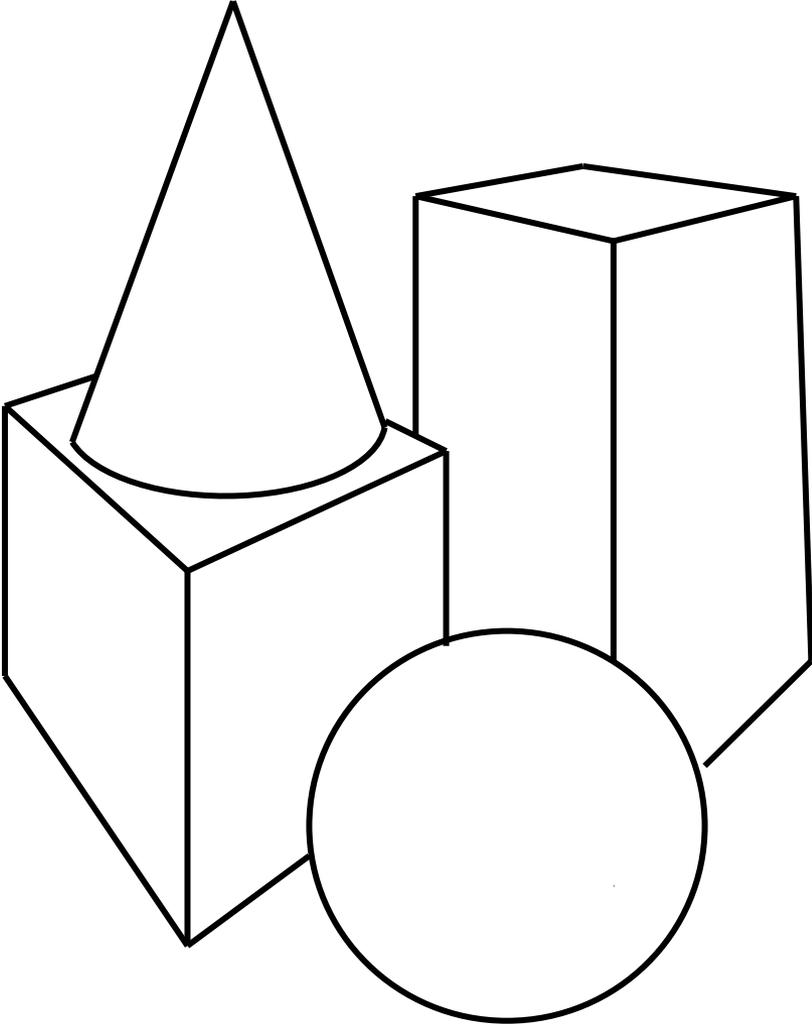


Натюрморт из геометрических тел



Точка
схода



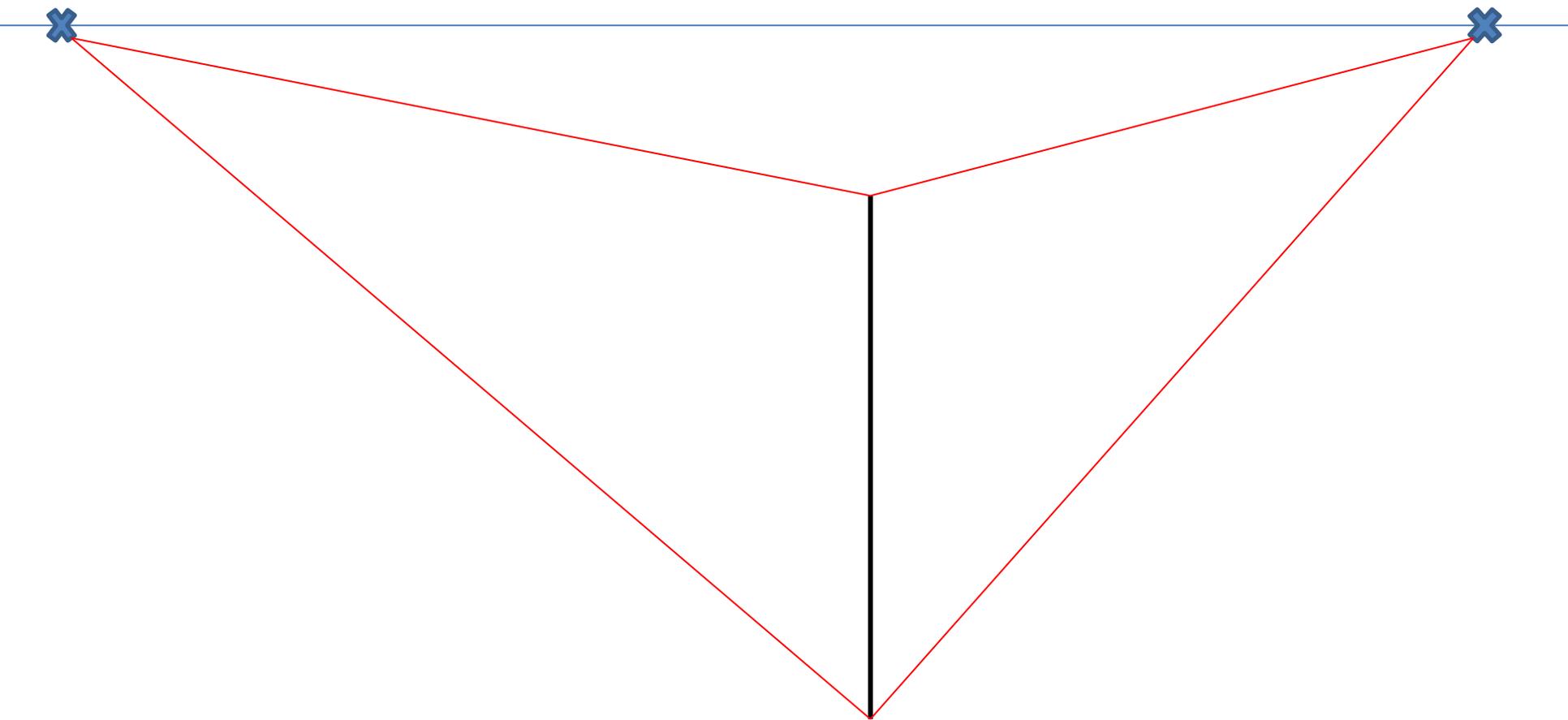
Линия
