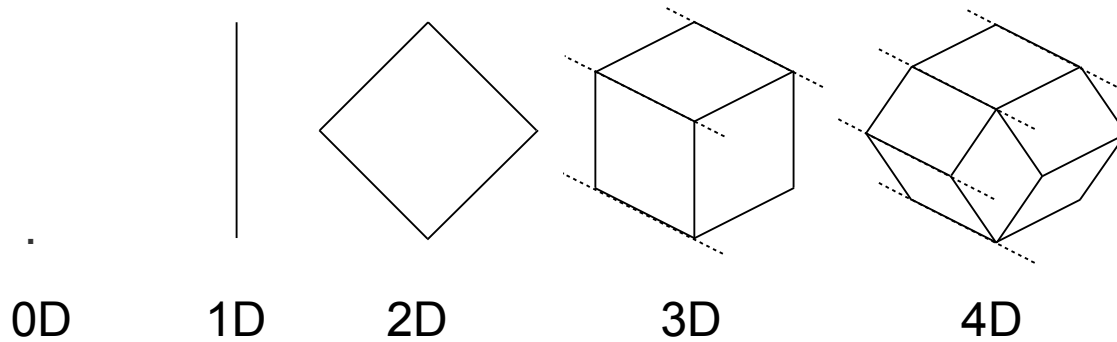


# Drawing Shapes

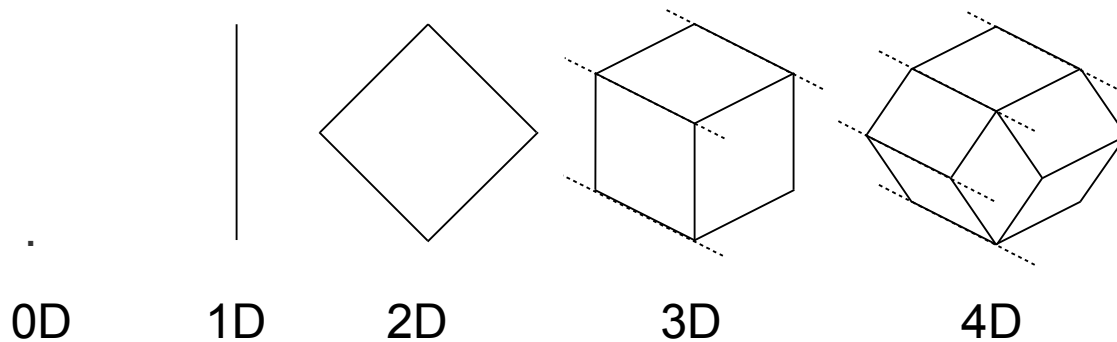
## From 0 to 4 Dimensions

(Click to start)



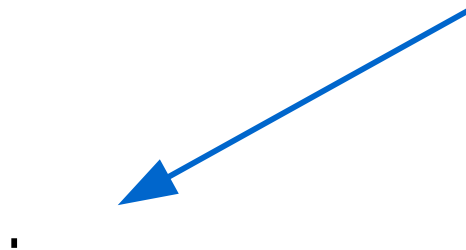
# Drawing Shapes

## From 0 to 4 Dimensions



# Point

- 0 dimensions
- Position



# Point

- 0 dimensions
- Position

.

# Line Segment

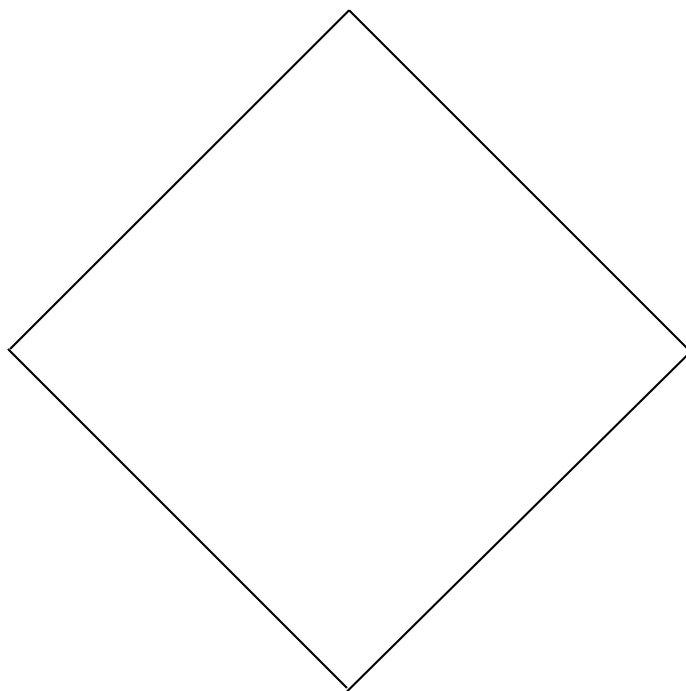
- 1 dimension
- Distance

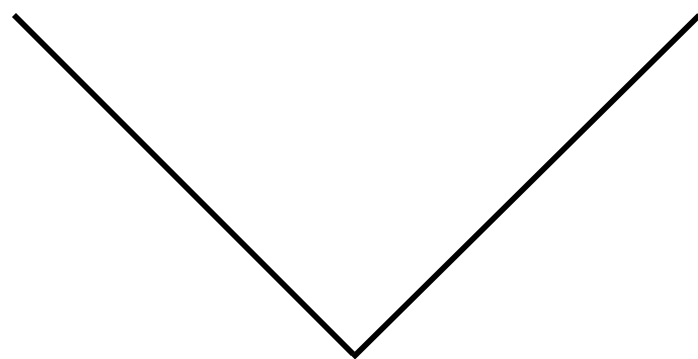


1

# Square

- 2 dimensions
- Area



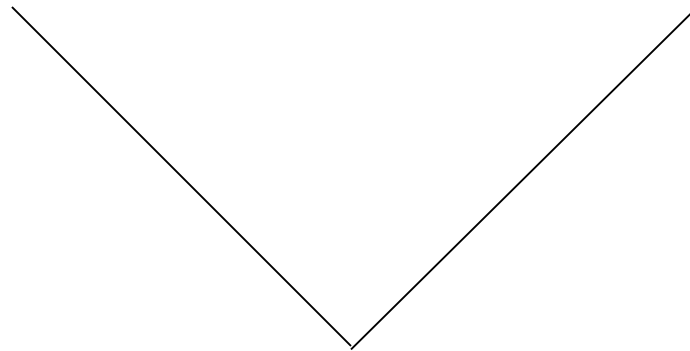


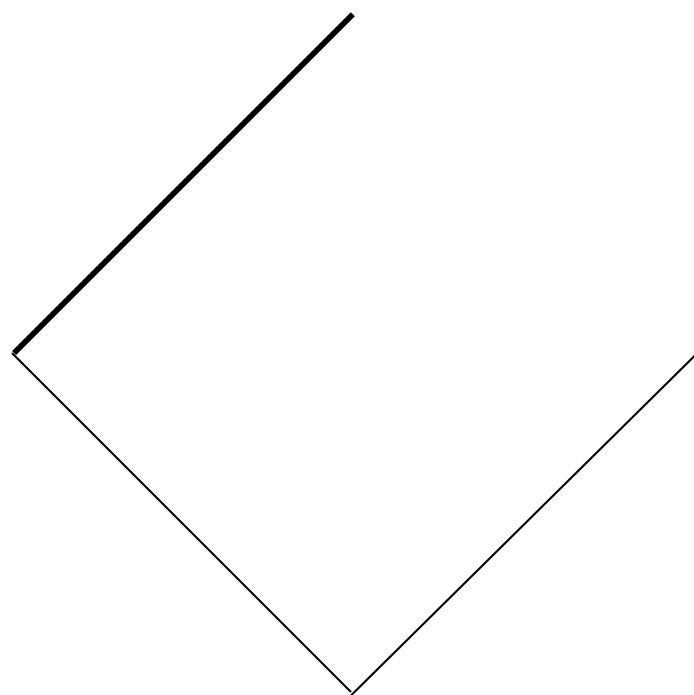
**Tiger Farm Press**



# Key Drawing Note

- Start with the dimensional baselines.
- 2 baselines for a 2 dimensional square.

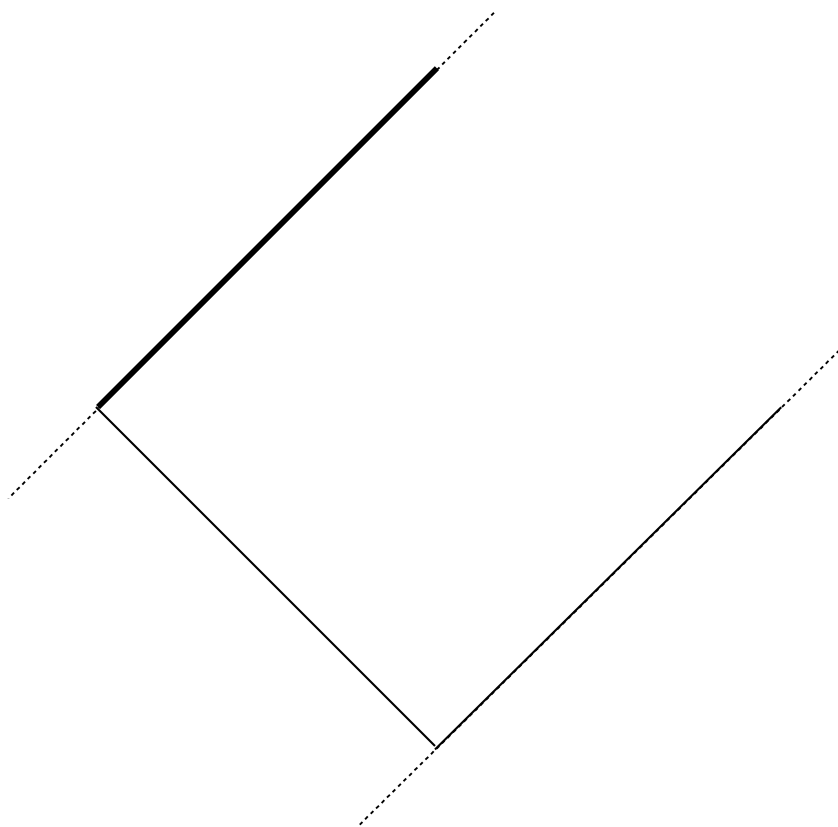




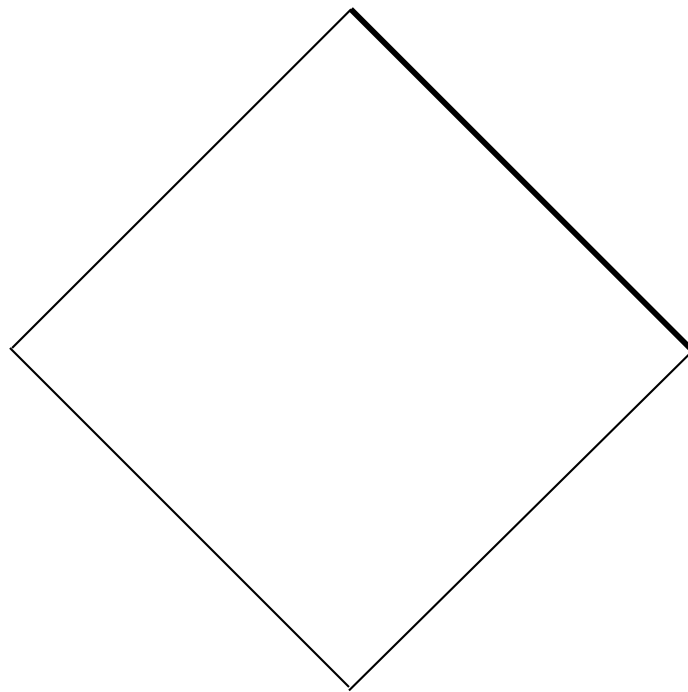
Tiger Farm Press

# Key Drawing Note

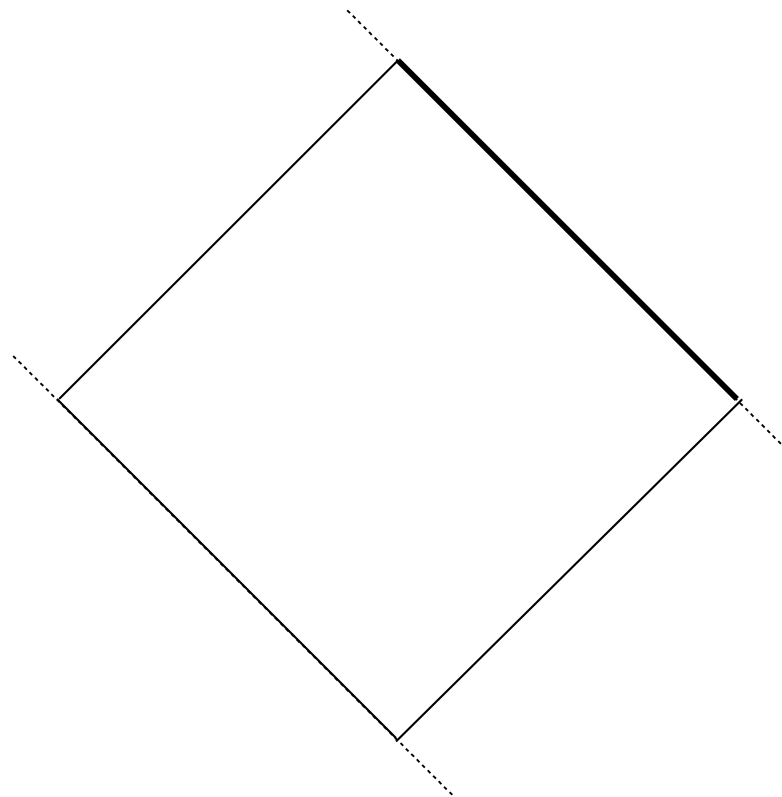
Opposite sides of a square are parallel to each other.

