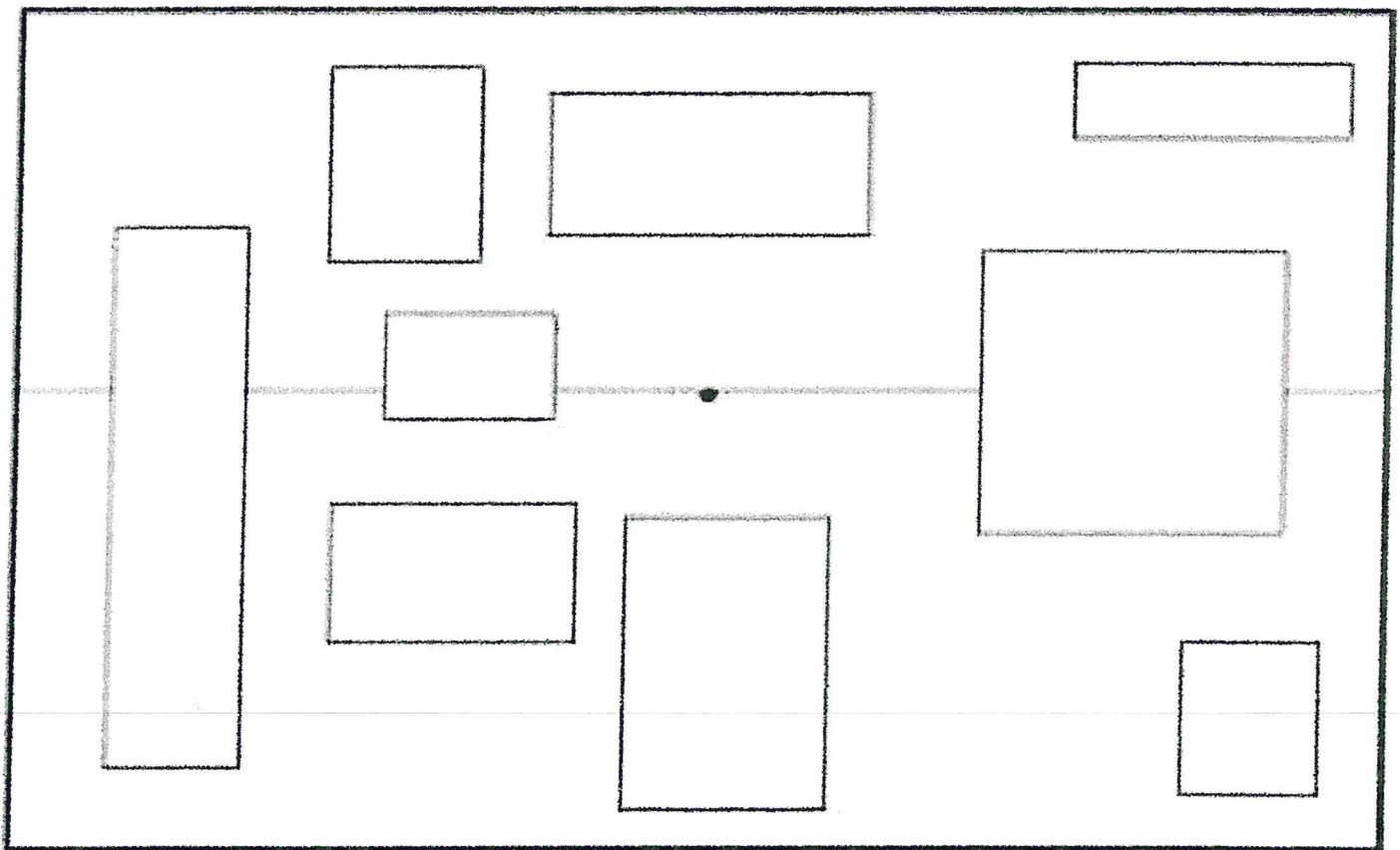
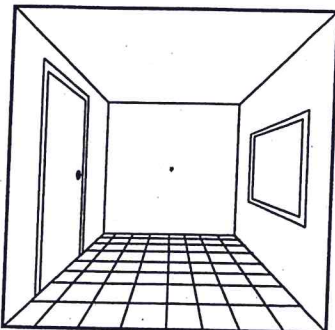
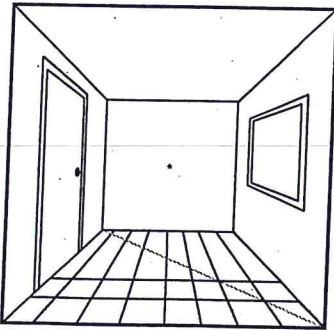
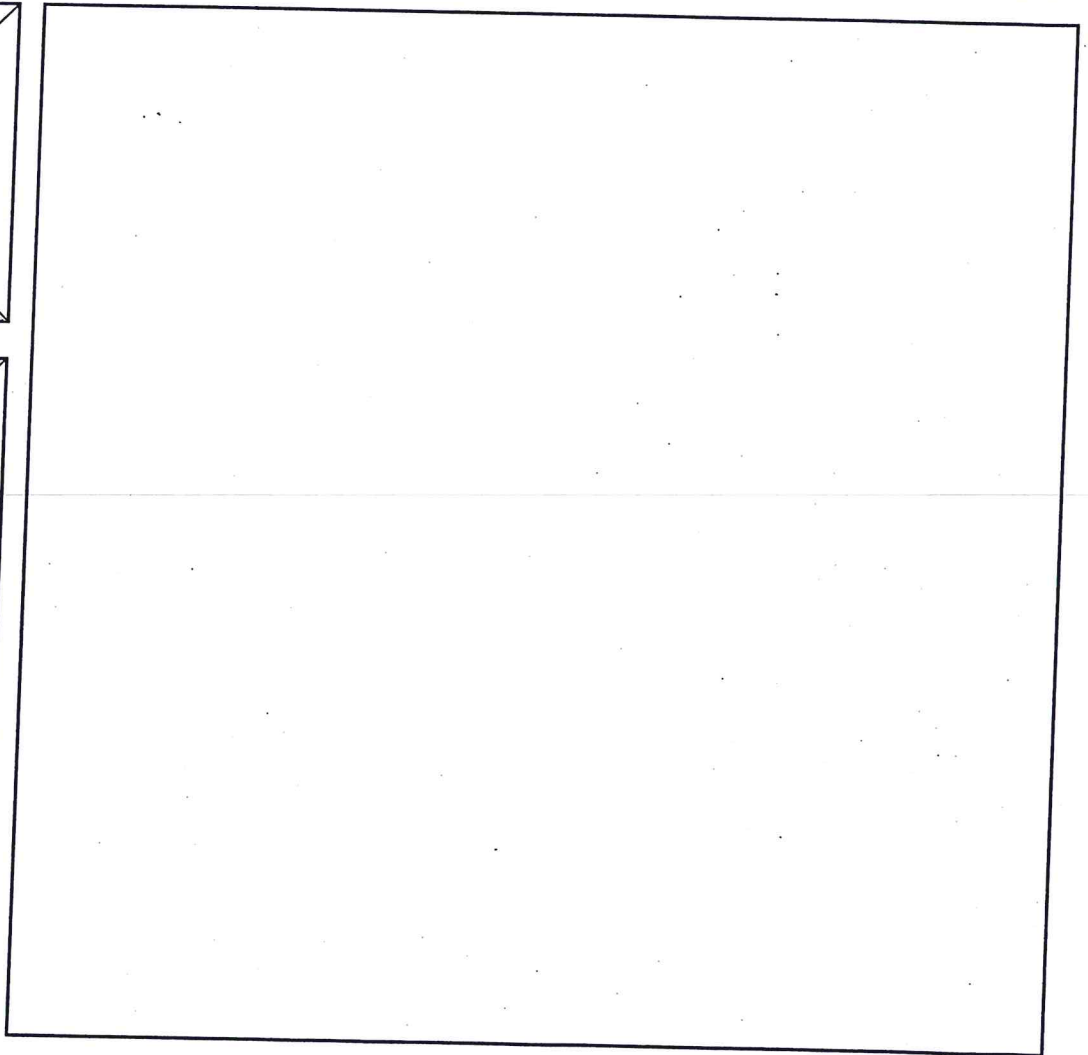
