This work is a collection of solved problems in descriptive geometry, supplemented by elementary theory needed for their solution. The theory includes definitions and elementary properties of polygons and their constructions. Theory about solids, mostly prisms and pyramids, is also included. The second chapter introduces theory of projection, including definitions of projection methods (Monge, center, etc.) and corresponding terms. The second part contains a collection of problems, where each problem is solved in four projection methods (there are problems of construction of a point, line, plane, prism and pyramid).

For each problem there is an animation for Lisa Viewer program attached, which makes an integral part of the work. These animations allow to look at figures of the problems interactively and even in three dimensions. There is also a PDF document with problem assignment and solution for each problem, suitable for print.