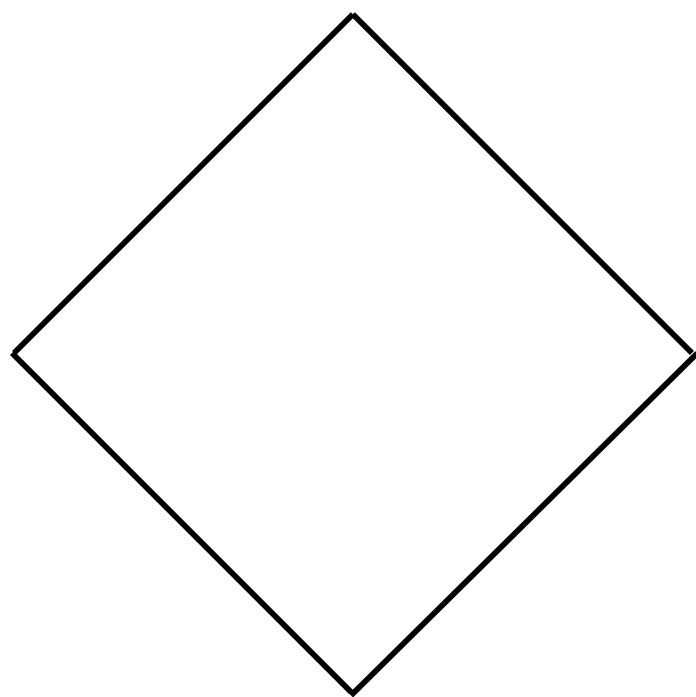


Opposite sides of a square are parallel to each other.



Opposite sides of a square are parallel to each other.

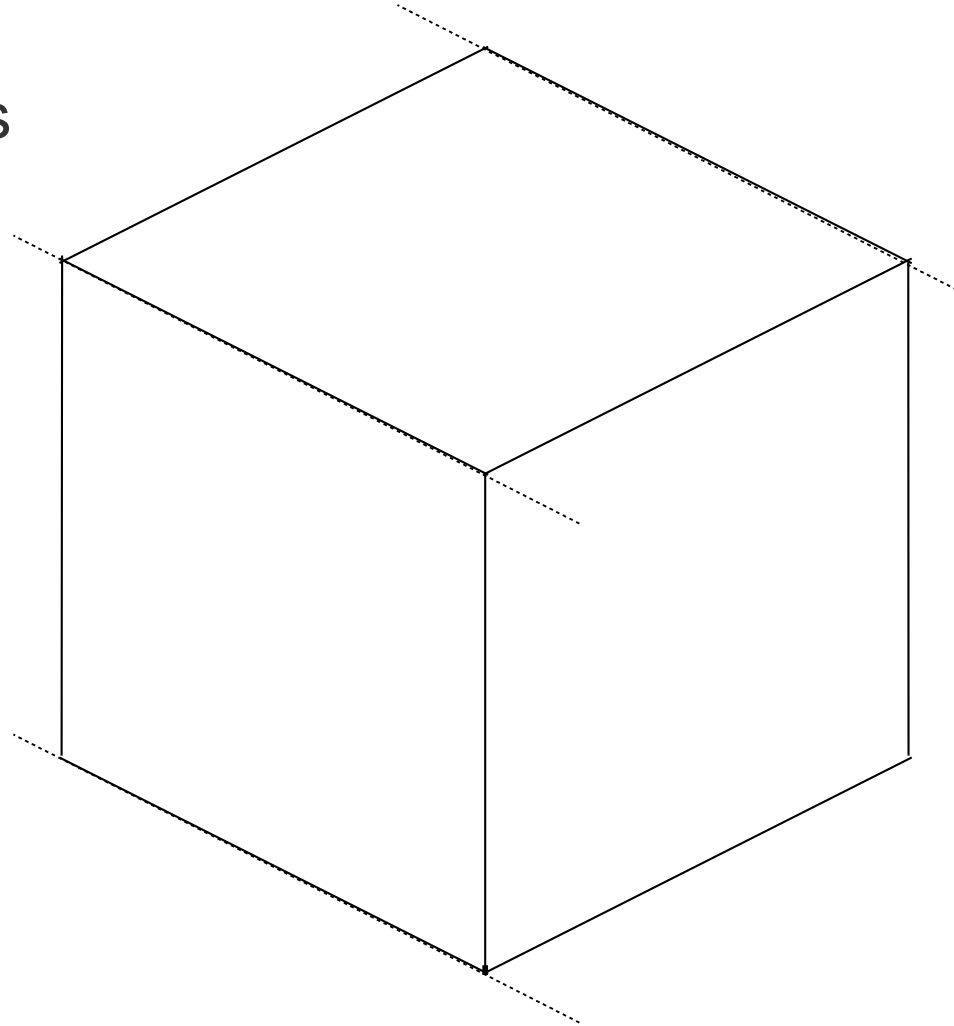




**Tiger Farm Press**

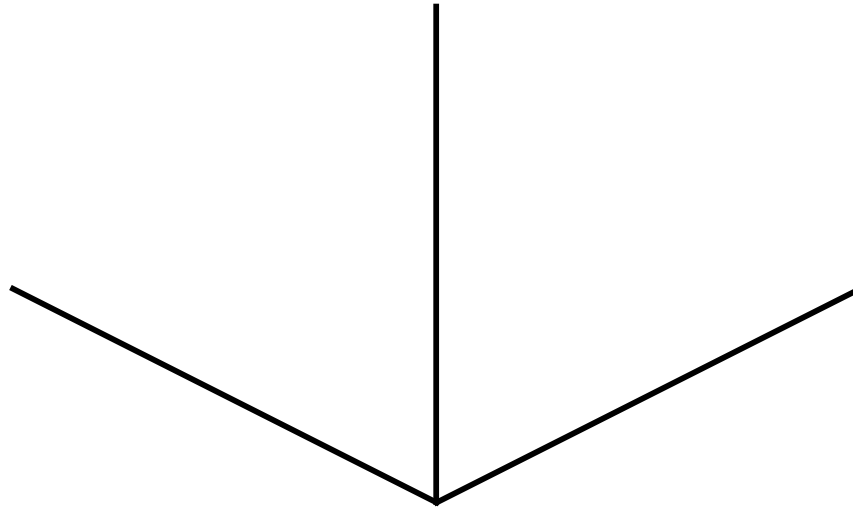
# Cube

- 3 Dimensions
- Volume



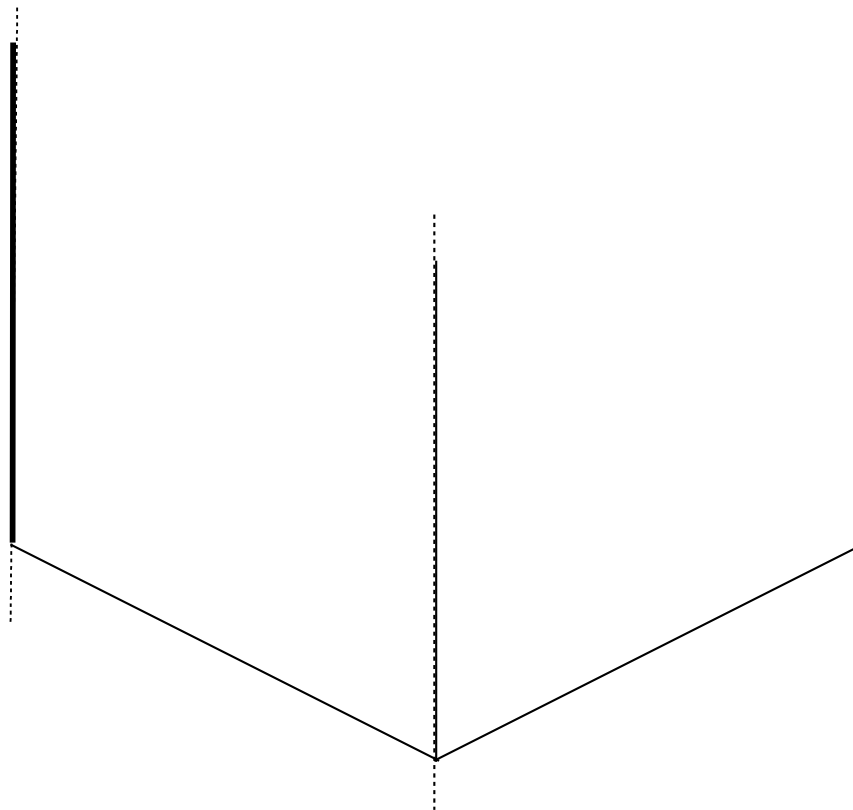
# Key Drawing Note

- Start with the dimensional baselines.
- 3 baselines for a 3 dimensional cube.

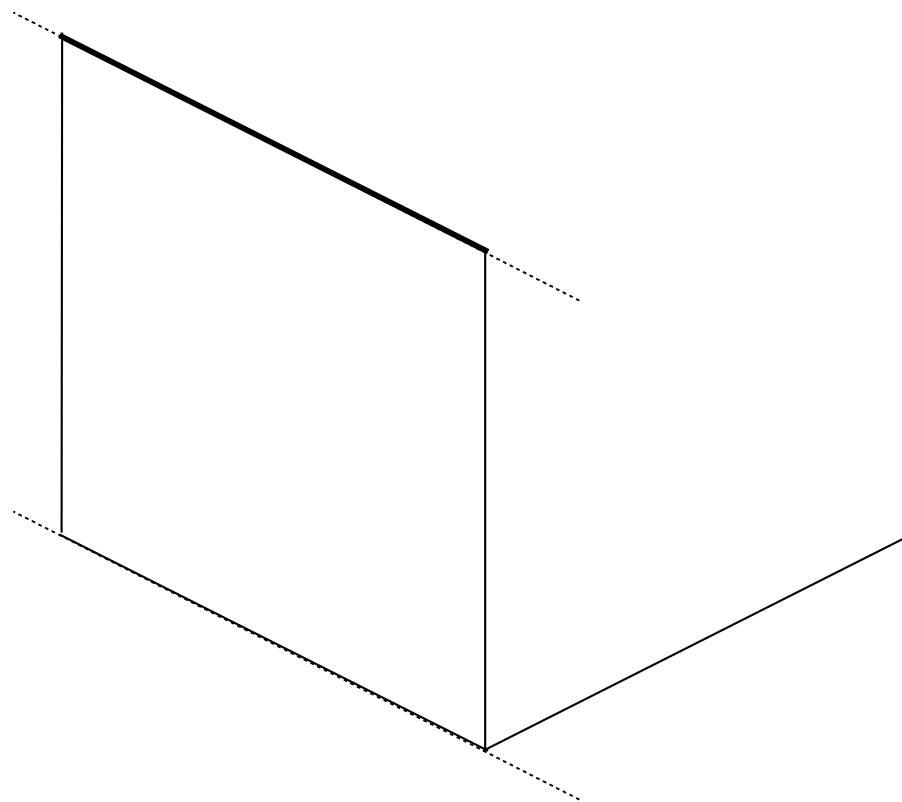




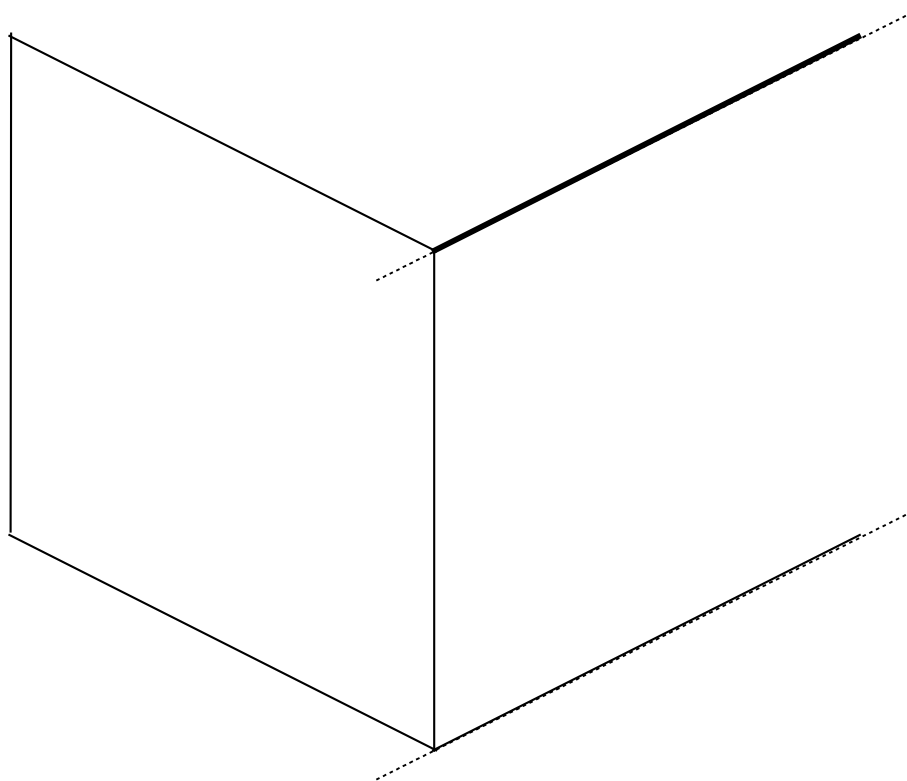
Draw each square side using the baselines as guidelines.



