

PENCIL AND PAD

PART 2.

TECHNICAL DRAWING

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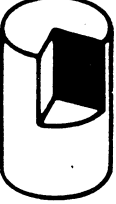




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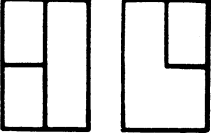
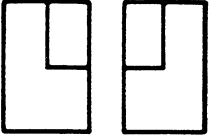
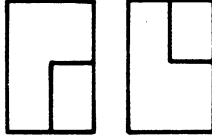
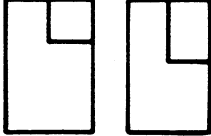
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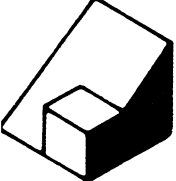
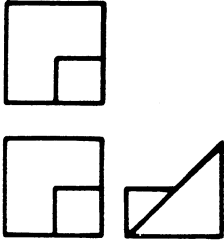
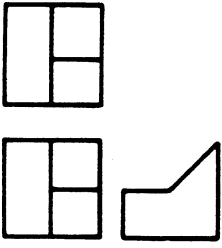
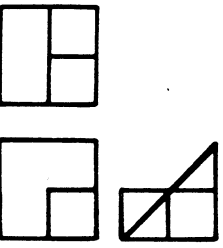
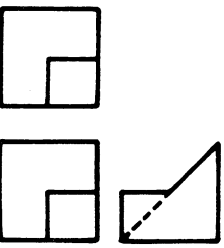
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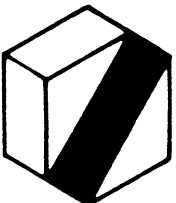
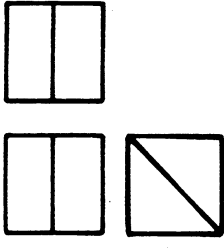
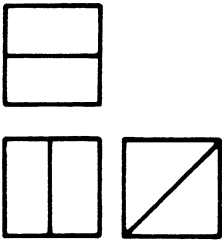
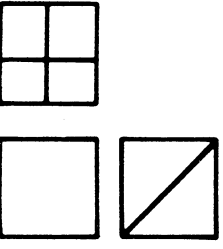
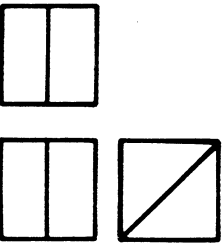
G. W. Hoare

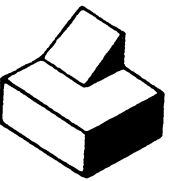
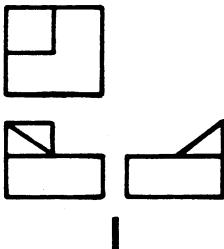
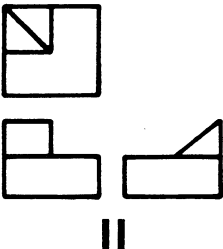
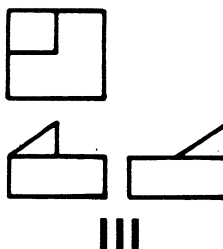
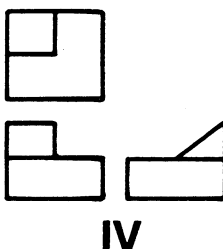
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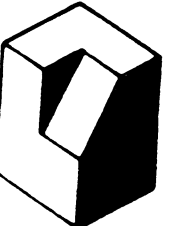
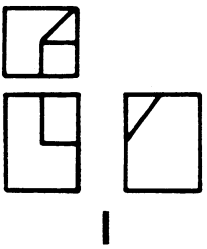
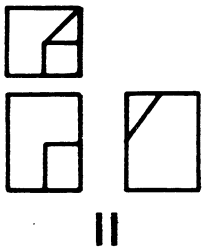
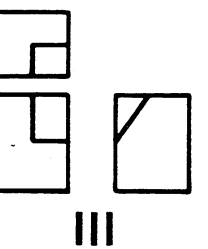
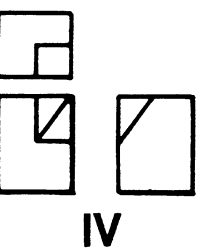
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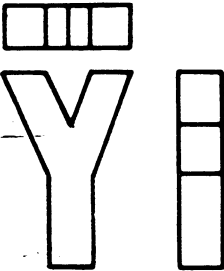
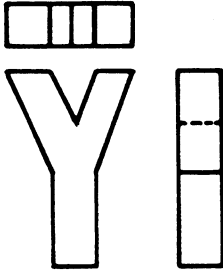
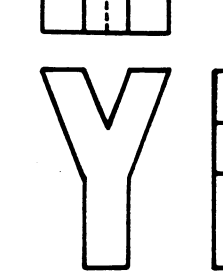
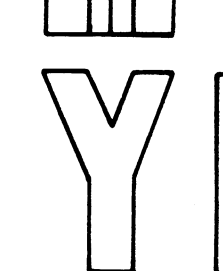
I  II  III  IV 

