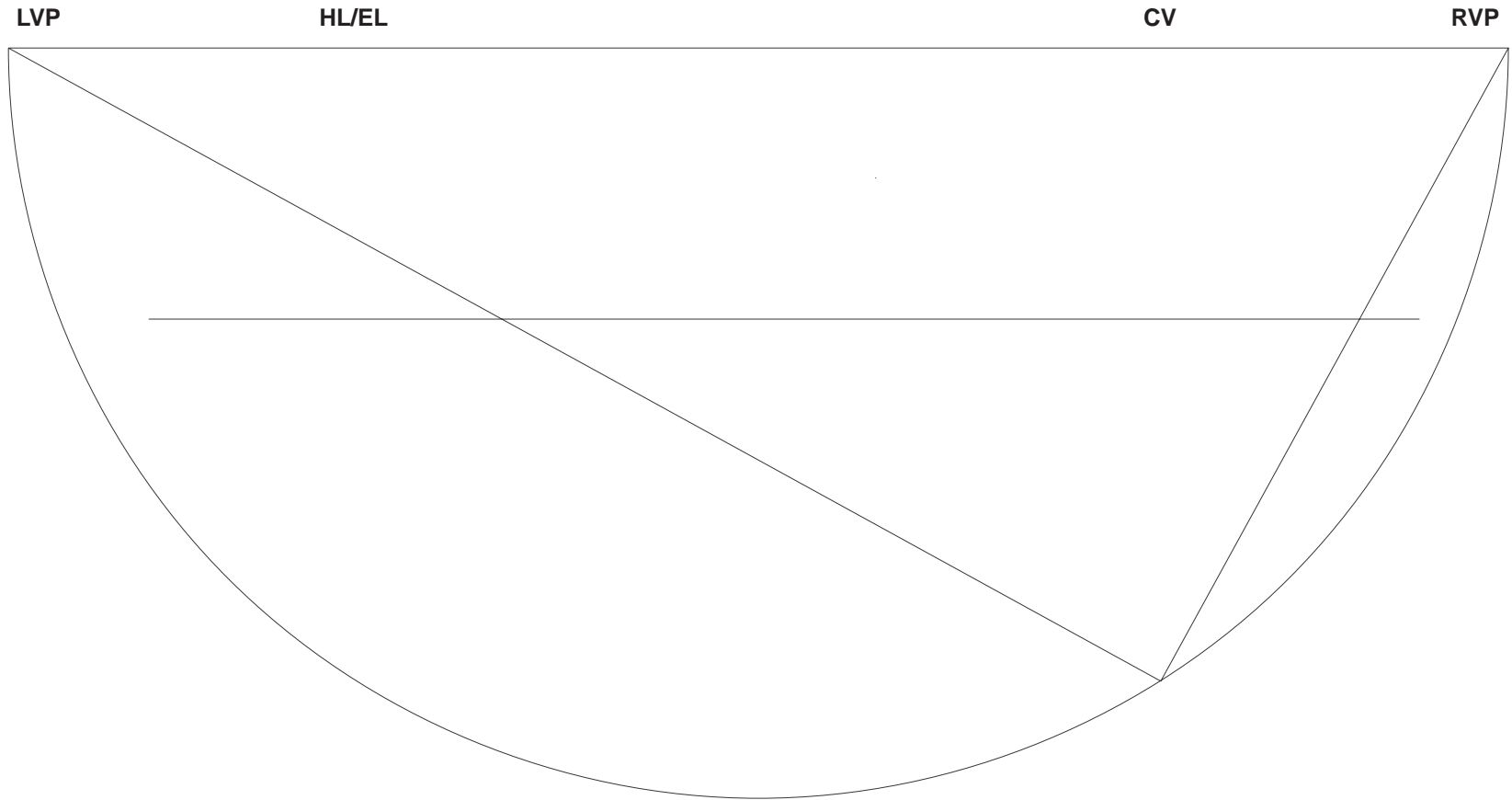


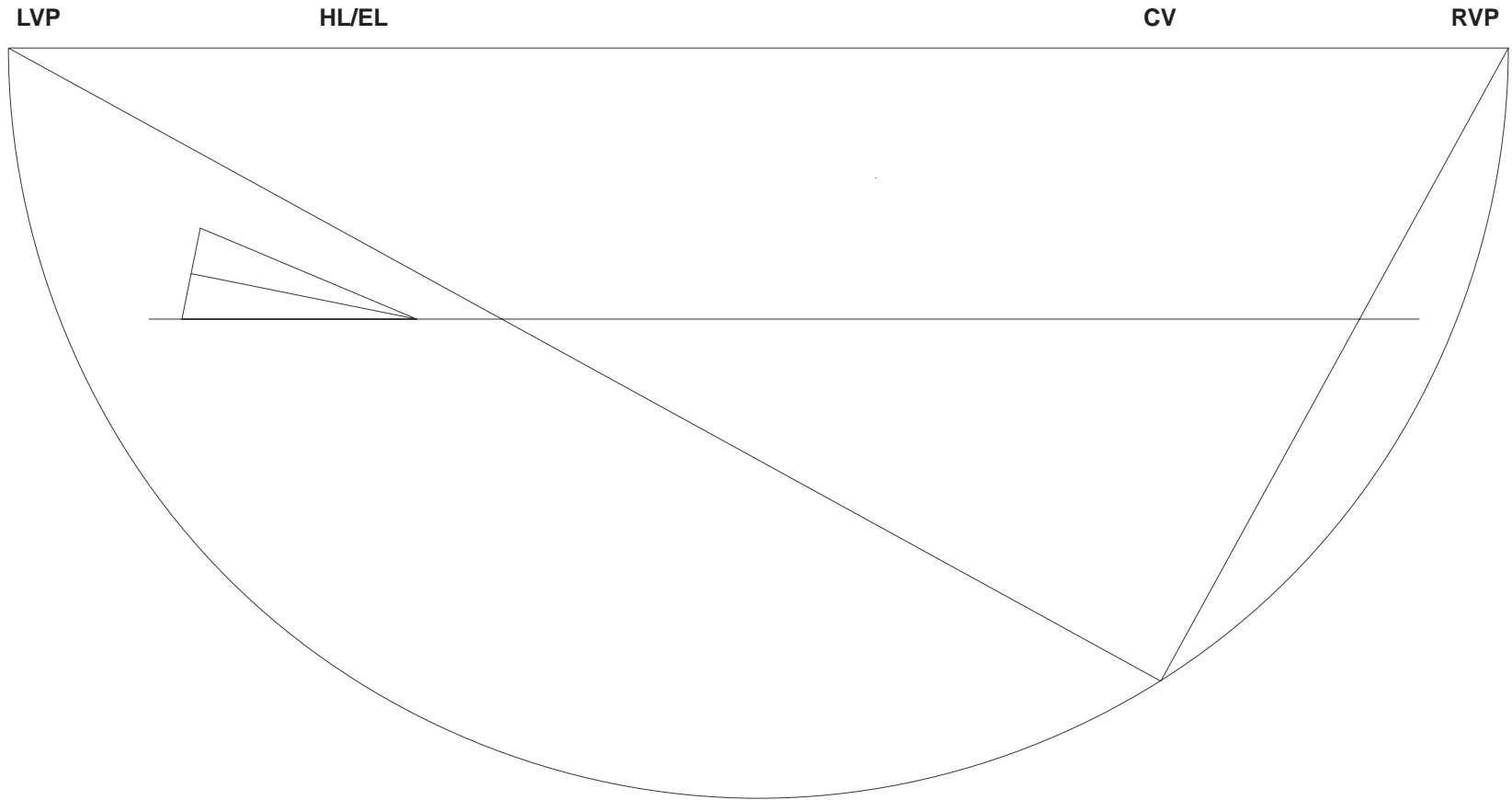
**HOW TO DRAFT A TIPPED PRYAMID**  
Rebecca B. Bennett



NOTES:

**step 1**  
Set up H/EL,  
cone of vision,  
etc.

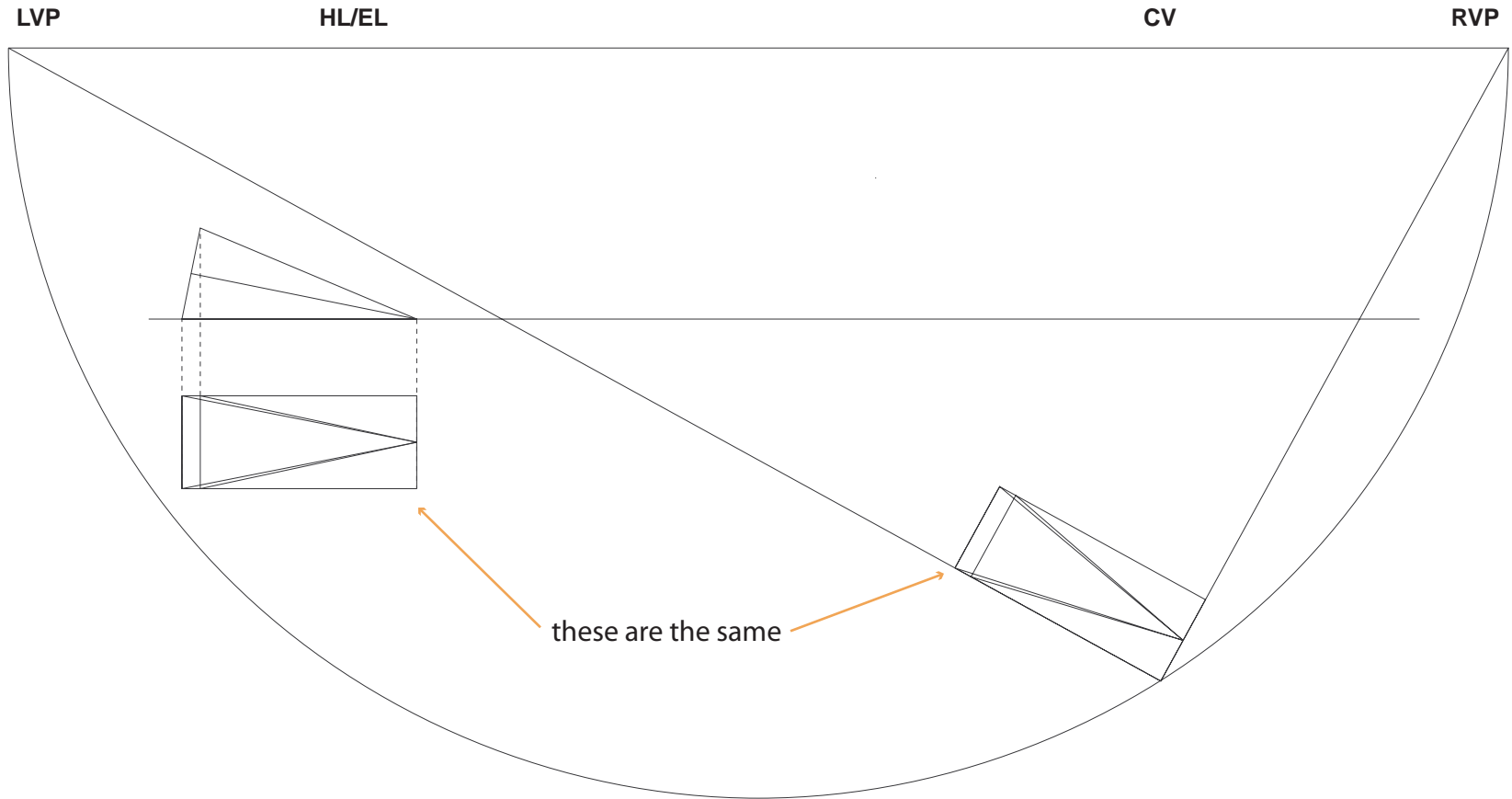
**HOW TO DRAFT A TIPPED PRYAMID**  
Rebecca B. Bennett



