

Figura 3.10a Rendering dall'alto



Figura 3.10b Rendering da valle

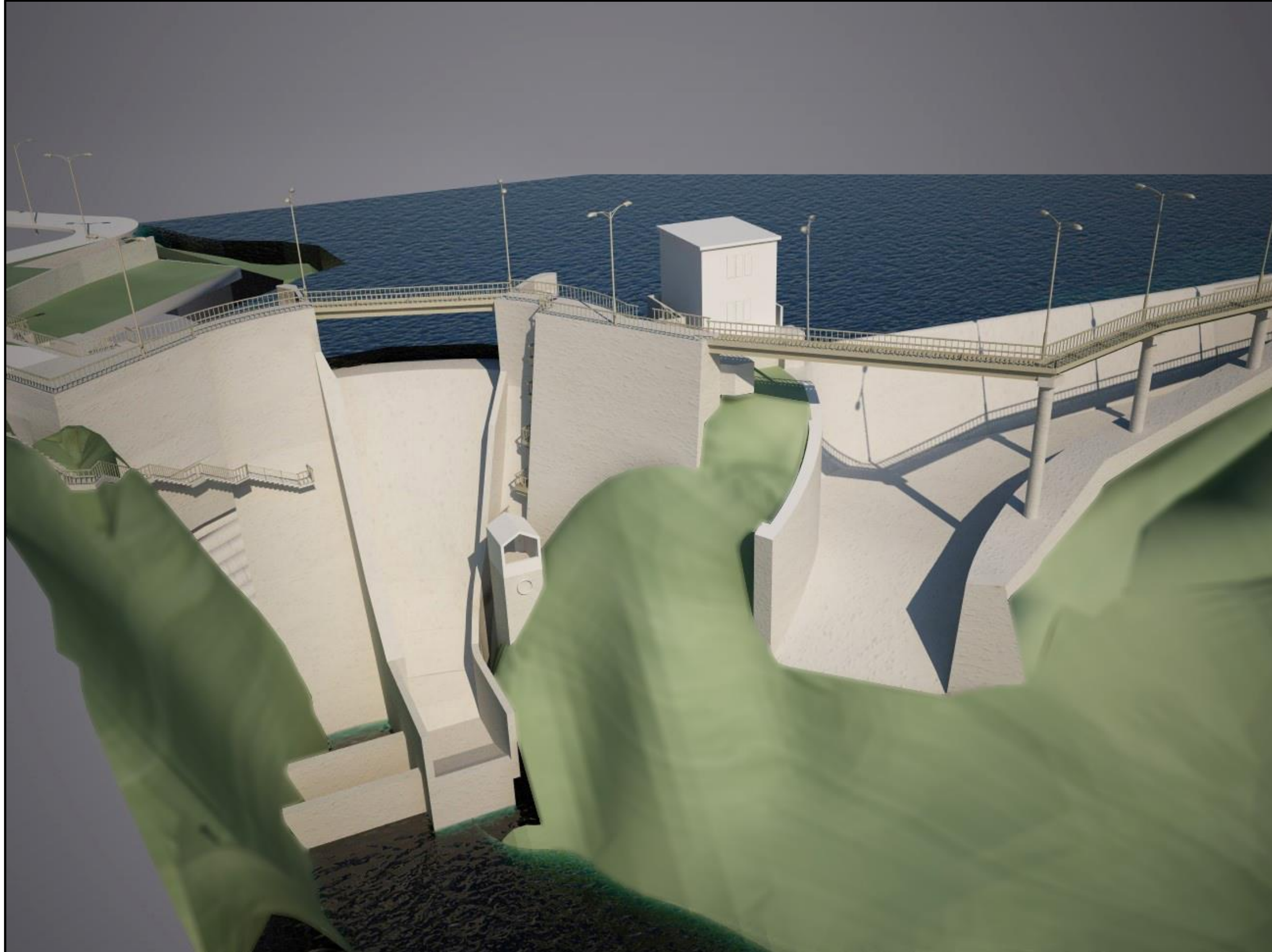


Figura 3.10c *Rendering da monte