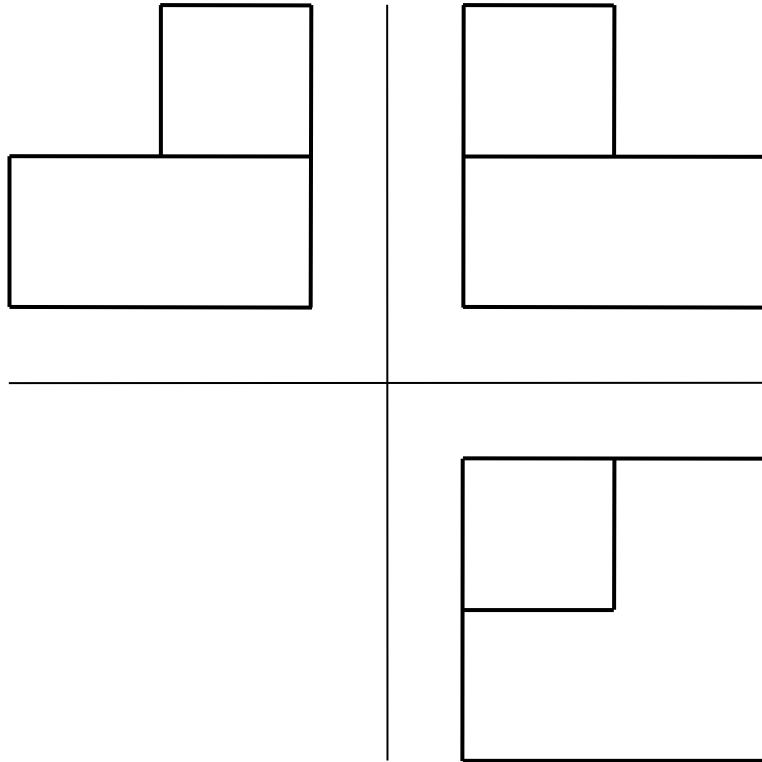


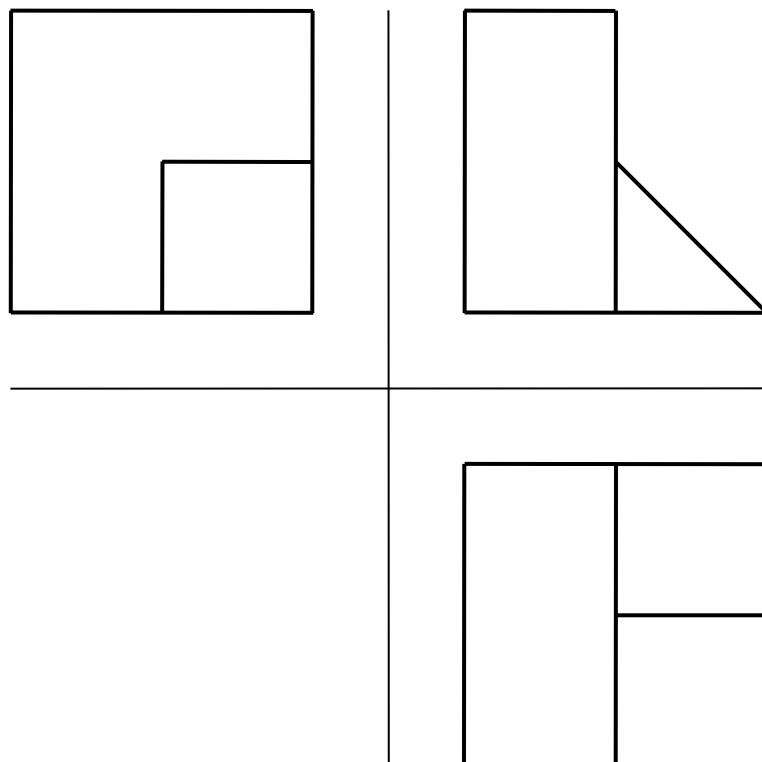
## ISOMETRIC PERSPECTIVE

Using isometric perspective and a 1:1 scale, draw the objects defined by the following dihedral views:

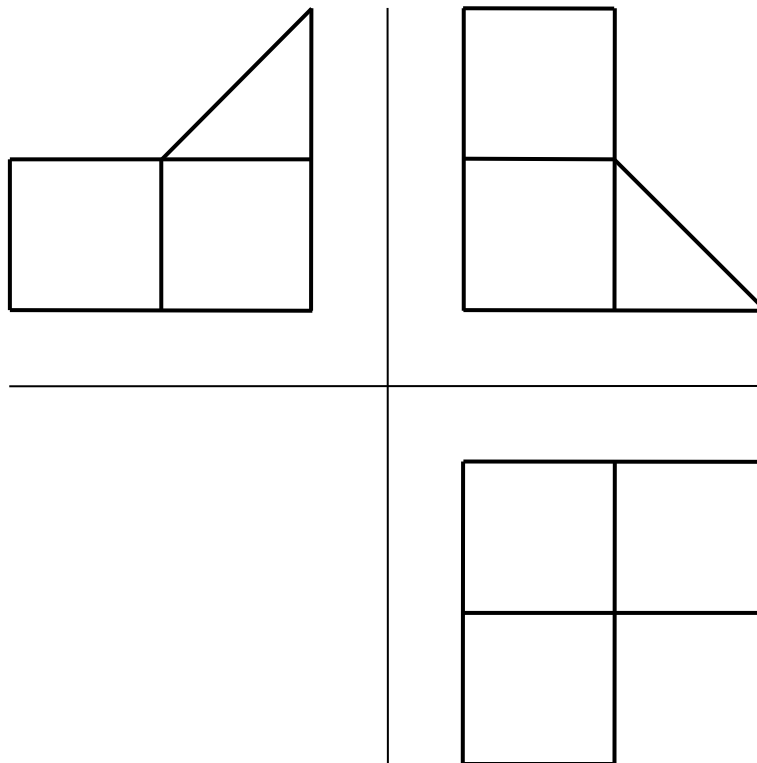
1)



2)



3)



4)

