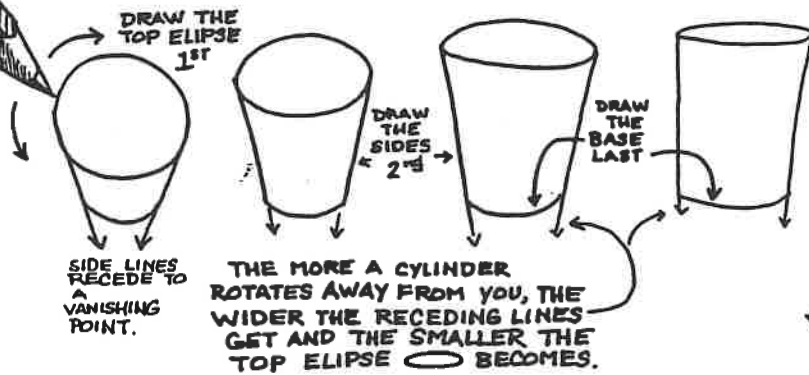


# DRAWING CYLINDERS

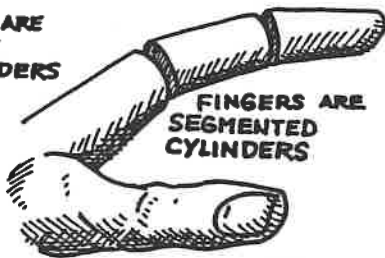


CYLINDERS ARE ONE OF THE 4 BASIC 3-DIMENSIONAL SHAPES. (THE OTHERS ARE A CUBE, A SPHERE AND A CONE.)

## CYLINDERS CAN BE FOUND EVERYWHERE



TIRES ARE SHORT CYLINDERS



FINGERS ARE SEGMENTED CYLINDERS

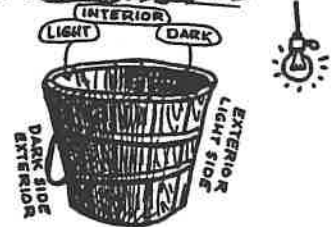
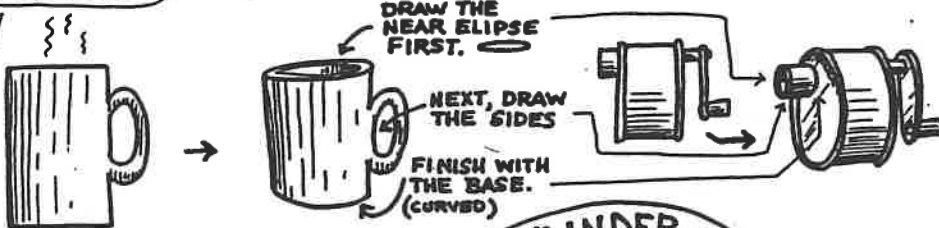


TUBES AND PIPES ARE CYLINDERS



TREES AND BRANCHES ARE CYLINDERS

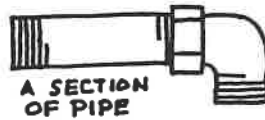
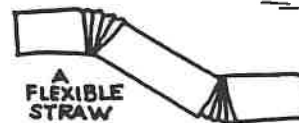
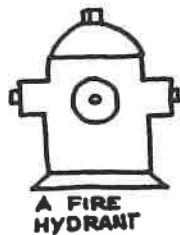
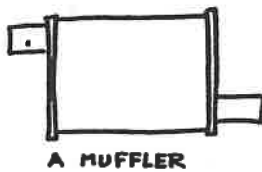
## DRAWING CYLINDERS



WHEN SHADING CYLINDERS, REMEMBER THAT THE INSIDE IS SHADED OPPOSITE OF THE OUTSIDE!

## CYLINDER PROJECT

ON A SEPERATE SHEET OF PAPER, REDRAW THESE "CYLINDER" OBJECTS IN 3-D (SHOWING CYLINDER SHAPES) → DON'T FORGET SHADING!



19. Draw 4 free-standing, transparent ribbon. Vary the size of its curves. Do not twist or loop your ribbon. Make each subsequent ribbons more complex. Shade the last one using significant edges.

