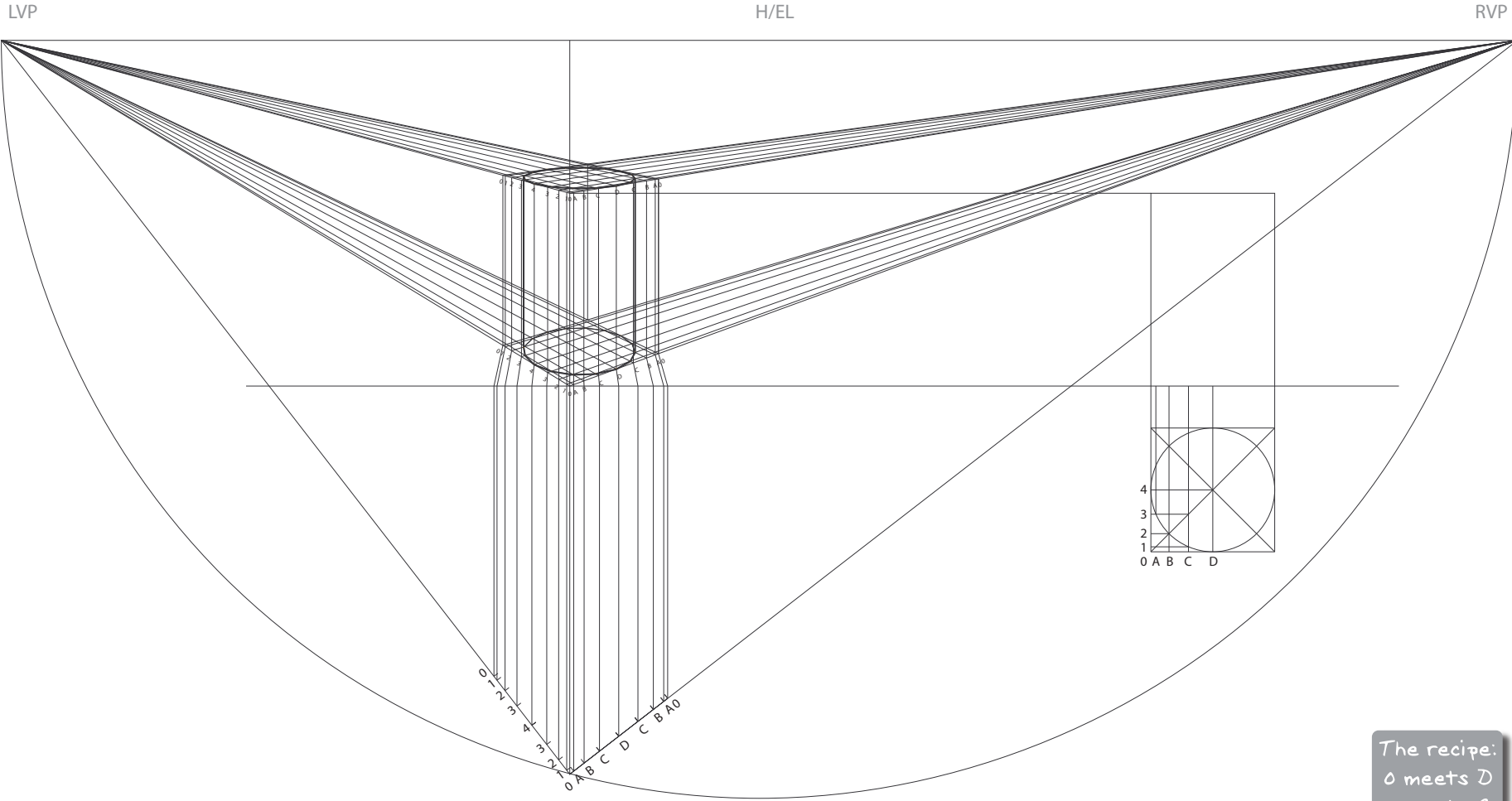


HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

Rebecca B. Bennett

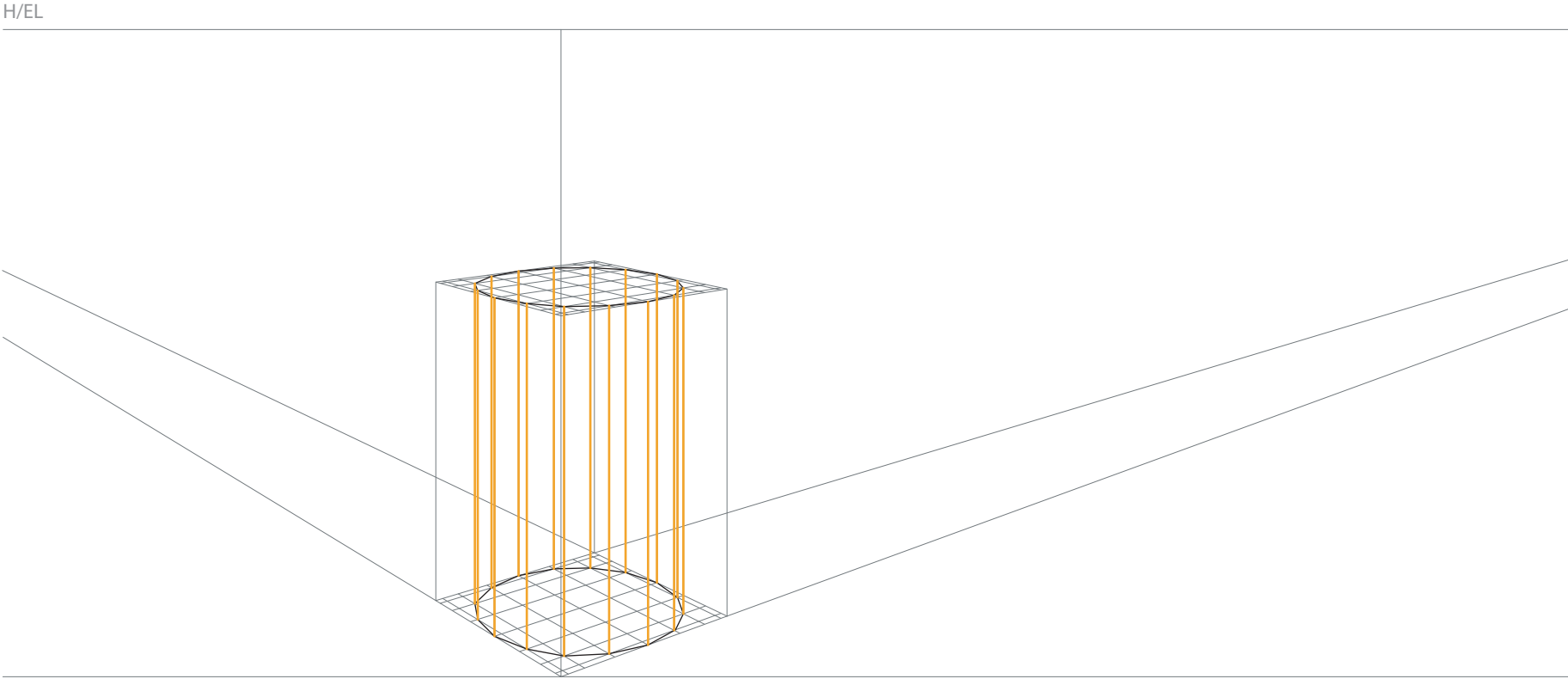


step 1
