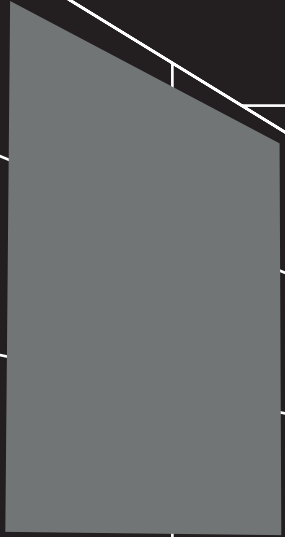
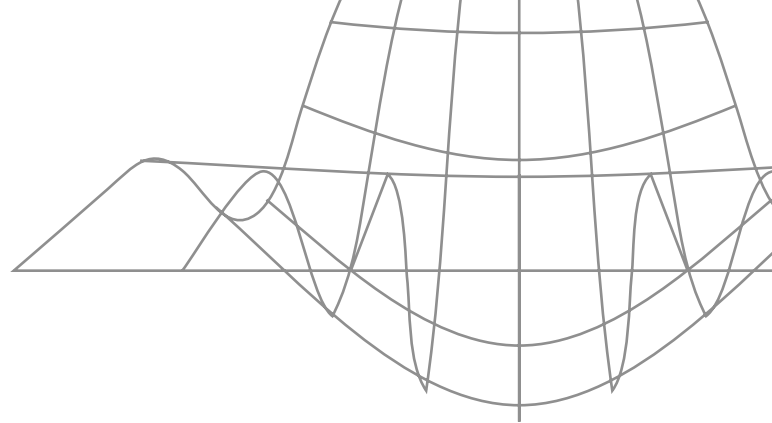
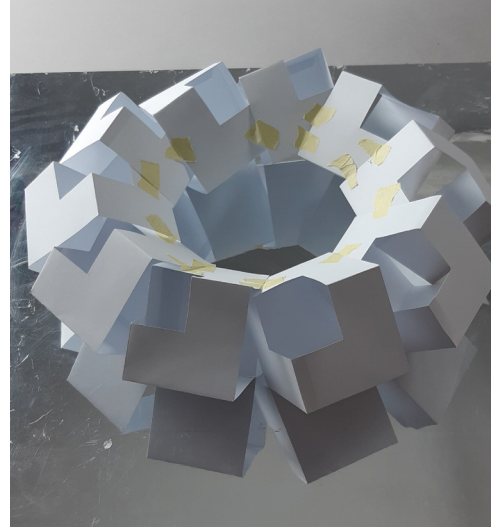
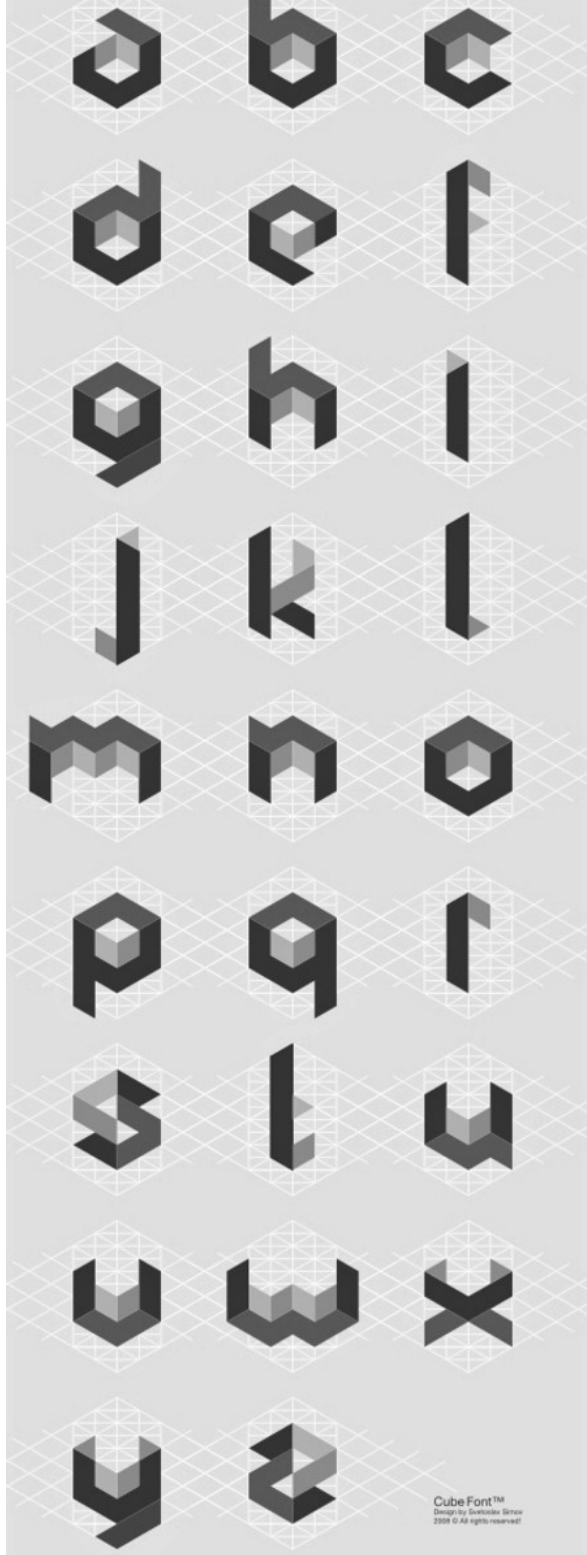
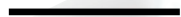


