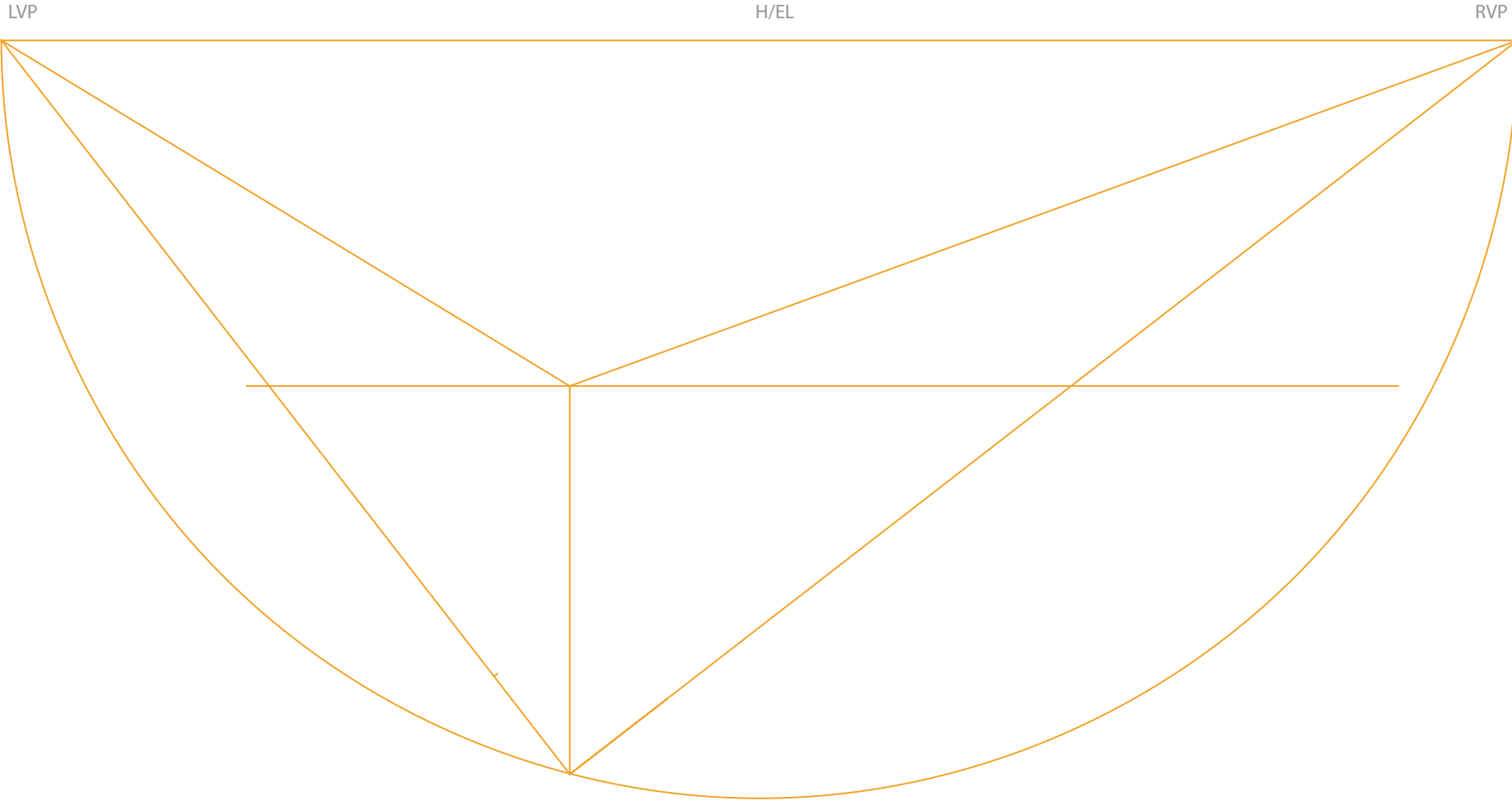


**HOW TO DRAFT THE STANDING CYLINDER**

Rebecca B. Bennett



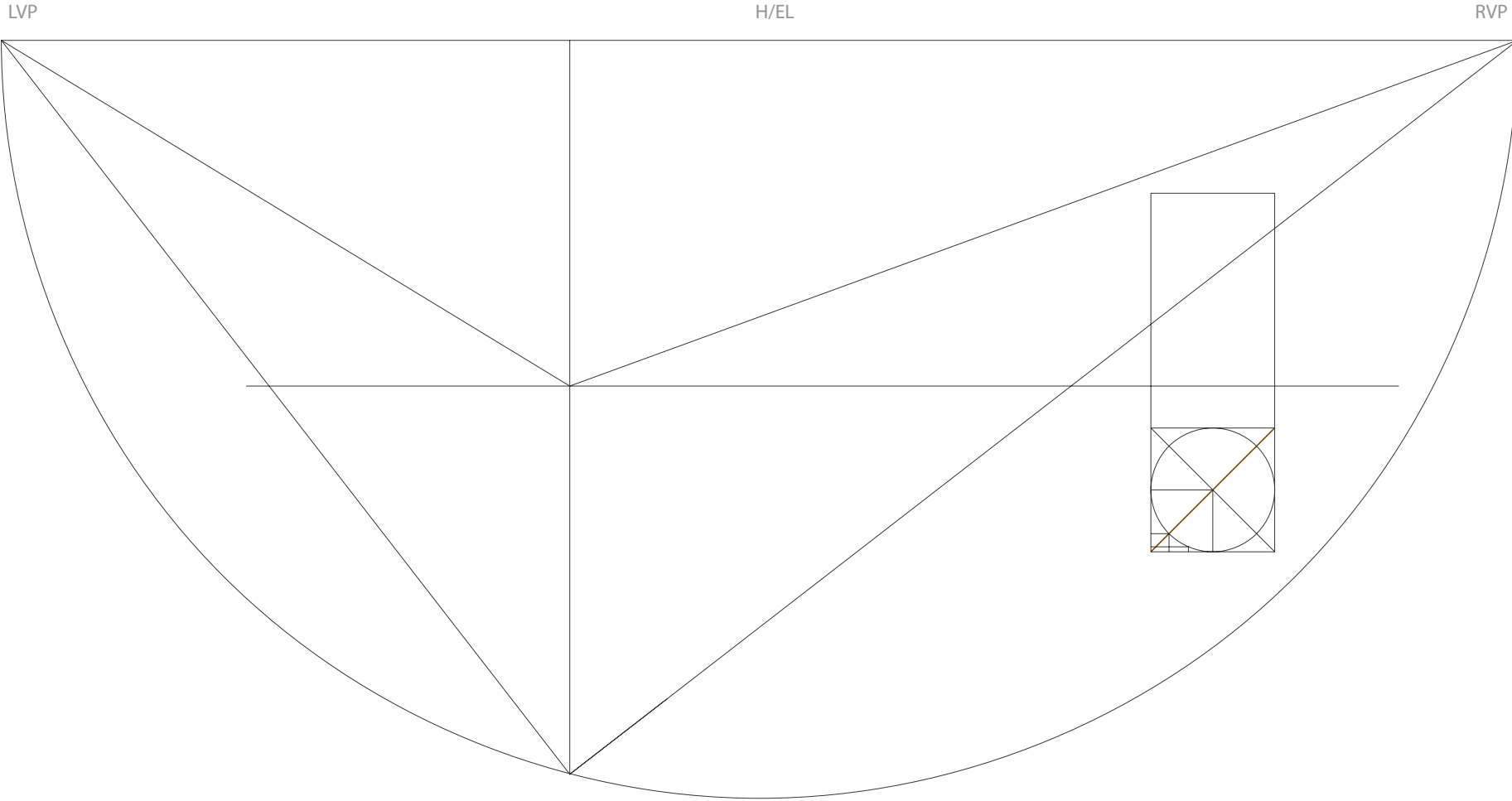
step 1  
Set up the formula.





