

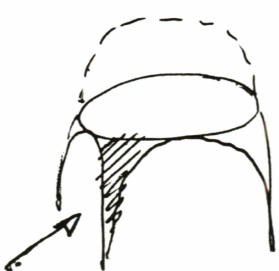
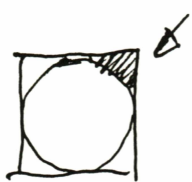
Z principy

3. Nakreslete

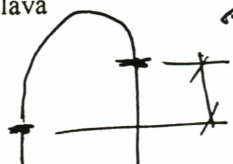
16 a. Průnikovou kompozici půdorysu barokního chrámu



16 b. Pandativ kupole



16 c. Oblouk – kobylí hlava

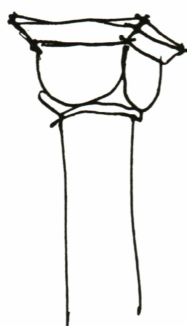


patky stejné výšky

16 d. zrcadlovou klenbu



16 e. Románský sloup s krychlovou hlavicí



a