горизонта

Точка
схода

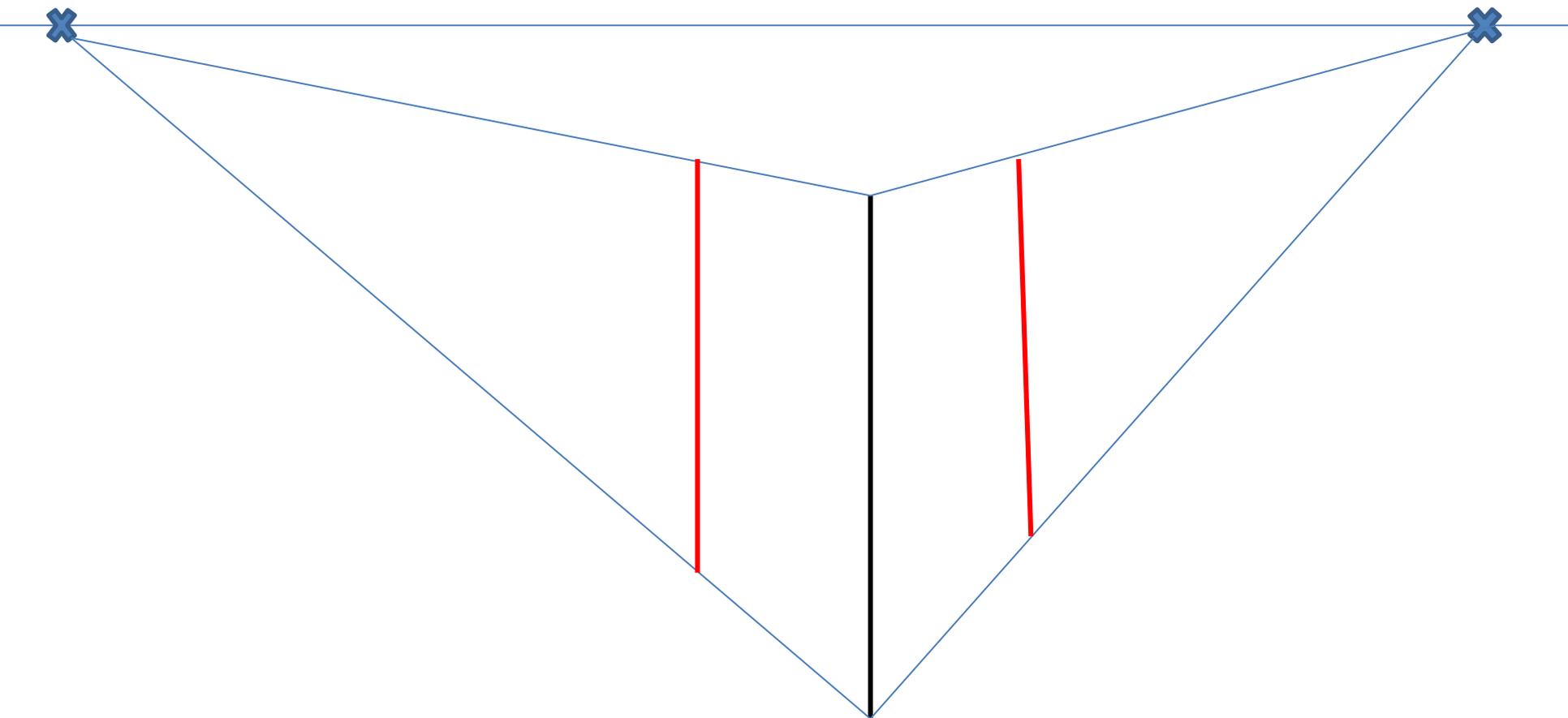


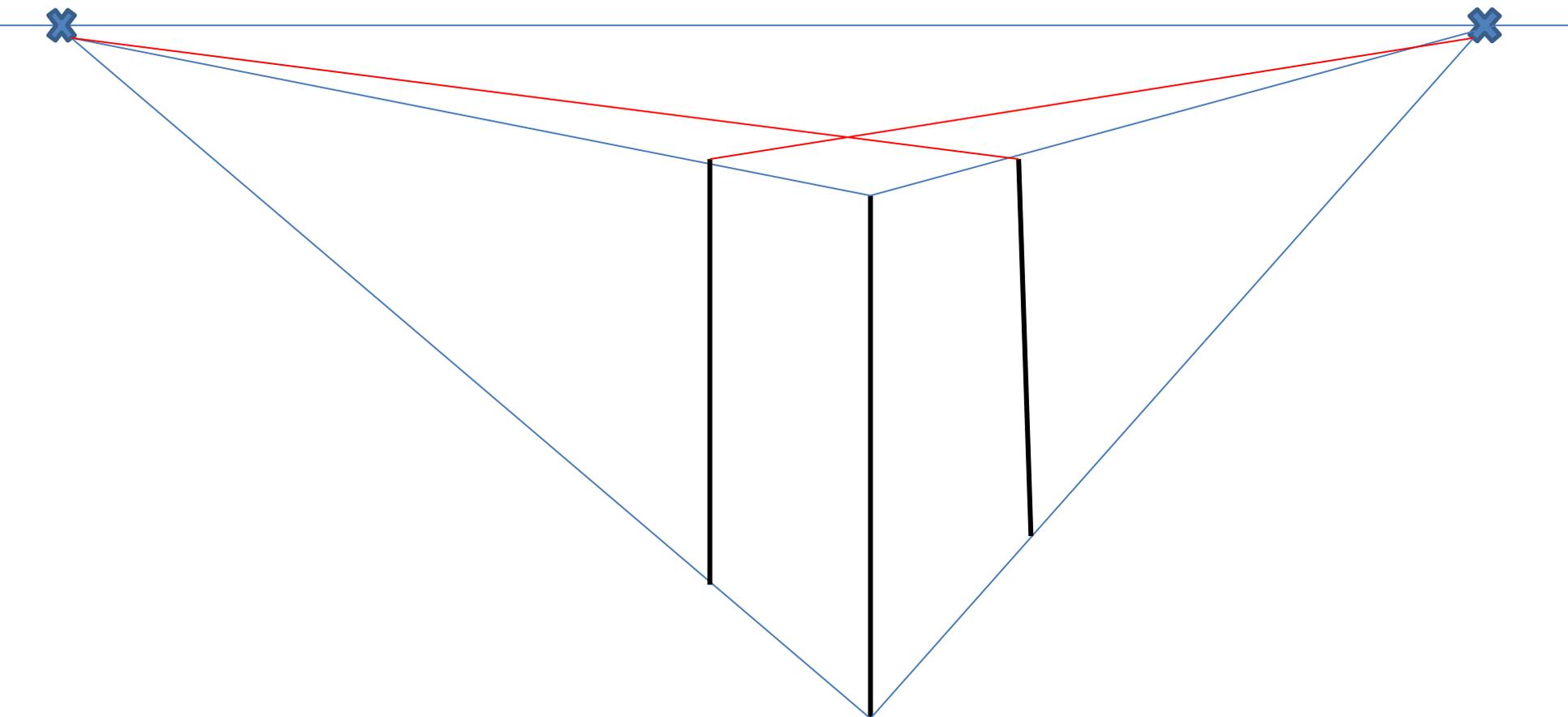


Вертикальная ось

