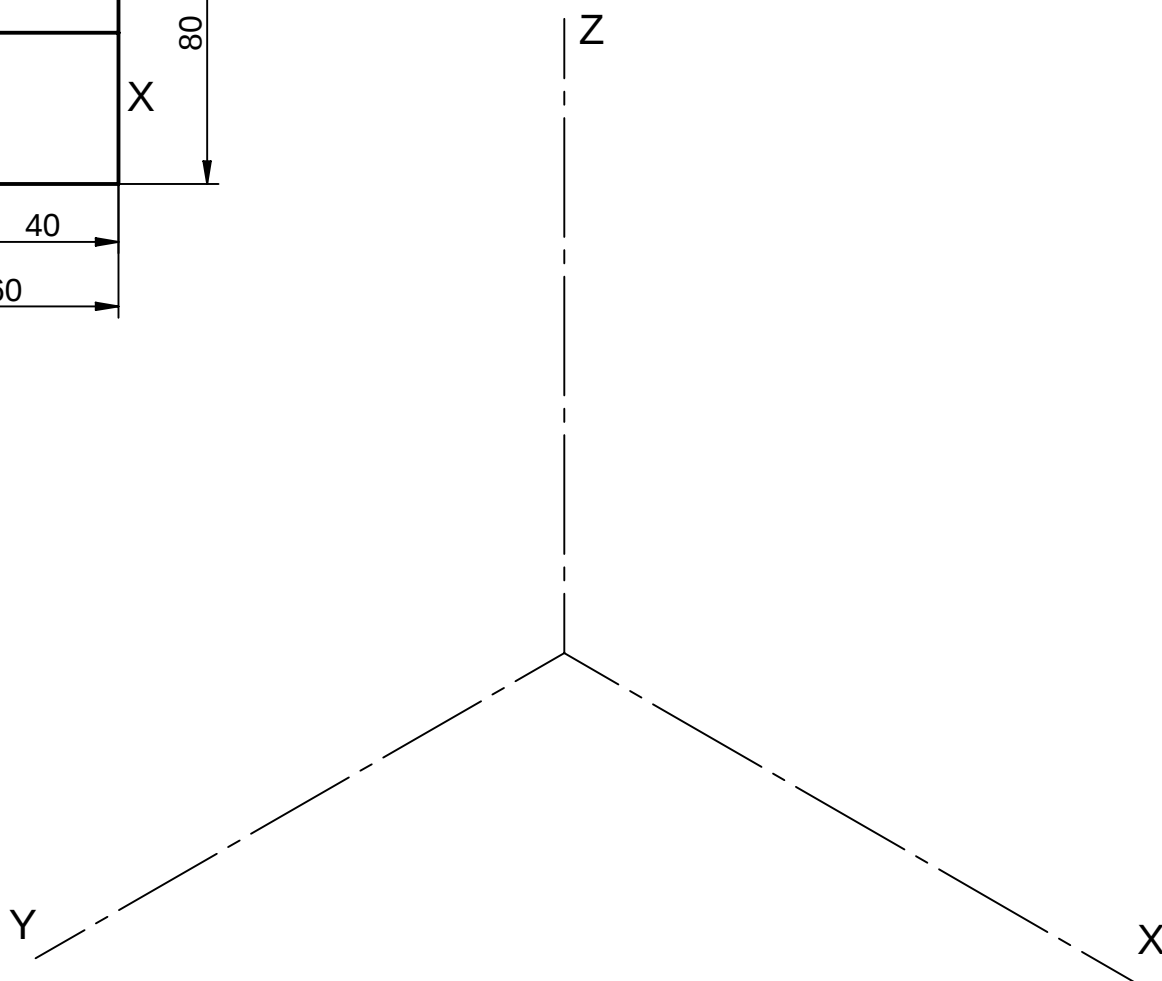
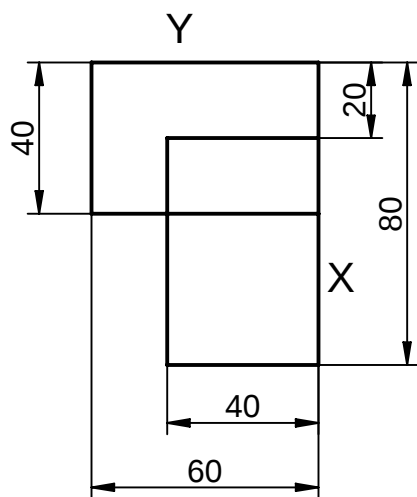
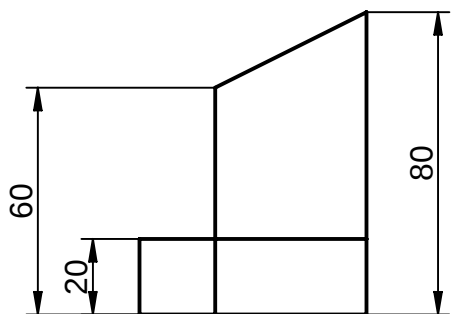




