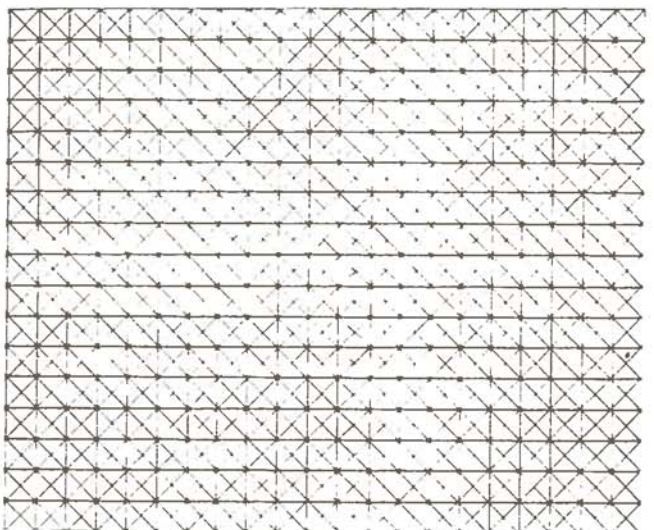
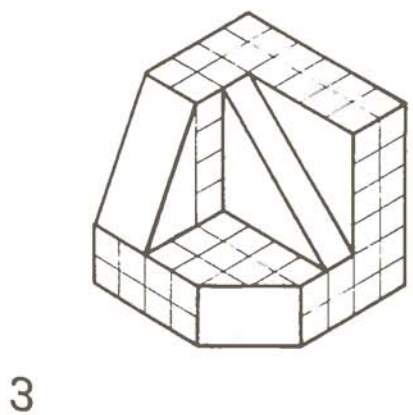
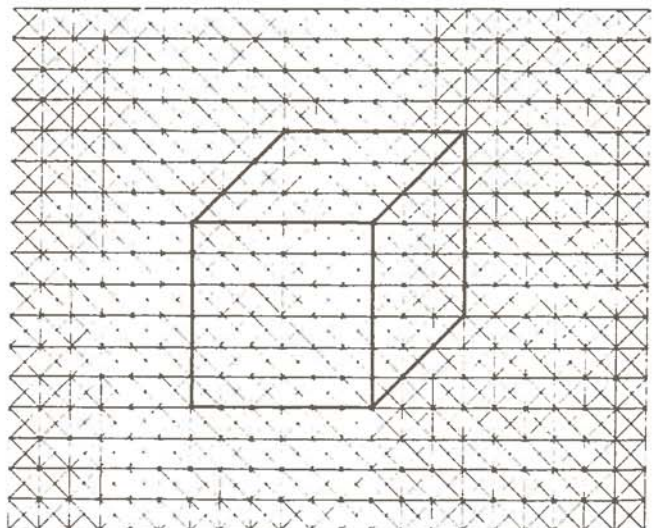
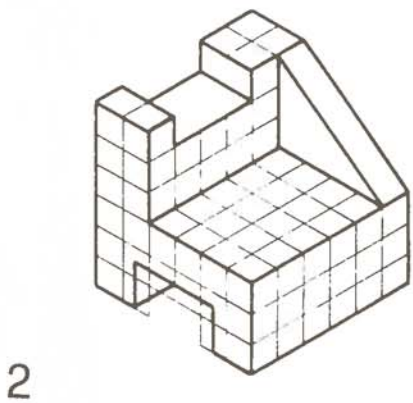
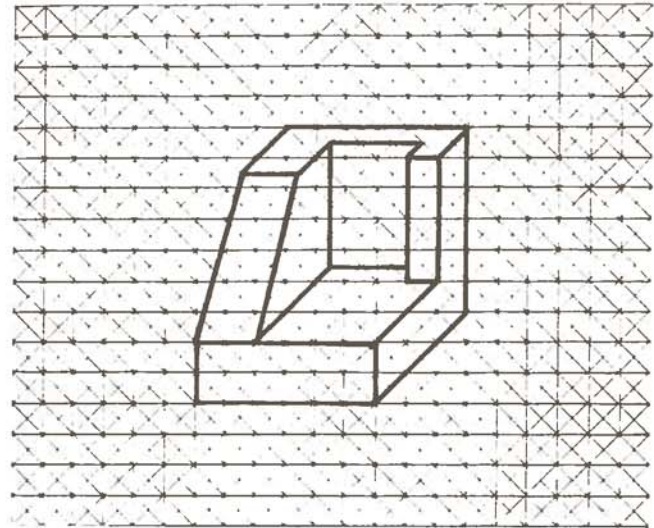
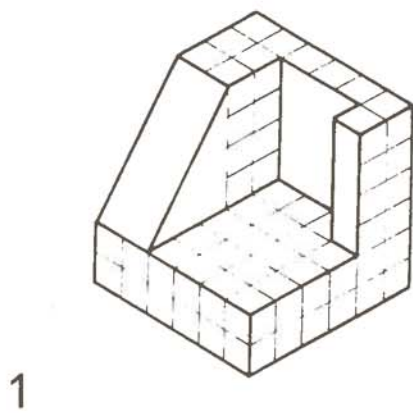
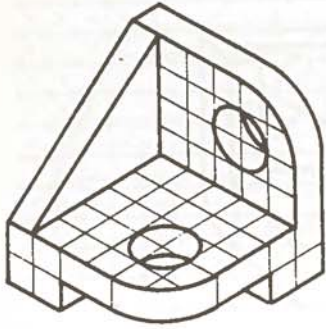


