

Arte

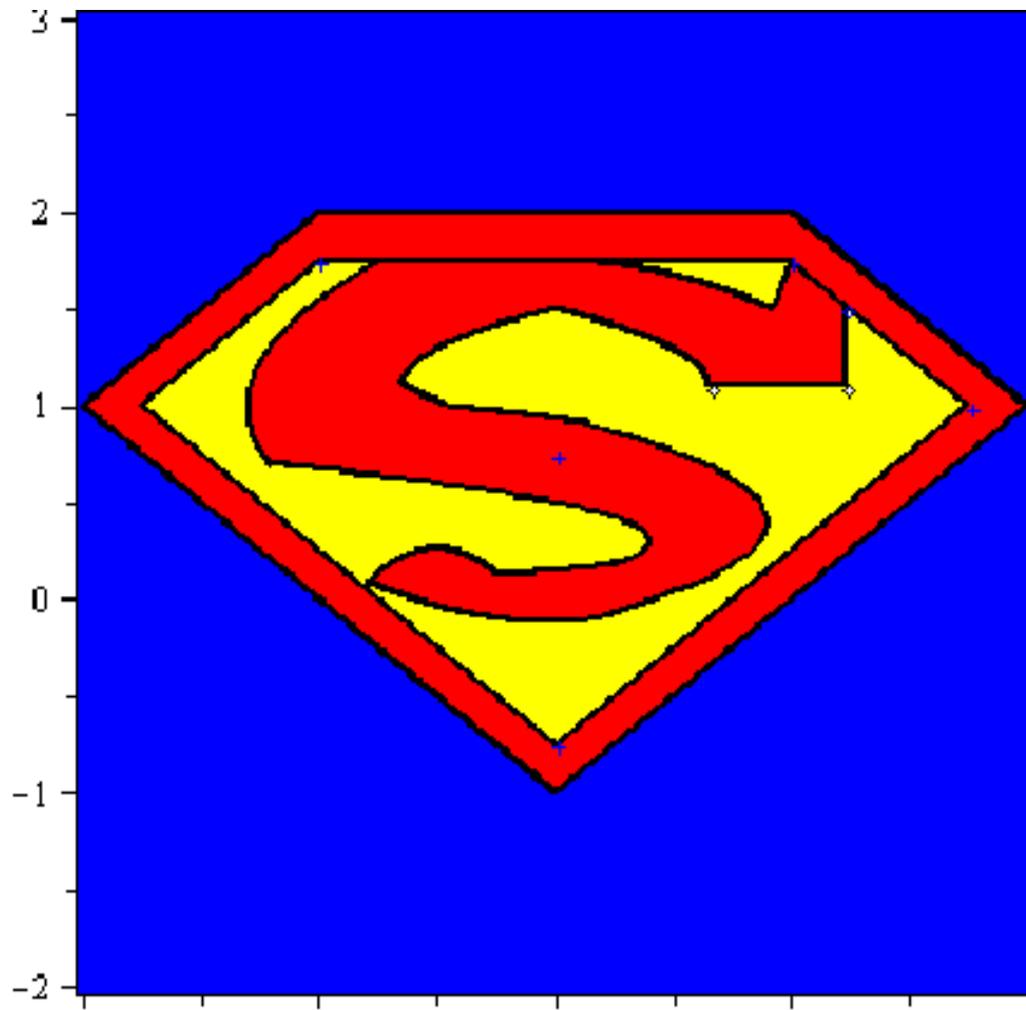
no

m **a** **p** **l** **e**

Arte no Maple

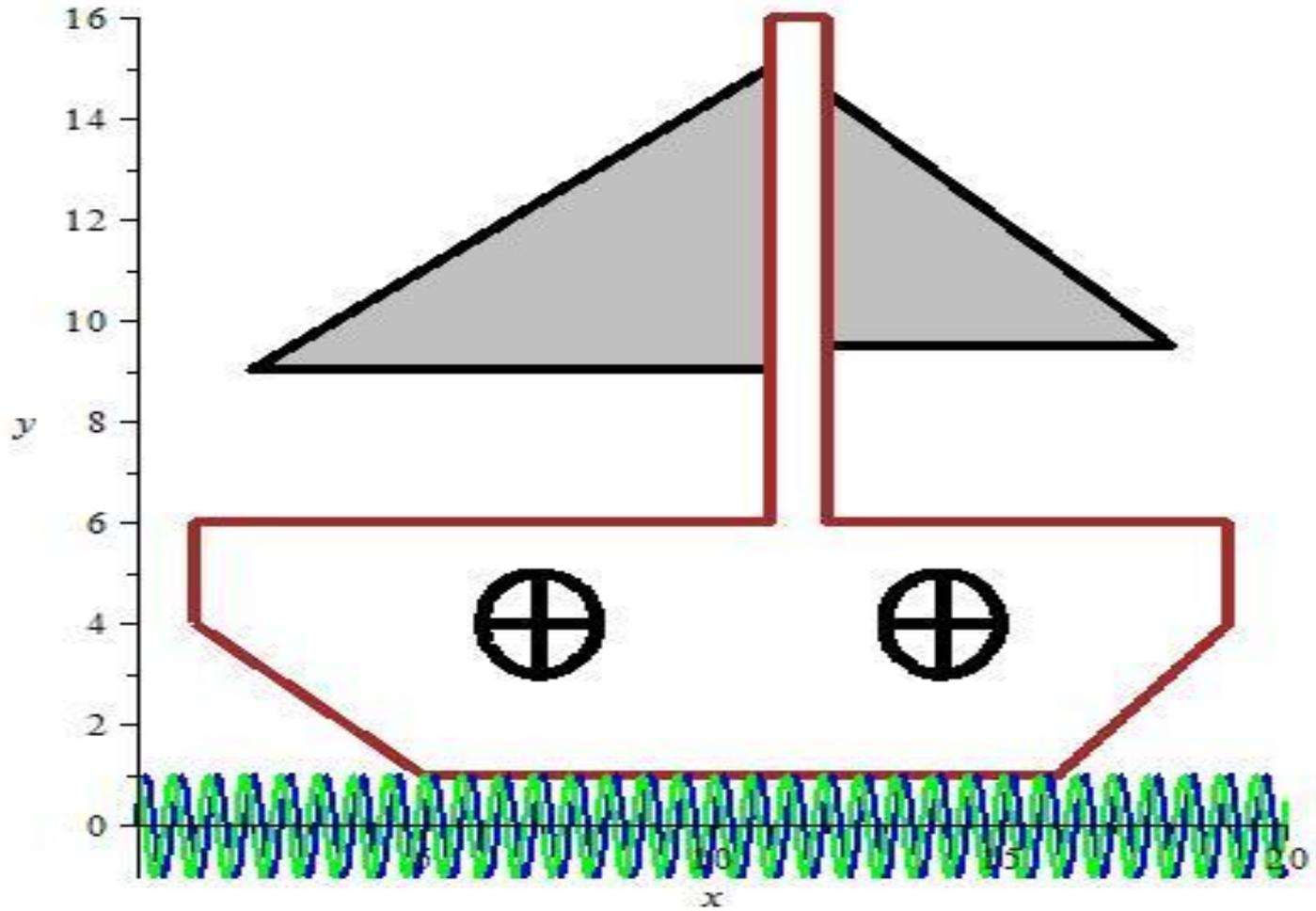
A turma de tópicos de matemática, da FFP/UERJ do 1º semestre de 2011, construiu diversos desenhos utilizando-se do aplicativo Maple. Dentro do ambiente do programa foram utilizados diversos métodos na construção de figuras desde a união de pontos, gráficos de funções, gráficos animados e cônicas (que possuem maior nível de complexidade).