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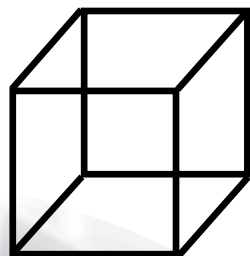




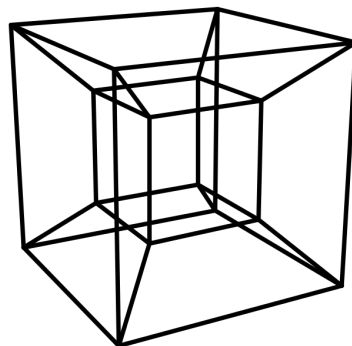
1D



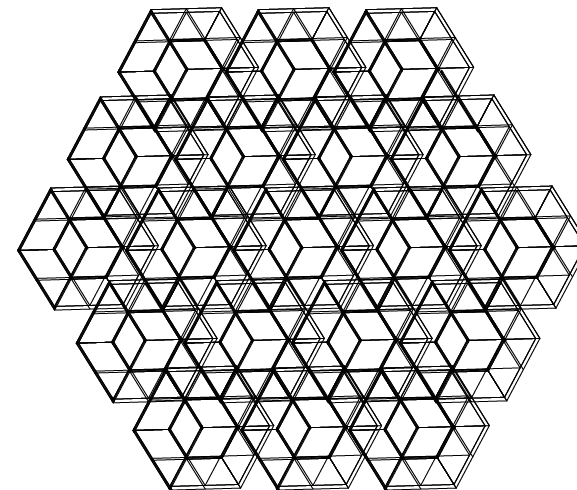
2D



3D



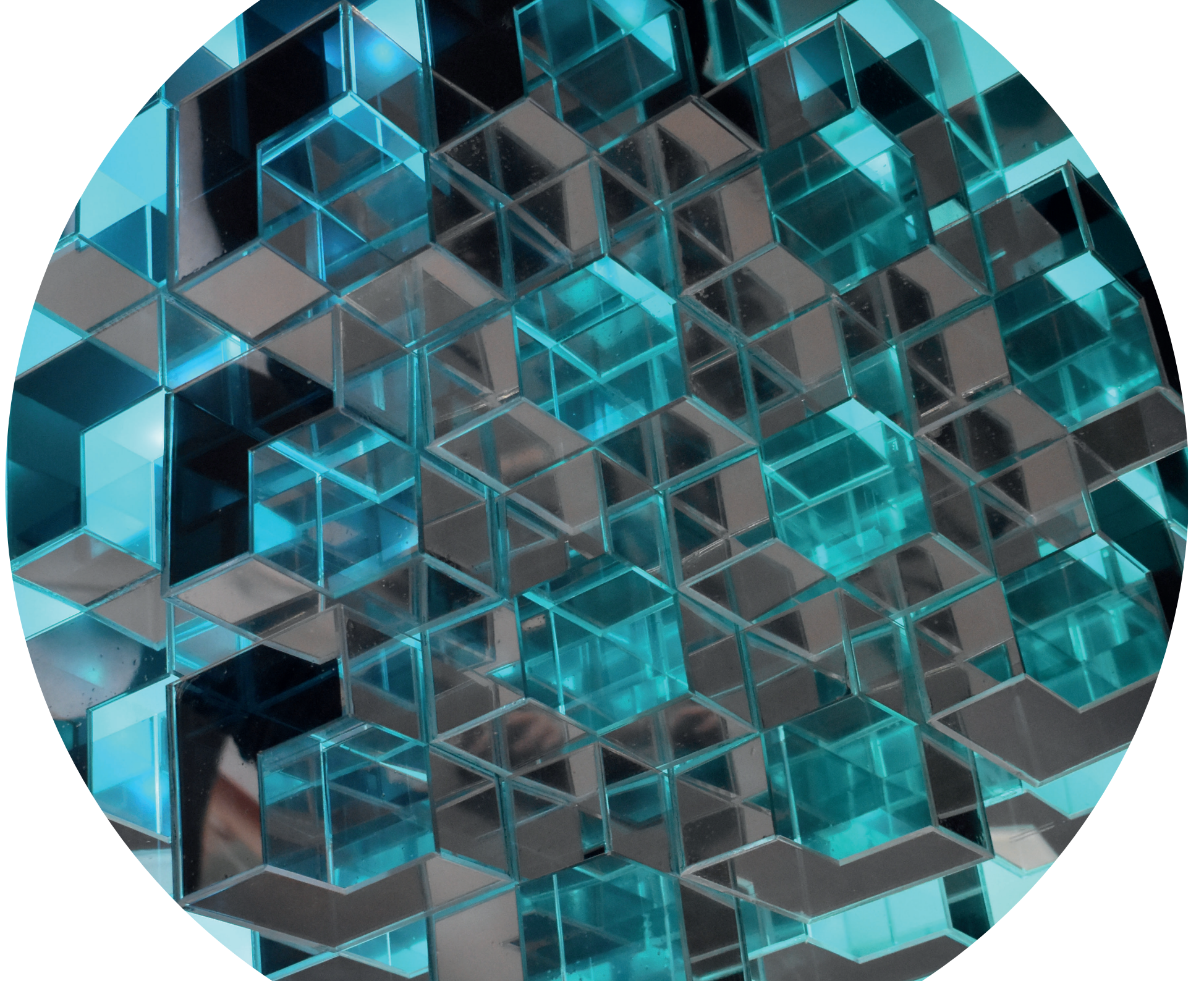
4D

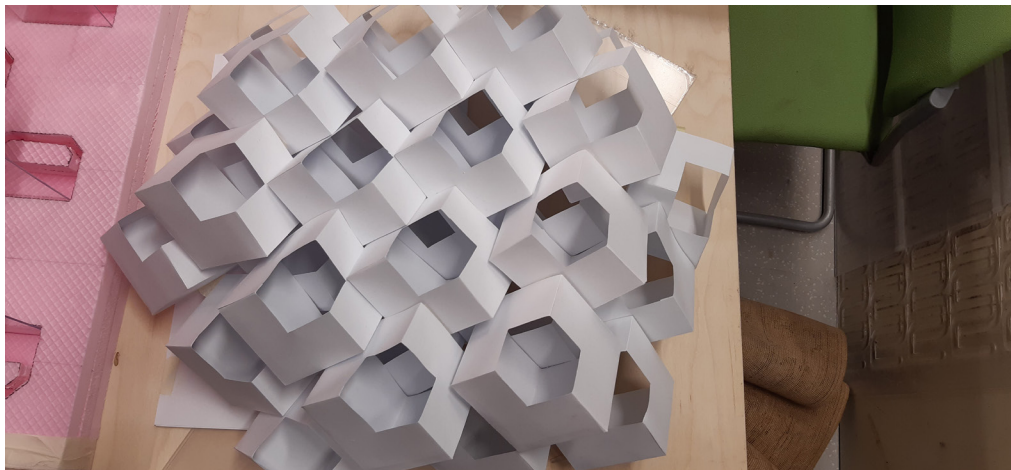


Princíp

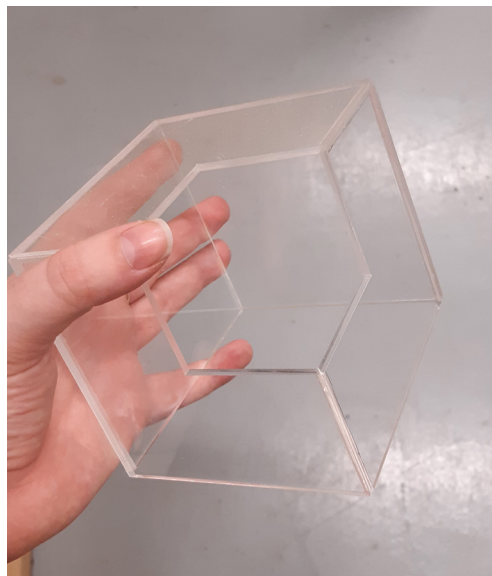
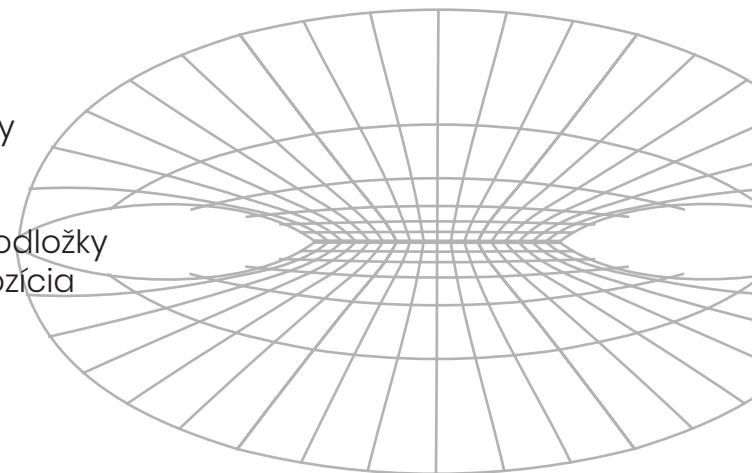
Základnou jednotkou je tesseract. Tento pomyselný geometrický objekt je naša predstava štvrtého rozmeru. Úsečka je jednorozmerný objekt, po jeho znásobení v pravých úhloch a veľkostiach dostaneme druhý rozmer - štvorec. Keď to zopakujeme a štvorec

znásobíme abysajeho vrcholy dotýkali vznikne tretí rozmer. Tu náš vesmír končí, ďalej sa nepohneme. Iba ak by sme si to predstavili. Opätovné opakovanie a násobenie fragmentou by sme si mohli vysvetliť ako ďalšiu a ďalšiu dimenziu.

