
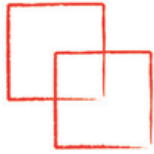
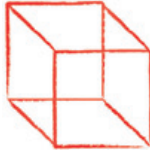

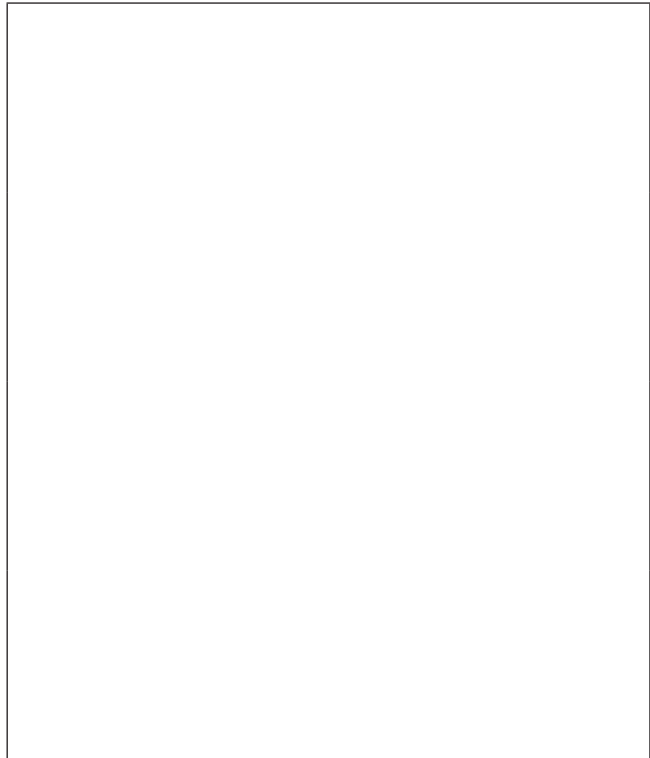



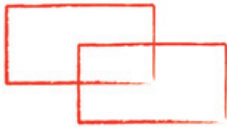
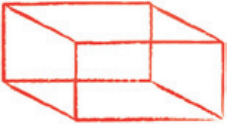

# Drawing 3D objects

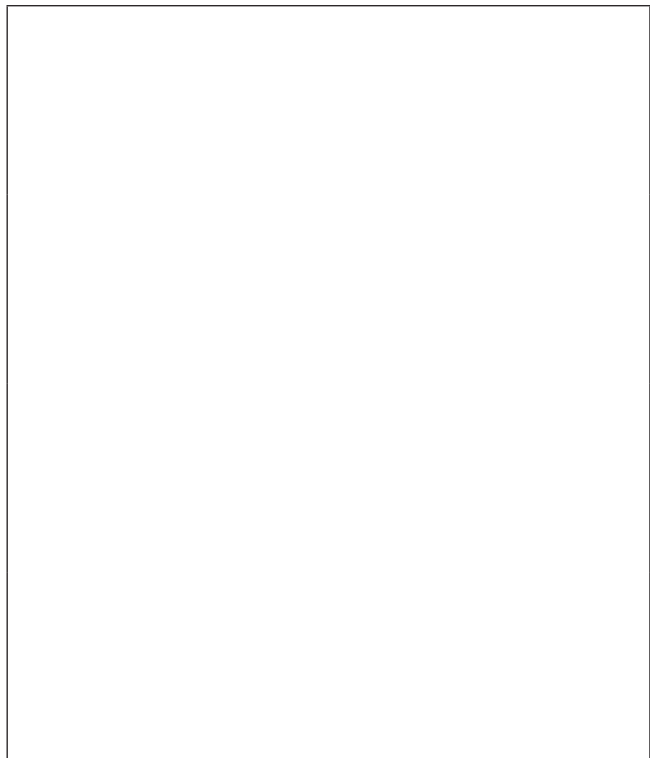
Follow the steps to draw a cube.

1. Draw a square. 
2. Draw another square that partly covers the first. 
3. Draw in lines to join the two squares. 
4. Add shading and dotted lines, as shown. 



Follow the steps to draw a rectangular prism.

1. Draw a rectangle. 
2. Draw another rectangle that partly covers the first. 
3. Draw in lines to join the two rectangles. 
4. Add shading and dotted lines, as shown. 

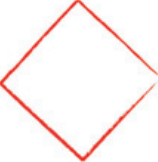


Follow the steps to draw a square-based pyramid.

- 1. Draw a square (that looks like a diamond).



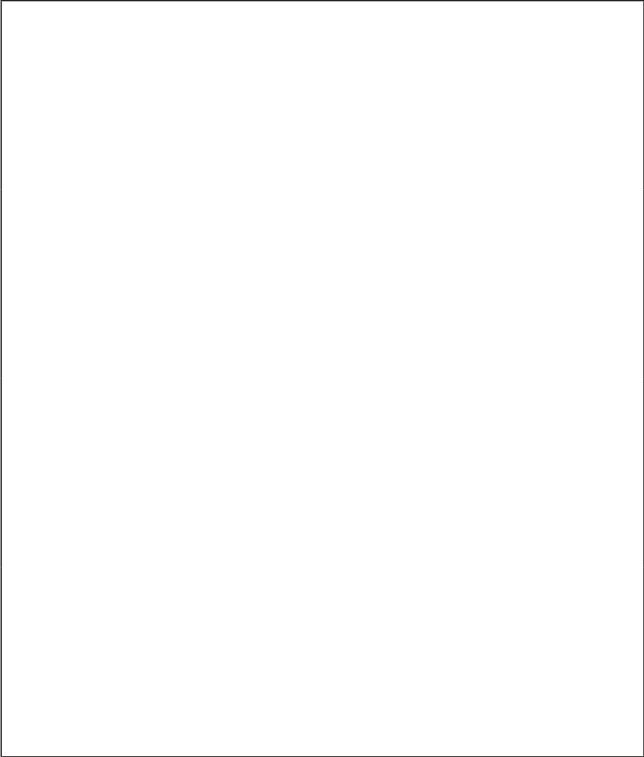
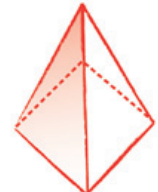
- 2. Draw a dot above the square.



