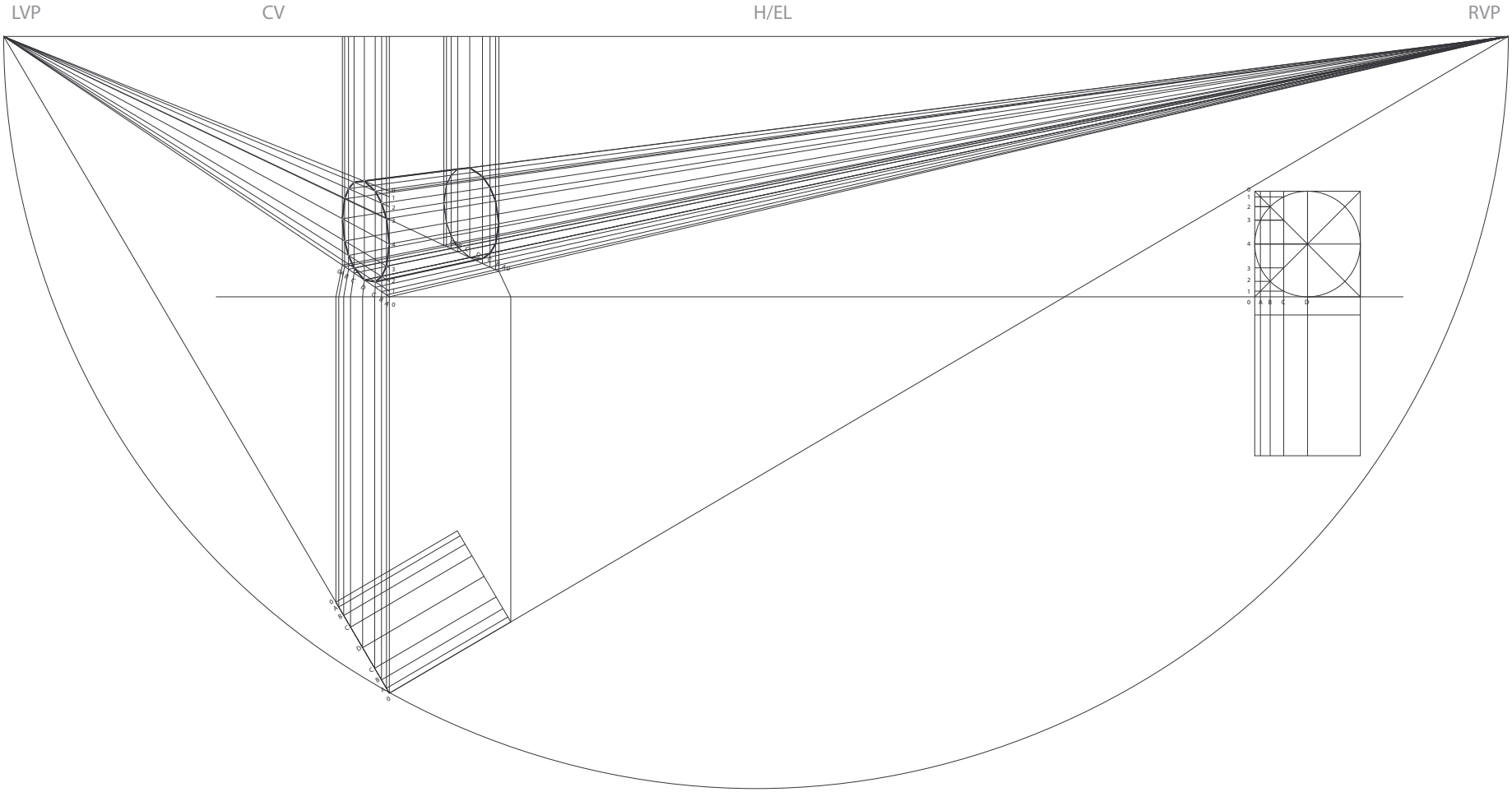
HOW TO DRAFT THE SHADOW OF A ROLLED CYLINDER WITH SUNLIGHT (PARALLEL LIGHT)

