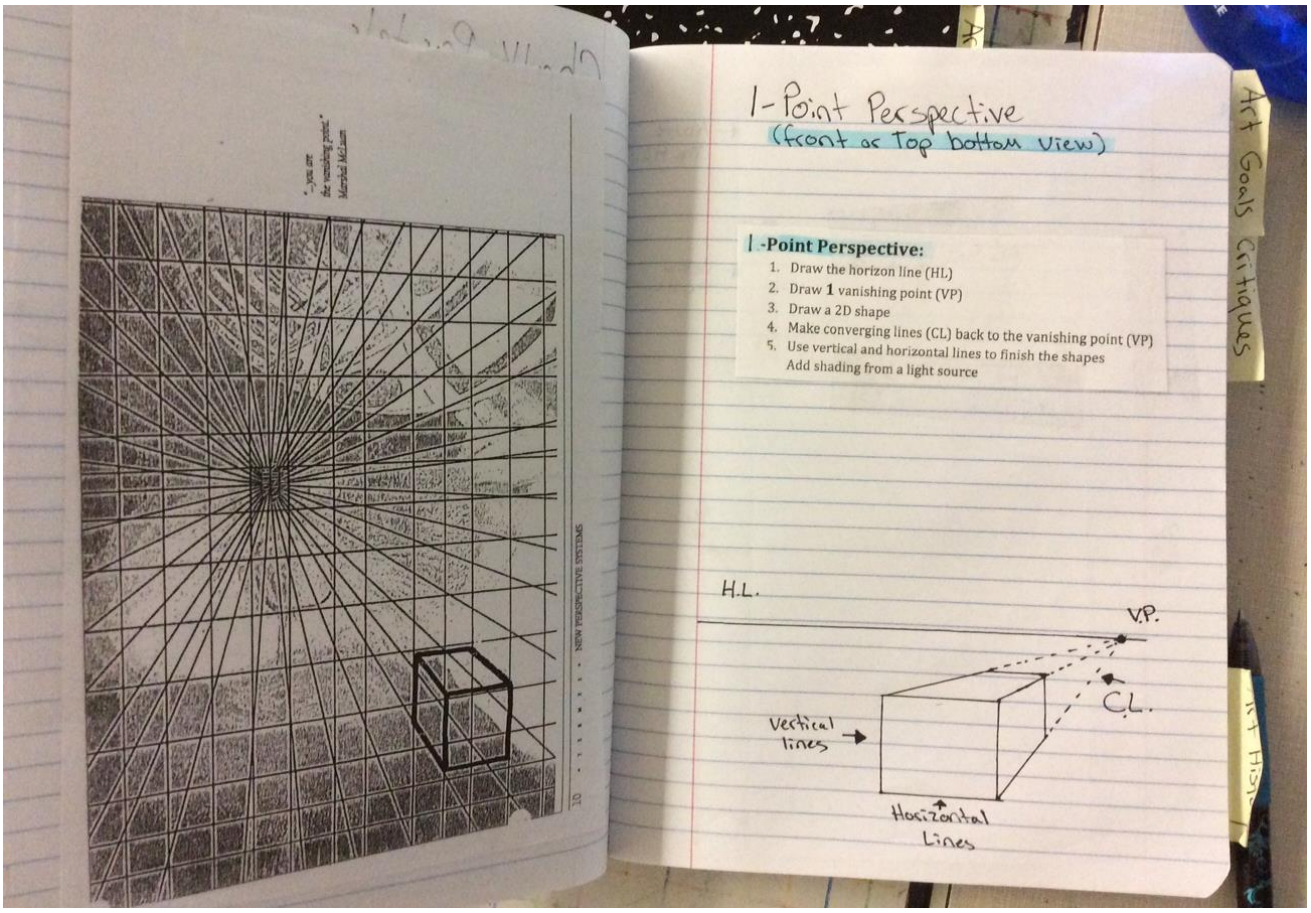
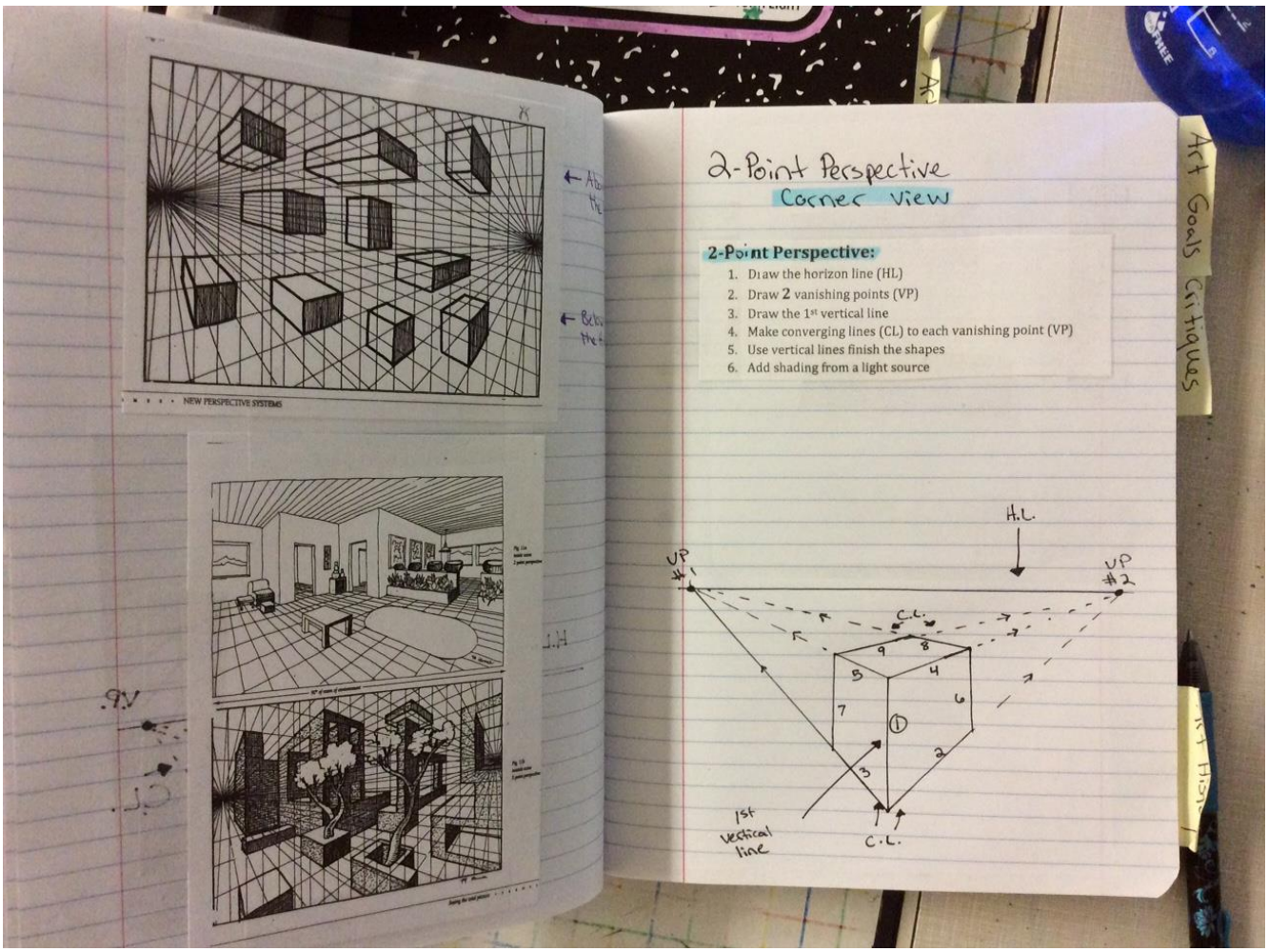