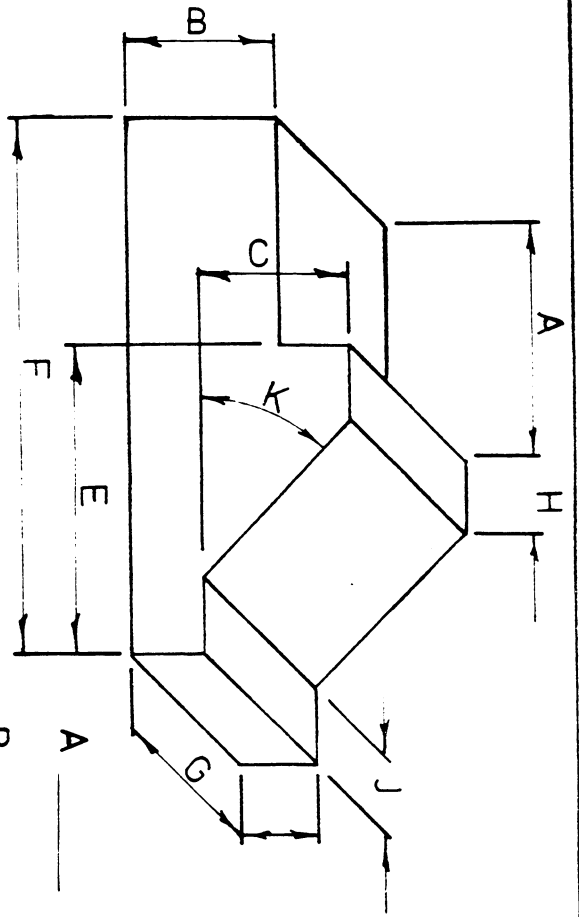
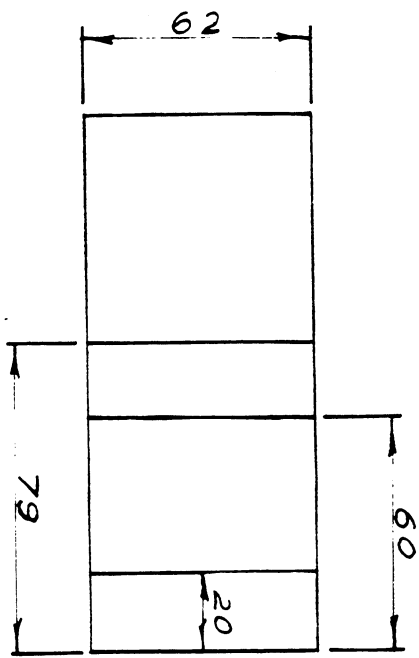
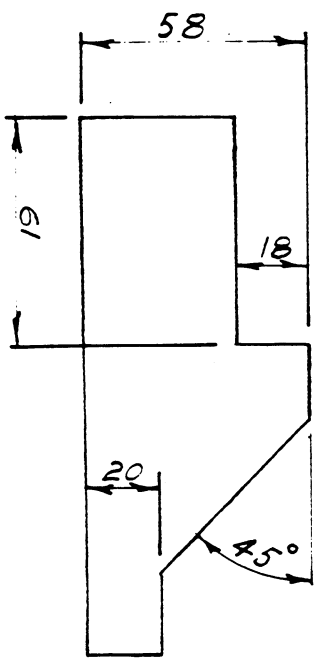
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3.  I  II  III  IV 

