OBLIQUE PROJECTION

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1. INTRODUCTION TO OBLIQUE PROJECTION

2. DRAWING CIRCLES AND CYLINDERS IN OBLIQUE

3. DRAWING A CAMERA IN OBLIQUE PROJECTION

To enhance your drawing and shading skills - consider downloading the Shading and Rendering Apps from the Mobile App Section of www.technologystudent.com

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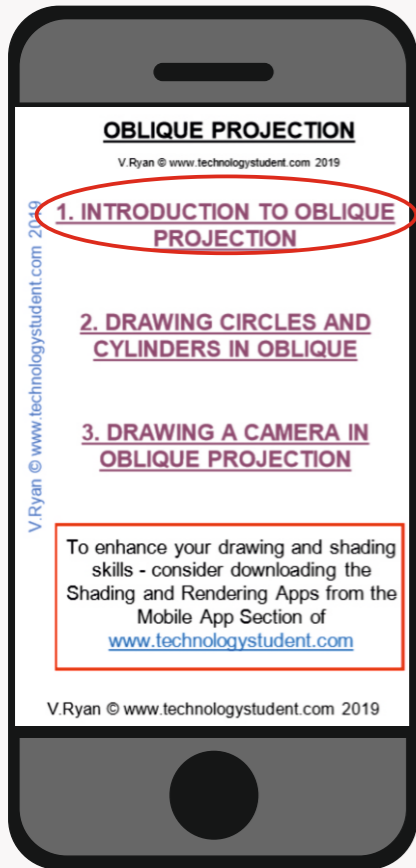## INTRODUCTION TO OBLIQUE PROJECTION

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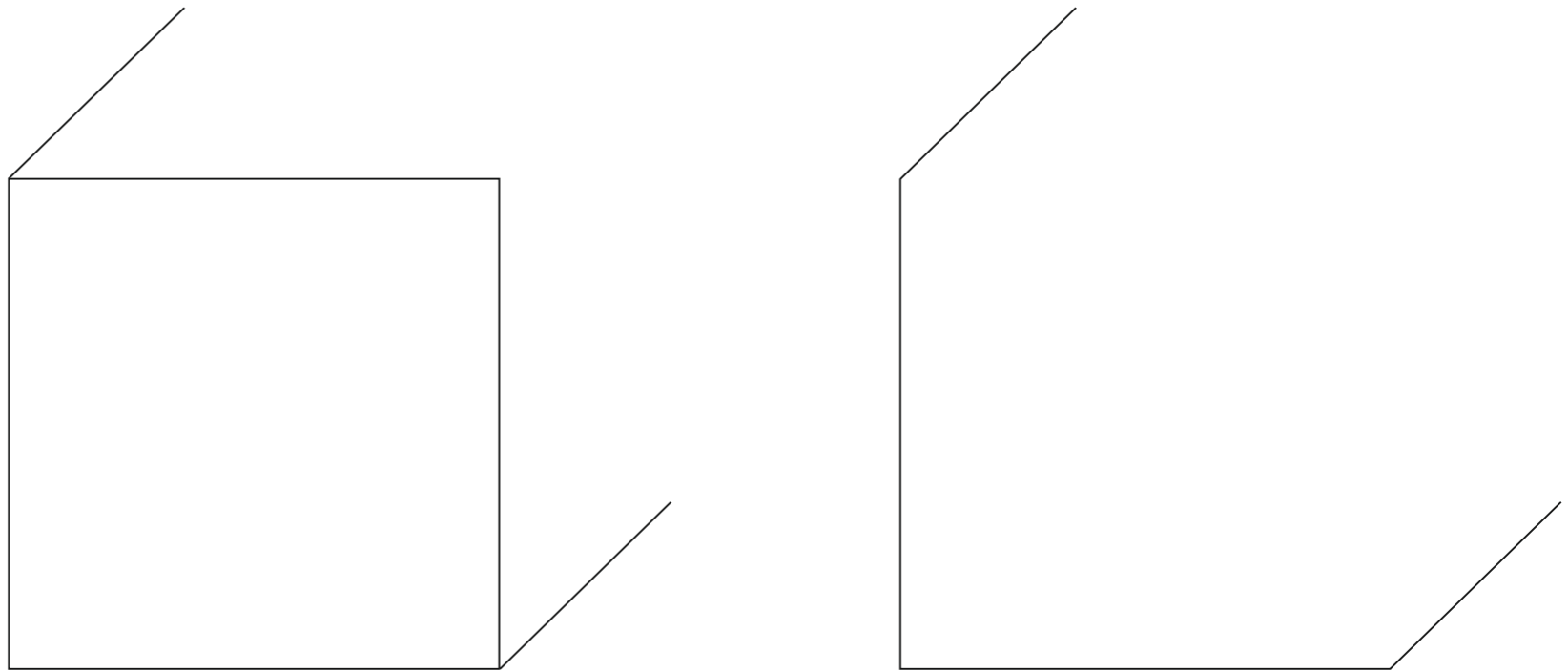
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ARE YOU READY? USE THE MOBILE App!!

