

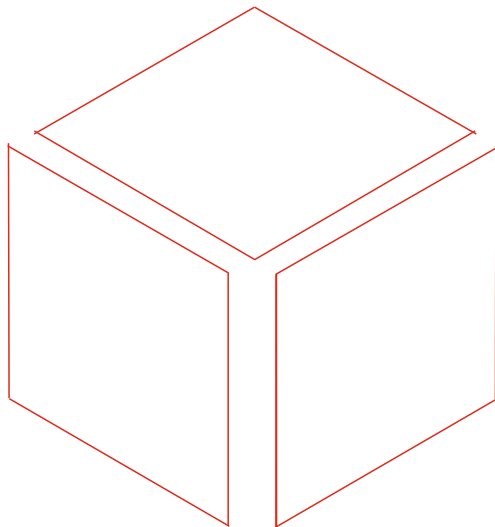
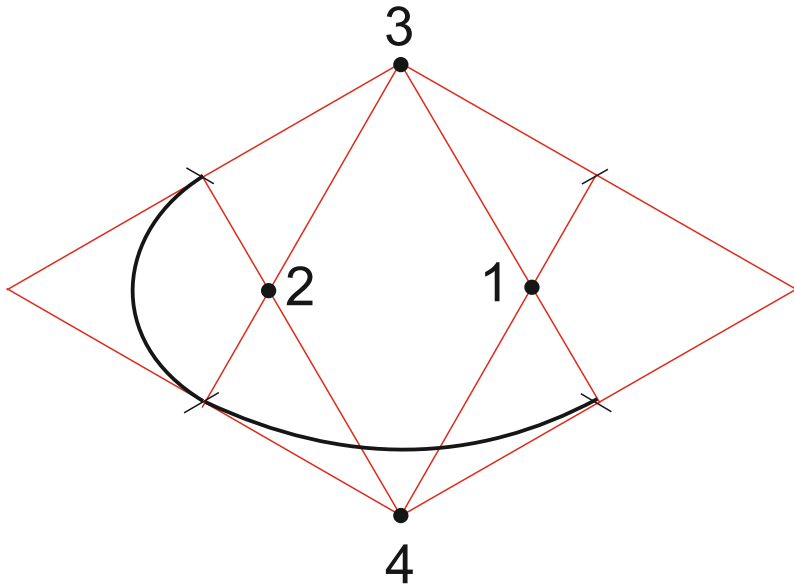
You will need to print out this page, to complete the exercise. Click on the link, where it appears on this sheet, for guidance and samples.

ISOMETRIC - CIRCLES

EXERCISE 1

What you need to do:

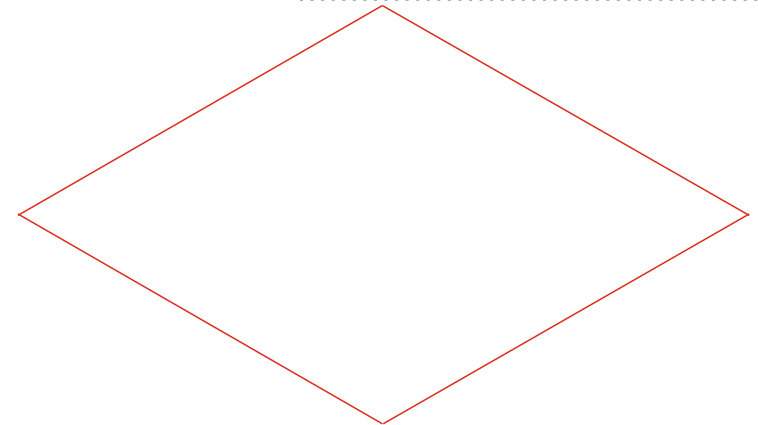
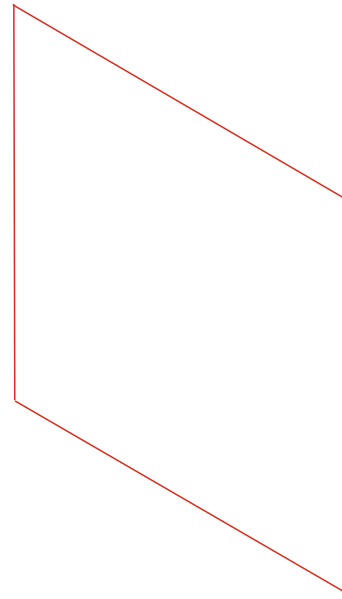
USING THE 'COMPASS TECHNIQUE', COMPLETE THE ISOMETRIC CIRCLE.



