EXERCISE 1

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.

YOUR ISOMETRIC SKETCH

EXAMPLE

EXTENSION WORK

COLLECT A RANGE OF IMAGES OF MUSIC PLAYING DEVICES, FOR USE LATER. Some examples are shown below.
EXERCISE 2

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
What you need to do:

**EXTENSION WORK**

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

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**PRACTICE ISOMETRIC SKETCH**
(if you feel this will help)

**ACCURATE ISOMETRIC SKETCH OF YOUR SELECTED MUSIC DEVICE**
EXERCISE 3


EXAMPLE

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

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.

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.