

You will need to print out this page, to complete the exercise. Click on the link, where it appears on this sheet, for guidance and samples.

ISOMETRIC SKETCHING

A

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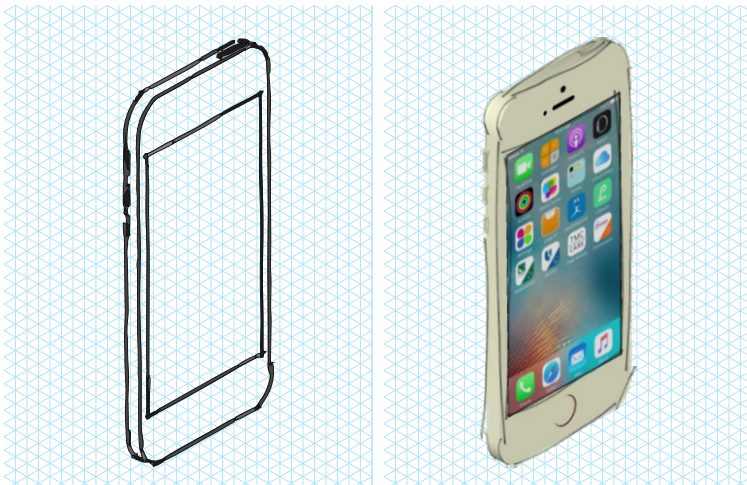
EXERCISE 1

What you need to do:

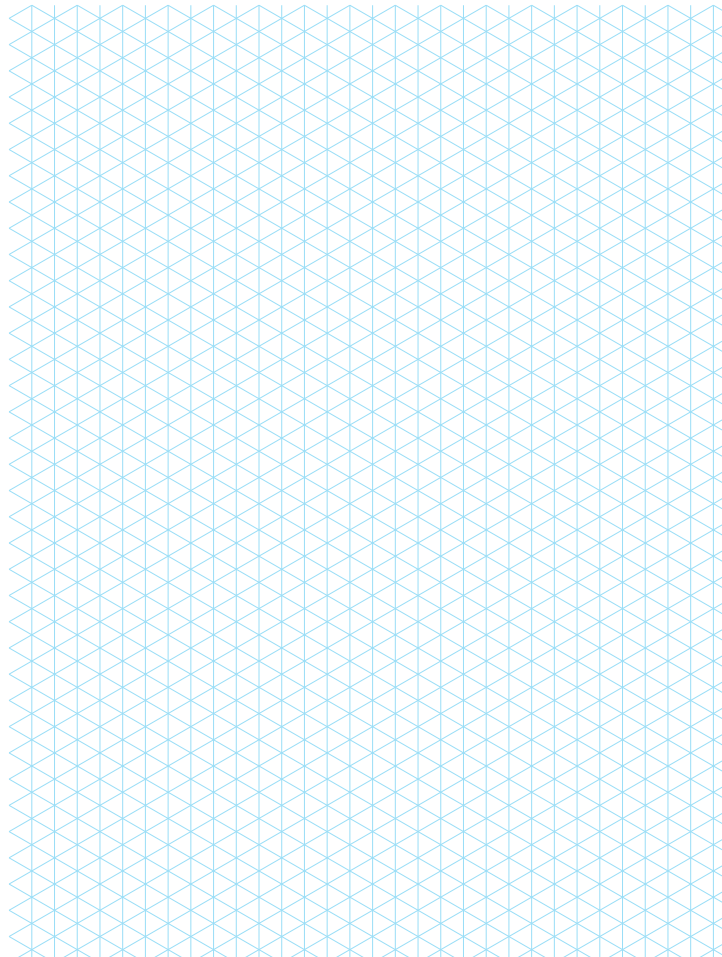
STUDY THE THREE VIEWS OF THE MOBILE PHONE SEEN BELOW. USING THE ISOMETRIC GRID, SKETCH AN ACCURATE 3D OUTLINE VERSION. THEN, ADD REALISTIC COLOUR AND SHADE



EXAMPLE



YOUR ISOMETRIC SKETCH



EXTENSION WORK

COLLECT A RANGE OF IMAGES OF MUSIC PLAYING DEVICES, FOR USE LATER. Some examples are shown below.



