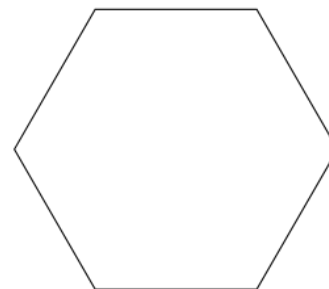
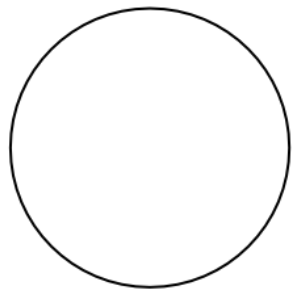
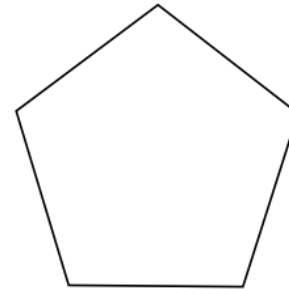
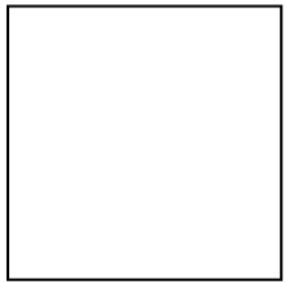
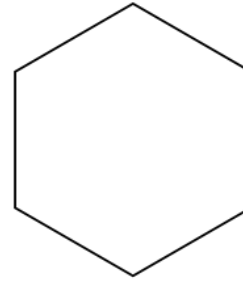
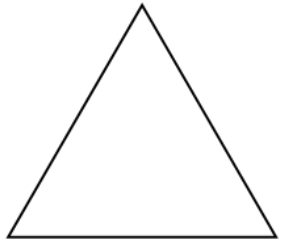


## Geometric Shapes

Redraw each shape as neatly as you can in the space provided and then write their names

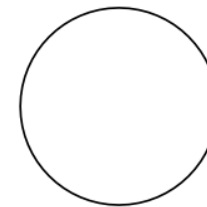
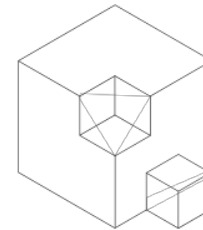
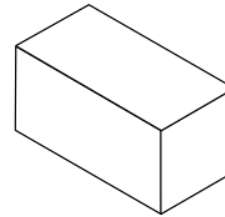
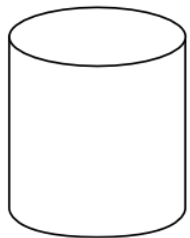
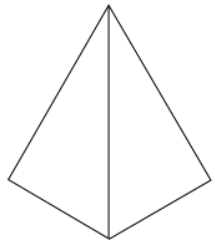
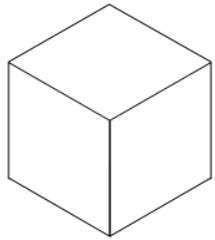


# Geometric Solids

Redraw each shape as neatly as you can in the space provided and then draw the shape with shading.

Take your time and be as neat and accurate as you can.

**Example:**



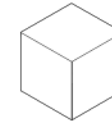
Sphere  
(only draw the shaded view of this one)

# Pictorial Drawing Styles

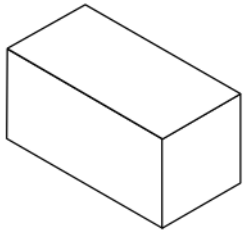
Redraw each shape as neatly as you can in the space provided and then circle the correct drawing style for each.

