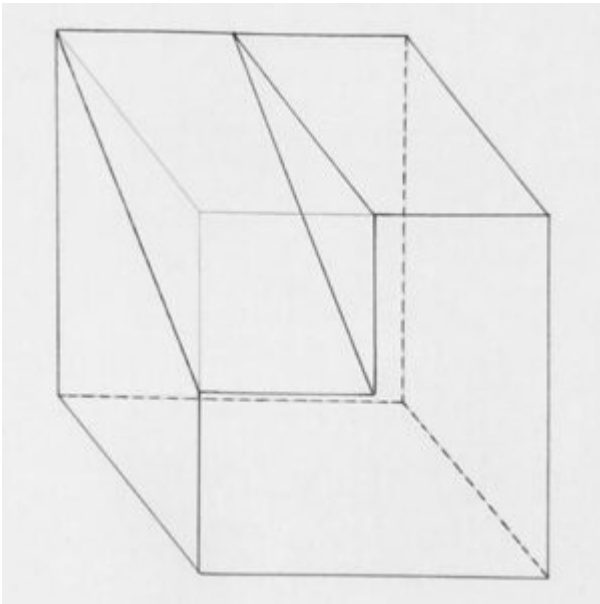
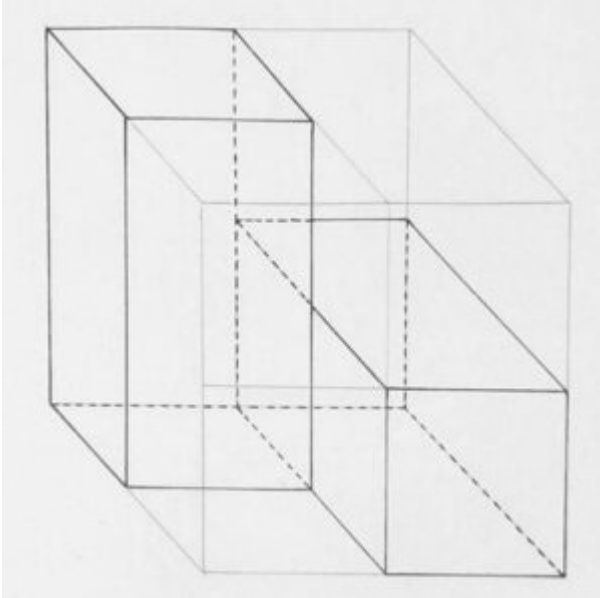
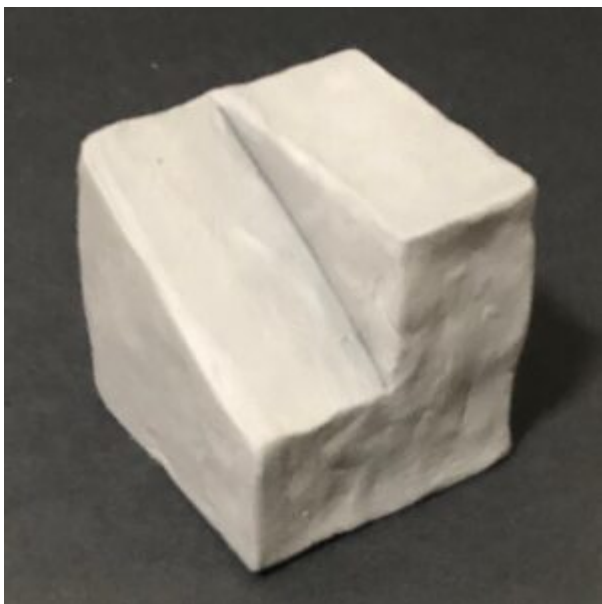
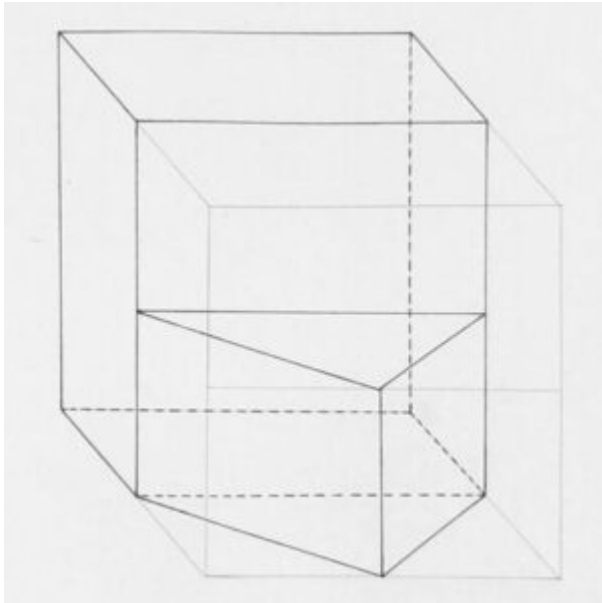