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ISOMETRIC SKETCHING

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EXERCISE 2

What you need to do:

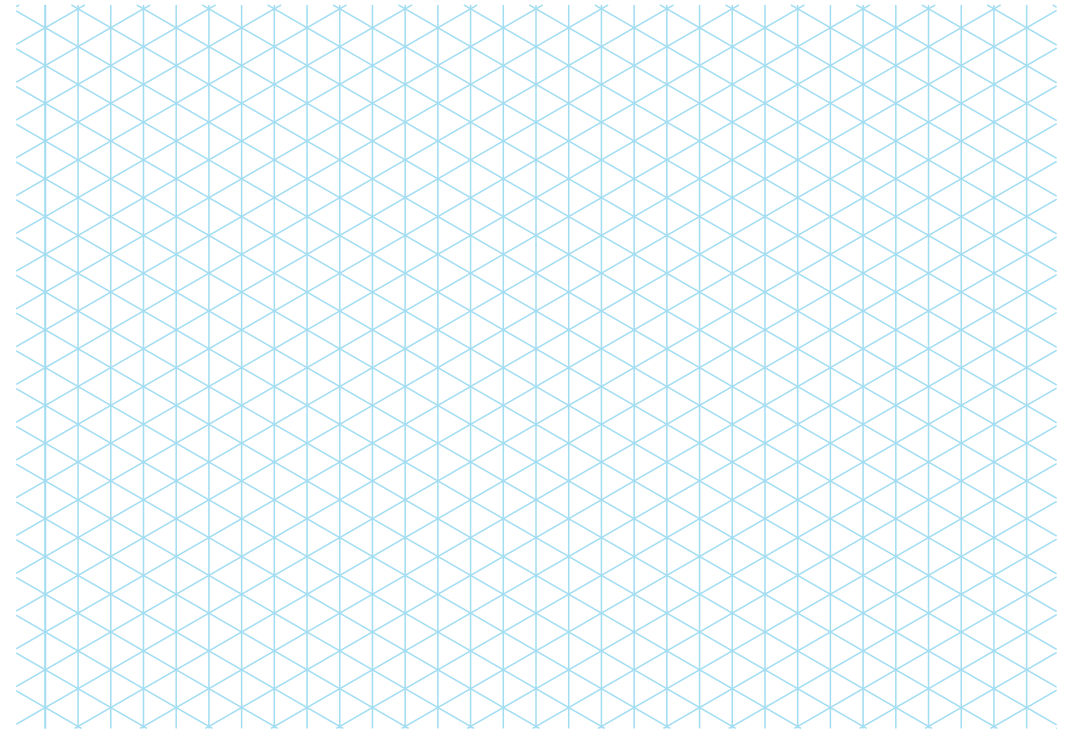
USING THE ISOMETRIC GRID, DRAW THE MP3 PLAYER IN ISOMETRIC PROJECTION.
ADD SUITABLE COLOUR AND SHADE.
ADD 'THICK LINES' TO EMPHASISE SOME EDGES.



EXAMPLE



YOUR ISOMETRIC SKETCH



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ISOMETRIC SKETCHING

C

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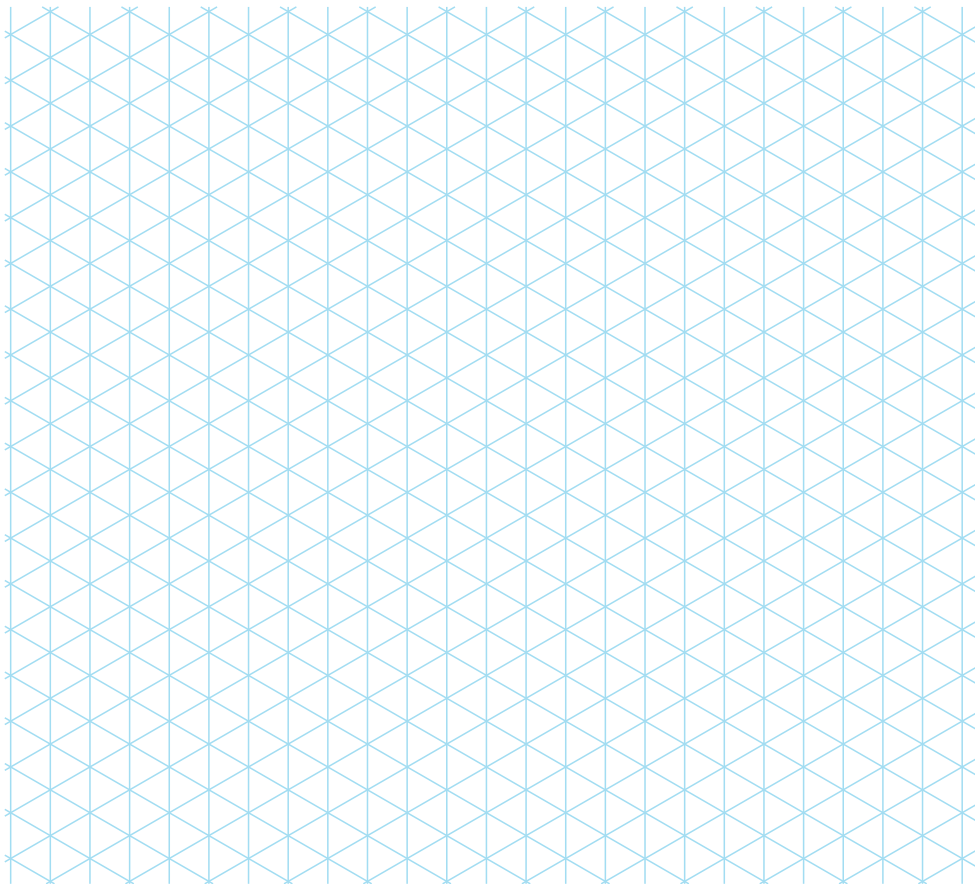
EXTENSION WORK

