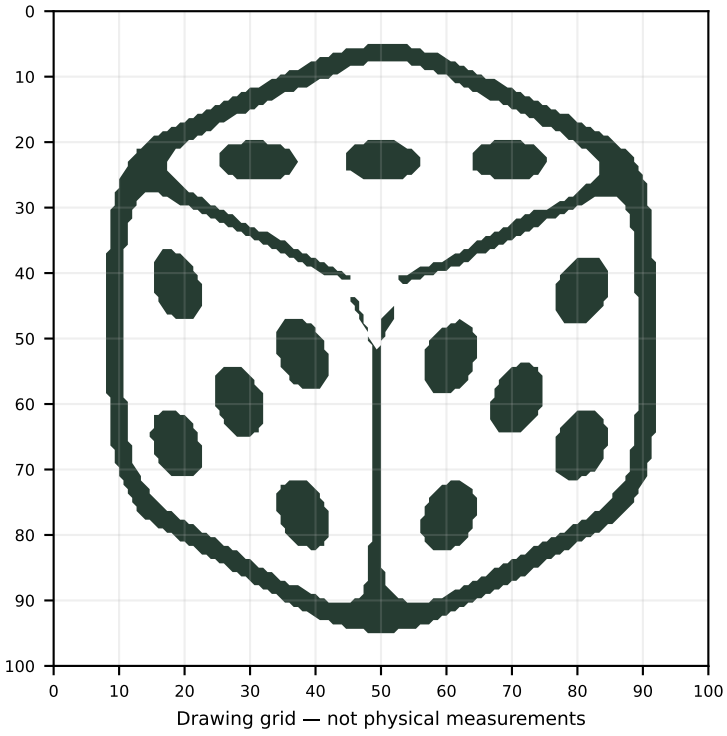
# How to Draw Dice — Free Practice Sheets

### ANSWER / CASE 1

dice: Trace the reference outline, then practise the contour independently. Compare with the separate full reference sheet.

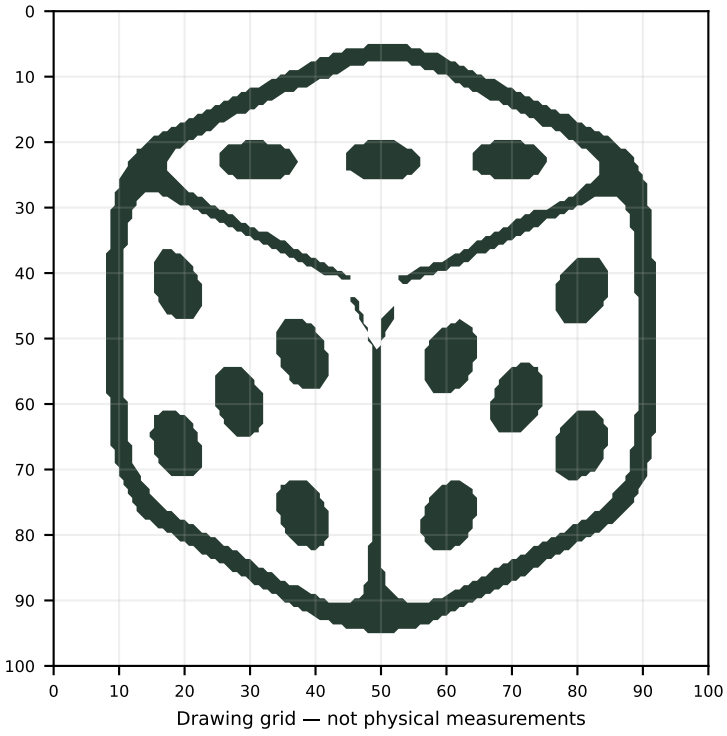



ANSWER: Example solution: preserve cube with rounded corners, pips on faces, three-visible-face perspective. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
1. Draw a rounded-corner cube outline showing three faces: top, left, and right.
2. Add a vertical center line separating the left and right front faces.
3. Place oval pips on the top face in a row.
4. Place oval pips on the left and right faces in a scattered pattern.

# How to Draw Dice — Free Practice Sheets

### ANSWER / CASE 2

dice: Copy the reference onto the blank grid, using matching grid intersections. Compare with the separate full reference sheet.