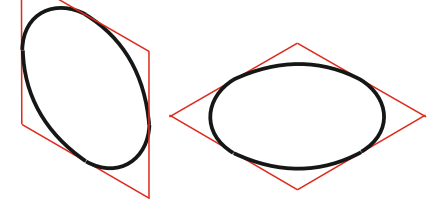
EXERCISE 2

What you need to do:

DRAW ISOMETRIC CIRCLES IN THE SQUARES, USING THE COMPASS TECHNIQUE. DO NOT ERASE ANY ISOMETRIC GUIDELINES YOU DRAW, TO HELP COMPLETE THE QUESTION.



SAMPLE ISOMETRIC CIRCLES
BUT - YOU MUST INCLUDE ALL THE GUIDELINES



EXTENSION WORK



DRAW THREE ISOMETRIC CIRCLES IN EACH OF THE ISOMETRIC RECTANGLES, USING THE COMPASS TECHNIQUE

What you need to do:

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 CYLINDERS

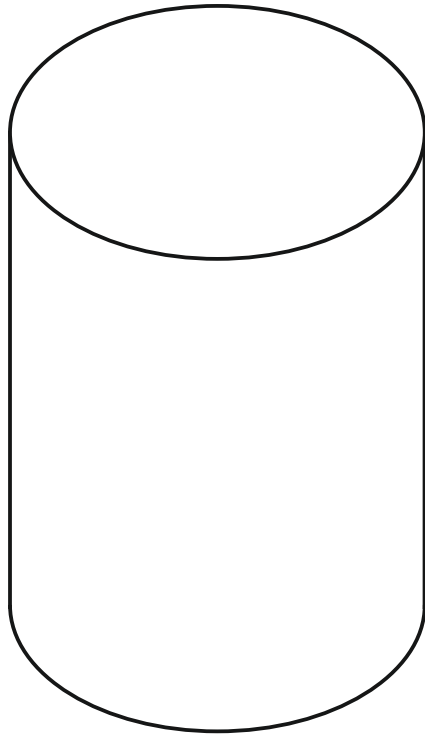
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EXERCISE 3

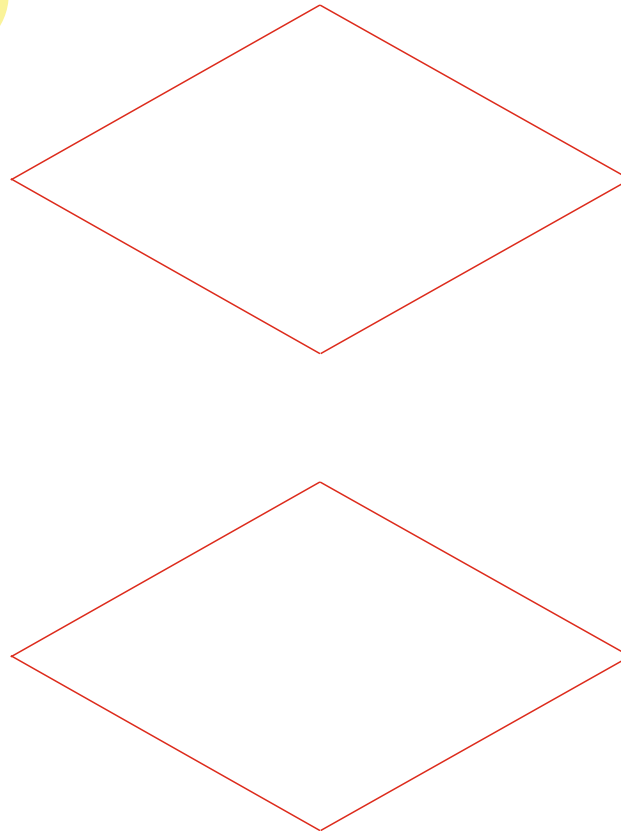
What you need to do:

BELOW IS A CYLINDER, DRAWN IN ISOMETRIC. DRAW AN EXACT COPY ALONGSIDE THE ORIGINAL. USE THE COMPASS METHOD, WHEN DRAWING THE ISOMETRIC CIRCLES. DO NOT ERASE ANY ISOMETRIC GUIDELINES YOU DRAW, TO HELP COMPLETE THE QUESTION. THE ISOMETRIC RECTANGLES HAVE BEEN DRAWN FOR YOU.

SAMPLE



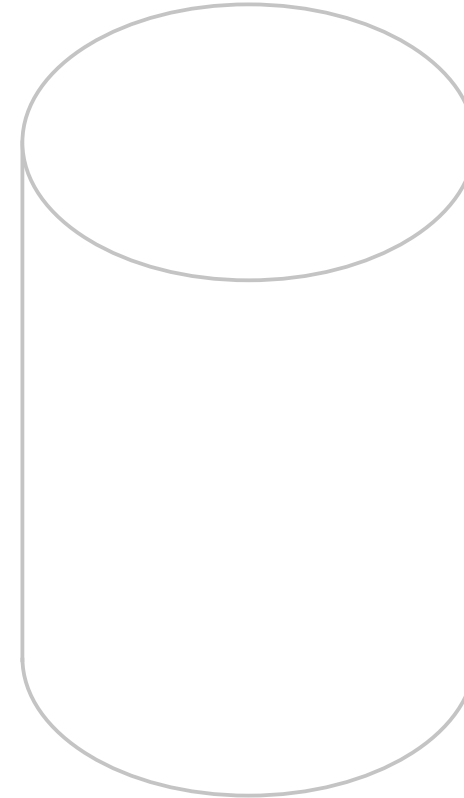
YOUR CYLINDER



EXERCISE 4

What you need to do:

USING THE FAINT CYLINDER OUTLINE BELOW, ADD COLOUR / SHADE AND A BOLD OUTLINE. Consider using the line technique, combined with 'dark to light' shading.



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ISOMETRIC CYLINDERS

EXTENSION WORK

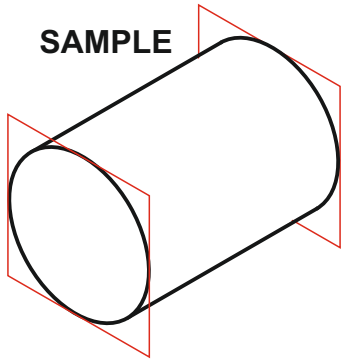
What you need to do:

DRAW AN ISOMETRIC CYLINDER, USING THE TWO ISOMETRIC SQUARES, AS THE 'CIRCULAR ENDS'.

What you need to do:

USING THE INTERNET, COLLECT IMAGES OF OBJECTS / PRODUCTS, THAT HAVE BEEN DRAWN IN ISOMETRIC PROJECTION. PASTE THE IMAGES BELOW.

SAMPLE



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.

SKETCHING IN ISOMETRIC

D

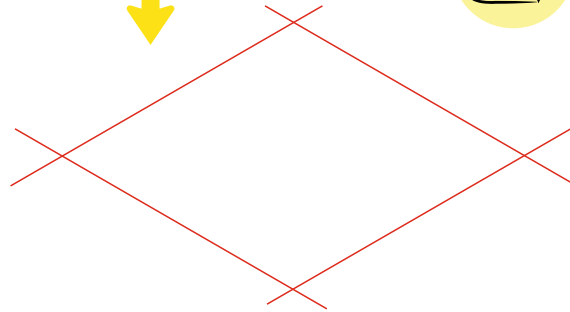
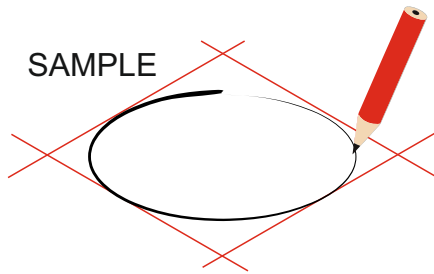
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EXERCISE 5