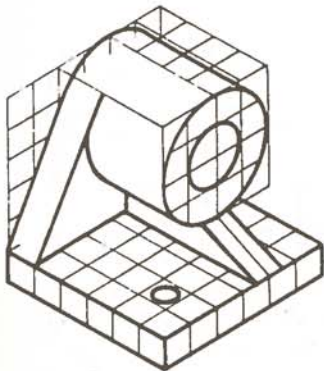
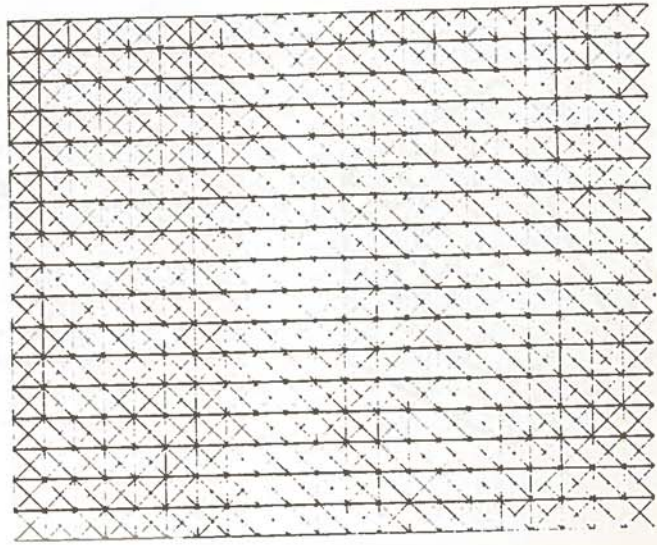
o) Ridisegnare gli oggetti in assonometria obliqua

\

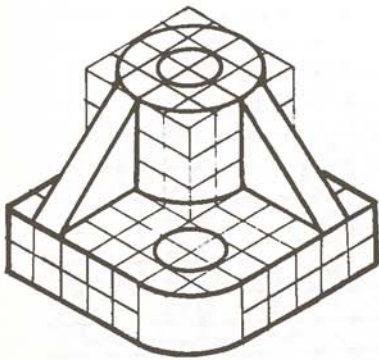
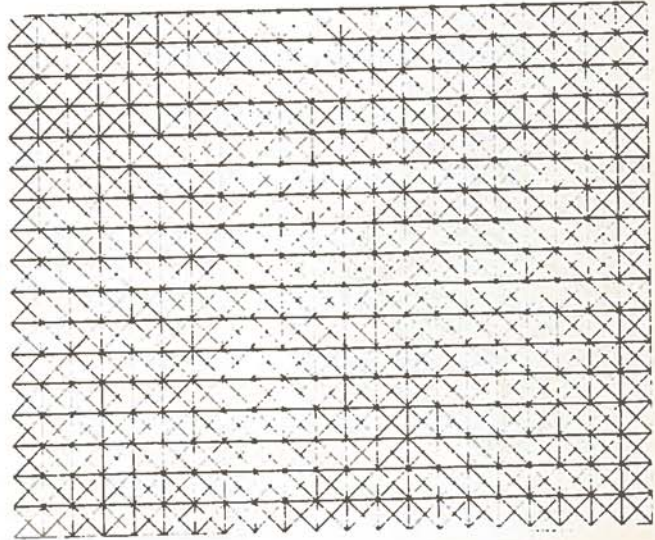




4



5



6

