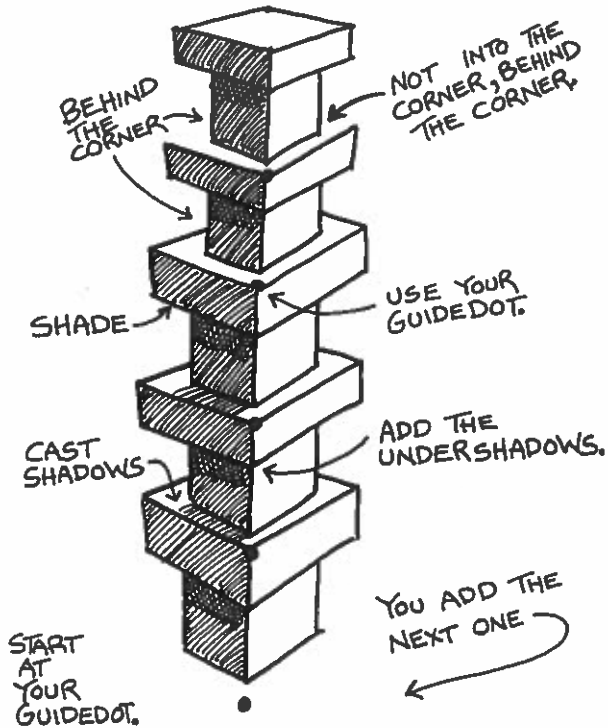


# The Bruce McIntyre Achievement Scale Level 2



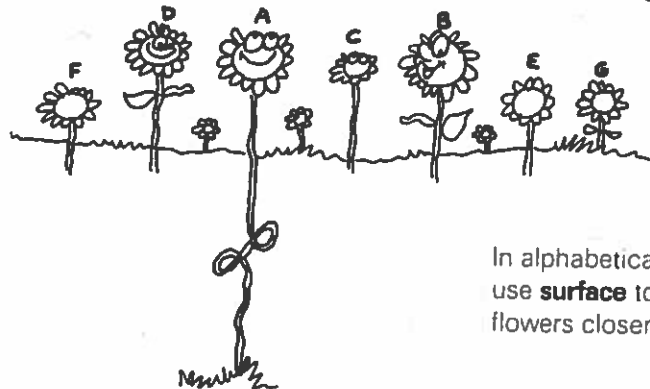
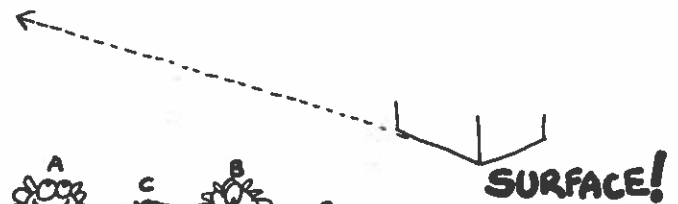
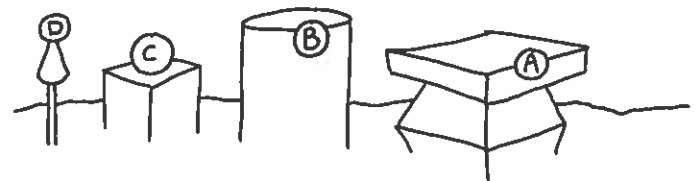
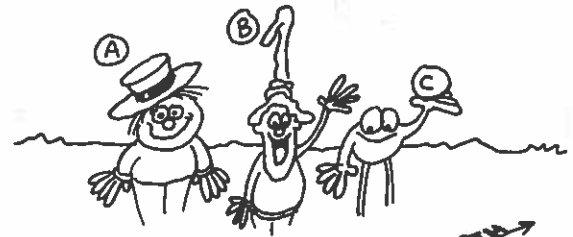
## The Super Termite Club

We're increasing the level of difficulty. I'll be a cool dude and give you three entire minutes to stack 15 high! Be sure to use the dot directly below the near corner for proper alignment.