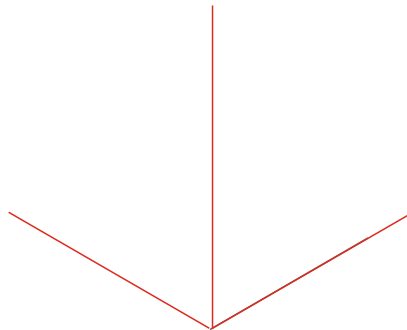
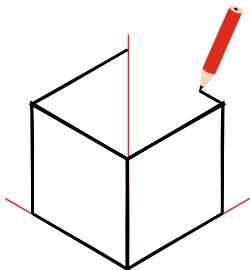
What you need to do:

THESE QUESTIONS ARE ABOUT 'SKETCHING' IN ISOMETRIC.
YOU CAN USE A SET SQUARE / RULER TO DRAW ADDITIONAL QUICK, FAINT GUIDELINES. ALL OTHER LINES SHOULD BE SKETCHED.

SKETCH AN ISOMETRIC CIRCLE, USING THE GUIDELINES SHOWN OPPOSITE.



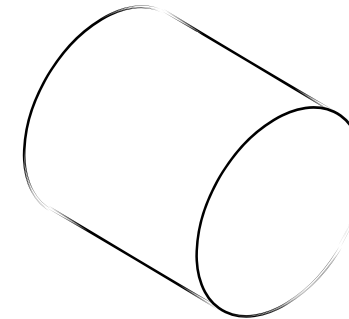
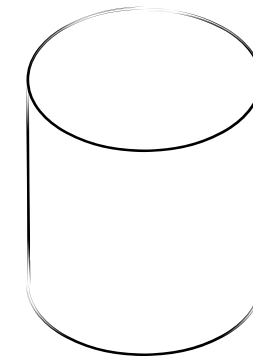
SKETCH AN ISOMETRIC CUBE, USING THE GUIDELINES SHOWN OPPOSITE. ADD FURTHER GUIDELINES, AS YOU NEED THEM.



EXERCISE 6

What you need to do:

SKETCH THE TWO CYLINDERS SHOWN BELOW, IN ISOMETRIC. DO NOT ERASE ANY ISOMETRIC GUIDELINES YOU DRAW, TO HELP COMPLETE THE QUESTION.



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.

SKETCHING IN ISOMETRIC

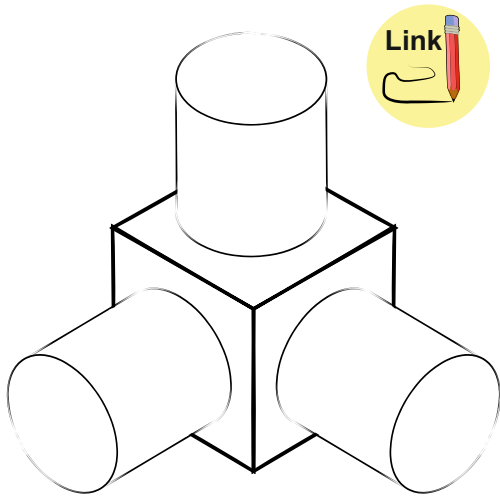
E

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EXERCISE 7

What you need to do:

ACCURATELY SKETCH THE OBJECT SHOWN BELOW, IN ISOMETRIC. DO NOT ERASE ANY ISOMETRIC GUIDELINES YOU DRAW, TO HELP COMPLETE THE QUESTION.