**HOW TO DRAFT THE STANDING CYLINDER**

Rebecca B. Bennett



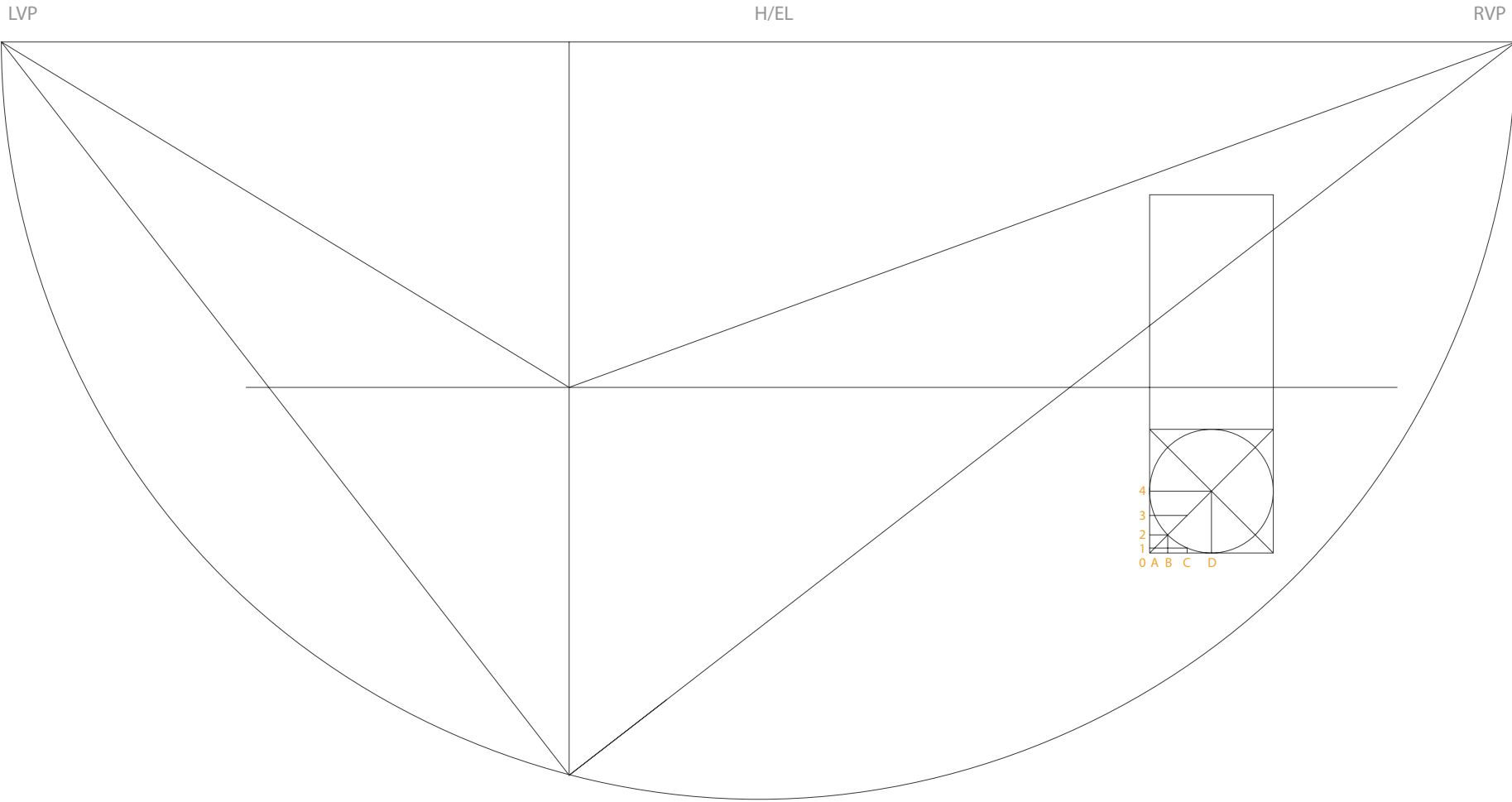
step 4  
Extend a 45 degree line from the bottom corners to the top corners.





**HOW TO DRAFT THE STANDING CYLINDER**

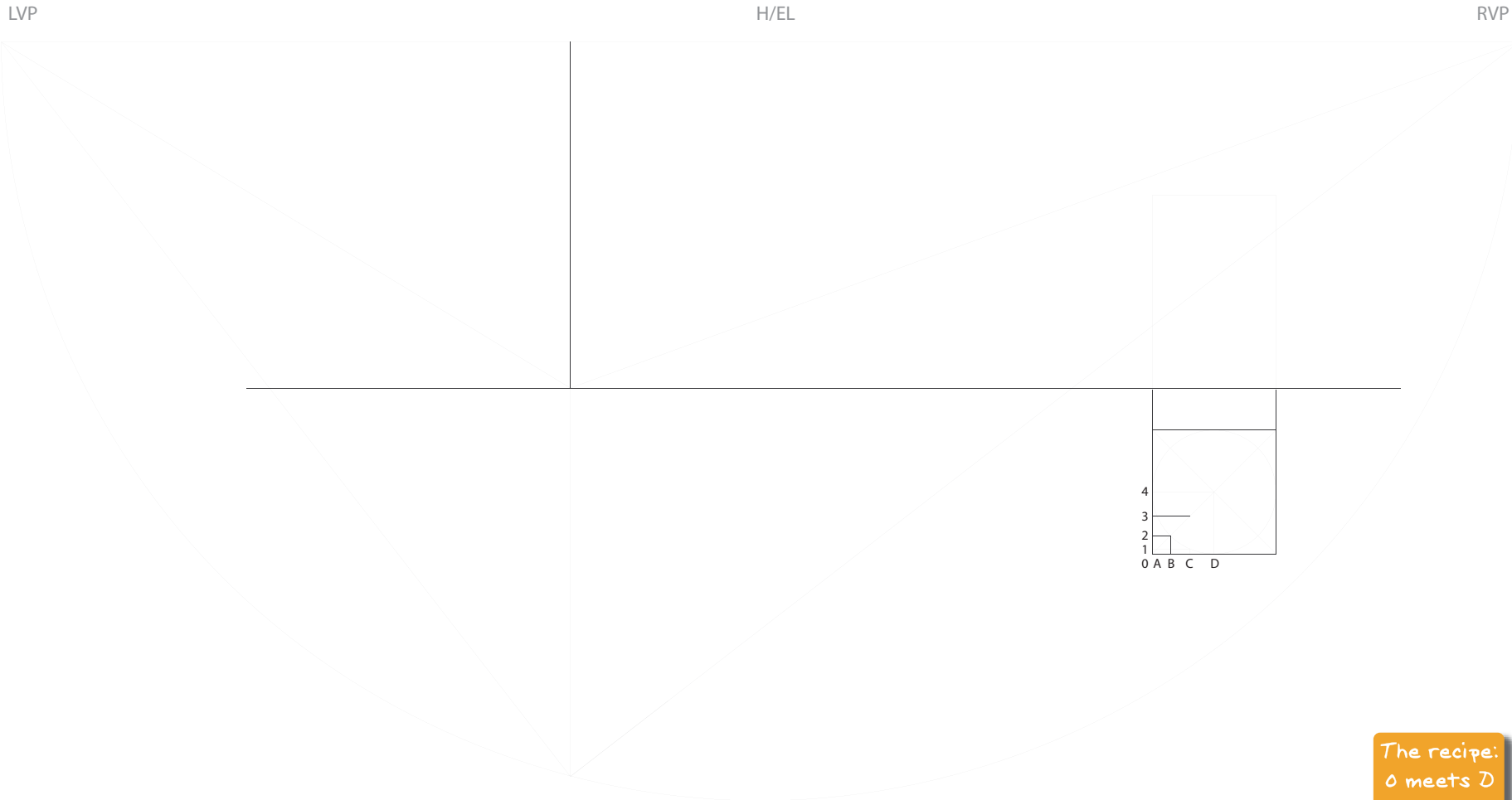
Rebecca B. Bennett



step 7  
Label the points: Letters for horizontal points, numbers for the vertical points. 0 is the axis.