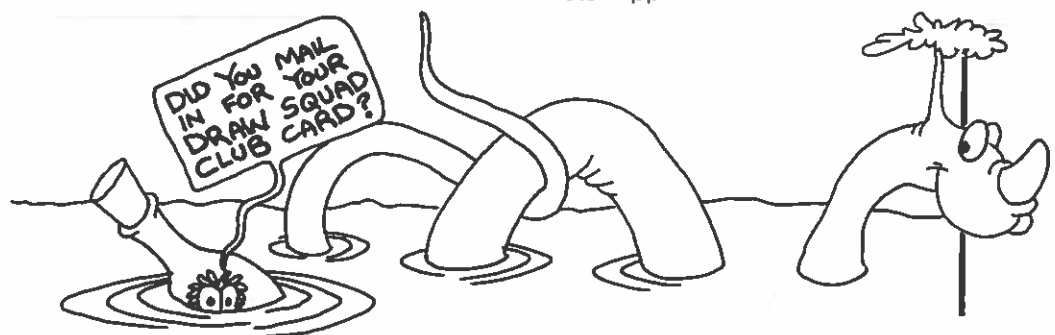
## Review

Draw object **A** lower than object **B** using **surface**. Complete the 3-D illusion.



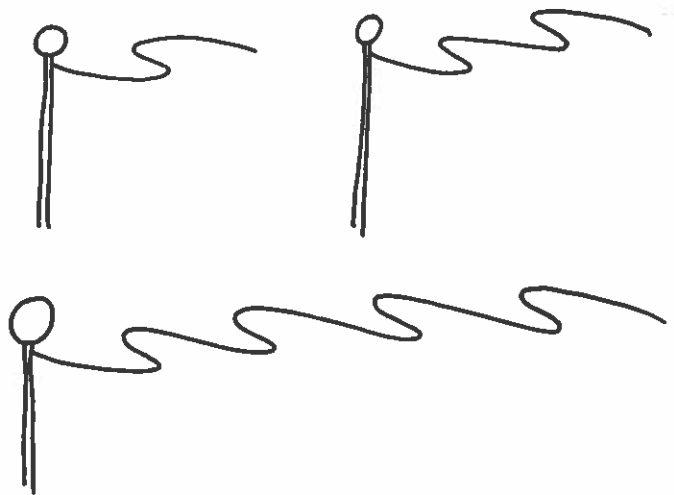
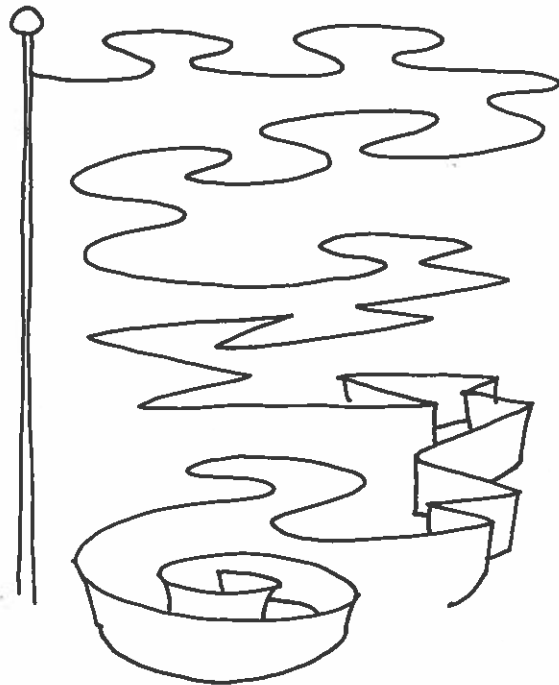
In alphabetical order use **surface** to draw flowers closer to you.

Use **foreshortening** and **surface** on the water ripples below.



## Review

Complete these flags.



### The Bruce McIntyre Achievement Scale Level 3

#### The Hippo Club

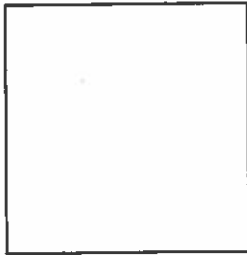
We're moving through these levels like water! Way to go! Warm up with two trial runs, noting the time of each one. Finally, draw the Hippo Club in less than 30 seconds. Aim for neat, controlled dark lines with smooth blended **shading**. The under **shadow** and cast **shadows** are very important.

