Name : _____ Date : _____

PAPILUMO / 4th Grade

Isometric Dot-Grid 3D Cubes and Optical Patterns

Trace the dotted 2-unit cube first, then copy each 3D model onto the right isometric dot grid and shade all three faces.



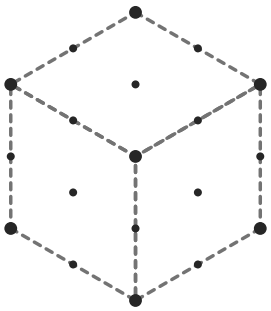
Gaspard puts on his architect's visor! Follow the crisp 30° and vertical lattice lines, then shade the faces to bring 3D depth alive.

Shading Rule (1-unit cube)



Top: blank | Left: vertical | Right: diagonal

1. Trace & Shade Foundation: 2-Unit Isometric Cube

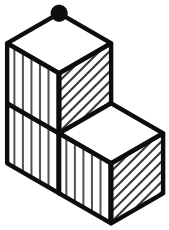


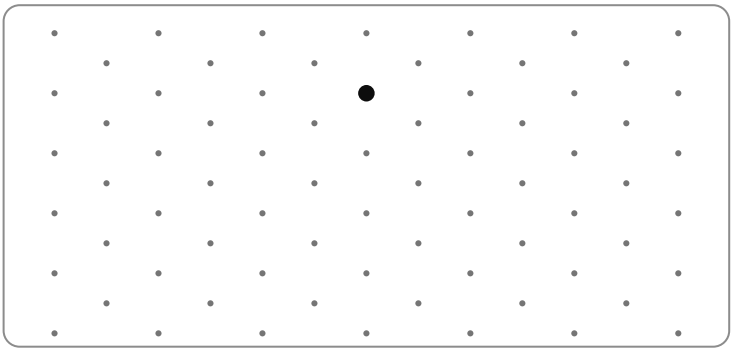
Shading Rule (1-unit cube)



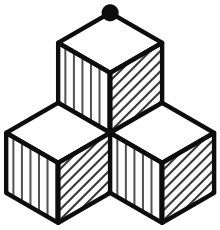
Top: blank | Left: vertical | Right: diagonal

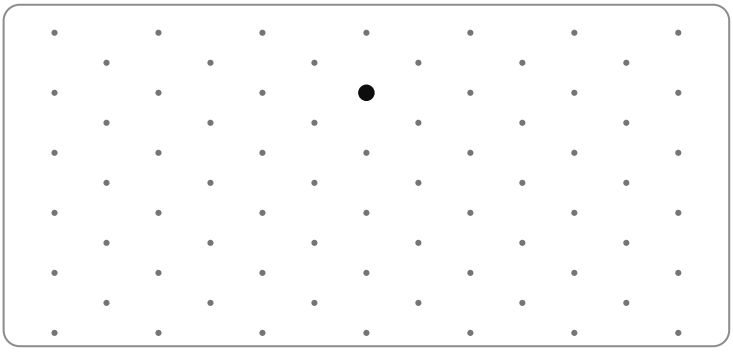
2 A. Copy the 3-Cube Stepped L-Staircase from the bold start dot





2 B. Copy the Tumbling 3-Cube Hexagonal Star from the bold start dot





Gaspard's tip: use a clear ruler for every edge first, then keep your vertical and diagonal hatch lines evenly spaced!