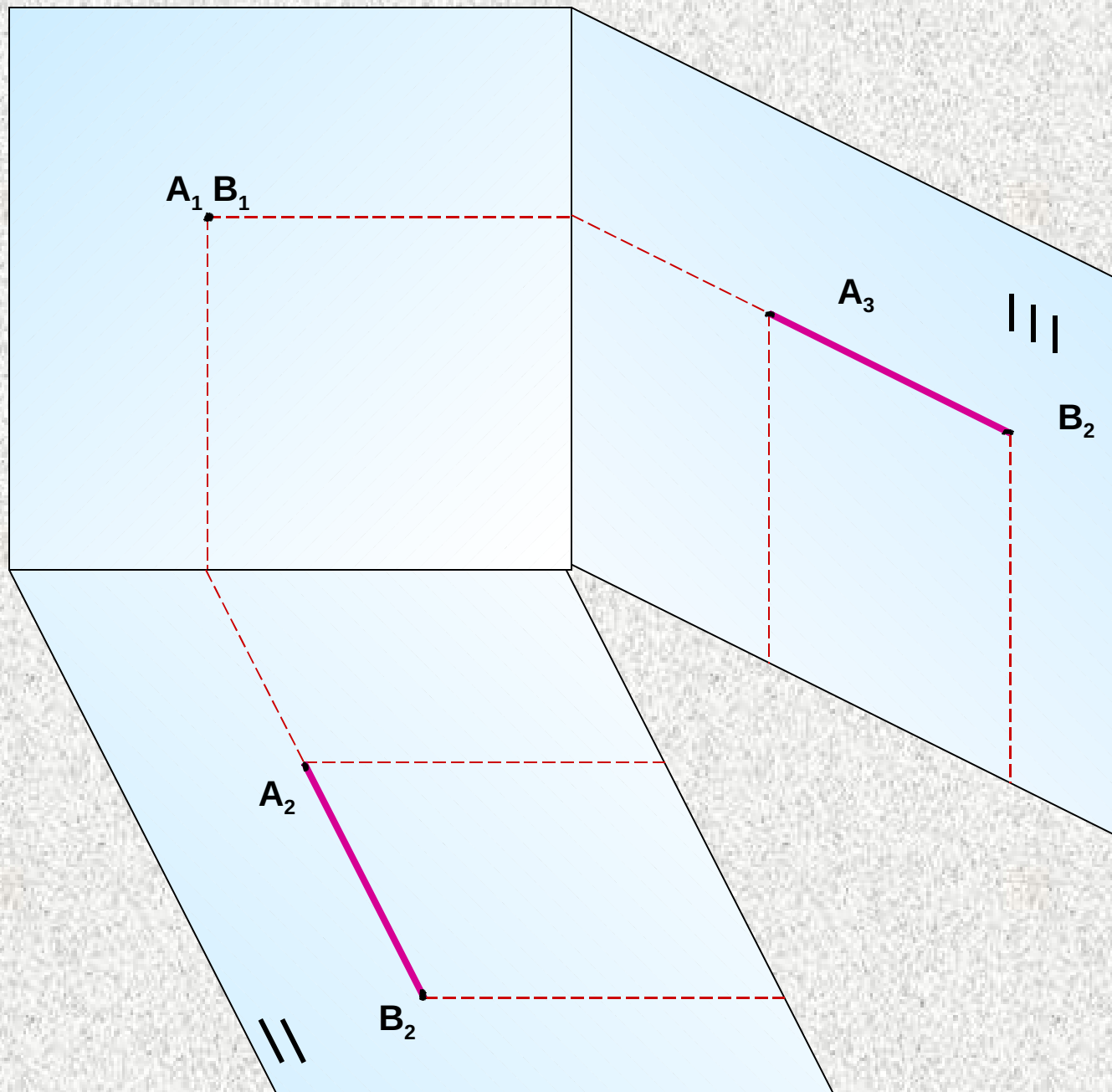


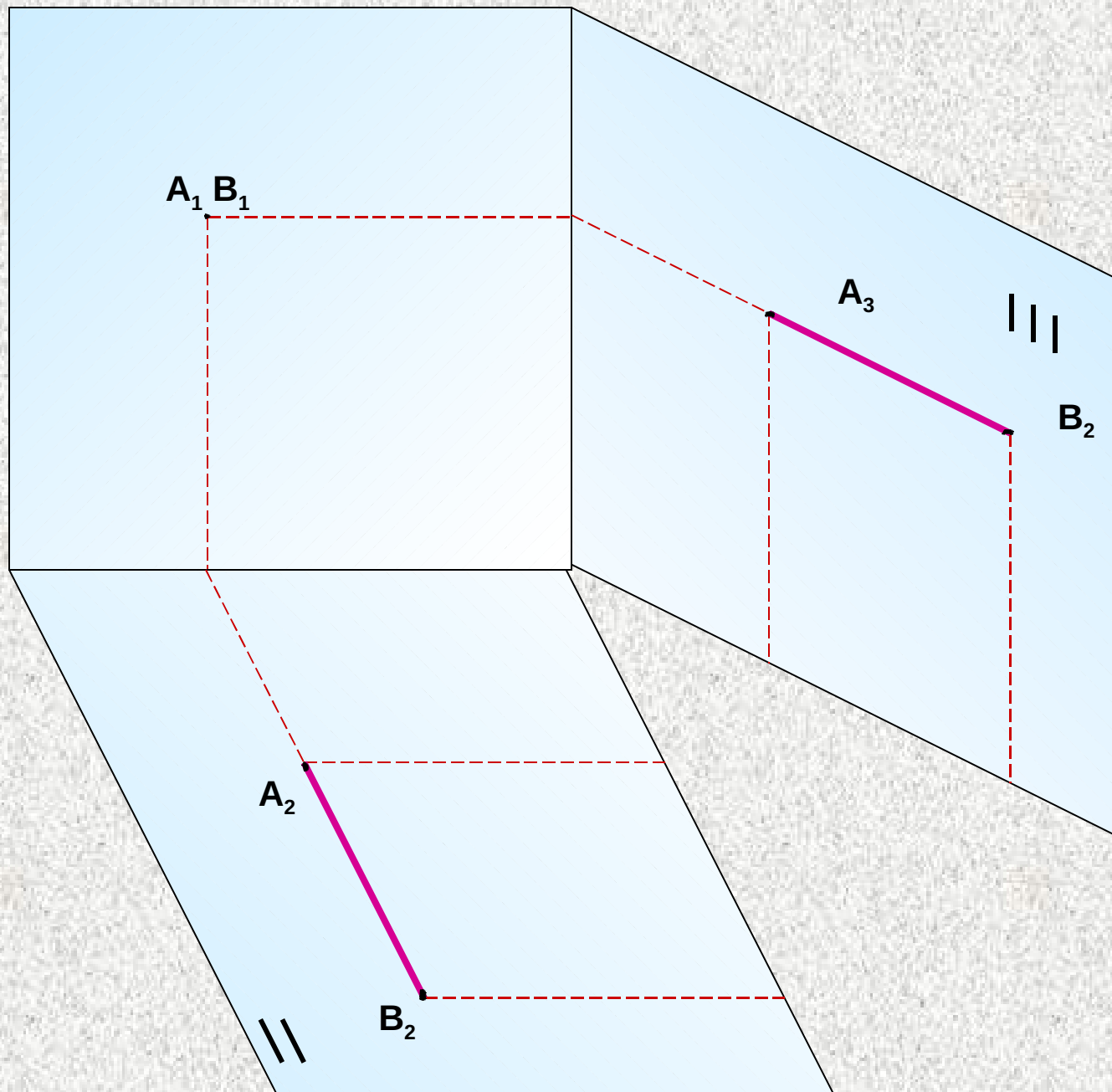


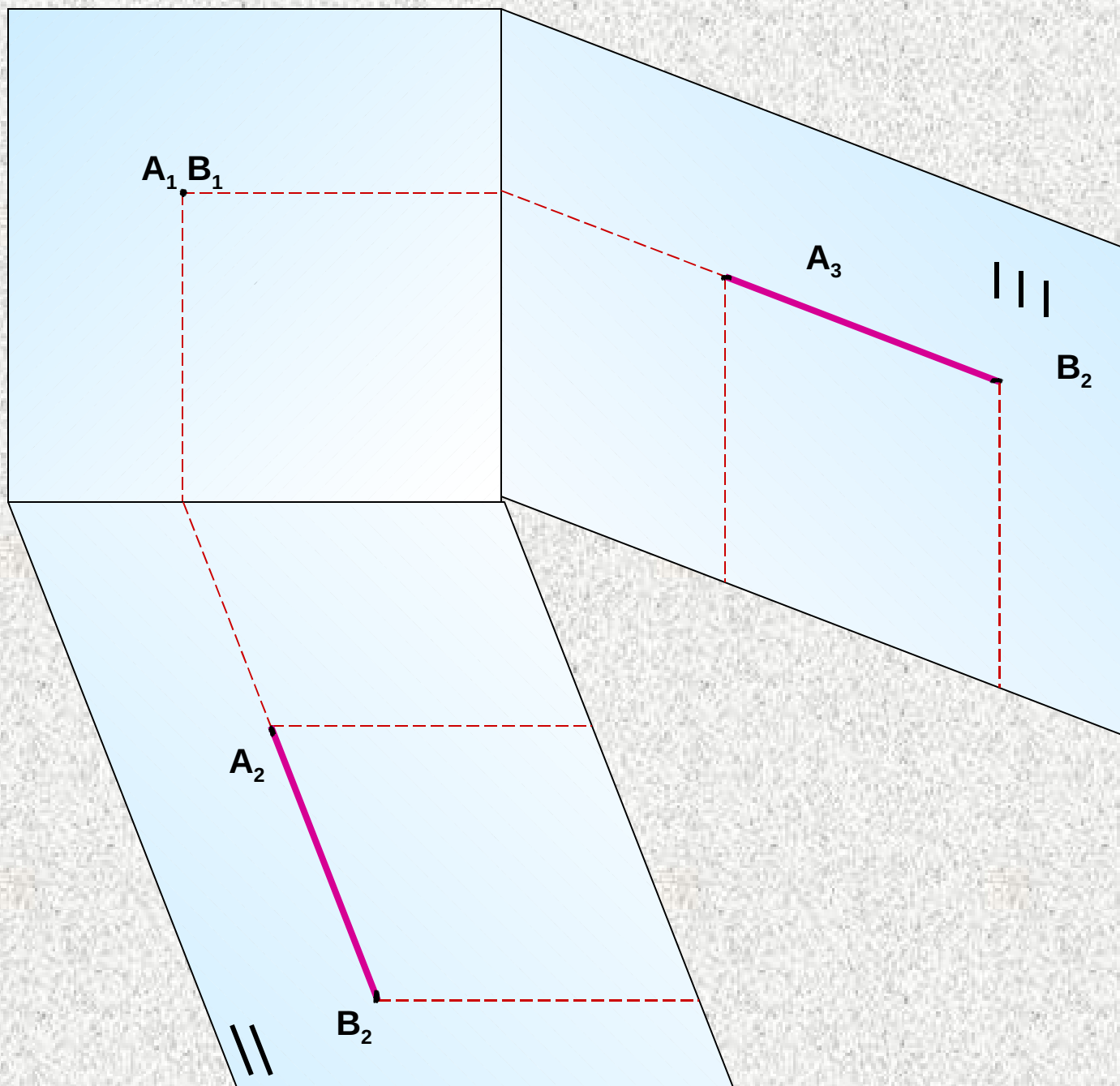


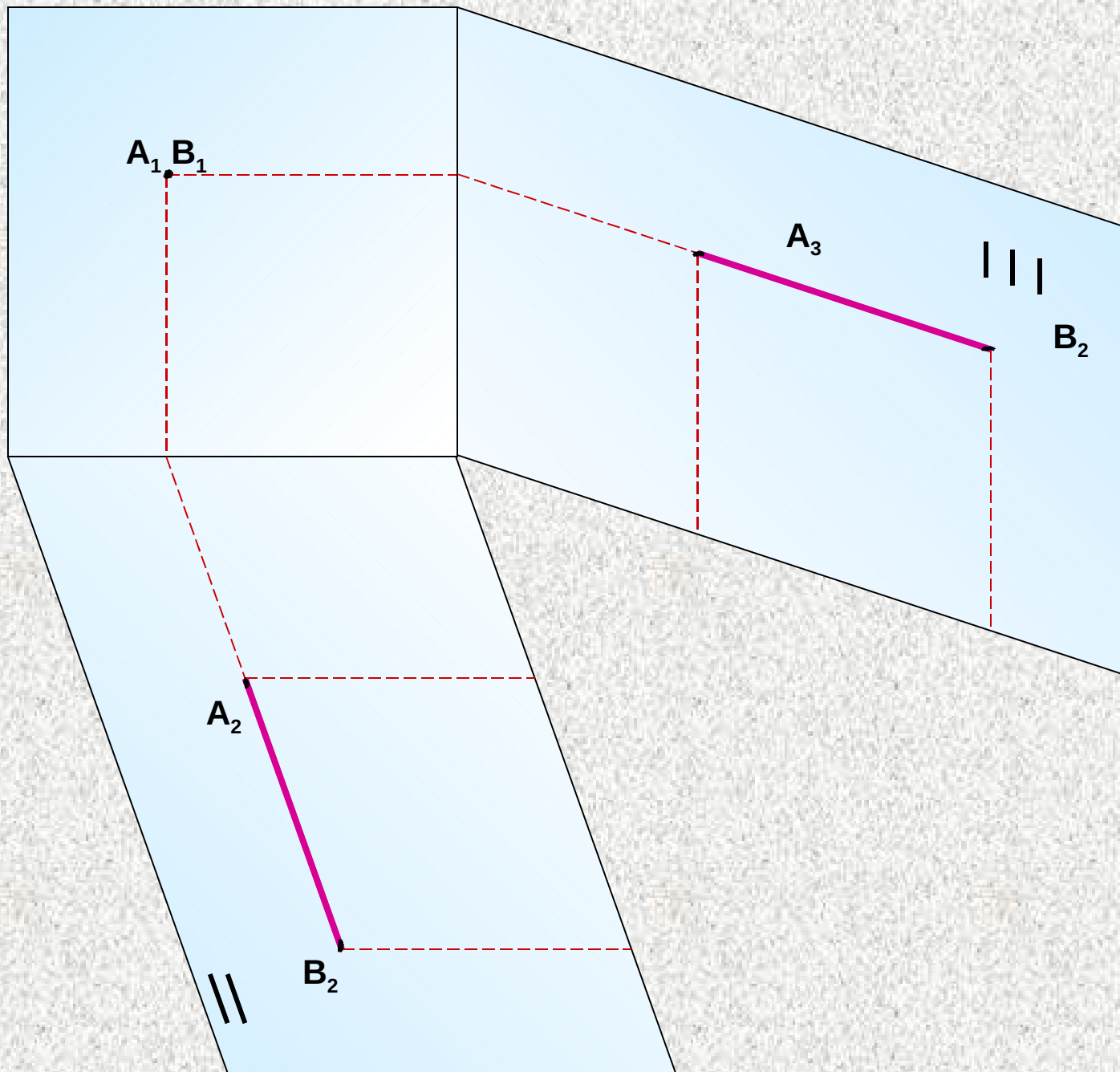


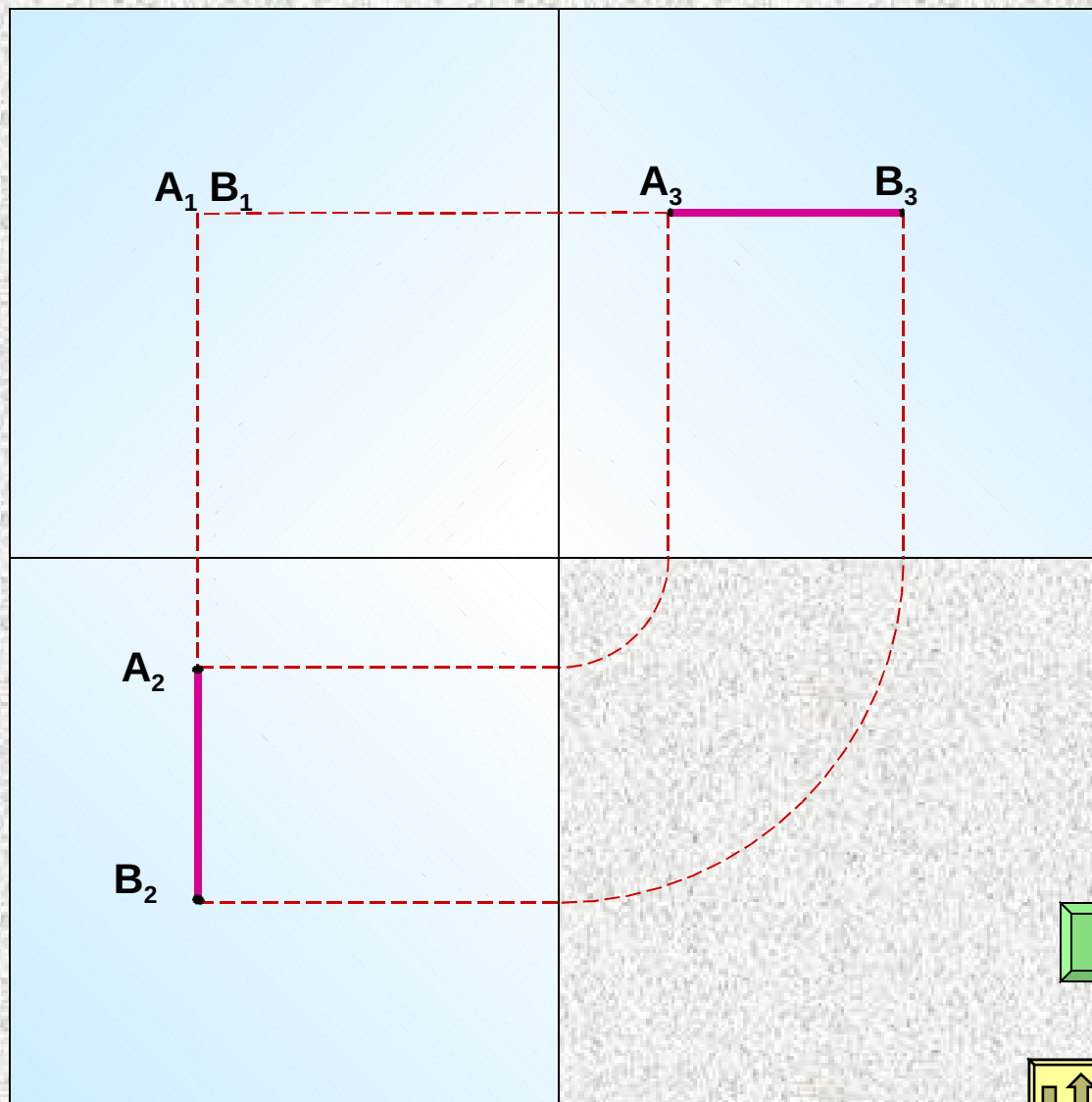


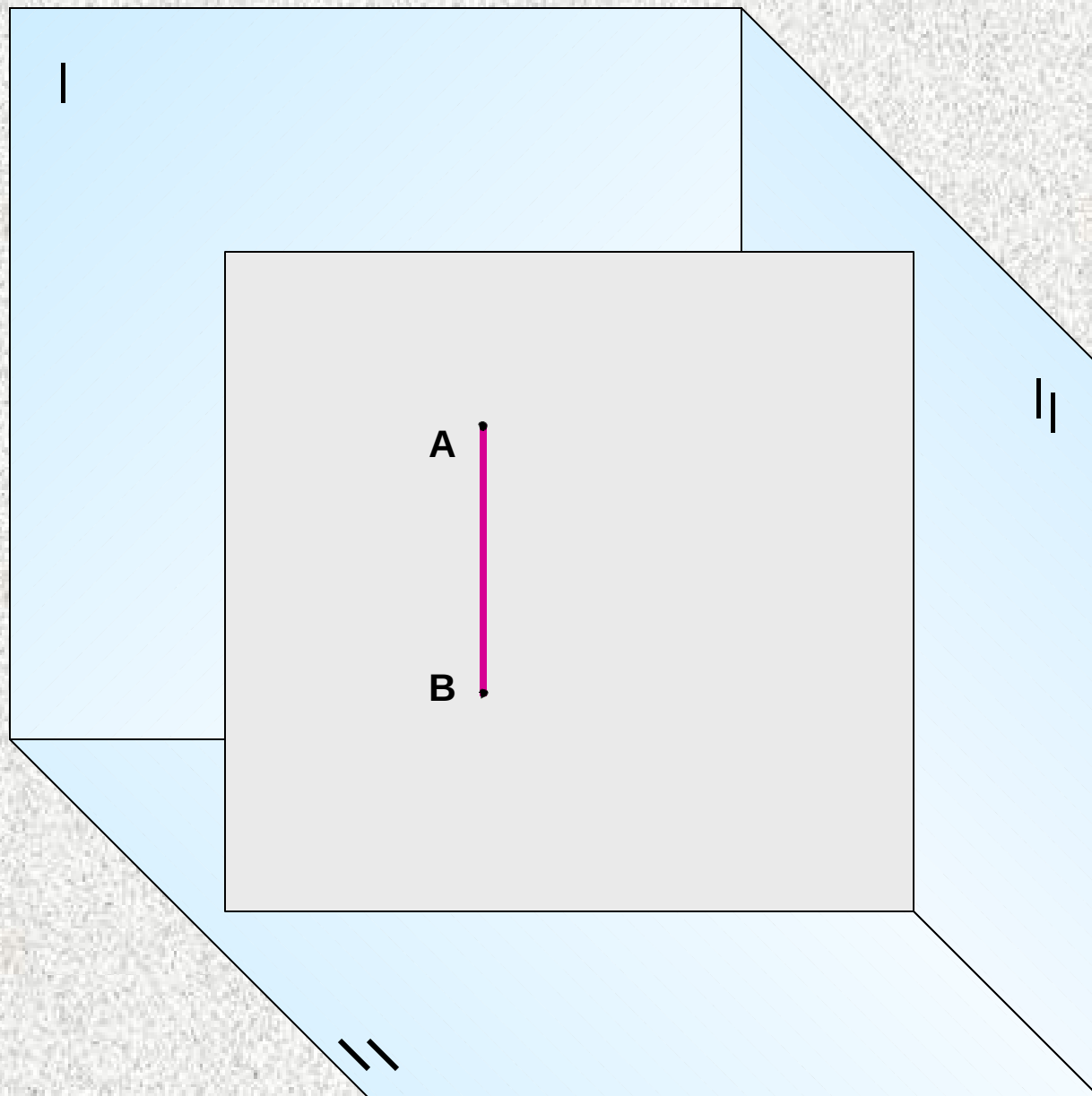


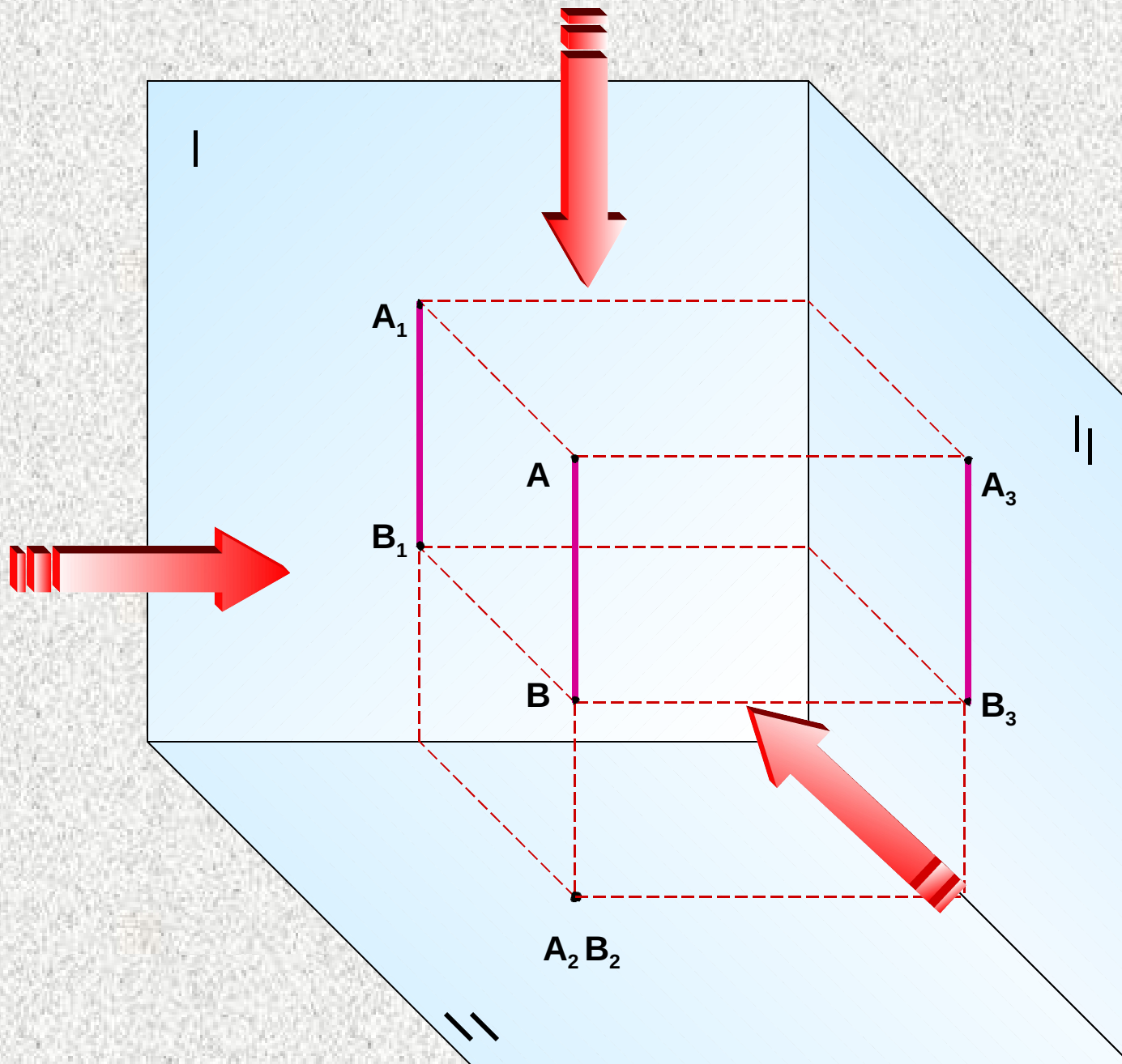


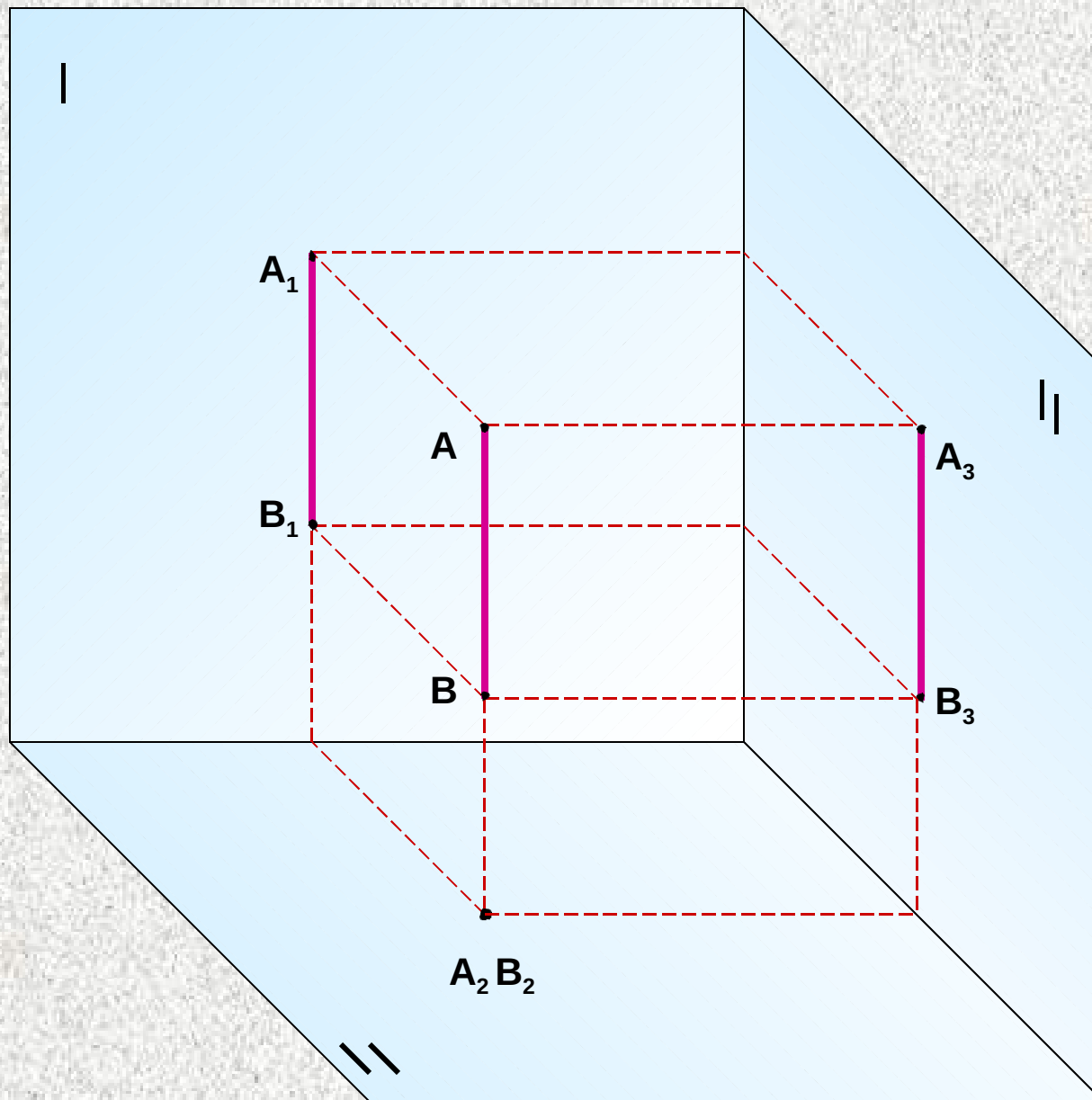


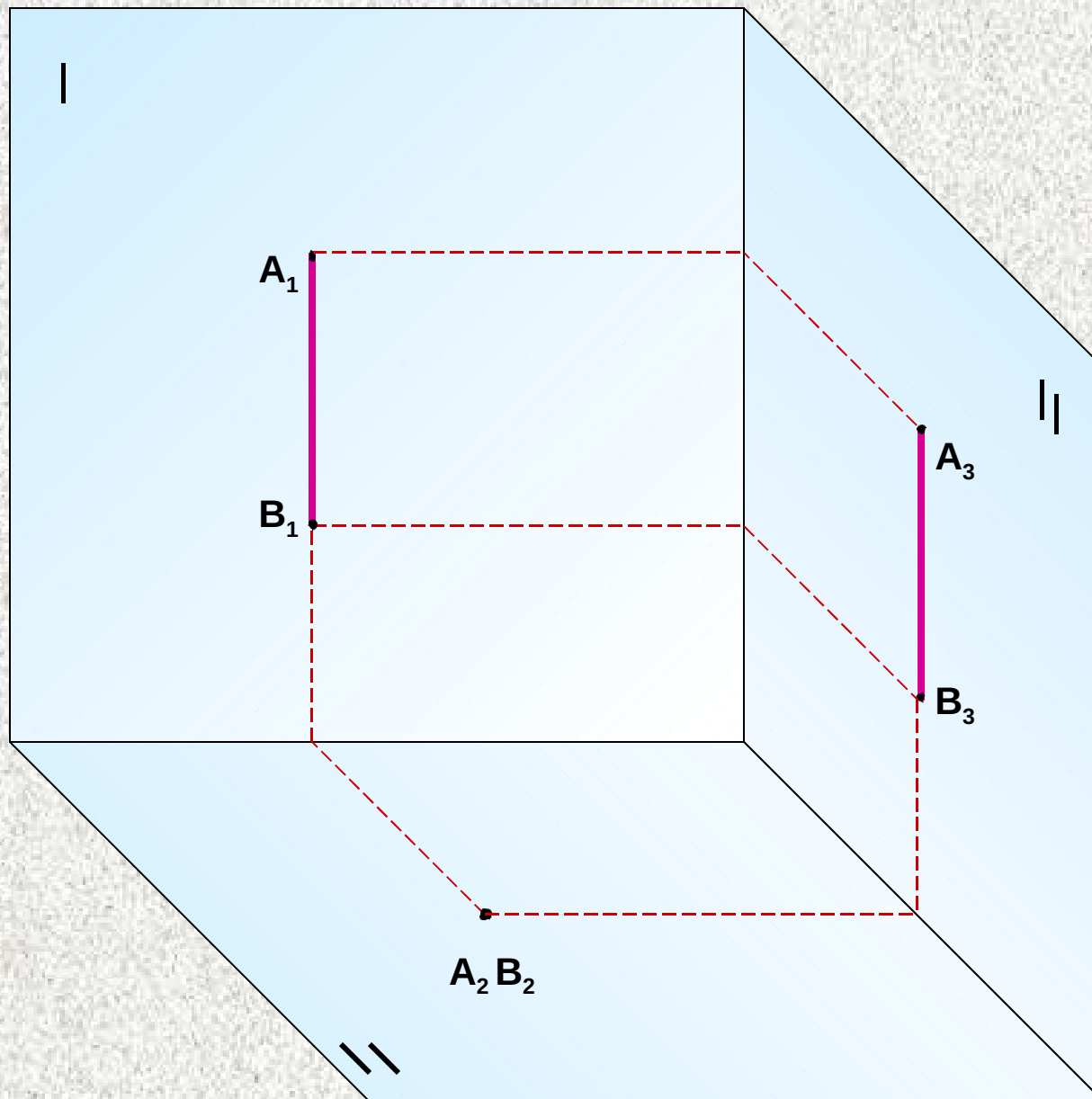