Símbolo do Superman



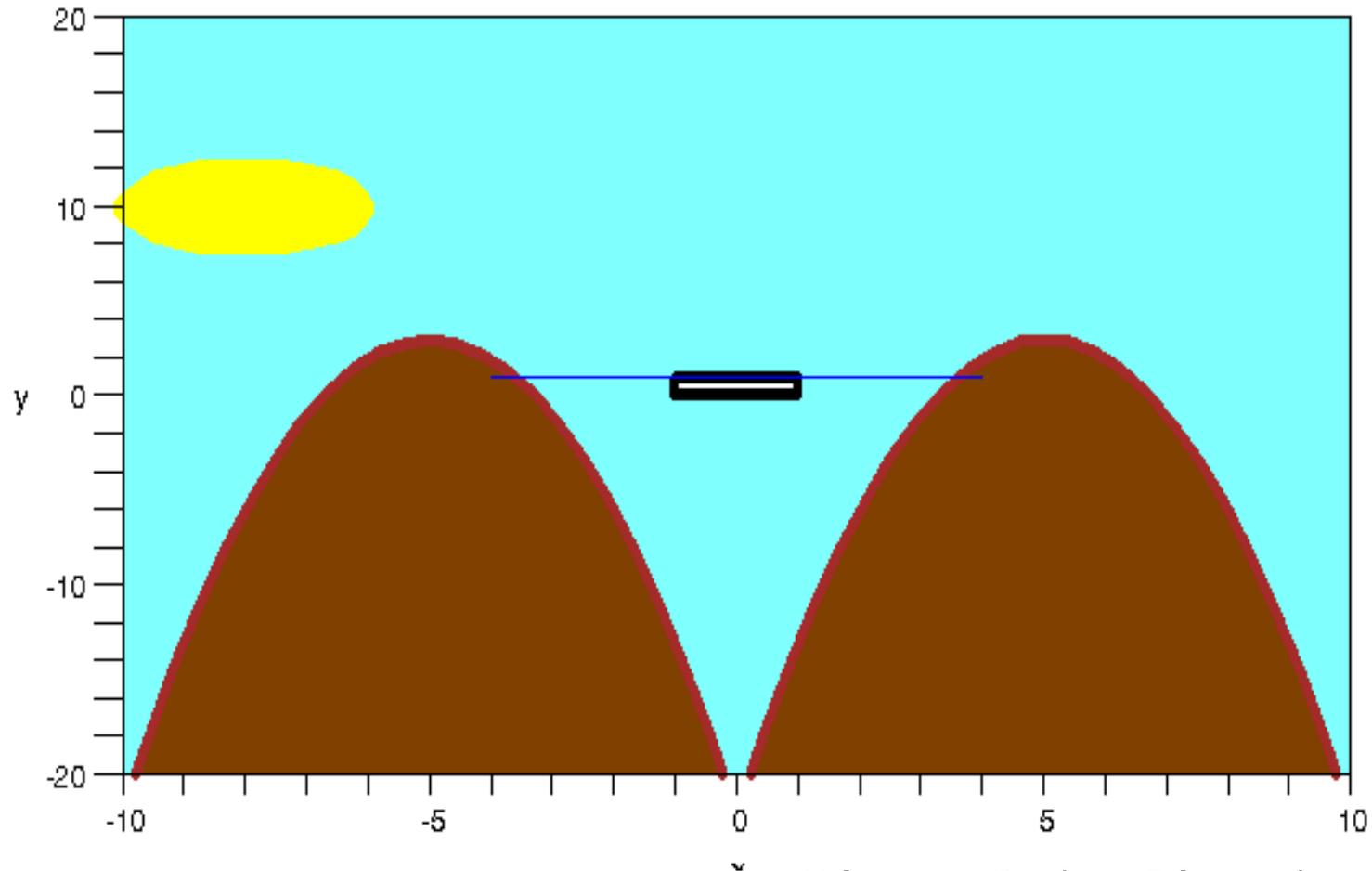
Akquã de Avila Guimaraes

Barco



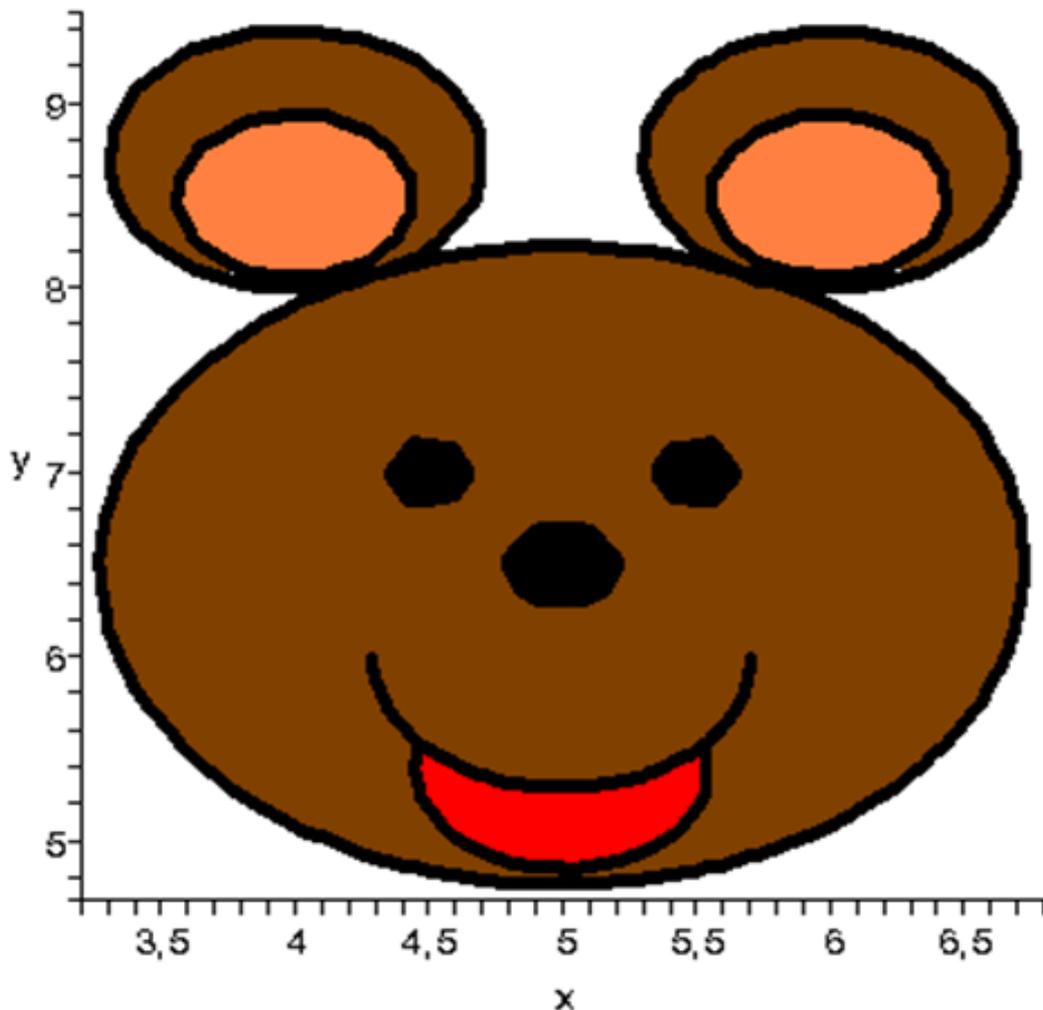
Barbara Raquel Santana Rosa de Oliveira

