Isometric Camera Drawing: Body, Lens, and Button Placement

Ordinary topic reference / separately checked pixels



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Original worked example / unchanged complete key

Prompt: Using a unit of 10 mm, draw an isometric camera body 6 units wide, 4 units tall, and 2 units deep. Add a lens centered on the front face with diameter 3 units and projection 1.5 units. Place one shutter button on the top face 1 unit from the left edge and 1 unit from the front edge, with diameter 0.8 units.

Answer: The body outline is a box with front face 60 mm by 40 mm, depth 20 mm along the Y axis. The lens center is at 3 units from the left and 2 units from the bottom of the front face, so its square guide is 30 mm by 30 mm. The lens projects 15 mm along Y. The shutter button center is at 1 unit from the left and 1 unit from the front on the top face, with a guide square of 8 mm by 8 mm. All edges follow the 30-degree isometric directions, and the lens and button are drawn as ellipses inside their square guides.