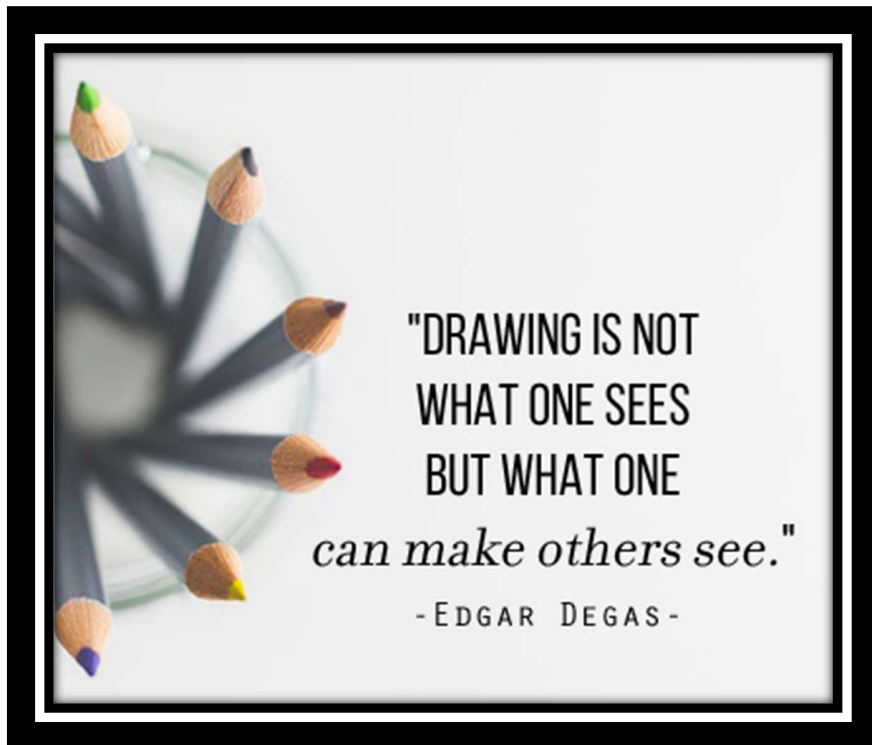


Learning to Draw Using Perspective



A step by step workbook for learning how to draw.

Name:

Form:

Art Teacher:

Practice, practice, practice! The more you practice drawing the better you will get. Try your best to complete each of the examples given to help improve your drawing skills. Start slowly and take your time when completing these activities, it is not a race to finish first! Try spend 30 mins or more every week drawing in pencil to improve your skills. When you have completed this workbook, show your Art teacher how much you have improved in your drawing skills.

The 7 Elements of Art are:

Line - A line is a continuous mark made on a surface.

Shape - A shape is a closed line that has 2Dimensions, length and width.

Tone - Tone varies from the bright white of a light source through shades of grey to the deepest black shadows.

Form – Forms are 3Dimensional, length, width, height, and can be viewed from many angles.

Colour – All colours can be made from the 3 primary colours and can vary in intensity and tonal value.

Texture – Texture is used to show how something feels or what it is made of.

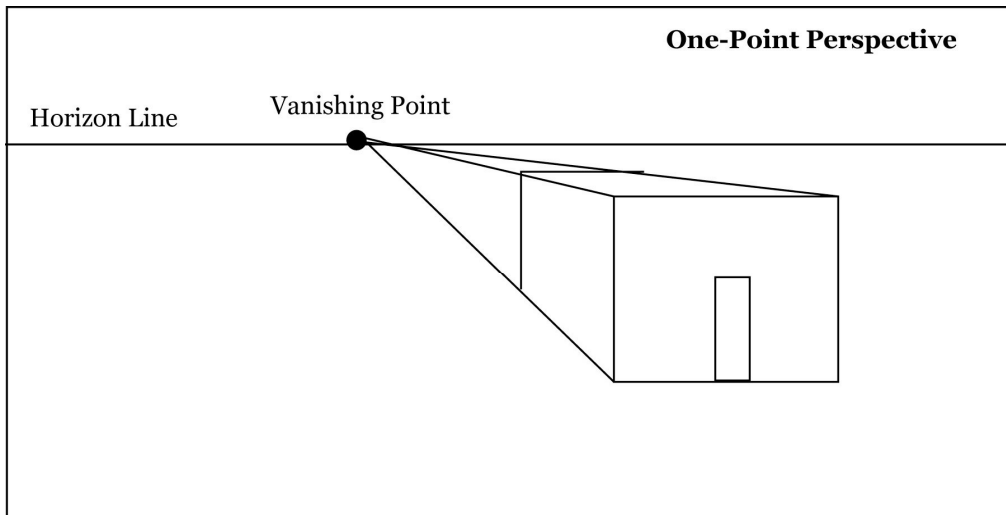
Space – Space is the area between and around objects to create depth.

