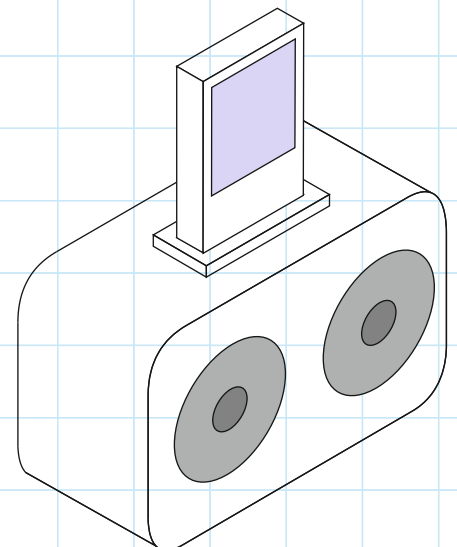
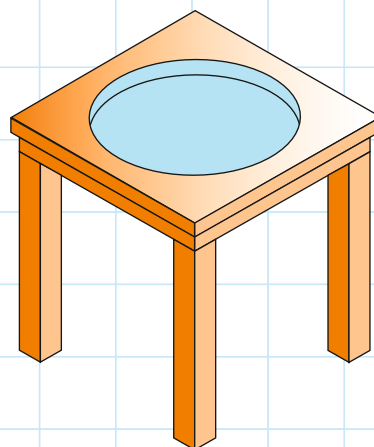
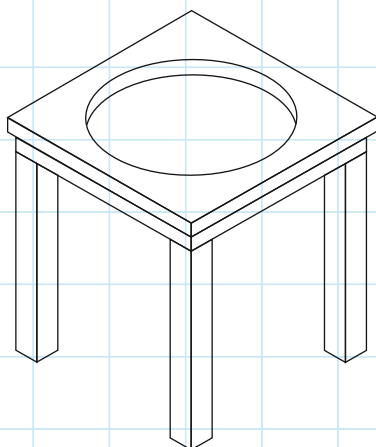
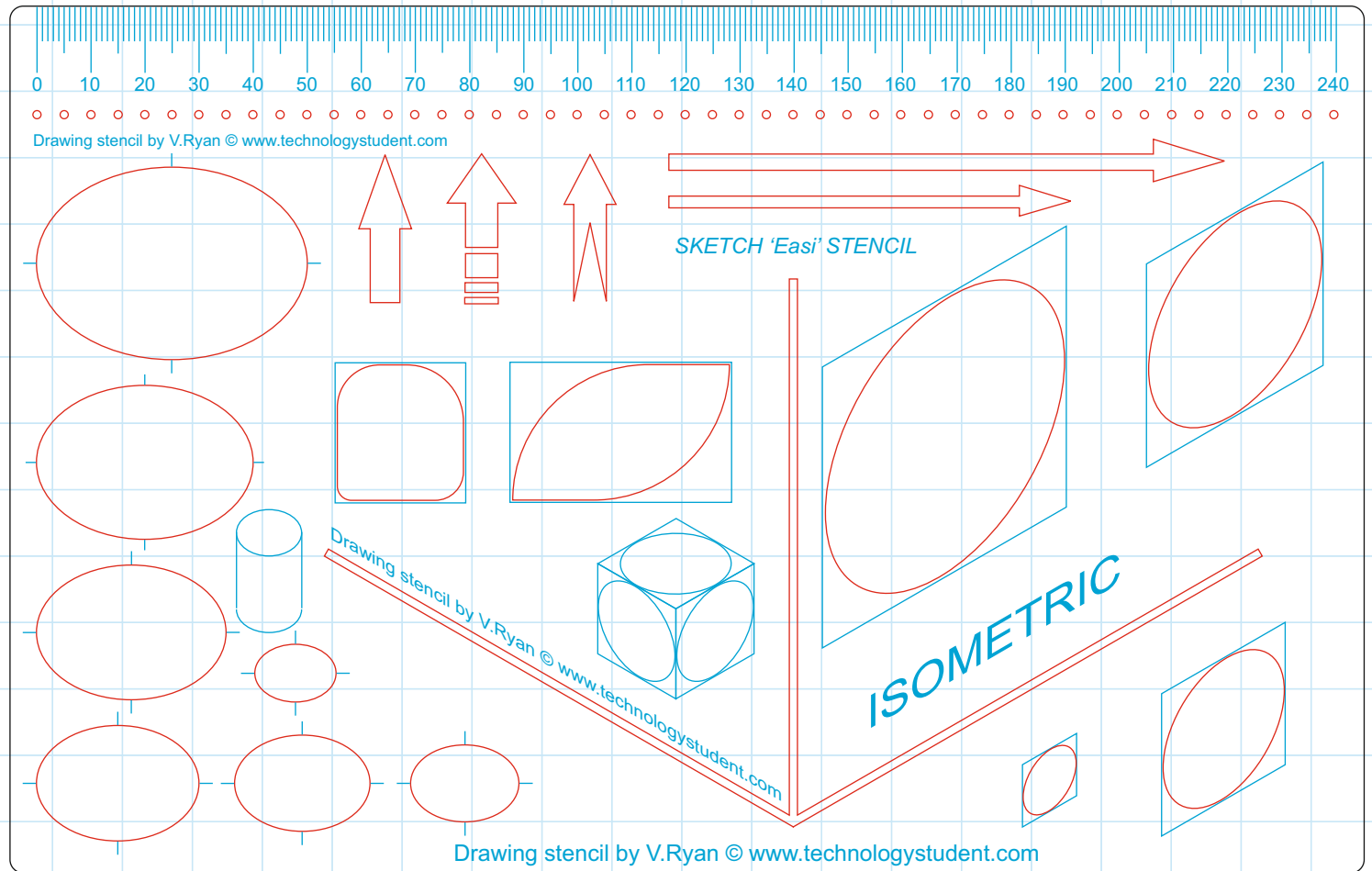


SKETCH EASi STENCIL

For these exercises, you will need to use a SKETCH EASi Stencil. The dxf file can be downloaded from http://www.technologystudent.com/despro_fish/sketch_easi1.html. Use a laser cutter to manufacture the stencil (blue lines - etch AND red lines - cut through).