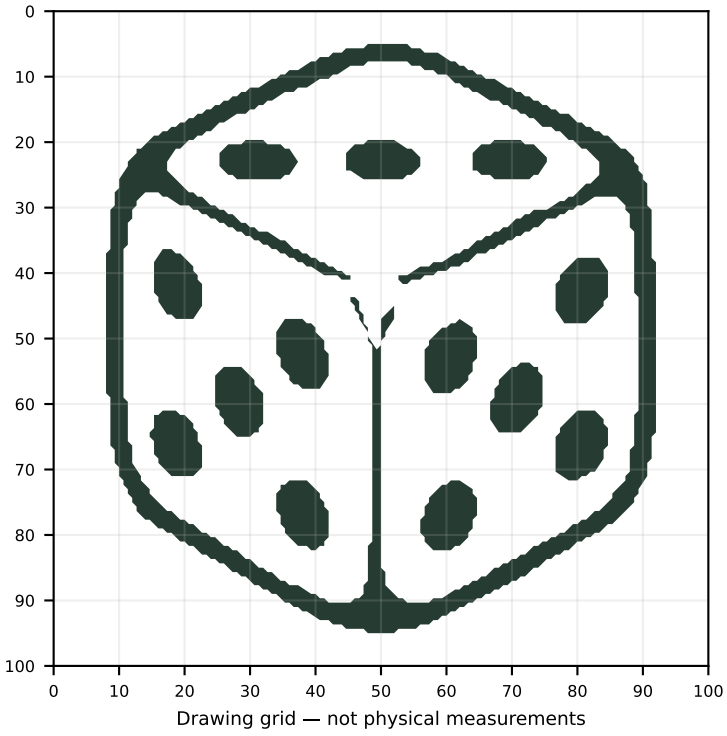



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# How to Draw Dice — Free Practice Sheets

### ANSWER / CASE 3

dice: Use the bounding frame and center guide to place the silhouette, then add the identifying details. Compare with the separate full reference sheet.

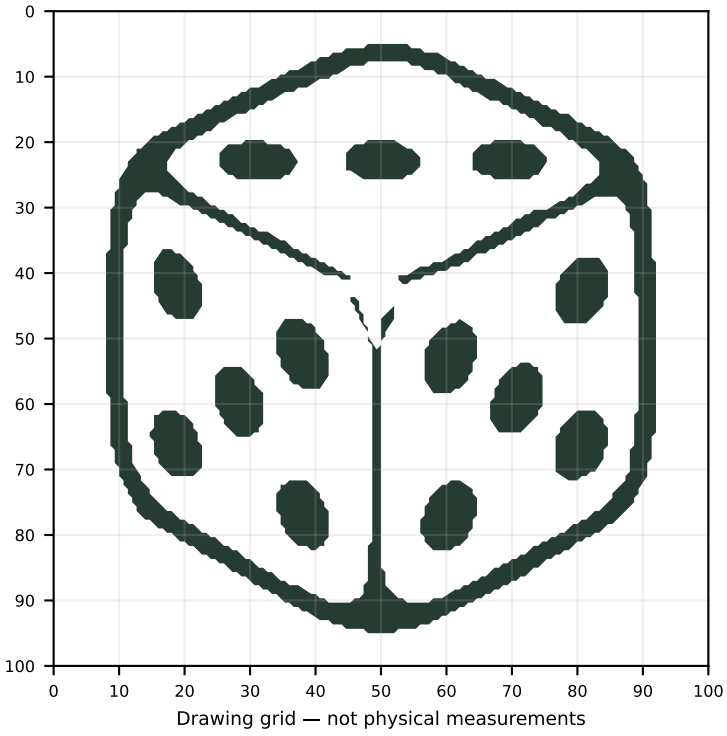



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4. Place oval pips on the left and right faces in a scattered pattern.

# How to Draw Dice — Free Practice Sheets

### ANSWER / CASE 4

dice: Complete the blank right-hand portion using the full reference. Compare with the separate full reference sheet.




ANSWER: Example solution: preserve cube with rounded corners, pips on faces, three-visible-face perspective. Other drawings can be correct; assess the visible features and proportions rather than pixel-perfect matching.
1. Draw a rounded-corner cube outline showing three faces: top, left, and right.
2. Add a vertical center line separating the left and right front faces.
3. Place oval pips on the top face in a row.
4. Place oval pips on the left and right faces in a scattered pattern.