Rebecca B. Bennett



step 1

First, draft your object in two-point perspective

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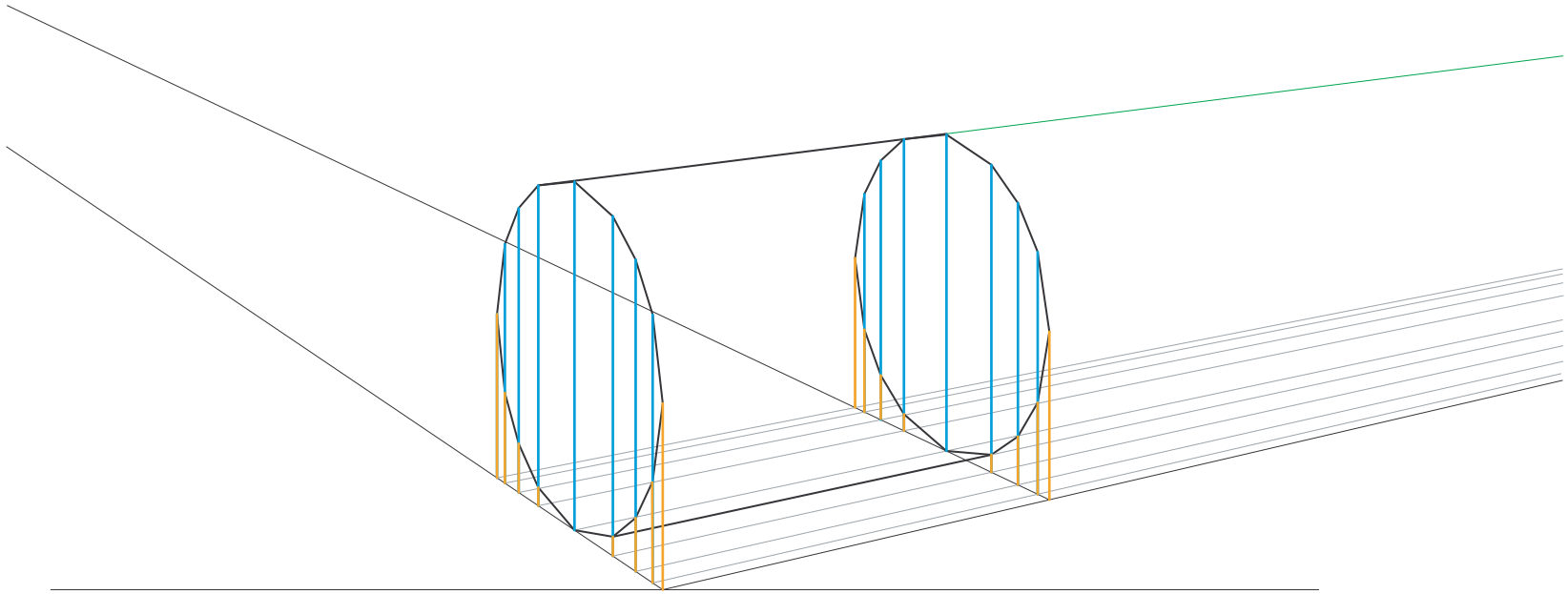

step 2

Establish a series of sticks at regular but unmeasured intervals (you may use the existing grid used for drafting the object)

