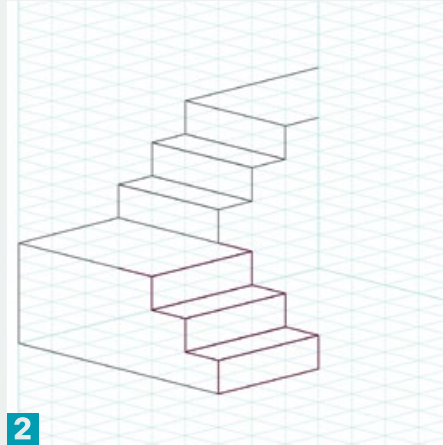
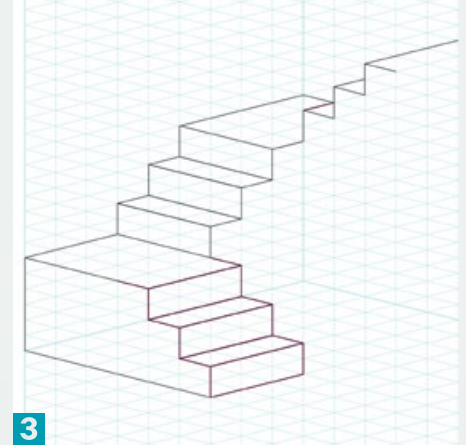

1

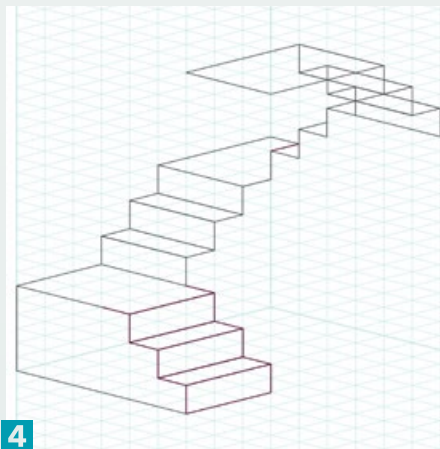
Start by drawing the first landing of stairs. In this example, the height of each step is two cells, the width is three cells and depth is one cell. The top platform should be four cells.


2

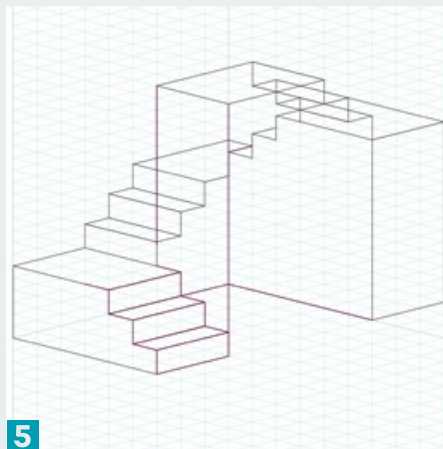
Draw the next set of stairs with a quarter-turn rotation in the direction of the steps. Keep the dimensions consistent and keep on climbing!


3

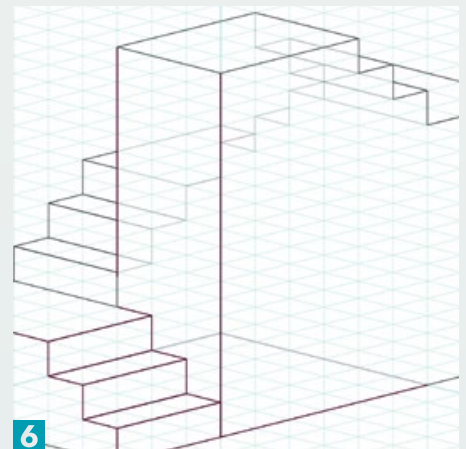
Proceed with the next quarter turn by continuing the ascending profile up and to the right.


4

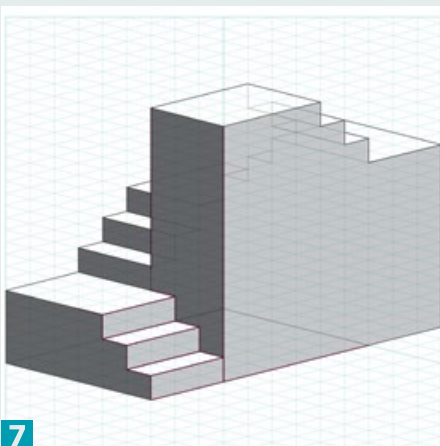
The last turn can be tricky since the visibility to the final two staircases is somewhat limited. Just try to follow the top step- and this time, step up and to the left.


5

Complete the 3D structure by drawing the vertical lines down to the "ground floor."


6

Lightly erase some of lines that would not be visible through the solid structure.


7

Add a 3D effect by Inking and/or shading areas to show a light source direction.