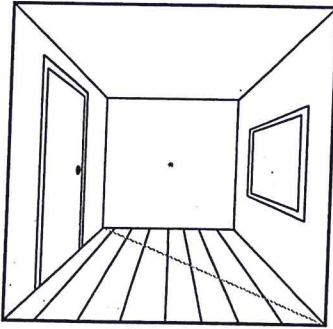
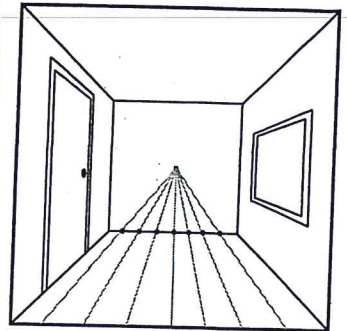
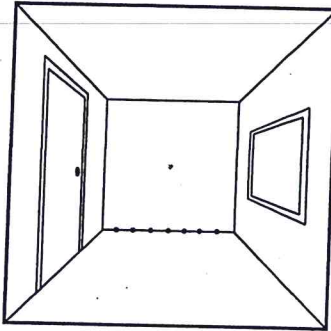
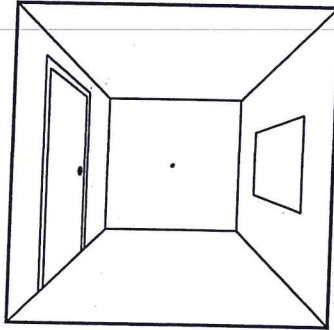
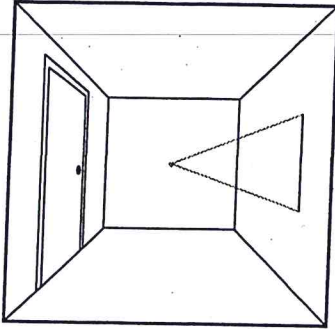
