






Summer Term Art Home Learning - Year 3

How to draw 3D shapes - cylinder



Follow these step-by-step rules to create your very own cylindrical city!

All you will need:

-  A pencil
-  Colouring items
-  Paper

Elements in Art:

Line

Tone

Shape

Form

Space

Texture

Colour

Some of the Principles in

Art:

Repetition

Rhythm

Movement

Balance

Proportion/scale

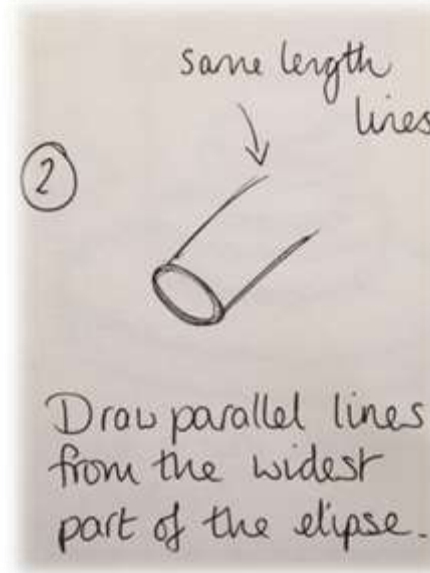
White space

Contrast

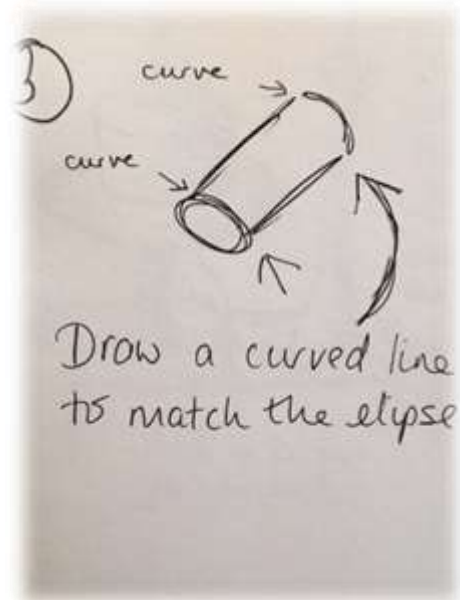
Emphasis



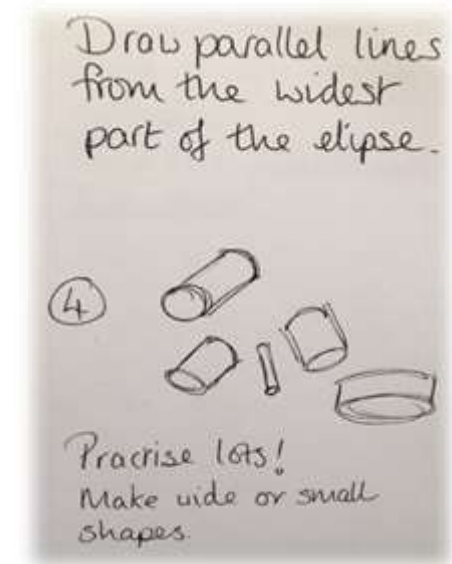
1) Draw sp



2)



3)

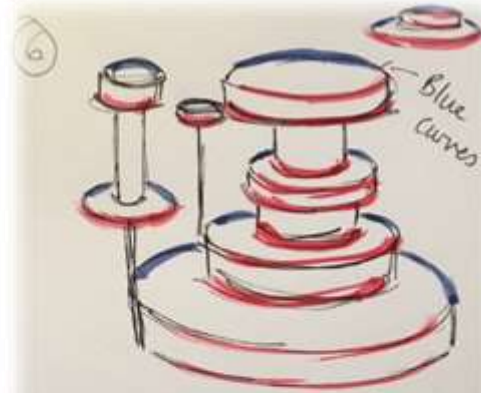


4)



5
Take your cylinder
around the corner!
Make cylinders go
behind!

5) You may want to



6
Build a city using
cylinders!
Keep the curved lines
the same! -parallel!

6)



7
Add a base
for your city.

7)



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Thinking time...

- 1) Look carefully at this drawing by Escher. How many cylindrical objects can you find?
- 2) How many curves can you spot?
- 3) Which direction are the straight lines going in?
- 4) Can you find any vanishing points?



Have a go ...

- 1) Find shapes from around the room and try drawing the curves. Make sure they are parallel!