1 Complete the two incomplete oblique drawings of cubes.
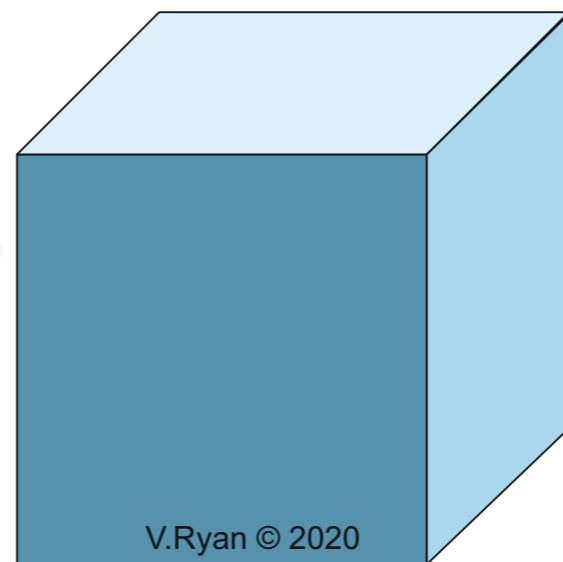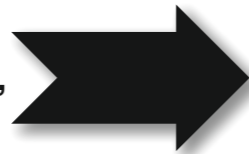
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2

An oblique cube is shown opposite. It has been shaded, using a technique called, 'Three Tone Shading'.

Draw two more oblique cubes alongside the original. Add three tone shading to each one, using different colours.

Start your three tone shading, by selecting a colour and shading the top of the cube faintly. Then, shade the next side a little darker. Shade the final side, darker than the other two.

THREE TONE SHADING   **YOUR CUBE 1**   **YOUR CUBE 2**

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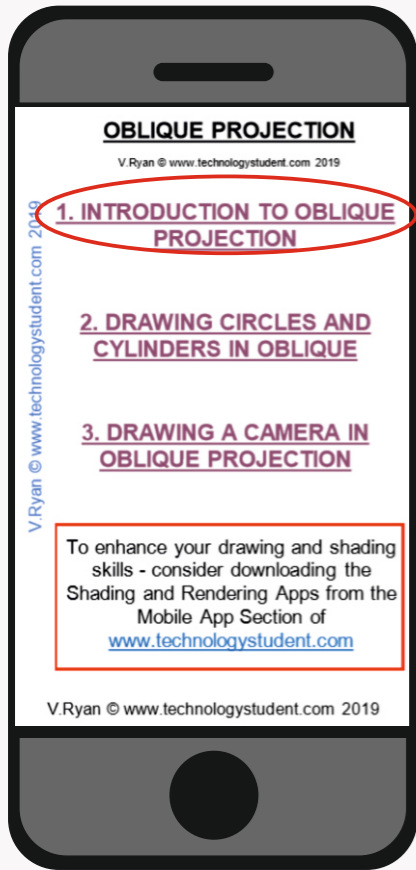
OBLIQUE DRAWING EXERCISE