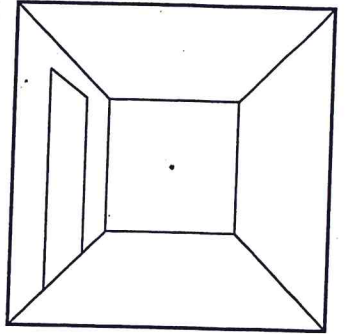
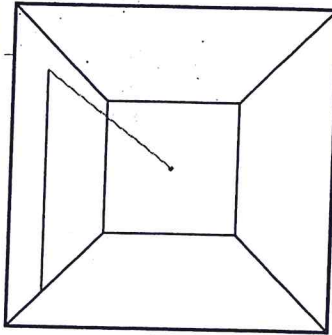
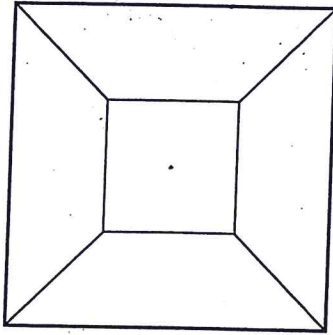
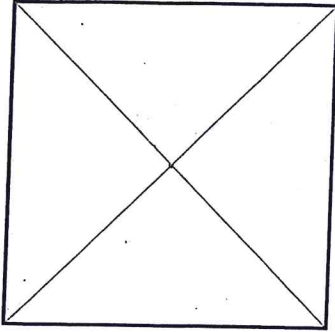