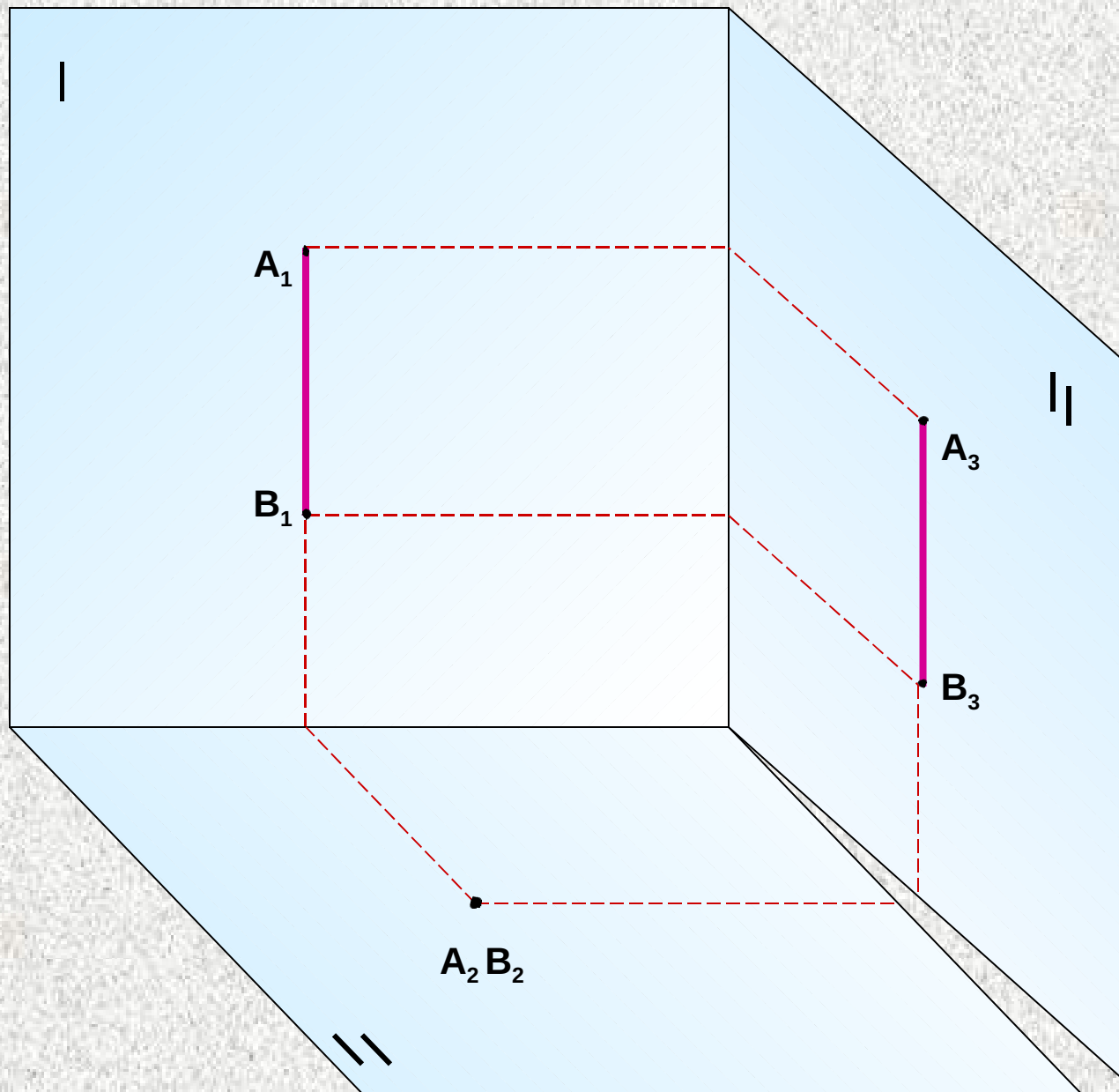


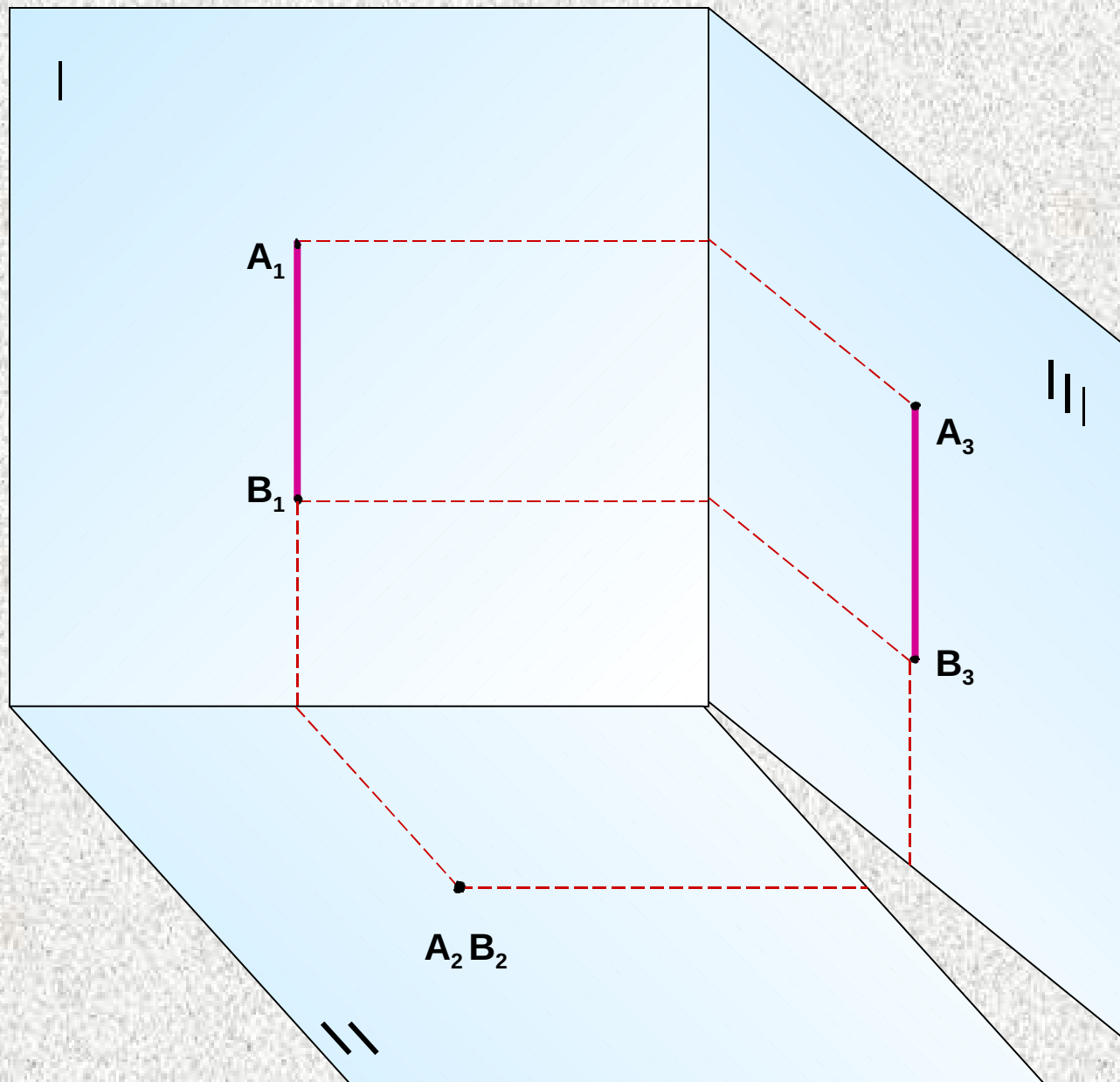


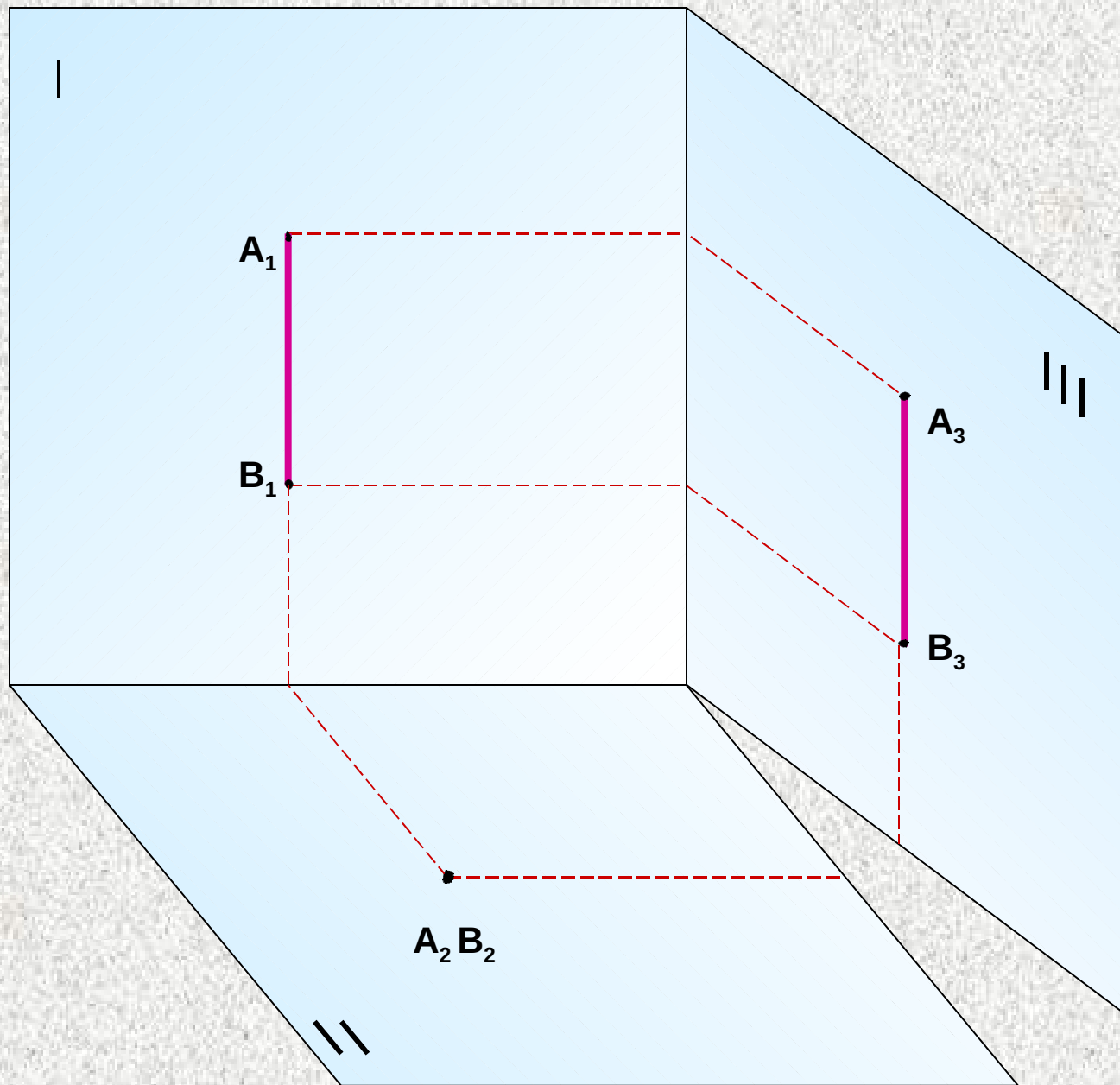


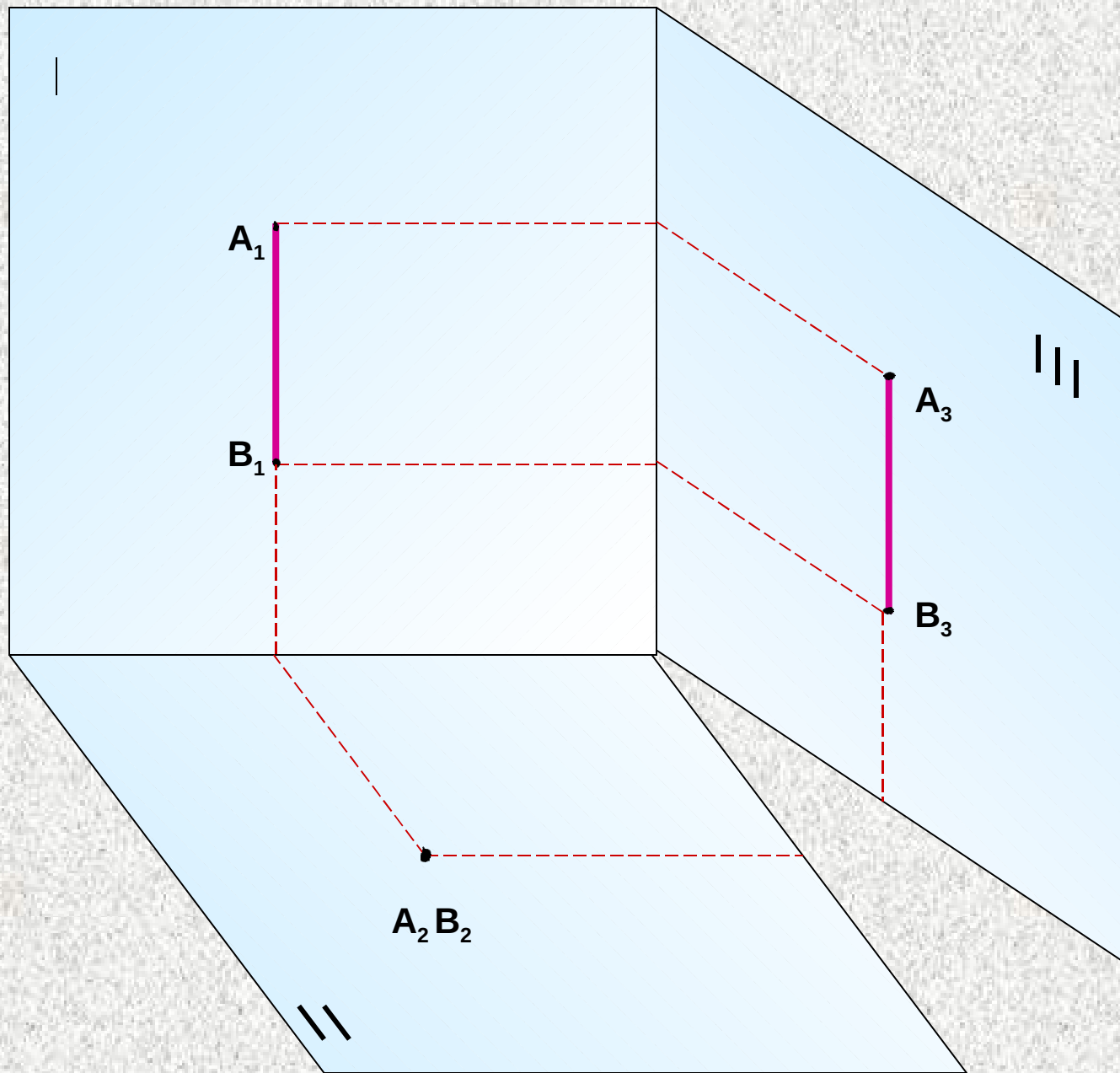


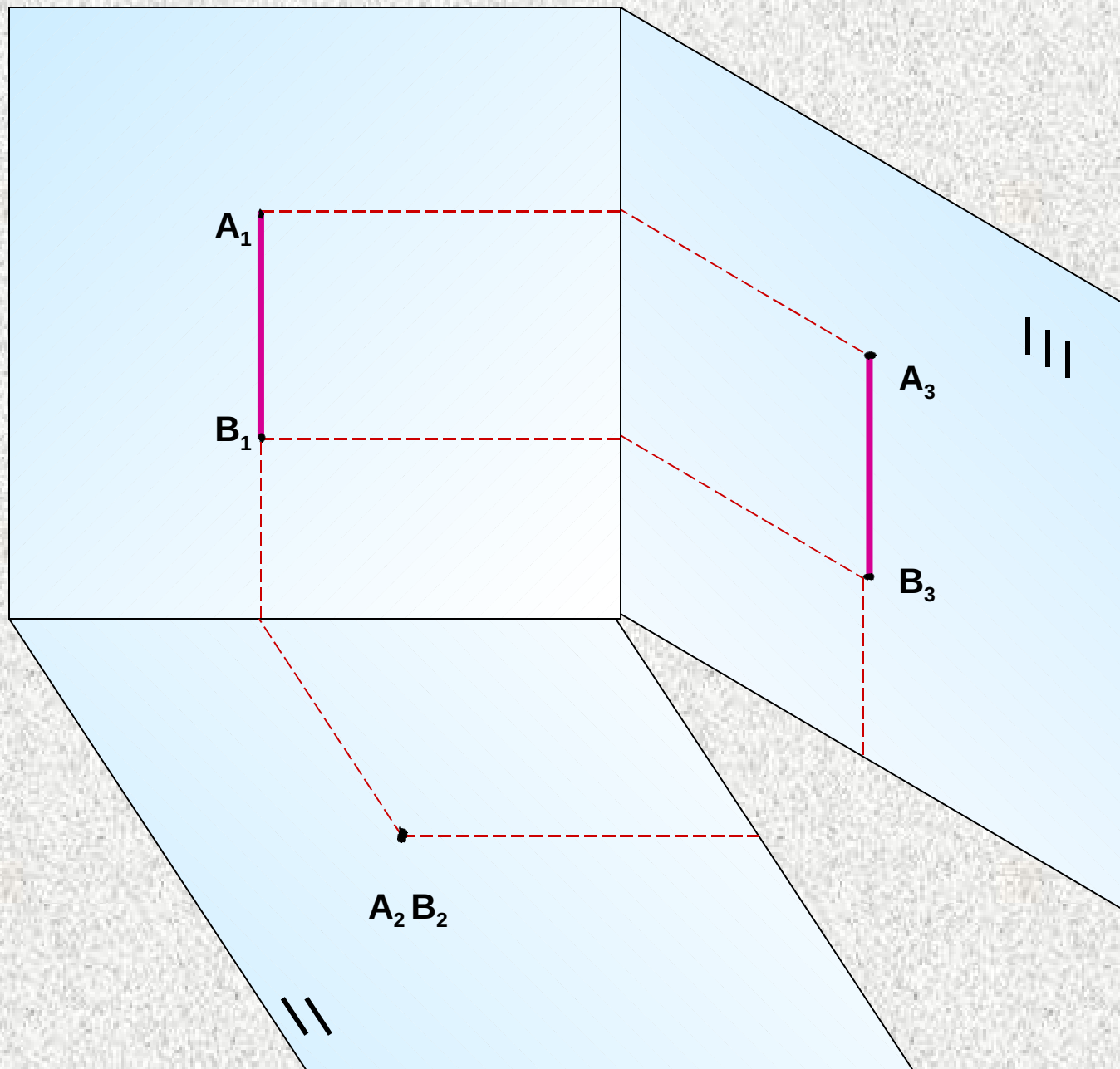


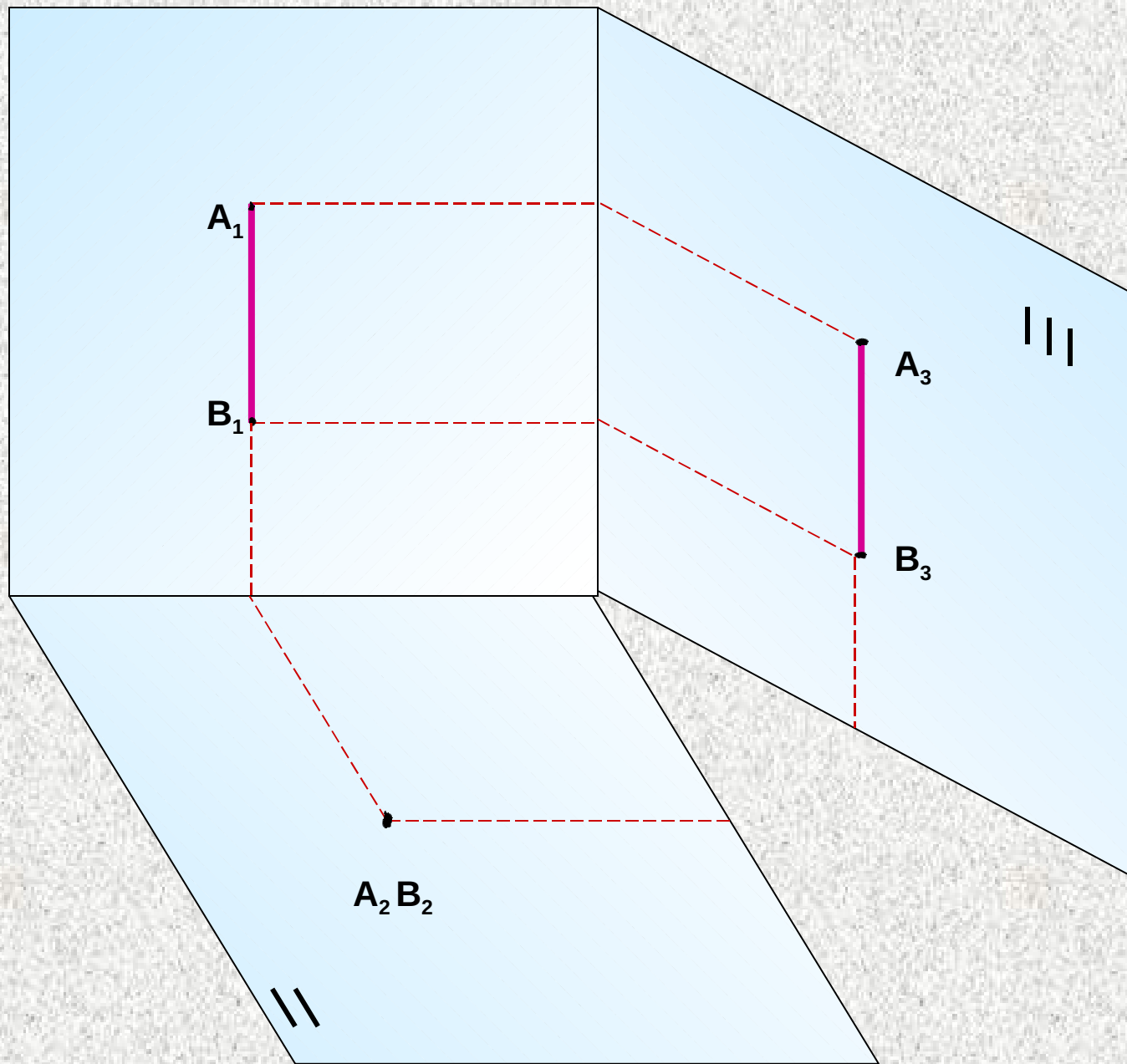


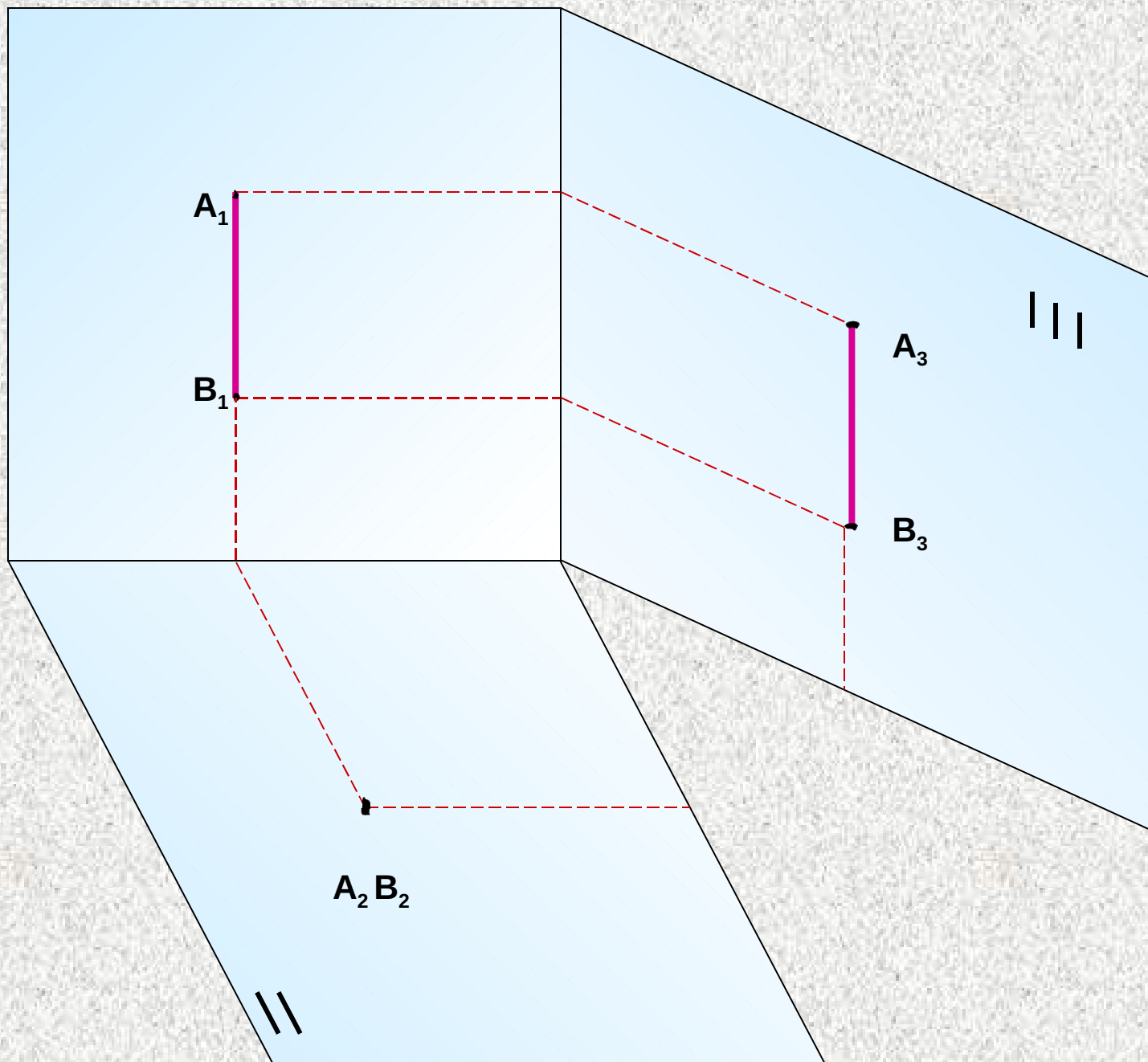


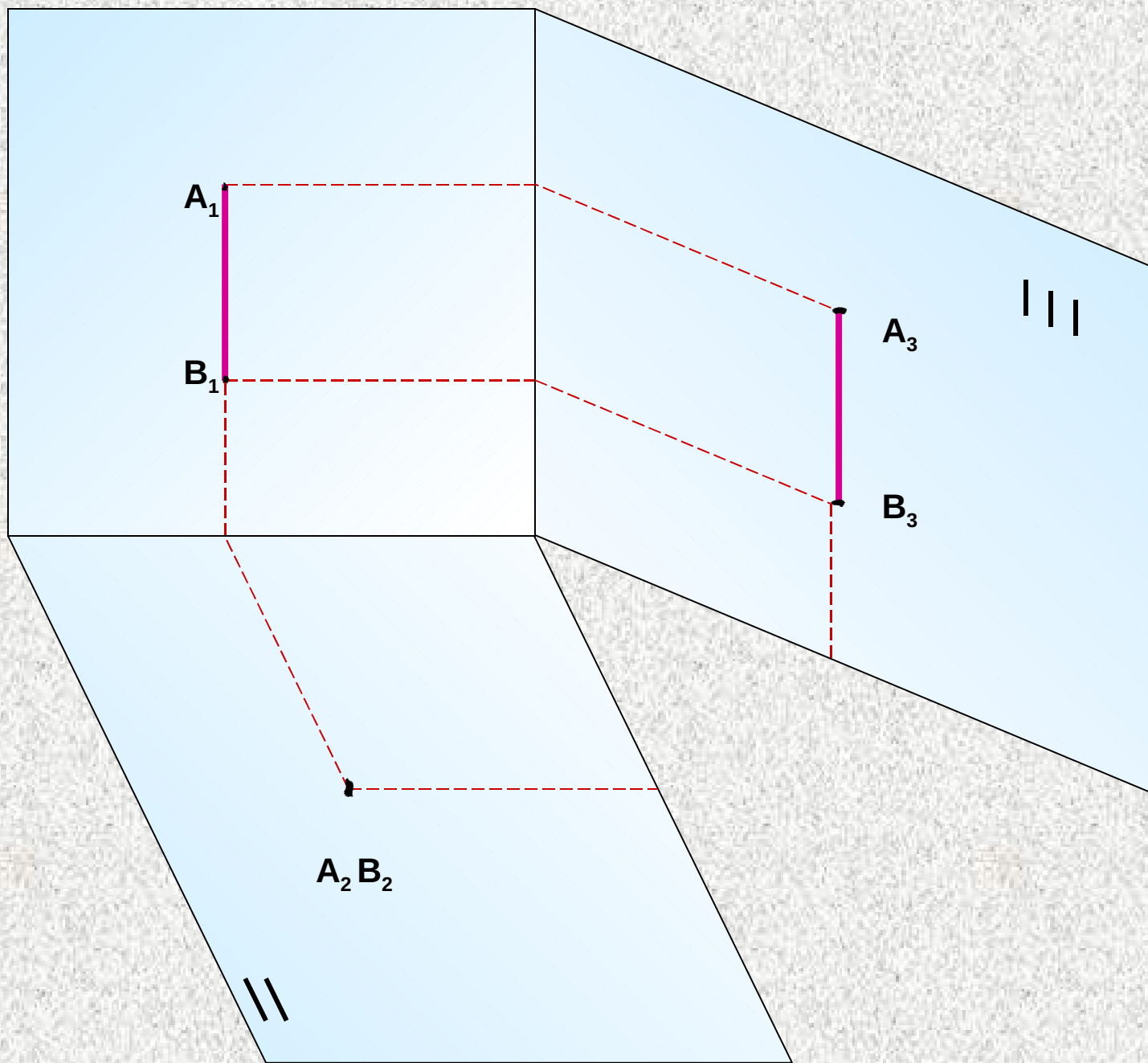


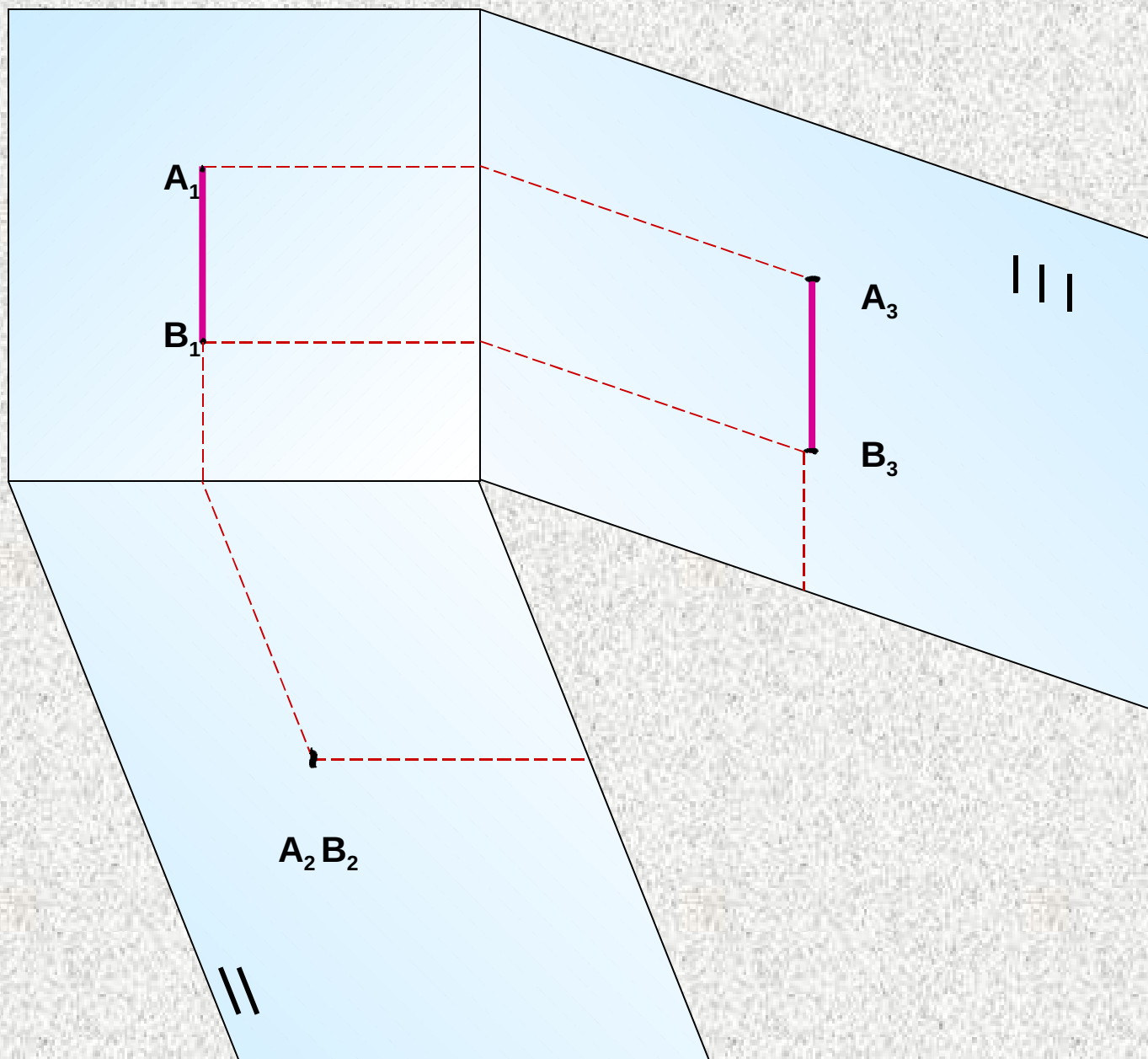