Trial Run #1

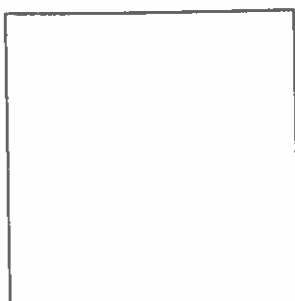


Time

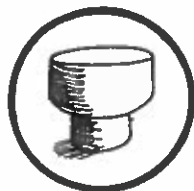
Trial Run #2



Time

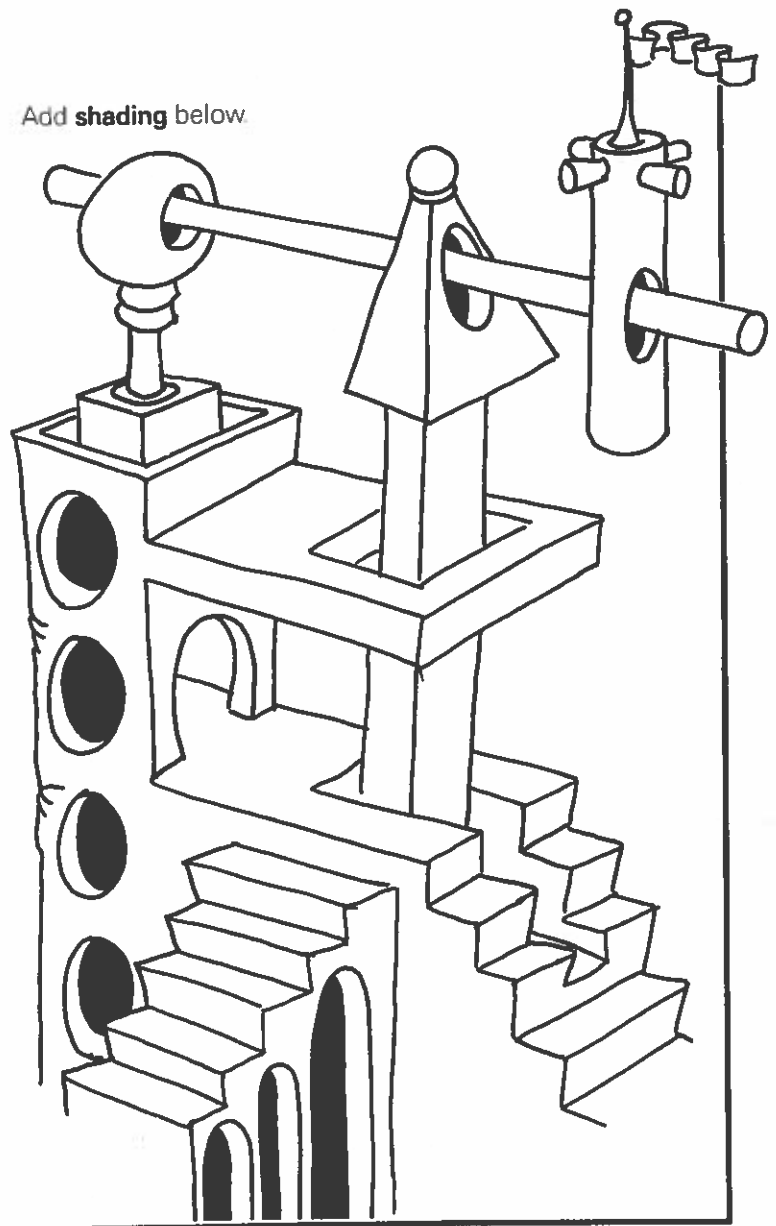


Club Entry



Time

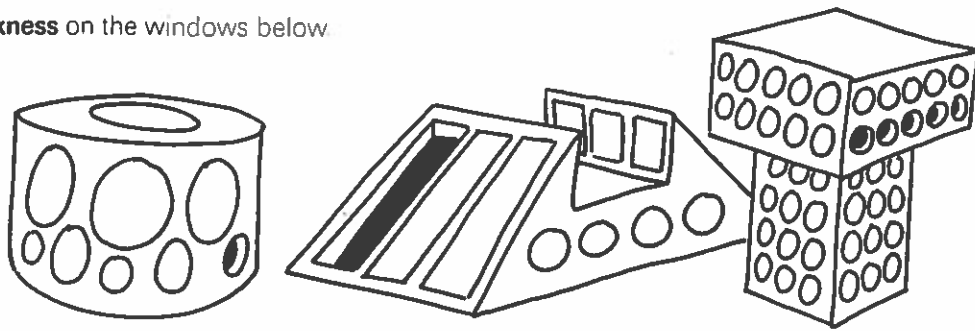
Add **shading** below