## *One Point Perspective*

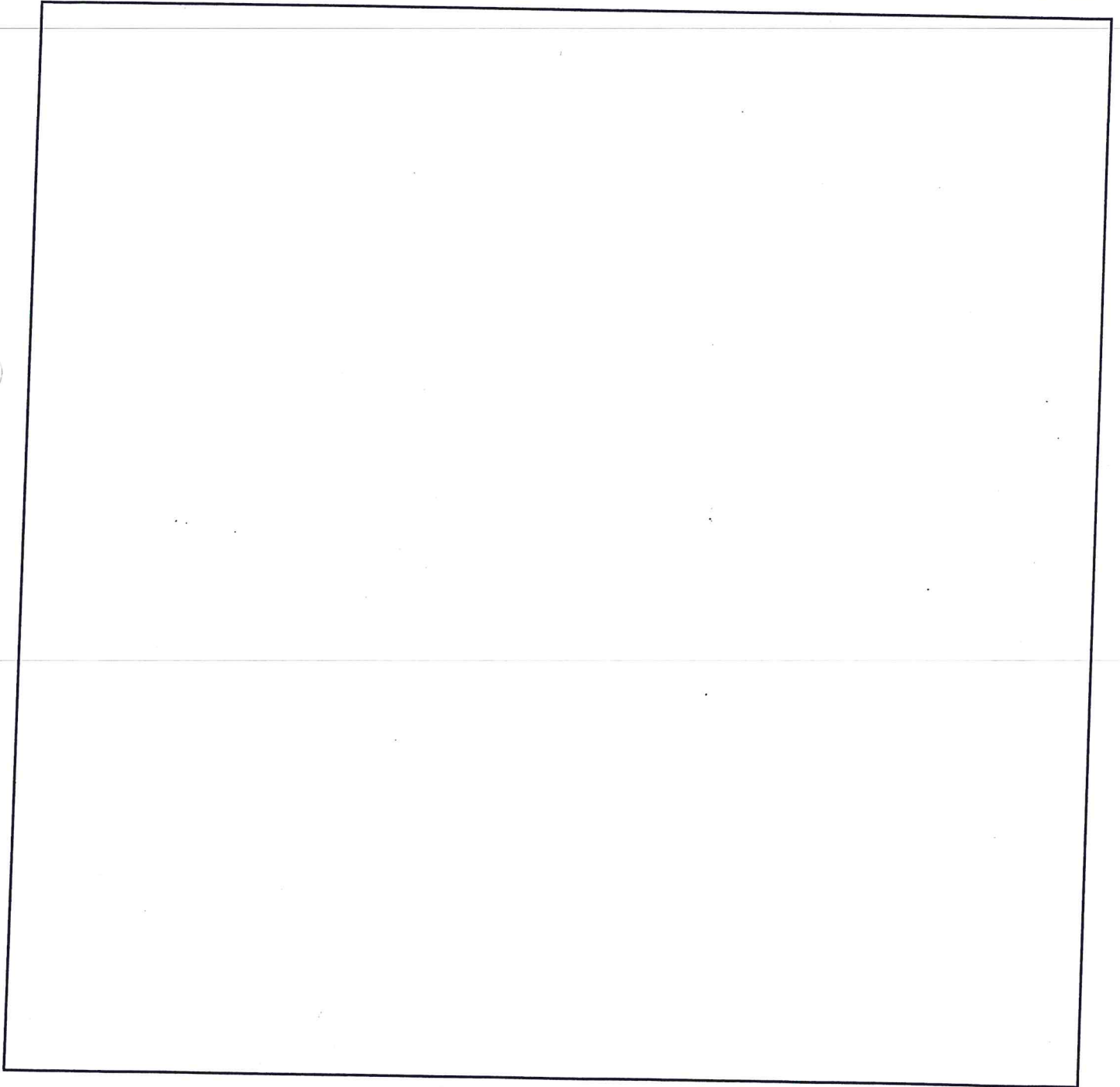
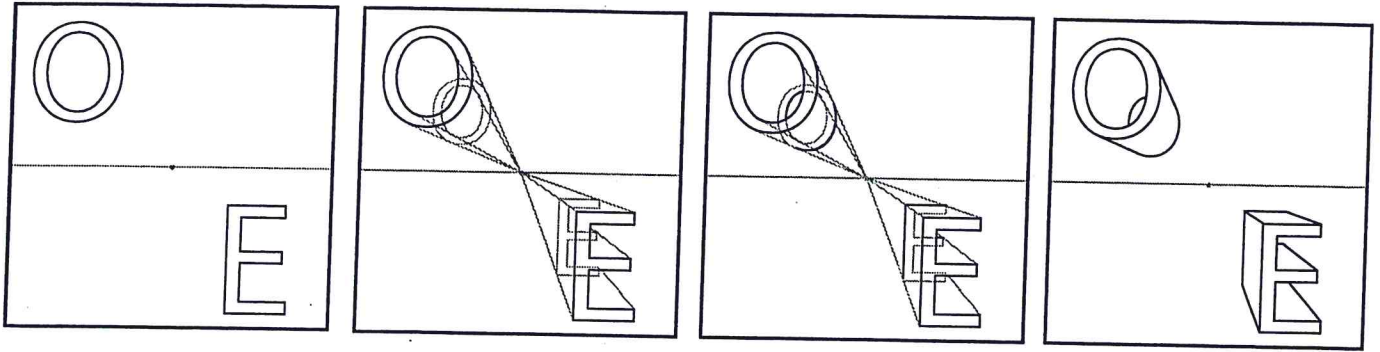
Use the horizon line, vanishing point, and shapes provided to create the illusion of three-dimensional forms in space.



