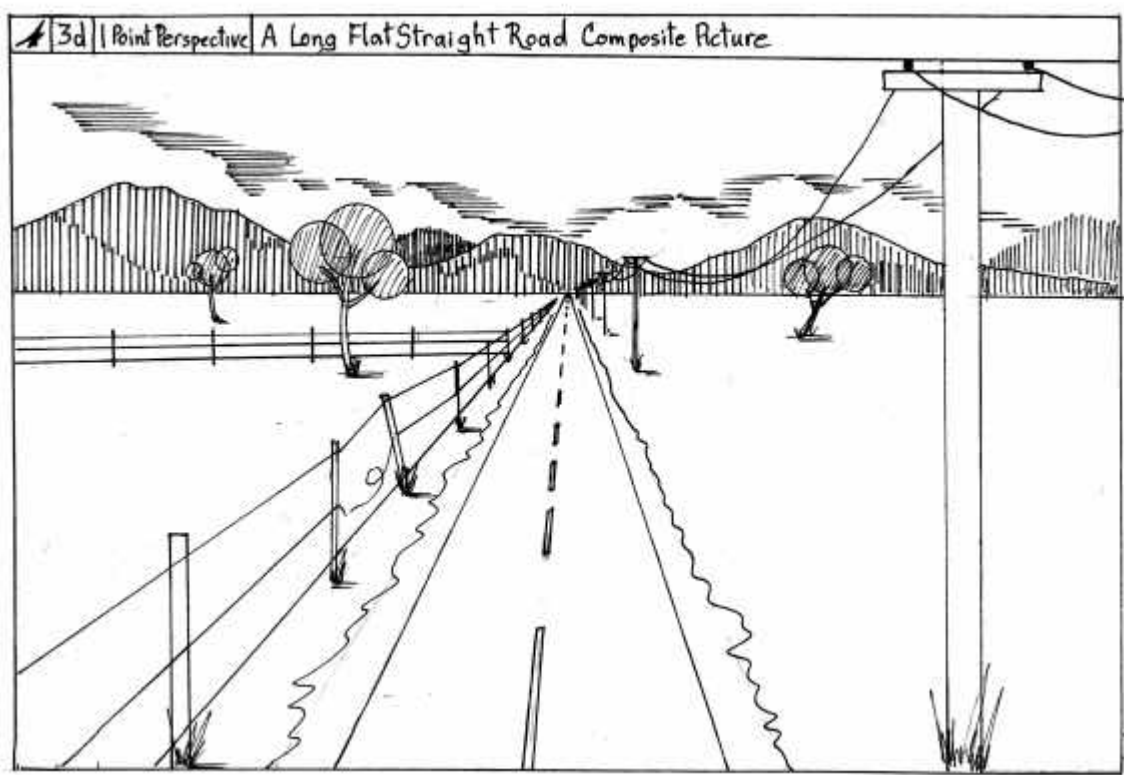


Social and Spiritual Development Strand
Expressive Arts

Unit 1: Visual Arts

Module 1.1 Visual Arts

Perspective Drawing



Additional Support Material

Acknowledgements

Materials drawn and compiled by Michael Porter.

Layout and diagrams supported by Nick Lauer.

Date: 4 April 2002



Primary and Secondary Teacher Education Project

Australian Agency for International Development (AusAID)
GRM International

Unit outline

Unit	#	Modules
Unit 1 Expressive Arts	1.1	Visual Arts
	1.2	Performing Arts
	1.3	Music

Icons



Read or Research



Write or Summarise



Activity or Discussion

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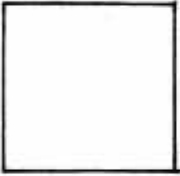
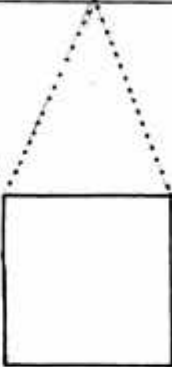
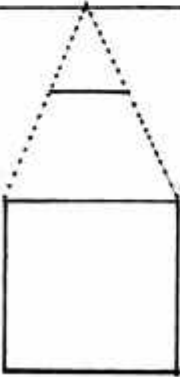
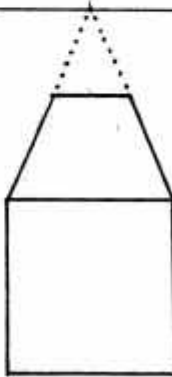
Introduction

