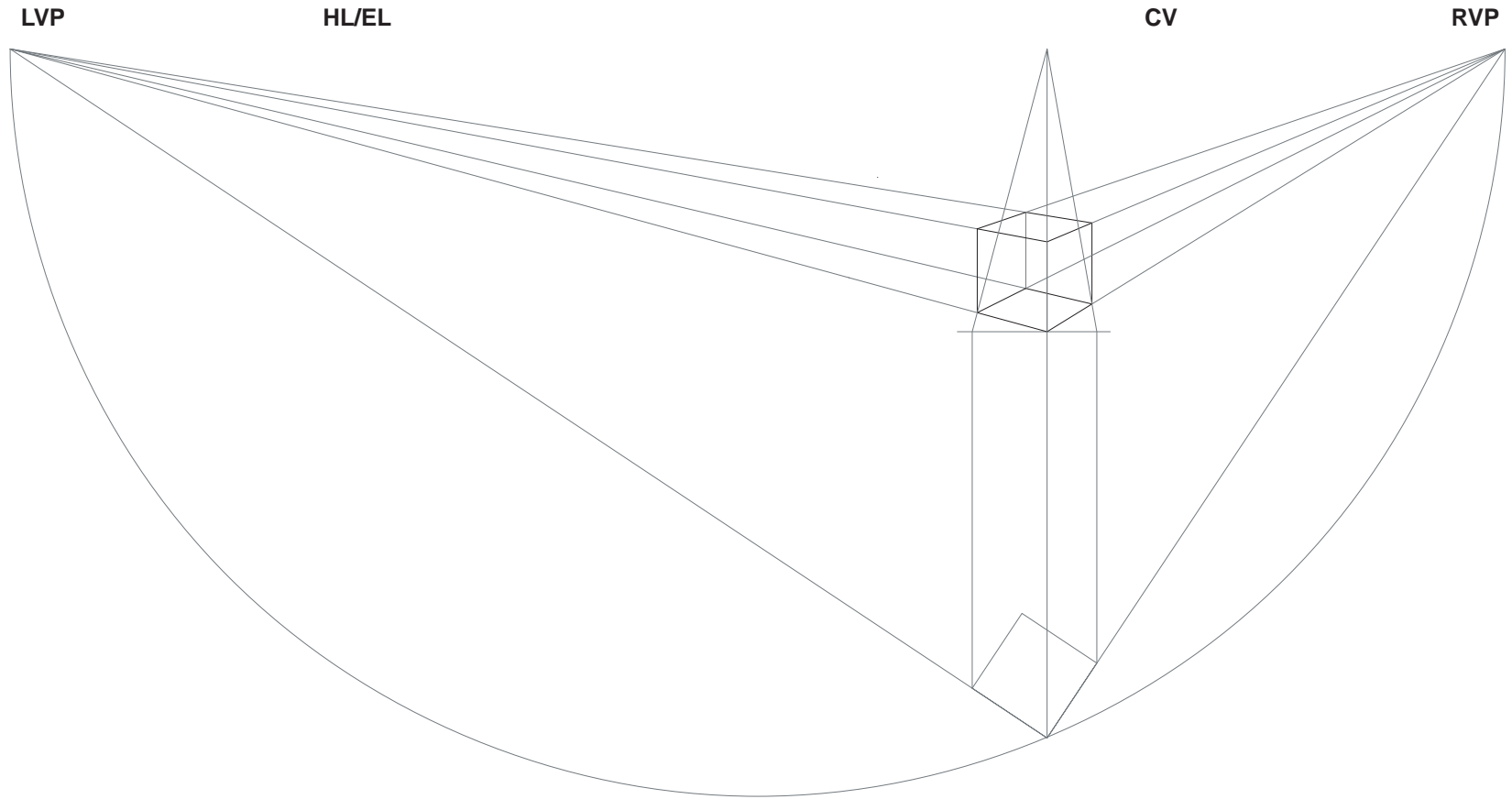


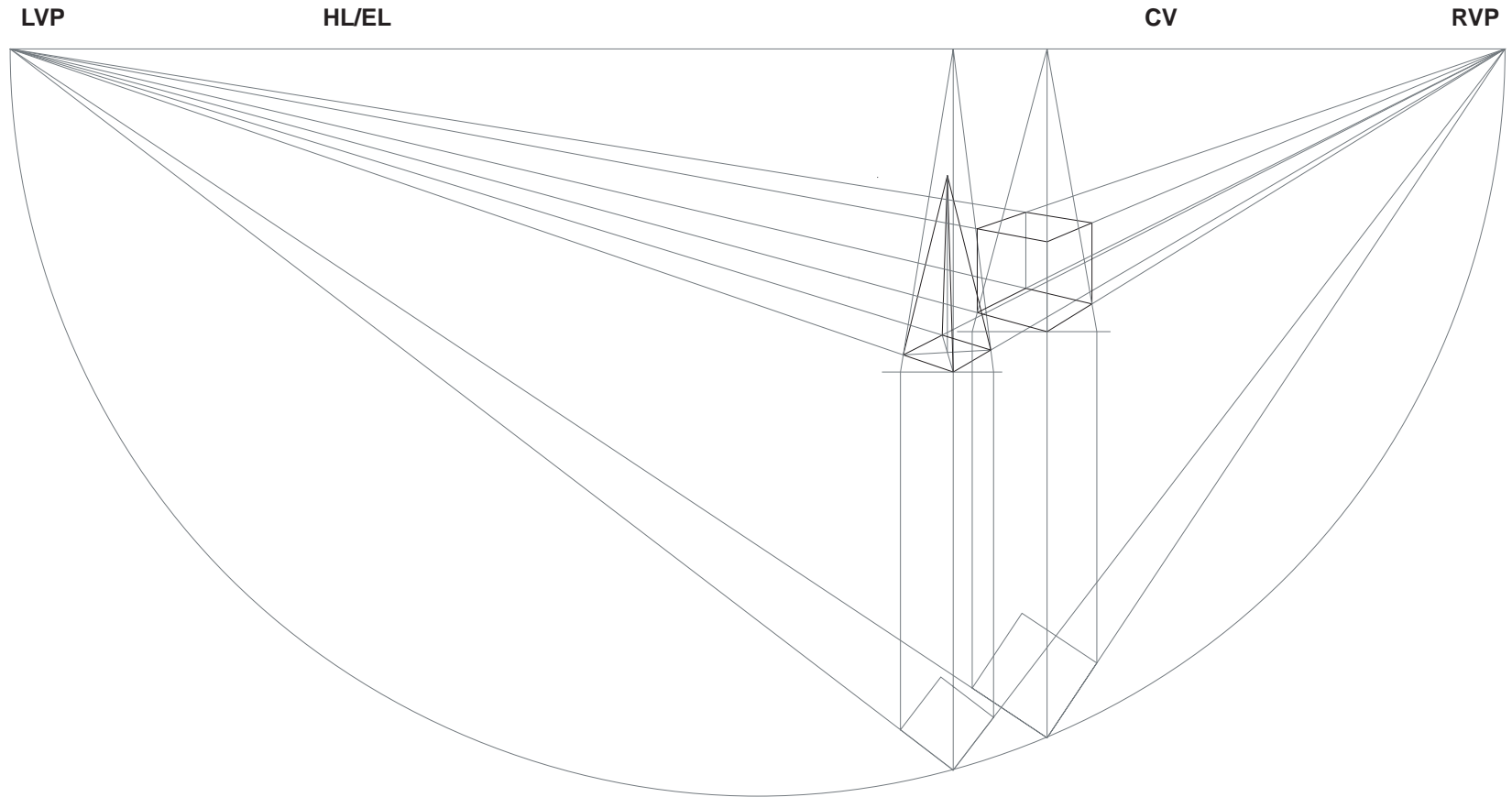
**HOW TO DRAFT A BASIC REFLECTION**  
Rebecca B. Bennett