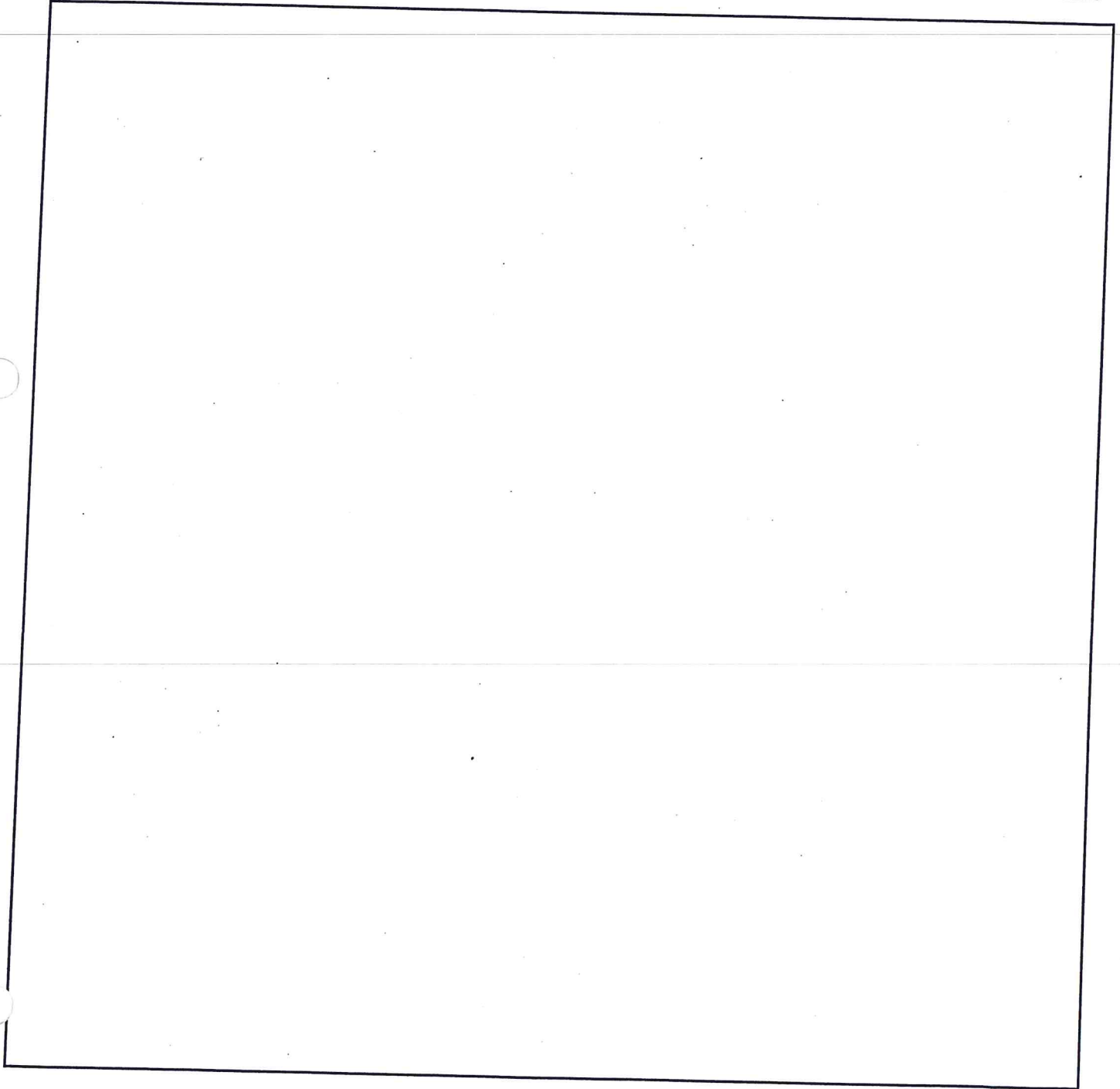
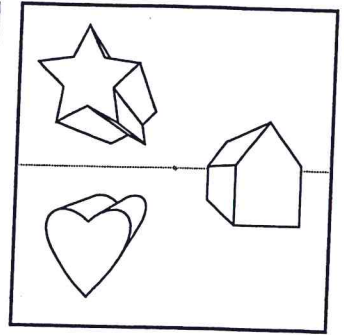
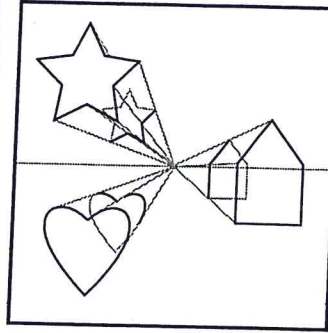
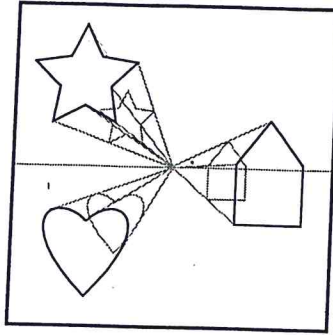
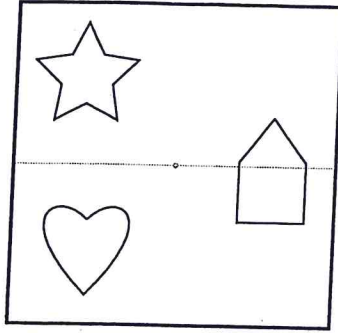
# ONE-POINT PERSPECTIVE: ROOM



# ONE-POINT PERSPECTIVE: LETTERS



# ONE-POINT PERSPECTIVE: SHAPES



## 2 - Point Perspective Drawing Lesson

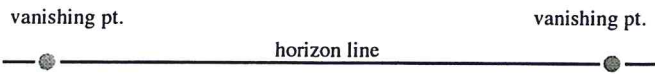
**Perspective drawing can be fun!** Once you have mastered two point perspective you can draw a box from the top, the bottom, even a whole stack of boxes like you see here. You will need a sharp pencil and a straight edge like a ruler. Be sure you draw all your lines in pencil so you can erase the lines you don't need.