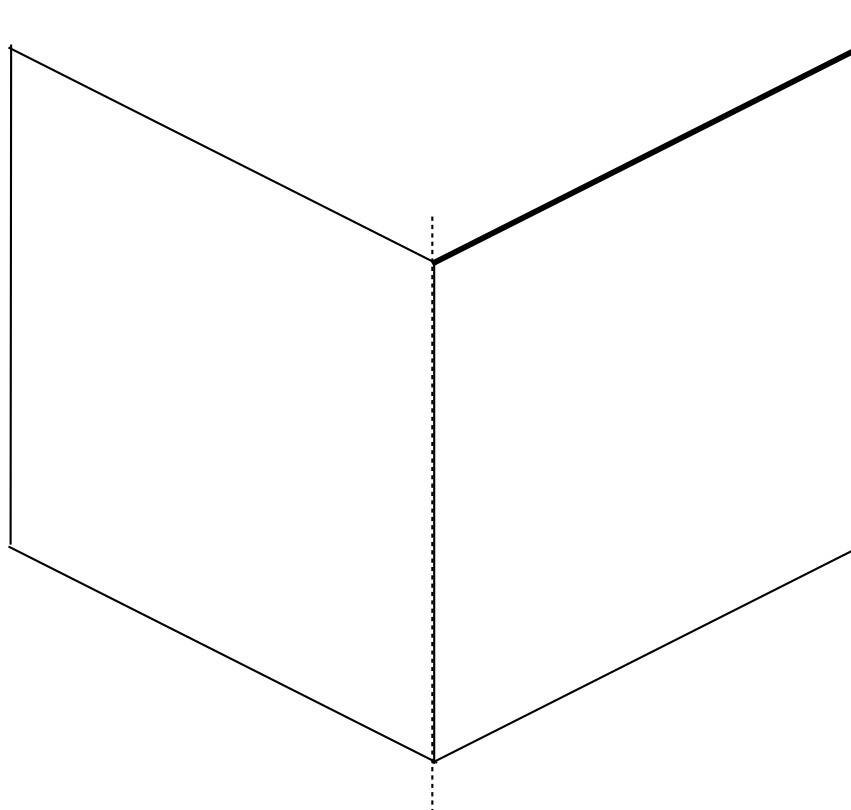
Draw each square side using the baselines as guidelines.

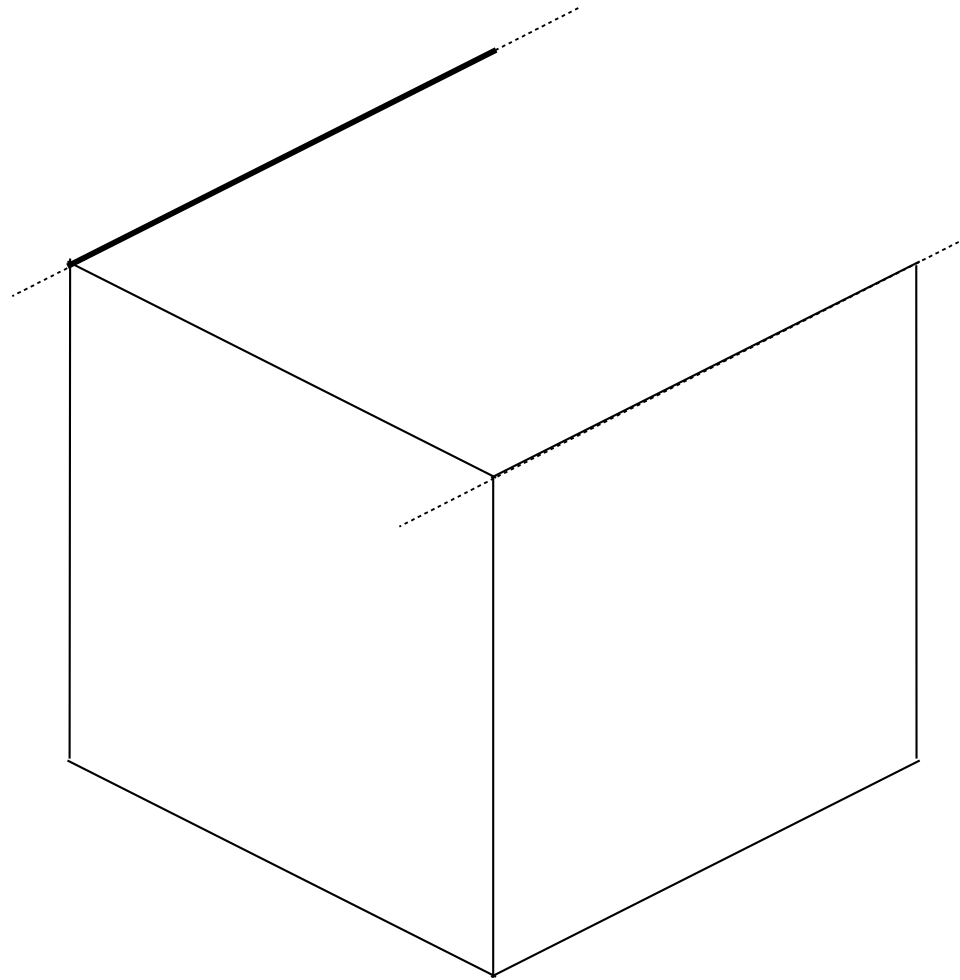


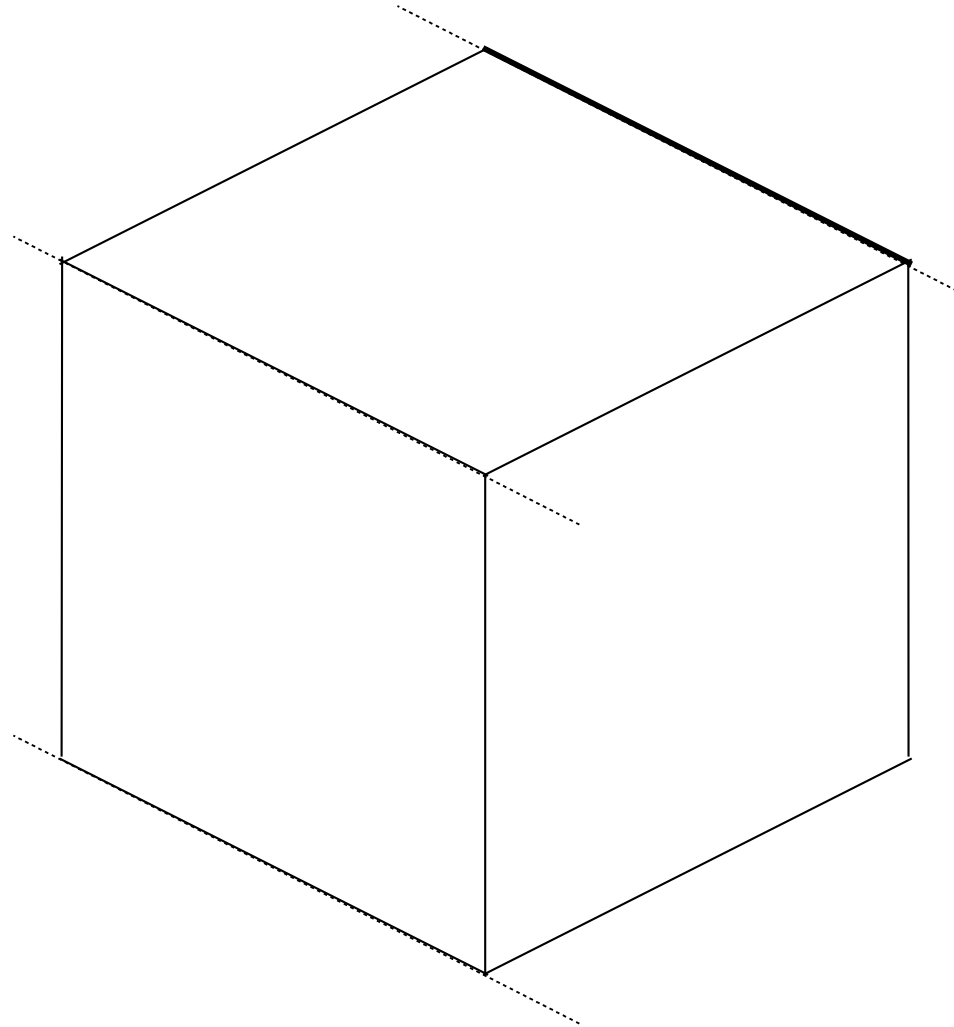
Draw each square side using the baselines as guidelines.

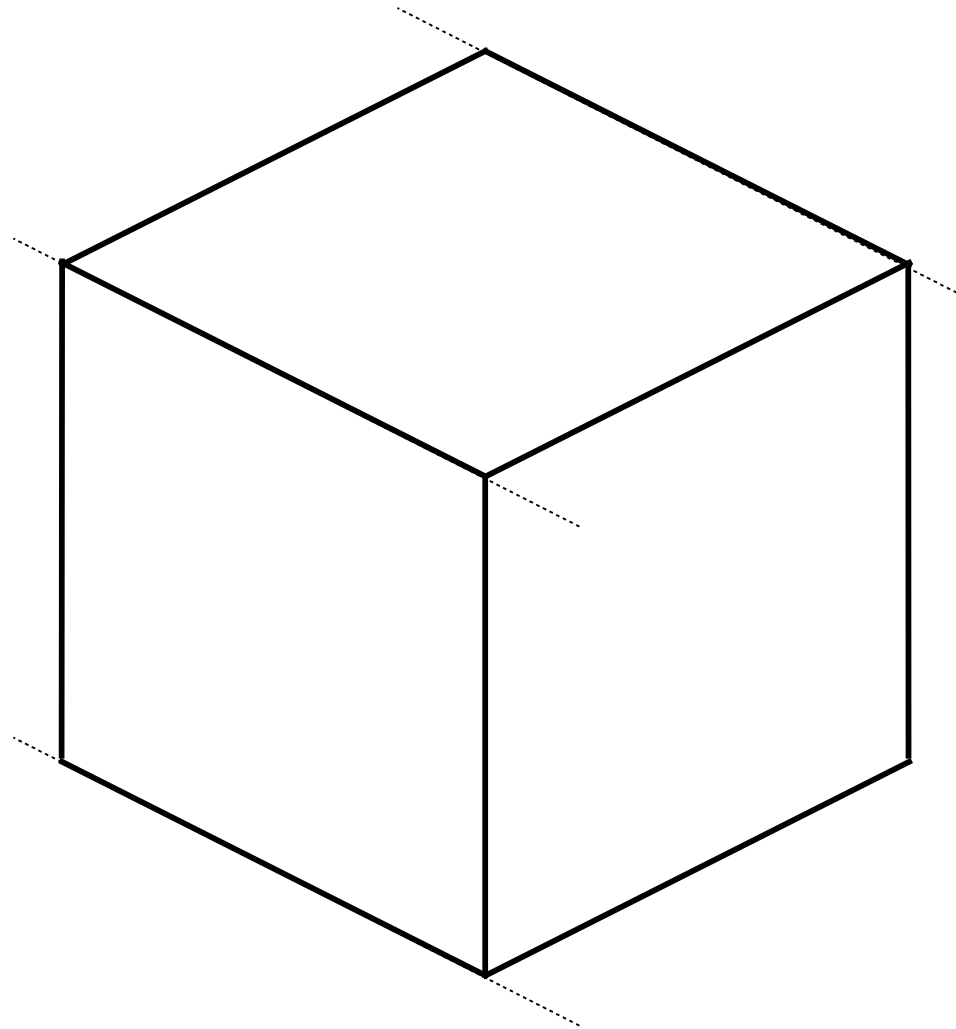


Draw each square side using the baselines as guidelines.



