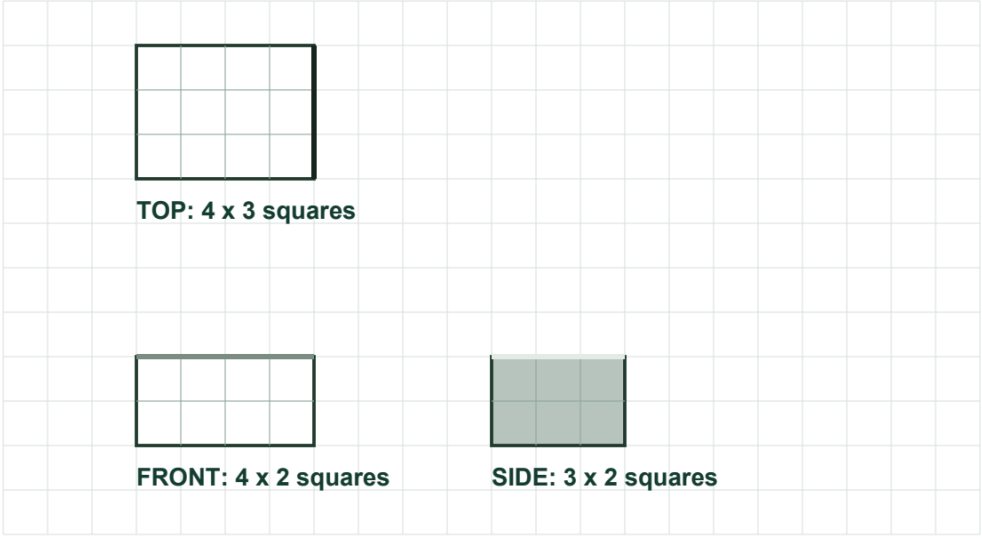
Draw a Simple 3D Model from Front, Side, and Top Views

Ordinary topic reference / separately checked pixels

Front, side and top views

One aligned grid; width, depth and height share the same source-square unit.



Shared height: 2. Shared width: 4. Shared depth: 3. Hidden edges omitted.

Illustrative grid: source-square counts do not prescribe a physical printed cell size.

Draw a Simple 3D Model from Front, Side, and Top Views

Original worked example / unchanged complete key

Prompt: A block model is 4 squares wide, 3 squares deep, and 2 squares high. Light comes from the upper-left front. Draw front, side, and top views on one grid, state the convention, and shade with three tones.

Answer: Front view: 4 squares wide by 2 high; the front face is light, the top edge is middle. Side view: 3 squares wide by 2 high; the side face is middle, the top edge is light. Top view: 4 squares wide by 3 deep; the top face is light, the right edge is dark. Shared edges: height 2 in front and side; width 4 in front and top; depth 3 in side and top. Convention written: front faces viewer, side rotated 90 degrees right, top rotated 90 degrees up, light upper-left front, hidden edges omitted.