- 1) Draw a straight line at least 6" long. This is a horizon line (hl).

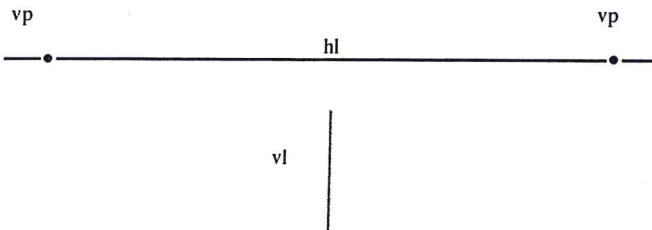
horizon line



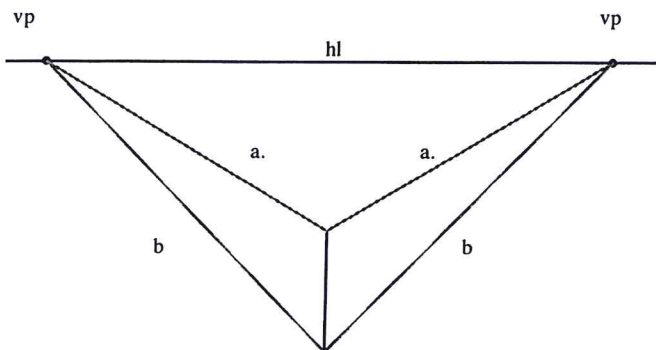
- 2) Draw two dots almost at the end of your horizon line. these are called vanishing points (vp).



- 3) Draw a vertical line below the HL, be sure to leave some space between the top of the vertical line (vl) and the HL. The VL does not have to be in the middle.

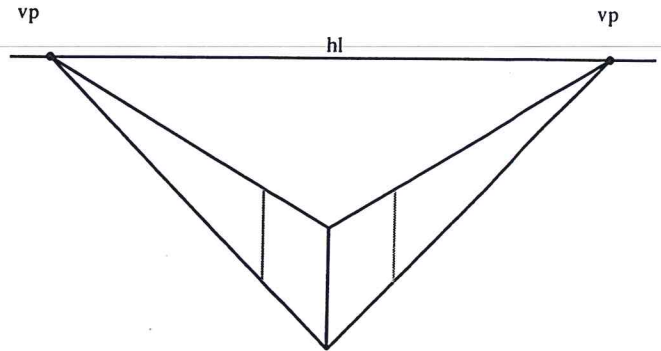


- 4) a. Draw a straight line from the top of the VL to each VP.

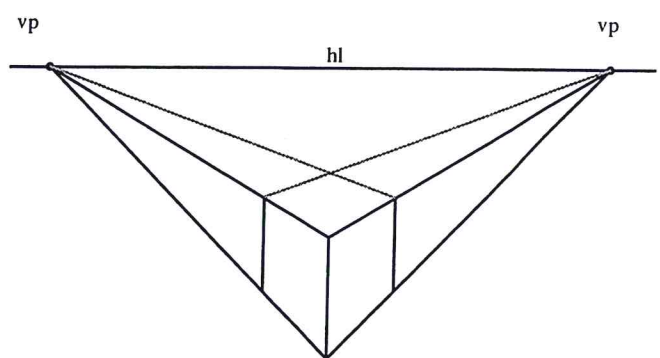


- 4) b. Draw a straight line from the bottom of the VL to each VP.

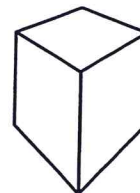
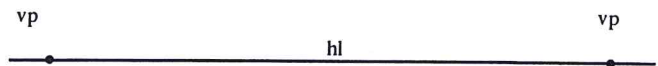
- 5) Draw two more vertical lines, one on each side of the first vertical line.



- 6) Draw two more lines, one from each VP to the top of the new VL on the far side of the central vertical line.

