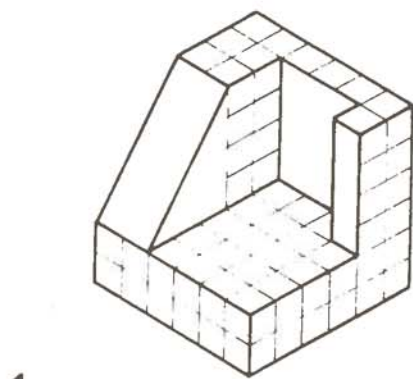
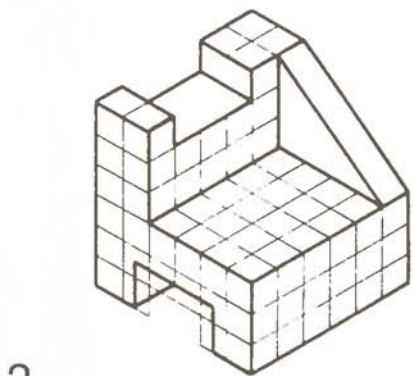
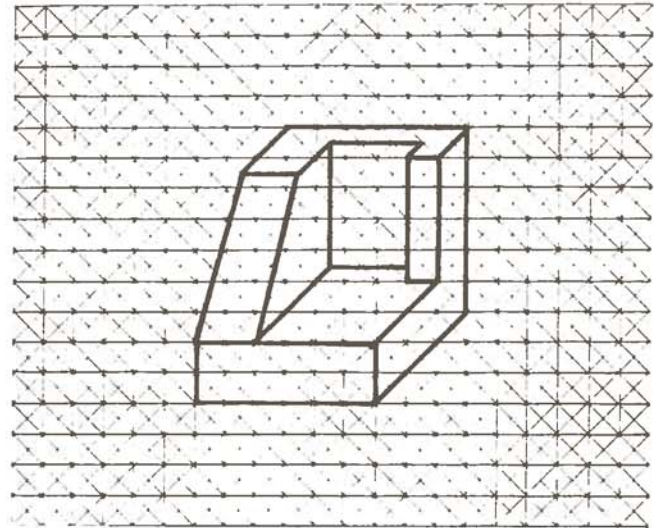