LESSONS 5 and 6

DRAWING A TABLE AND MUSIC SYSTEM IN ISOMETRIC PROJECTION AND APPLYING COLOUR AND SHADE



LESSONS 5 AND 6

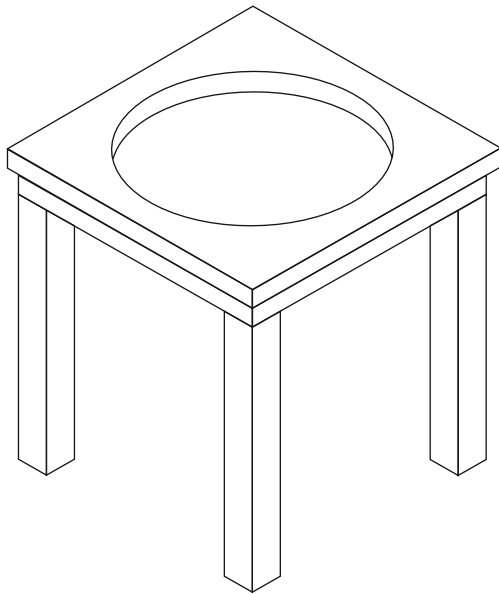
DRAWING FURNITURE AND PRODUCTS USING THE SKETCH EASi STENCIL

For these exercises, you will need to use a SKETCH EASi Stencil. The dxf file can be downloaded from http://www.technologystudent.com/despro_fish/sketch_easi1.html. Use a laser cutter to manufacture the stencil (blue lines - etch AND red lines - cut through).

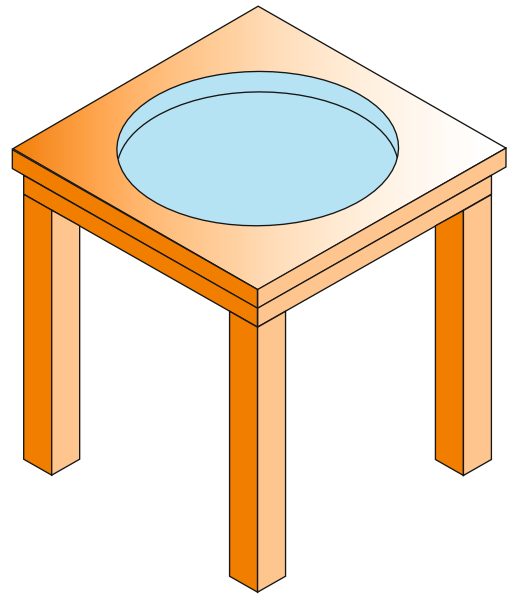
1. EXERCISE 1

In this exercise, you will draw a table with a glass insert, in isometric projection, using the SKETCH EASi STENCIL. You will then add appropriate colour and shade.

OUTLINE

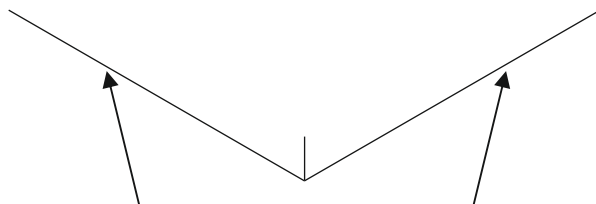


SHADED

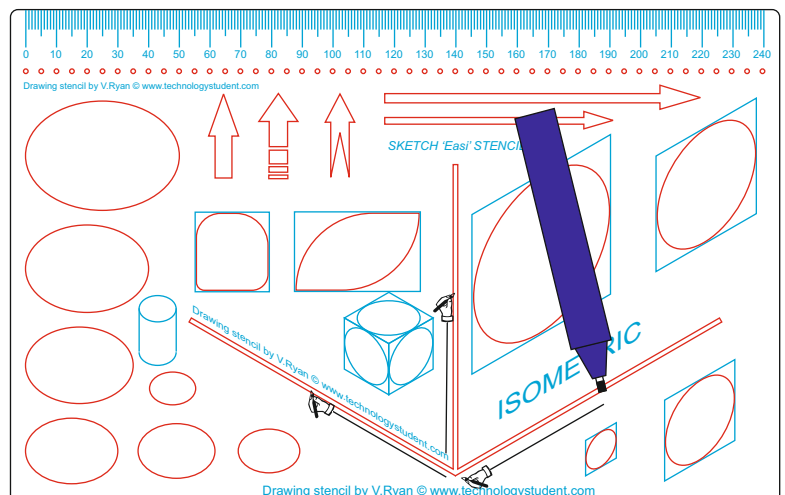


2. LET'S GET STARTED

DRAW THE FIRST THREE EDGES OF THE TABLE TOP, BY FOLLOWING THE ISOMETRIC GUIDES.

