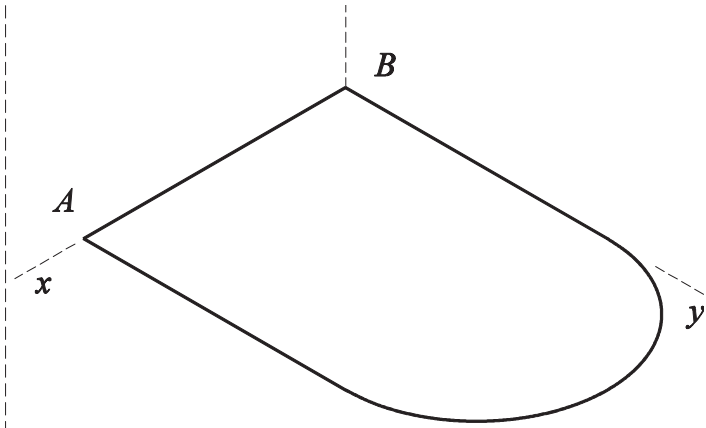
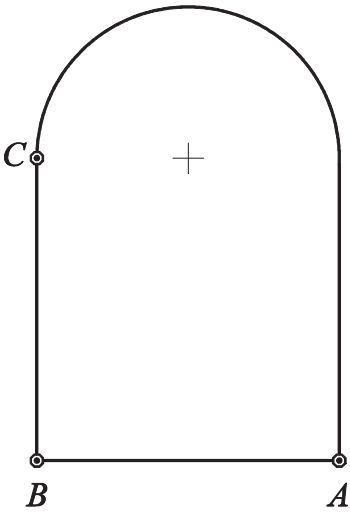


3. Technical isometry

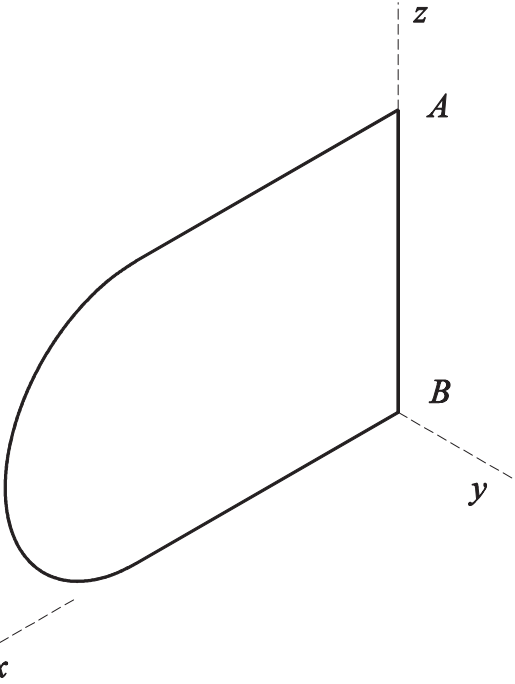
3.1. In technical isometry construct the planar figure given by its orthogonal projection.

Point B lies at origin O . The figure lies

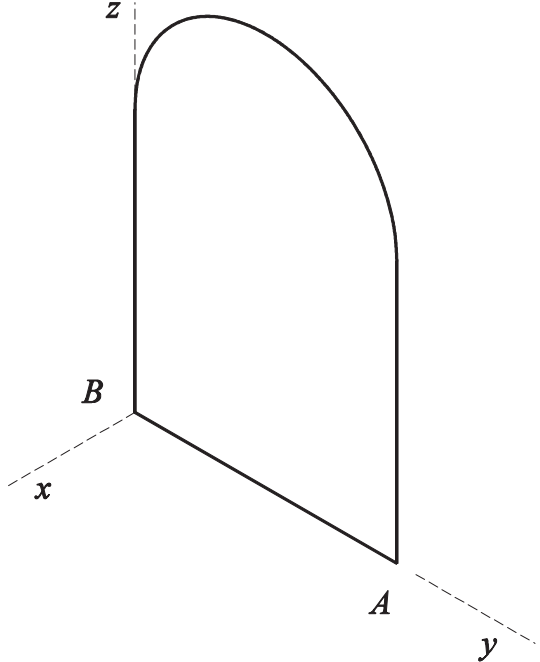
- a) in the plane (x, y) , $A \in x$, choose solution for $x_A > 0$ and $y_C > 0$,
- b) in the plane (x, z) , $A \in z$, choose solution for $z_A > 0$ and $x_C > 0$,
- c) in the plane (y, z) , $A \in y$, choose solution for $y_A > 0$ and $z_C > 0$.