Draft the cylinder

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

HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

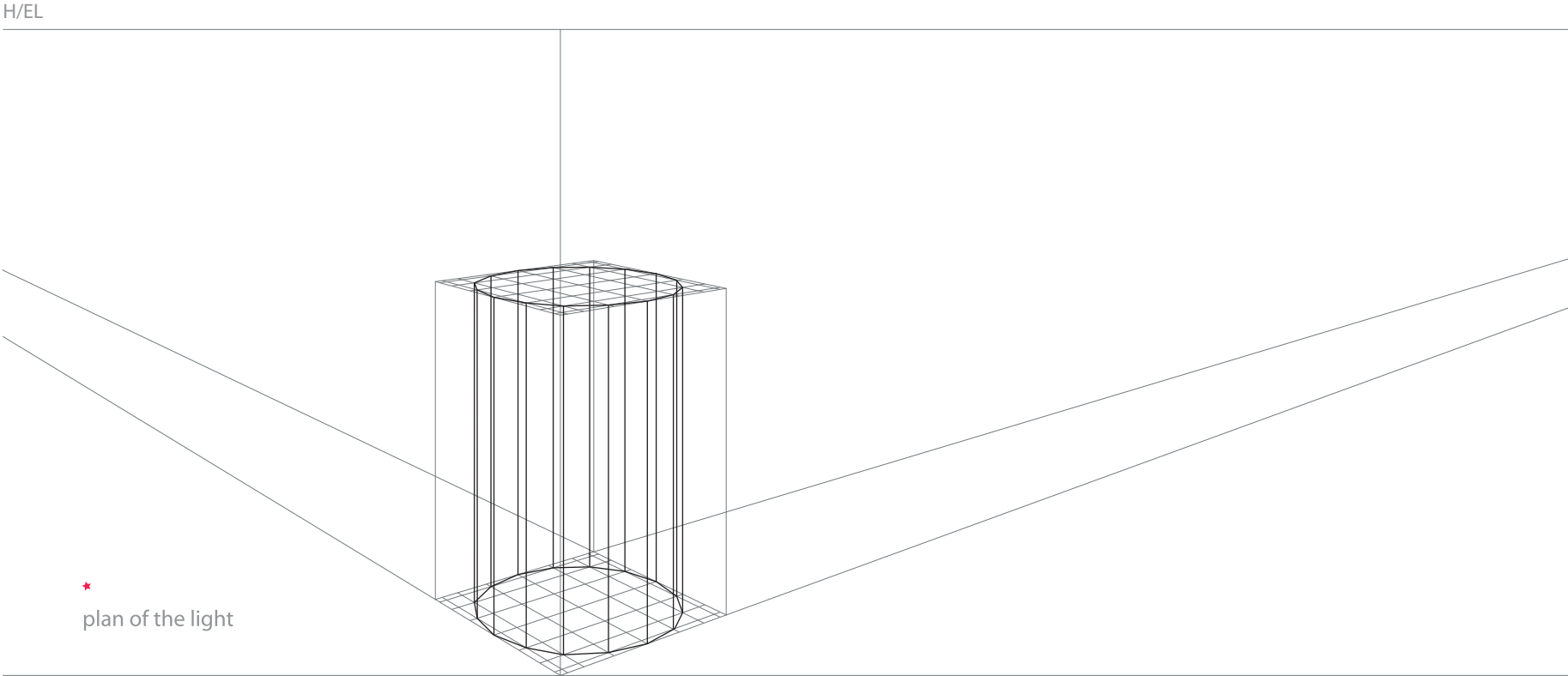
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step 2
Establish sticks at regular but not measured intervals (you may use the existing grid used for drafting the object)