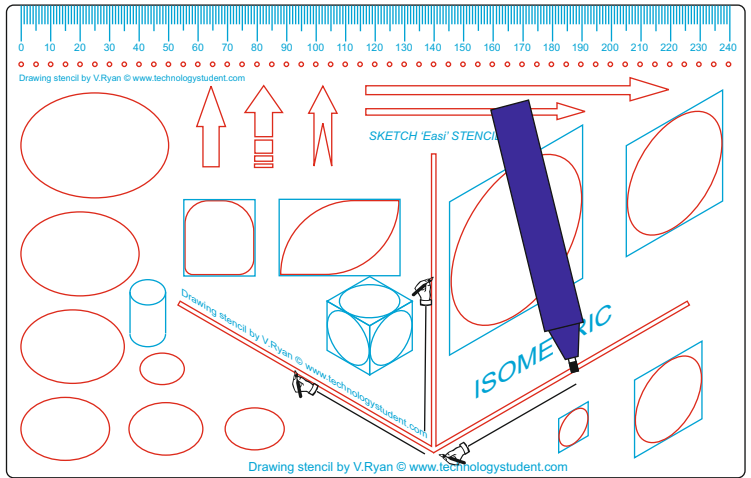
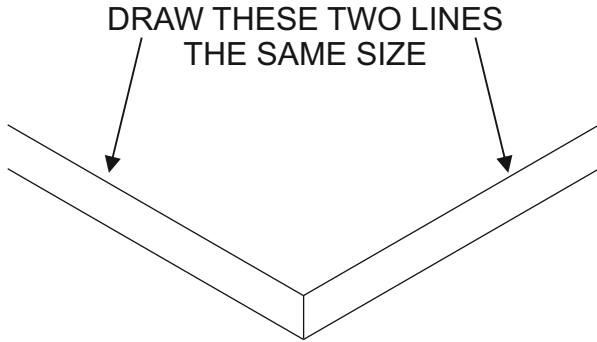


DRAW THESE TWO LINES
THE SAME SIZE



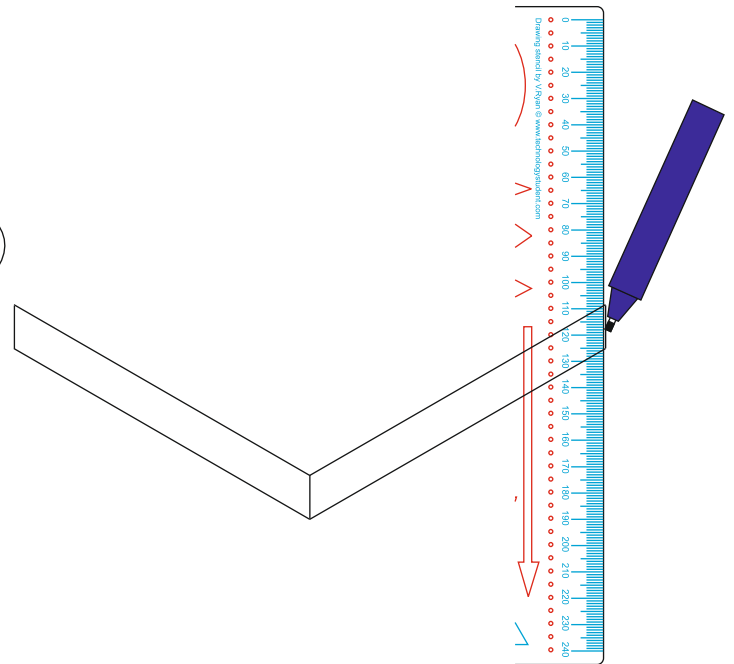
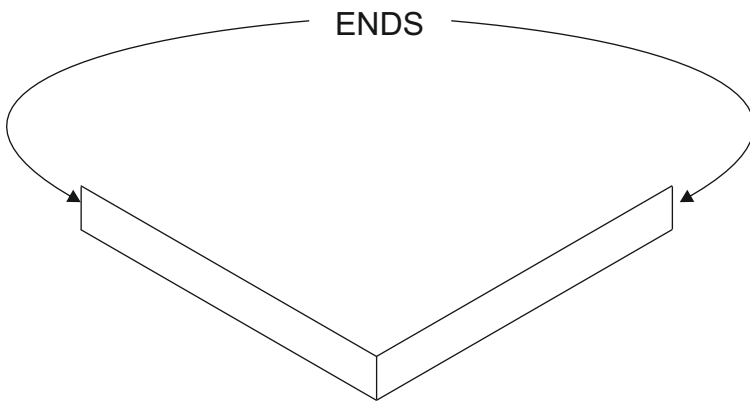
3.

DRAW THE NEXT SET OF LINES, USING THE ISOMETRIC GUIDES, AGAIN.

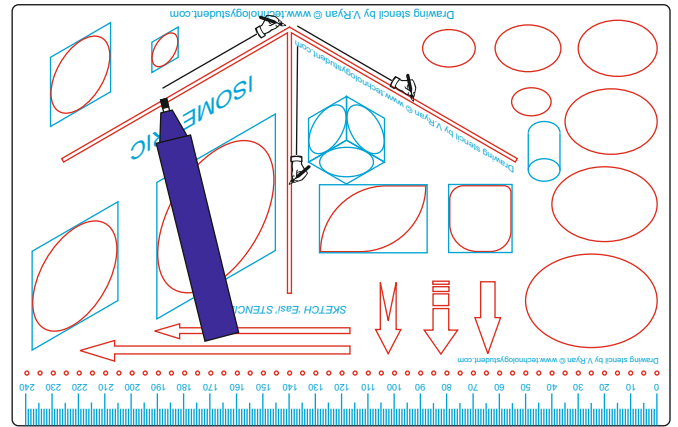
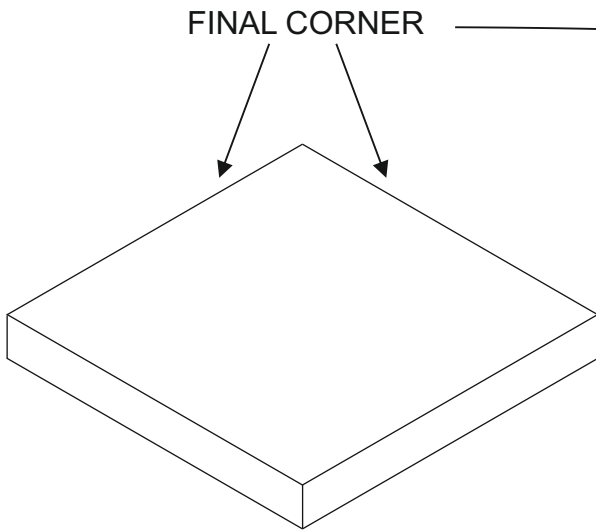


4.