lato sponda destra*

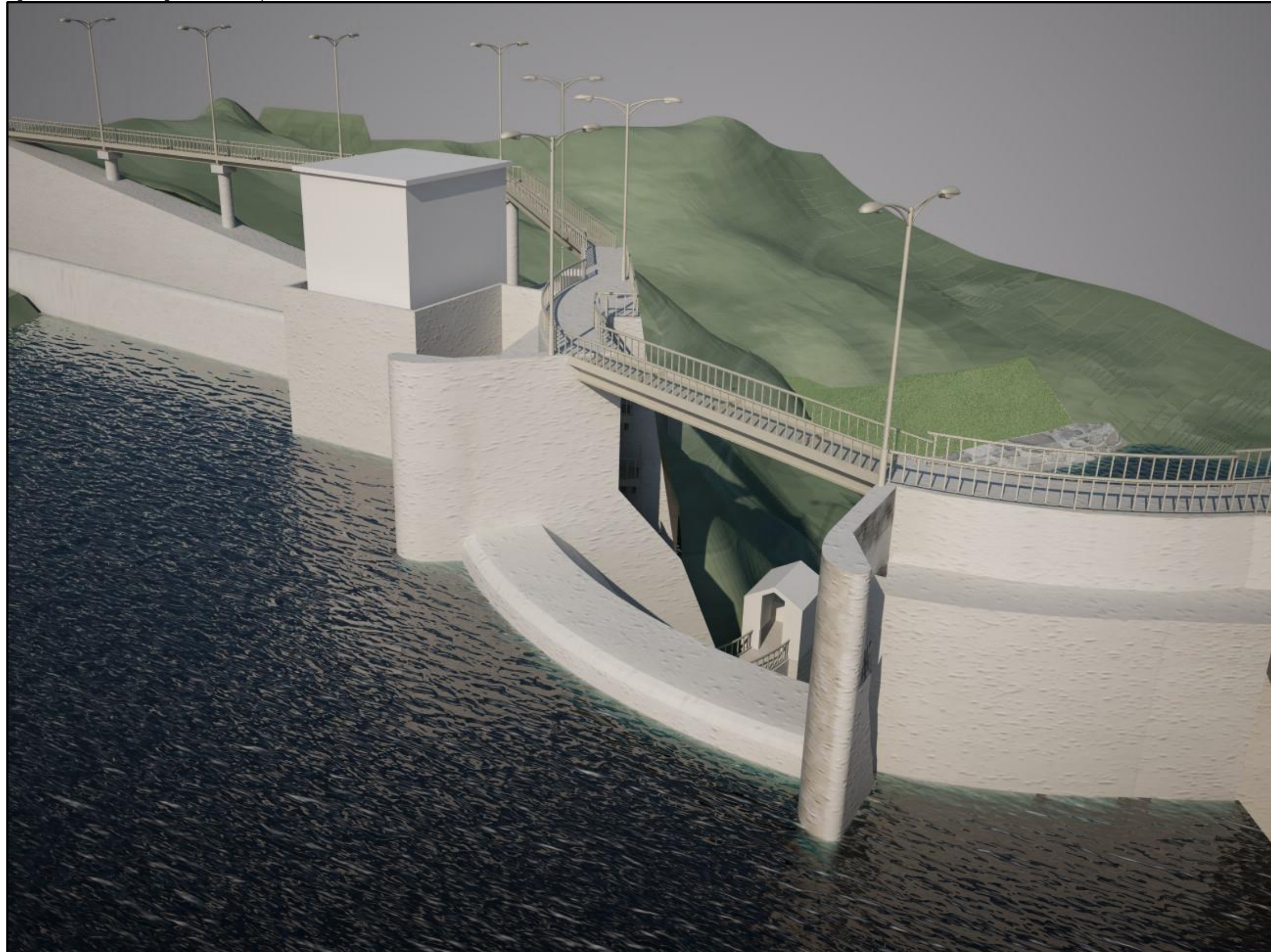


Figura 3.10d *Rendering da monte lato sponda sinistra - scarico di superficie*