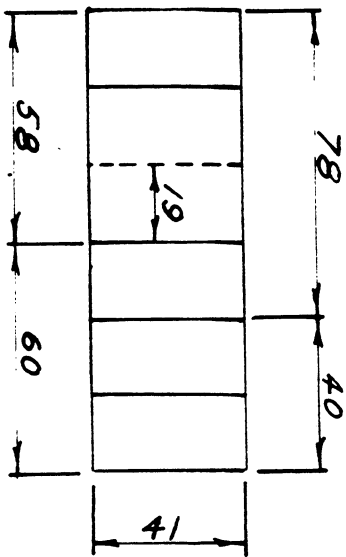
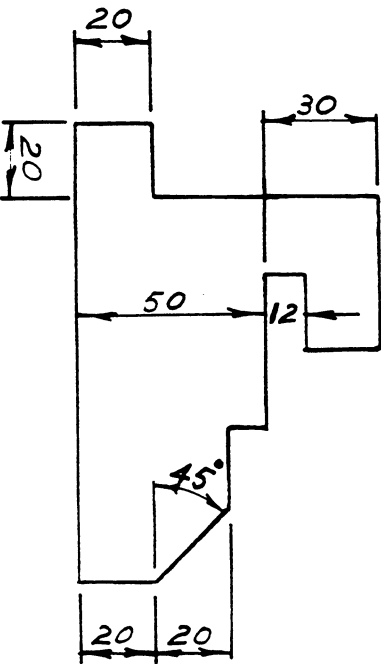
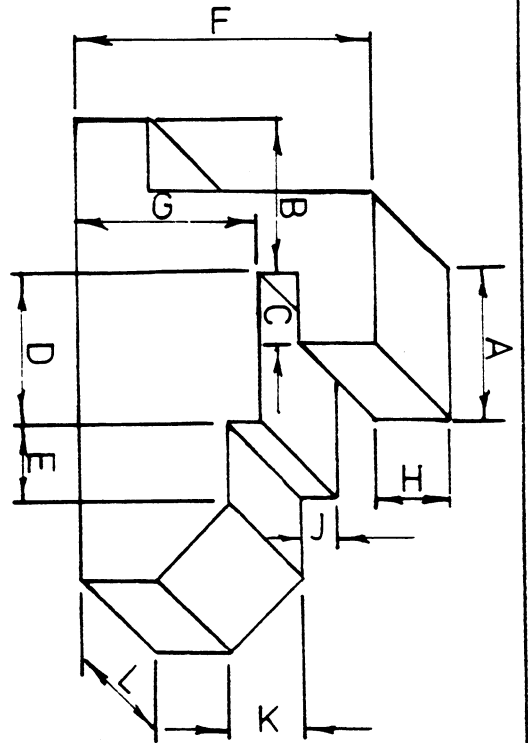
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5.  I  II  III  IV 

6.  I  II  III  IV 



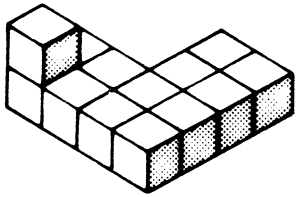
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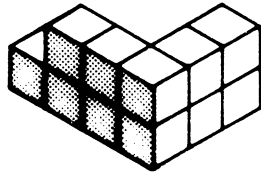
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NOTE DRAWINGS NOT TO SCALE

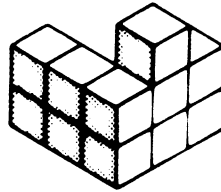
COUNT THE NUMBER OF CUBES IN EACH STACK. ASSUME THAT THE BLOCKS ARE RESTING ON OTHERS WHEN MORE THAN ONE LAYER IS INVOLVED.