We going to focus on Perspective to create depth and Space in an image in this 'Learning to draw using perspective' workbook.

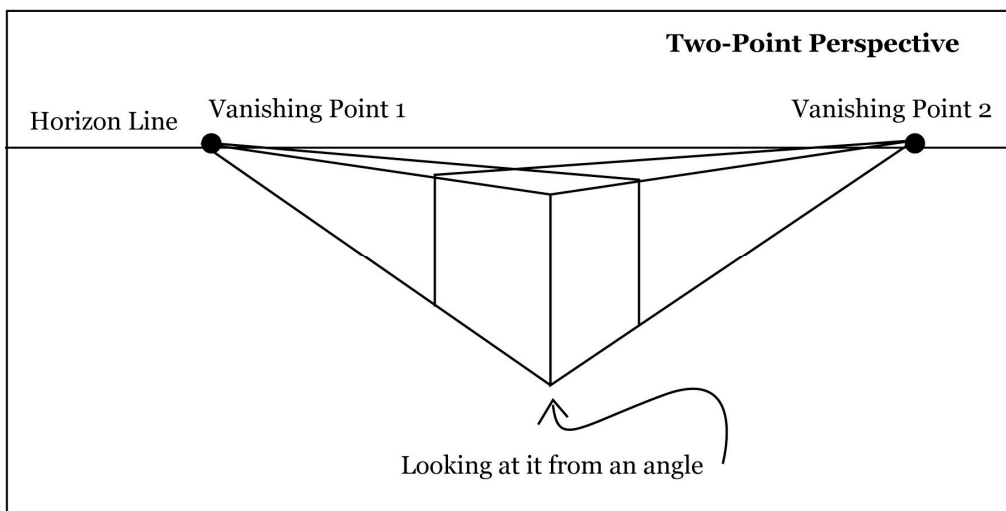
Linear Perspective

Linear Perspective is a technique for representing 3-dimensional space on a 2dimensional (paper) surface. This method was invented during the Renaissance when artists were trying to draw as realistically as possible. It is a mathematical system to show depth realistically. Linear perspective is based on the way the human eye sees the world. Things that are closer to us appear larger and things that are farther away appear smaller. To create this illusion the artist creates a **vanishing point** on the **horizon line**. Objects are drawn using **orthogonal lines**, which lead to the vanishing point(s).

Things that are seen face on, which means you are looking at the front of them directly, are drawn in **one-point perspective** with a single **vanishing point**.



Things that are seen at an angle, which means you aren't looking at the front of something but at the angle or corner, are drawn in **two-point perspective** using **two vanishing points**.



Linear Perspective Vocabulary Words

Perspective: Perspective is a way of showing where the observer is. The objects themselves don't have perspective, you the observer, do.

One-Point Perspective:

Onepoint perspective occurs when rectangular forms are placed so that their sides are either parallel to the picture plane or perpendicular to it. There is one central vanishing point in onepoint perspective.

Two-Point Perspective:

Twopoint perspective is necessary when rectangular objects are positioned so that their faces are at an angle to the artist's line of sight. There are two vanishing points for an object in two-point perspective. If there are two cubes at different angles to the viewer each cube will have it's own vanishing points, but only one horizon line.

Horizon Line: The horizon line is the same as the real horizon (where the earth meets the sky). The horizon line is also considered to be at the artist's eye level. If the horizon line cannot be seen because of obstructions it can be located by drawing a line at the artist's eye level.

