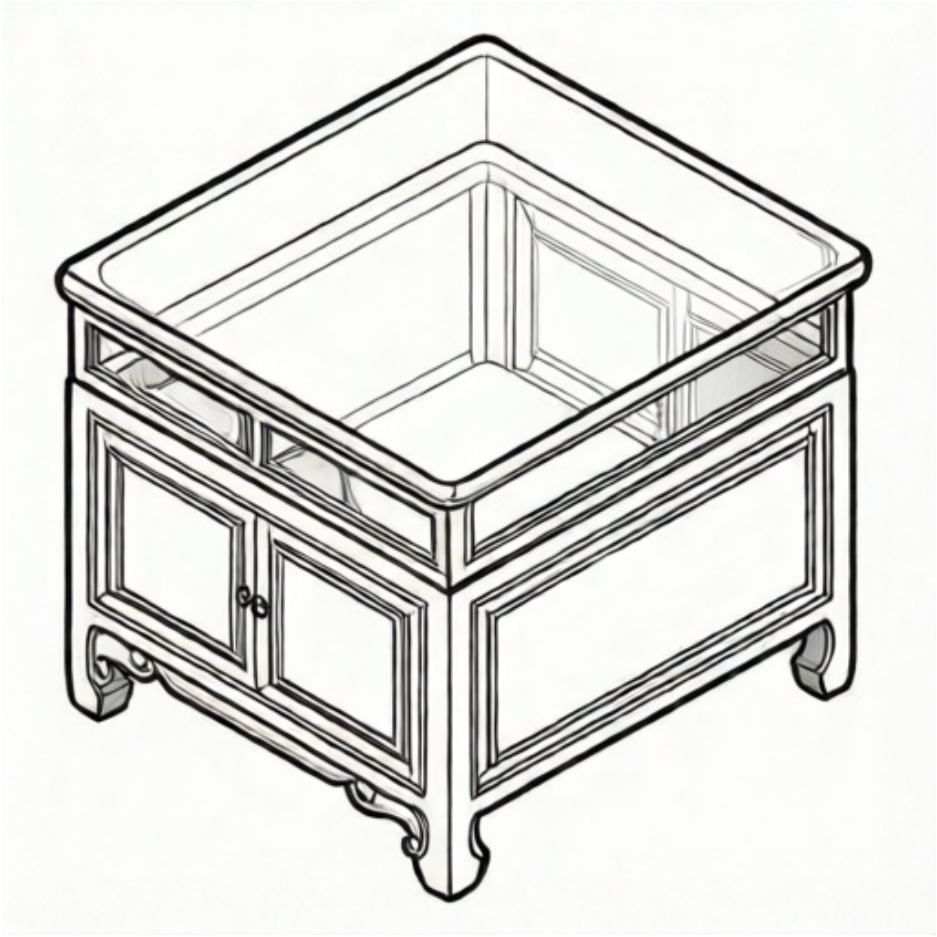
Isometric Furniture Drawing: Chair, Table and Cabinet in Step Views

Ordinary topic reference / separately checked pixels



Isometric Furniture Drawing: Chair, Table and Cabinet in Step Views

Original worked example / unchanged complete key

Prompt: Draw a simple table in isometric projection. The tabletop is 4 intervals wide, 3 intervals deep and 1 interval thick. The table is 5 intervals high to the top of the tabletop. Legs are 1 interval square and sit at the four corners inside the top outline. Show the tabletop, four legs and a thin apron below the top.

Answer: Set an origin and draw the three axes. Mark 4 intervals along one 30-degree axis and 3 along the other. Draw the base box 5 intervals high. The tabletop occupies the top 1 interval, so its underside is at 4 intervals above the bottom face. Mark four leg positions at the corners of the bottom face, each 1 interval square, and draw vertical lines up to the underside of the top. Add a thin apron as a parallelogram band directly below the tabletop, 0.5 interval high, occupying 3.5 to 4 intervals above the bottom face. Darken visible edges and omit hidden leg portions.

Reason: The base box fixes overall height and top size. Legs are vertical prisms, so their edges stay vertical. The apron is a horizontal band, so its edges follow the 30-degree axes. Counting intervals checks that the top is 4 by 3 and the height is 5.

Check: Measure the drawn top face: one pair of opposite sides should span 4 intervals and the other pair 3 intervals. Measure vertical height from bottom face to top face; it should be 5 intervals. Confirm the apron is 0.5 interval high and sits directly below the tabletop underside at 4 intervals, occupying 3.5 to 4 intervals above the bottom face. Confirm all vertical edges are parallel and all horizontal edges follow the 30-degree axes.