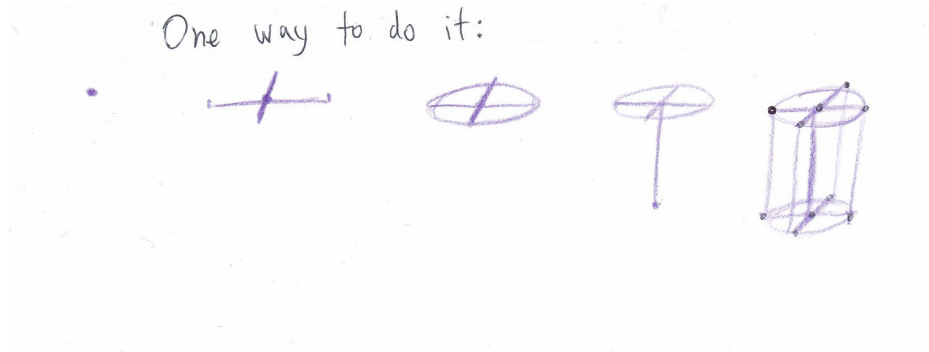
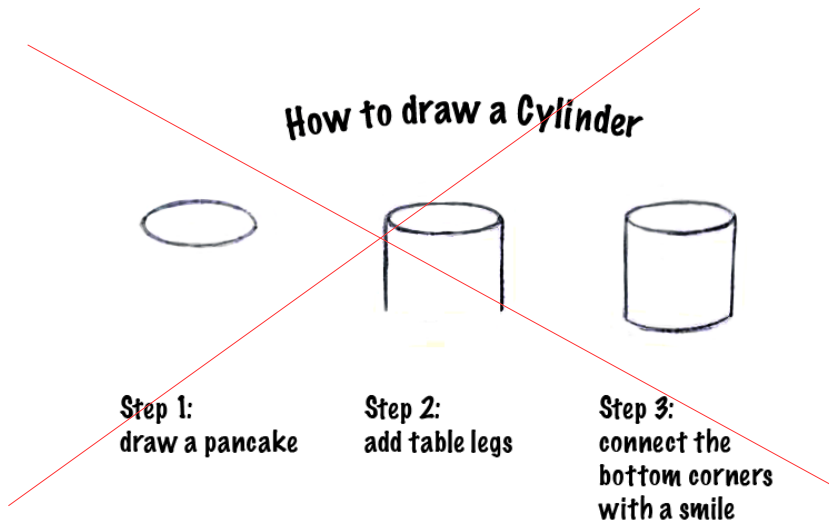