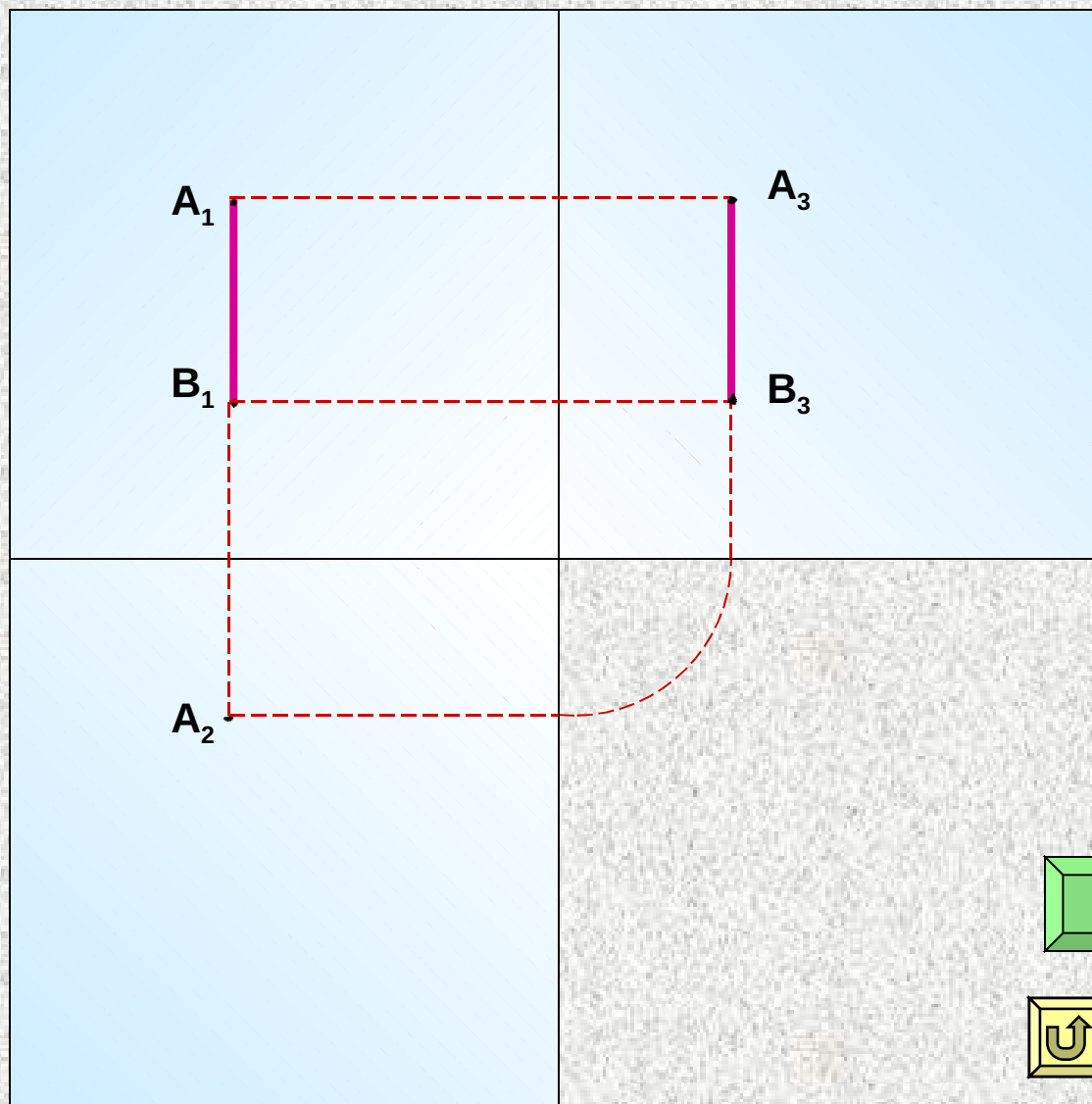








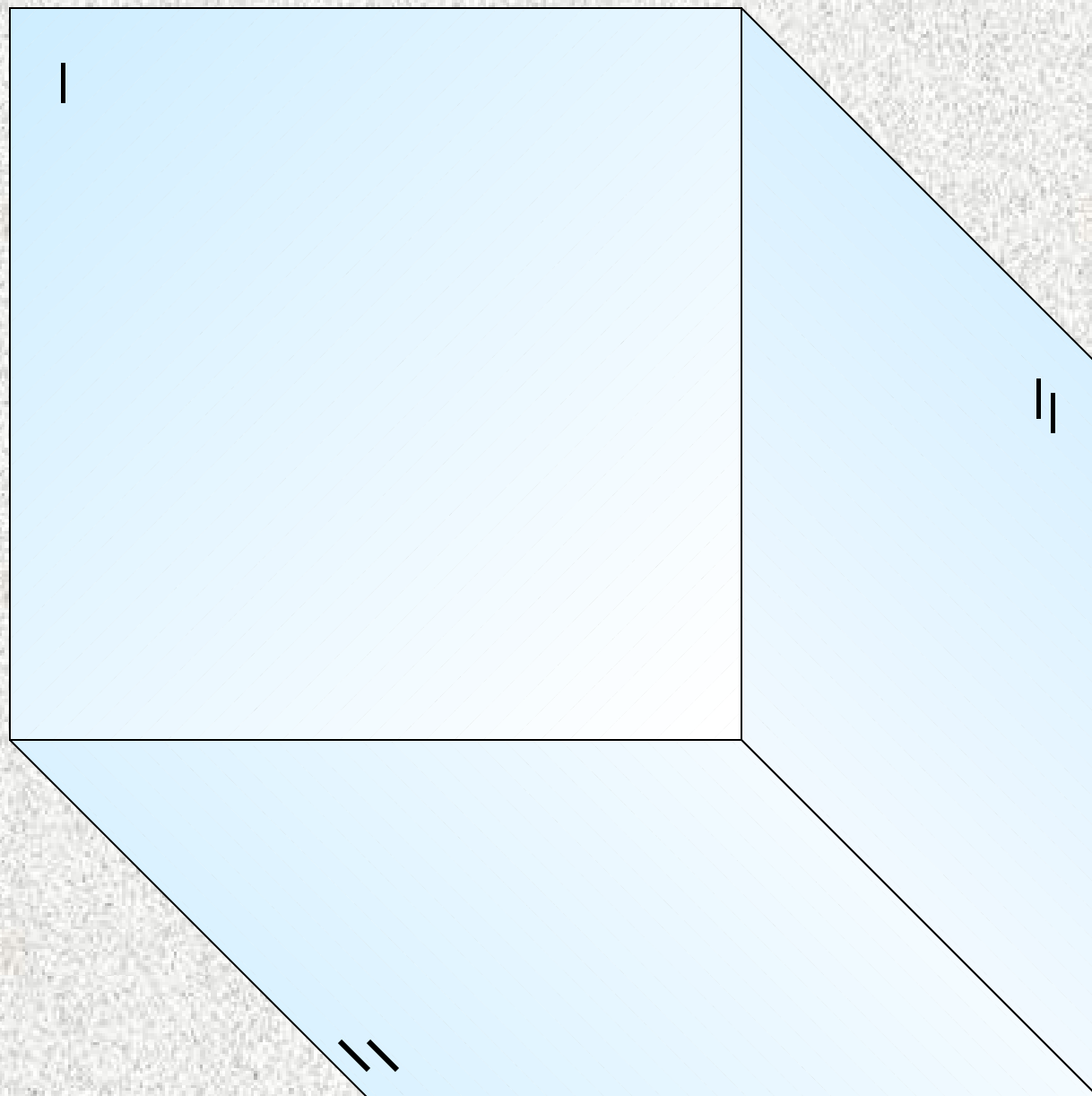


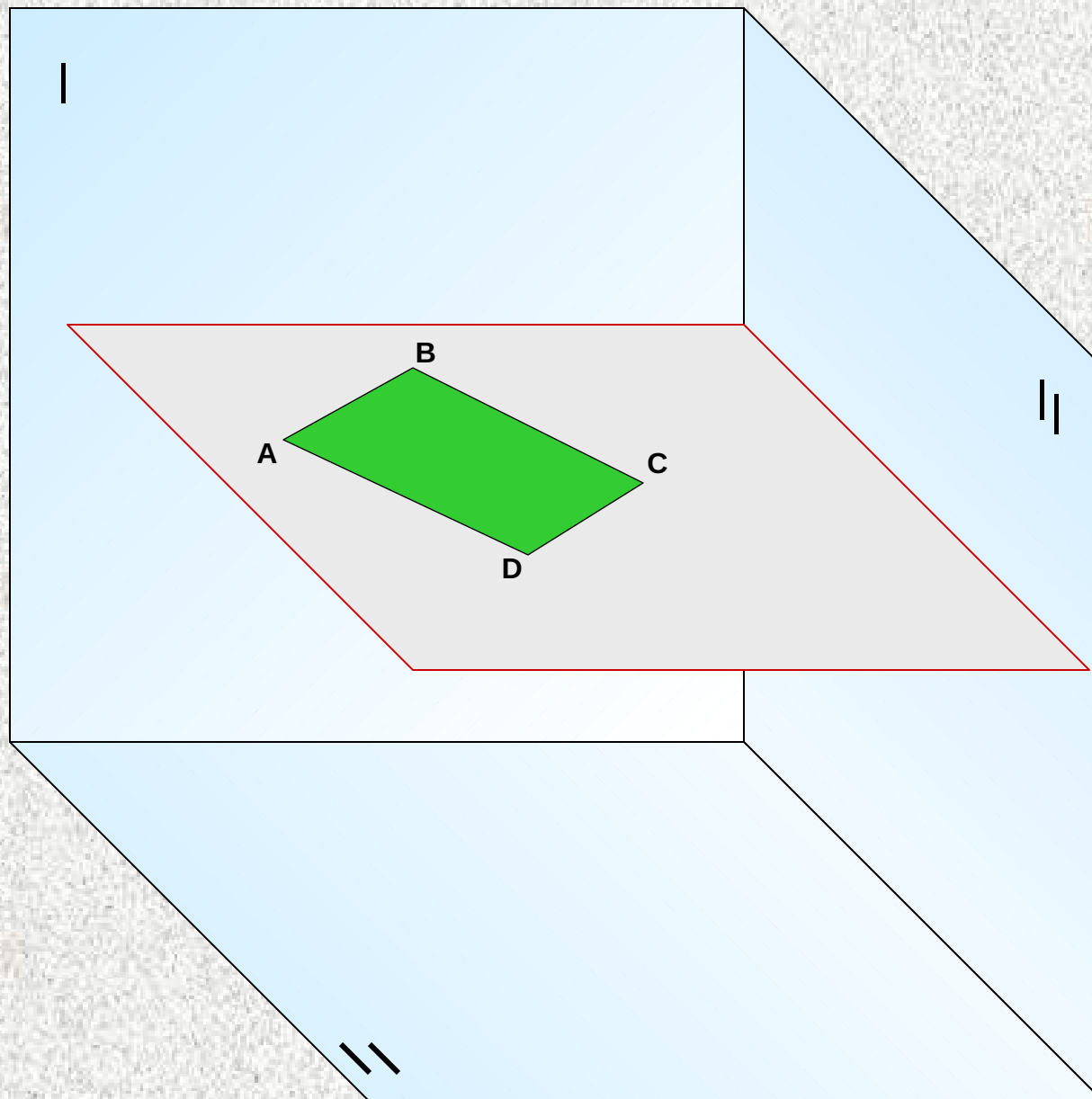


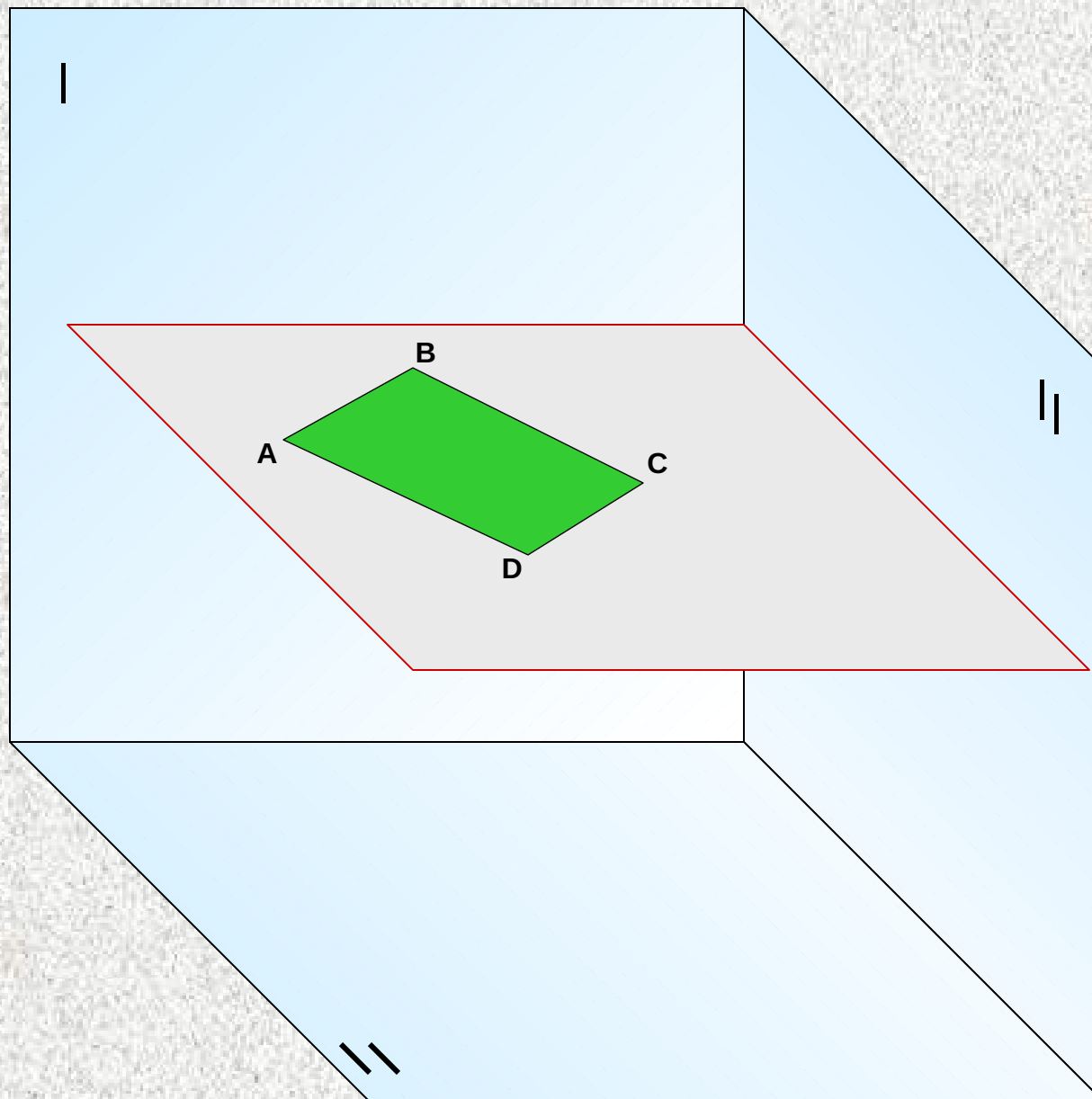
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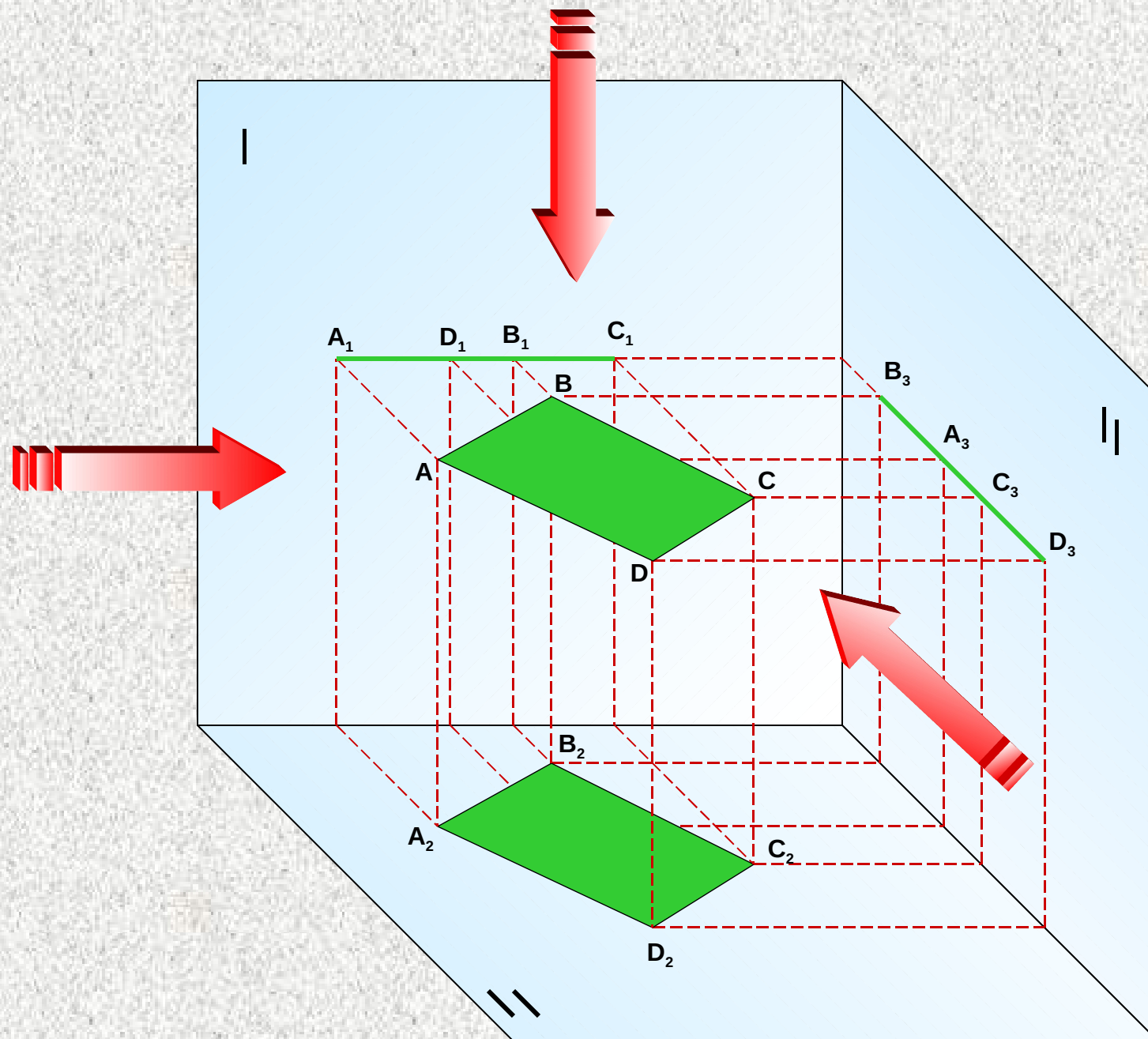


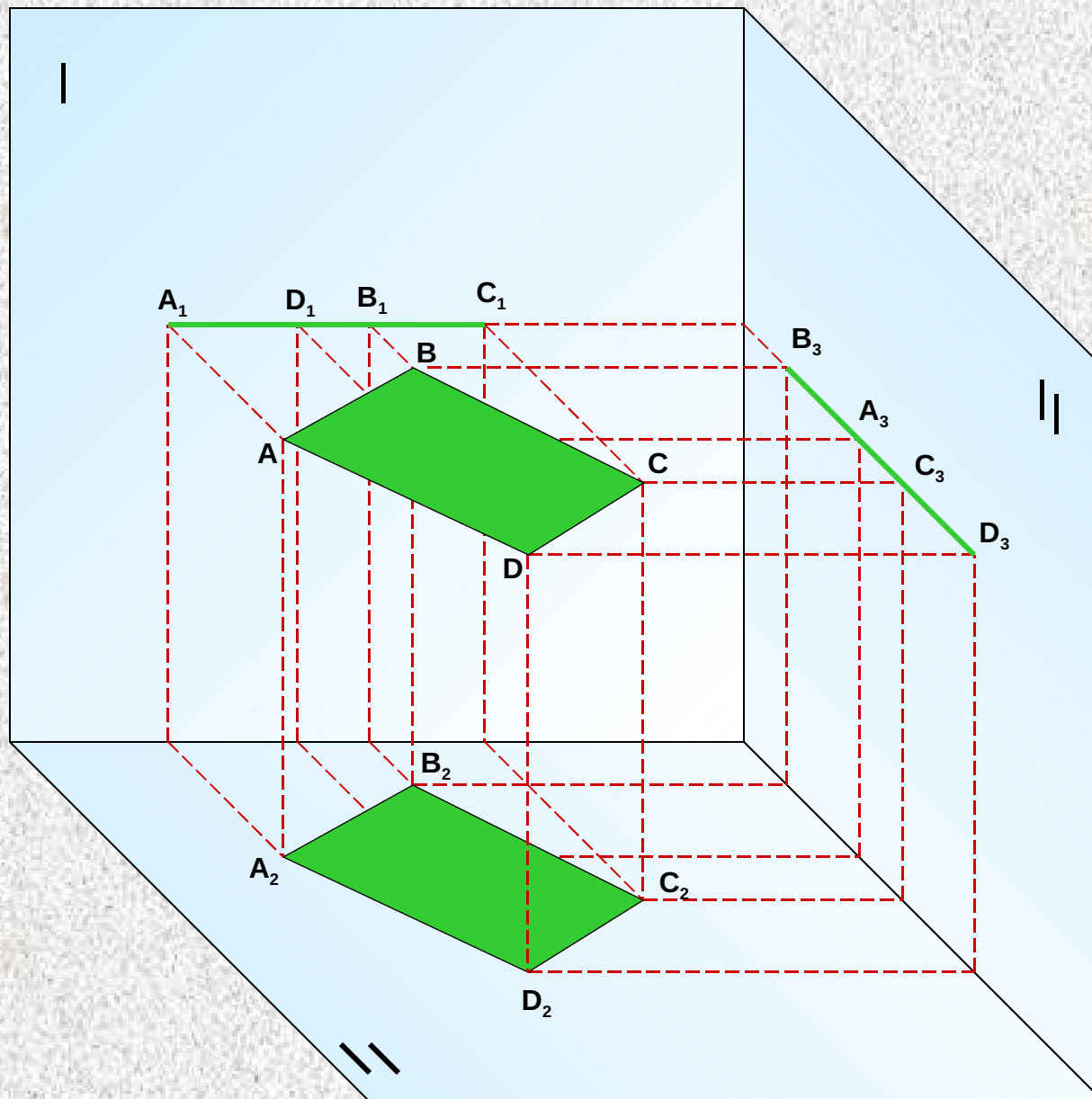
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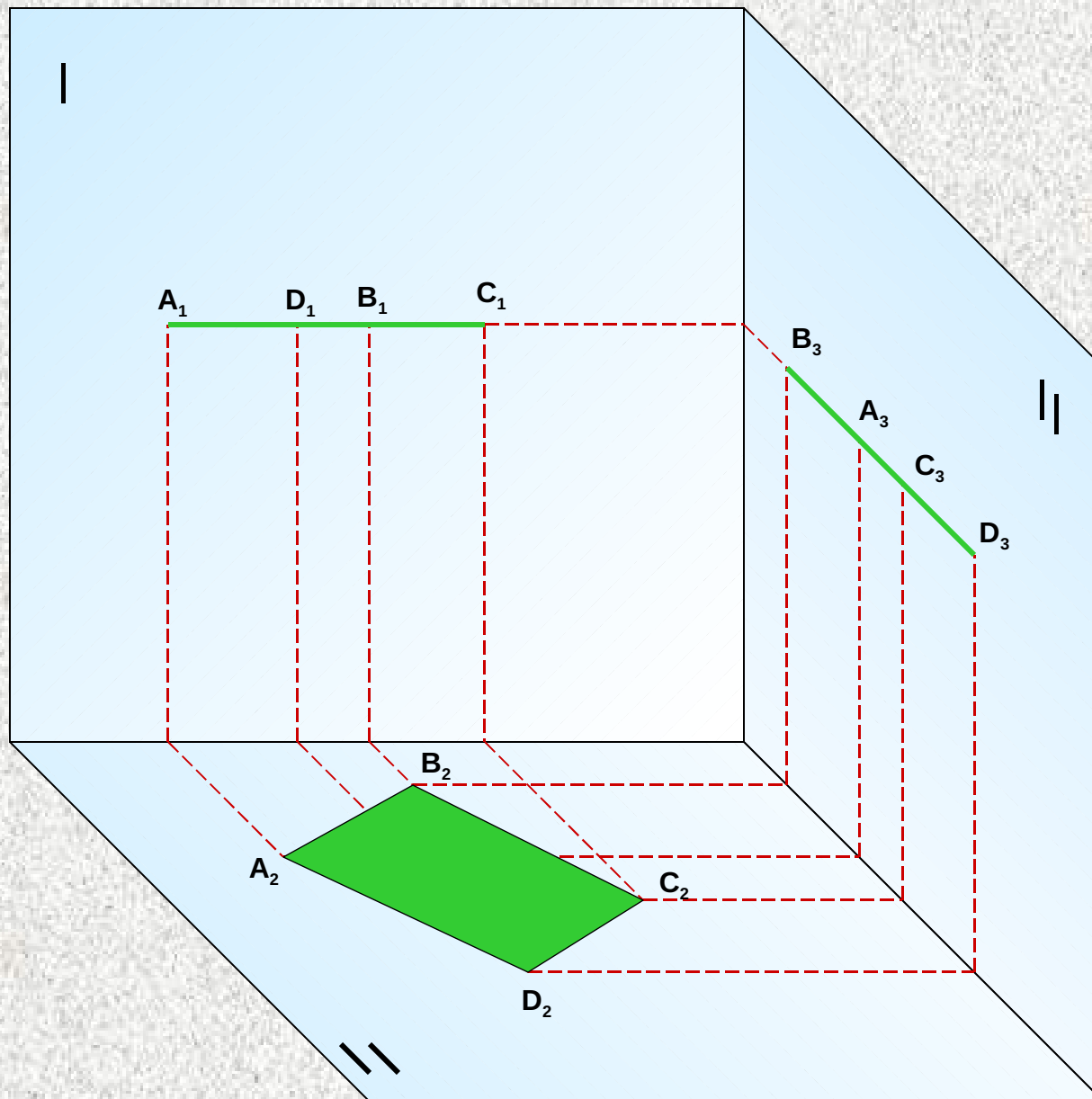


