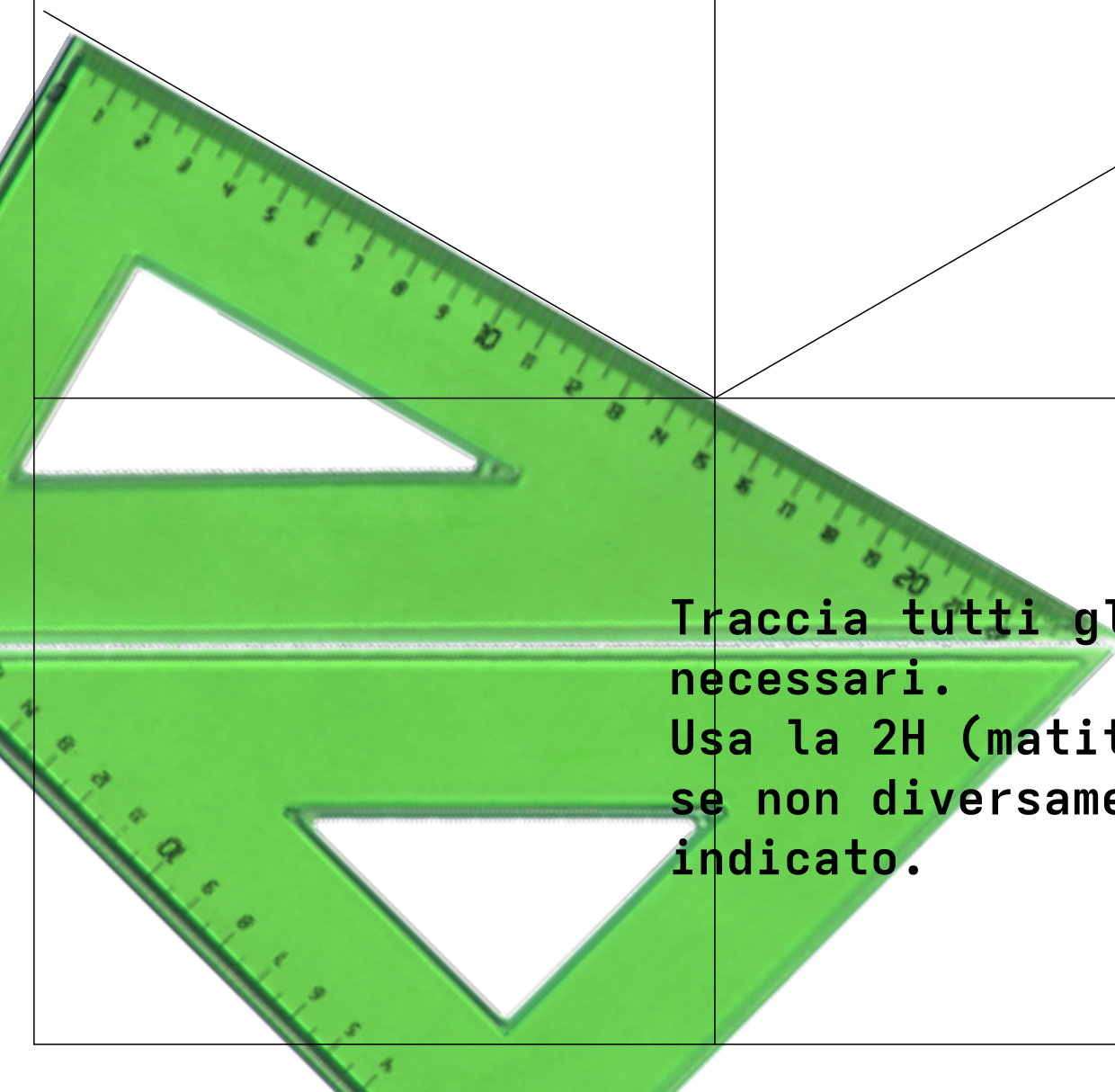
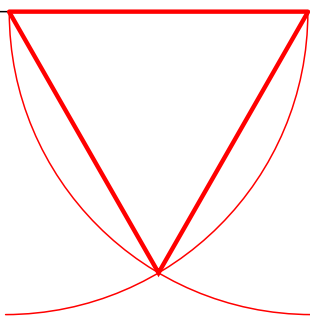
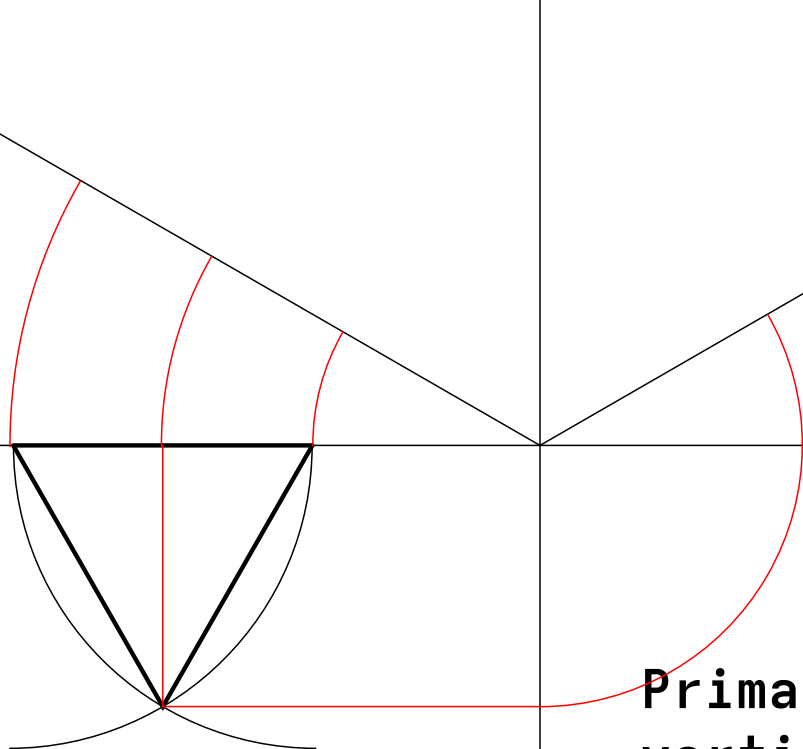