Pão de açúcar



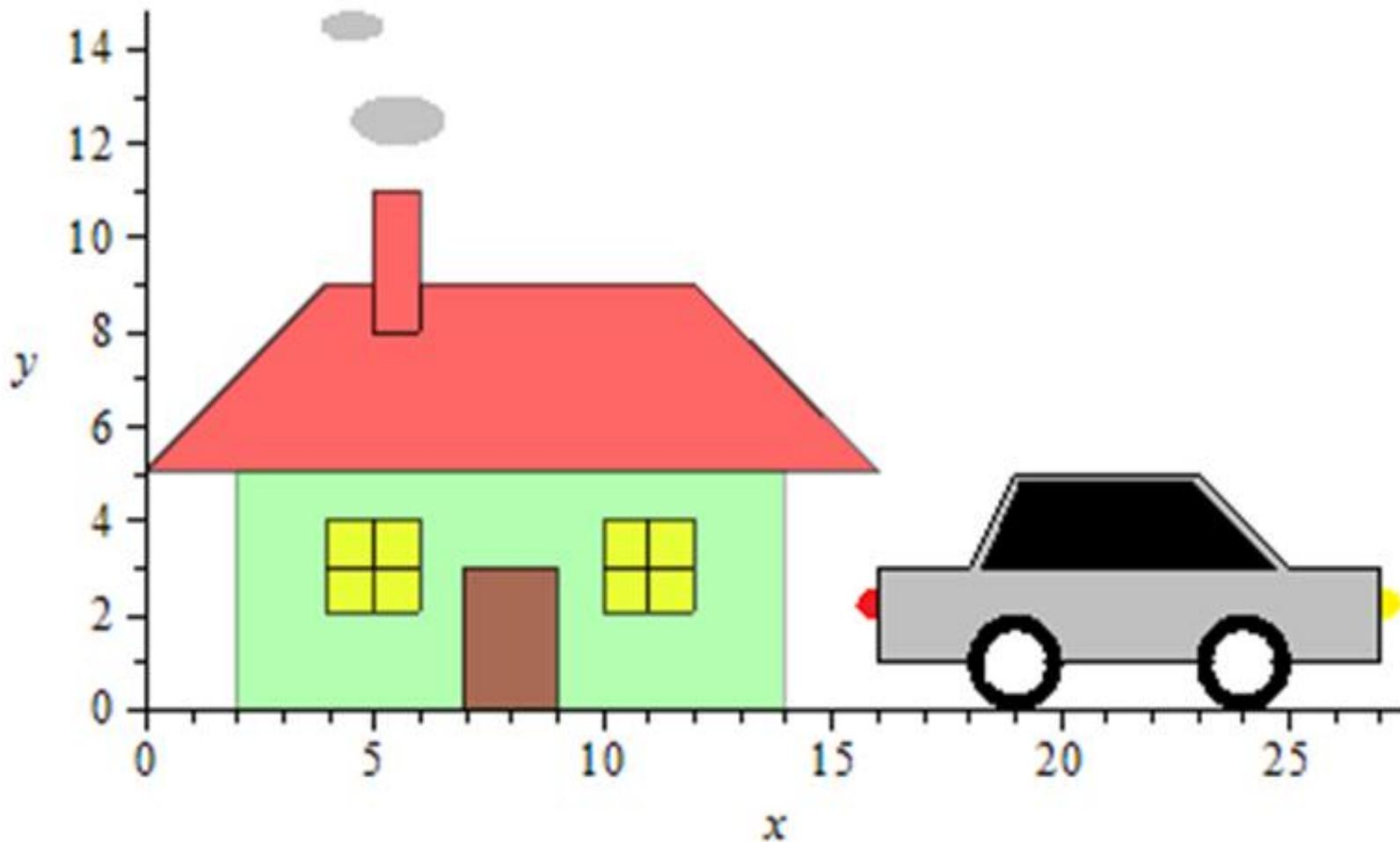
Bianca Sodre Lima dos Santos

Urso



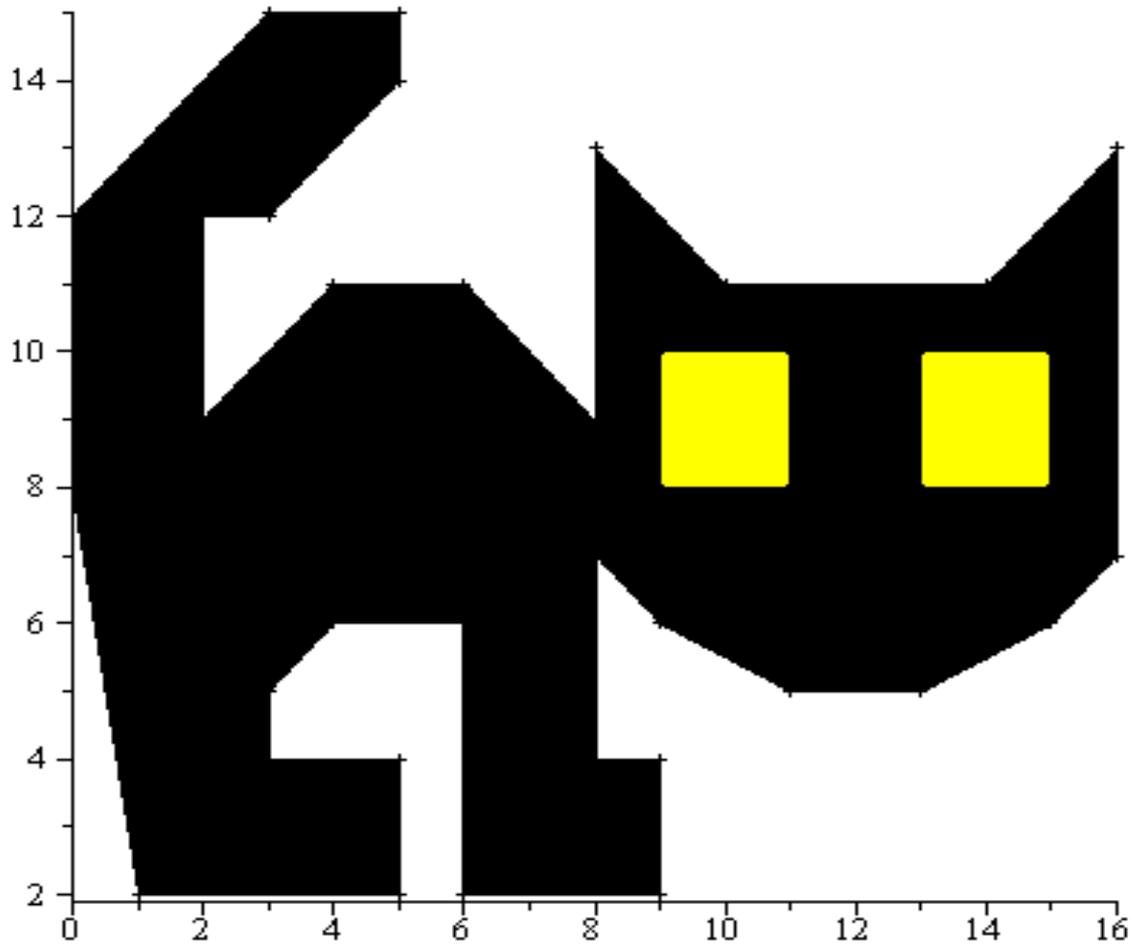
