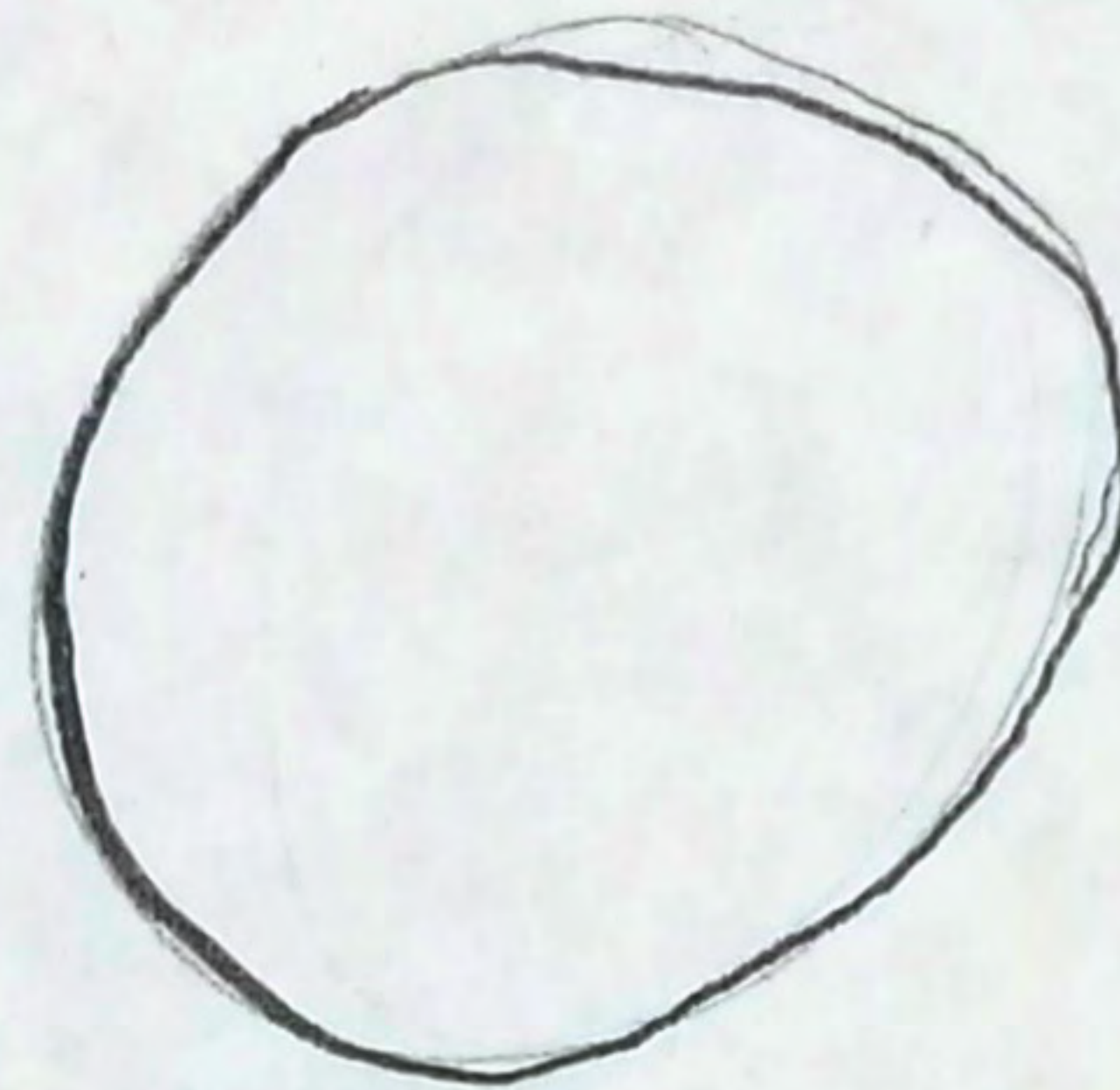
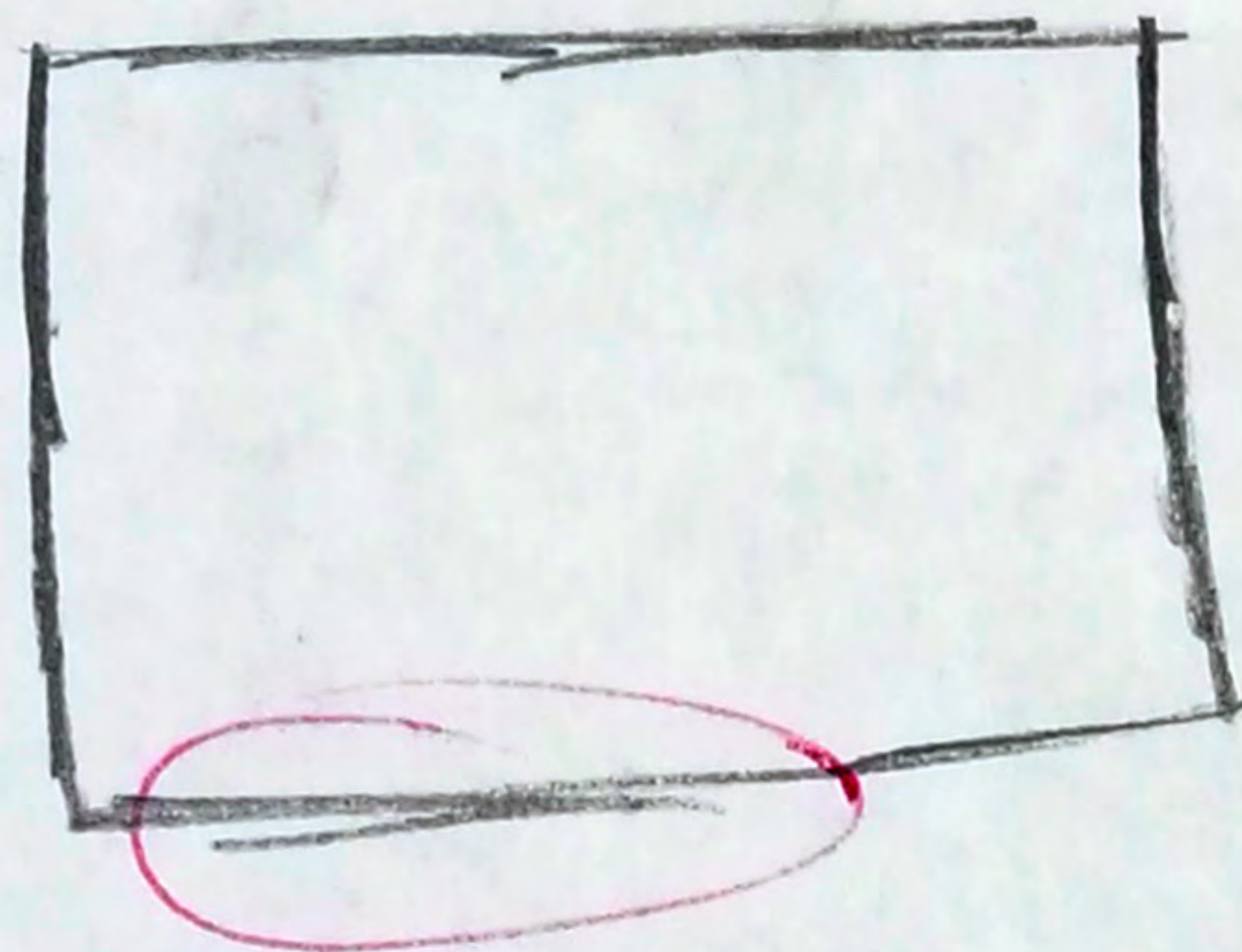
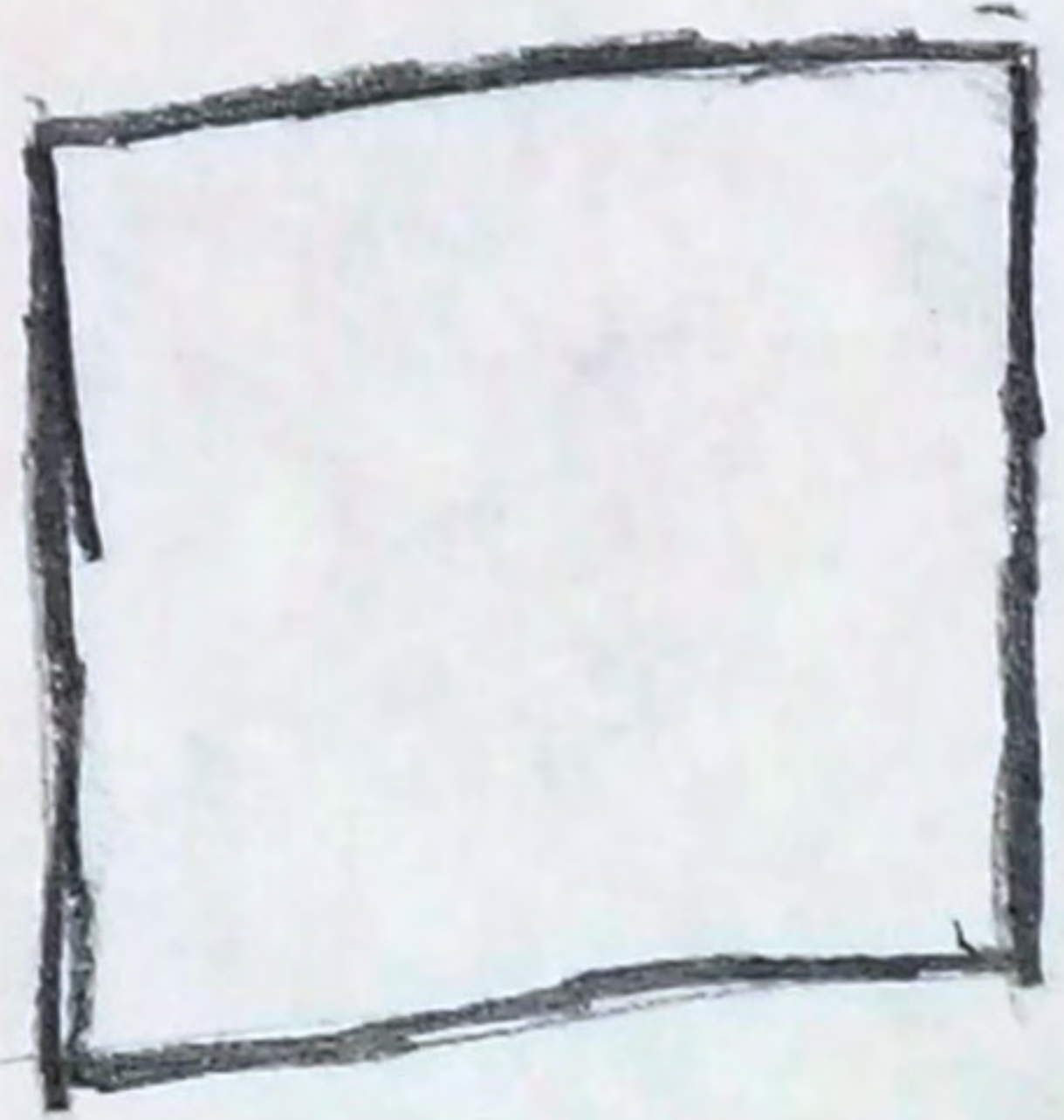


SKETCHING BASIC SHAPES

SECTION =

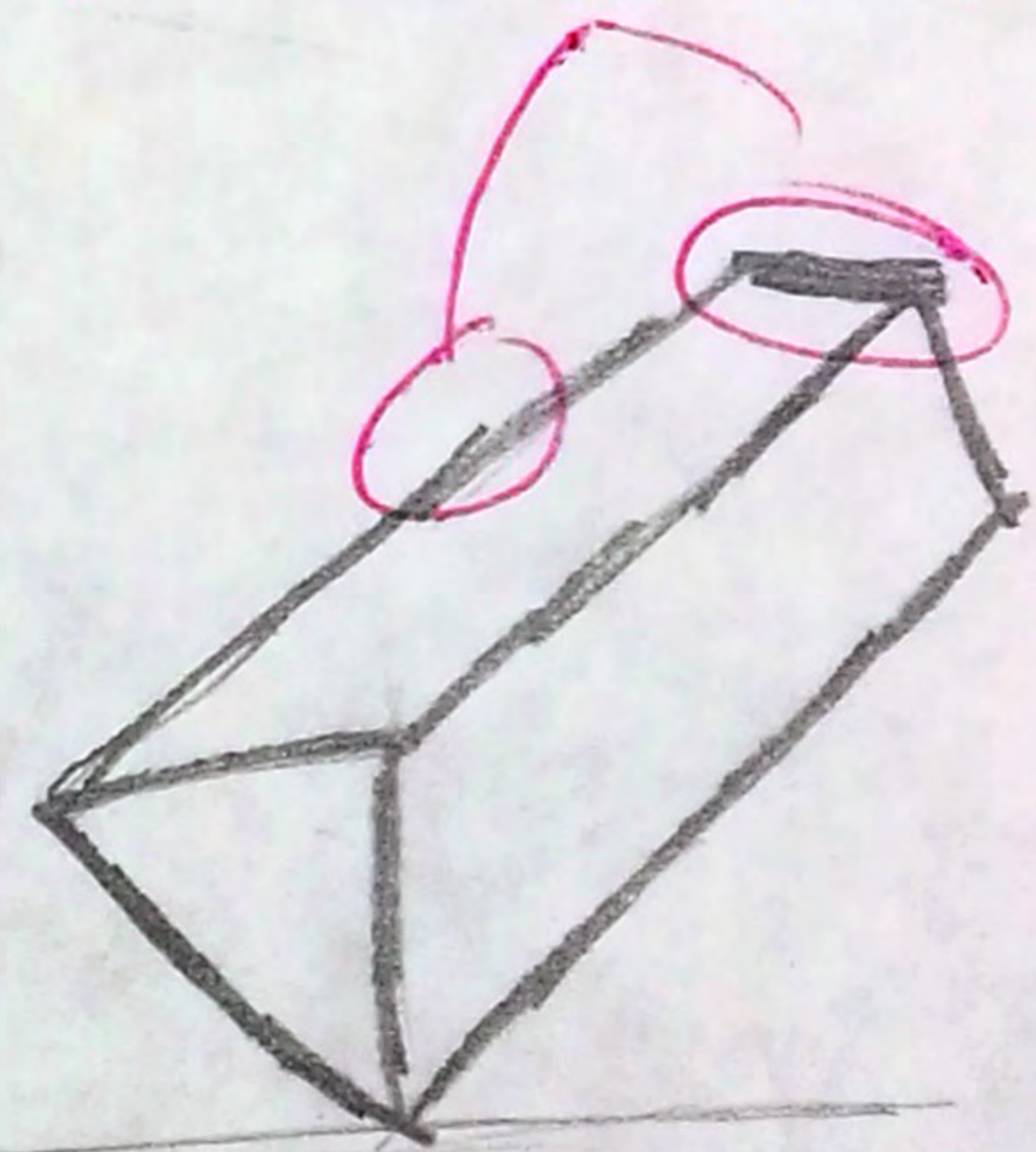
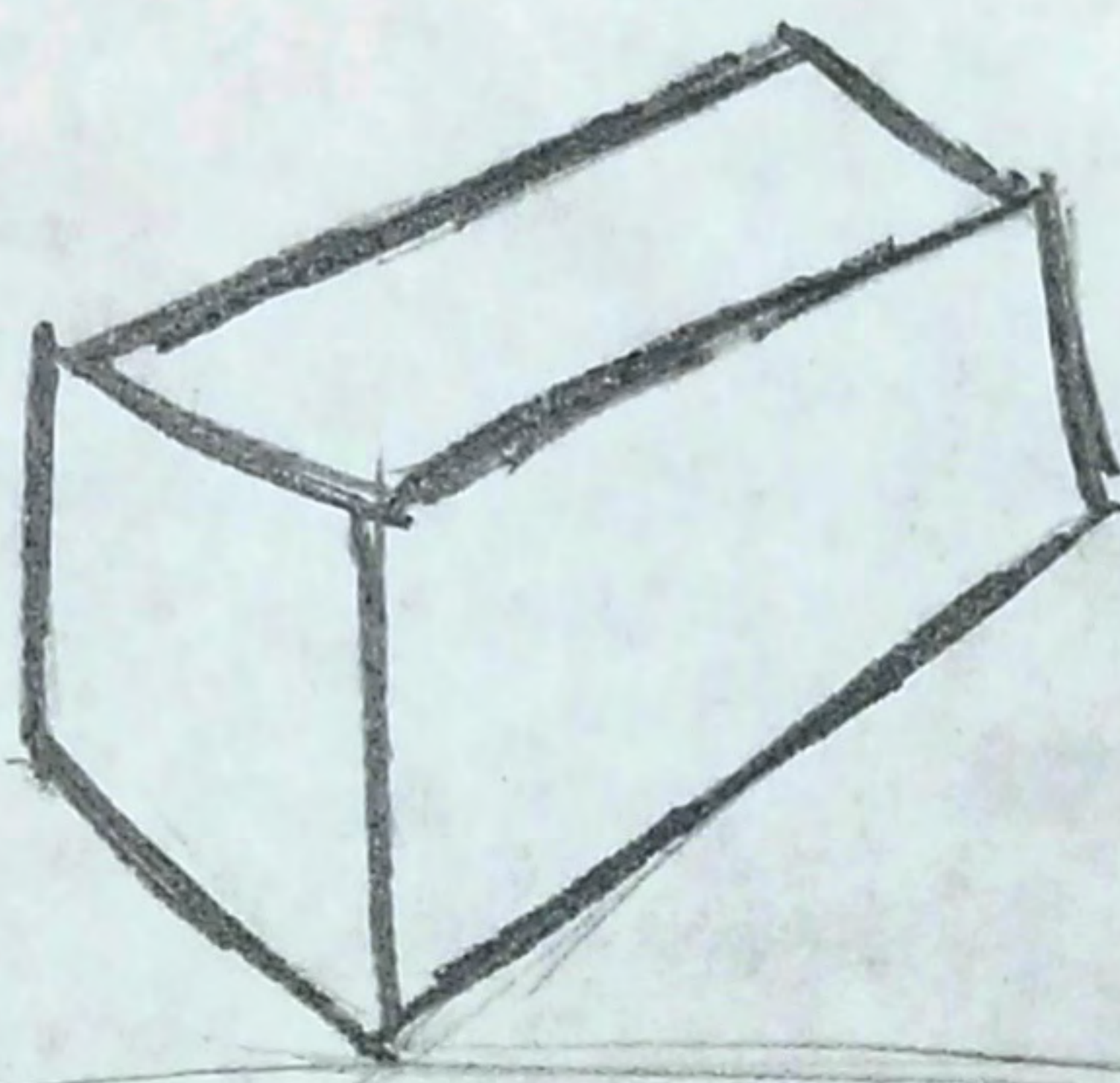
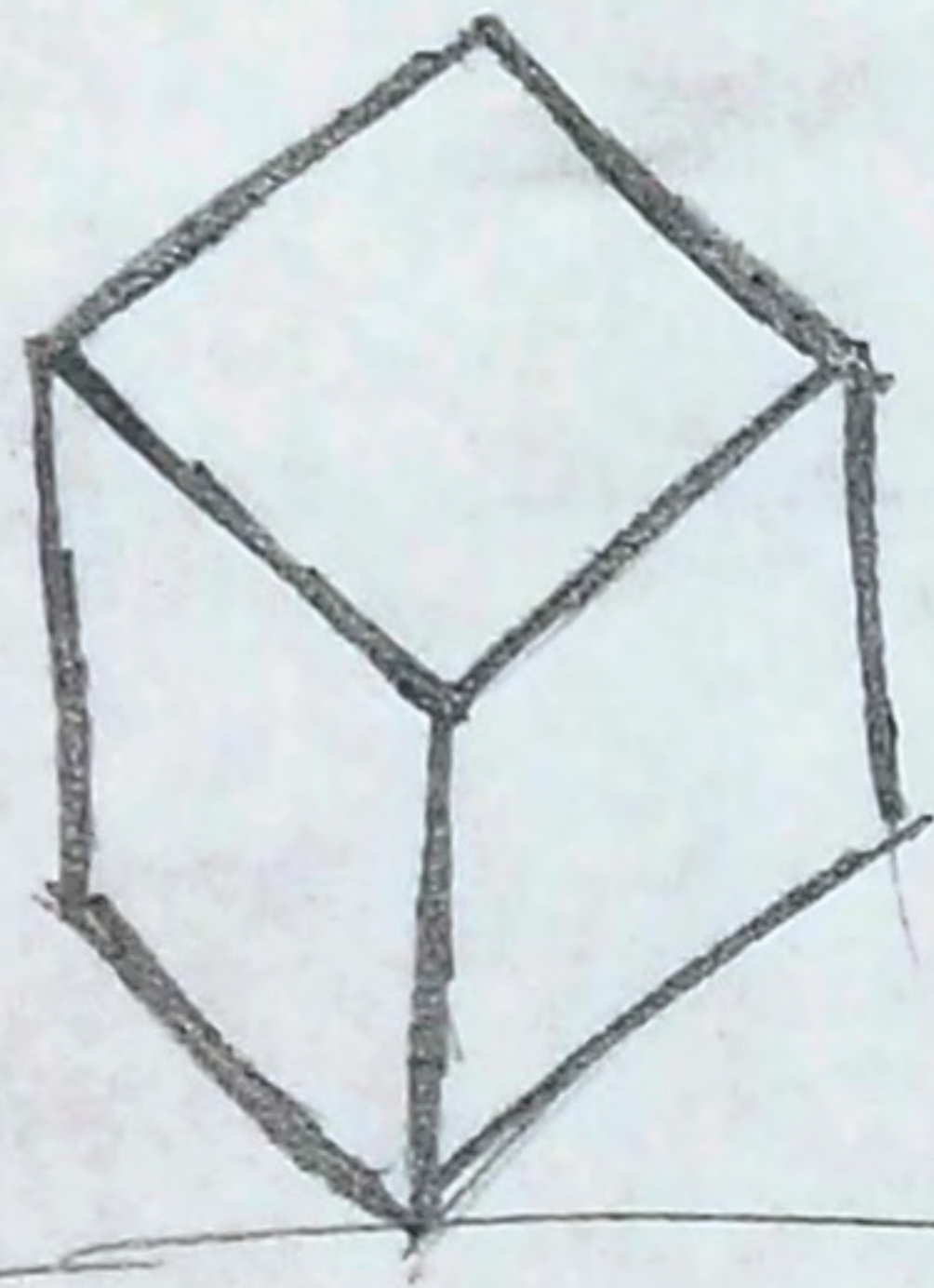
12
15

2D SHAPES

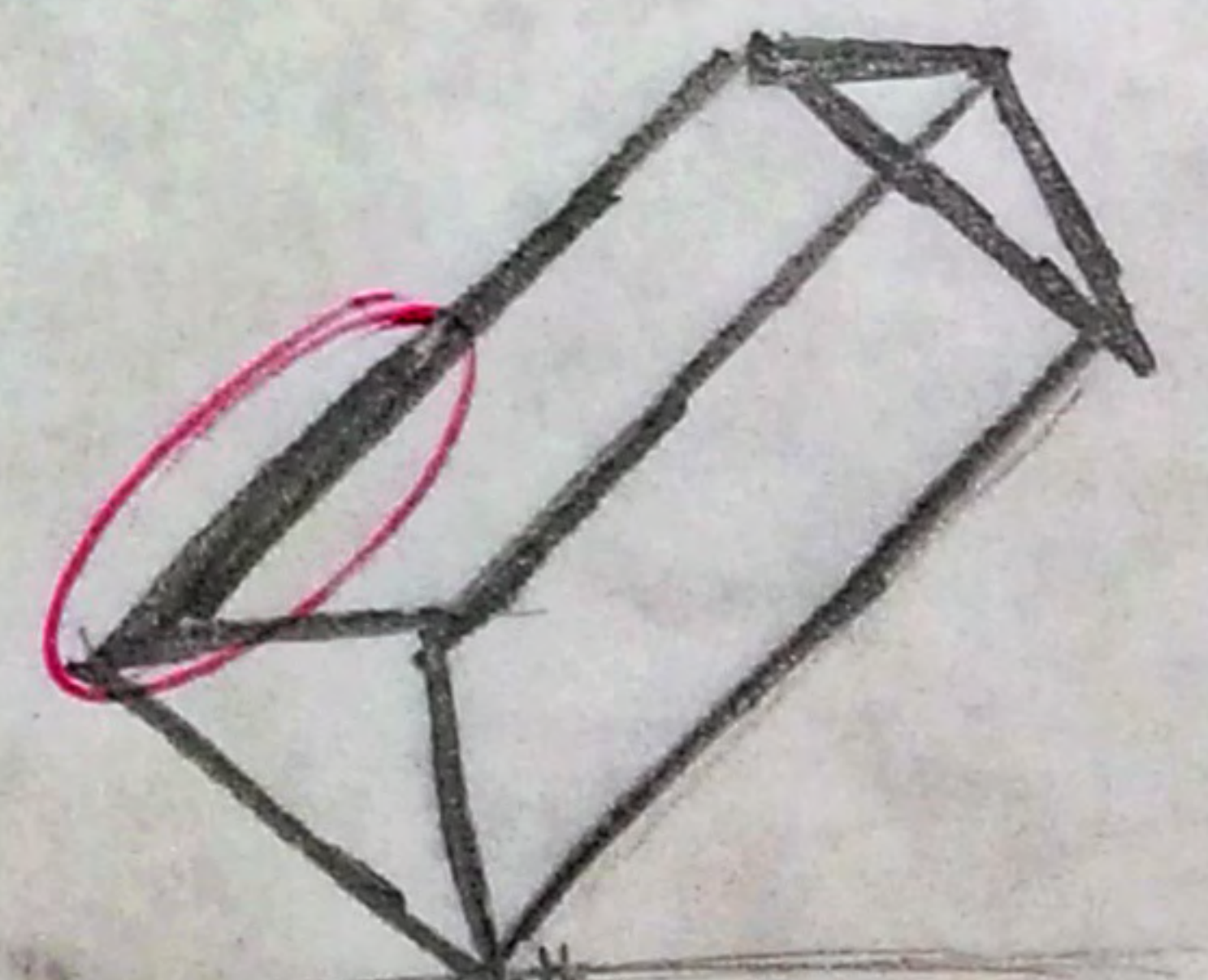
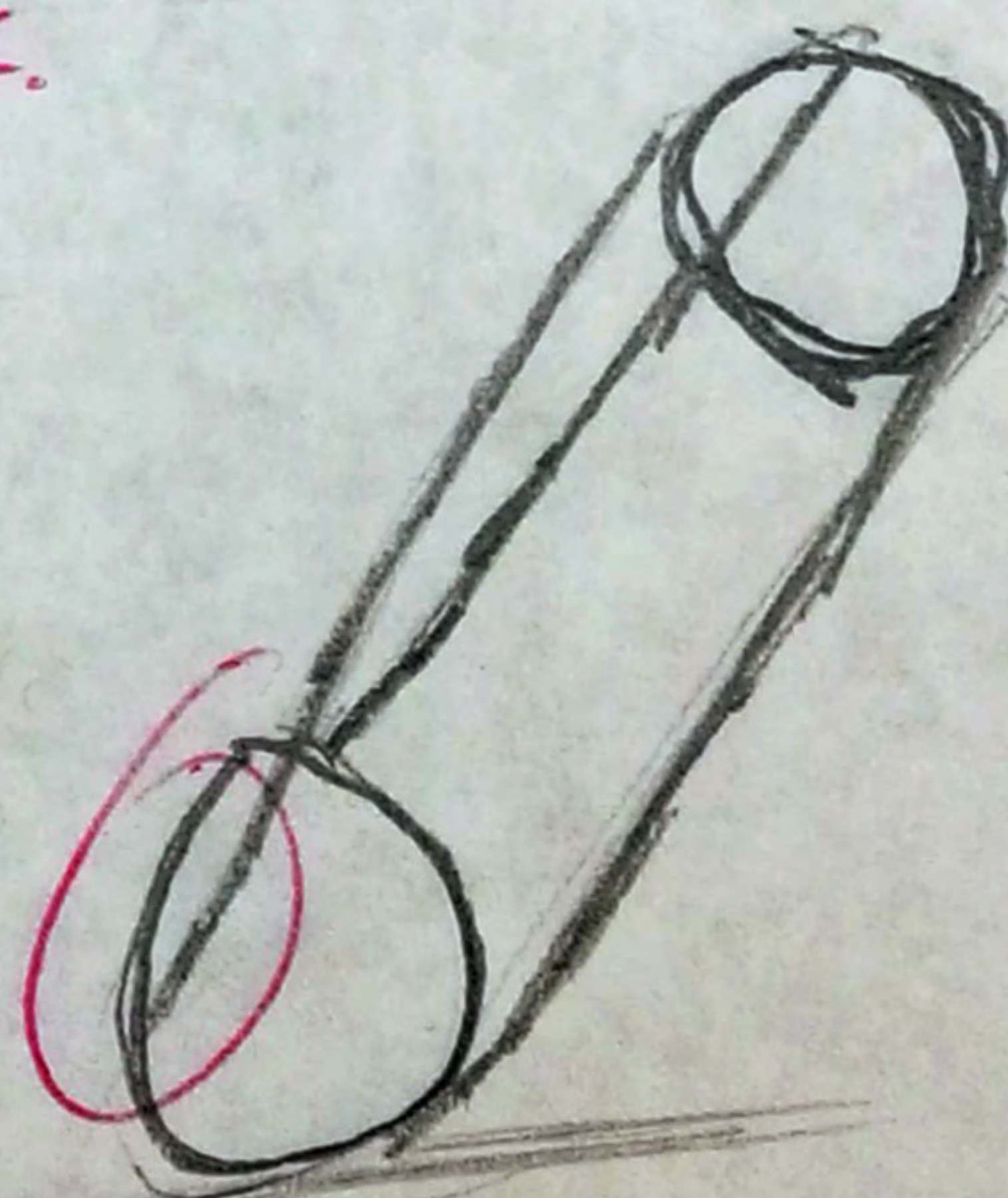
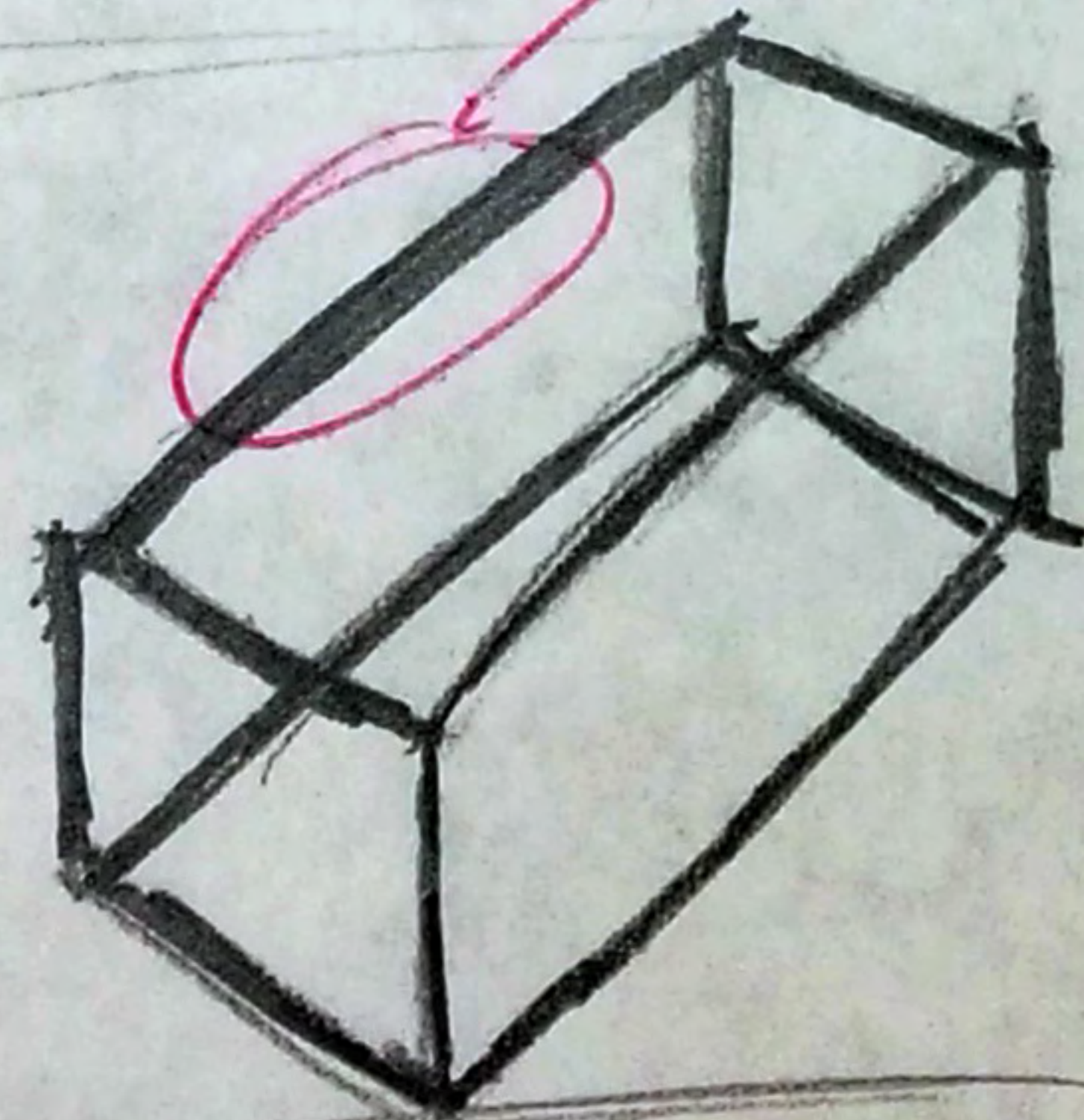


LINE CONSISTENCY

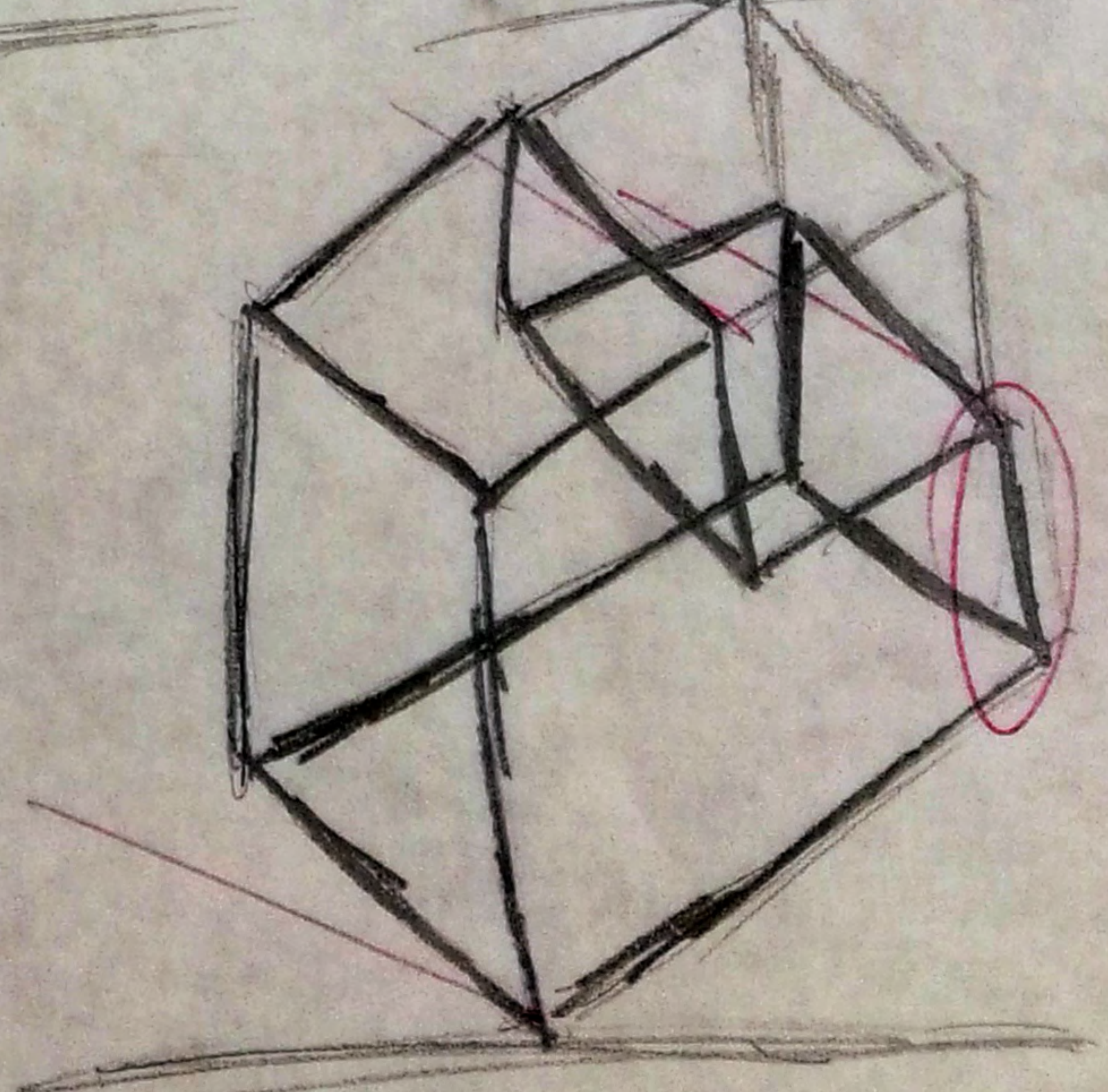
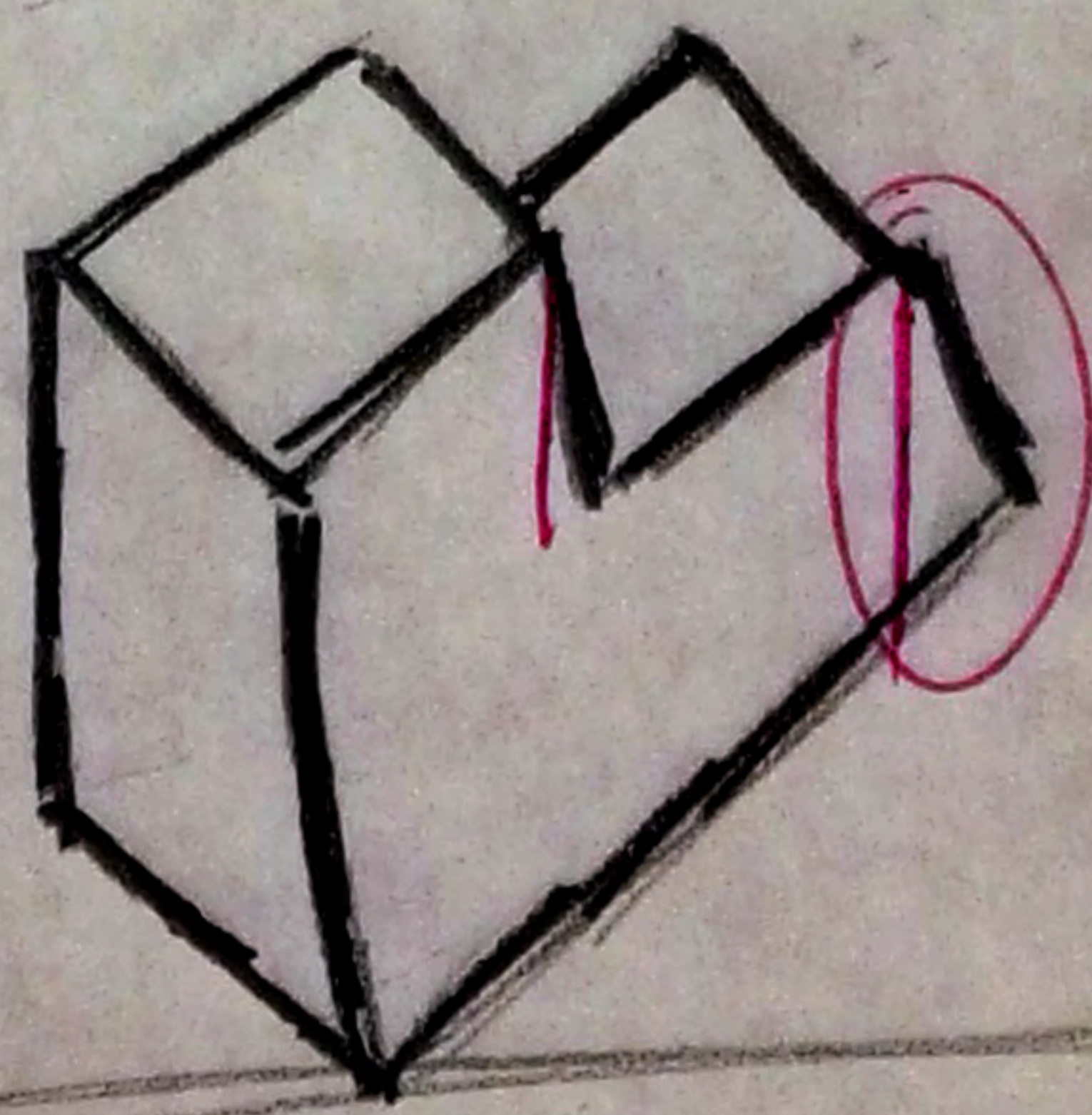
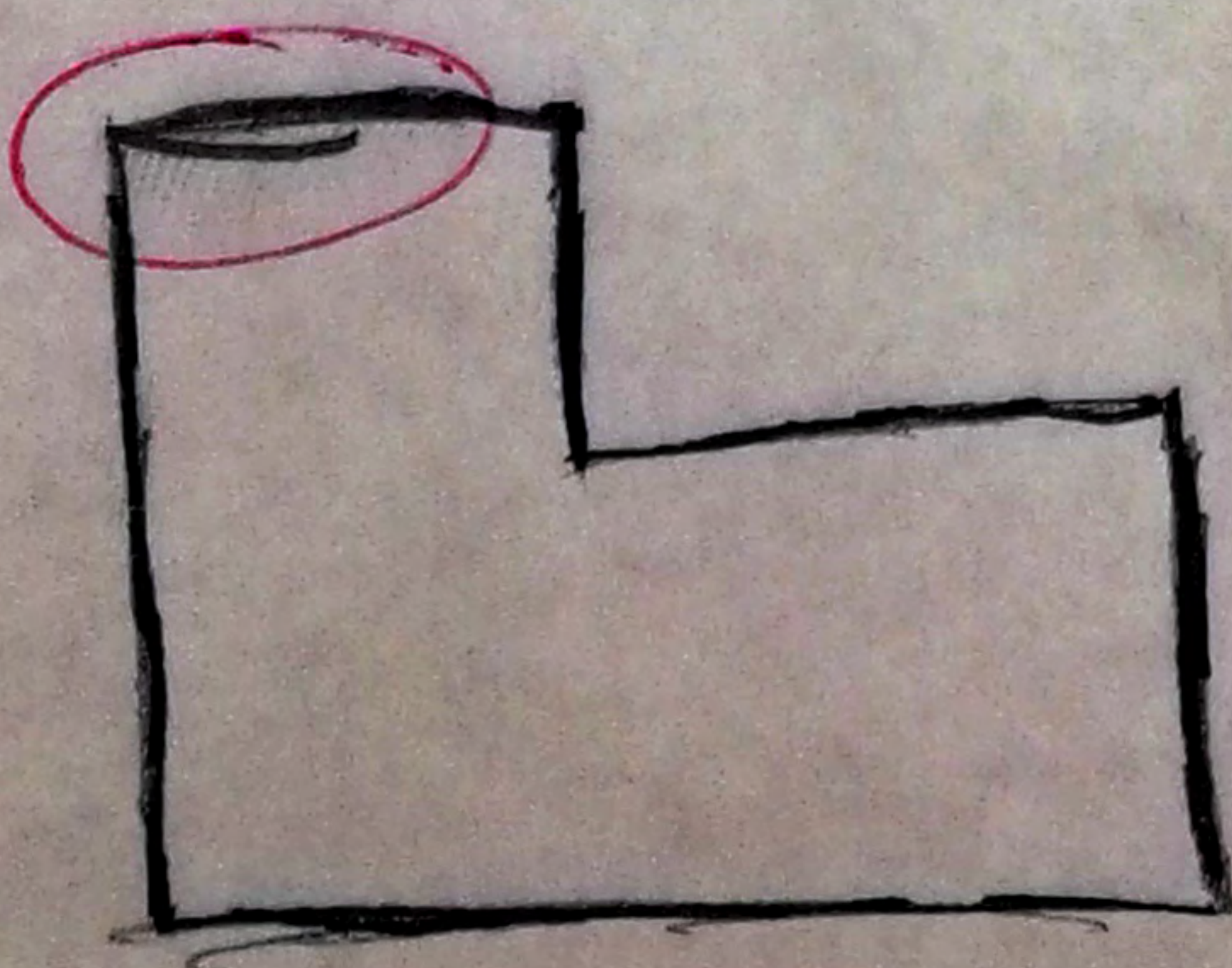
3D ISOMETRIC