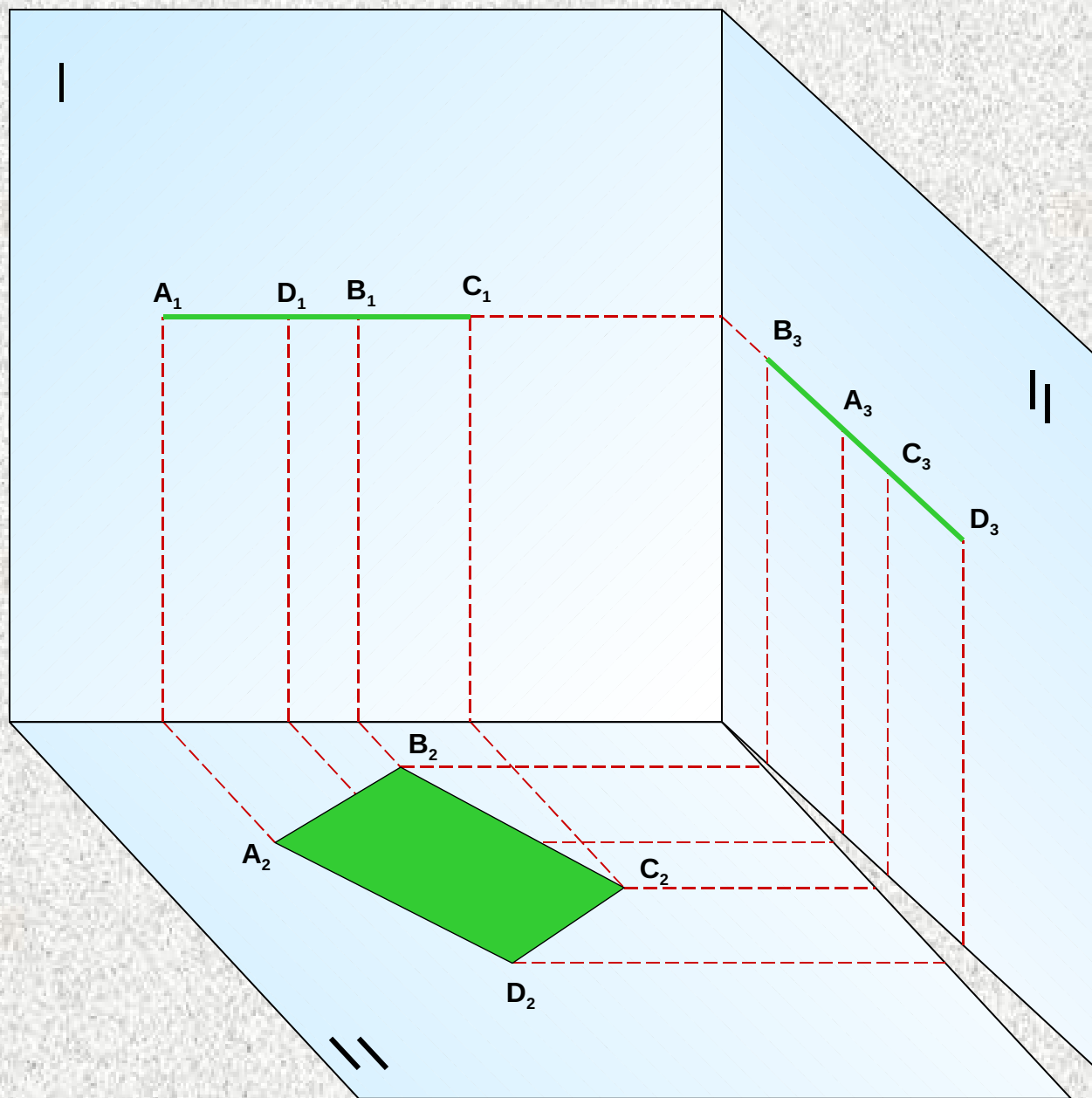


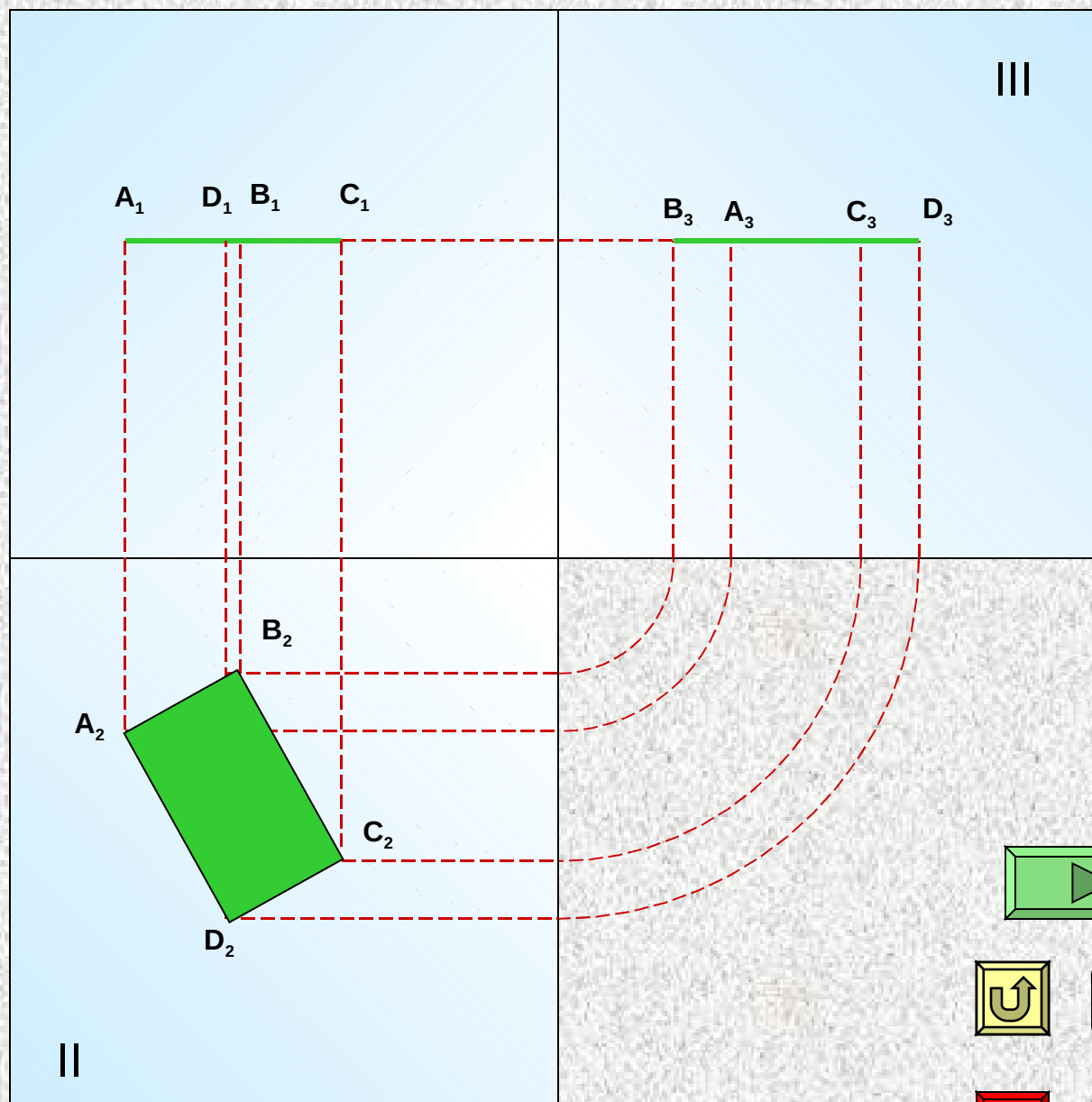


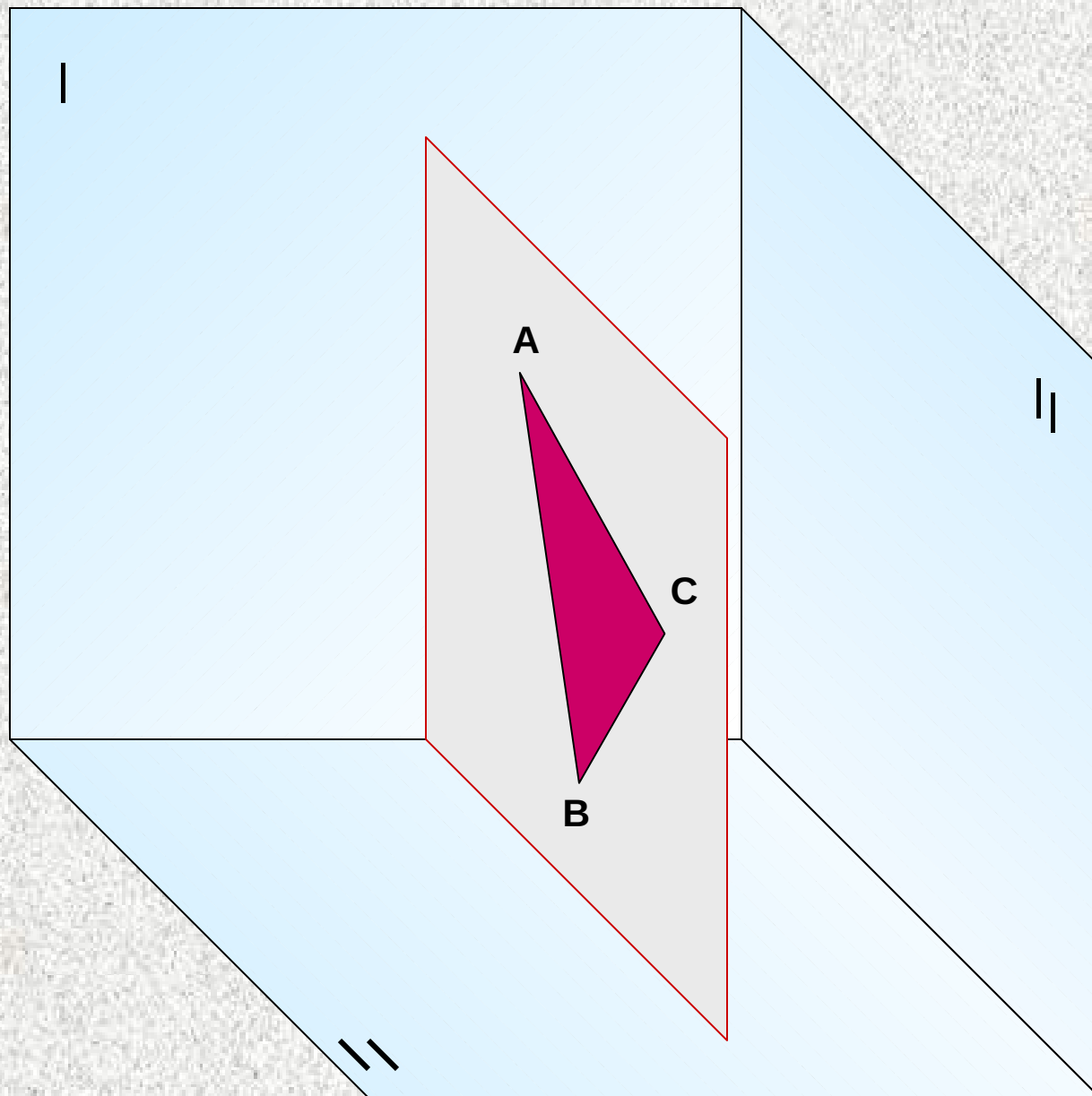


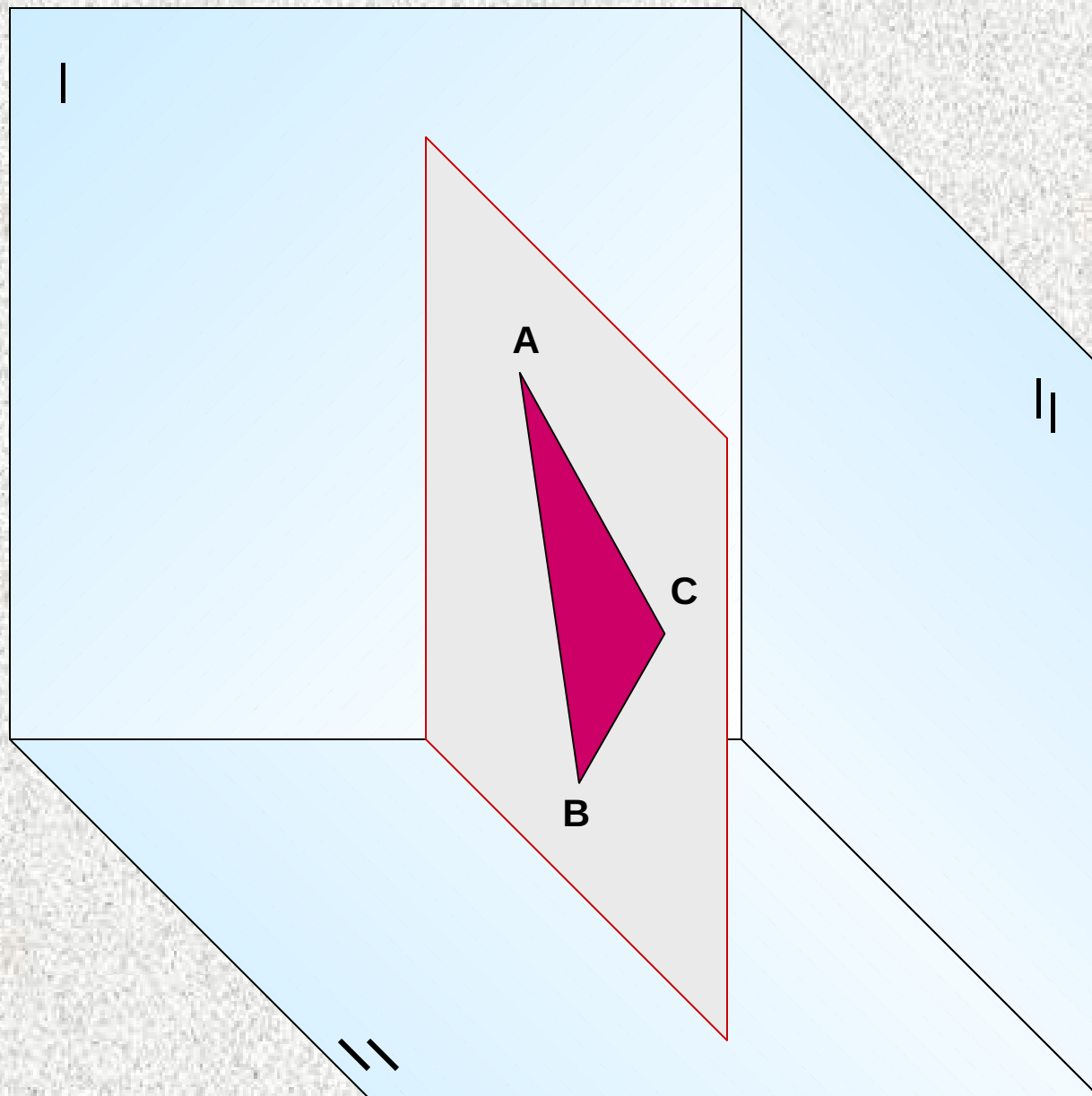


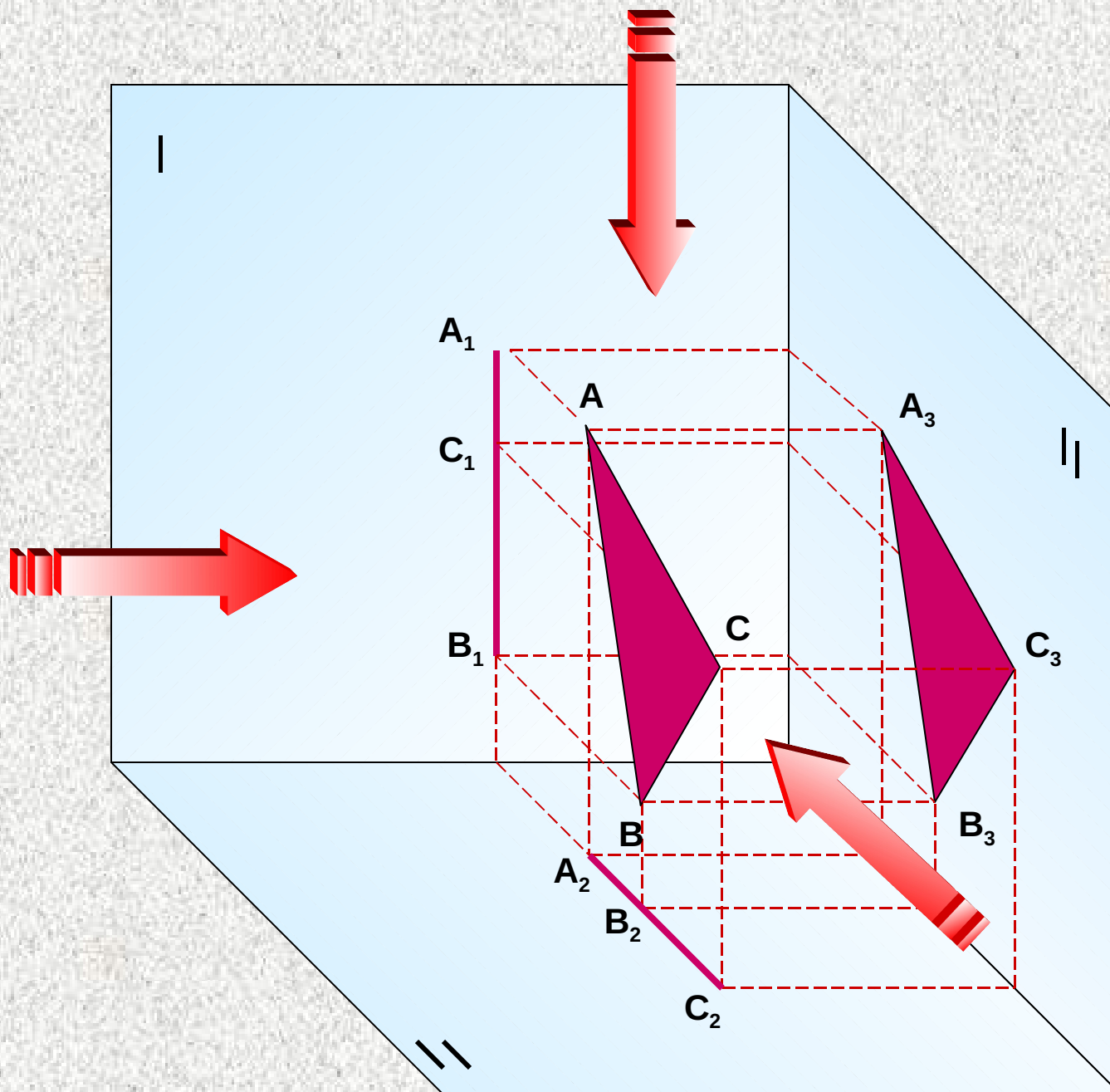


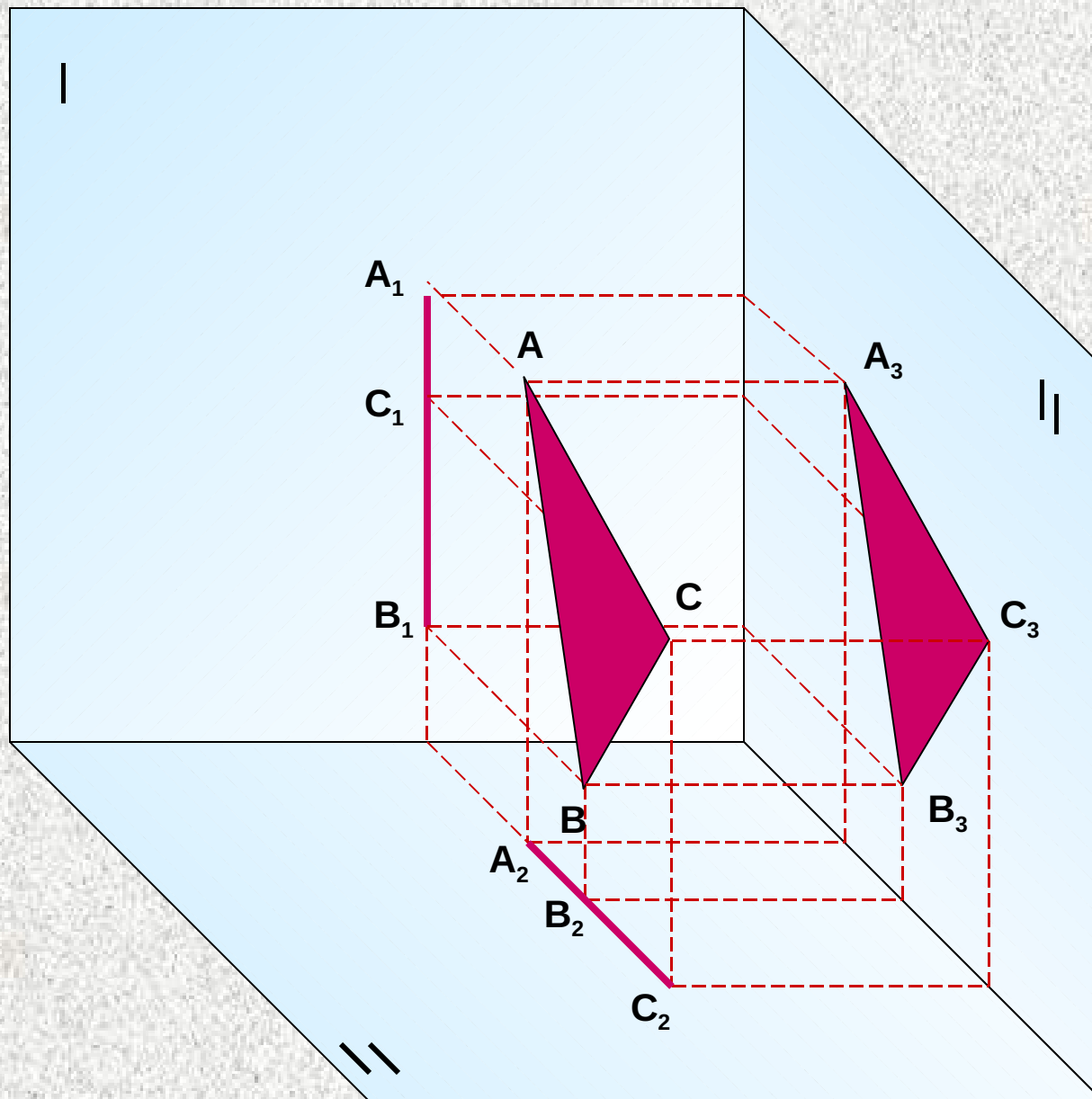


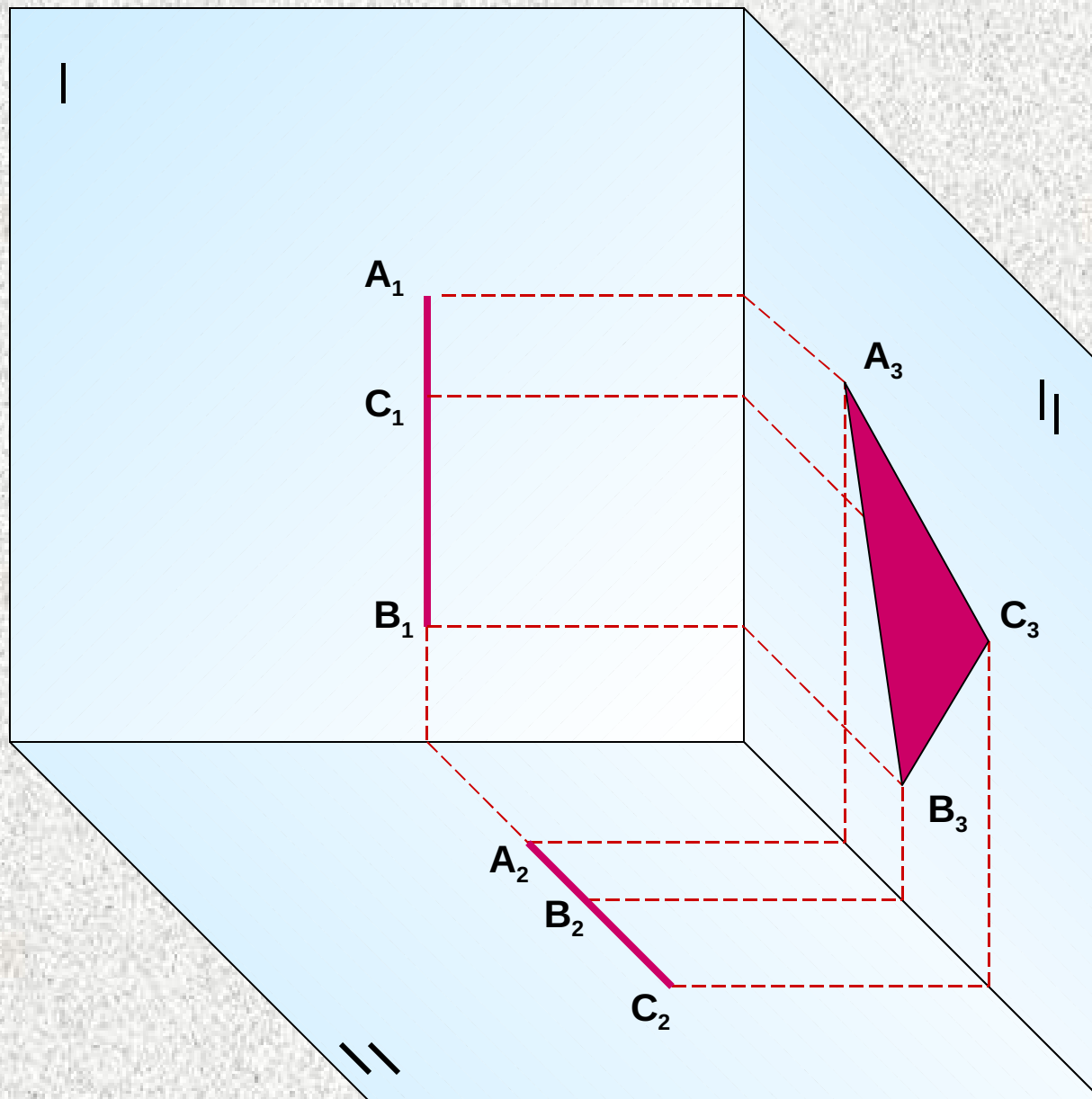


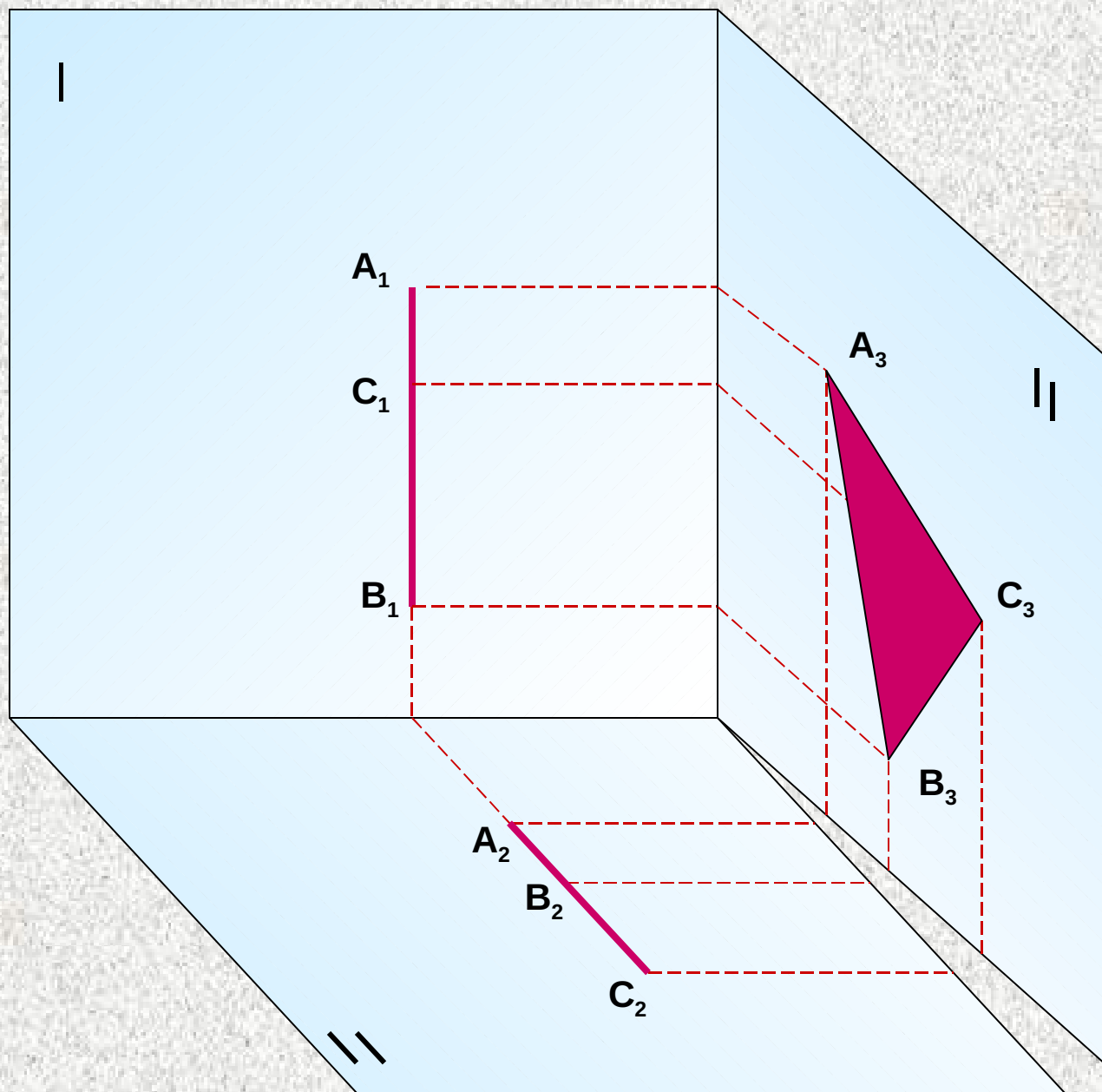


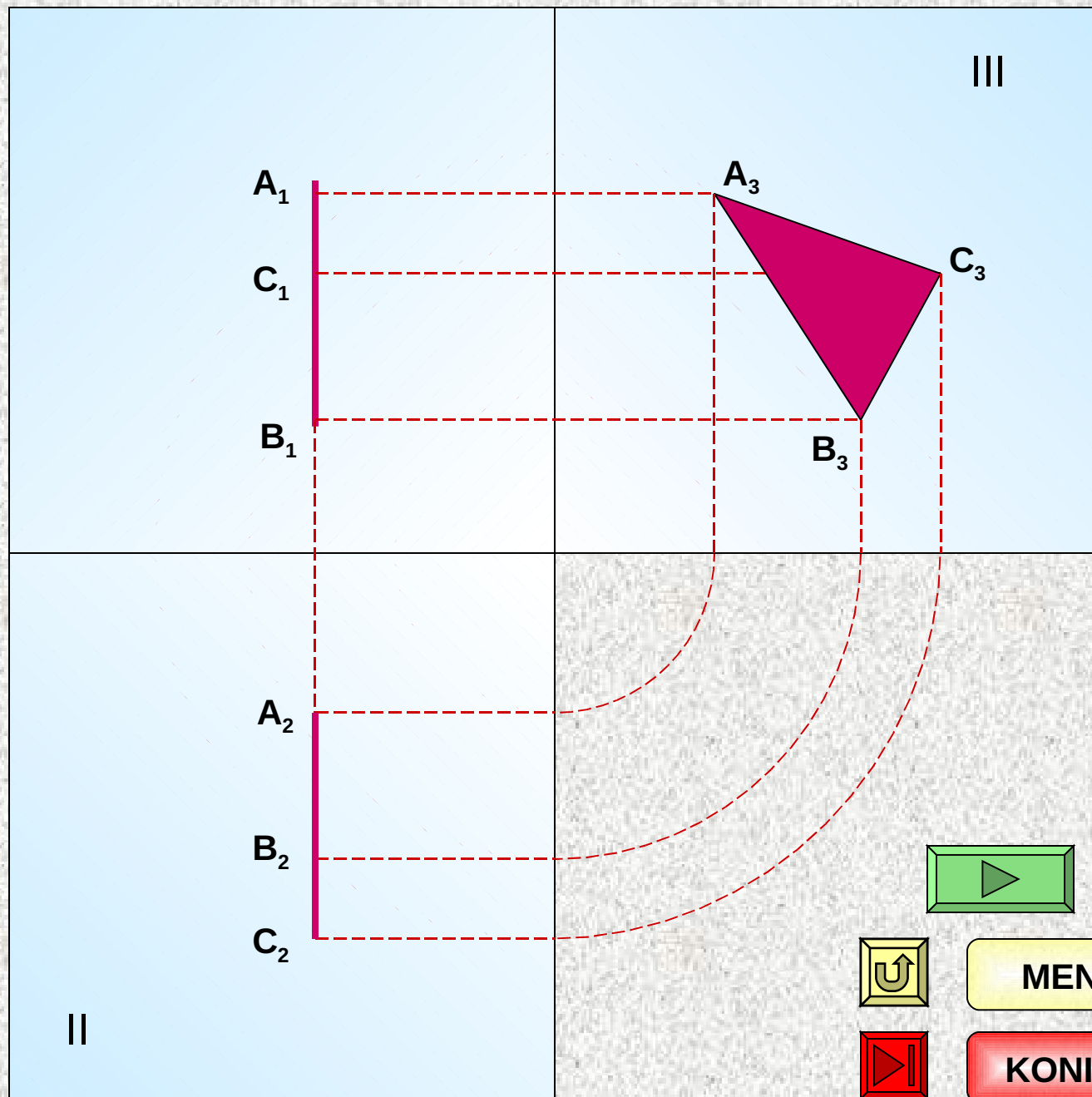








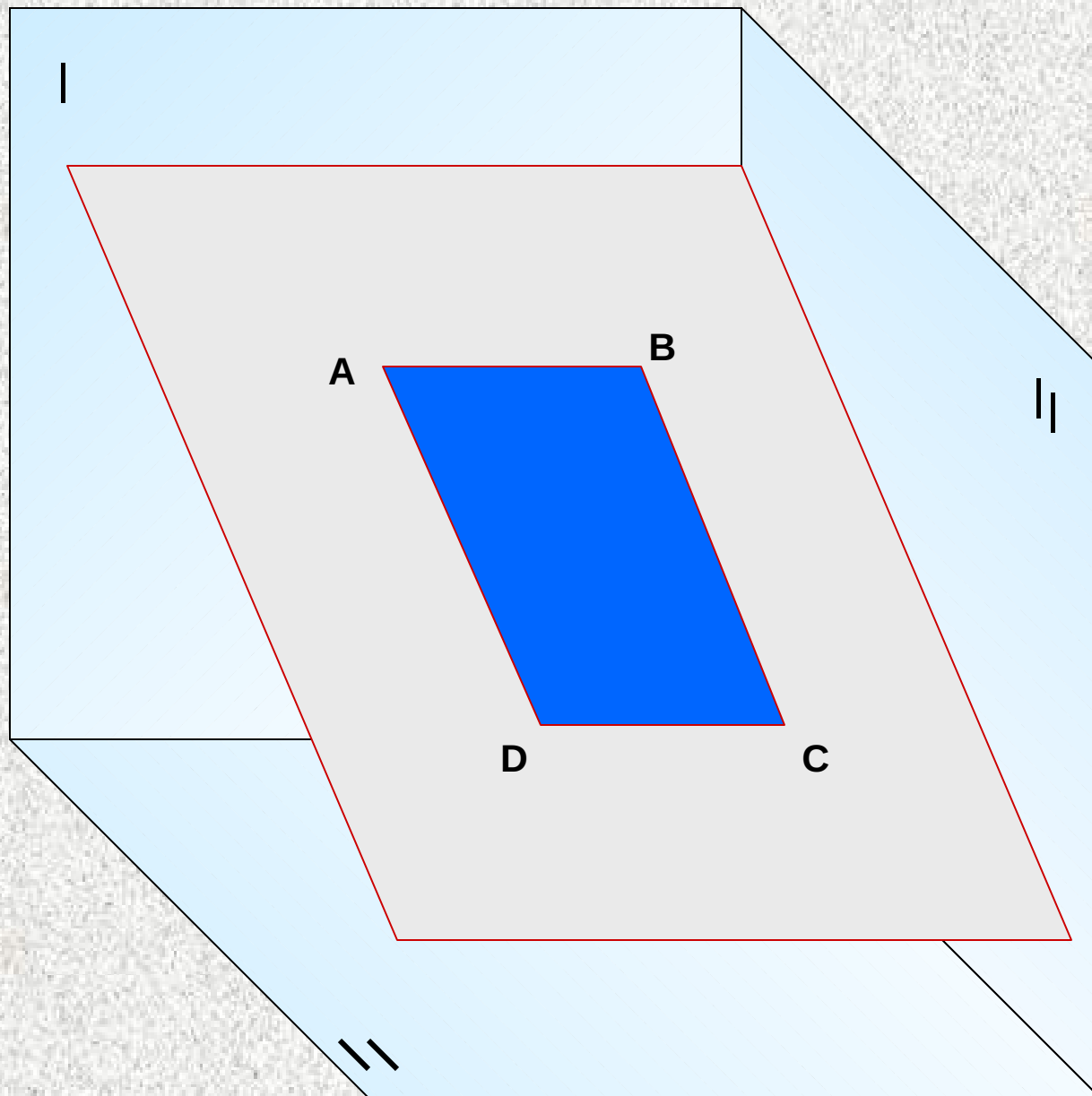


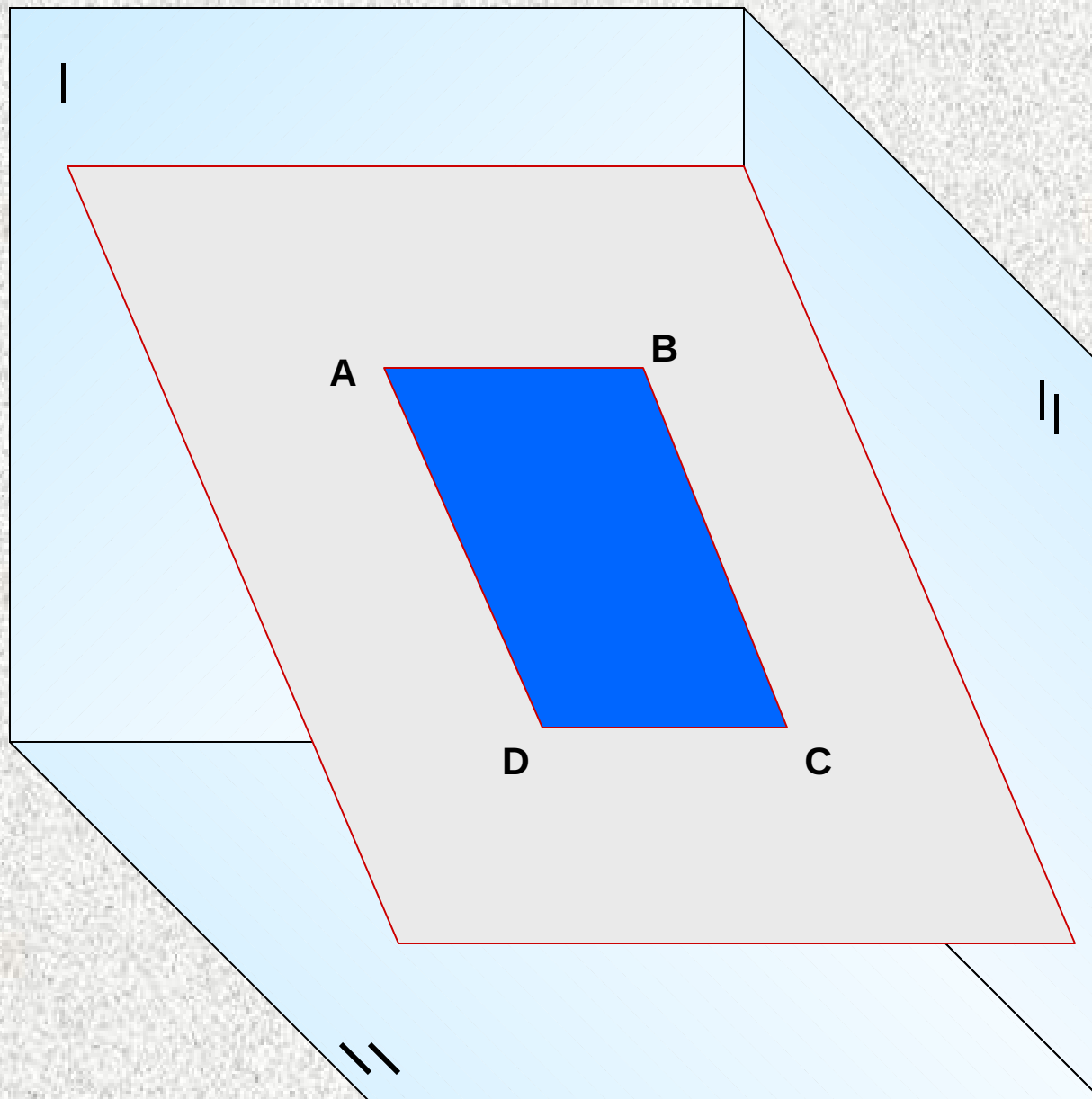


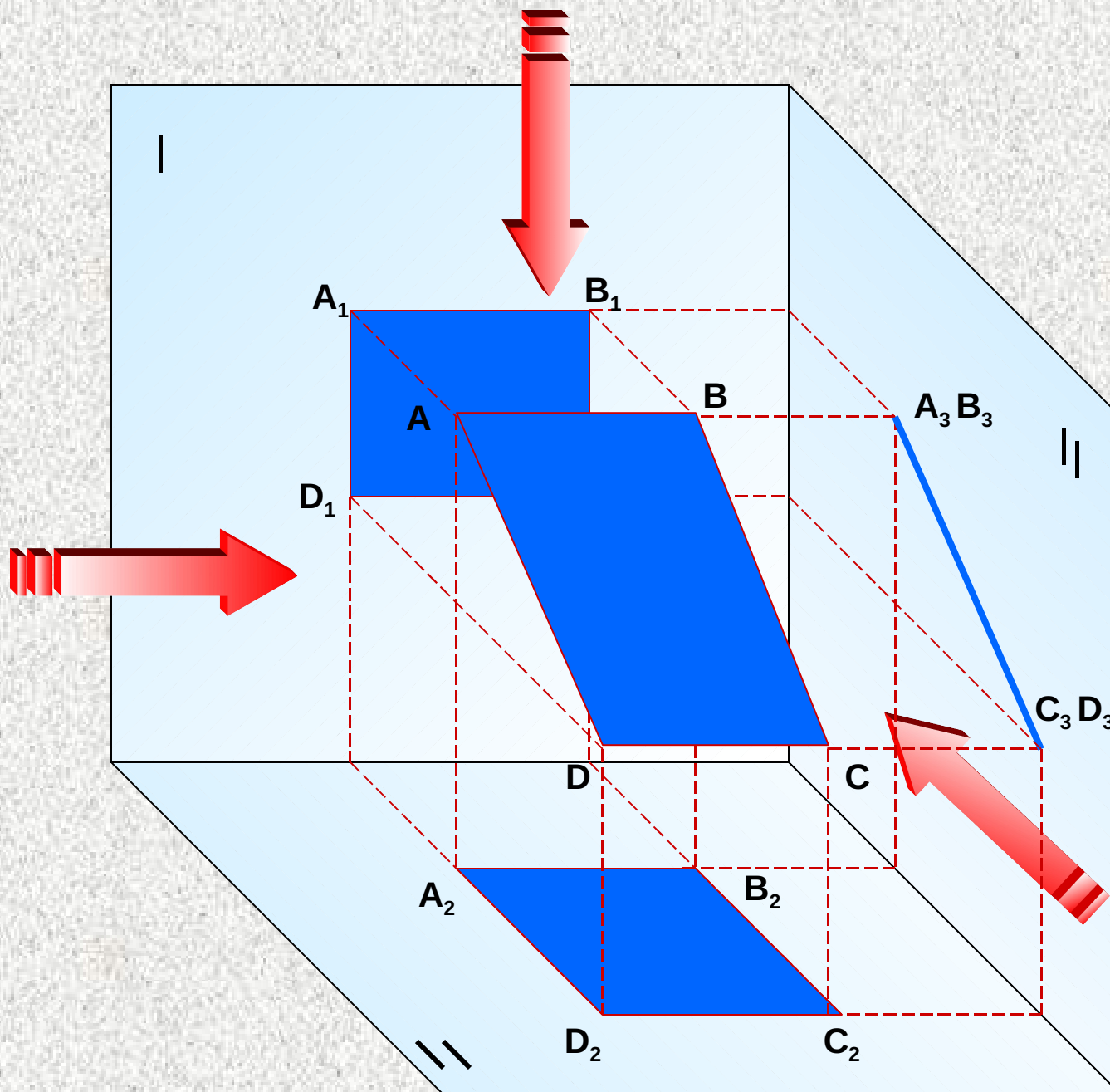
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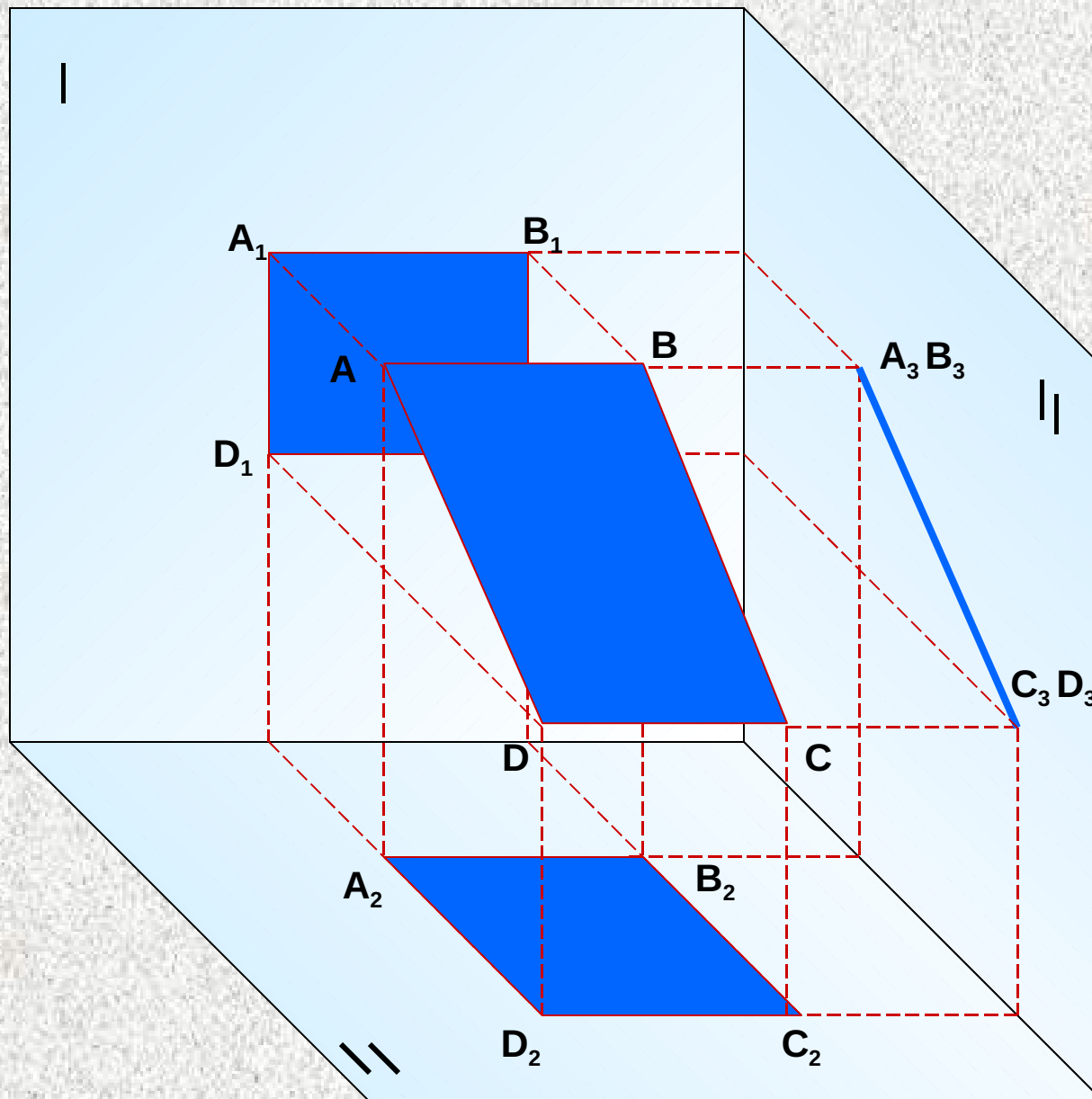


