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 1

Using the ‘Compass Technique’, complete the isometric circle.

EXERCISE 2

Draw isometric circles in the squares, using the compass technique. Do not erase any isometric guidelines you draw, to help complete the question.

Extension Work

Draw three isometric circles in each of the isometric rectangles, using the compass technique.
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 3

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.

EXERCISE 4

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

What you need to do:

SAMPLE

YOUR CYLINDER

Link

Link

Link
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.

EXTENSION WORK

What you need to do:

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

SAMPLE

What you need to do:

USING THE INTERNET, COLLECT IMAGES OF OBJECTS / PRODUCTS, THAT HAVE BEEN DRAWN IN ISOMETRIC PROJECTION. PASTE THE IMAGES BELOW.
EXERCISE 5

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.

What you need to do:

Sketch an isometric circle, using the guidelines shown opposite.

Sample

Sketch an isometric cube, using the guidelines shown opposite. Add further guidelines, as you need them.

Link

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.

Sample

Link
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 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.

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.

**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.**