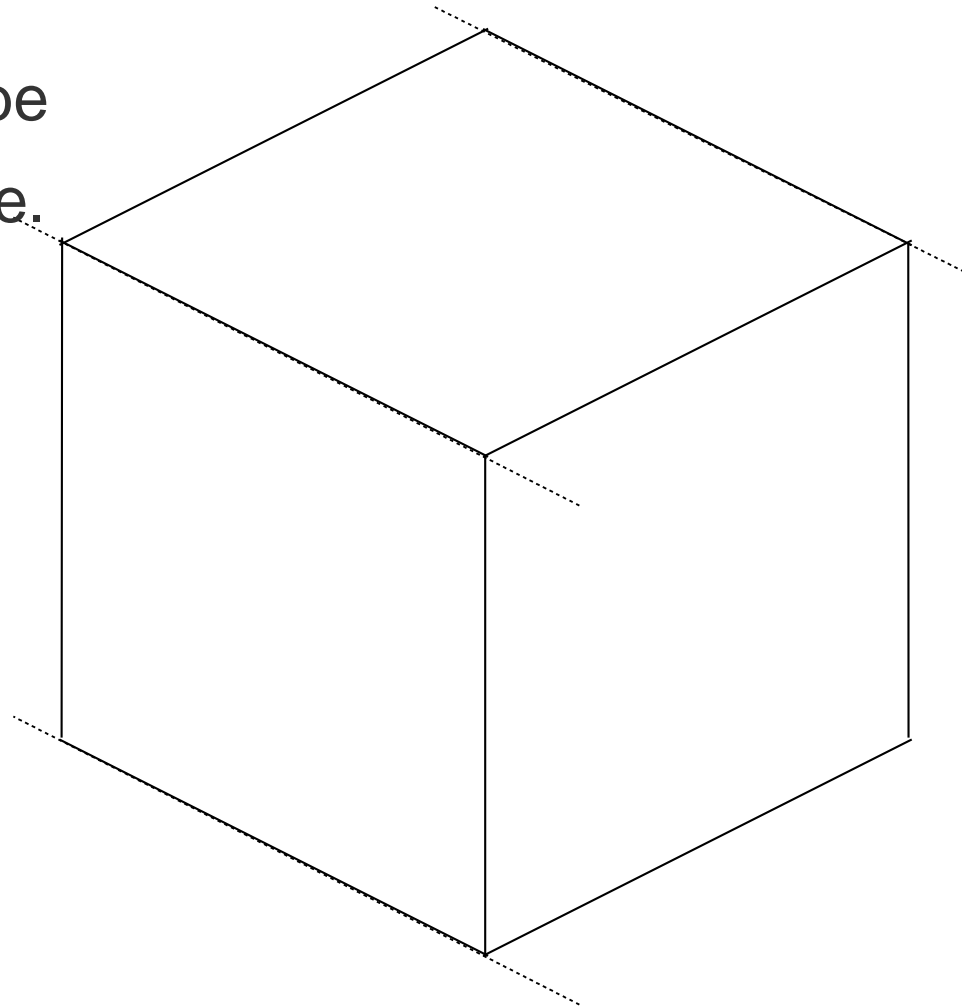






# Cube

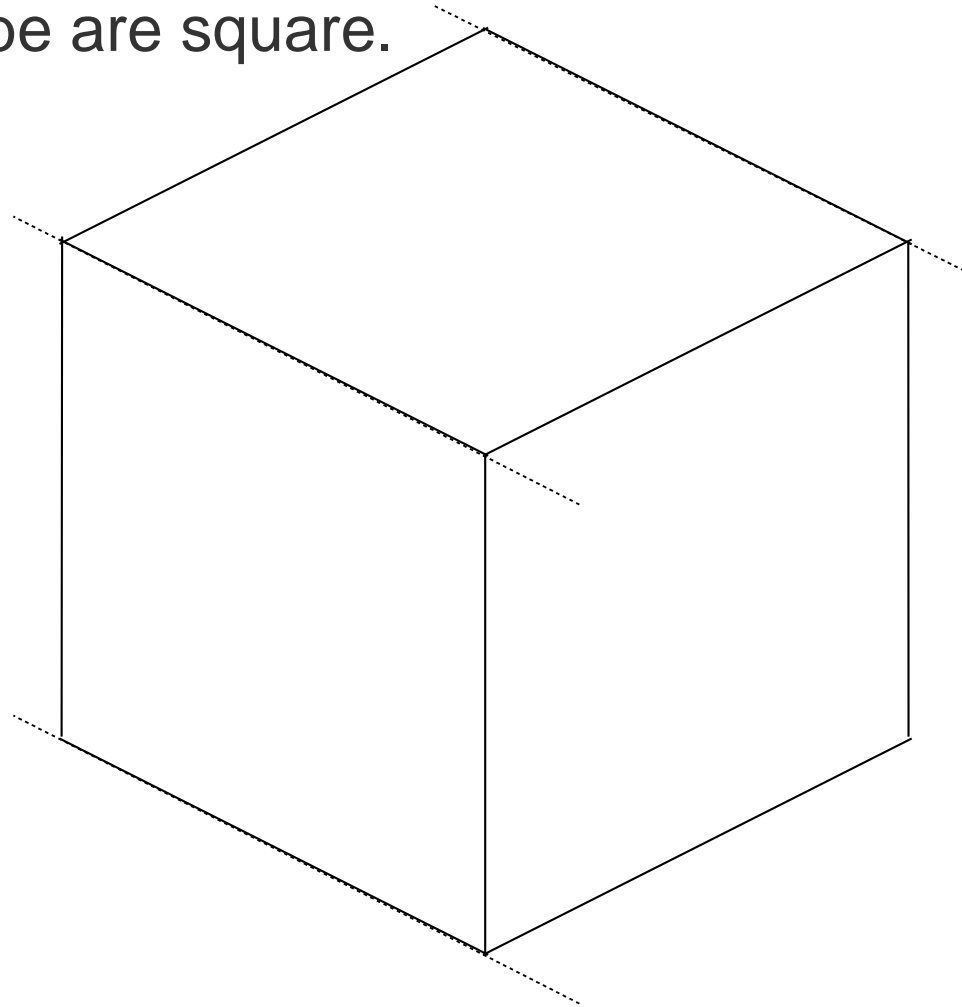
Next, draw a cube  
square by square.

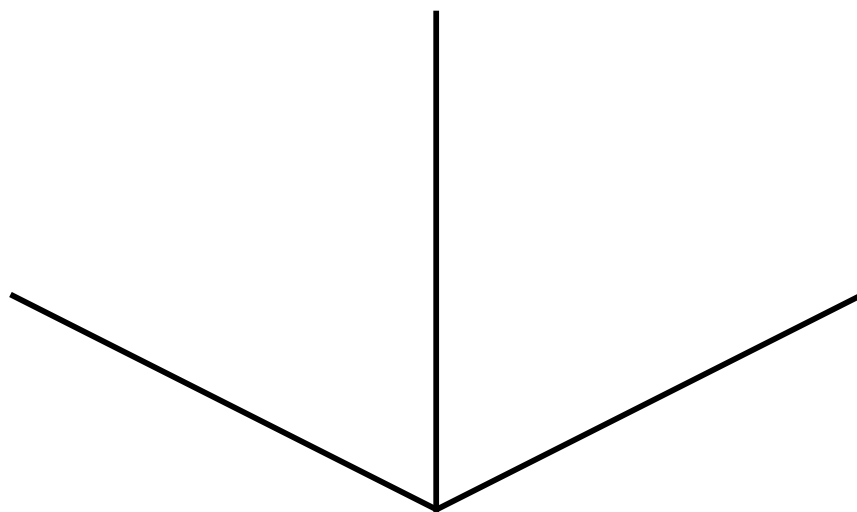




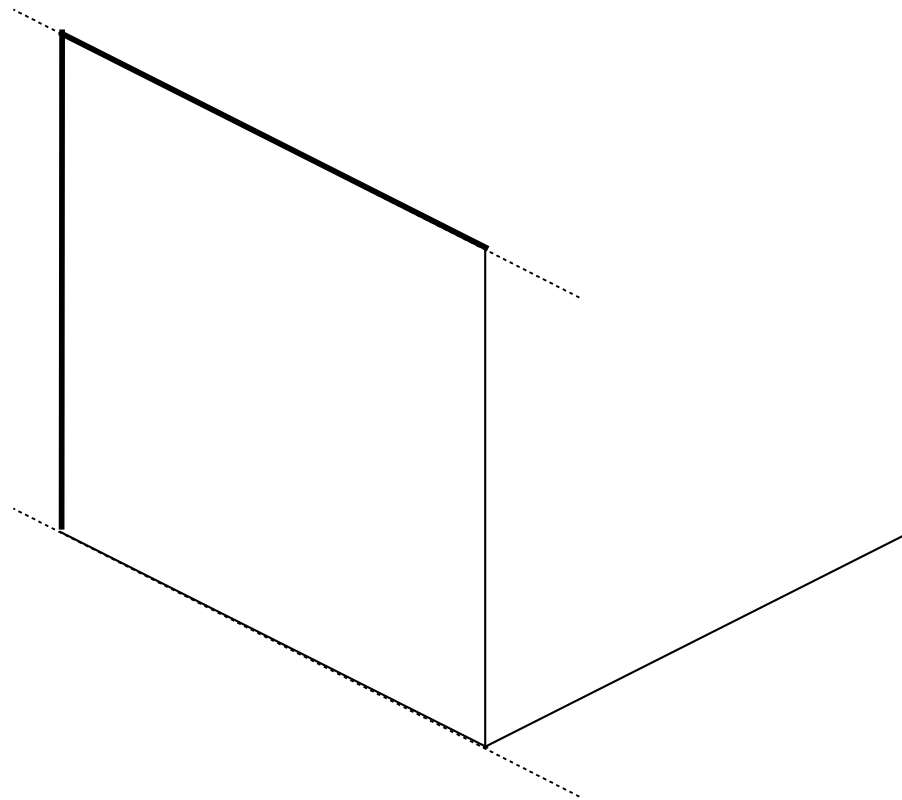
# Key Drawing Note

All sides of a cube are square.