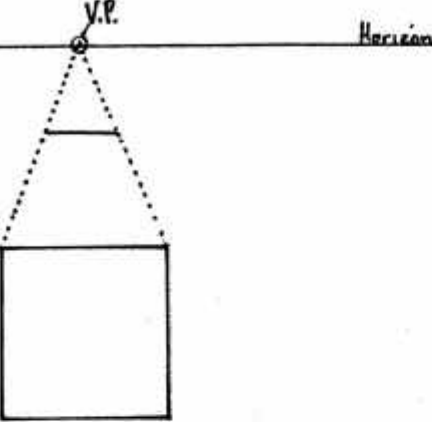
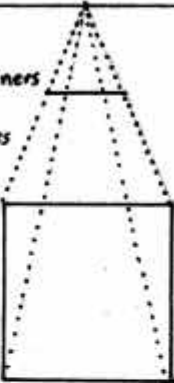
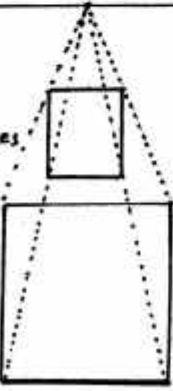

Perspective is a graphic system by which the impression of three-dimensional space is convincingly conveyed on a two-dimensional surface.

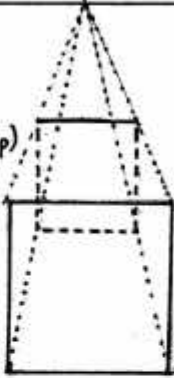


Perspective is based on elementary laws of optics, in particular the fact that distant objects appear smaller and less distinct than near objects.

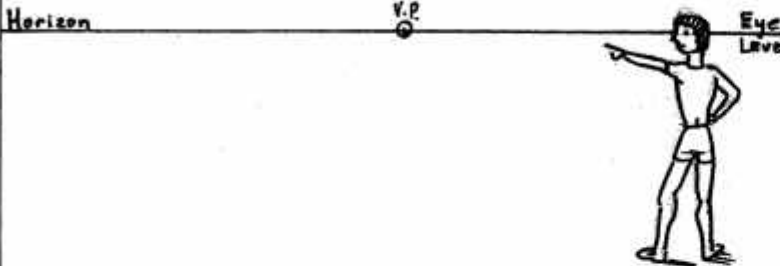
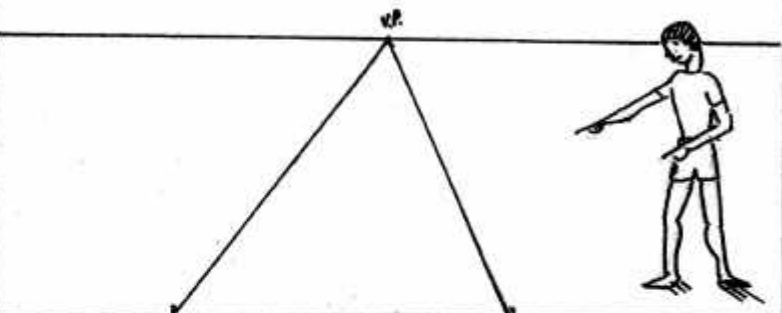
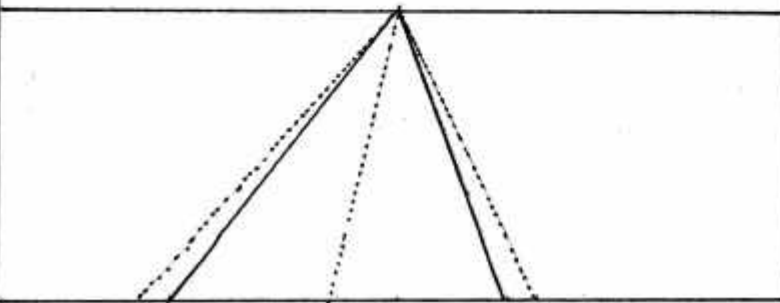
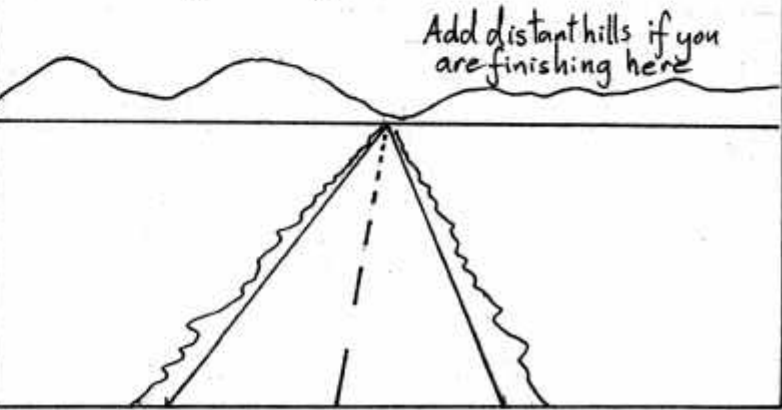
- Linear perspective applies to the way in which objects appear to grow smaller as they recede in the distance.
- Aerial perspective applies to the atmosphere's effect on the appearance of objects in relation to their proximity, as, for example, the perceived colour of distant mountains.