TURN THE STENCIL AROUND SO THAT THE SCALE IS VERTICAL.
THEN, DRAW THE TWO 'ENDS'



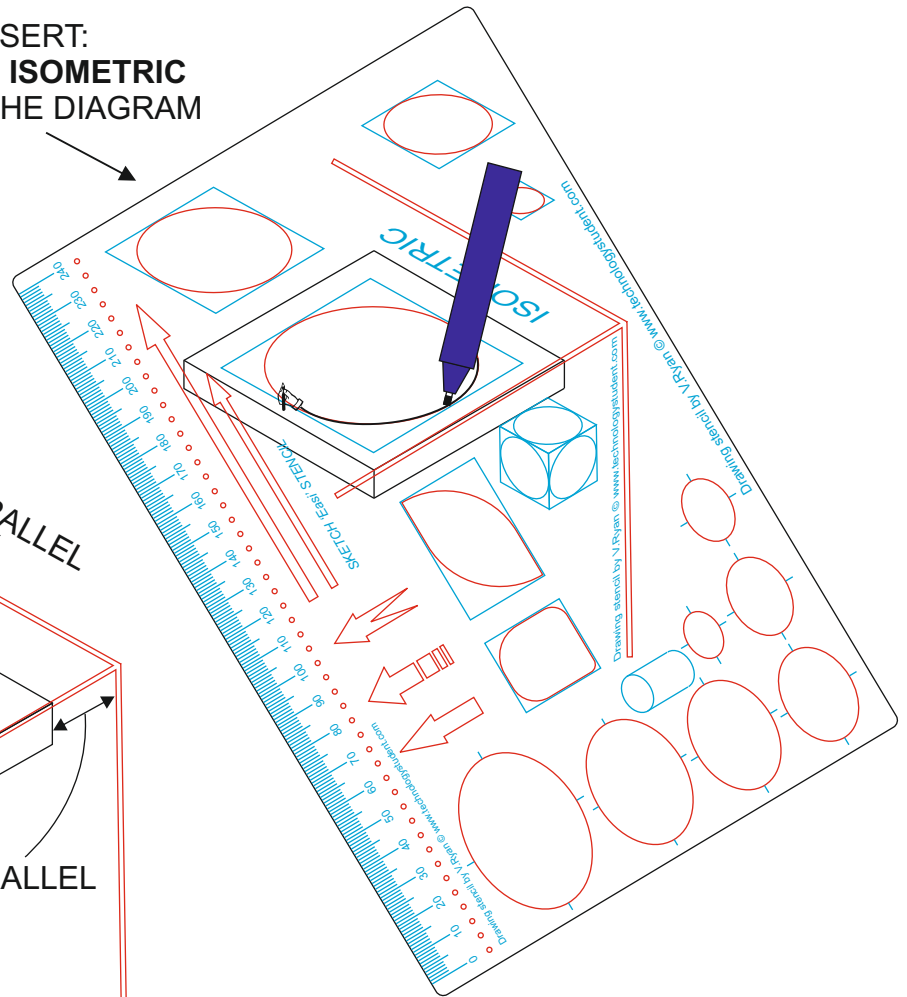
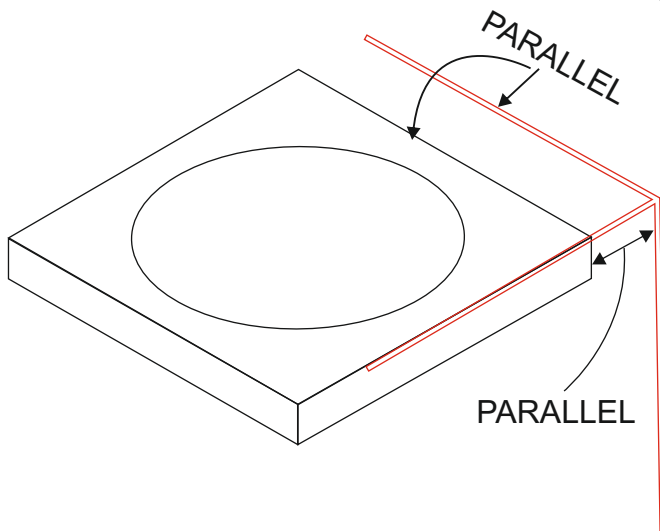
5. USING THE STENCIL 'UPSIDE DOWN', COMPLETE THE FINAL CORNER OF THE TABLE TOP.



6. TO DRAW THE GLASS INSERT:
TURN THE STENCIL UNTIL THE **ISOMETRIC CIRCLE** APPEARS AS SEEN IN THE DIAGRAM

HINT: THE ISOMETRIC GUIDES SHOULD BE PARALLEL TO THE TO THE LINES YOU HAVE ALREADY DRAWN.