3D WIRE FRAME



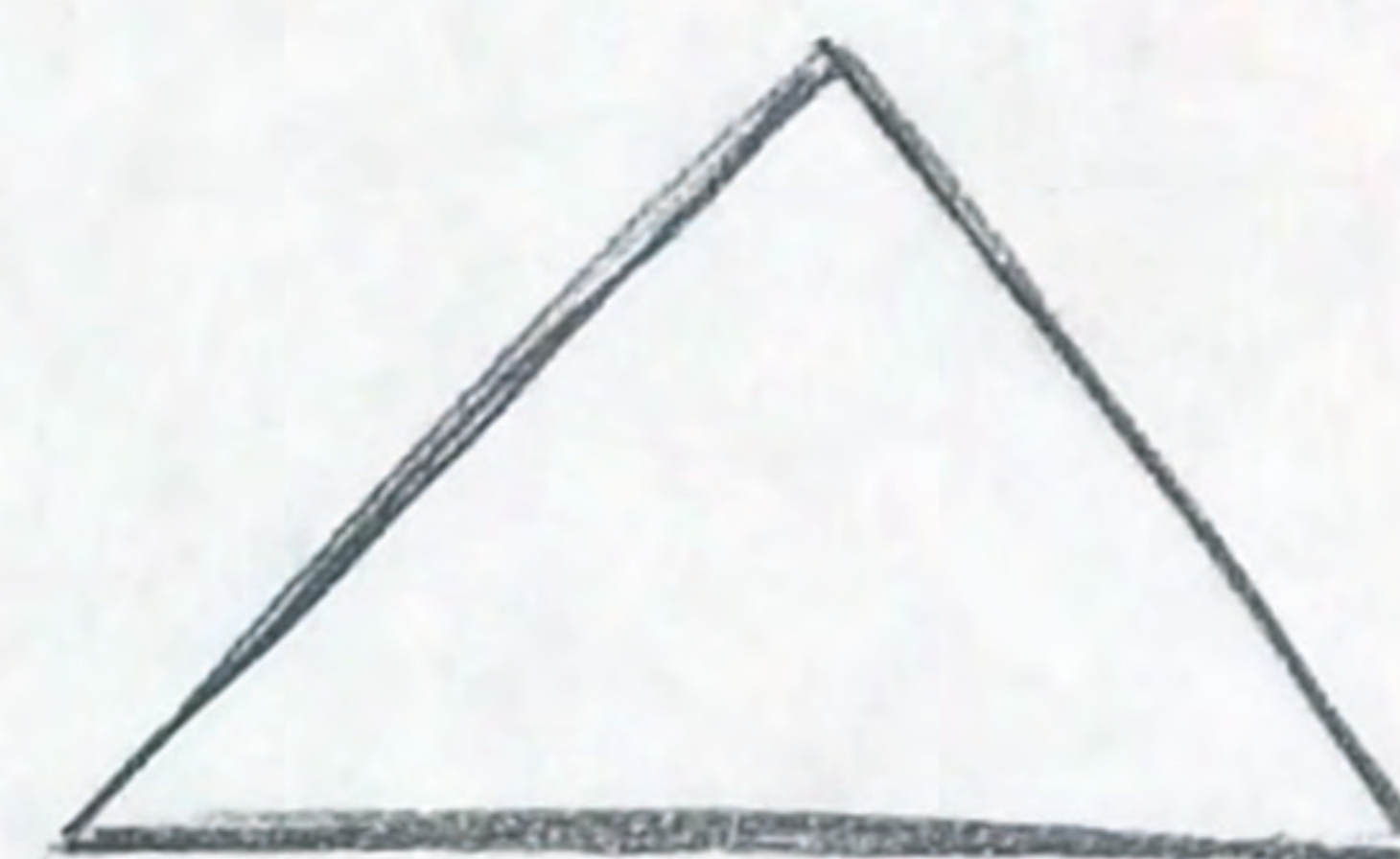
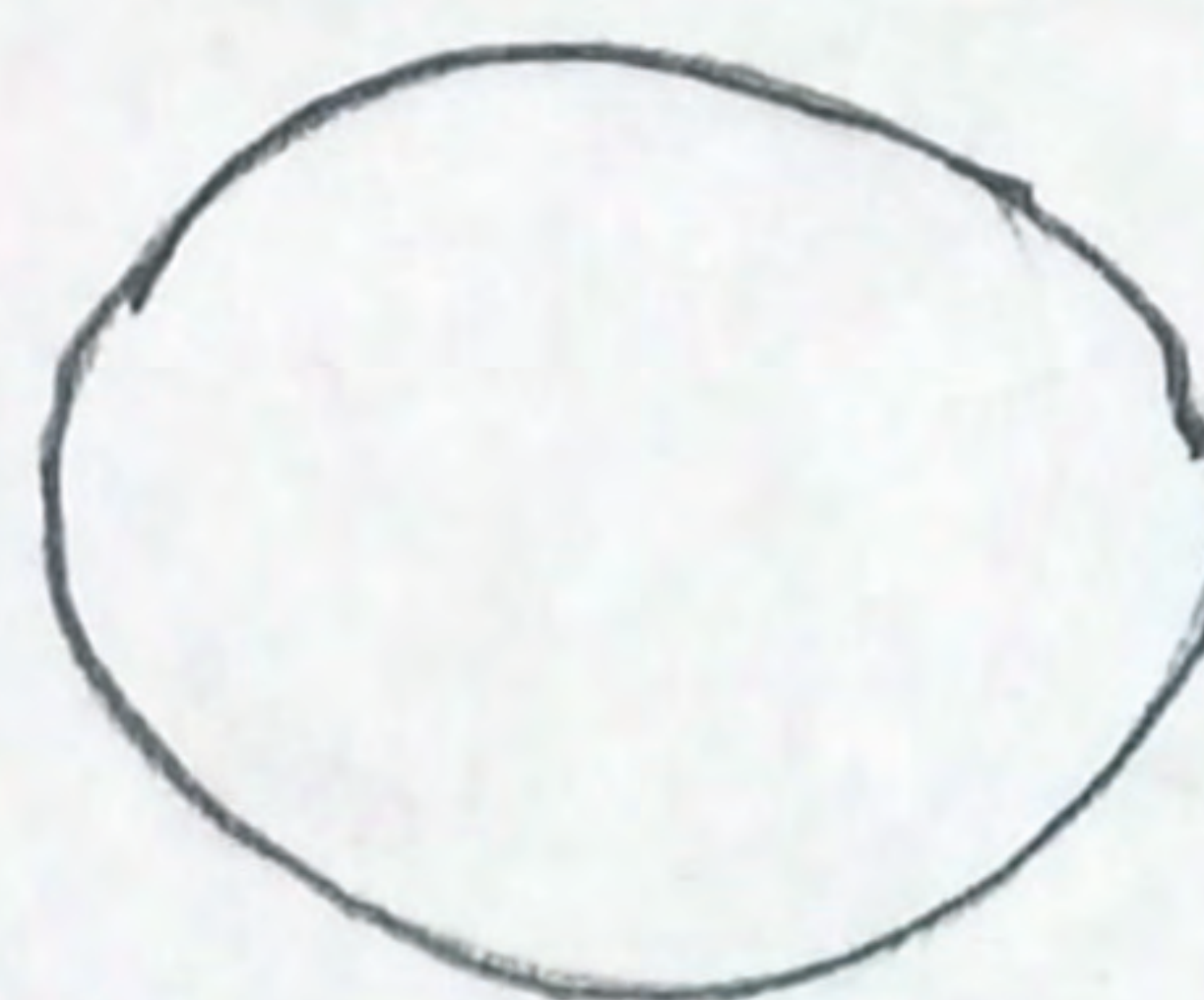
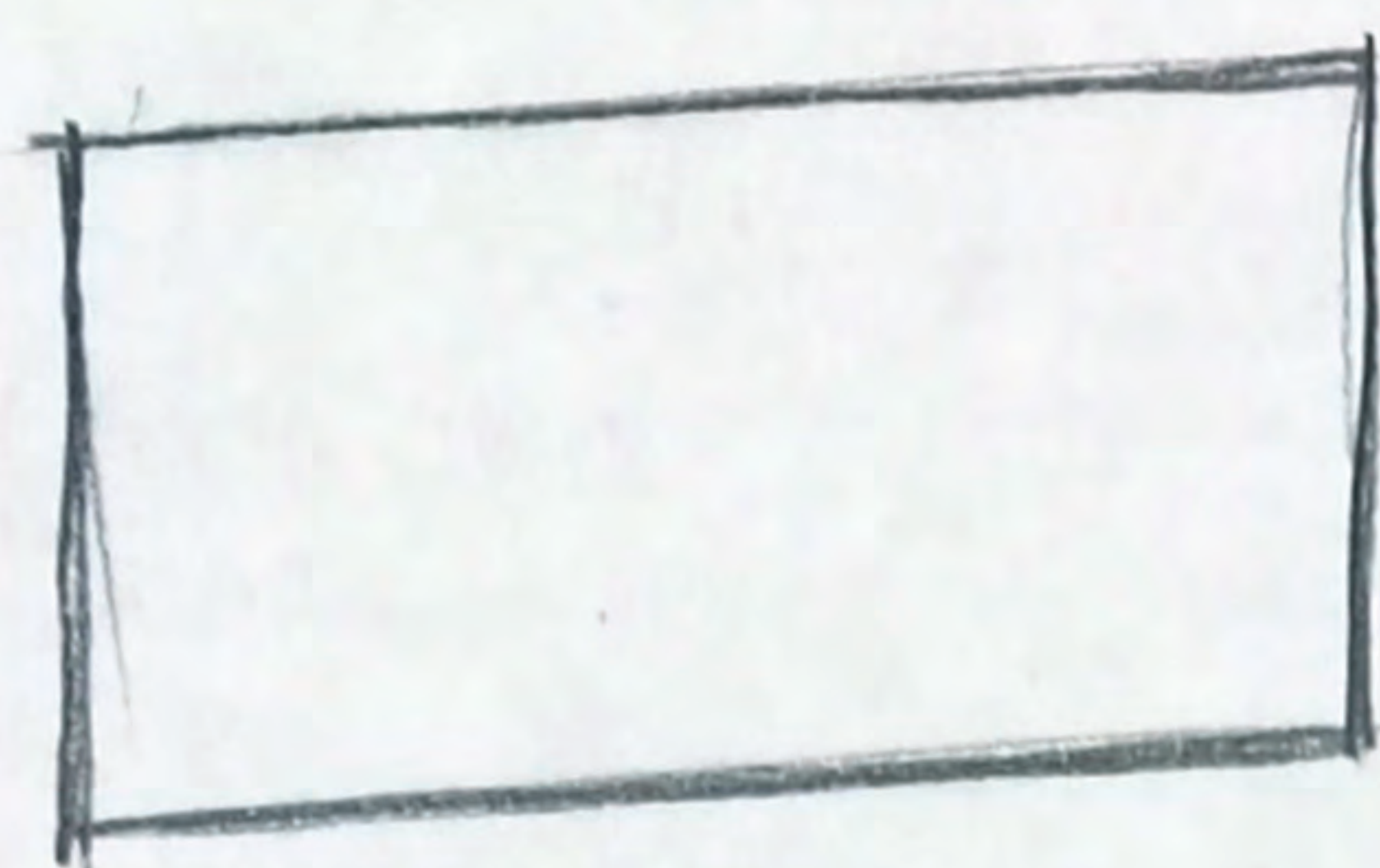
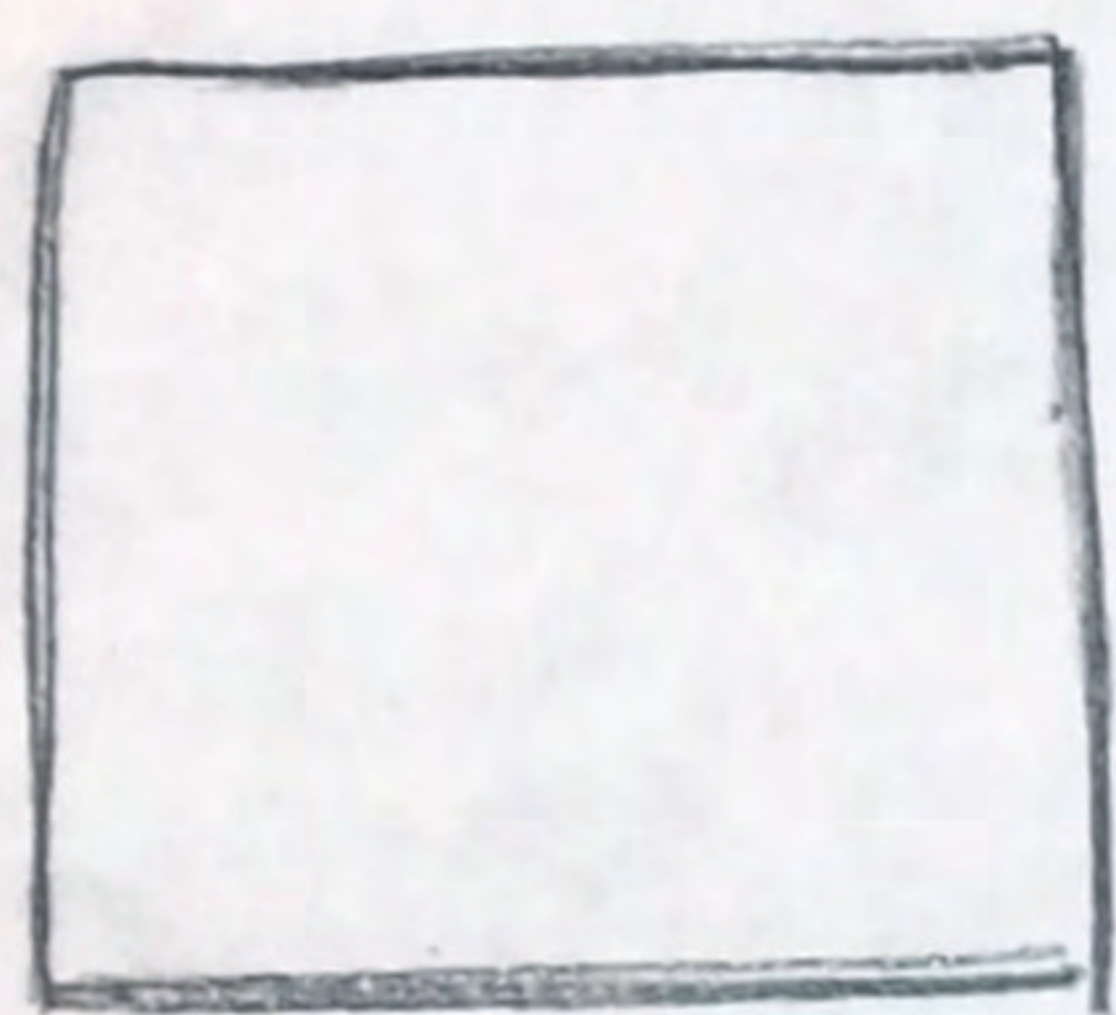
STEP BLOCK SHAPE



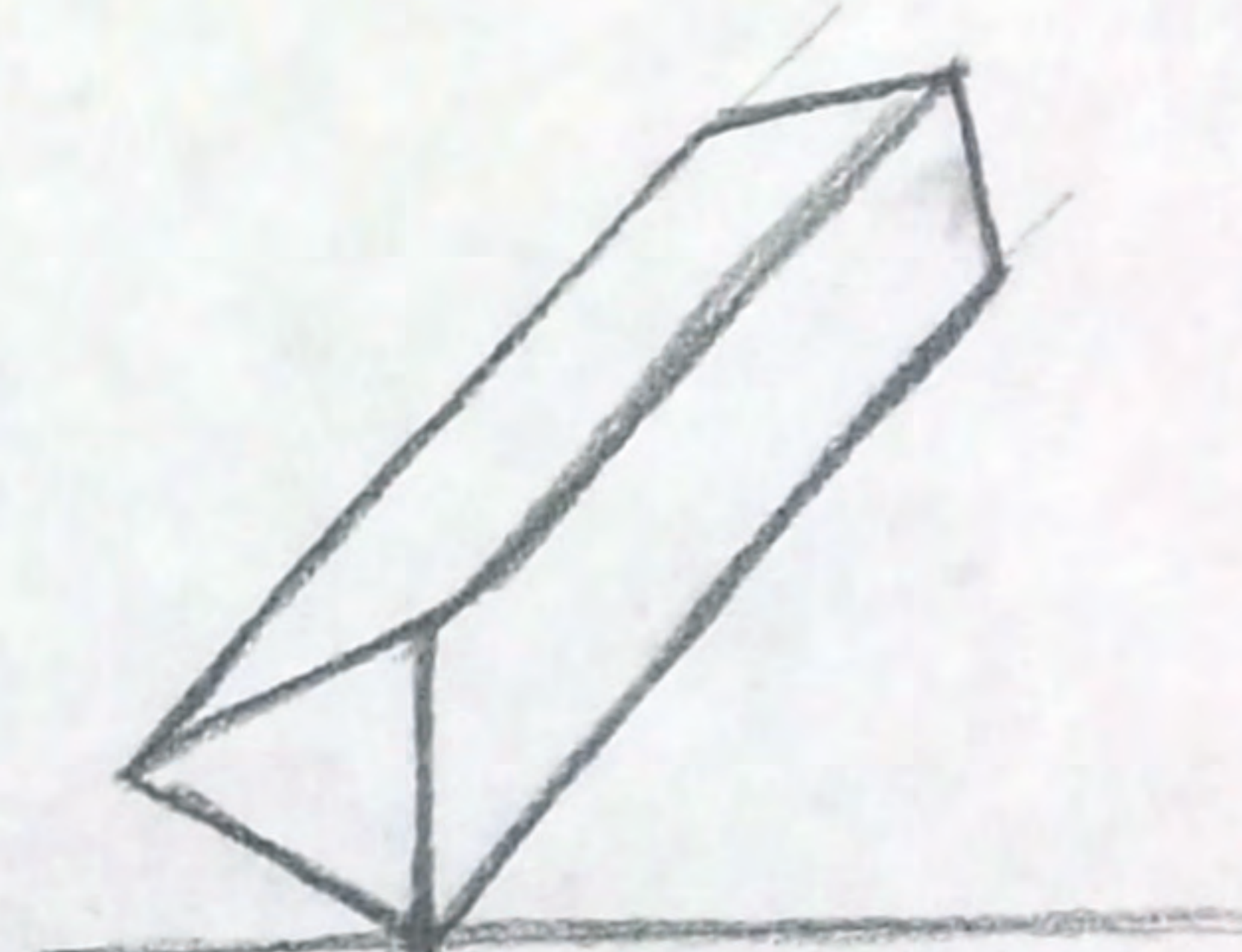
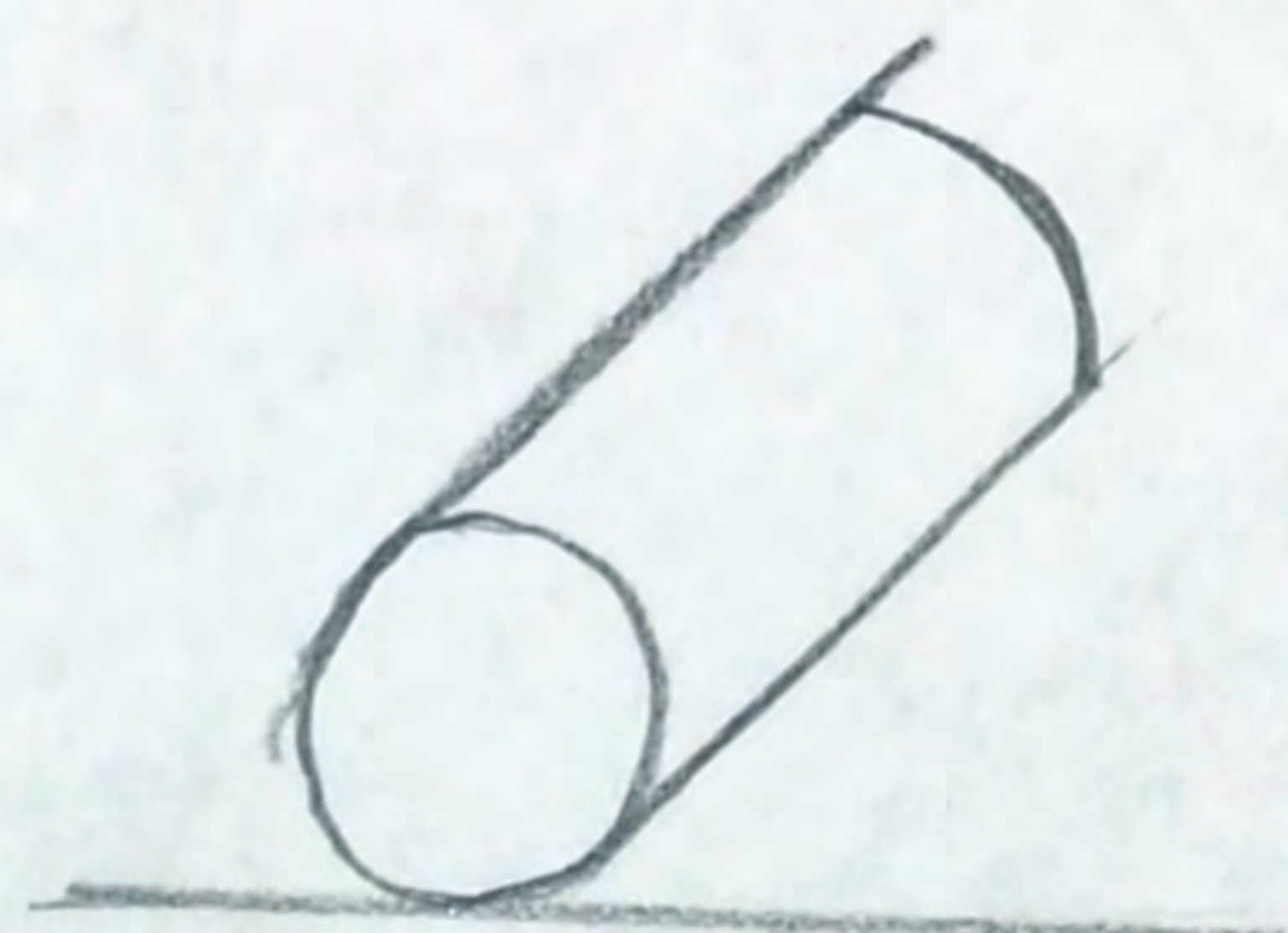
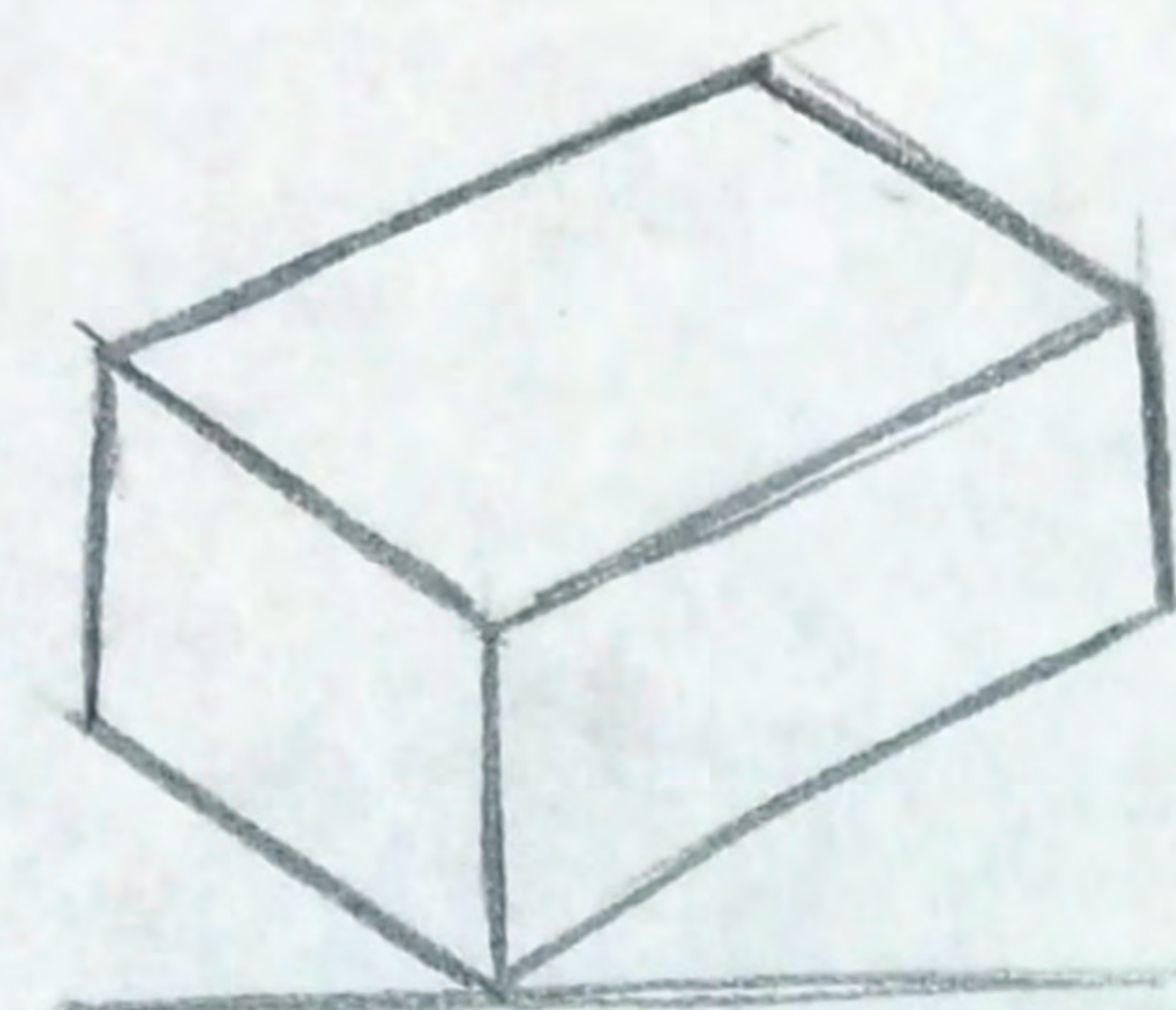
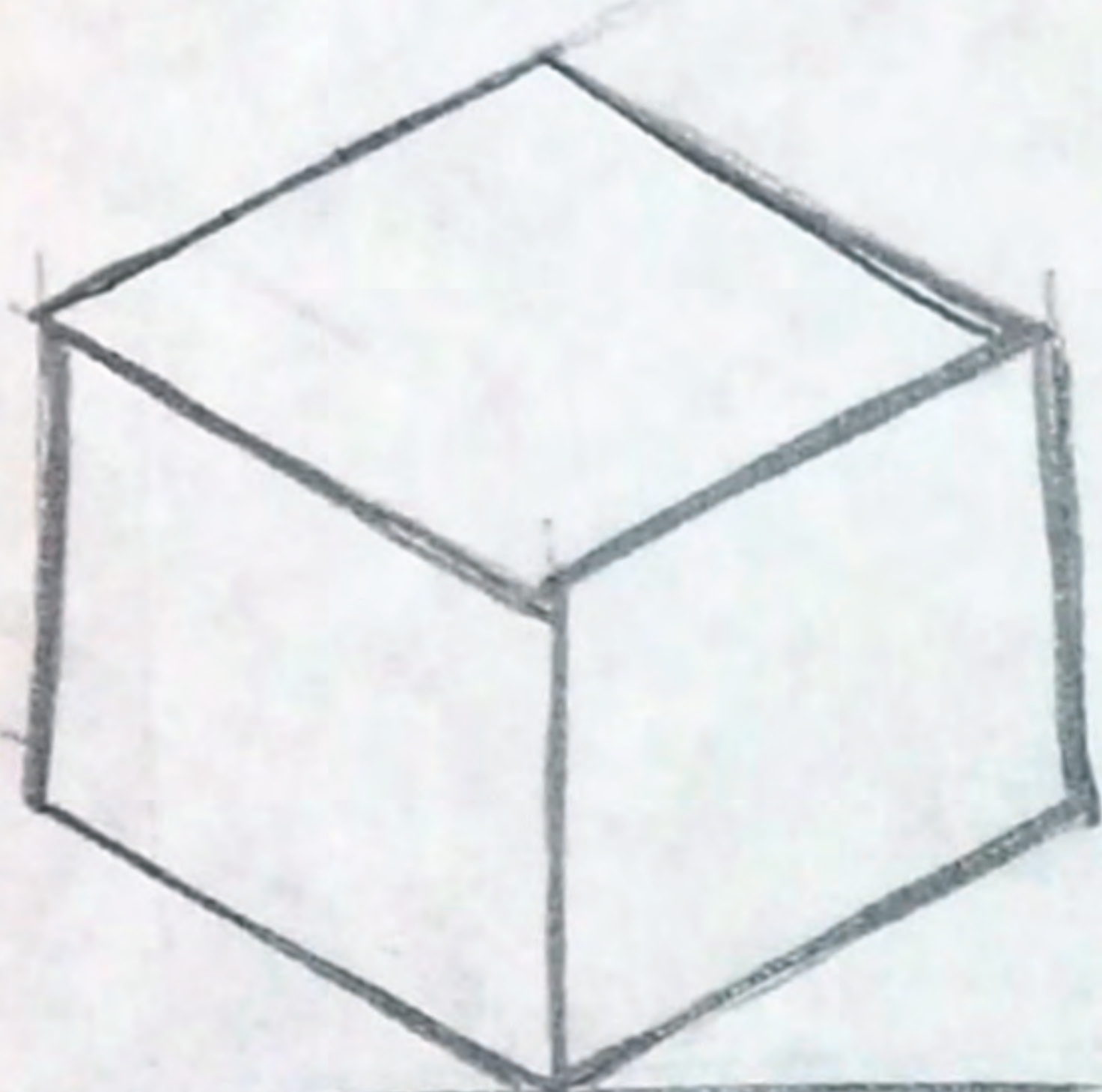
SKETCHING BASICS SHAPES

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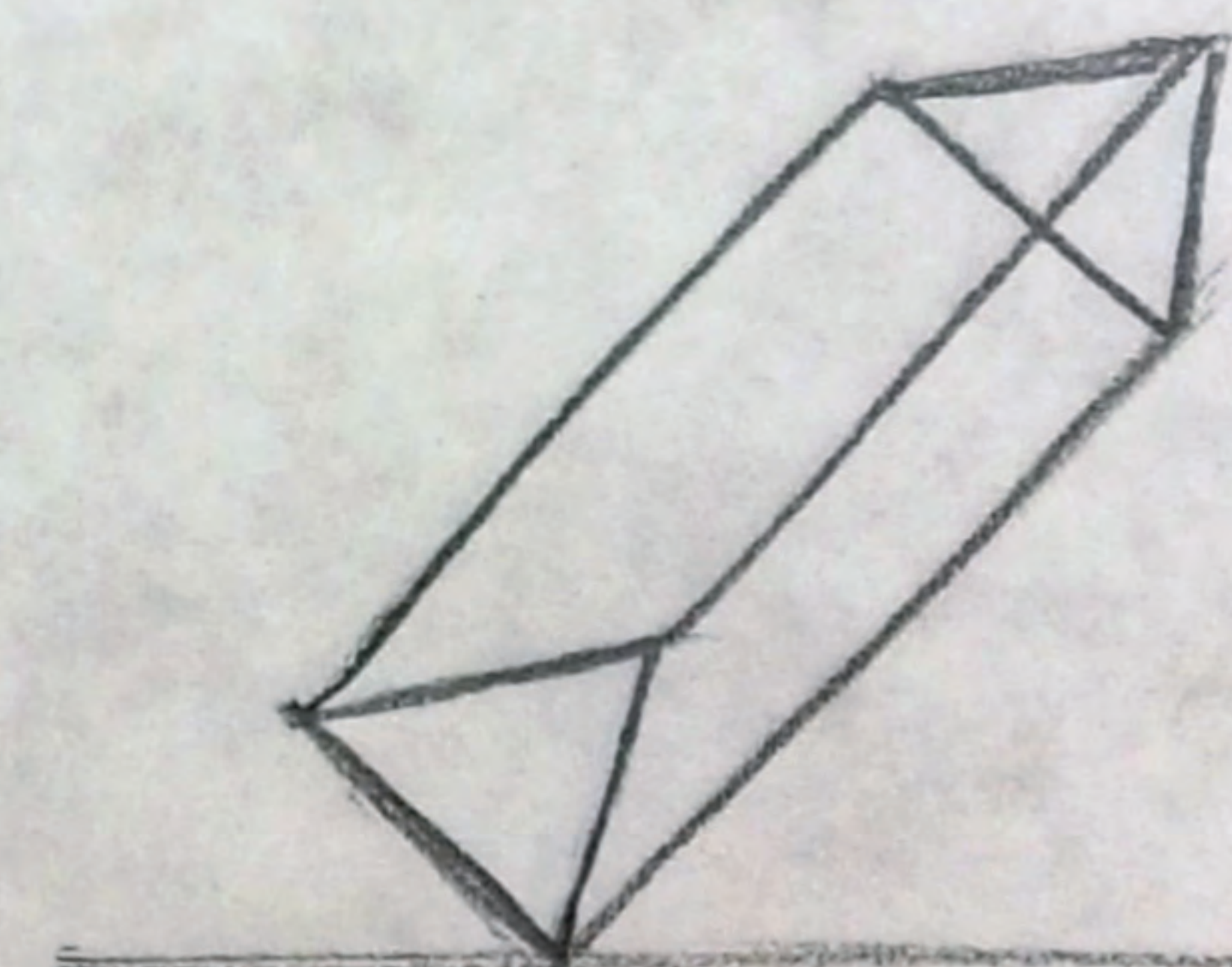
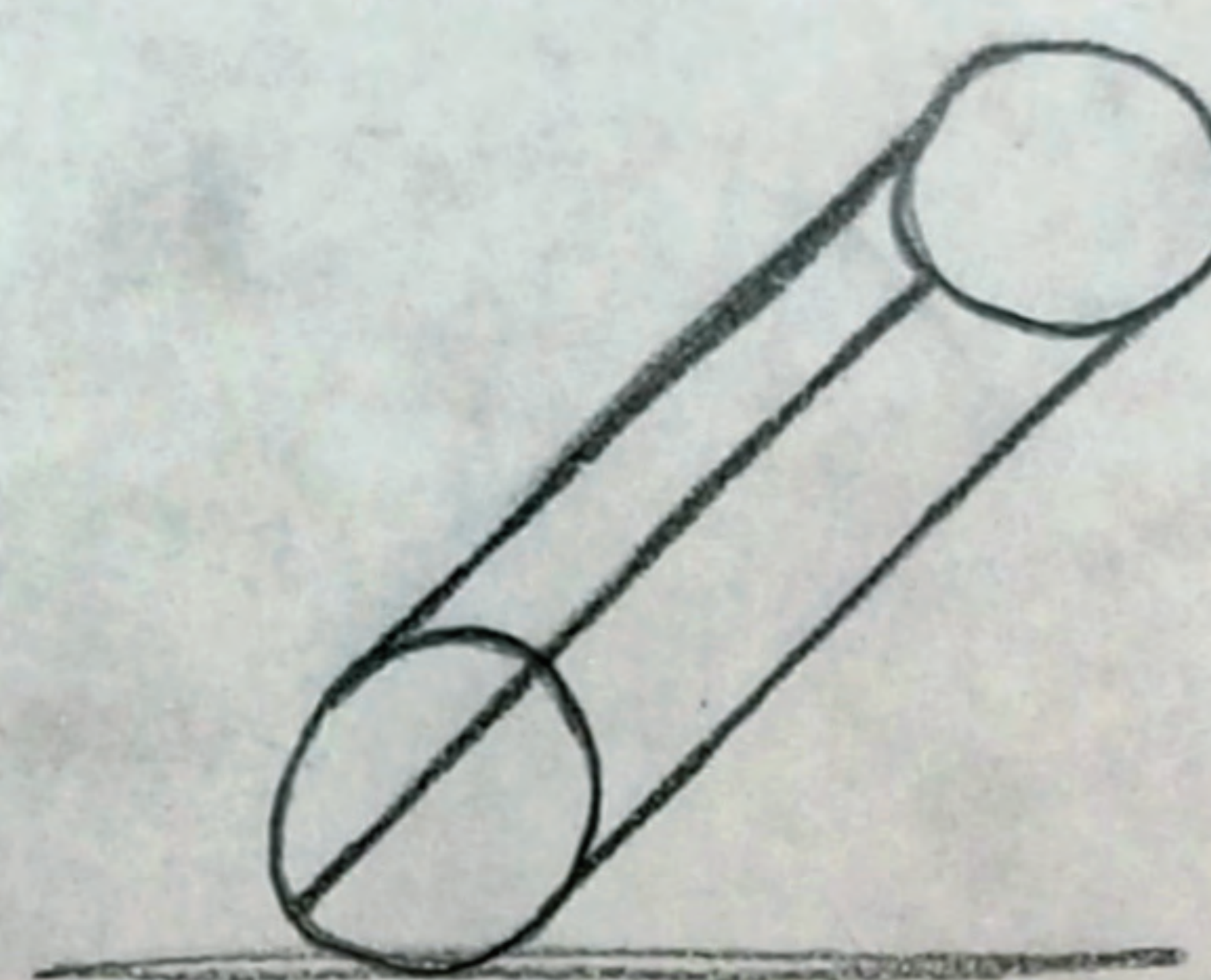
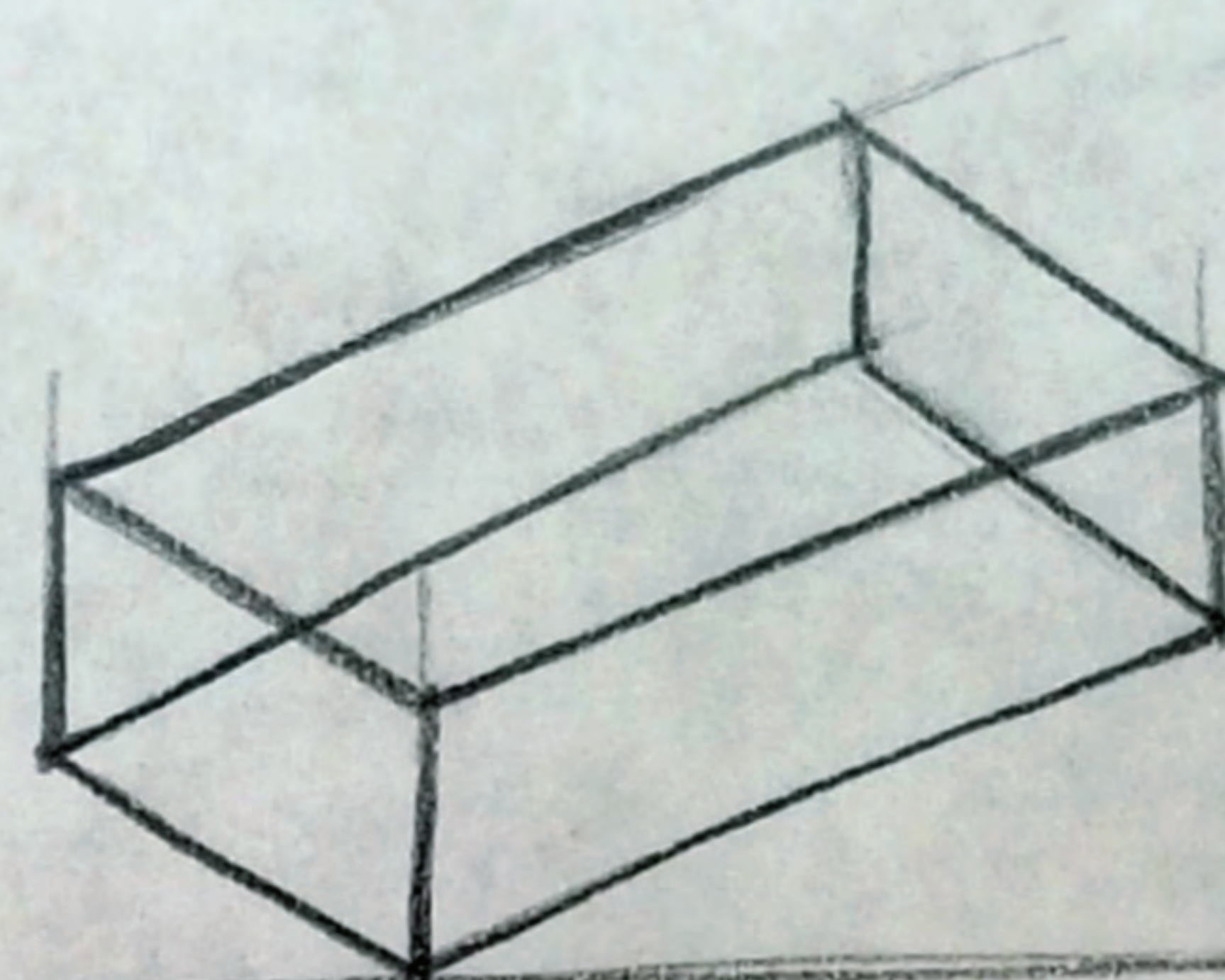
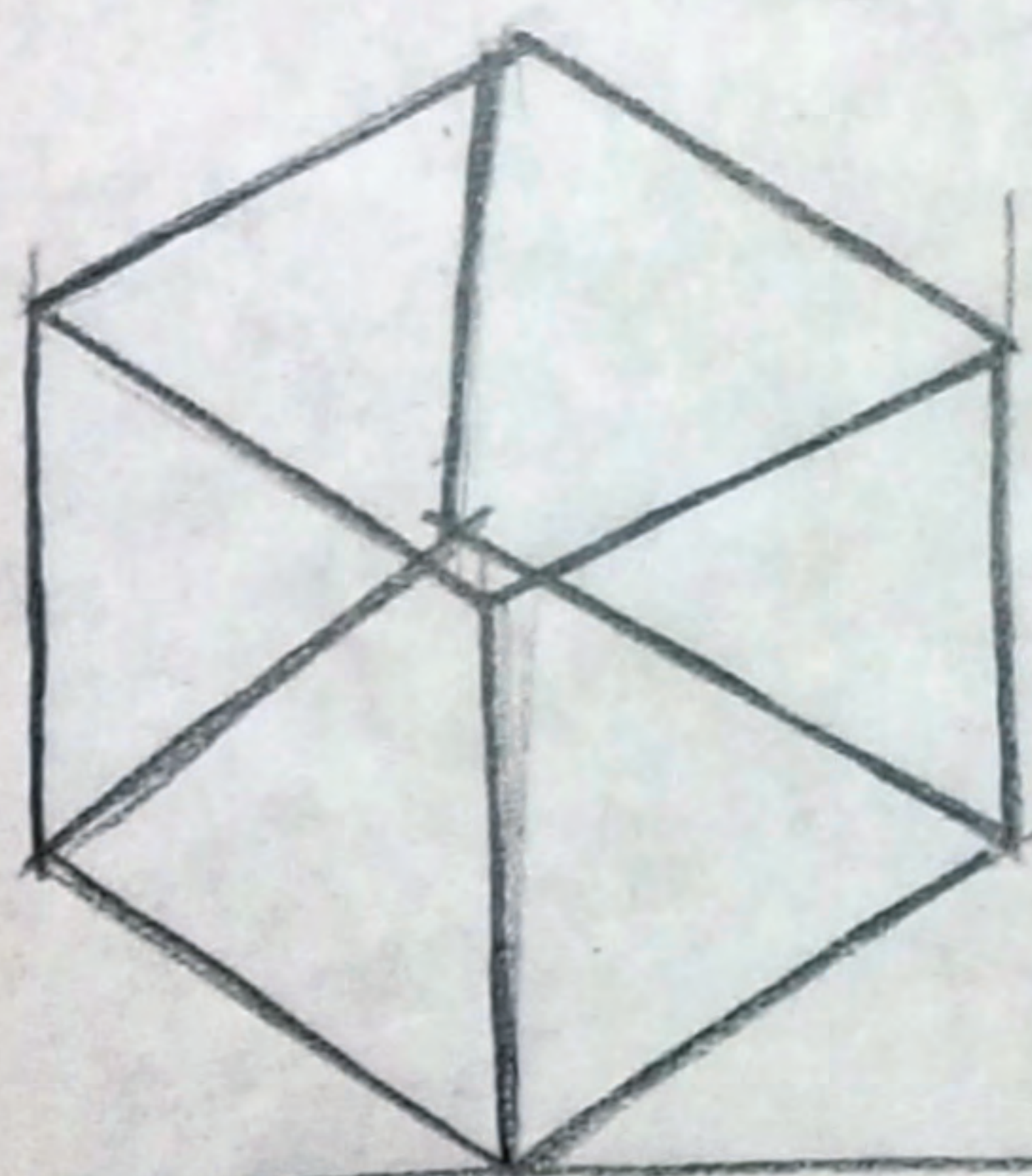
2D SHAPES



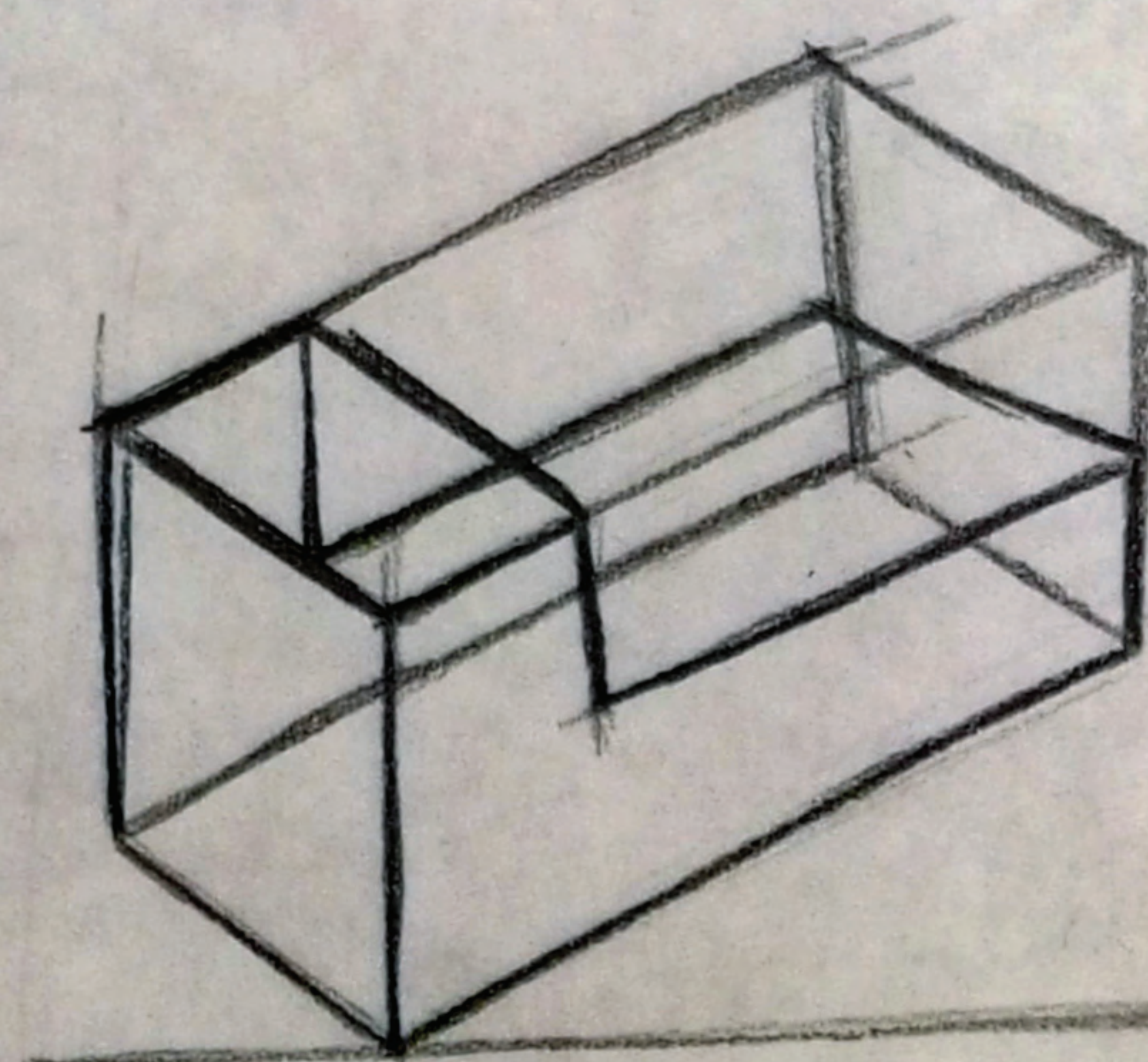
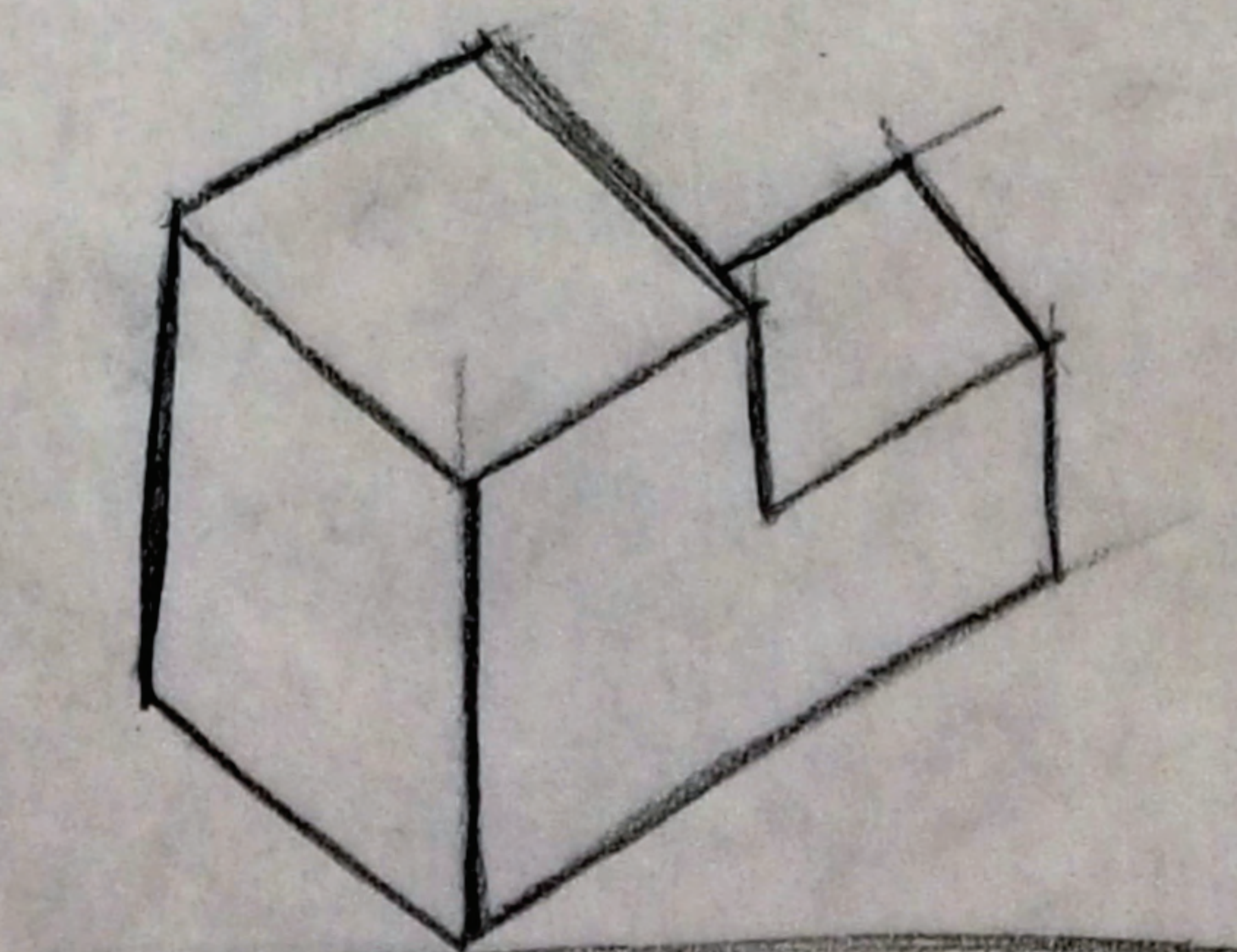
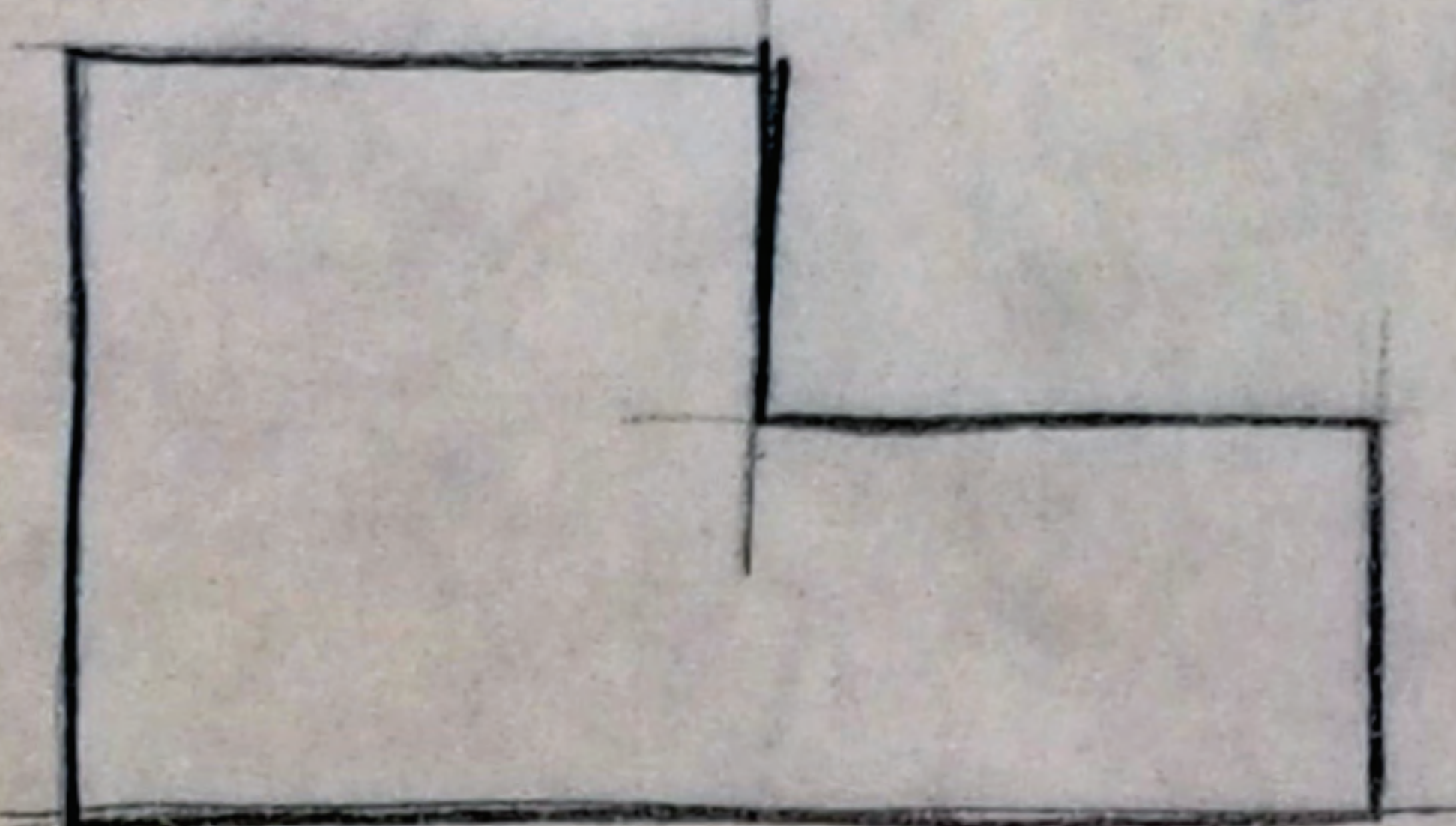
3D ISOMETRIC