Bianca Targino Lopes Marcelino

Lar doce lar



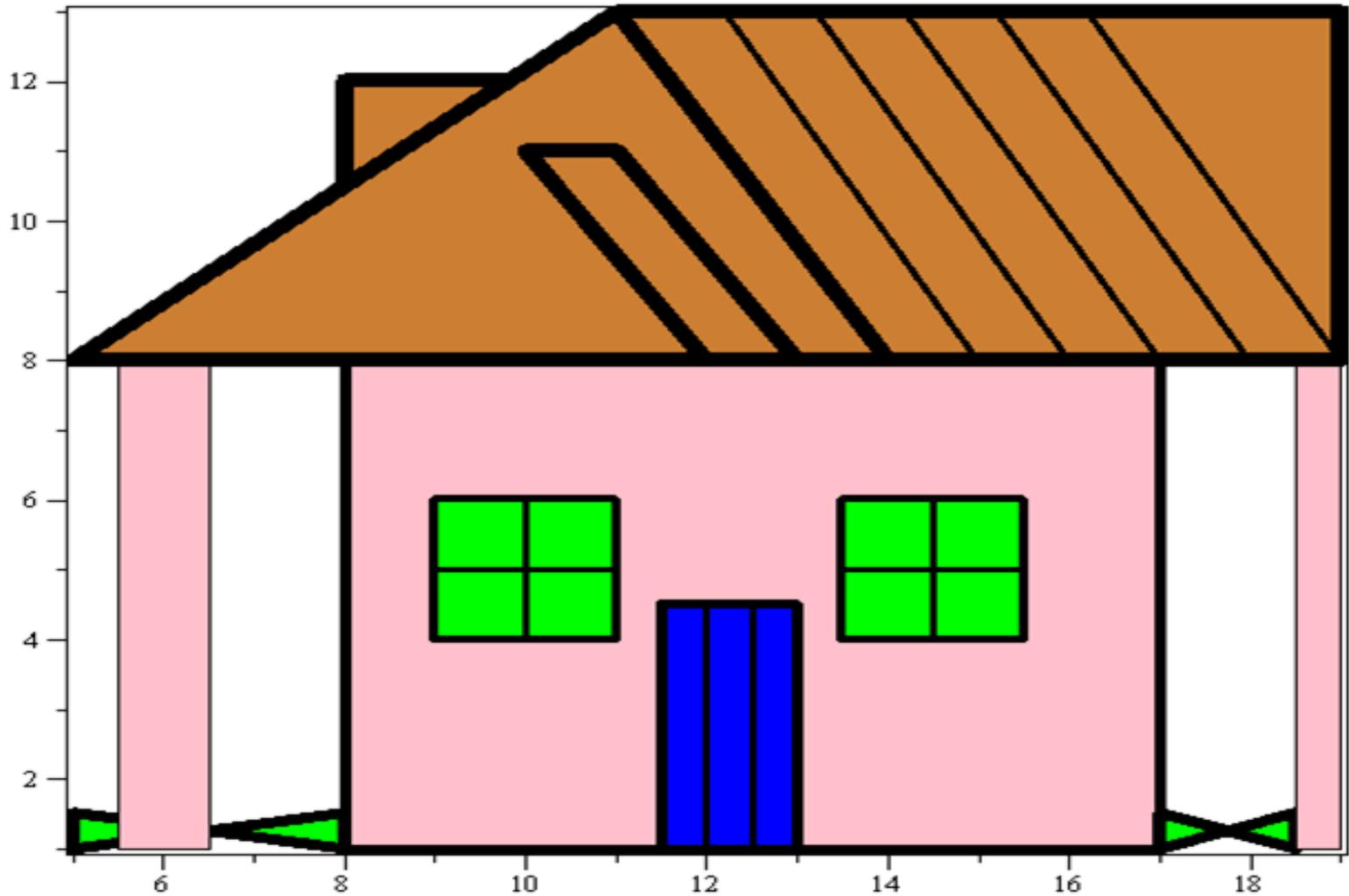
Charles Alberto Feres

Gato Félix



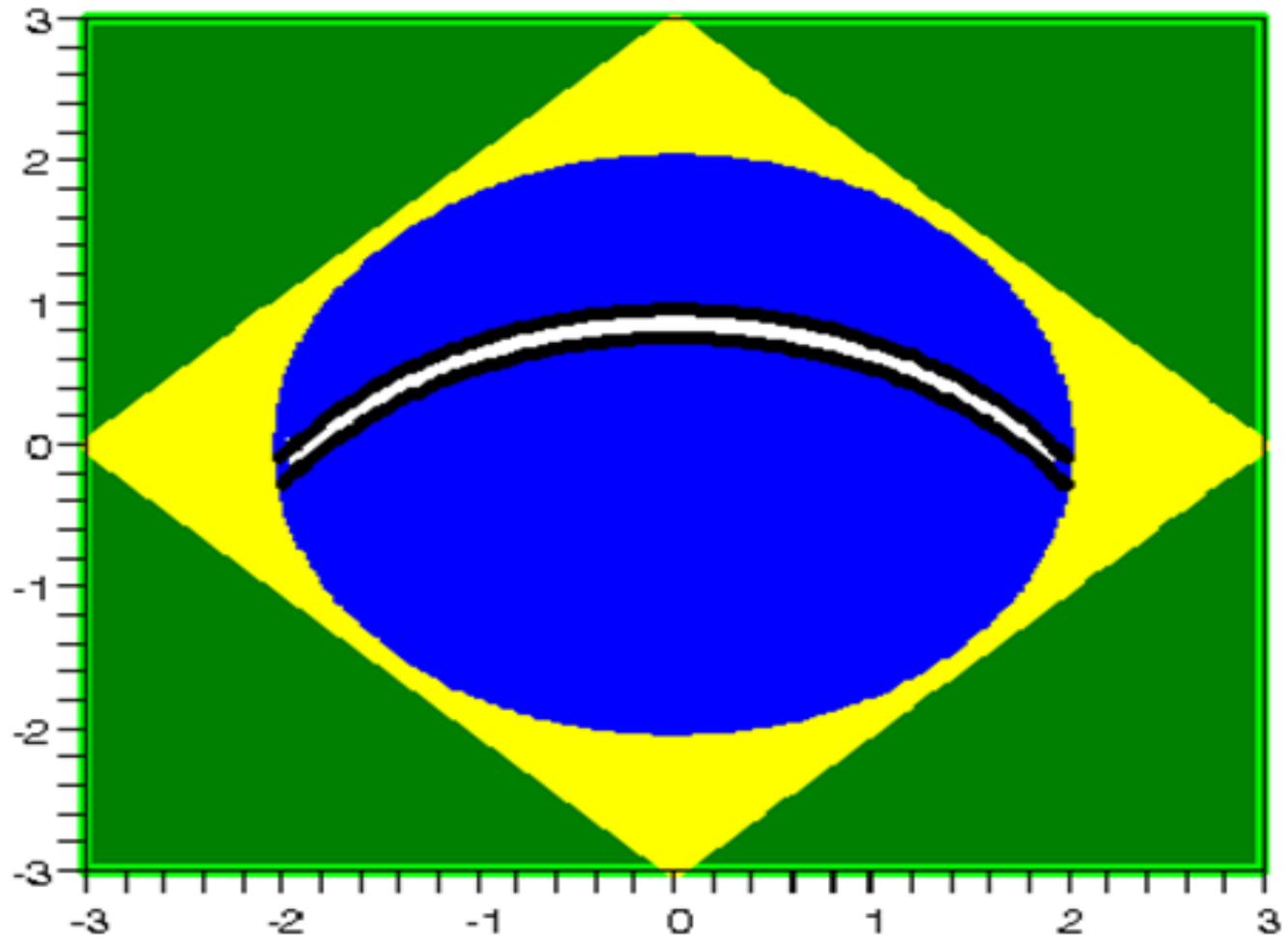