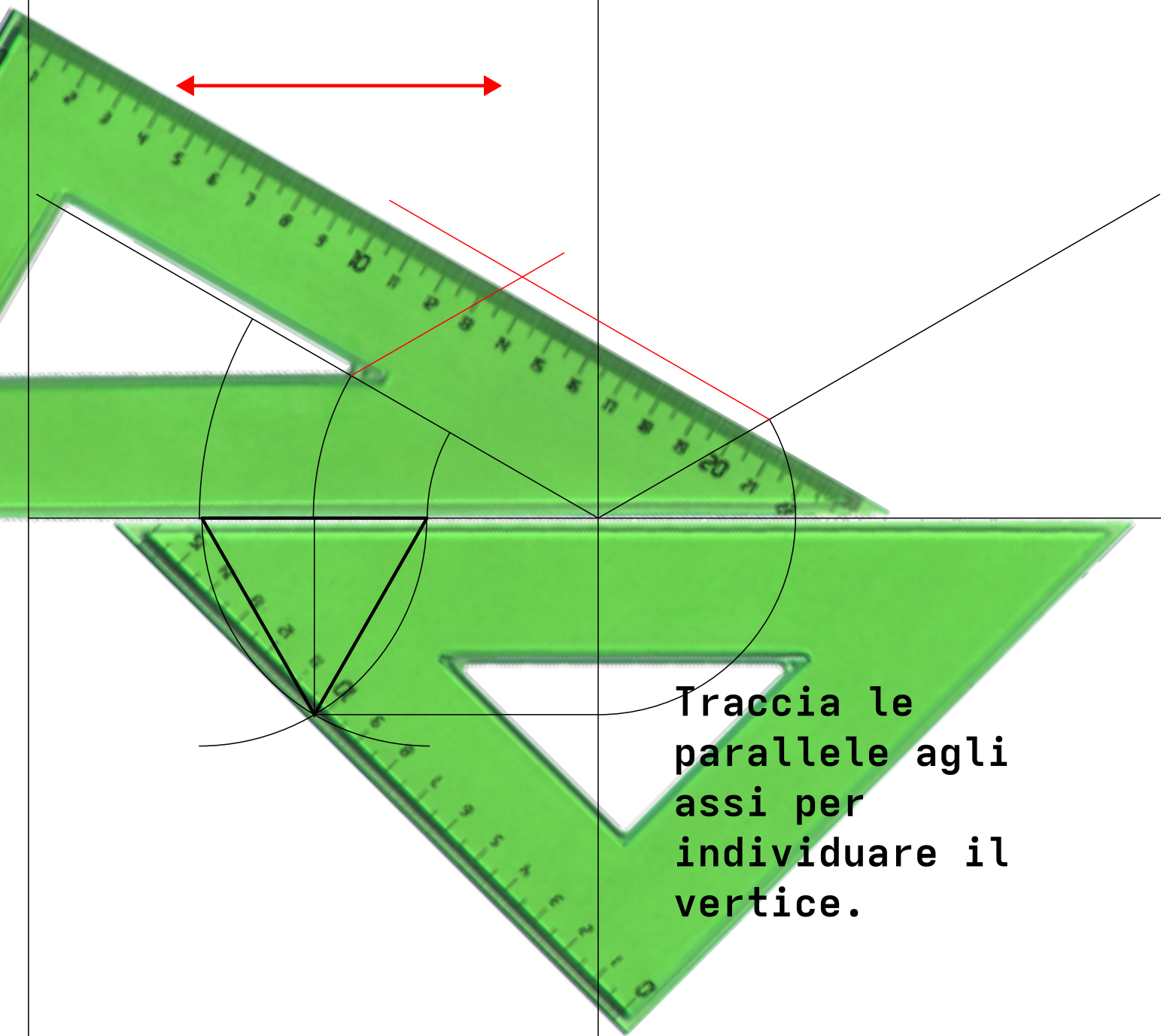
**Traccia tutti gli assi
necessari.
Usa la 2H (matita dura)
se non diversamente
indicato.**

