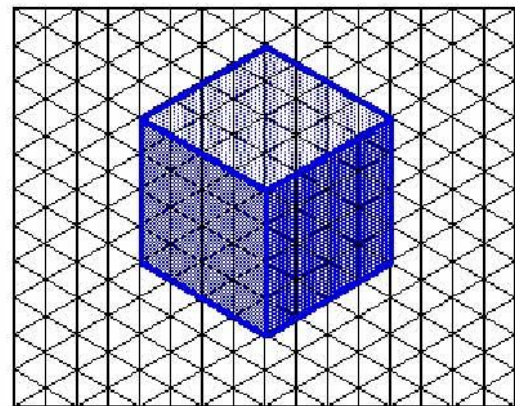
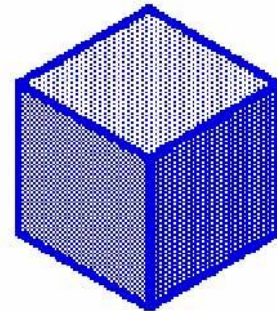
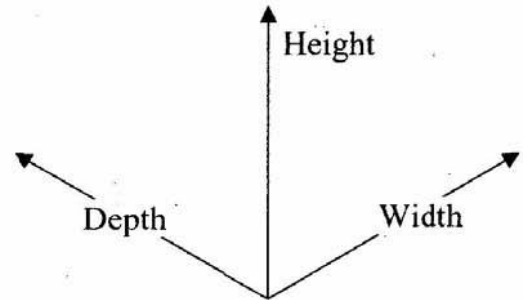


Isometric Drawing

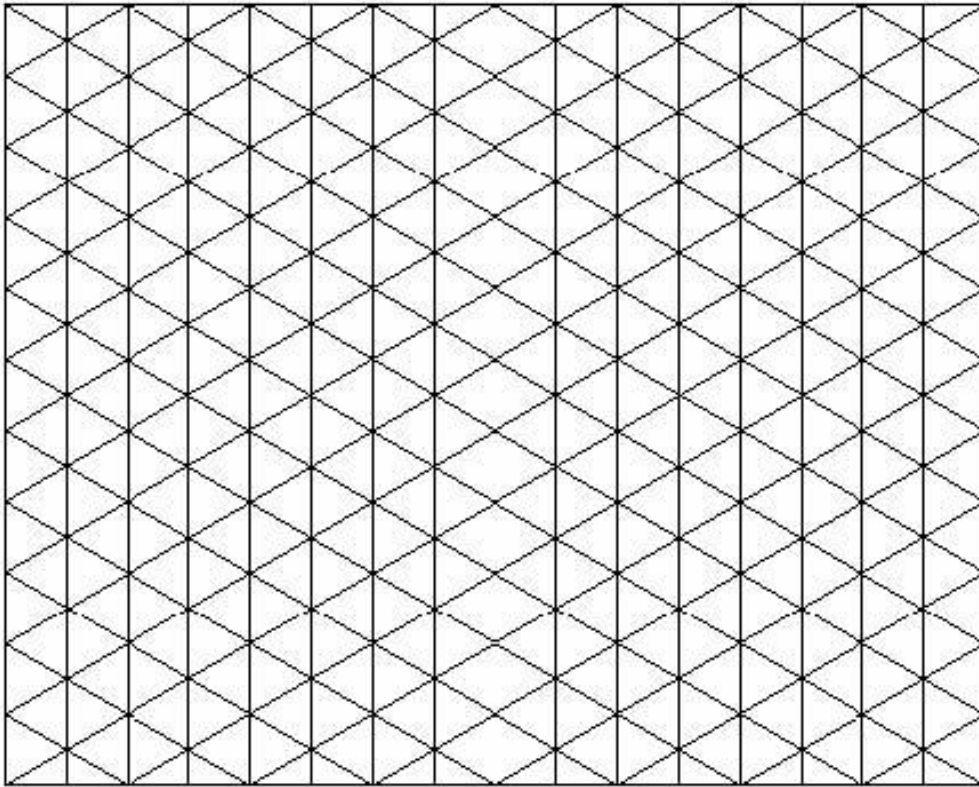
An easy way to draw objects in isometric is to use an isometric grid, as shown to the right. The term “Isometric” comes from **iso** meaning equal and **metric** meaning measure. On an isometric grid, there are 3 types of lines: vertical lines, 30° lines to the right, and 30° lines to the left. An isometric drawing is one where all three axes meet the plane of projection at the same angle. This gives us a fairly accurate 3D image. When you draw a rectangular object, lines showing height are always vertical. Lines showing width will always be parallel to the width axis. Lines showing depth will always be parallel to the depth isometric axis.

The drawing to the right shows a cube, and the drawing bottom right shows the cube on an isometric grid. In these drawings, the faces are shaded to make it look more "solid." This kind of shading is not necessary, but you may do it if you like.

Isometric drawings may not look as “natural” as perspective drawings. However, computers use isometric images to display the geometry we create. Understanding isometrics is key to designing on a computer, and this is the type of drawing we will be using in our designing program (Pro DeskTop).

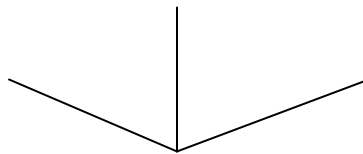


Draw lightly. Then Darken.



Station Point

Draw lightly. Then Darken.



Station Point