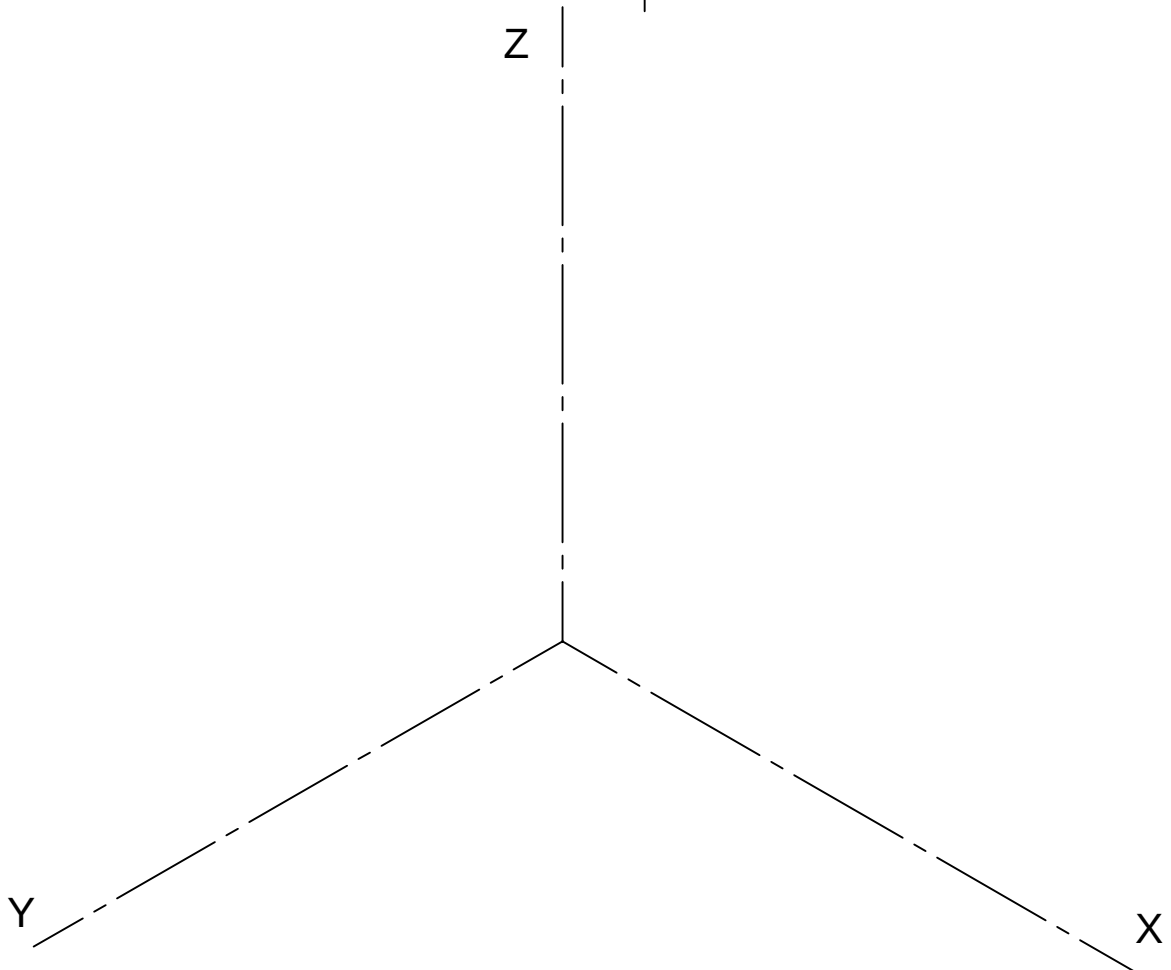
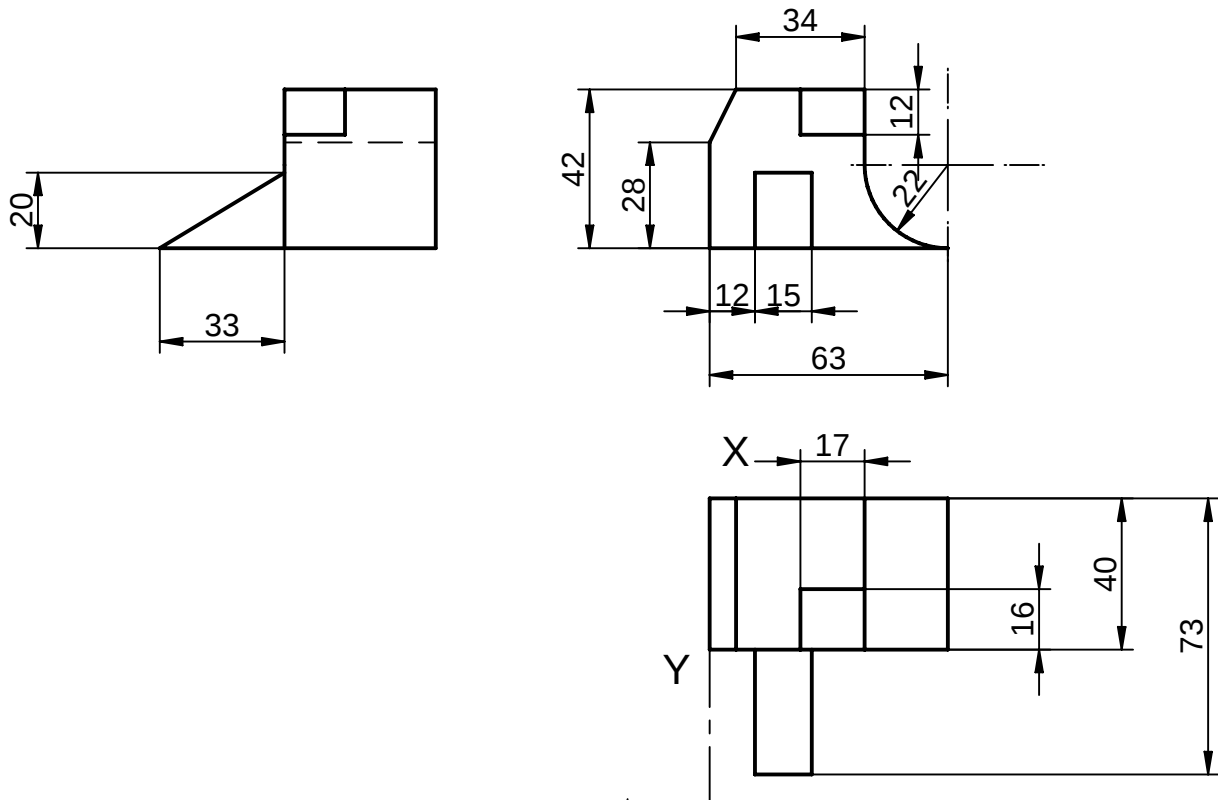
1. Represent the isometric projection without taking into account the reduction coefficient.