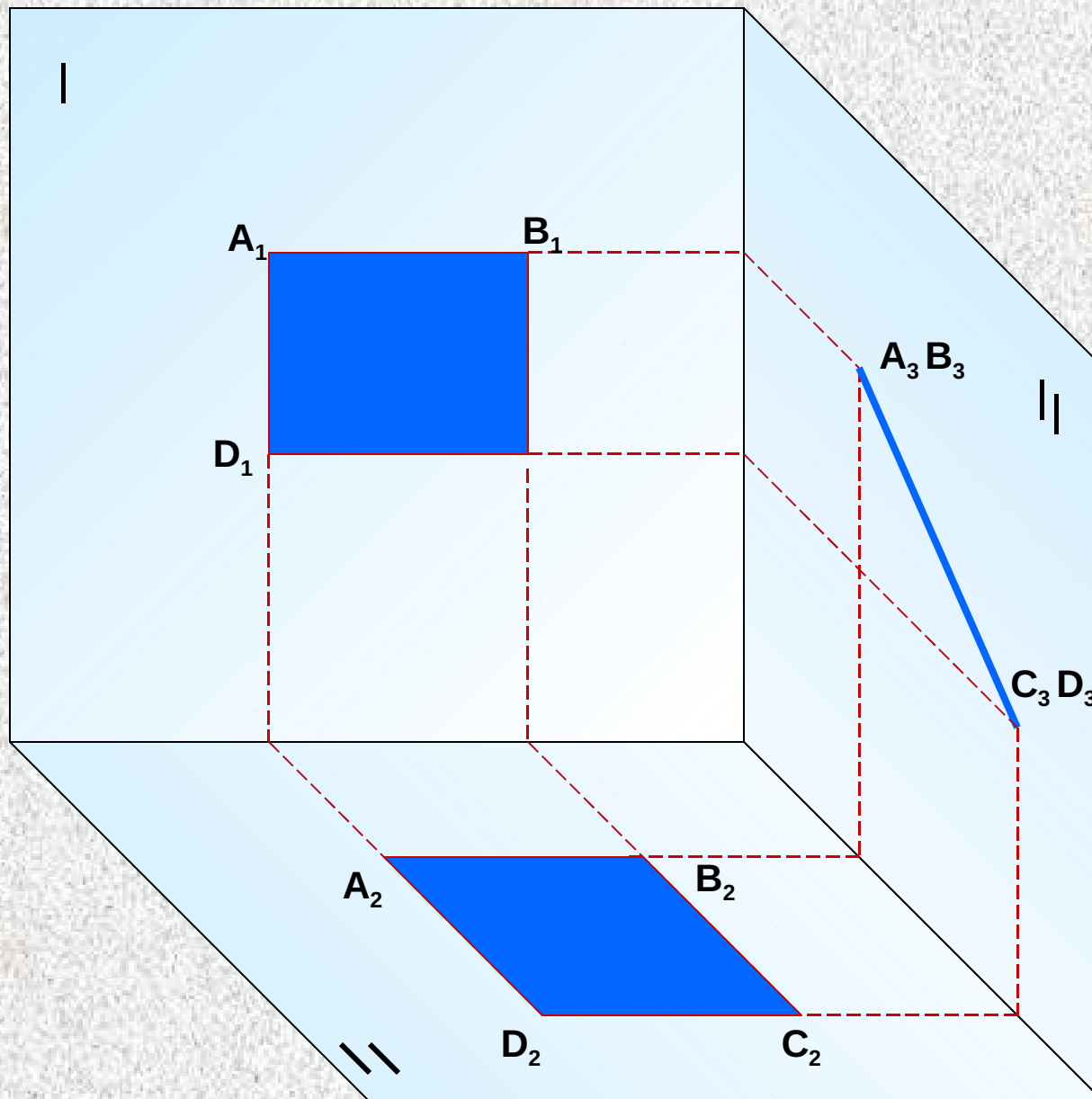
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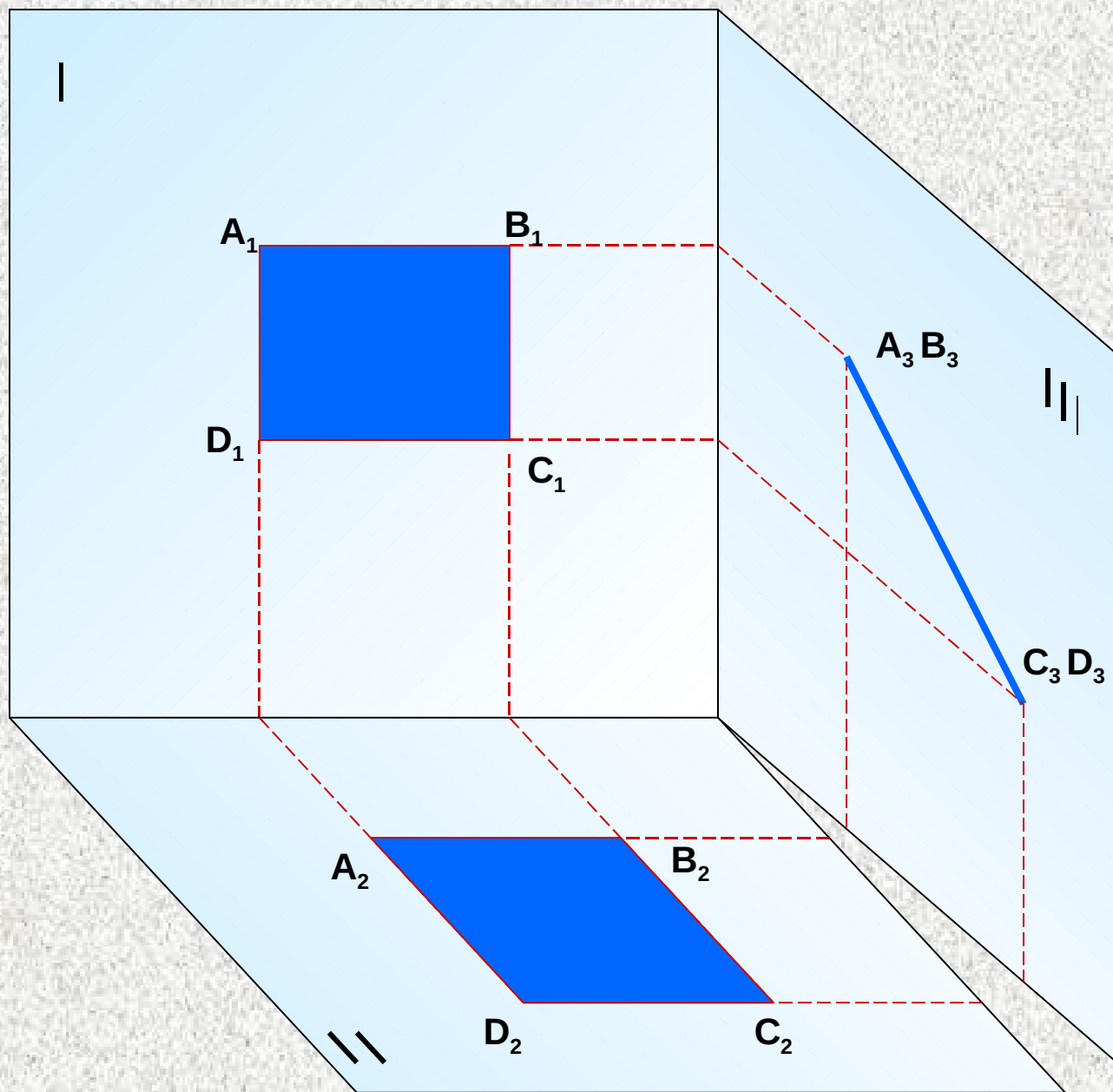


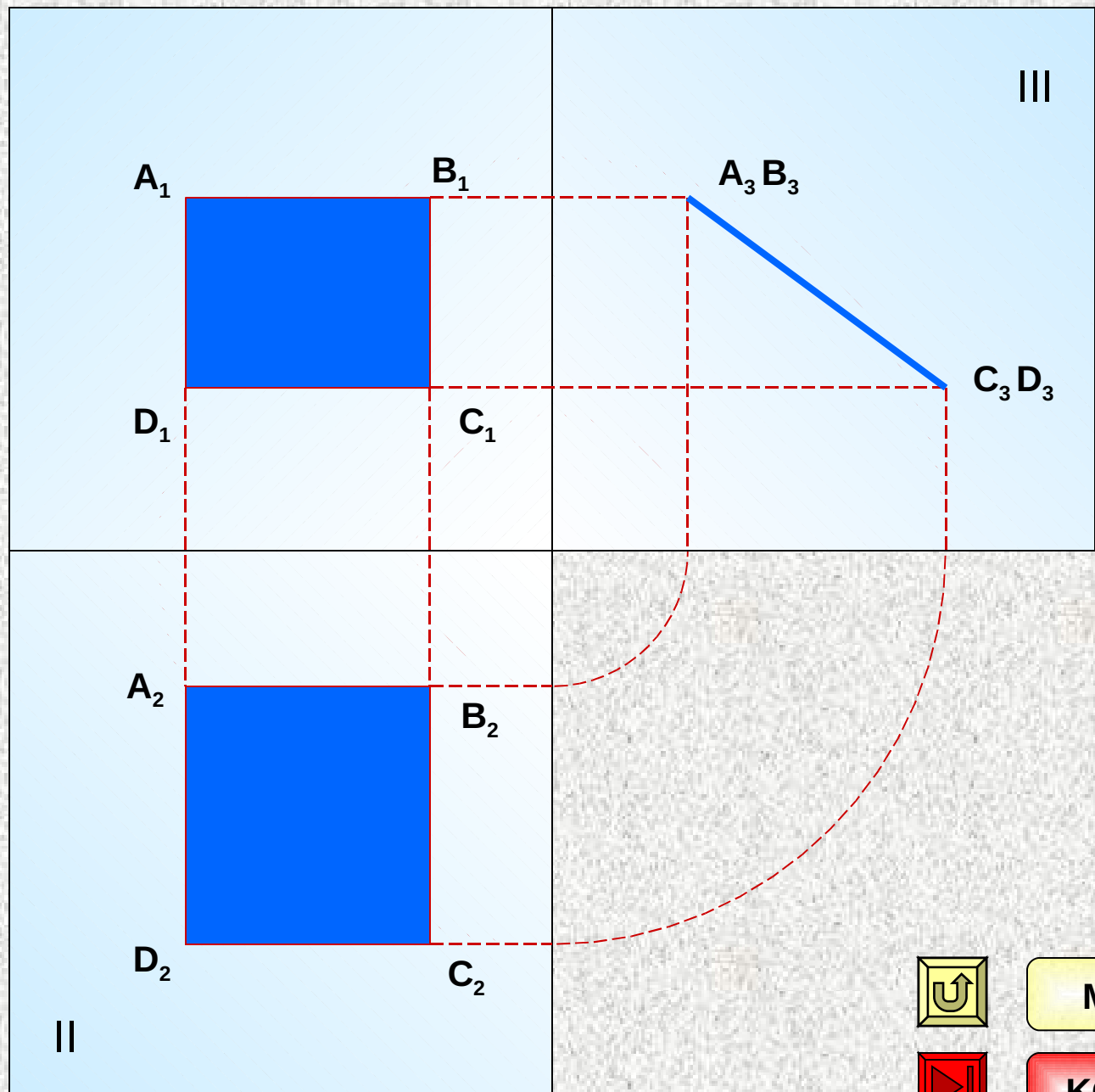








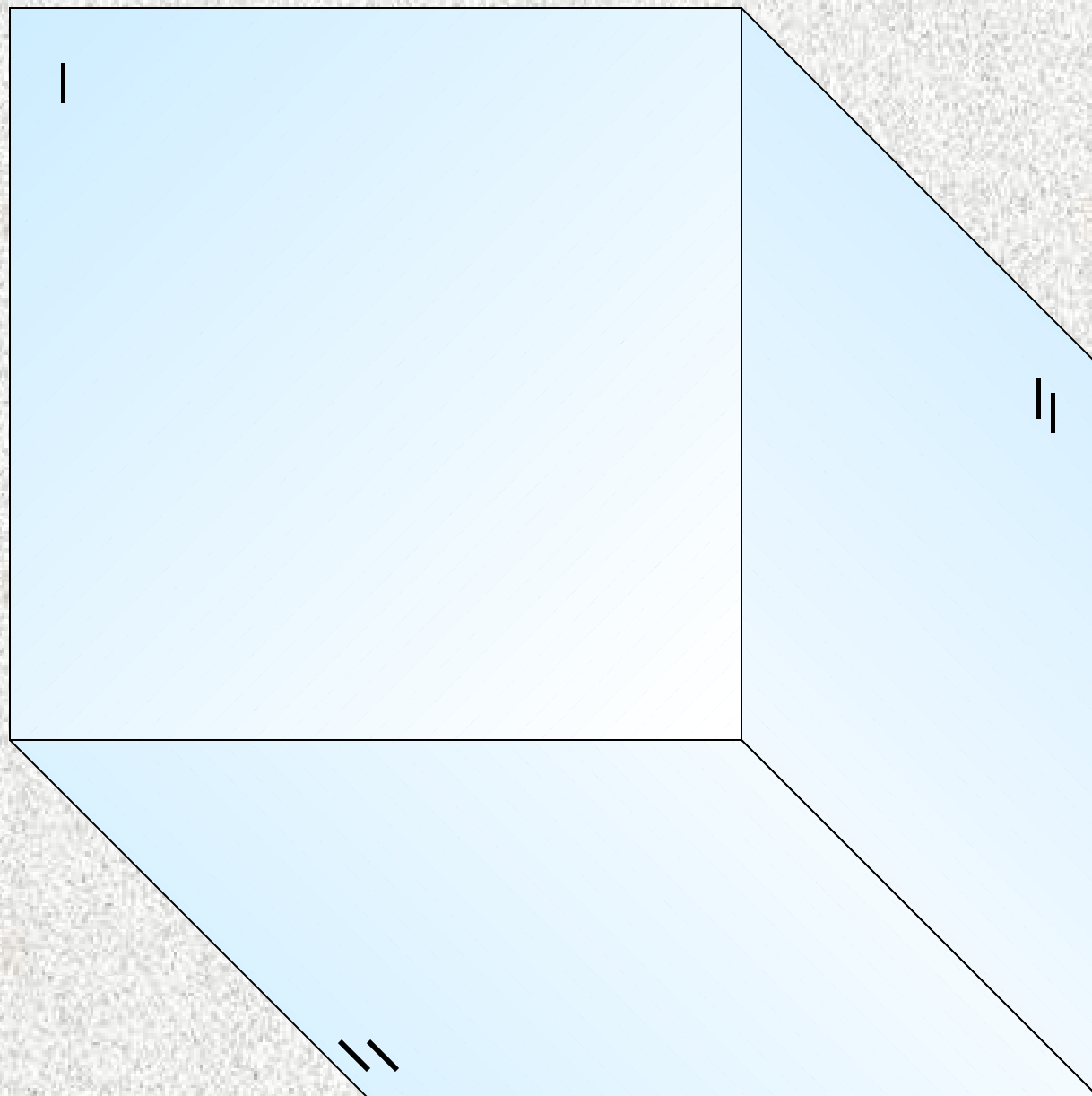


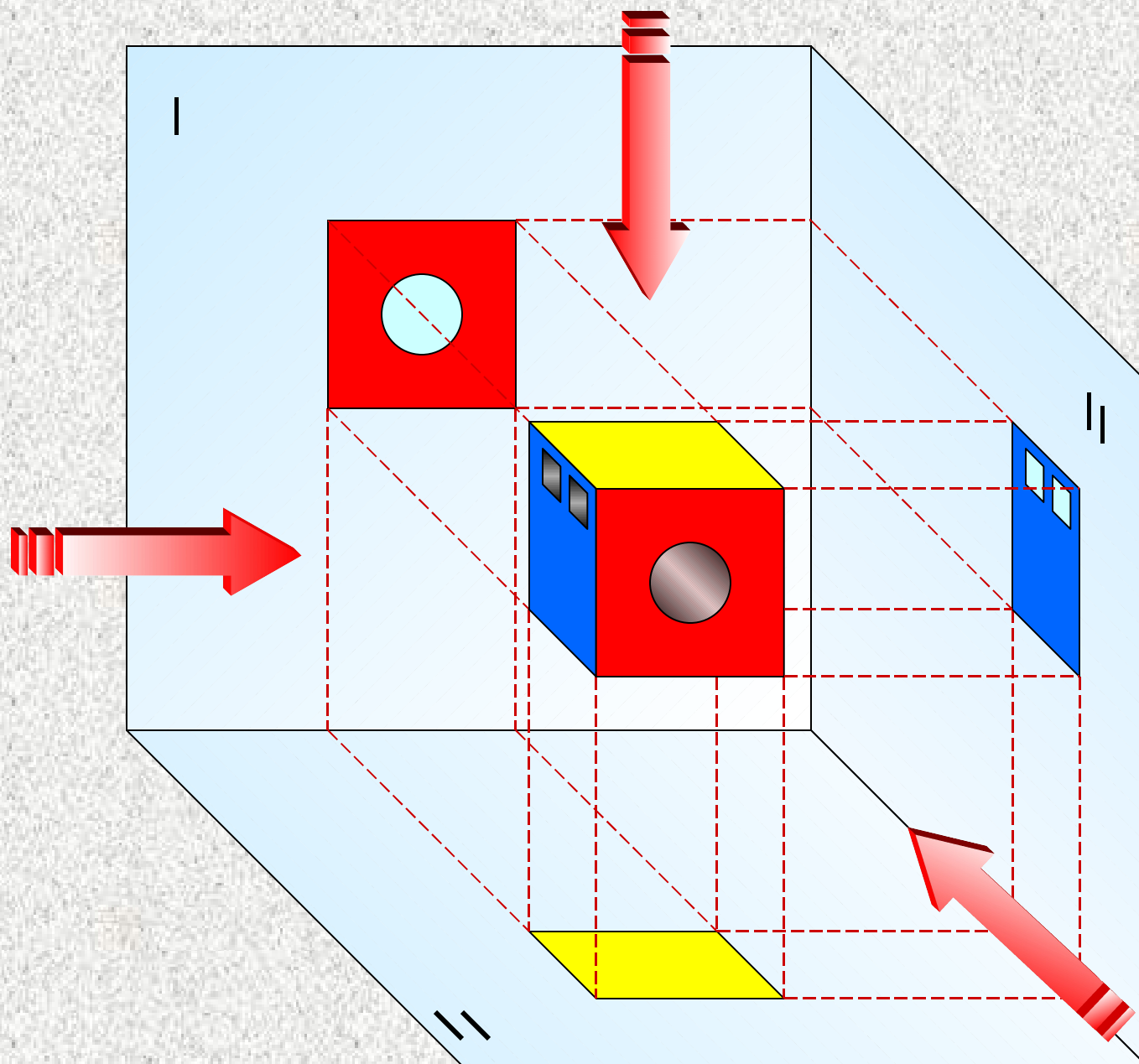


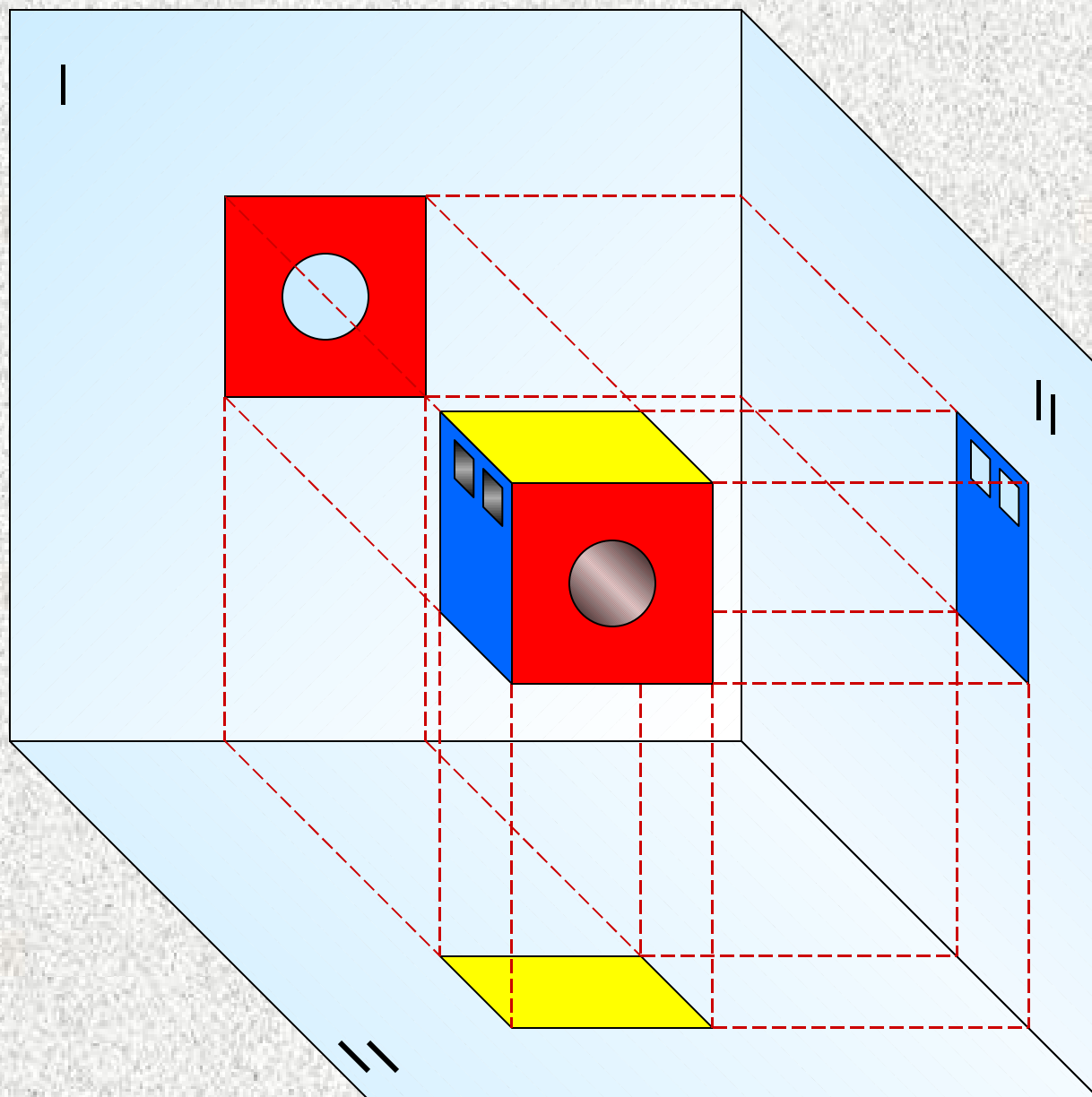
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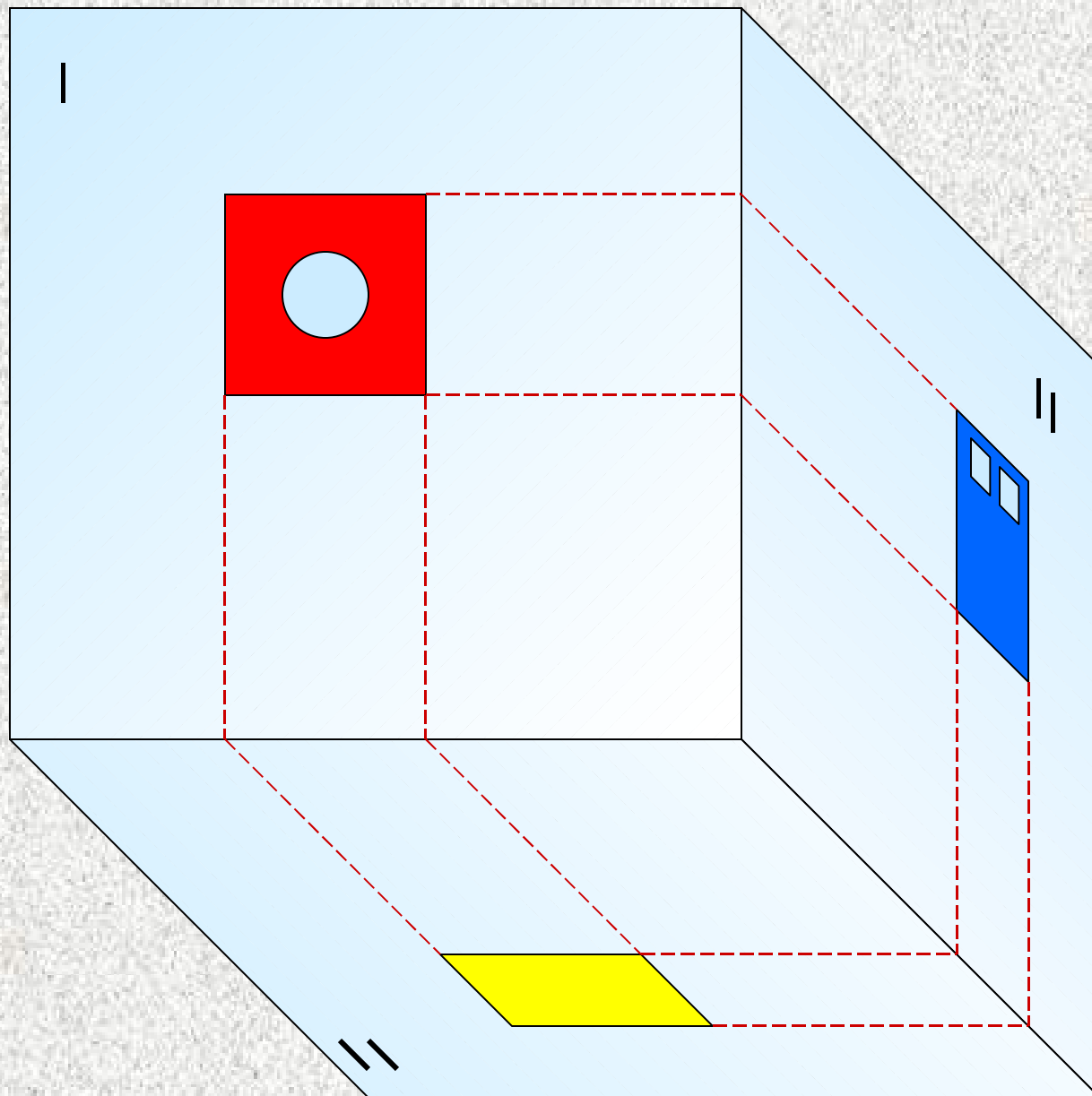


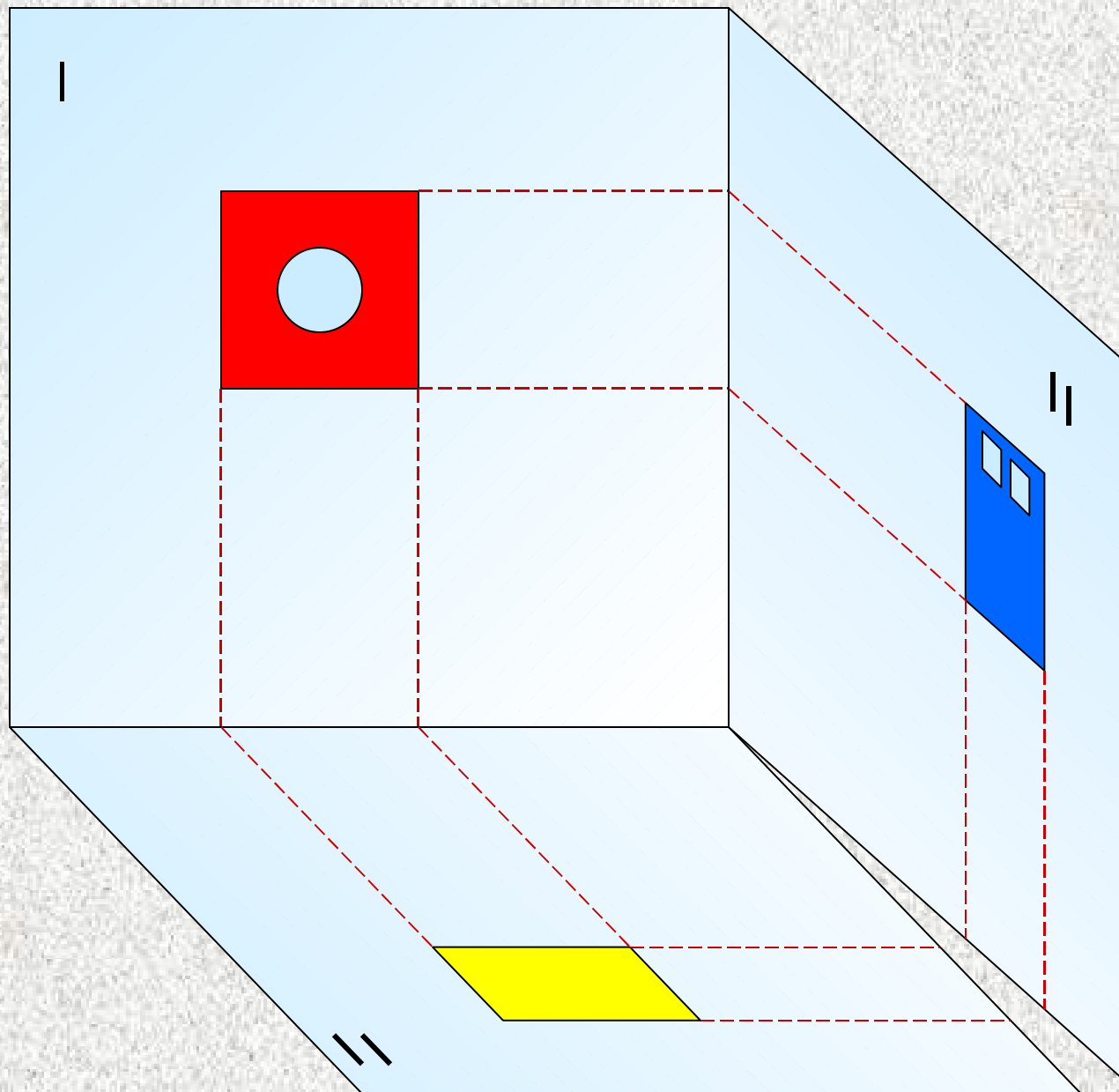
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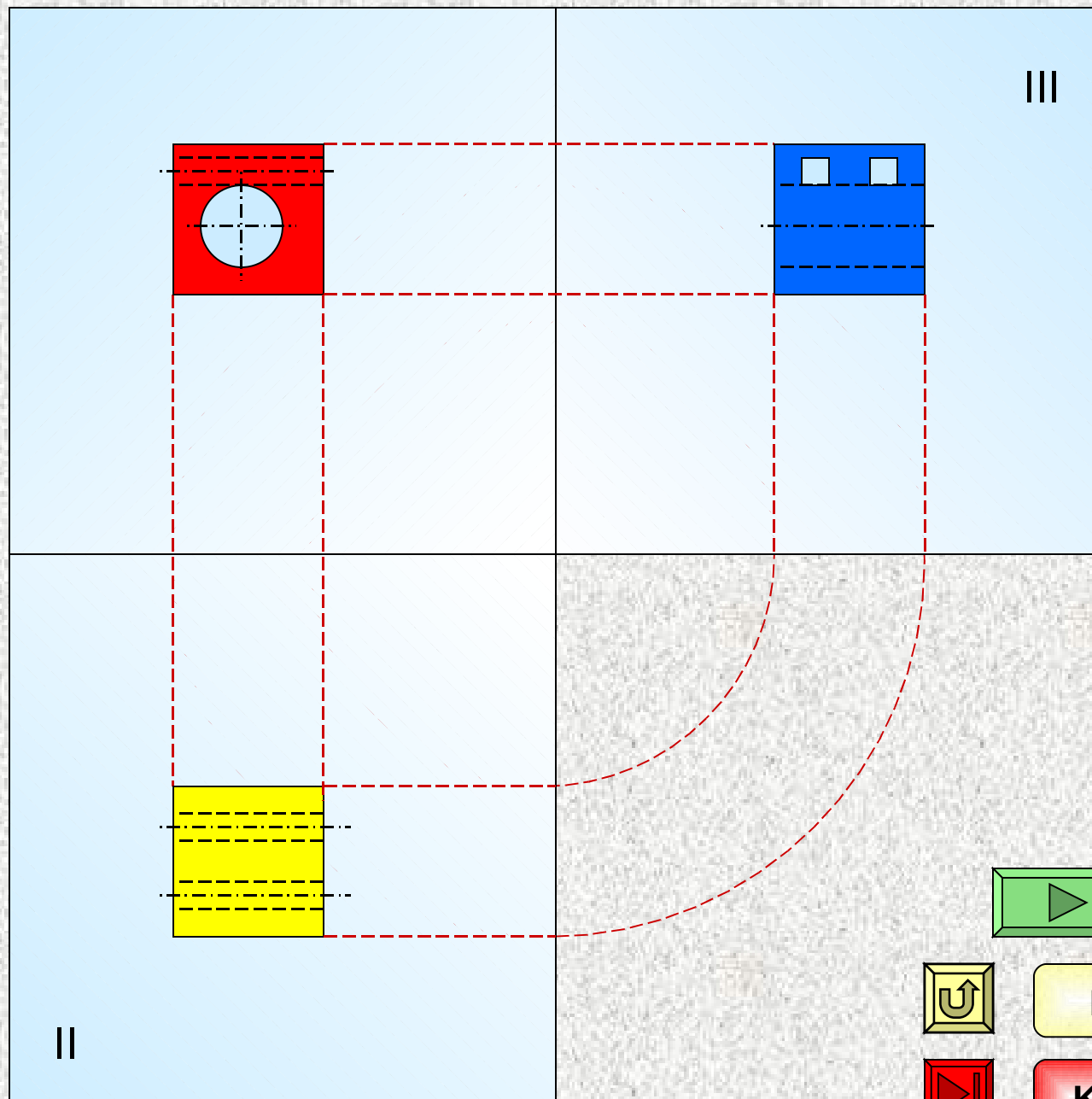
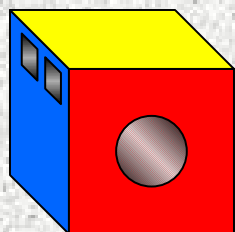


