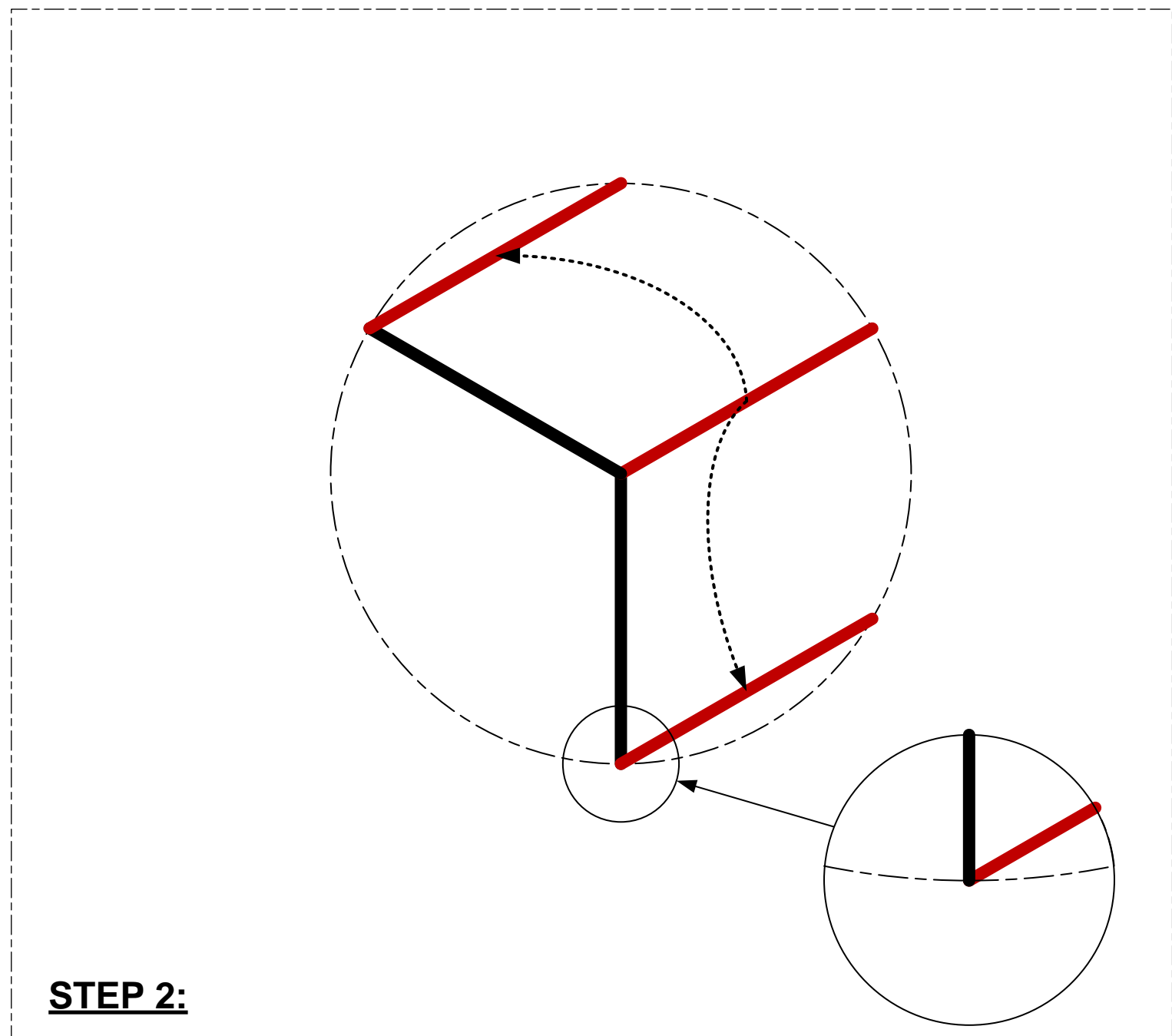
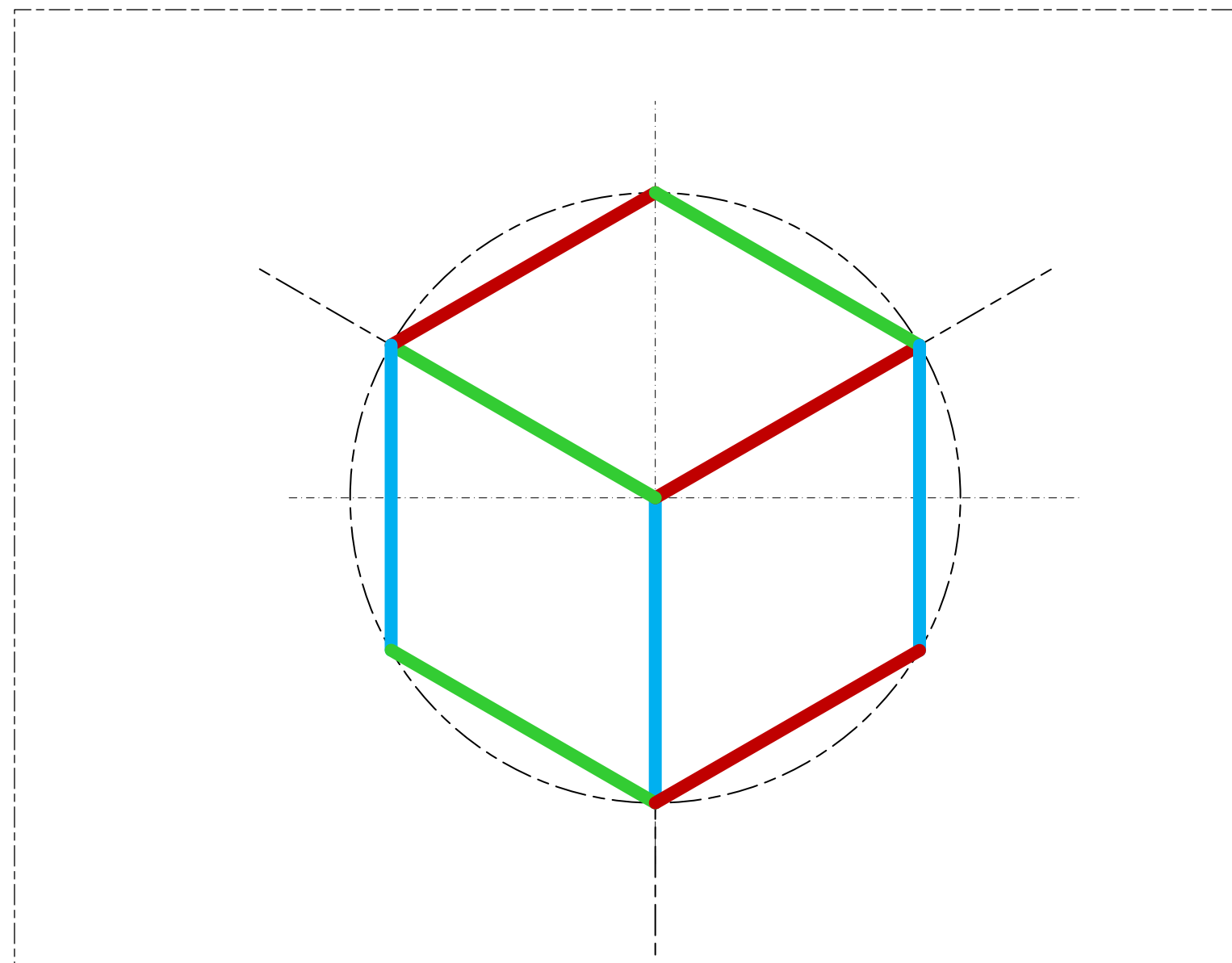


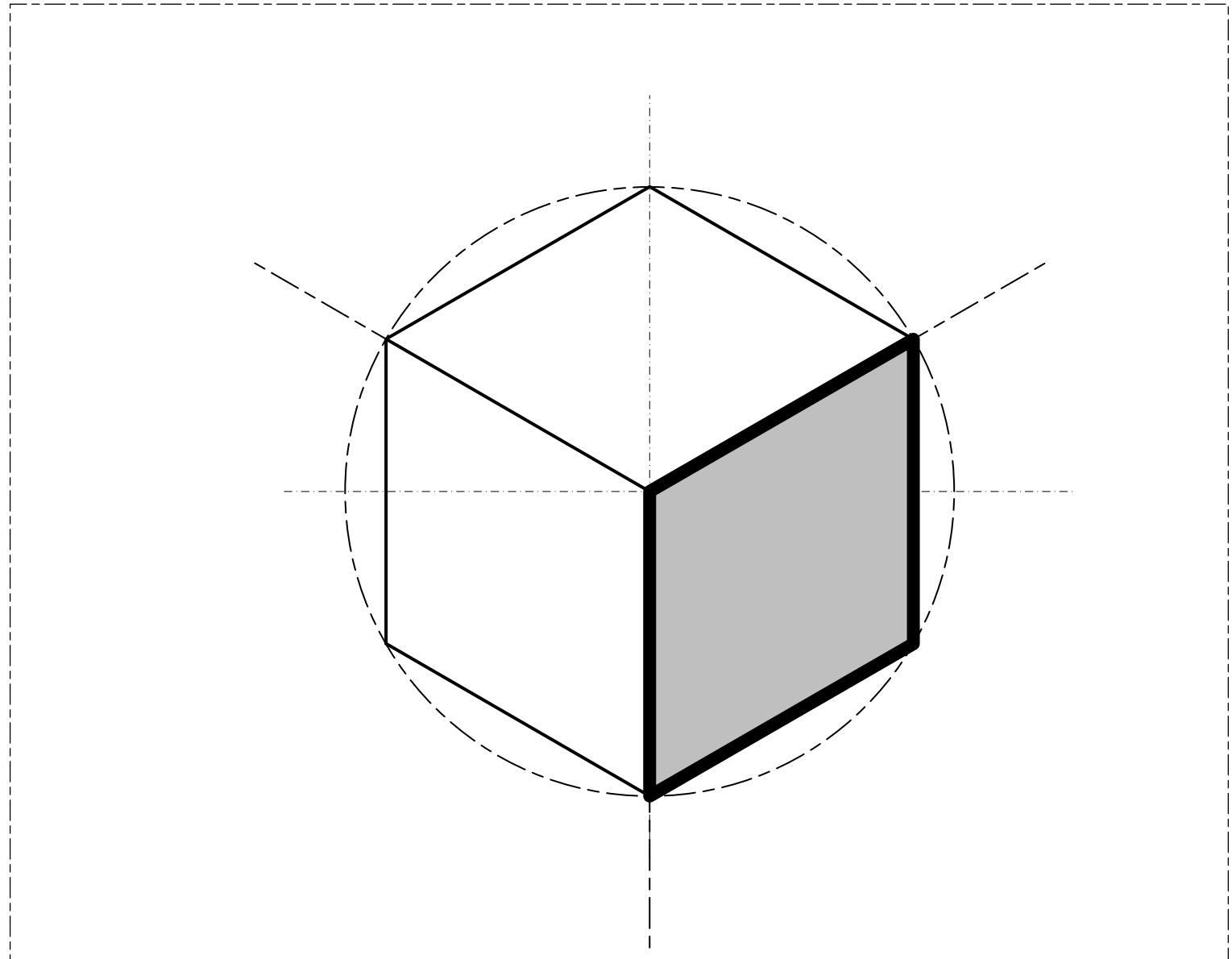
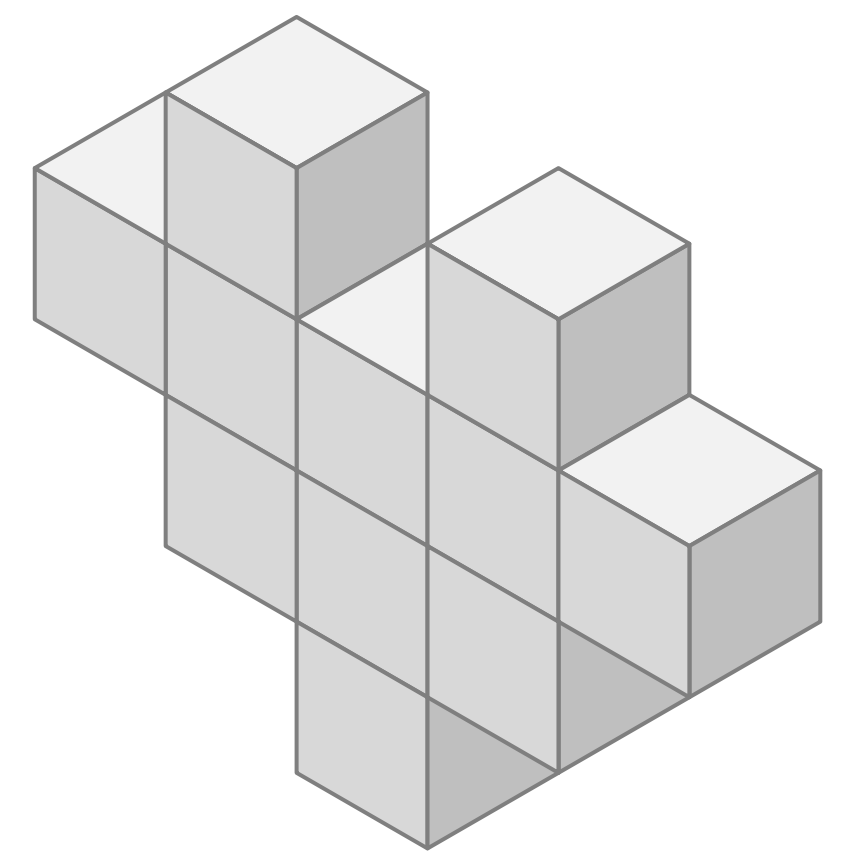
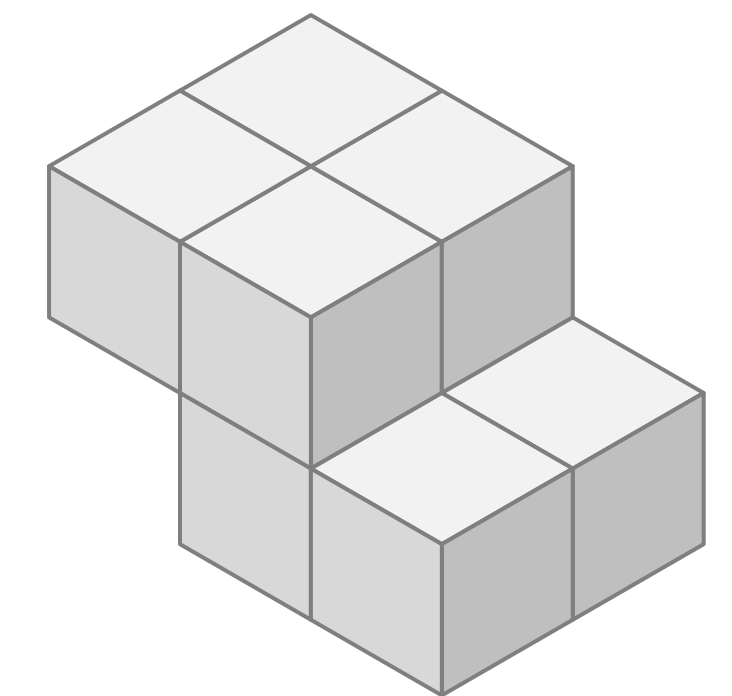
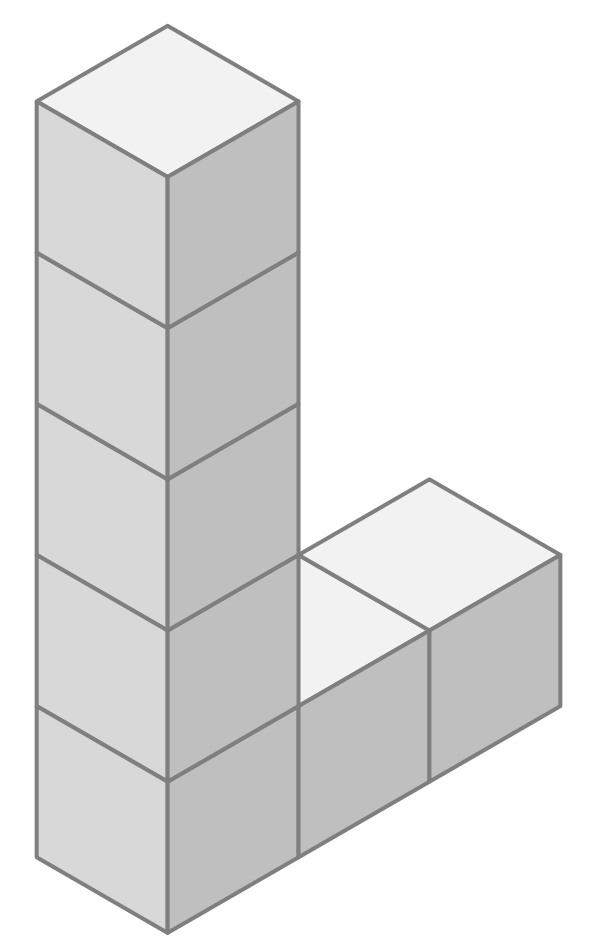