What you need to do:

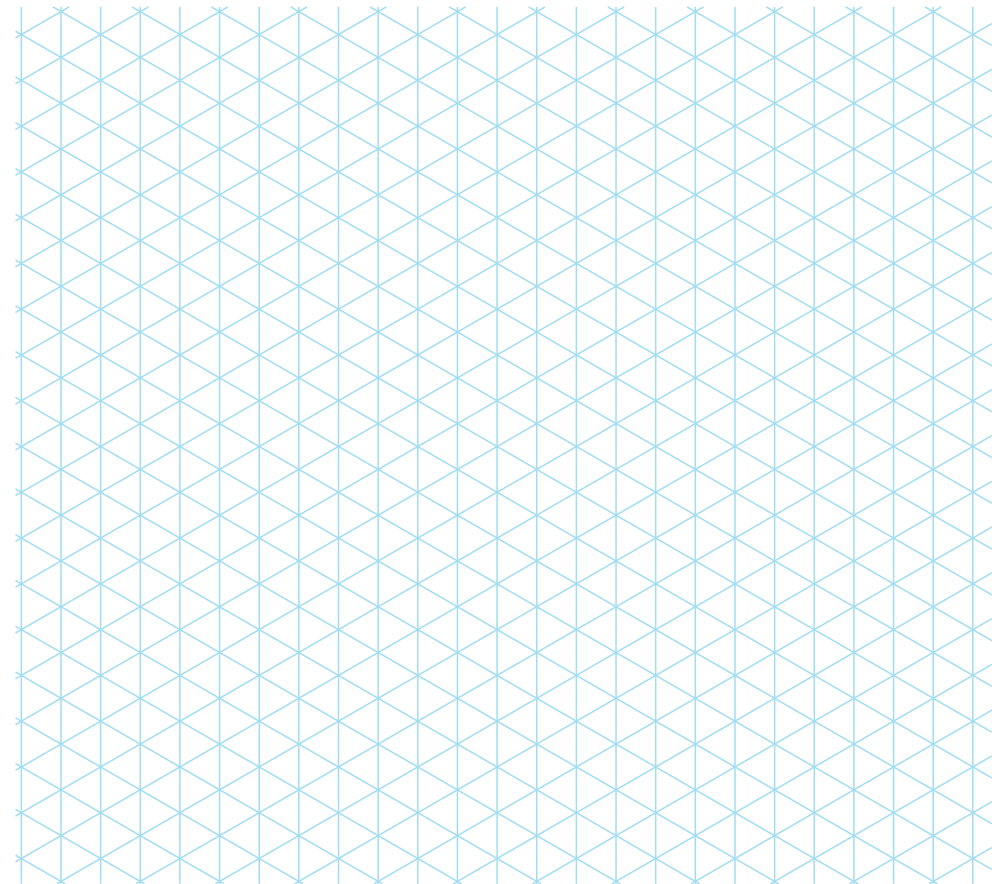
SELECT ONE OF THE IMAGES YOU COLLECTED FOR THE EXTENSION WORK OF PAGE / SLIDE 'A'.
DRAW / SKETCH IT IN ISOMETRIC, ON THIS PAGE / SLIDE.