Note: All three drawing styles are represented

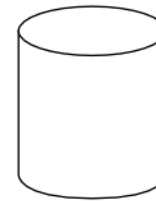
**Example:**



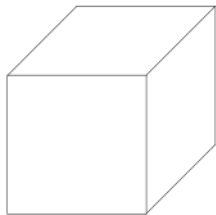
- A) Isometric
- B) Oblique
- C) Perspective



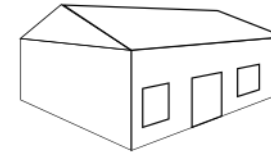
- A) Isometric
- B) Oblique
- C) Perspective



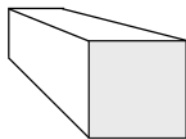
- A) Isometric
- B) Oblique
- C) Perspective



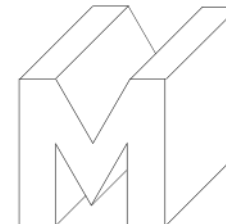
- A) Isometric
- B) Oblique
- C) Perspective



- A) Isometric
- B) Oblique
- C) Perspective



- A) Isometric
- B) Oblique
- C) Perspective



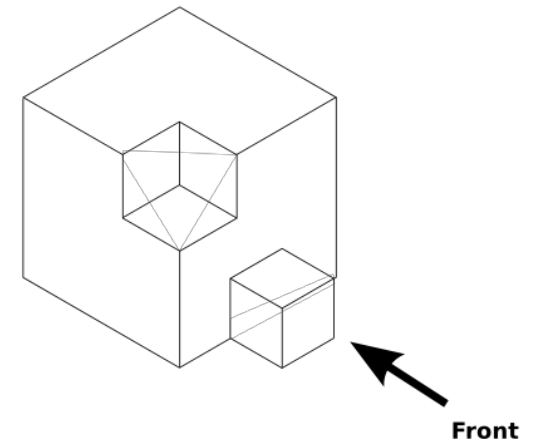
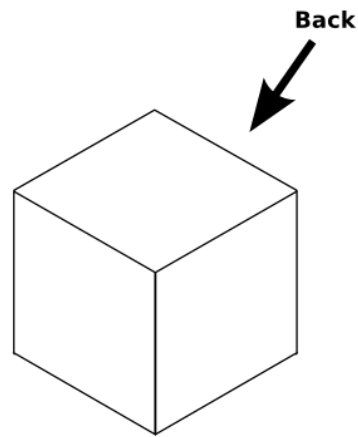
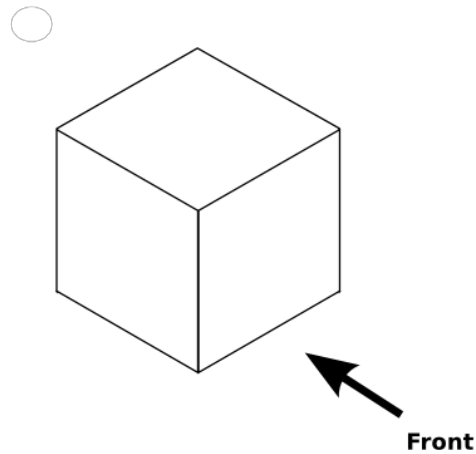
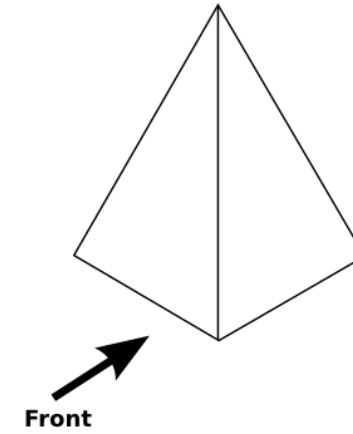
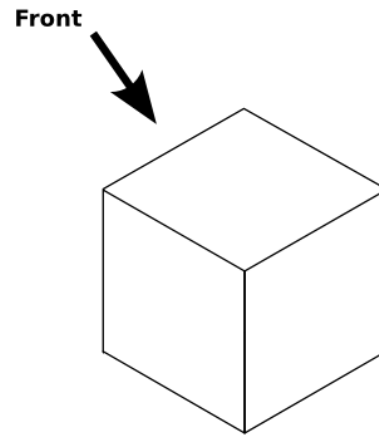
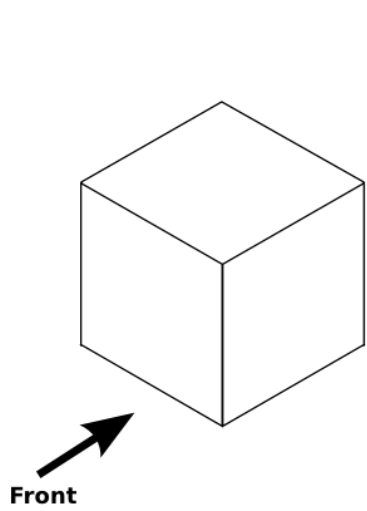
- A) Isometric
- B) Oblique
- C) Perspective

