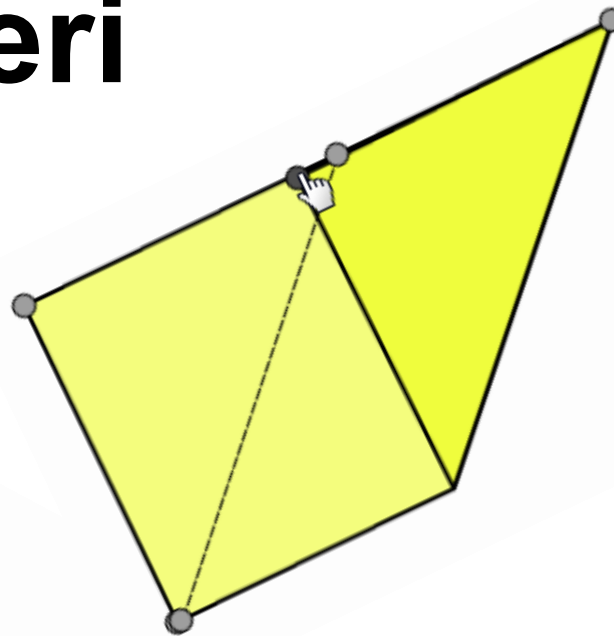
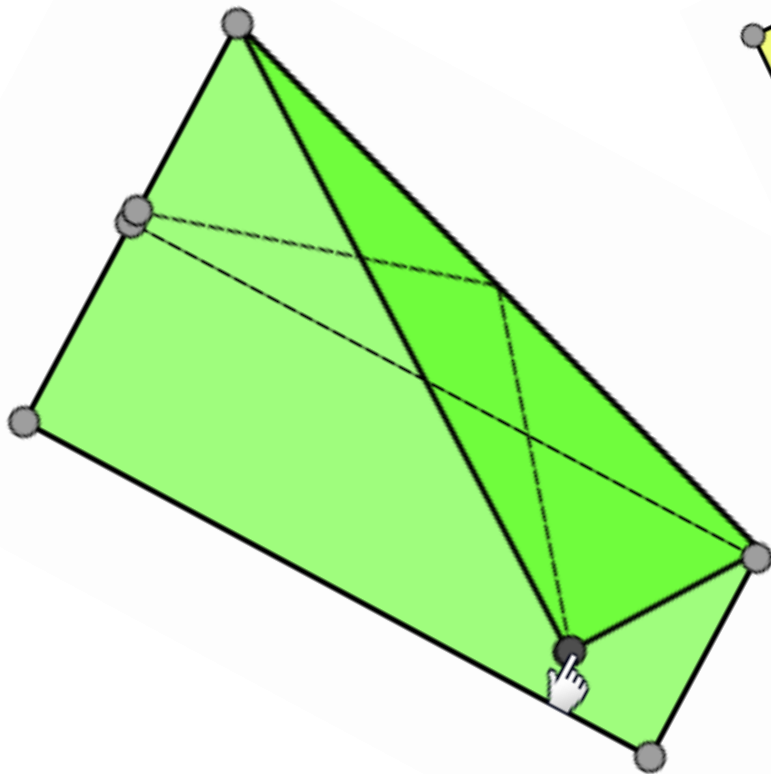
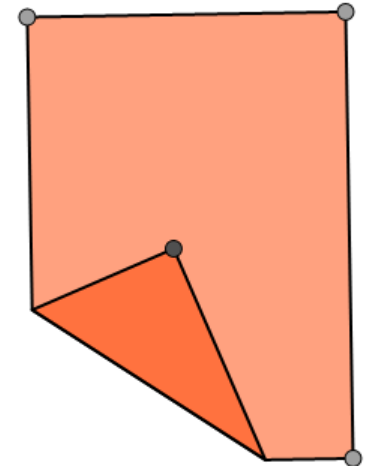
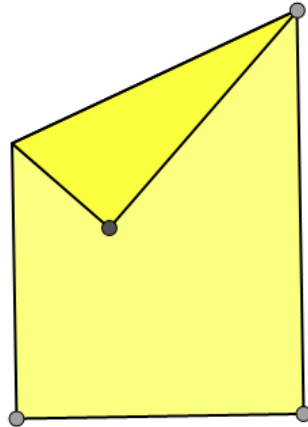
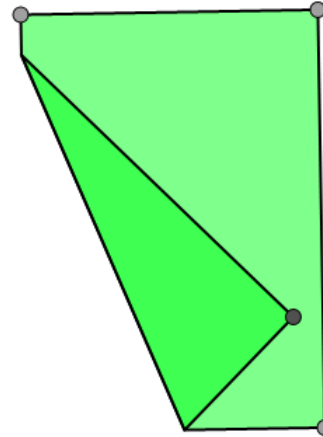
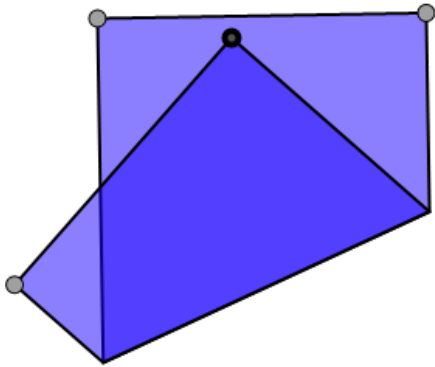


# I quadrilateri

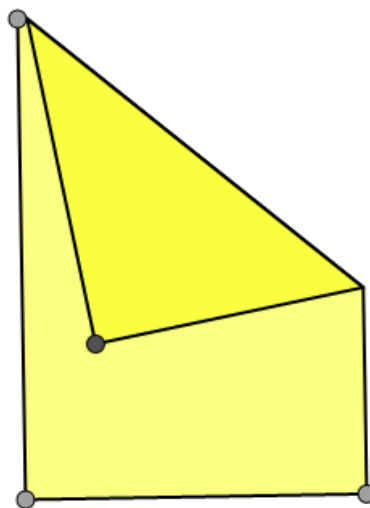