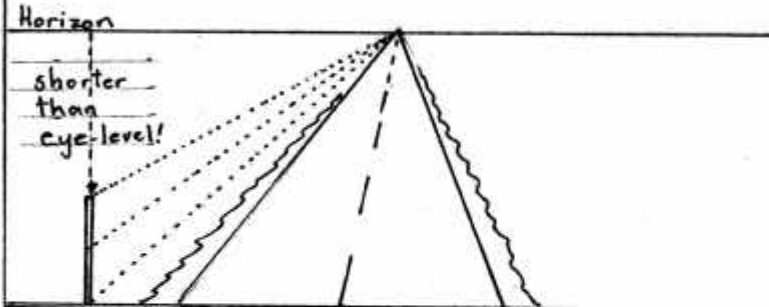
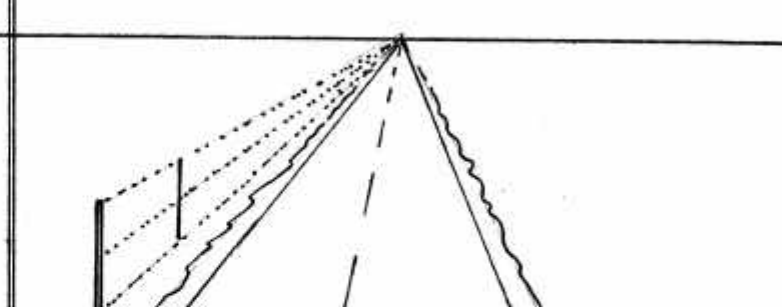
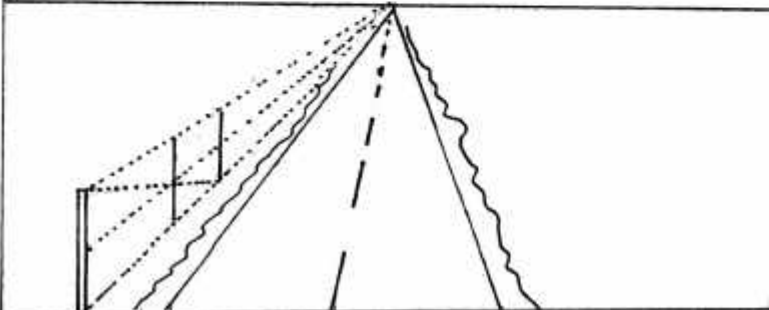
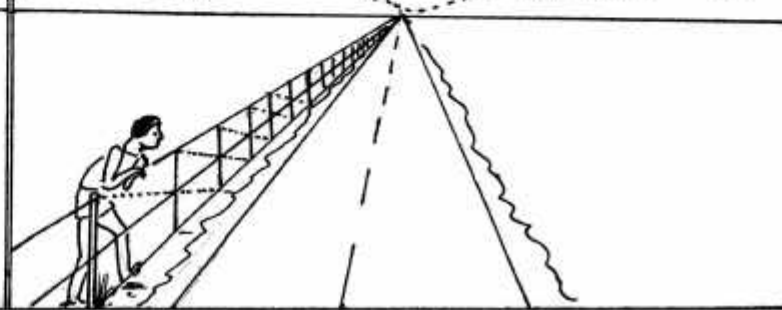
The clearest demonstration of linear perspective is the illusion of a pair of railway tracks receding into the distance, the two rails appearing to grow progressively smaller and closer together and finally converging at the vanishing point on the horizon. In perspective drawing, the flat surface of the paper or canvas is known as the picture plane; the horizon is the line horizontally bisecting the picture and corresponding to the viewer's eye-level; and the vanishing point is the point at which receding lines in the composition appear to meet. There may be more than one vanishing point, depending on the alignment of the objects in the scene—for example, houses, buildings, roads—as they are perceived by the viewer.