Dhouglas Marins Rios

Casa



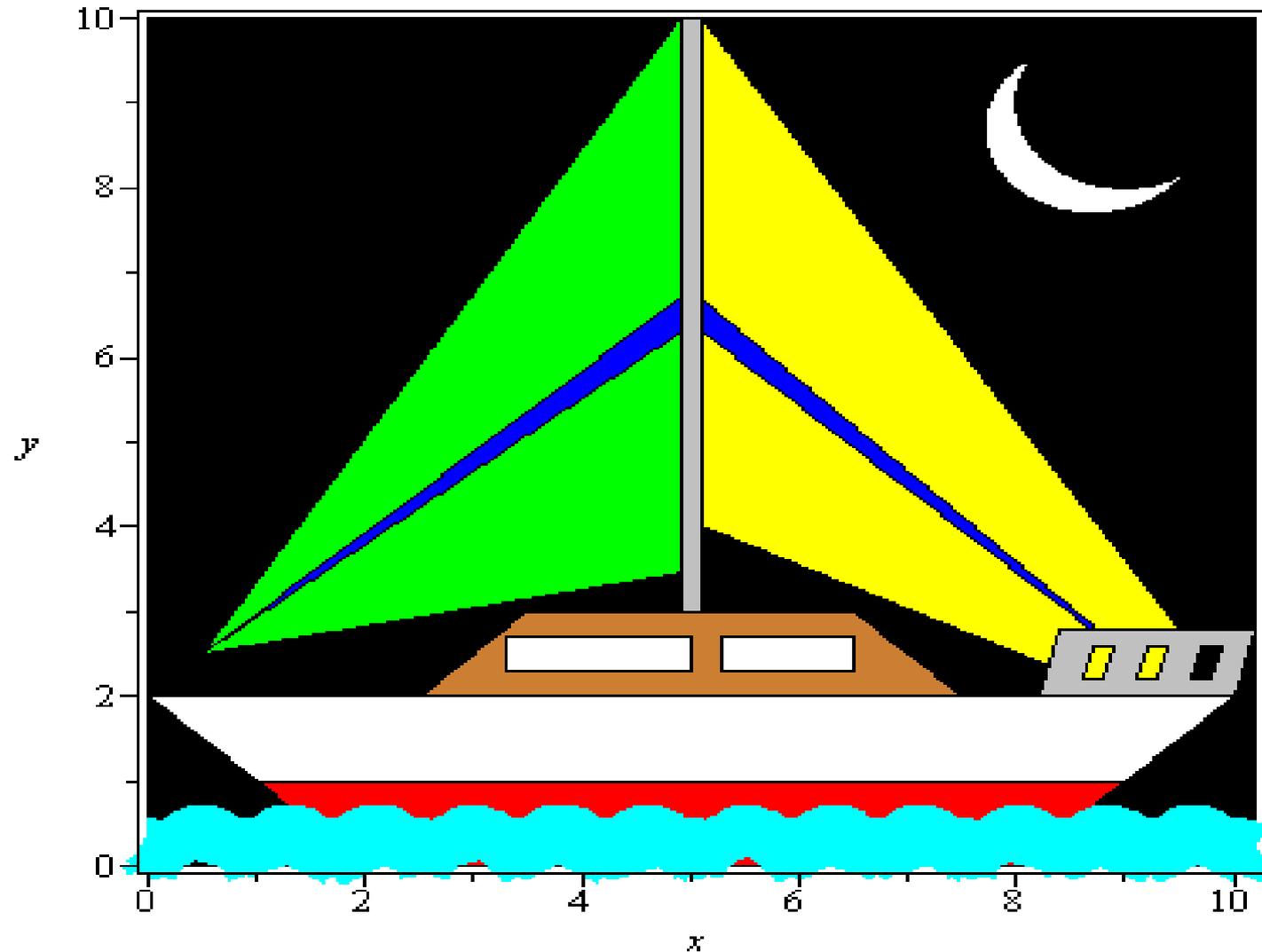
Gabriela Guimaraes de Souza

Bandeira do Brasil



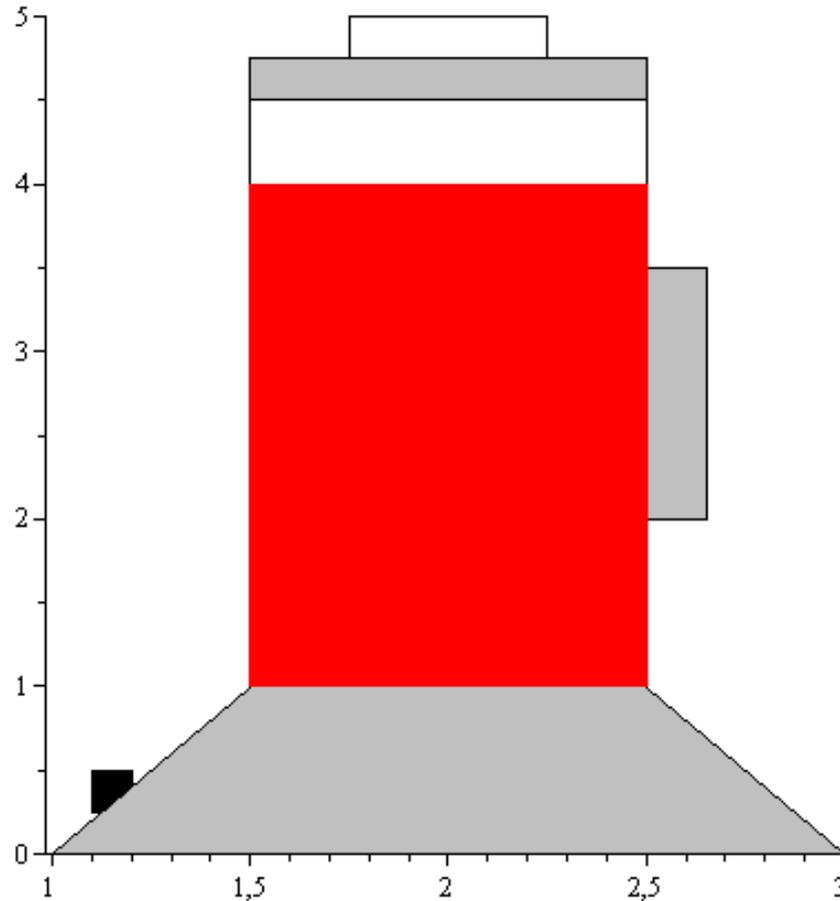