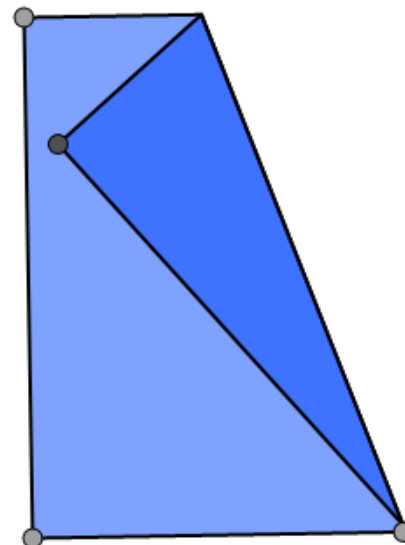
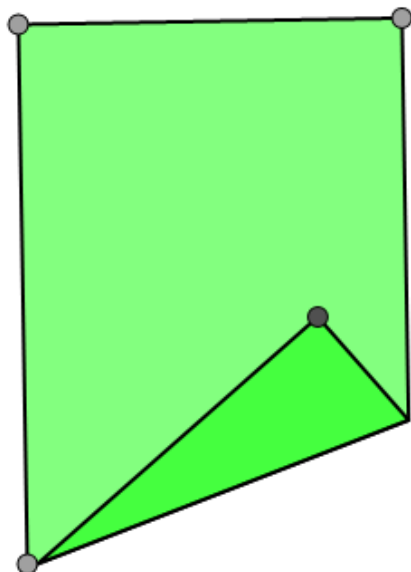
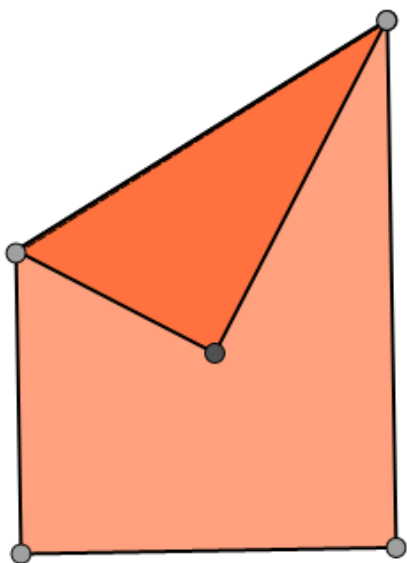


Se si piega un rettangolo portando un vertice al suo interno è possibile ottenere quadrilateri oppure pentagoni

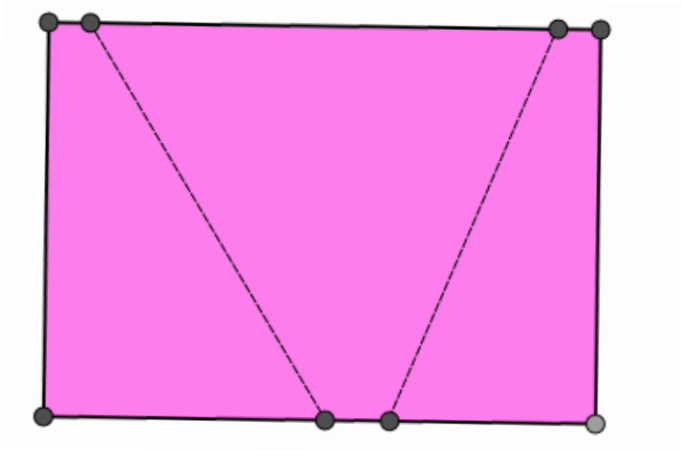