a) Represent at scale 1:1



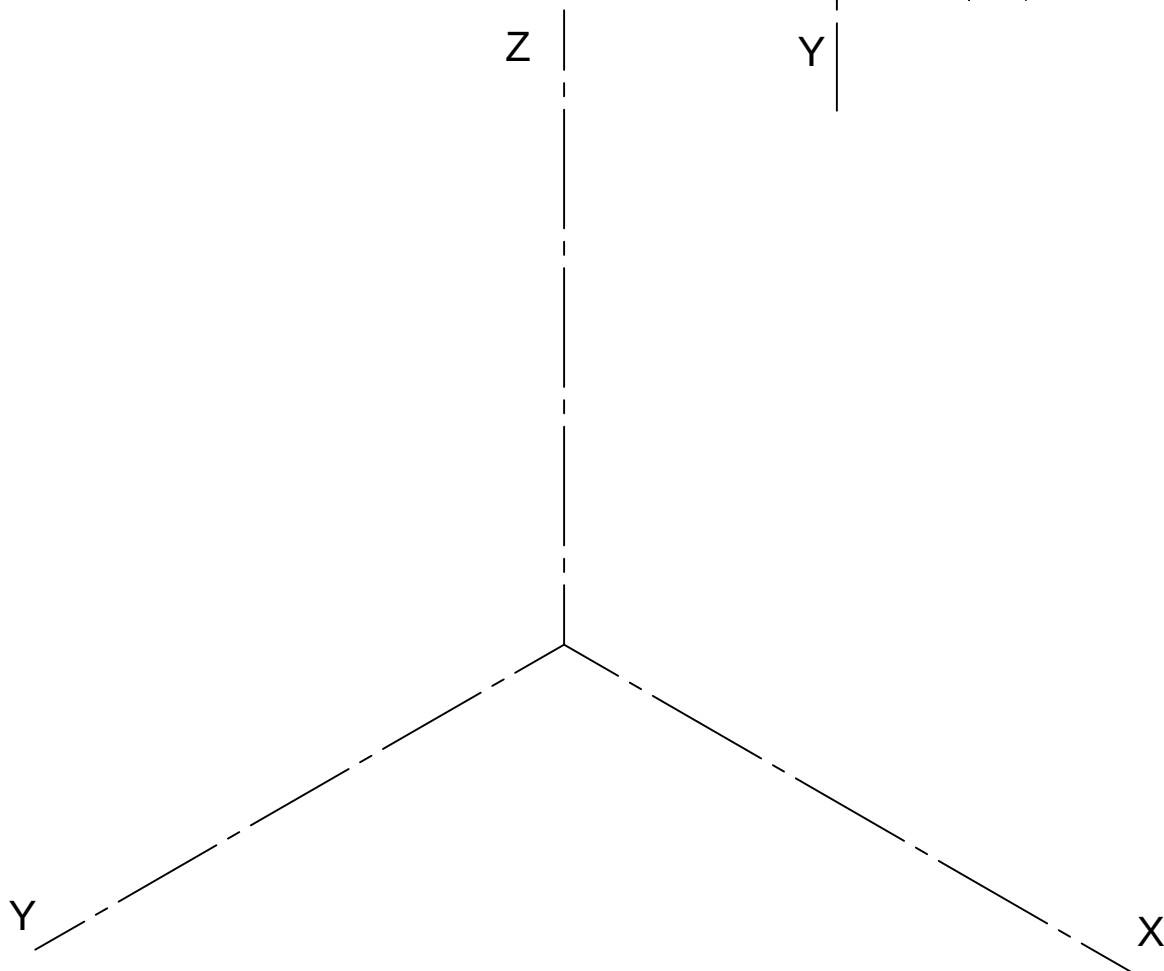
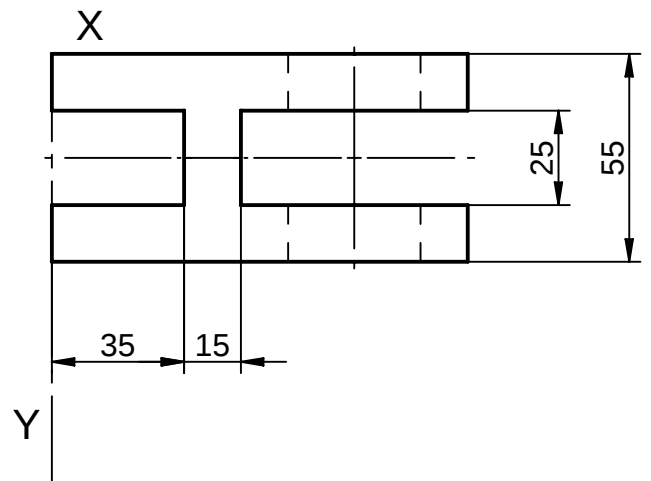
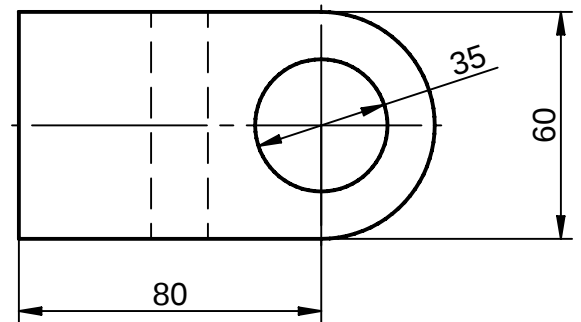