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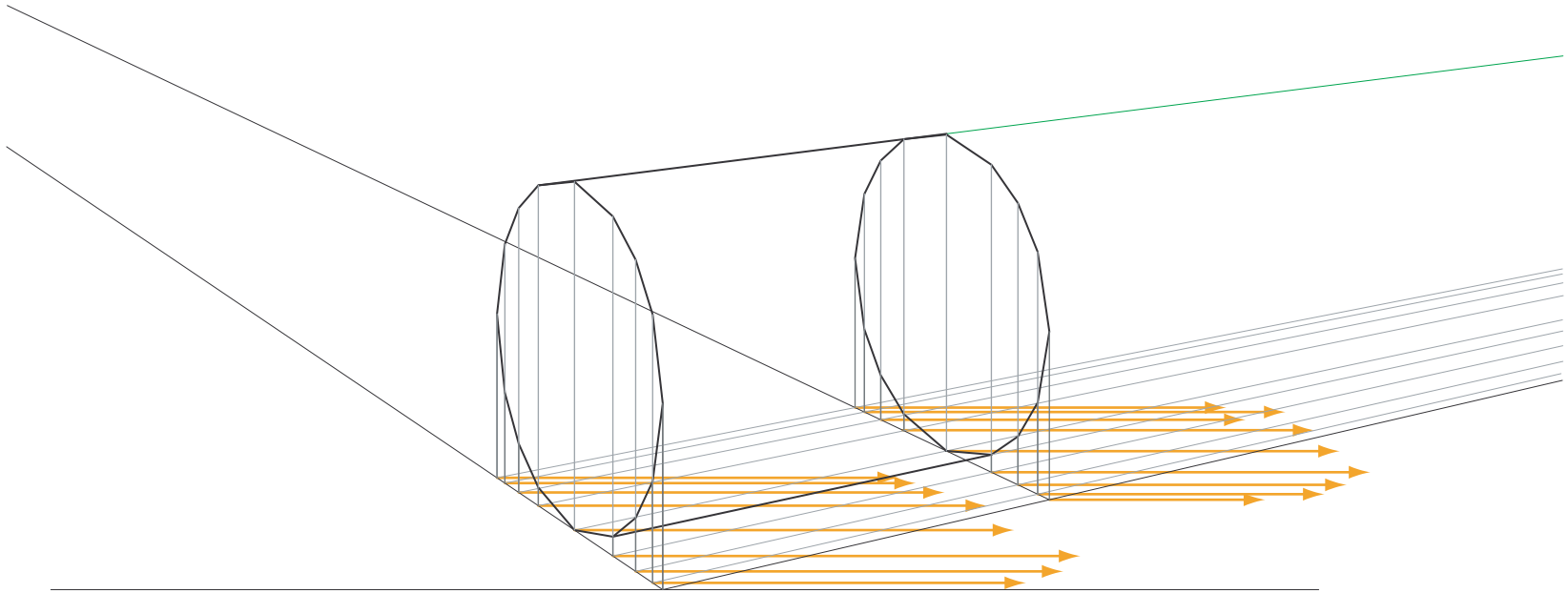