**STEP 1:**  
DRAW A "Y" SHAPE OF THREE LINES, ALL THE SAME LENGTH, SPACED BY 120 DEGREES.  
AN EASY WAY TO GET THEM ALL THE SAME LENGTH IS TO DRAW THE LINES TO THE EDGE OF A CIRCLE.



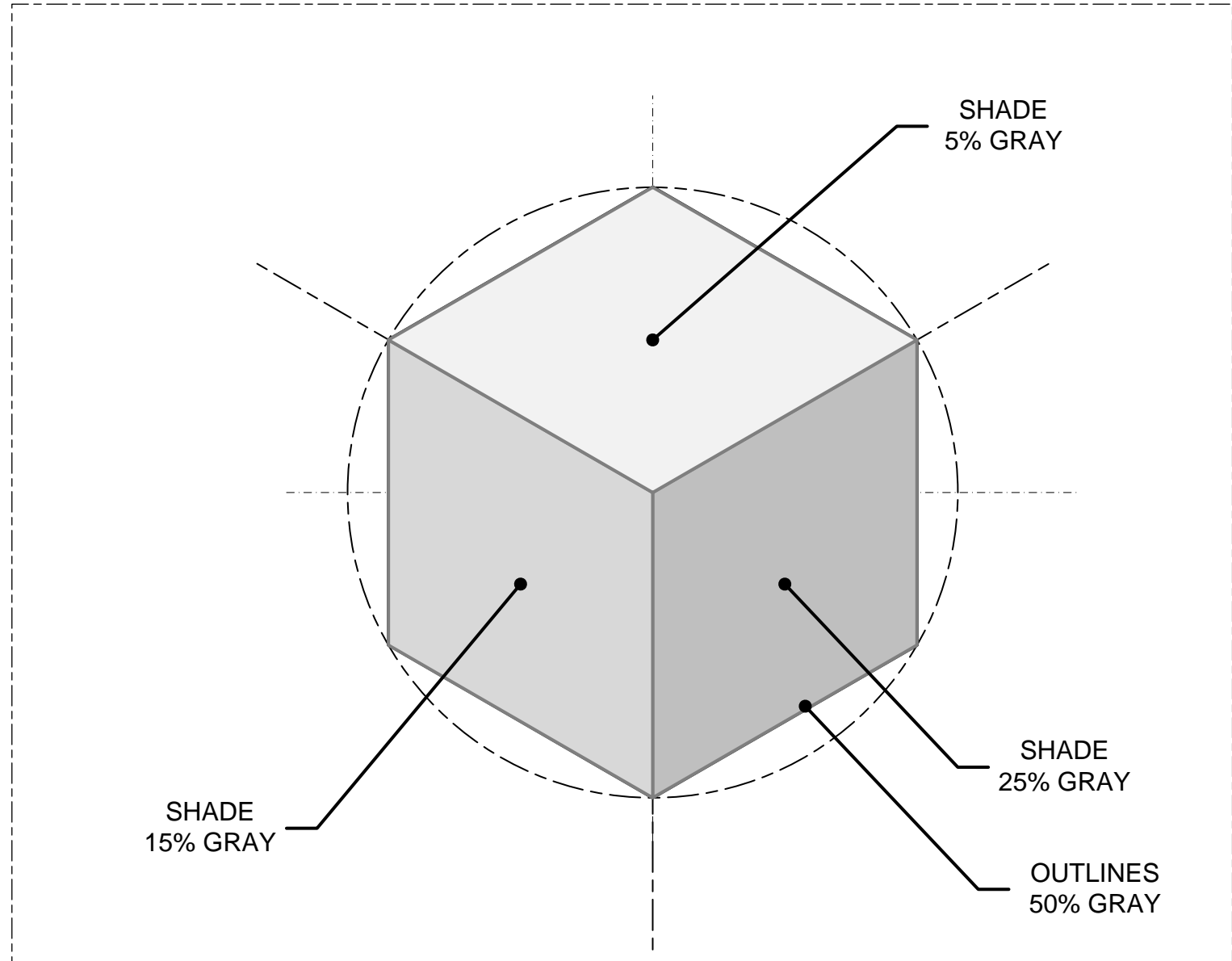
**STEP 2:**  
COPY ONE OF THE LINES YOU HAVE ALREADY DRAWN TWO TIMES. THE ENDS OF THE LINES SHOULD BE EXACTLY ALIGNED.  