Kariny Cunha do Nascimento

O barco



Marcos Vinicius Marins Barbosa

Liquidificador

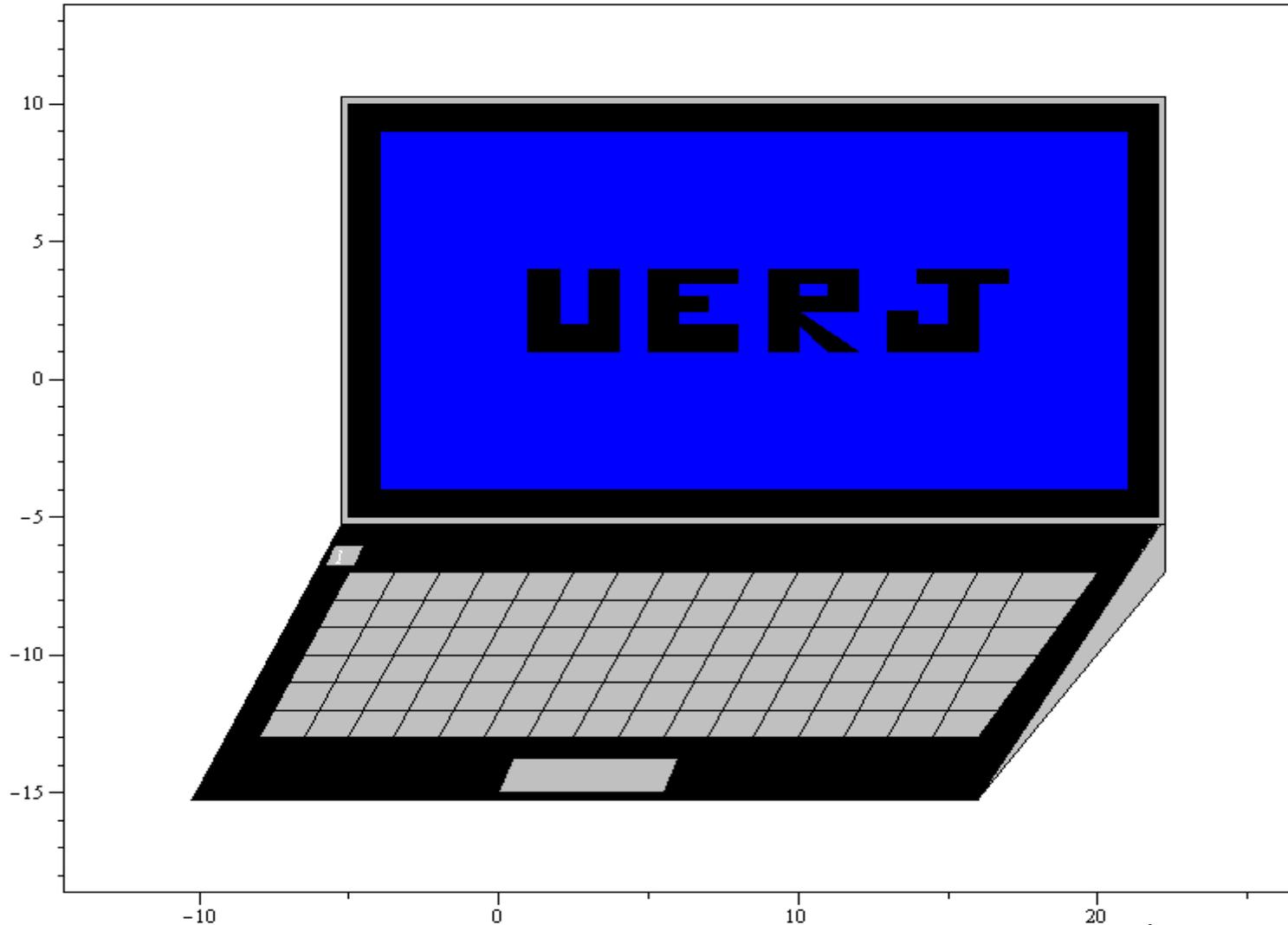


*obs.: Ver animação no aplicativo Maple.