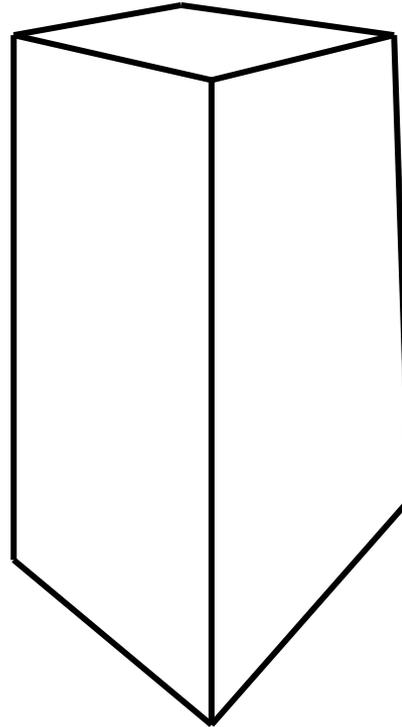


От вертикальной линии идут
вспомогательные линии к точке
схода

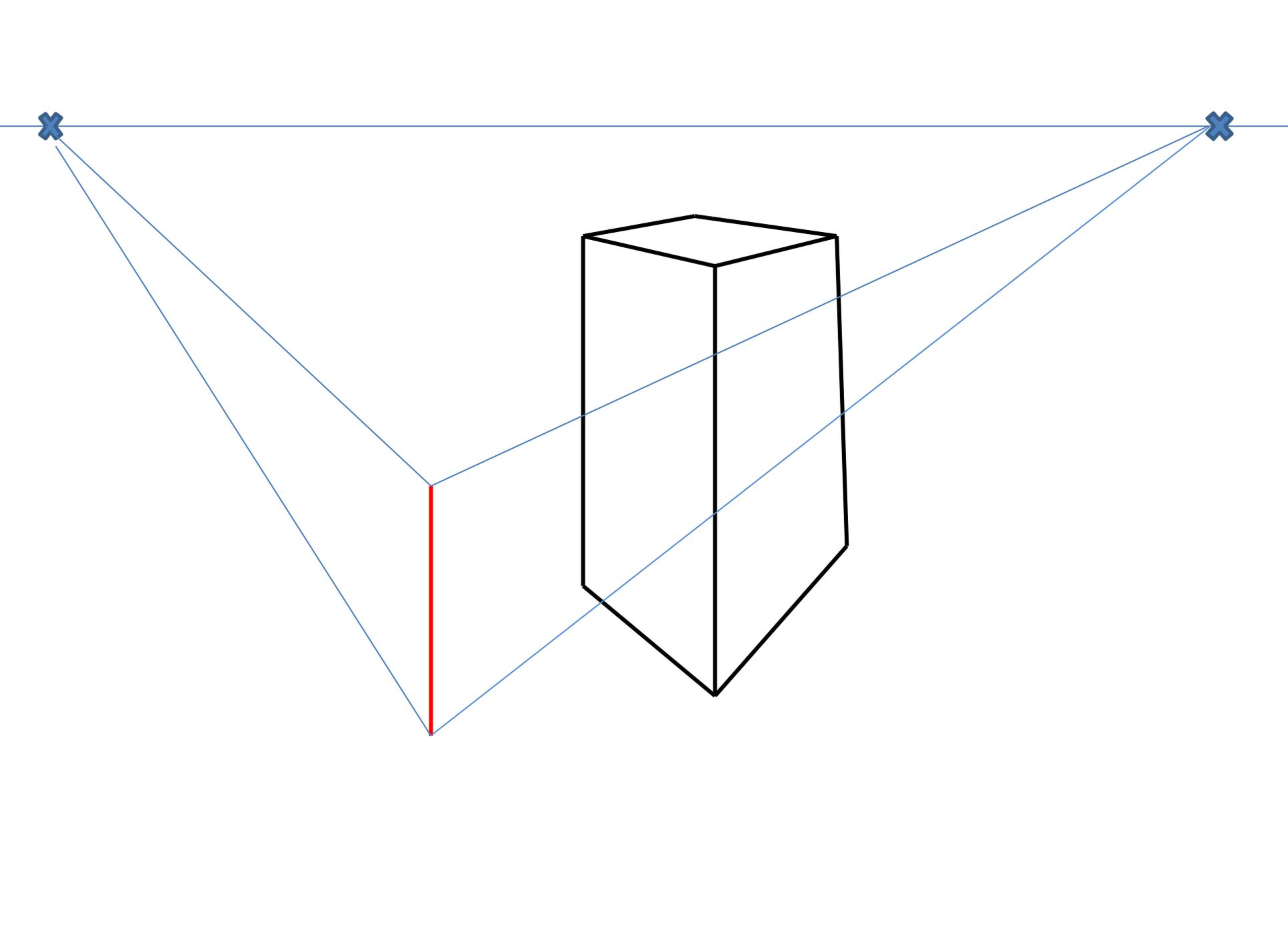