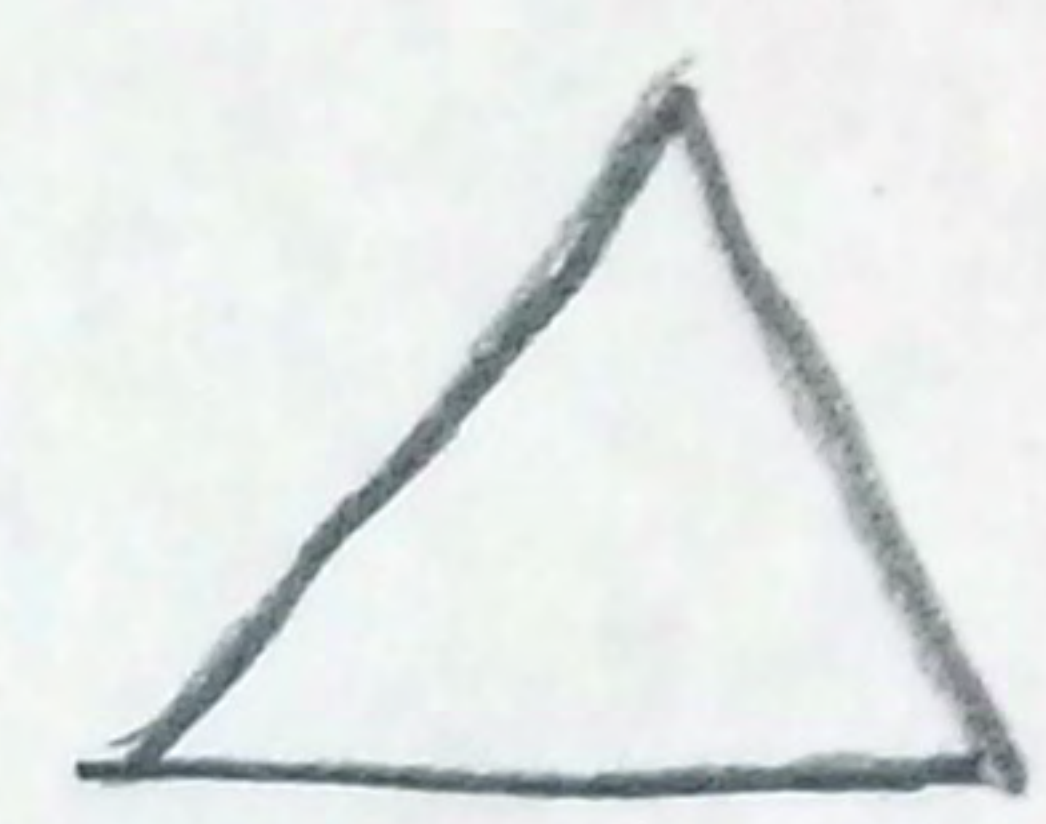
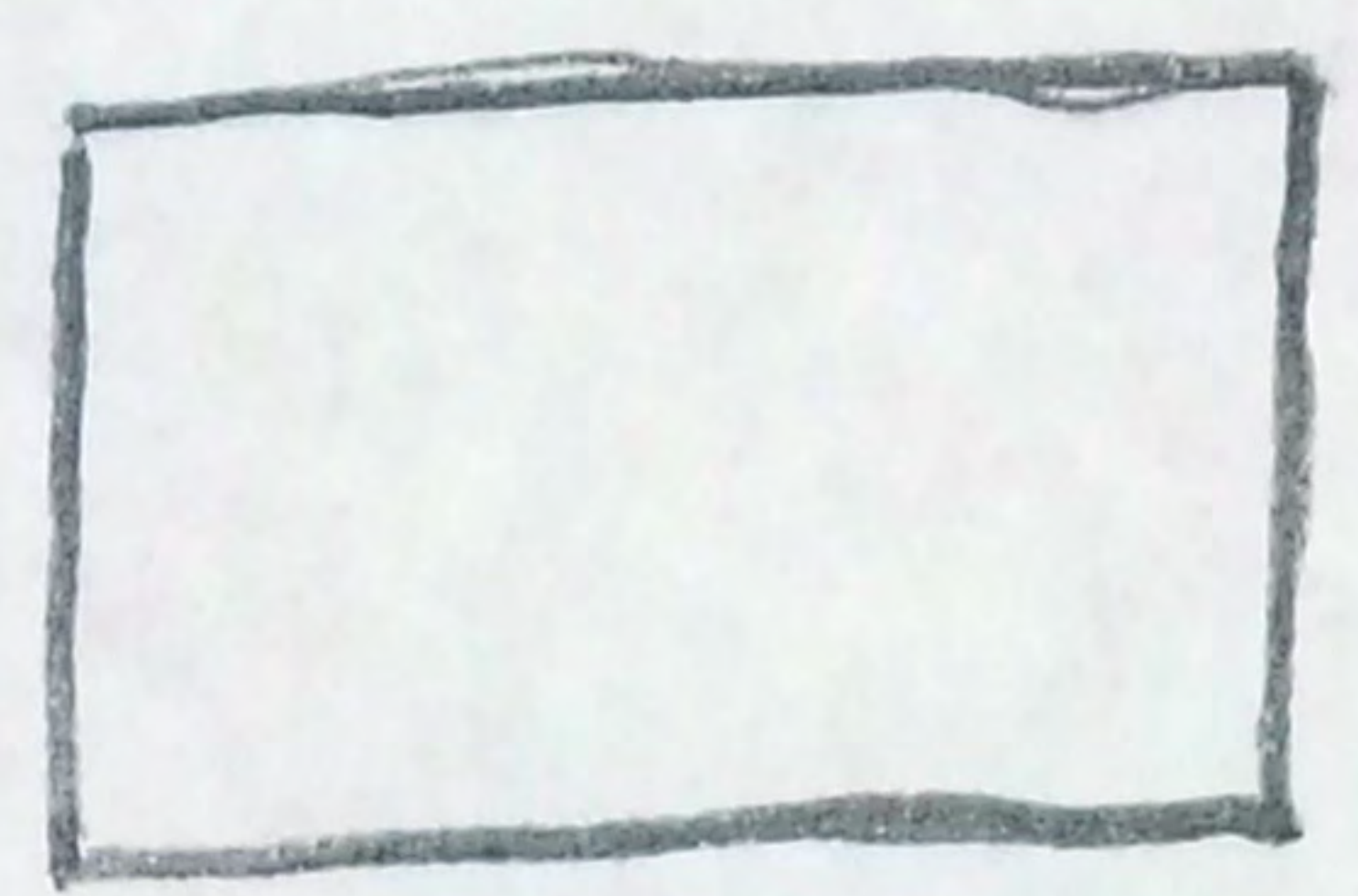
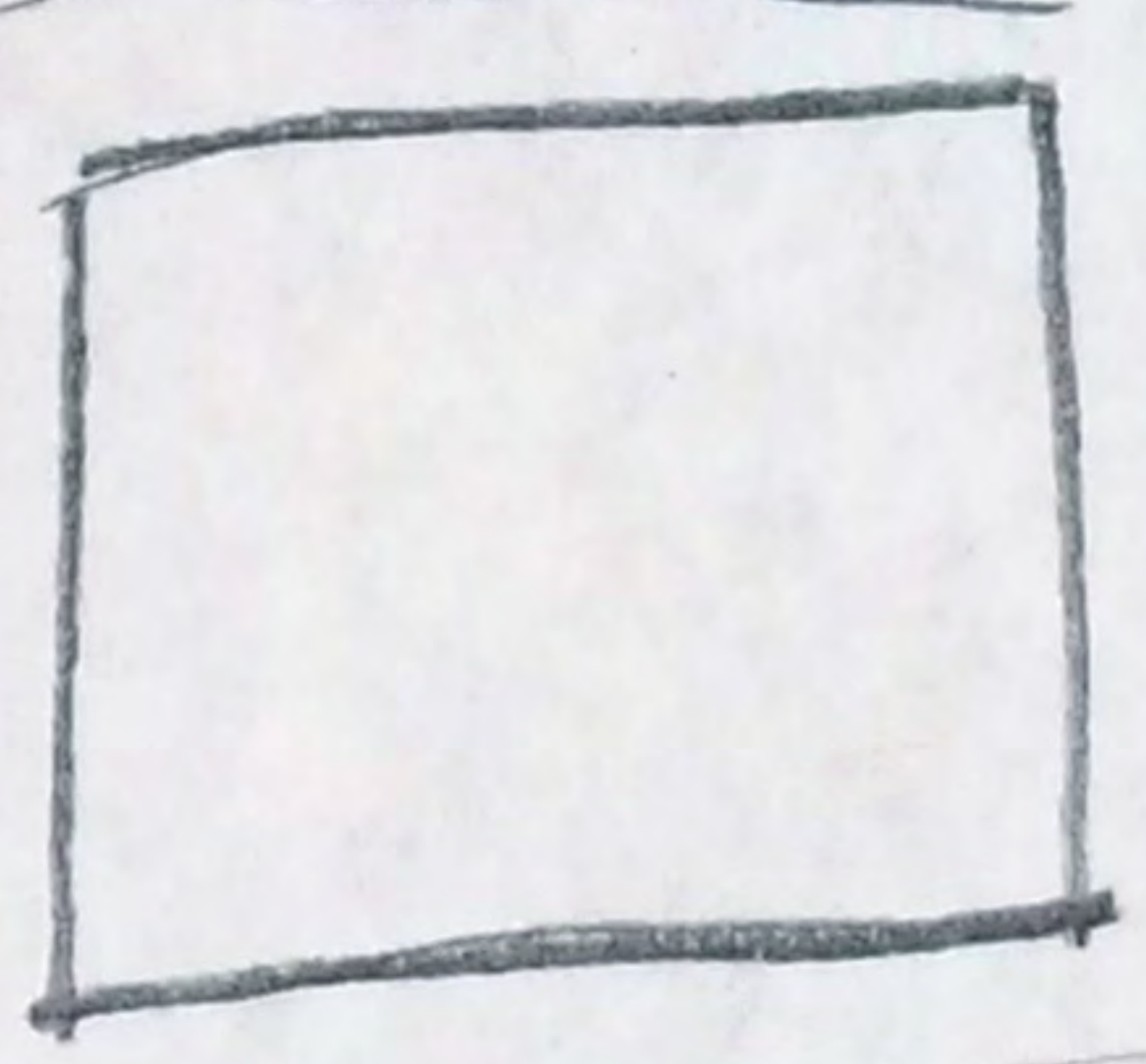
3D WIRE FRAME



STEP BLOCK SHAPE



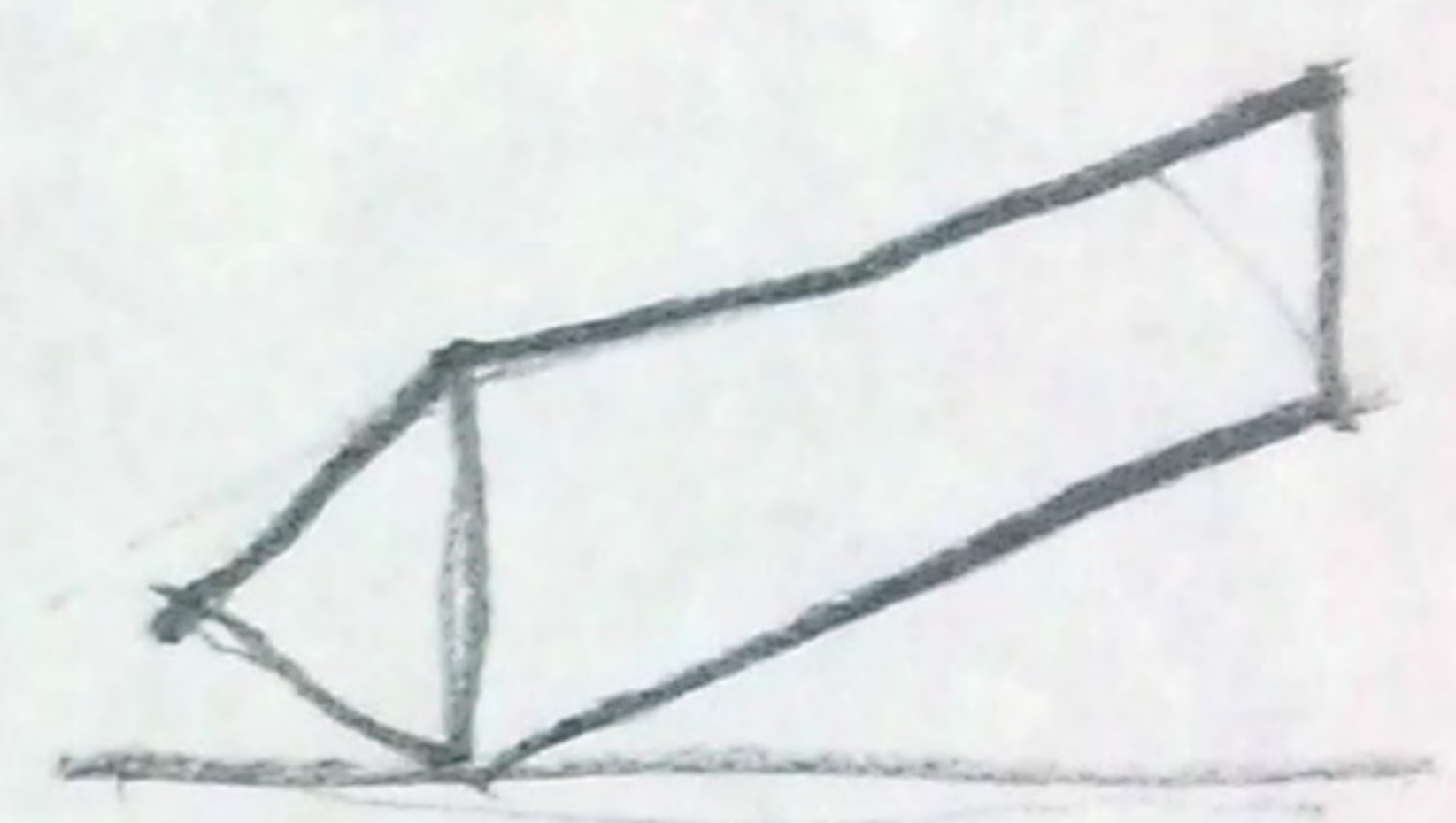
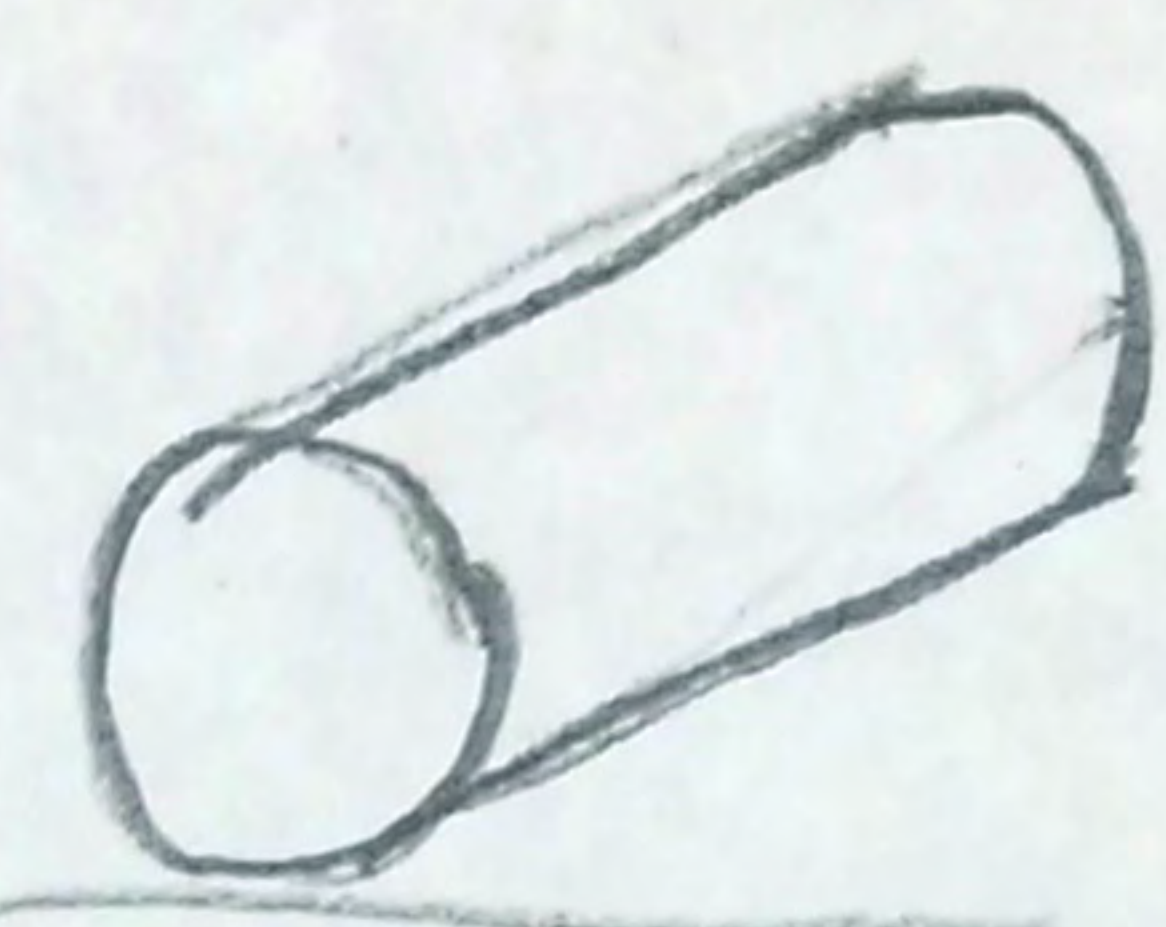
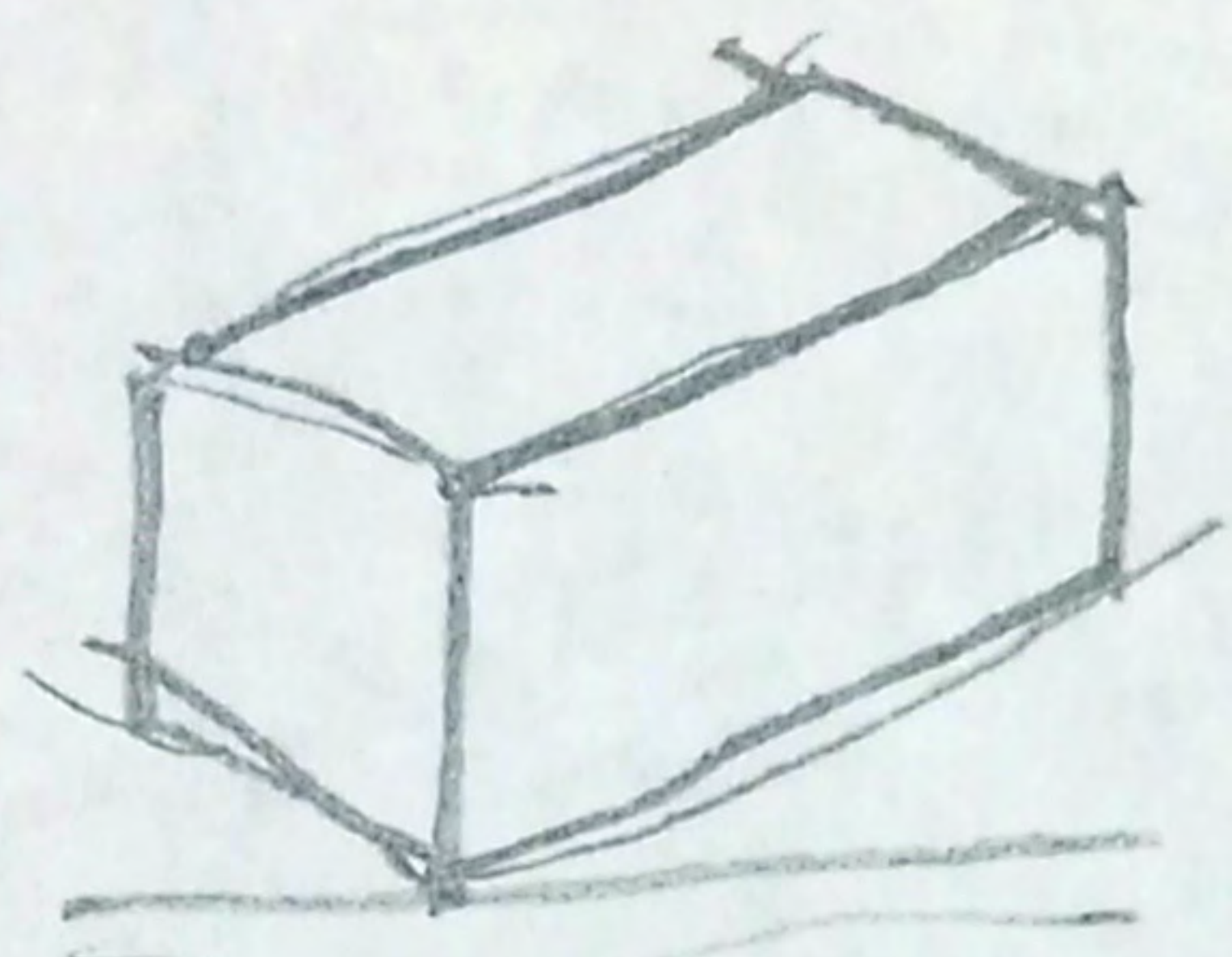
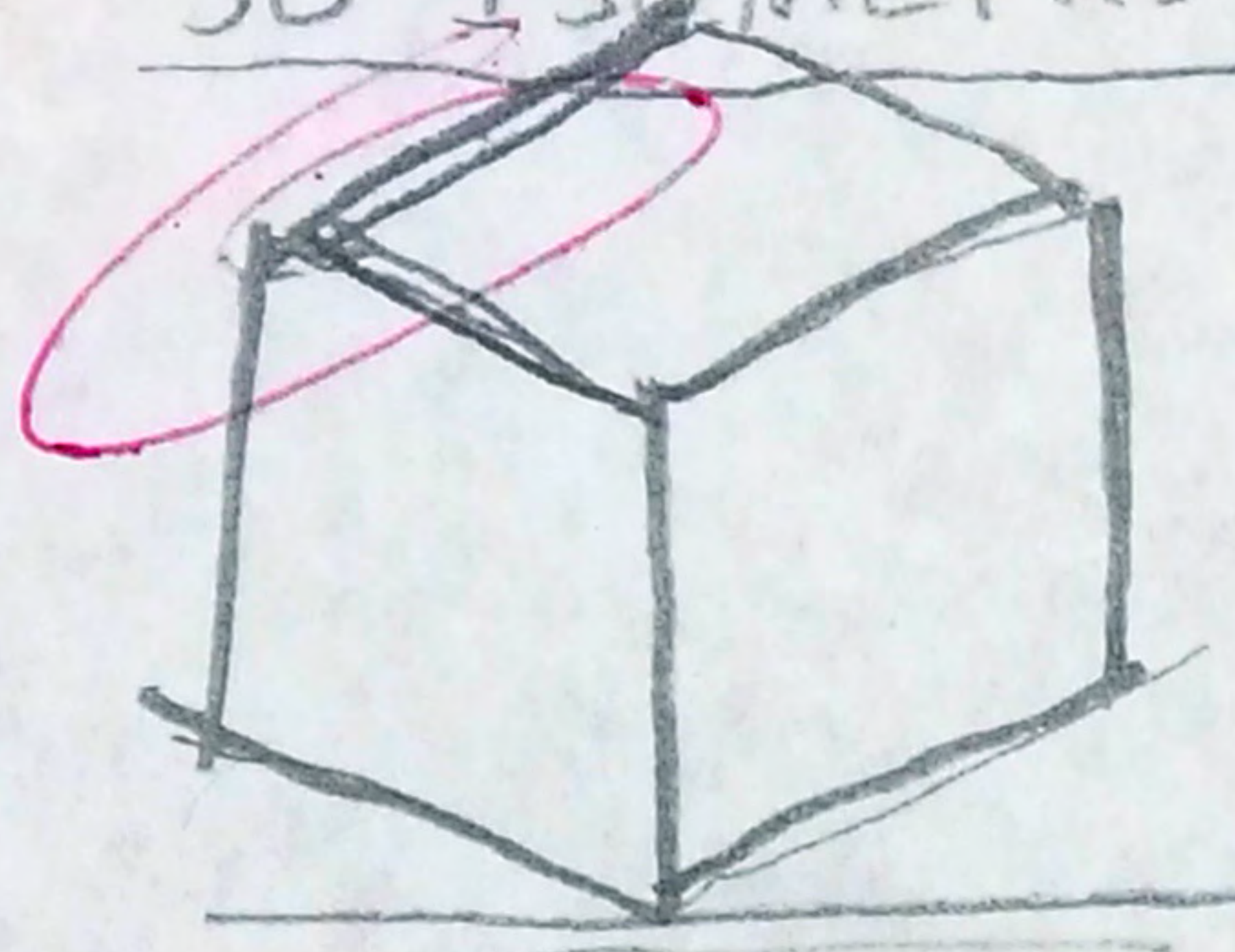
2D SHAPES



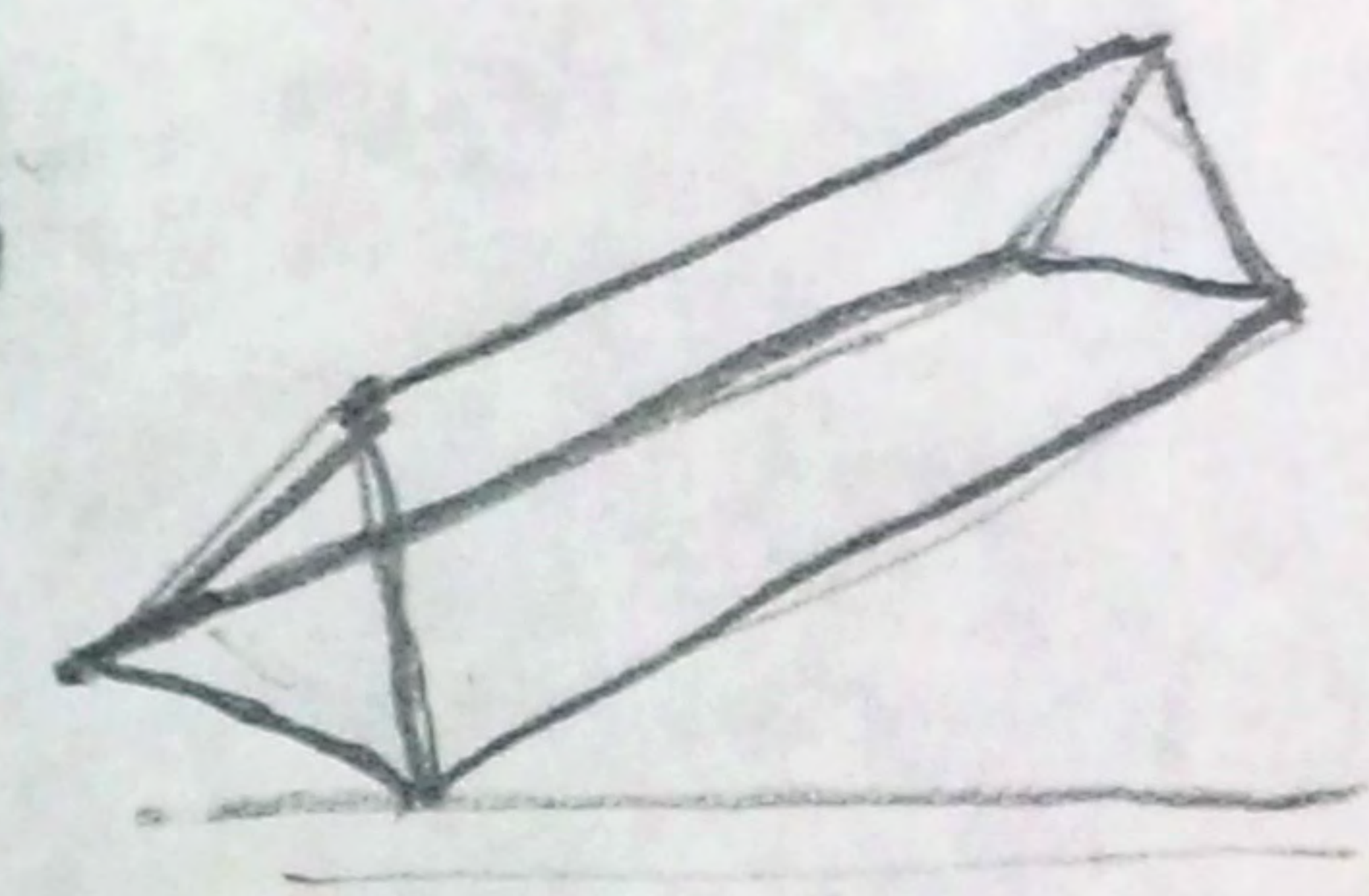
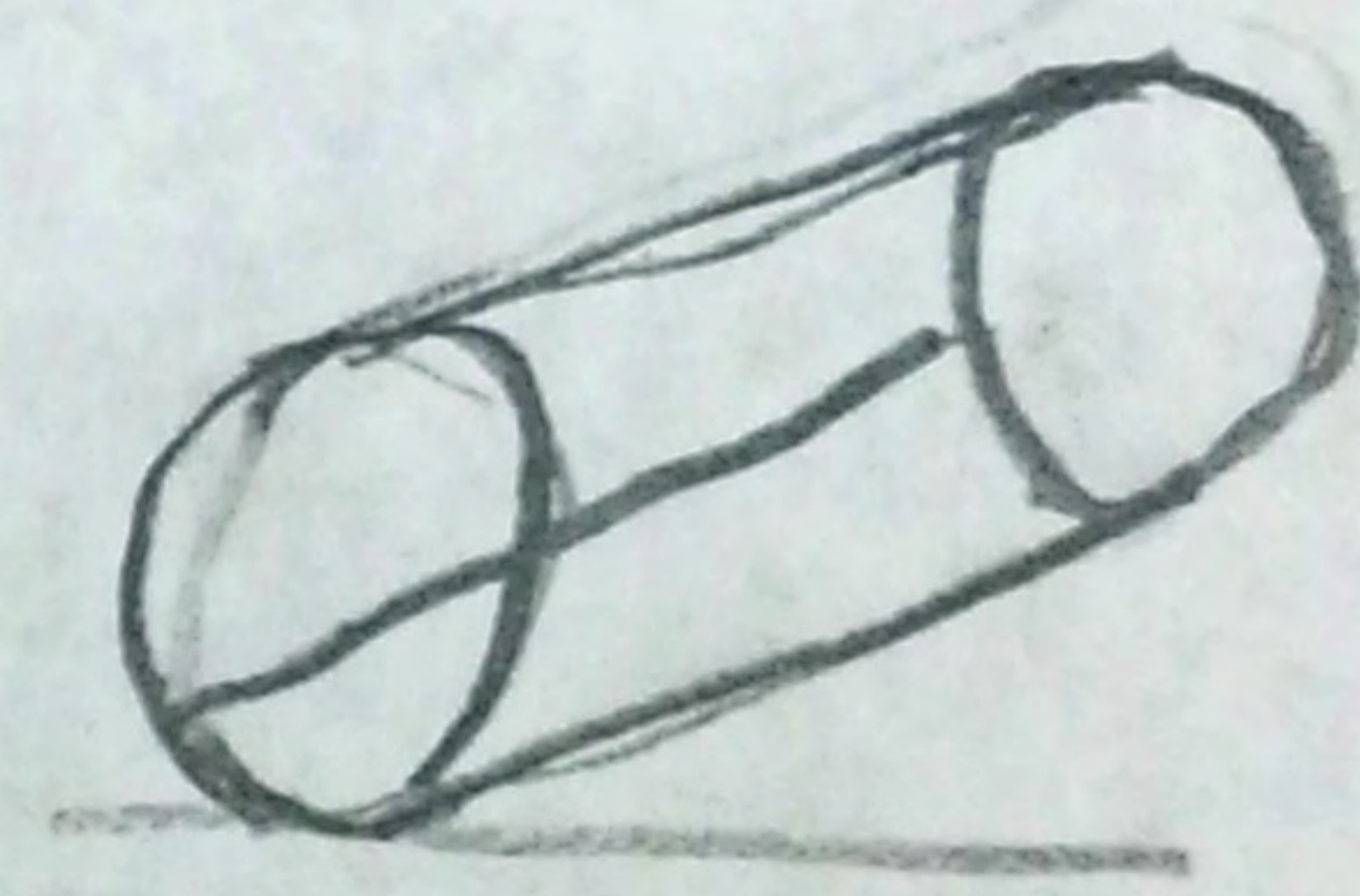
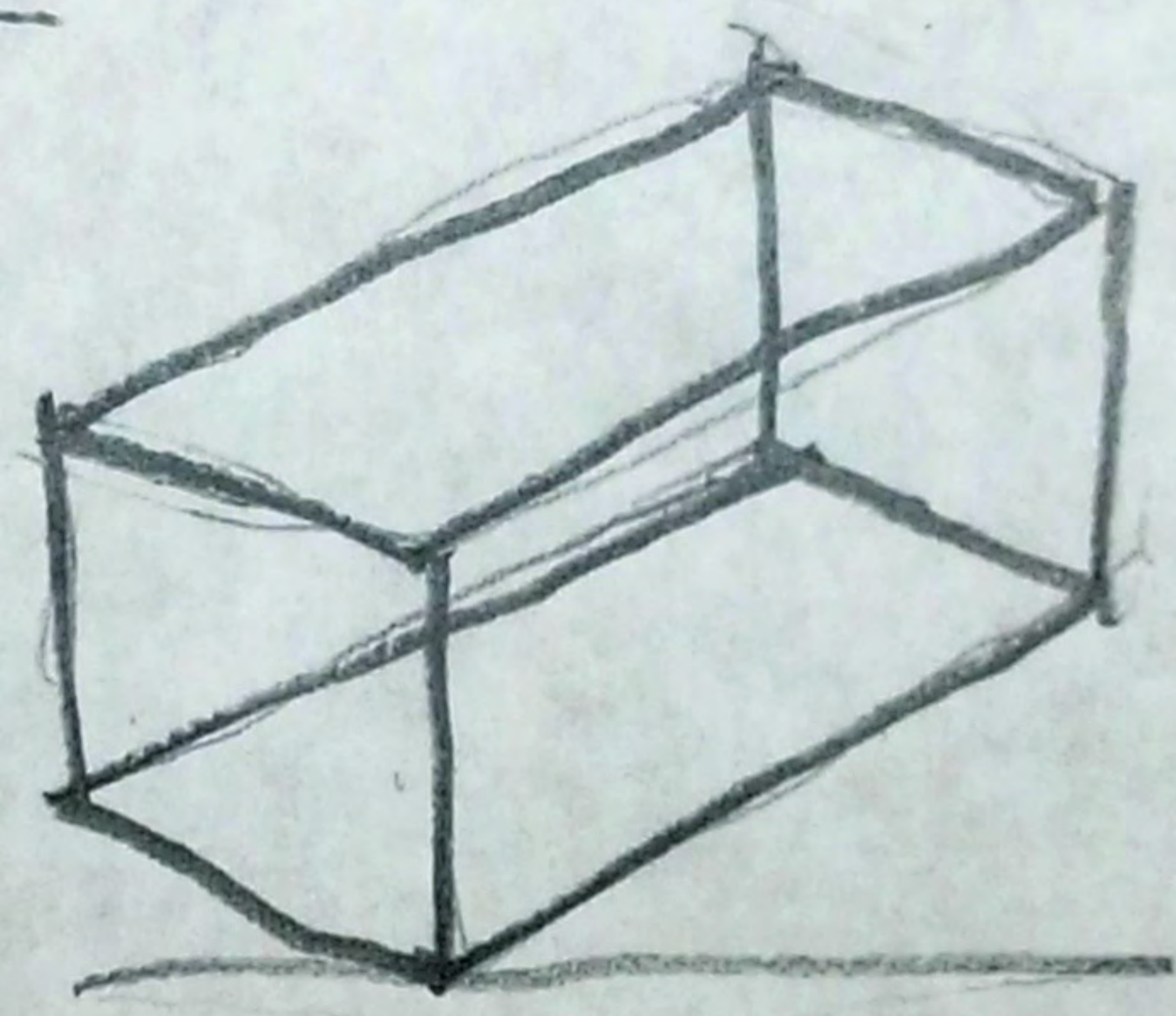
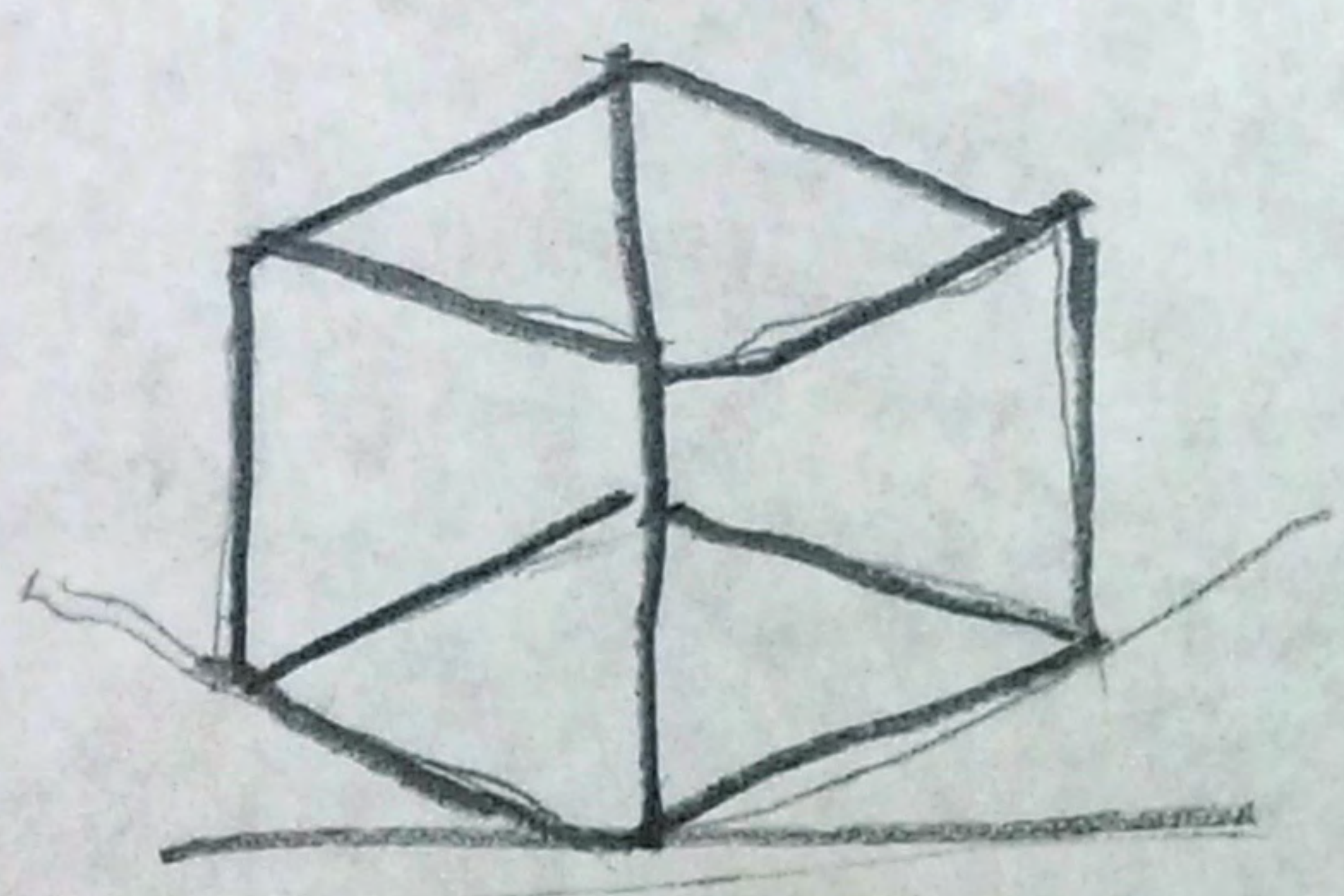
13.0
15