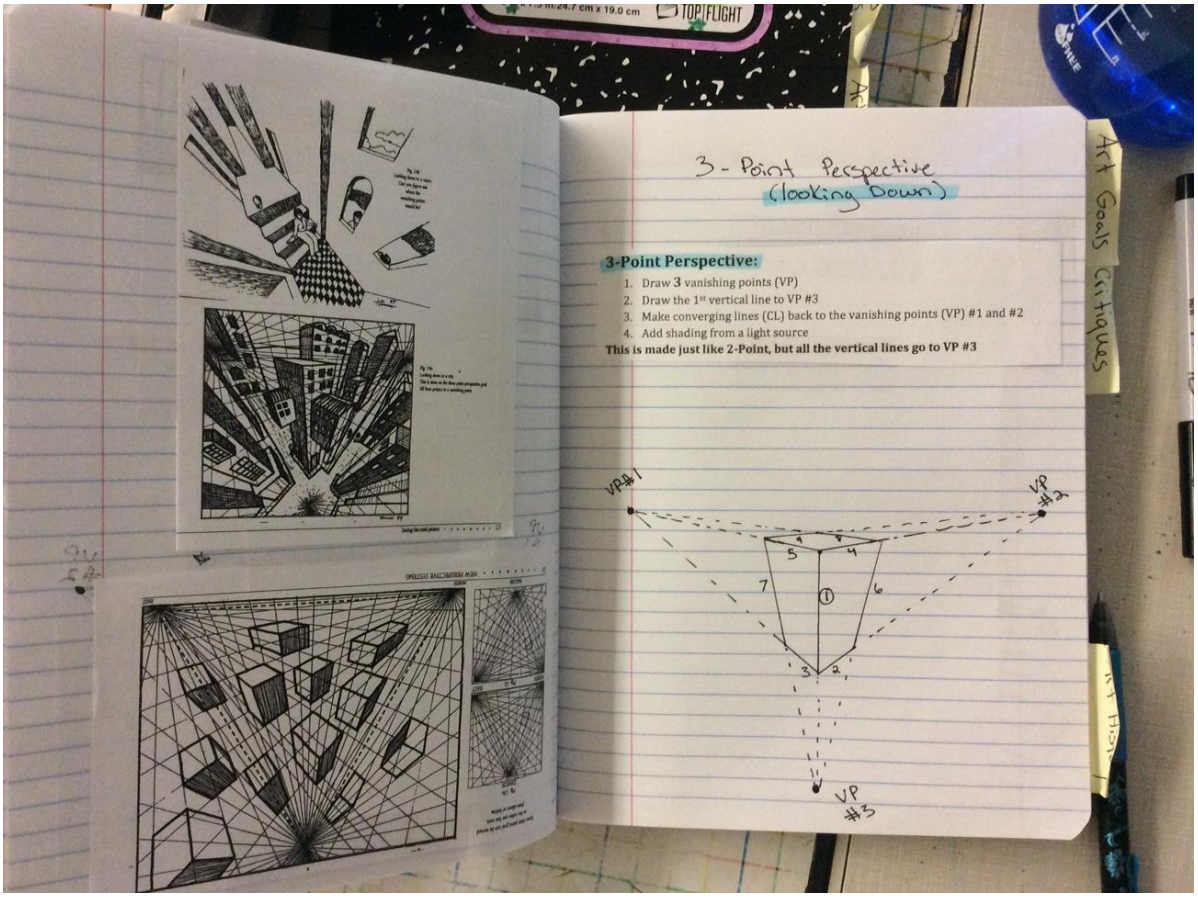
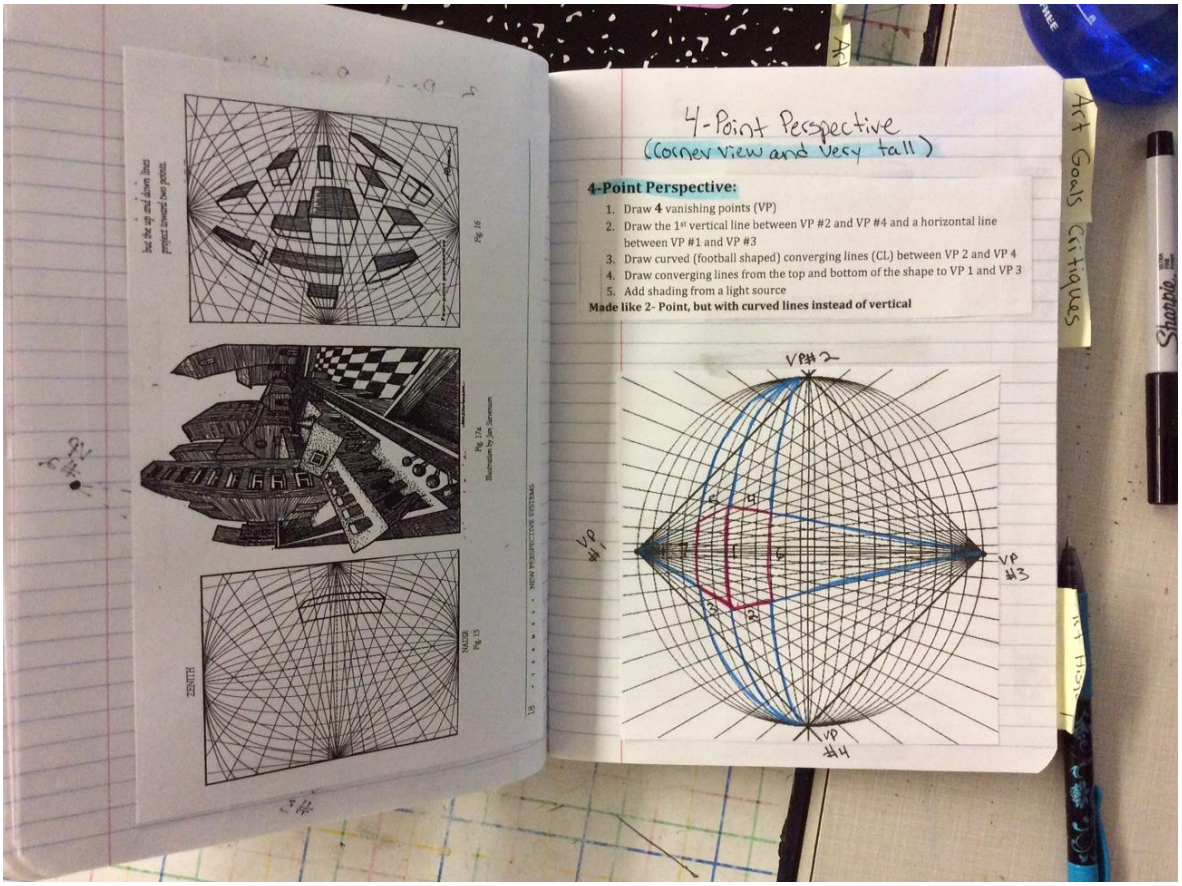