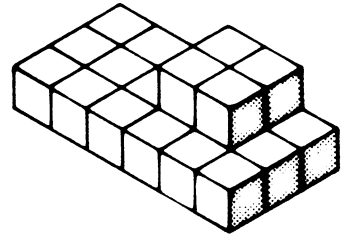
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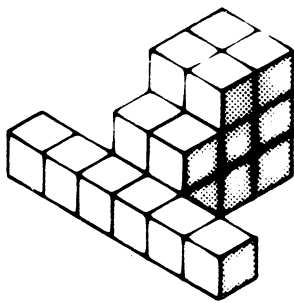
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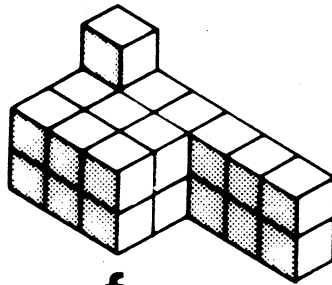
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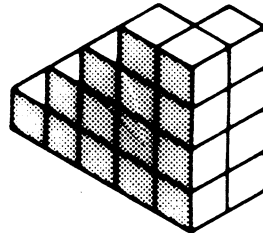
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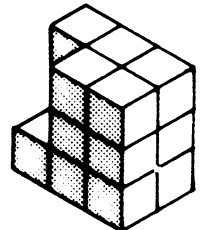
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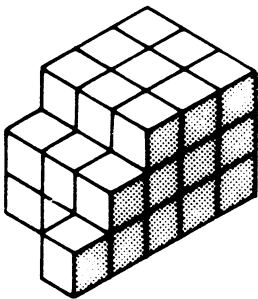
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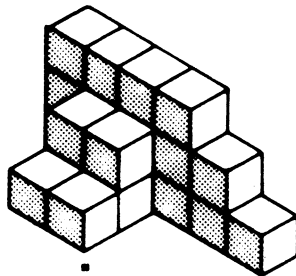
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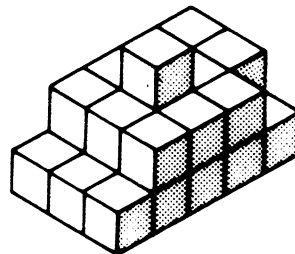
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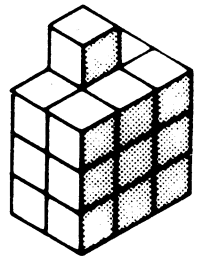
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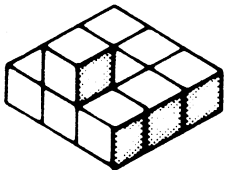
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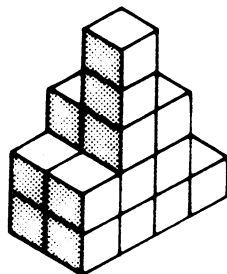
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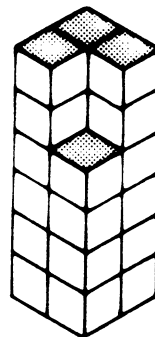
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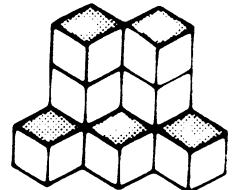
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n