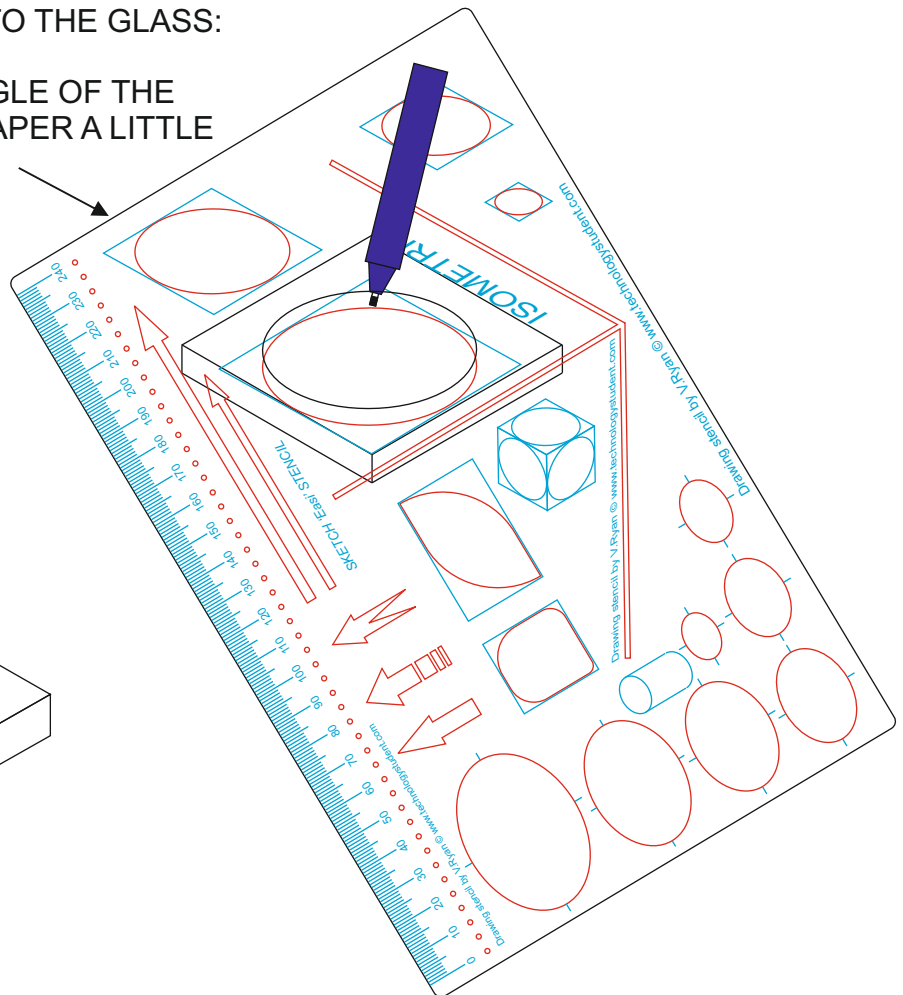
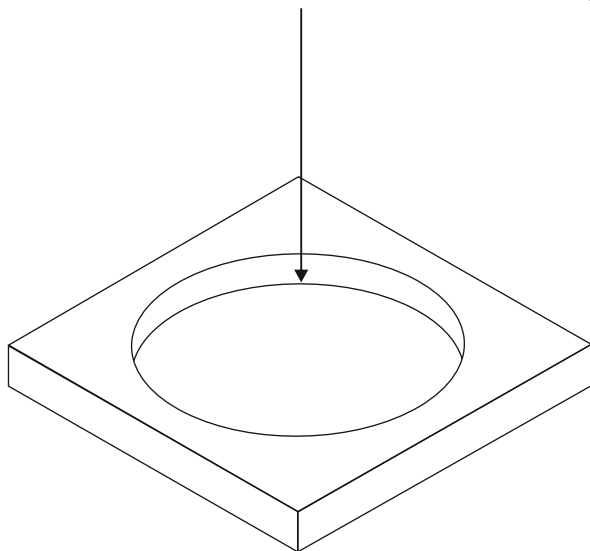
DRAW ROUND THE ISOMETRIC CIRCLE



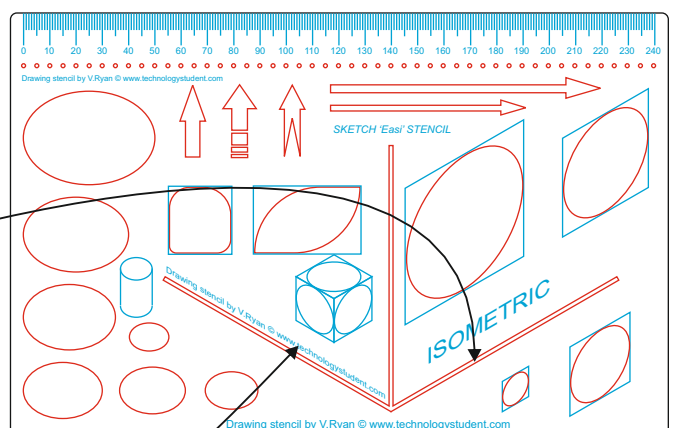
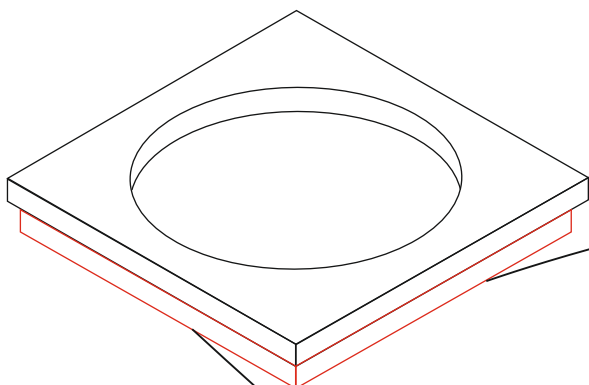
7. TO PRODUCE THE 'THICKNESS' TO THE GLASS:

WITHOUT CHANGING THE ANGLE OF THE STENCIL, MOVE IT DOWN THE PAPER A LITTLE

THEN DRAW AN ARC, WHICH WILL REPRESENT THE THICKNESS.

