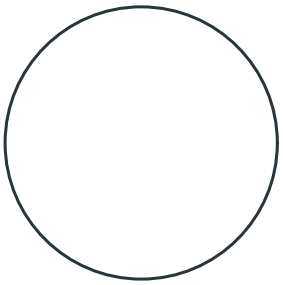
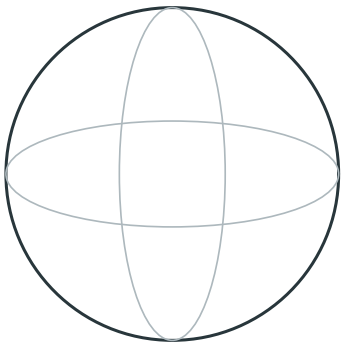
Shapes and forms: sphere

Flat shapes have two dimensions; solids are represented with depth cues. A matching outer outline alone does not make a shape a solid. Read the structural guide above, then use the lower frame.

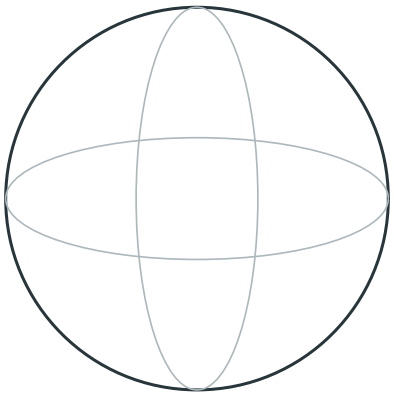
2D Circle



3D Sphere



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



Reference wires may retain rear construction edges. Check alignment and connections; the hand-drawn result need not match every vector point.

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Shapes and forms: cube

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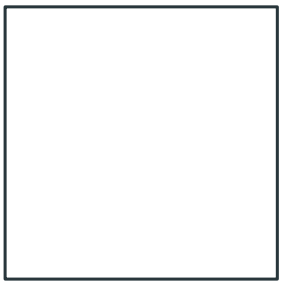
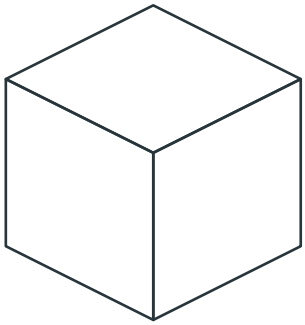
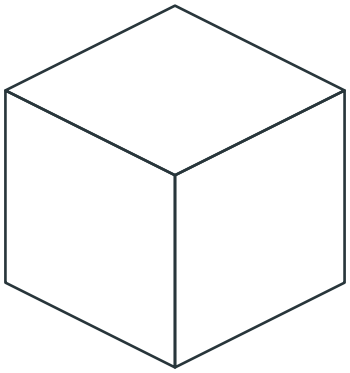
2D Square



3D Cube



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



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Shapes and forms: prism

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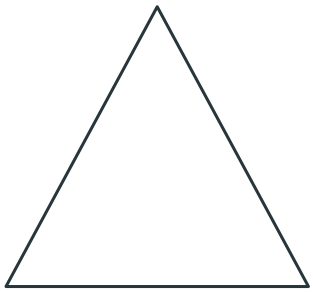
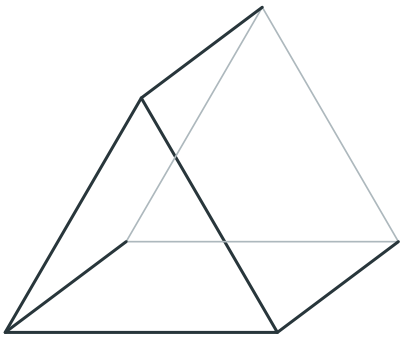
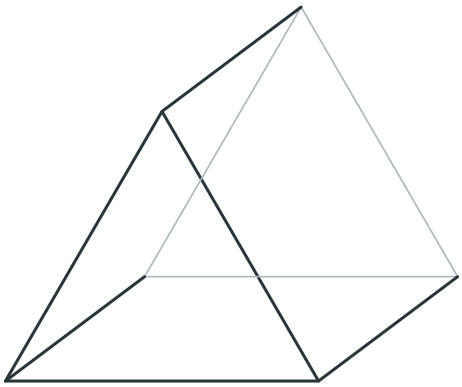
2D Triangle



3D Prism



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



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Shapes and forms: cylinder

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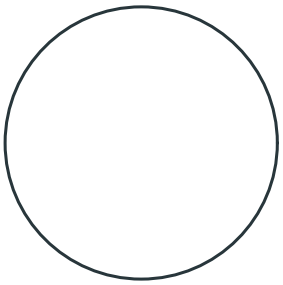
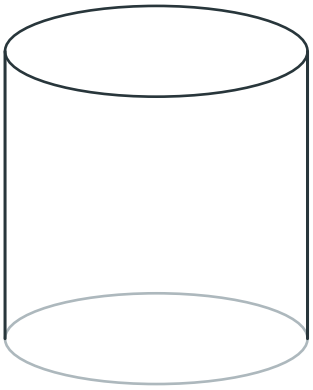
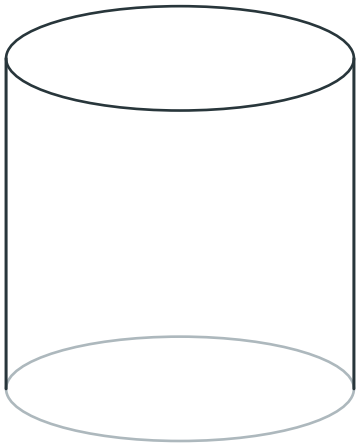
2D Circle