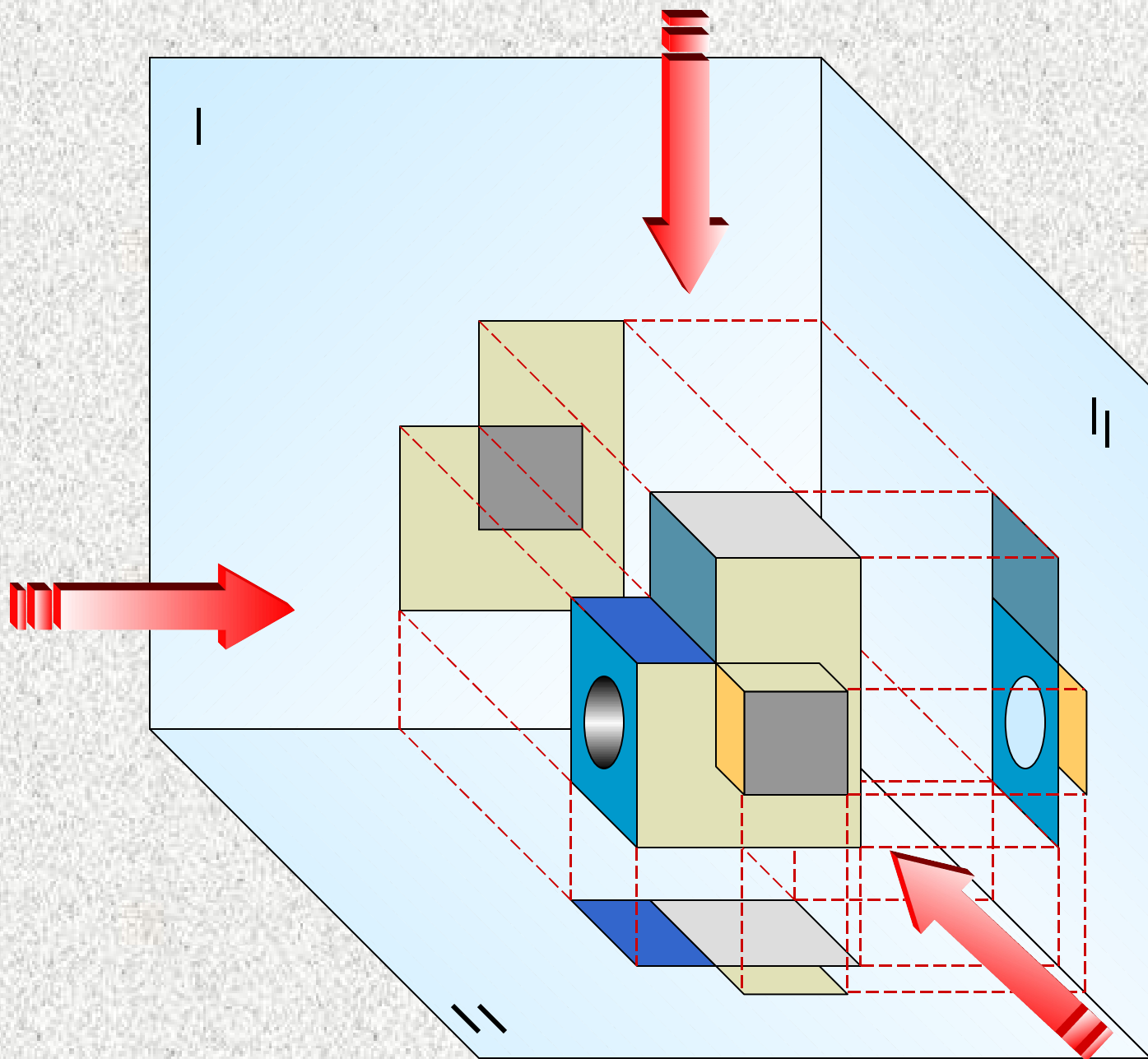


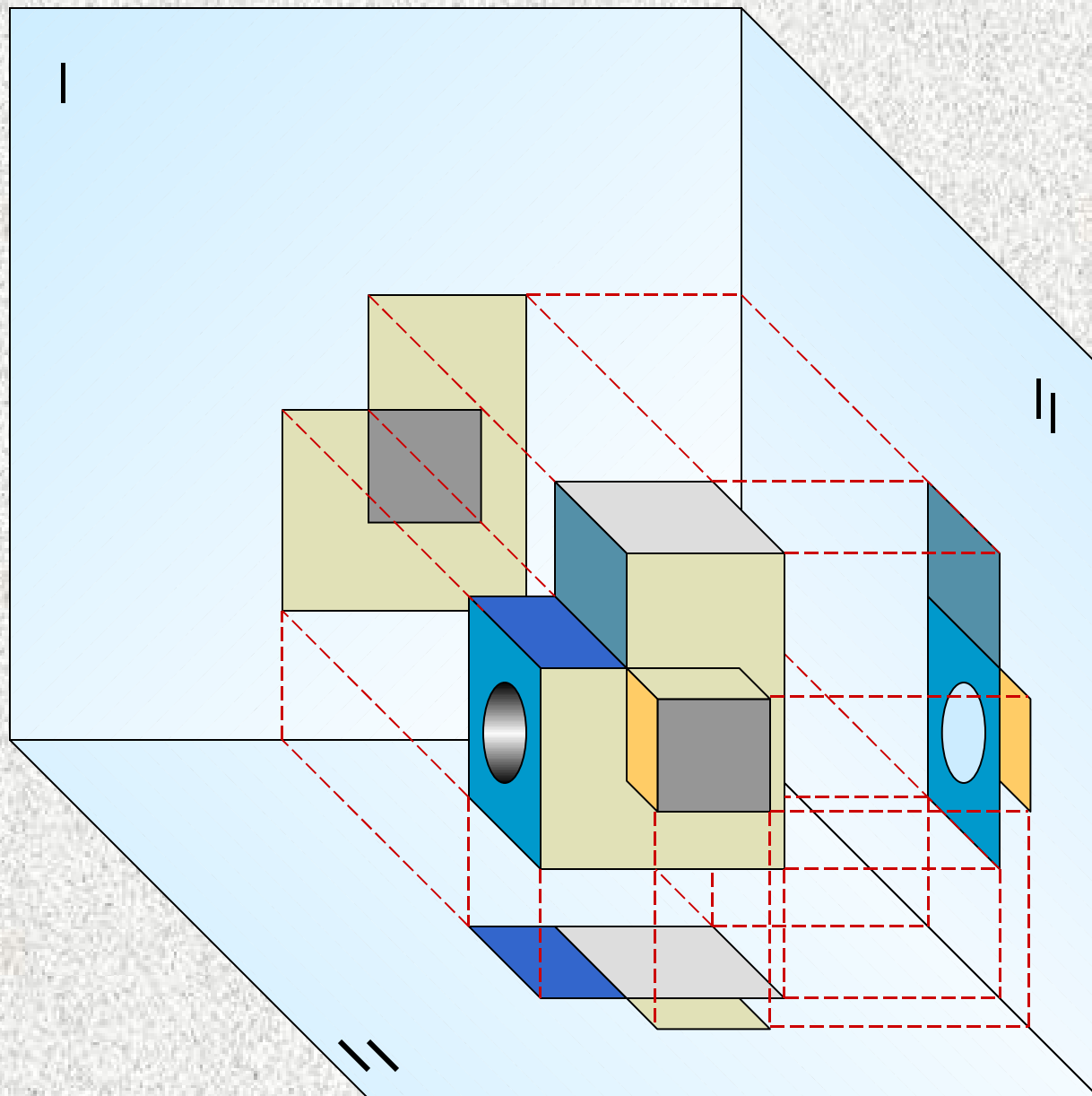


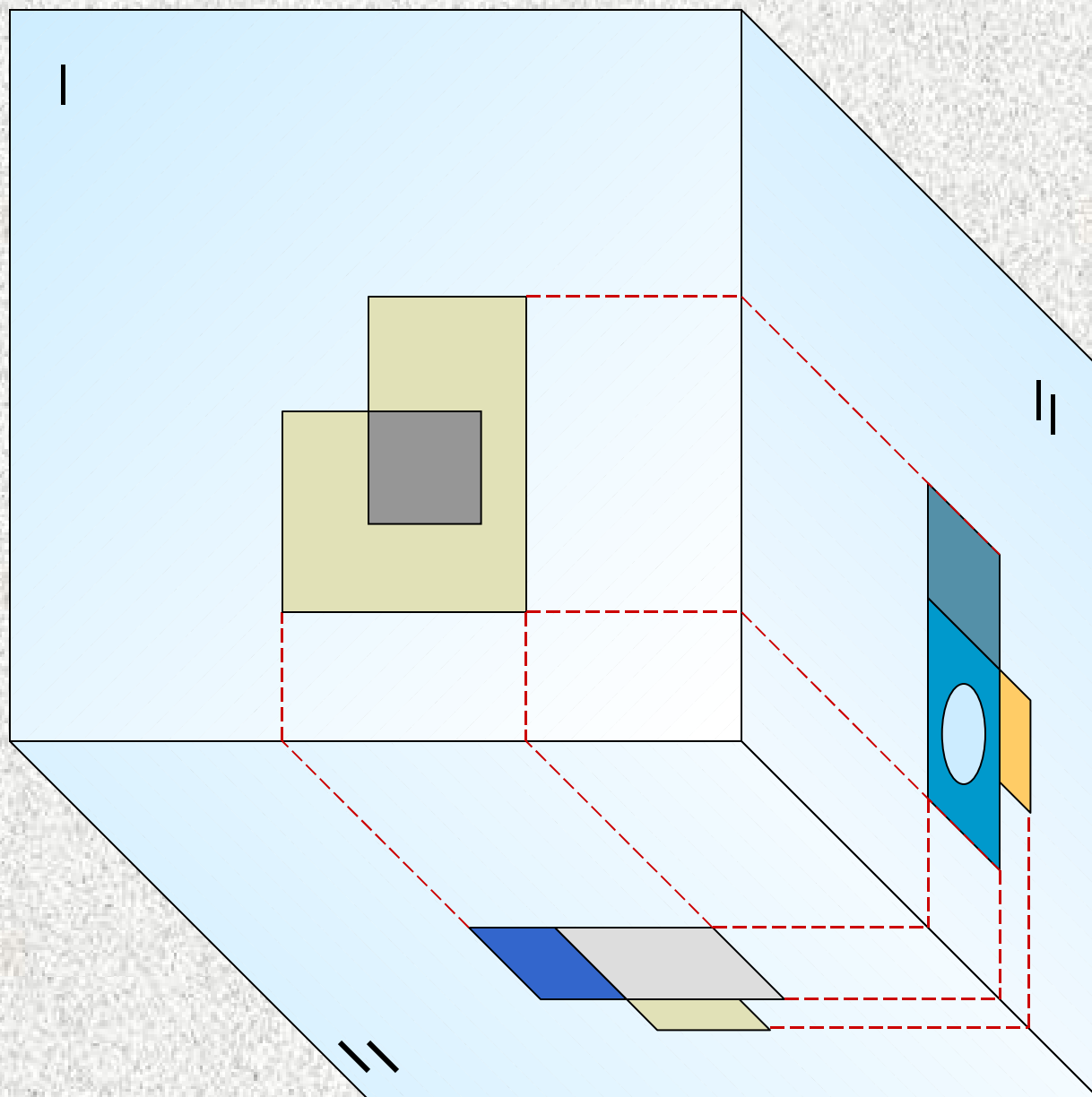


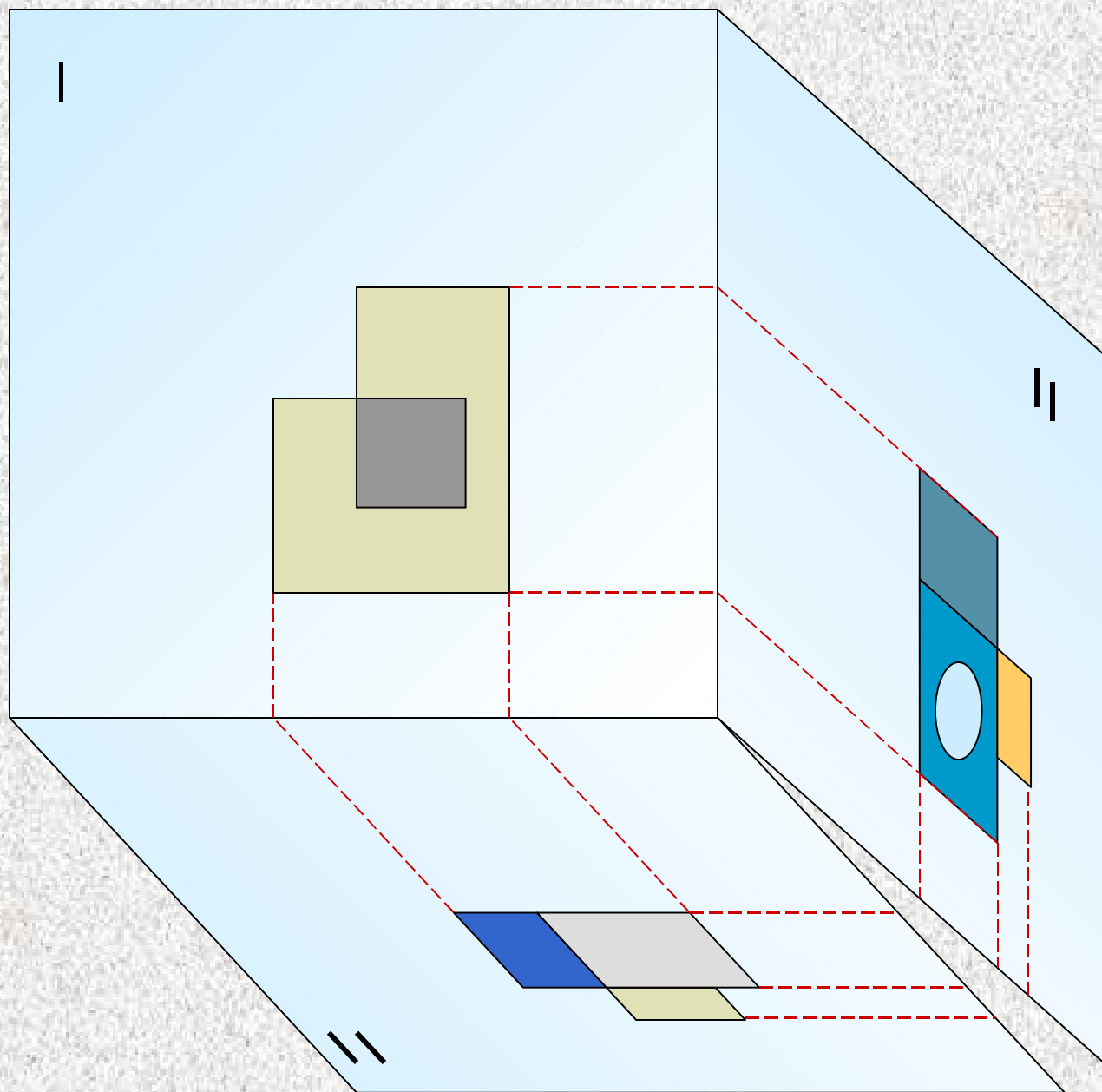


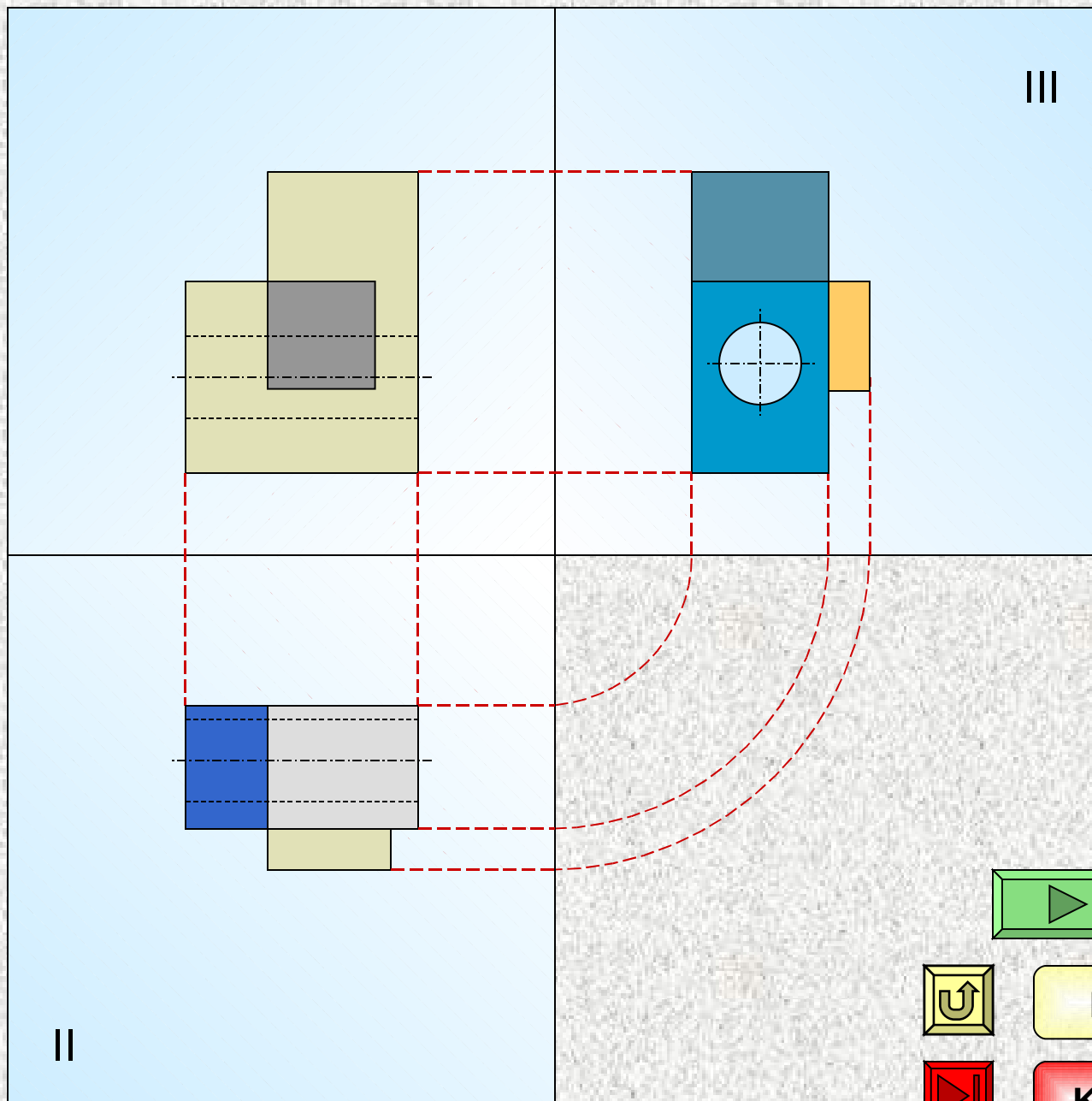
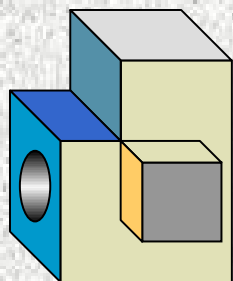


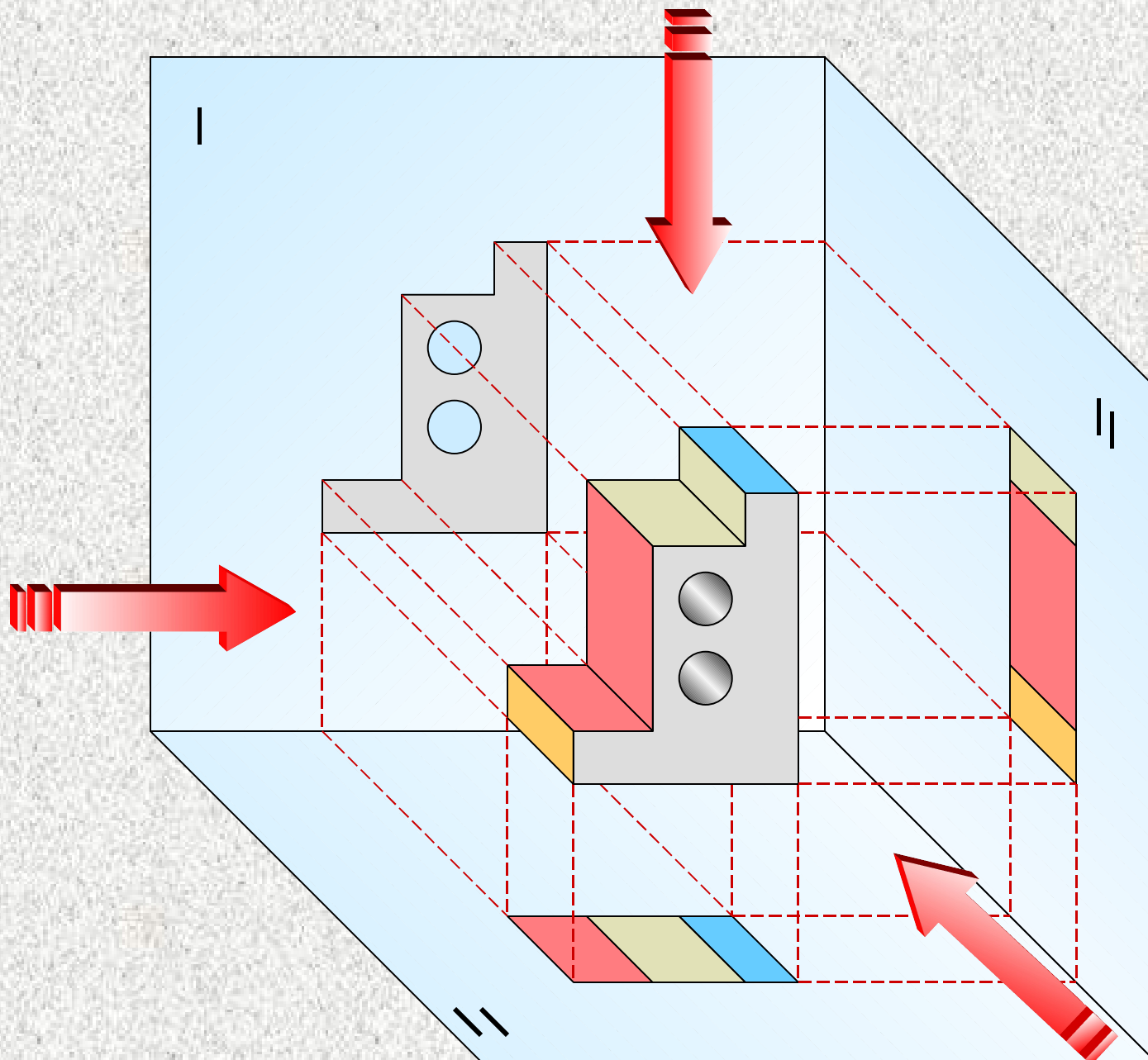


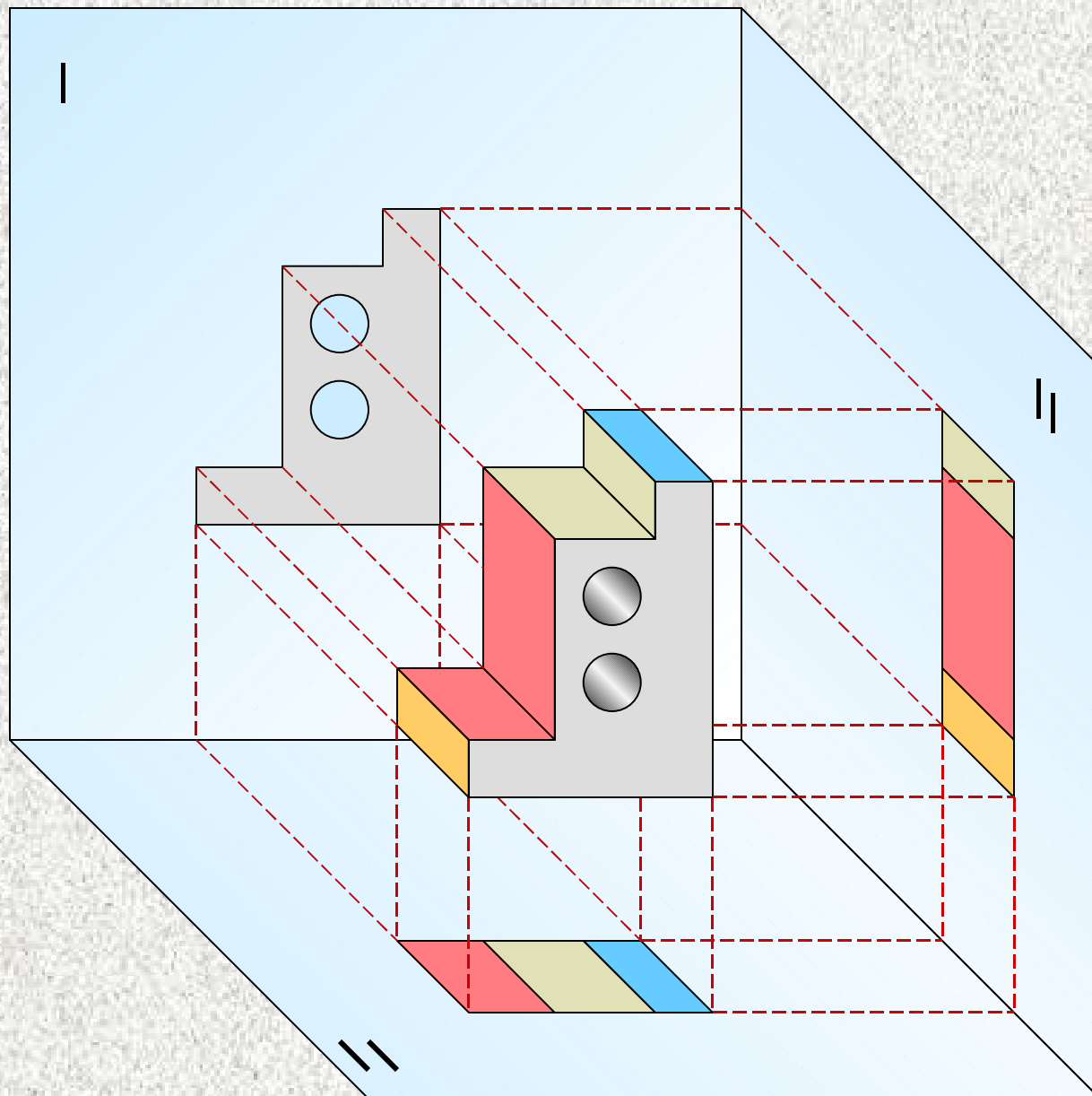


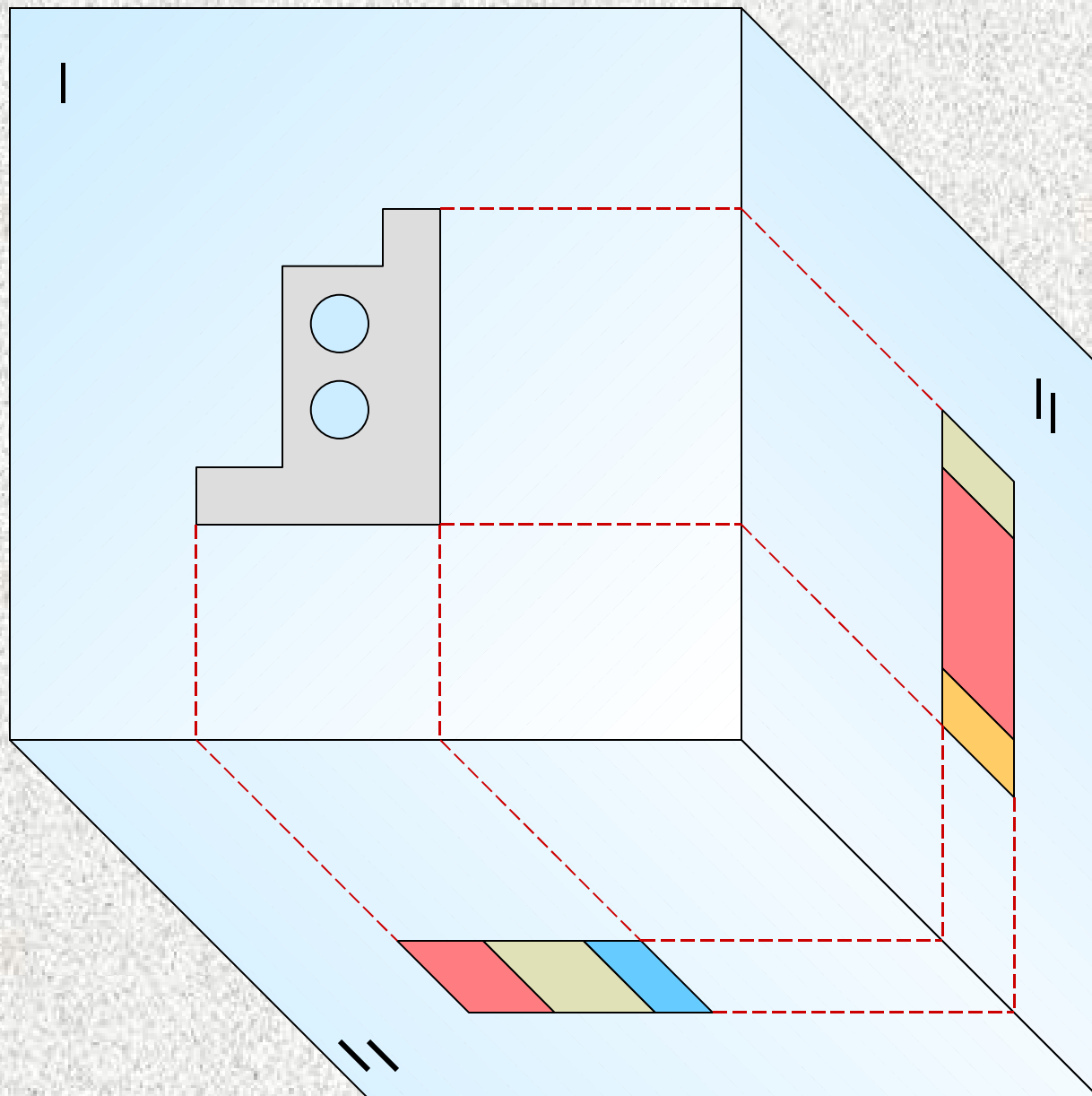


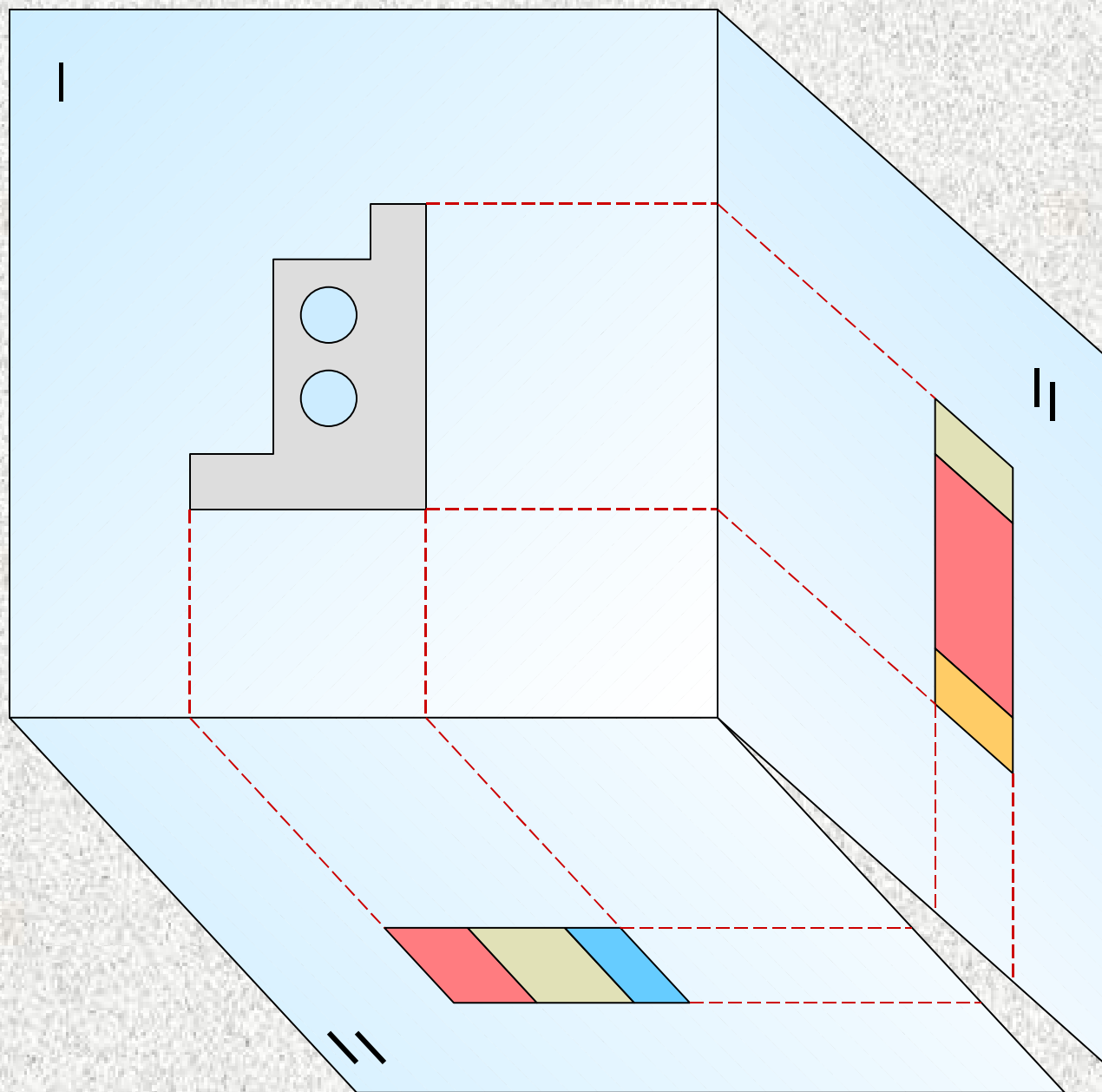


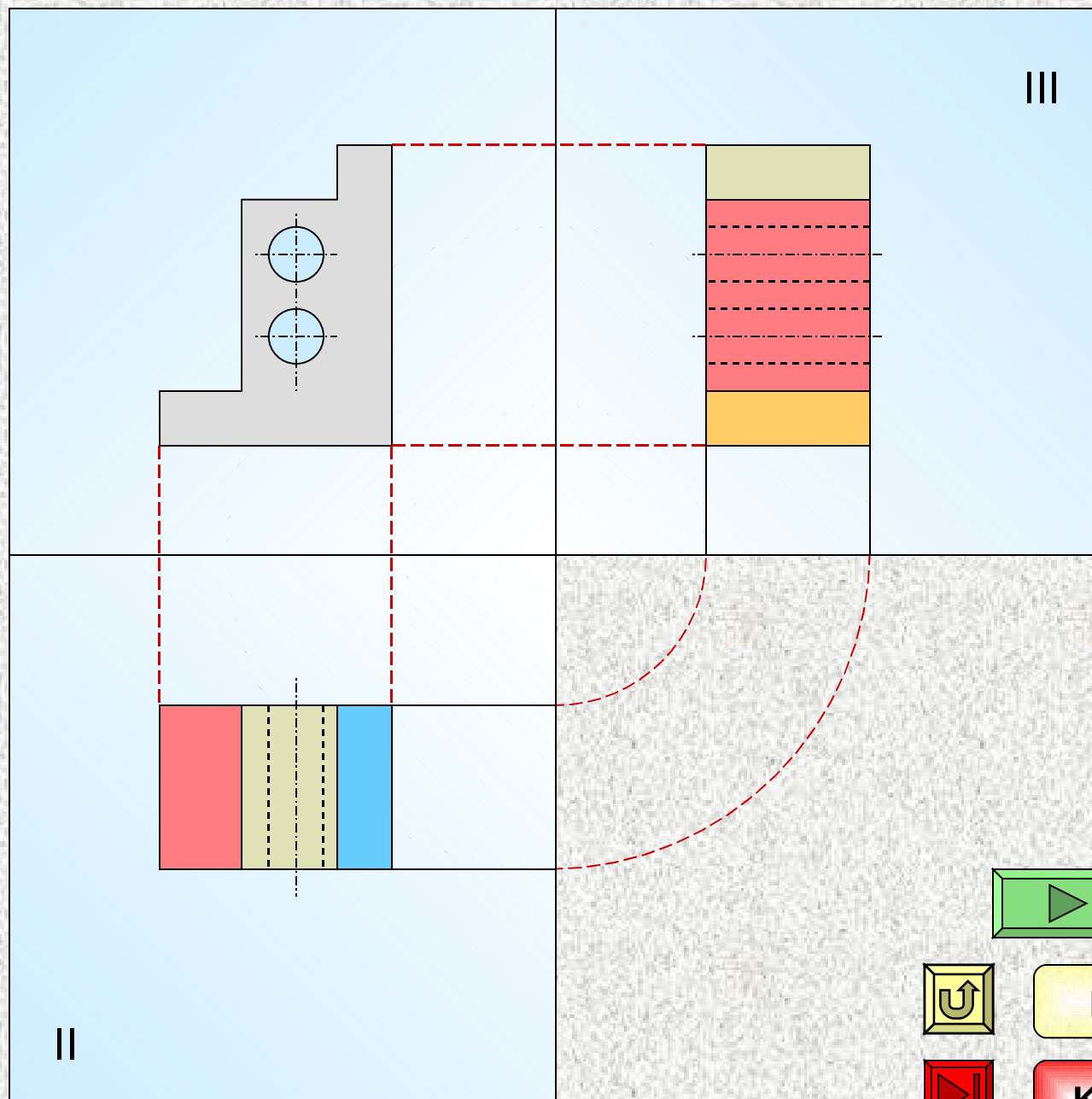
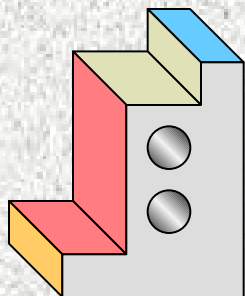