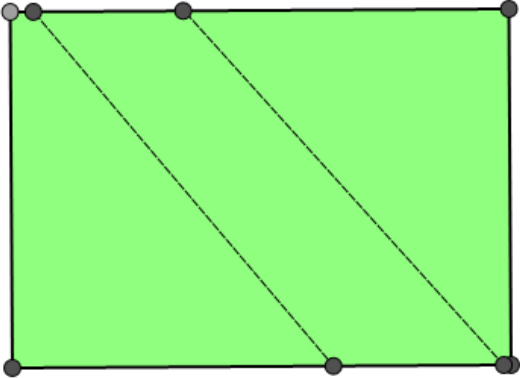
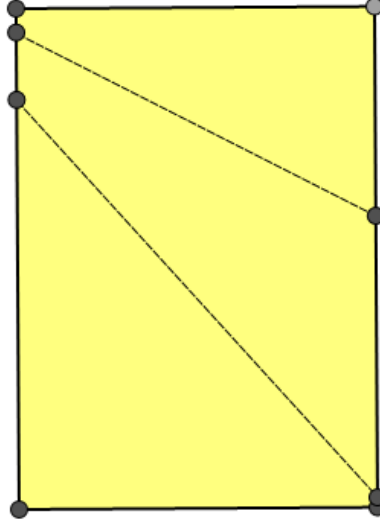
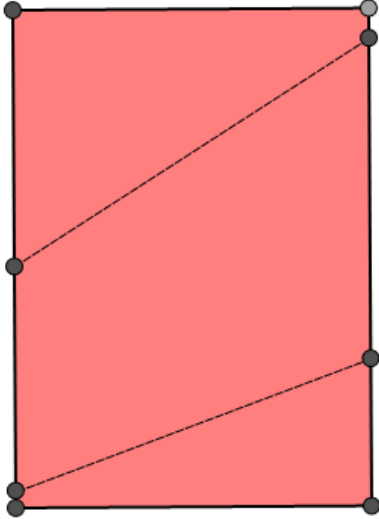
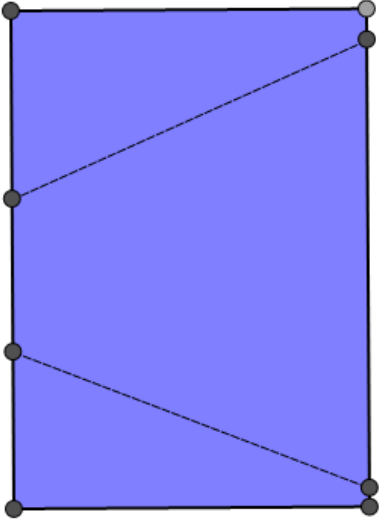


Quando la piegatura unisce due lati opposti si ottengono quadrilateri, quando congiunge due lati consecutivi si ottengono pentagoni