**HOW TO DRAFT THE STANDING CYLINDER**

Rebecca B. Bennett



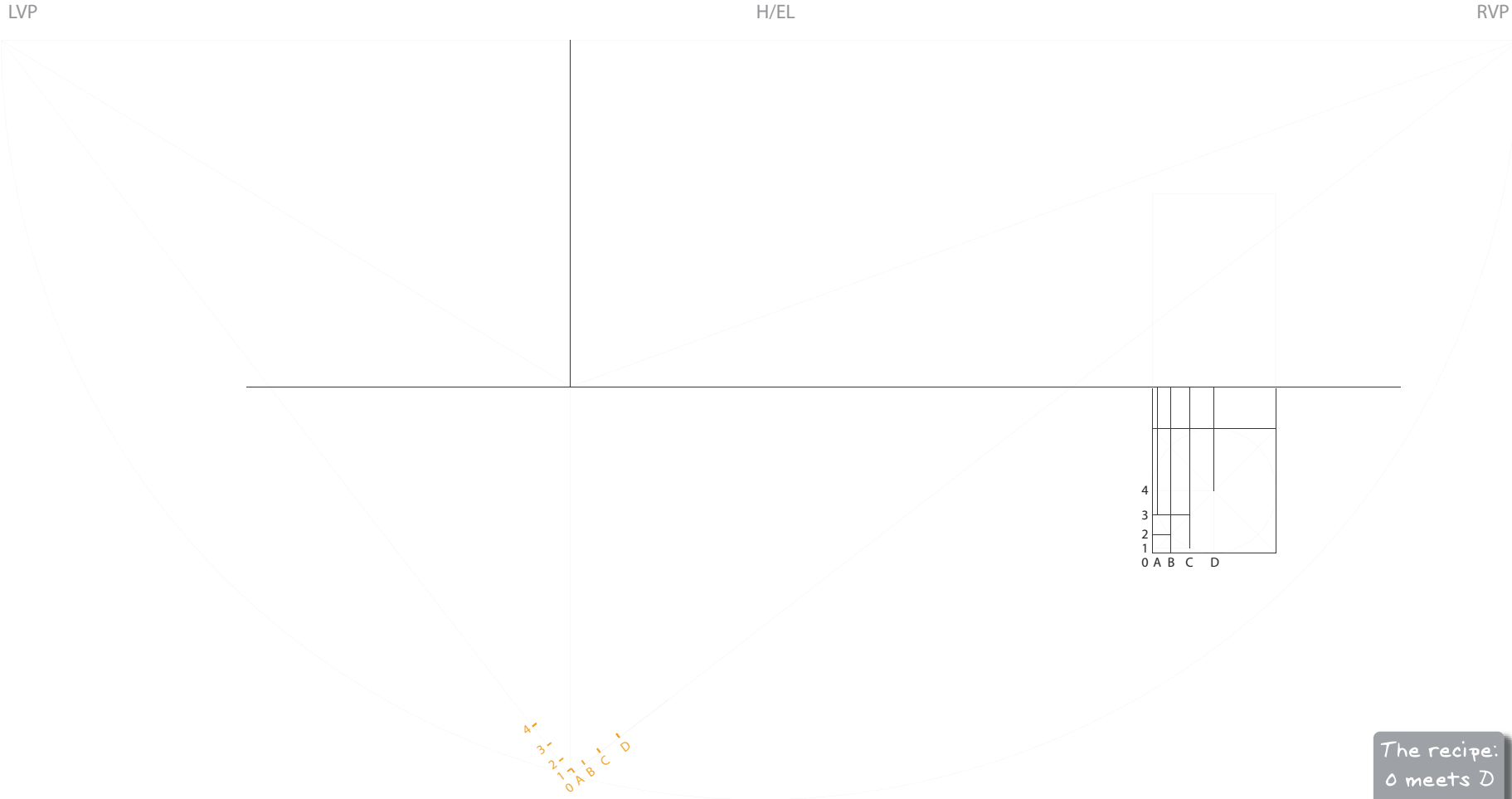
step 8  
The recipe...

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0



# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

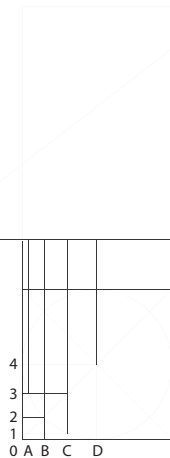
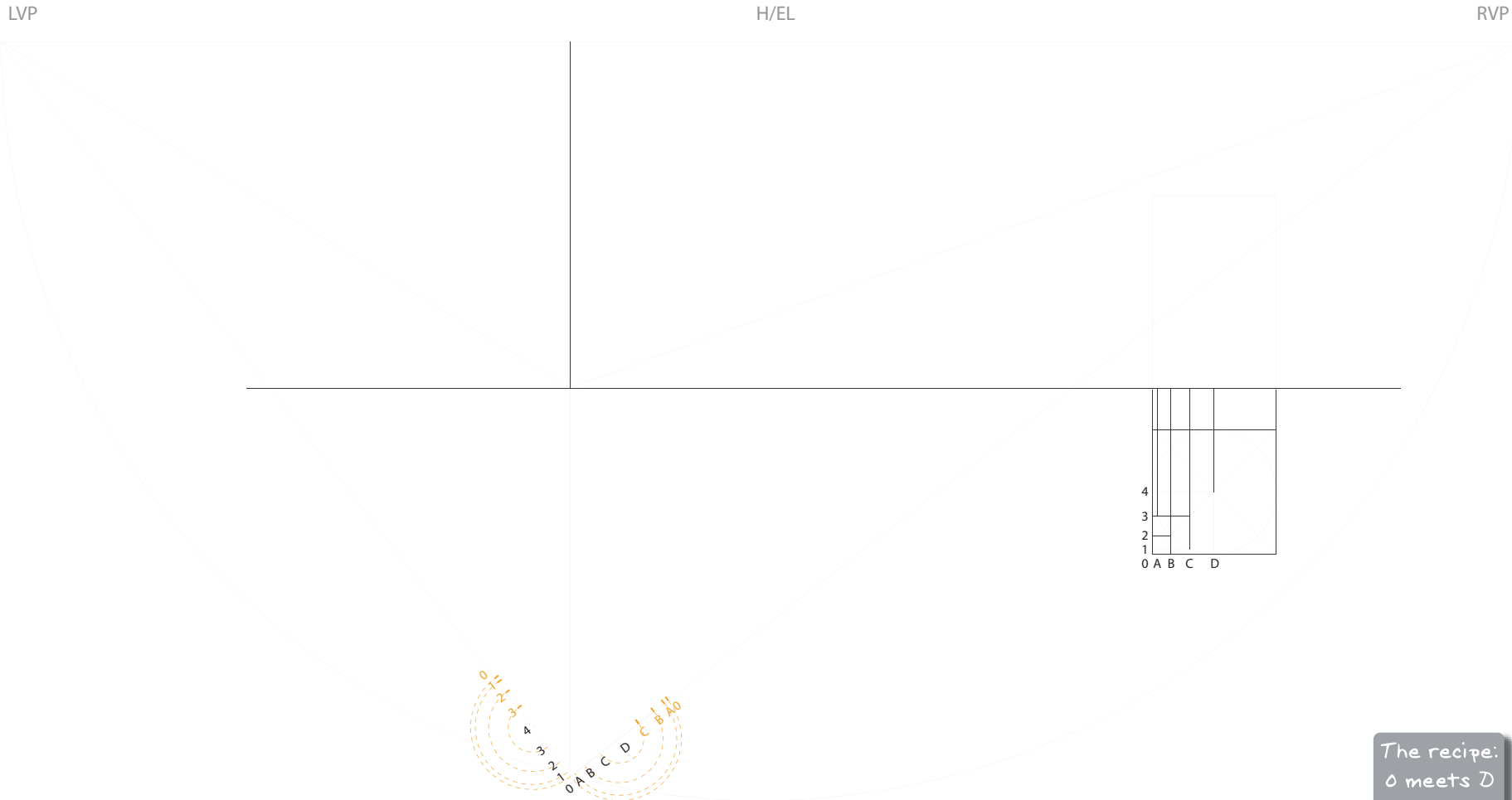


step 10  
Transfer points to the plan view.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

