TECHNOLOGYSTUDENT.COM MOBILE REVISION

ISOMETRIC DRAWING

This mobile revision pdf is based on detailed work found in the isometric section of the website.

Tap on the green link button below to go to the complete website section



Tap the blue button to view areas covered by this Revision PDF



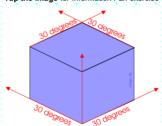
1. ISOMETRIC DRAWING AND **DESIGNERS** 2. ISOMETRIC PROJECTION AN EXPLANATION 3. DRAWING AN ISOMETRIC CUBE 4. ISOMETRIC GRID PAPER 5. DRAWING ISOMETRIC CIRCLES 6. DRAWING ISOMETRIC CYLINDERS 7. ISOMETRIC EXERCISES CONSIDER DOWNLOADING THE APP CALLED "SIMPLE SHADING **TECHNIQUES** COLOURED PENCILS " from the Mobile App Section of www.technologystudent.com

ISOMETRIC DRAWING - 1

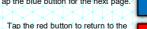
ISOMETRIC DRAWING AND DESIGNERS

Isometric drawing is way of presenting designs/drawings in three dimensions. In order for a design to appear three dimensional, a 30 degree angle is applied to its sides. The cube opposite, has been drawn in isometric projection.

Tap the image for information / an exercise



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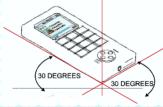


FREE HAND SKETCHING IN ISOMETRIC

Designers find 'free hand' sketching in isometric projection useful. The mobile phone / music player below, has been sketched in free hand isometric projection. It allows the designer to draw in 3D quickly and with a reasonable

draw in 3D quickly and with a reasonable degree of accuracy. The design is still drawn at a 30 degree angle, although this is estimated, rather than drawn with graphics equipment.

Tap the image for information / an exercise

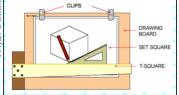




ISOMETRIC PROJECTION AN EXPLANATION

Isometric drawing is way of presenting designs/drawings in three dimensions. The example below has been drawn with a 30 degree set square. Designs are always drawn at 30 degrees in isometric projection. It is vital that drawing equipment such as T-squares and 30/60 degree set squares are used carefully. The drawing paper should be clip securely to a drawing board.

Tap the image for information / an exercise



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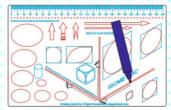


USING A STENCIL

The amazing drawing and sketching stencil, SKETCH 'Easi' STENCIL can be used to draw quickly and accurately, in isometric projection.

Tap on the image below for instructions, examples and exercises, regarding using the stencil to draw in isometric.

Tap the image for information / an exercise



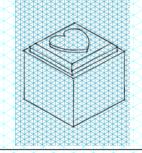
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USING ISOMETRIC GRID PAPER

Isometric grid paper is a good way to start drawing in isometric projection. The grid has guidelines set a 30 degrees and also vertical, 90 degree lines. The drawing below shows a drawing of a simple container..

Tap the image for information / an exercise

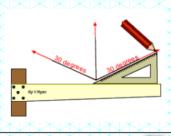




DRAWING AN ISOMETRIC CUBE V.Rvan © www.technologystudent.com 20

1. Draw two basic 30 degree guidelines, one to the left and one to the right, plus a vertical guideline in the centre of the drawing. In this example three edges of the cube have been drawn over the guidelines (they are slightly darker)

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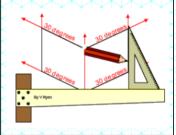


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DRAWING AN ISOMETRIC CUBE

Draw guidelines to help you start constructing the left and right sides of the cube. Remember to use a 30 degree set square for the 'angled' lines.

Tap the image for information / an exercise



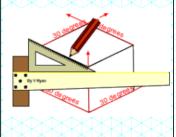
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DRAWING AN ISOMETRIC CUBE V. Rván © www.technologystudent.com 2019

Complete the top of the cube by projecting lines with the 30 degree set square as shown below.