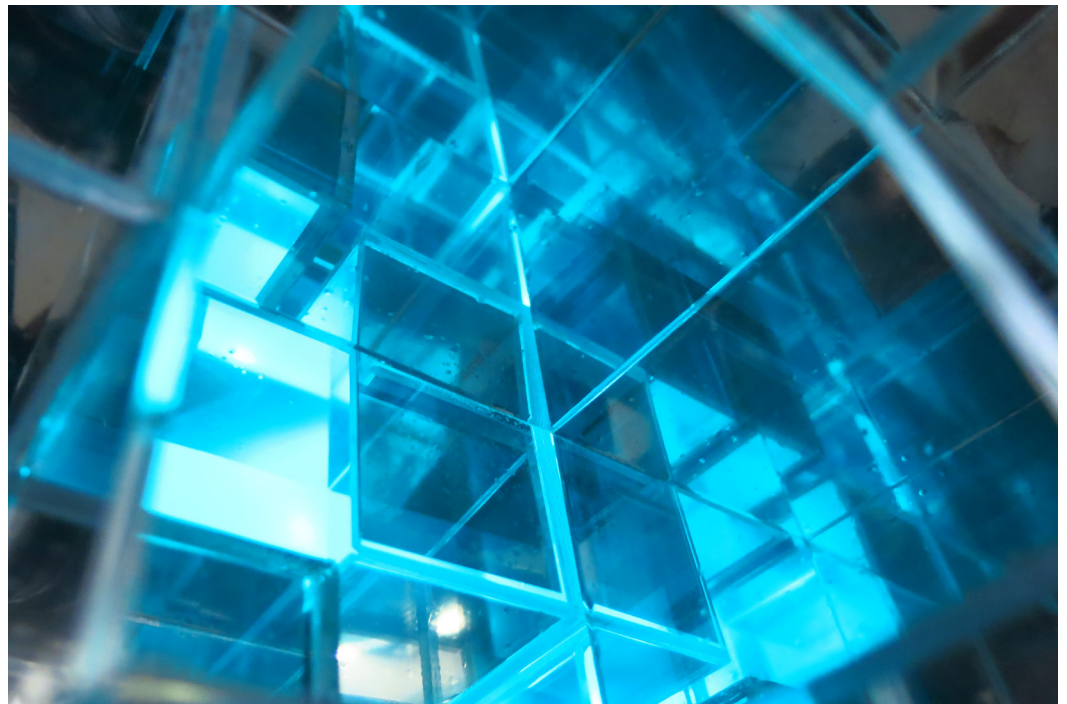