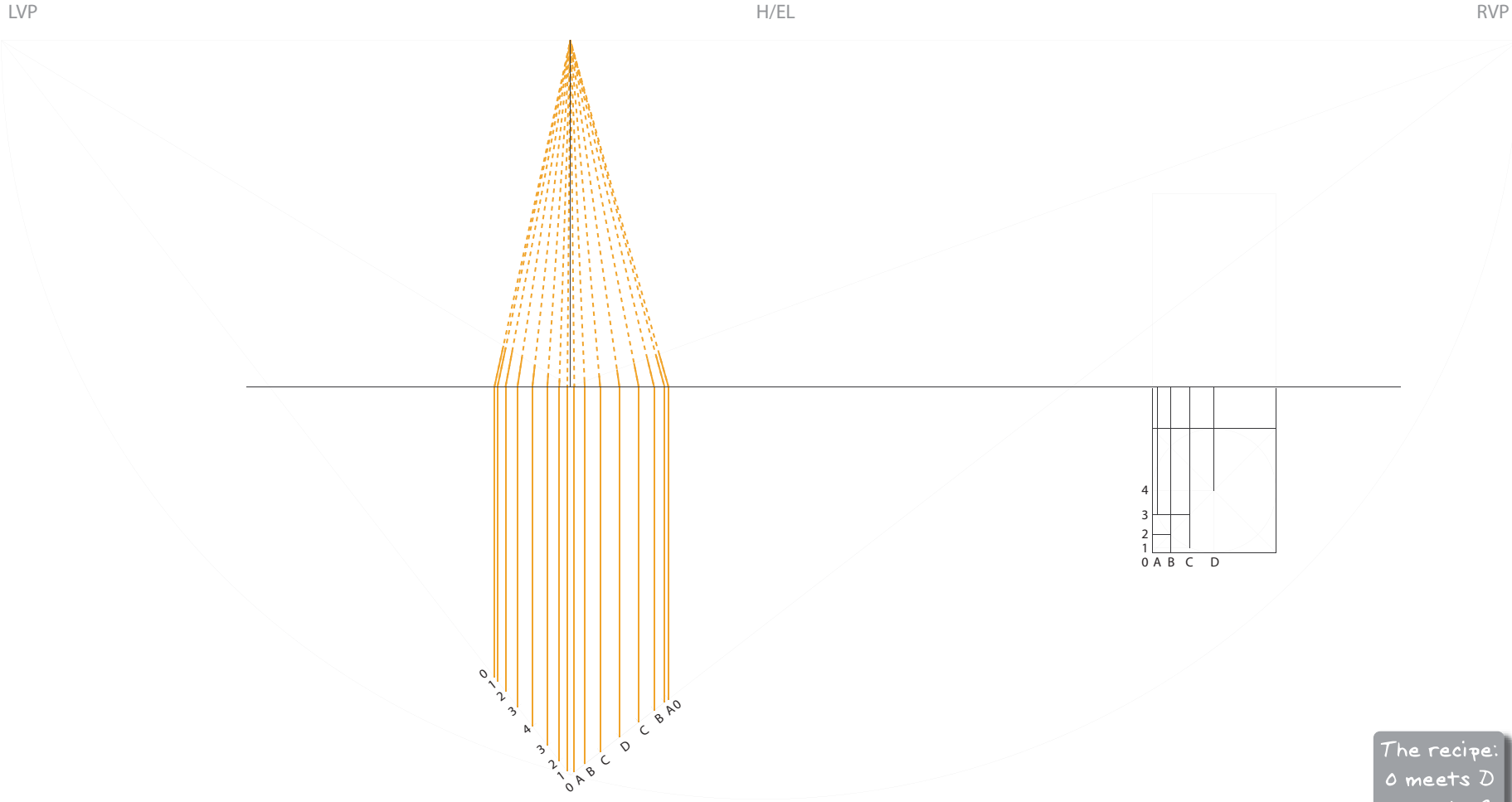


step 11  
Using the compass, duplicate the intersections along the plan.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

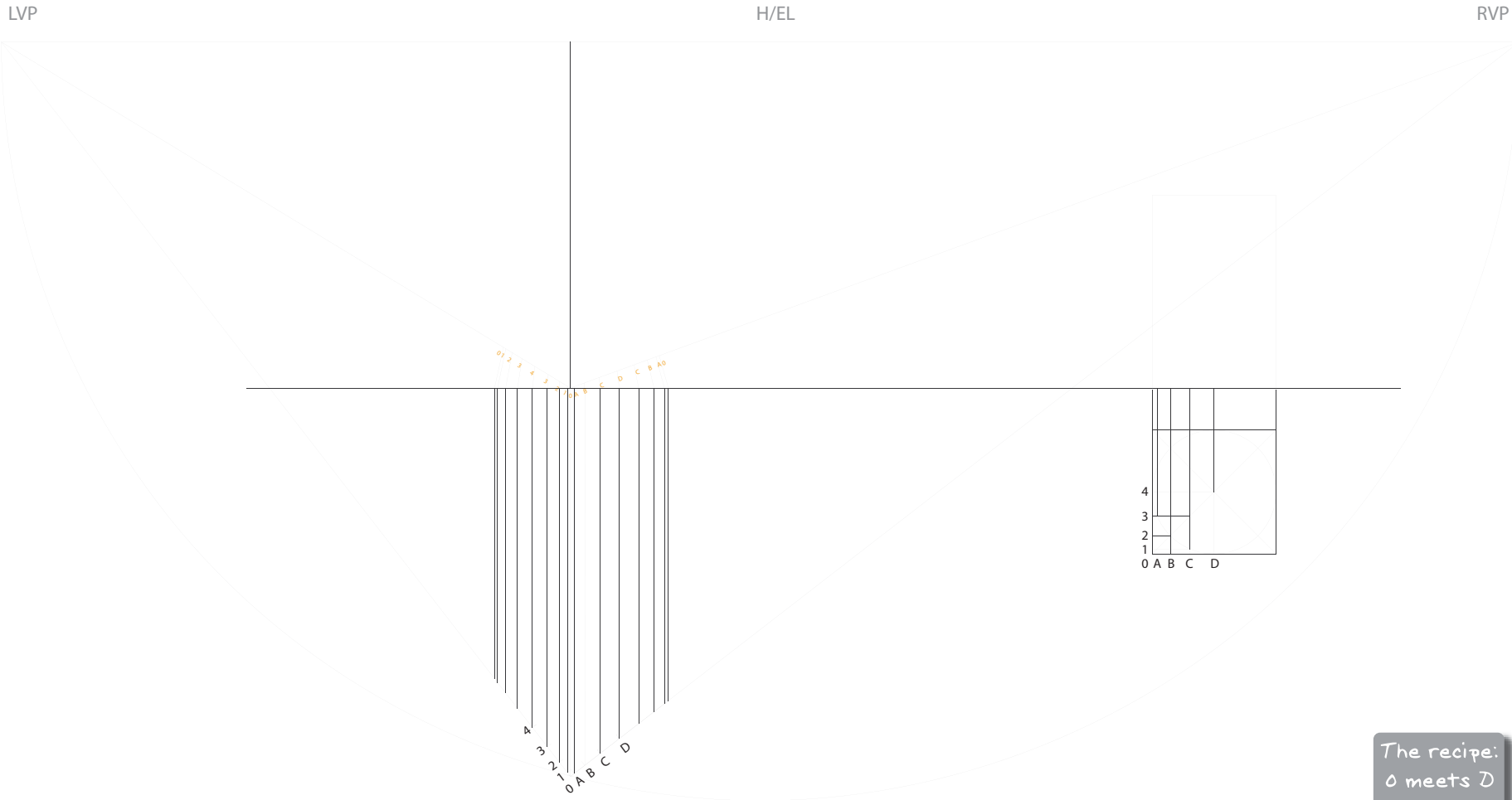


step 12  
Bring all the intersections up to the GL and "pitch the tent."