Tap the image for information / an exercise



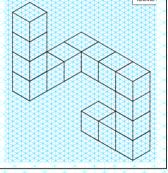
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TRY THIS EXERCISE

Tap the image for the exercise and

guidance

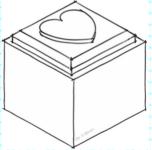




USING ISOMETRIC GRID PAPER

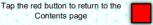
A 3D isometric sketch of a typical container is drawn below. The next few pages will take you through the stages of drawing the container in isometric.

Tap the image for information / an exercise



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Start by drawing the first three lines. Each line should be the same length. This can be achieved by counting the number of 'squares' on the grid.

1.

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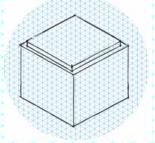
Draw the three 'sides'. They

Draw the two lines at the top of the left and right hand sides.

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Draw the top of the container, using the grid as a guide.

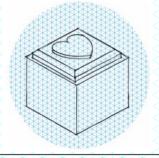
4.



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Add detail to the lid

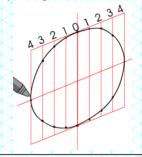




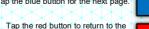
yan © www.technologystudent.com 201

'Sketching' an isometric circle may be fast, but it is unlikely to be accurate. For accuracy a specific technique is required. The diagram below shows an isometric circle, after being drawn using the correct technique

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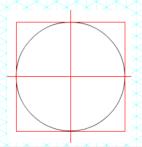


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 Draw the original circle with a compass and enclose it in a box.

Tap the image for information / an exercise



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Rvan © www.technologystudent.com 2019

Add vertical and horizontal guidelines.
 Number the vertical lines (these are called 'ordinate lines') as shown on the diagram opposite.

Tap the image for information / an exercise



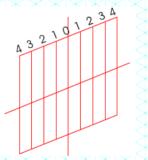
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V.Ryan © www.technologystudent.com 201

 Draw the grid in isometric using a 30 degree set square, being careful to use the same measurements as the original grid which surrounds the circle.

Tap the image for information / an exercise



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V.Ryan © www.technologystudent.com 2

4. To draw the circle in isometric projection simply measure each distance down each vertical line on the normal grid and transfer it to the isometric grid. On the diagram below and on the next slide - distance 'x' on guideline 3 is transferred to the isometric grid. This is repeated for each of the guidelines 1.2, and 4.

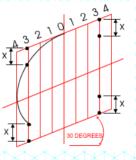
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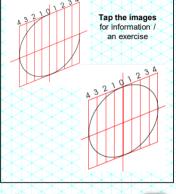


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Continue around the isometric circle, transferring distances from the original grid to the isometric grid - until the circle is complete.





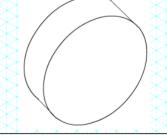
DRAWING AN ISOMETRIC CYLINDER

A cylinder (see below) is basically an

isometric circle with added thickness / height / depth.

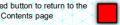
The stages of drawing a cylinder follows on the next few slides.

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Tap the red button to return to the



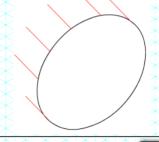
DRAWING AN ISOMETRIC CYLINDER

6. Having successfully drawn the isometric

circle, developing it, into a cylinder is relatively easy. Draw 30 degree guidelines out from the

isometric circle as shown in the diagram

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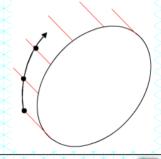


DRAWING AN ISOMETRIC CYLINDER

7. Measure the distance representing the

thickness' of the cylinder along each 30 degree guideline. Start drawing a curve through each of the points.

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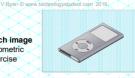
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ISOMETRIC EXERCISES

Tap each image an isometric exercise



Tap each image an isometric exercise

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Tap each image an isometric exercise





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