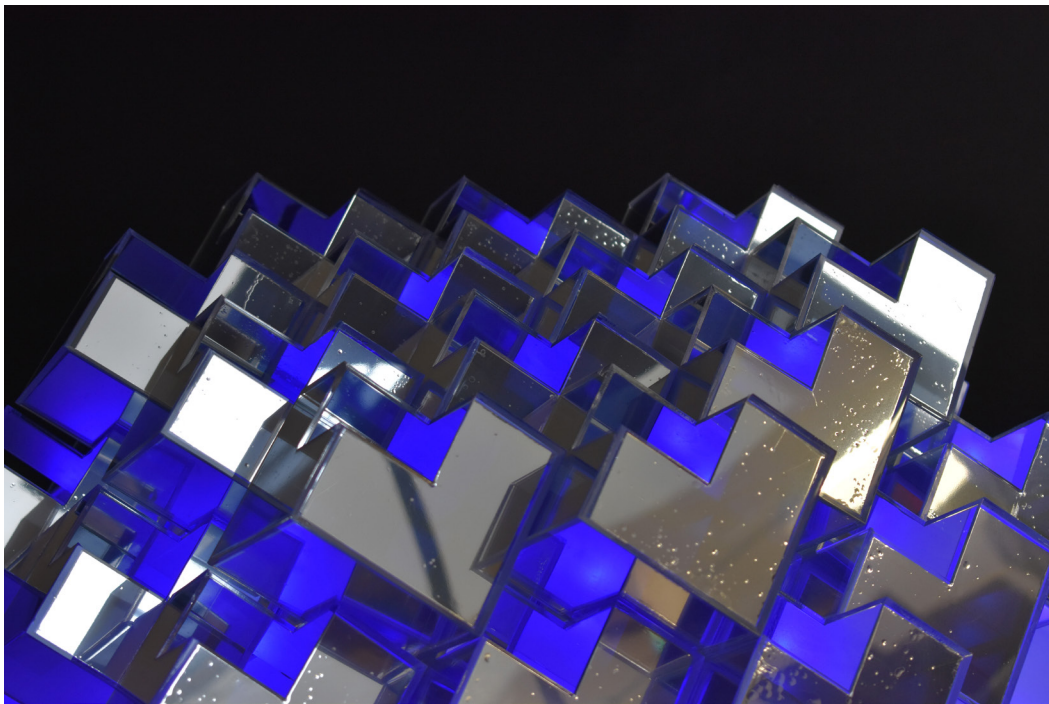
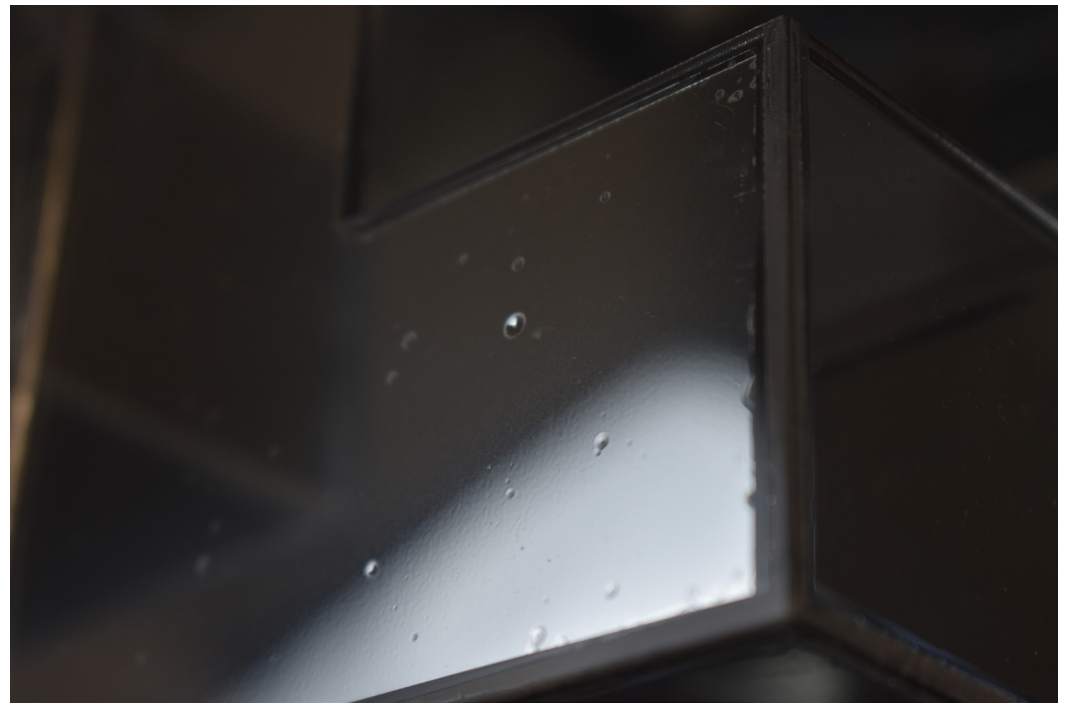