b) Represent at scale 1:1



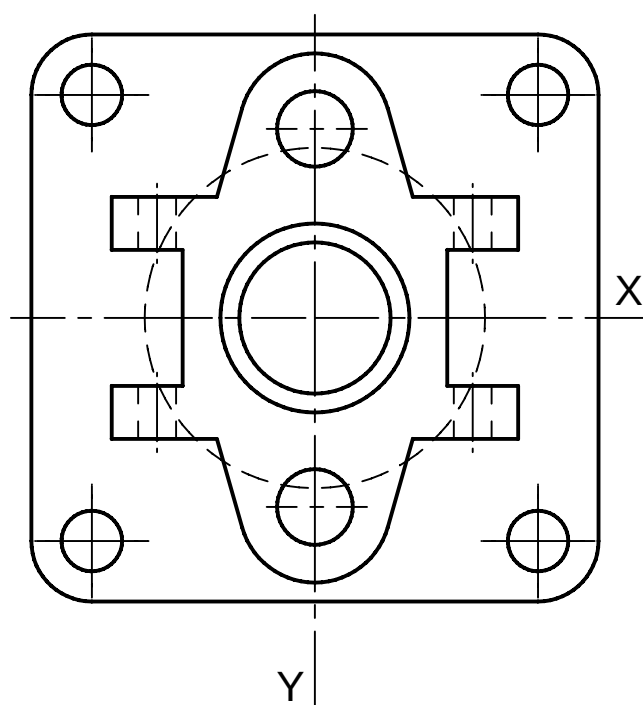
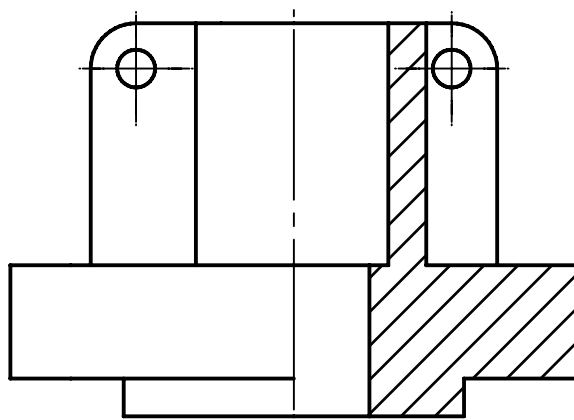