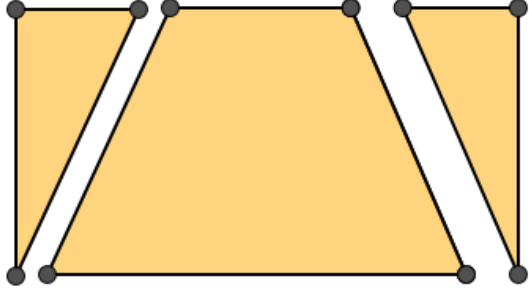
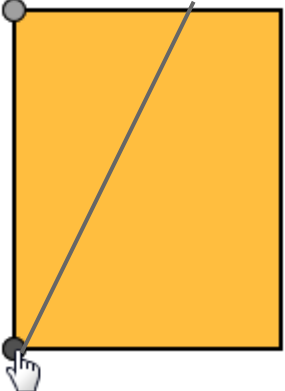
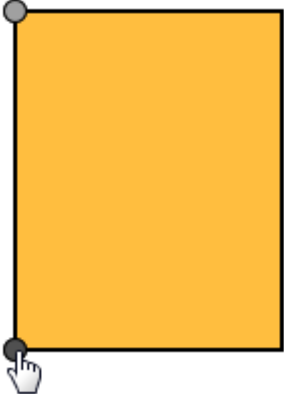
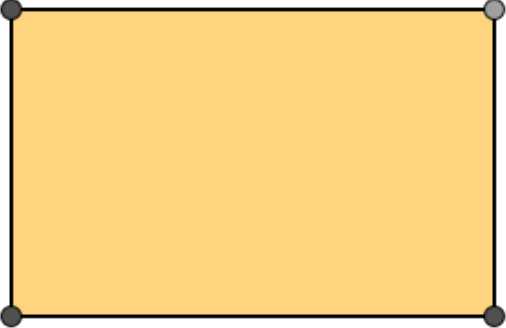
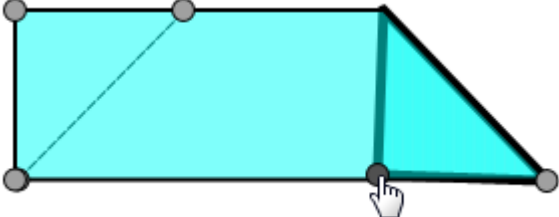
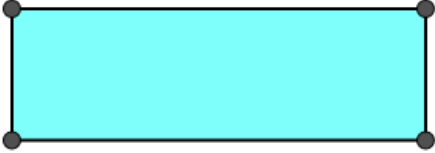
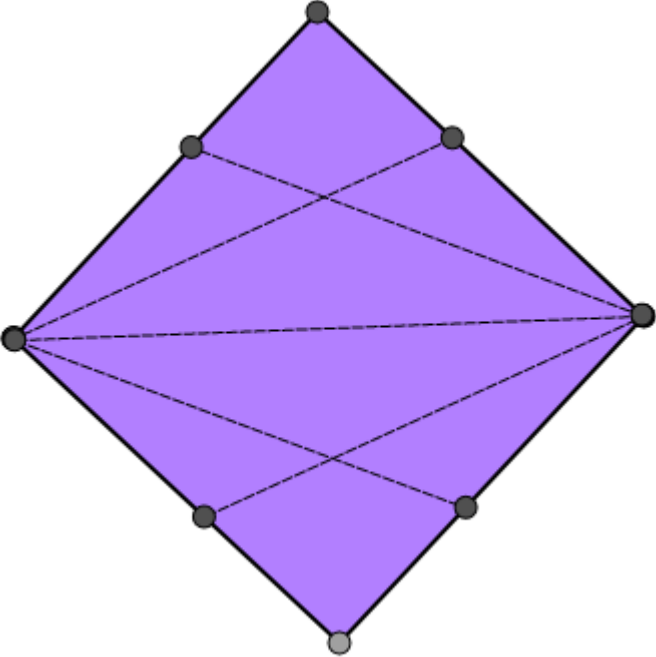