NOTES:

**step 1**  
Draft a cube  
with minimal  
distortion

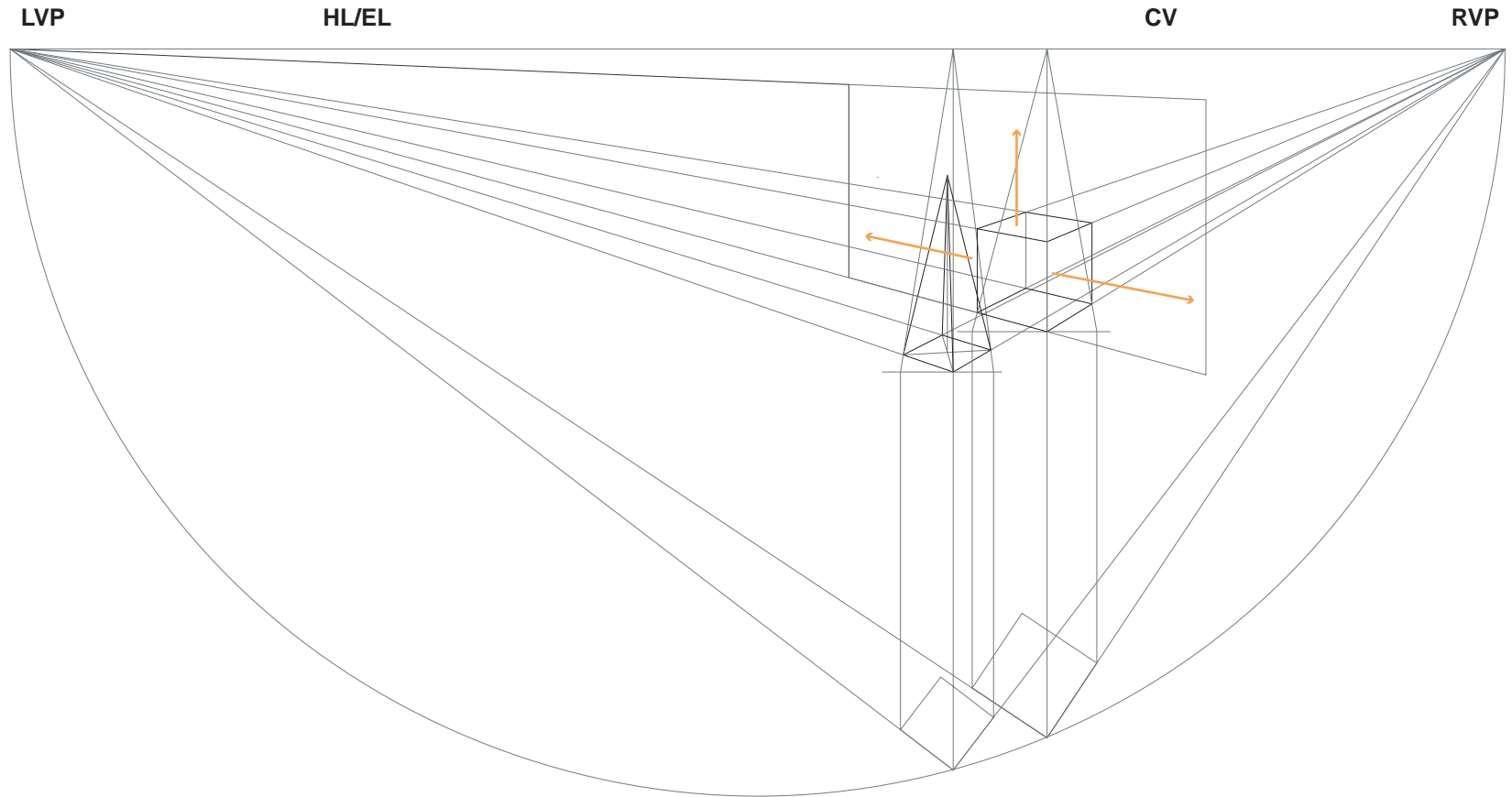
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NOTES:

**step 2**  
Using the same circle and set of VPs, draft a pyramid close to the cube

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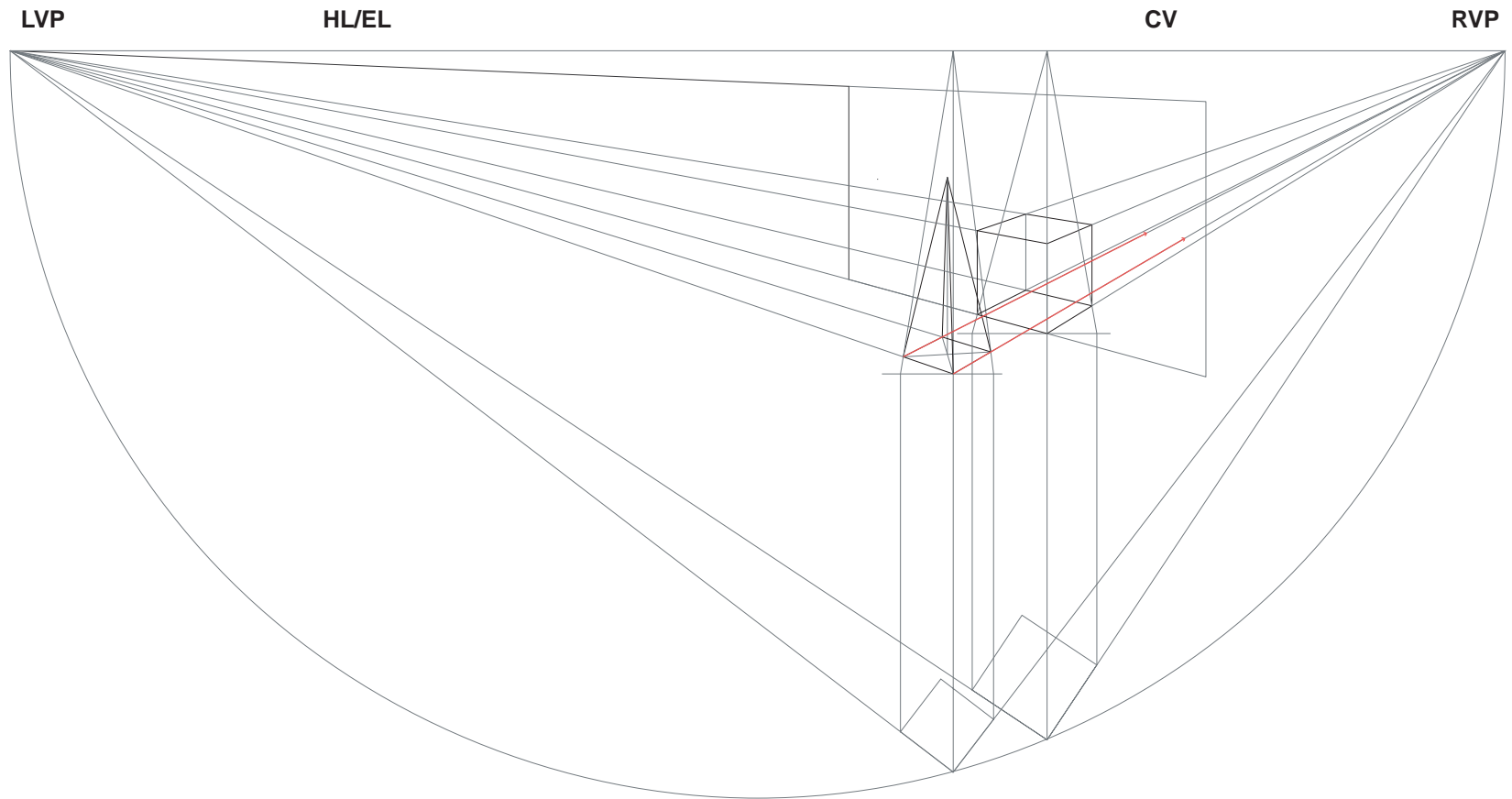


NOTES:

**step 3**  
Extend the  
shiny surface

# HOW TO DRAFT A BASIC REFLECTION

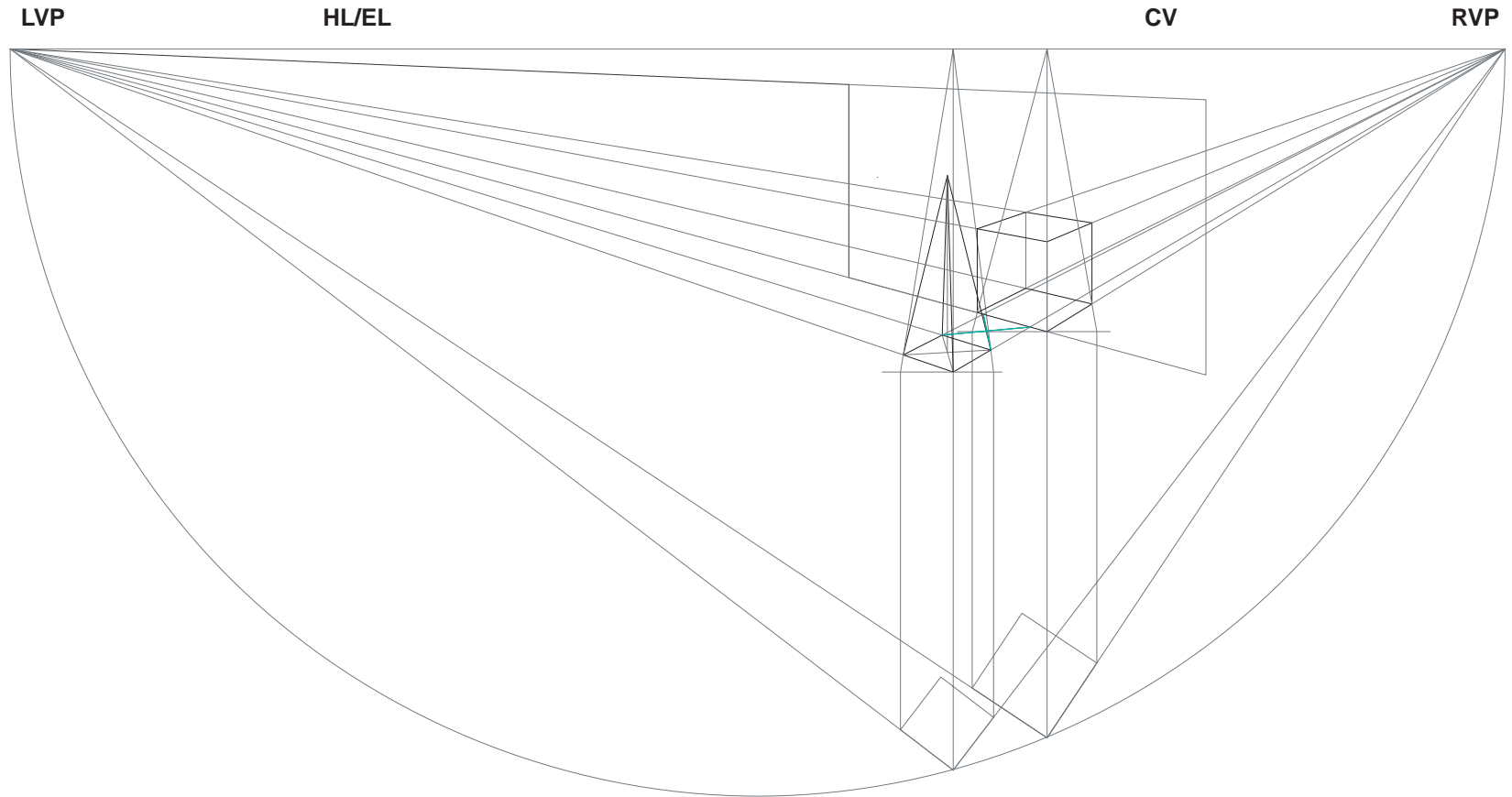
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NOTES:

**step 4**  
Draw lines going from the base of the pyramid through the shiny surface and back to the vanishing point

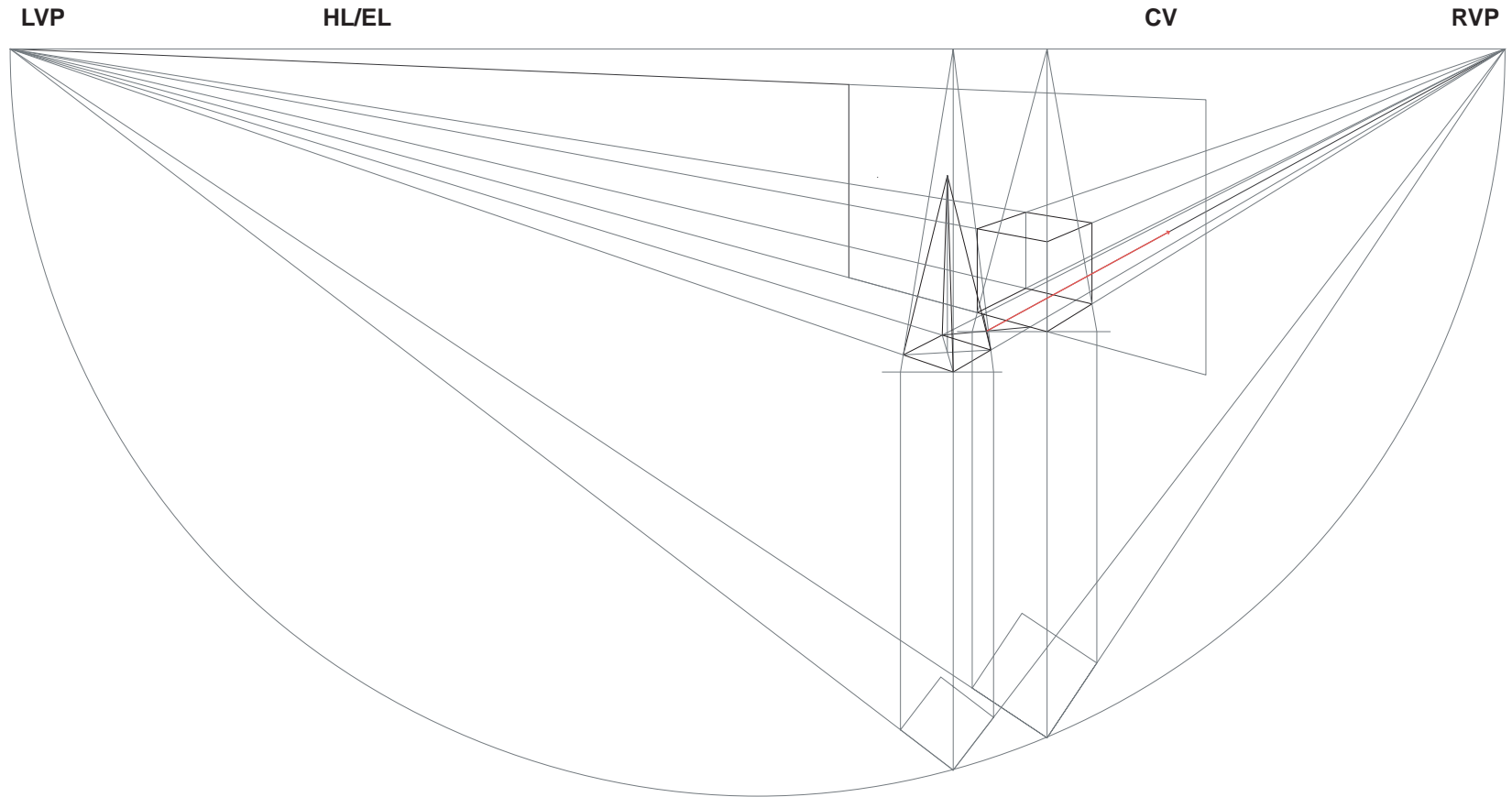
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NOTES:

**step 5**  
Make an "X"  
connecting the  
corners of the  
trapezoid

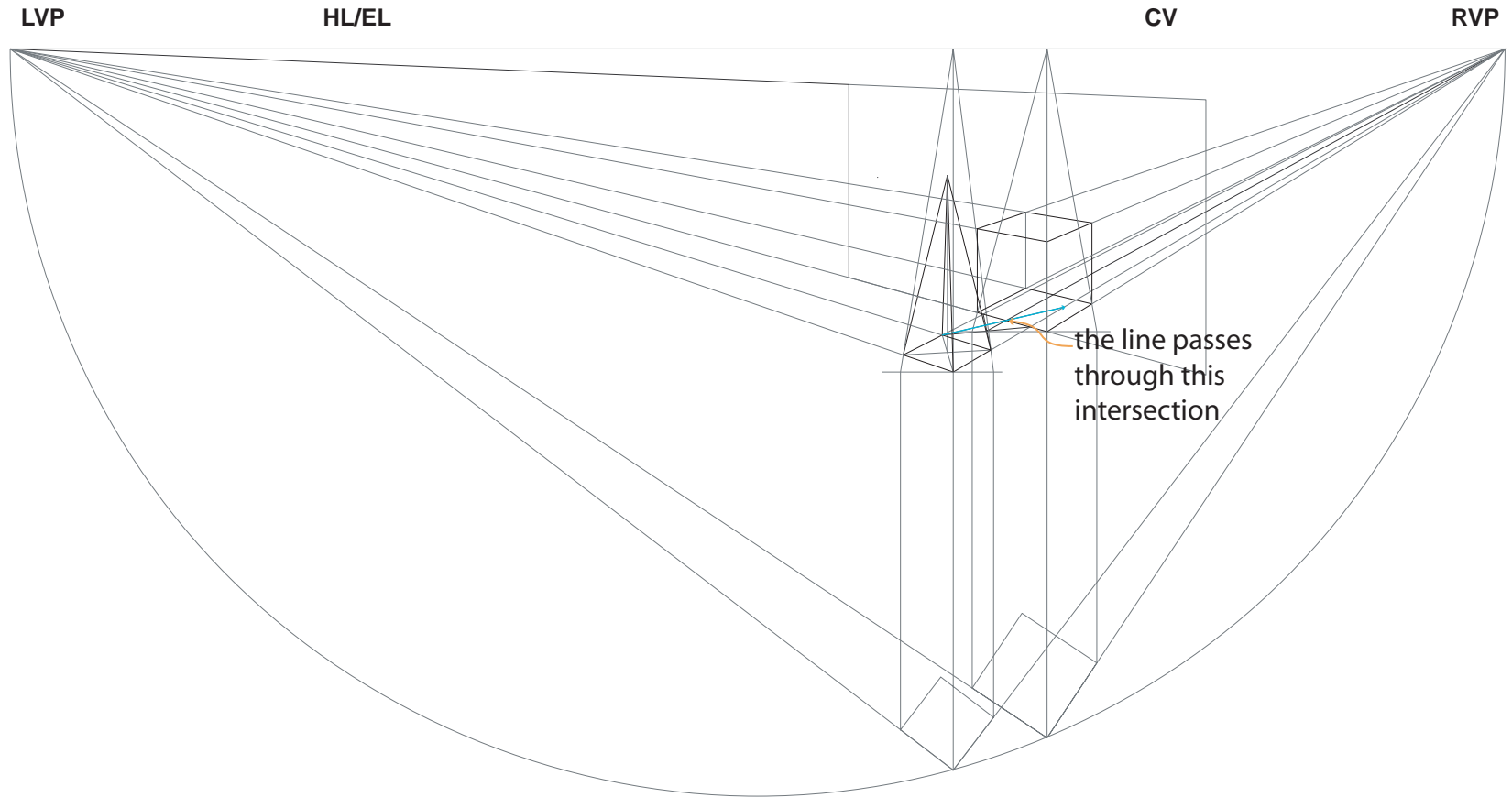
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NOTES:

**step 6**  
From the center  
of the "X" go  
back to the  
vanishing point

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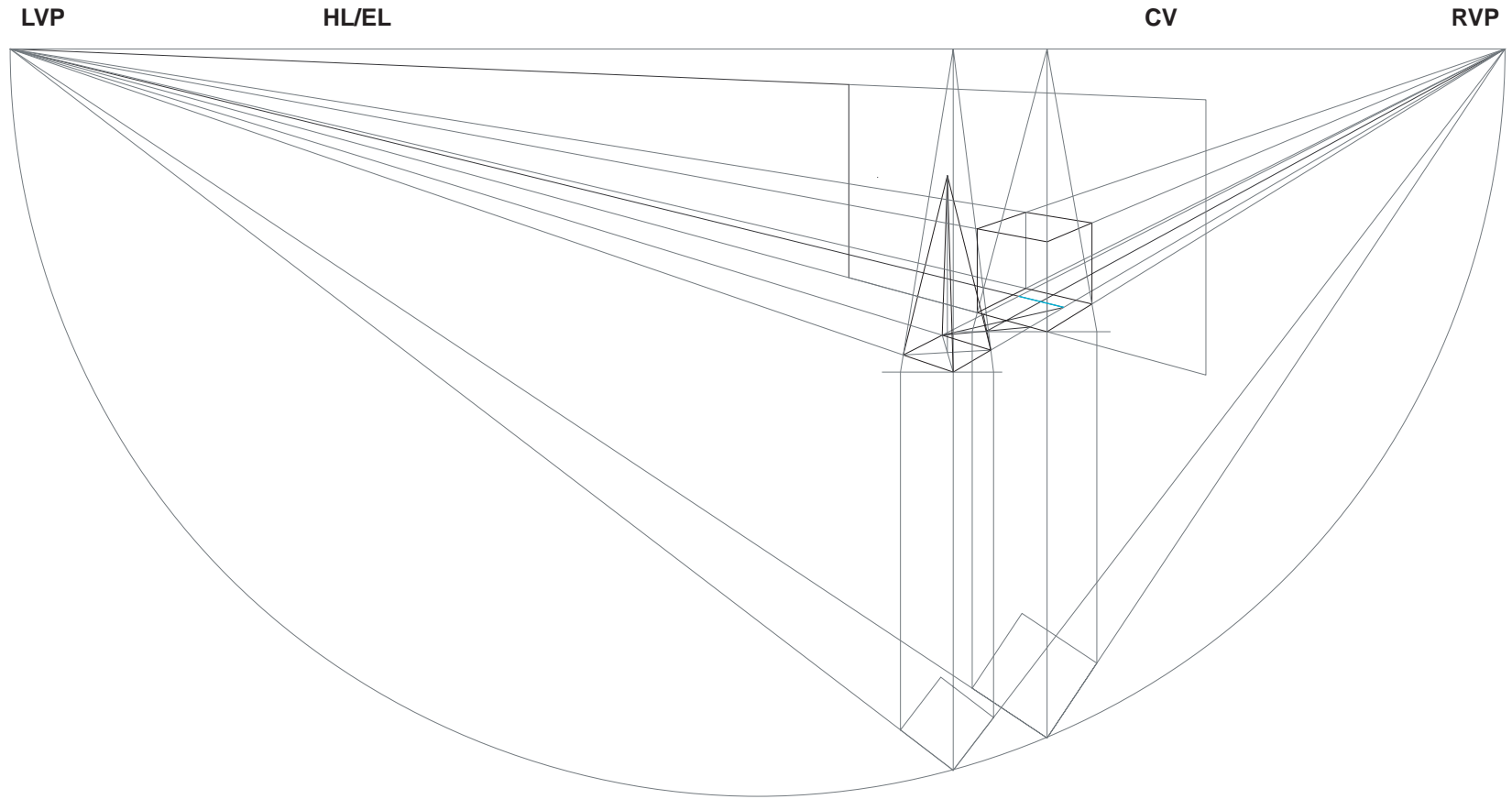