EXTENSION WORK

ADD APPROPRIATE COLOUR / SHADE TO YOUR ISOMETRIC SKETCH. CONSIDER USING A COMBINATION OF THE LINE TECHNIQUE AND LIGHT TO DARK SHADING.

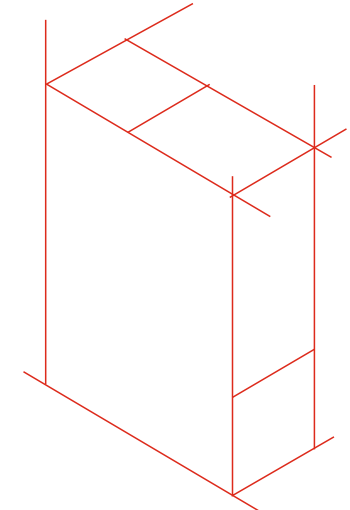
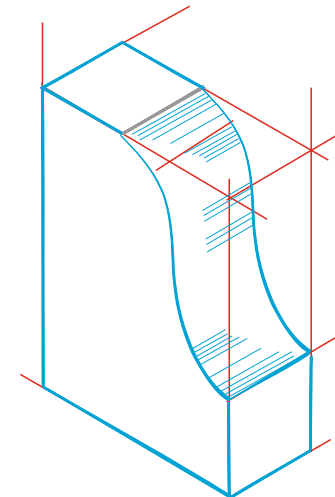
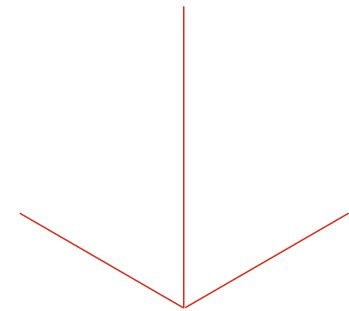
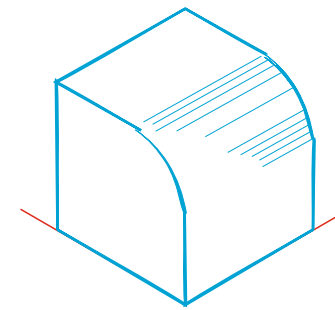
Link



EXERCISE 8

What you need to do:

SKETCH THE SHAPES, IN ISOMETRIC. DO NOT ERASE ANY ISOMETRIC GUIDELINES YOU DRAW. INCLUDE THE 'SIMPLE' SHADING.



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.