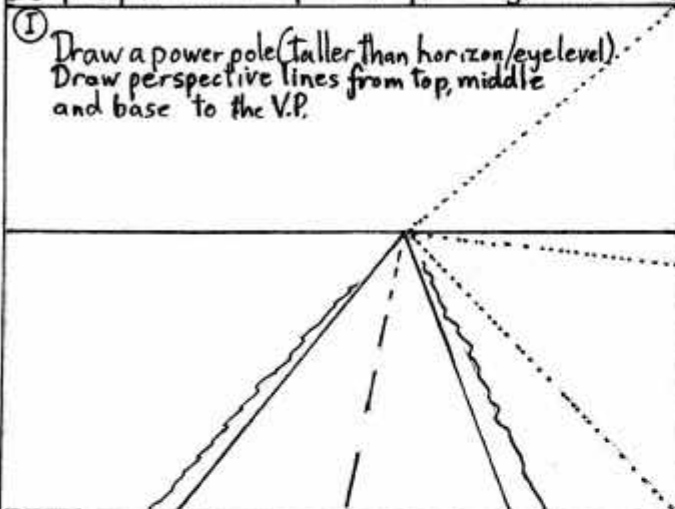
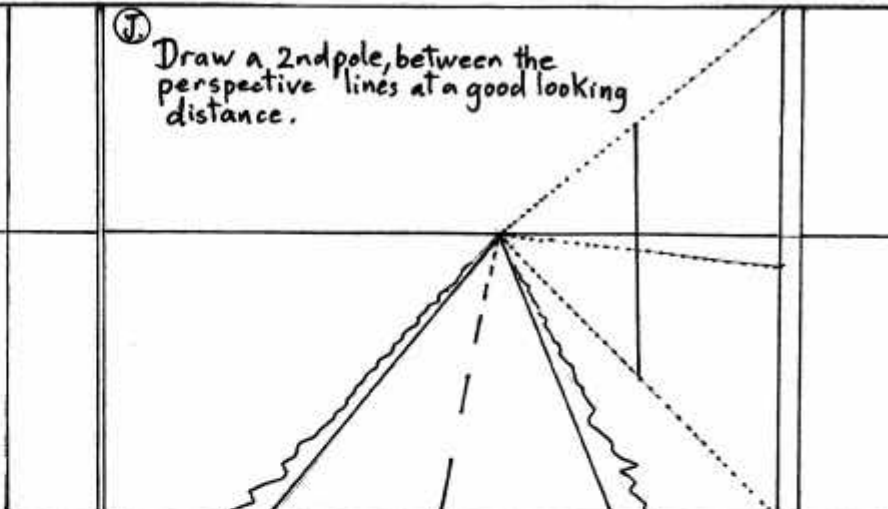
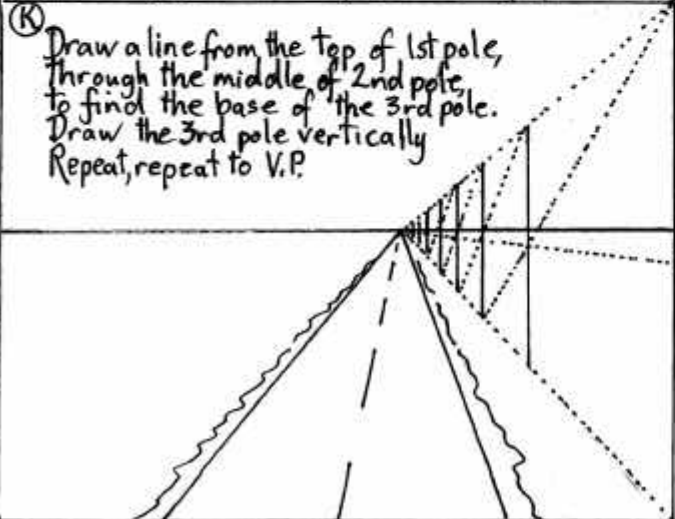
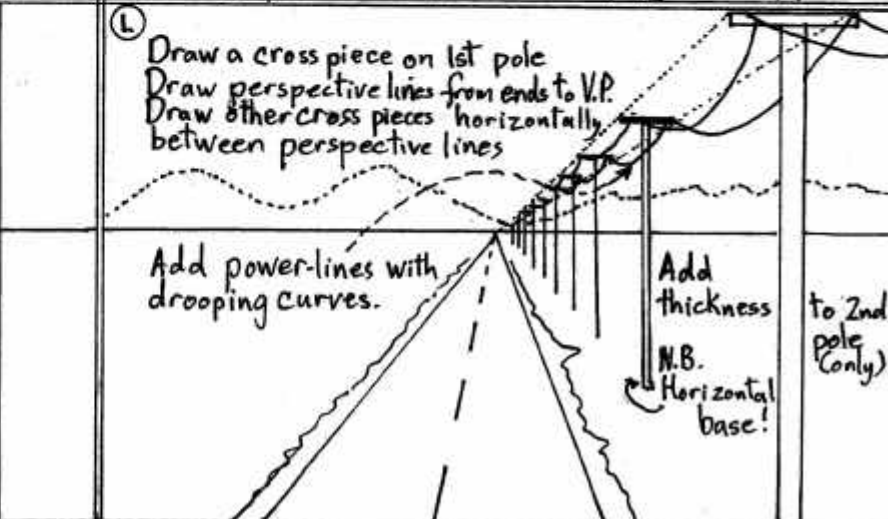
1 1 Point Perspective A Box	
<p>Ⓐ 1 Draw a horizon high on page 2 Mark the Vanishing Point In the middle of the horizon</p> <p>3. Draw a square (the front of box) below the V.P.</p> 	<p>Ⓑ 4. Draw light or dotted lines from the top corners to the V.P.</p> 
<p>Ⓒ 5. Mark off the far edge of box-top with a horizontal line. Choose a position that looks right.</p> 	<p>Ⓓ 6. Darkened all "can be seen" lines and erase all unwanted lines</p> 