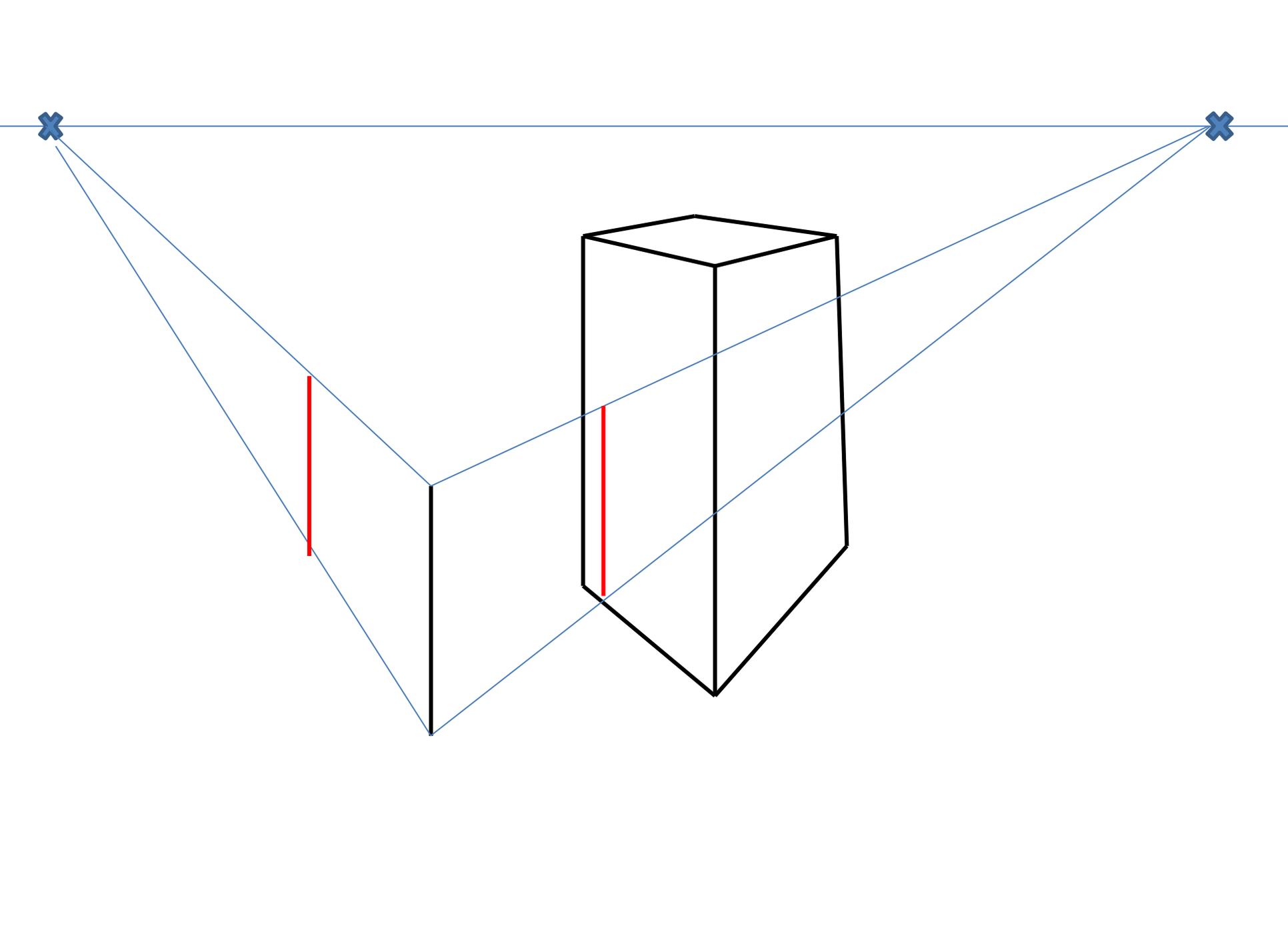


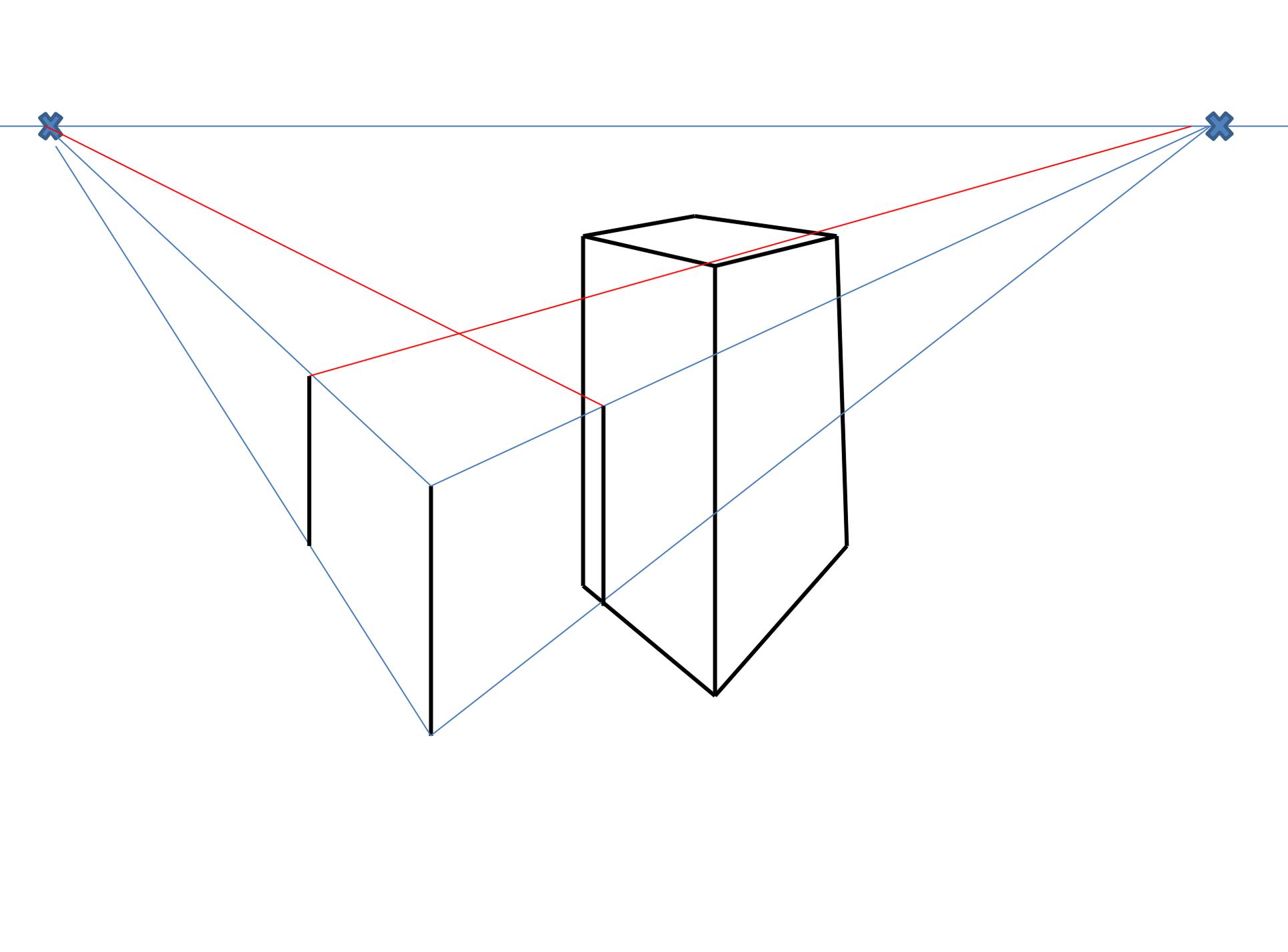
Выделяем еще 2 грани фигуры и «находим» его верхушку