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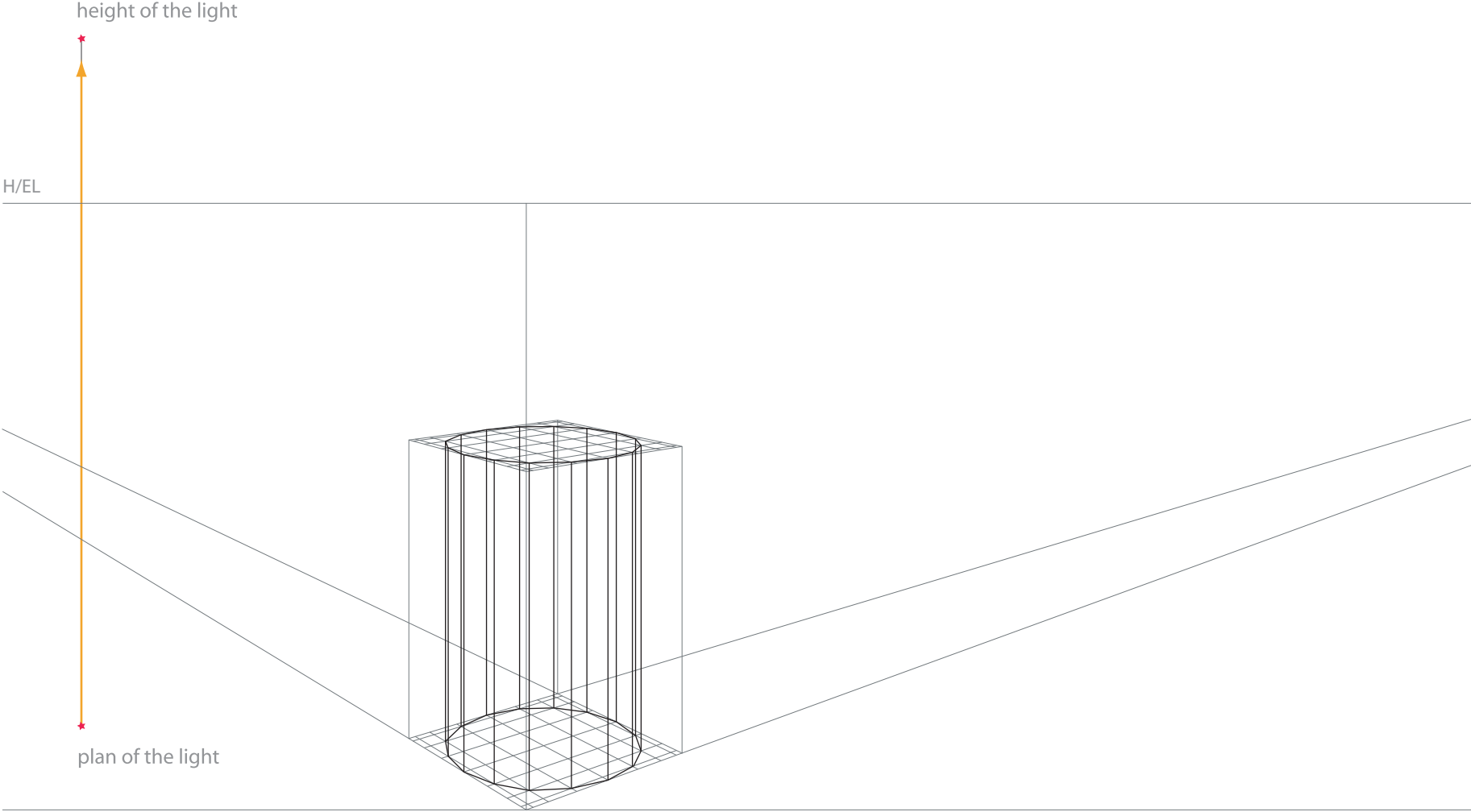
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step 3
Decide on the plan of the shadow (below the H/EL)

