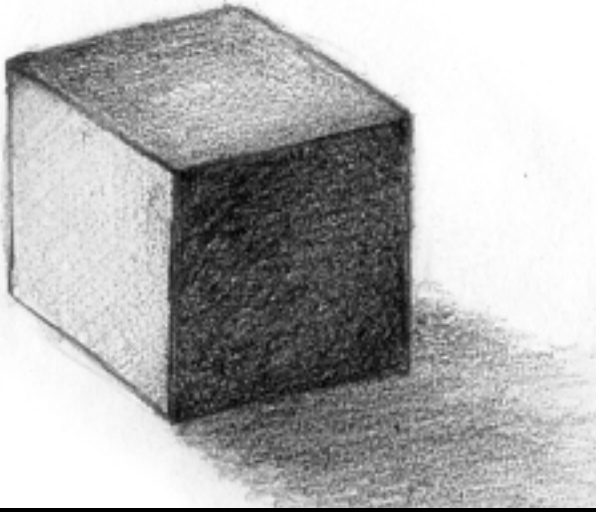


Name \_\_\_\_\_

per. \_\_\_\_\_

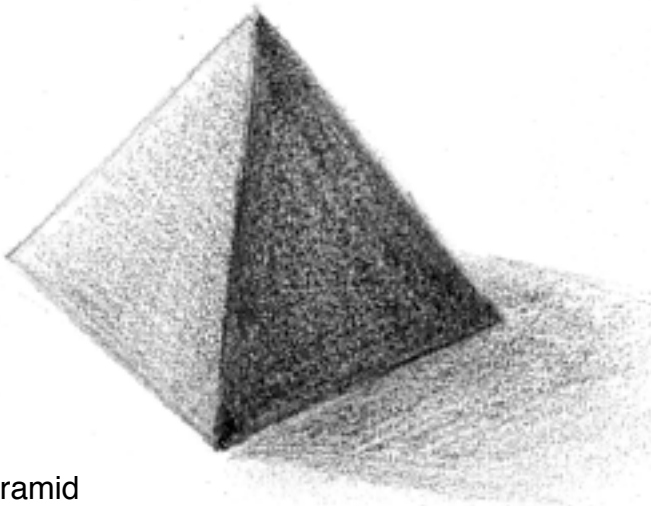
**Basic Forms 1**  
Shading Technique: Blending



Cube



Sphere

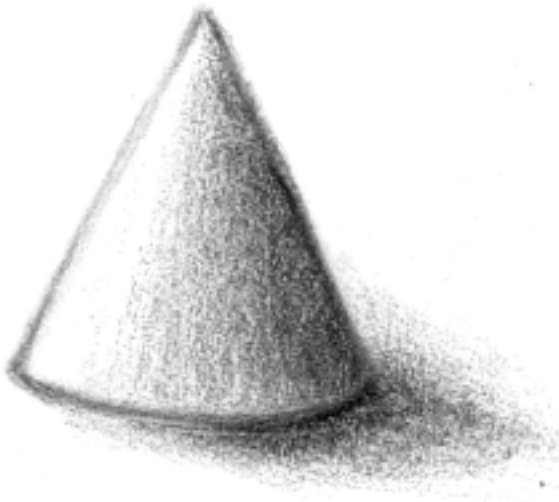


Pyramid

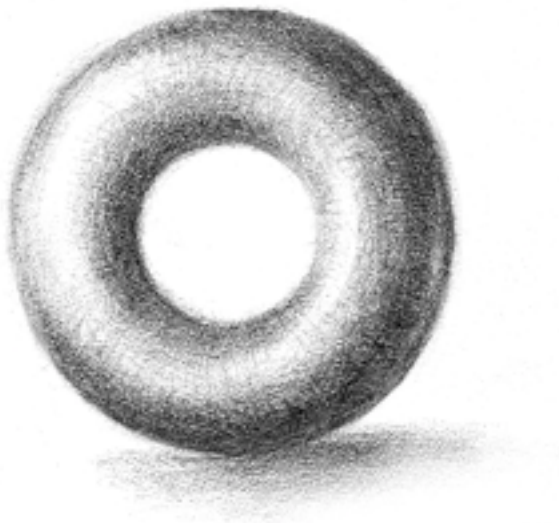
**Basic Forms 2**  
Shading Technique: Blending



Cylinder



Cone



Torus

Shading Technique:

**Hatching**

**Cross-hatching**

Cube

Cube

Sphere

Sphere

Cone

Cone

Shading Technique:

Hatching OR Cross-Hatching

**Stippling**

Cylinder

Cube

Pyramid

Sphere

Torus

Cone