Monike Alves dos Santos

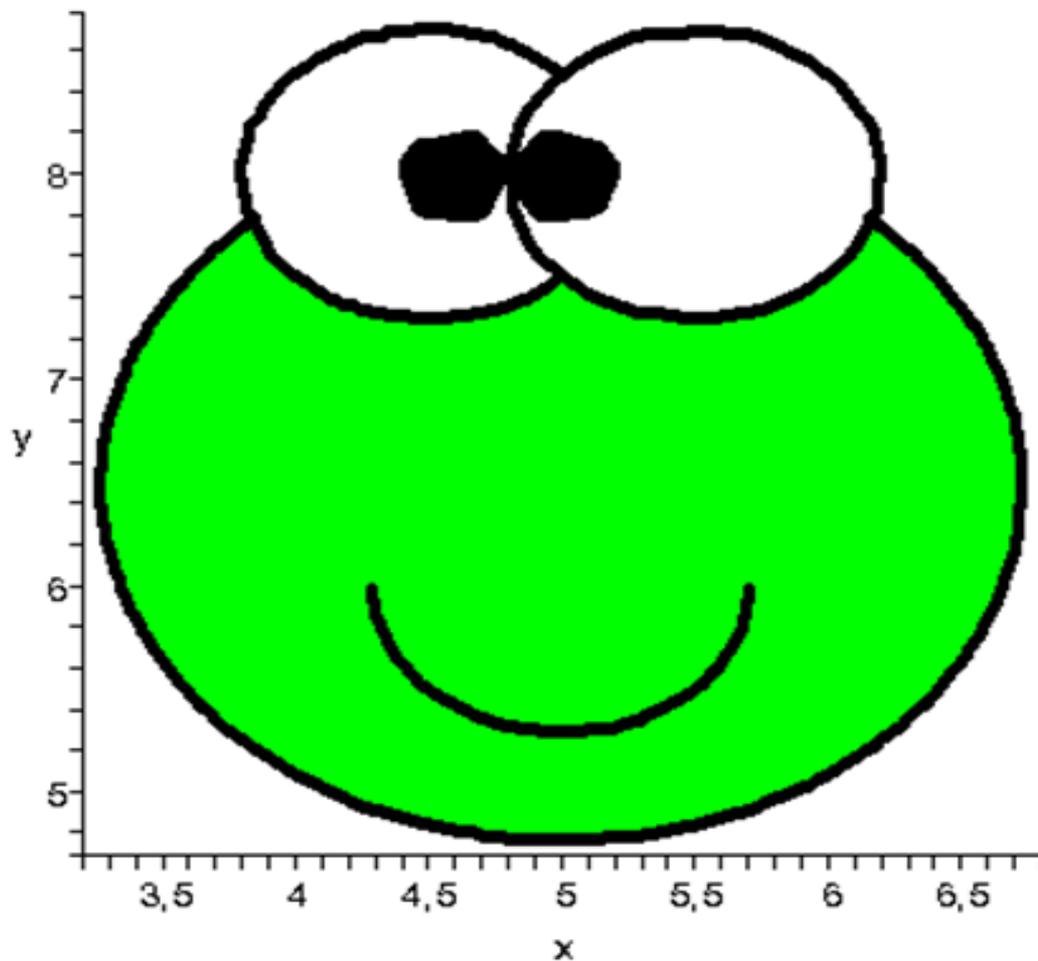
Notebook UERJ

FFP



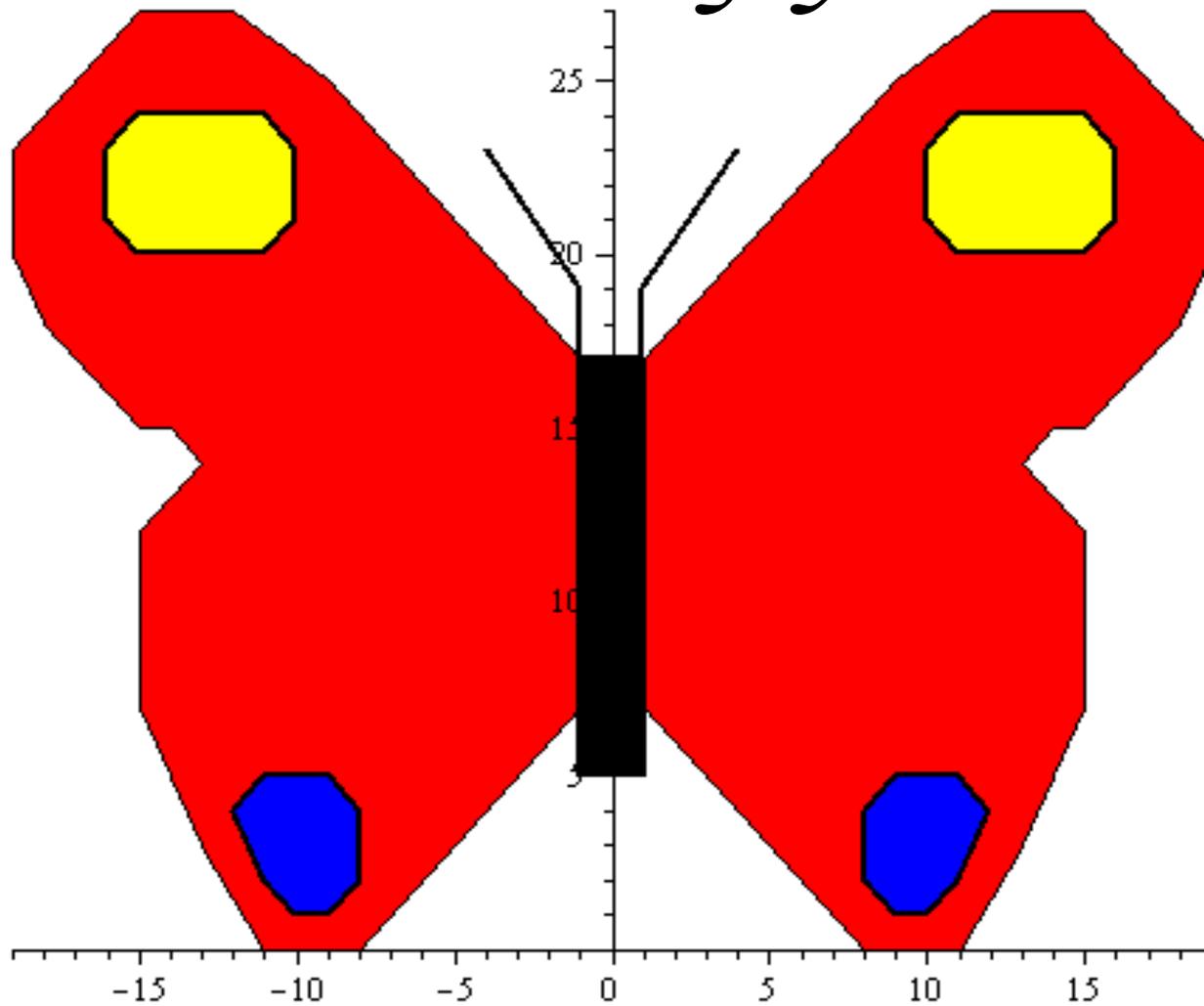
Ramon Lima Costa

Sapinho



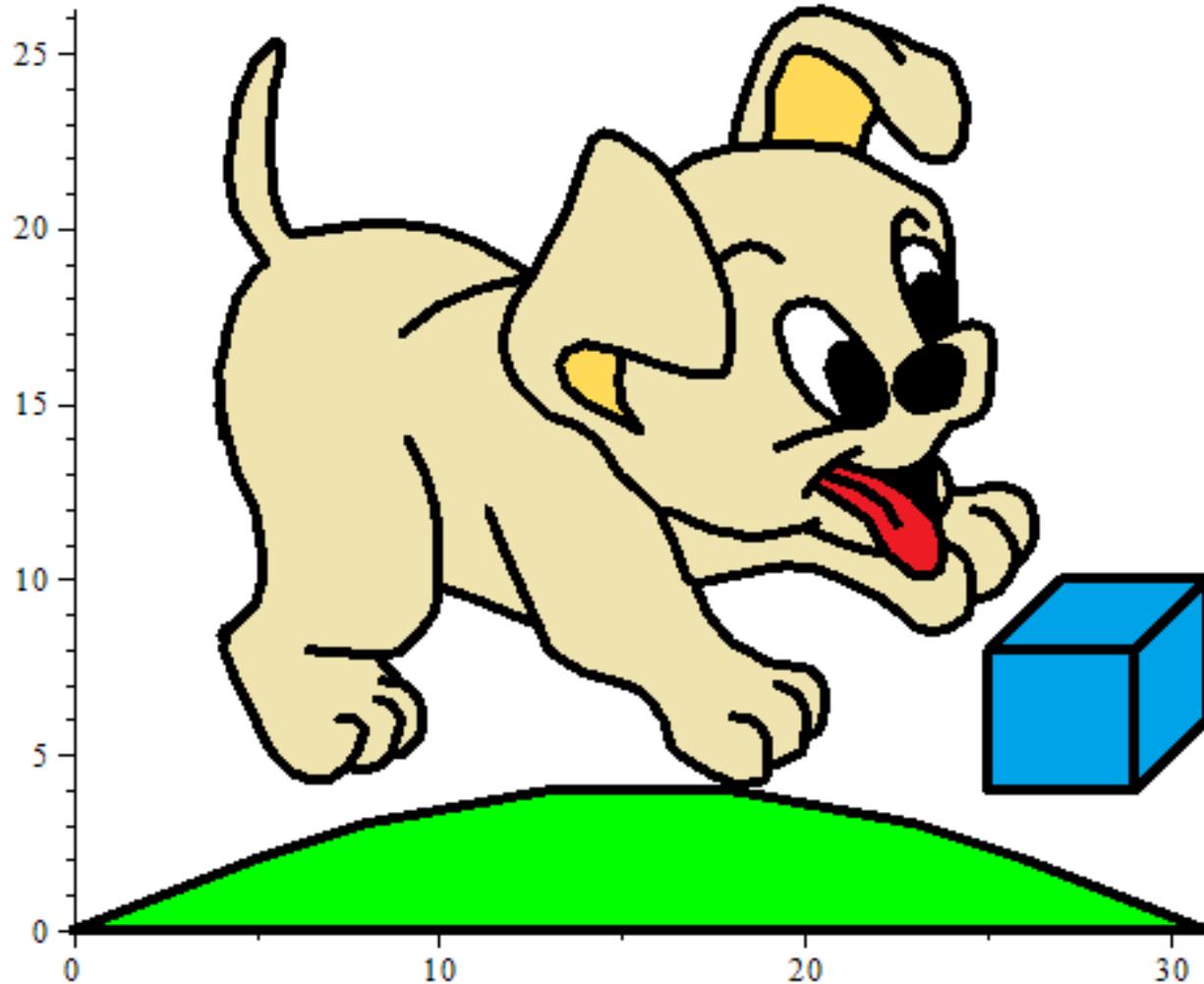
