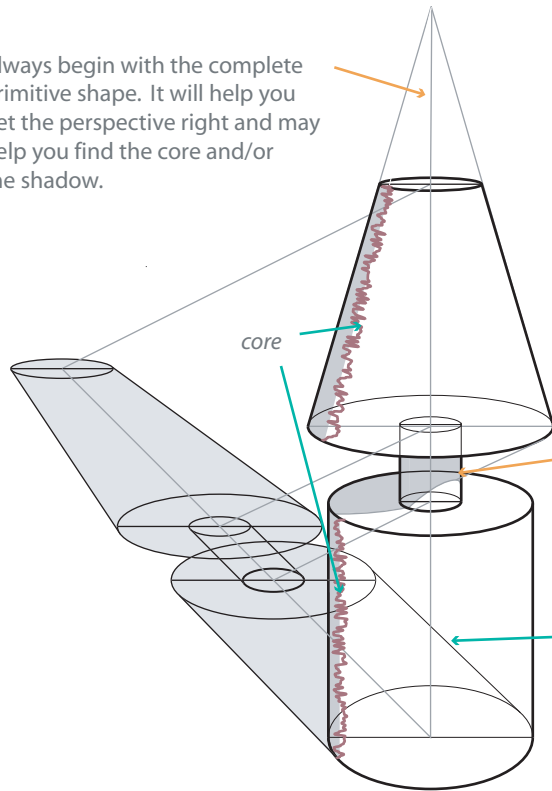
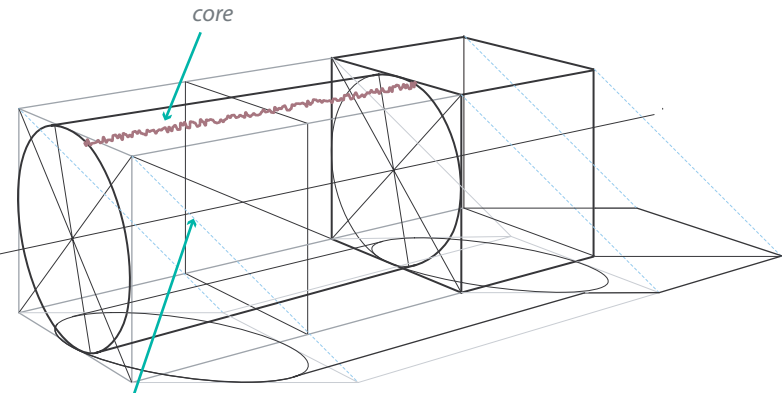


SKETCHING TIPS
Rebecca B. Bennett

Always begin with the complete primitive shape. It will help you get the perspective right and may help you find the core and/or the shadow.

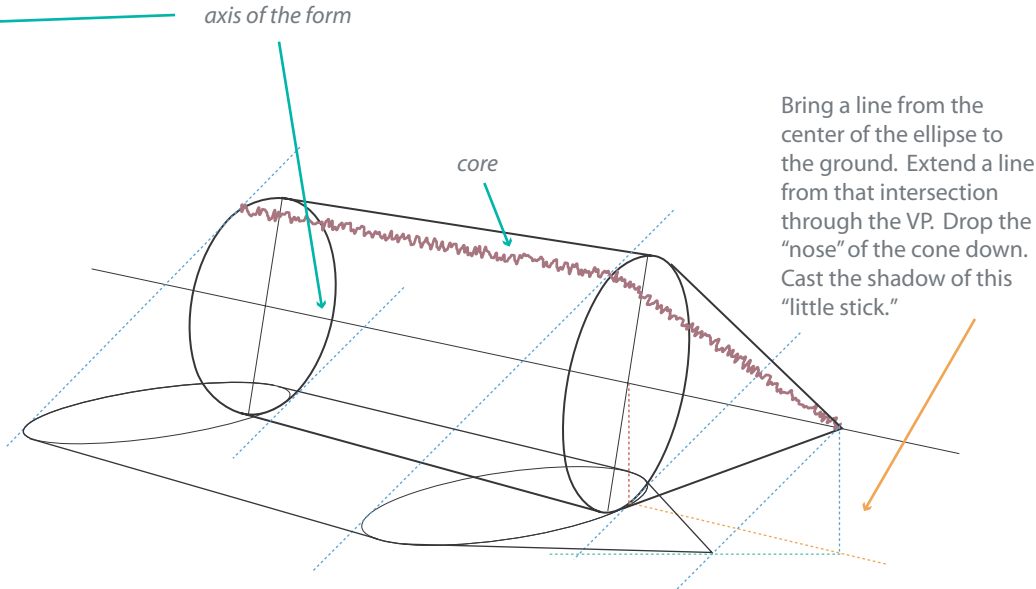


Use found objects and a spotlight to figure out complex shadows and then just guess!



When combining any primitive with a rectilinear volume (or pyramid) always base the entire form on the proportioned and/or divided cube.

When combining primitive shapes like the cylinder, cone, or sphere, use the axis of the form to find the form and shadow. Using the cube is not necessary and sometimes causes confusion.



Bring a line from the center of the ellipse to the ground. Extend a line from that intersection through the VP. Drop the "nose" of the cone down. Cast the shadow of this "little stick."