# Draw Squad Drawsheet

## Review

Draw **thickness** on the windows below



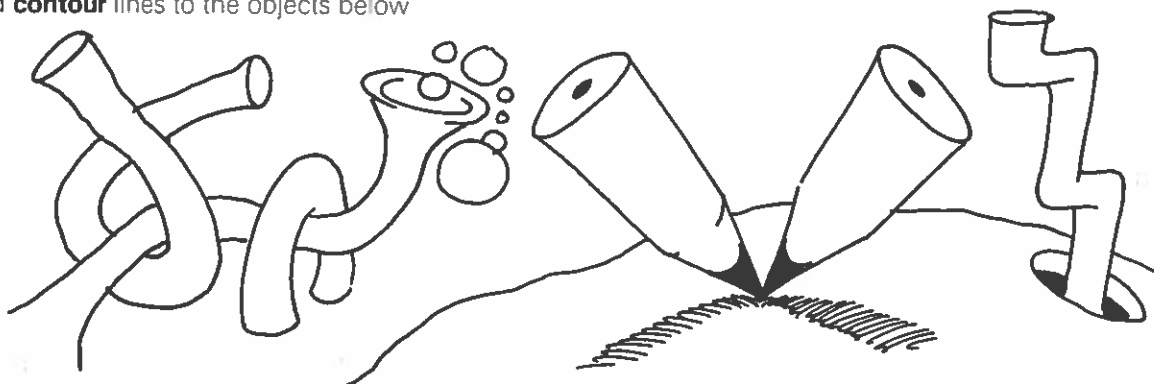
Add **shading** to these objects.



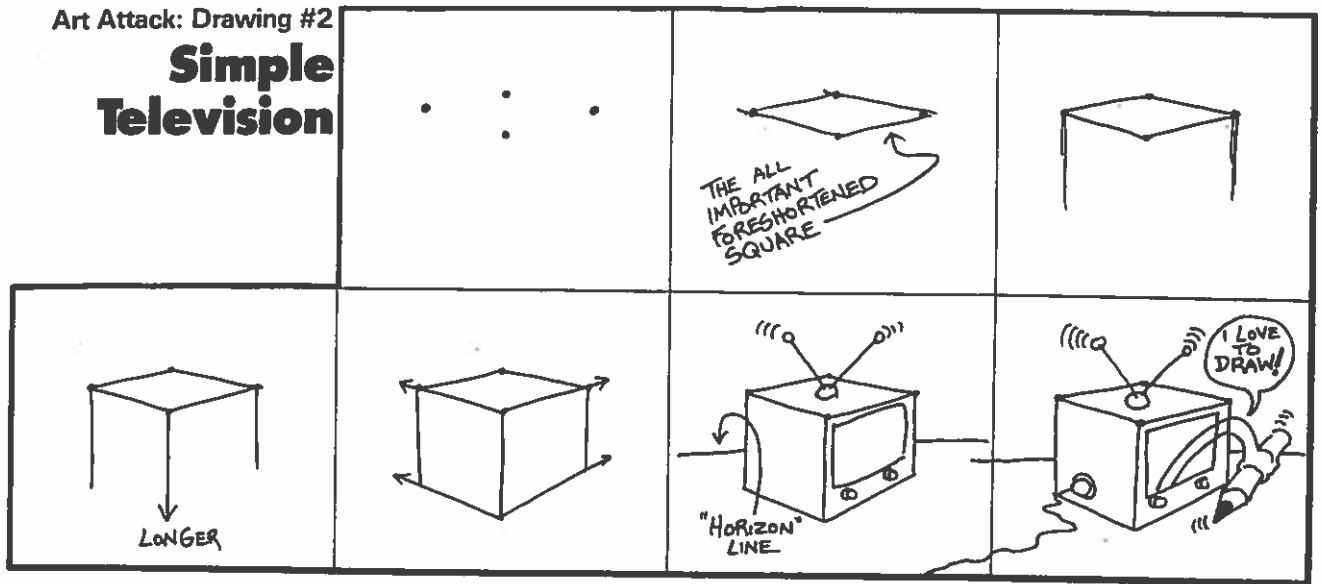
Add **thickness** to these doors.