3D Cylinder



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



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Shapes and forms: cone

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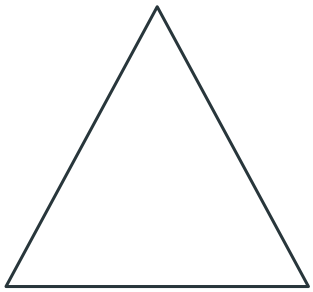
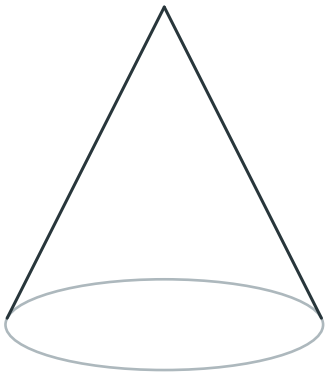
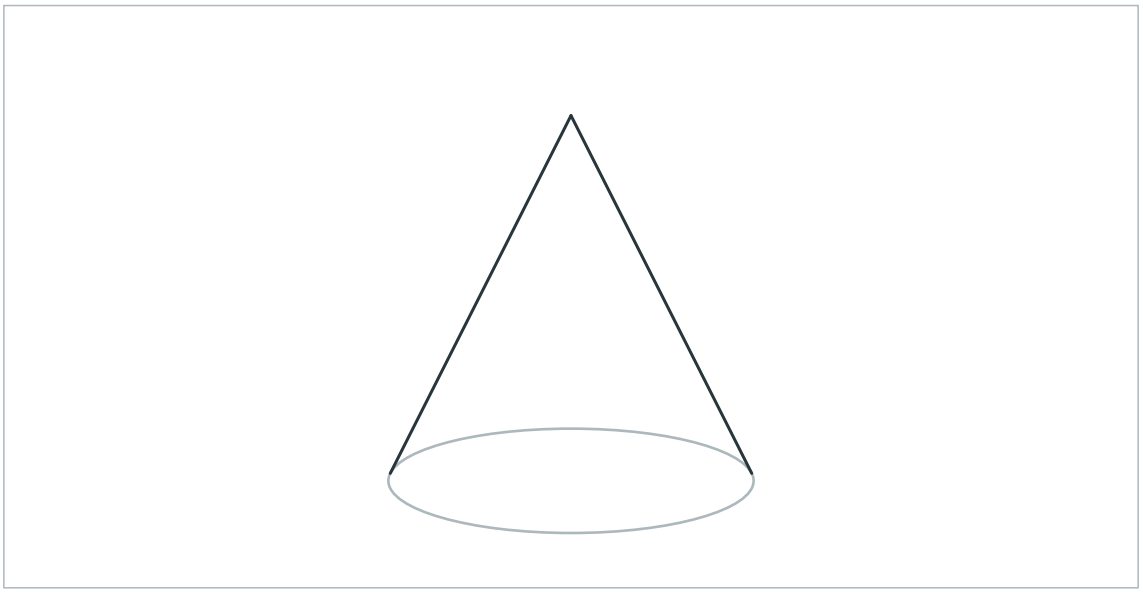
2D Triangle



3D Cone



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



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Shapes and forms: pyramid

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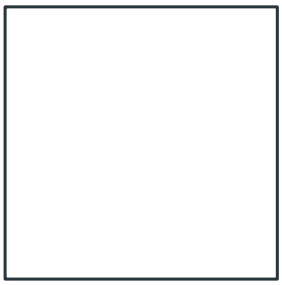
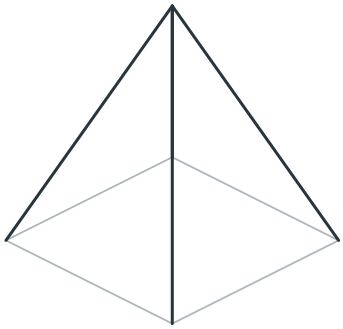
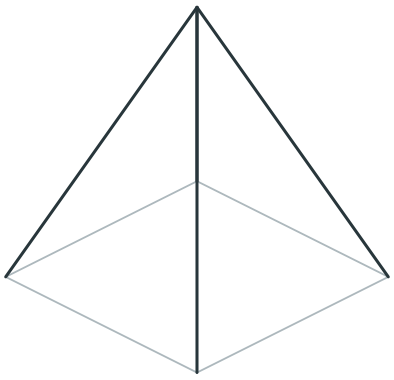
2D Square



3D Pyramid



1. Place axes or vertices. 2. Build the outer boundary. 3. Add the joining edges or contour guides. Keep this structural study separate from shading.



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