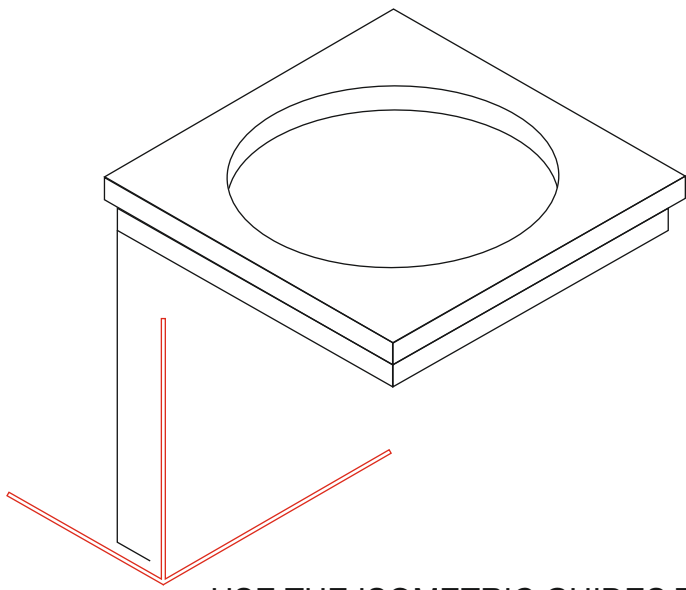


8. USE THE ISOMETRIC GUIDES, TO DRAW THE STRENGTHENING RAILS OF THE TABLE TOP. YOU HAVE USED THIS TECHNIQUES MANY TIMES BY NOW.

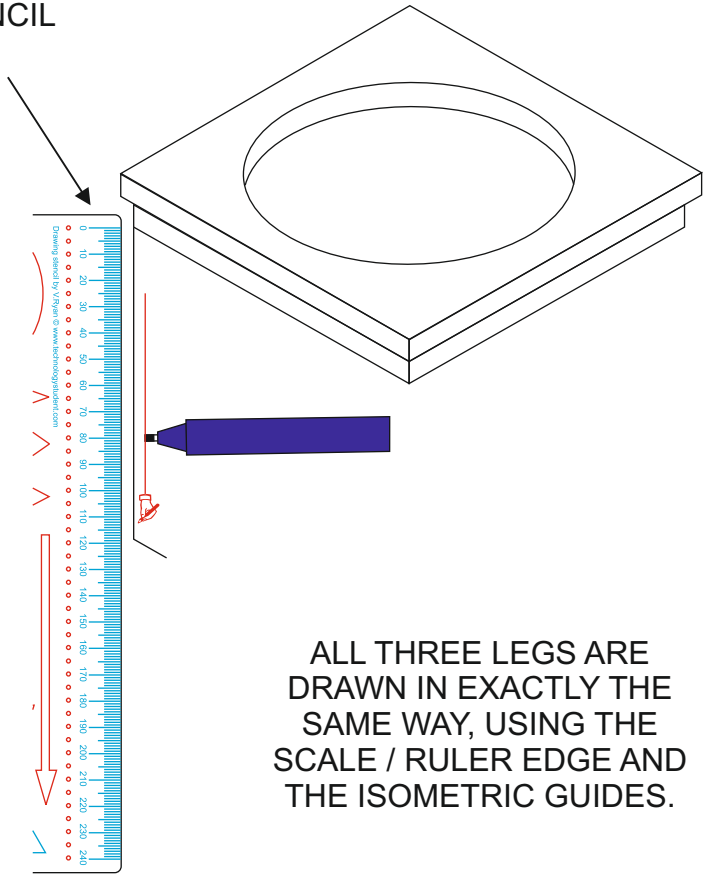


9.

ONE WAY OF START THE LEGS, IS TO BEGIN BY DRAWING THE LENGTH OF THE FIRST LEG, WITH THE SCALE / RULER OF THE STENCIL

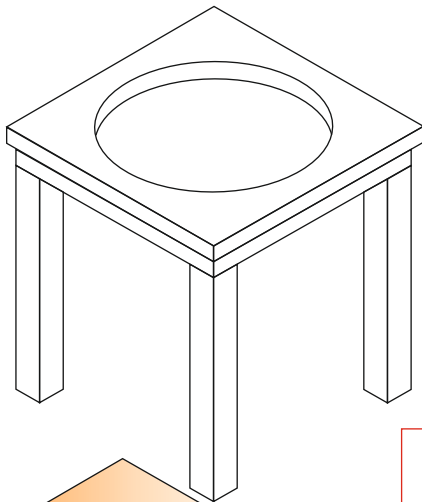


USE THE ISOMETRIC GUIDES TO DRAW THE REST OF THE LEG



ALL THREE LEGS ARE DRAWN IN EXACTLY THE SAME WAY, USING THE SCALE / RULER EDGE AND THE ISOMETRIC GUIDES.

10.



USE THE LINKS TO www.technologystudent.com (below), to learn how to shade the table you have drawn, using the EASi Sketch Stencil. Watch the video(s) on the web pages, as well.

Draw one more table of your own design and practice the various shading techniques.

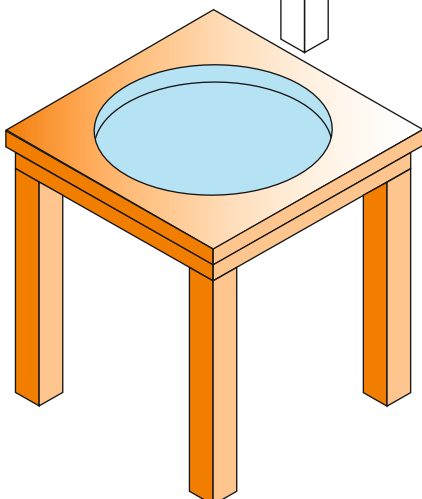
<https://www.youtube.com/watch?v=T85ErvThdvY>

<http://www.technologystudent.com/despro2/drawtec2a.htm>

ADDING A WOOD GRAIN AFFECT

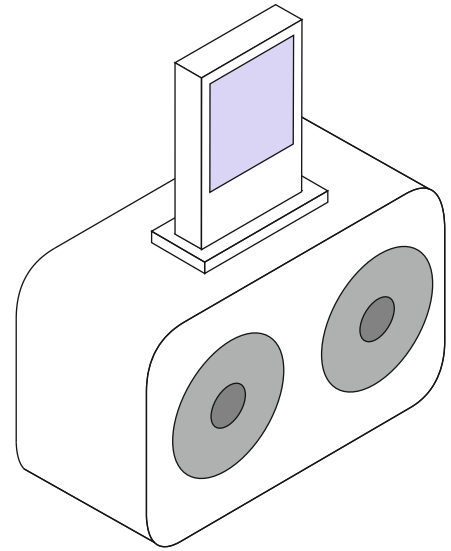
If you would like to try adding a wood grain effect, in the place of uniform colours, follow the link below, for instructions and a video.