3D ISOMETRIC

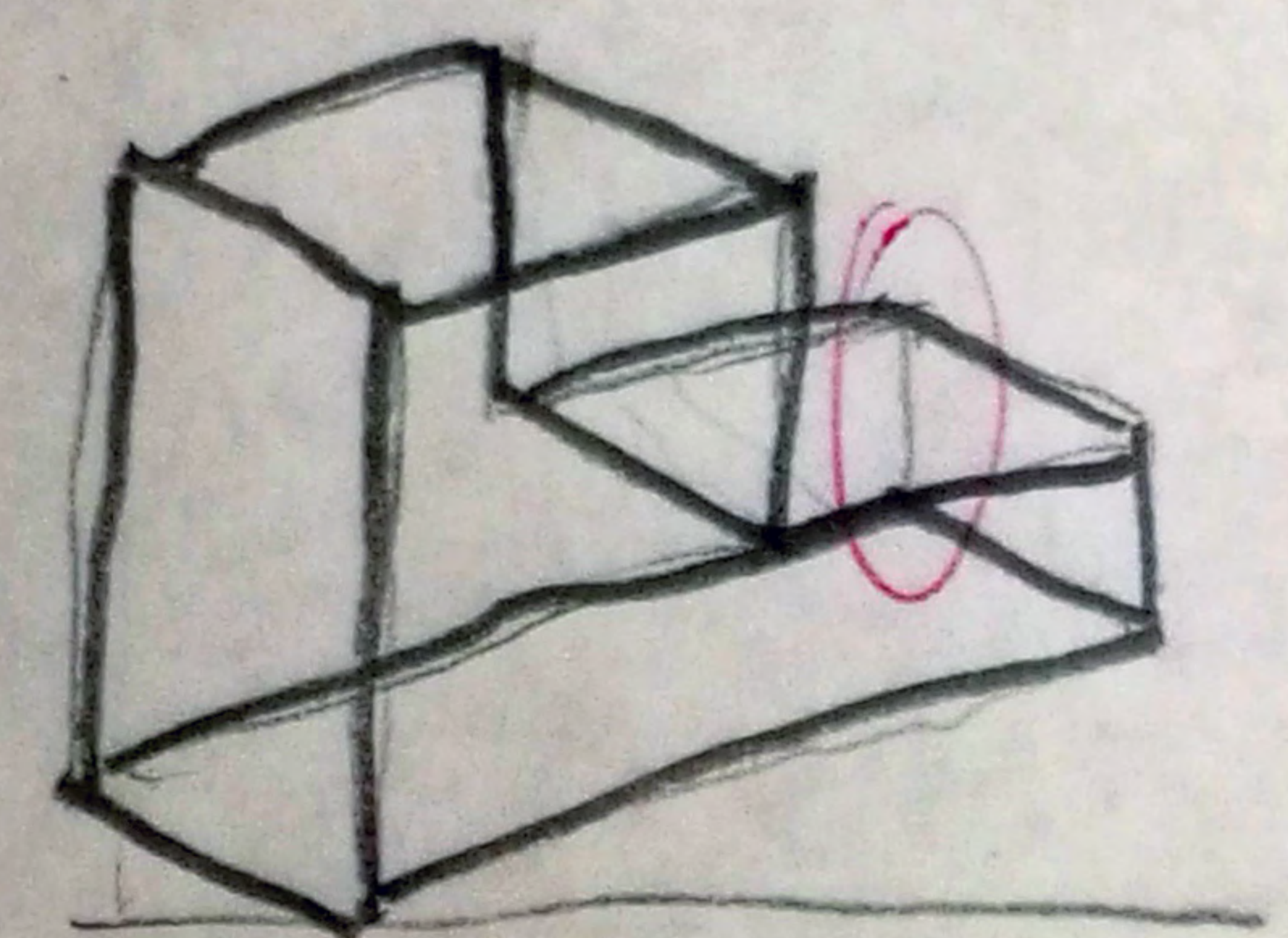
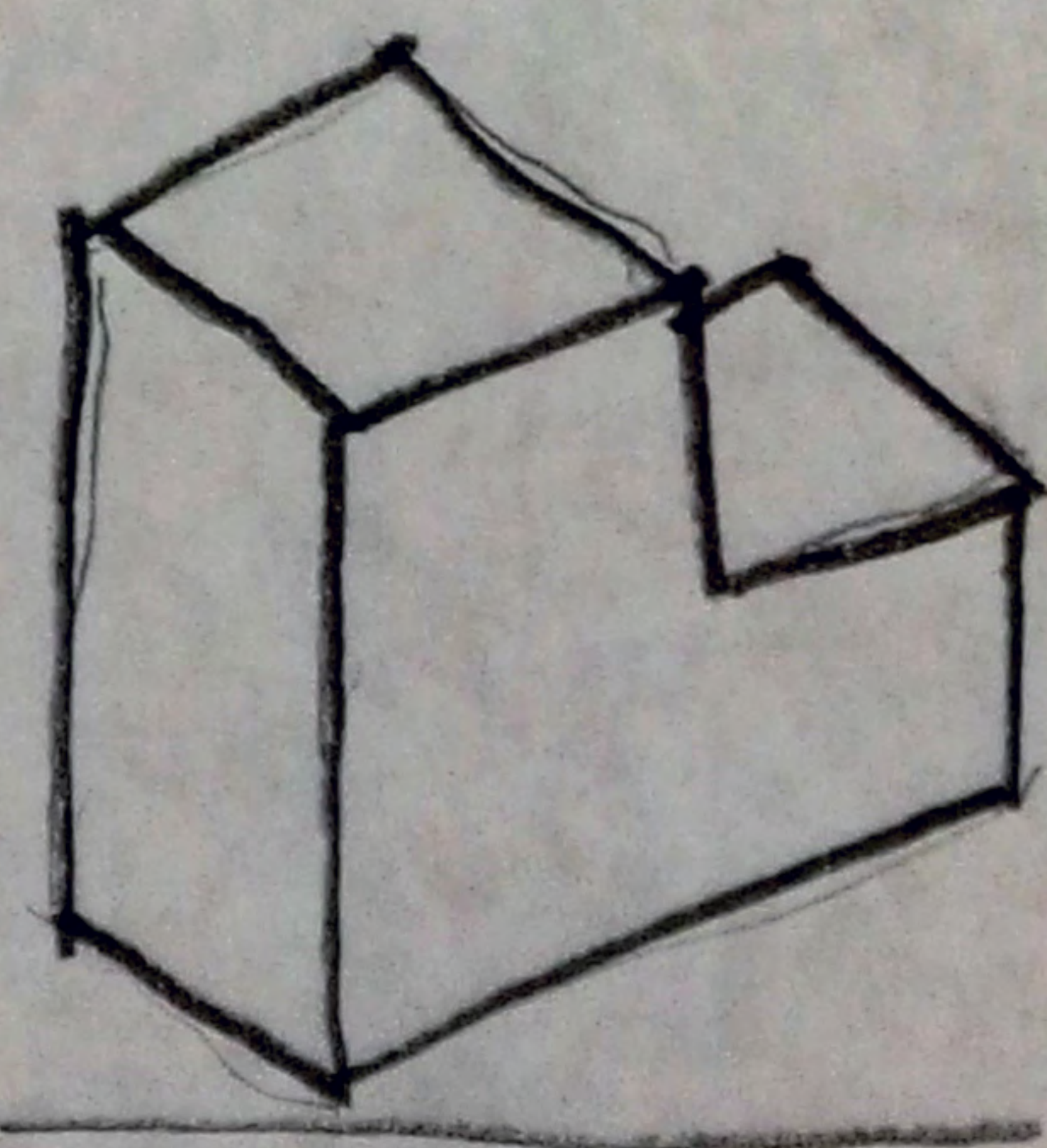
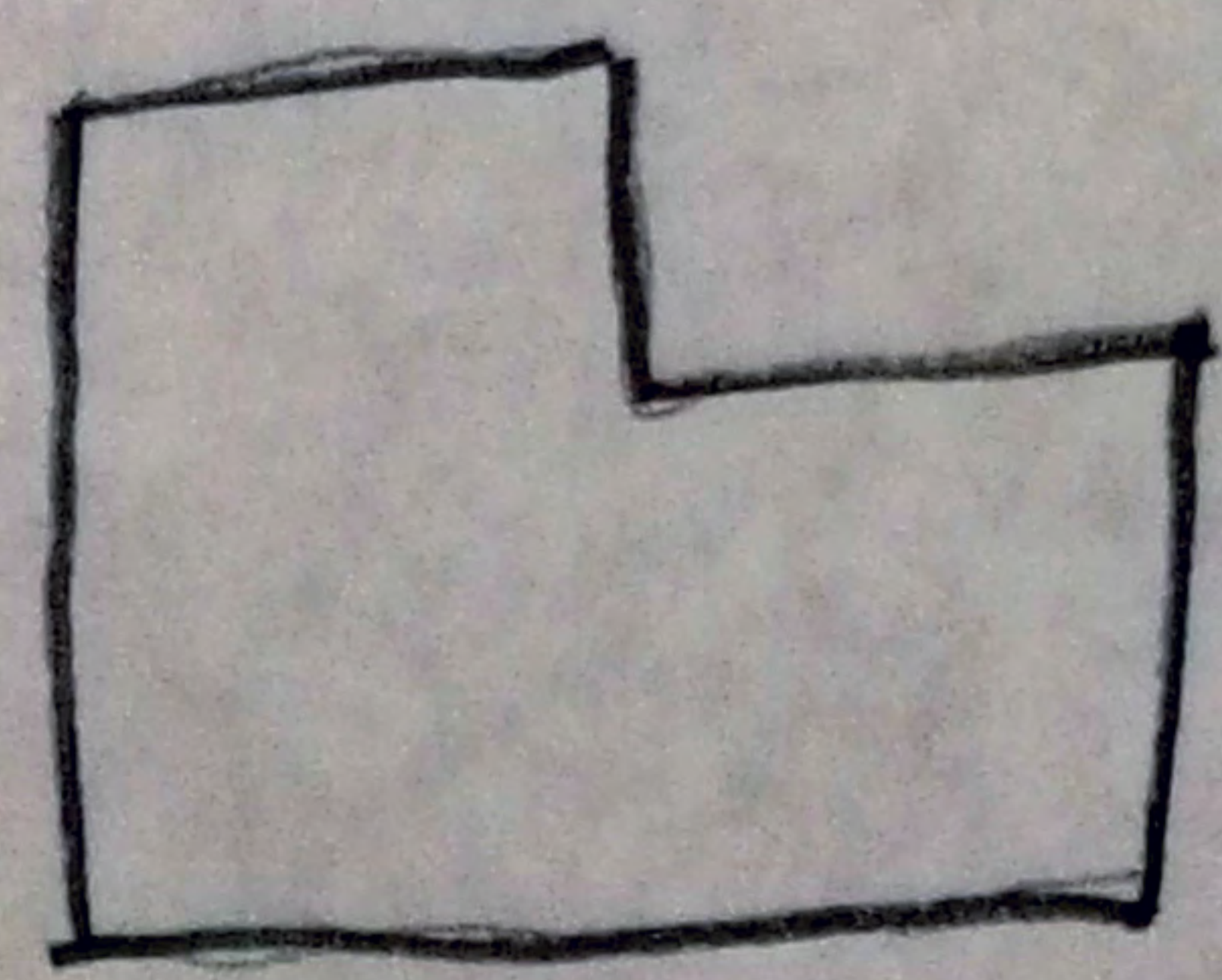
KEEP LINES CONSISTENT, NO DOUBLES ON INNER EDGES



3D WIRE FRAME



STEP BLOCK SHAPE



Sketching basic Shapes

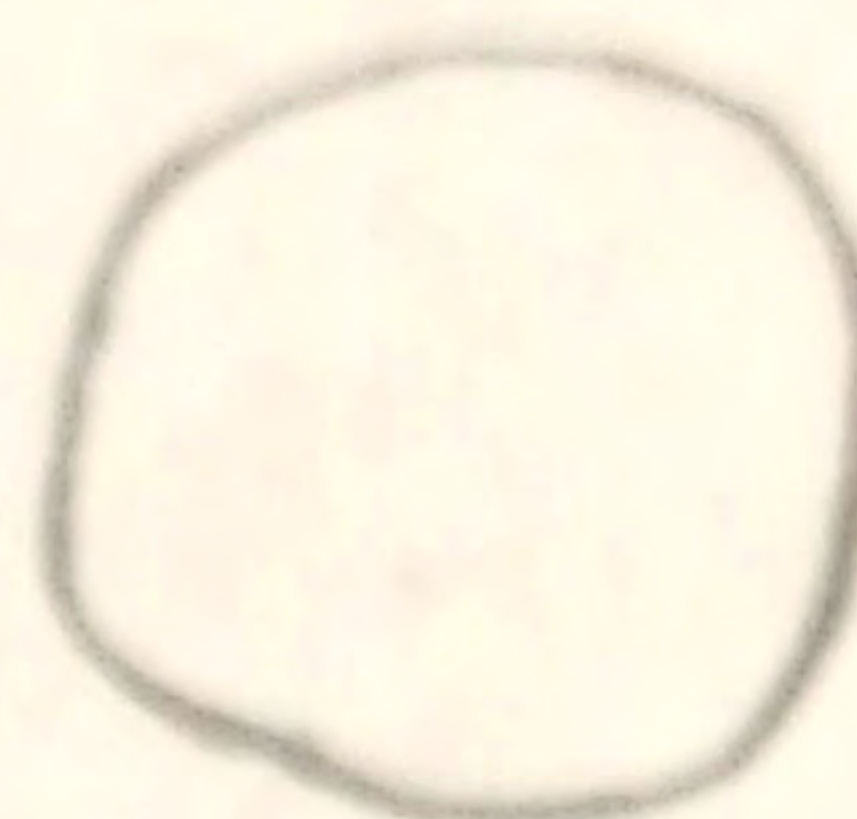
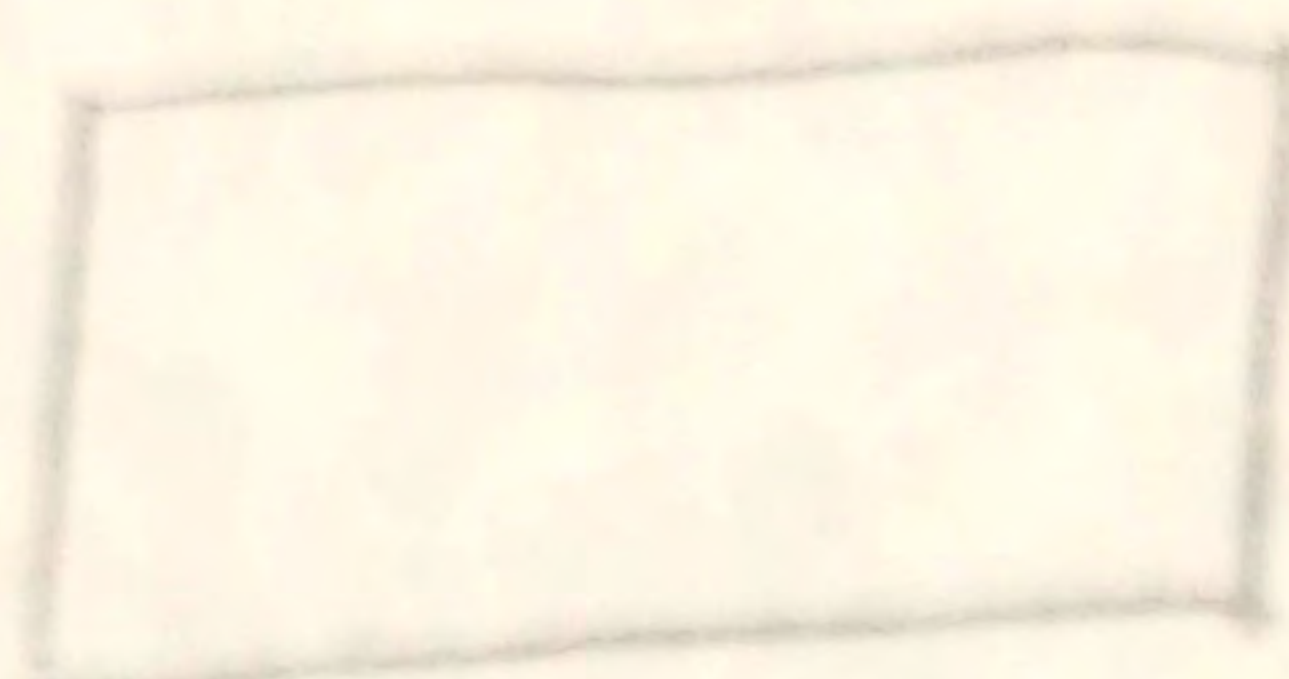
Name

Section

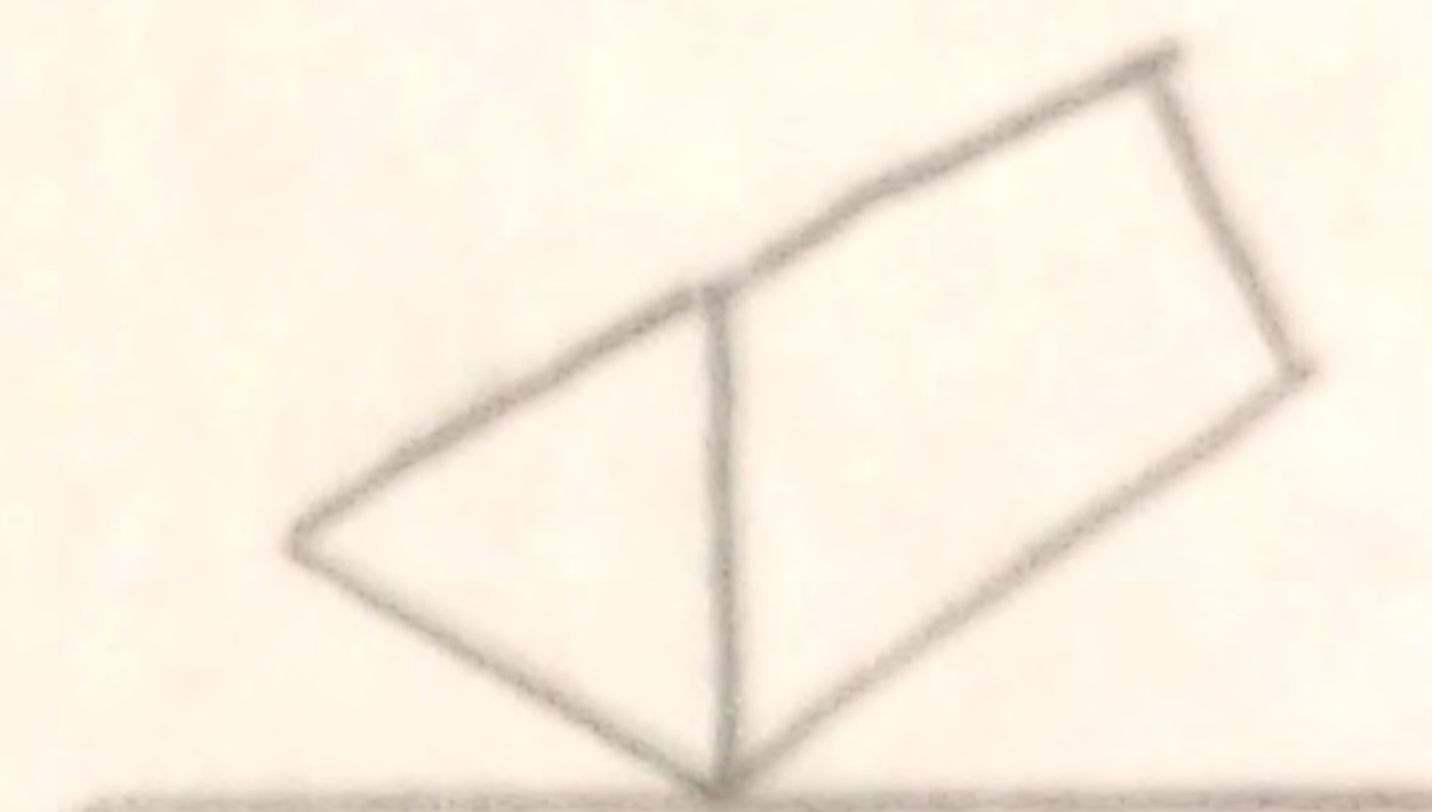
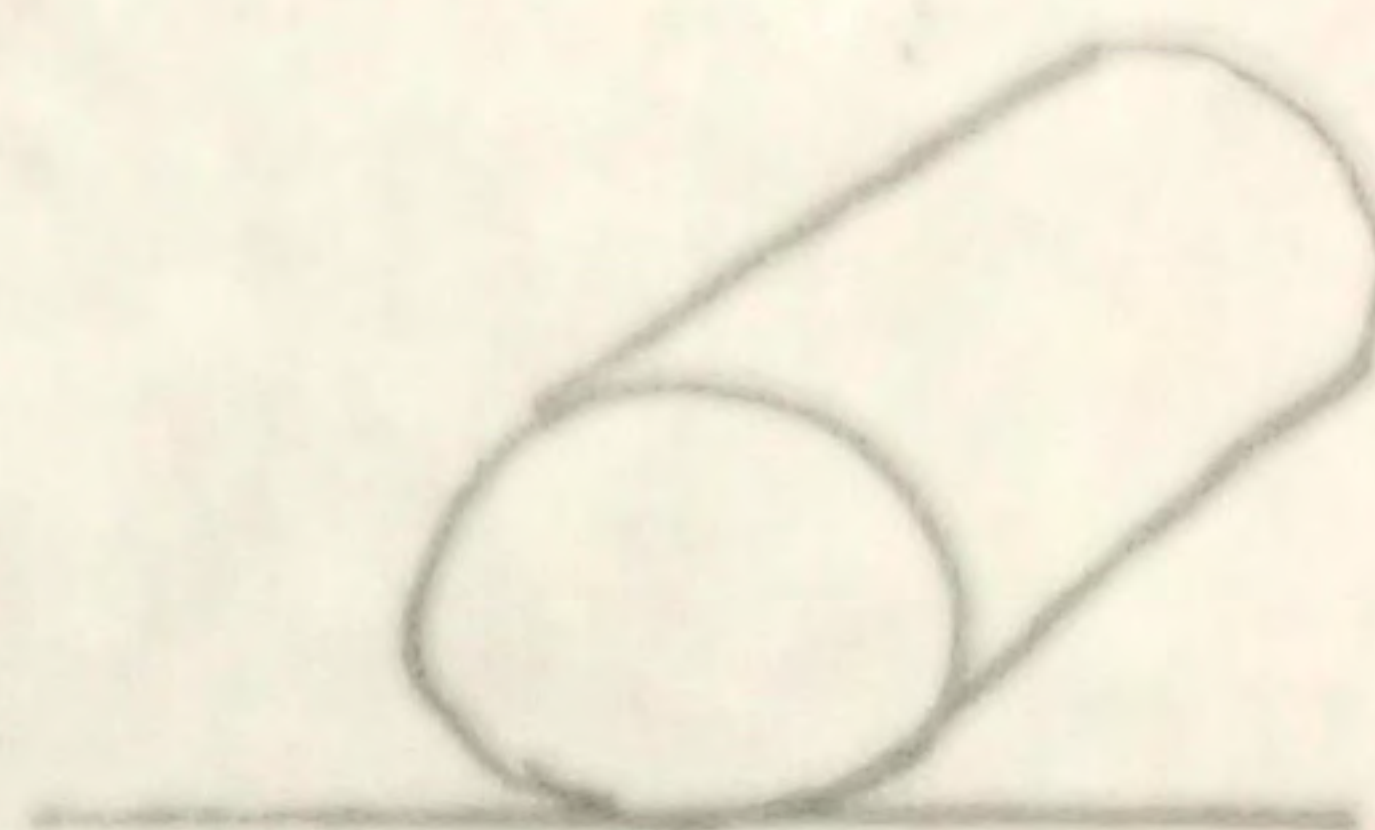
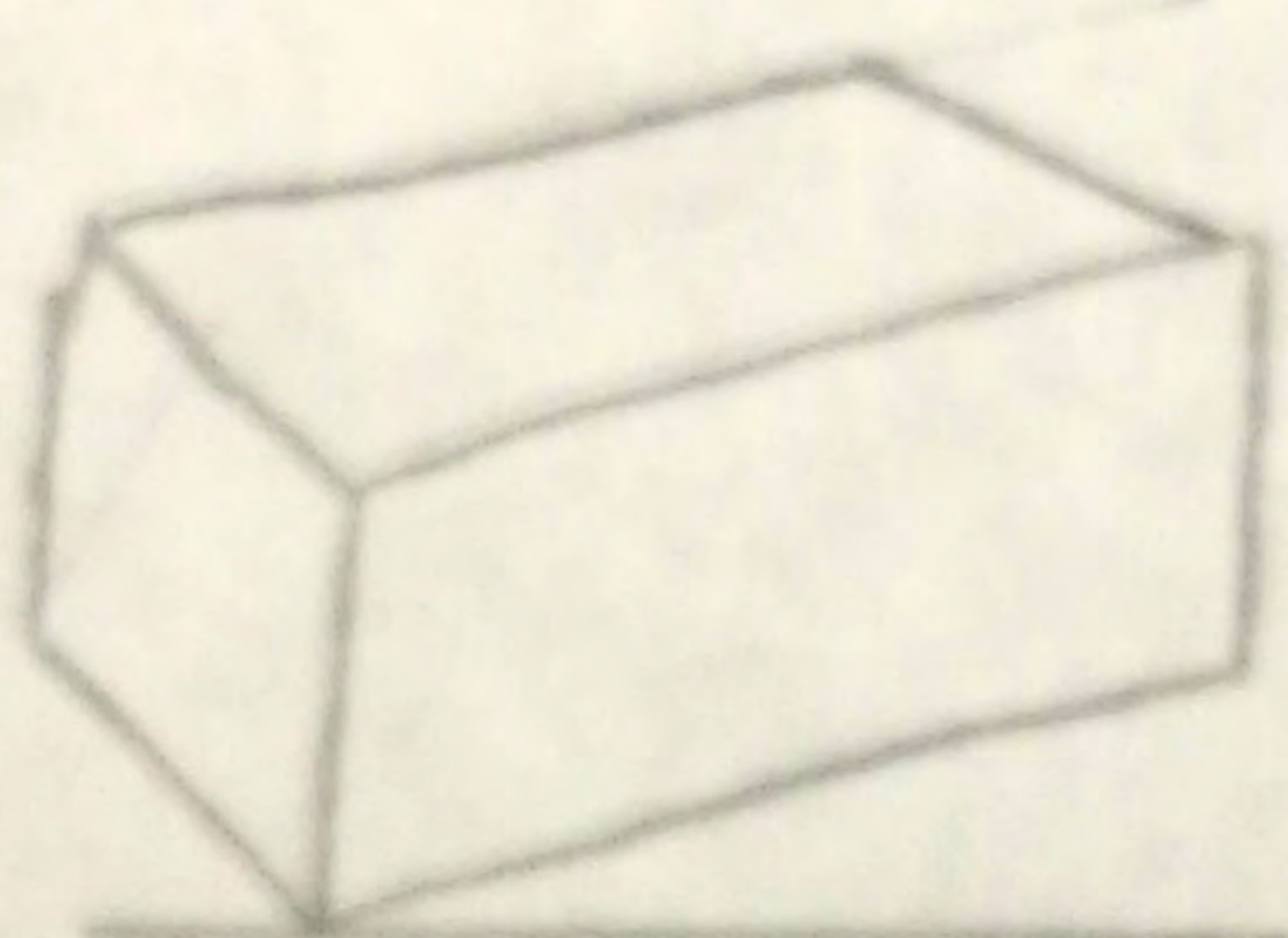
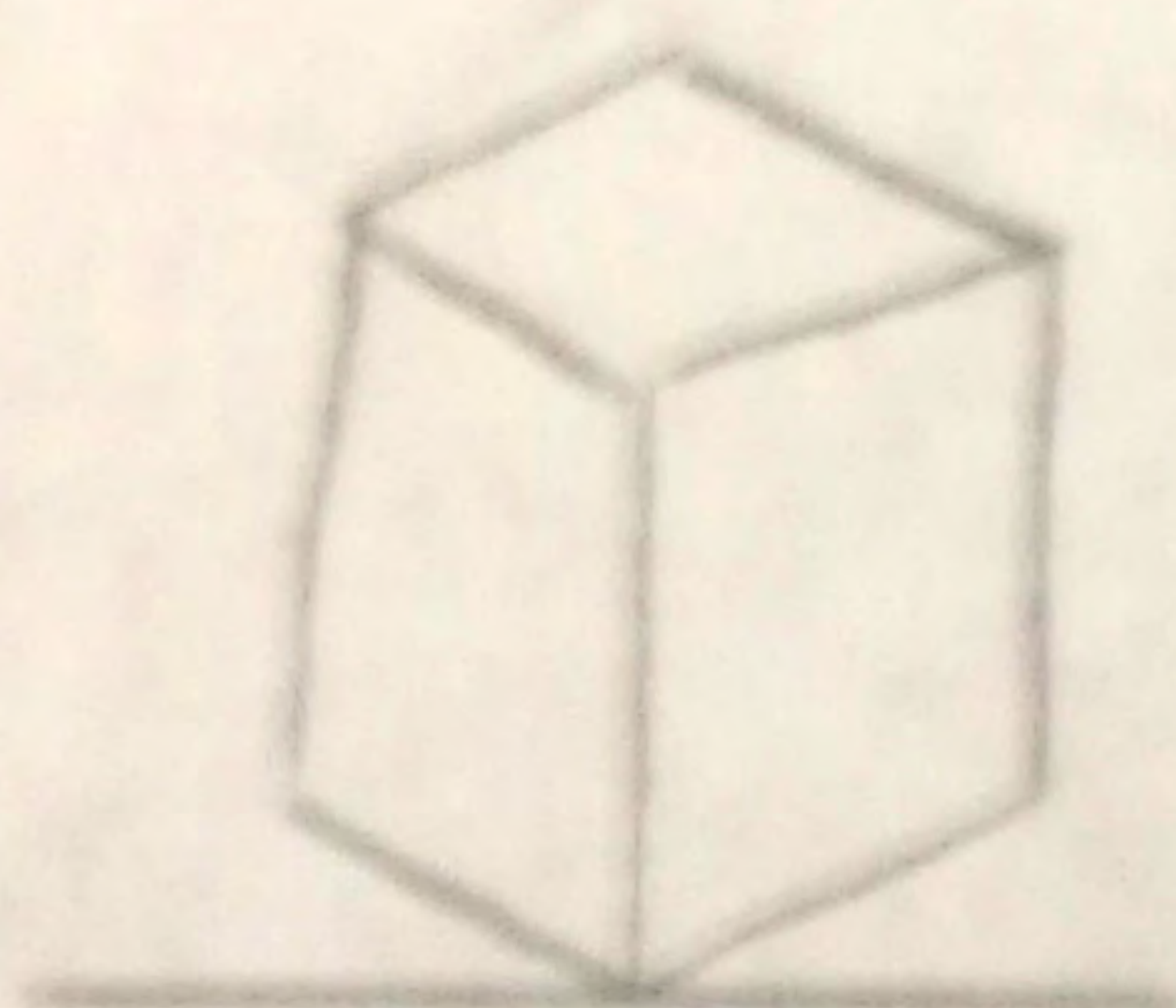
4/15

2D Shapes

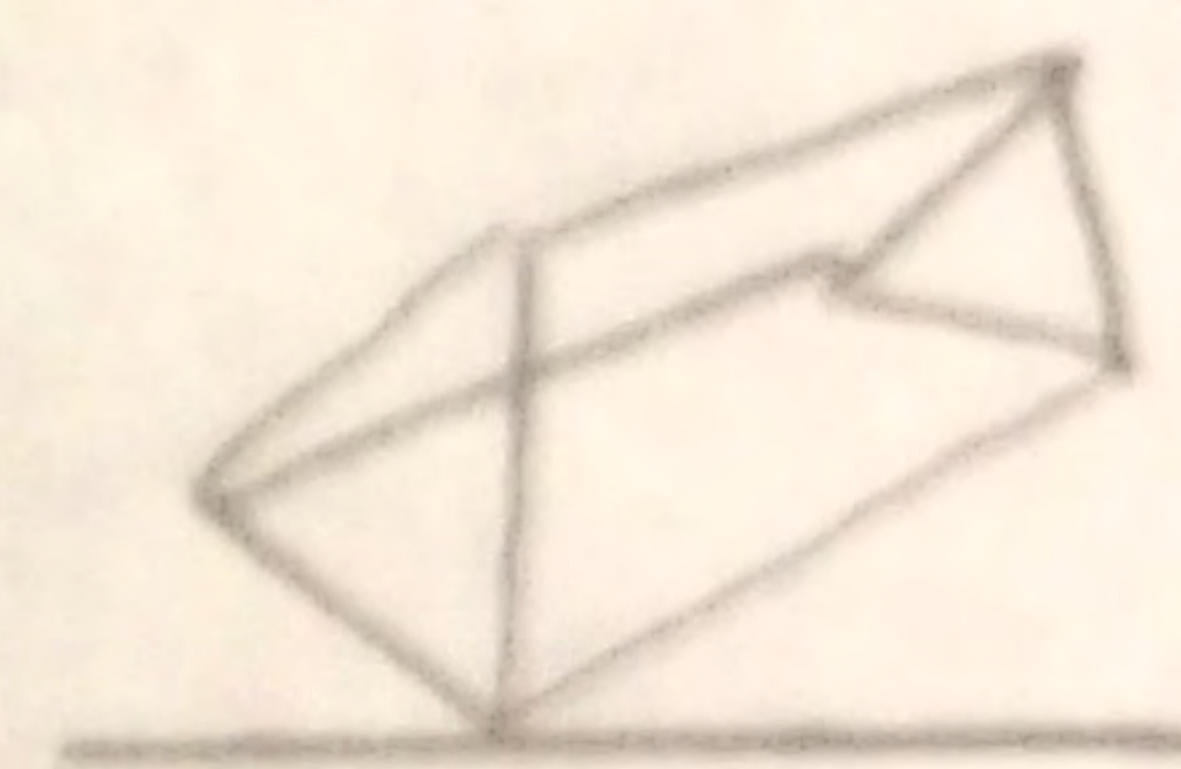
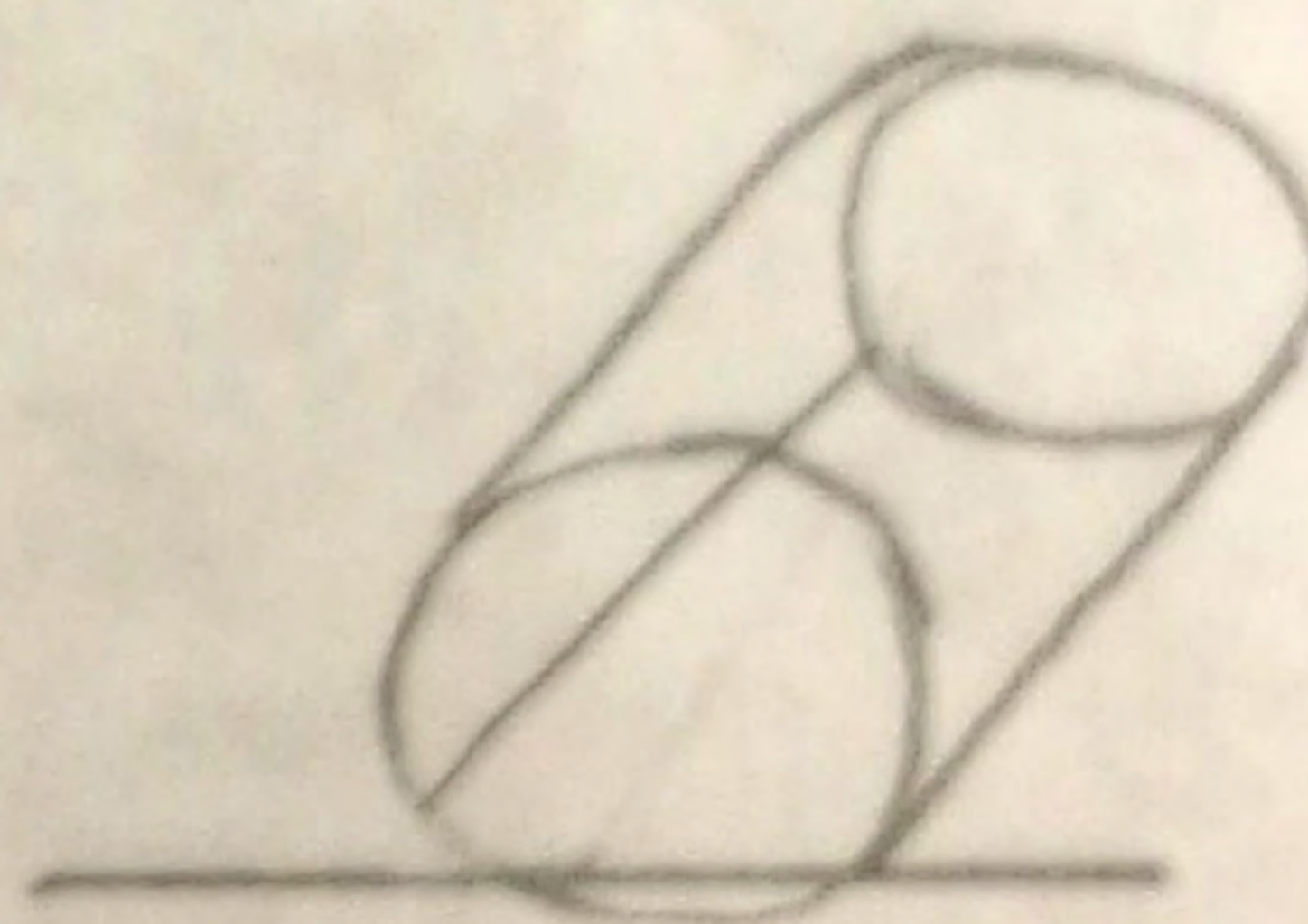
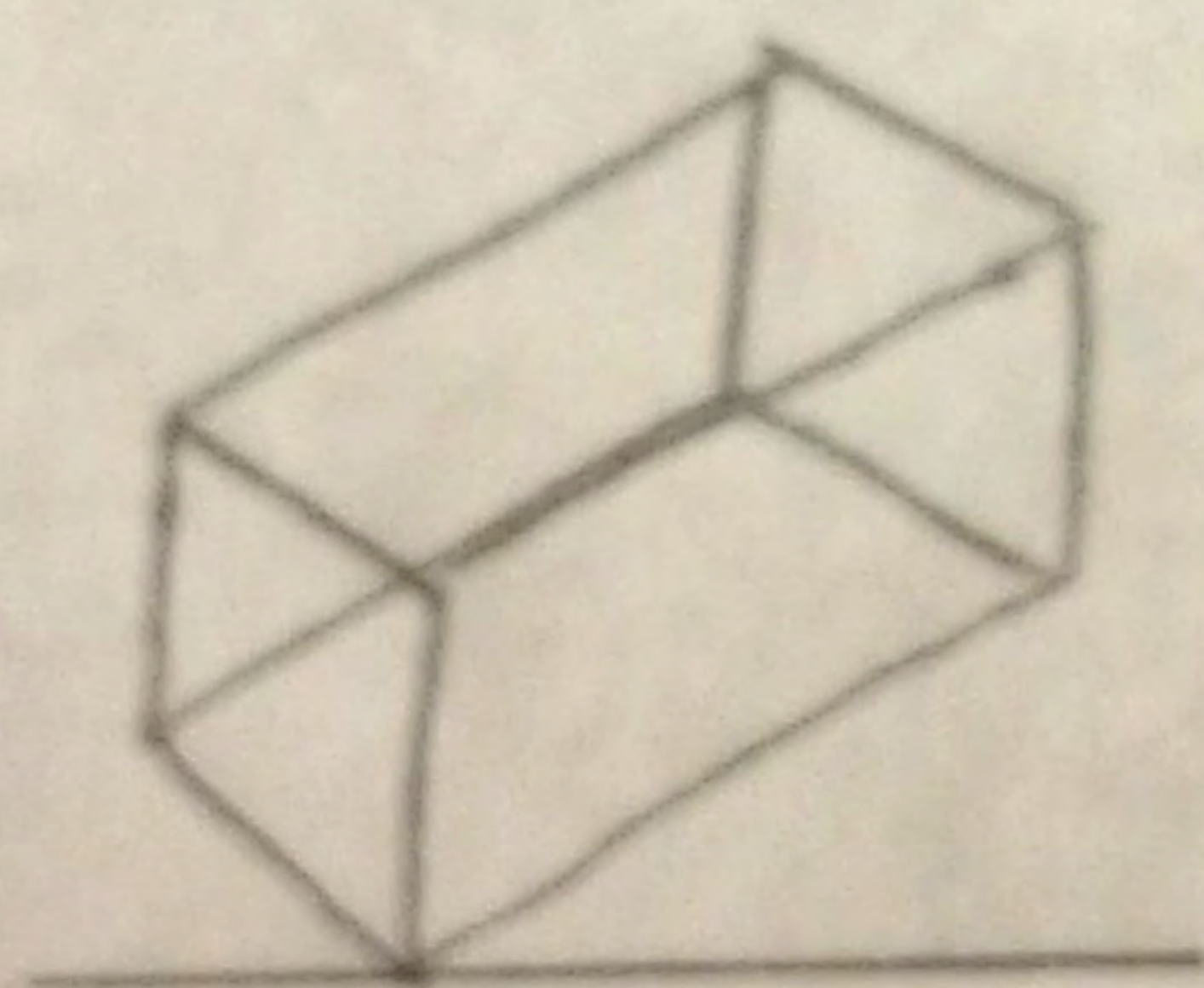
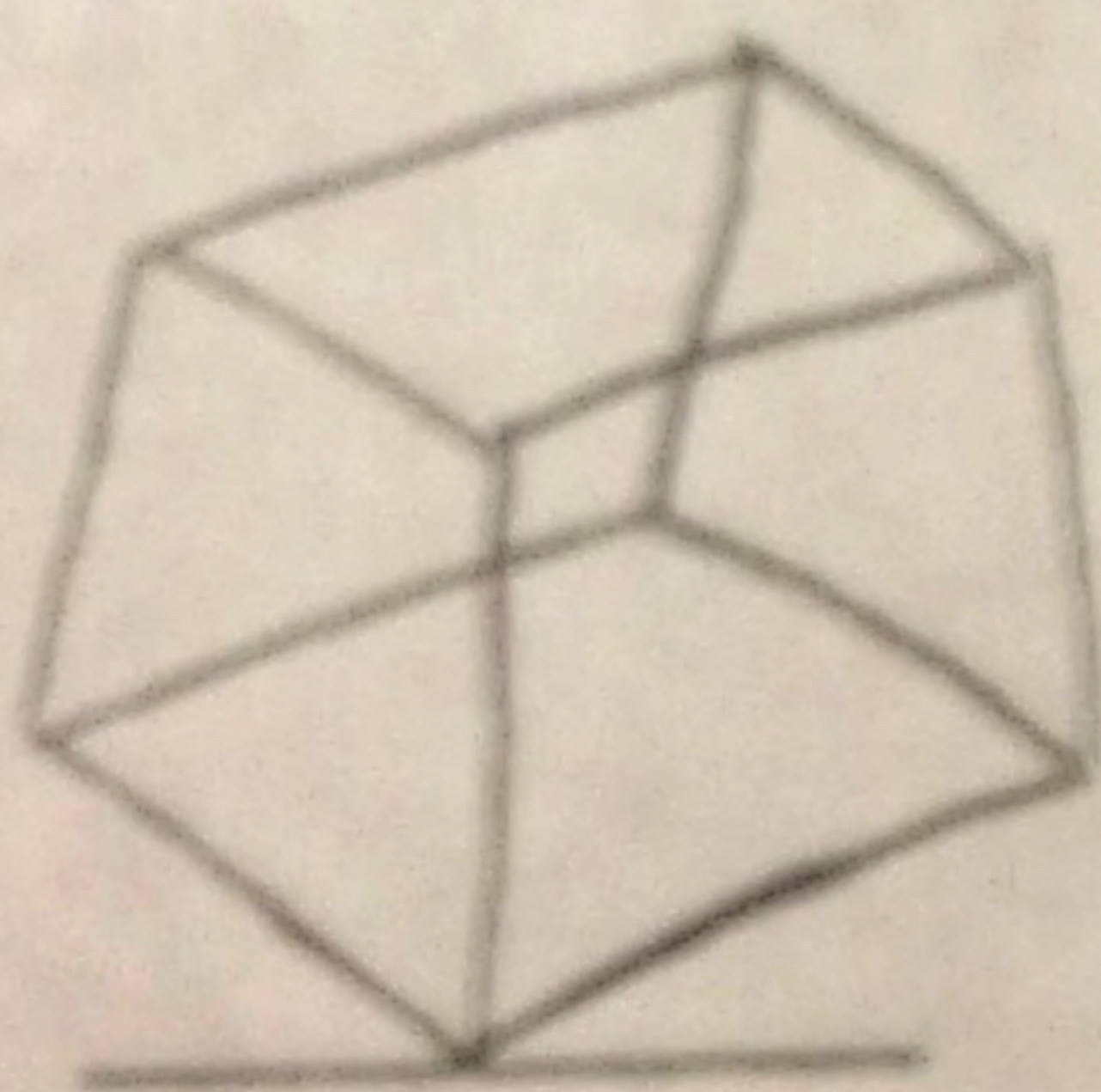
Drawn/Measure



3D Shapes - Gotta?



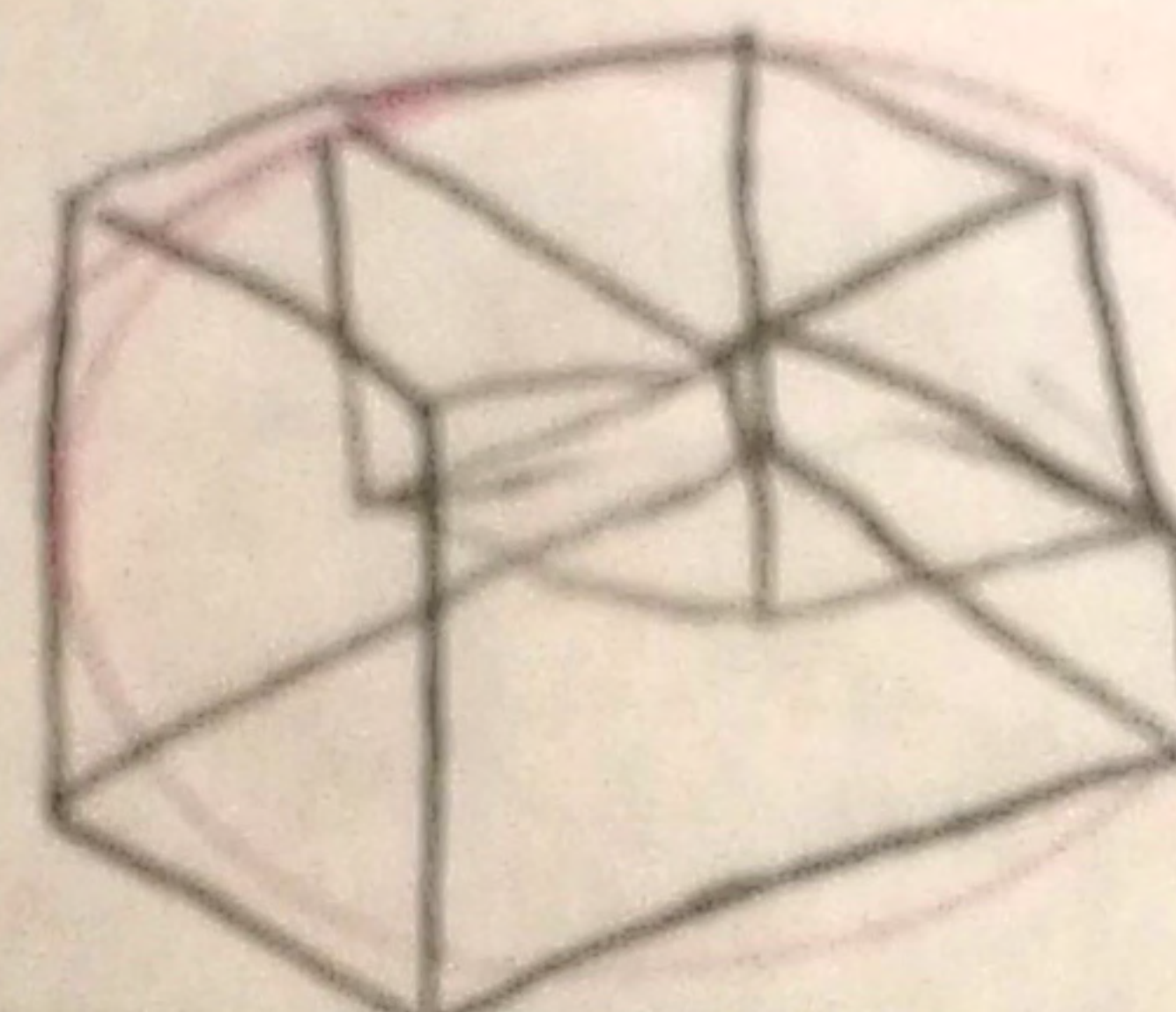
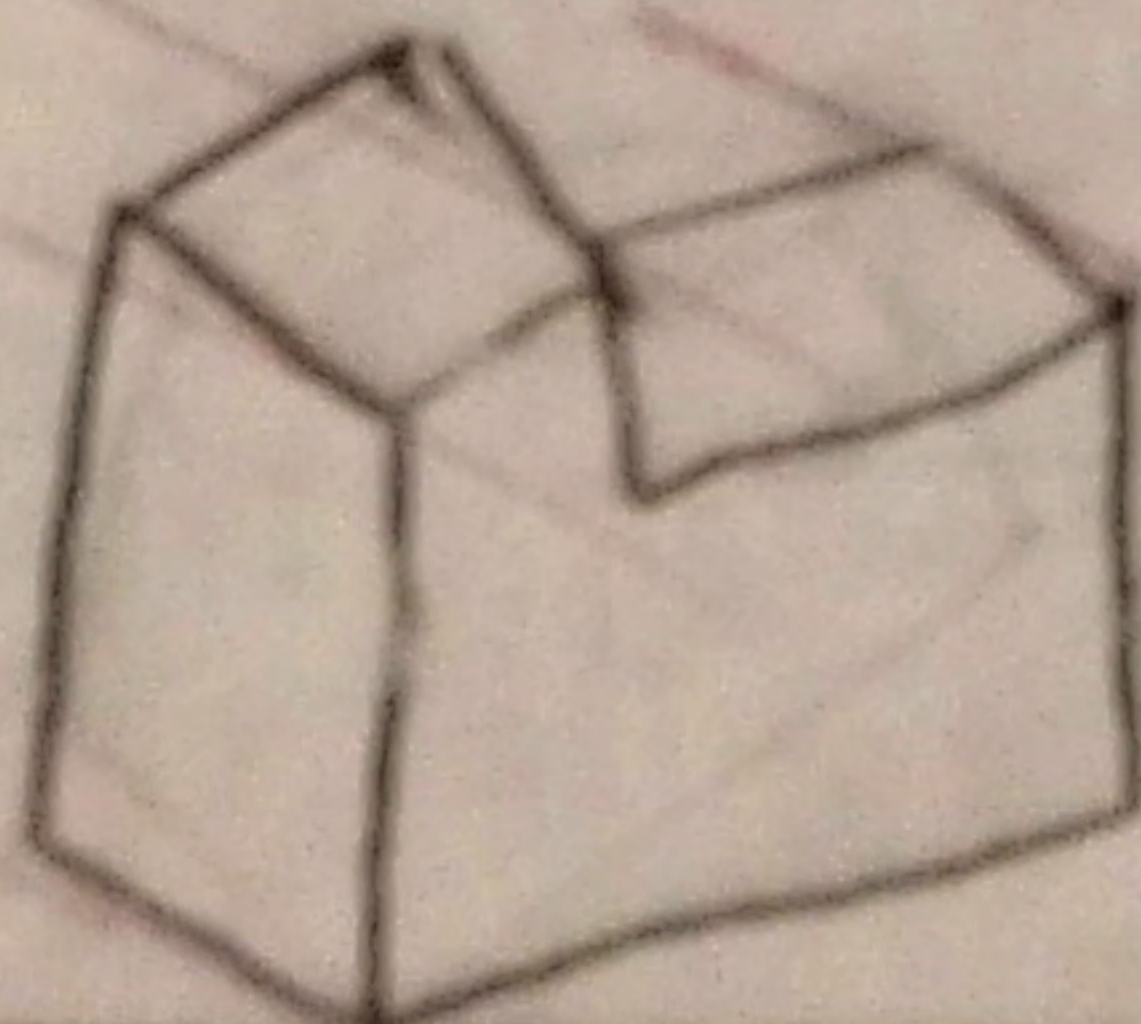
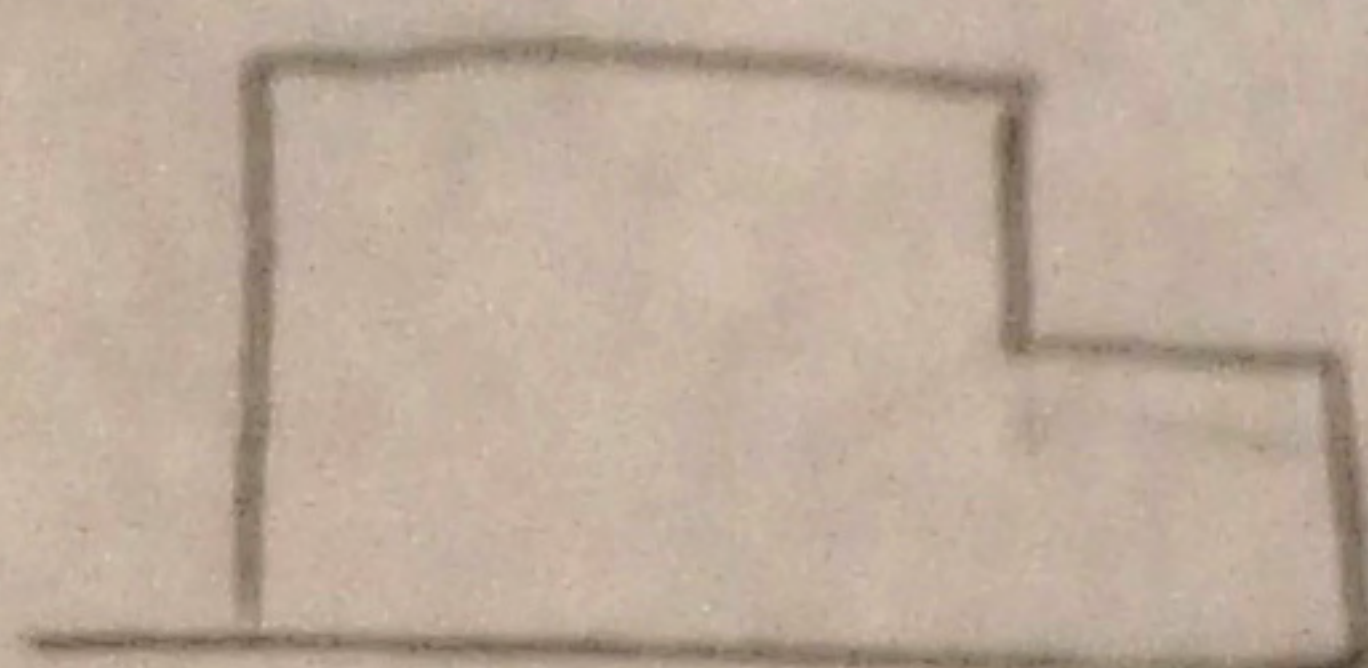
3D Frames



MAKE BOTH
TRIANGLES SAME
SIZE/SPACE

Step block Shape

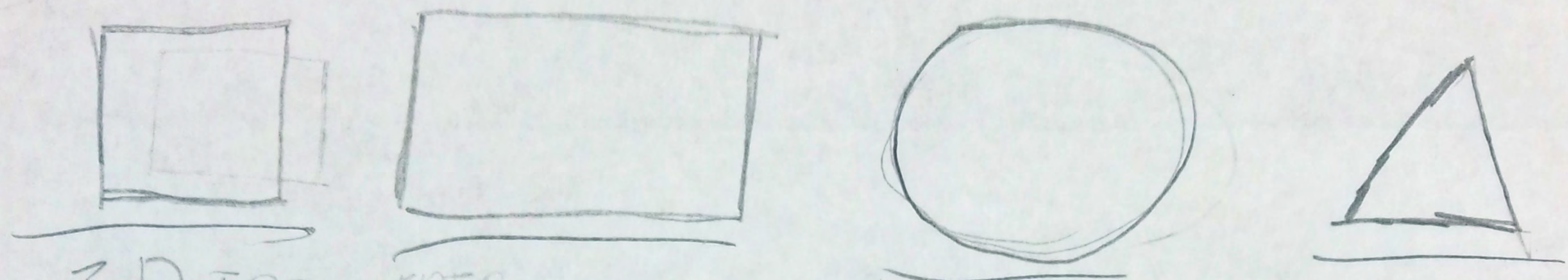
LINEAR OBJECTS
- USE SPACE!



