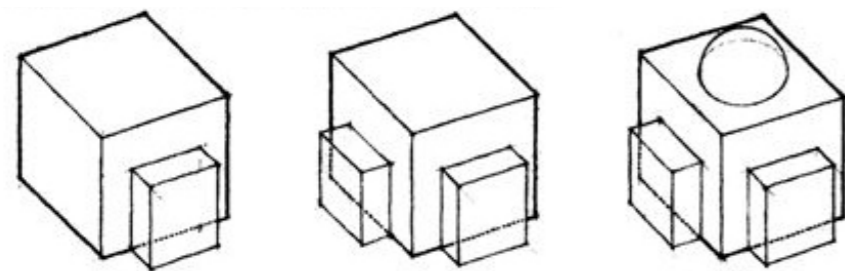


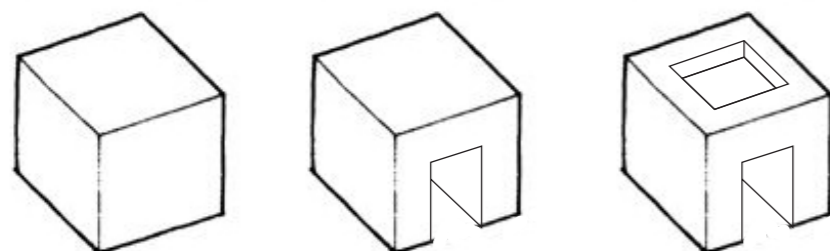
Use the techniques shown in class to complete a drawing similar in scope to this example.

NB: can be drawn freehand.

- 1 Use **additive** block design to create a basic form
- 2 Use Subtractive design to create forms such as windows and doors.
- 3 Add some grounding elements such as paths, plants
- 4 Add a human element to indicate scale
- 5 Add shadows
- 6 Add some colour



Creating form by adding forms - Additive design



Creating form by subtracting forms - Subtractive design

- |                        |                          |                   |                    |
|------------------------|--------------------------|-------------------|--------------------|
| Basic regular SHAPES - | square > rectangle       | circle > ellipse  | triangle > diamond |
| Basic regular FORMS -  | cube > rectangular solid | sphere > cylinder | pyramid >          |