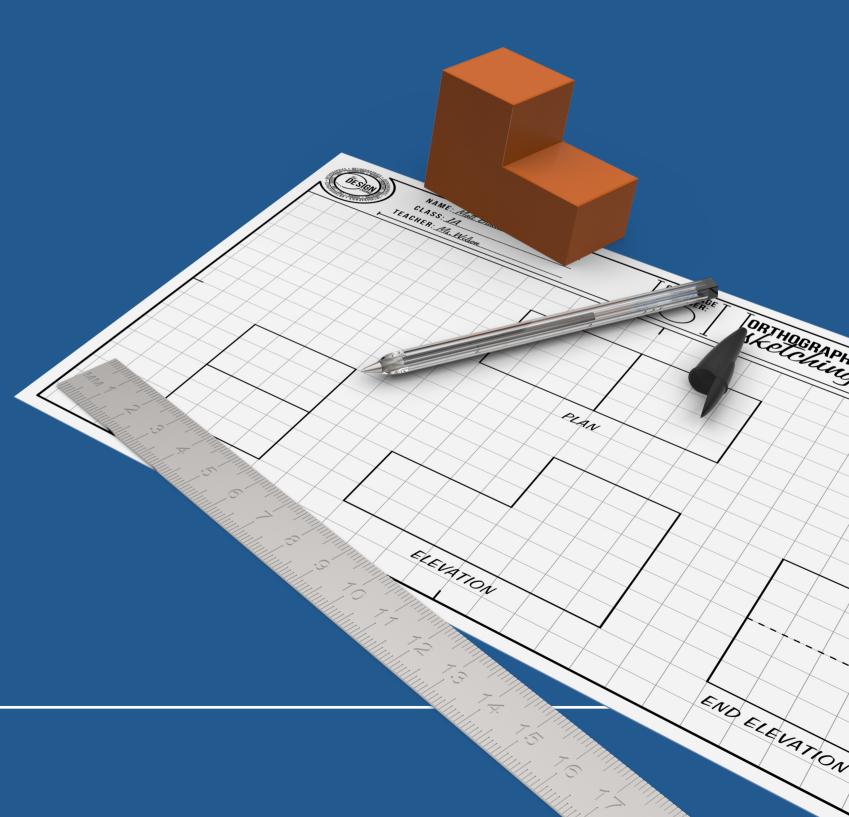
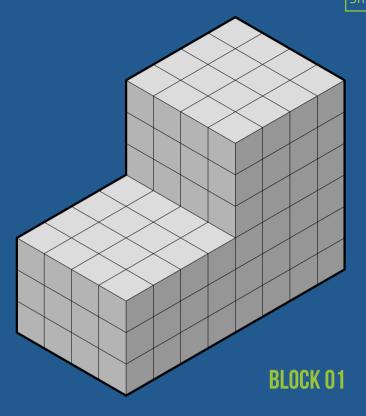
ORTHOGRAPHIC SKELCING GRAPHICS CHALLENGE

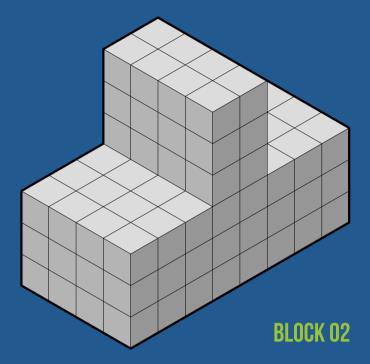


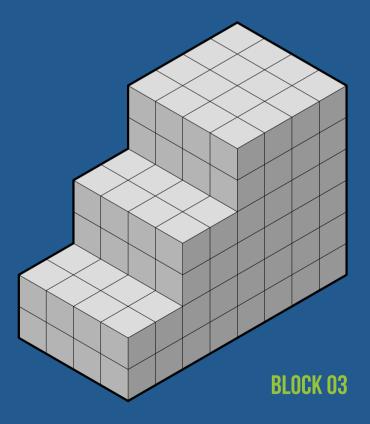
LEVEL_ONE

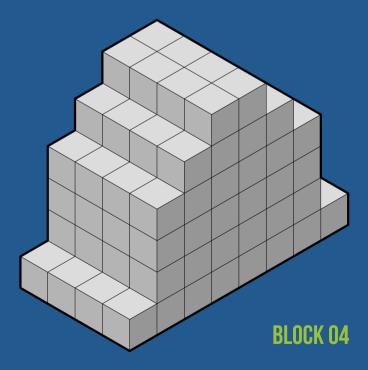
Download the sketching template from DesignClass.co.uk, or use grid paper. Dimension the sketches using BS8888 conventions.