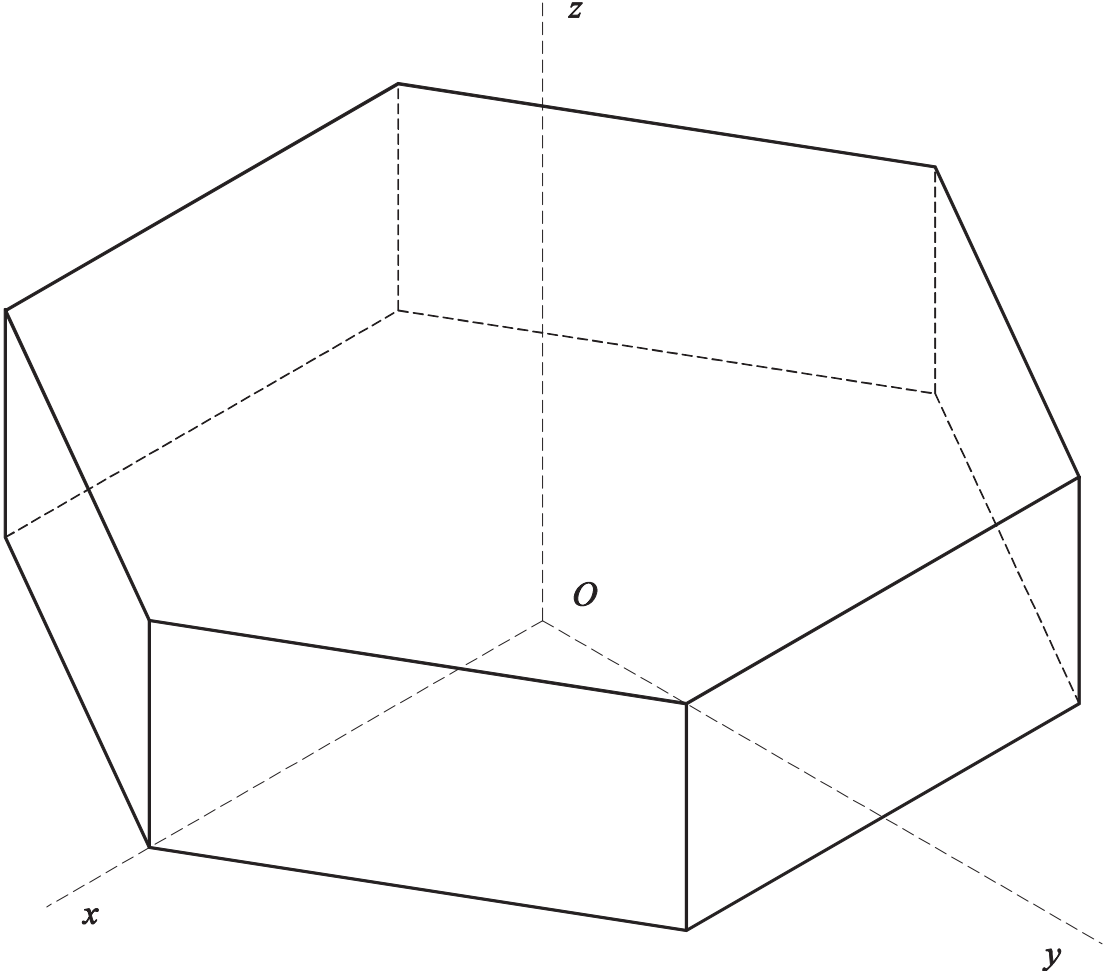
b)



