CONSTRUCTION OF SOLIDS IN MP

Exercise

In MP construct related views of the regular prism, the square ABCD is the base, the vertex A of the lower base lies on the given line a: [-20,30,-10], [0,10,20], the centers S[20,30,35] and S[-30,70,65] of both bases are given.

Steps of construction:

- 1. IIIb...construct the perpendicular plane to the axis passing through the point S (by connecting points S' and S we get the axis of the prism, the known fact is that the axis is perpendicular to the plane of the base and passes through the point S) ... α
- 2. IIb... construct the intersection of the line *a* with the plane *a* of the base to obtain the vertex *A* of the base
- 3. IVb...construct the base which is a square given by the center S and one point A (in MP the projection of the square is a parallelogram, use the rotation of the plane of the base)

Exercise

In MP construct related views of the right circular cone, if the center of the base S[20,65,40], the main vertex (the apex) V[-50,50,80] of the cone and the point M[-20,40,50] on the lateral surface area are given.

Steps of construction:

- 1. IIIb...construct the perpendicular plane to the axis passing through the point S (by connecting points V and S we get the axis of the cone)... α
- 2. IIb... construct the intersection of the line VM with the plane α of the base to obtain one point A of the base
- 3. construct the base which is a circle given by the center S and one point A (in MP the projection of the circle is an ellipse, use tipping and trammel construction)

Exercise

In MP construct related views of the regular pyramid with a square *ABCD* as the base, the plane $\alpha(-60,60,70)$ of the base, the point *A*[25,?,70] of the base, the center *S*[10,30,?] of the base and a height h=60 of the pyramid are given. The main vertex (apex) of the pyramid lies above the plane of the base.

Steps of construction:

- 1. IIIa...construct the perpendicular line *o* to the plane *a* passing through the point *S* (we know that the axis of the solid is perpendicular to the plane of the base and that the point *S* lies on it) ... *o*
- 2. IVa...find the apex V ... it lies on the axis in the distance 60 from the point S (use the tipping of the axis)
- 3. IVb... construct the base which is a square given by the center S and one point A (in MP the projection of the square is a parallelogram, use the rotation of the plane of the base)