c) Represent at scale 1:1





d) Represent at scale 1:1 and do a cut in the isometric



Z

Y

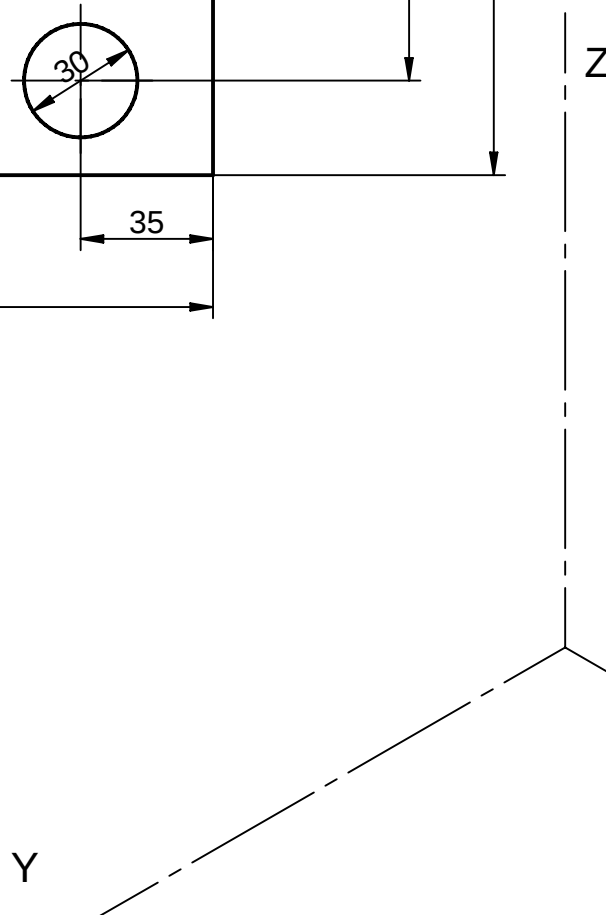
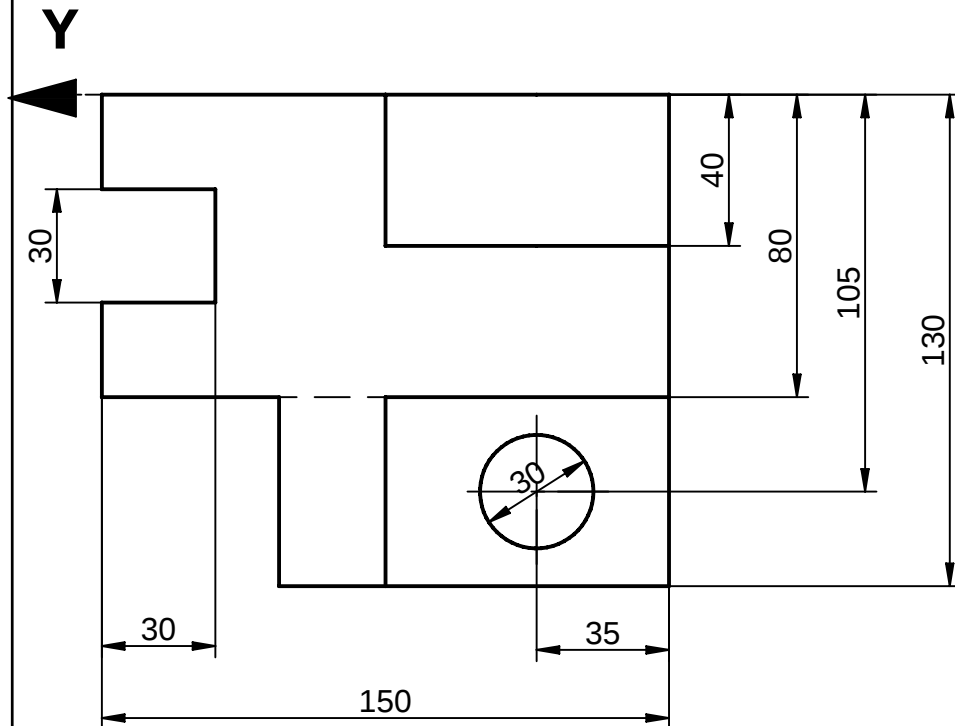
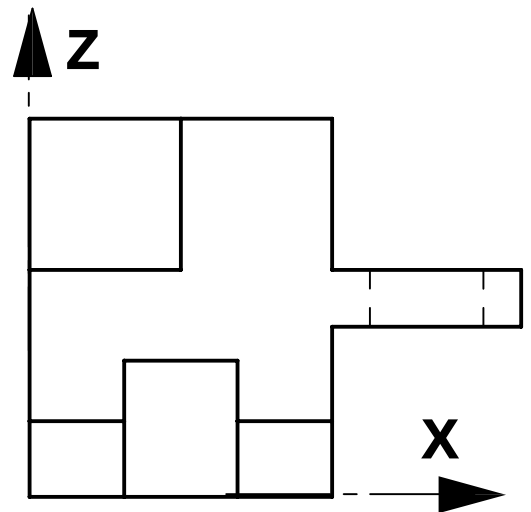
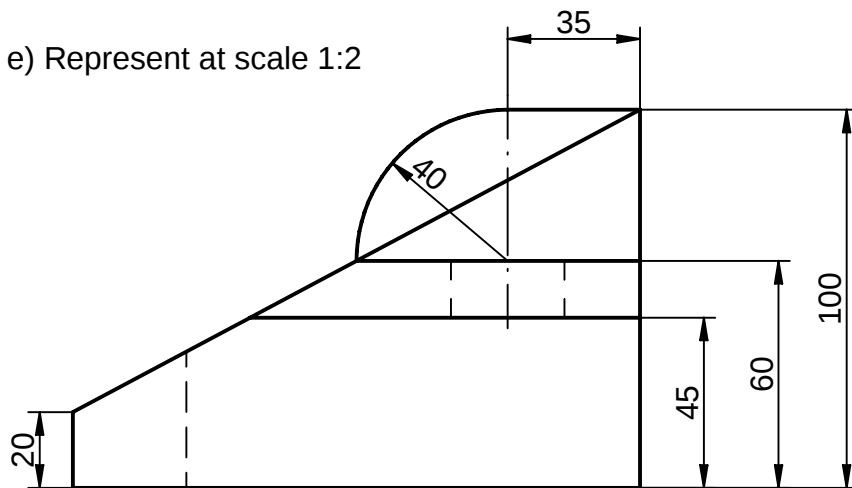
X

Y

X



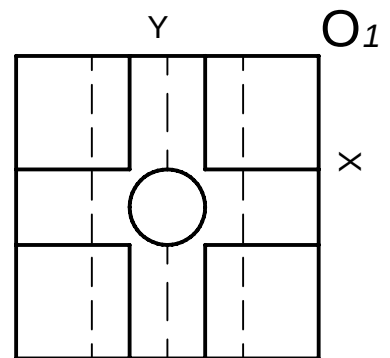
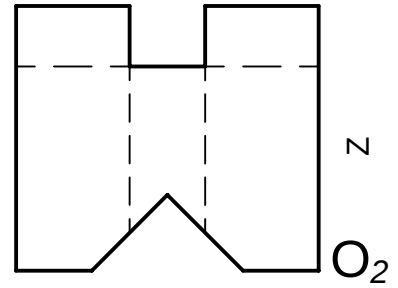
e) Represent at scale 1:2