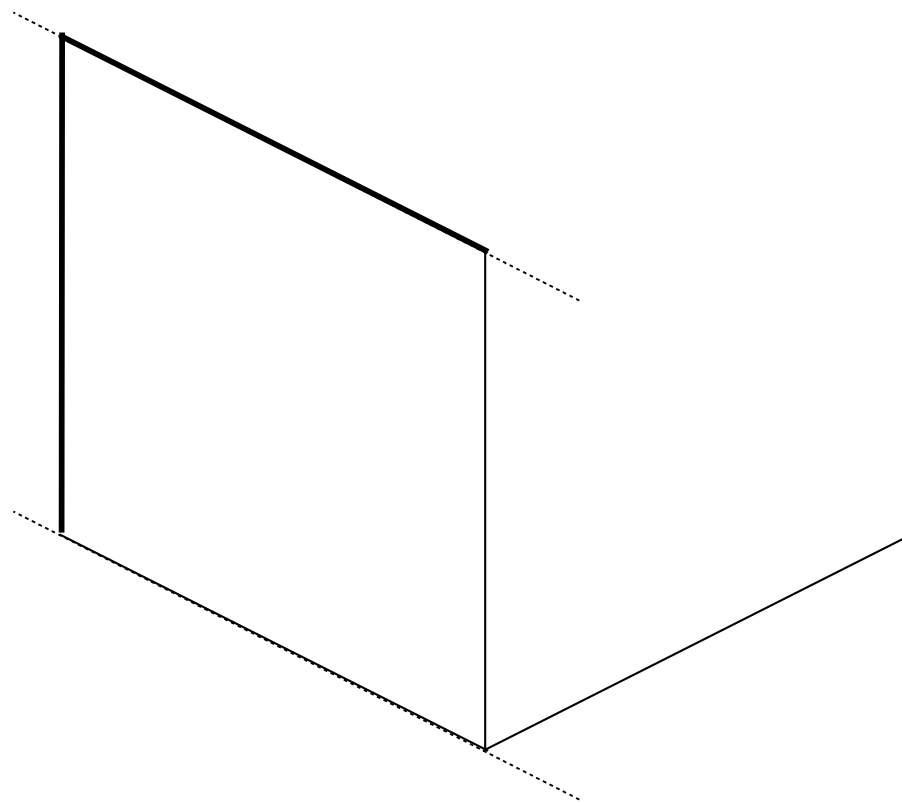


Tiger Farm Press

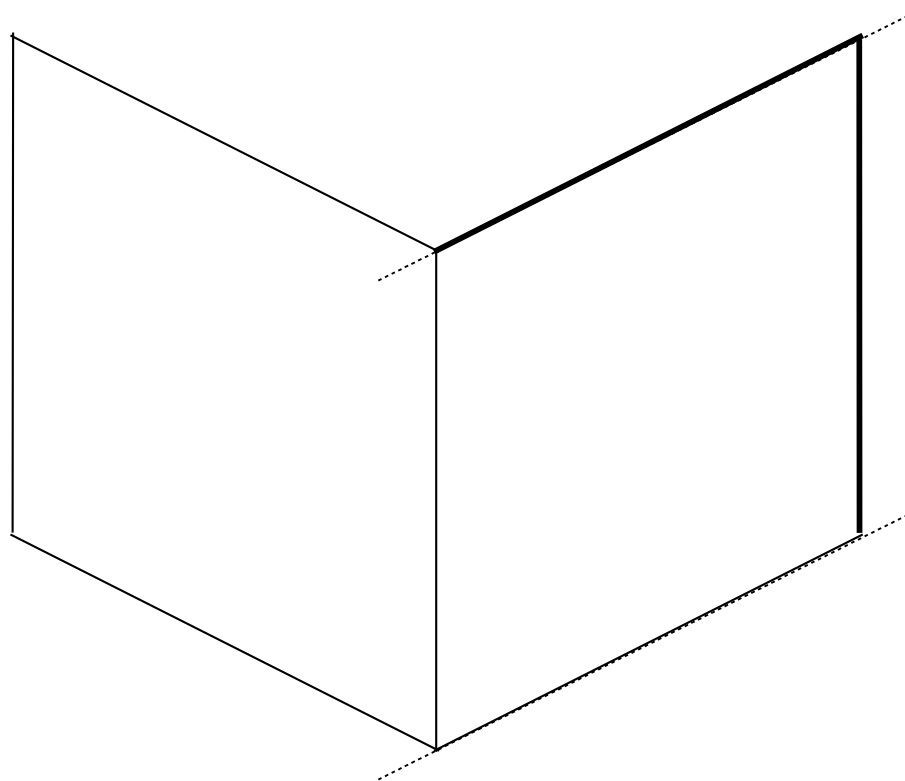


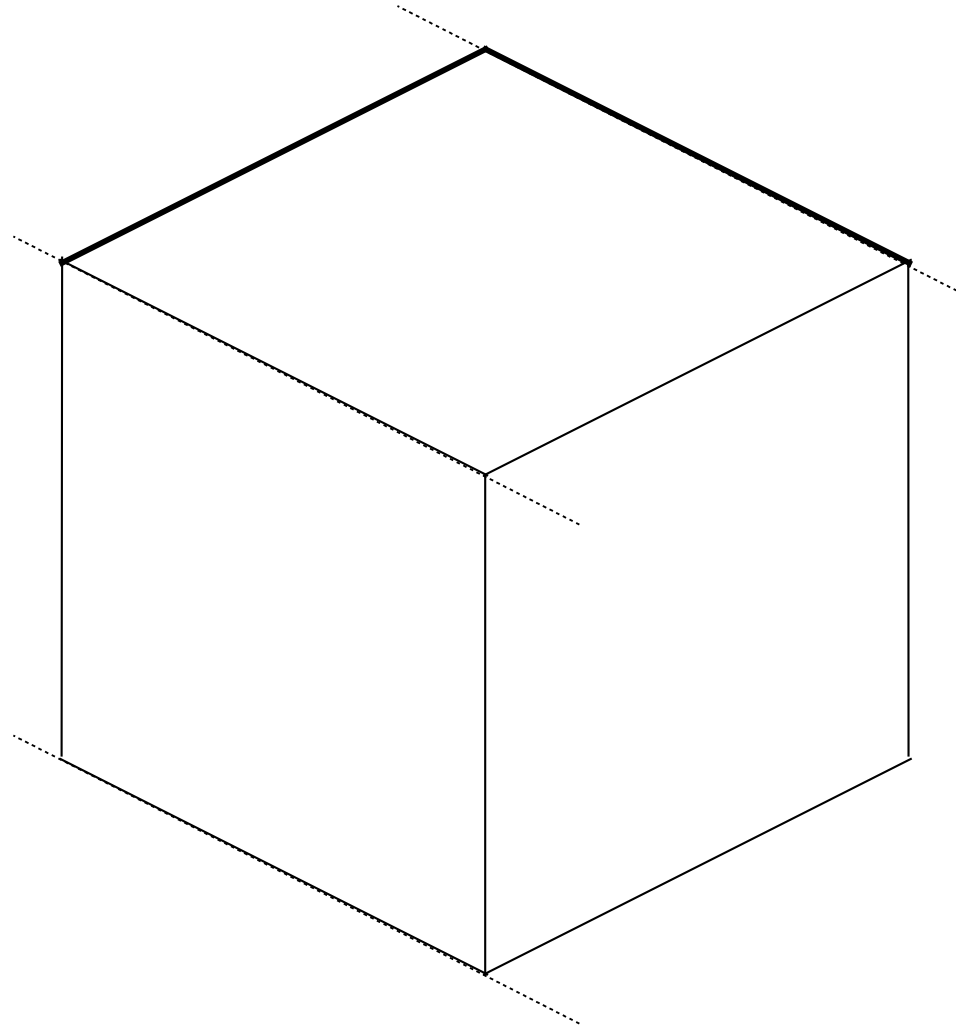
# Key Drawing Note

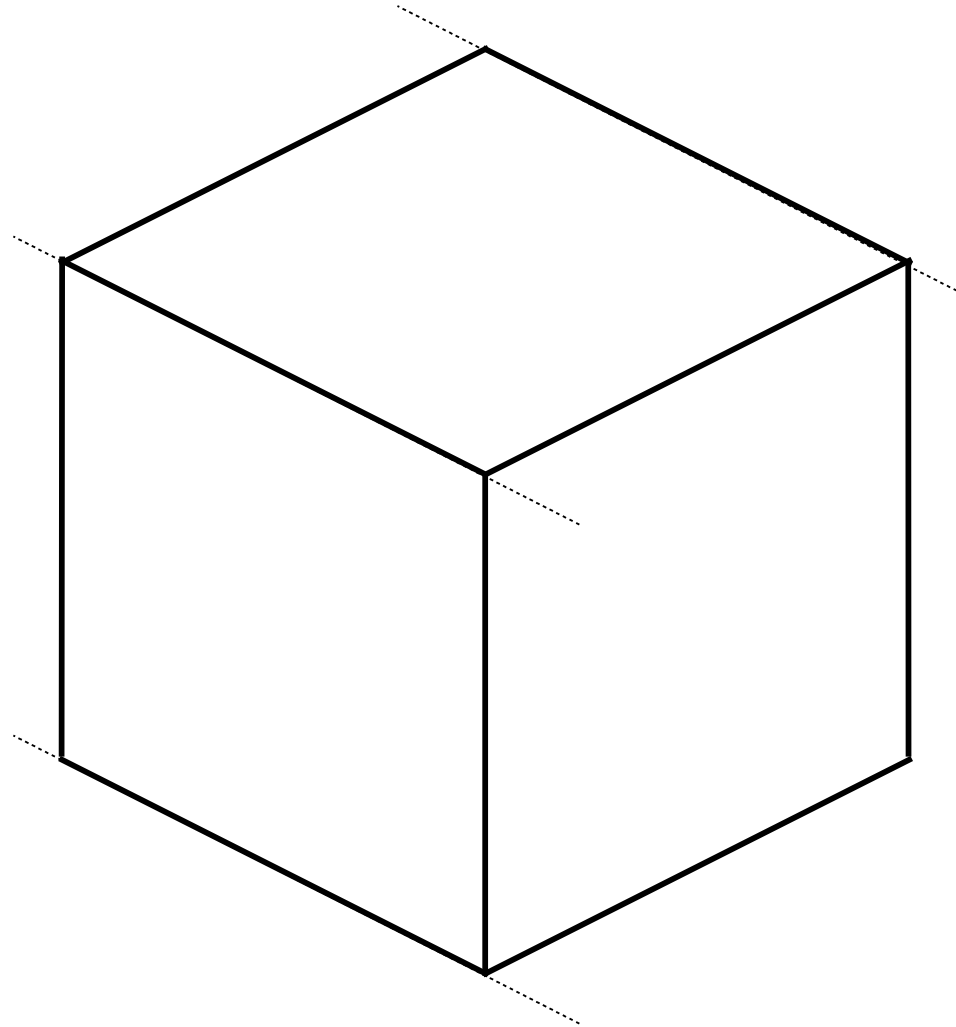
Draw each square side using the baselines as guidelines.



Draw each square side using the baselines as guidelines.