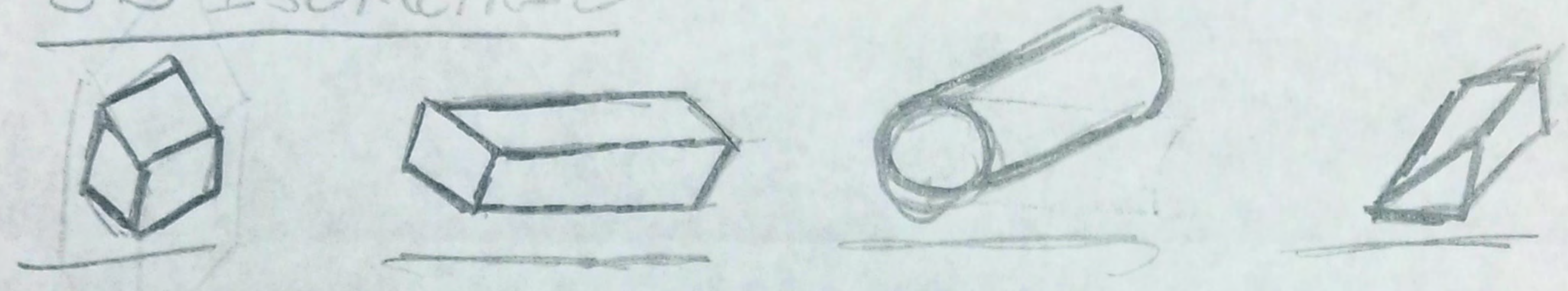
USE TWO LINKS
TO GET
CONSISTENT
LETTING.

SKETCHING BASIC SHAPES

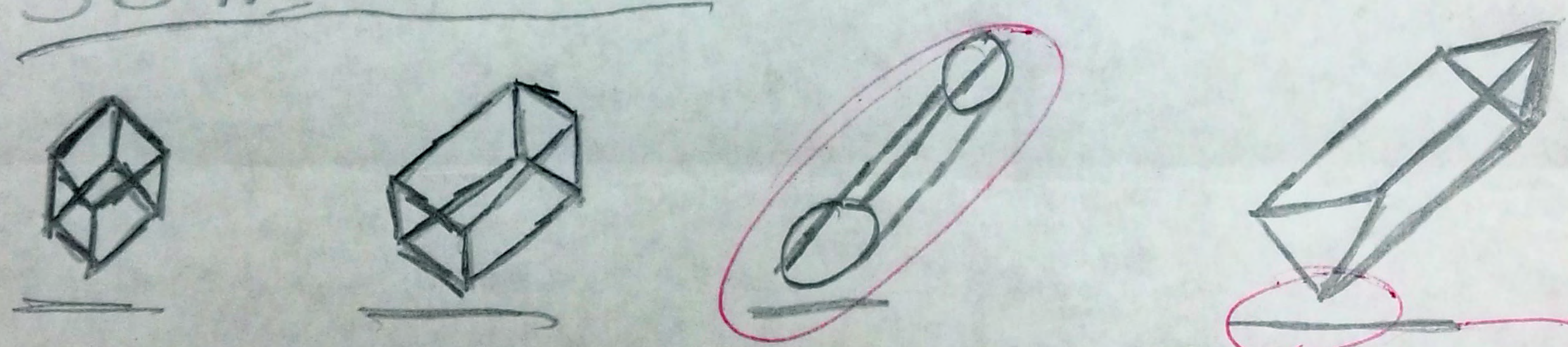
2D Shape SKETCHING



3D ISOMETRIC



3D WIRE FRAME

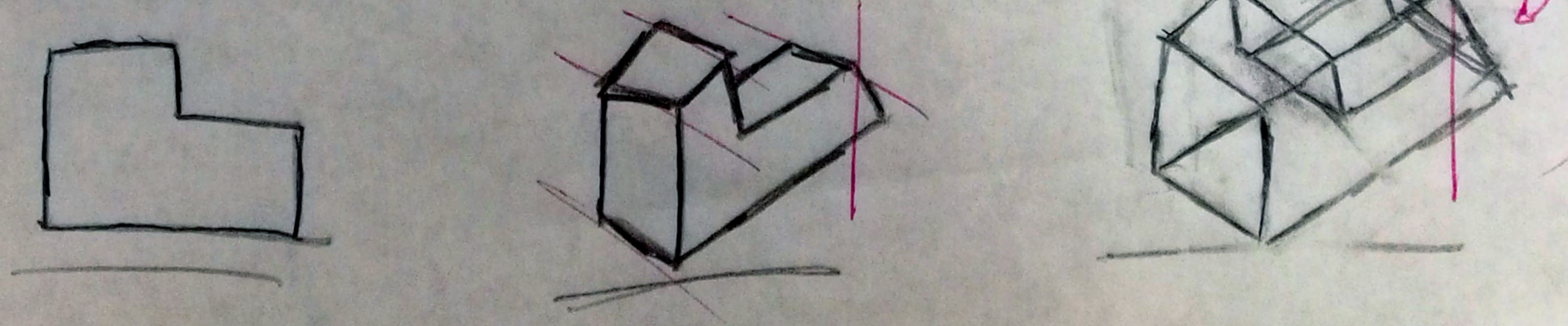


LARGER
SHAPES

touch.

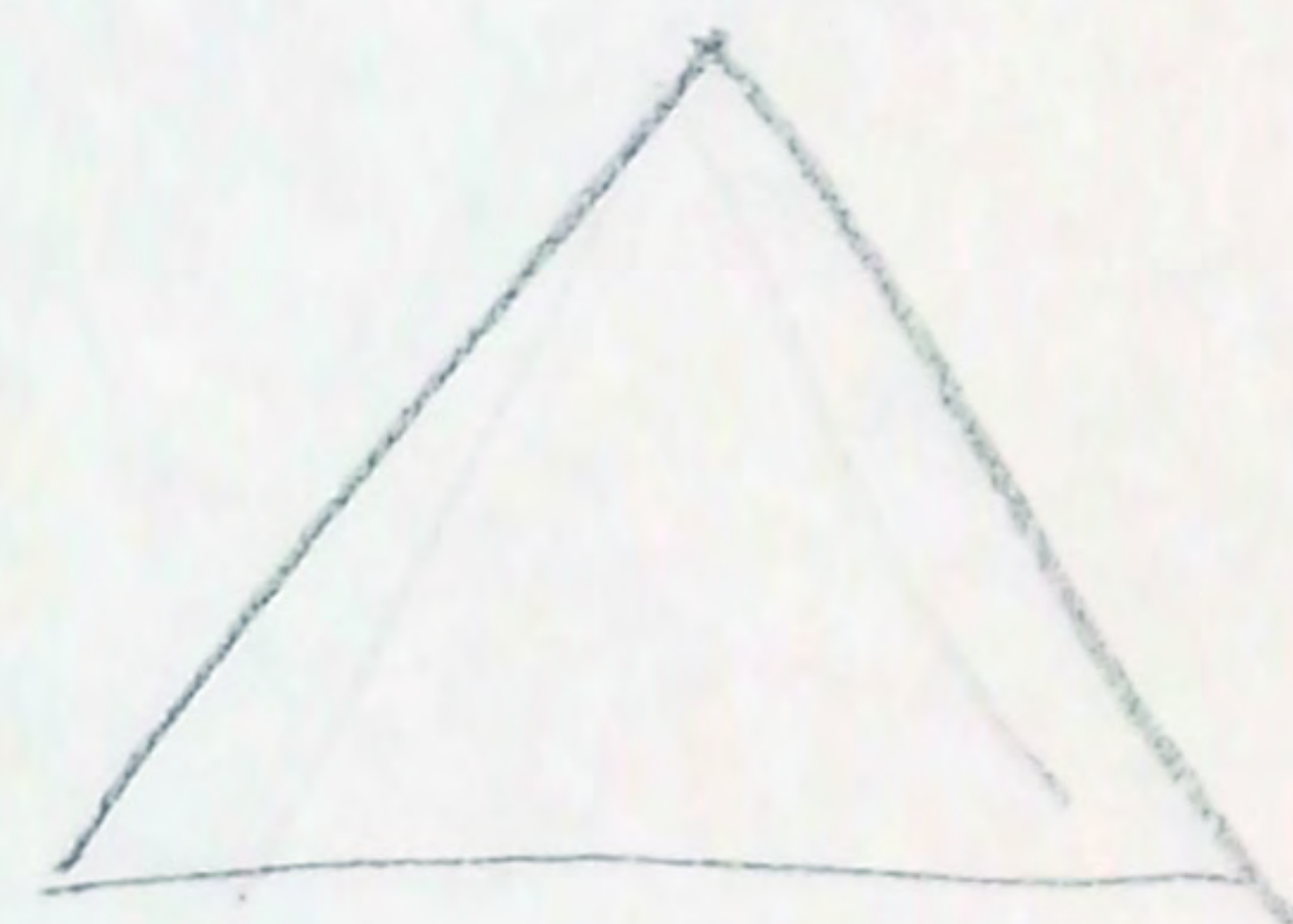
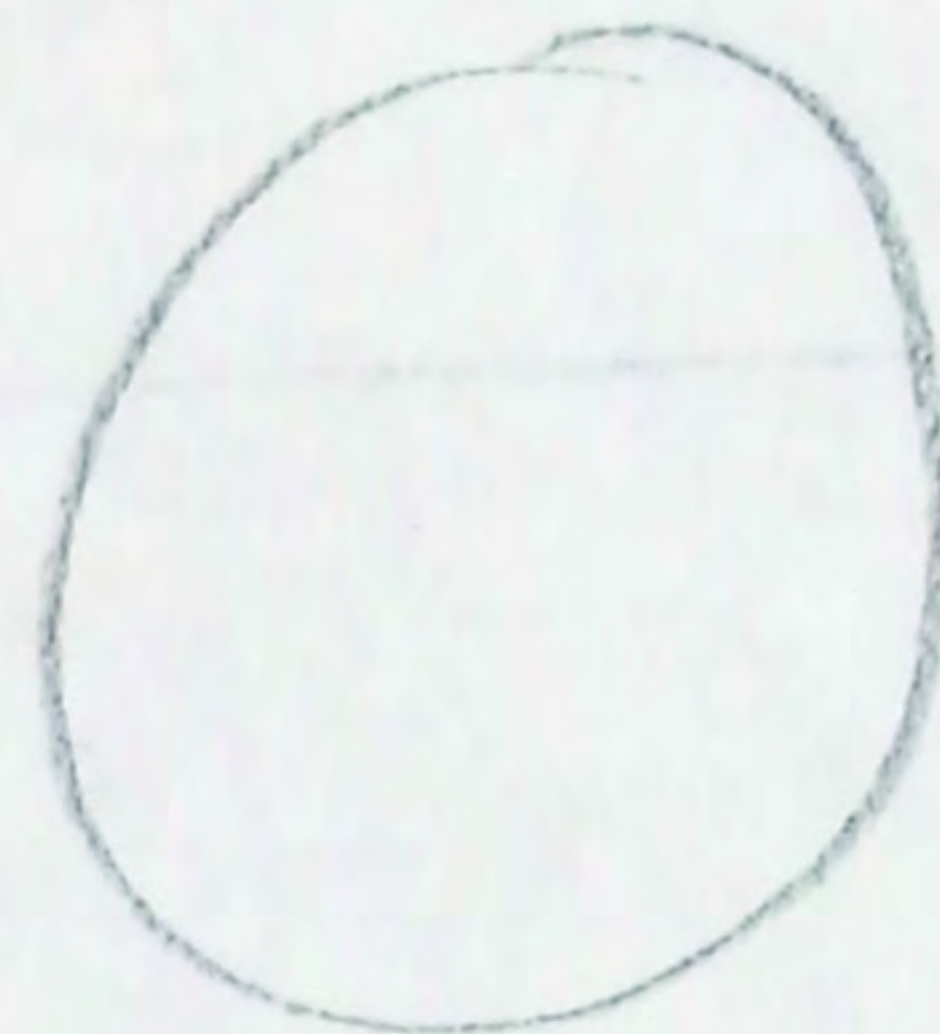
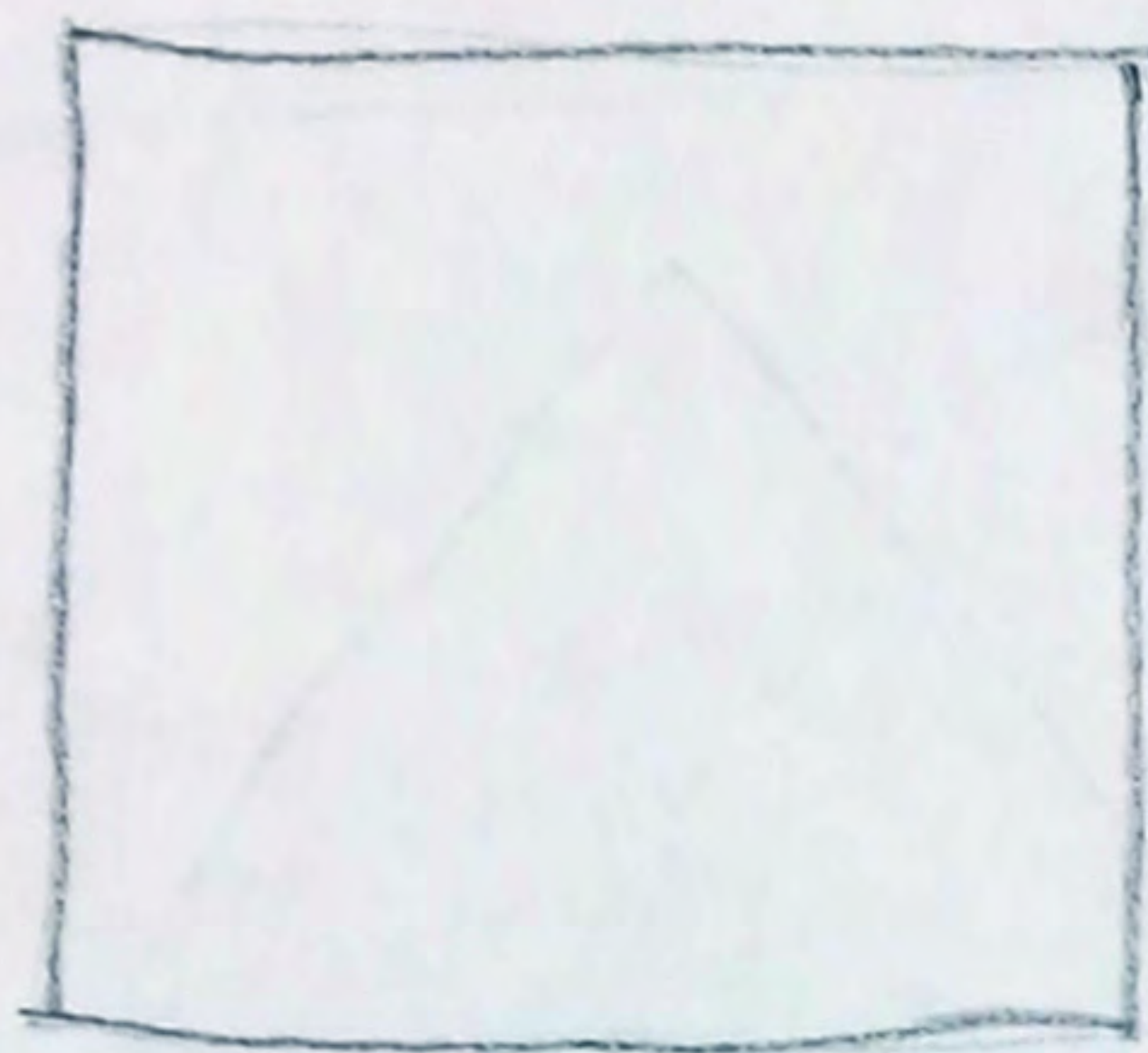
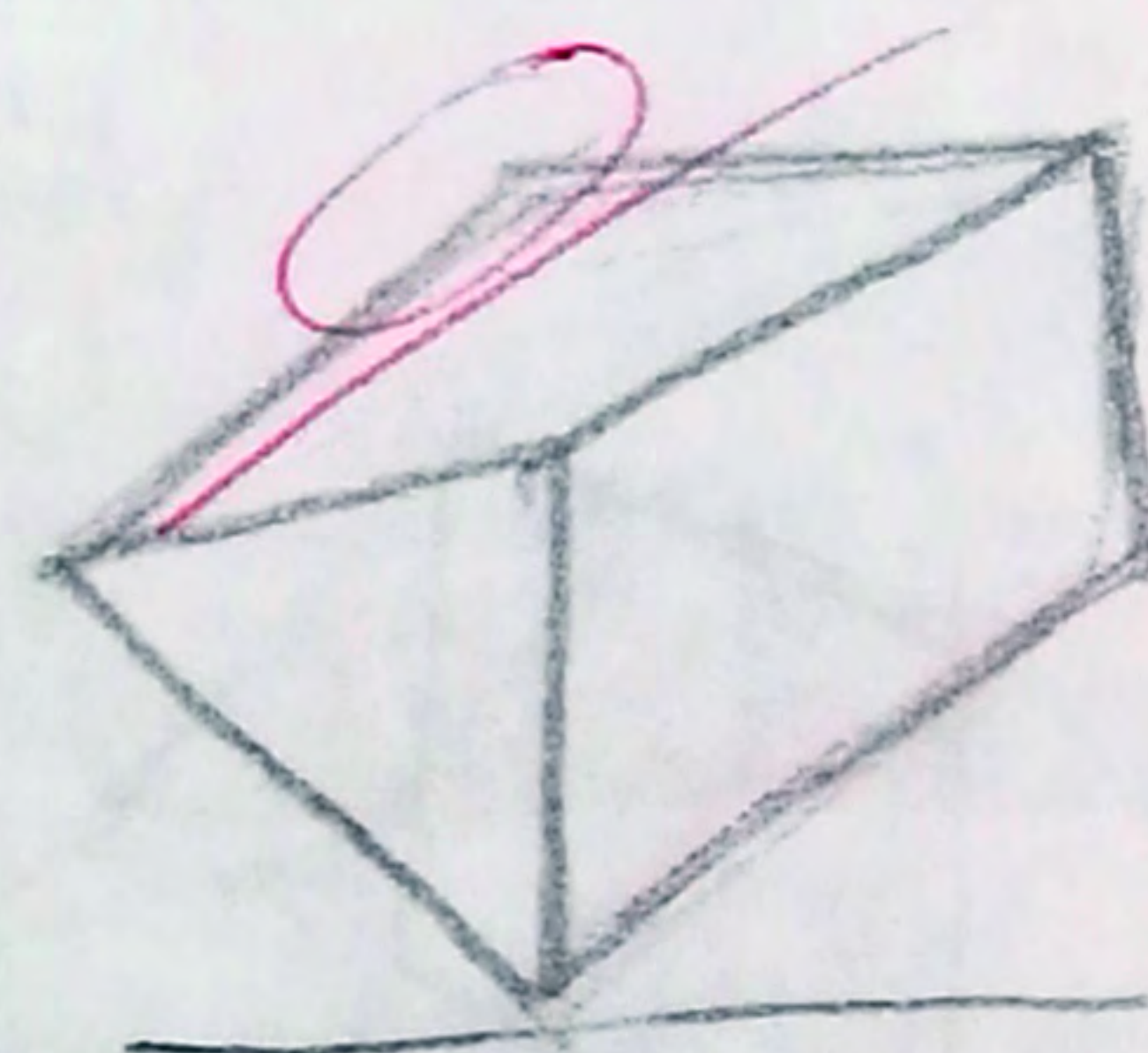
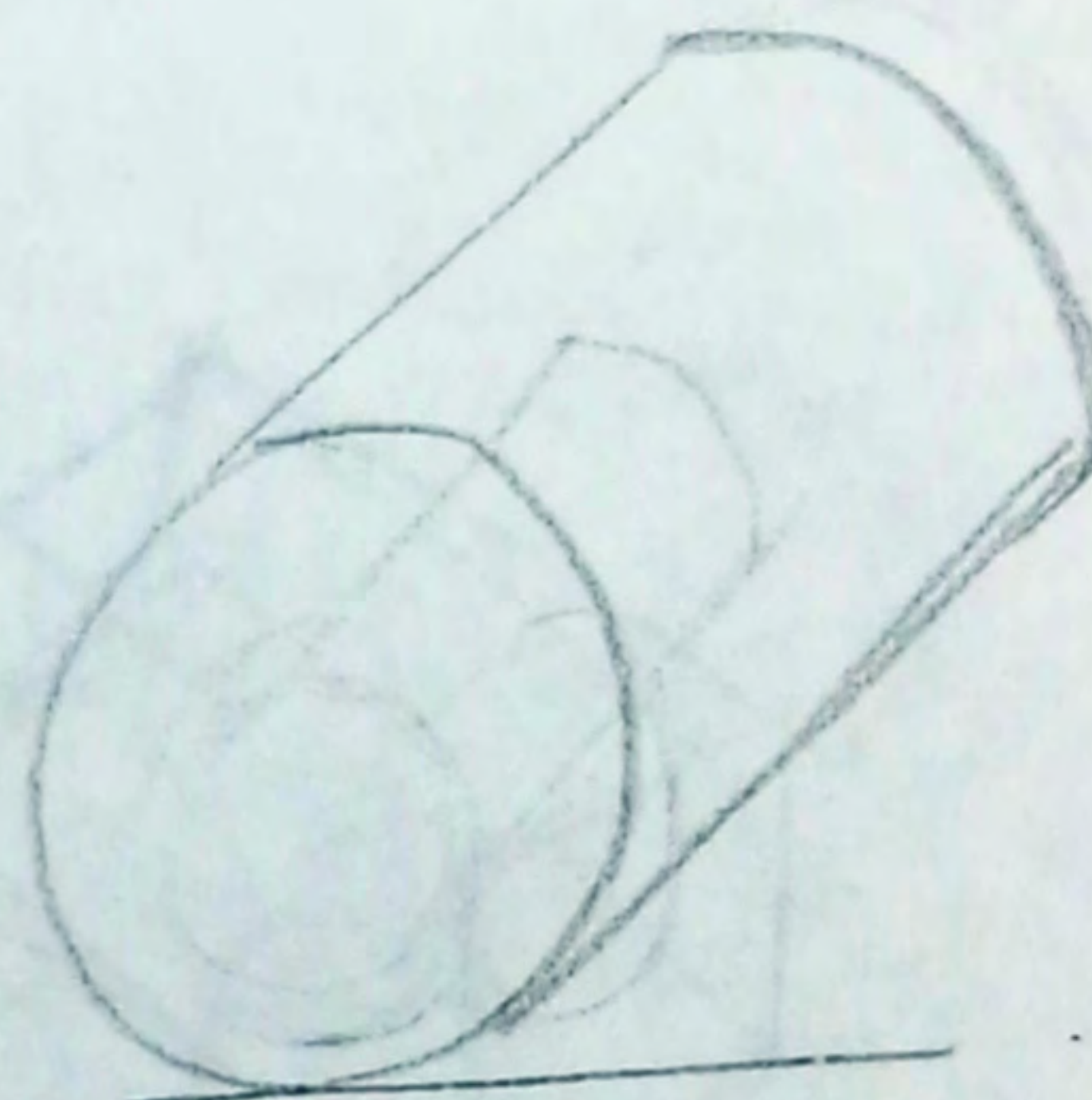
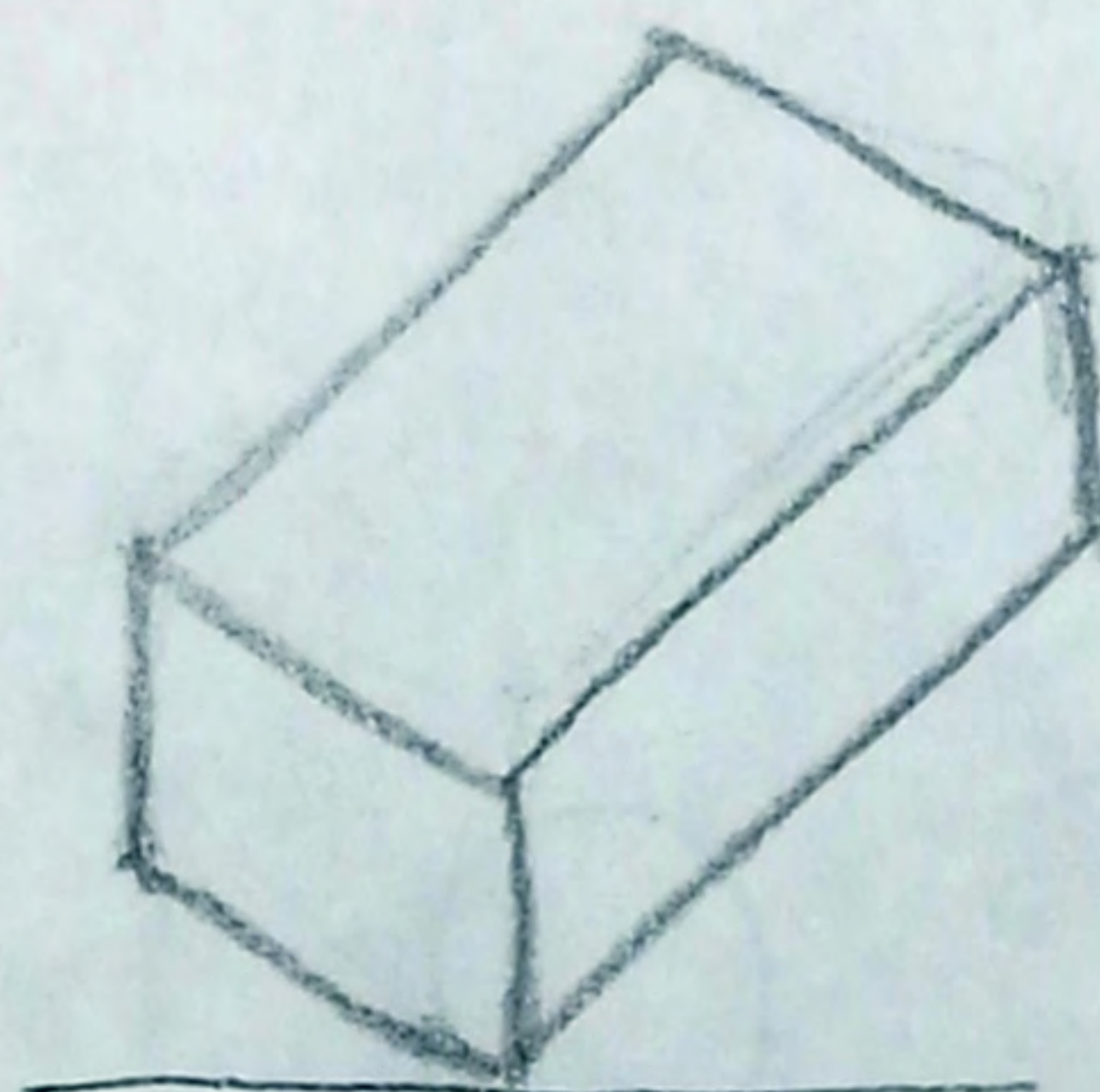
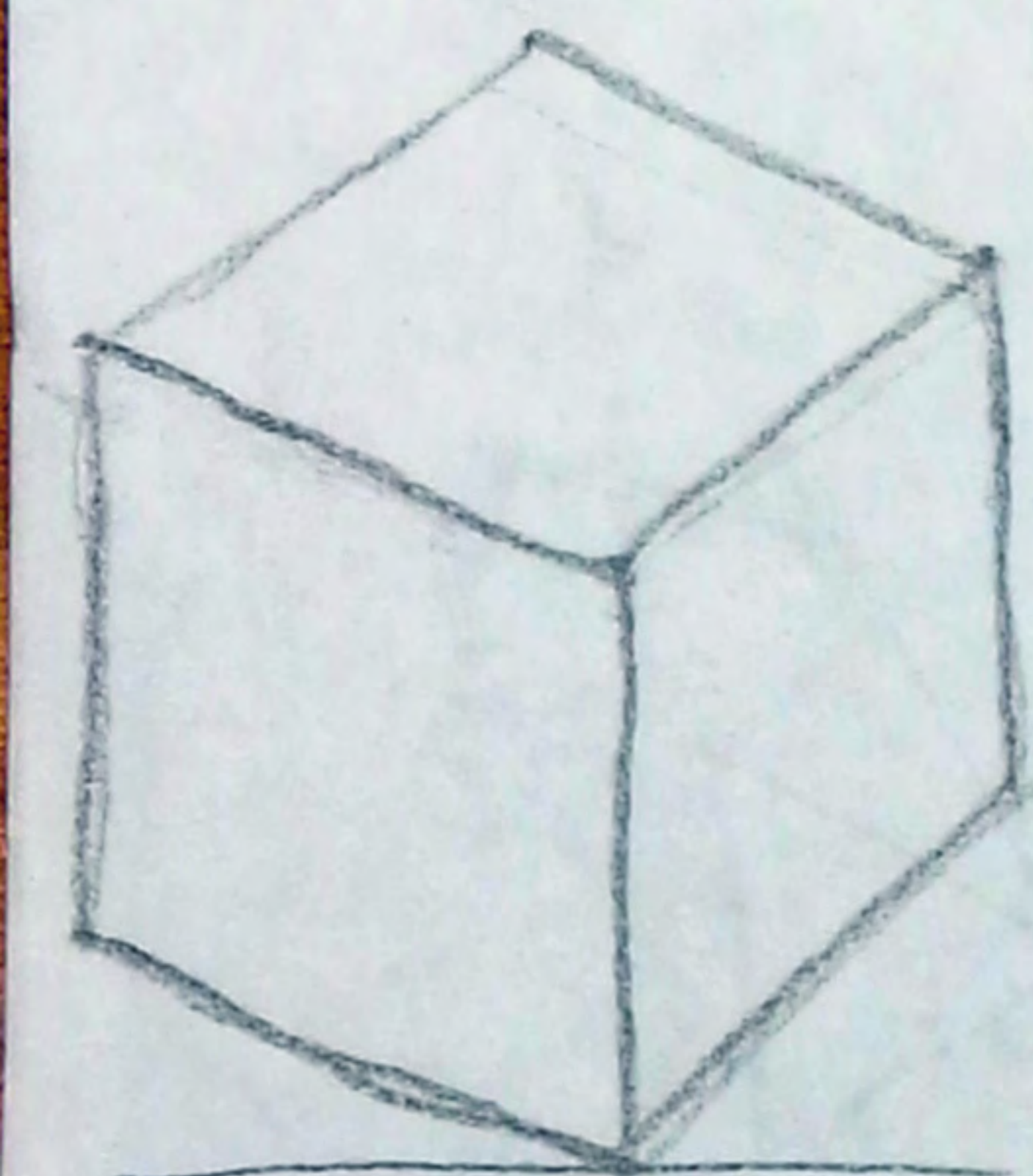
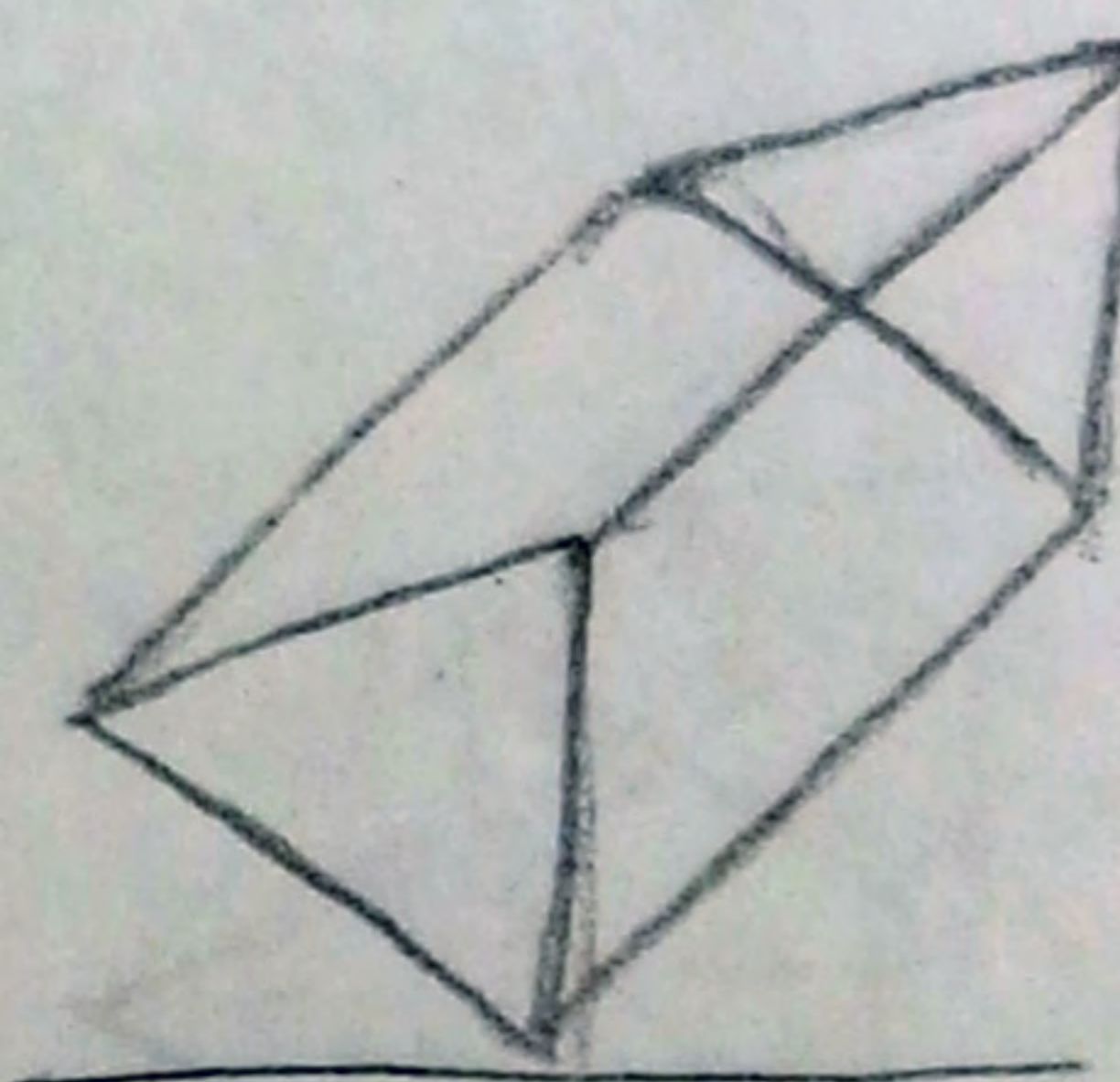
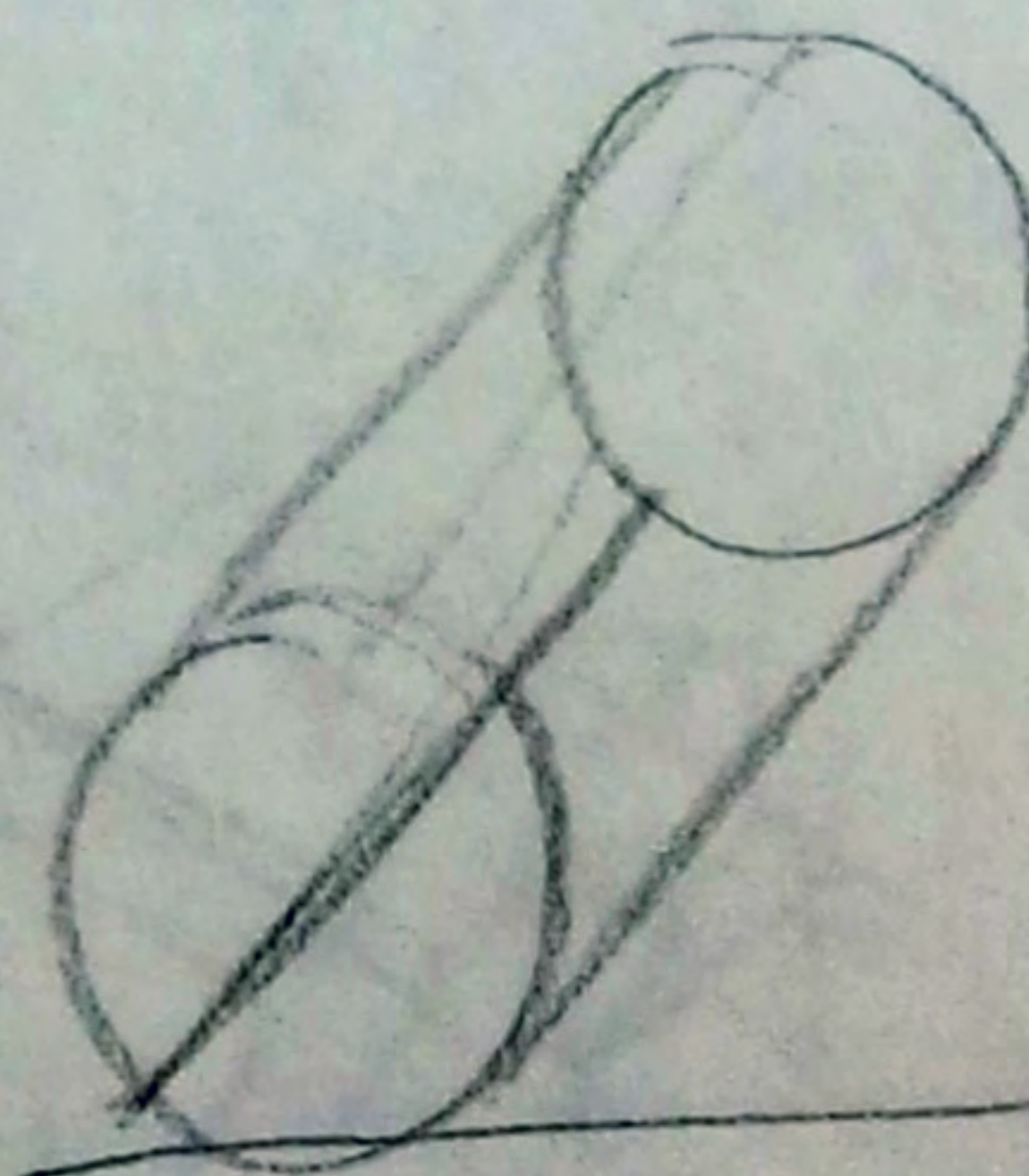
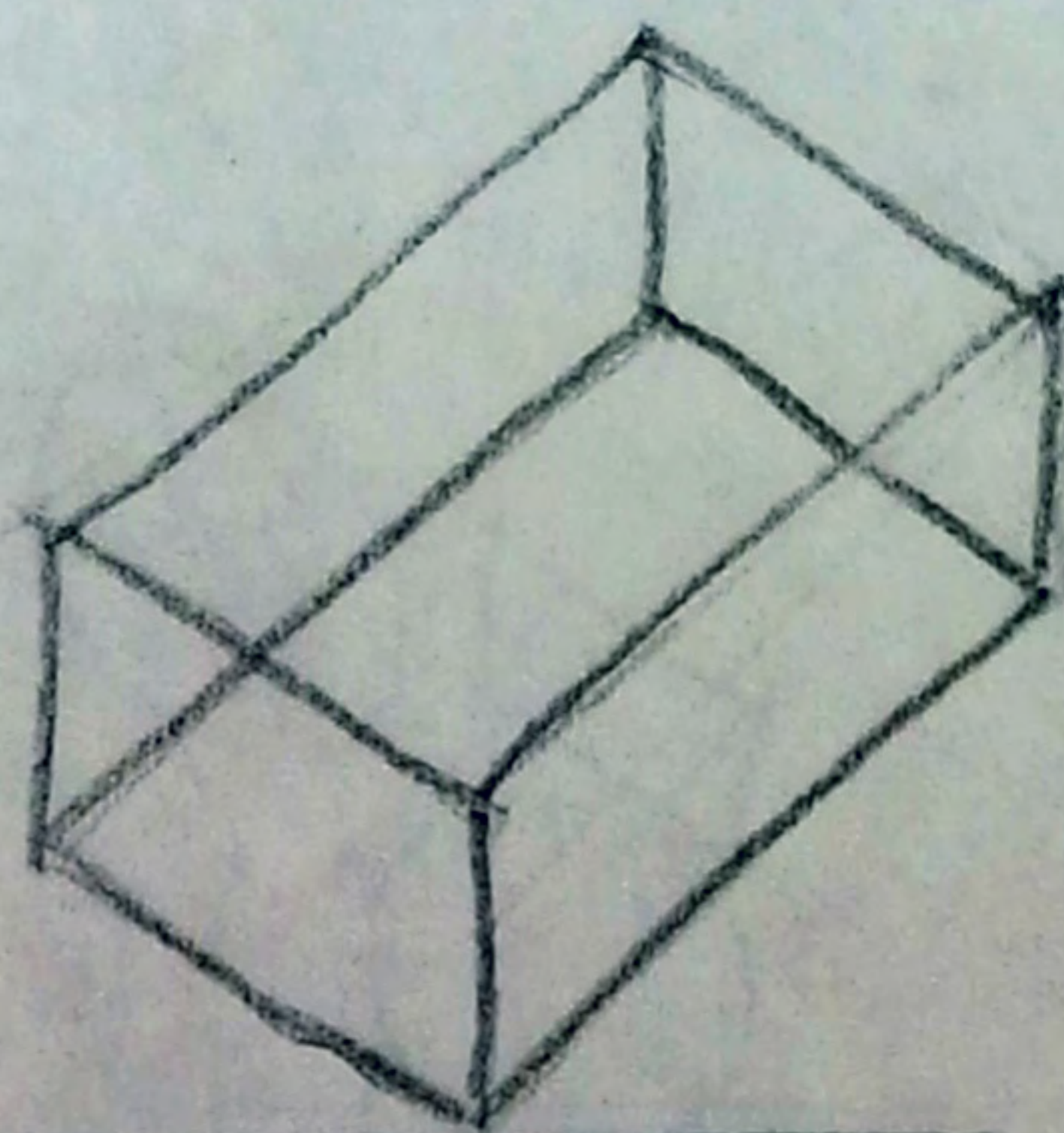
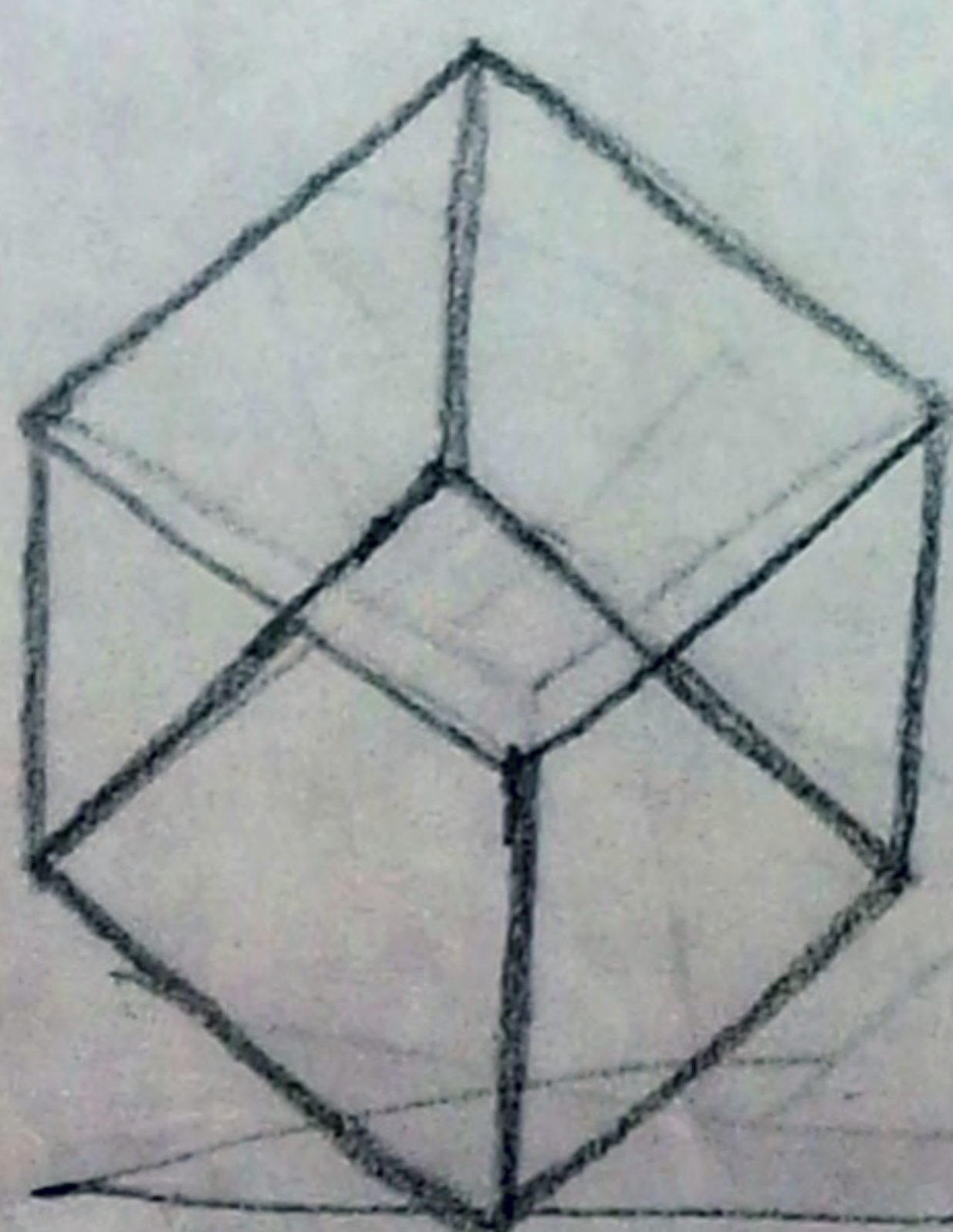
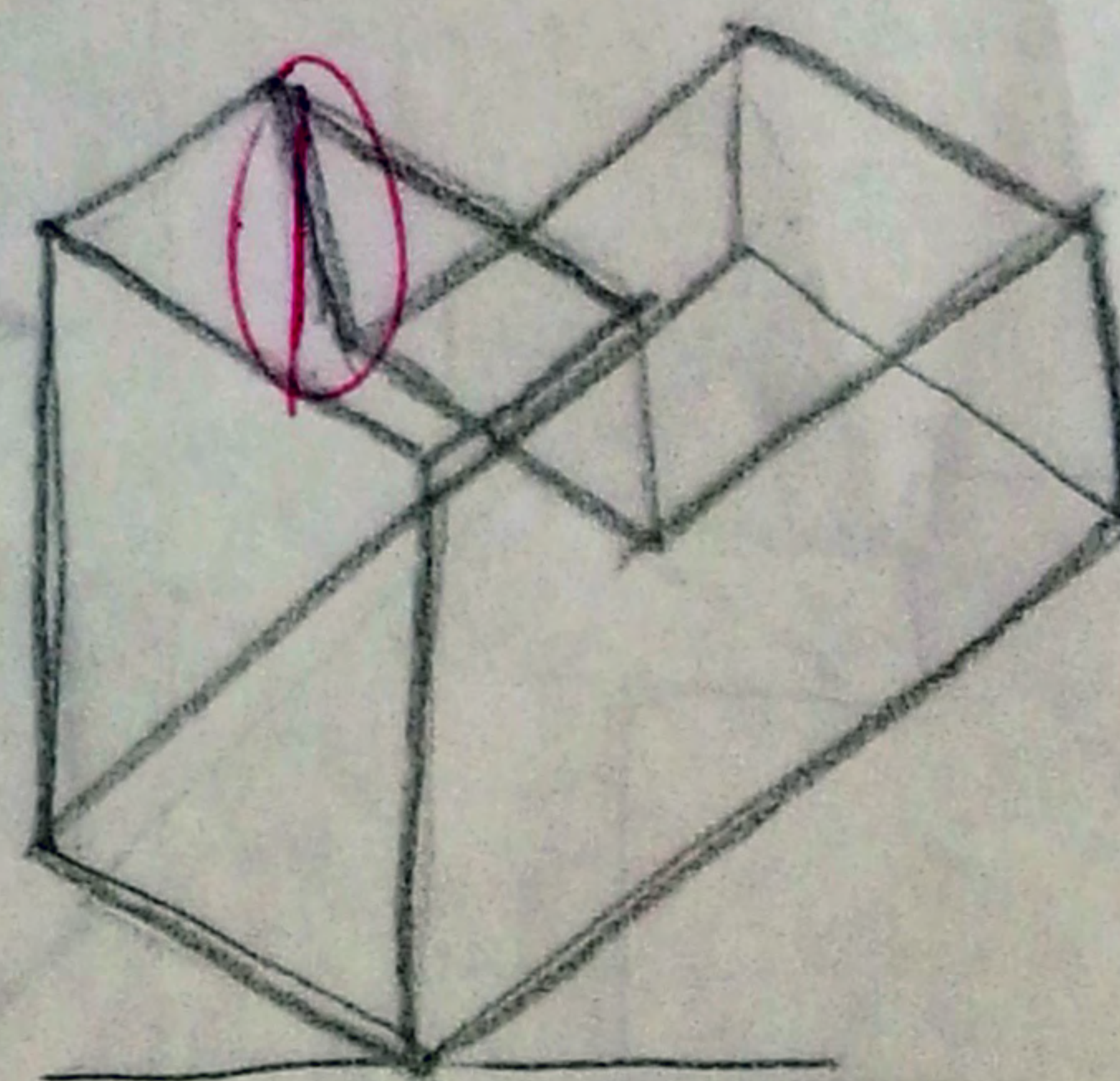
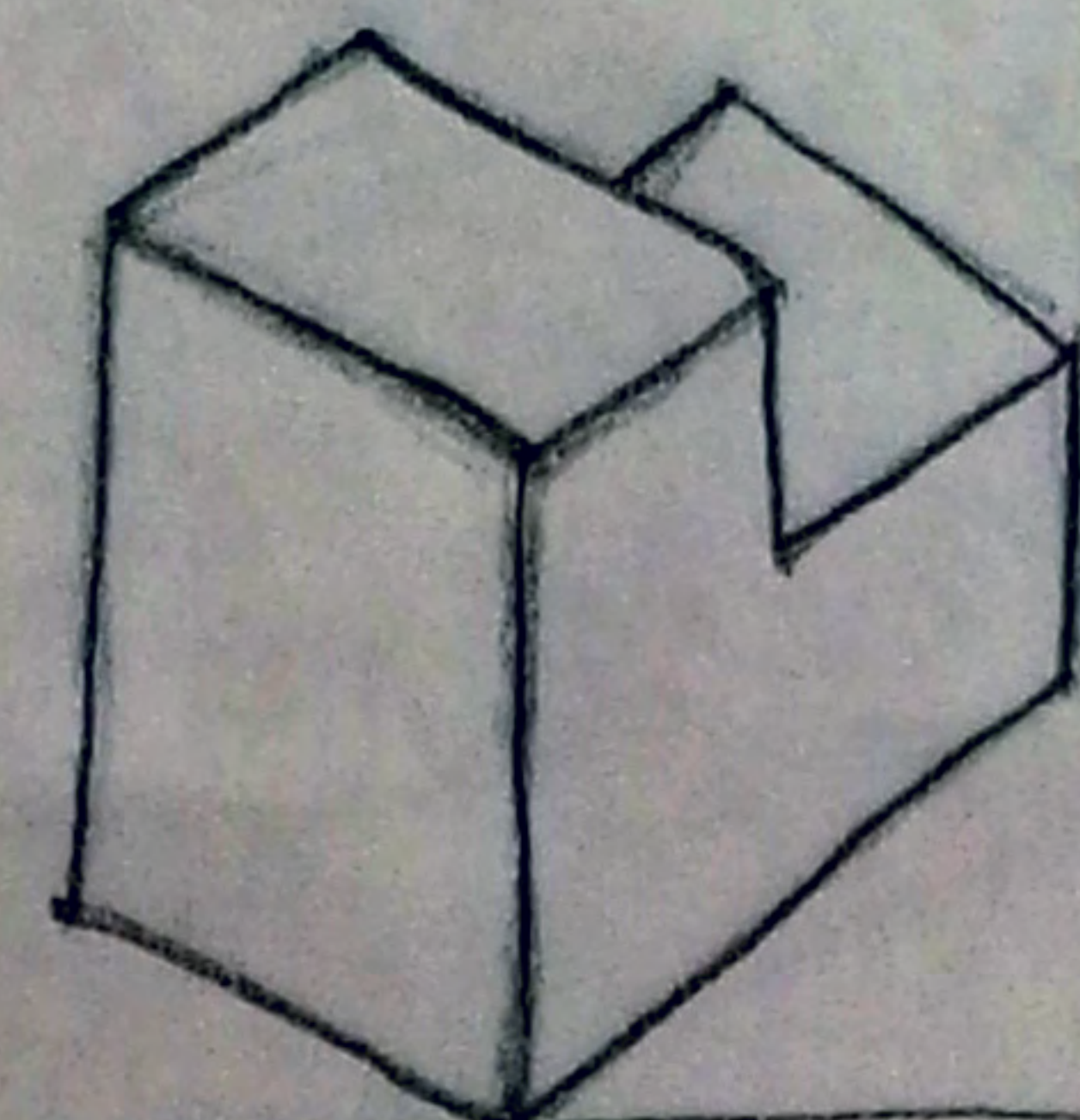
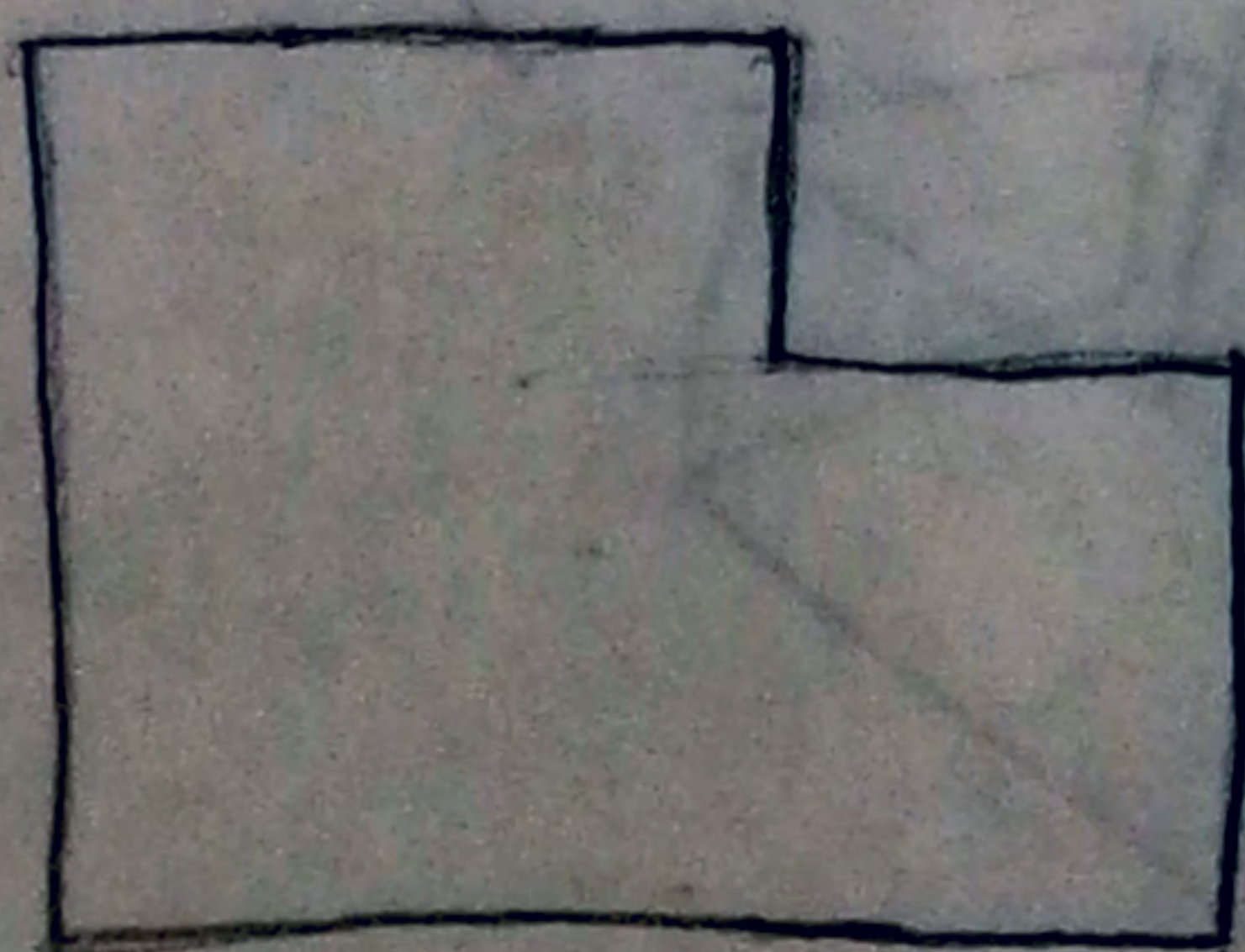
CONSTRUCTION
LINE IS ~~NOT~~ LINE.