<http://www.technologystudent.com/designpro/wdshade.htm>



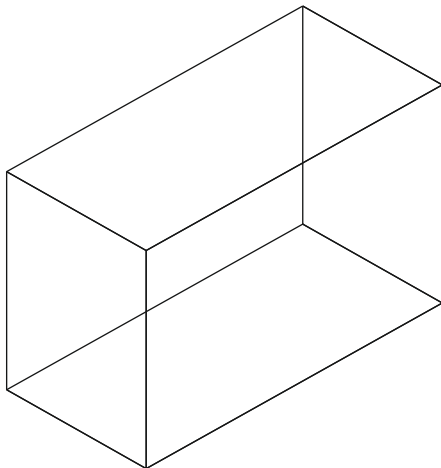
11. EXERCISE 2

In this exercise, you will draw a music station, using the SKETCH EASi STENCIL.

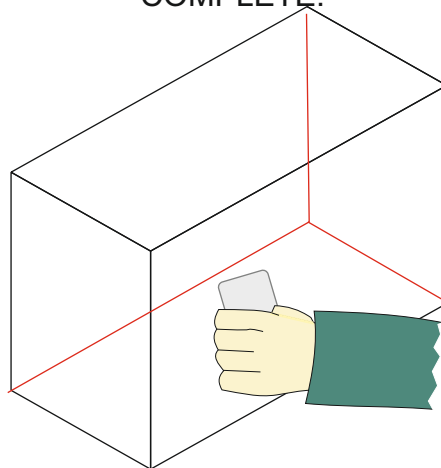


12. LET'S GET STARTED

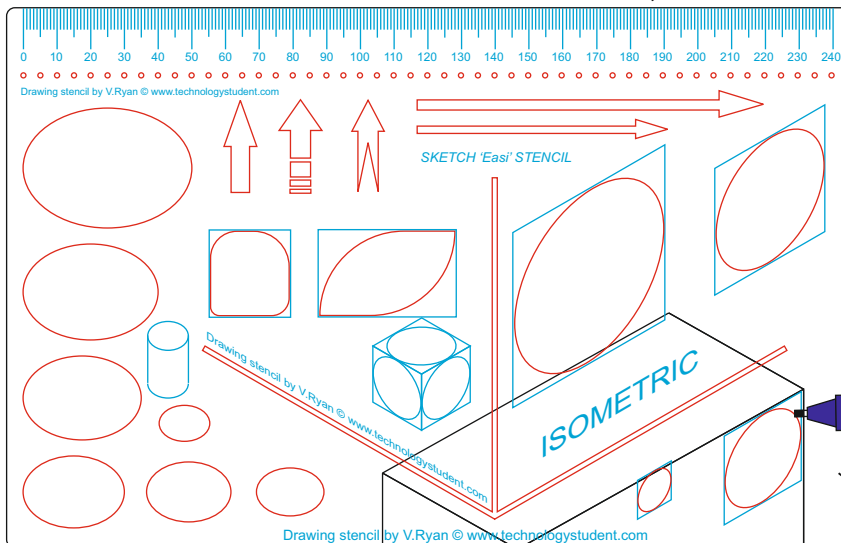
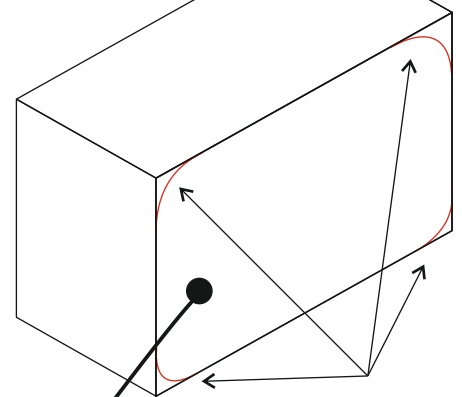
DRAW THE BASIC CUBOID SHAPE, USING THE STENCIL TECHNIQUES.



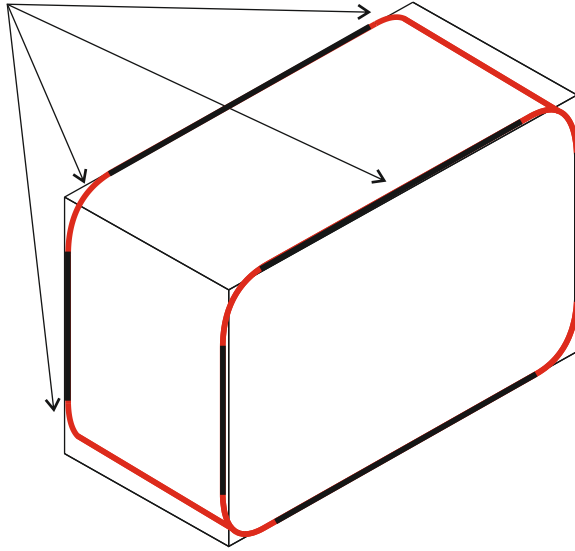
ERASE THE LINES MARKED RED, AS THEY WILL NOT BE SEEN WHEN THE DRAWING IS COMPLETE.