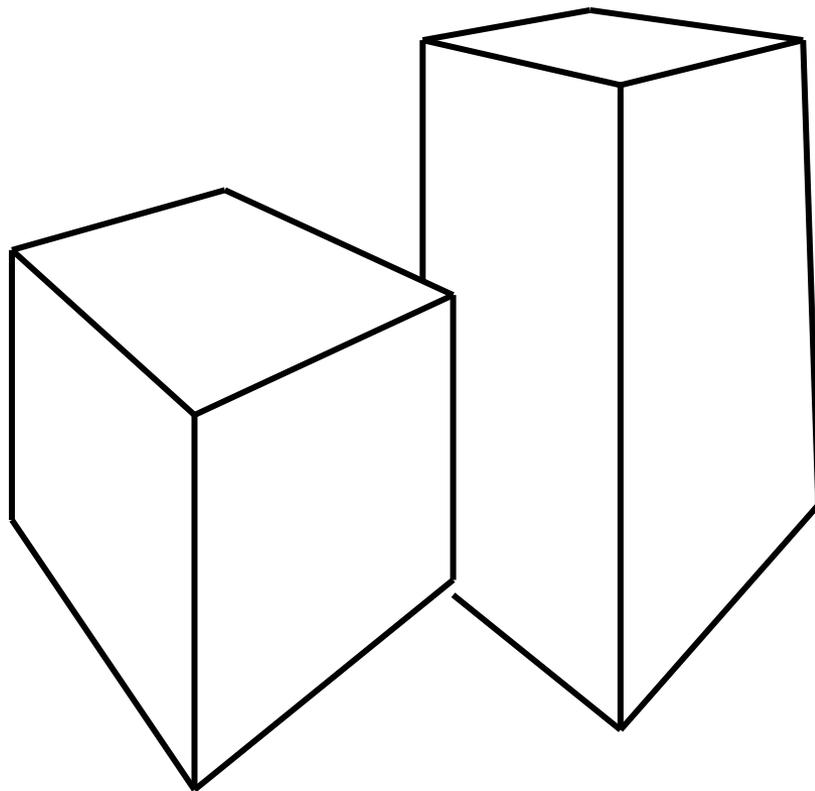


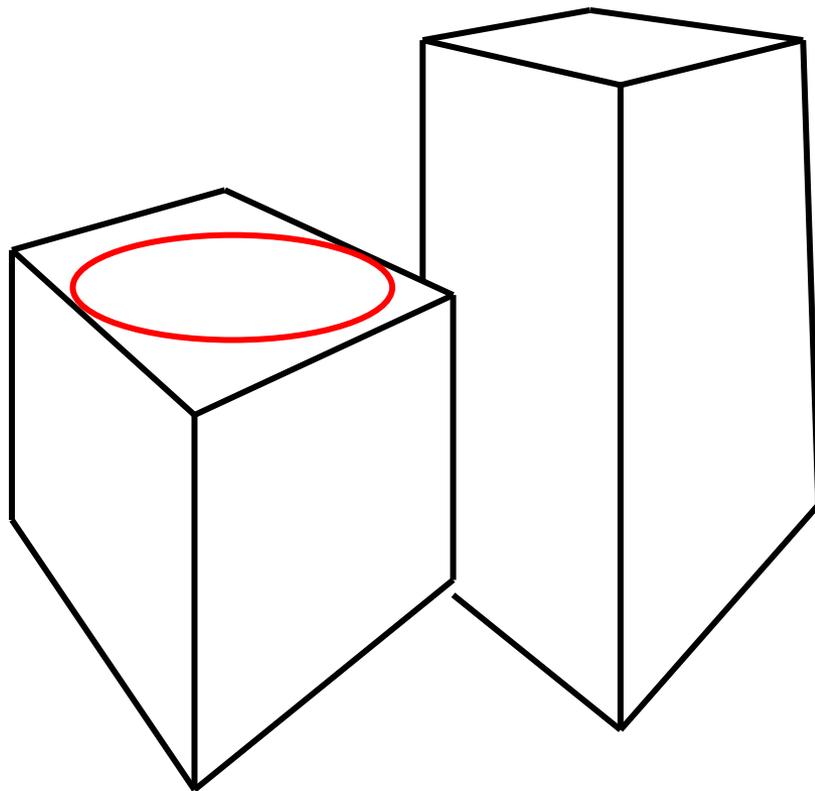
Убираем вспомогательные линии



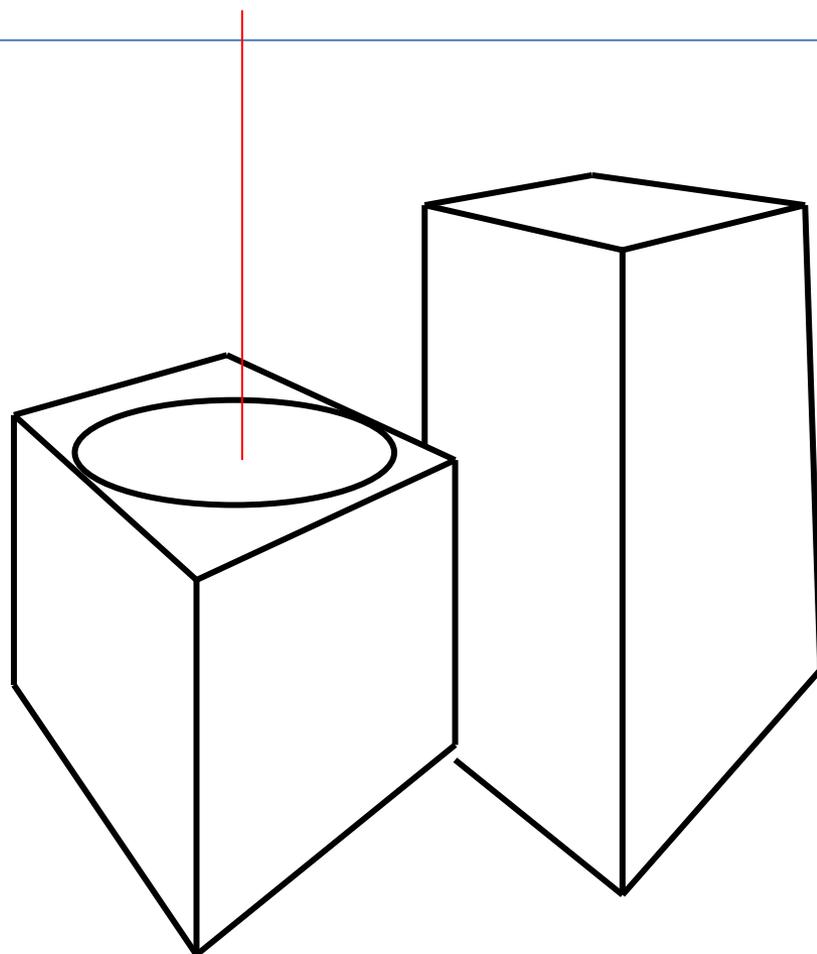