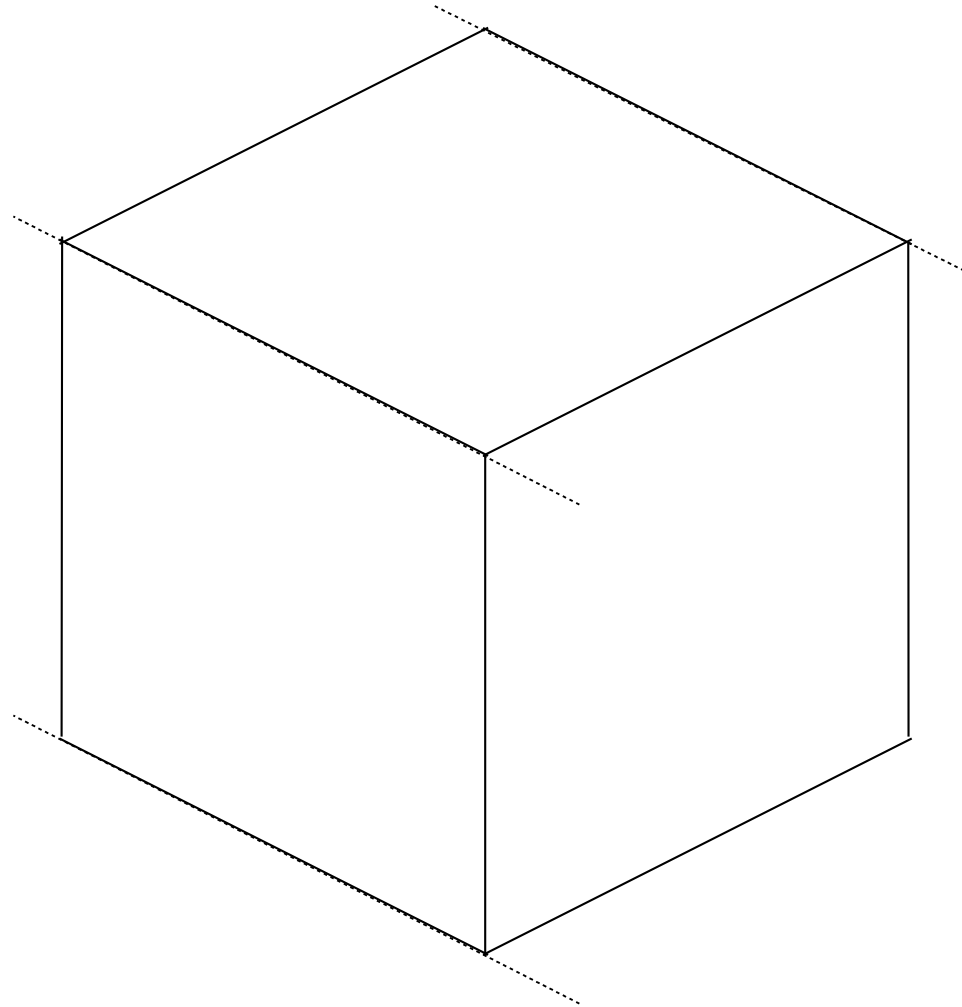




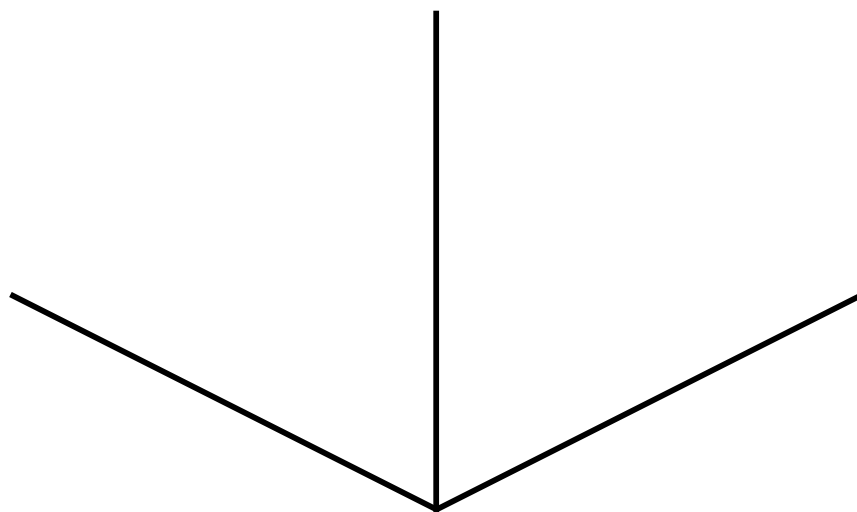


# Cube

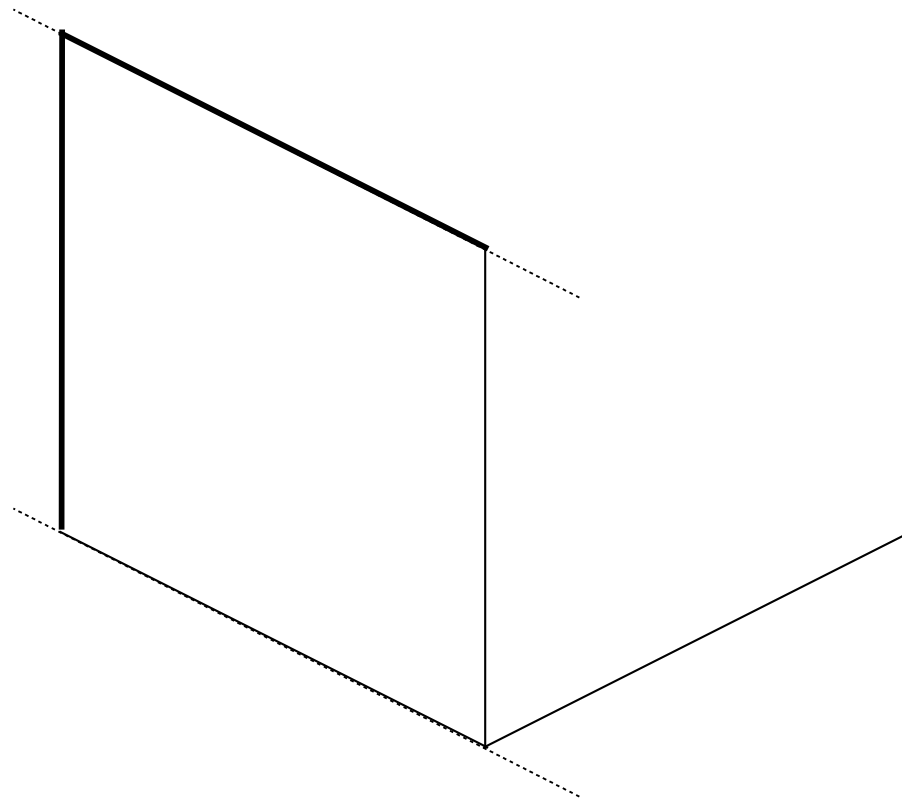
Again, draw a cube square by square

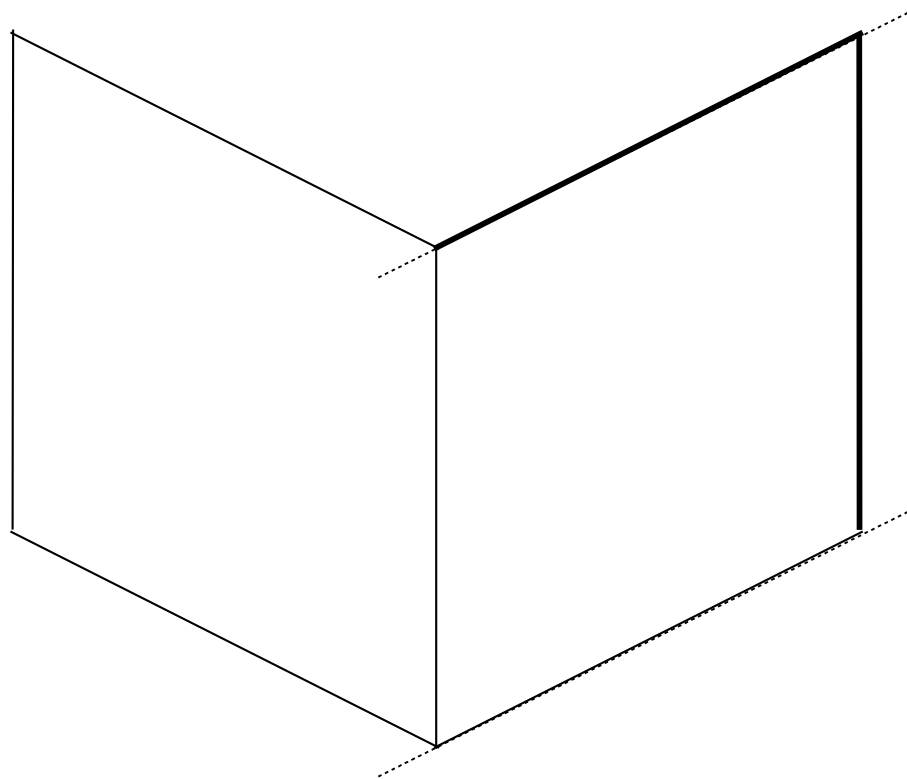


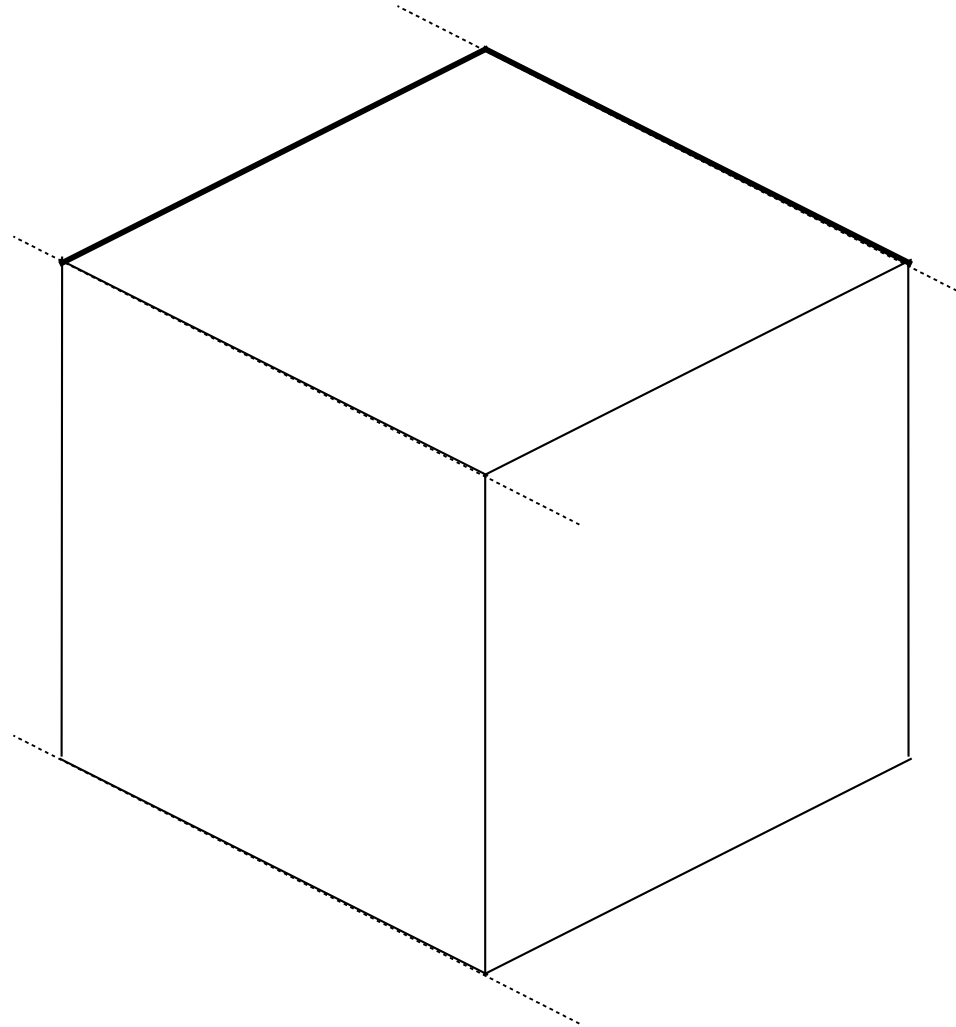


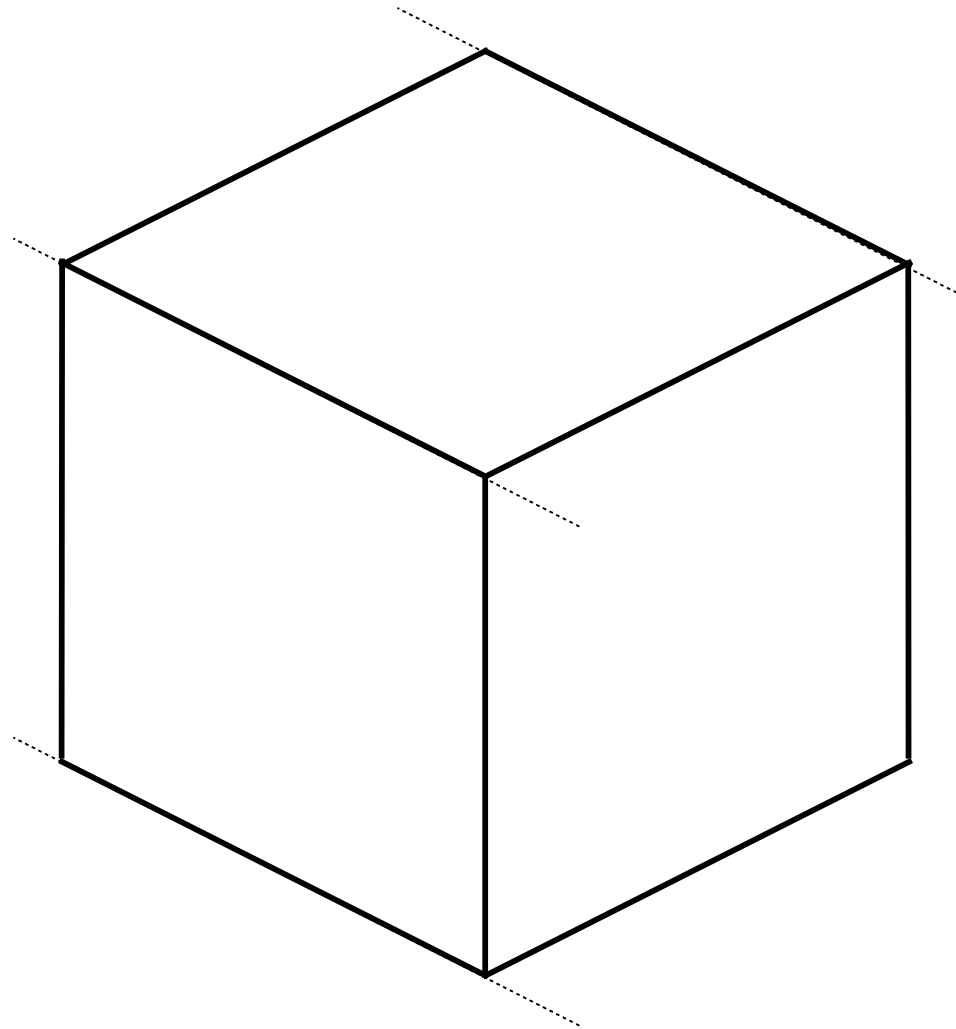


**Tiger Farm Press**



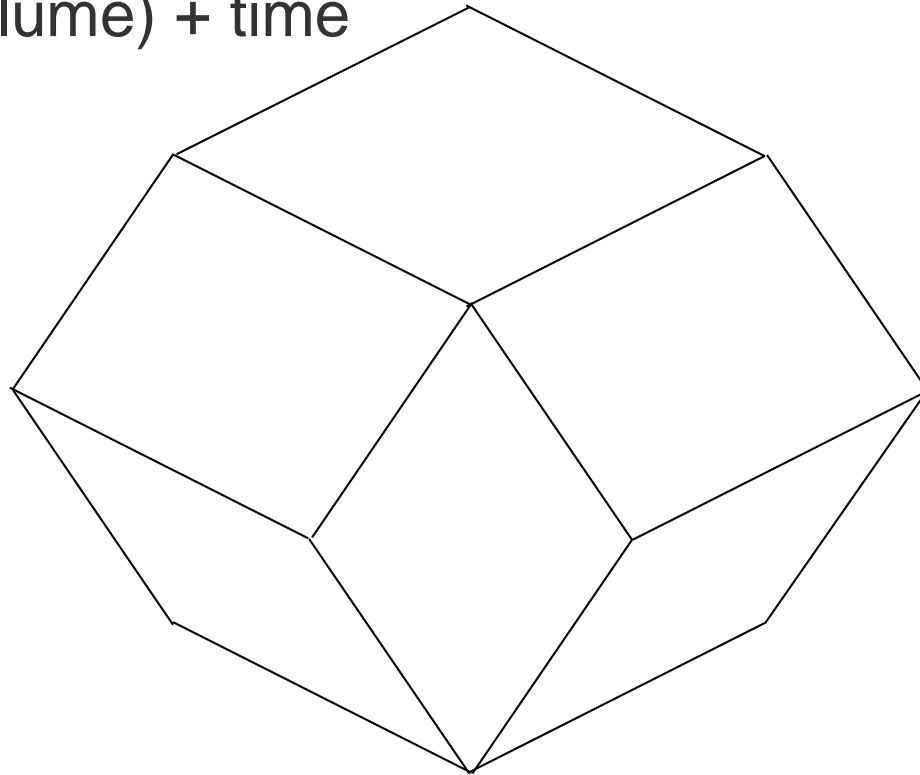




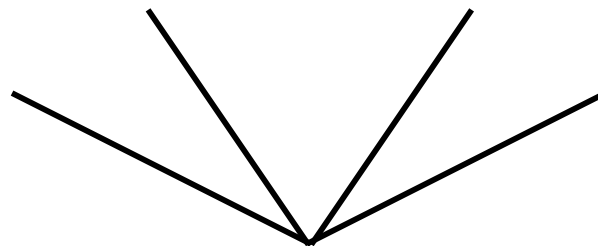


# Draw an Einstein Cube

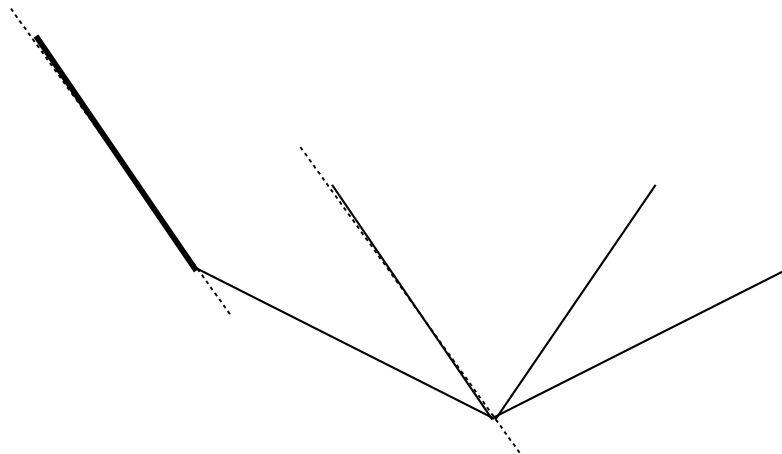
- 4 dimensions
- Space (3D volume) + time



- Start with the dimensional baselines.
- 4 baselines for a 4 dimensional cube.

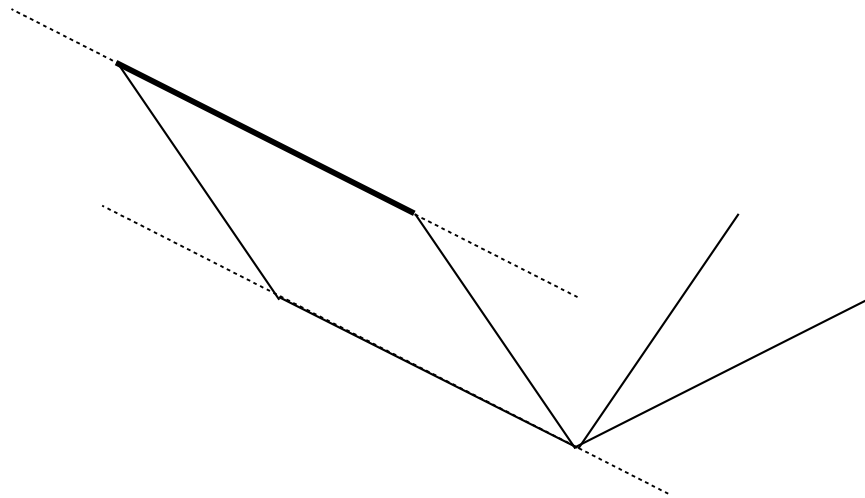


- All sides of a cube are square.
- Draw each square side using the baselines as guidelines.