NOTES:

**step 2**  
On the GL draft  
the elevation  
view of the  
pyramid

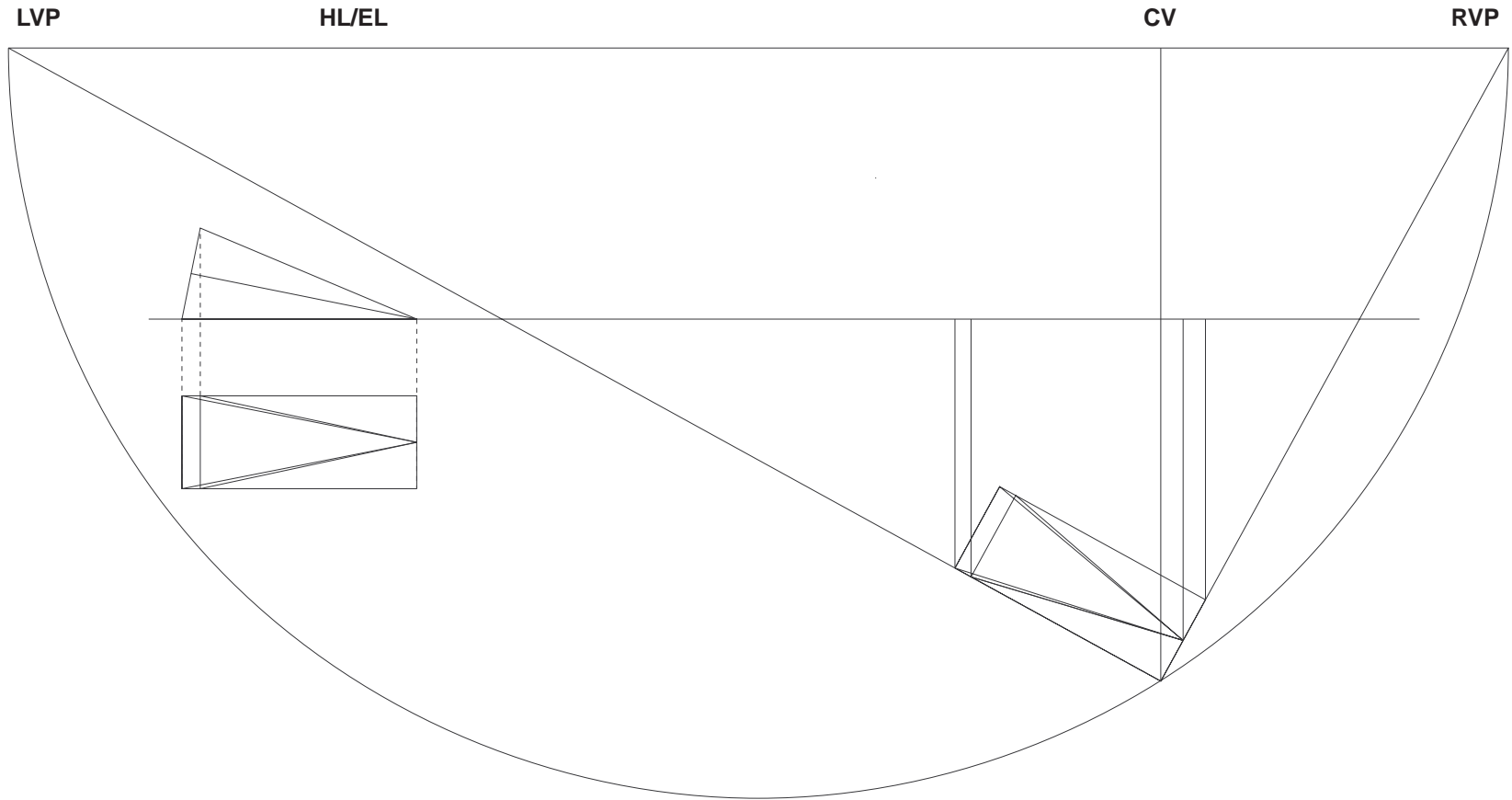
**HOW TO DRAFT A TIPPED PRYAMID**  
Rebecca B. Bennett