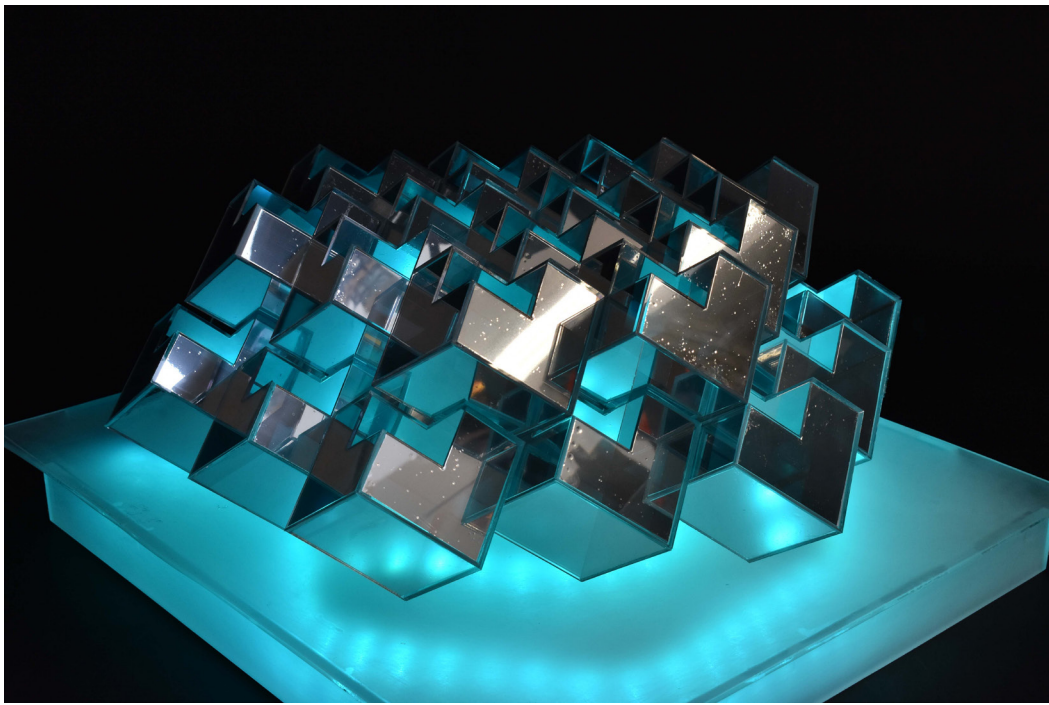