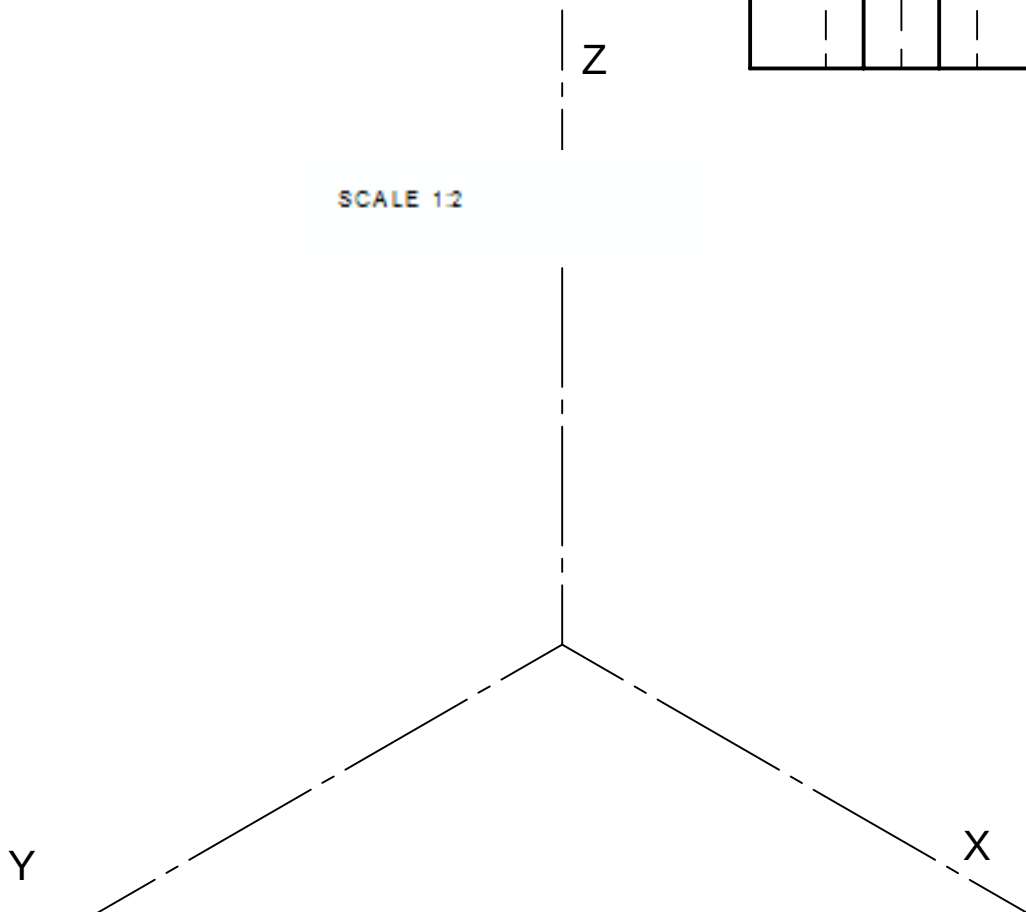


f) Represent at scale 1:1

SCALE 1:2

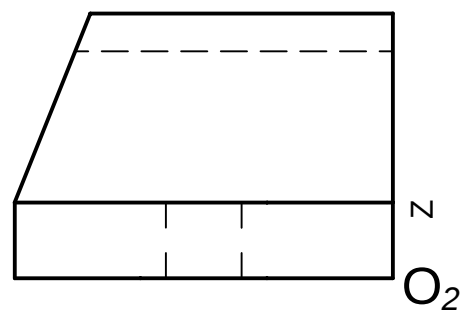


SCALE 1:2

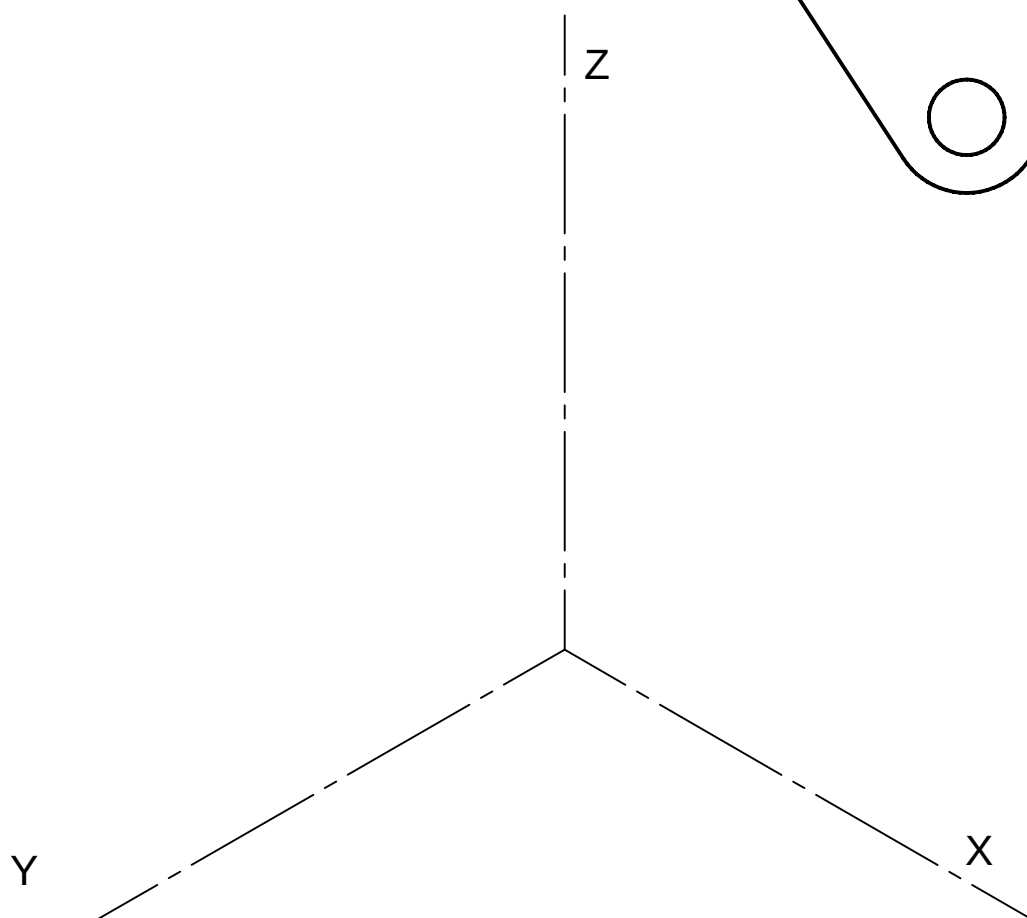
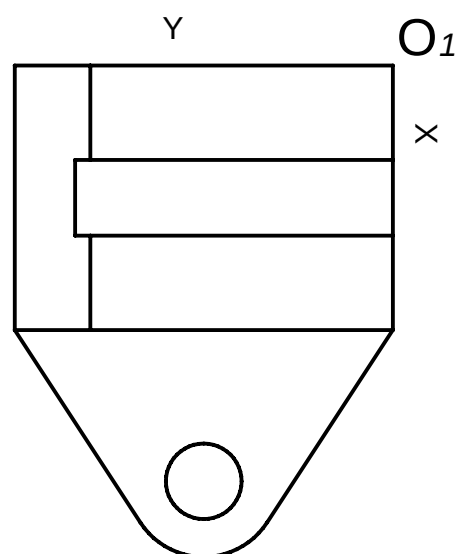