For practice, model these using 3D CAD. Each block represents





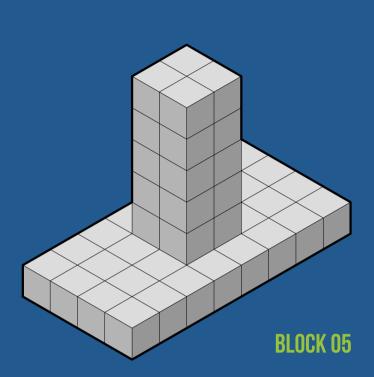


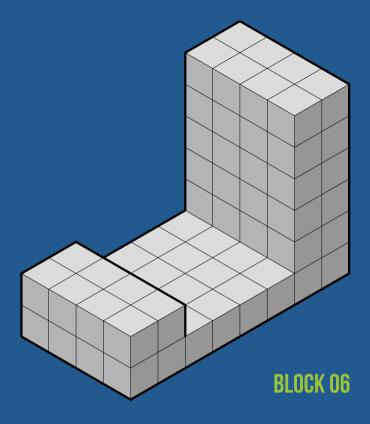


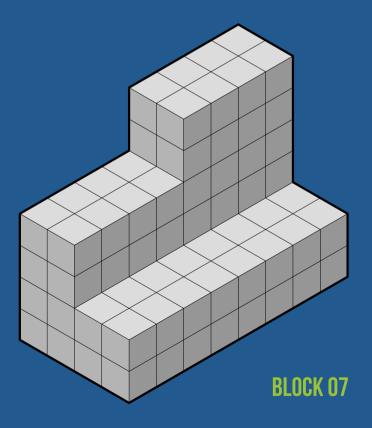


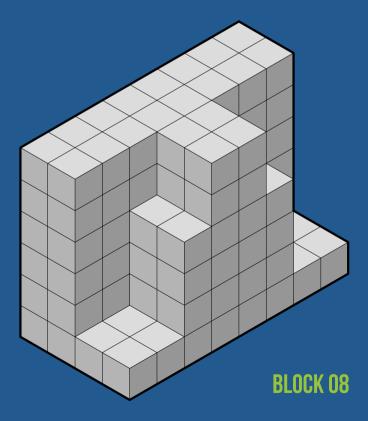
LEVEL_TWO

Getting slightly trickier! These blocks require you to consider 'hidden detail' in a much more detail