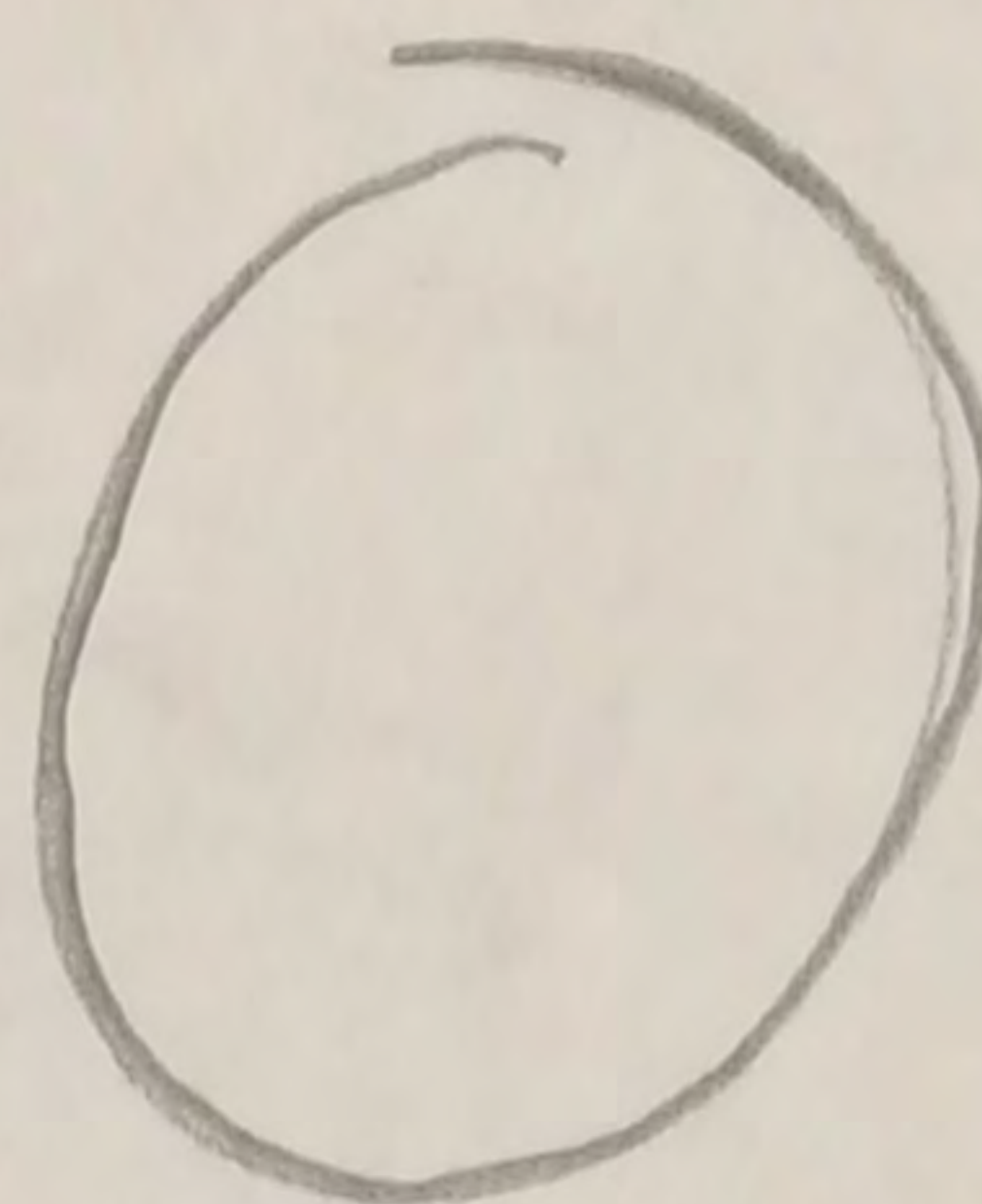
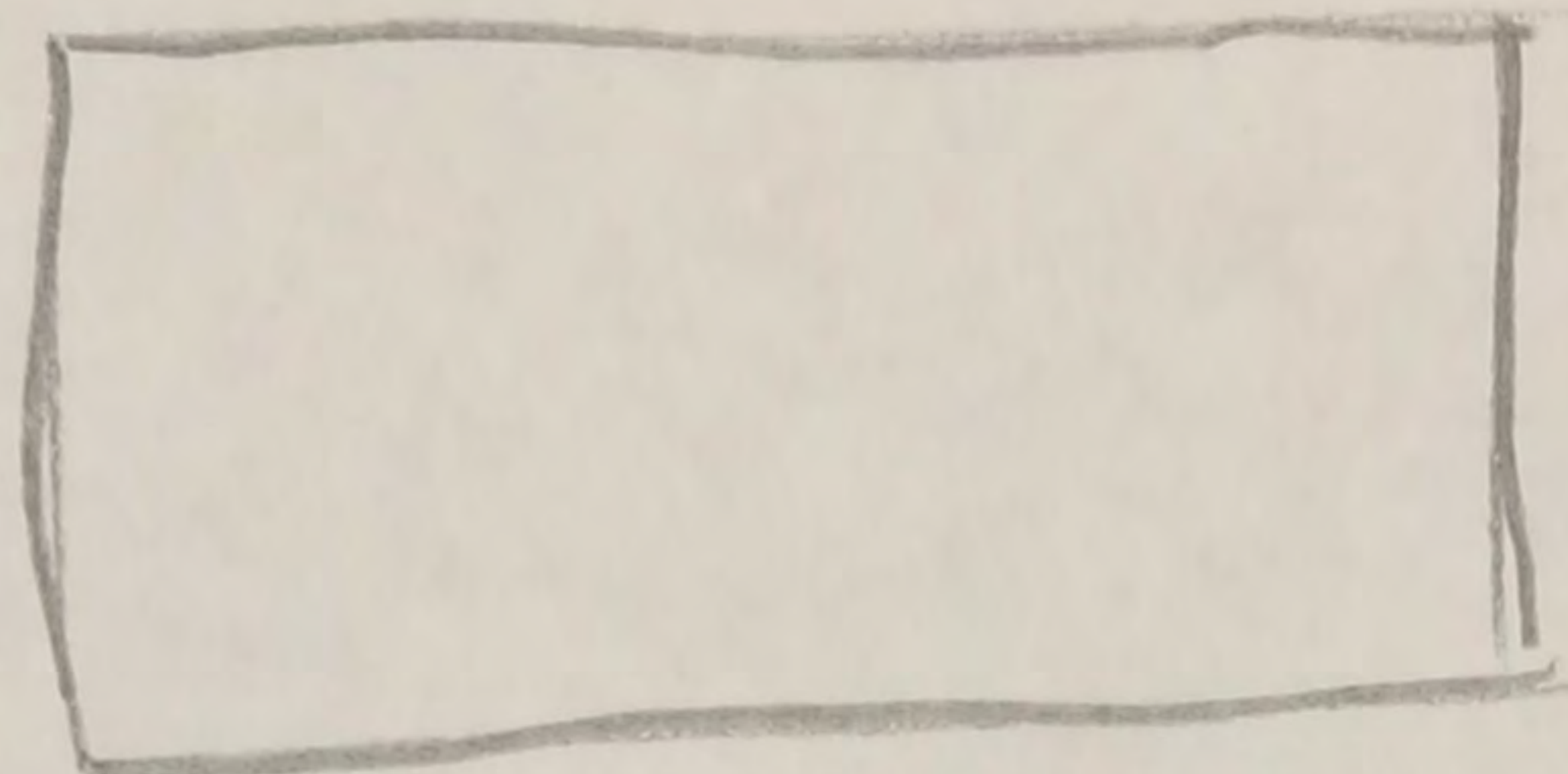
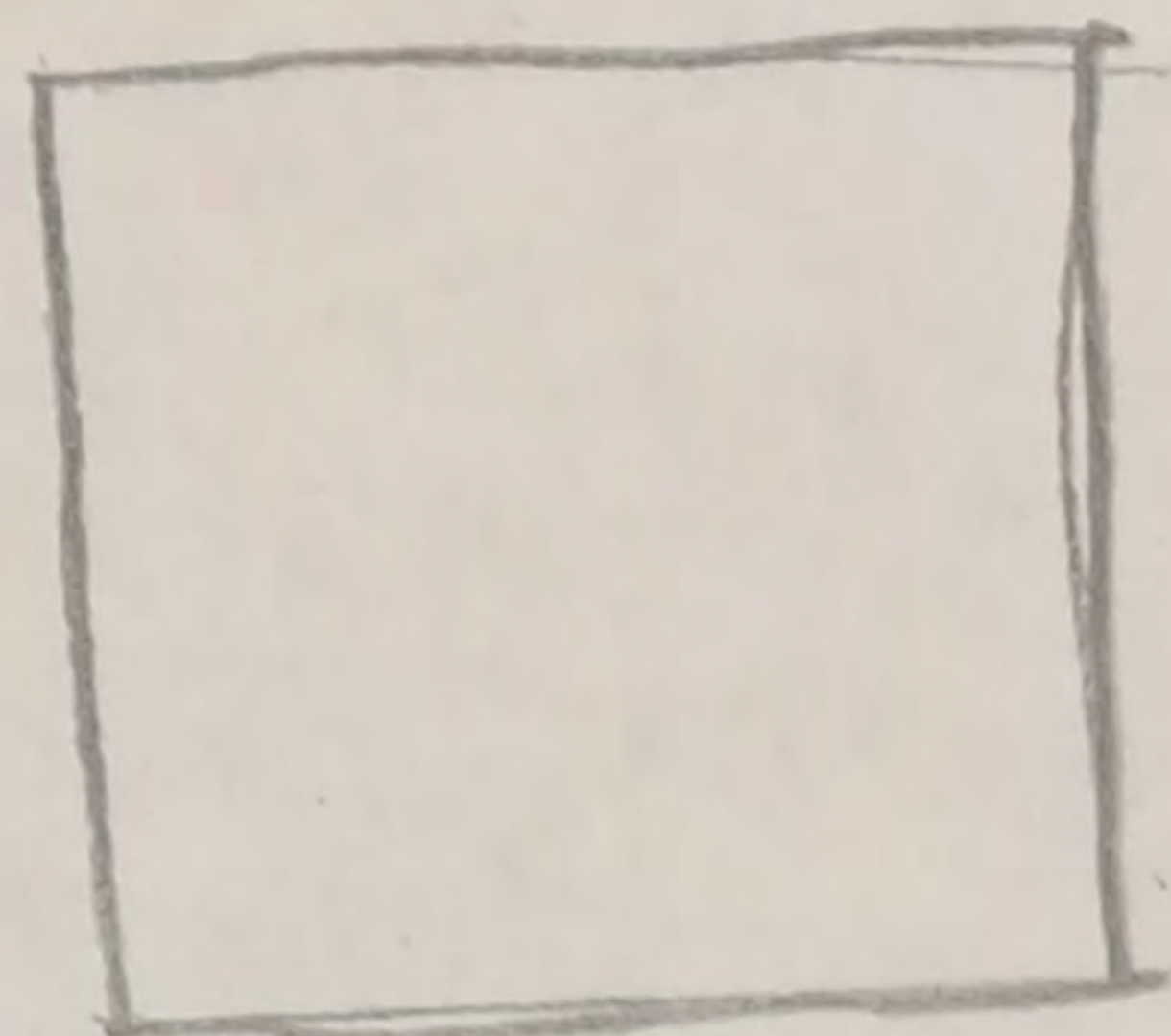
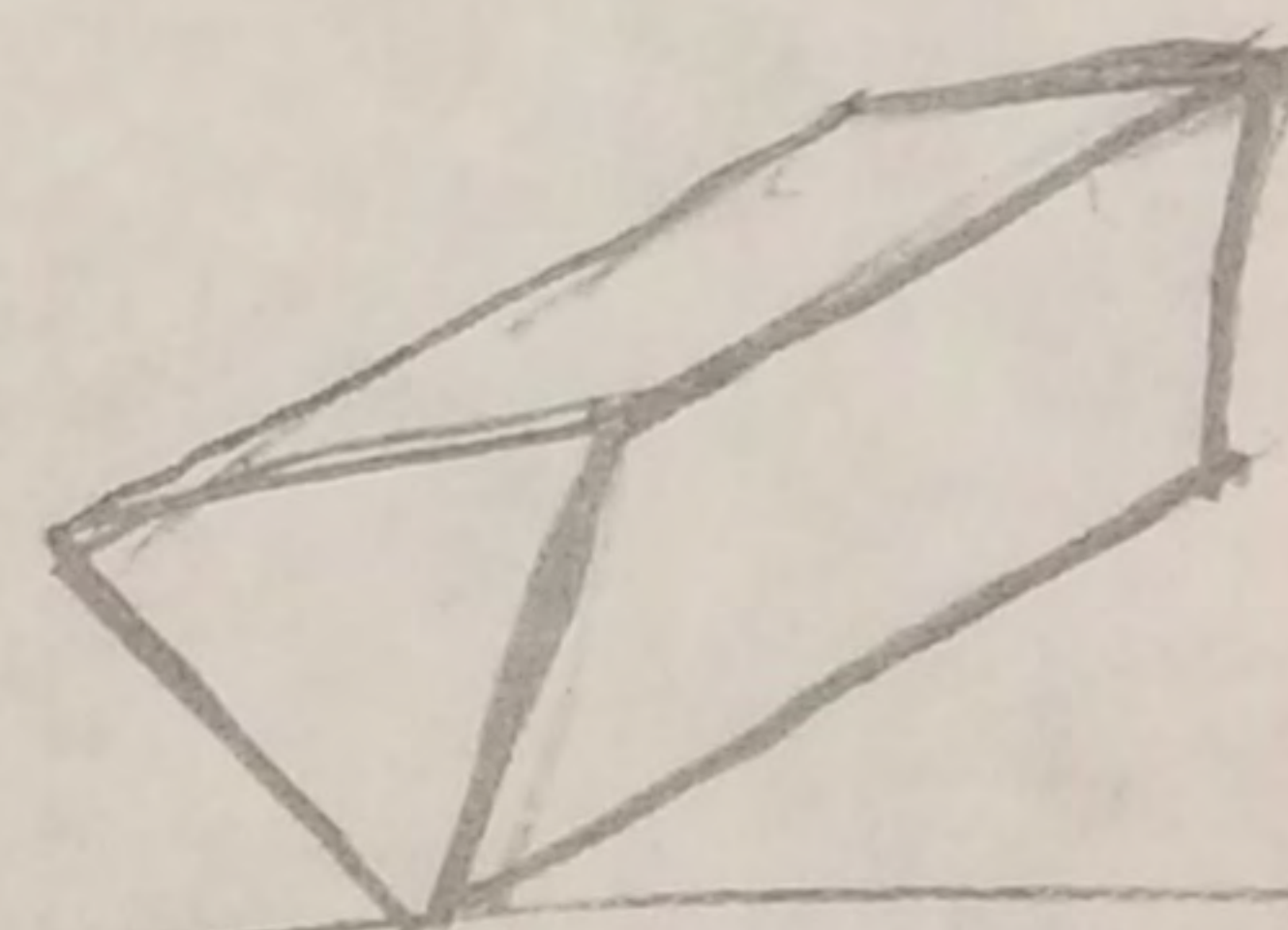
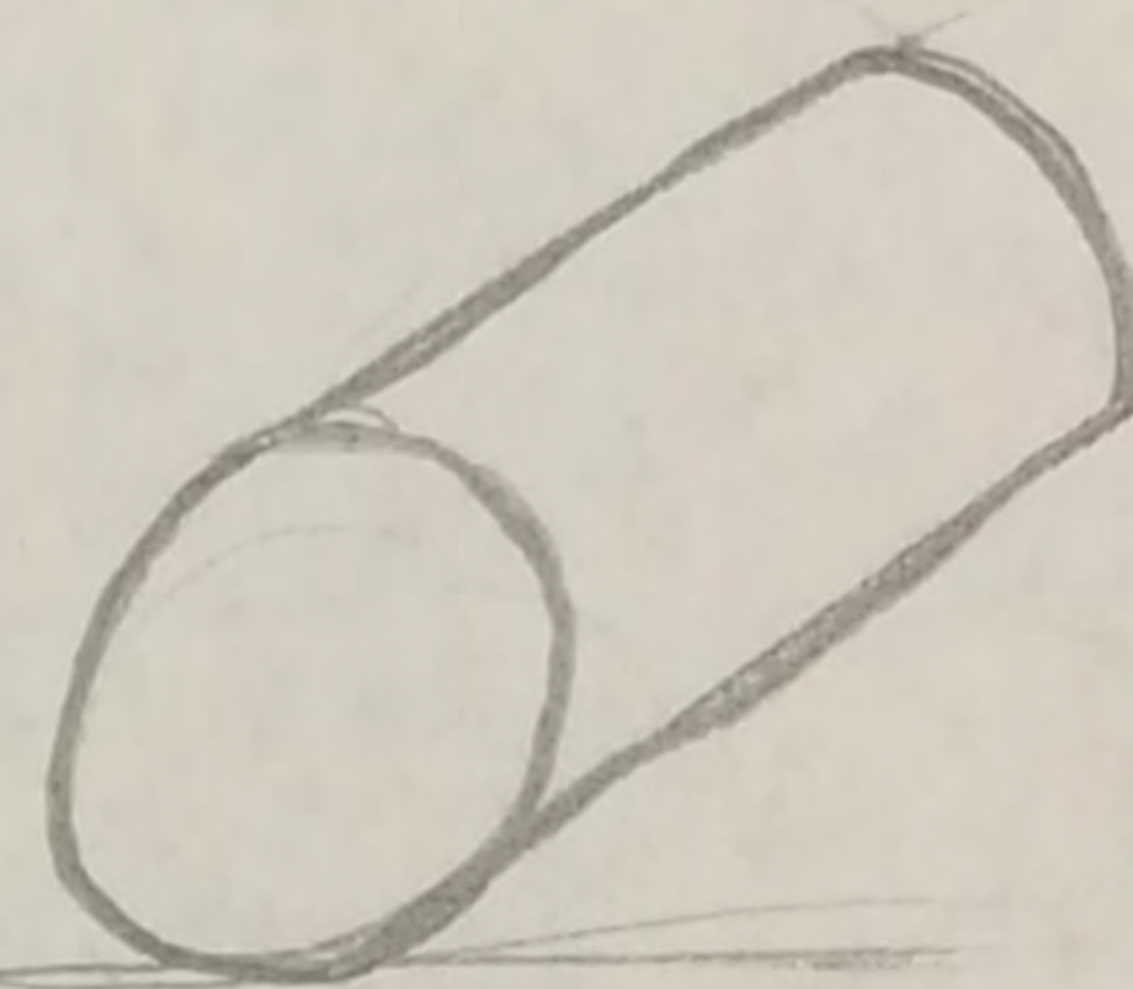
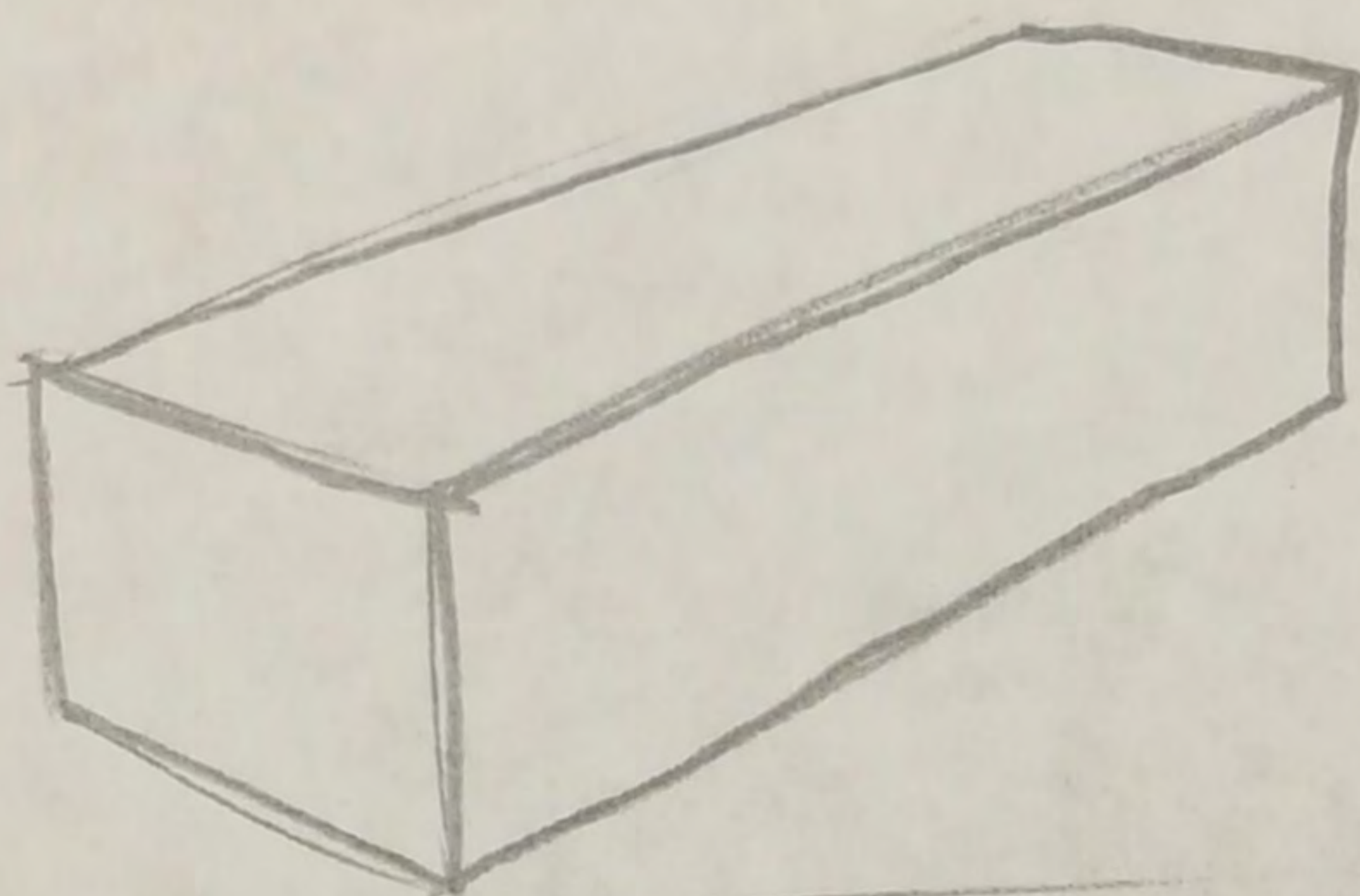
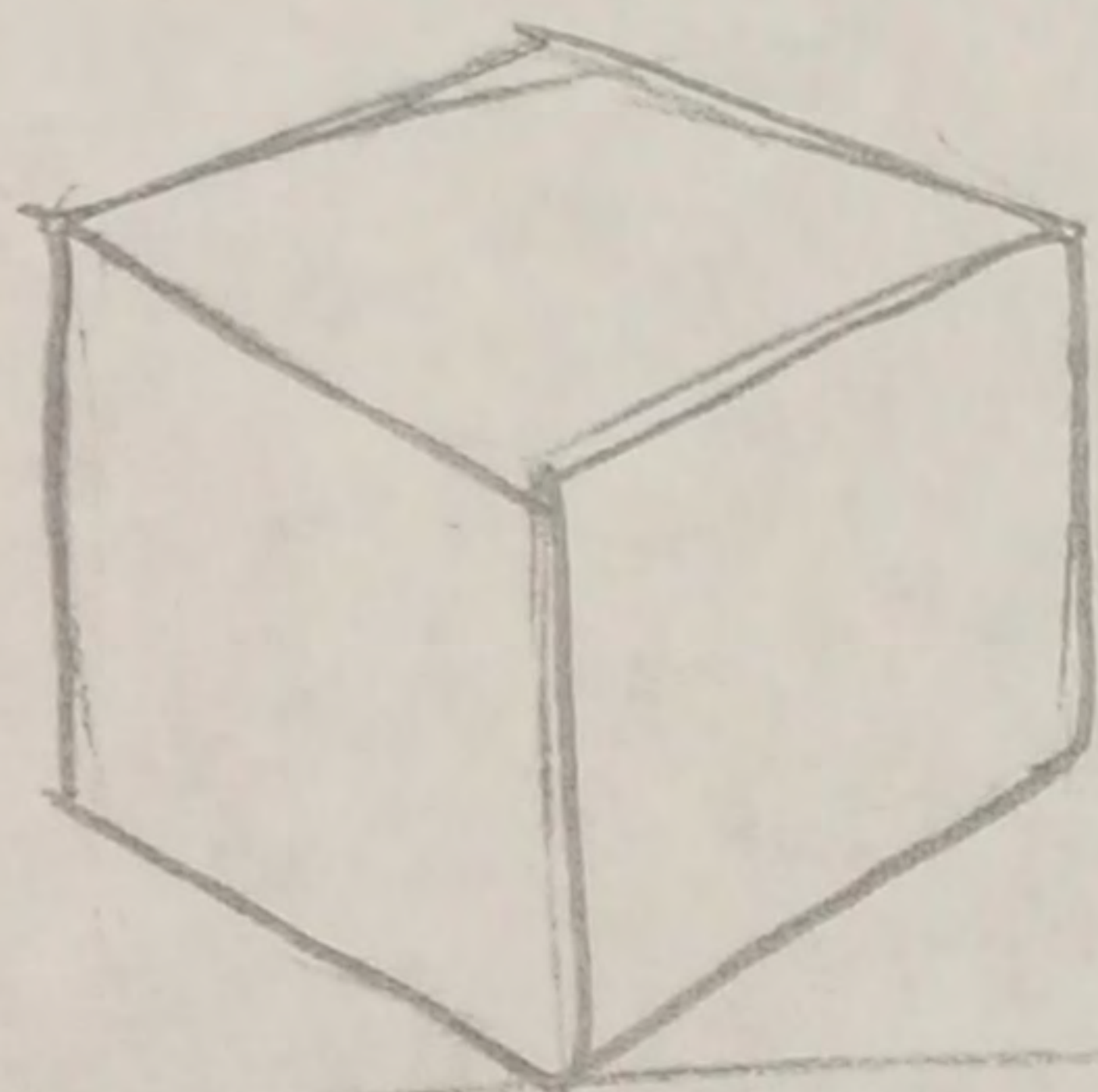
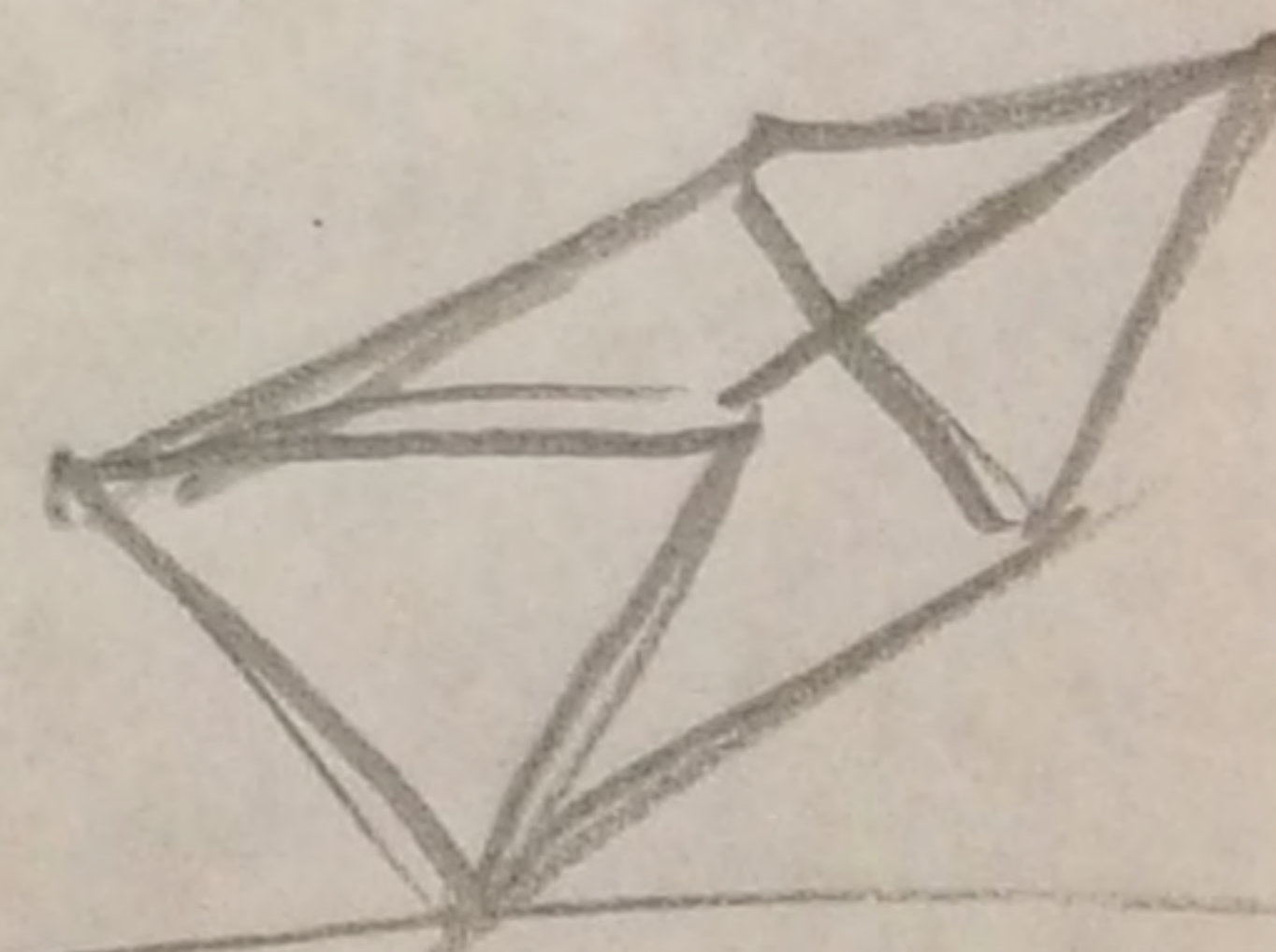
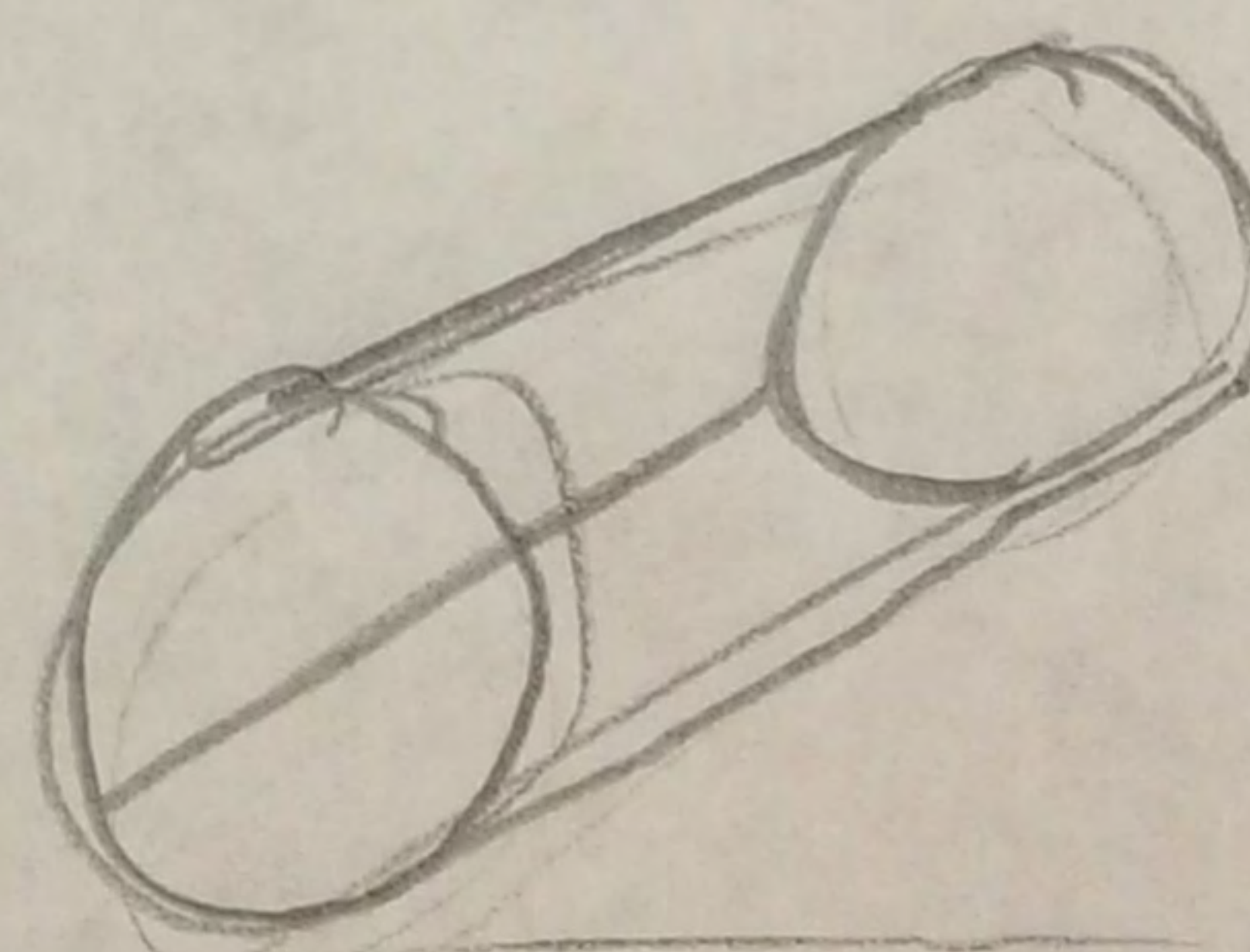
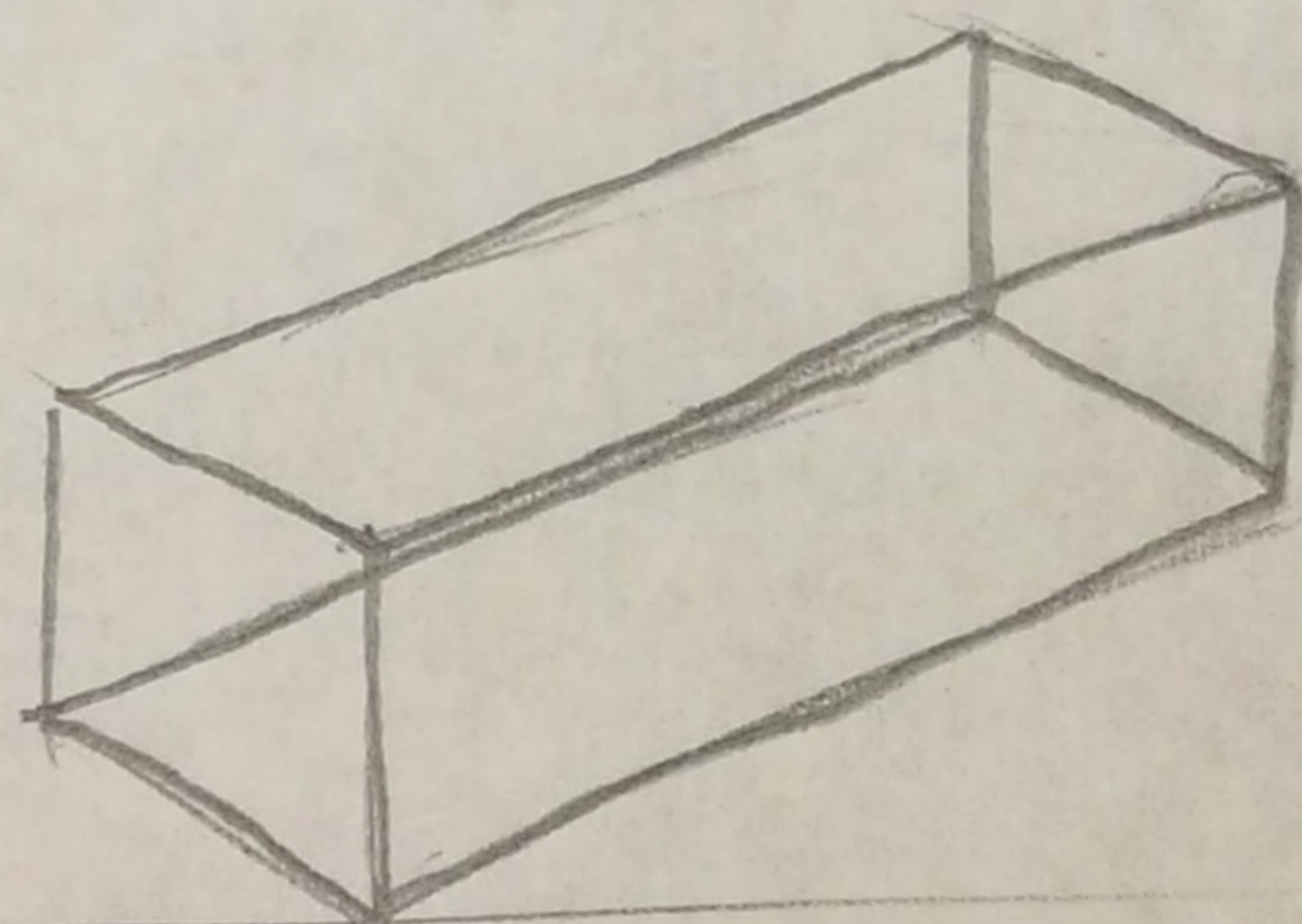
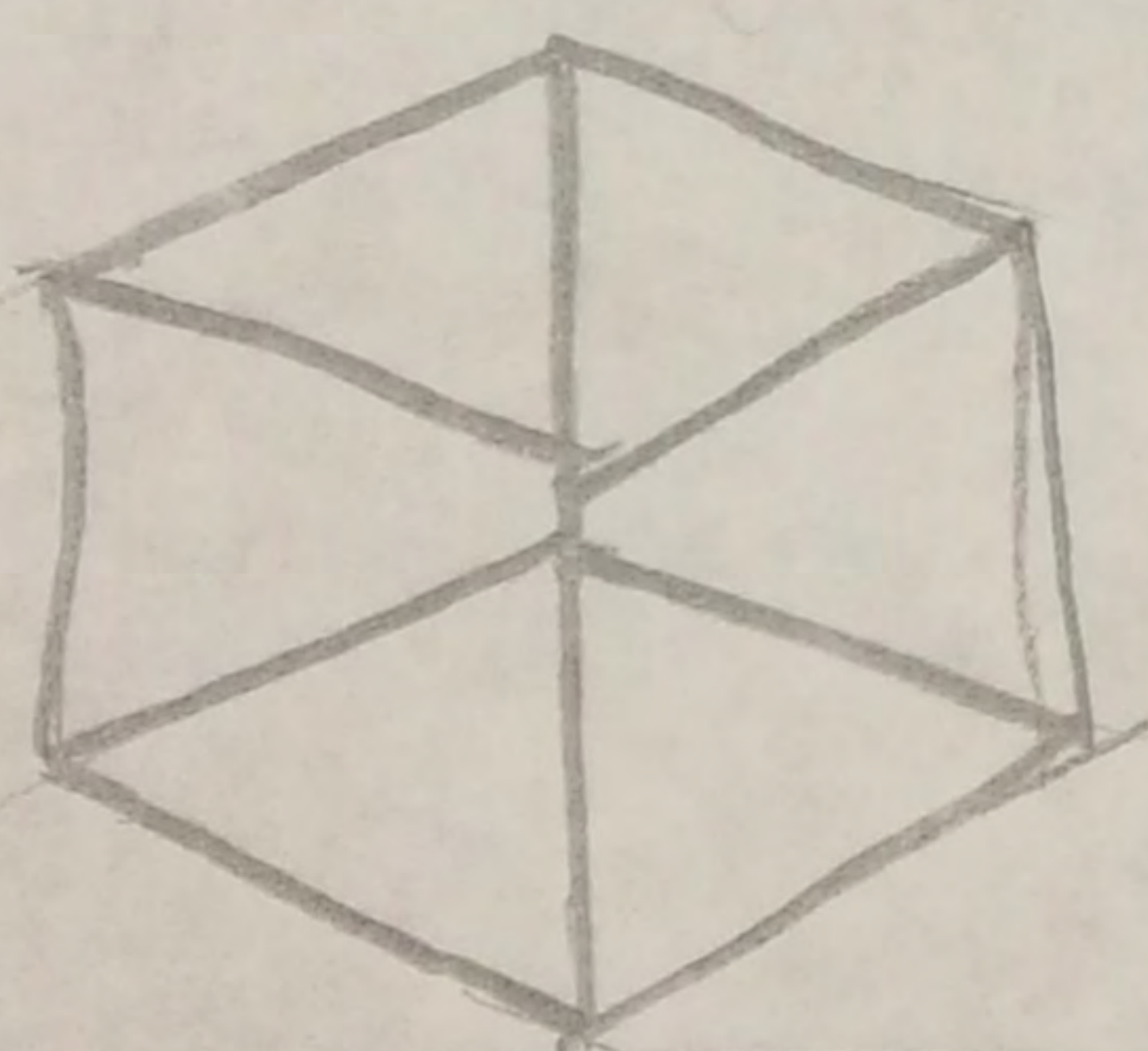
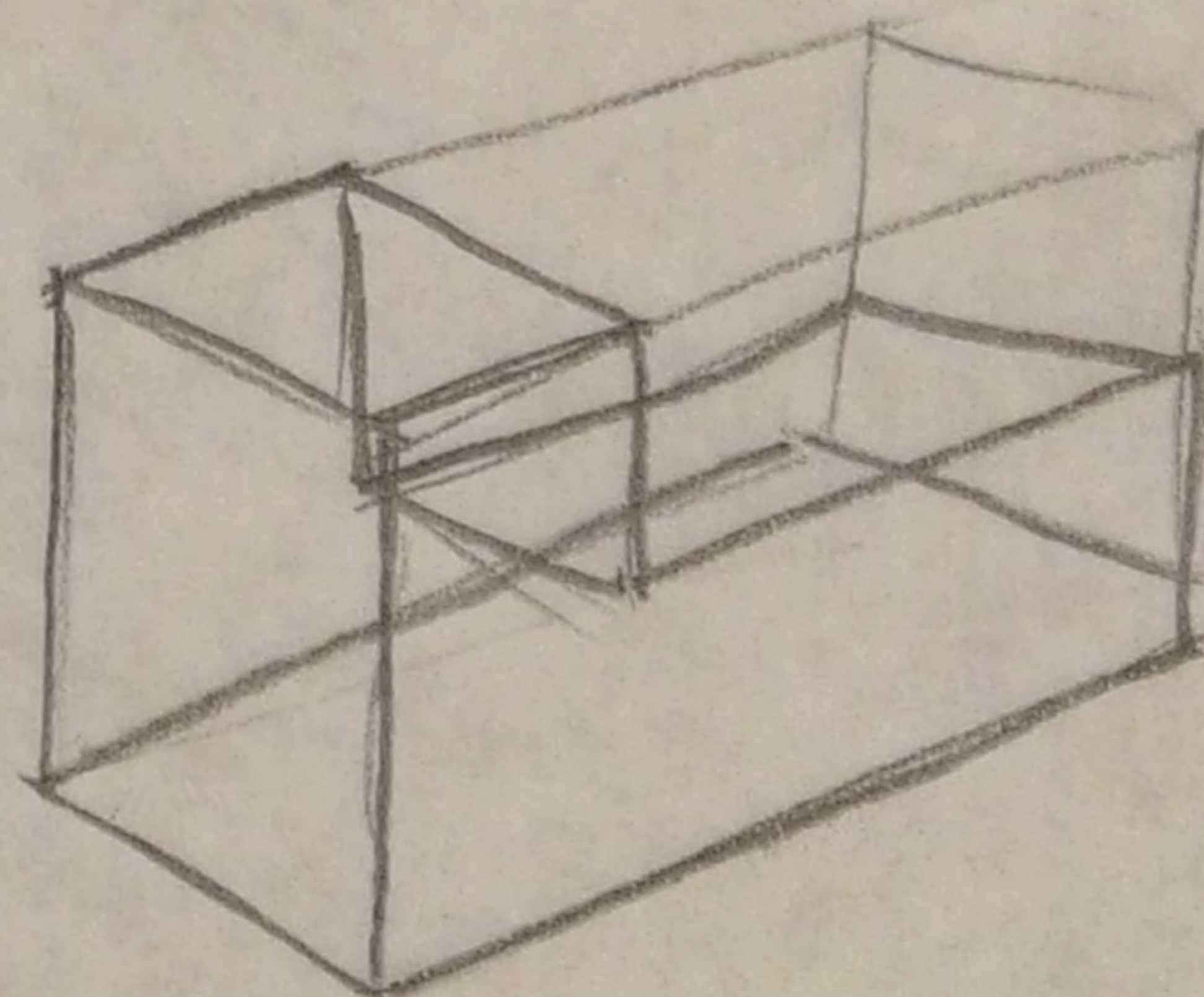
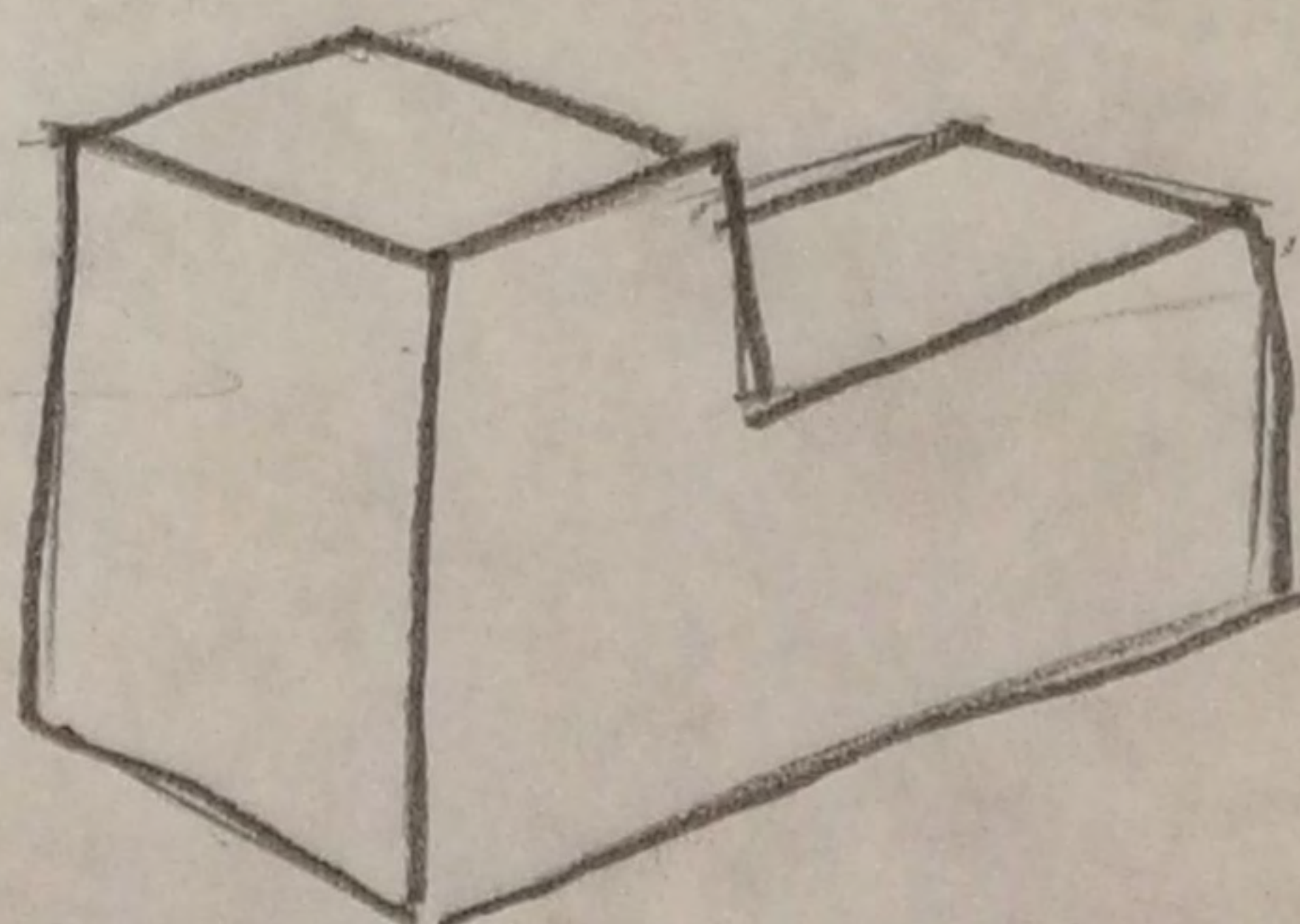
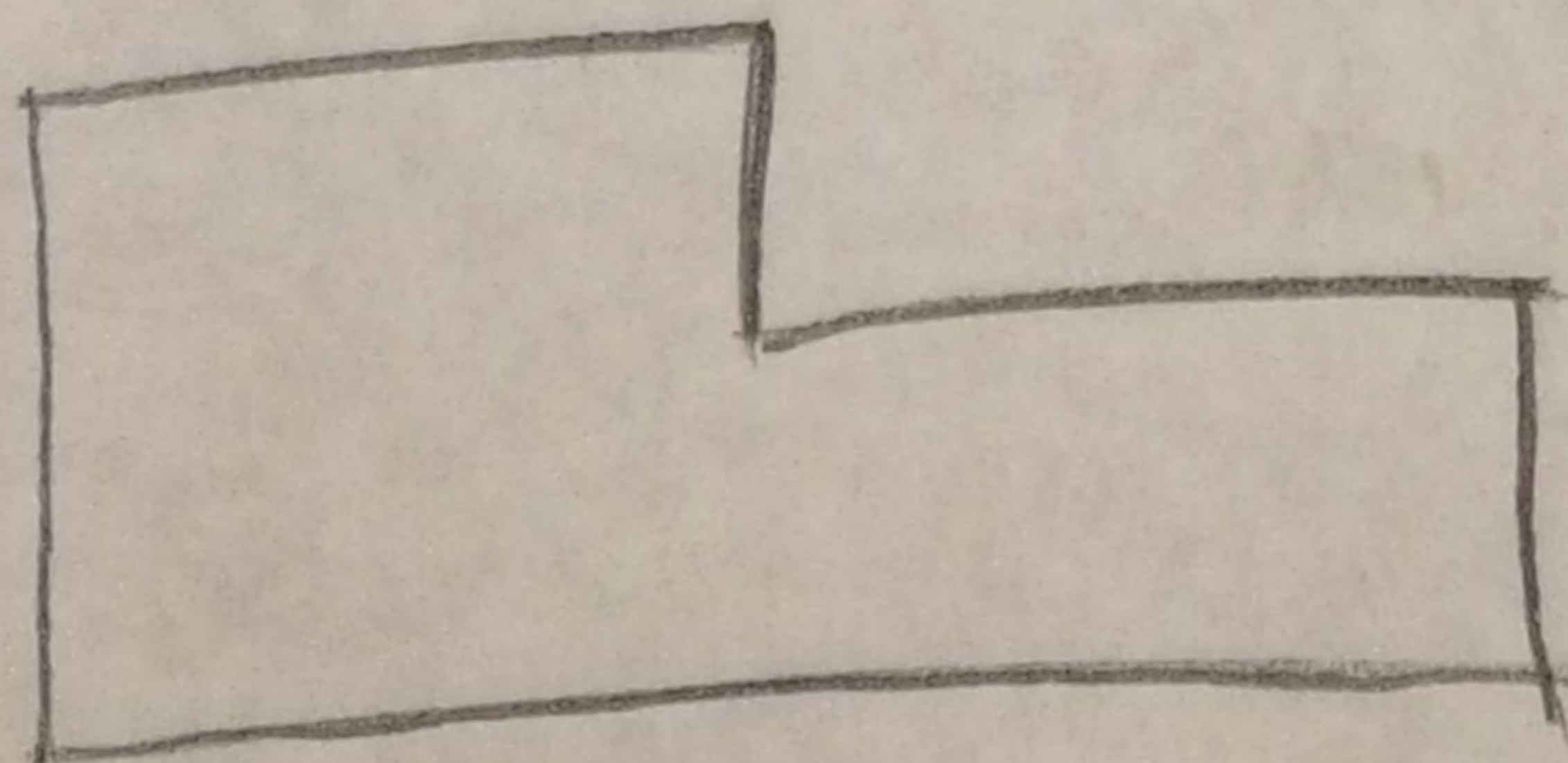
STEP BLOCK SHAPE