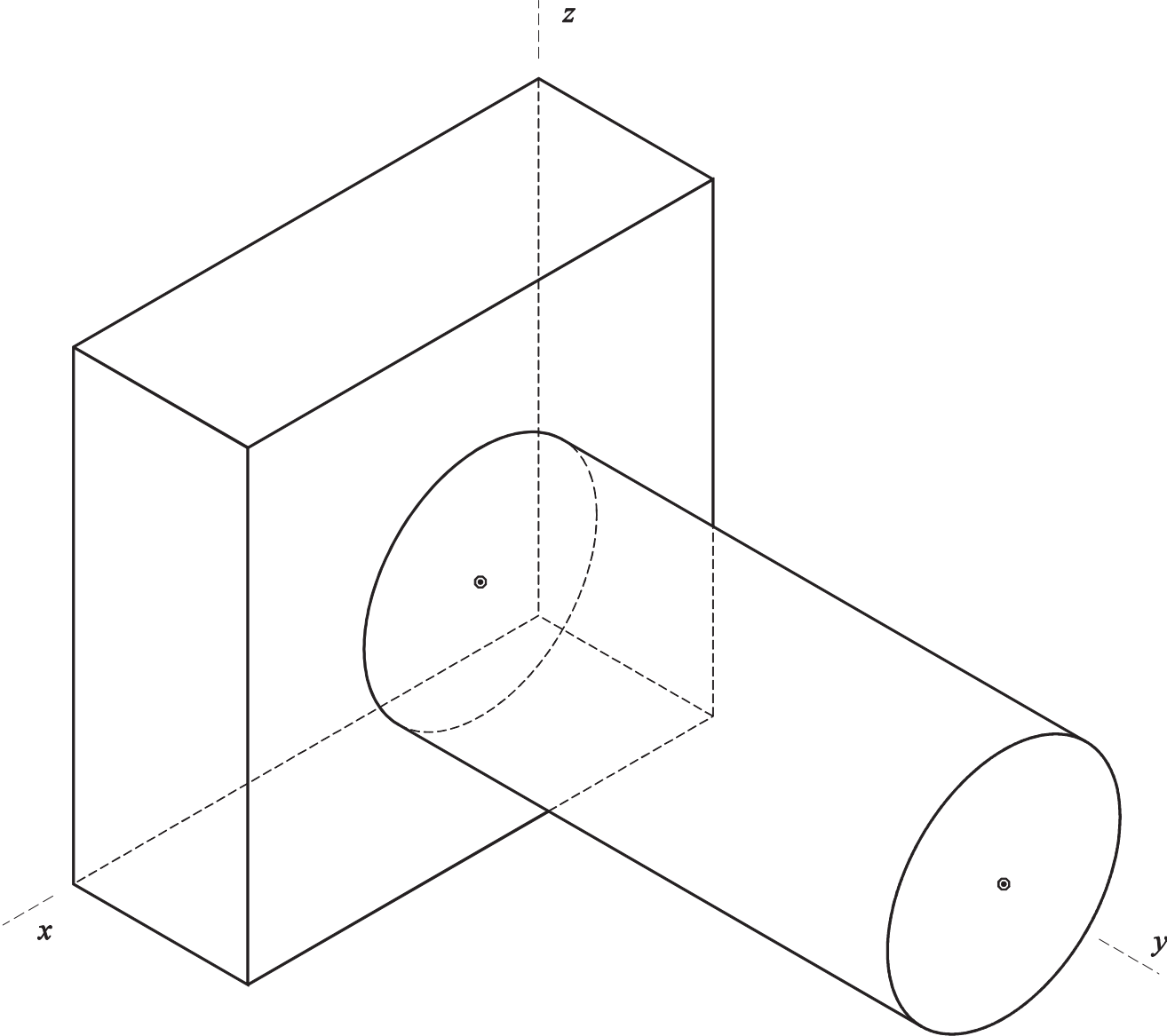
c)