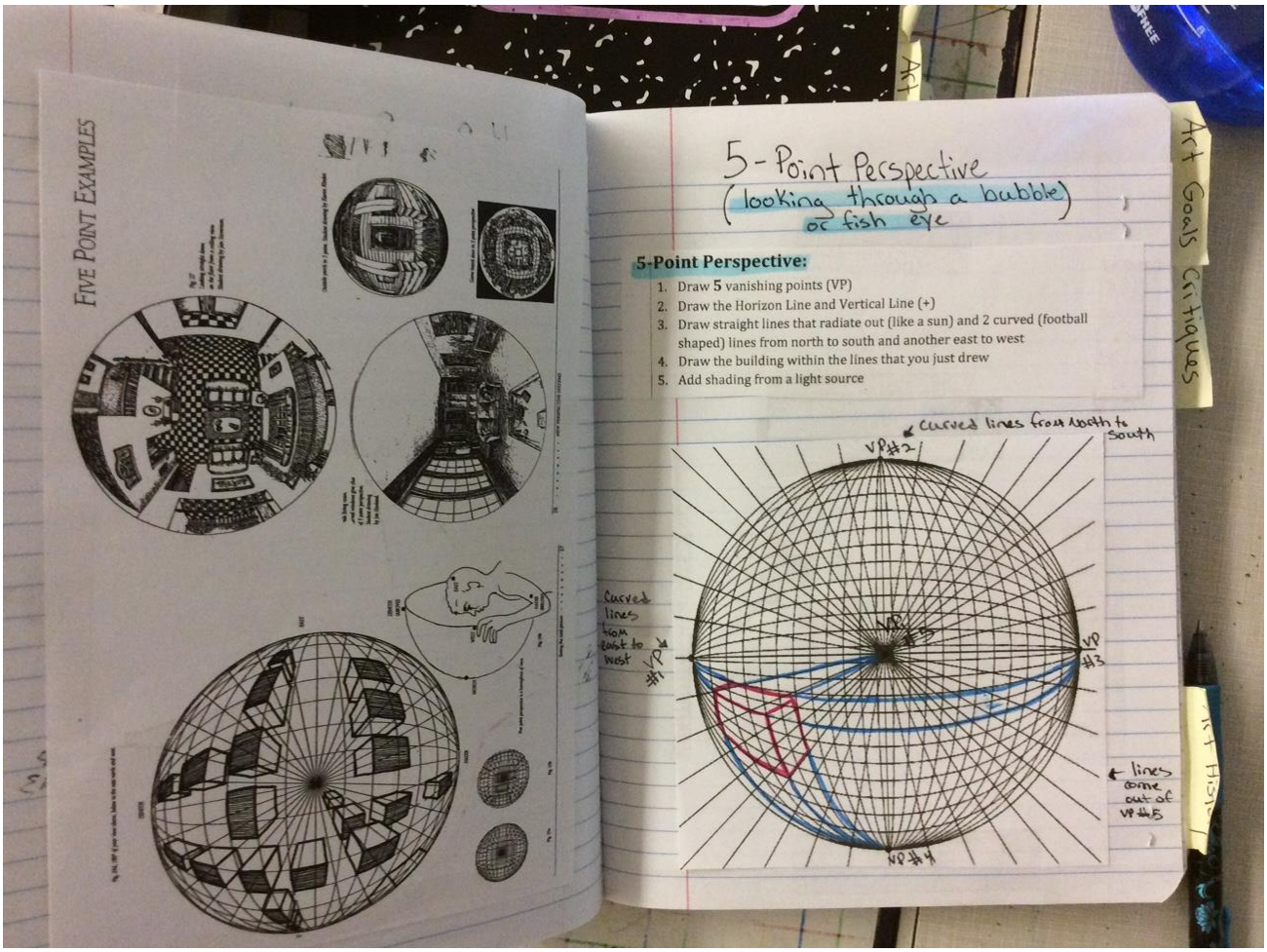
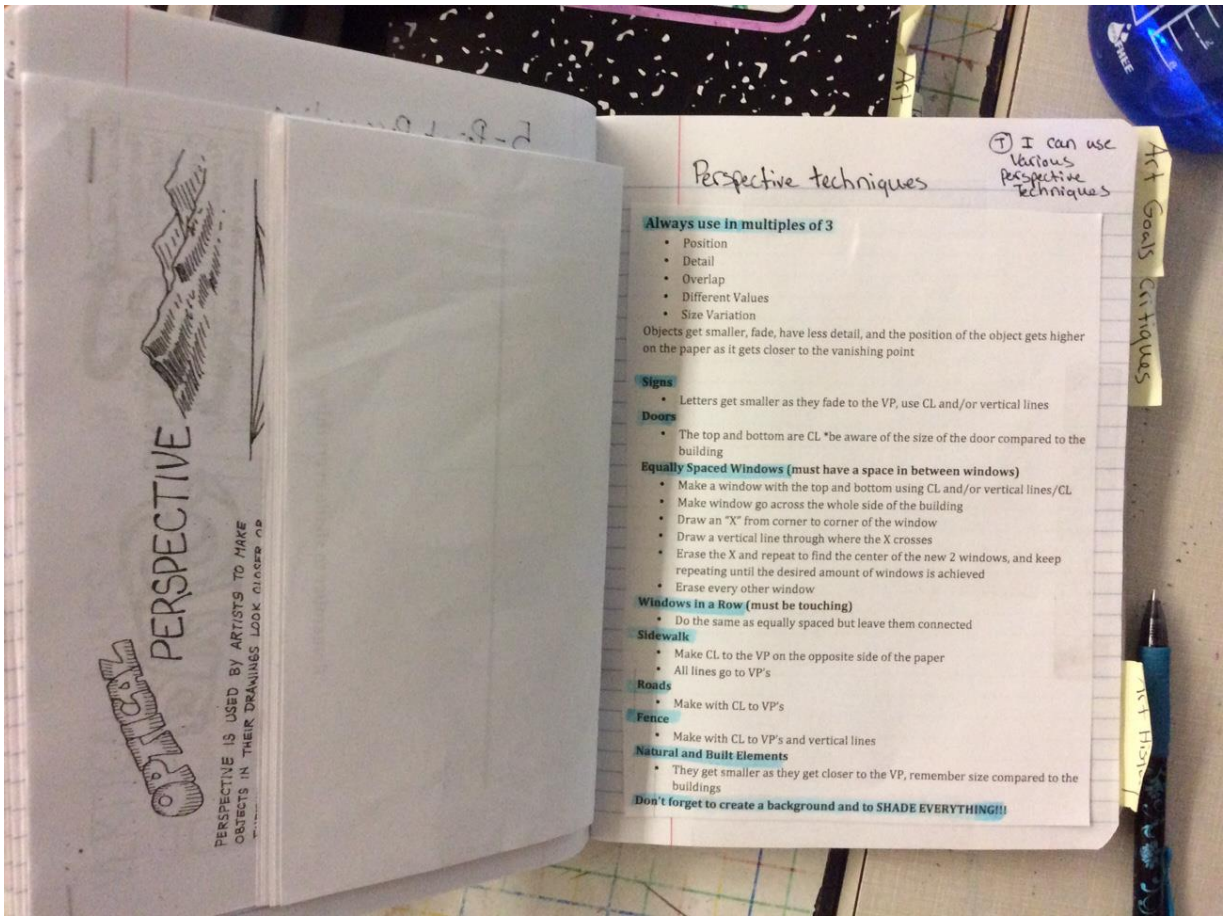

