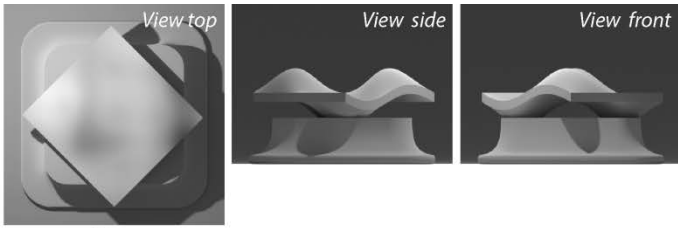
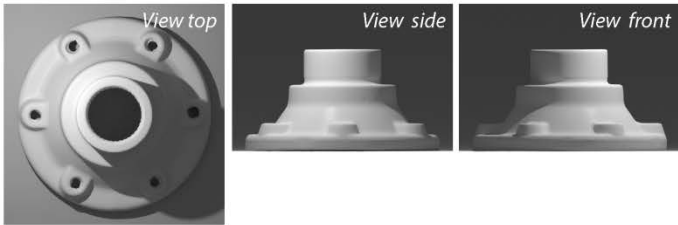


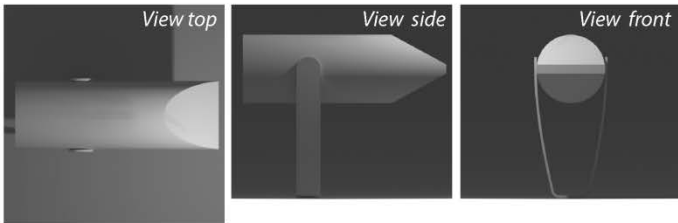
All objects:



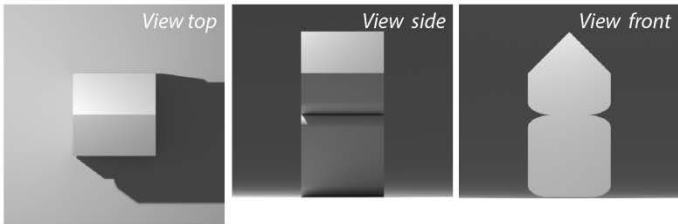
Bumps object



Flange object



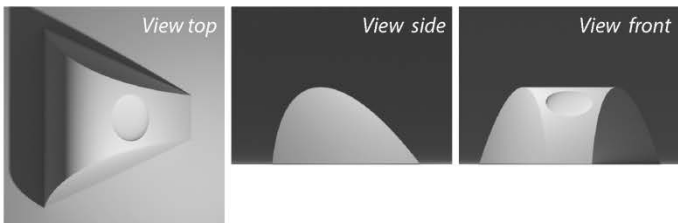
Hair dryer object



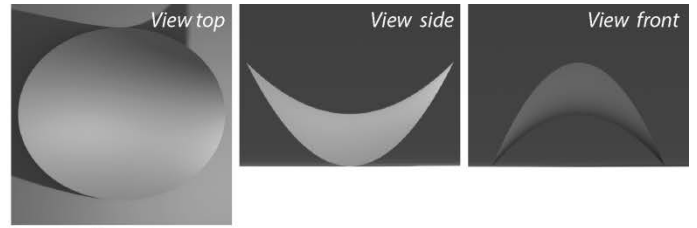
House object



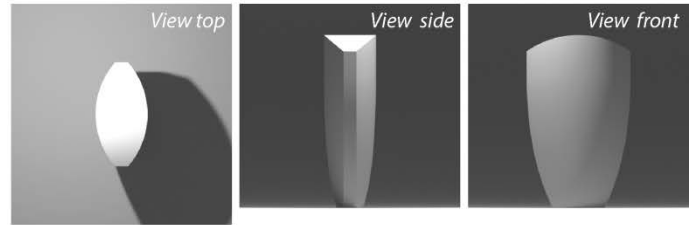
Mixer object



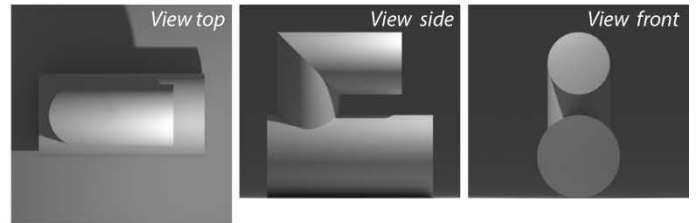
Mouse object



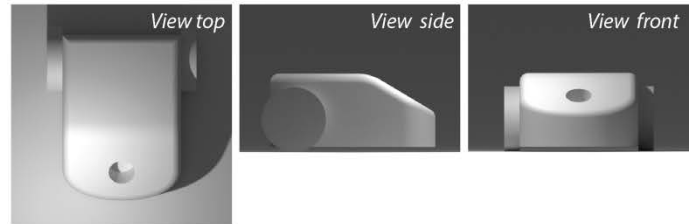
Potato chip object



Shampoo bottle object



Tubes object



Vacuum cleaner object



Waffle iron object



Wobble surface object

Example instructions which will be displayed in the browser:

Object

Figure 1 shows an animation of the object you need to sketch. Figure 2 (a,b,c) shows three orthographic views of that object. These three views will remain visible during the drawing task. You also can draw on the top of these views, for example in case you need to make some reference lines.



Figure 1. Rotation around the object.

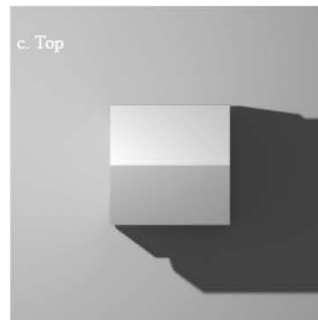
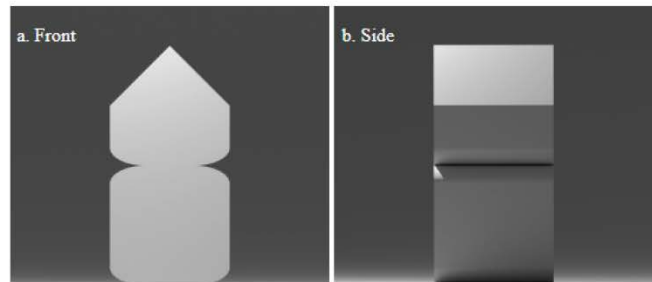


Figure 2. Orthographic views of the object.

Task description

You need to **construct** the object **in perspective**. Each object you need to draw from two different viewpoints in two steps:

1. Step1: Initial object construction
2. Step2: Presentation drawing in a new layer aligned to an initial drawing

The sketch should convey well the shape and proportions of the given object.

Viewpoints

You will need to **sketch the same object twice** using the two viewpoints specified below.

Viewpoint 1: 3/4 bird's eye perspective view

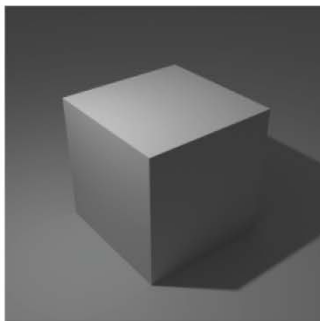


Figure 3. An example 3/4 bird's eye view of a cube.

First, the object should be constructed using approximately a 3/4 bird's eye view. Figure 3 illustrates the desired view on a cube.

Viewpoint 2: Perspective view of free choice

Second, construct the object using a perspective view of your choice. Choose a different viewpoint than the one used for the first sketch, and do not use a view that appears in the animation above (Figure 1).

Example interface:

