



# Warm-Up Exercises!

By Devin Larson - [3D Portfolio](#)

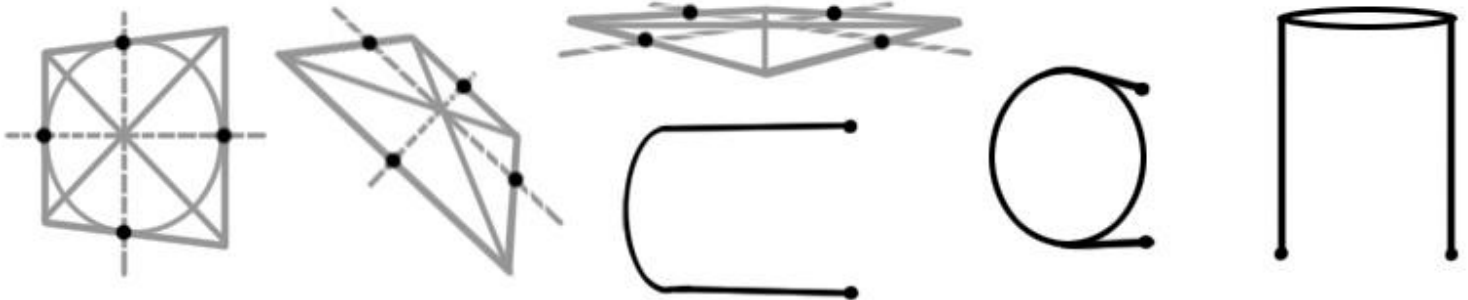
**Description:** This activity sheet is designed to reinforce the principles covered in the accompanying [article](#) on [Making Comics \(dotCom\)](#). The goal is to provide guided examples that students can use to establish good warm-up techniques.

## Directions:

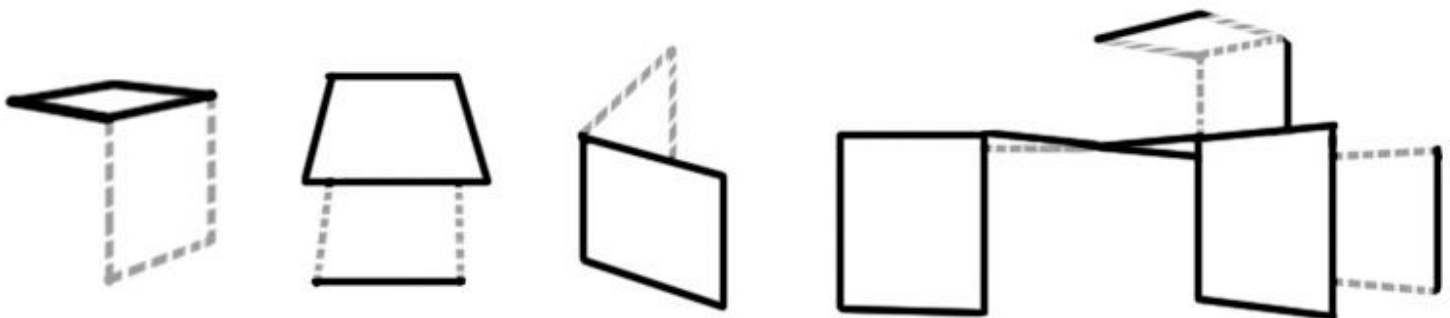
1) Place a print-out of this worksheet on your drawing surface and add the missing line segments in the following sequences. Next, attempt to connect the dots with a smooth curve. Then, draw as many rings within each circle as you can. Keep consistent spacing.



2) Draw an oval through each square in perspective. Then, draw the missing ends of each cylinder.



3) Using the existing faces and guides, complete each cube.



4) Spend the next five minutes practicing these techniques by drawing as many copies of these shapes as you can on additional paper. Refer to the original article for variations on these tasks.