PRACTICE ISOMETRIC SKETCH
(if you feel this will help)



**ACCURATE ISOMETRIC SKETCH OF YOUR
SELECTED MUSIC DEVICE**



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ISOMETRIC PRINTING

D

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EXERCISE 3

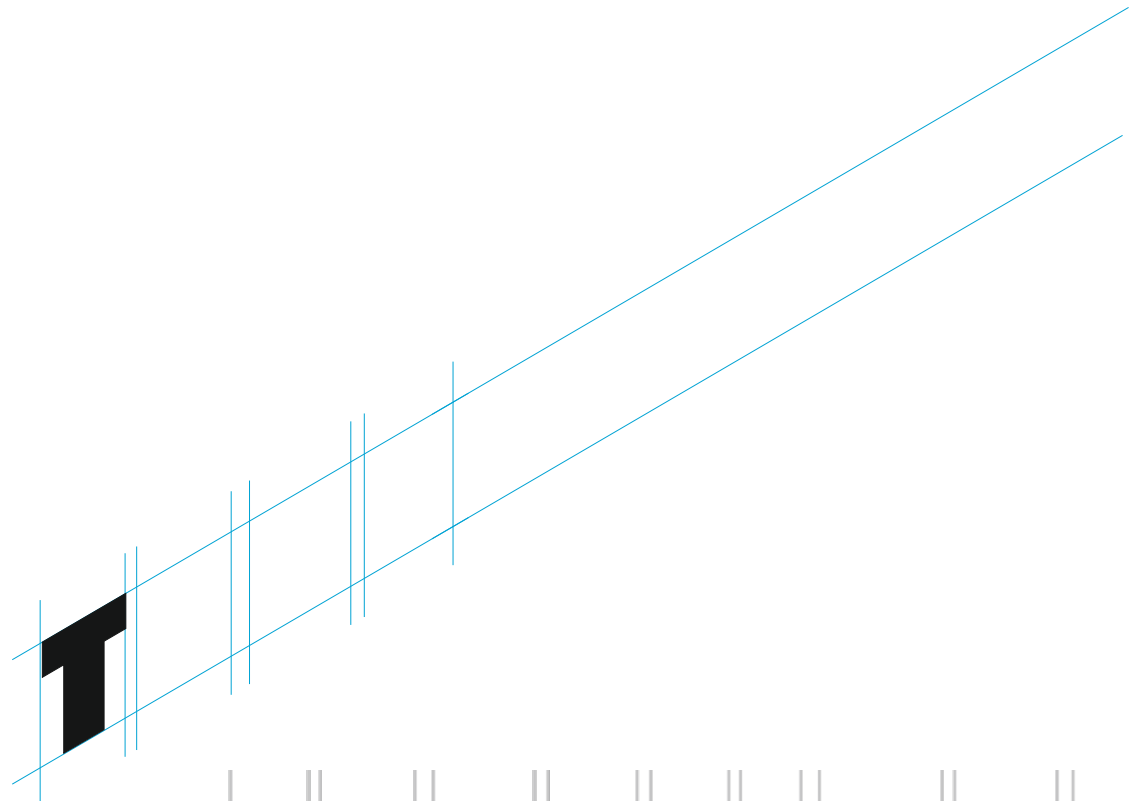
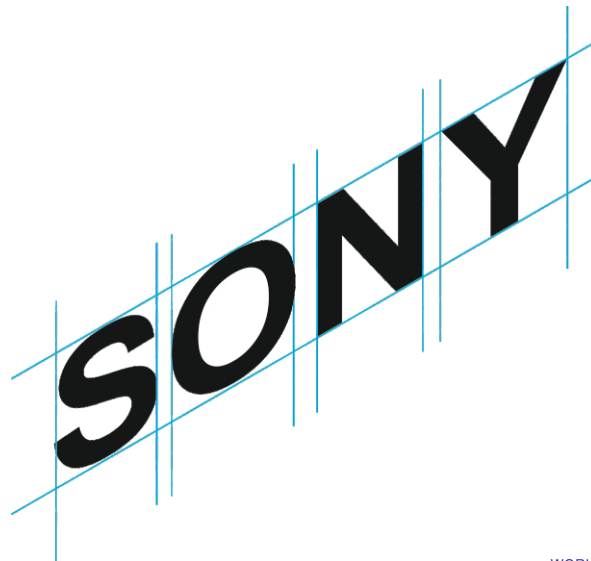
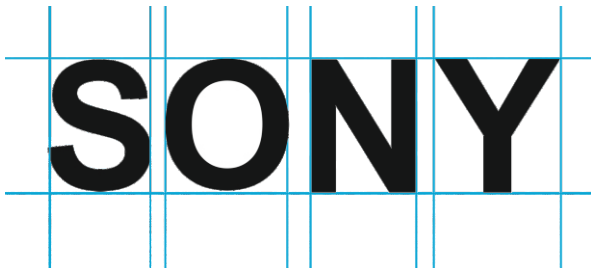
What you need to do:

THE PHRASE 'THE WORLD', IS PRINTED AT THE BOTTOM OF THE PAGE / SLIDE. COMPLETE THE ISOMETRIC VERSION, USING THE ISOMETRIC GUIDELINES. THE FIRST FEW VERTICAL DIVIDES BETWEEN LETTERS, HAVE BEEN DRAWN FOR YOU. THESE NEED TO BE CONTINUED AS YOU ADD EACH LETTER.



EXAMPLE

THE PRINTING SHOWN BELOW, HAS BEEN DRAWN IN ITS NORMAL PLAIN STYLE AND ALSO AS ISOMETRIC LETTERING.



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ISOMETRIC DRAWING AND PRINTING

E

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EXERCISE 4

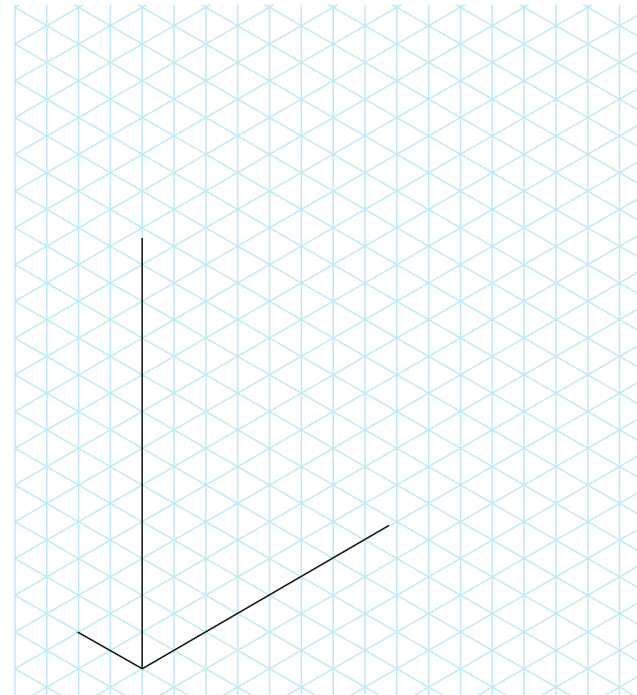
What you need to do:

The Sony Walkman, introduced in 1978, was the original personal music system and played audio cassette tapes.

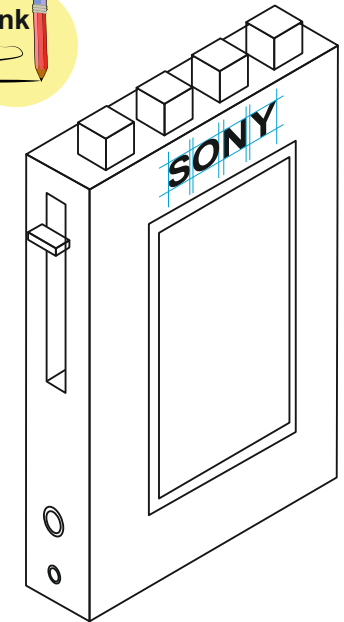
It represented the best miniaturised technology of the era and started a revolution in portable music devices. Its equivalent today is the iPod.

Draw the personal stereo with the help of the isometric grid.

Link



EXAMPLE



EXTENSION WORK

What you need to do:

**DESIGN YOUR OWN MUSIC DEVICE.
SKETCH A ROUGH VERSION / A NUMBER OF ROUGH VERSIONS.
SELECT YOUR BEST DESIGN AND DRAW IT ACCURATELY IN ISOMETRIC**