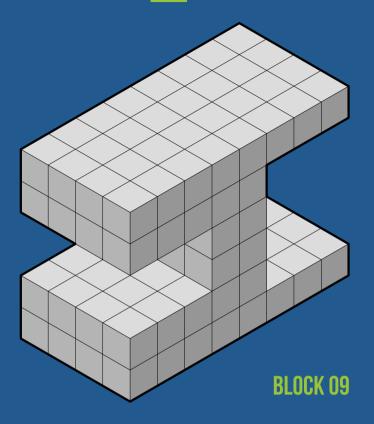


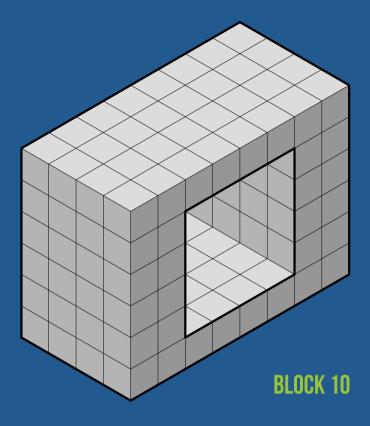


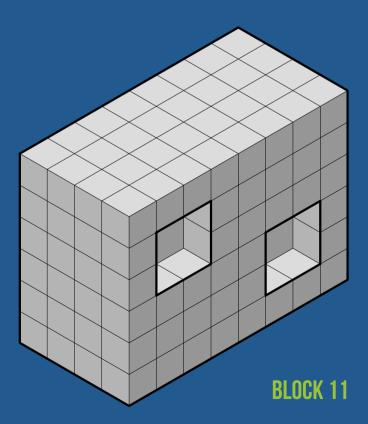


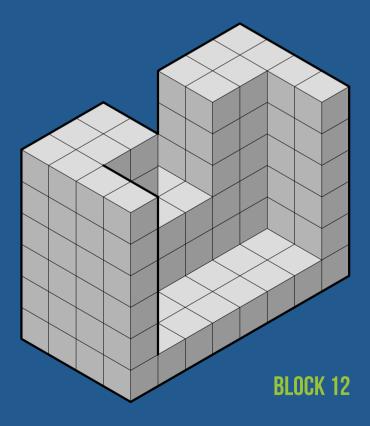
LEVEL_THREE

Things start to get tough here. Multiple cuts, holes and slots...





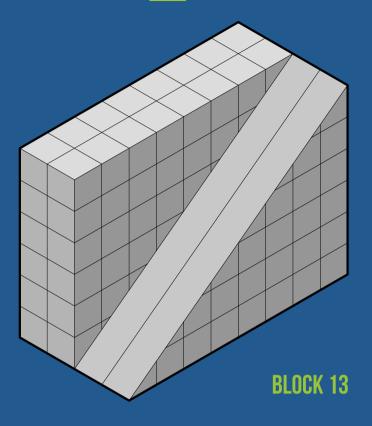


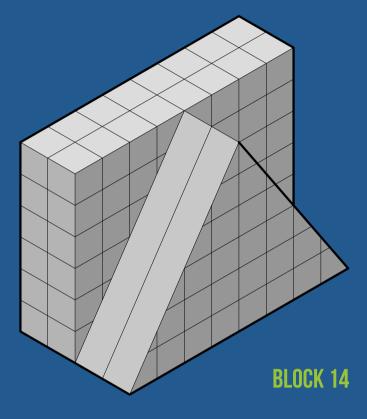


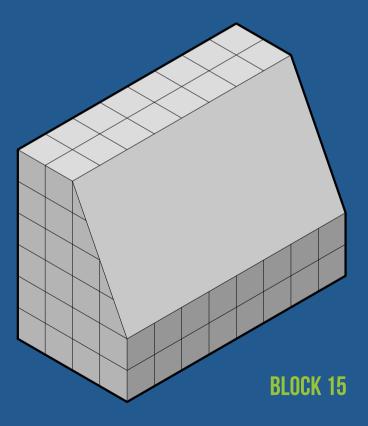


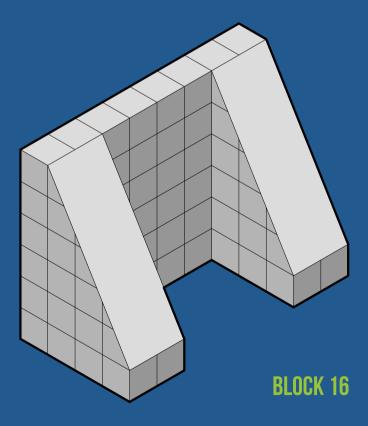
LEVEL_FOUR

Things get challenging, now with angled faces. How will these look when shown in orthographic projection?