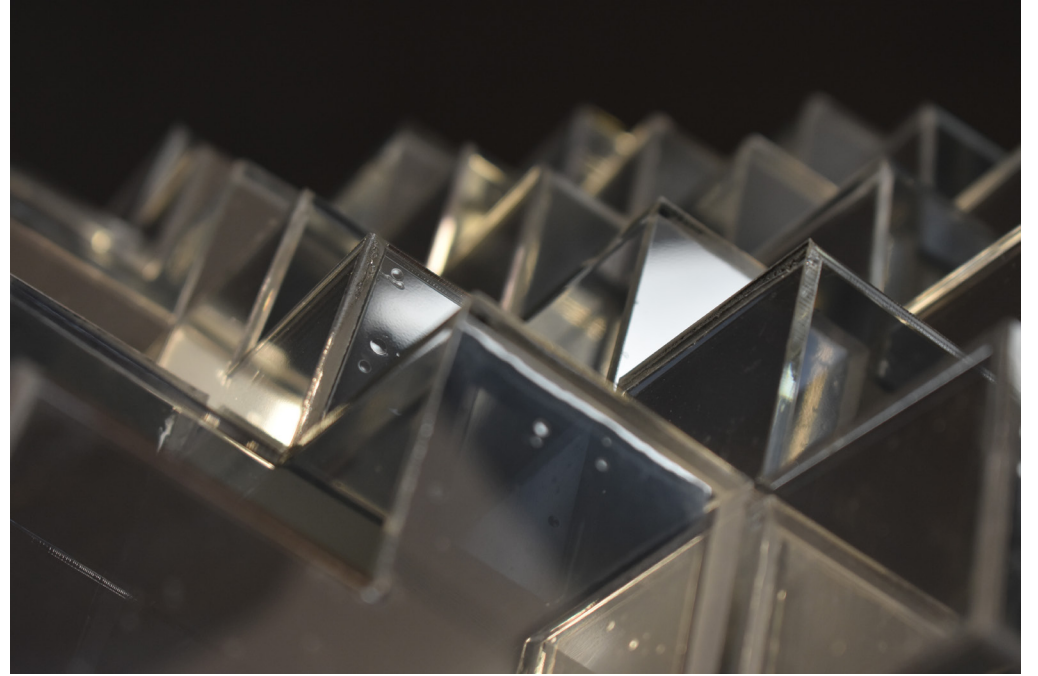
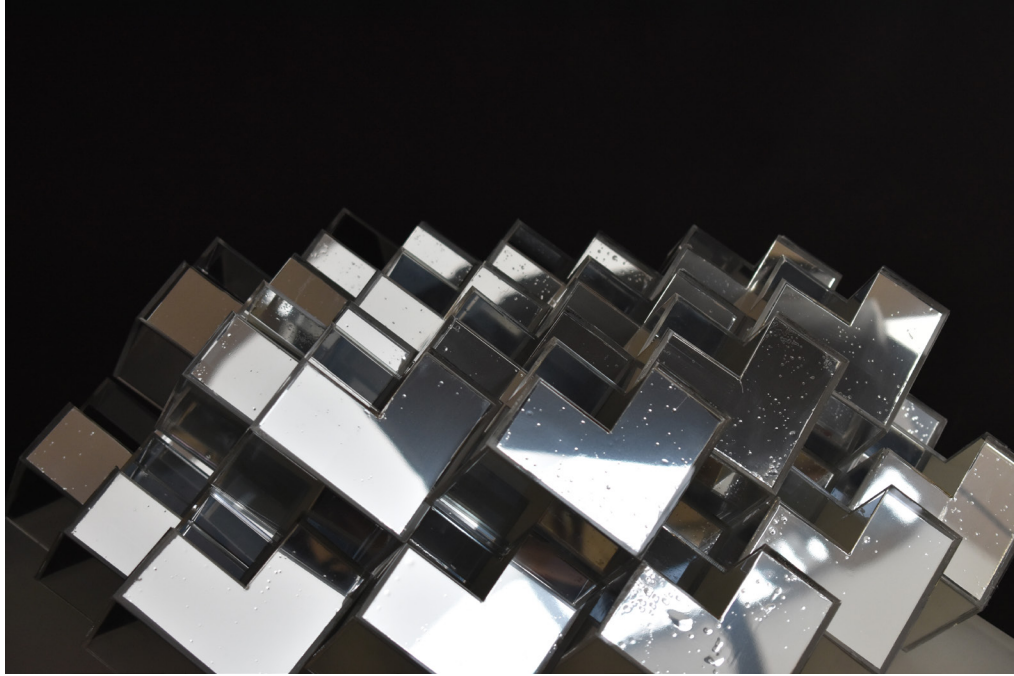