step 3

Send the direction through the base of each stick

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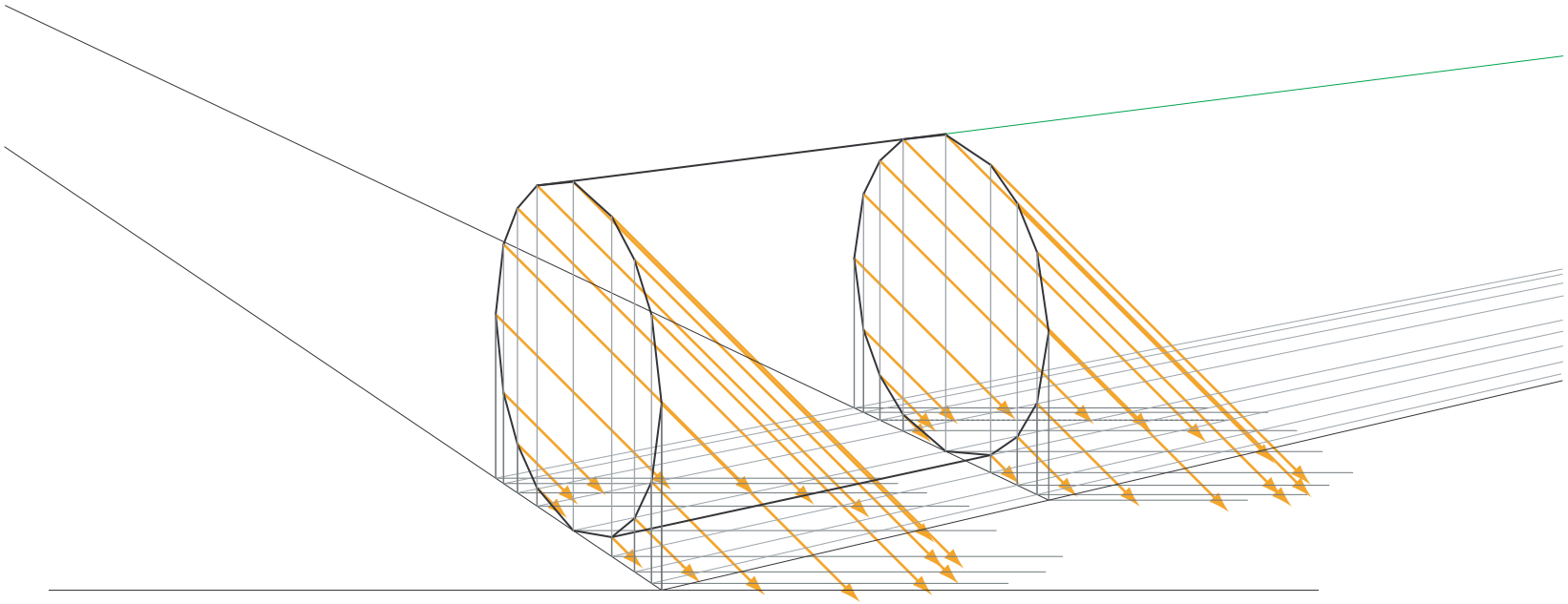

step 4

Send the altitude from the top and bottom (where it touches the bottom of the cylinder) for each stick

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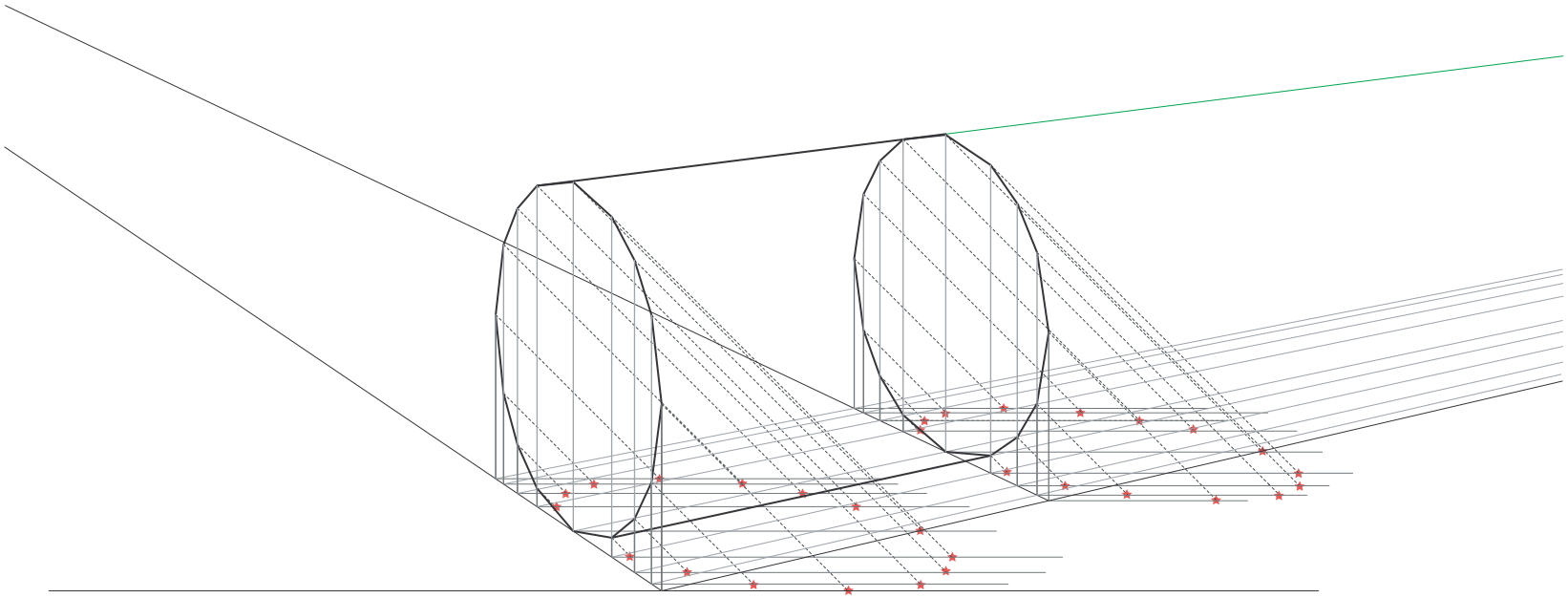