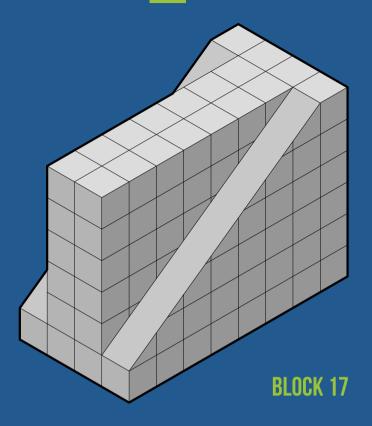


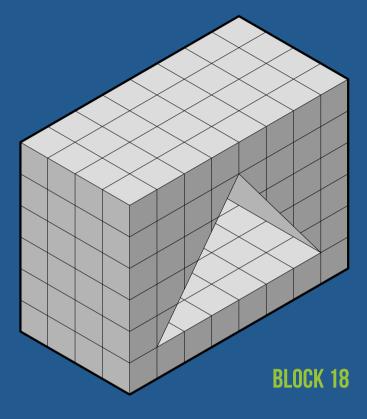


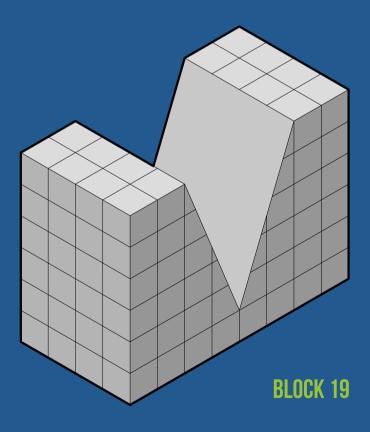


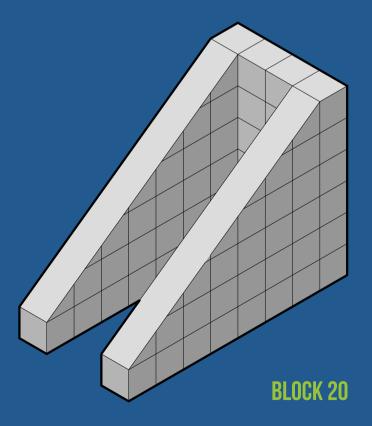
LEVEL_FIVE

These are tough shapes to sketch orthographically. The hidden detail created by these blocks will have you scratching your head.





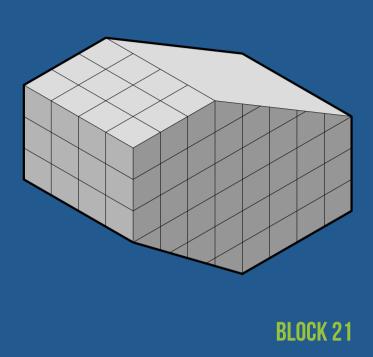


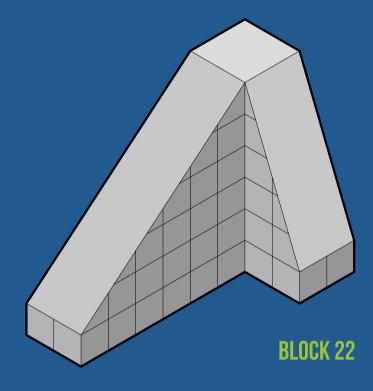


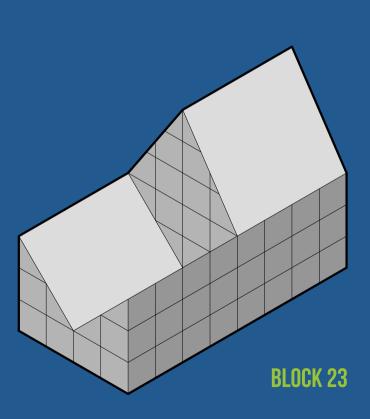


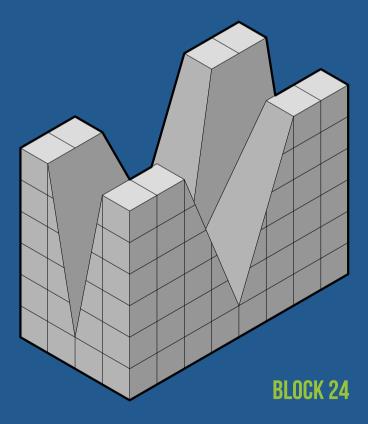
LEVEL_SIX

The hardest blocks in this section! Only those true graphic geniuses will get these correct.













COURSE NOTES V2.0

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