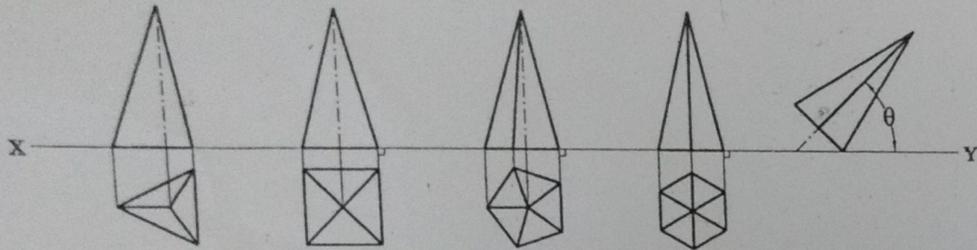


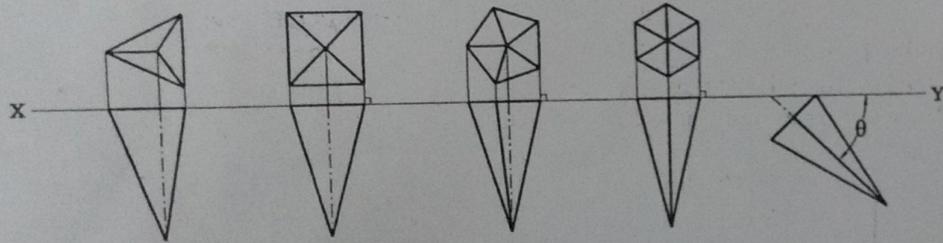
Resting on the of its base edge / shorter edge (or) triangular face on **HP**.



- Right hand side edge should be perpendicular to **XY** line.
- Draw the corresponding front view and tilt the front view according to the condition given in the problem.

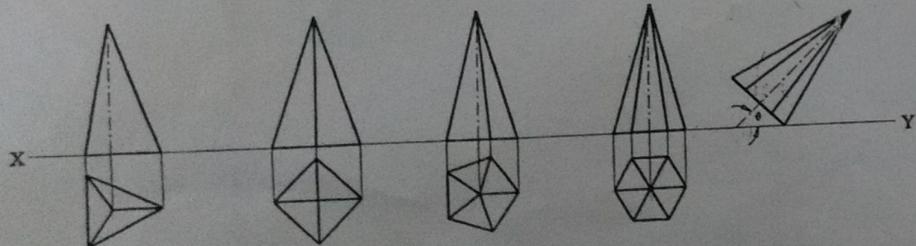
Resting on one of its base edge / shorter edge (or) Triangular face on **VP**.

- Right hand side edge should be perpendicular to **XY** line.



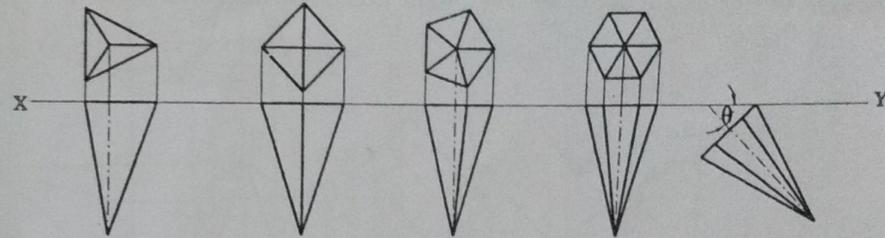
Resting on one of its base corner (or) slant edge on **HP**.

- Corner should come on the right hand side as shown below.



Resting on one of its base corner (or) slant edge on **VP**.

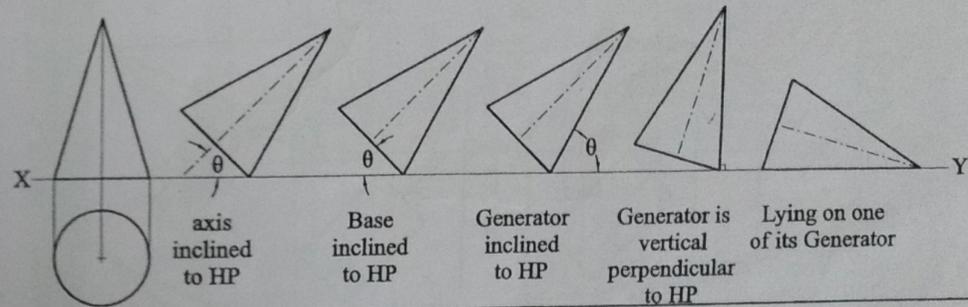
- Corner should come on the right hand side as shown below.



CONE

Resting on one of its base point on **HP**

- Draw the top view as circle below **XY** line and draw the corresponding front view.
- Tilt the front view according to the condition given below.



Resting on base point on **VP**.

- Draw the front view (circle) and draw the corresponding top view.
- Tilt the top view according to the condition given in the problem.