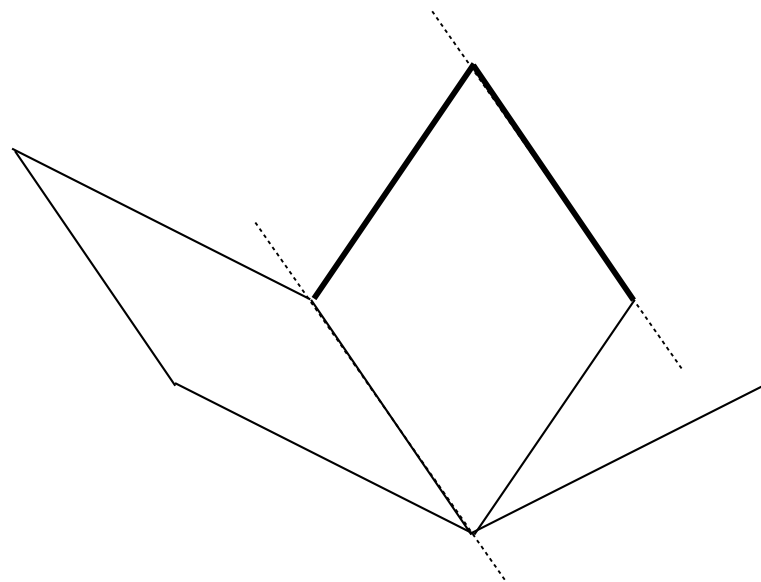




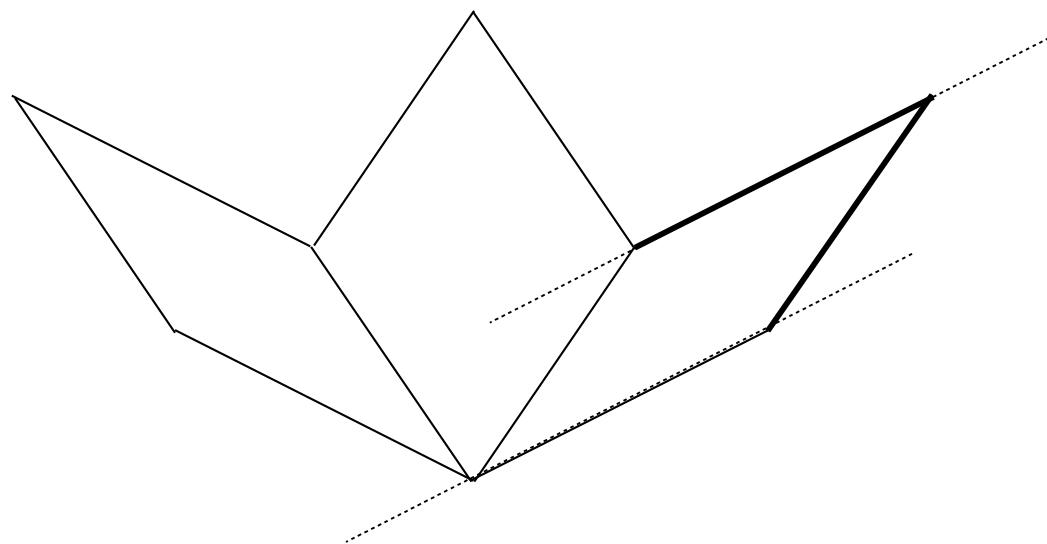
- All sides of a cube are square.
- Draw each square side using the baselines as guidelines.



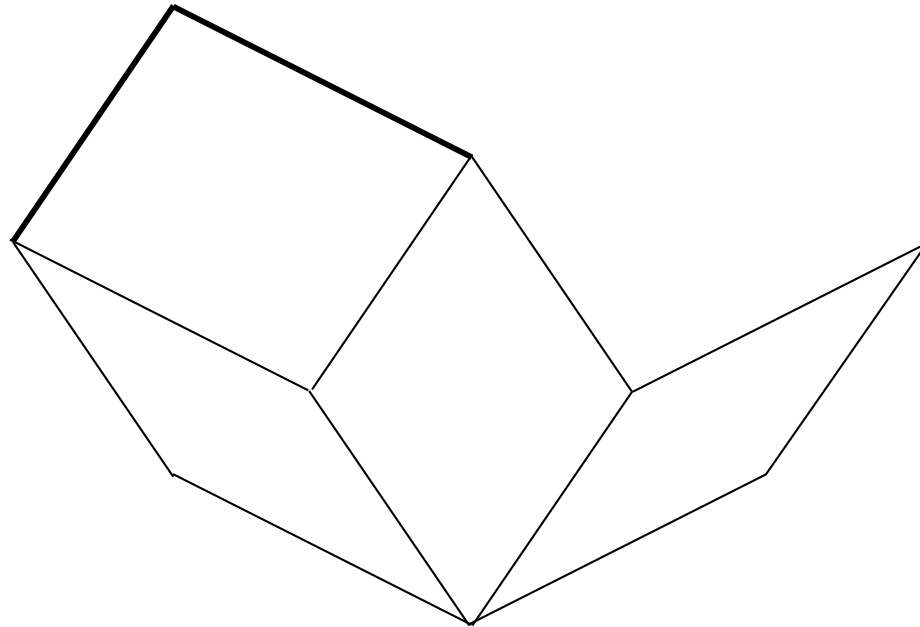
Draw each square side using the baselines as guidelines.



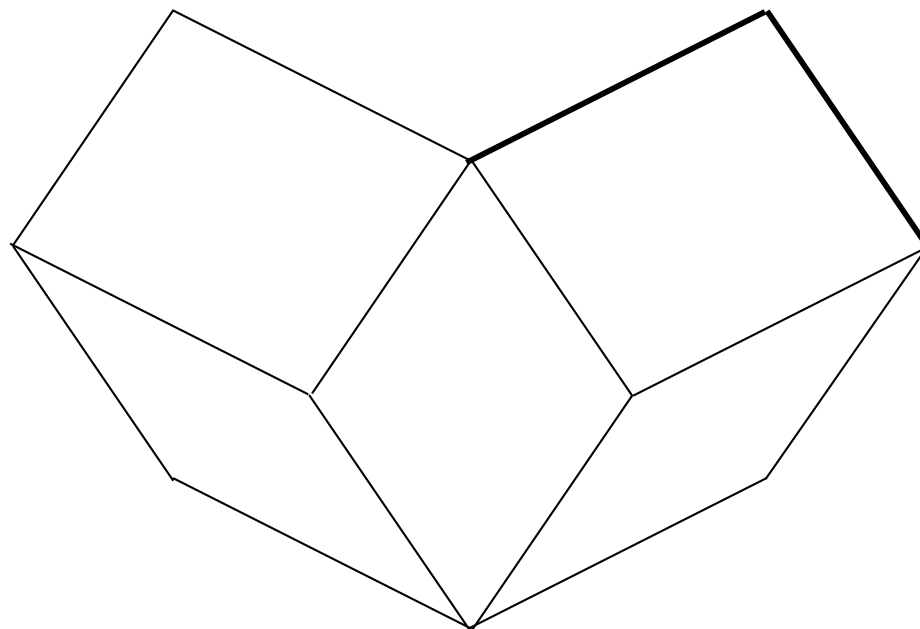
Draw each square side using the baselines as guidelines.



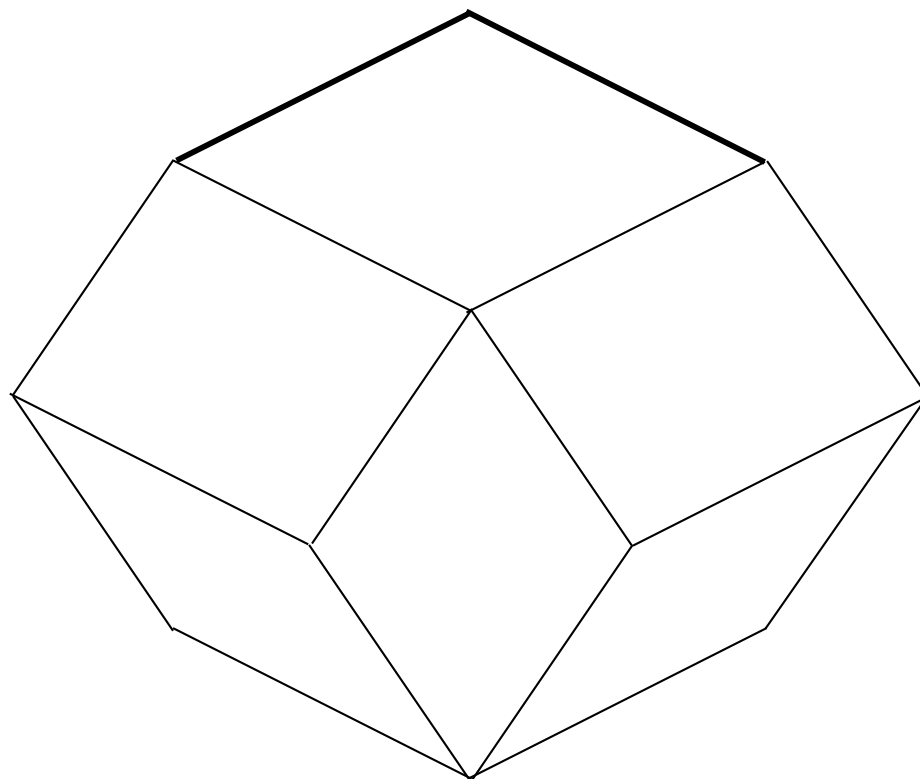
Draw each square side using the baselines as guidelines.

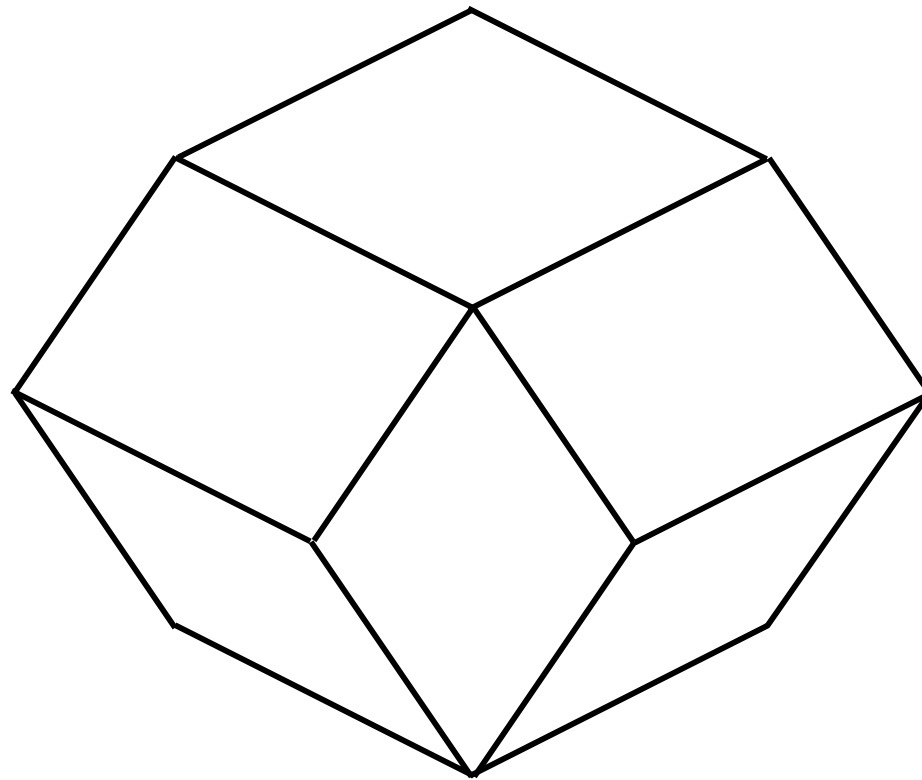


Draw each square side using the baselines as guidelines.



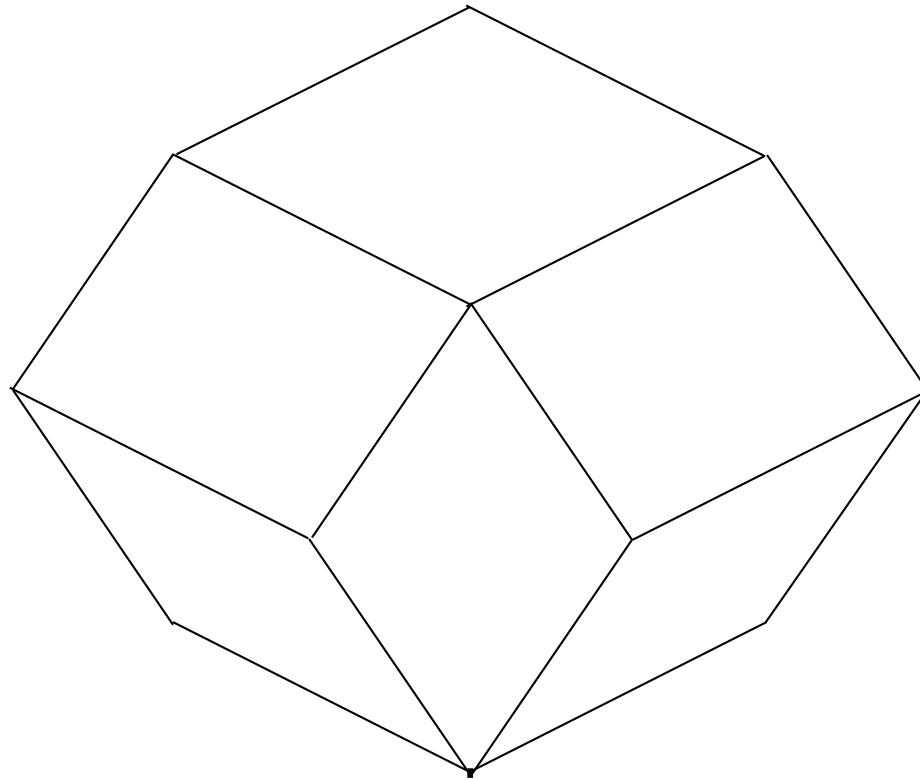
Draw each square side using the baselines as guidelines.



