Sculpture Drawing: Form and Viewpoint Study

Original tasks 1, 2 / independent work

Task 1

A sculpture feature is x = 15 units from the left in the front view, y = 5 units from the front in the side view, and z = 30 units high. Use u = x + 0.5y and v = z + 0.5y to find its oblique coordinates.

Task 2

An edge runs from A = (x 20, y 0, z 10) to B = (x 20, y 16, z 10). Under u = x + 0.5y and v = z + 0.5y, find both projected endpoints and describe the edge direction.

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Original tasks 3, 4 / independent work

Task 3

In the stated oblique view, a sculpture has front, right-side, and top planes. Name which faces the viewer can see, and name the opposite faces that should be hidden in this chosen high, rightward view.

Task 4

Compare two drawings that share a 40-by-40-unit front face. In the oblique version, use a 20-unit depth and the lesson rule so depth adds (10,10) to each front corner. In the one-point version, use horizon v=20 and vanishing point (60,20); choose the rear corners halfway from their matching front corners to that point. This halfway placement is a visual-depth convention, not a metric match to the oblique version. Give the four rear-corner coordinates in both versions.