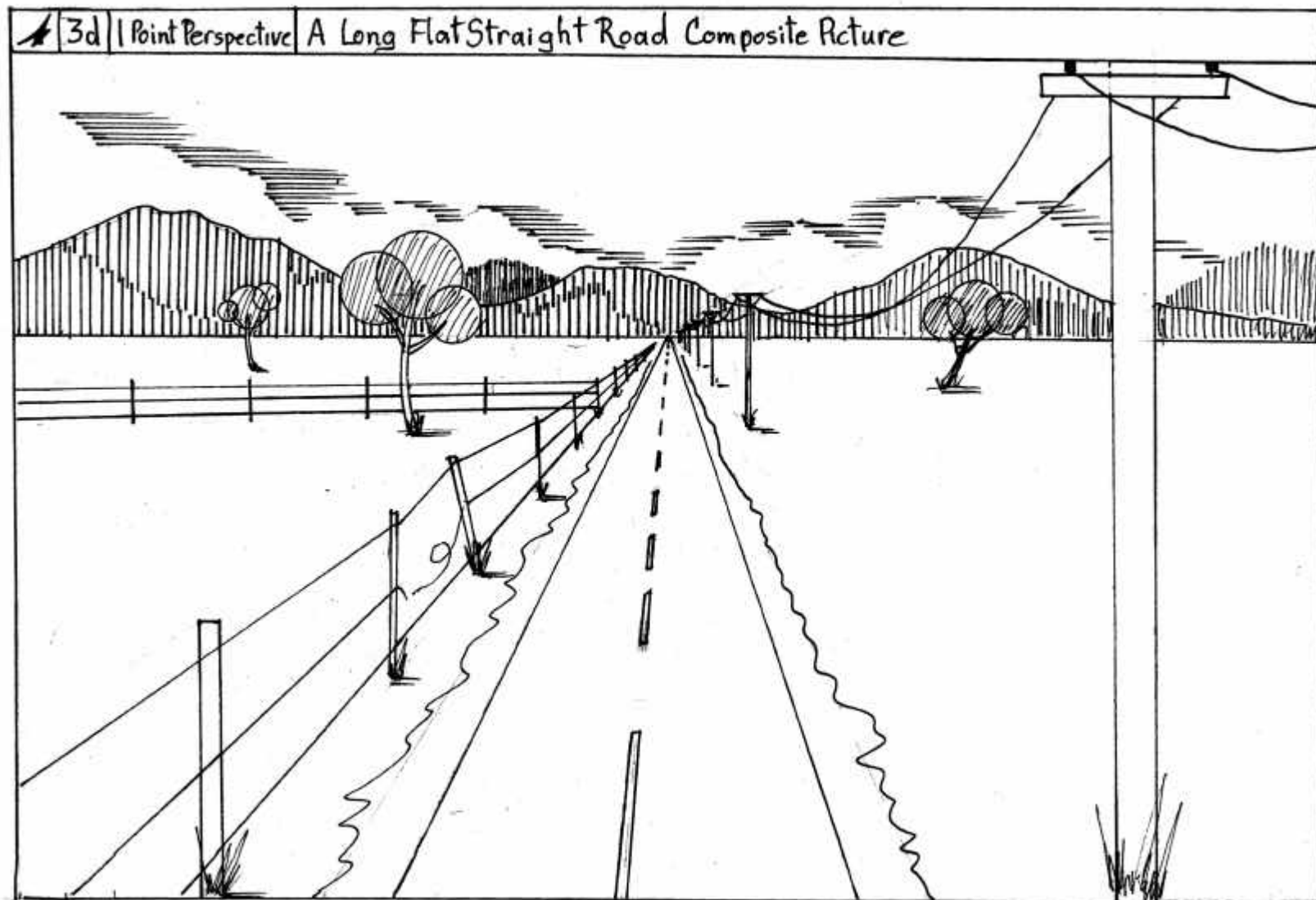
2a 1 Point Perspective An Open Box	
<p>(A)</p> <p>1. Draw Horizon Vanishing Point and (front wall) Square as on page 1</p> <p>2. Connect top corners to V.P. and draw far edge as on page 1</p> 	<p>(B)</p> <p>3. Connect bottom corners to V.P. using light or dotted lines</p> 
<p>(C)</p> <p>4. Draw Vertical lines from far Horizontal edge to lower perspective lines.</p> <p>5. Complete the far "wall" with Lower horizontal line</p> <p>Can you see the "Glass" Box?</p> 	<p>(D)</p> <p>6. Imagine an open top.</p> <p>7. "Darken all "Can be seen" lines and erase all unwanted lines</p> 

