

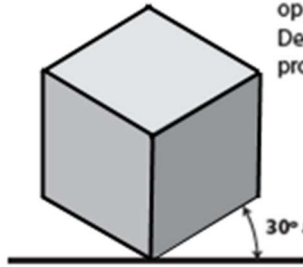


Grade:

Name:

# ISOMETRIC DRAWING

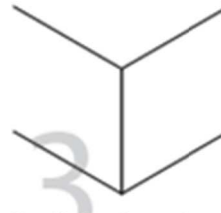
Isometric drawing is another way of presenting designs/drawings in three dimensions. The example opposite has been drawn with a 30 degree set square. Designs are always drawn at 30 degrees in isometric projection.



1 Start by drawing a straight vertical line



2 Draw the 2 base lines at a 30° angle



3 Parallel to those draw 2 more 30° angle lines

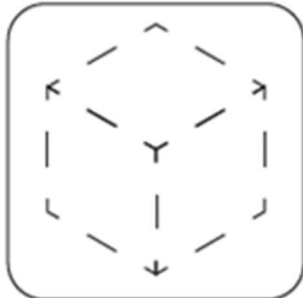


4 Connect the angled lines with 2 straight vertical lines

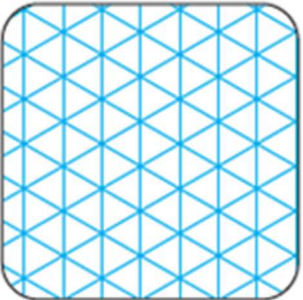


5 Draw 2 final 30° lines to connect to box up

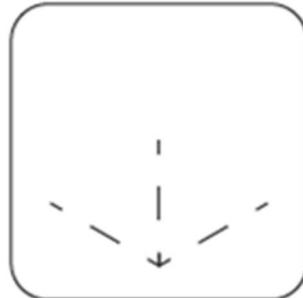
Draw over the dotted line to complete the cube



Use the Isometric grid to draw an Isometric cube



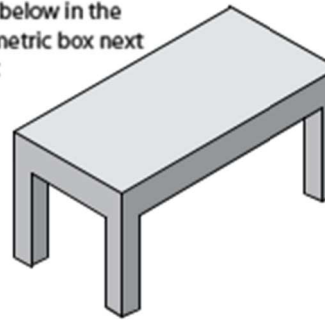
Draw on the missing lines to create an Isometric cube



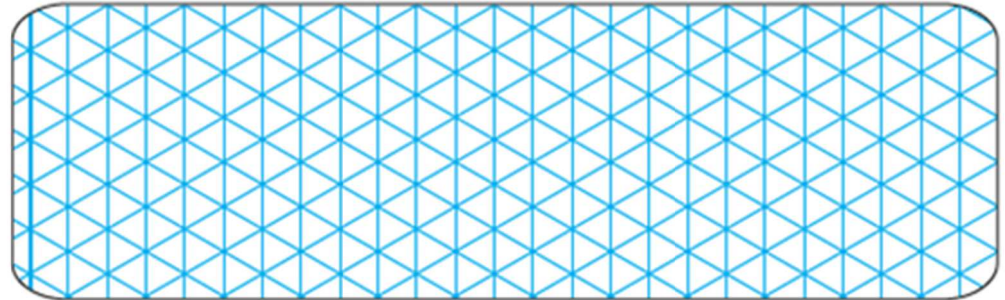
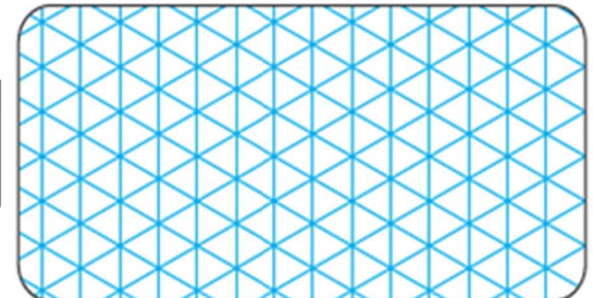
Draw an Isometric cube free hand



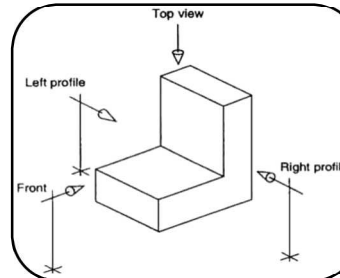
Draw the table you see below in the Isometric box next to it



Using the Isometric box below try and write your name using Isometric Projection



**Isometric projection** is a method for visually representing three-dimensional objects in two dimensions in technical and engineering drawings. The technique is intended to combine the illusion of depth, as in a perspective rendering, with the undistorted presentation of the object's principal dimensions.



The isometric is one class of orthographic projections

**Isometric projection** is often shown in conjunction with the orthographic projection

## Draw ISOMETRIC letters - on the isometric grid provided, draw an isometric view of the letter next to it.

1. First you draw a rectangle around the letter and draw the rectangle on the isometric grid.
2. Then you add where the letter touches the rectangle with a bolder line.
3. Next fill in the isometric shape where the rest of the lines should be.
4. Then add any depth lines from any corners.
5. Then fill in the back shape to complete the drawing.