Utilizzando una piegatura che attraversi uno dei vertici otteniamo un trapezio rettangolo



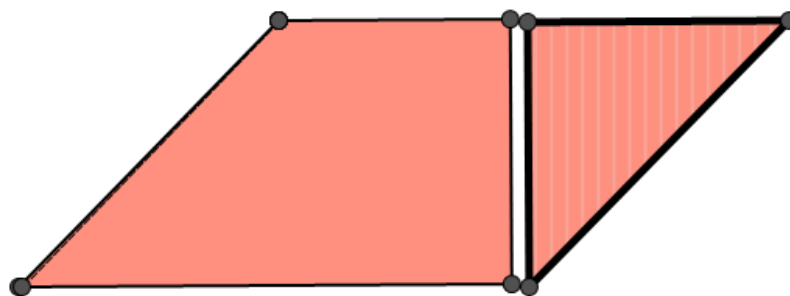
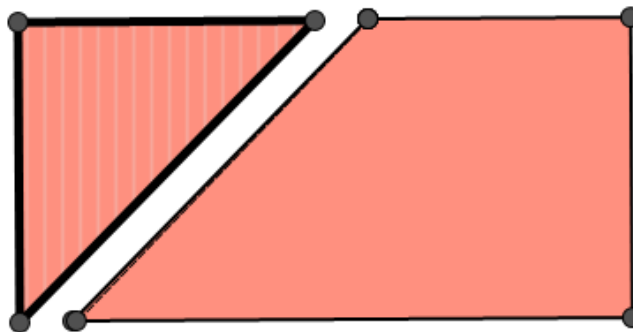
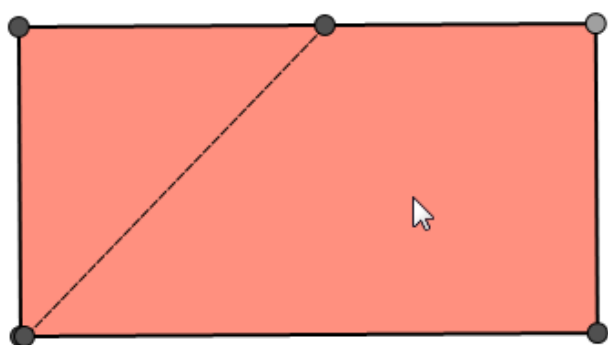
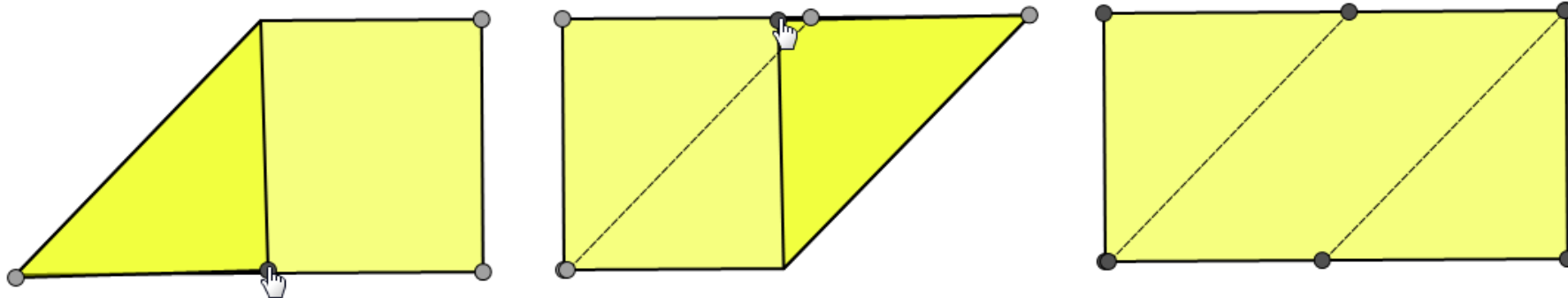
Con due tagli è possibile ottenere trapezi, generalmente scaleni, anche molto diversi fra loro