o) Ridisegnare gli oggetti in assonometria obliqua

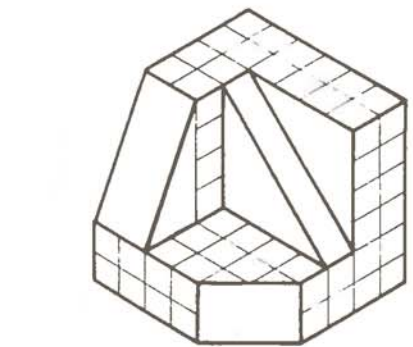
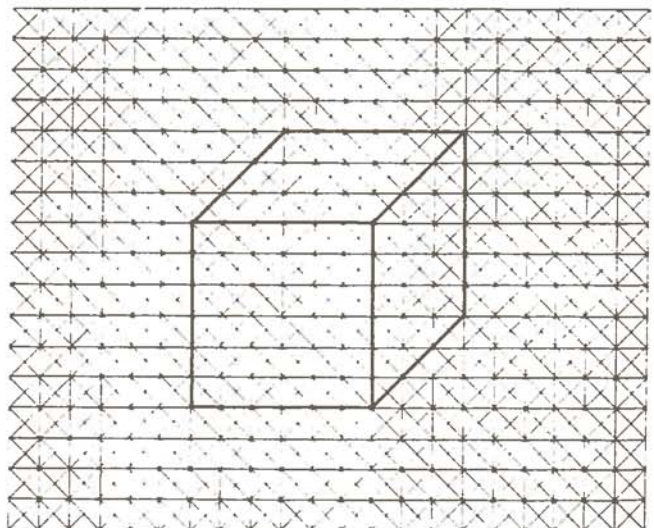
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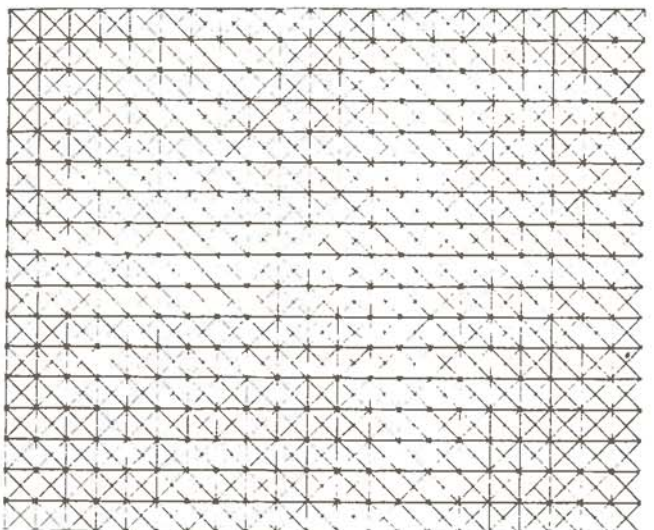
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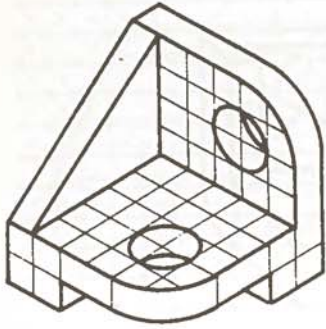
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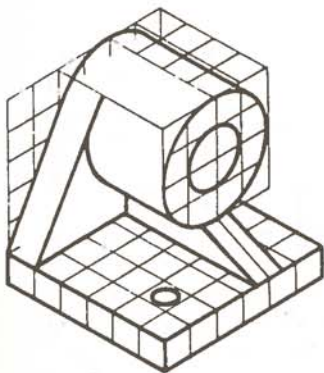
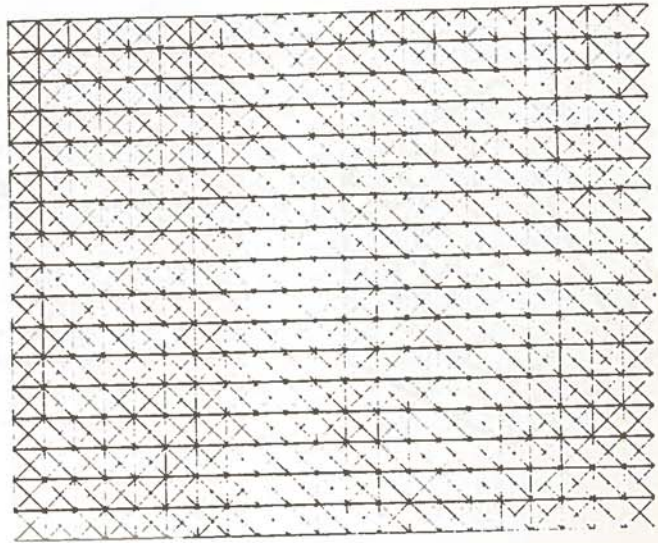
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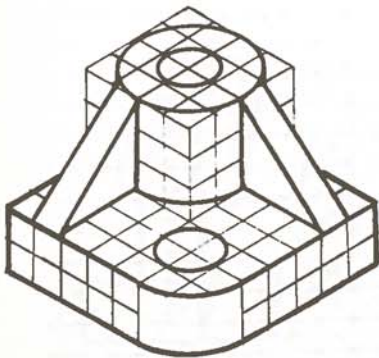
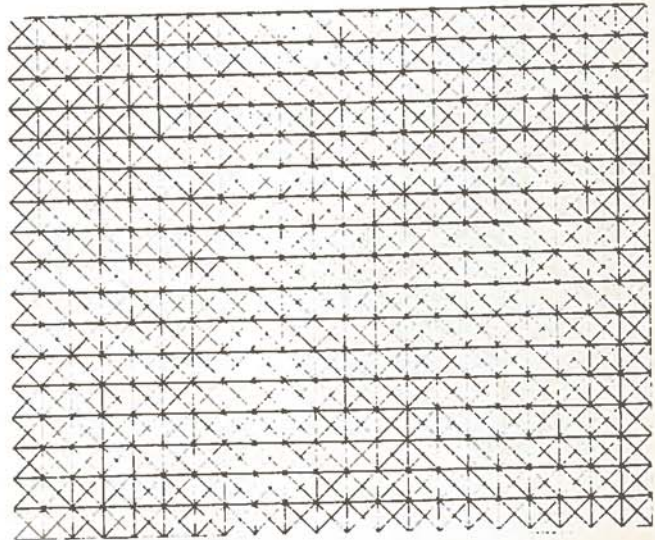




4



5



6