1-Point Perspective
(front or Top bottom view)
1-Point Perspective:
1. Draw the horizon line (HL)
2. Draw 1 vanishing point (VP)
3. Draw a 2D shape
4. Make converging lines (CL) back to the vanishing point (VP)
5. Use vertical and horizontal lines to finish the shapes
Add shading from a light source
H.L.
V.P.
C.L.
Vertical lines
Horizontal Lines
Art Goals Critiques
Art Hist


NEW PERSPECTIVE SYSTEMS
2-Point Perspective
Corner view
2-Point Perspective:
1. Draw the horizon line (HL)
2. Draw 2 vanishing points (VP)
3. Draw the 1st vertical line
4. Make converging lines (CL) to each vanishing point (VP)
5. Use vertical lines finish the shapes
6. Add shading from a light source
H.L.
VP #1
VP #2
C.L.
1st vertical line
C.L.
Art Goals Critiques
Art Hist


3- Point Perspective
(looking Down)
3-Point Perspective:
1. Draw 3 vanishing points (VP)
2. Draw the 1st vertical line to VP #3
3. Make converging lines (CL) back to the vanishing points (VP) #1 and #2
4. Add shading from a light source
This is made just like 2-Point, but all the vertical lines go to VP #3
VP#1
VP #2
VP #3
Art Goals Critiques