THIS FORMS THE EDGES OF THE CUBE.



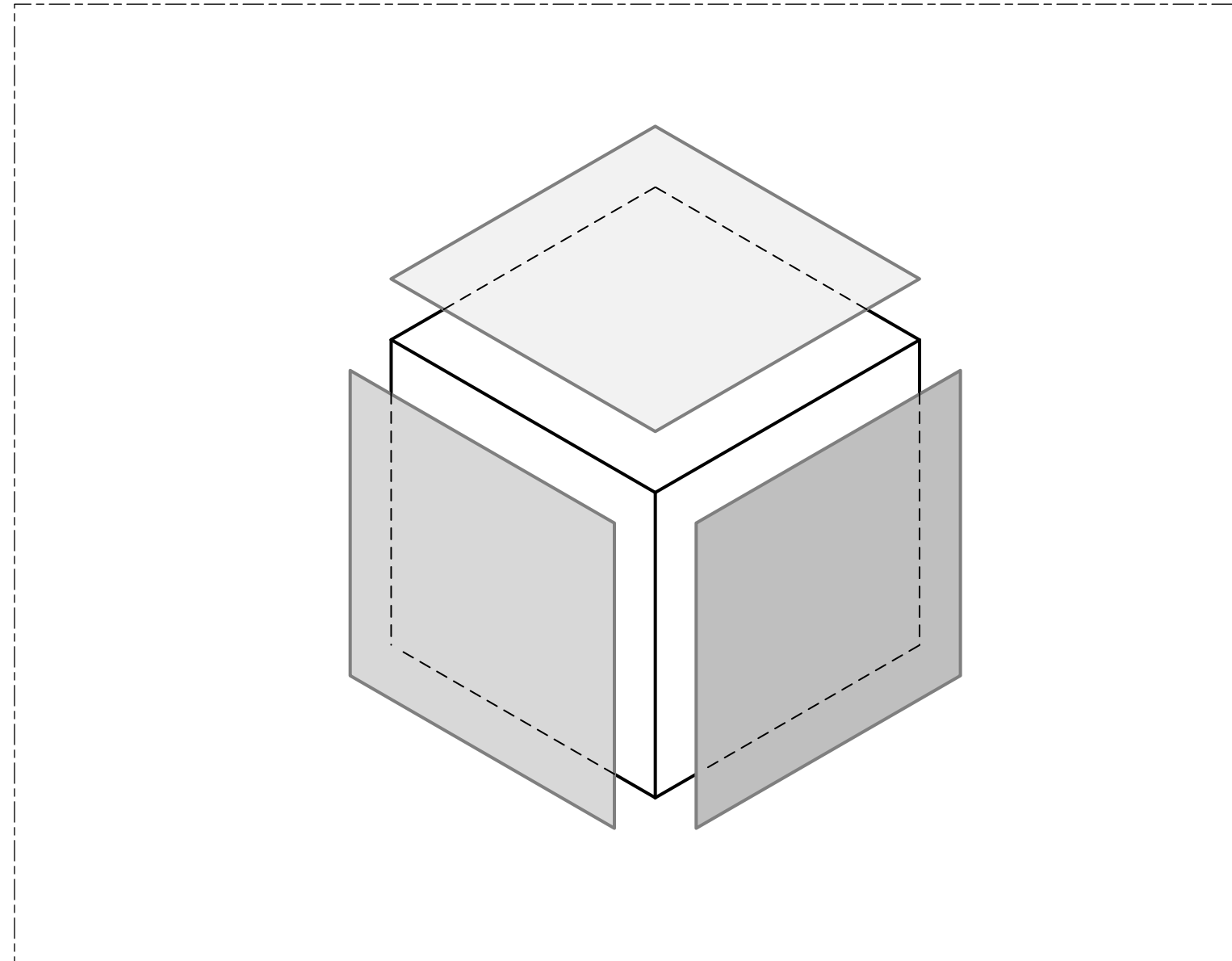
**STEP 2 CONTINUED:**  
YOU SHOULD END UP WITH THE OUTLINE OF A CUBE. THE LINES ABOVE ARE COLOUR CODED TO INDICATE WHICH LINES ARE COPIES OF EACH OTHER.