step 5
Identify the intersections

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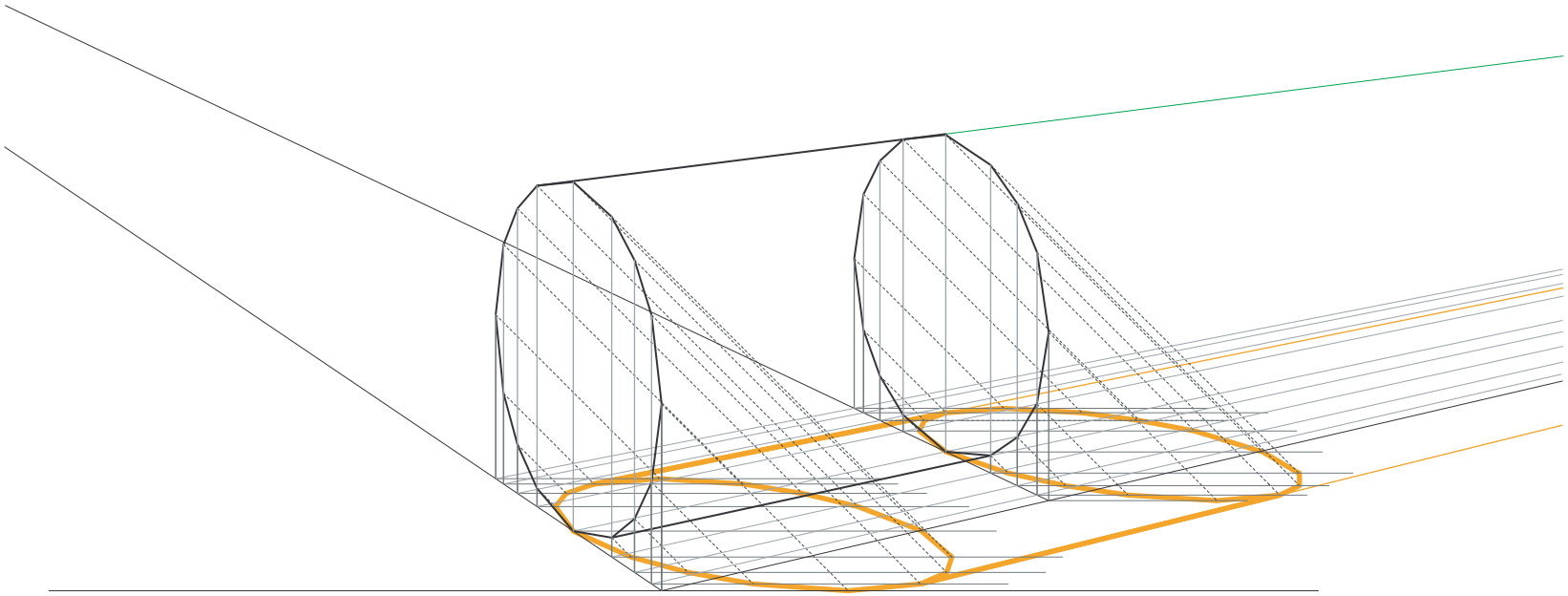

step 6

Connect the intersections and connect the outermost edge of the shadow back the the VP.