o



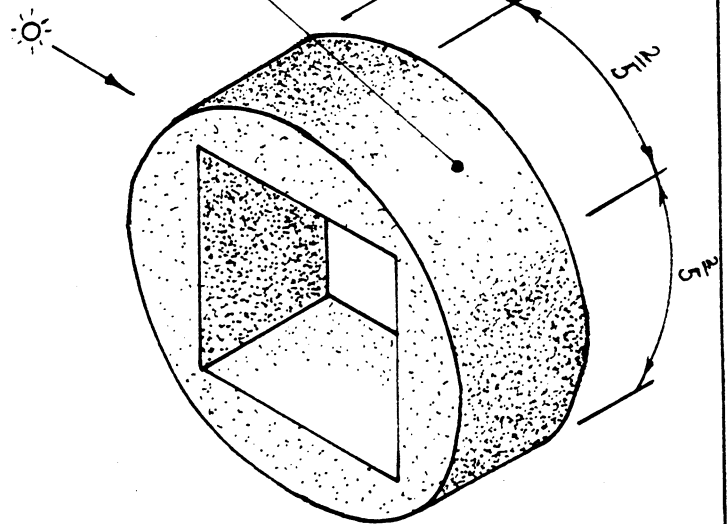
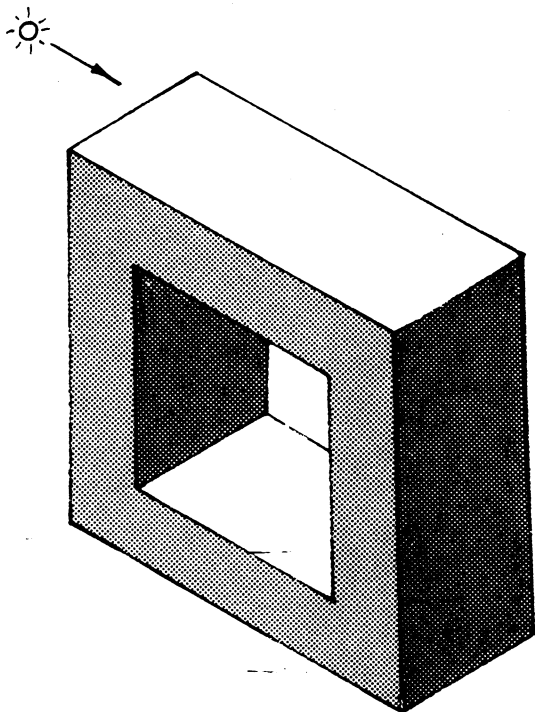
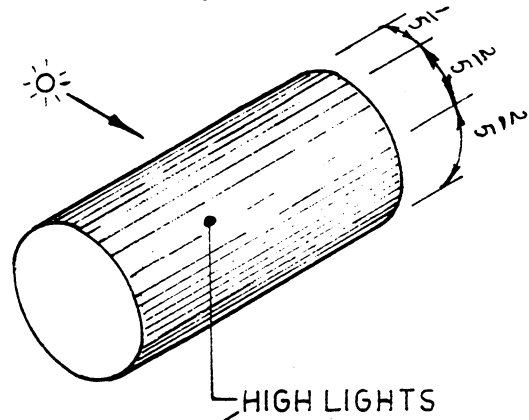
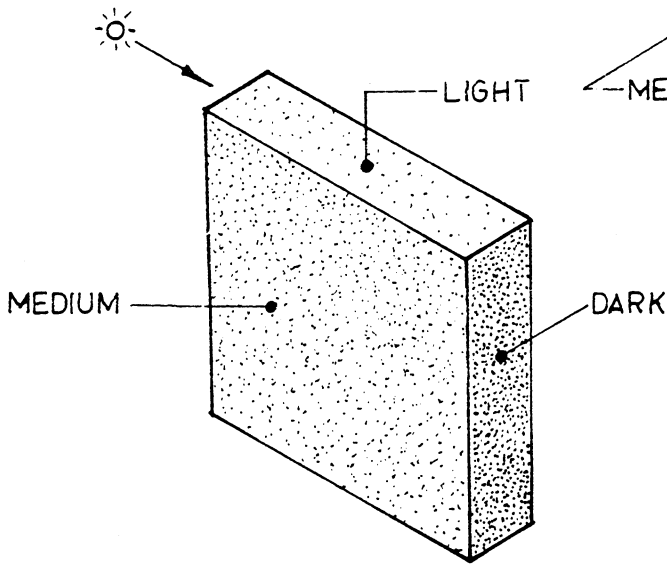
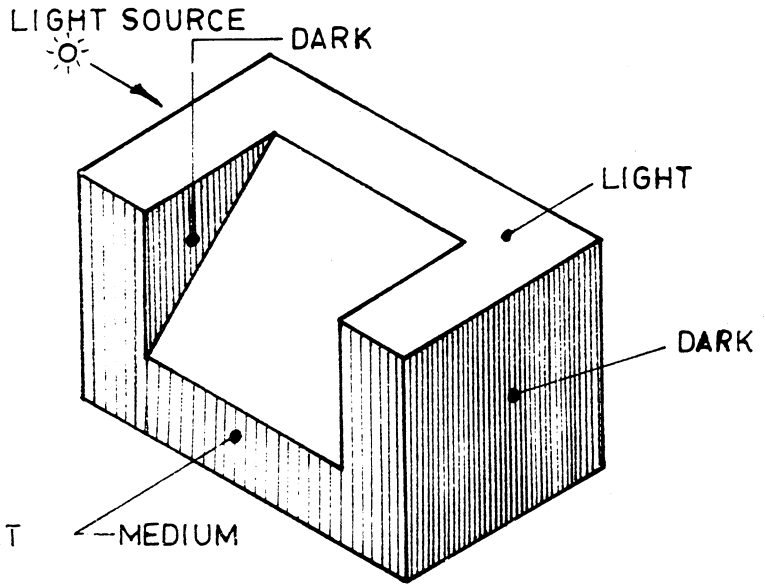
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SHADING TECHNIQUES OR RENDERING OF THE SURFACES OF A PICTORIAL DRAWING GIVE IT GREATER EYE APPEAL. ASSUME THE LIGHT SOURCE IS COMING OVER THE OBSERVERS LEFT SHOULDER.

RENDERING

SOME SURFACE AND RENDERING TECHNIQUES ARE:-

1. LINE SHADING.
2. STIPPLING.
3. TONE SHADINGS.
4. COLOUR RENDERING.



DRAWN

DATE