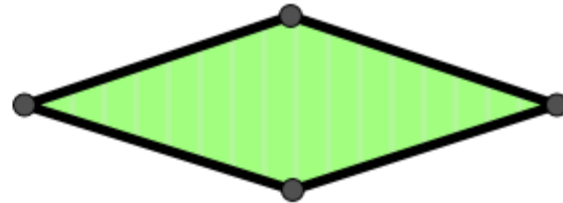
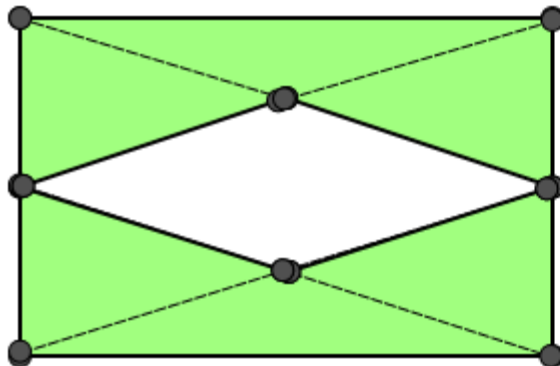
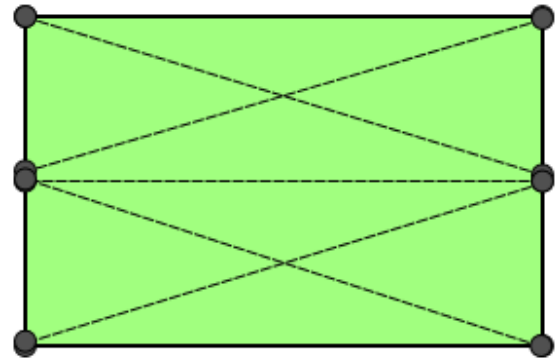
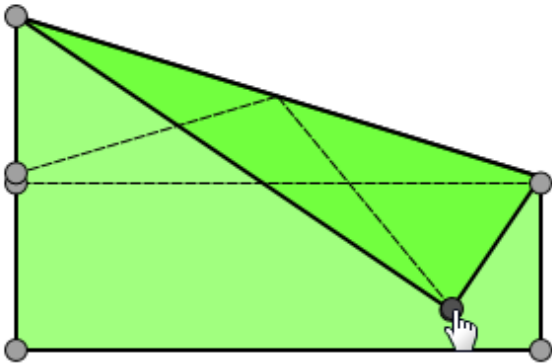
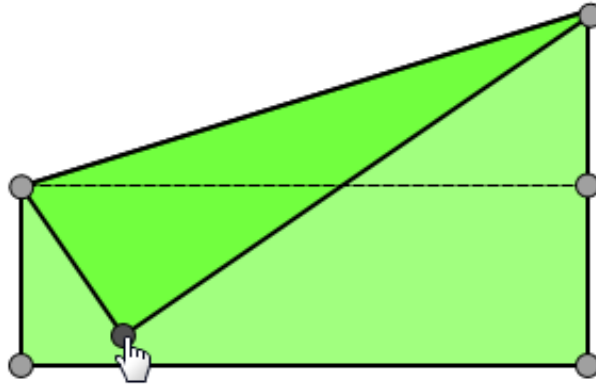
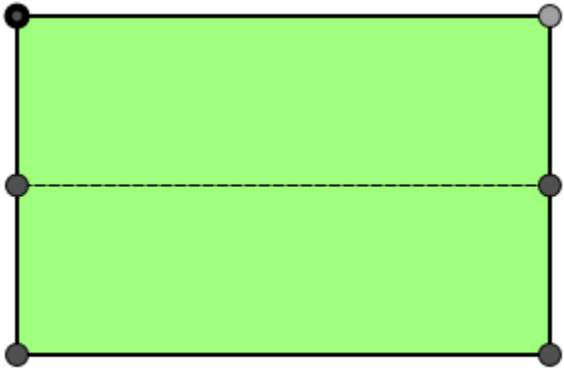
Come posso ottenere trapezi isosceli?

