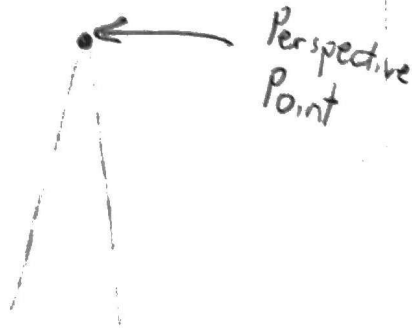
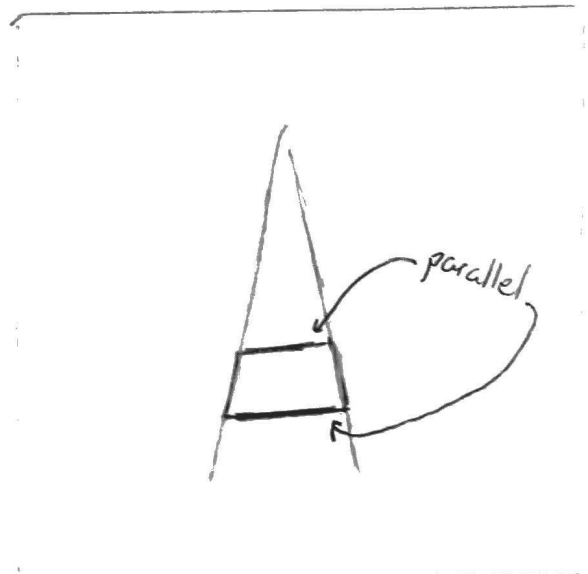


# Drawing 2D shapes in 3D space

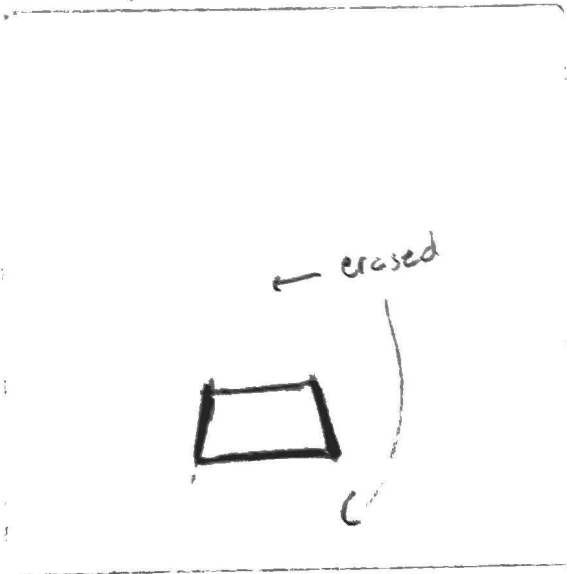
step 1: decide on a perspective point + draw lines extending from it



step 2: Draw the foreground + back lines of the rectangle, being sure that they remain parallel



step 3: Erase unneeded lines

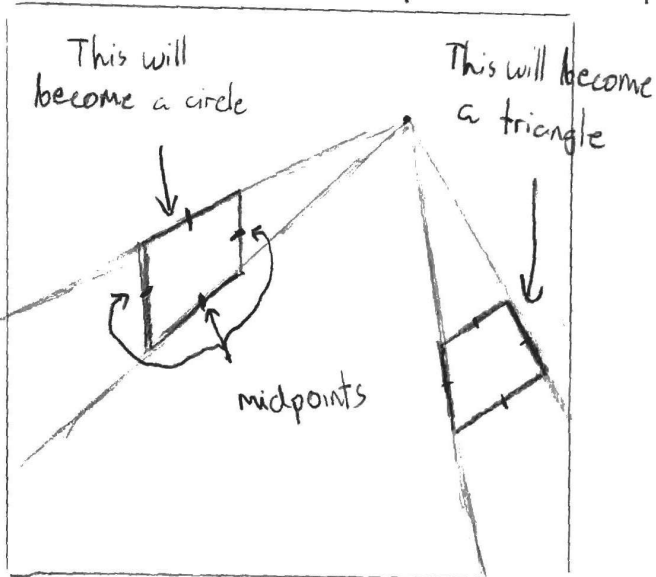


step 4 (optional) PIZZAZZ!