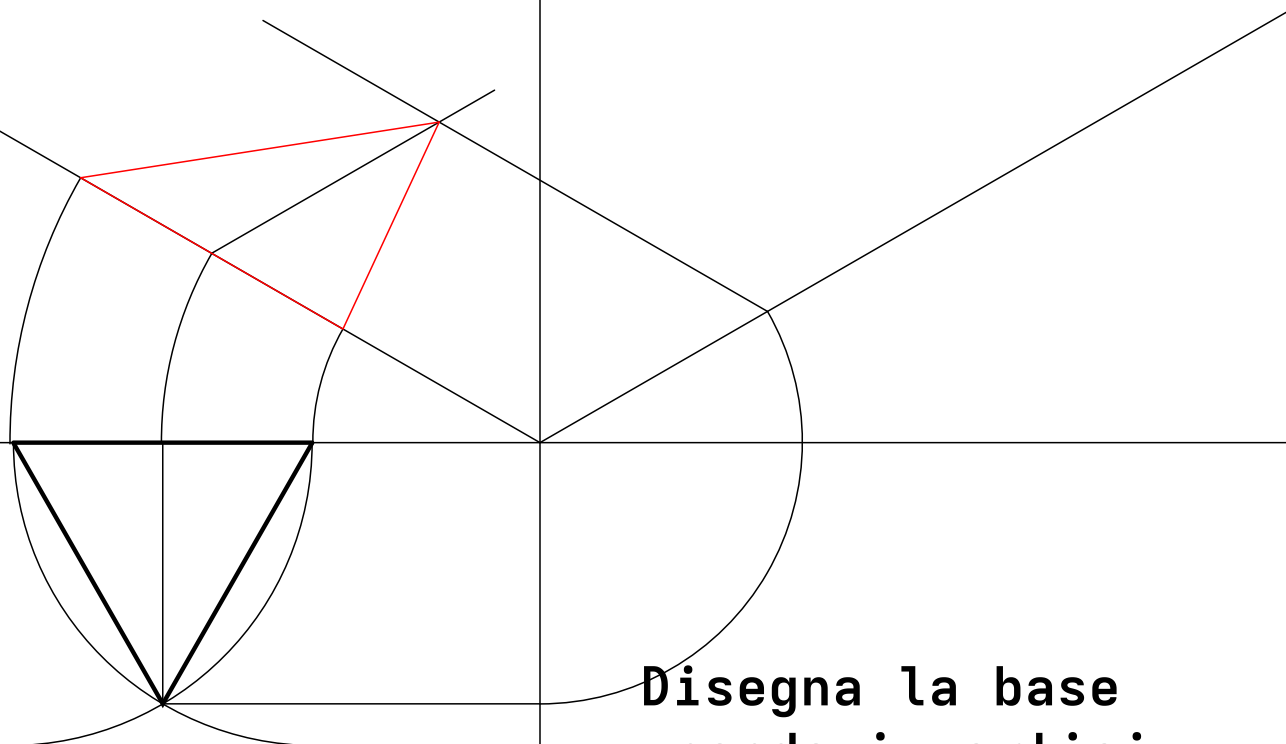


**Disegna la base
usando la
costruzione del
triangolo
equilatero dato il
lato.**

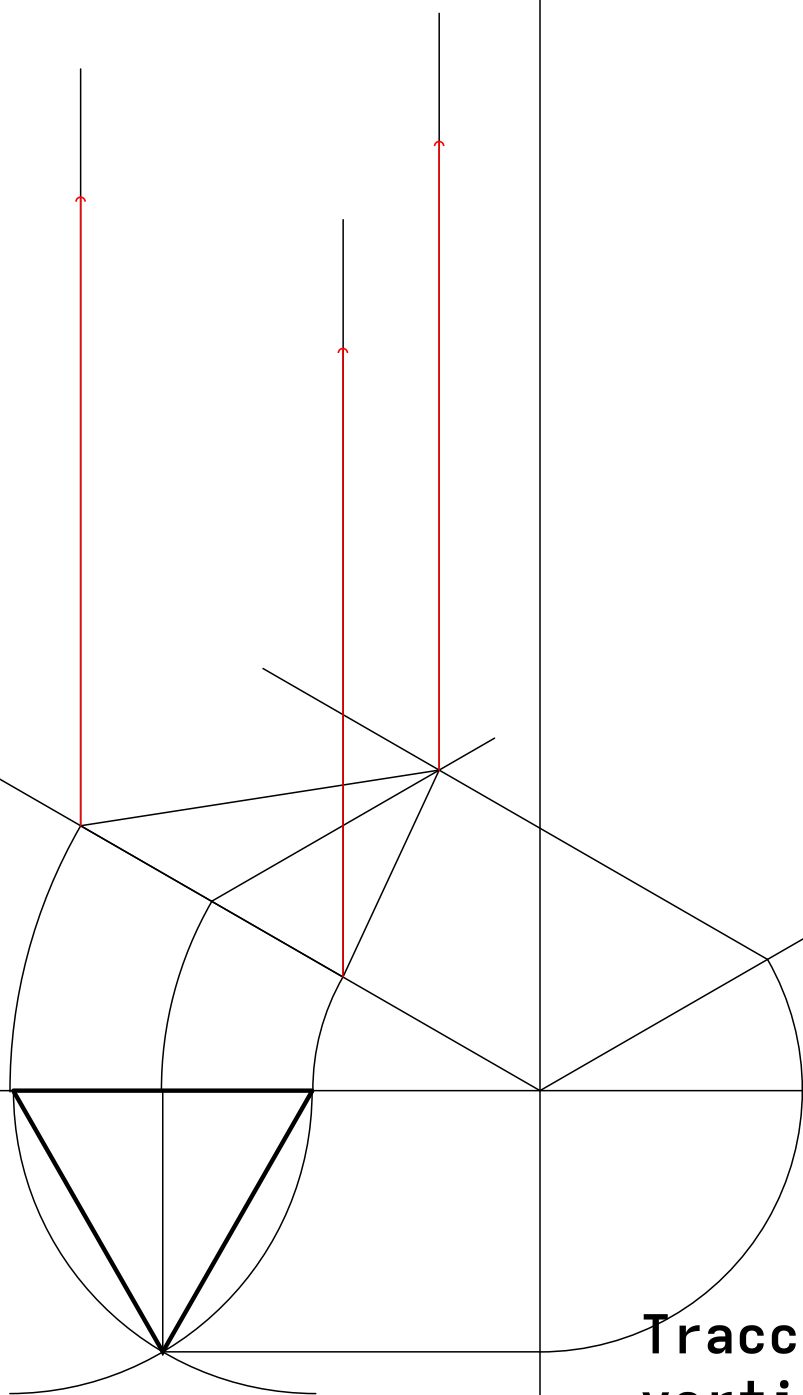


**Prima proietta il
vertice sull'asse
usando le squadre.
Successivamente i
vertici sugli assi
isometrici usando
il compasso.**



