



Draw in 360:

Make a no-tech virtual reality scene

Look around you. Imagine you're in a giant cube – imagine what's around you is framed by a set of square 'cube faces.'

Look straight ahead, then look 45 degrees up: halfway between straight ahead and directly above your head. That's the top edge of your 'front' cube face.

Look 45 degrees down to find the bottom of this cube face. Then look left and right to see the cube face side edges.

Now imagine this front cube face area you're facing has a simple 10x10 grid over it. Draw what you see in front of you into the front view in this grid, translating the imaginary grid into the fisheye-like version you see in this template.

Do the same for the left and right views, then for the back cube face view, splitting it across the left and right parts of this template.

Finally,

1. Use your phone to take a photo of this page
2. Crop the photo to just the overall grid template
3. Go to [PanoPress.com/drawing](https://panopress.com/drawing) and upload the cropped photo to see it as an interactive 360-degree image.