g) Represent at scale 1:2

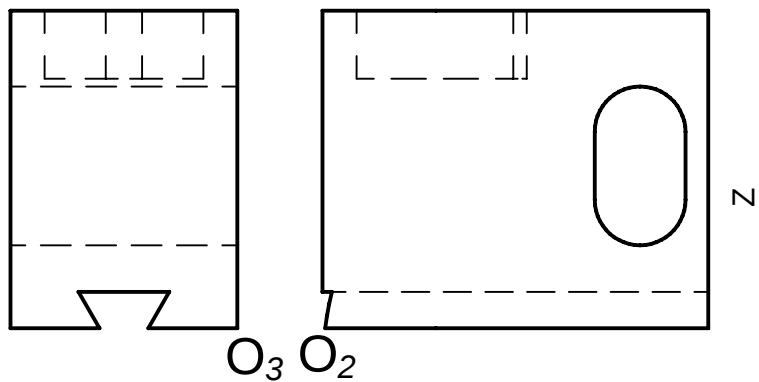


SCALE 1:2

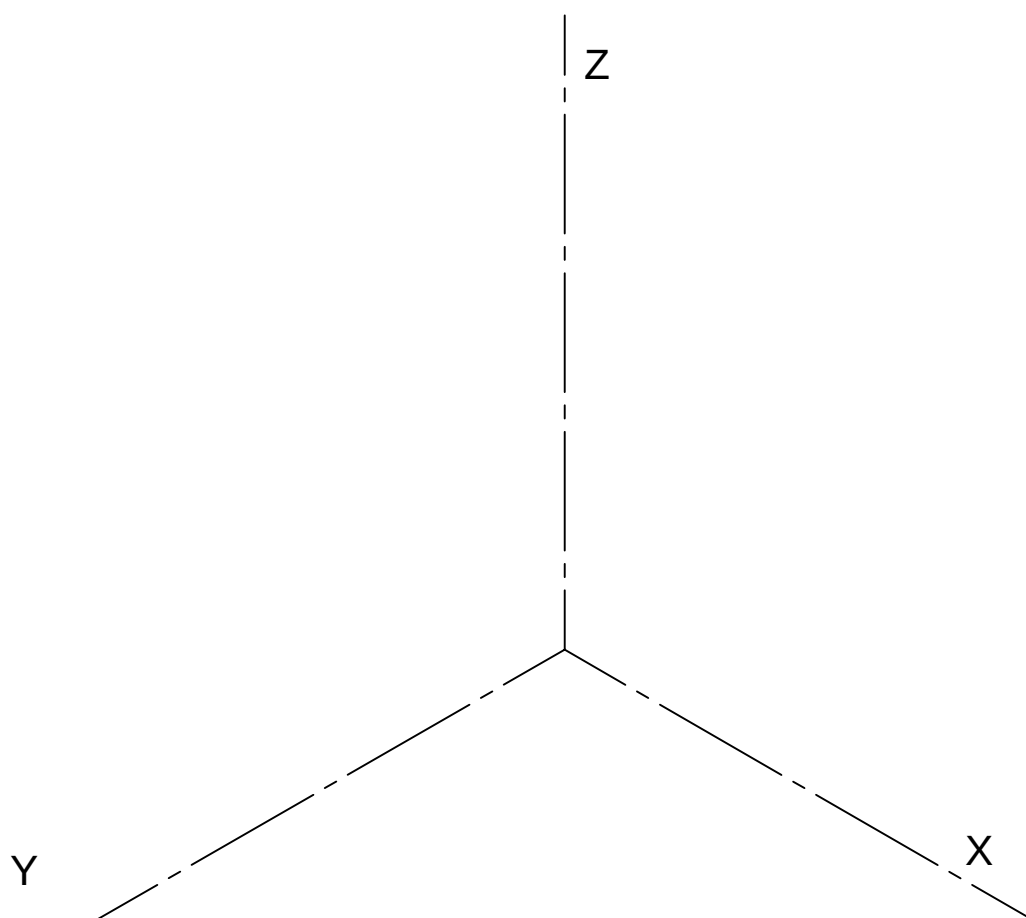
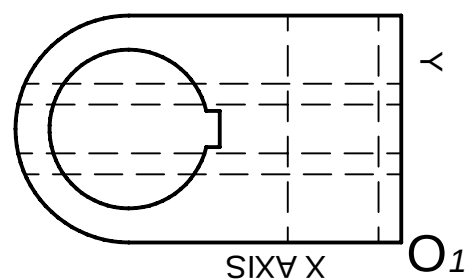