4- Point Perspective
(Corner view and very tall)
4-Point Perspective:
1. Draw 4 vanishing points (VP)
2. Draw the 1st vertical line between VP #2 and VP #4 and a horizontal line between VP #1 and VP #3
3. Draw curved (football shaped) converging lines (CL) between VP 2 and VP 4
4. Draw converging lines from the top and bottom of the shape to VP 1 and VP 3
5. Add shading from a light source
Made like 2- Point, but with curved lines instead of vertical
VP#2
VP #1
VP #3
VP #4
Art Goals Critiques


FIVE POINT EXAMPLES
5-Point Perspective
(looking through a bubble)
or fish eye
5-Point Perspective:
1. Draw 5 vanishing points (VP)
2. Draw the Horizon Line and Vertical Line (+)
3. Draw straight lines that radiate out (like a sun) and 2 curved (football shaped) lines from north to south and another east to west
4. Draw the building within the lines that you just drew
5. Add shading from a light source
curved lines from north to south
VP #2
Curved lines from east to west
VP #1
VP #3
VP #4
VP #5
lines come out of VP #5
Art Goals Critiques
Art Hist


PERSPECTIVE
PERSPECTIVE IS USED BY ARTISTS TO MAKE OBJECTS IN THEIR DRAWINGS LOOK CLOSER OR
Perspective techniques
I can use various perspective techniques
Always use in multiples of 3
Position
Detail
Overlap
Different Values
Size Variation
Objects get smaller, fade, have less detail, and the position of the object gets higher on the paper as it gets closer to the vanishing point
Signs
Letters get smaller as they fade to the VP, use CL and/or vertical lines
Doors
The top and bottom are CL *be aware of the size of the door compared to the building
Equally Spaced Windows (must have a space in between windows)
Make a window with the top and bottom using CL and/or vertical lines/CL
Make window go across the whole side of the building
Draw an "X" from corner to corner of the window
Draw a vertical line through where the X crosses
Erase the X and repeat to find the center of the new 2 windows, and keep repeating until the desired amount of windows is achieved
Erase every other window
Windows in a Row (must be touching)
Do the same as equally spaced but leave them connected
Sidewalk
Make CL to the VP on the opposite side of the paper
All lines go to VP's
Roads
Make with CL to VP's
Fence
Make with CL to VP's and vertical lines
Natural and Built Elements
They get smaller as they get closer to the VP, remember size compared to the buildings
Don't forget to create a background and to SHADE EVERYTHING!!!
Art Goals Critiques
Art Hist

Wide Ruling

Perspective

You will create a scene using 1, 2, 3, 4, or 5 point perspective that includes:

- Structures (at least 5)
- Natural elements (at least 2 in multiples of 3)
- Built features (at least 3)
- Use perspective techniques (at least 4)
- Shade everything
- Drawing must fill the page

Perspective techniques

T I can use Various Perspective Techniques

Always use in multiples of 3

- Position
- Detail
- Overlap
- Different Values
- Size Variation

Objects get smaller, fade, have less detail, and the position of the object gets higher on the paper as it gets closer to the vanishing point

Signs

- Letters get smaller as they fade to the VP, use CL and/or vertical lines

Doors

- The top and bottom are CL *be aware of the size of the door compared to the building

Equally Spaced Windows (must have a space in between windows)