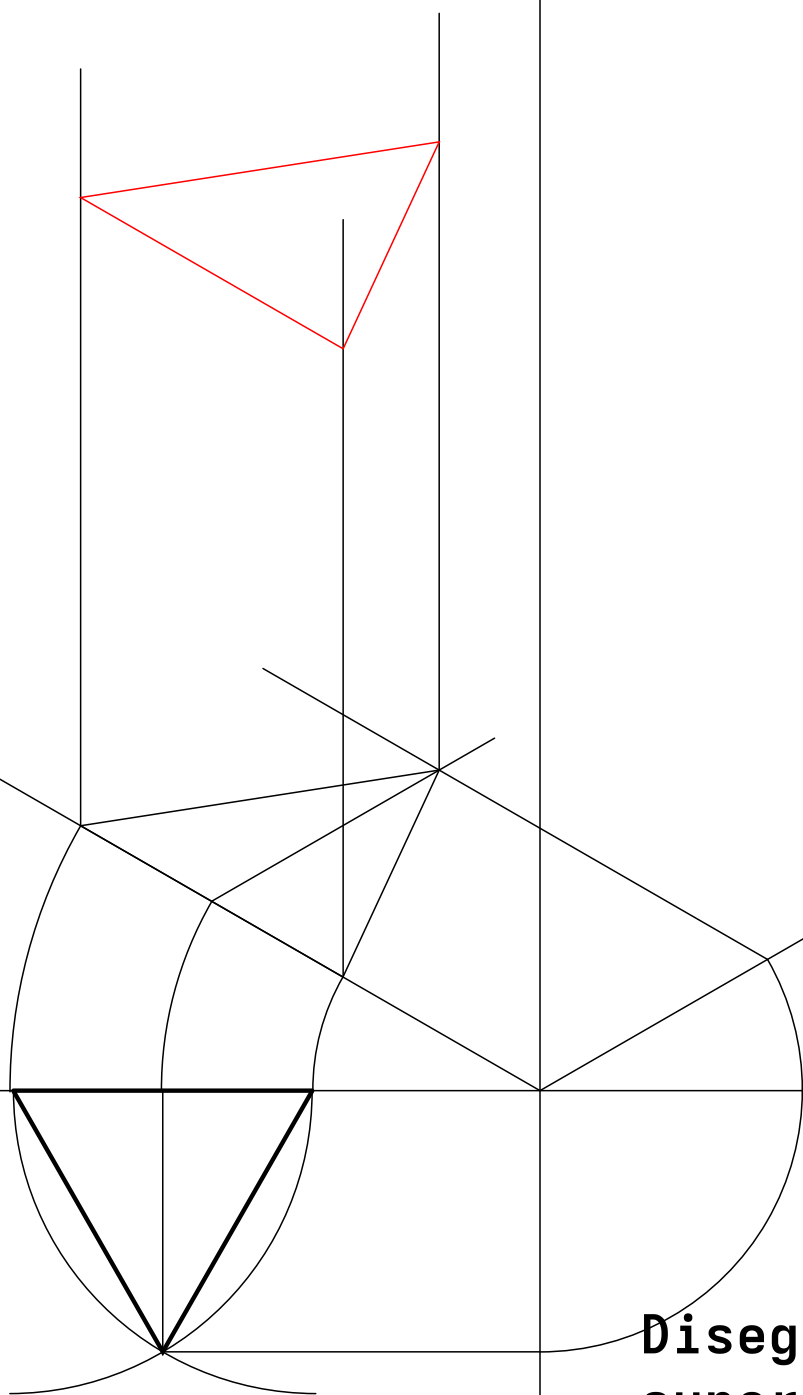


**Disegna la base
unendo i vertici.**

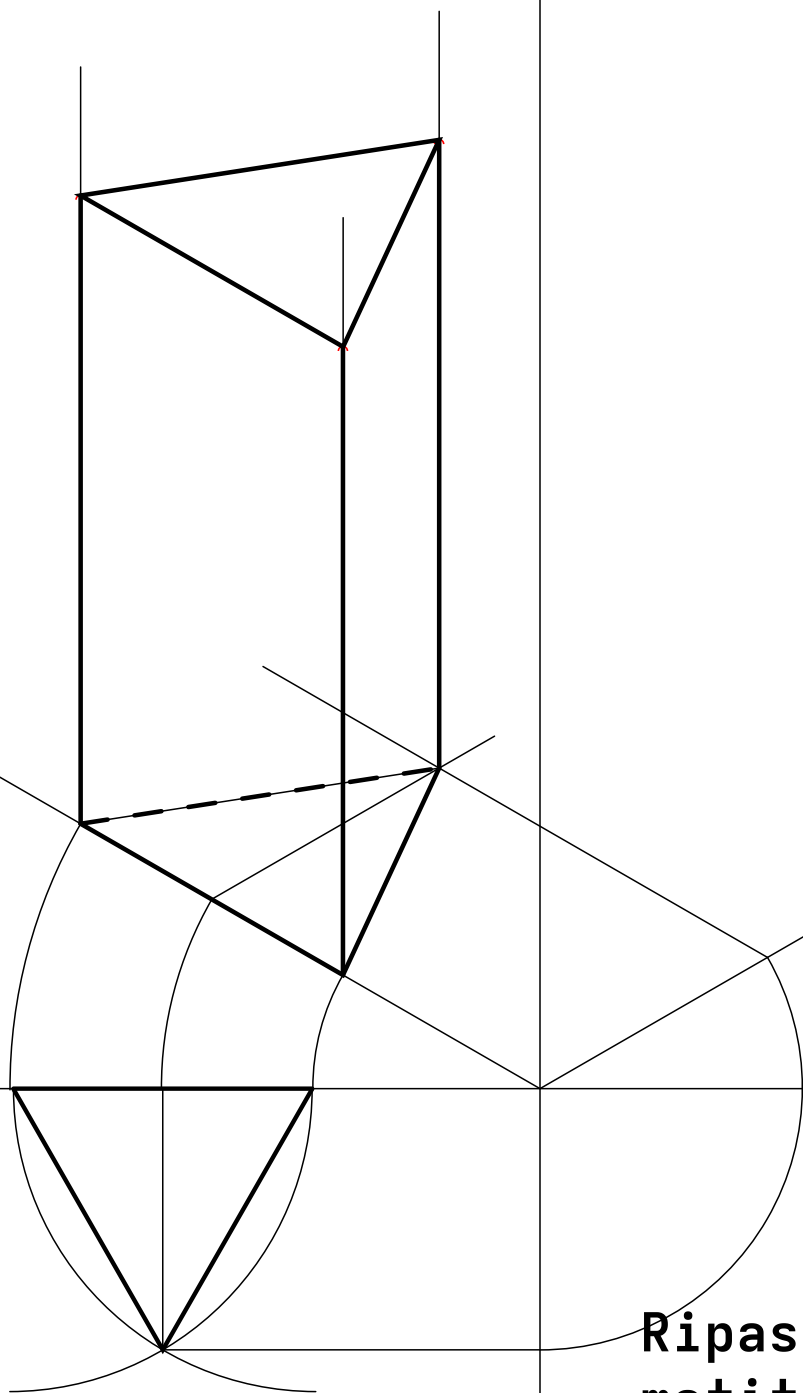


Traccia gli spigoli verticali.

Apri il compasso di un'apertura pari all'altezza e segna i tre vertici della base superiore.



**Disegna la base
superiore unendo i
vertici
individuati al
punto precedente.**



**Ripassa con la
matita morbida.**