- 1_ Materiály
- 2_ Rezanie na lasery
- 3_ Nanášanie fólie
- 4_ Lepenie krychlí
- 5_ Vypracovanie podložky
- 6_ Výsledná kompozícia

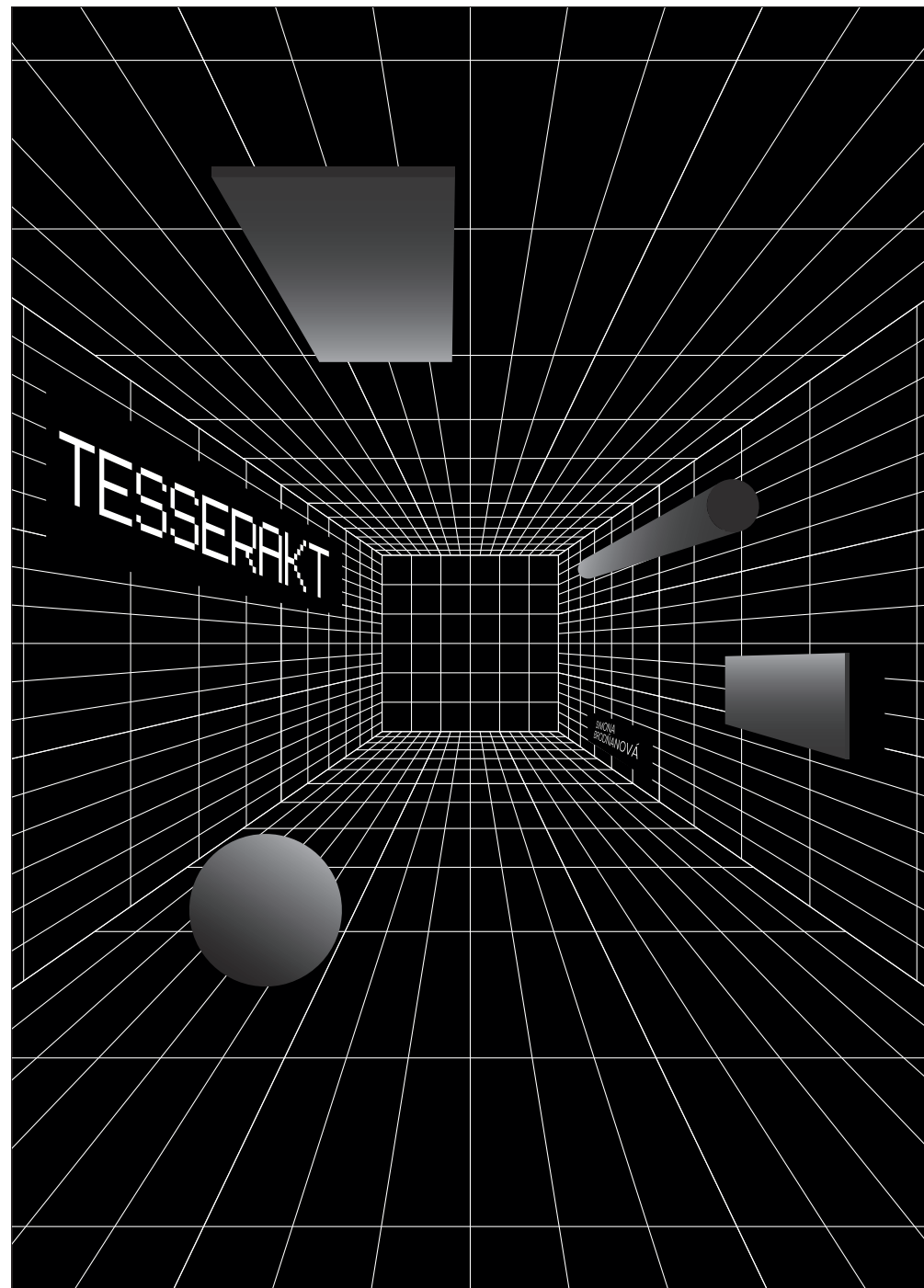


Realizácia





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■ ĎAKUJEM ZA POZORNOST ■