SELECT THE APPROPRIATE SIZE OF ISOMETRIC CIRCLE AND DRAW THE CORNER CURVES



13.



ADD FURTHER ISOMETRIC CURVES TO THE CORNERS AT THE BACK.

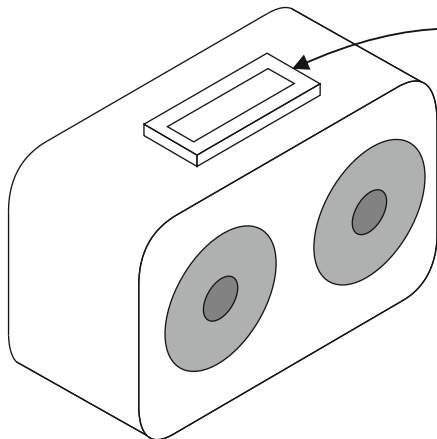
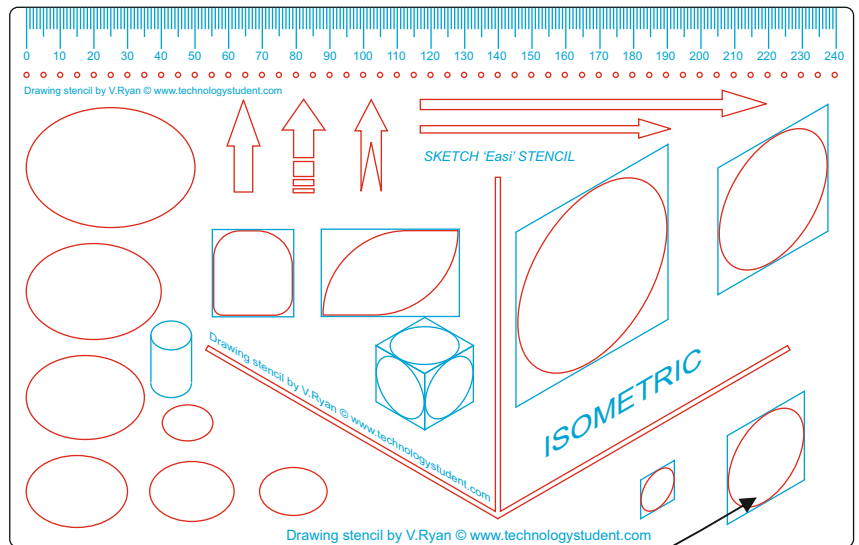
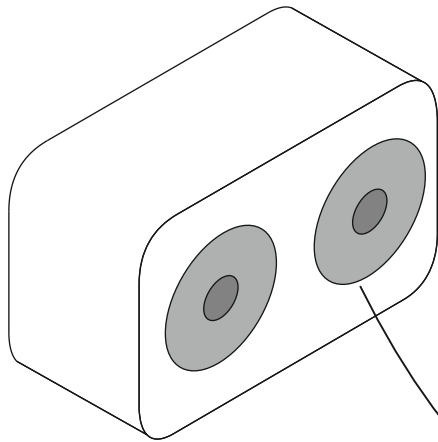
STUDY THE DIAGRAM CAREFULLY.

THE RED LINES SHOW HOW THE ORIGINAL CUBOID HAS BE MODIFIED, SO THAT THE CURVED CORNERS LOOK REALISTIC.

THIS IS ALL ACHIEVED USING THE ISOMETRIC CIRCLES AND ISOMETRIC GUIDES.

14.

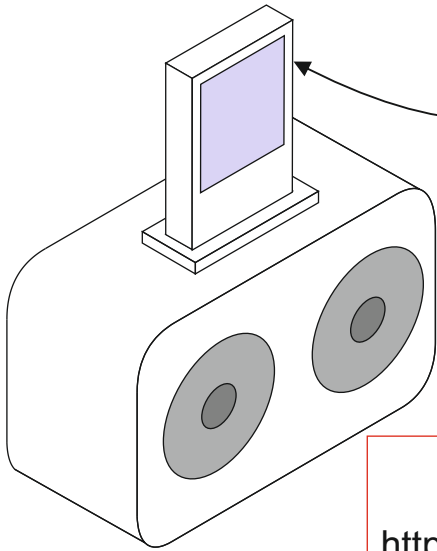
ADD SPEAKERS BY USING THE ISOMETRIC CIRCLE GUIDES. SELECT TWO SIZES, FOR BOTH PARTS OF A SPEAKER.



ADD THE STATION 'MOUNT' BY USING THE ISOMETRIC GUIDES.

YOU HAVE ALREADY USED THE ISOMETRIC GUIDES IN PREVIOUS LESSONS. USE THE SAME TECHNIQUES.

15. ADD THE MP3 PLAYER, USING THE ISOMETRIC GUIDES TO HELP YOU TO DRAW ACCURATELY.



YOU SHOULD NOW BE ABLE TO ADD MORE DETAIL, USING THE TECHNIQUES YOU HAVE TRIED OUT, THROUGHOUT ALL THE LESSONS ON THE SKETCH EASi STENCIL.

ADD COLOUR AND SHADE TO ENHANCE THE FINAL PRESENTATION

<https://www.youtube.com/watch?v=T85ErvThdvY>
<http://www.technologystudent.com/despro2/drawtec2a.htm>

16. EXTENSION WORK

STUDY THE DIAGRAMS OF THE MUSIC SYSTEM SEEN BELOW.

DRAW **ONE** ISOMETRIC REPRESENTATION OF THE DEVICE, USING THE SKETCH EASi STENCIL.

ADD AN APPROPRIATE COLOUR SCHEME.



USE THE WEB LINKS BELOW TO HELP YOU WITH THIS EXTENSION QUESTION

http://www.technologystudent.com/despro_fish/graphics_shade1.html
<http://www.technologystudent.com/designpro/wdshade.htm>