Vanishing Point(s):

In perspective, the lines of an object extend to and meet at the vanishing point, which is on the horizon line.

Orthogonal Lines: The term used to describe parallel lines which appear to converge in the system of linear (one-point) perspective.

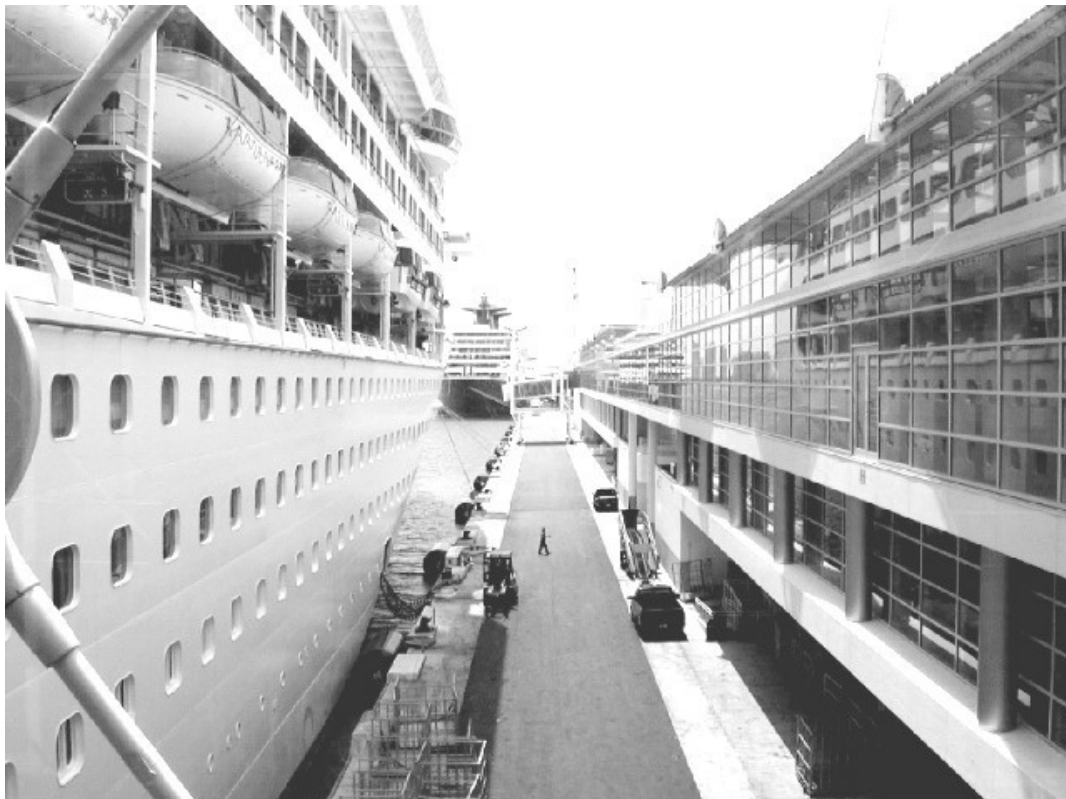
Horizontal Lines: Straight lines parallel to the horizon.

Vertical Lines: Lines that are drawn at right angles to the horizon, running straight up and down.

Diagonal Line: A straight line from a corner to the opposite (diagonal) corner of a cube, rectangle, parallelogram, etc.