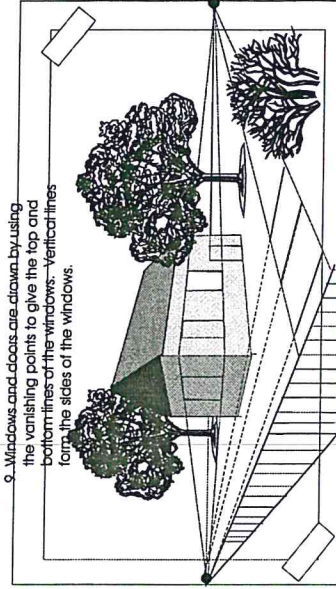
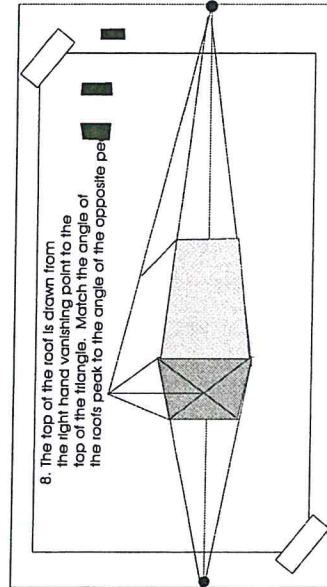
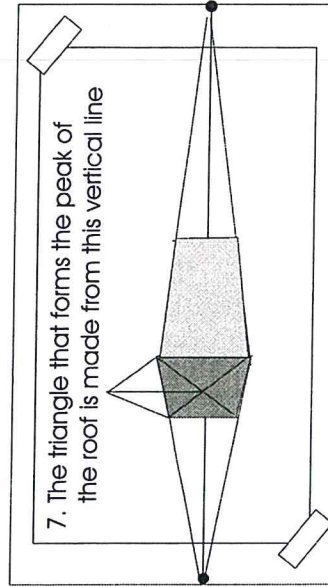
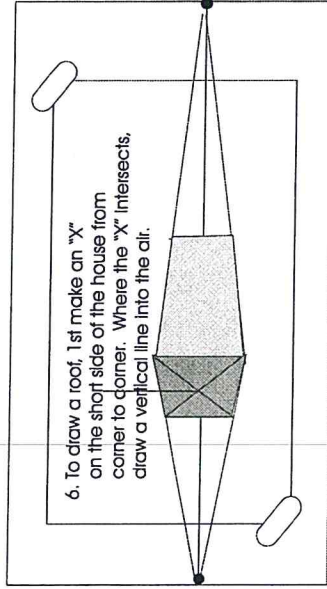
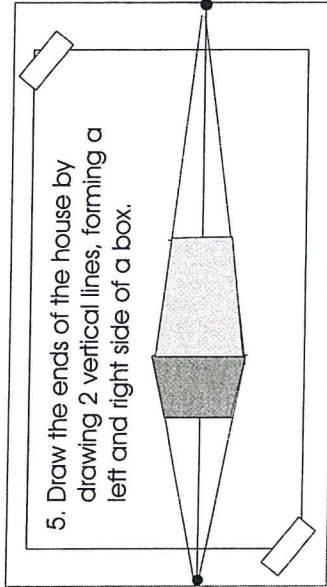
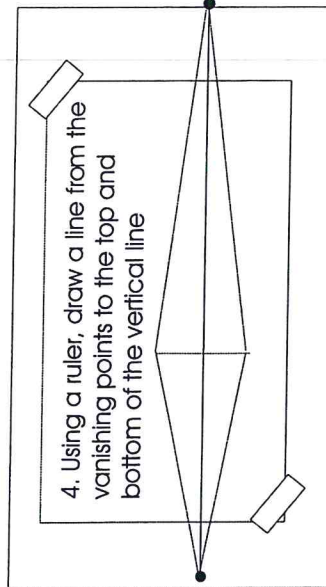
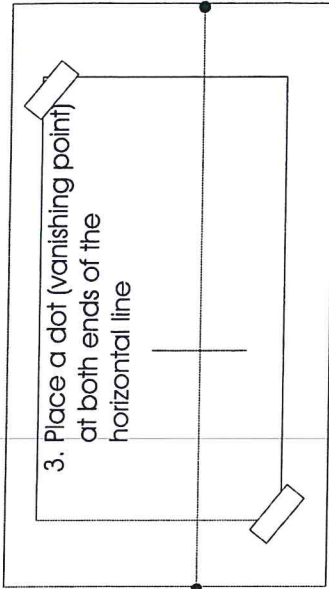
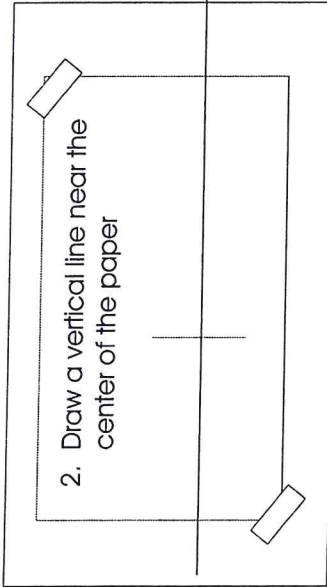
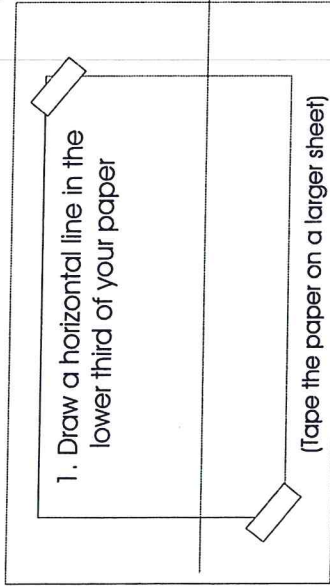