Add **contour** lines to the objects below



# Simple Television



## Review

Drawing in 3-D is the distortion of an object on a flat surface, creating the illusion of depth. Use **foreshortening** to pull one edge of an object closer to you.

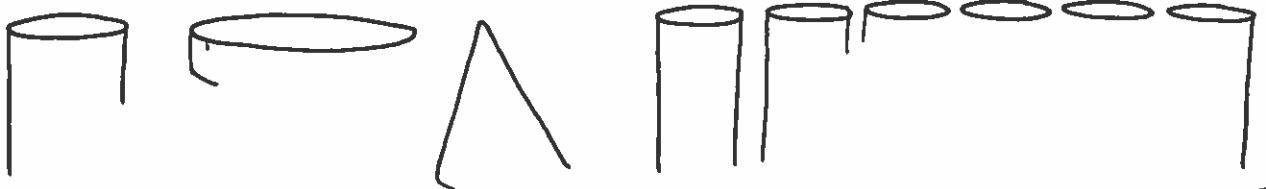
Complete the **foreshortened** circles.



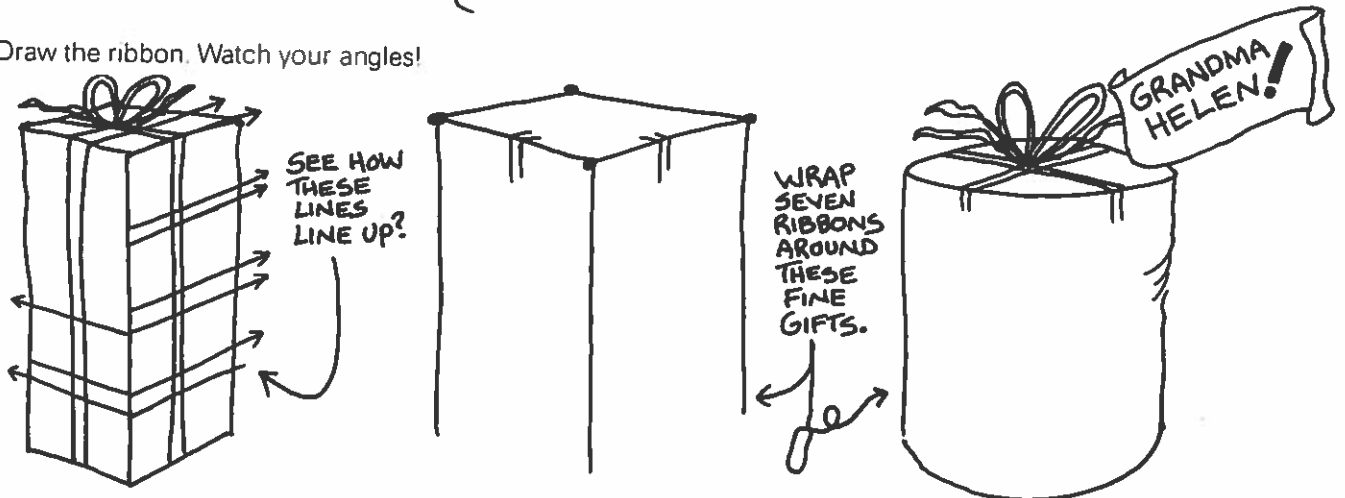
Complete the **foreshortened** squares. Use your guide dots!



Add bottoms to these shapes. Curve them a lot.



Draw the ribbon. Watch your angles!