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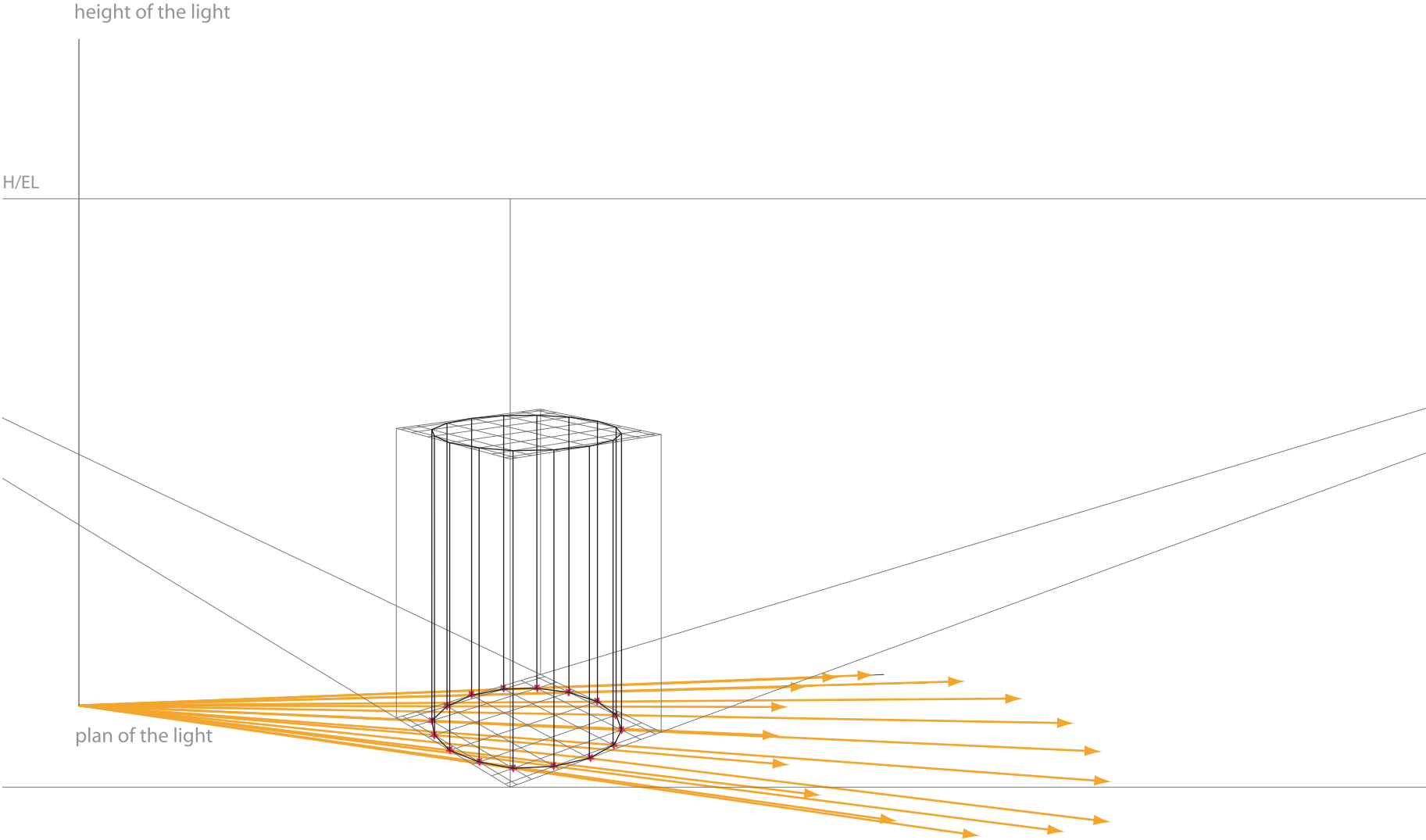
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step 4
Decide on the height of the light – directly above the plan and above the H/EL

HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

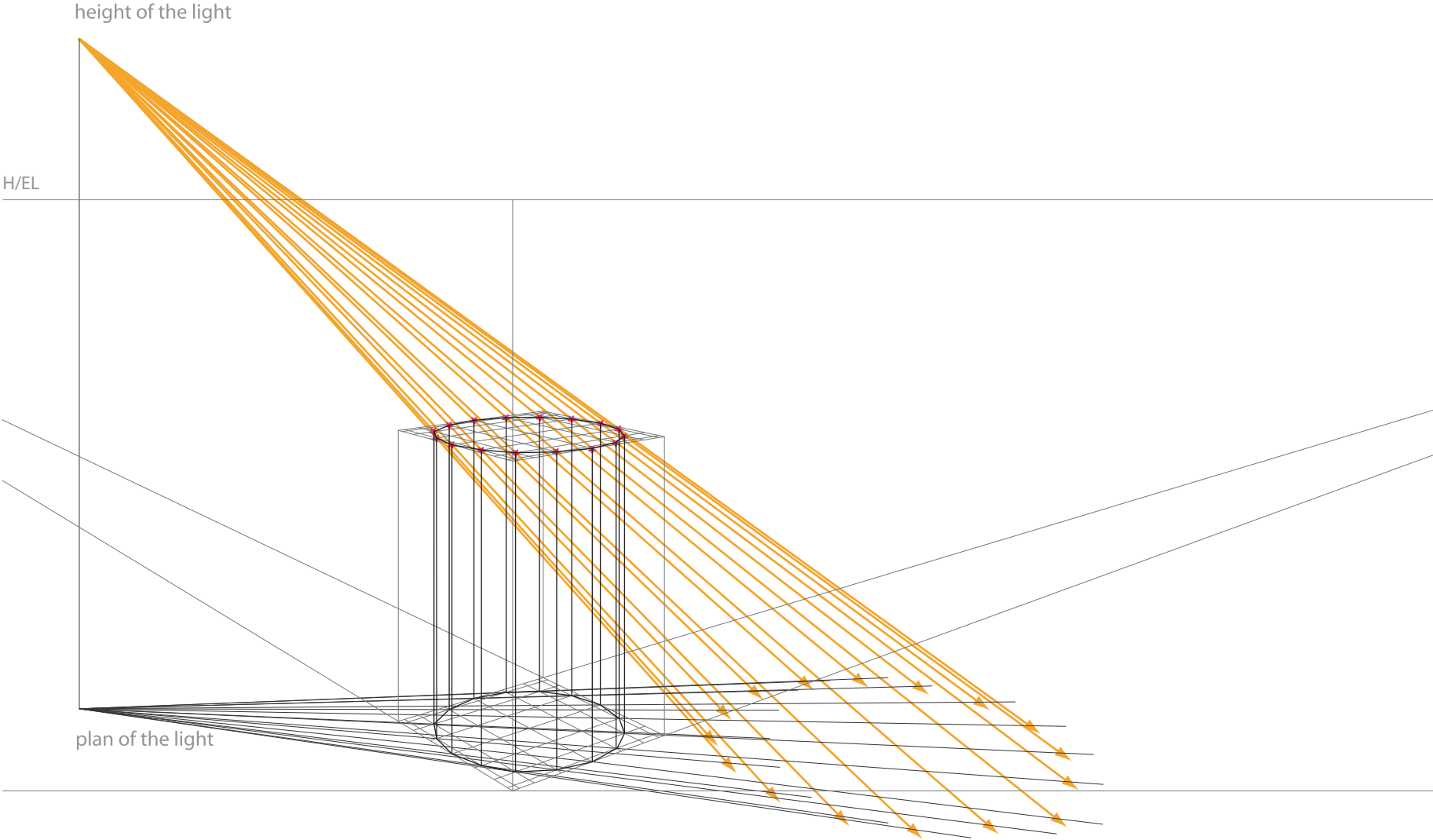
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step 5
Send the direction out from the plan through the base of each stick

HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

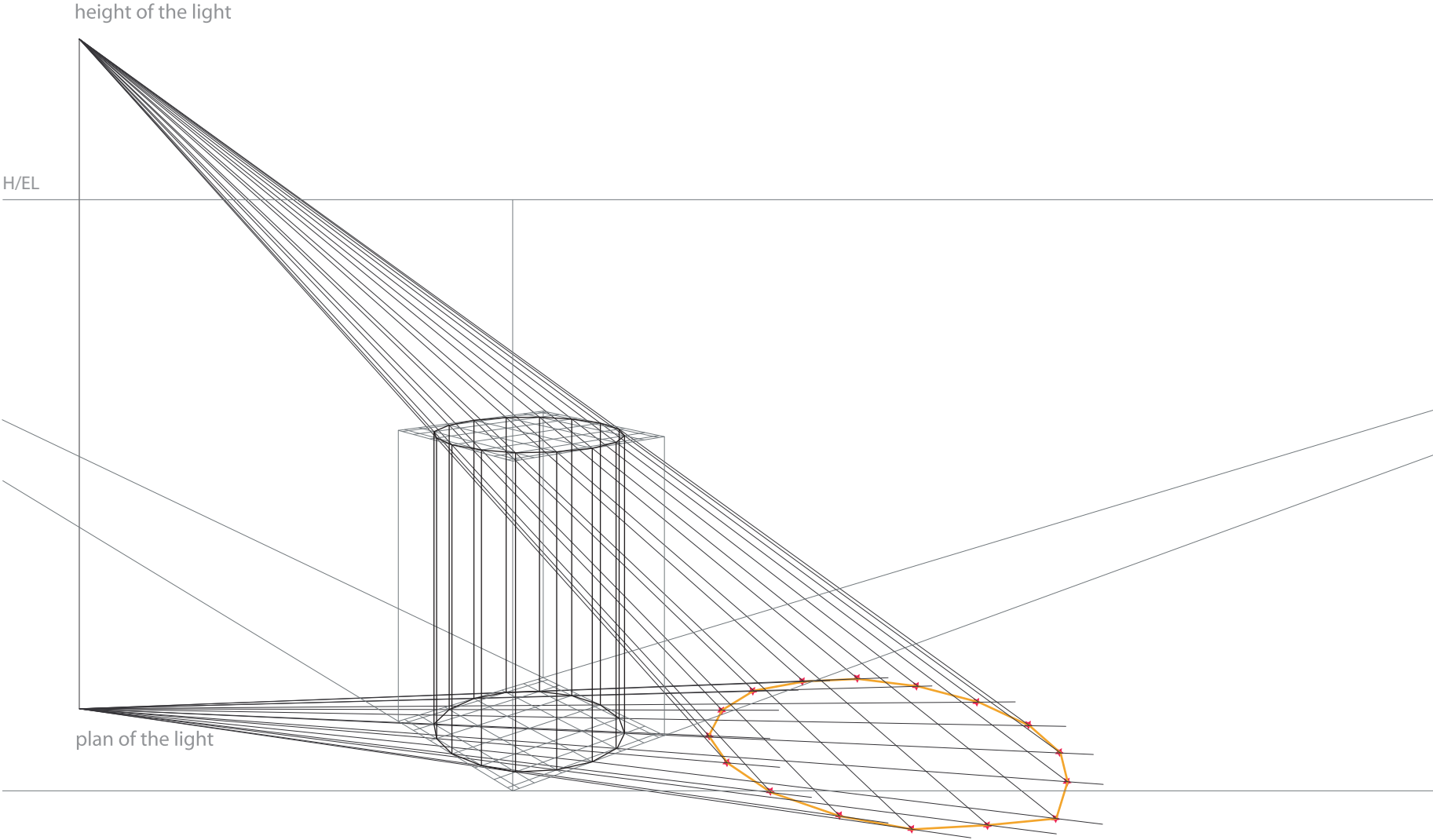
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step 6
Send the altitude from the height of the light through the top of every stick

HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

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step 7
Identify and connect every intersection

HOW TO DRAFT THE SHADOW OF A STANDING CYLINDER WITH LOCAL LIGHT (RAY LIGHT)

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