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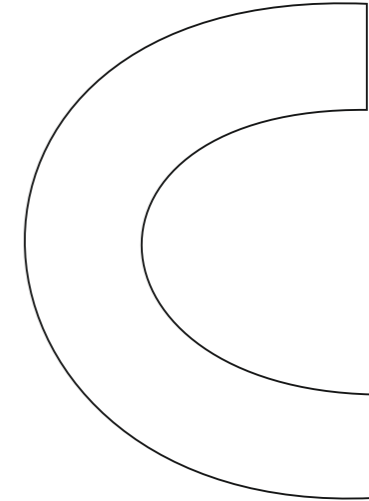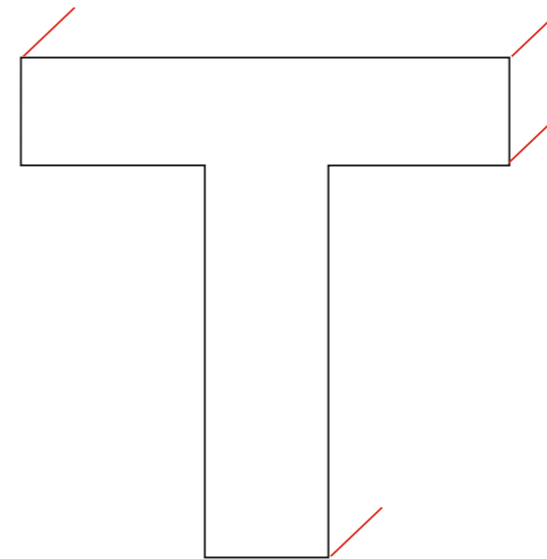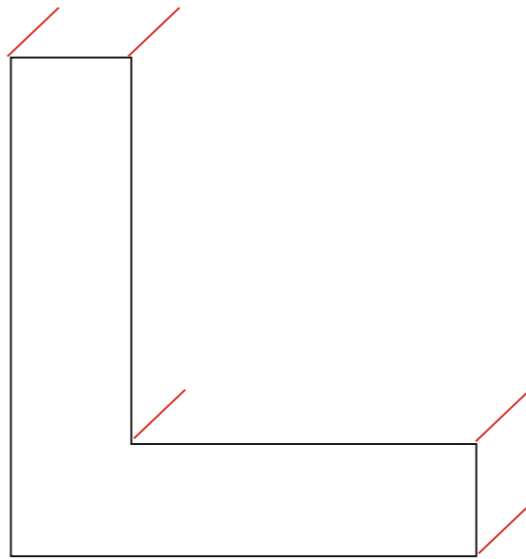
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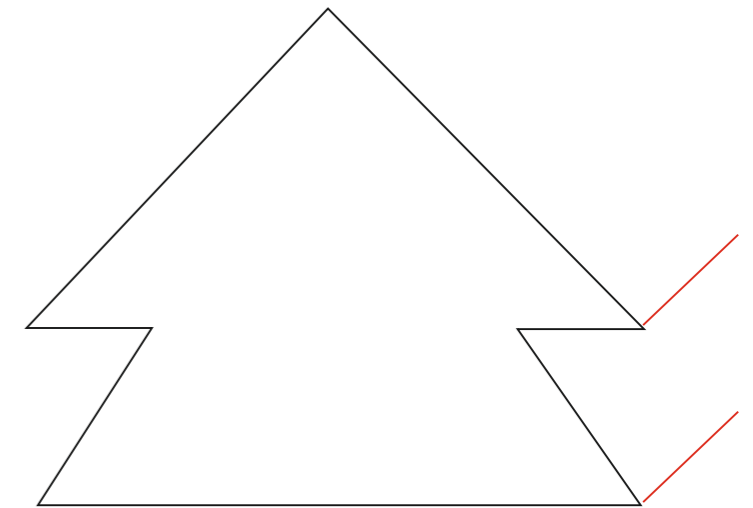
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1 The following 3D letters / shapes are incomplete. Finish each letter/shape in oblique projection. Remember to draw the depth of each letter/shape, by projecting lines back at 45 degrees. Some of the letters and shapes, have a few guidelines already drawn.

2 Search the internet for objects / products drawn in oblique projection. Paste two below.

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DRAWING CYLINDERS IN OBLIQUE PROJECTION