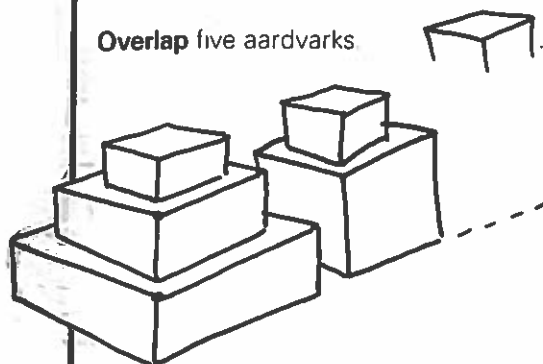


# Draw Squad Drawsheet

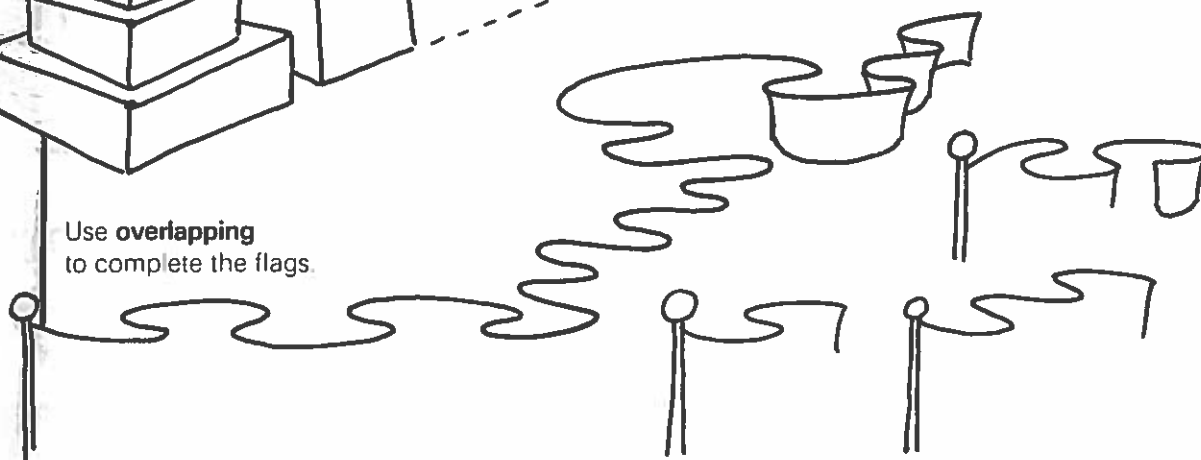
## Review

The reason for learning the Key Words is to build, lesson by lesson, your 3-D drawing skills. Drawing in 3-D is the ability to distort objects in order to create "depth." **Overlapping** is a major device for accomplishing this task. By pulling some objects toward the eye while pushing others away, you create depth. **CAUTION: OVERLAPPING IS HABIT-FORMING!**

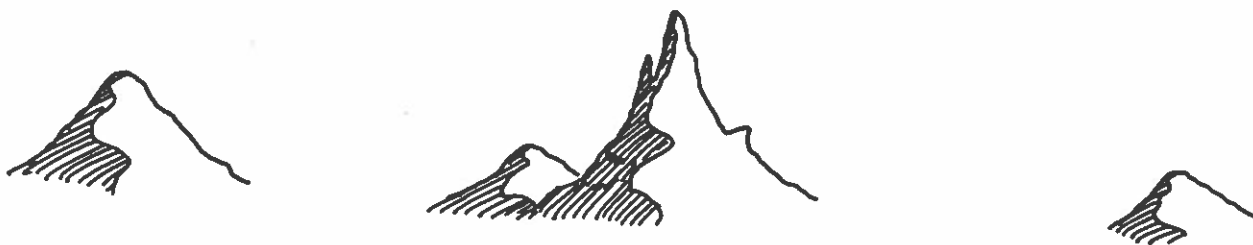
Overlap five aardvarks



Use **overlapping** to complete the flags.



Use **overlapping** to draw in the mountain range.



Use **overlapping**, **contour** lines and **shading** on Mrs. Snake.