SKETCHING IN ISOMETRIC

F

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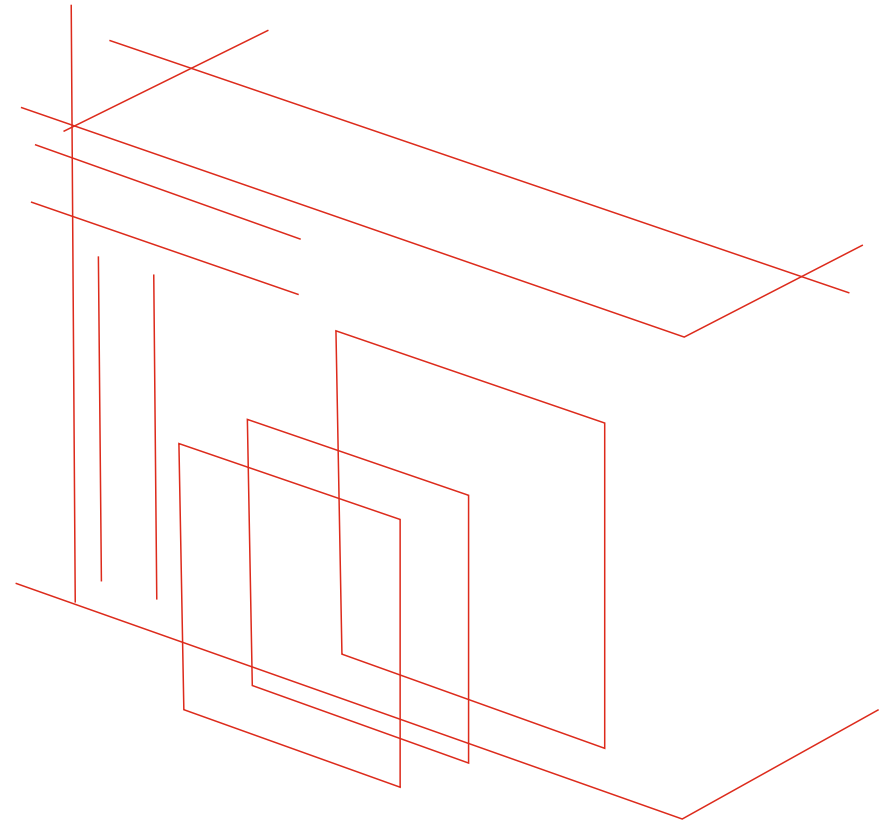
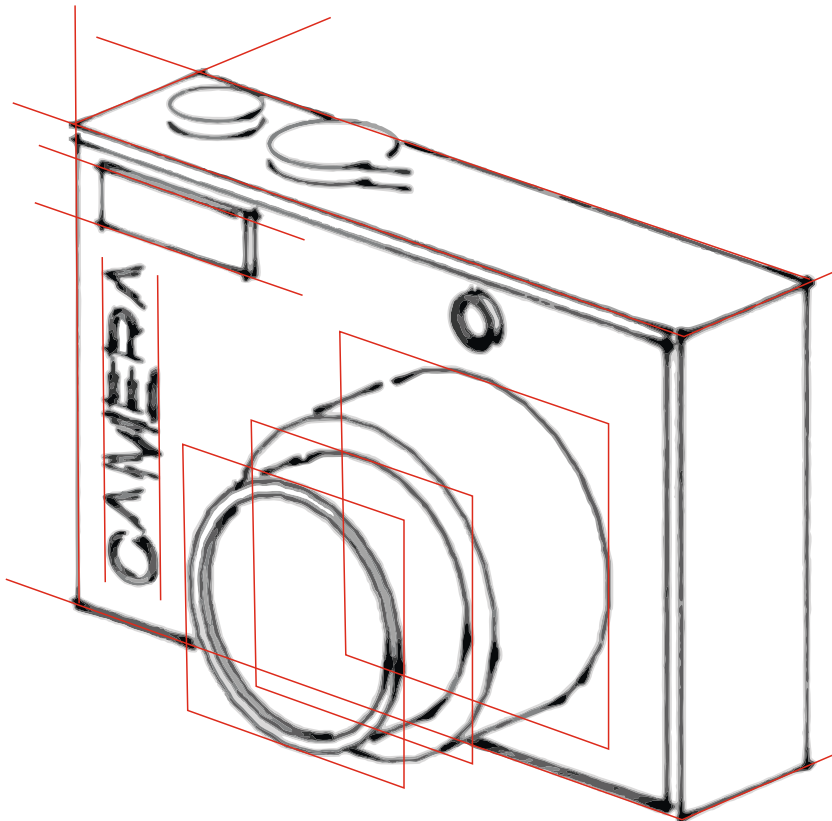
EXTENSION WORK

What you need to do:

STUDY THE SKETCH OF THE CAMERA. IN THE SPACE OPPOSITE, SKETCH AN ACCURATE ISOMETRIC COPY. DO NOT ERASE ANY ADDITIONAL ISOMETRIC GUIDELINES YOU DRAW, TO HELP YOU COMPLETE THE QUESTION. ADD APPROPRIATE COLOUR / SHADE.

SAMPLE

YOUR WORK



FURTHER EXTENSION WORK

What you need to do:

TRY DRAWING SOME OF THE PREVIOUS EXERCISES REGARDING CIRCLES AND CYLINDERS, USING THE 'ORDINATE' TECHNIQUE. THIS IS AN ALTERNATIVE WAY OF DRAWING ISOMETRIC CIRCLES AND CURVES ACCURATELY.