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

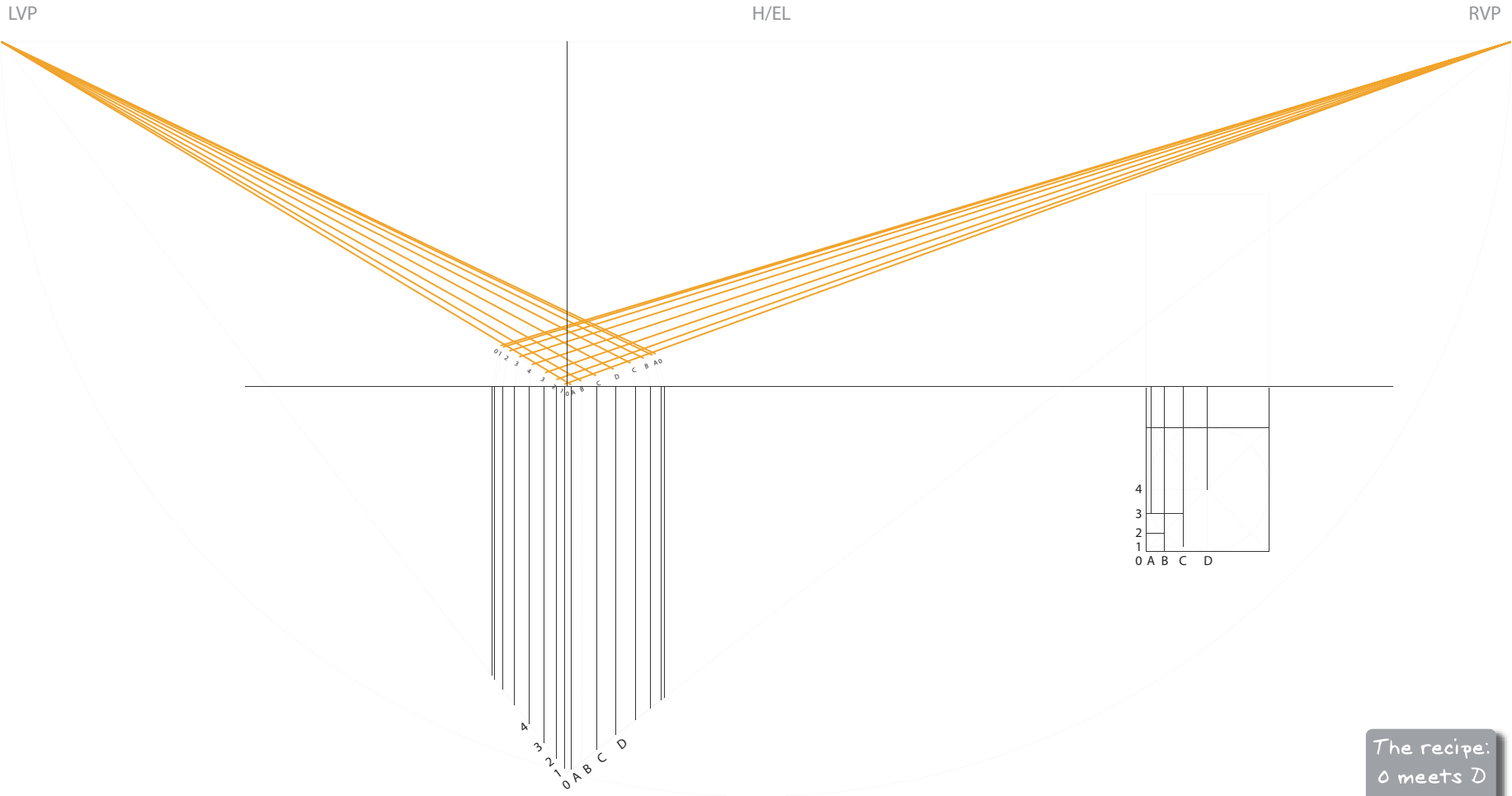


step 13  
Label the points in the 3D area.v

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

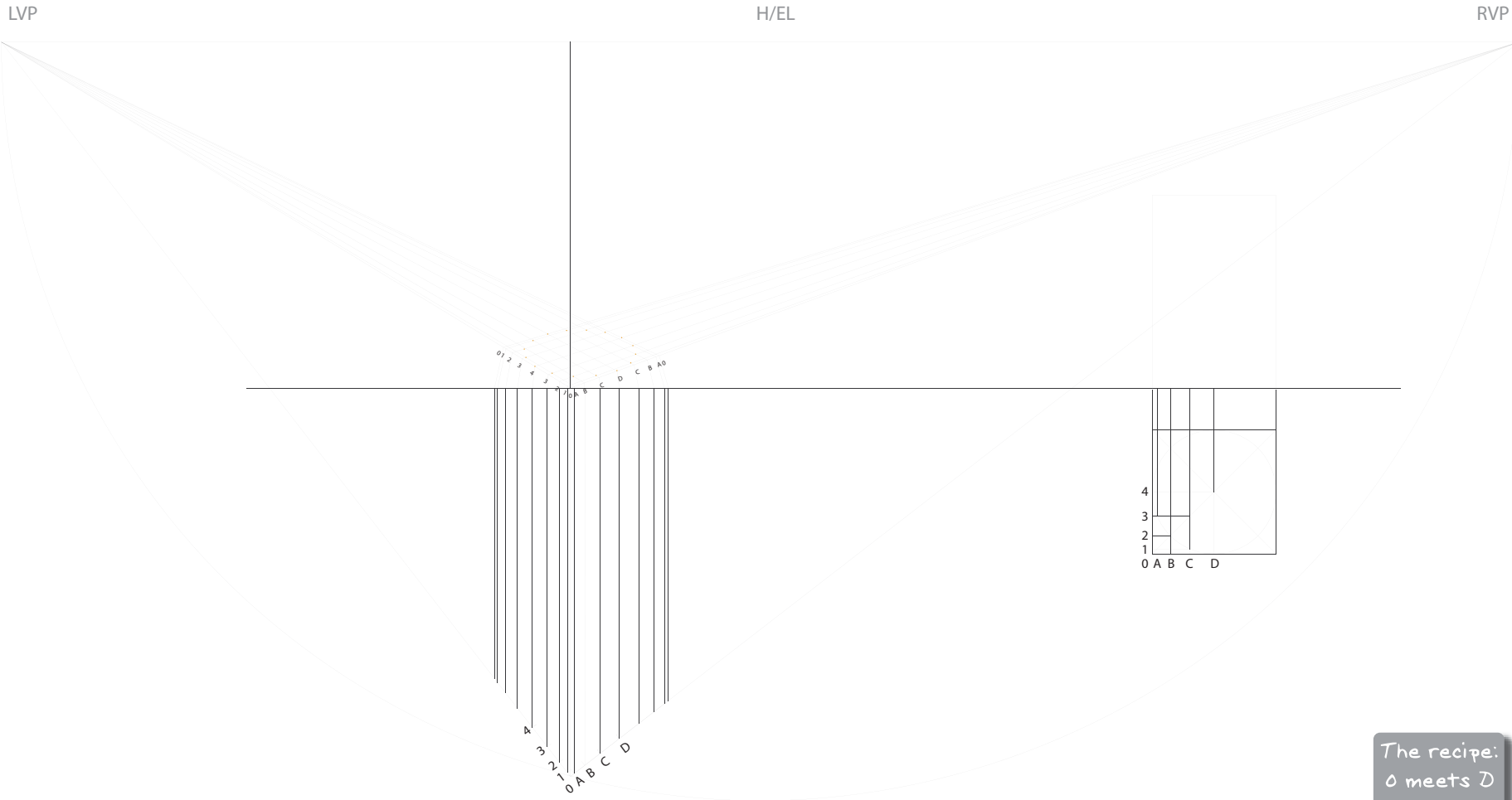


step 14  
Send the points back to the VPs.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett



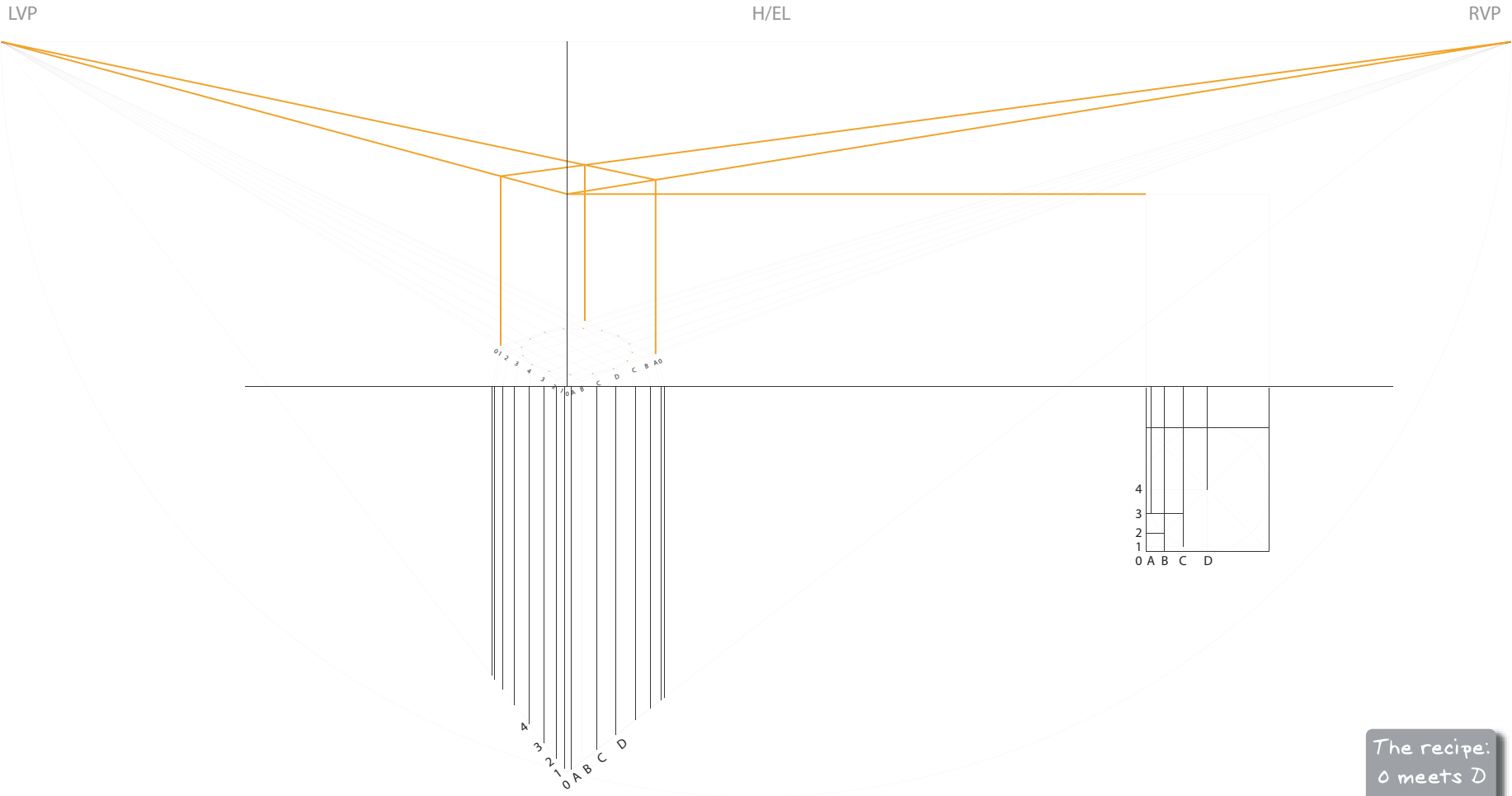
step 15  
Find the intersections.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0