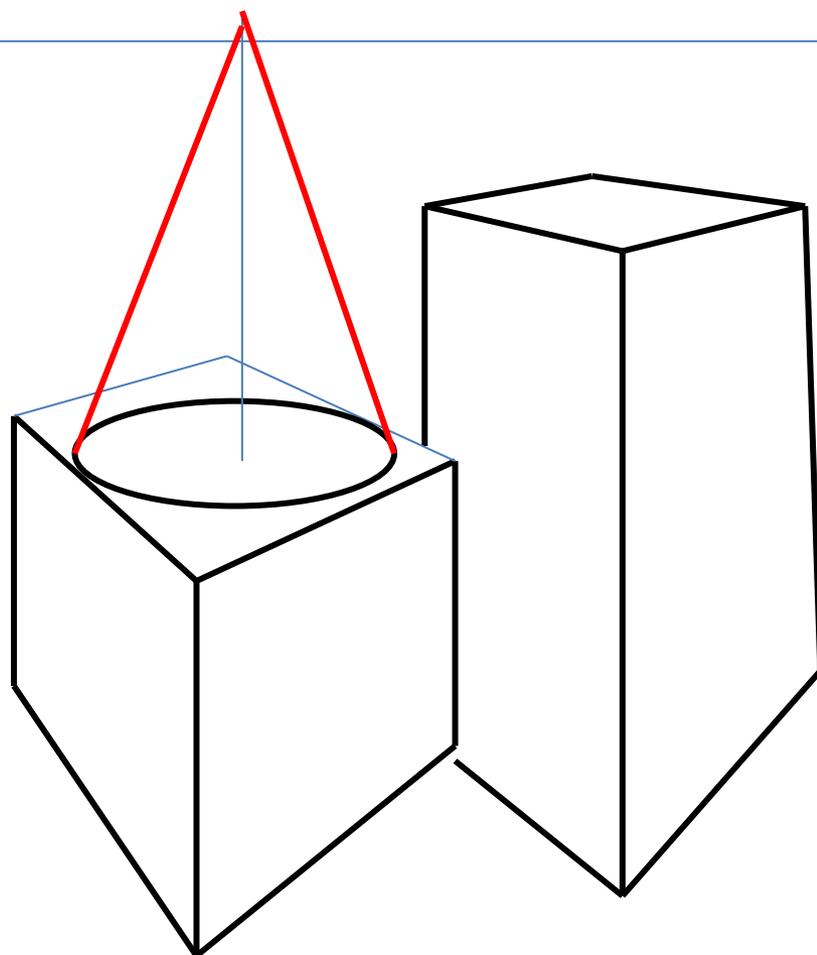


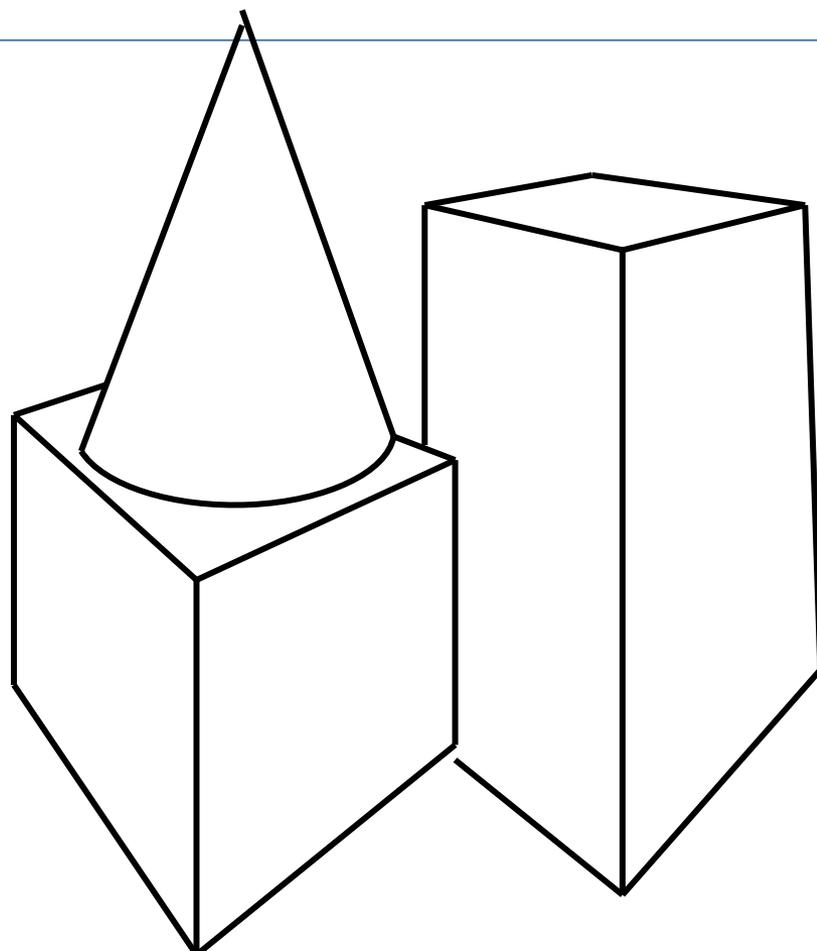




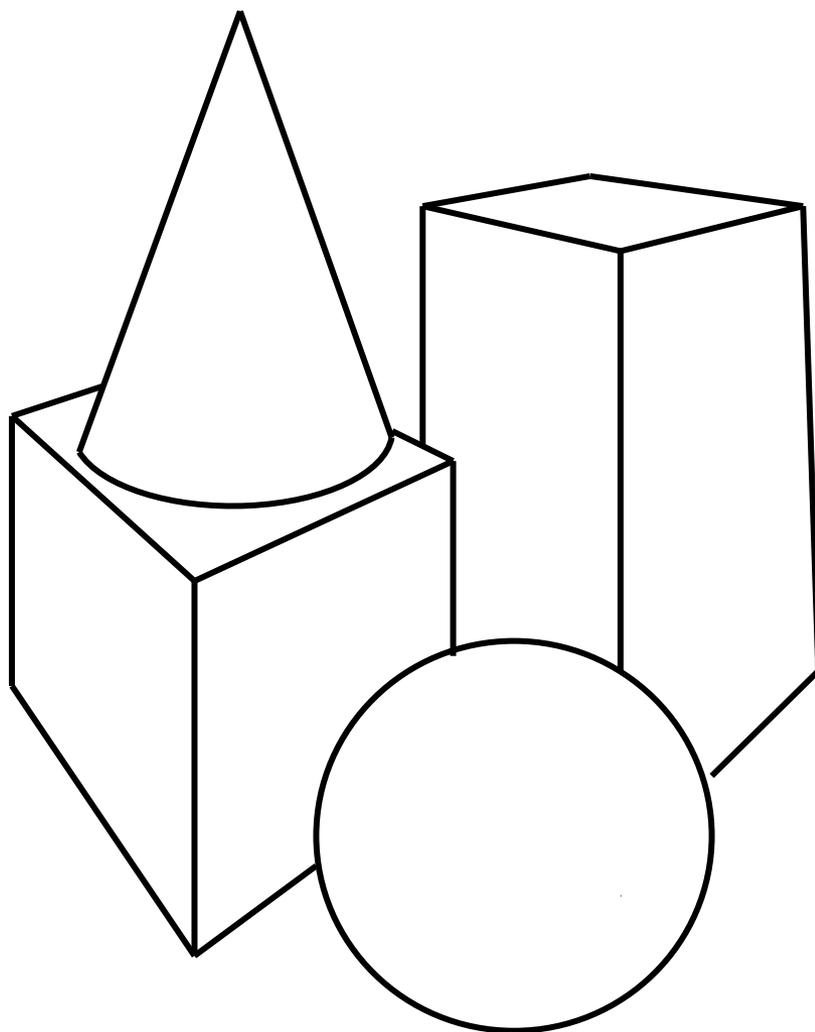
По подобию строит куб, на вершине его вписываем эллипс (овал)