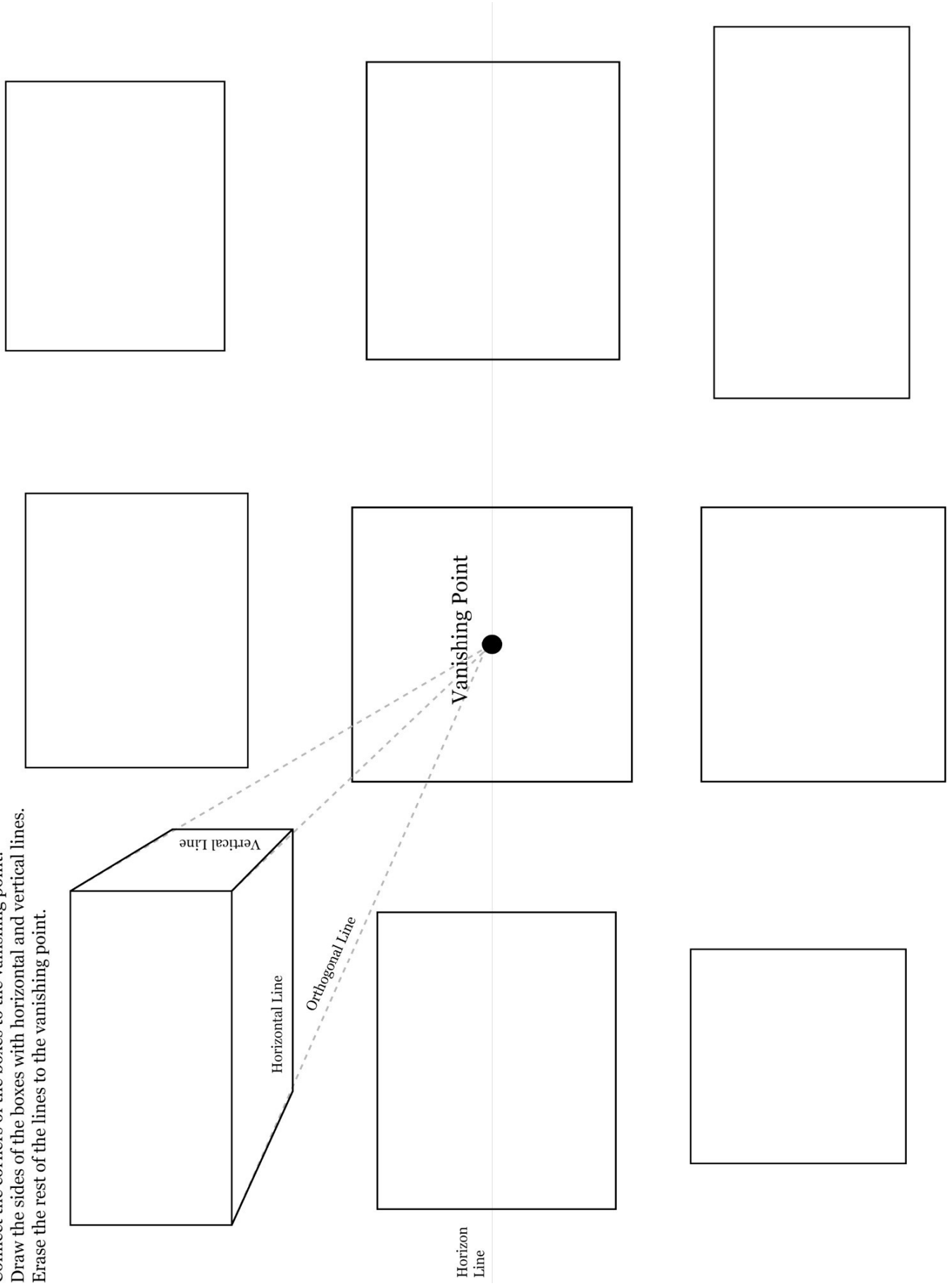
One-Point Perspective Pictures

With a pencil and an eraser draw the Horizon Line, Vanishing Point(s), Orthogonal Lines and Vertical Lines in these one-point perspective pictures. Label all.



Boxes in Perspective

Connect the corners of the boxes to the vanishing point.
Draw the sides of the boxes with horizontal and vertical lines.
Erase the rest of the lines to the vanishing point.