**STEP 3:**  
DRAW A BOX OVER ONE FACE OF THE CUBE AND SHADE IT GRAY.



**STEP 3 CONTINUED:**  
REPEAT FOR THE OTHER TWO FACES OF THE CUBE, DRAWING EACH FACE AS A SEPARATE BOX.



**STEP 4:**  
YOU NOW HAVE THREE FACES OF AN ISOMETRIC CUBE. COPY AND PASTE THESE REPEATEDLY AND ARRANGE THEM INTO THE DESIRED SHAPE.

**FOR INFORMATION ONLY  
NOT FOR CONSTRUCTION**

						<p align="center"><b>NOT TO SCALE</b></p> <p align="center">SCALE - ALL DIMENSIONS IN MM U.N.O.</p> <p align="center">0 20 40 60 80 100</p> <p align="center">ORIGINAL DRAWING SIZE A1 - 100 MILLIMETRE PAPER SCALE</p>		<p align="center">1 OF 1</p> <p align="center">SHEET</p>		<p>LWS INDUSTRIES 42 WALLABY WAY PERTH WA 6000 AUSTRALIA +618 5550 1234 minecraft@perwatch.net</p>		<p align="center"><b>HOW TO DRAW VOXELS IN ISOMETRIC VIEW</b></p>																											
REV.	ISSUE					DRAWN	CHECKED	APPROVED	DATE	FILE NAME	How to draw isometric voxels.vsd		PROJECT NUMBER	DRAWING NUMBER		REVISION																							
A	FOR INFORMATION					L.A. YIP	-	-	2014-10-11	MODIFIED	2014-10-11 16:09	PRINTED	2014-10-11 14:59	-	-	A																							
01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40