Достраиваем конус



Достраиваем шар

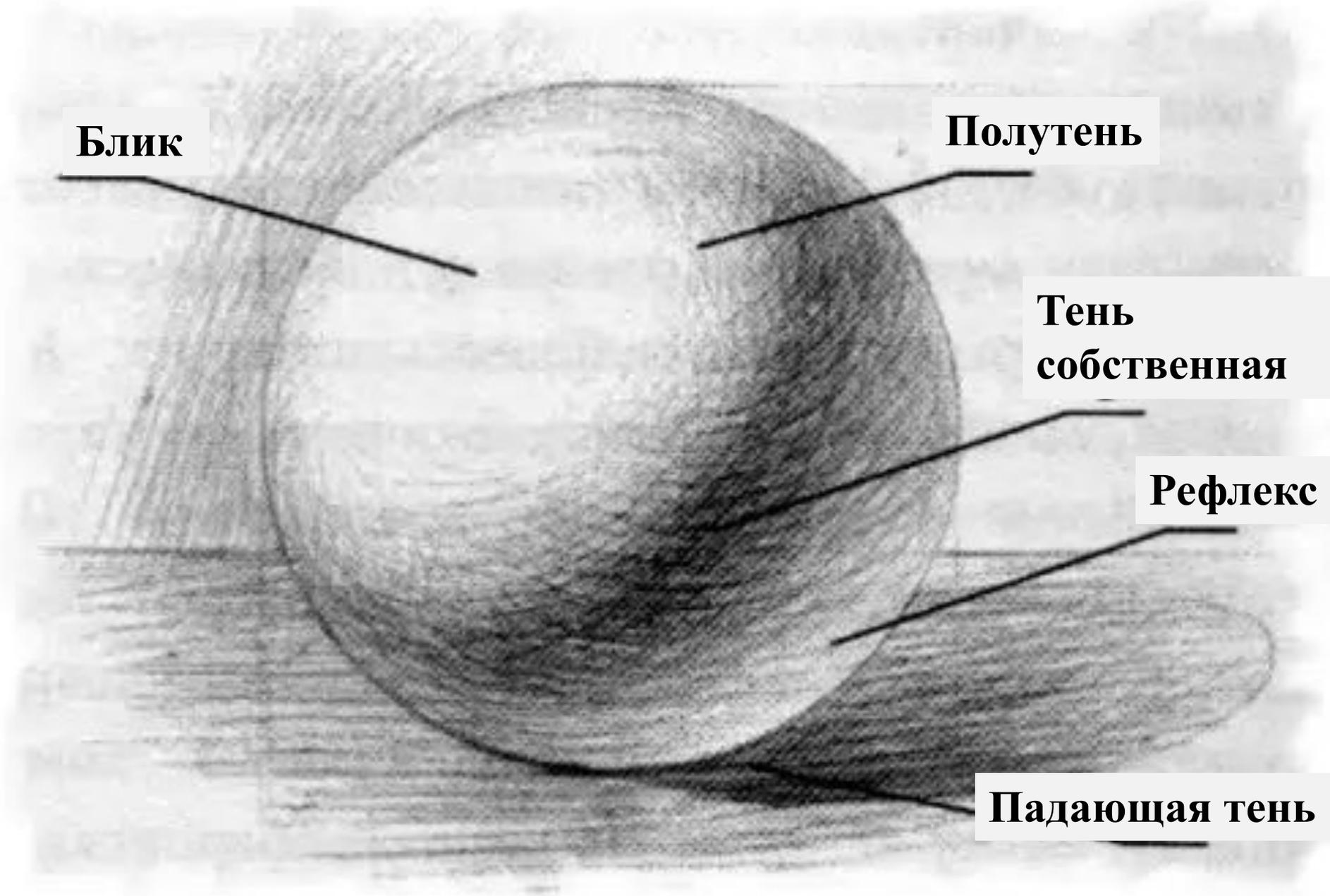
Блик

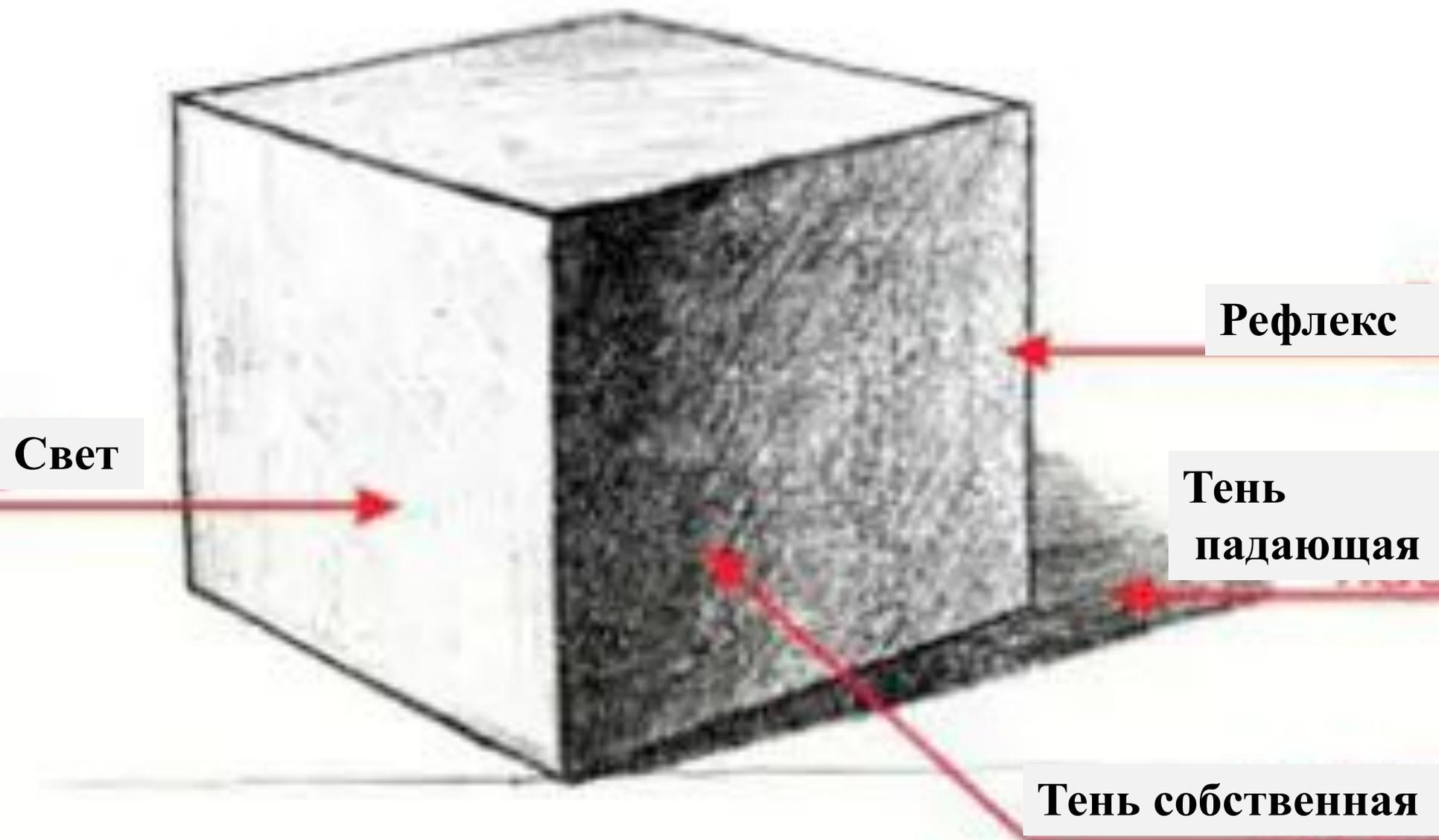
Полутень

**Тень
собственная**

Рефлекс

Падающая тень



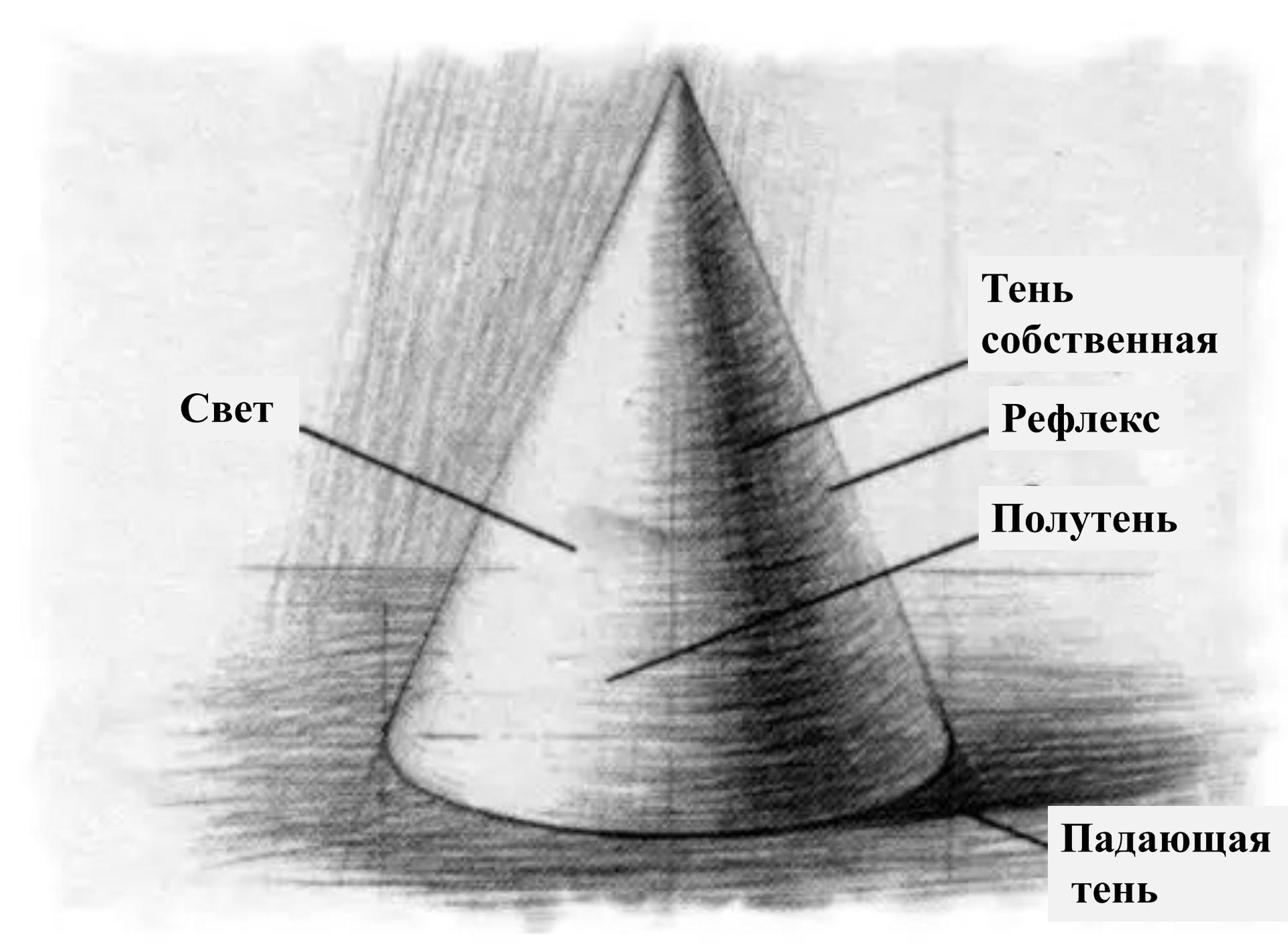


Рефлекс

Свет

**Тень
падающая**

Тень собственная

A detailed pencil drawing of a cone, illustrating various shading and lighting effects. The cone is oriented vertically, with its apex at the top. The drawing uses fine lines and cross-hatching to create different tones and textures. Labels in Russian point to specific areas: 'Свет' (Light) points to the left side of the