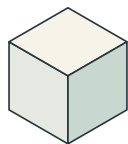


Front, top and right views: OR01

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



COLUMN HEIGHTS



x right; y up; z = height

Front: from -y. Right: from +x.

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

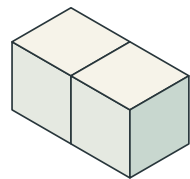


RIGHT



Front, top and right views: OR02

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	1
---	---

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

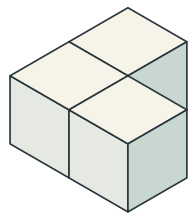


RIGHT



Front, top and right views: OR03

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	0
1	1

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

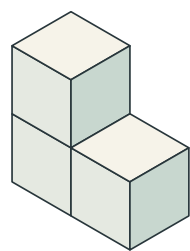


RIGHT



Front, top and right views: OR04

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



COLUMN HEIGHTS

2	1
---	---

x right; y up; z = height

Front: from -y. Right: from +x.

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

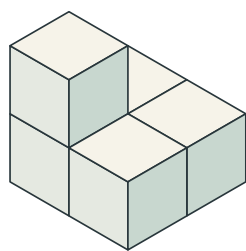


RIGHT



Front, top and right views: OR05

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



COLUMN HEIGHTS

1	1
2	1

x right; y up; z = height

Front: from -y. Right: from +x.

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

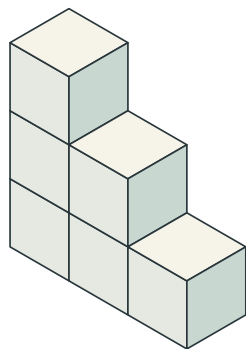


RIGHT



Front, top and right views: OR06

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

3	2	1
---	---	---

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

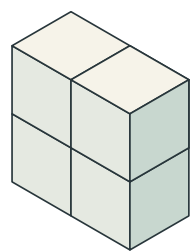


RIGHT



Front, top and right views: OR07

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	0
2	2

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

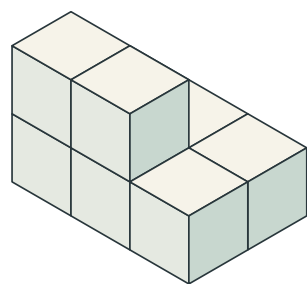


RIGHT



Front, top and right views: OR08

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	1	1
2	2	1

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

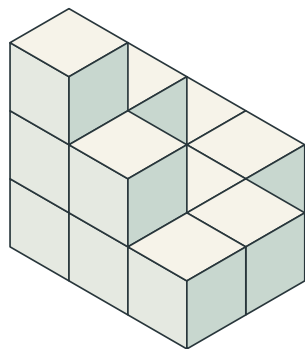


RIGHT



Front, top and right views: OR09

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	1	0
2	1	1
3	2	1

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

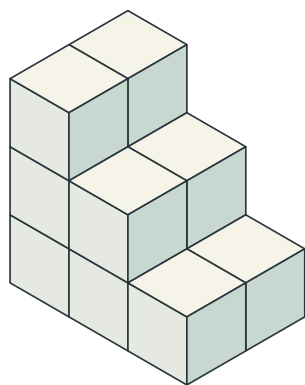


RIGHT



Front, top and right views: OR10

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

3	2	1
3	2	1

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

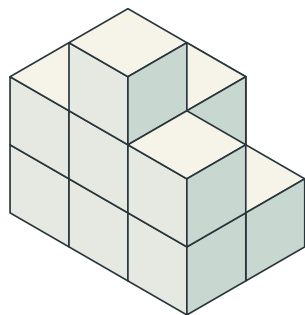


RIGHT



Front, top and right views: OR11

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

1	0	0
1	2	1
2	3	2

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT

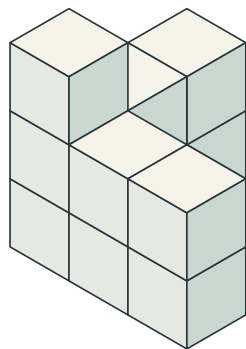


RIGHT



Front, top and right views: OR12

Third-angle layout. Draw exterior silhouettes and the occupied top footprint; omit internal seams and hidden edges. Each grid interval = one cube edge.



Front: from -y. Right: from +x.

COLUMN HEIGHTS

2	0	0
2	1	0
3	2	2

x right; y up; z = height

TOP (above front)



Use the height plan to resolve hidden columns. In the top grid, y increases upward and the front edge is at the bottom.

FRONT



RIGHT