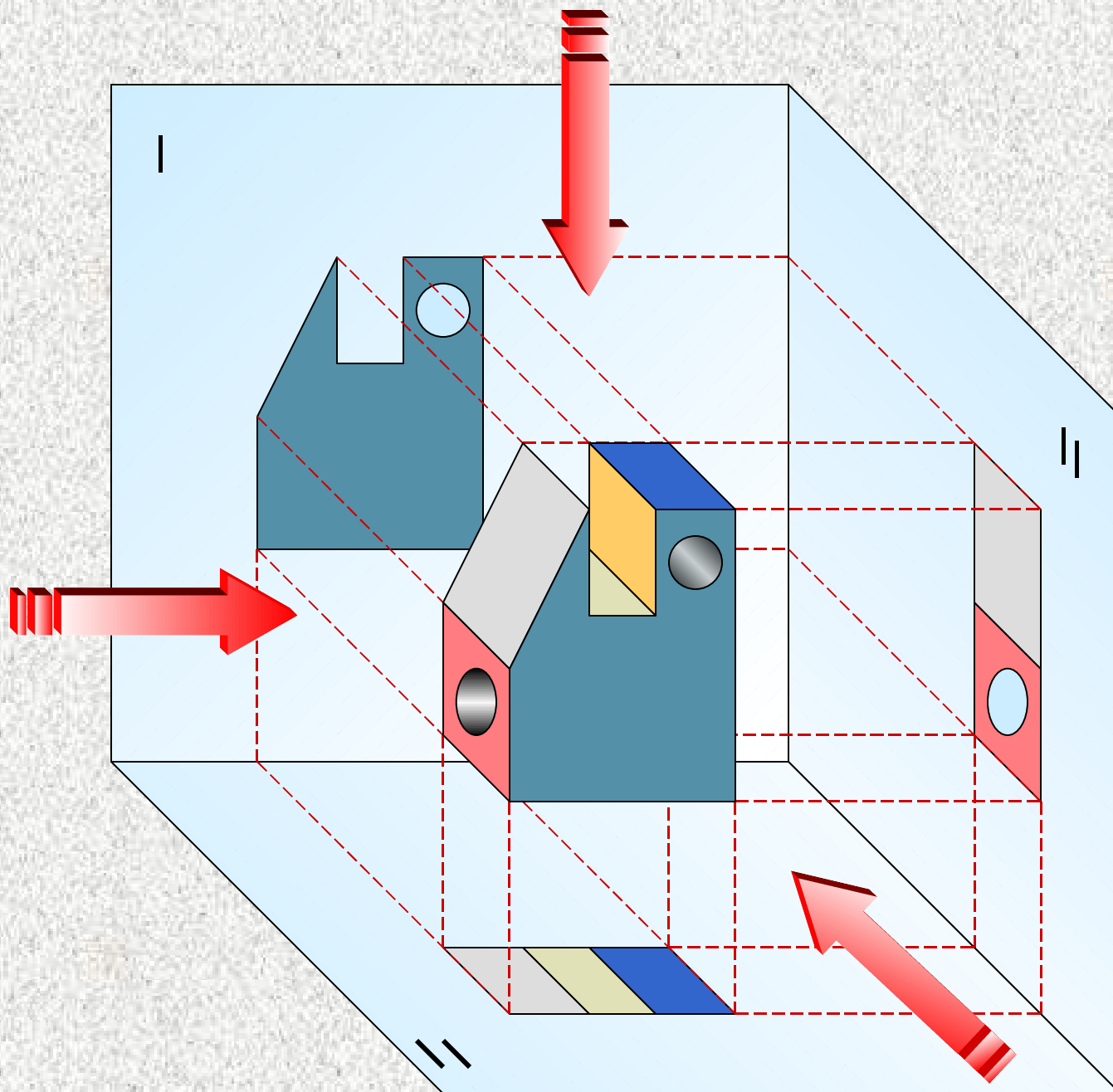


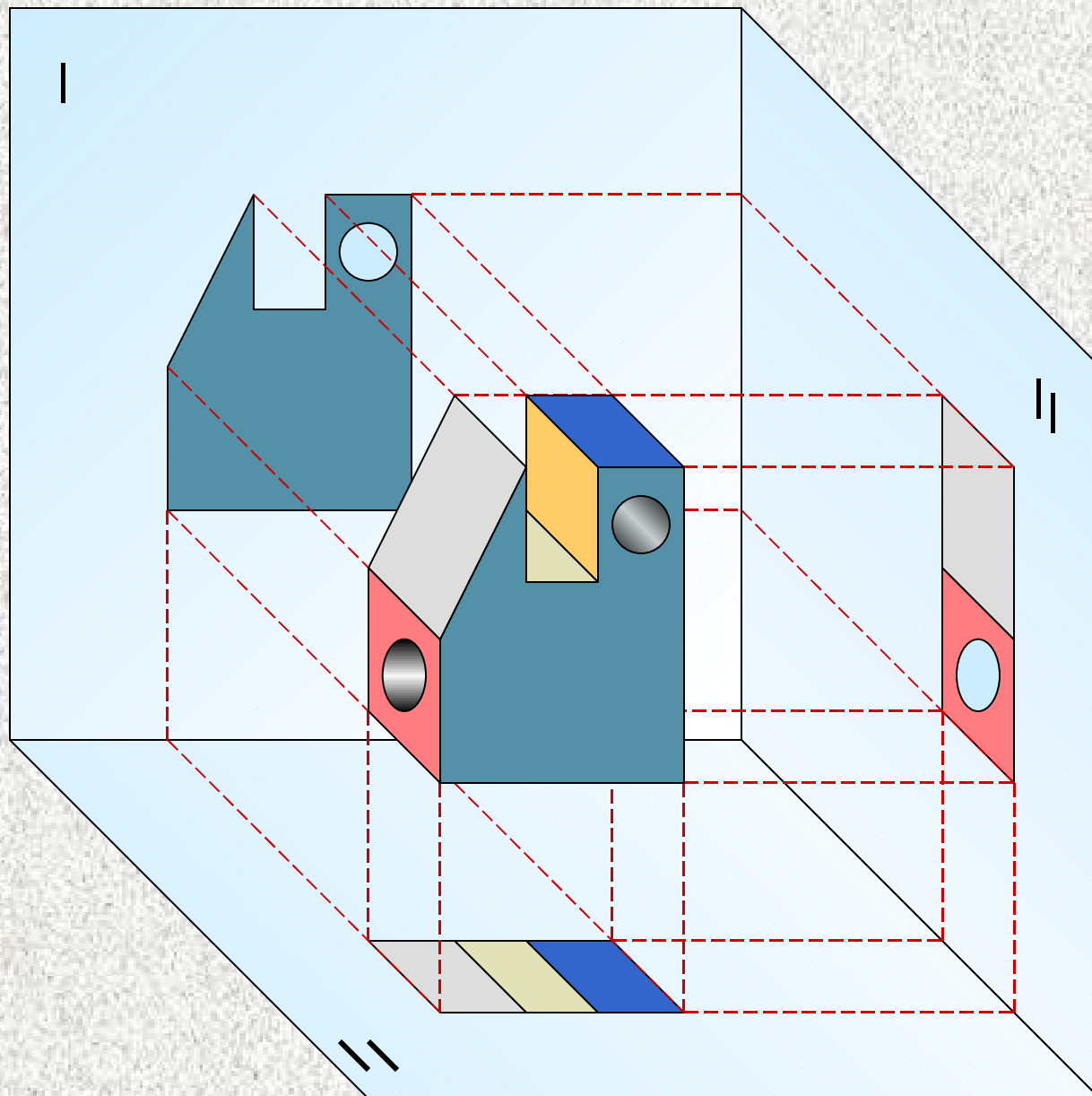


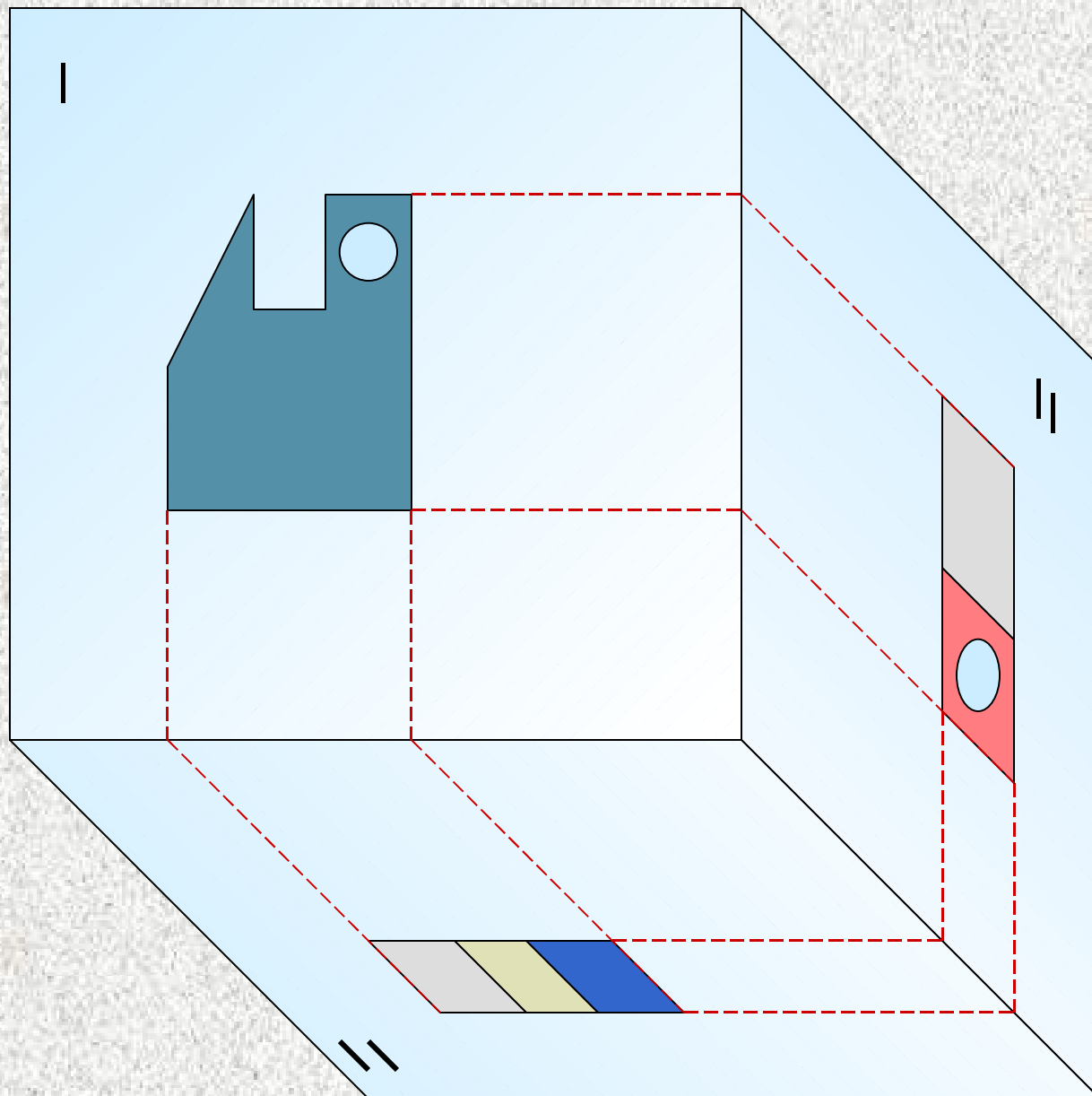


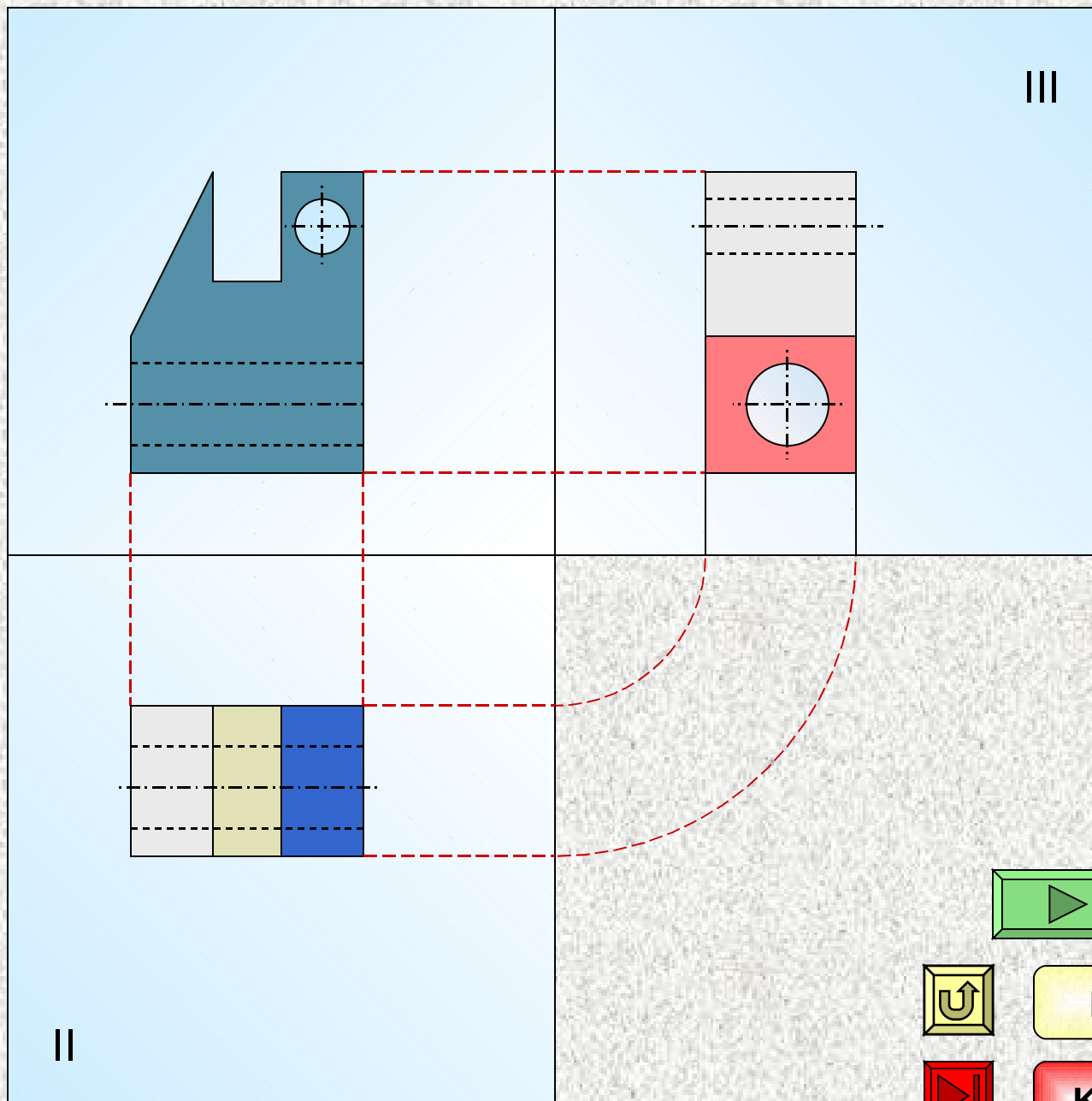
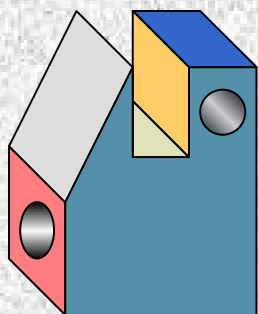
MENU

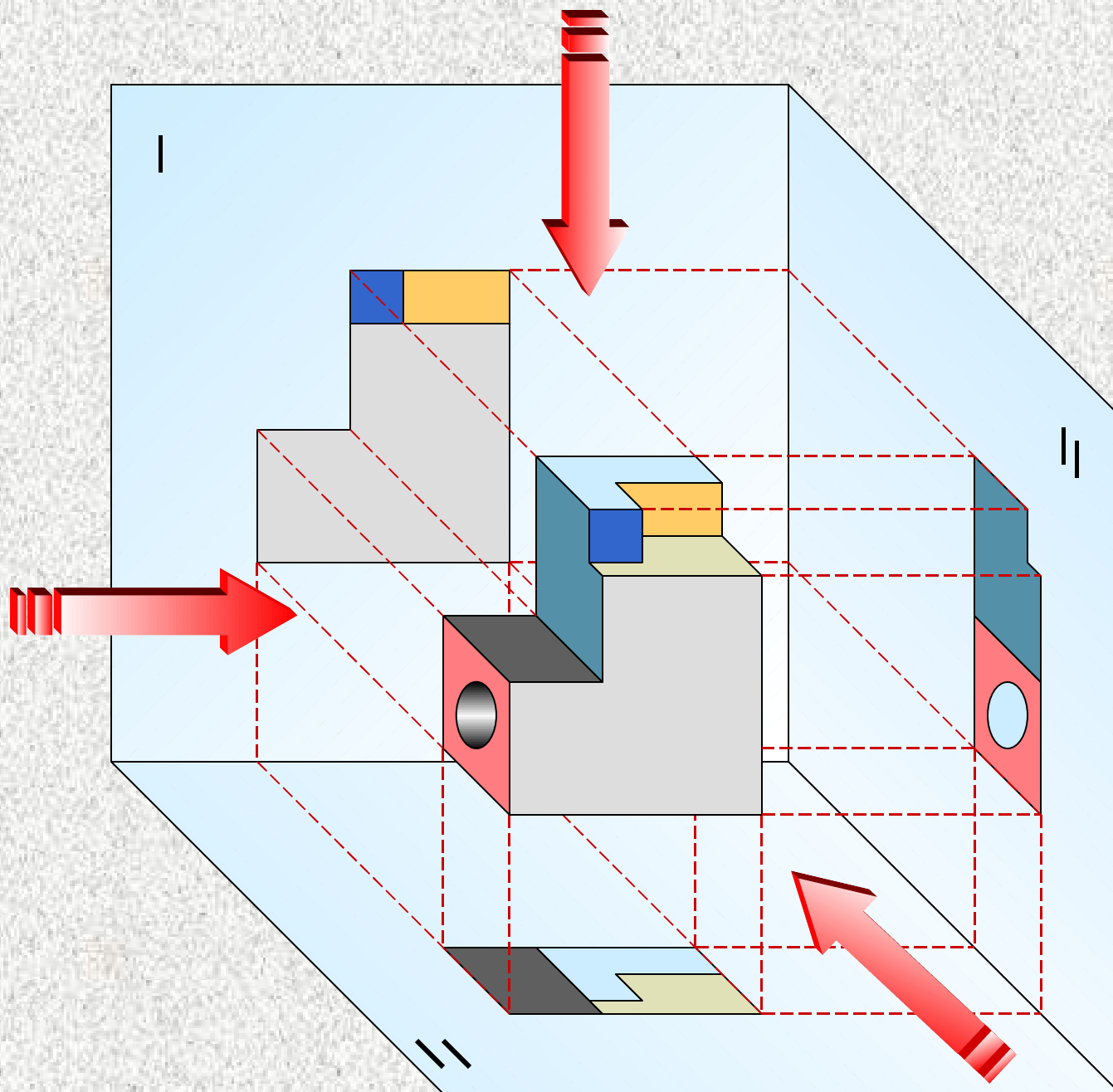
KONIEC

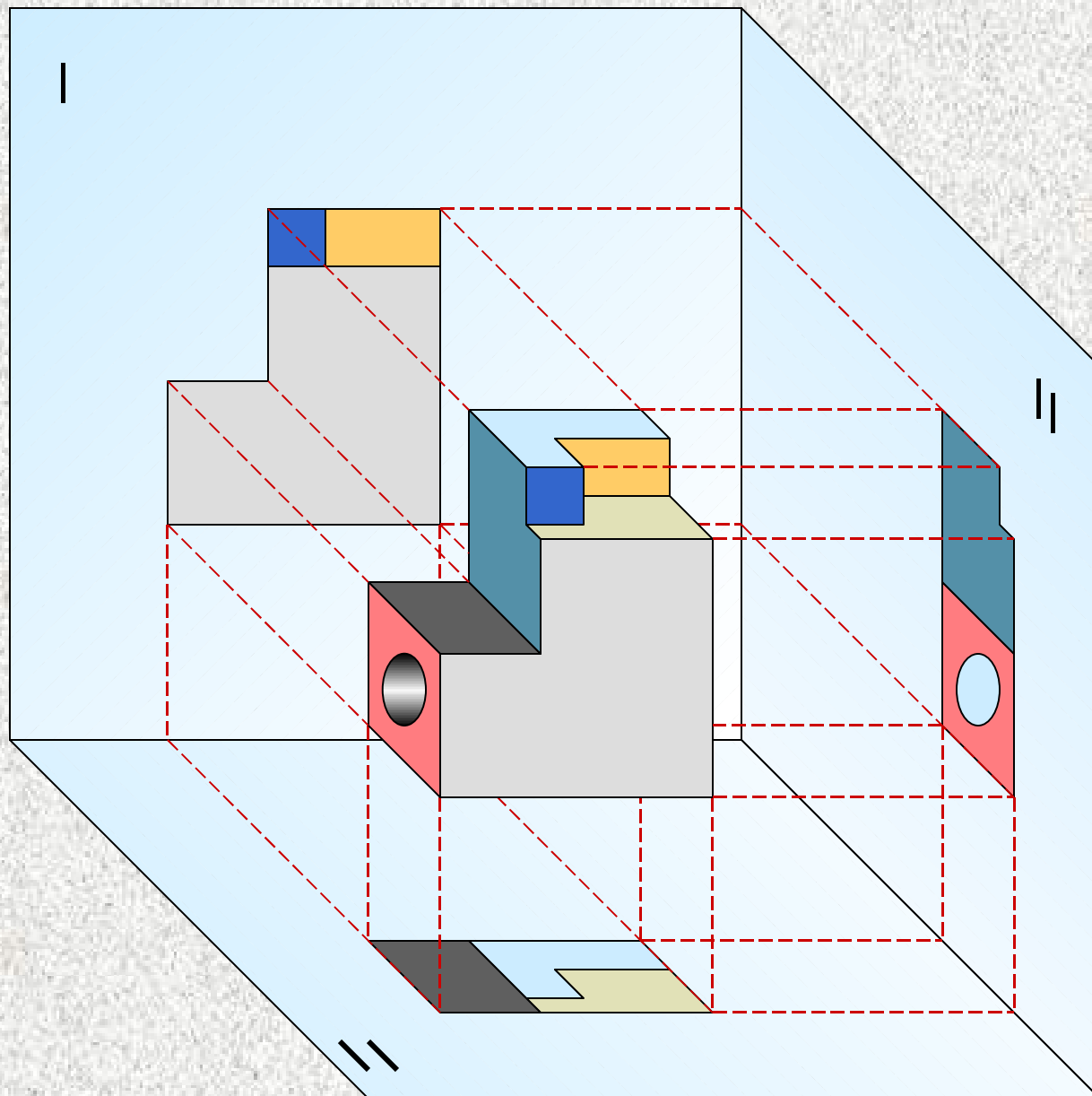


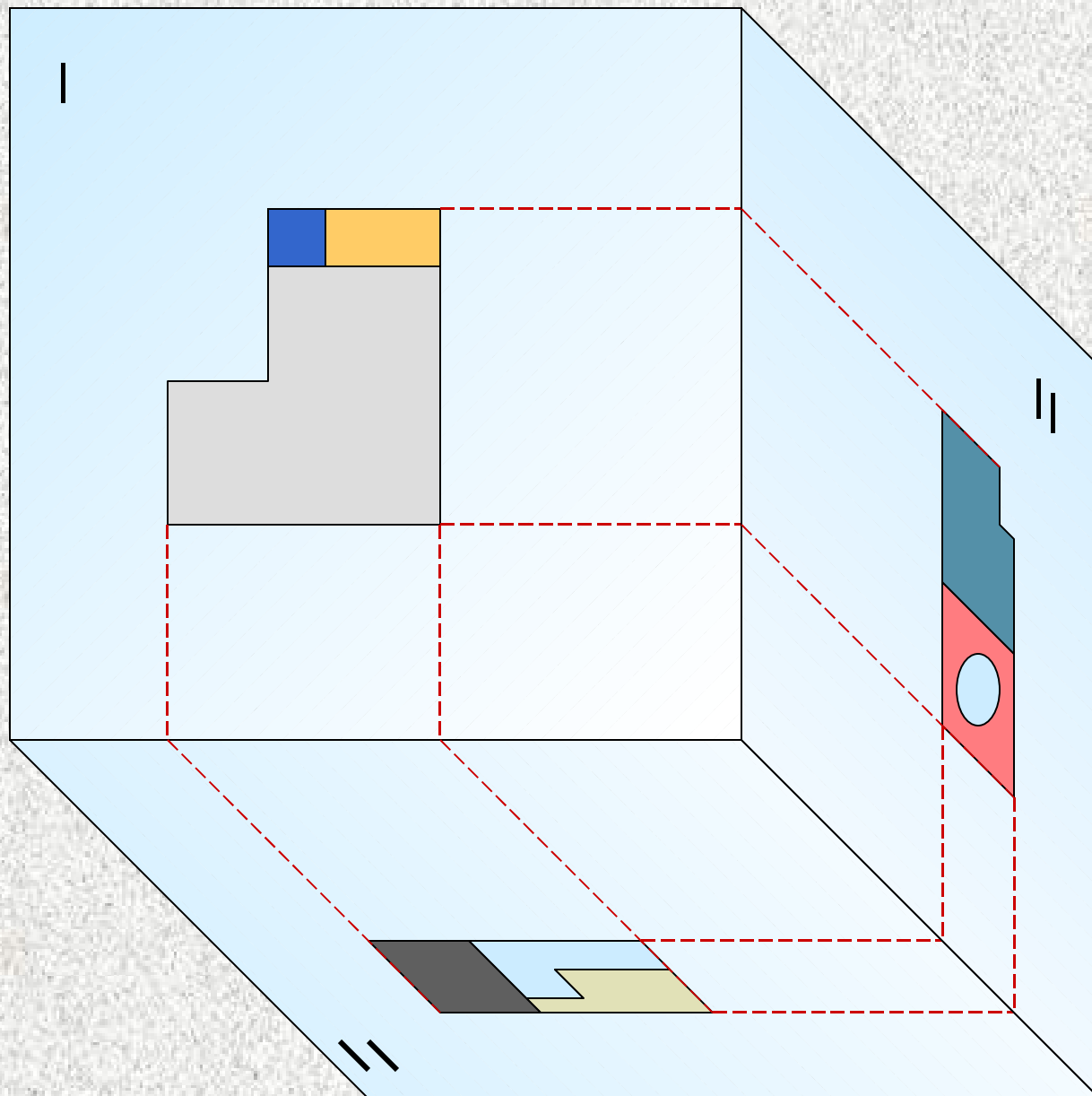


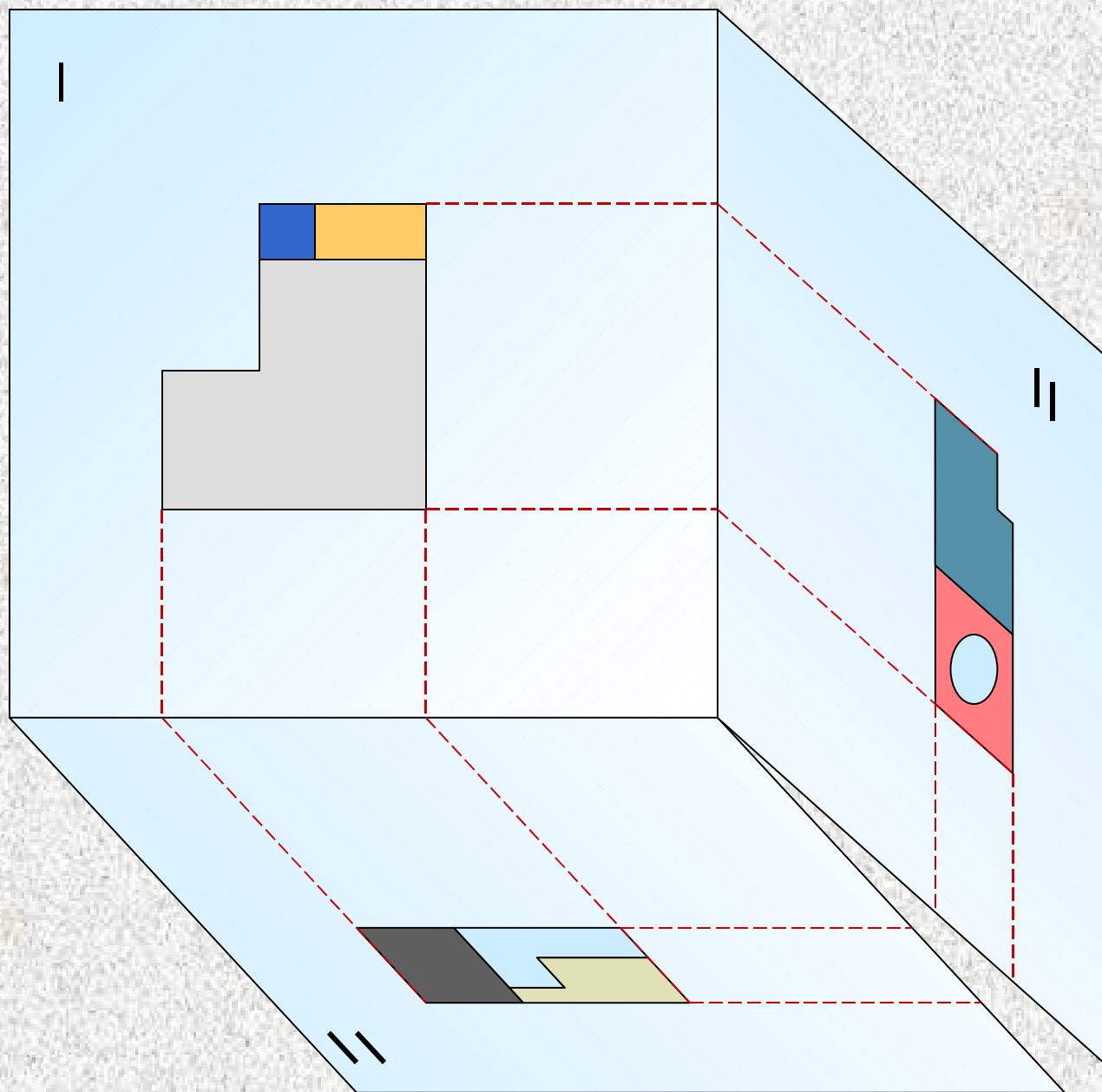


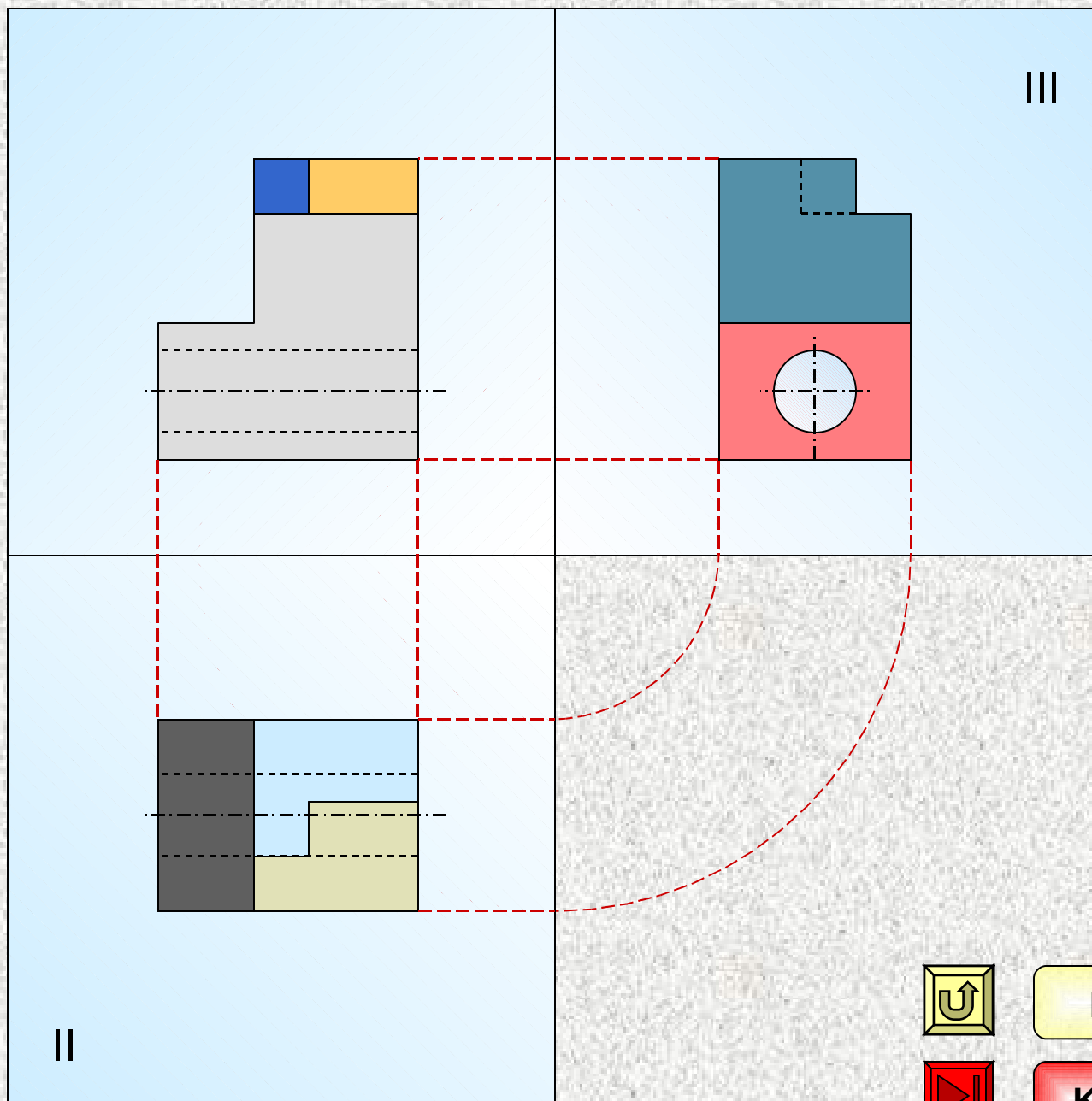
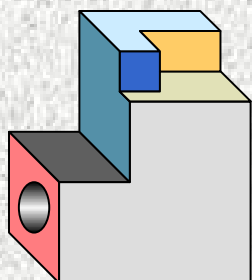