- Make a window with the top and bottom using CL and/or vertical lines/CL
- Make window go across the whole side of the building
- Draw an "X" from corner to corner of the window
- Draw a vertical line through where the X crosses
- Erase the X and repeat to find the center of the new 2 windows, and keep repeating until the desired amount of windows is achieved
- Erase every other window

Windows in a Row (must be touching)

- Do the same as equally spaced but leave them connected

Sidewalk

- Make CL to the VP on the opposite side of the paper
- All lines go to VP's

Roads

- Make with CL to VP's

Fence

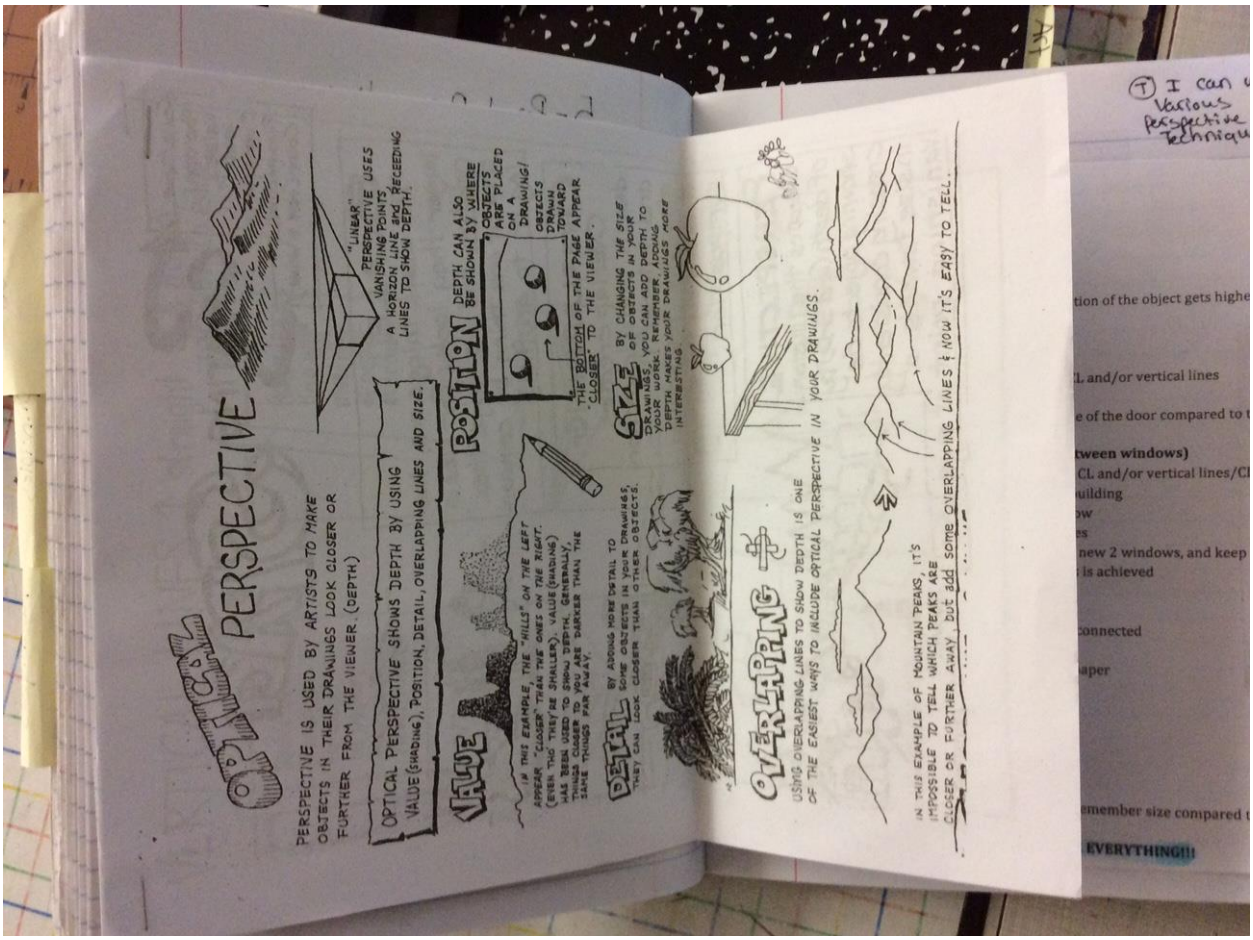
- Make with CL to VP's and vertical lines

Natural and Built Elements

- They get smaller as they get closer to the VP, remember size compared to the buildings

Don't forget to create a background and to SHADE EVERYTHING!!!

Art Goals Critiques

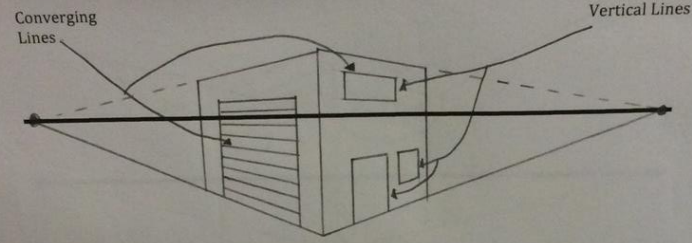


CREATING SPACE
Scale/Size
Position
Value
Detail
Overlapping
Perspective
Color (Hue & Value)
VERTICAL LINES ↕ straight up & down, parallel to edge
Ruler is parallel to edge of paper, lines will never meet
YES
Ruler leans, line will meet edge of paper eventually
NO
FIX all the lines in this drawing that need to be vertical
and FINISH THIS BOX
I can use various perspective techniques
Art Goals Critiques
Art History