2b 1 Point Perspective Alternative Open Boxes	
<p>If the far edge (step 5 page 1) is drawn lower/closer to the beginning square, the final appearance of the box is different.</p>	<p>Draw the far edge (top) Closer/Lower</p> <p>The far bottom edge appears below the the near top edge</p> 
<p>With an open top only, parts of the four "walls" are visible.</p> 	<p>With the front "wall" open</p> <p>the outside top, the inside base, and three walls are visible</p> 

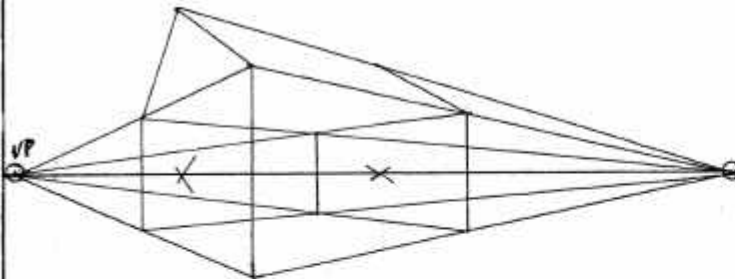
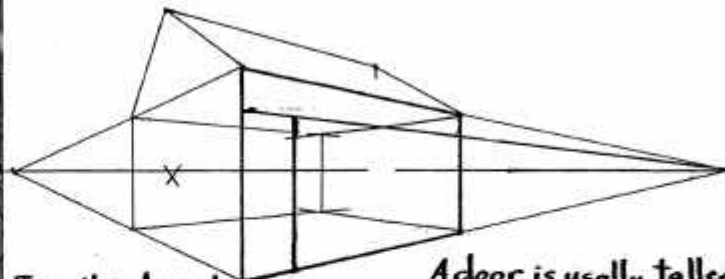
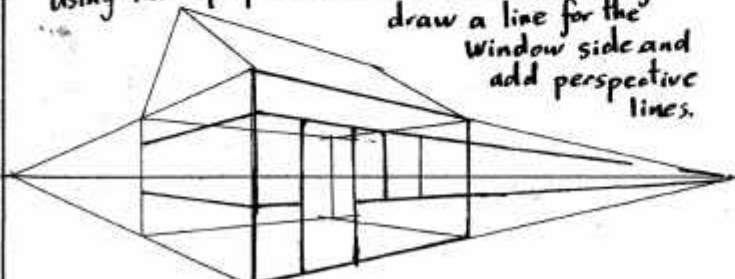

3a Point Perspective A Long, Flat, Straight Road	
<p>(A) Draw a line across your page. This is the Horizon. It is the eye-level of the spectator. Mark a point in the middle. This will be the Vanishing Point</p>	<p>(B) Mark two points on the base-edge of your page. Join these marks to the Vanishing Point</p>
	
<p>(C) Mark and lightly draw the center line. Draw in the gravel-edge</p>	<p>(D) Draw the center line as a broken line. Draw the gravel-edge as an uneven line.</p>
	<p>Add distant hills if you are finishing here</p> 