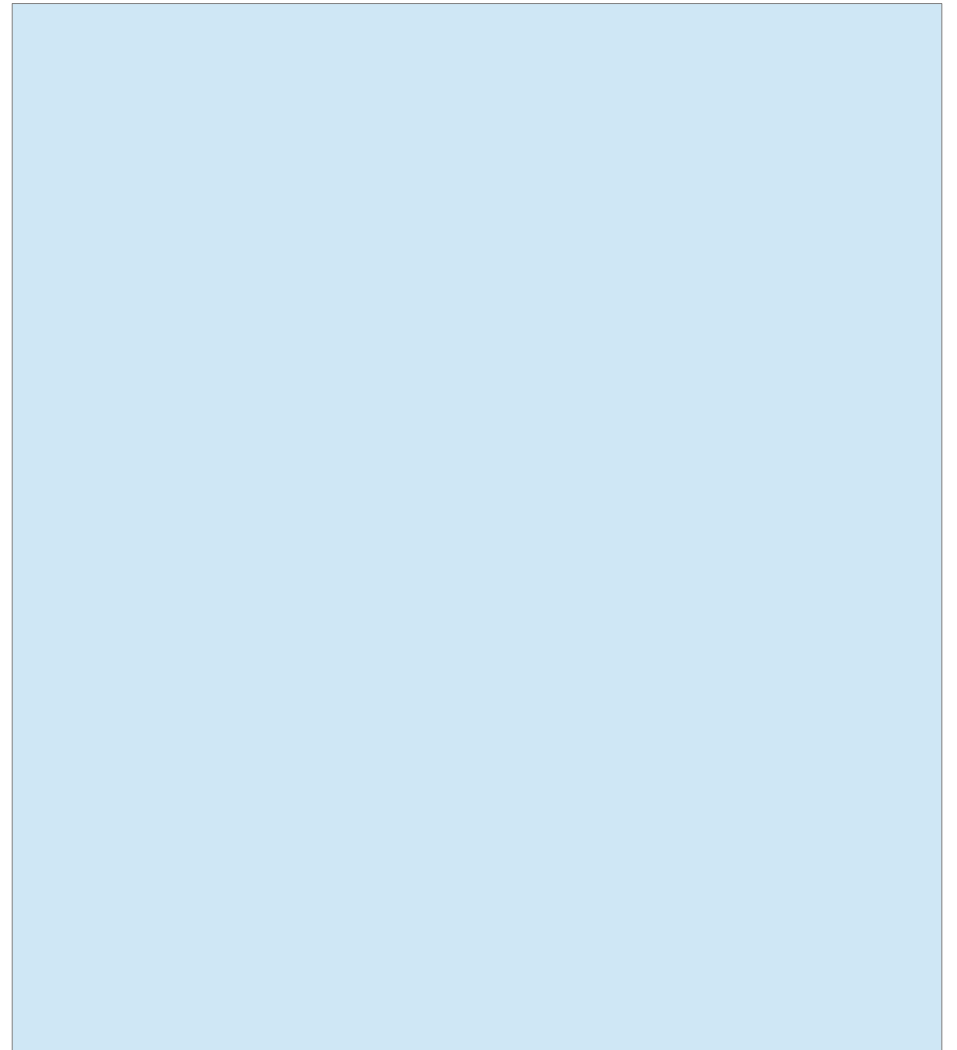
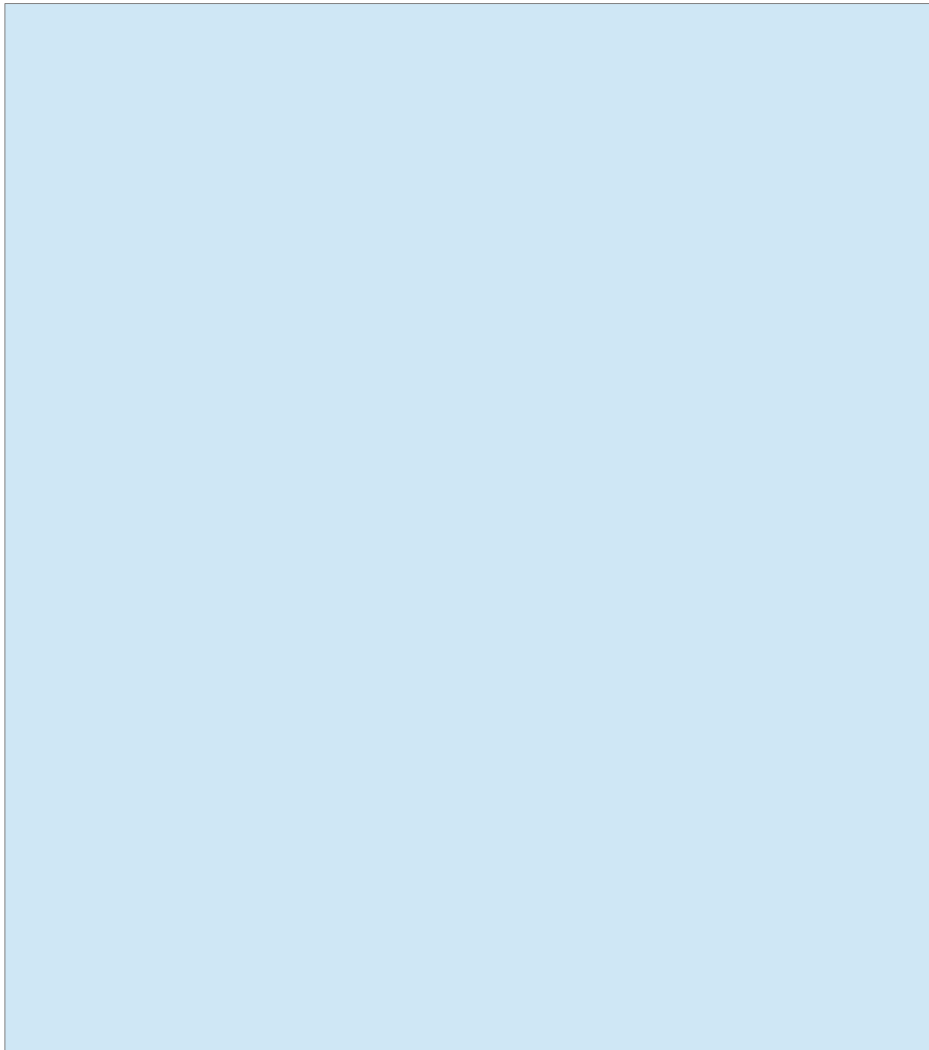