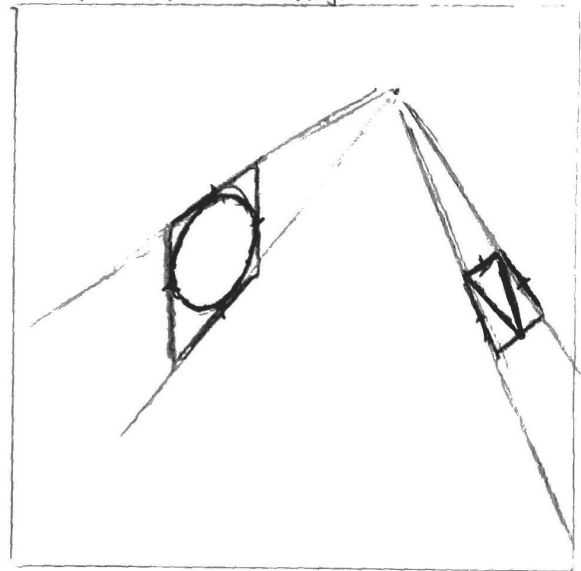


# 2D shapes in 3D space - What if its not a rectangle?

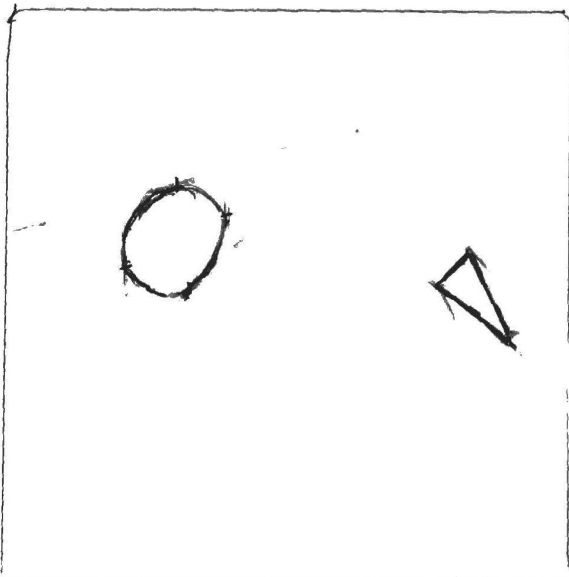
1. Draw a rectangle w/ a set perspective point + mark midpoints