# Shading

Shade each of these cubes. The arrow shows where the light is coming from.

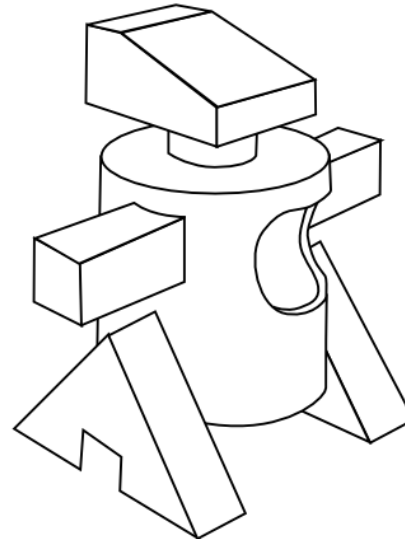
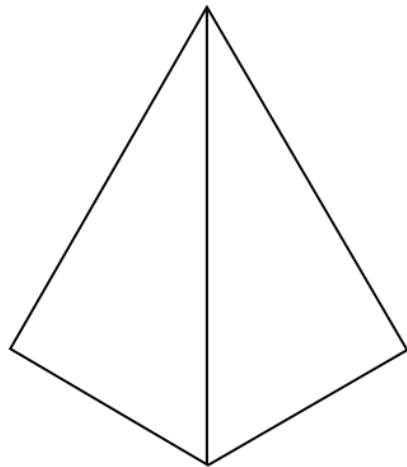
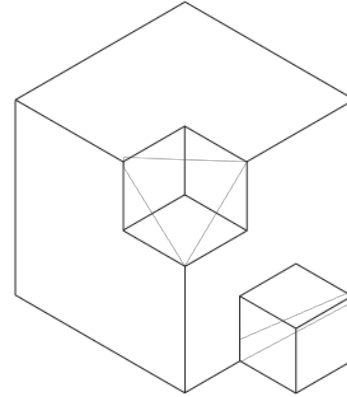
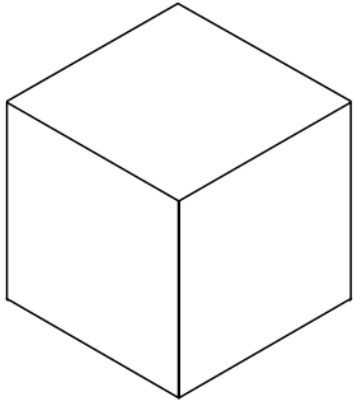
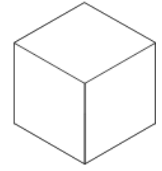
Note: **Front** means the light is shining on the front of the cube,  
**Back** means it is shining on the back of the cube

**Example:**



# Outlining

Using a heavy weight line outline each of these shapes to highlight its shape



# The Design Process

The design process is a way of solving problems creatively.  
Match the following stages with their descriptions.

## The Process:

Stage 1:

Stage 2:

Stage 3:

Stage 4:

Stage 5:

## The Stages

Review: evaluate the final solution

Development: refine a final idea

Analysis: research existing solutions to the problem

Delivery: deliver the final solution to your customer:

Concepts: sketch lots of ideas