CONVERGING LINES ↗ go to the VP "come together"
Ruler connects to vanishing point!
YES
Ruler points somewhere in sky?
NO
FIX all the lines in this drawing that need to converge
...and finish this Sidewalk
I can use various perspective techniques
Art Goals Critiques
Art History

Doors and Windows

Both are made with 2 vertical lines and converging lines

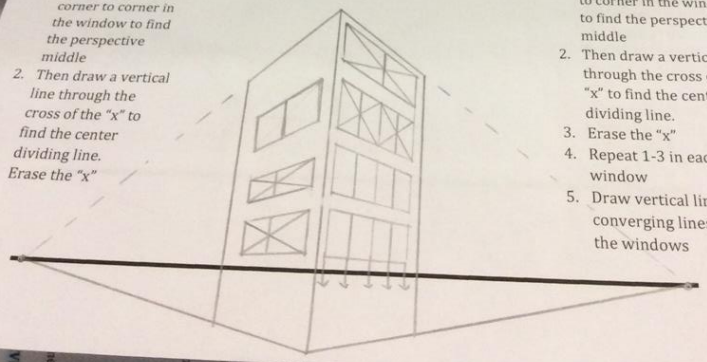


Types of Windows

A window is made from 2 vertical lines and 2 converging lines

Windows in A Row

1. Draw an "X" from corner to corner in the window to find the perspective middle
2. Then draw a vertical line through the cross of the "x" to find the center dividing line.
3. Erase the "x"

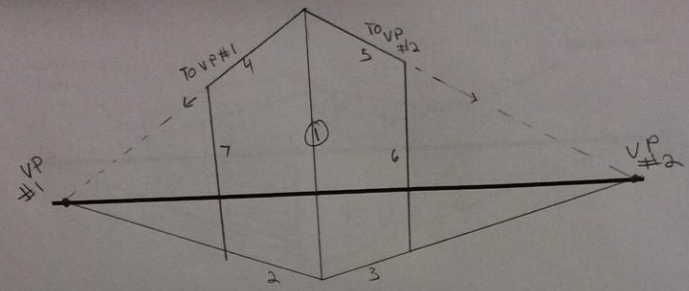


Evenly Spaced Windows

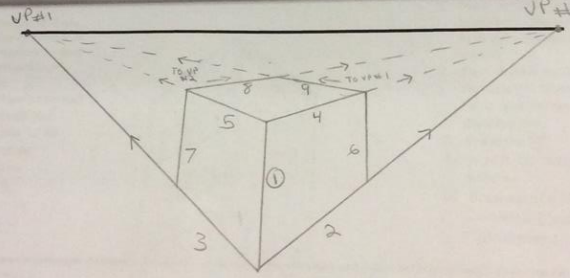
1. Draw an "X" from corner to corner in the window to find the perspective middle
2. Then draw a vertical line through the cross of the "x" to find the center dividing line.
3. Erase the "x"
4. Repeat 1-3 in each new window
5. Draw vertical lines and converging lines to finish the windows

2 Point Perspective

You **don't** see the top of a building ABOVE the horizon line



You **do** see the top of a building BELOW the horizon line



I can use various perspective techniques

Built Settings

Things that are man made, in multiples of at least 3 and get smaller as they go to the vanishing point

Street Lights: Always in multiples and get smaller as it fades to the VP

Sidewalk: These lines get closer together and fade away as it gets closer to the VP

Sidewalk: made with converging lines, these lines go to the opposite VP

Roads: Comes from the VP. The center line fades to one line and fades away as it goes to the VP