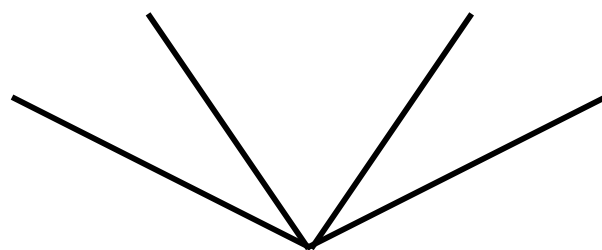


# Again, Draw an Einstein Cube

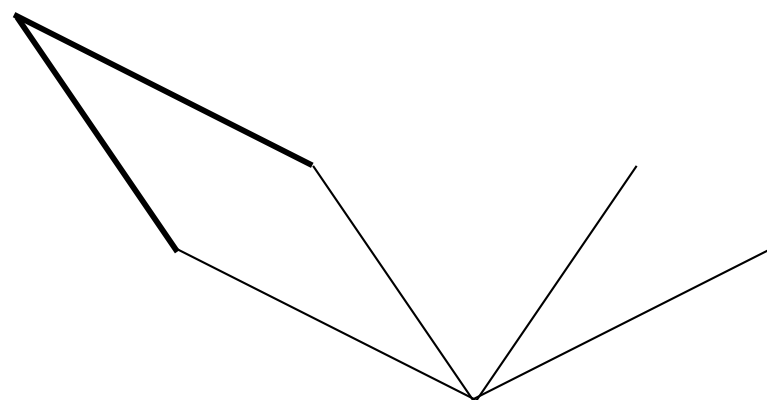
Draw square by square.



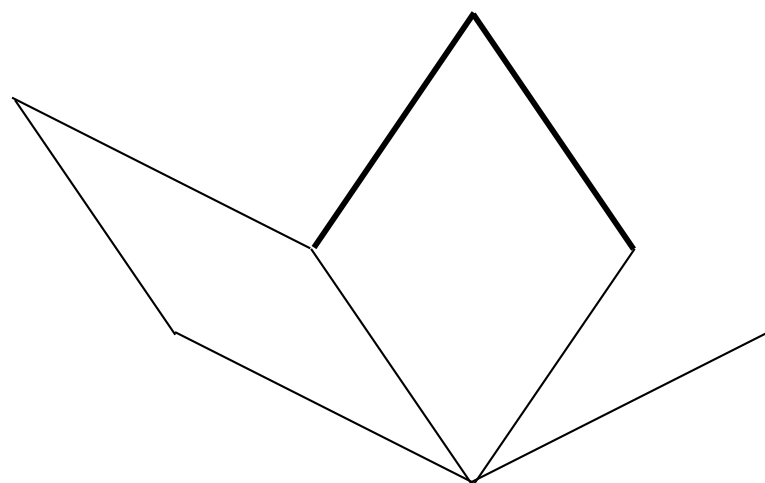


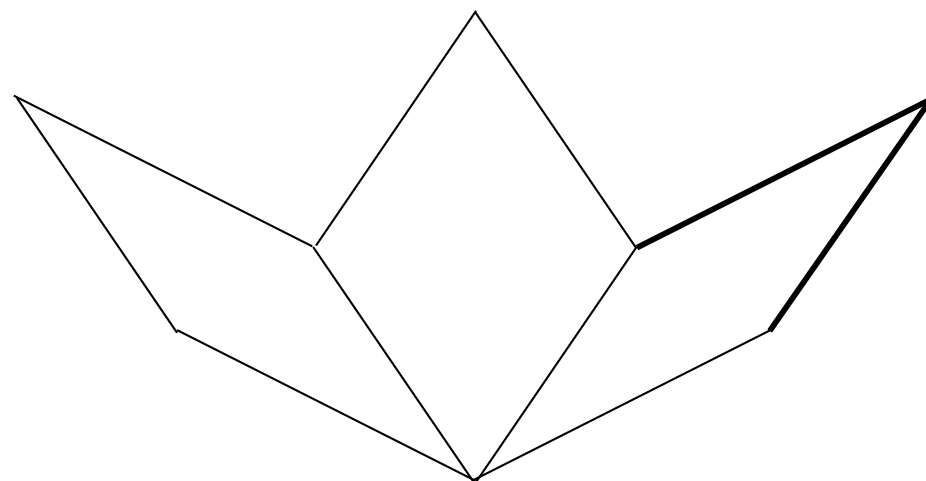


**Tiger Farm Press**

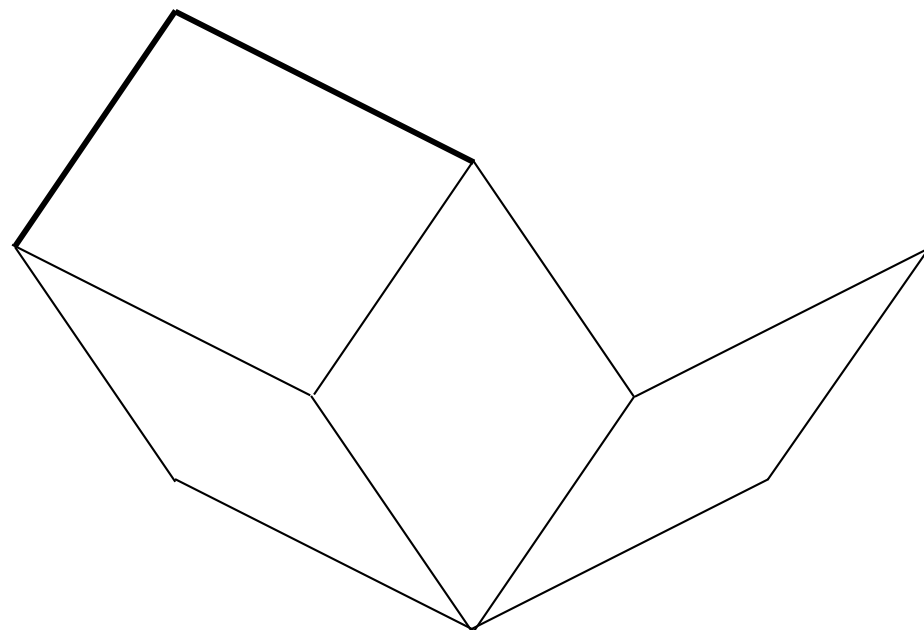


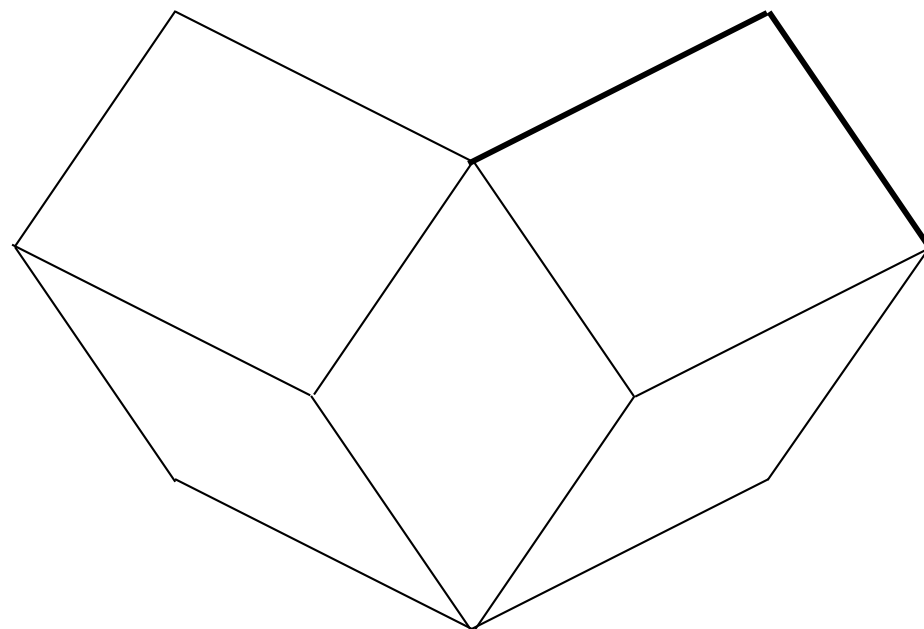
Tiger Farm Press

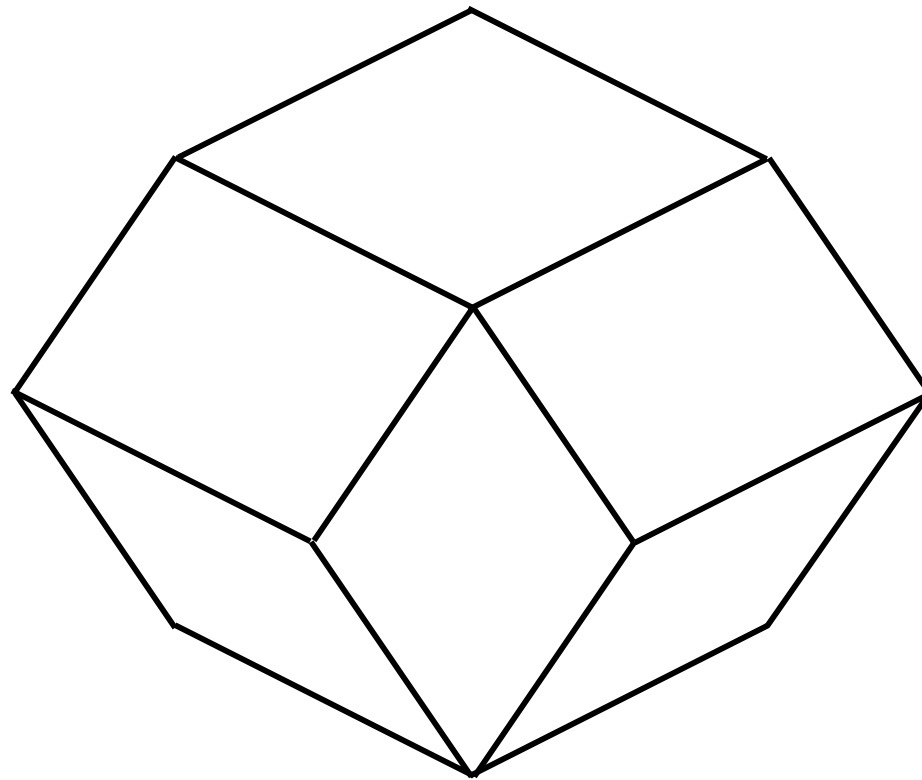




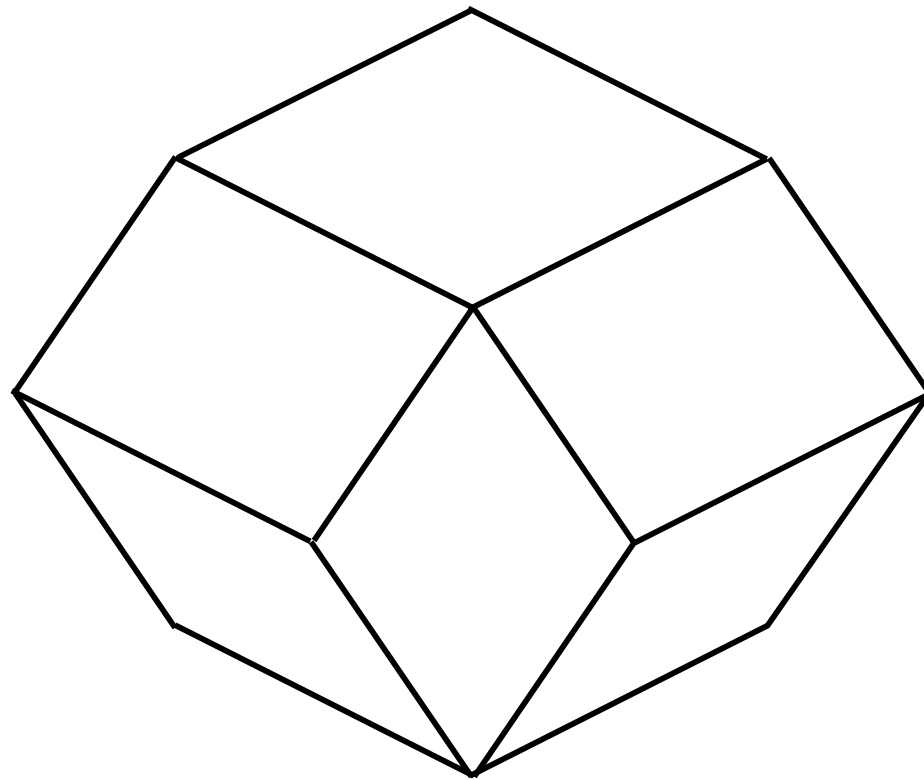
Tiger Farm Press







# An Einstein Cube





(Click to continue)