The basics: Cylinders

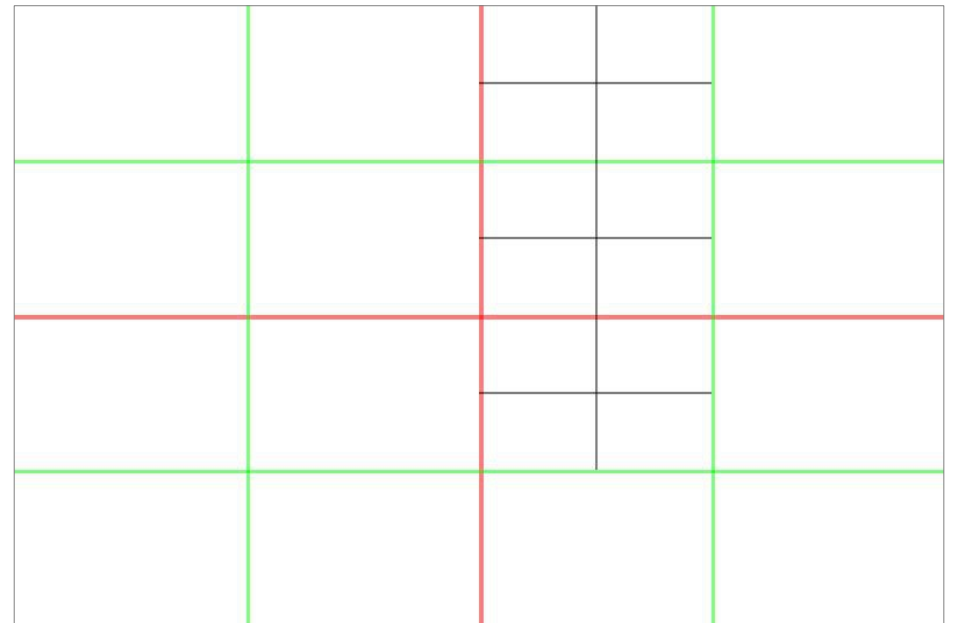
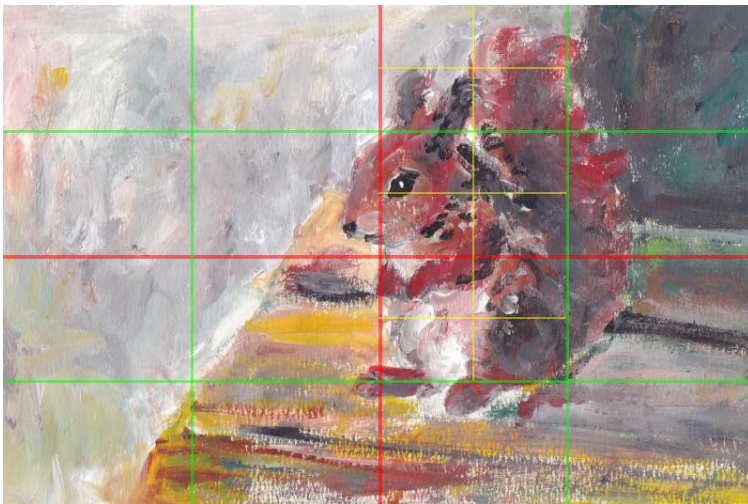


- This shortcut disregards the fact that cylinder = 3D
- Also: drawing parallel curves is super hard (parallel lines is easier)
- Most basic drawing mistakes = things that would not work in 3D because they are misaligned
- Go slow
- Draw the whole 3D shape (extra lines are OK)
- Aware of the 3D shape (the cylinder has girth)
- Think about aligning the key points
- The center line through the cylinder is key

Let's draw some cylinders and cups



Scaffolding: The grid



Outlining

thumbnail #1



- What do I want to be the main element of my drawing?

- Can I see it clearly in the thumbnails? Why/why not?

- What else do I need to learn to create this drawing?

thumbnail #2