NOTES:

**step 7**  
Draw a line from the corner of the pyramid through the intersection



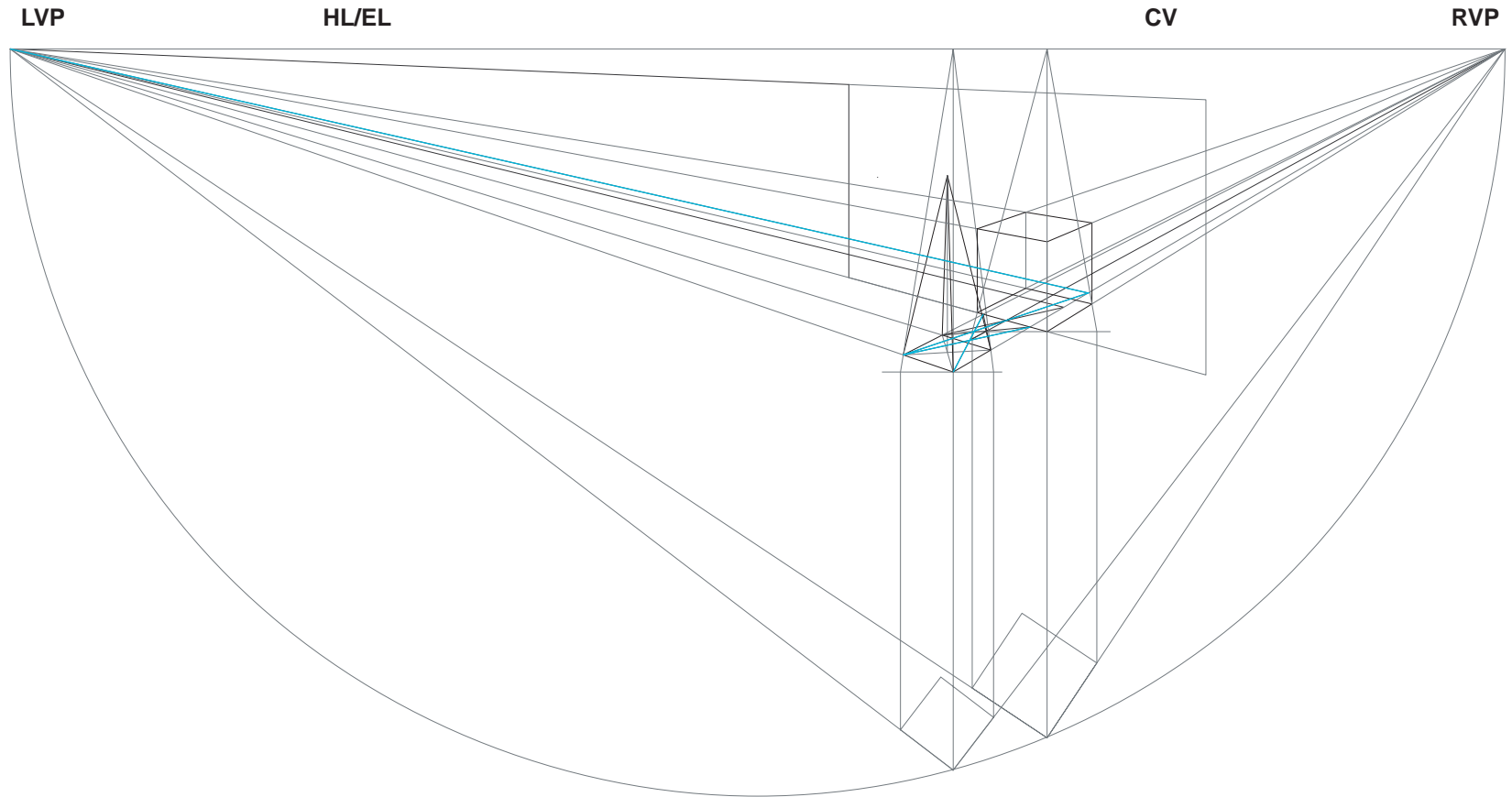
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NOTES:

**step 9**  
This is the reflection of the back of the pyramid

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NOTES:

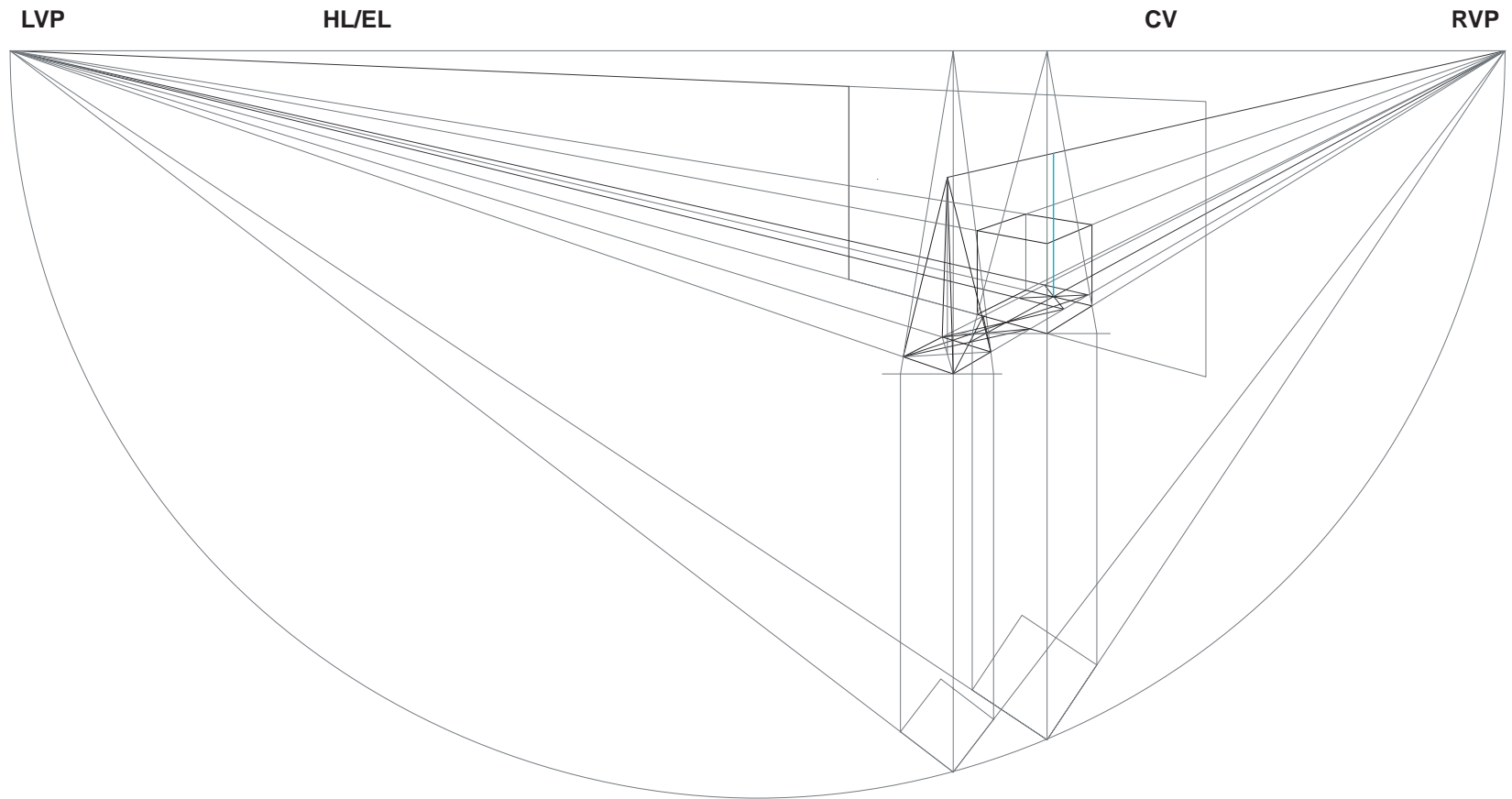
**step 10**  
Repeat steps  
7-9 with the  
front of the  
pyramid.





# HOW TO DRAFT A BASIC REFLECTION

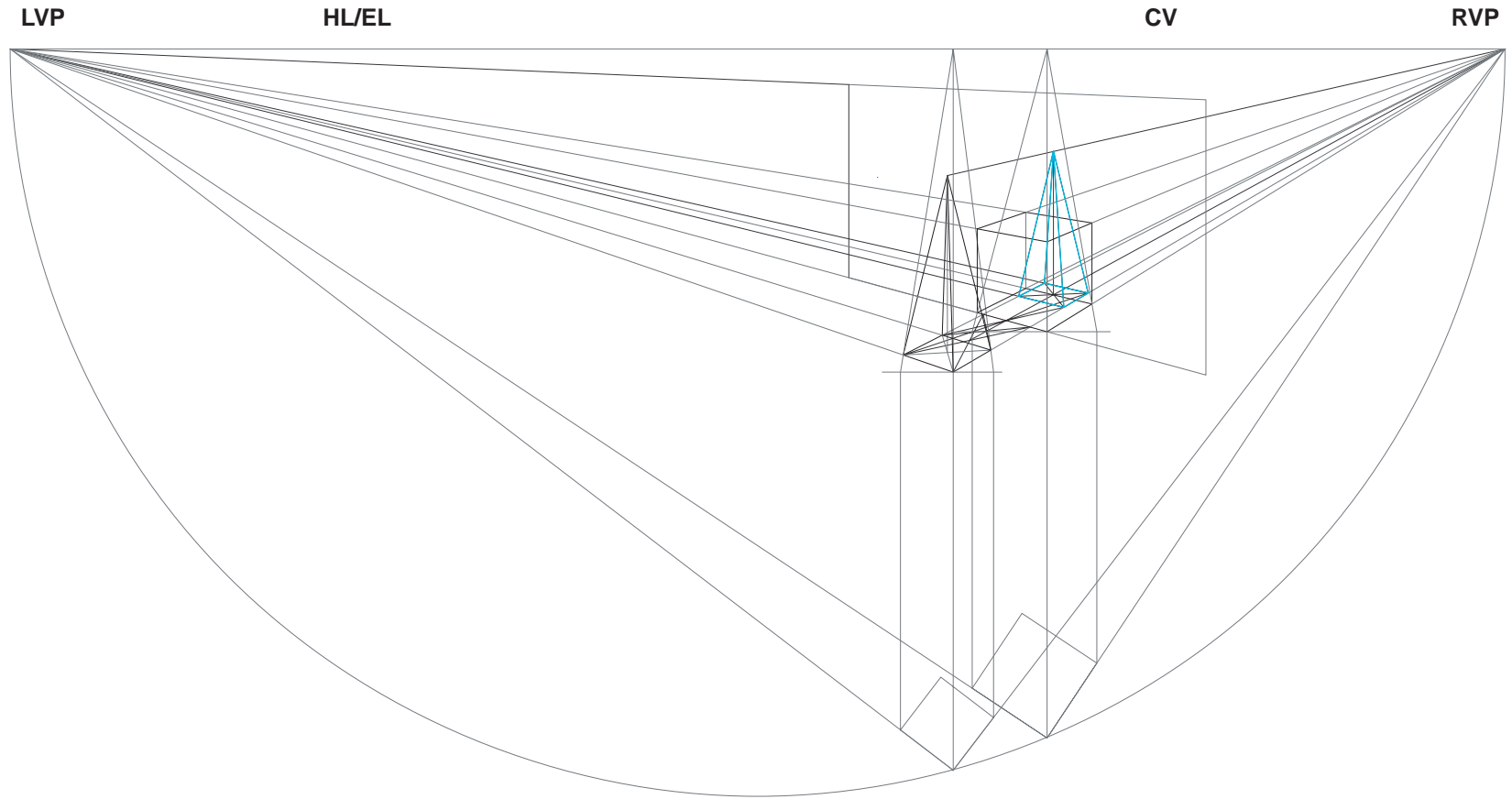
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NOTES:

**step 13**  
Draw a line from the center of the reflected pyramid to the line created in step 11. This is the top of the reflected pyramid

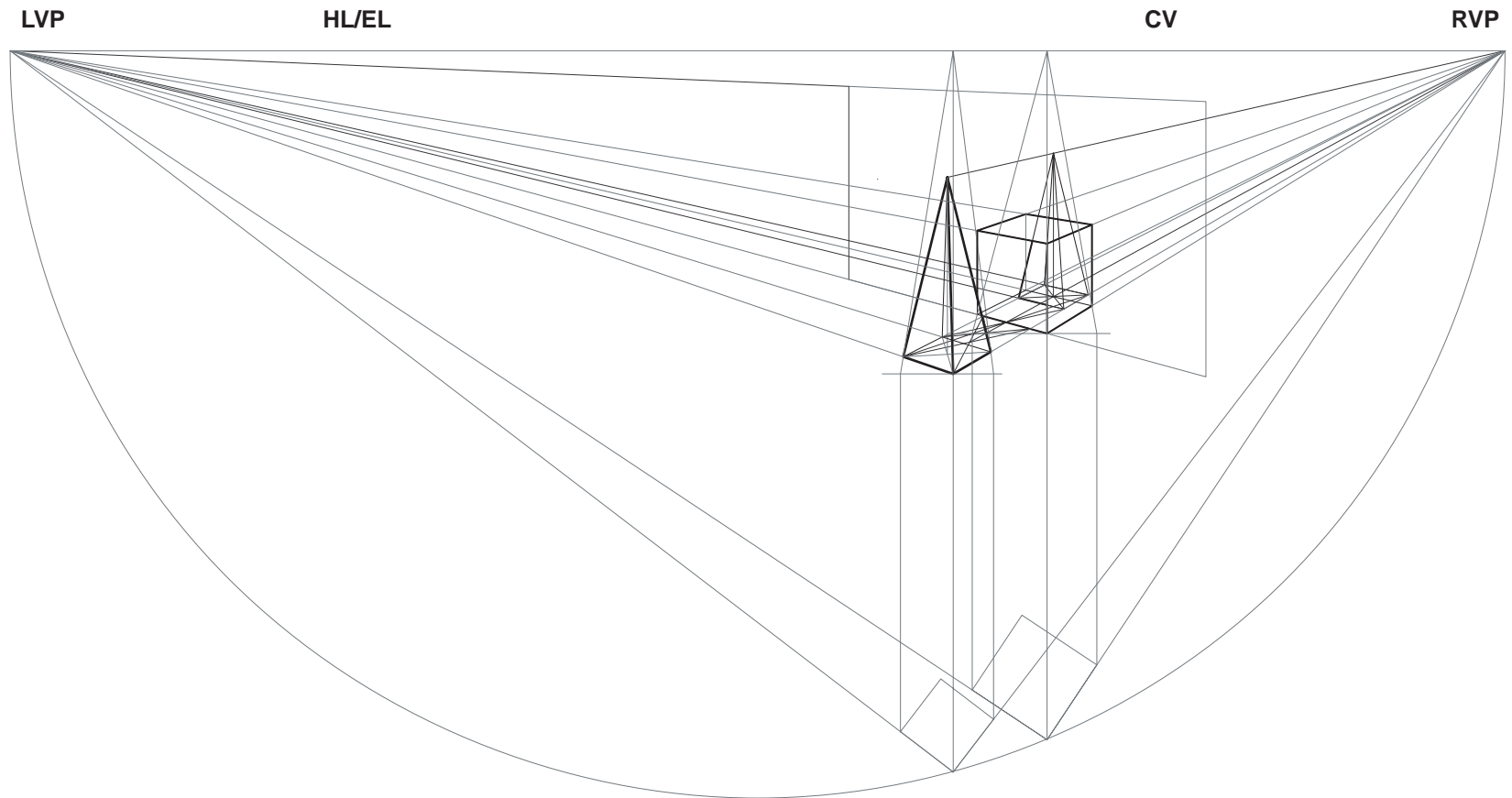
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NOTES:

## HOW TO DRAFT A BASIC REFLECTION

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NOTES:

### **step 15**

The only portion of this that you will see is what is shown in the side of the cube that has been designated the shiny surface