h) Represent at scale 1:1



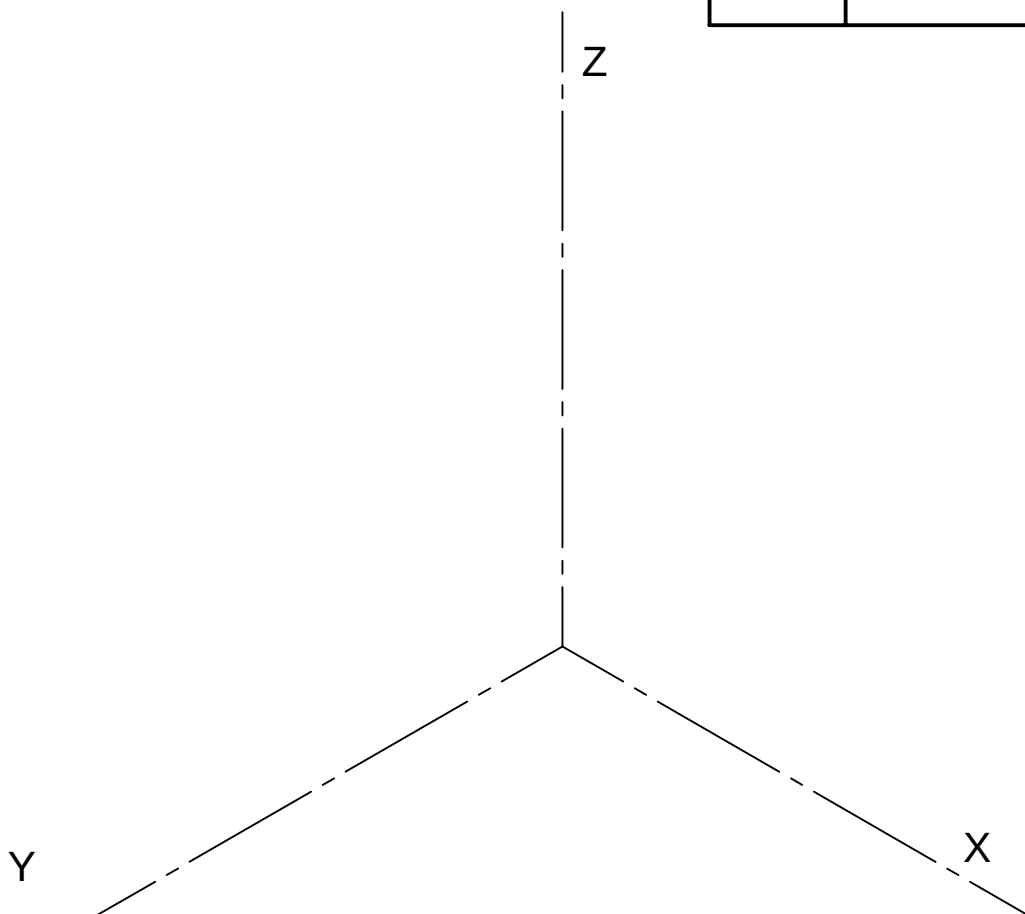
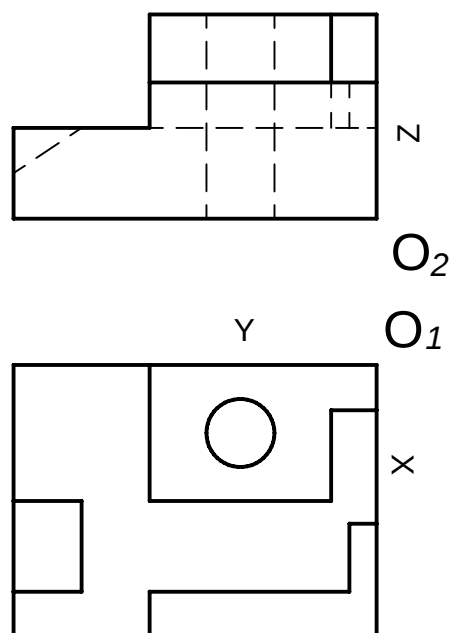
SCALE 1:2





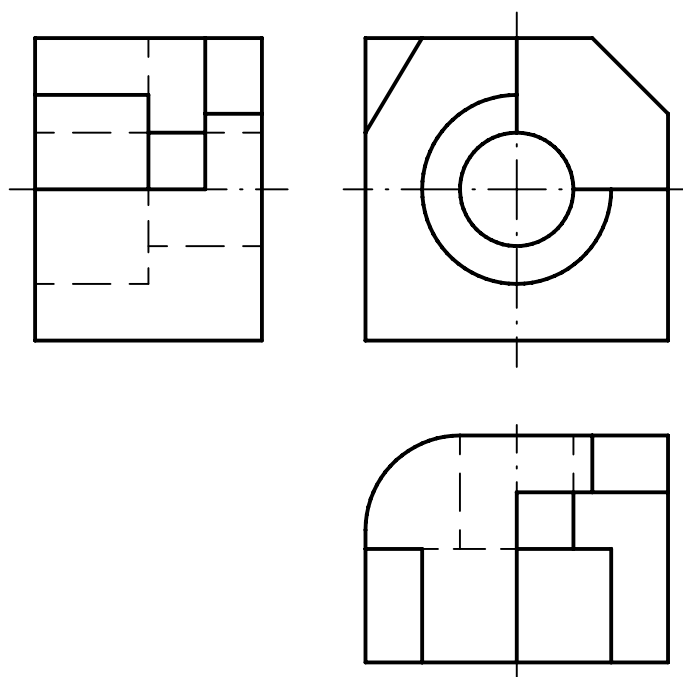
i) Represent at scale 1:1

SCALE 1:2





j) Represent at scale 1:1



SCALE 1:2