# Week 10: Processes

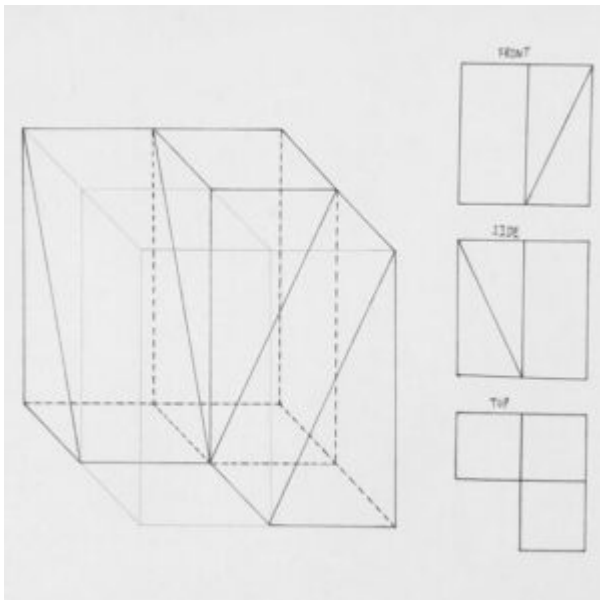
# Reproductive

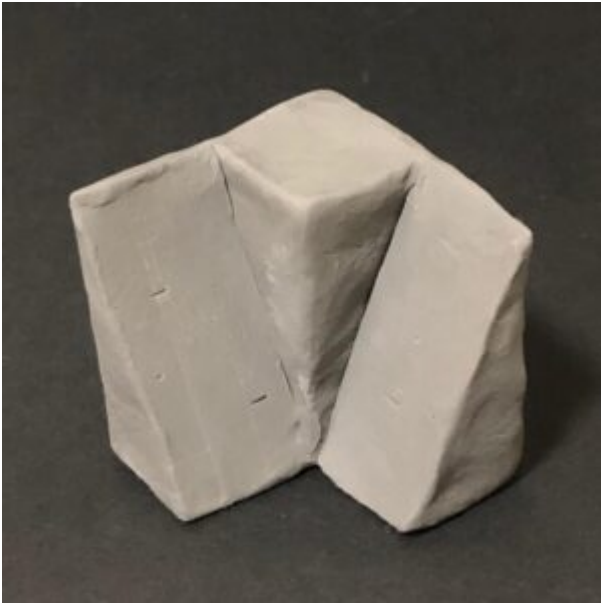






Our task this week was to translate the given orthographic projections into parallel projections, then recreate the cubes with plasticine. This task was relatively simple, as I was quite used to drawing cubes at this point, albeit not by freehand. The plasticine itself took me a bit of time to soften at first, but it was easy to recreate the cubes afterwards, carving rectangles first before putting everything together to form a cube.





Next, we had to create our own version. I decided to first create an orthographic projection on the side before drawing the cube, which helped me understand my cube better. This was interesting as I thought orthographic projections could always convey a shape or a design almost if not perfectly, however this taught me that translating it into a 3D form is just as important to fully understand the composition of an object.