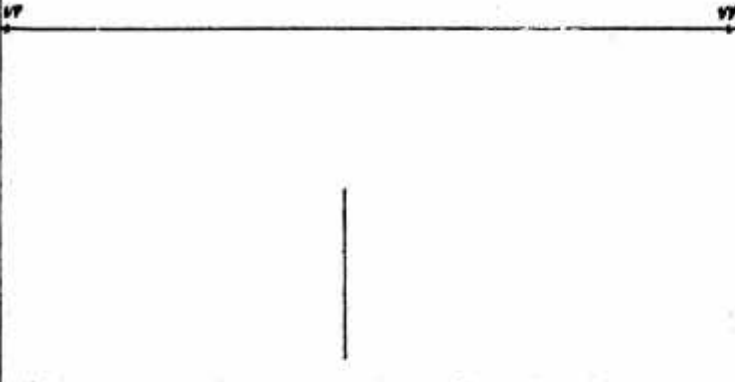

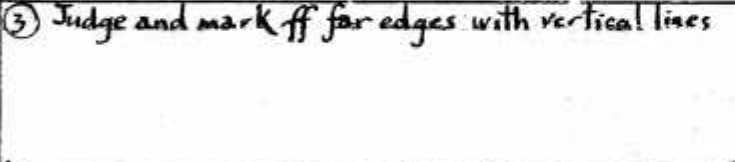
3b 1 Point Perspective A Long, Flat, Straight Road with a Fence	
<p>(E) Draw a fence post. Draw perspective lines from its top, middle and bottom to the V.P.</p>  <p>Horizon shorter than eye-level!</p>	<p>(F) Draw a second post, between the perspective lines, at a good looking distance.</p> 
<p>(G) Draw a line from the top of the 1st post through the middle of the 2nd post to find the base of the 3rd post. Draw the 3rd post vertically.</p> 	<p>(H) Repeat and repeat; Top, middle, base process to vanishing point.</p> <p>Add distant hills if you are finishing here.</p> 

3c 1 Point Perspective A Long, Flat, straight Road with Power Poles.	
<p>① Draw a power pole (taller than horizon/eyelevel). Draw perspective lines from top, middle and base to the V.P.</p> 	<p>② Draw a 2nd pole, between the perspective lines at a good looking distance.</p> 
<p>③ Draw a line from the top of 1st pole, through the middle of 2nd pole, to find the base of the 3rd pole. Draw the 3rd pole vertically. Repeat, repeat to V.P.</p> 	<p>④ Draw a cross piece on 1st pole. Draw perspective lines from ends to V.P. Draw other cross pieces horizontally between perspective lines.</p> <p>Add power-lines with drooping curves.</p> <p>Add thickness N.B. Horizontal base! to 2nd pole (only)</p> 



4a One Point Perspective: Simple House (Box with a Roof)	
<p>A.</p> <ol style="list-style-type: none"> 1. Draw a HORIZON; Mark a VANISHING POINT towards one side 2. Draw a Square (cut in half by the horizon) away from the Vanishing Point. 	<p>B.</p> <ol style="list-style-type: none"> 4. Choose a good-looking distance and draw a Vertical line between the nearest perspective lines. 5. Draw HORIZONTAL lines to far perspective lines and complete "wall" with a vertical line.
<p>3. Join the 4 corners to the Vanishing Point.</p>	
<p>C.</p> <ol style="list-style-type: none"> 6. Draw diagonals to find the center of outside wall (1st square) 7. Draw a vertical through this center. Choose a good height and mark it. 8. Draw the triangular roof 	<p>D.</p> <ol style="list-style-type: none"> 10. Find center of far (inside) wall. 11. Draw vertical line till it touches roof/perspective line 12. Join roof-top line to top of wall. 13. Draw all "Can be seen" lines strongly.
<p>9. Join the top of roof to horizon/V.P.</p>	<p>14. Rub out all unnecessary lines.</p>

5 Simple House / Door and Windows 2 point perspective	
<p>① Draw a box add a roof.</p> 	<p>② On the long side draw a vertical line, which will become the side of the doorway. (I placed it to show an inside corner in the doorway)</p>  <p>Join the door-line to the VP (and the house corner.)</p> <p>A door is usually taller than head-height so the door must cross the horizon which is eye level.</p>
<p>③ Judge a good door-width and draw a vertical line to match the perspective height of the first line. Using the top of the door as a window height draw a line for the window side and add perspective lines.</p> 	<p>④ Remove construction lines. Carefully show any walls, ceiling and floor that could be seen through doors and windows.</p> 

6 2 Point Perspective: Box/Cube below eye-level		Date:	Grade:	Name:
<p>① Draw a Horizon high on the page. Draw VP's wide. Draw a Vertical line well below the horizon.</p> 	<p>② Join top and bottom of the Vertical line to both VP's</p> 			
<p>③ Judge and mark off for edges with vertical lines</p> 	<p>④ Draw lines from the tops of the new verticals to the VP. Draw the inside vertical corner lines. Add Shade</p> 