2. Draw the appropriate shape inscribed in the rectangle, making sure that key points/vertices align

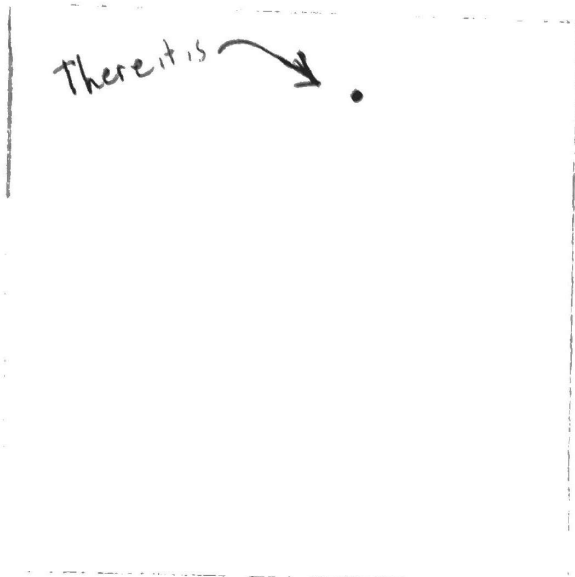


3. Erase unneeded lines

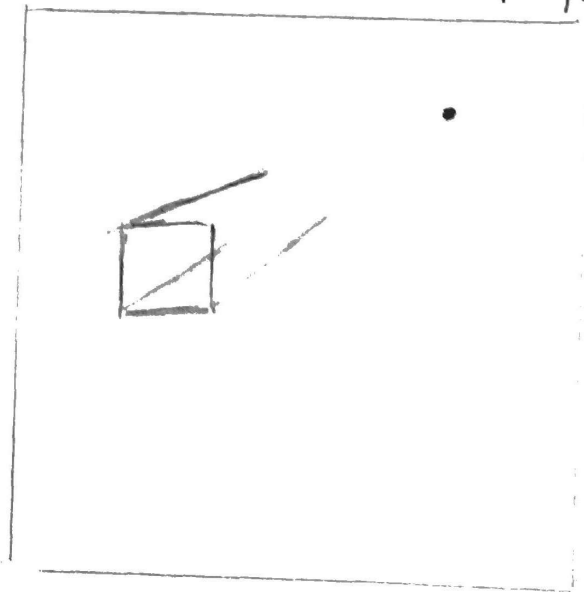


# 3D shapes - Drawing a cube/prism

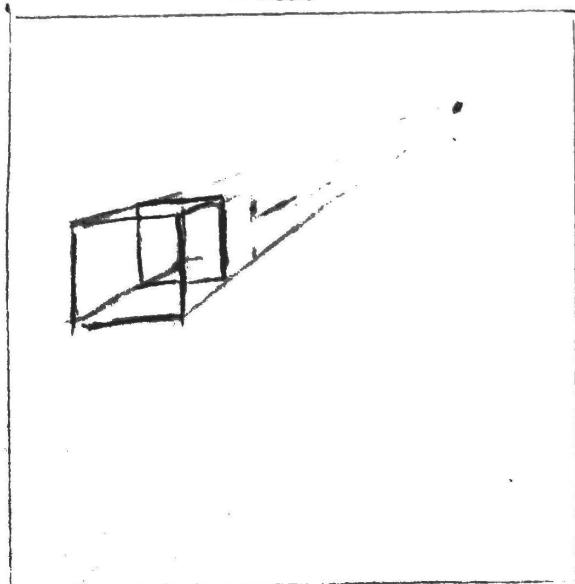
Step 1: decide on a perspective point



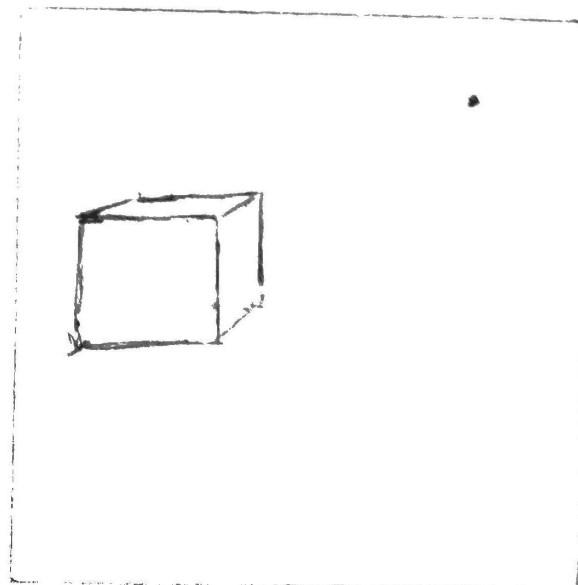
Step 2: Draw a rectangle in the foreground + extend lines from its vertices to the perspective point (note of complication: depending on the configuration of your cube it may be necessary for the rectangle in the foreground to be drawn w/ perspective)



Step 3: Draw in a rectangle behind the first, paying attention to where parallel lines are needed



Step 4: Erase lines where needed



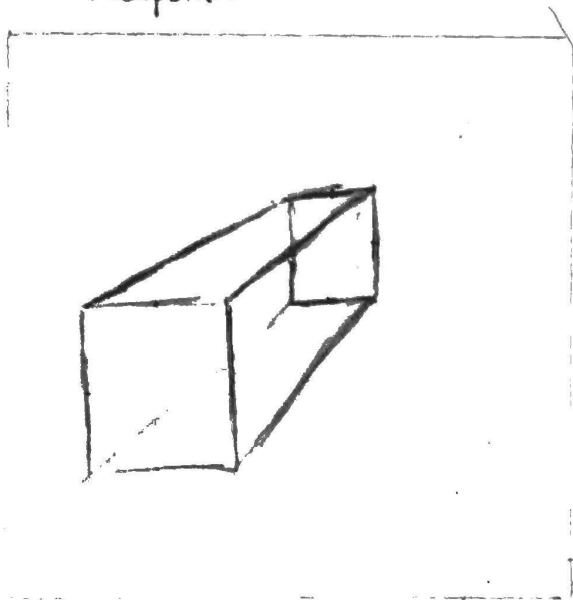
# Drawing non cube shapes.

Option 1: don't overcomplicate it. If you're trying to draw a sphere, just draw a circle + shade it, or if you find these steps to be excessive then just do whatever makes most sense to you.

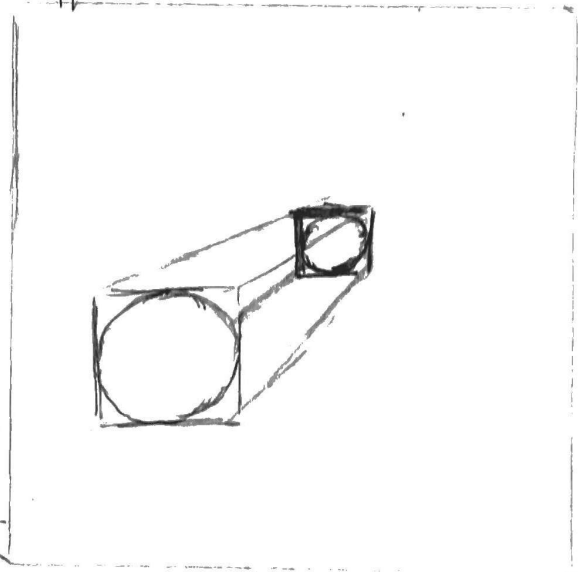
Option 2: Draw a cube/prism of an appropriate size + then inscribe your shape inside of it

## Example with a cylinder

step 1: draw a cube + mark relevant midpoints



step 2: inscribe a circle into opposite sides



step 3:  
erase unneeded  
lines, connect the  
lines  
optional: shade

