



UNIVERSITÄTS-
BIBLIOTHEK
PADERBORN

Anschauliche Geometrie

Barth, Friedrich

München, 2001

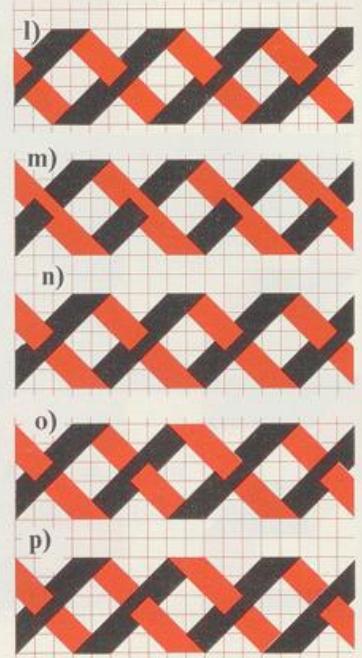
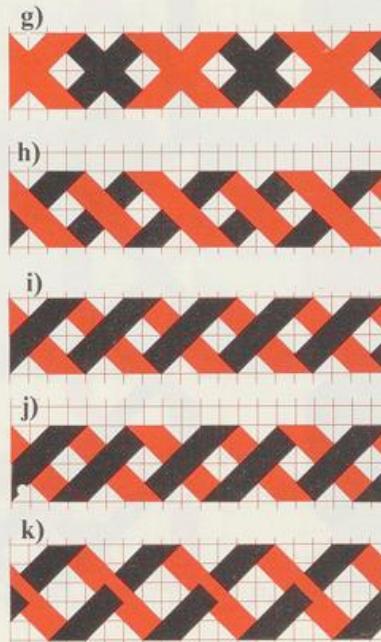
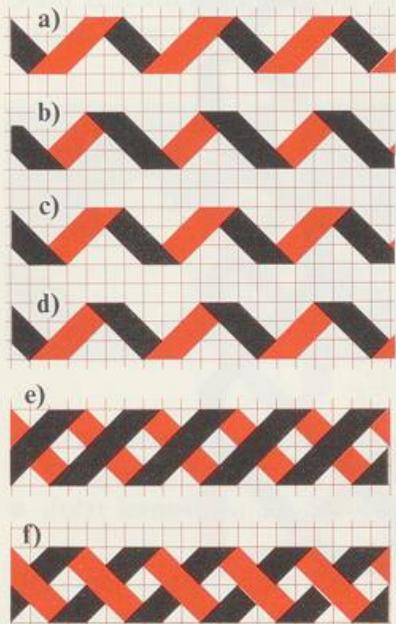
Aufgaben

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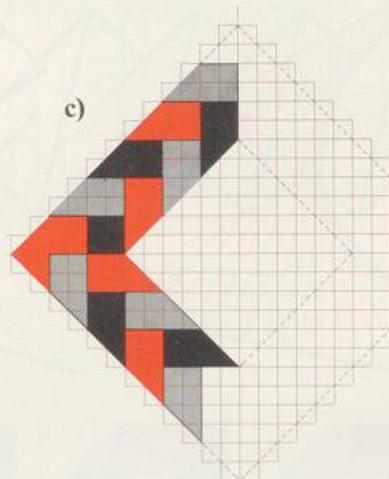
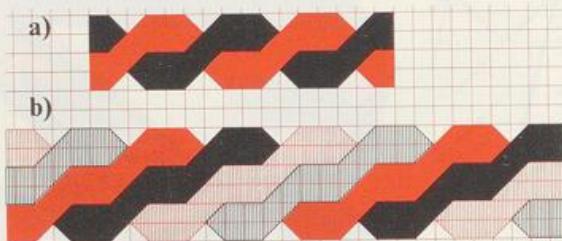
Aufgaben zu 1.3

Zeichne ab und setze das Muster fort.

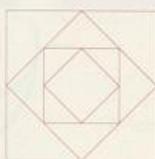
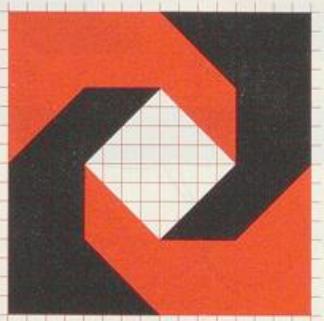
1. Zickzack



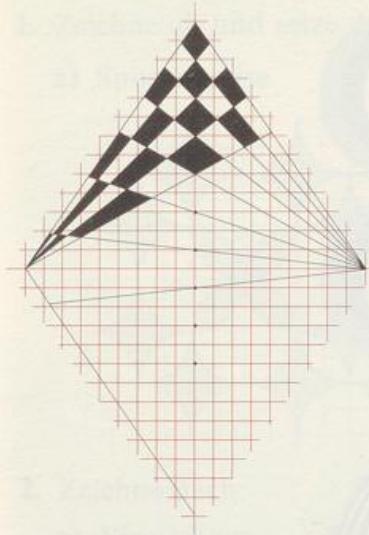
2. Strickmuster



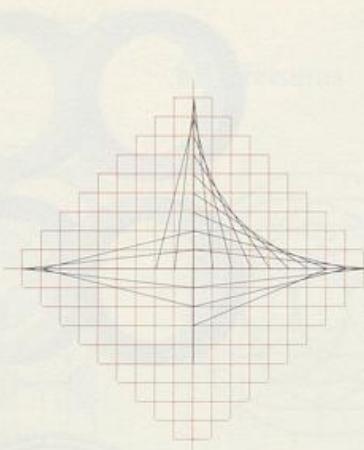
3. Quadratschnecke



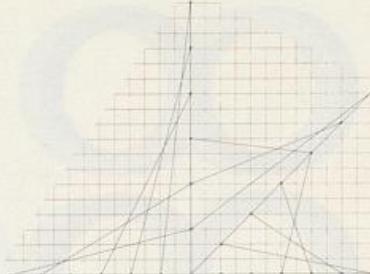
4. Harlekin



5. Vierspitz

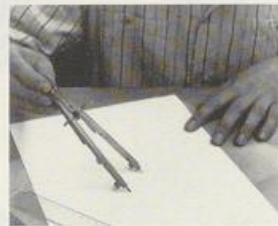
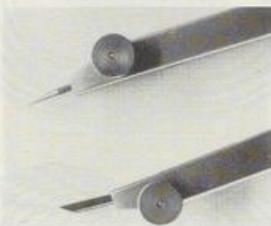
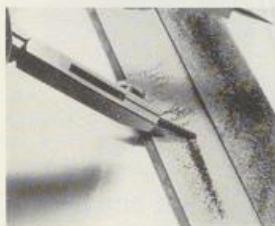


6. Spinnawem

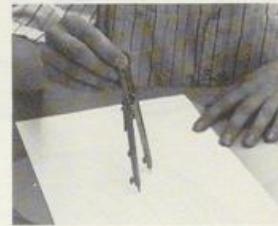


1.4 Zeichnen mit dem Zirkel

Der Zirkel ist unser kompliziertestes Zeichengerät. Beachte:



nicht so –



sondern so!

- Die Mine muss schräg angeschliffen sein.
- Mine und Zirkelspitze müssen wie im Bild eingestellt sein.
- Führe den Zirkel beim Zeichnen möglichst senkrecht.

a) Beispiele mit Gitternetz