SKETCHING BASIC SHAPES2D SHAPES

Dmcken / Mcken 14.1
15

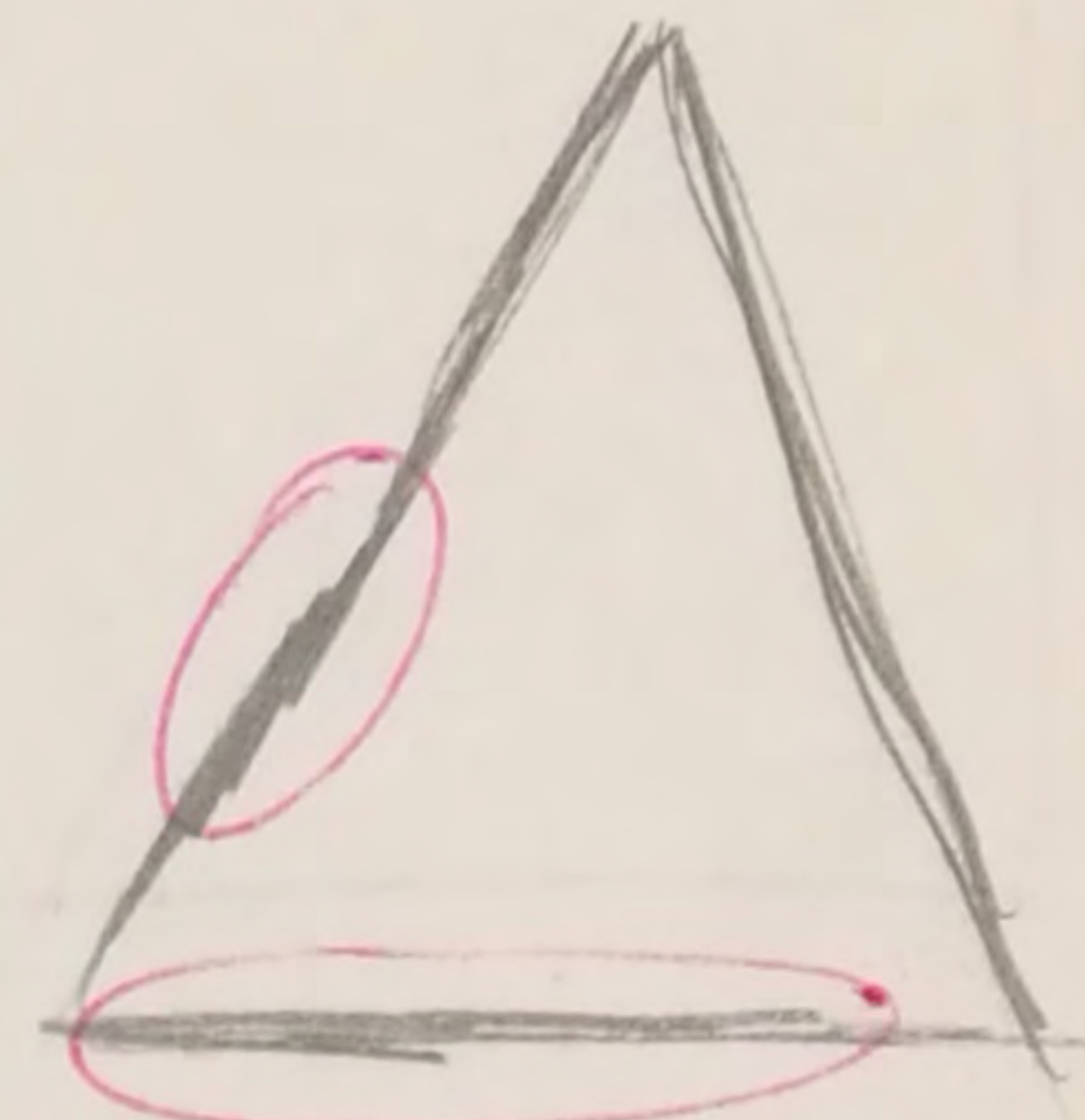
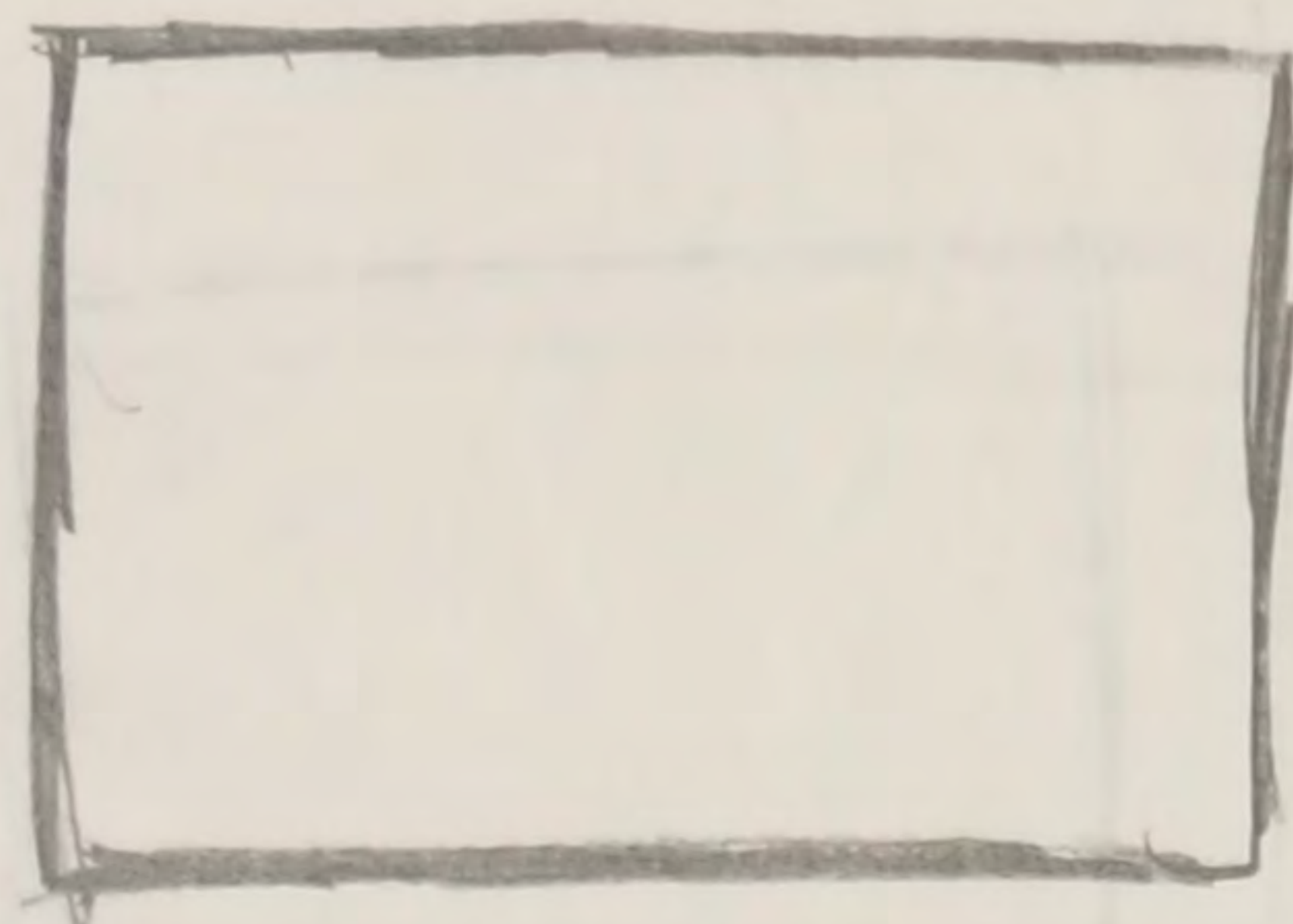
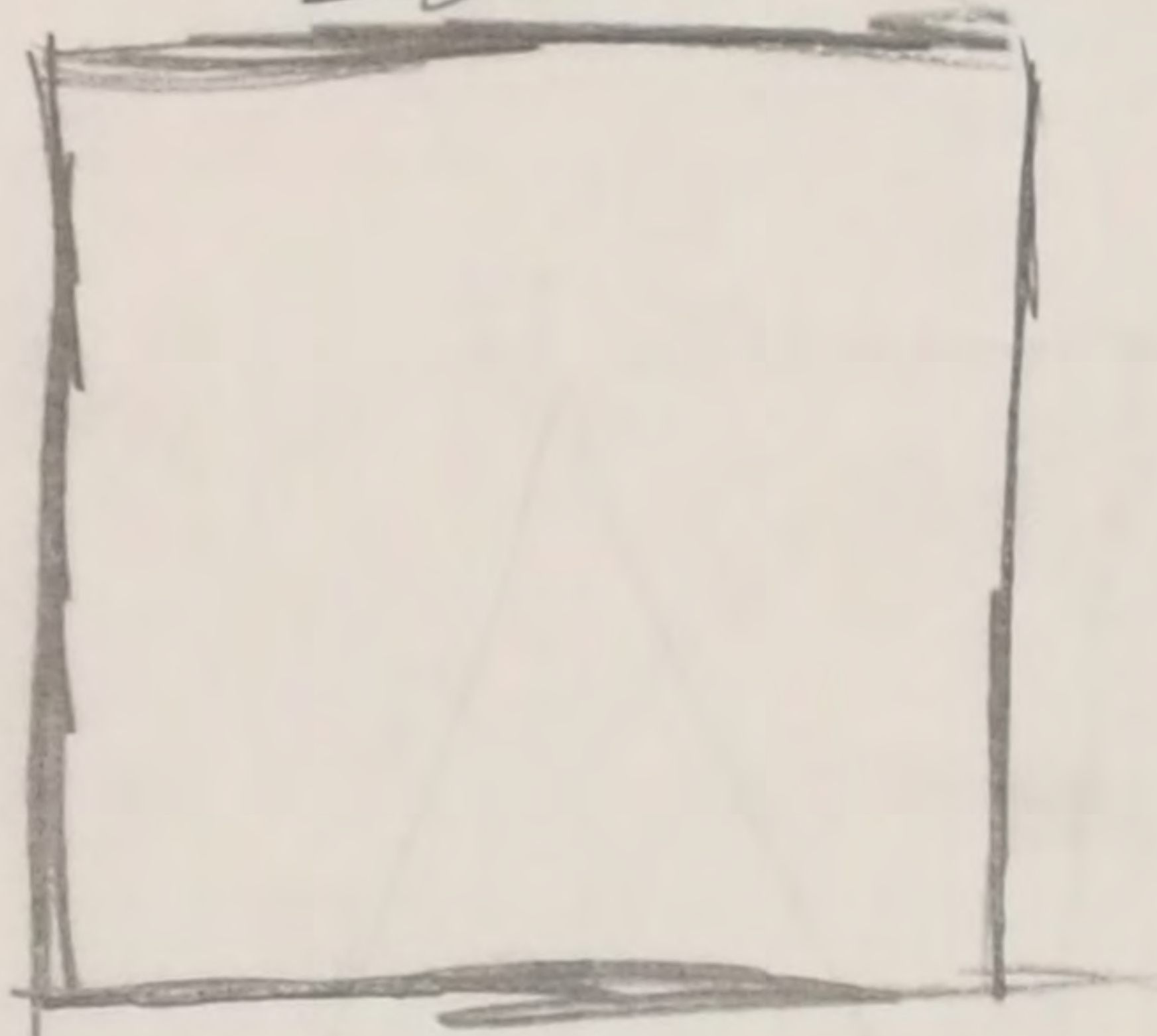
3D ISOMETRIC3D WIRE FRAMESTEP BLOCK SHAPE

15
152D SHAPES3D SHAPES3D WIRE FRAMESTEP BLOCK SHAPE

SCETCHING BASIC SHAPES

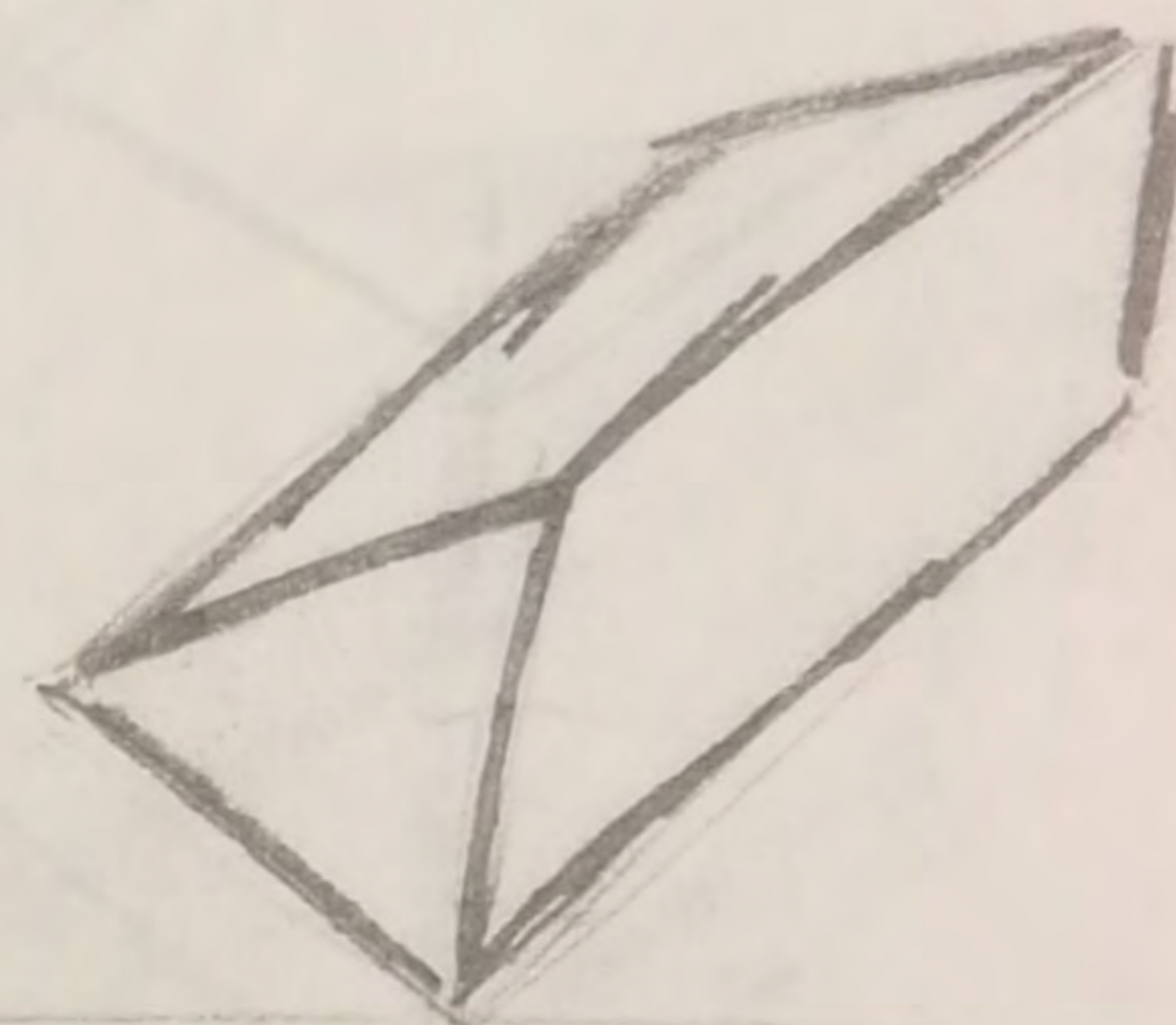
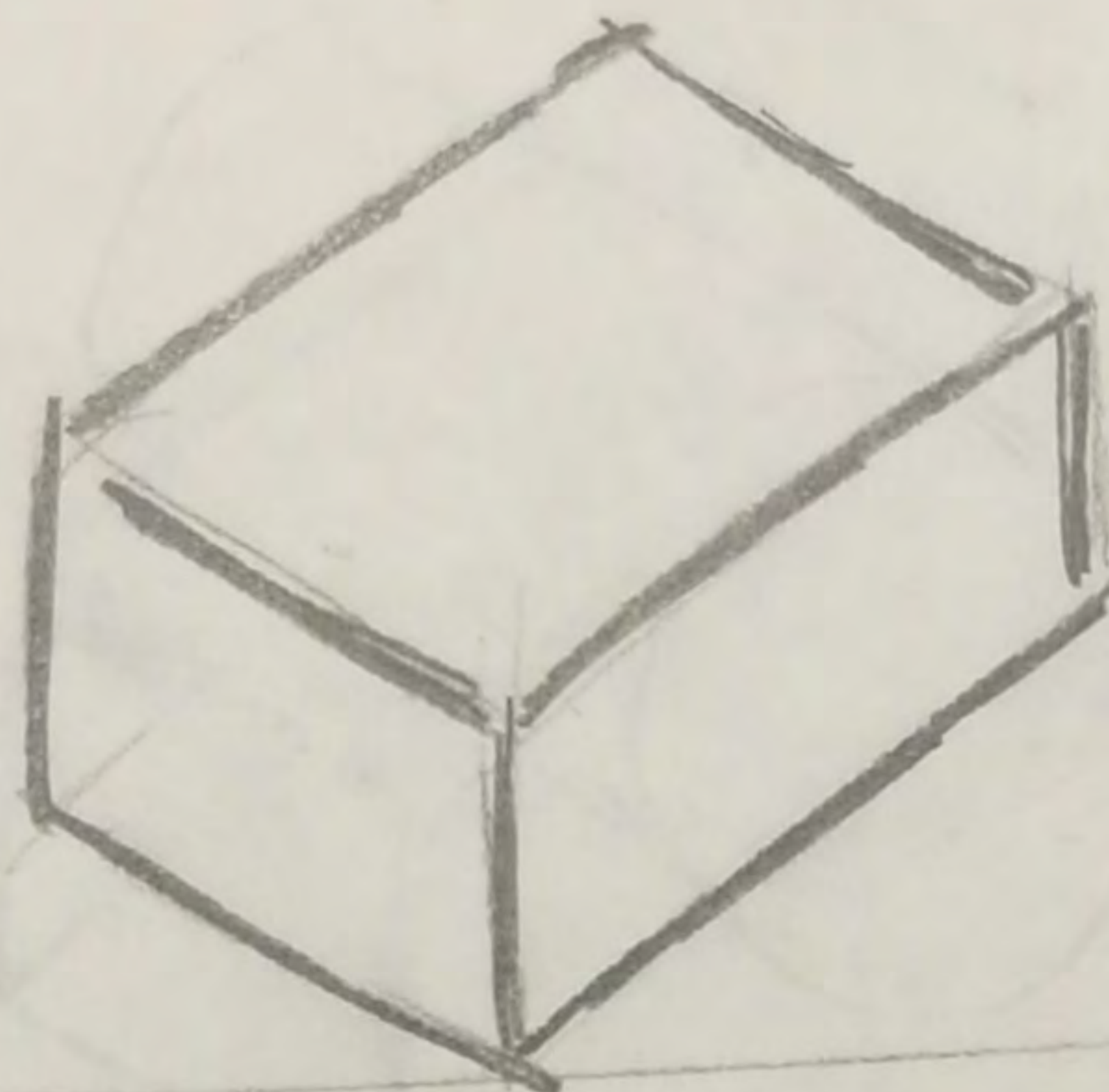
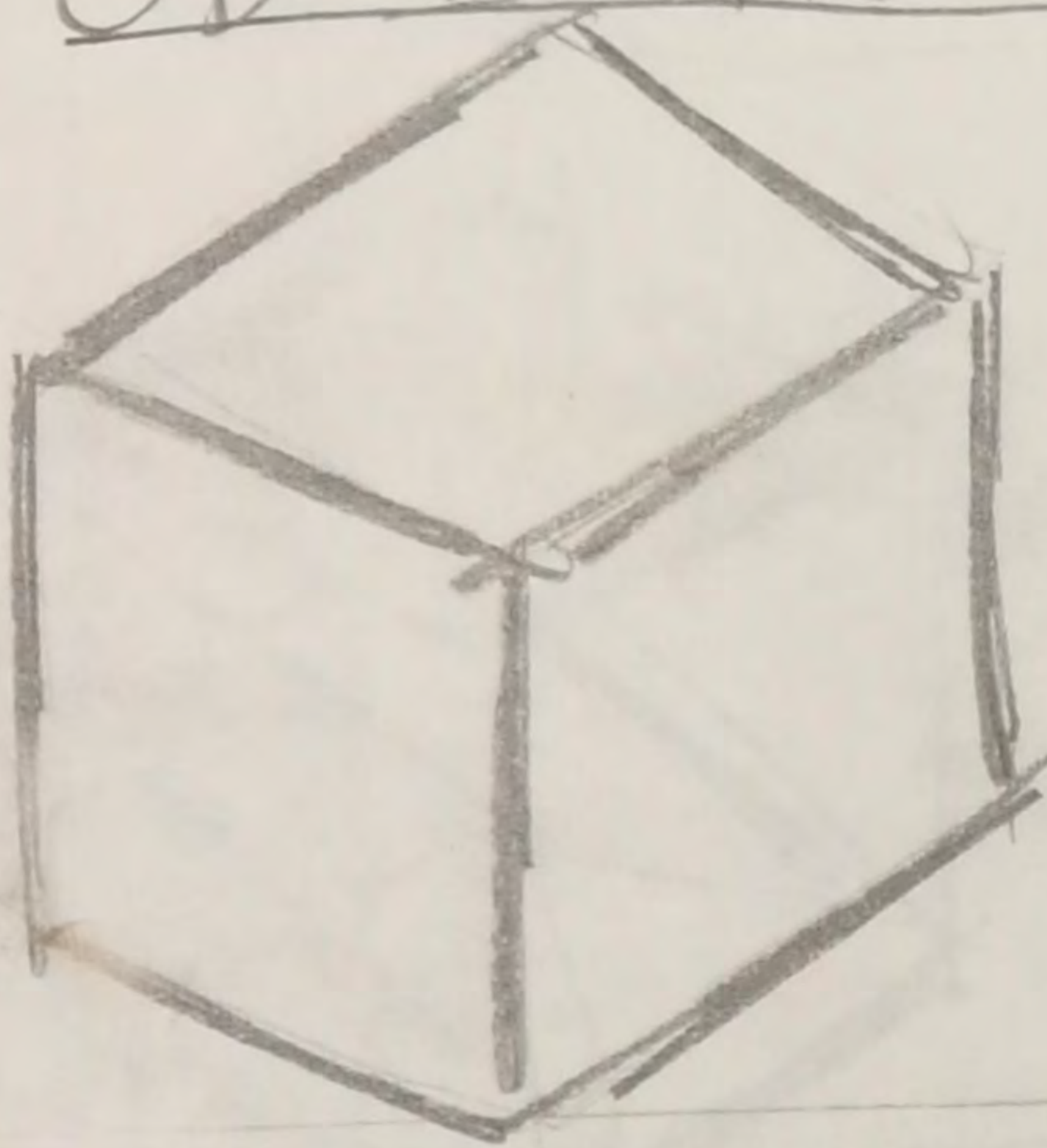
14
15

2D SHAPES

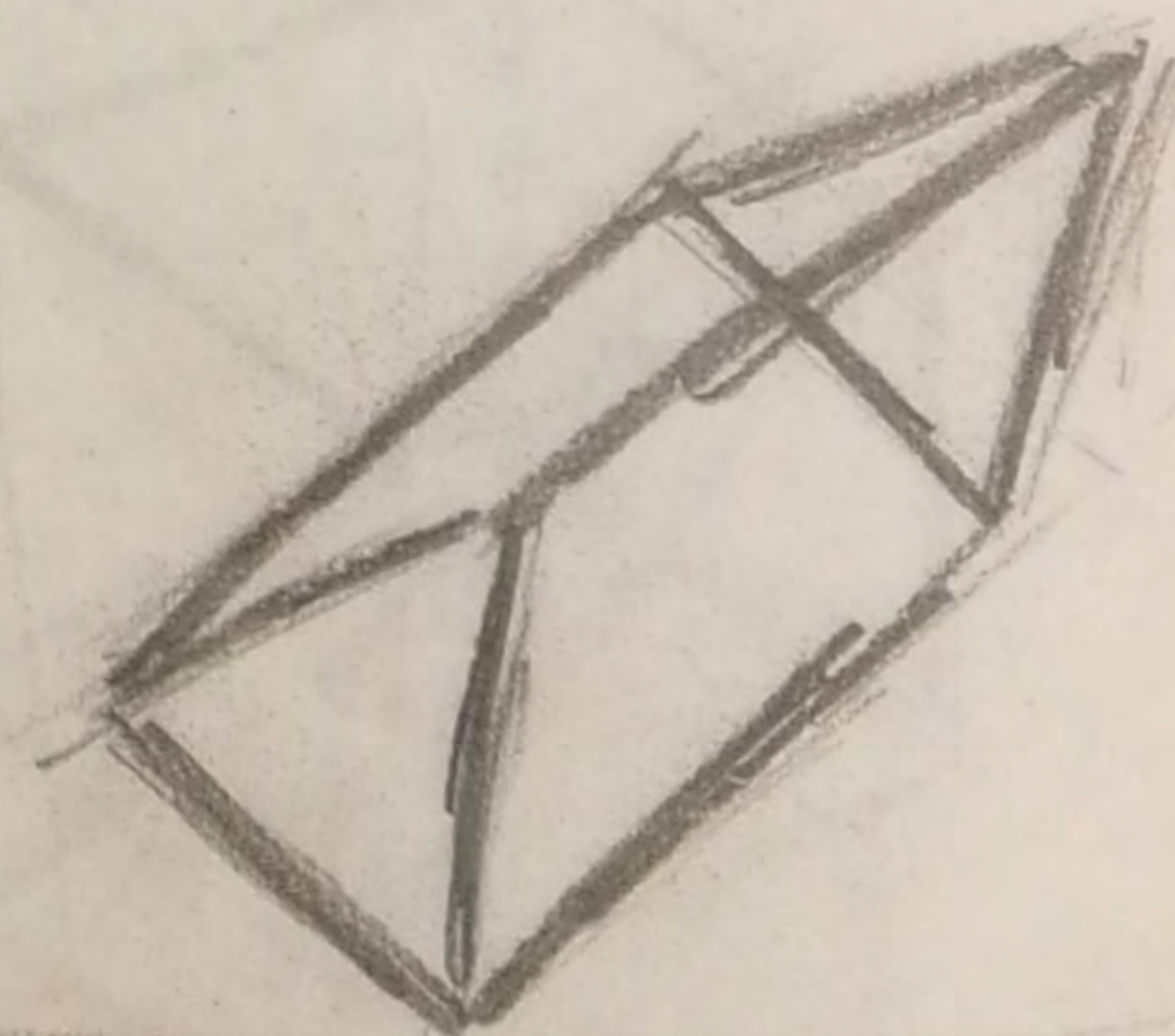
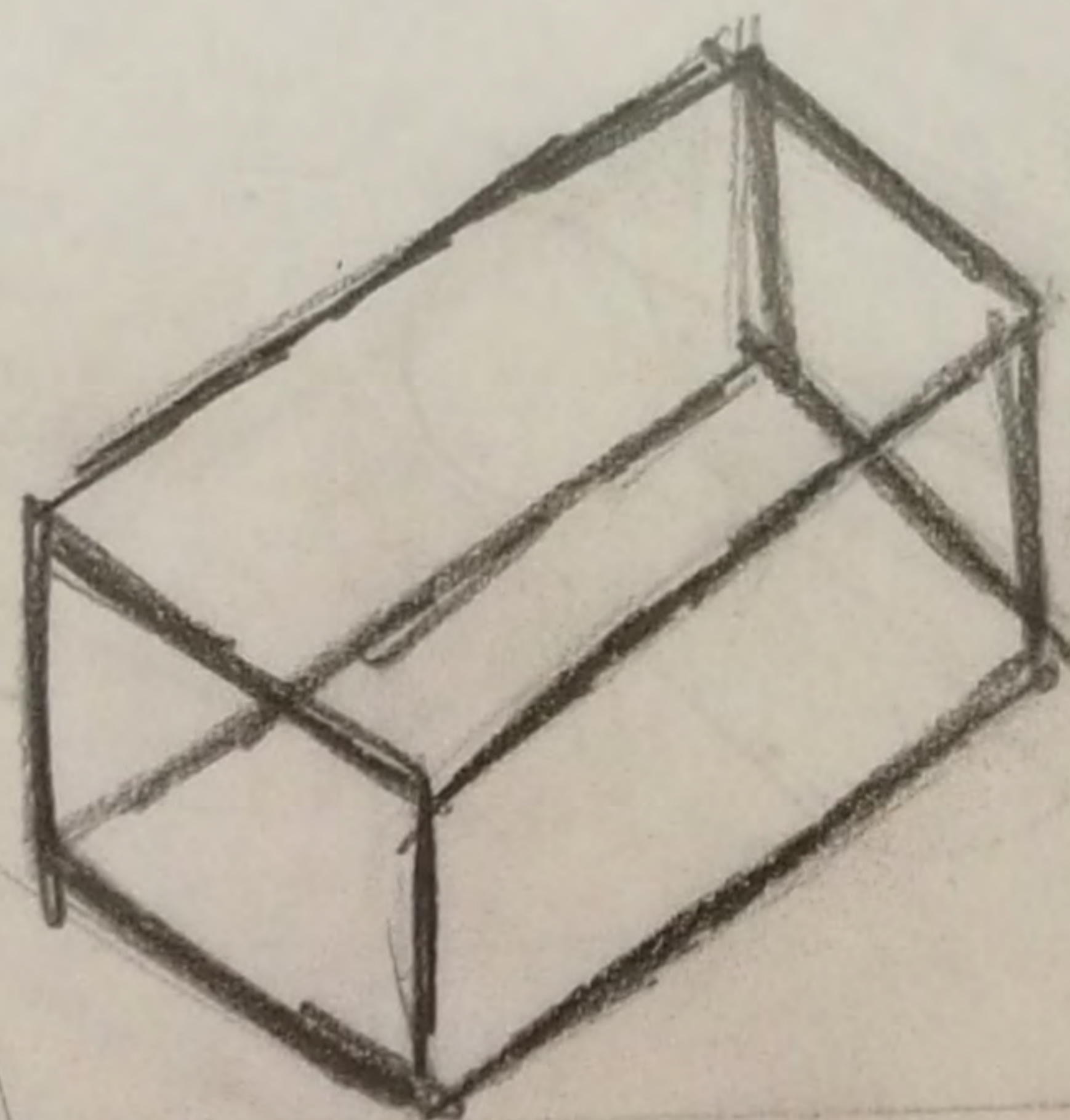
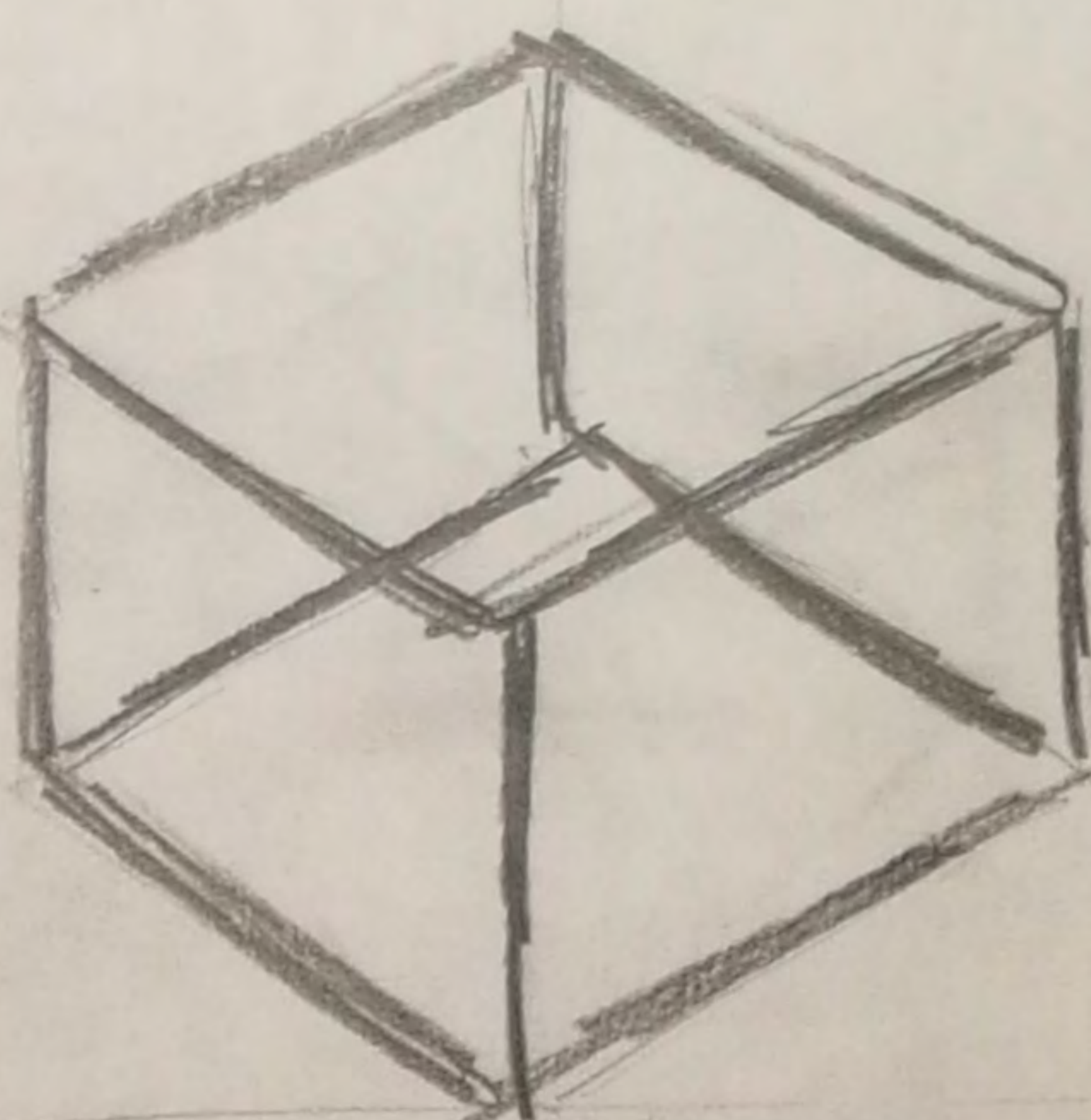


CAREFULL NOT TO
CREATE TANGENT
LINKS!