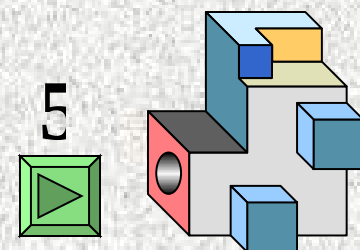
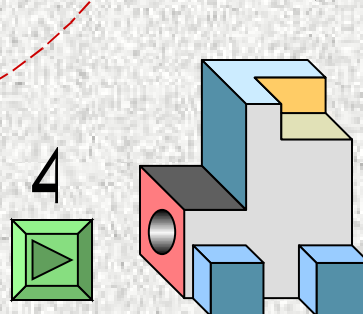
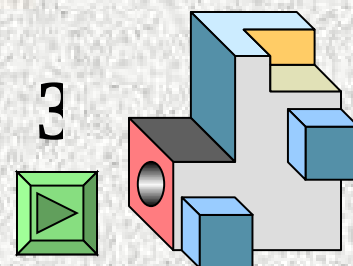
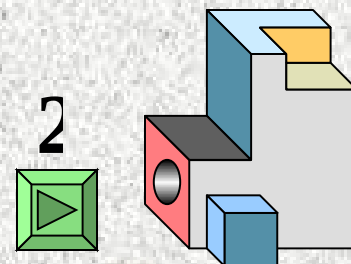
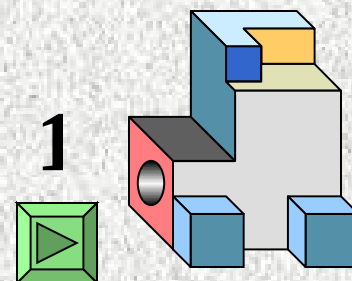
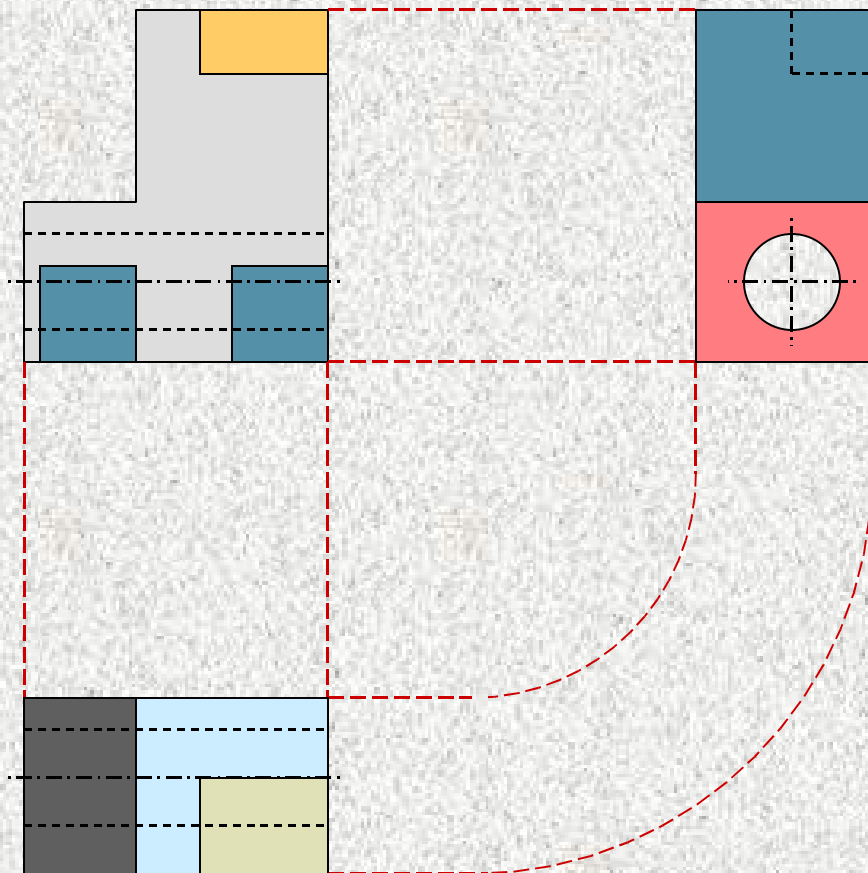


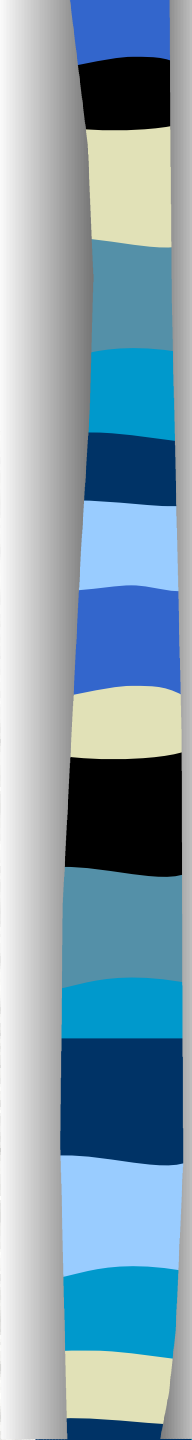
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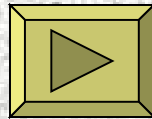
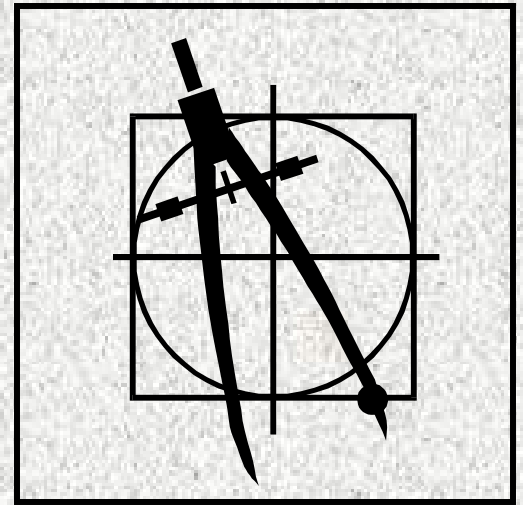
KONIEC

Poniżej przedstawione są rzuty prostokątne jednej z brył znajdujących się obok. Wybierz bryłę, której odpowiadają te rzuty.

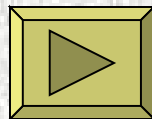




?



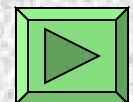
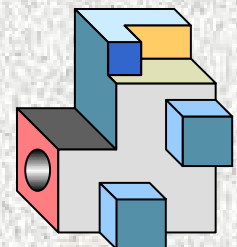
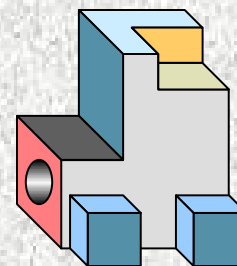
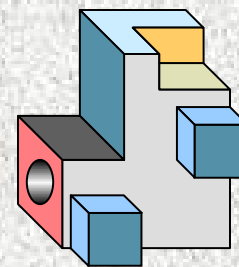
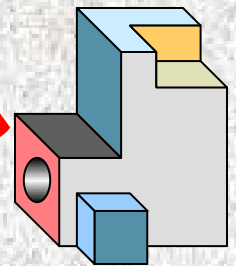
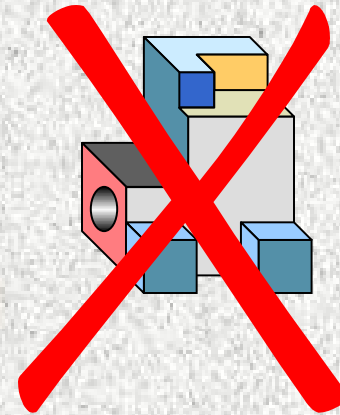
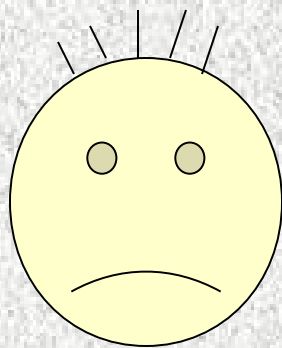
Test I



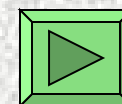
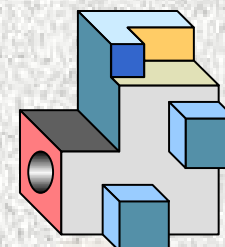
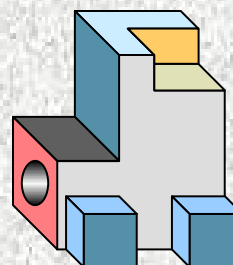
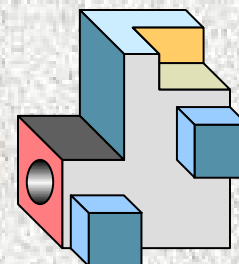
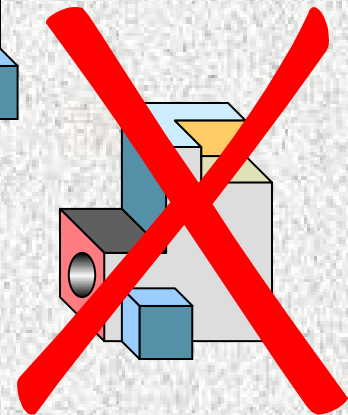
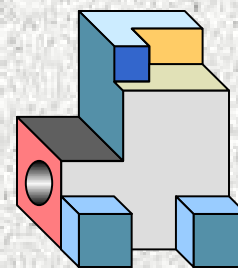
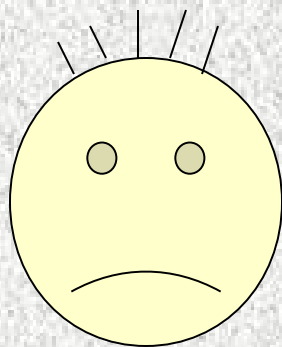
Test II



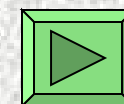
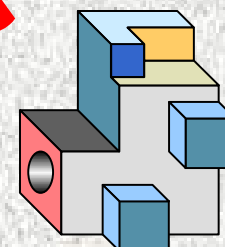
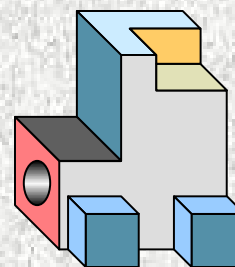
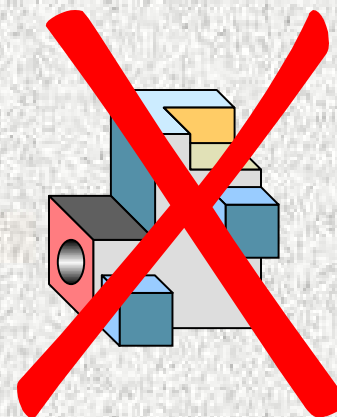
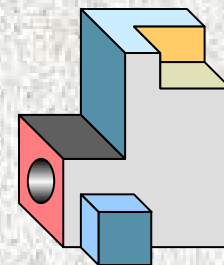
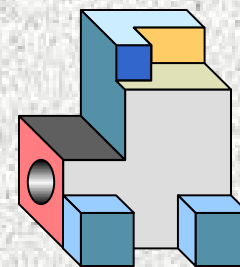
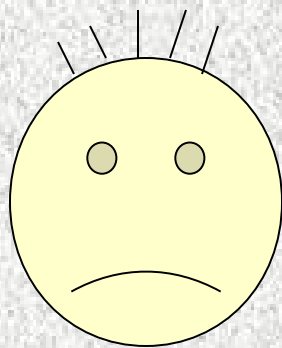
Przykro mi!
To nie jest ta bryła



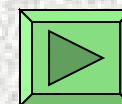
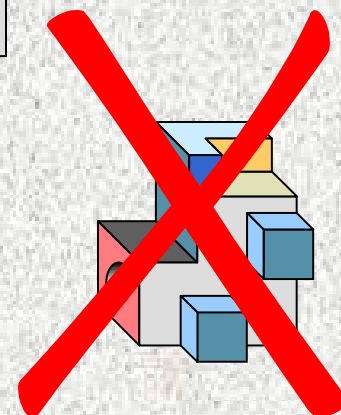
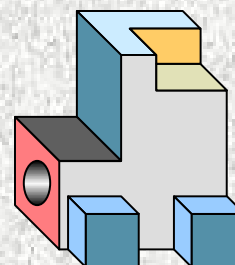
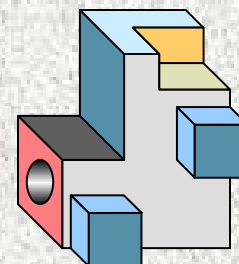
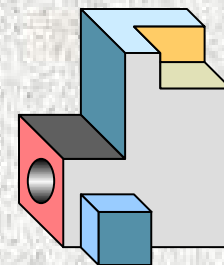
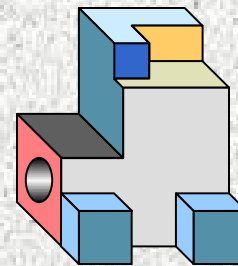
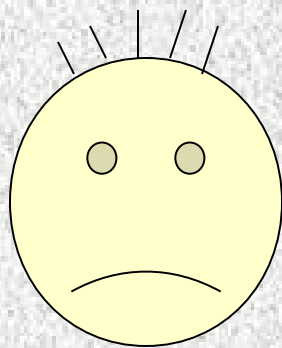
Przykro mi!
To nie jest ta bryła



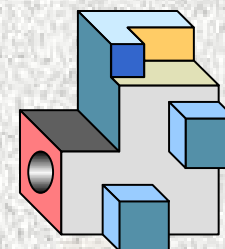
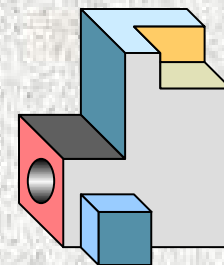
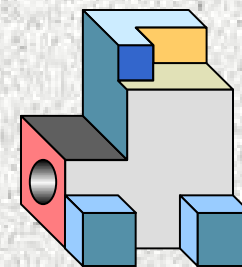
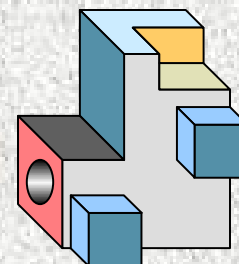
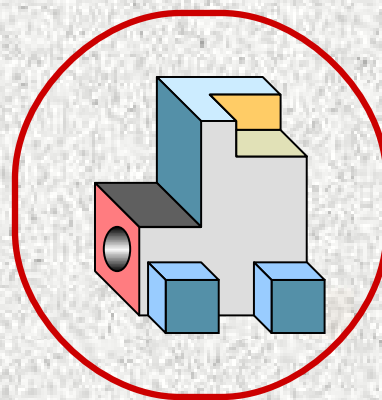
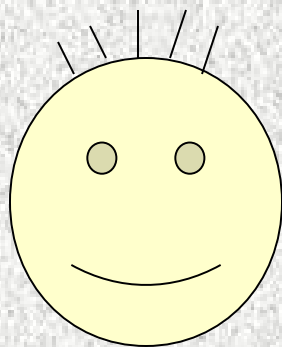
Przykro mi!
To nie jest ta bryła



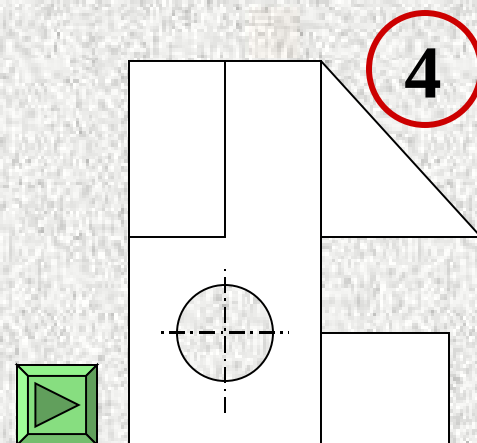
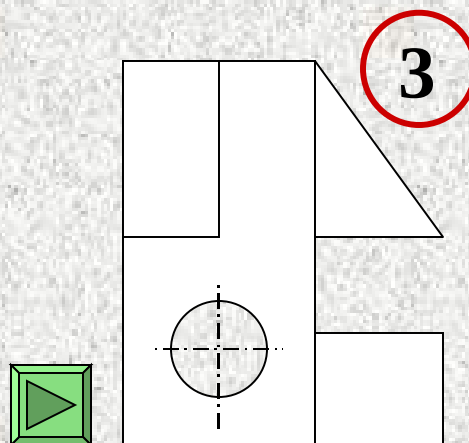
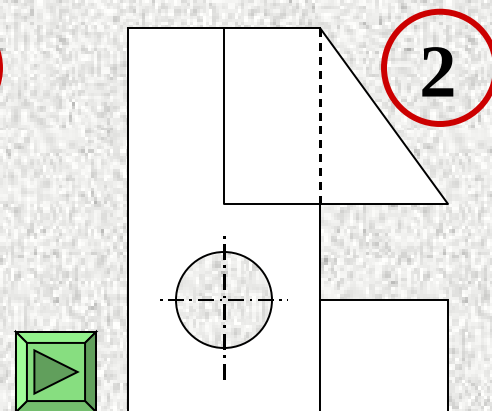
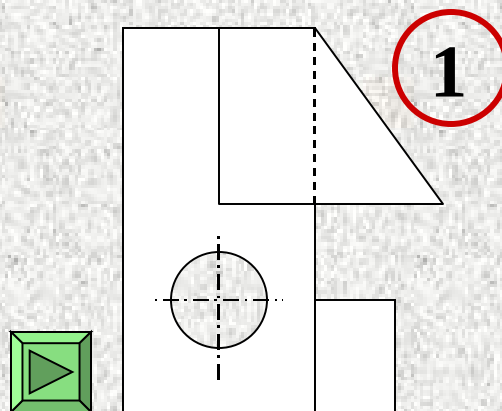
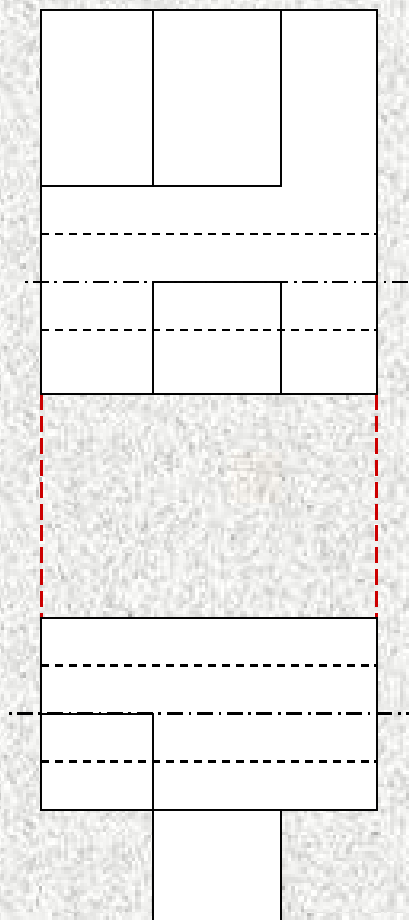
Przykro mi!
To nie jest ta bryła

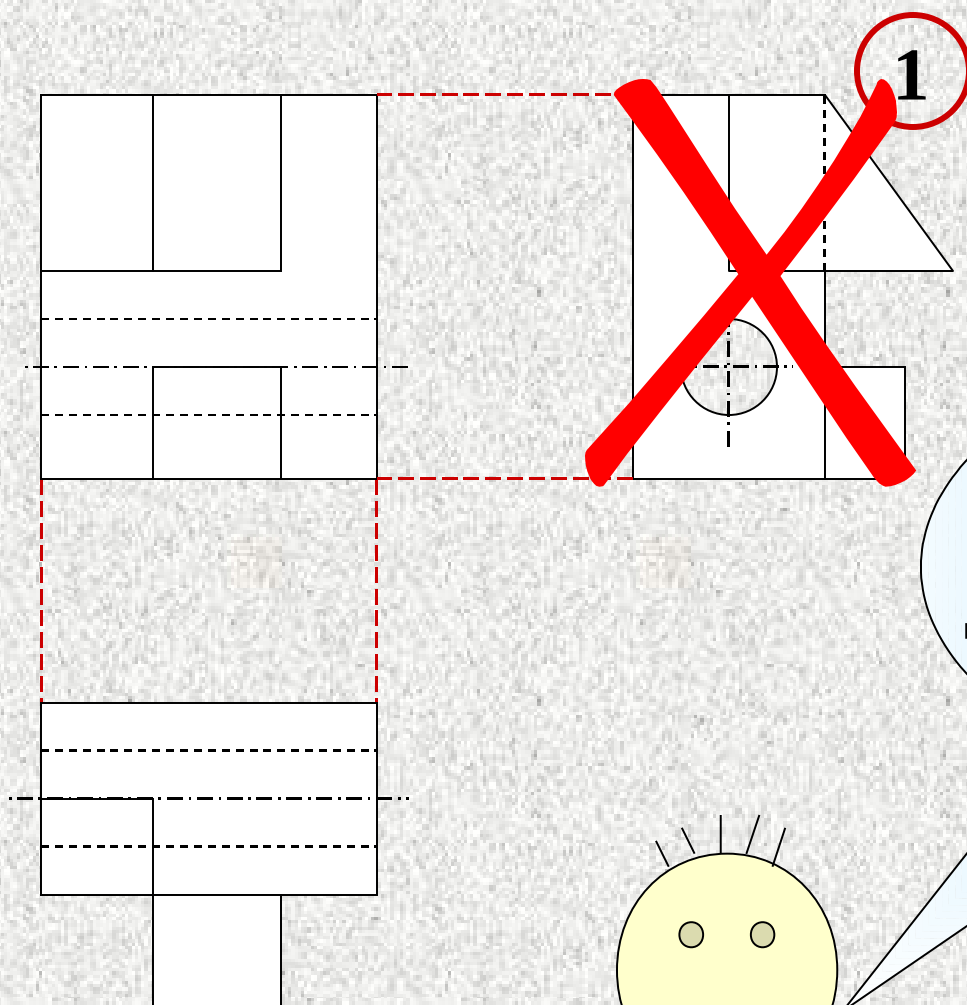


Gratuluje !
Dobrze wybrałeś !

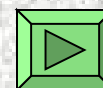
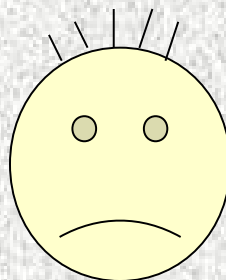


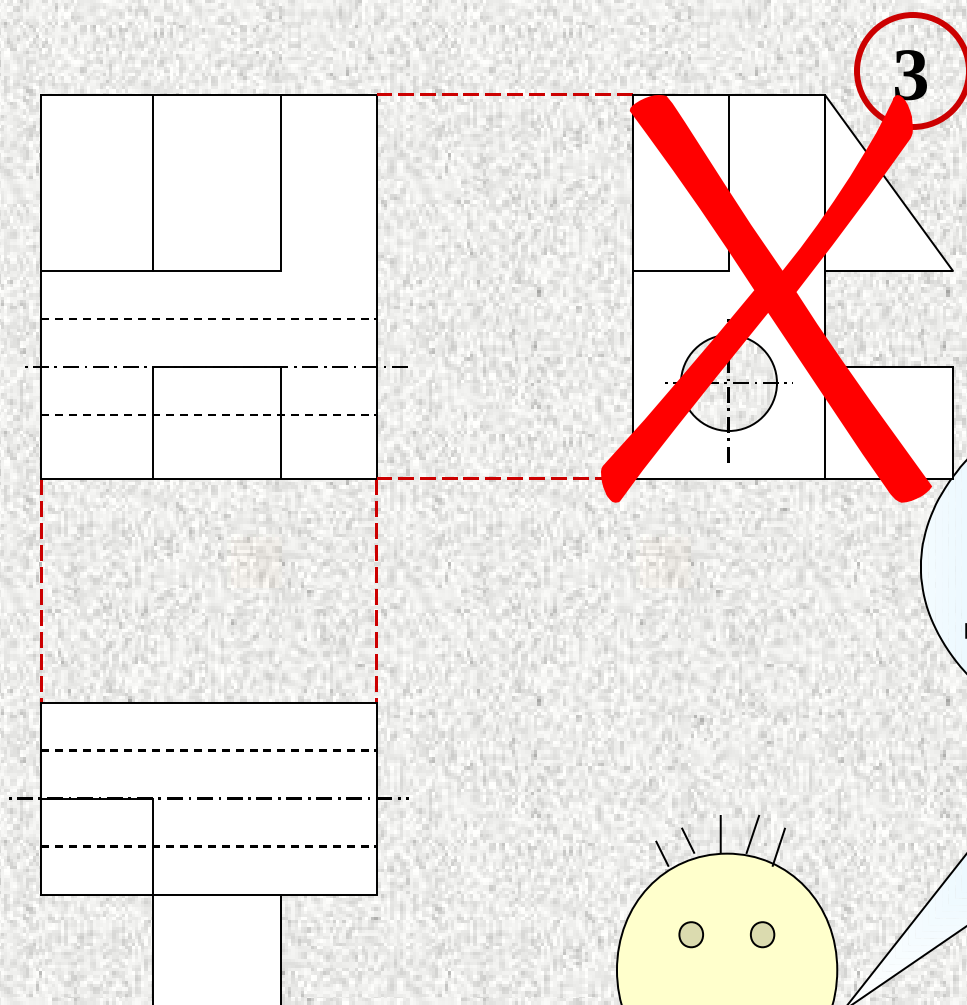
Poniżej przedstawiony jest rzut z przodu i rzut z góry pewnej bryły. Wybierz odpowiadający tym rysunkom rzut z boku spośród przedstawionych obok.





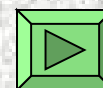
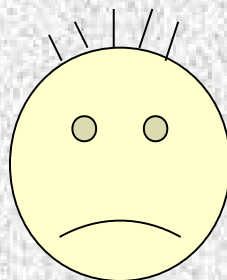
**Przykro mi !
To nie jest ten rzut.**

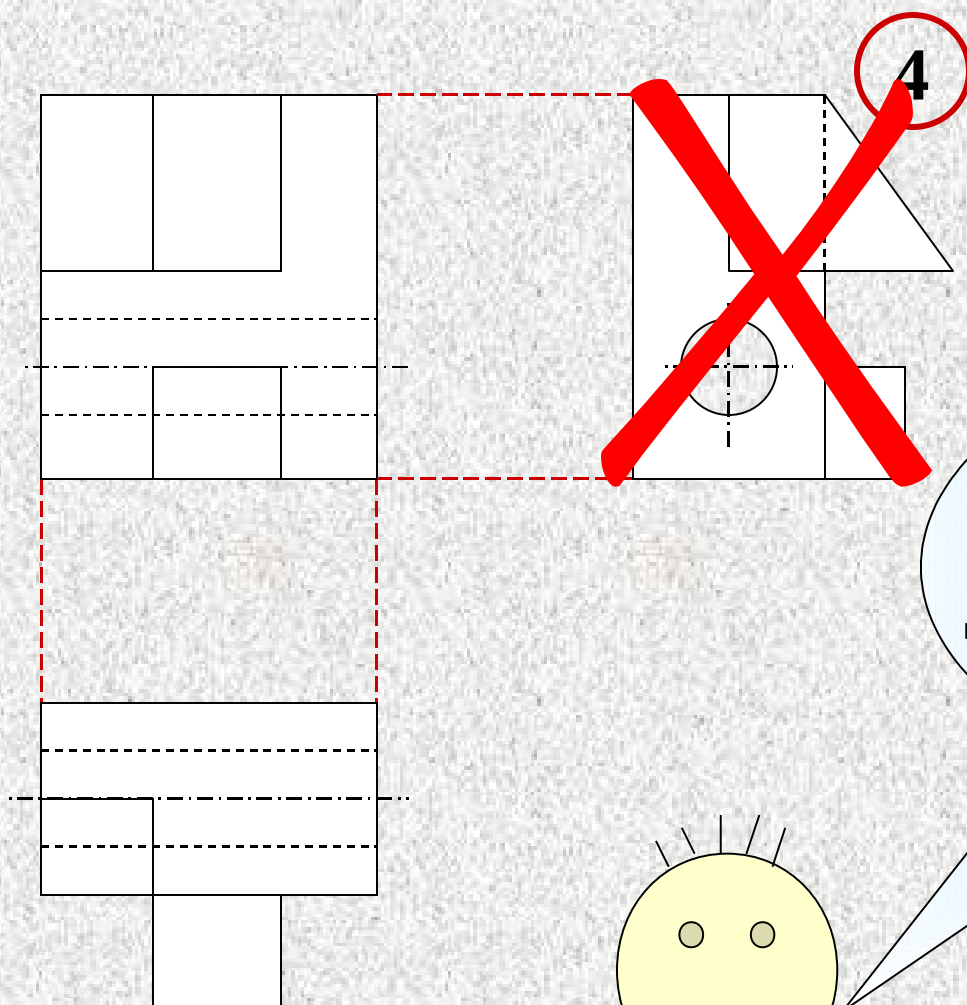




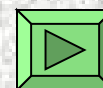
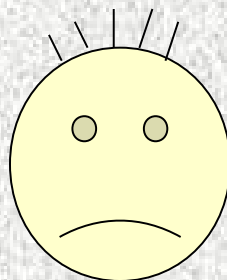
3

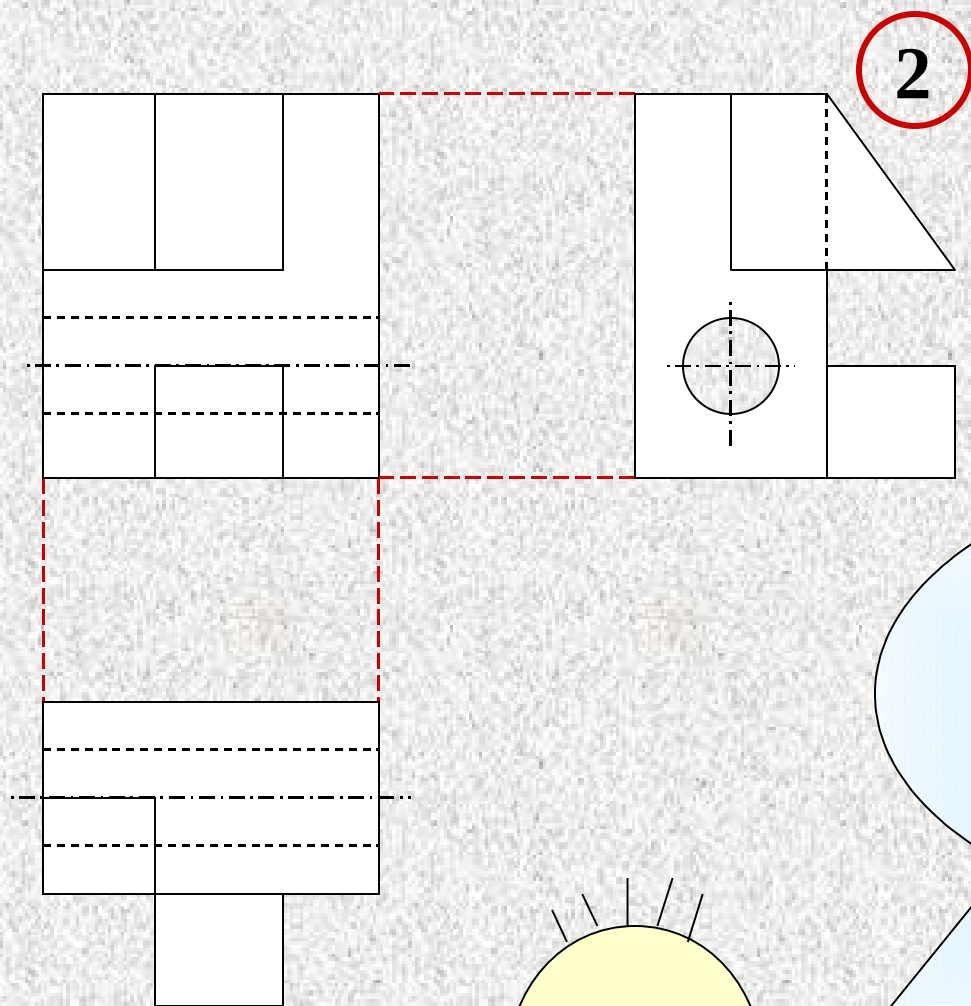
**Przykro mi !
To nie jest ten rzut.**



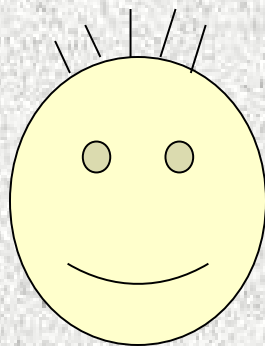


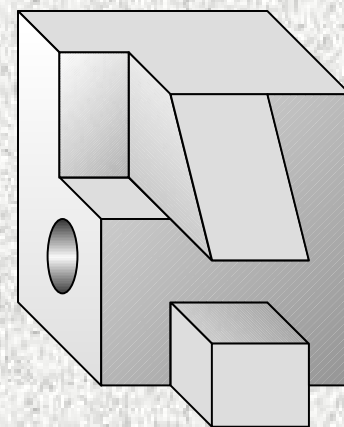
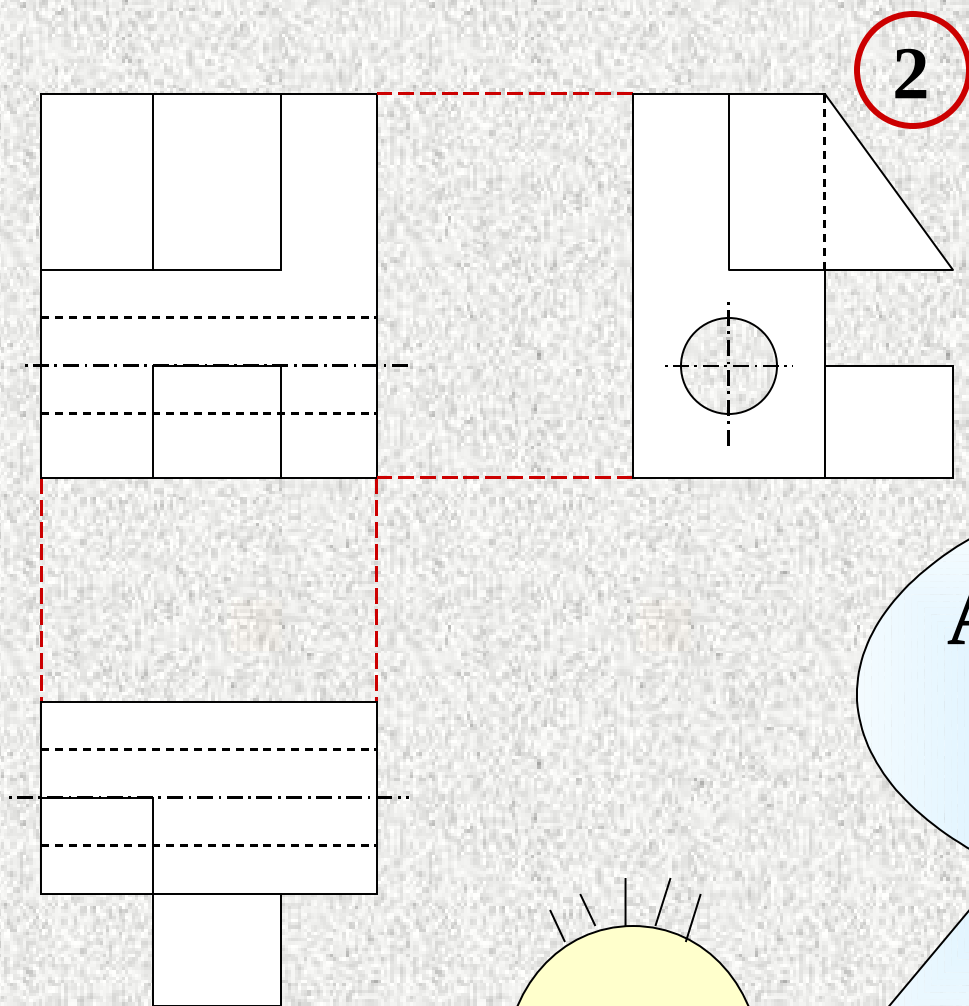
**Przykro mi !
To nie jest ten rzut.**





Doskonale !
To jest ten rzut.





**A oto bryła, której
rzuty są
przedstawione.**