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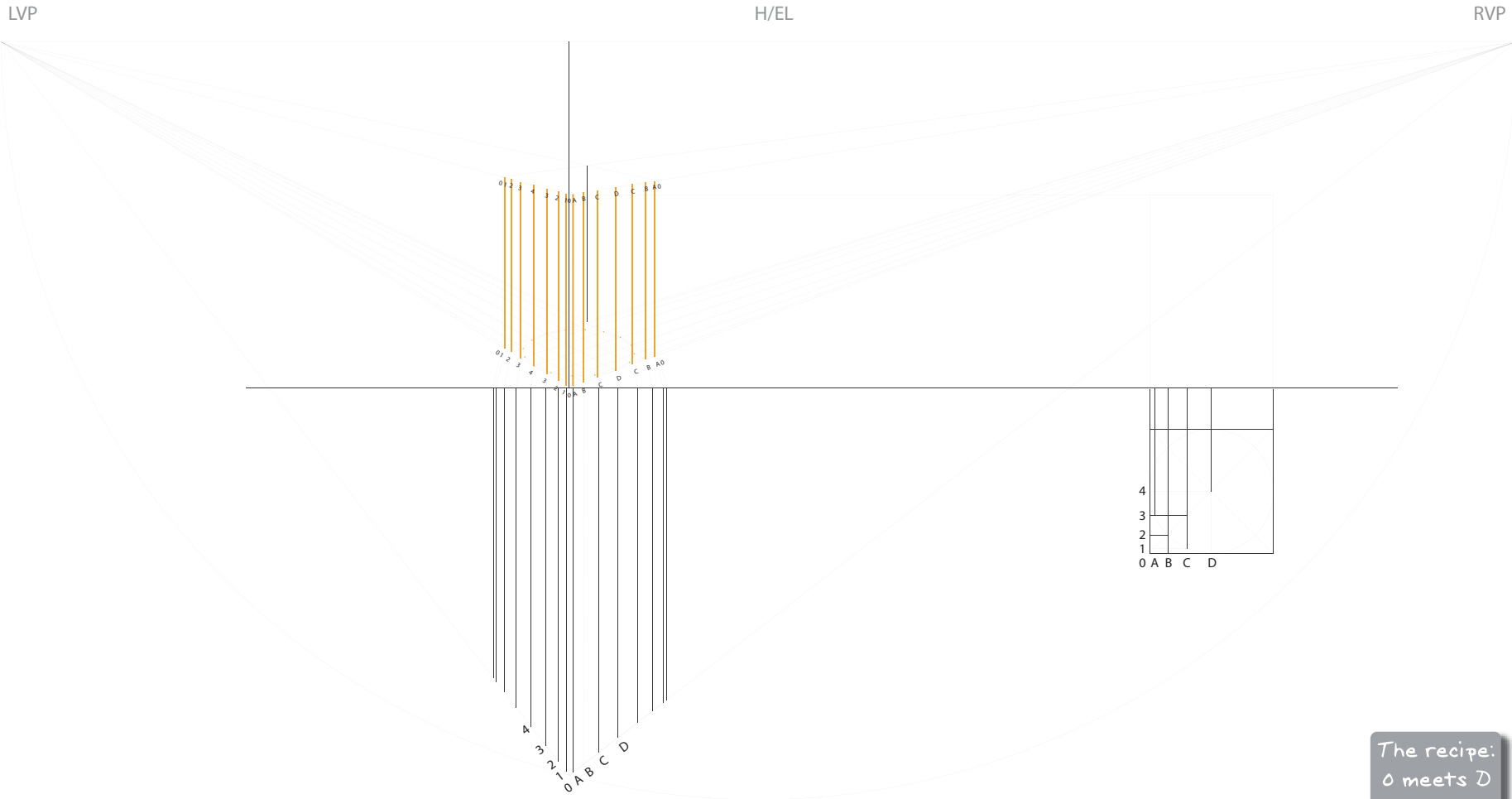


step 17  
 Extend the elevation over and build the box the cylinder sits inside.

The recipe:  
 0 meets D  
 1 meets C  
 2 meets B  
 3 meets A  
 4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

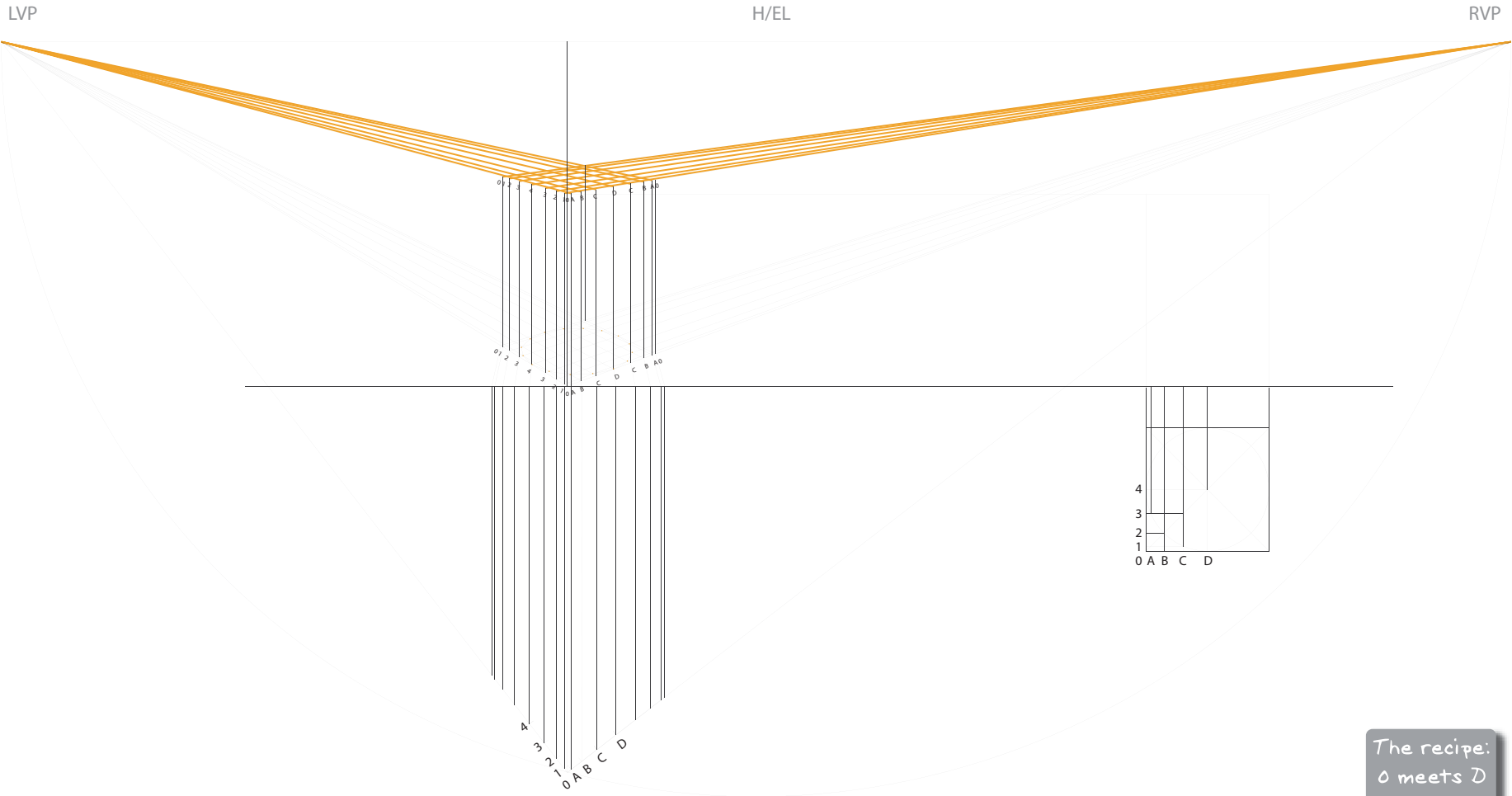


step 18  
 Extend vertical lines from the intersections along the front edge of the base of the box.