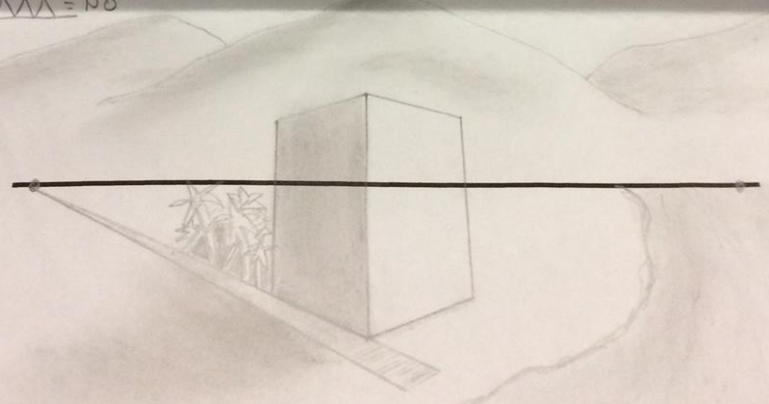
Natural Settings

Things found in the natural landscape, remember to overlap

Mountains curve, they do not look like upside down ice cream cones

^^^ = NO

***Trees** get smaller as they get closer to the VP and overlap*



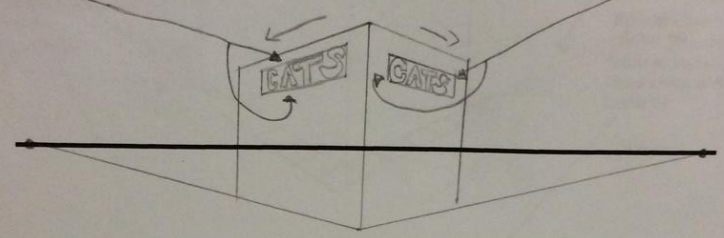
Remember to shade everything

Signs

Letters are vertical and get smaller as they go towards the vanishing point

Converging Lines

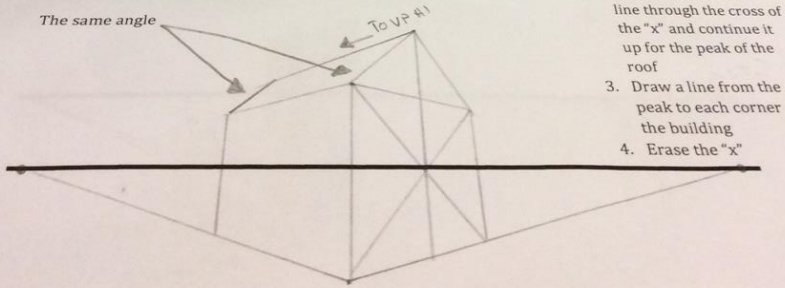
Vertical Lines



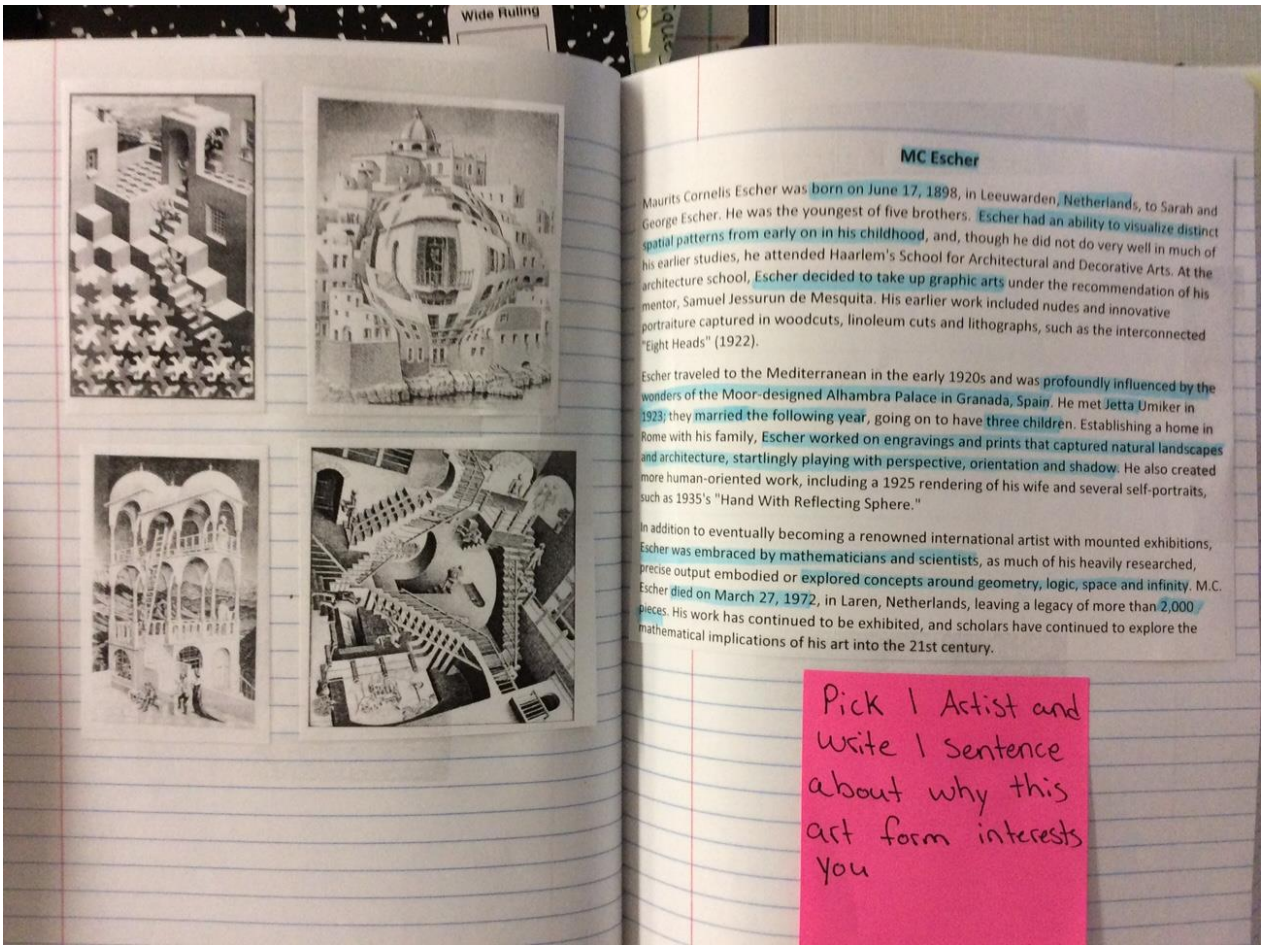
House With a Peaked Roof

Converging line to VP

The same angle



1. *Draw an "X" from corner to corner of one side of* the building to find the middle
2. Then draw a vertical line through the cross of the "x" and continue it up for the peak of the roof
3. Draw a line from the peak to each corner of the building
4. Erase the "x"



My Art Goals

Project Title: Perspective

Did you meet your goal? _____

What is your next step? _____

_____

_____