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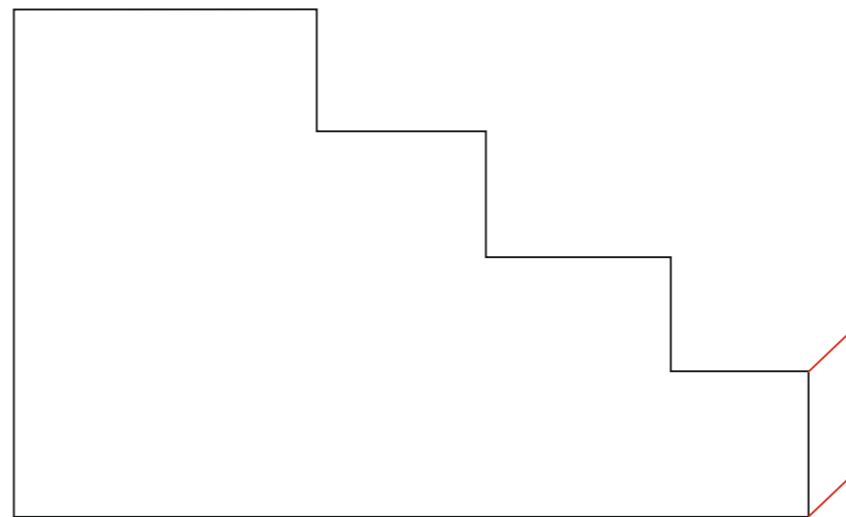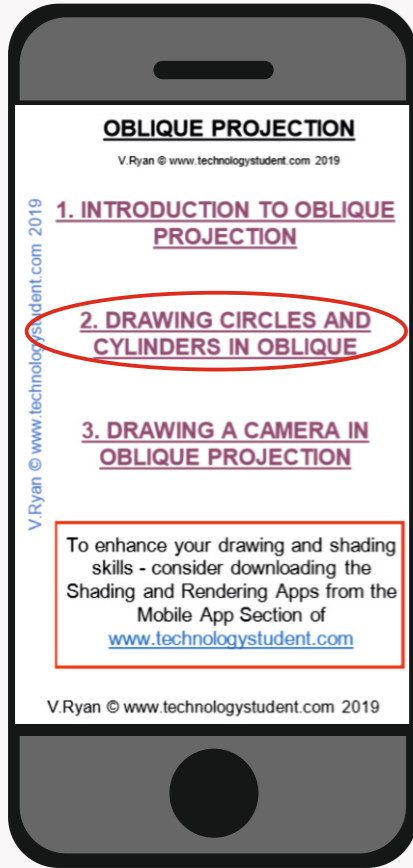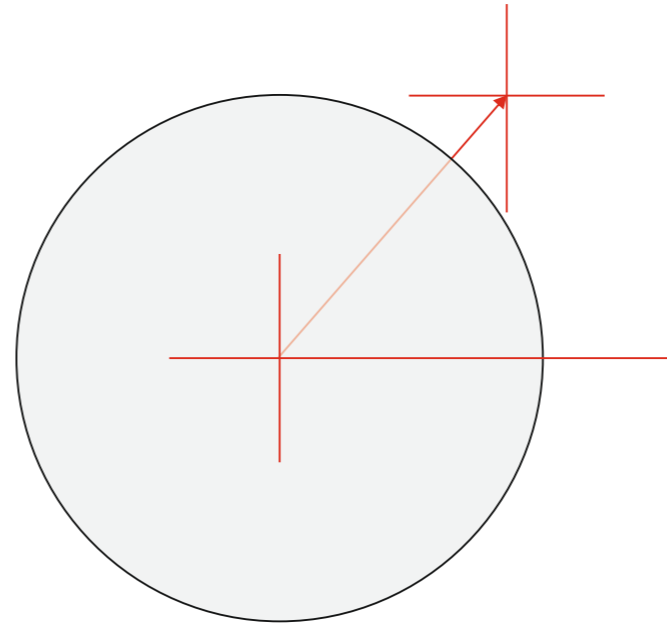**ARE YOU READY? USE THE MOBILE App!!**

1 Complete the cylinders, in oblique projection.

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Complete the cylinder by adding the missing lines.

A complete cylinder drawn in oblique projection, is seen below. Add suitable colour / shade.

2 'Sketch' an object / product of your choice, in oblique projection.

This drinks can is lying down. 'Sketch' it in oblique projection. Include colour / shade. *Look at the cylinders above, for the basic technique.*