The recipe:  
 0 meets D  
 1 meets C  
 2 meets B  
 3 meets A  
 4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

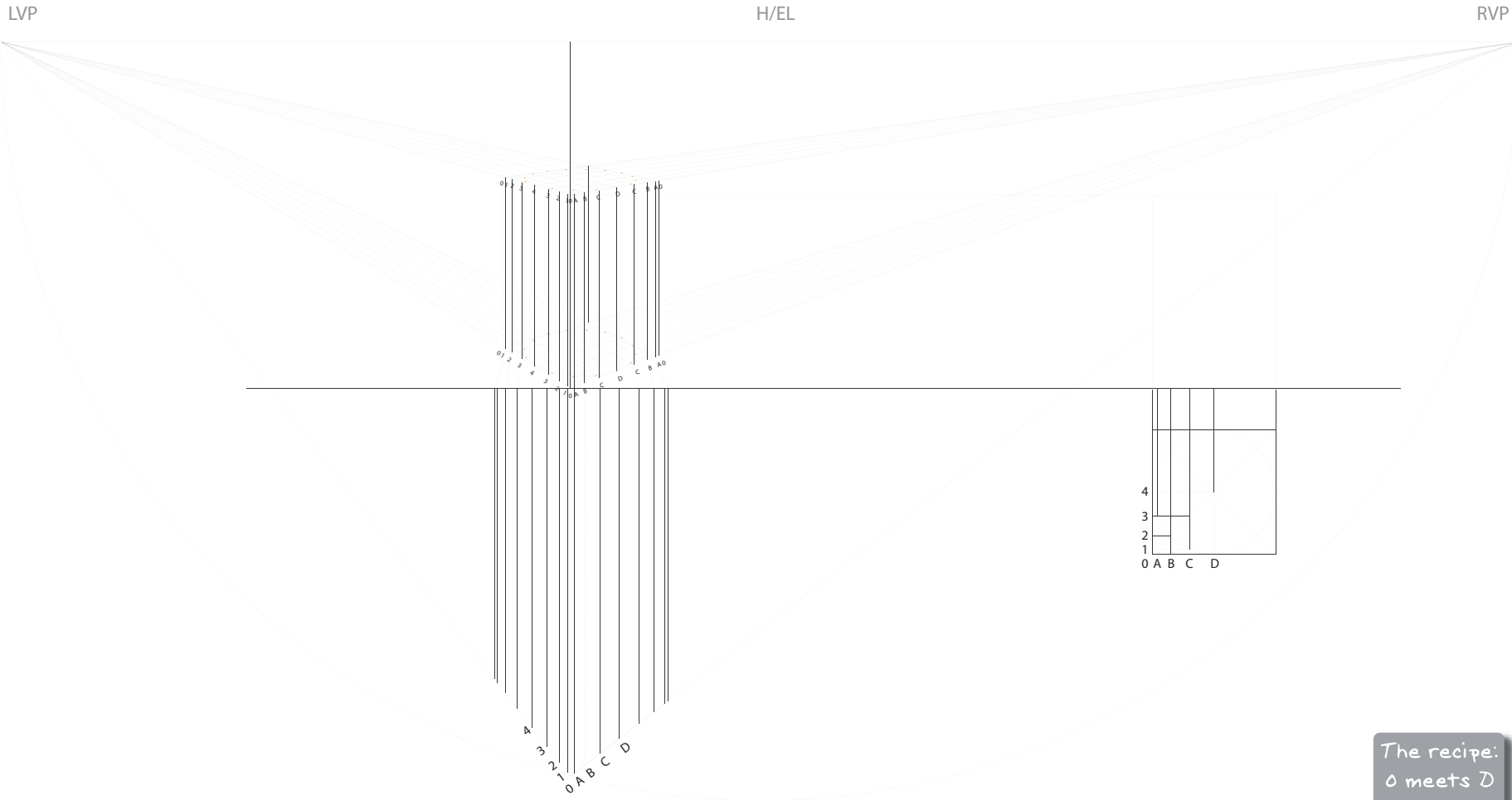


step 19  
 Connect each intersection back to the opposite VP with an orthogonal line.

The recipe:  
 0 meets D  
 1 meets C  
 2 meets B  
 3 meets A  
 4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

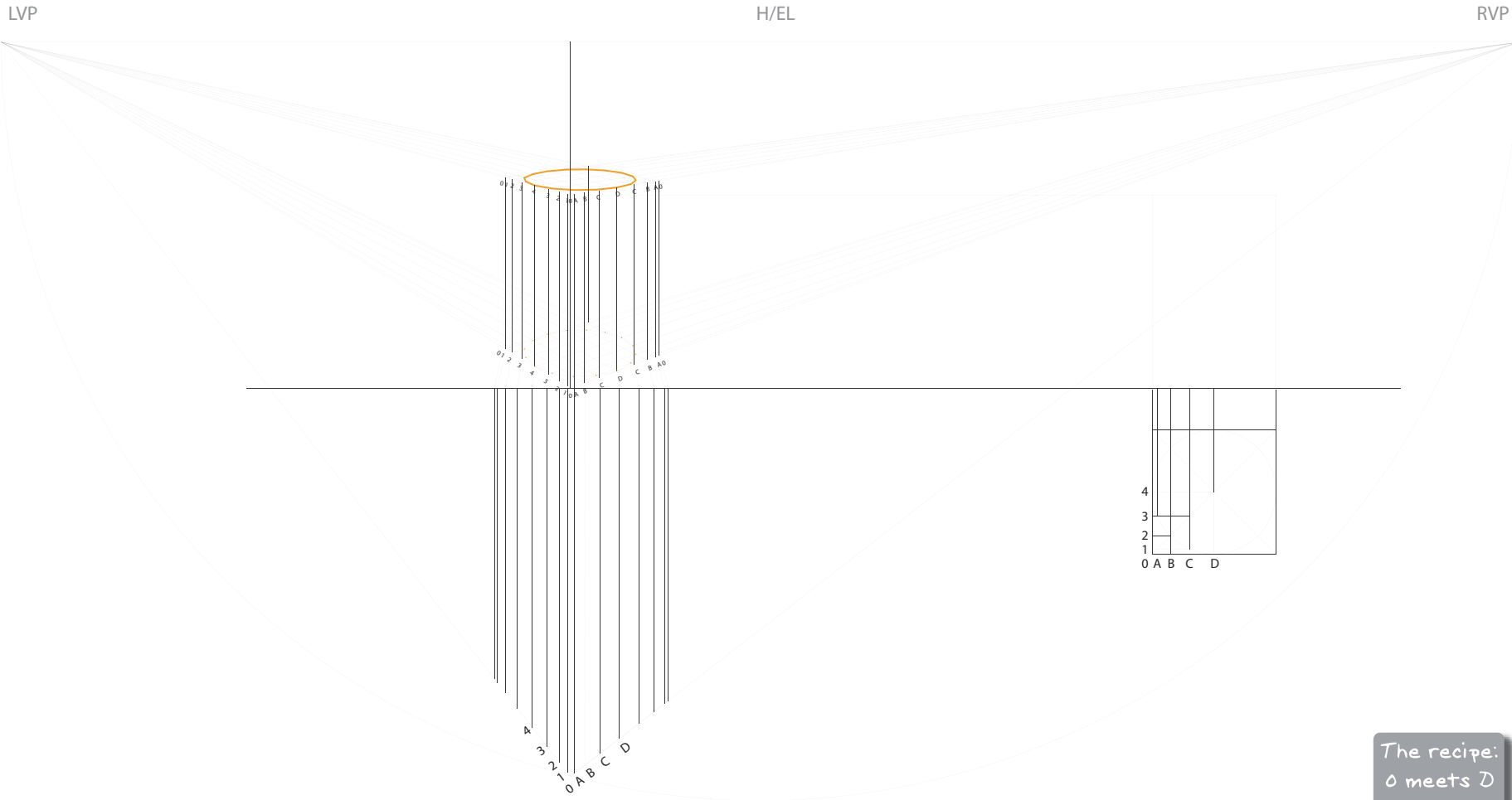


step 20  
Using the recipe, find and mark the intersections.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