cone; 'Тень собственная' (Own shadow) points to the right side of the cone; 'Рефлекс' (Reflection) points to the bottom edge of the cone; 'Полутень' (Half-shadow) points to the bottom edge of the cone; and 'Падающая тень' (Cast shadow) points to the shadow cast on the ground to the right of the cone.

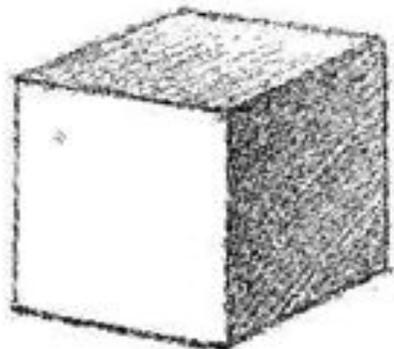
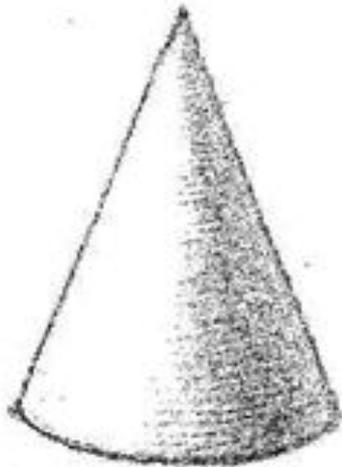
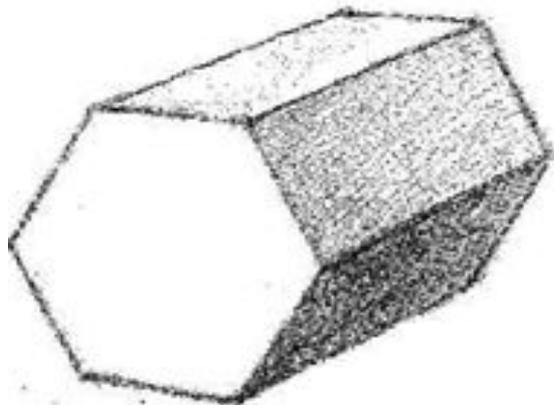
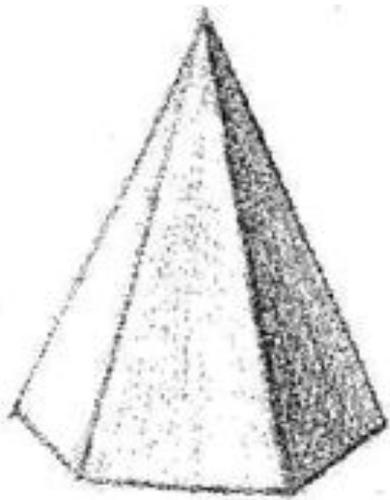
Свет

**Тень
собственная**

Рефлекс

Полутень

**Падающая
тень**



Задание:

выполнить построение фигур с тоновым решением
(штриховкой)