NOTES:

**step 3**  
Using the  
elevation view,  
create the plan  
view

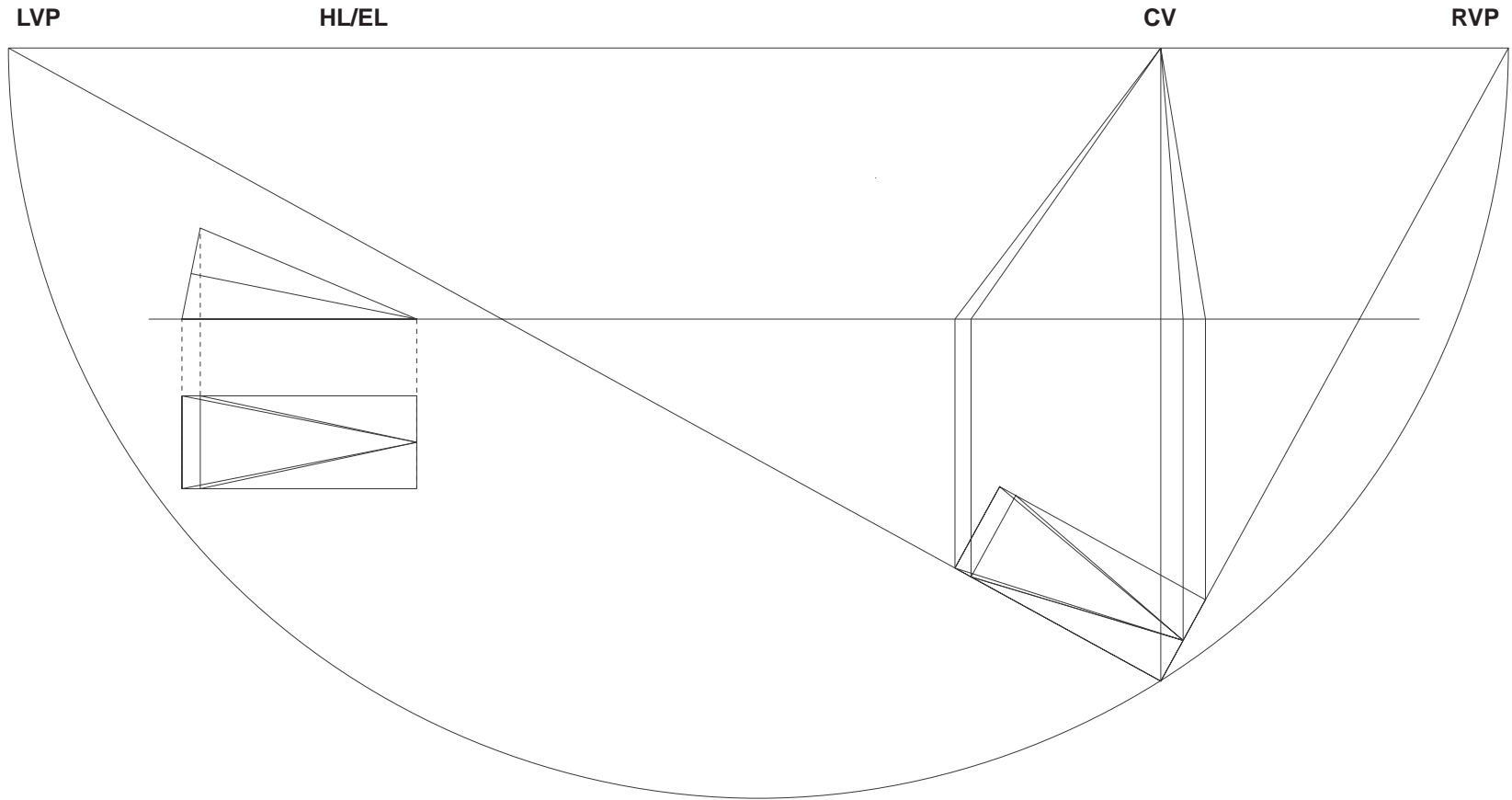
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NOTES:

**step 4**  
Bring the plan  
view up to the  
GL

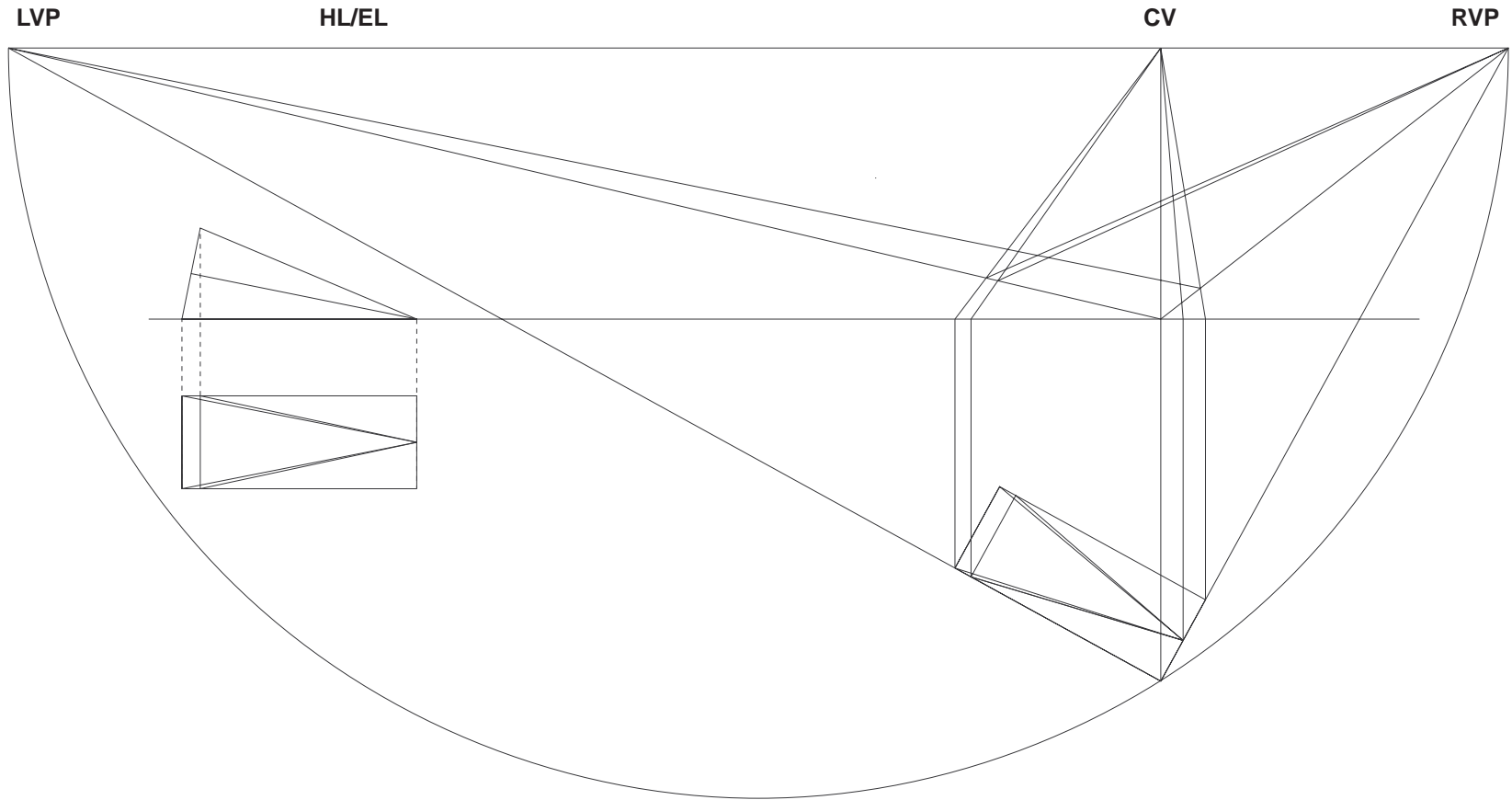
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NOTES:

**step 5**  
And then up to  
the CV

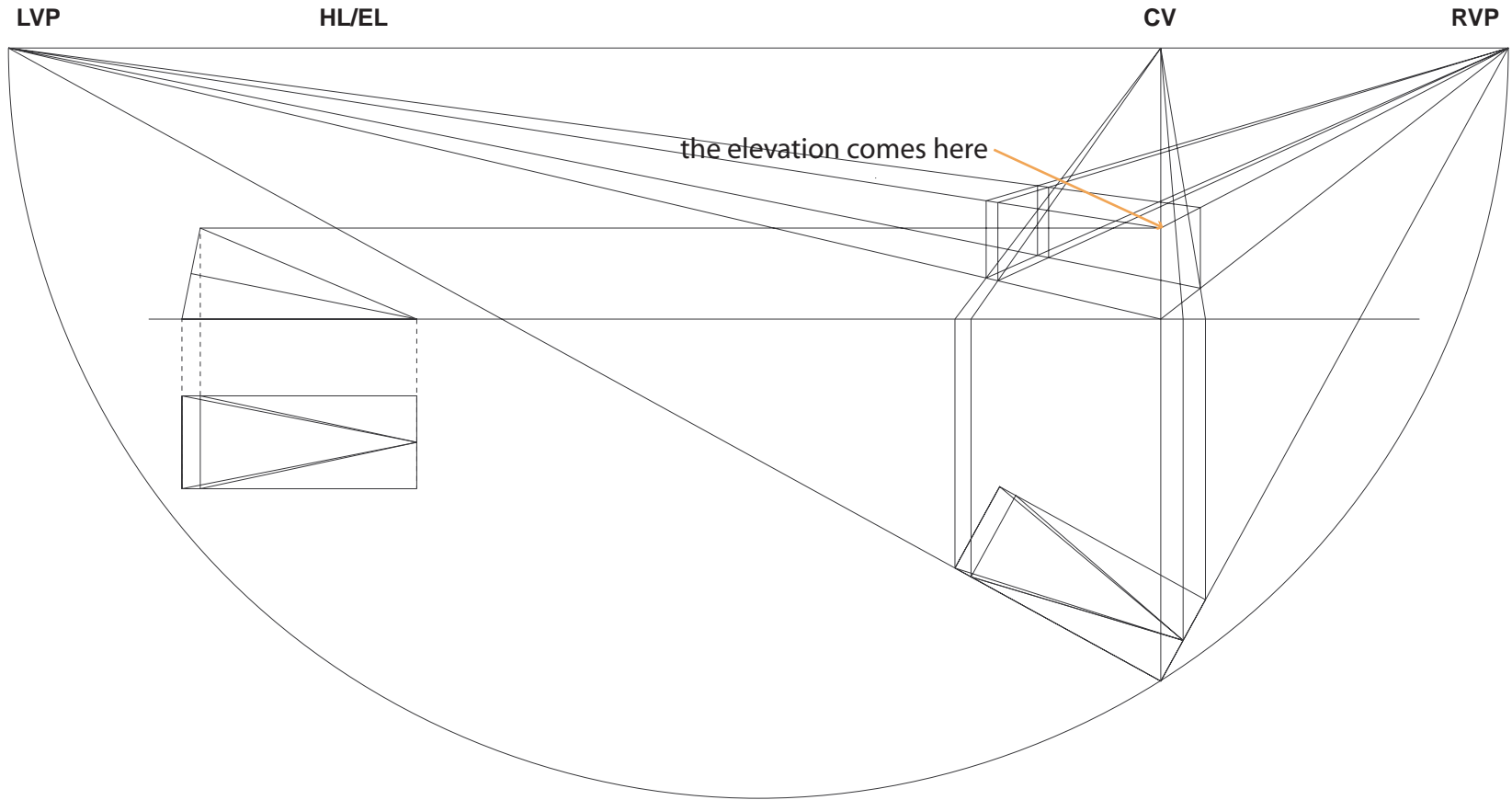
**HOW TO DRAFT A TIPPED PRYAMID**  
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NOTES:

**step 6**  
Send the lines  
back to the VPs

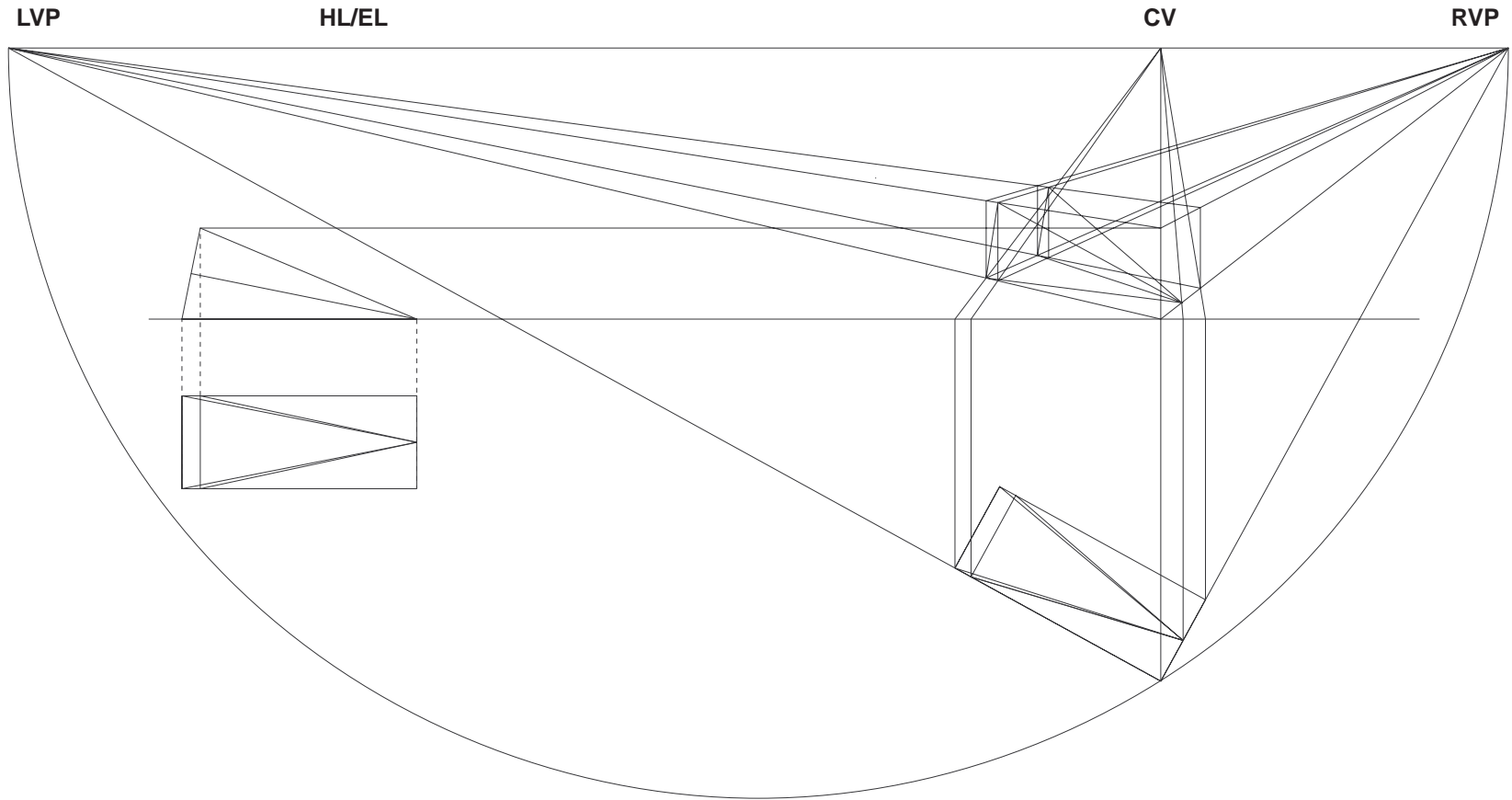
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NOTES:

**step 7**  
Using the elevation,  
determine the  
height

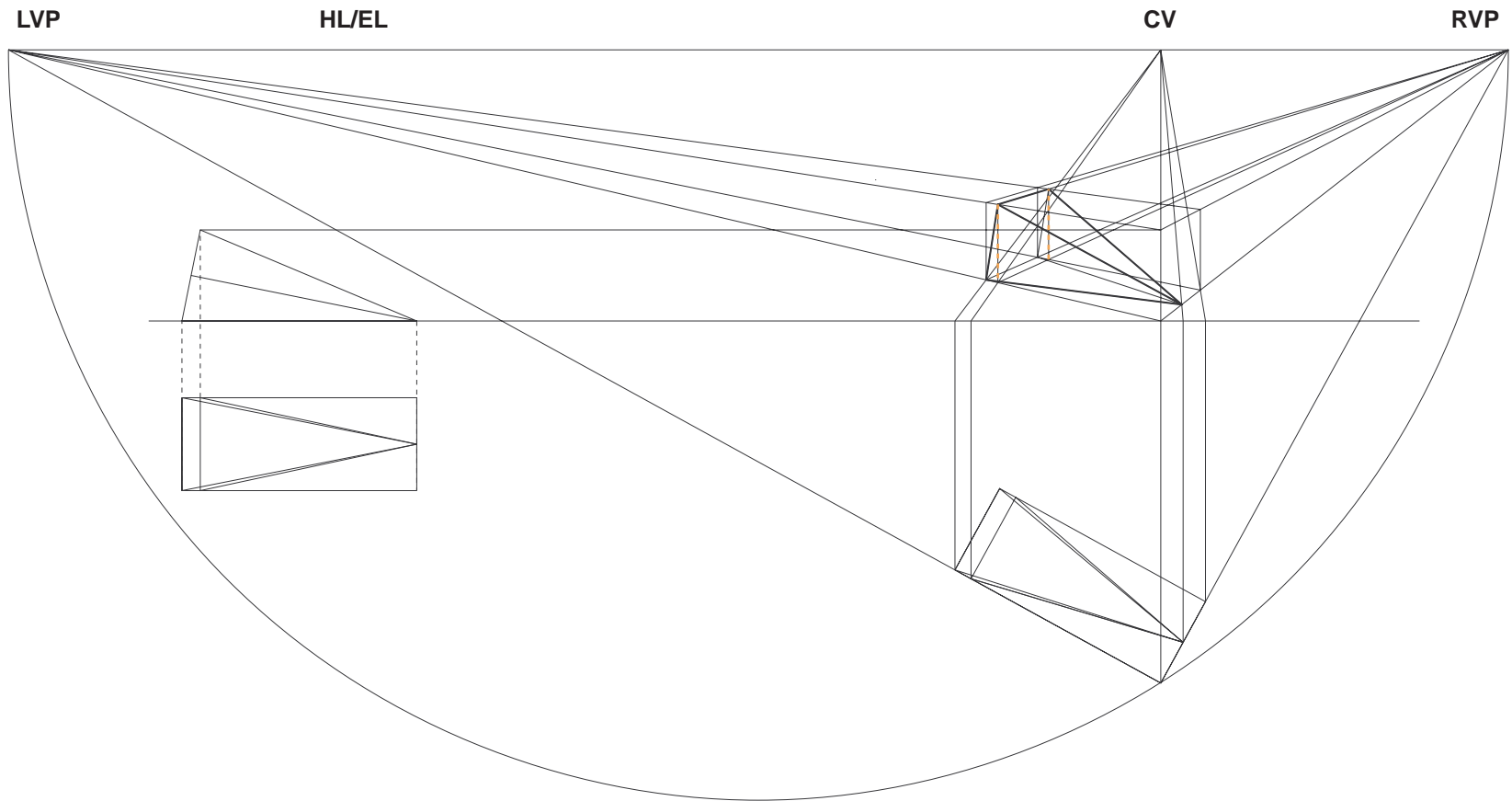
**HOW TO DRAFT A TIPPED PRYAMID**  
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NOTES:

**step 8**  
Connect the  
inside lines

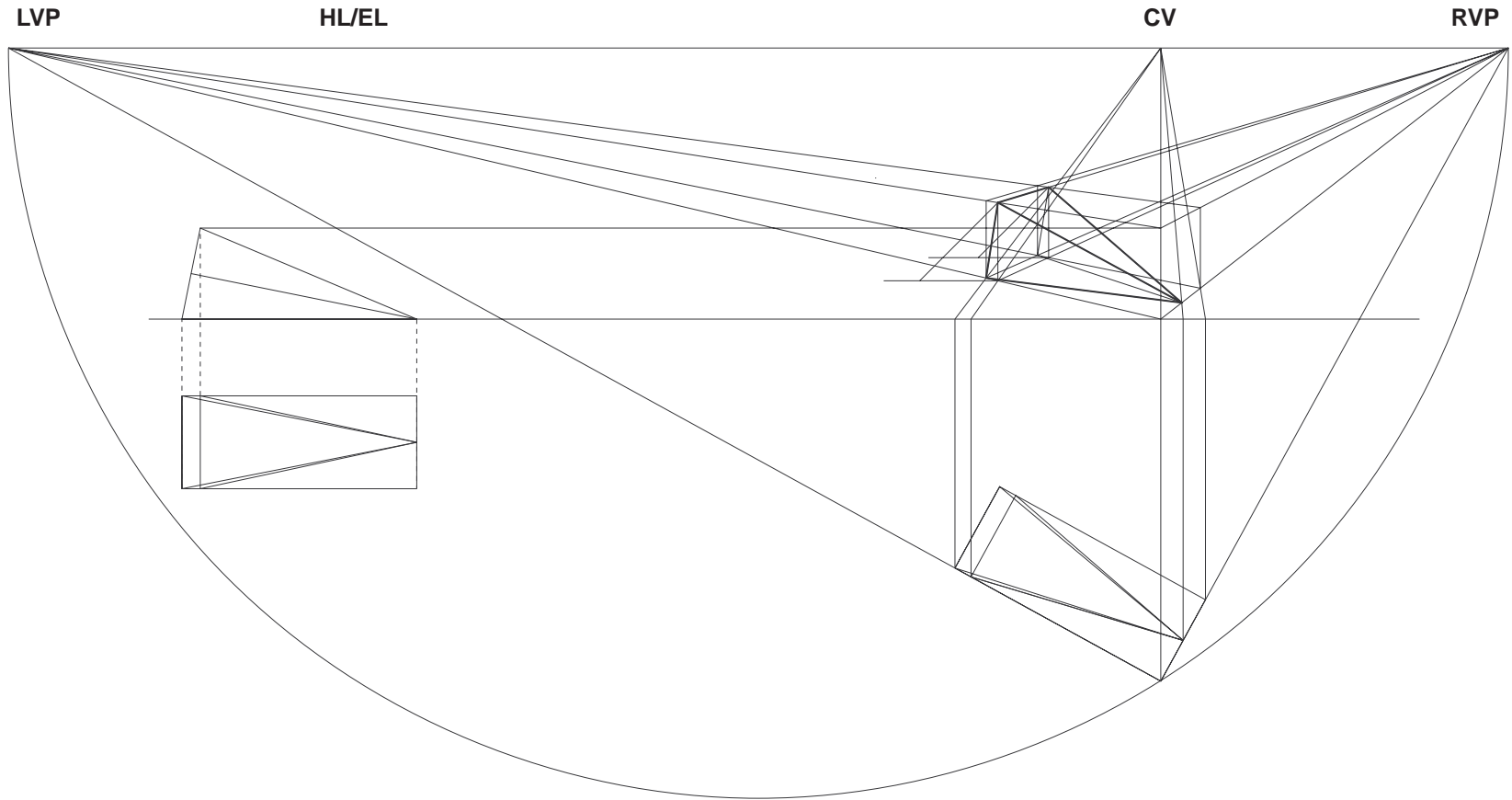
**HOW TO DRAFT A TIPPED PRYAMID**  
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NOTES:

**step 9**  
Find the lines  
that connect the  
top of the  
pyramid to the  
ground

**HOW TO DRAFT A TIPPED PRYAMID**  
Rebecca B. Bennett



NOTES:

**step 10**  
Cast the  
shadows of the  
new "little sticks"