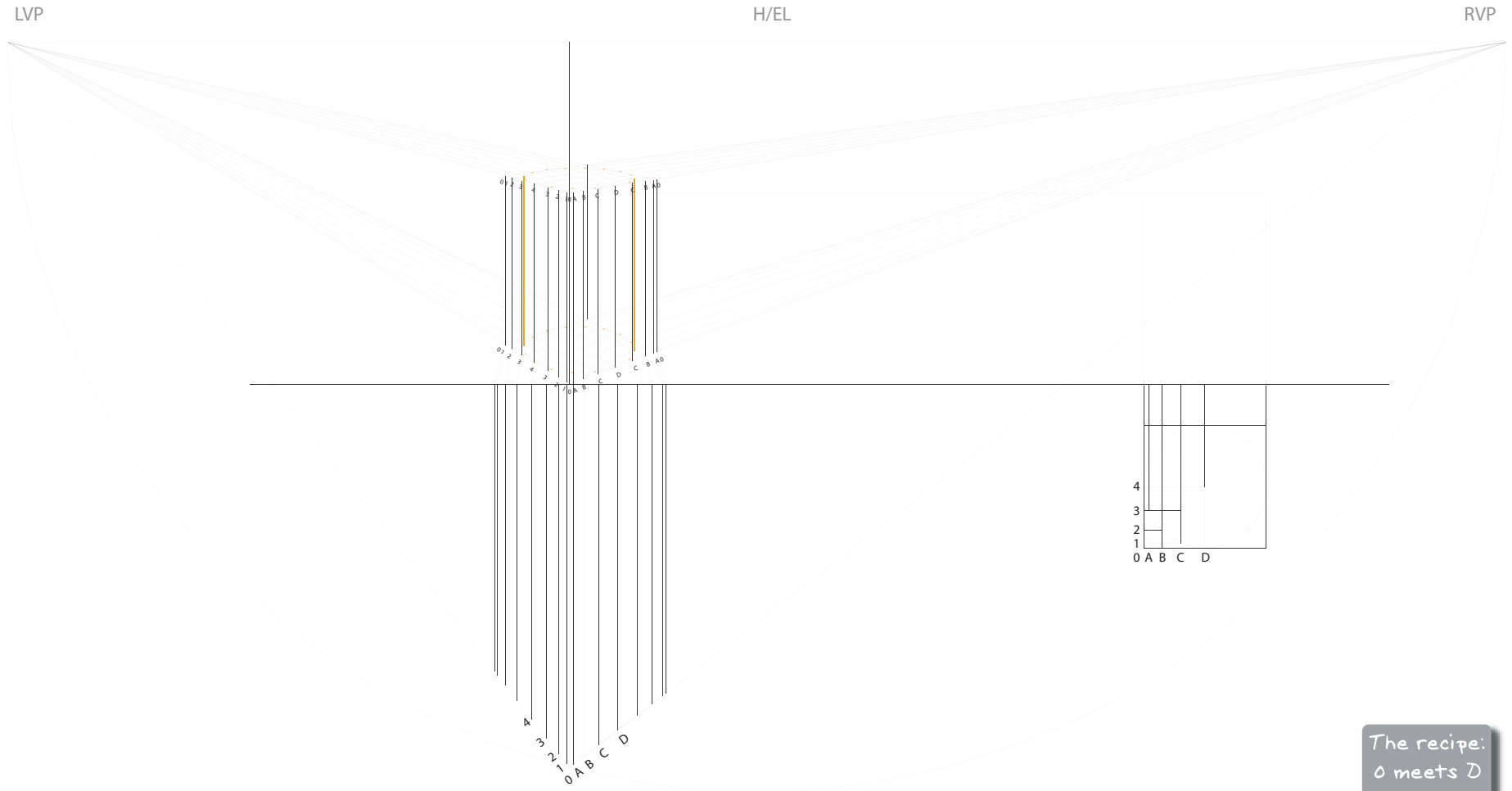


step 21  
Connect the intersections.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett

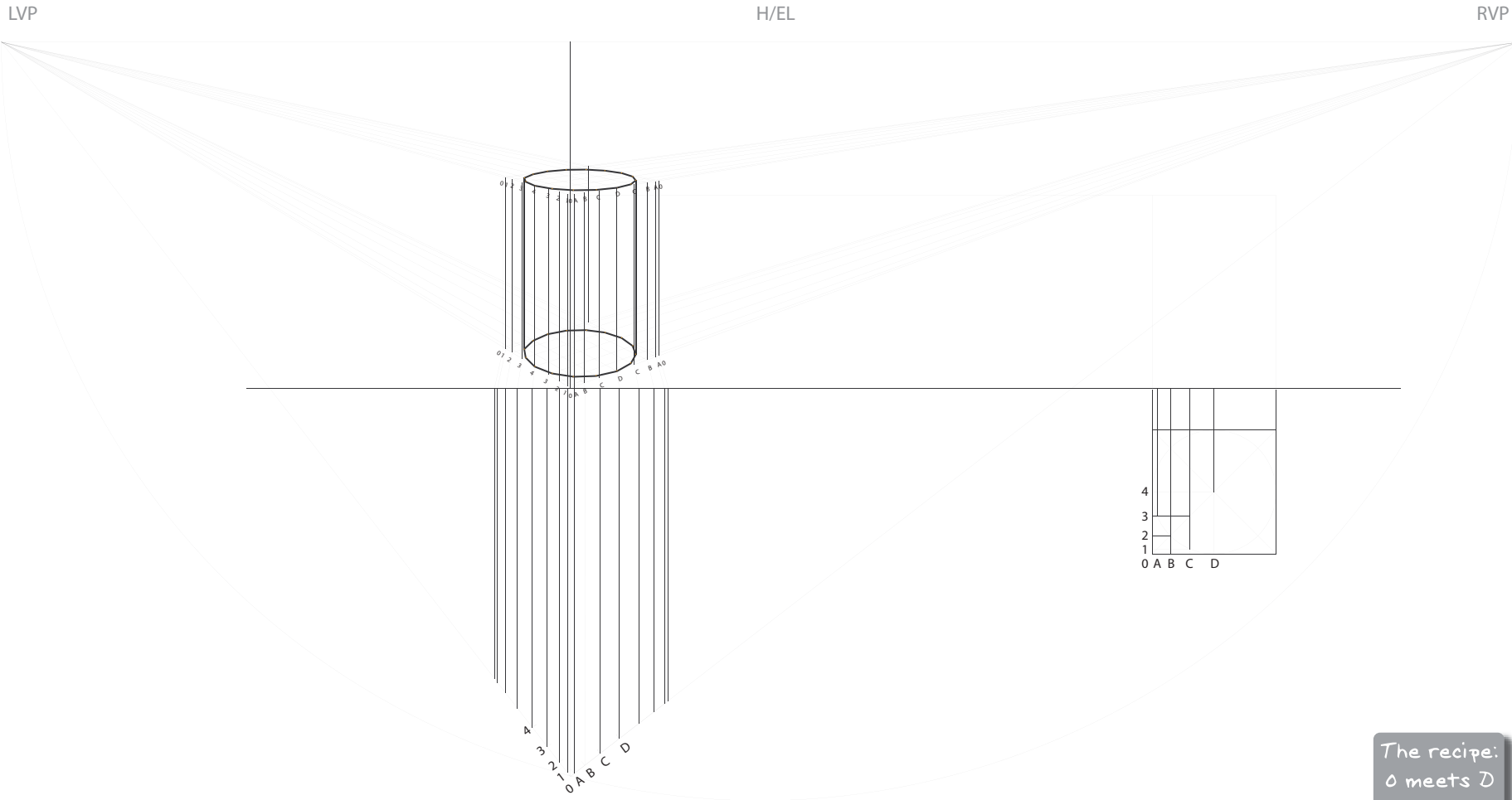


step 22  
Connect the outer-most edges.

The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0

# HOW TO DRAFT THE STANDING CYLINDER

Rebecca B. Bennett



The recipe:  
0 meets D  
1 meets C  
2 meets B  
3 meets A  
4 meets 0