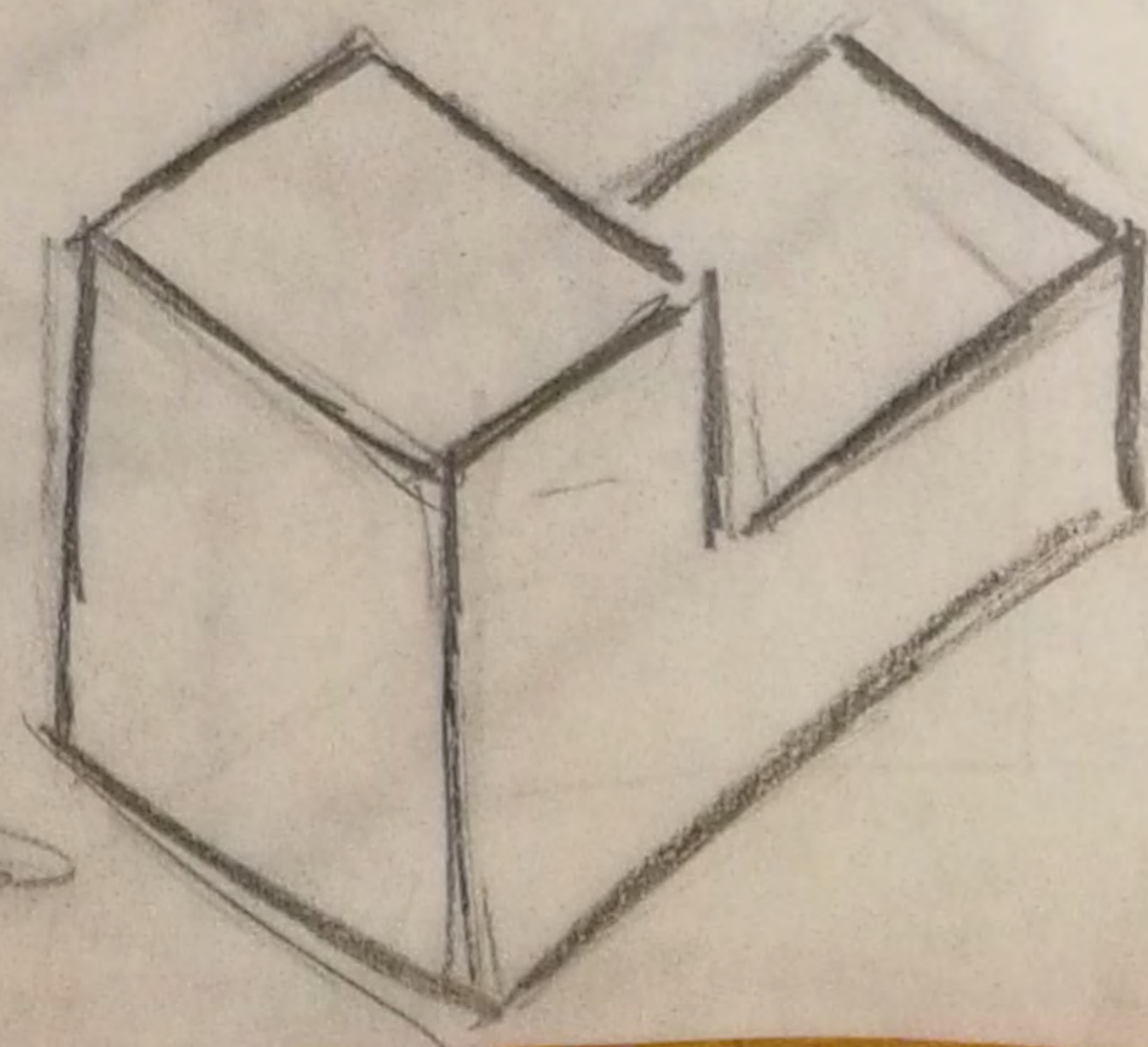
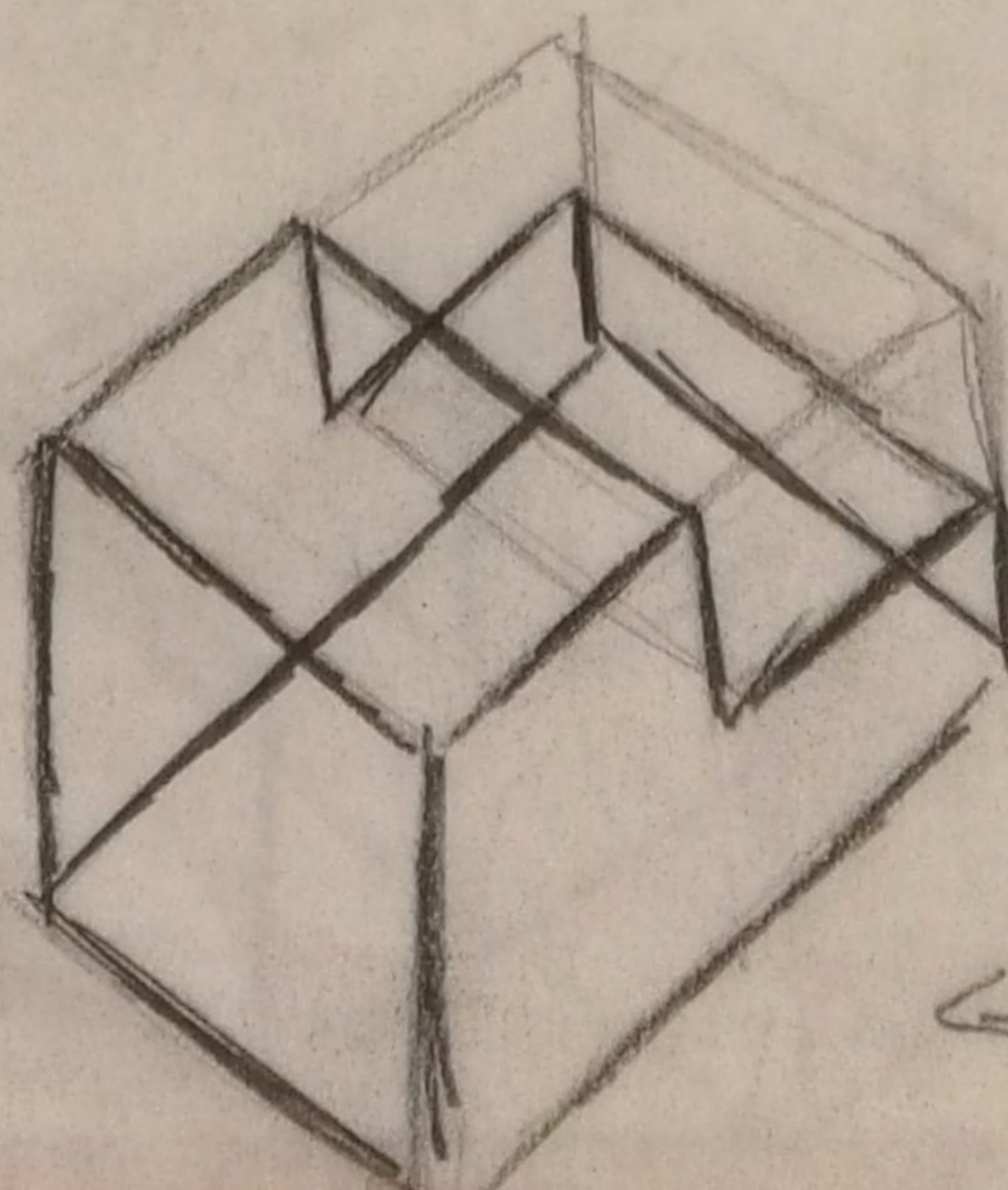
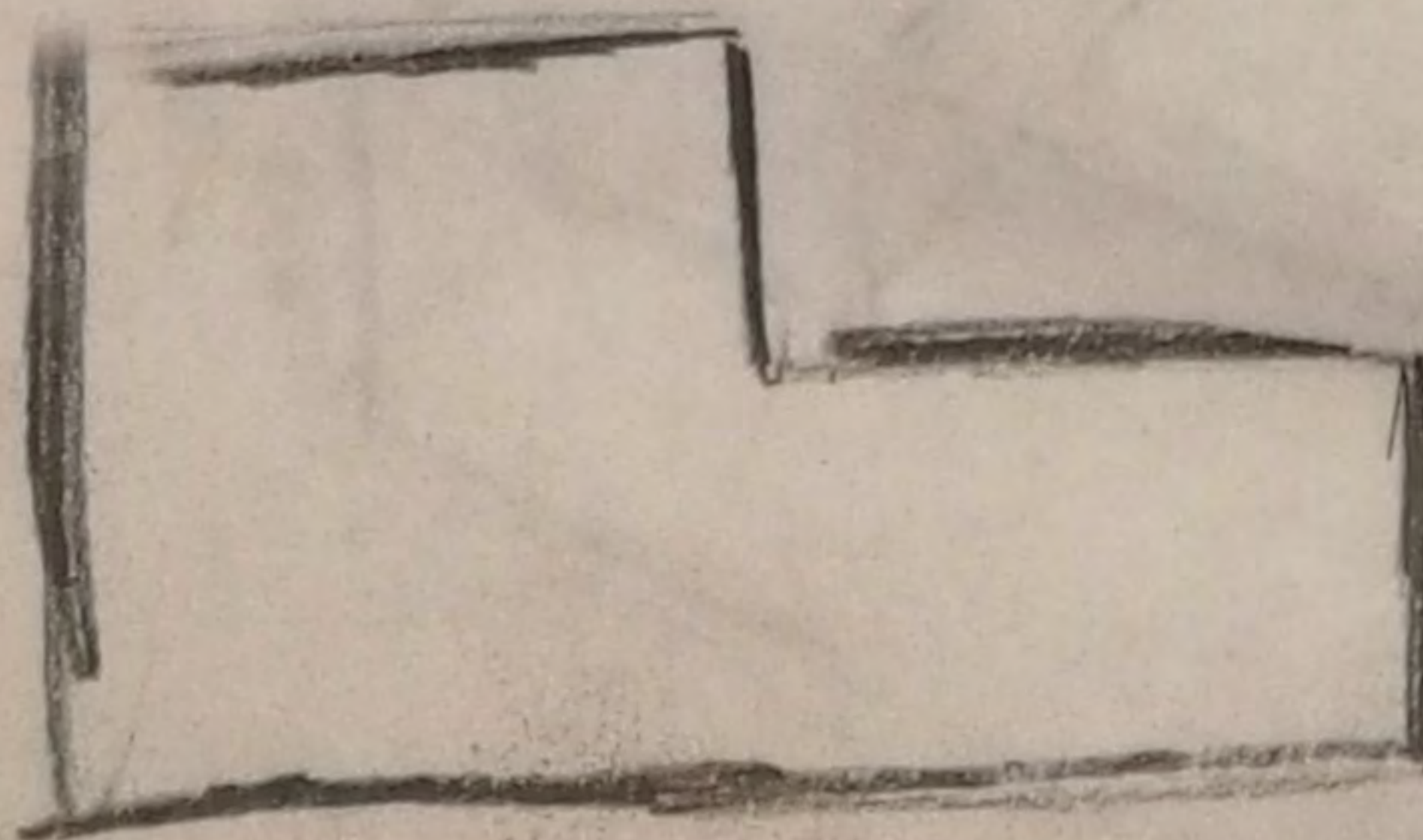
3D Isometric



3D Wire frame



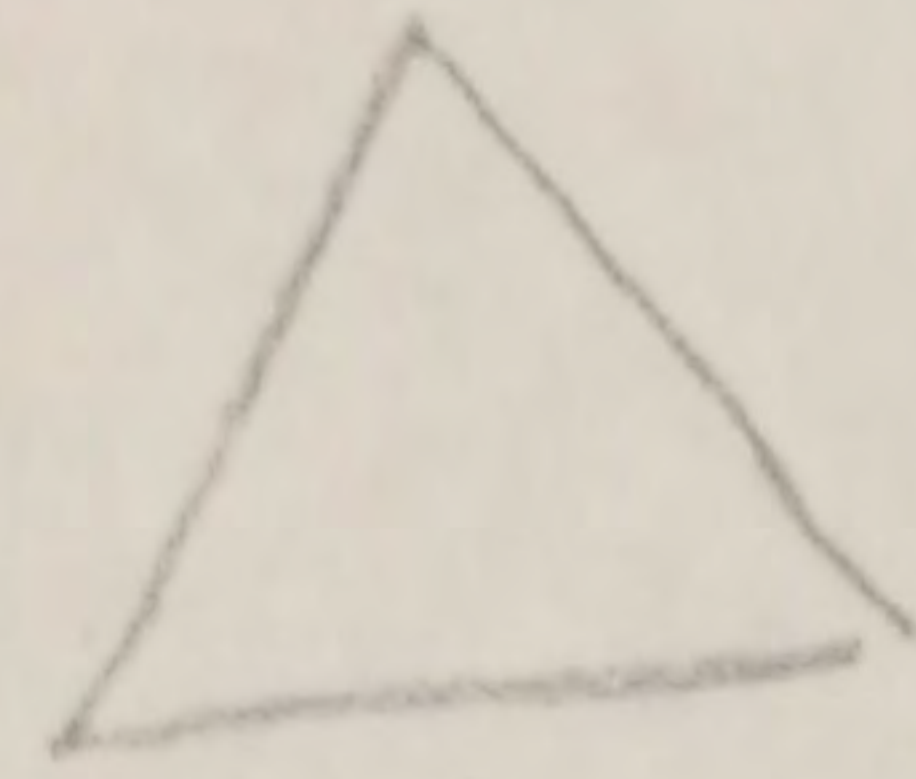
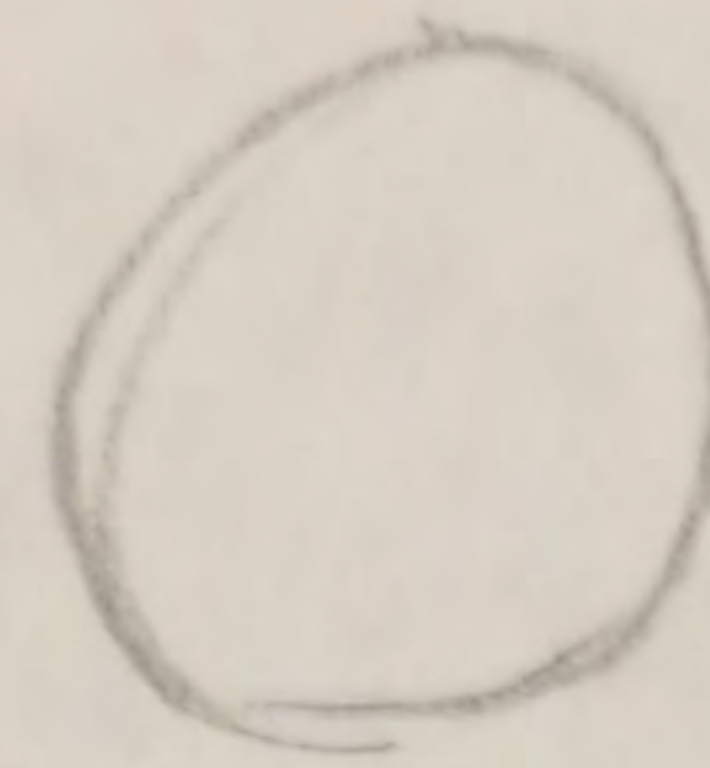
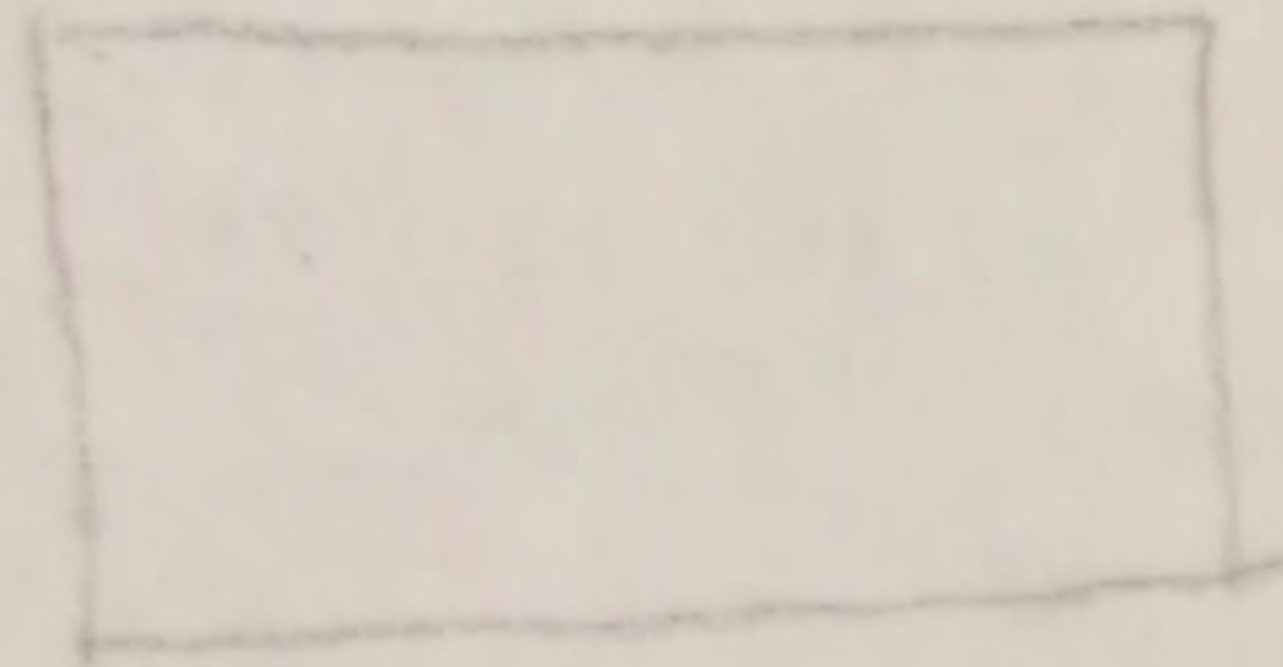
STEP BLOCK SHAPE



SKETCHING BASIC SHAPES

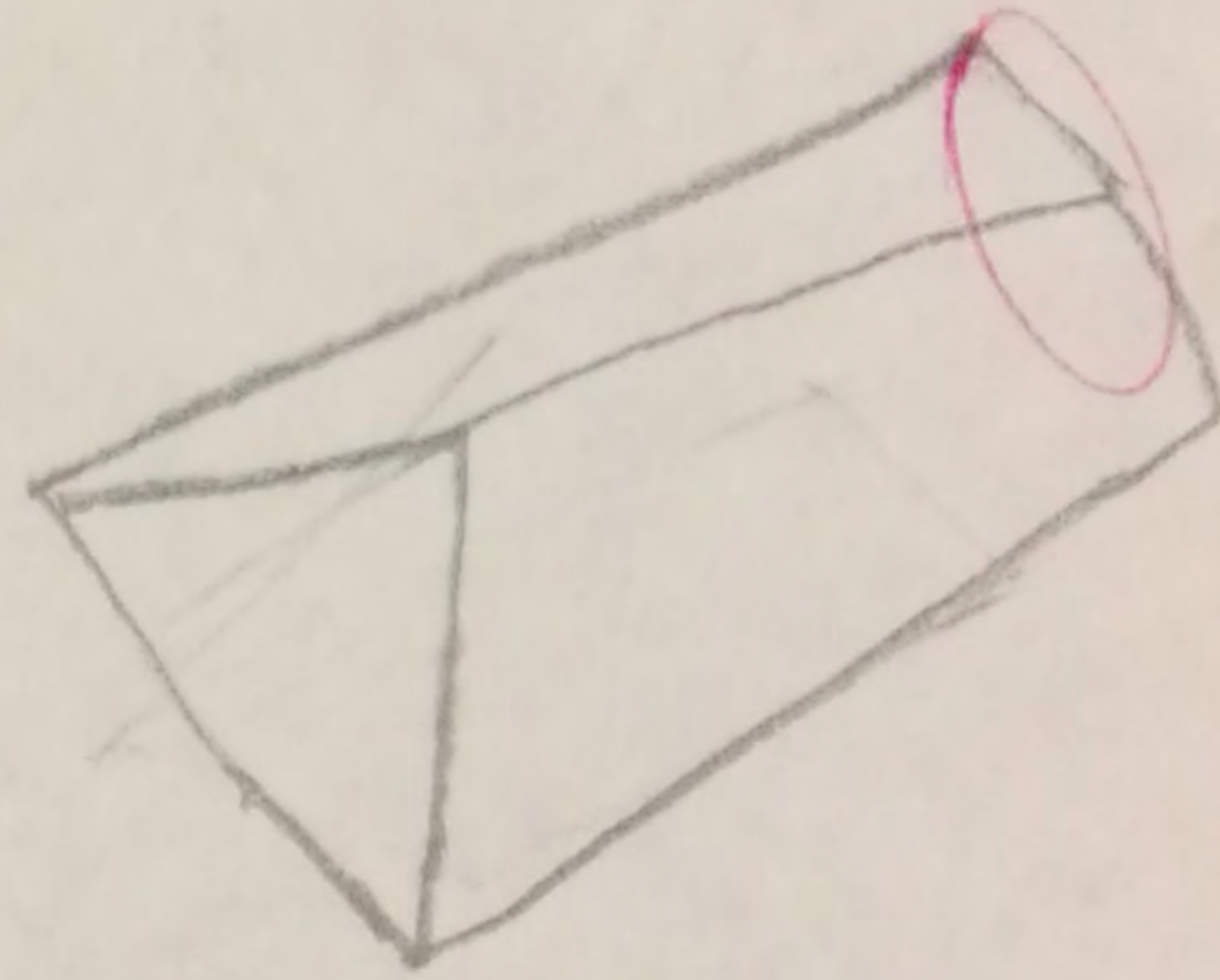
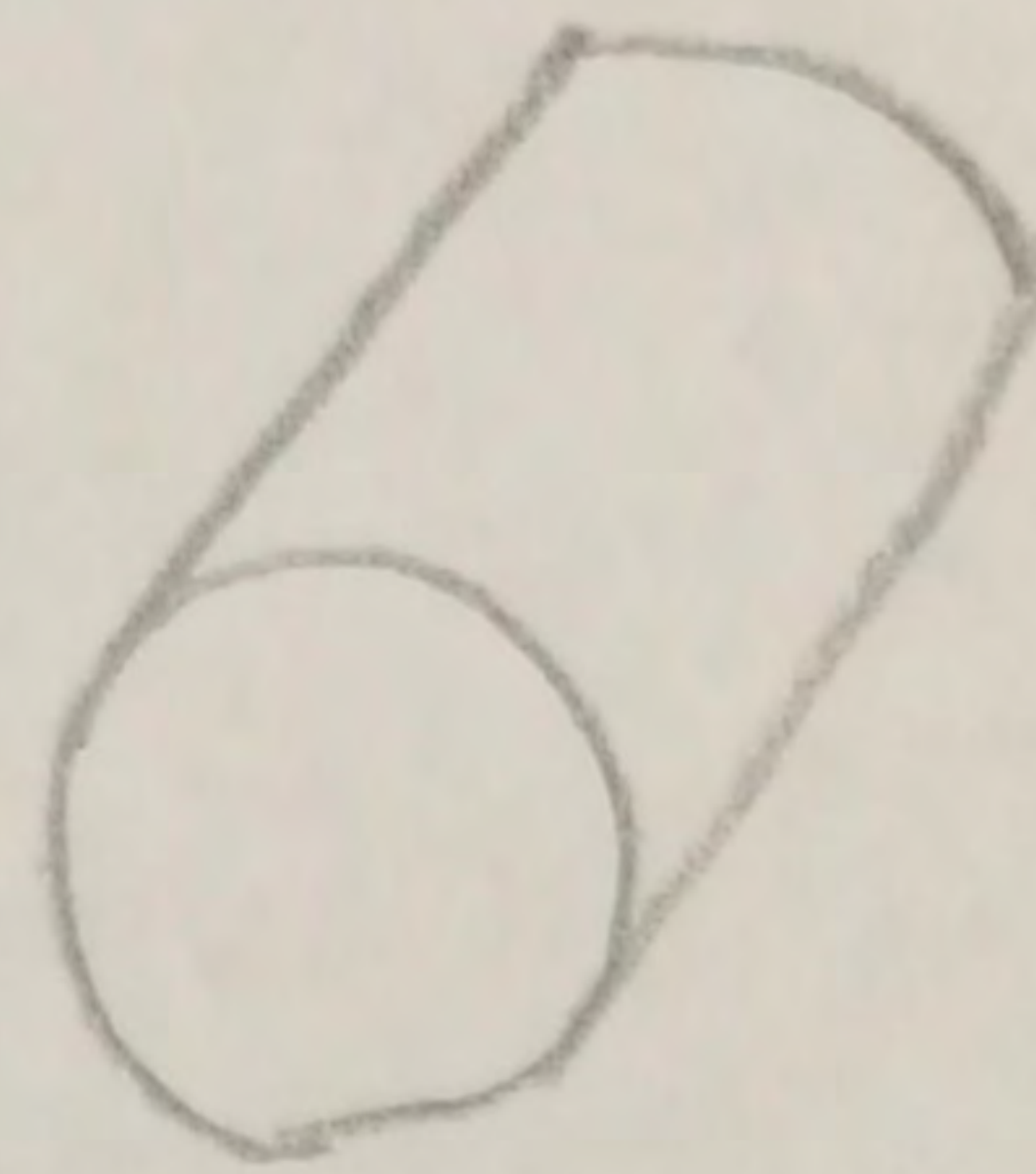
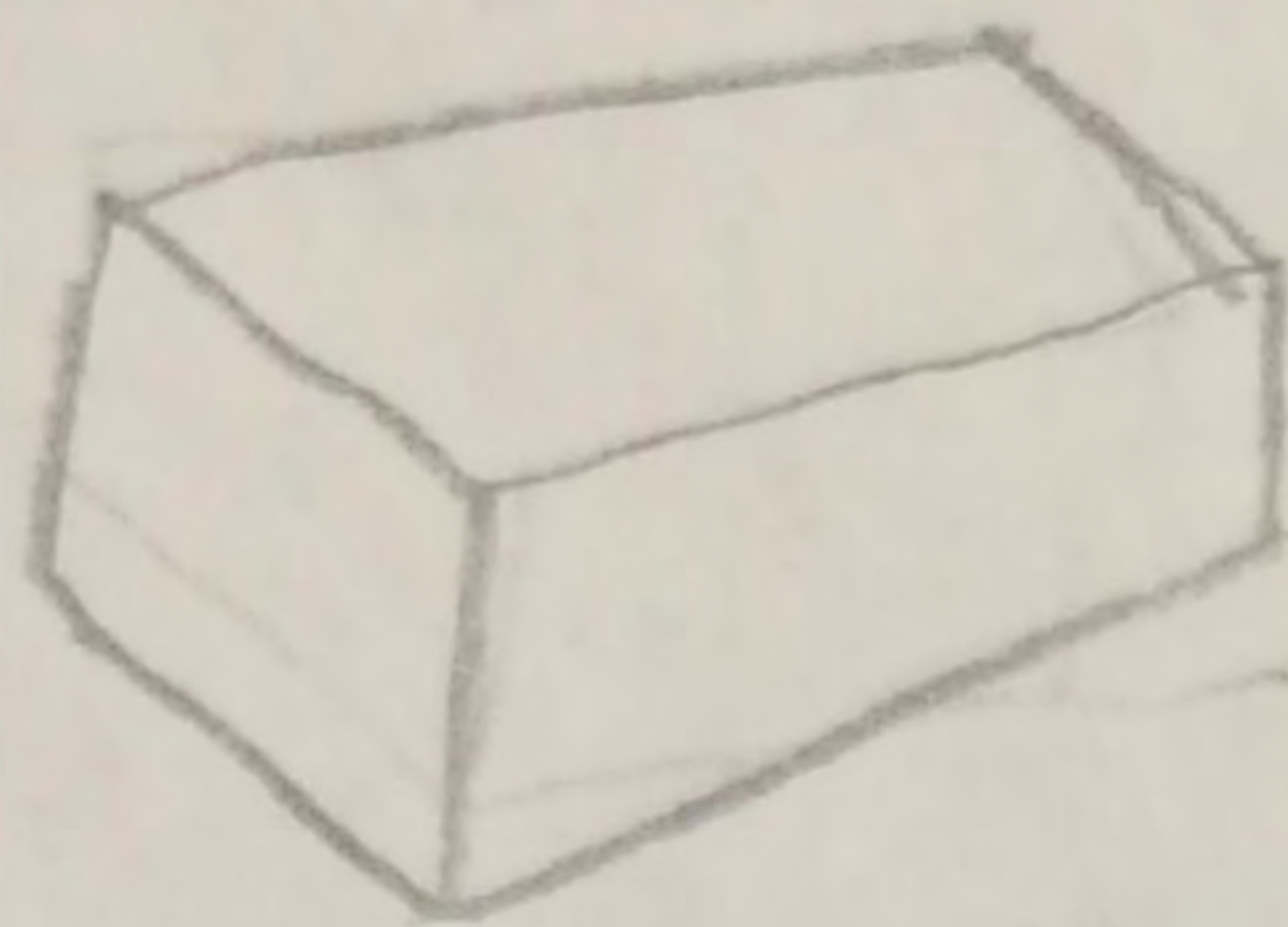
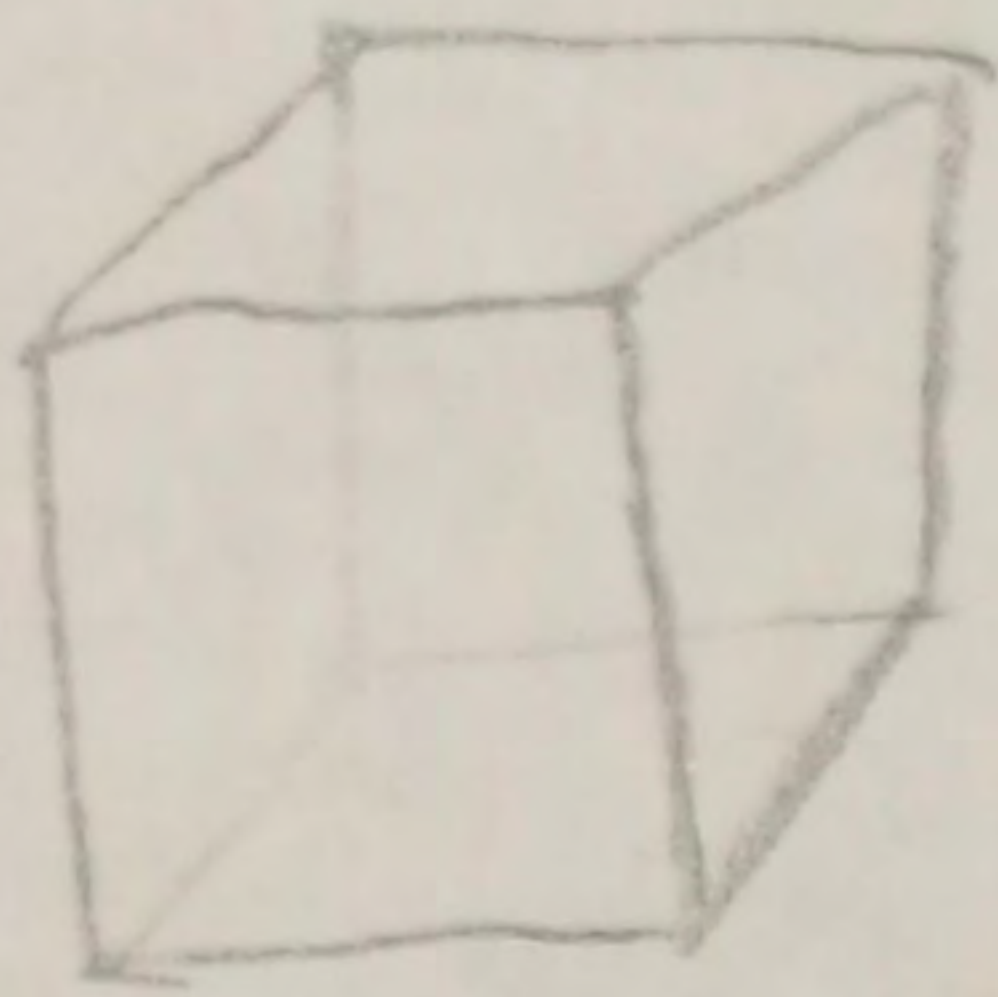
11
15

2D SHAPES

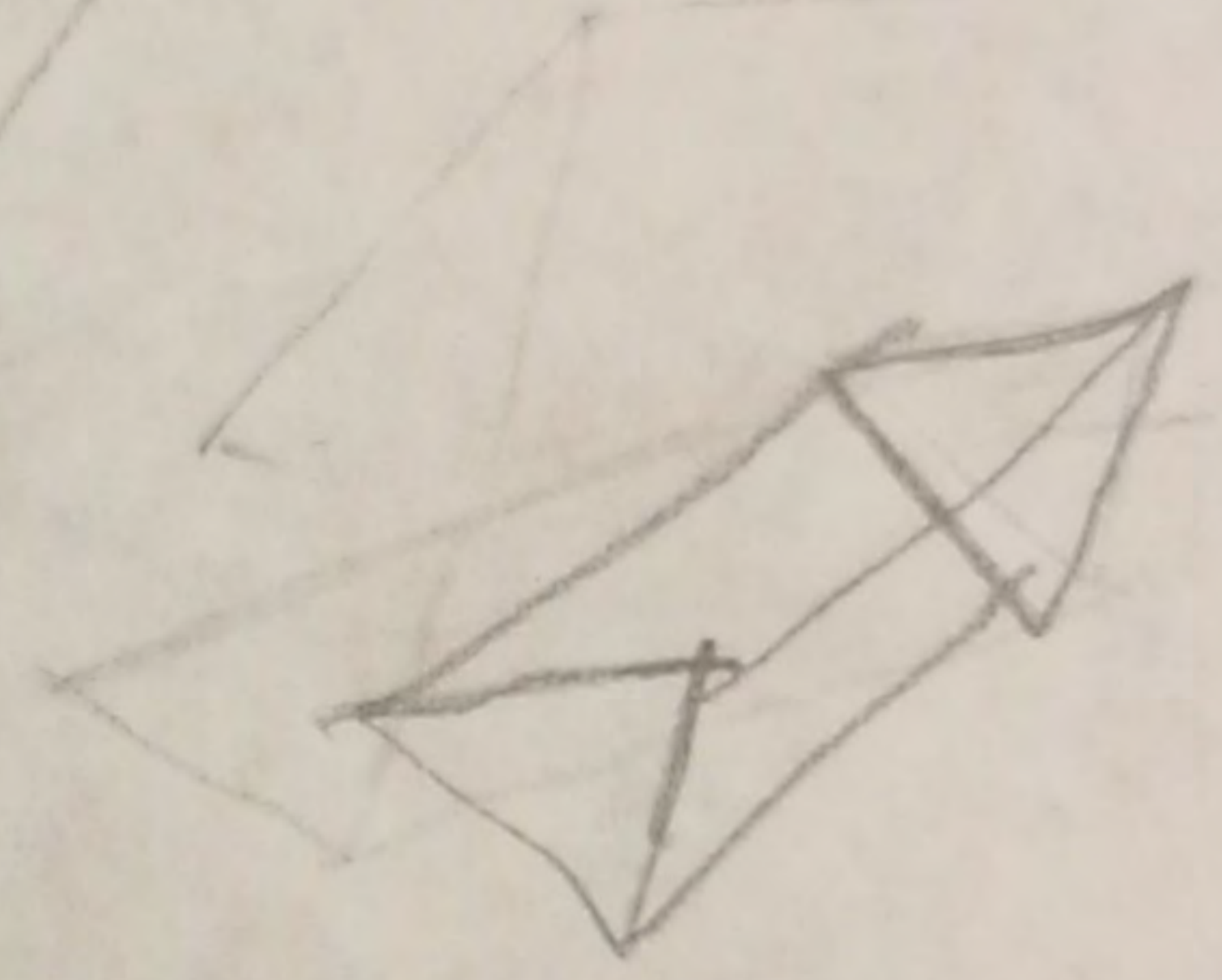
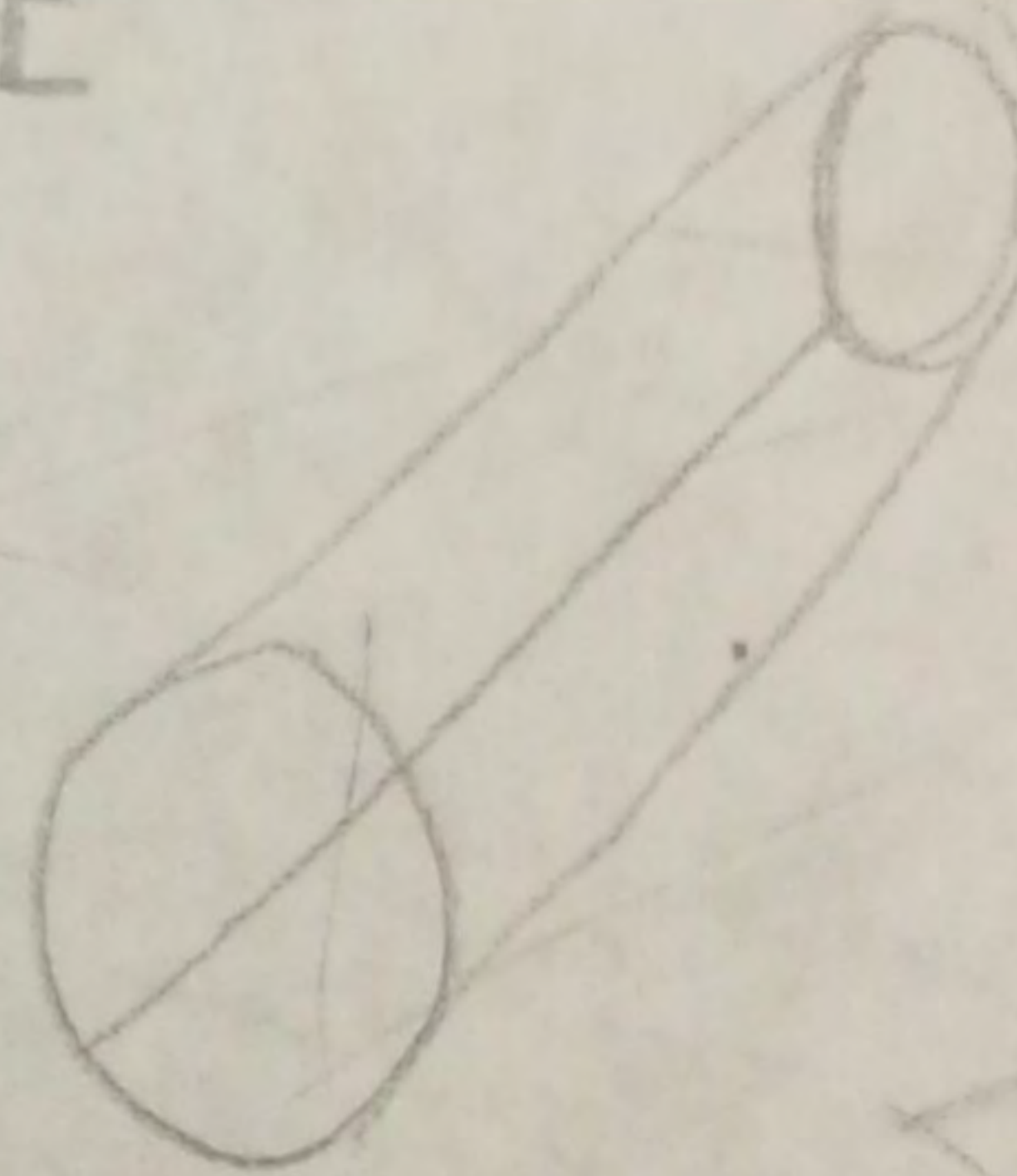
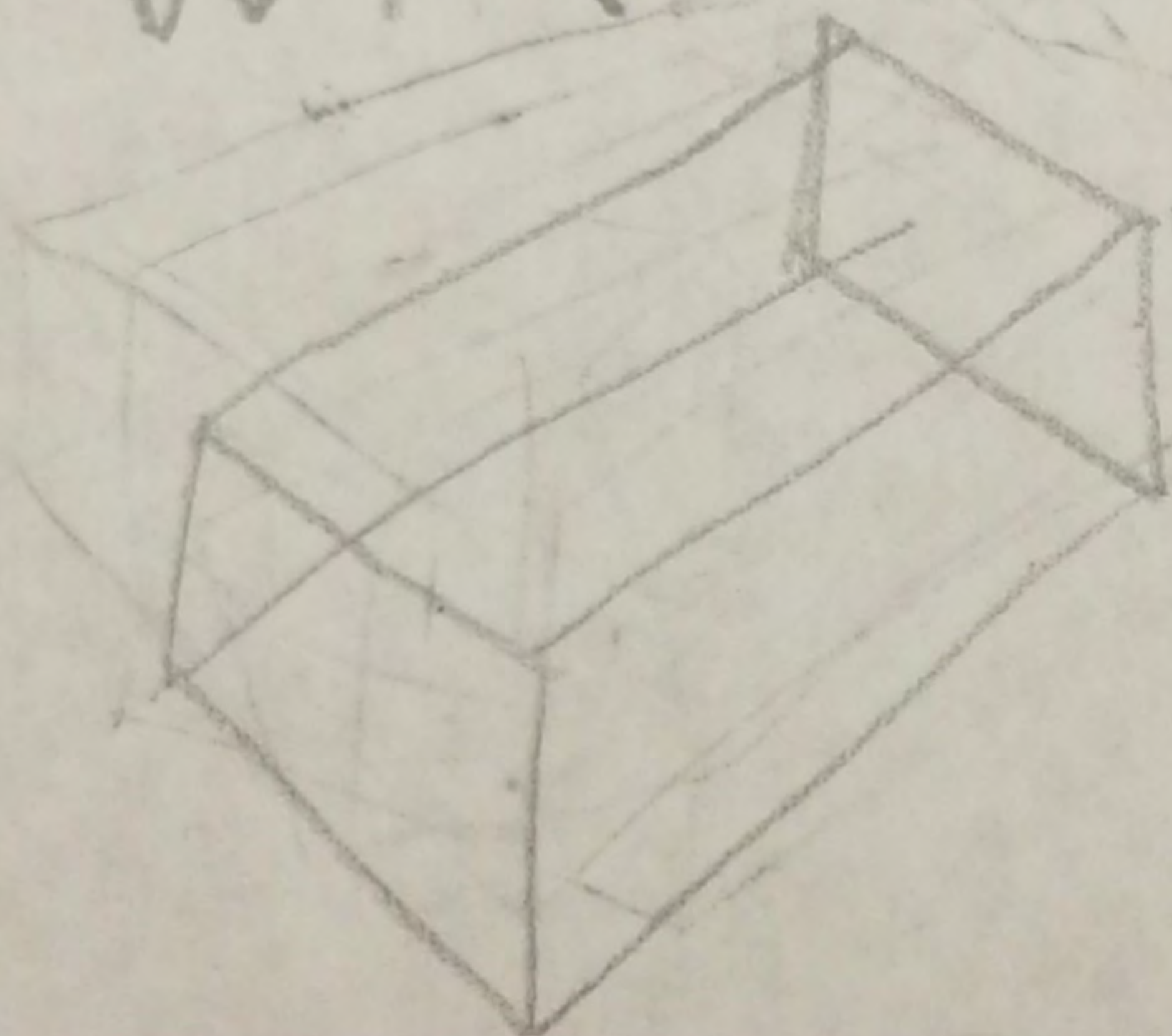


Draw
objects!
Lines
first.

3D ISOMETRIC



3D WIRE FRAME



BASE LINES?

STEP BLOCK SHAPE

