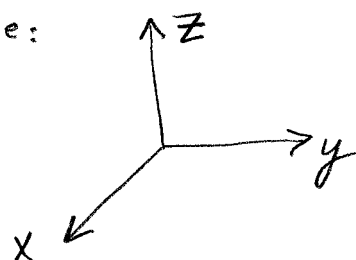
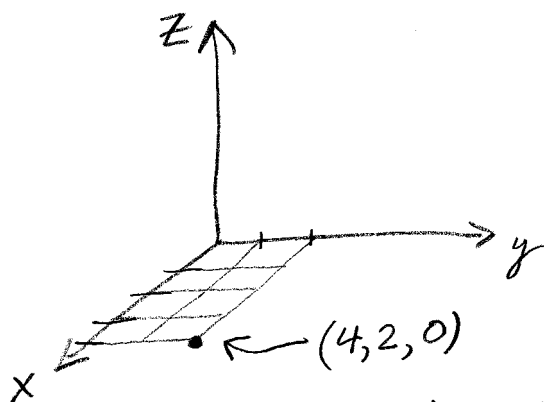


How to Sketch in 3-D

1. Use a "right-hand" coordinate system with axes labeled. I recommend this one:



2. Always try to preserve the 3-D illusion by counting along a line that is on or parallel to one of the axes. For example, the point $(4, 2, 0)$ is plotted like this:



3. When plotting a point that has all nonzero coordinates, make your "front" and "back" rectangles first. Then, connect corners. Example: $(2, 3, 4)$