Rosane da Silva Casanova de Anchieta

Butterfly



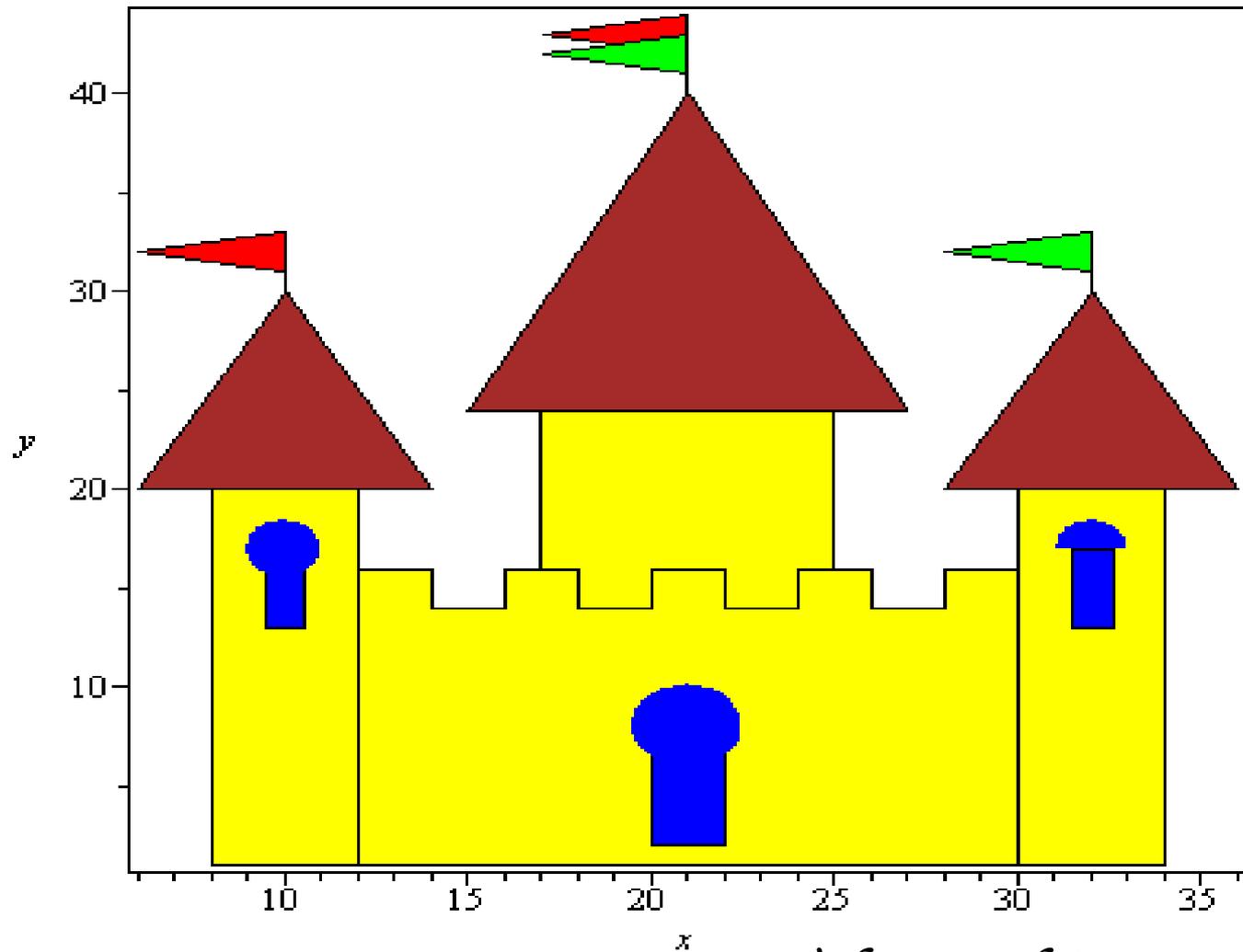
Shaiene Witkowski Lima

Pingo, esse dá trabalho!



Thales Grillo da Costa

Castelo do Walter



Walter Rodrigues Mello