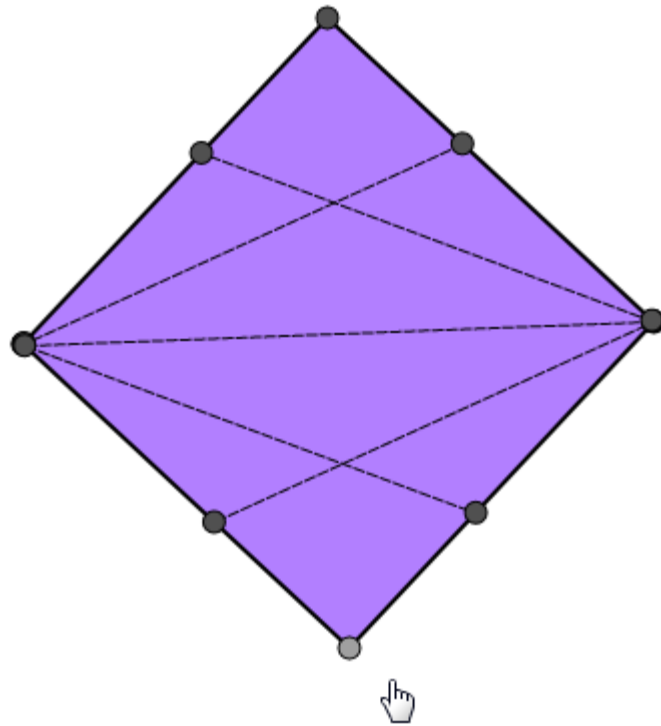
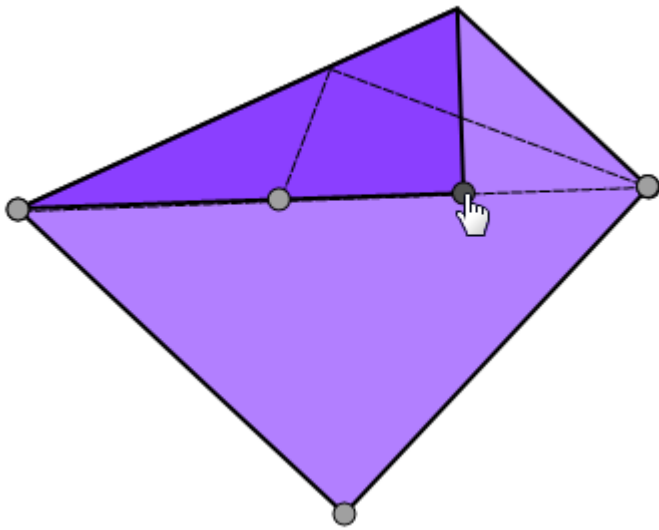
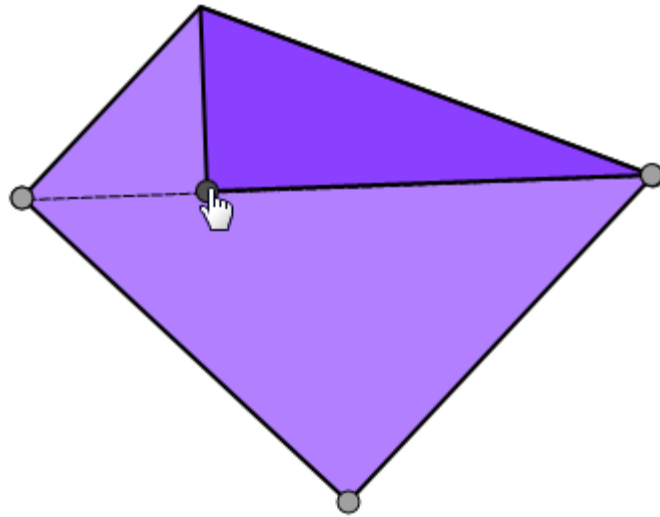
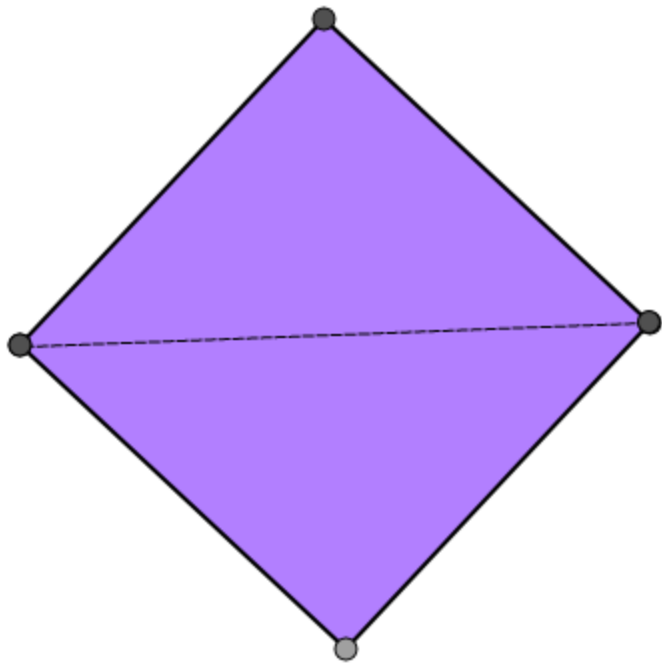


Realizzare un parallelogramma



Come disegnare un rombo?









Piegare in 4 il rettangolo.  
Eseguire un unico taglio per ottenere il rombo.  
Quando otteniamo un rombo?  
Quando no?