- 3. Draw lines from the dot to each corner of the square.



- 4. Add shading and dotted lines, as shown.

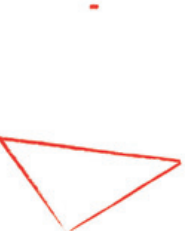


Follow the steps to draw a triangular-based pyramid.

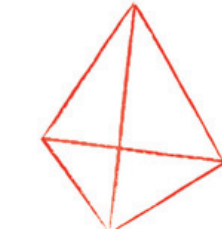
- 1. Draw a triangle.



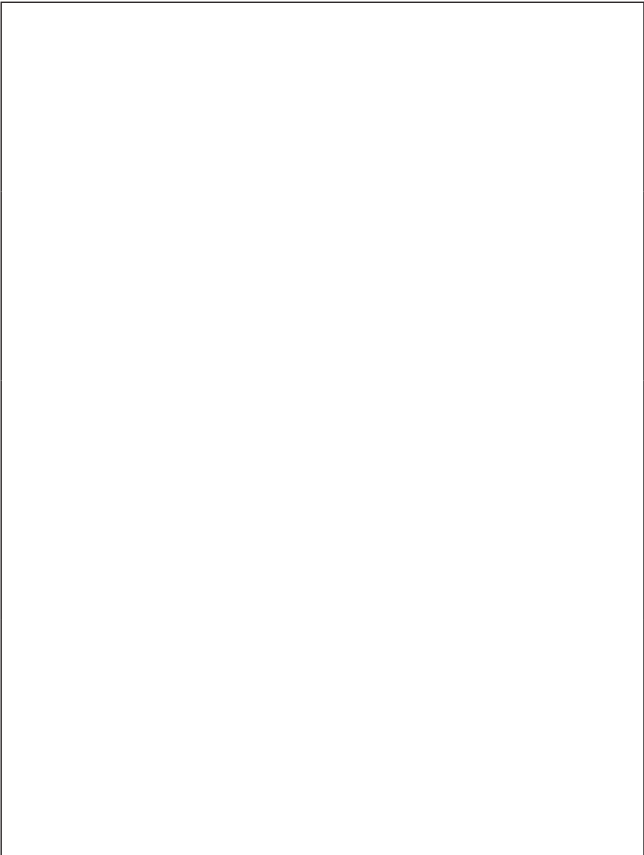
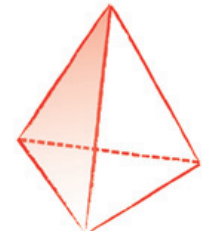
- 2. Draw a dot above the triangle.







- 3. Draw lines from the dot to each corner of the triangle.

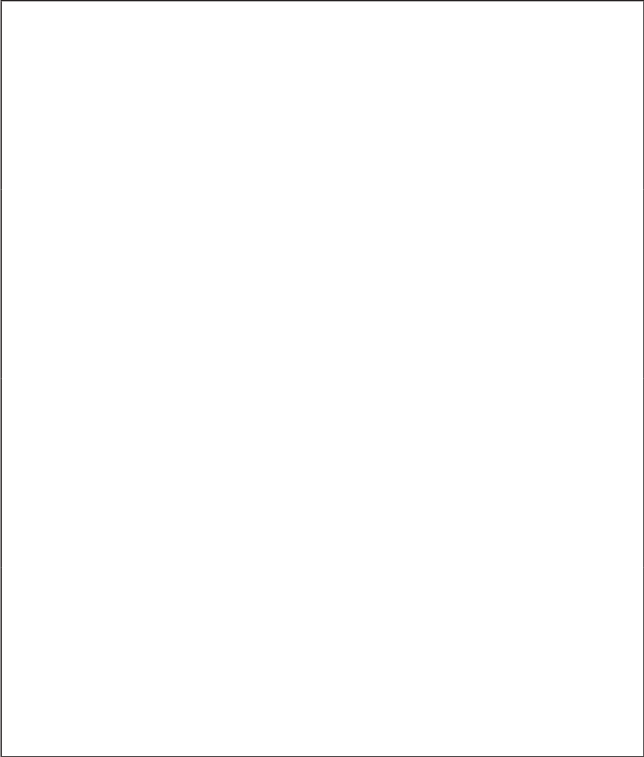


- 4. Add shading and dotted lines, as shown.






Follow the steps to draw a cylinder.

- 1. Draw a circle. 
- 2. Draw another circle that partly covers the first. 
- 3. Draw lines to connect the two circles. 
- 4. Add shading and dotted lines, as shown. 



Follow the steps to draw a cone.

- 1. Draw a circle. 
- 2. Draw a dot above the circle. 
- 3. Draw lines from the dot to the outer edges of the circle. 
- 4. Add shading and dotted lines, as shown. 