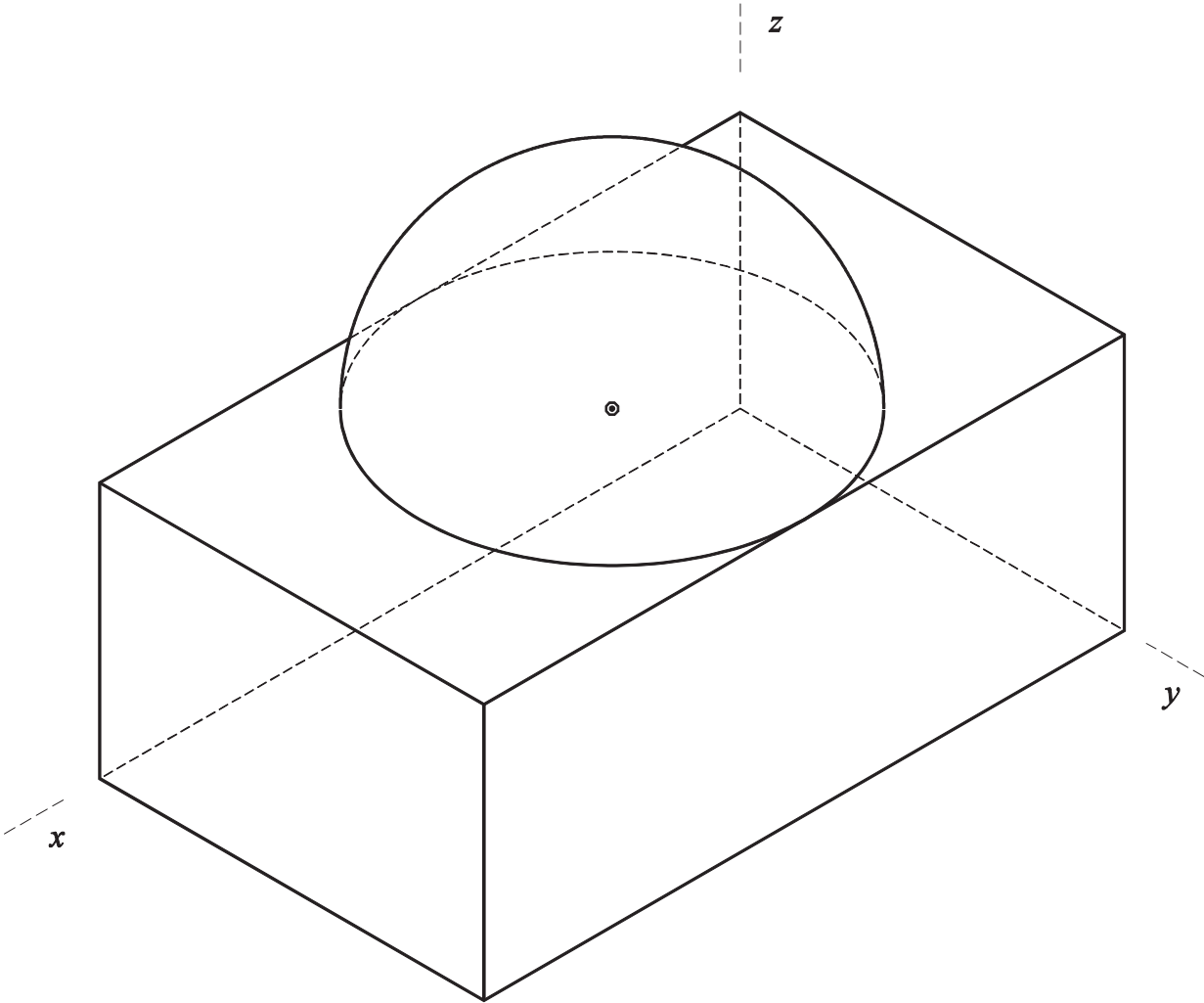
3.2. In technical isometry construct the regular hexagonal prism given by its orthogonal projections in scale 1:2. Measure all dimensions you need. Indicate the visibility.



3.3. In technical isometry construct the object given by its orthogonal projections in scale 1:2. Measure all dimensions you need. Indicate the visibility.



3.4. In technical isometry construct the object given by its orthogonal projections in scale 1:2. Measure all dimensions you need. Indicate the visibility.



3.5. In technical isometry construct the object given by its orthogonal projections in scale 1:2. Measure all dimensions you need. Indicate the visibility.

