

Project 4: Objects & Orthos

Choose 1–3 objects you love enough to look at for a long time. Not too complex, like a piano or a violin, unless you're experienced. And certainly not an organic form — not yet anyway. Save that for when you have skill with spheres.

Avoid radially symmetrical forms like a round vase. A pitcher is better because it has a different side view than front or back, and a very different top view.

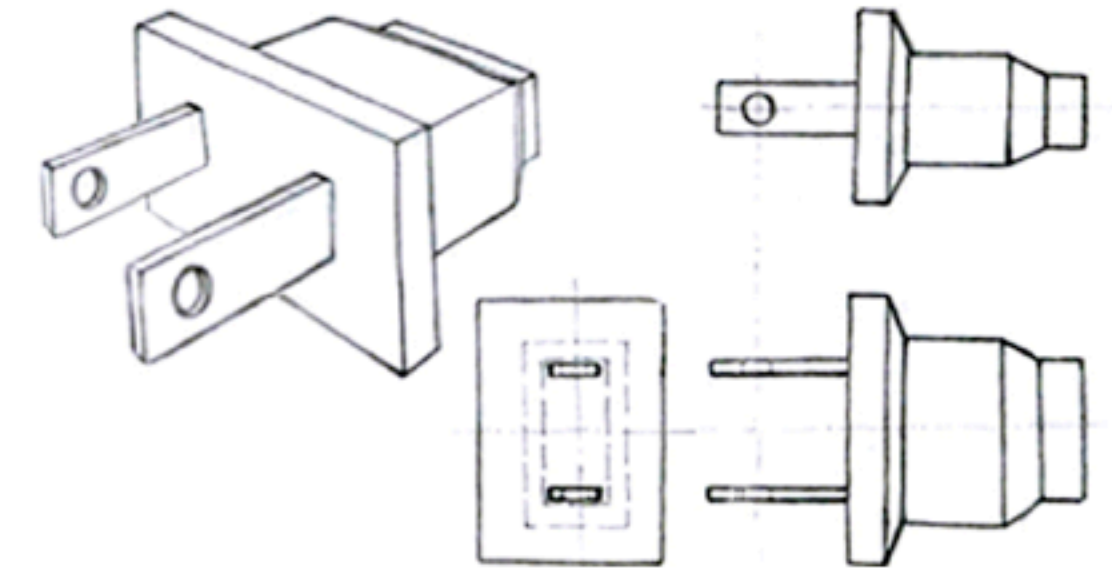
If you're new to this, a Kleenex box's height and depth are the same, but it's width is double. Good choice.

A deck of card's width, depth, and height are all different. Very good choice. If you're new to this, try a deck of cards.

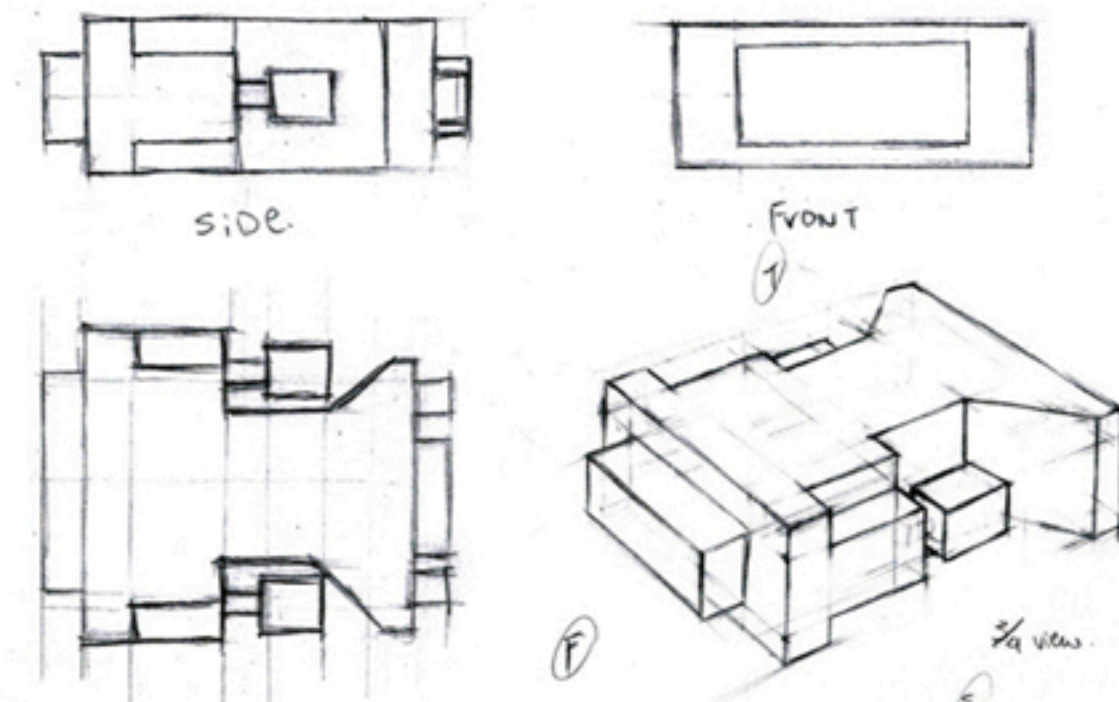
If you want a challenge, consider furniture for your studio: a chair, cabinet, planter, fountain, couch, desk-layout, cannon, microscope, or cuckoo-clock...

Draw from at least three POV's: top, side, and front. Line them up wisely. Include the back view if you need to, like in designing a character. If the two sides are different, as on a motorcycle with a side-car, draw both. Start with rough sketches, then if you have time, refine them into more precise versions, then try to eyeball an oblique (3/4) view.

Don't worry if it's not perfectly accurate. Later, you'll do plan projections. This a freehand attempt at what you can project precisely later.



Short Version: Draw an object from at least three separate “straight-on” ortho views, then attempt a 3/4 view based on the three orthographic views.



Post: A page of wisely arranged examples that line up on the three axes.