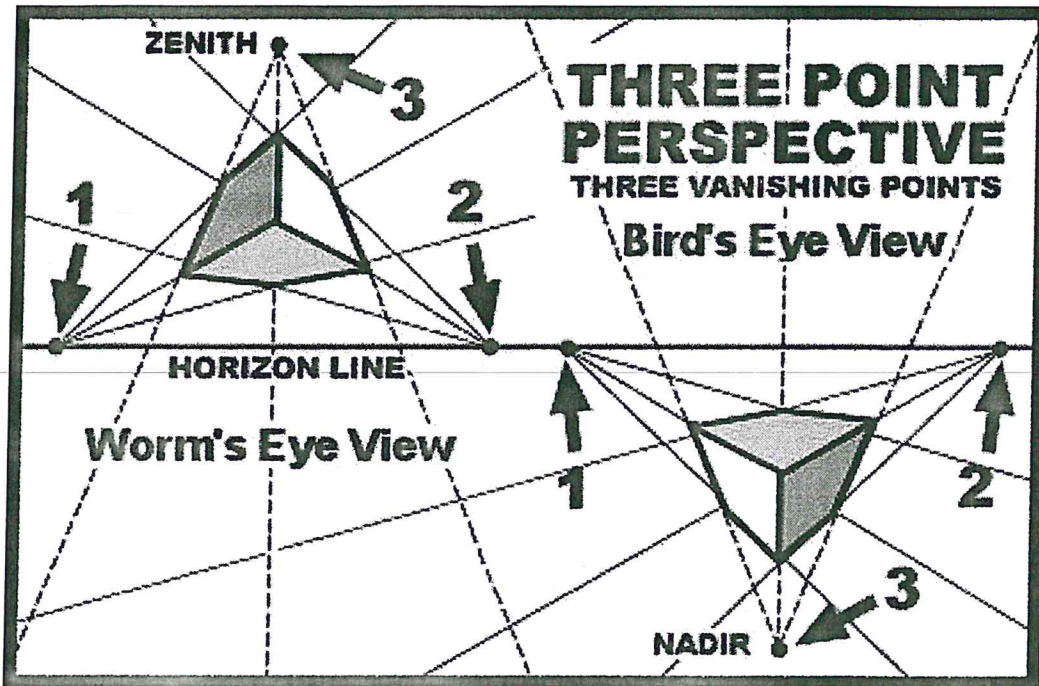
- 7) Erase all the guide lines outside of your box.



# How to draw a house in two point perspective

Instructions by: Jerry Vilenski 2002





### (3) Three Point Perspective (Bird's Eye, Worm's Eye - Three Vanishing Points)

If your point of observation is higher or lower a third vanishing point comes into use. Think of looking up at tall skyscrapers and seeing three vertical sides angle to a third vanishing point, far distant, as they reach toward the sky. From the Worm's Eye view (looking up) the upper vanishing point is called the Zenith. From the Bird's Eye or Helicopter view (looking down) the lower vanishing point is called the Nadir.

**Practice:** 1) Draw a horizon line and place two vanishing points on the far right and left sides. 2) Draw a vertical line bisecting the horizon line and place a third vanishing point above (or below) the horizon line. 3) Lightly draw (or visualize) orthogonal "visual rays" from the top vanishing point past the horizon line. 4) Then draw orthogonal lines from the left and right vanishing points and bisect the orthogonal lines from the top vanishing points using the rays as a measure.