DRAWING A CAMERA IN OBLIQUE PROJECTION

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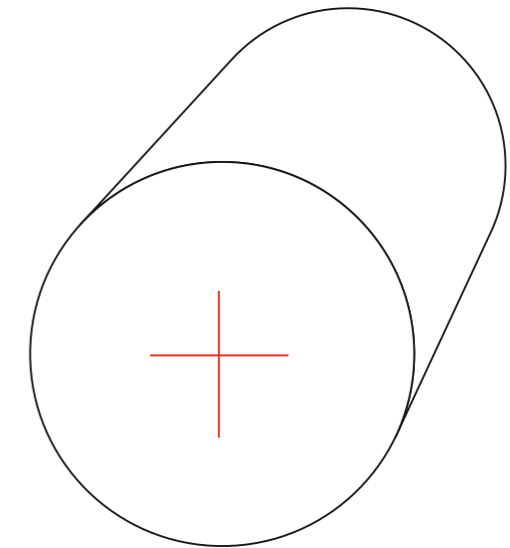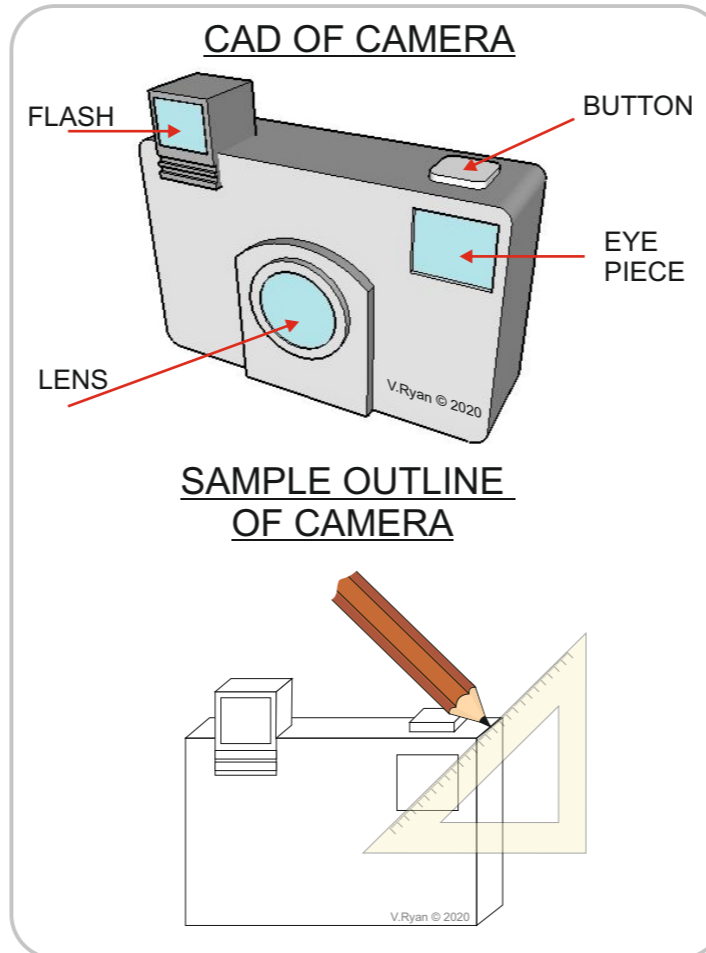
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1 Below is a CAD (Computer Aided Design) presentation, of a simple digital camera. You are to draw the camera in Oblique Projection, estimating measurements. Start by drawing the front view of the camera. Remember to use a 45 degree set square, to project guidelines, for the 3D effect.

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CAD OF CAMERA

FLASH   BUTTON

EYE PIECE

LENS

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SAMPLE OUTLINE OF CAMERA
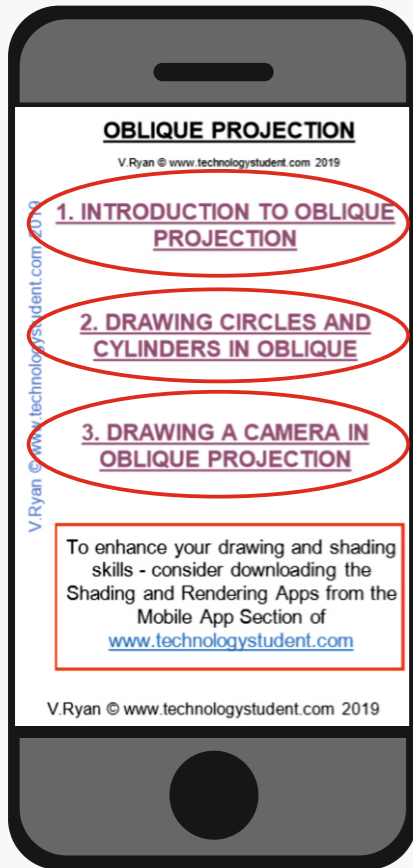
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2 ## EXTENSION WORK

Research the internet for cameras. Then, add some of the detail, colours and textures you have seen, to your camera.

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1

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**Select two of the products below and draw them in oblique projection.
EXTENSION WORK: ADD APPROPRIATE COLOUR AND SHADE.**

Use the back of this sheet, to draw your second choice, if required

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SPEAKER	MEGAPHONE	TABLE	LAPTOP	CONTROLLER

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