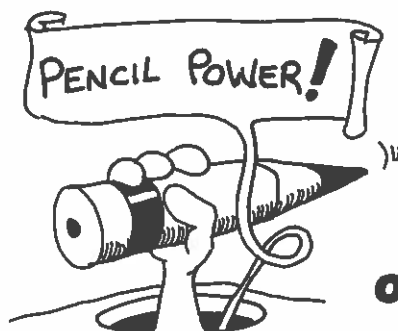
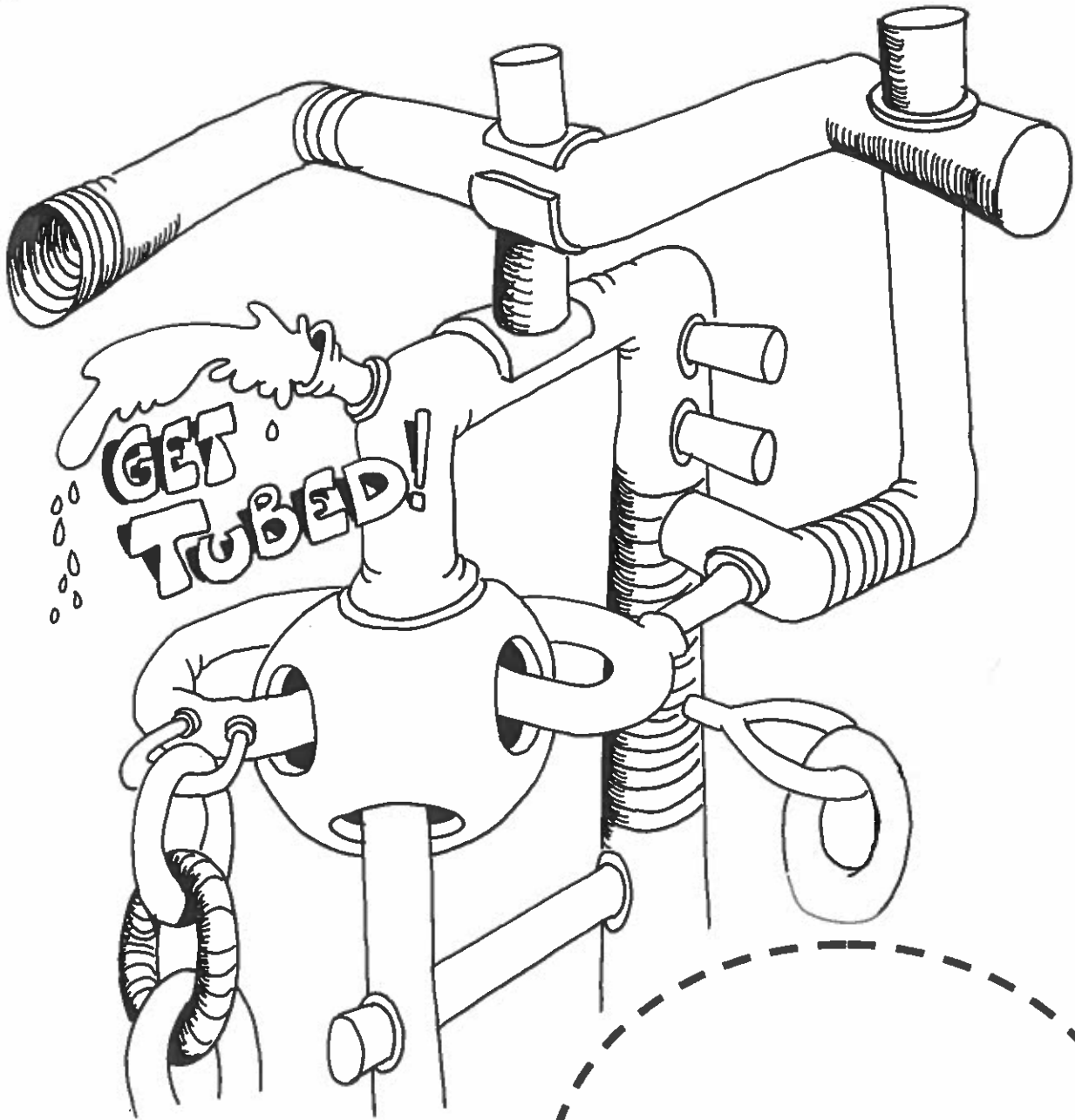


**TO DO:** Look at any cartoon or illustration and find ten spots where the artist uses **overlapping**

# REVIEW

**Contour** lines control the \_\_\_\_\_ and the \_\_\_\_\_ of your drawing. By changing the direction of your **contour** lines you may control the \_\_\_\_\_ of your drawing.

Draw 37 million **contour** lines below. Add **shading**.



**You try  
one here !!**