OCCLUSION

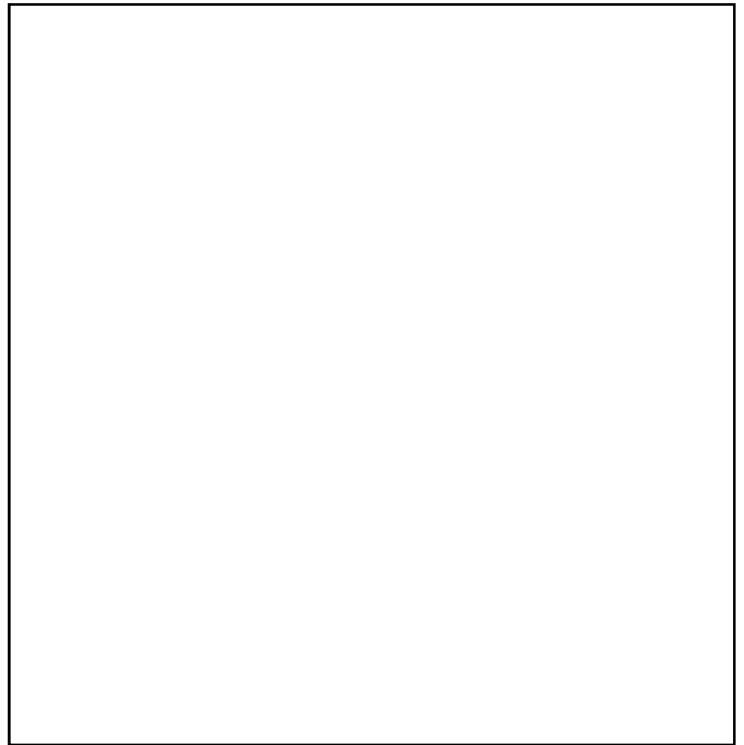
When one thing is in front of another thing, so that it hides part of the other thing, this is an effect that artists call OCCLUSION

It is the simplest way of showing that one thing is BEHIND another

It is the most basic way of creating 3 dimensional space in a picture

OVERLAP is the nearest everyday word to occlusion, but it is not so specific

Copy the drawing below in the box to create an occlusion effect landscape.



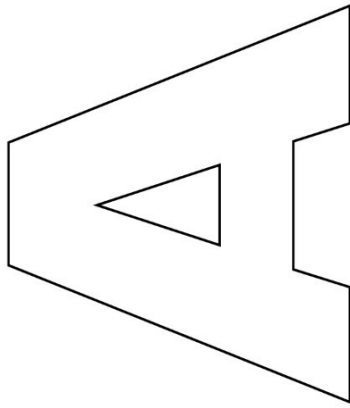
Aerial Perspective

- Painters like to make good use of aerial perspective to add depth & space to their pictures. Here is aerial perspective in action...
- The impressionists were fascinated by colour and light
- They could look at a landscape and notice colours that the average person wouldn't be able to!

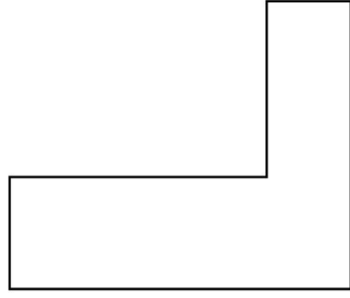
Create an aerial perspective collage by cutting out paper and layering it – an example is shown below.

Letters in Perspective

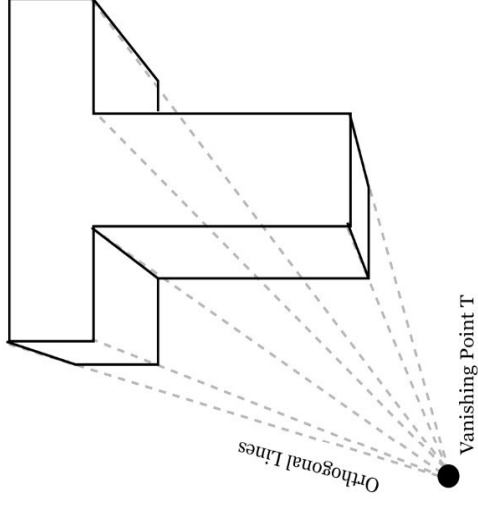
Connect the corners of the letters to the vanishing point by each letter.
Draw the sides of the letters with horizontal and vertical lines.
Erase the rest of the lines to the vanishing point.



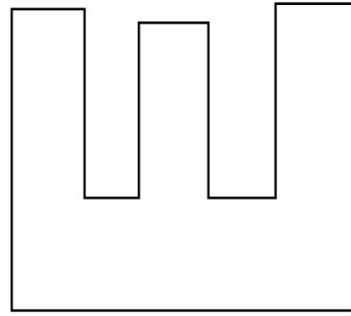
● Vanishing Point A



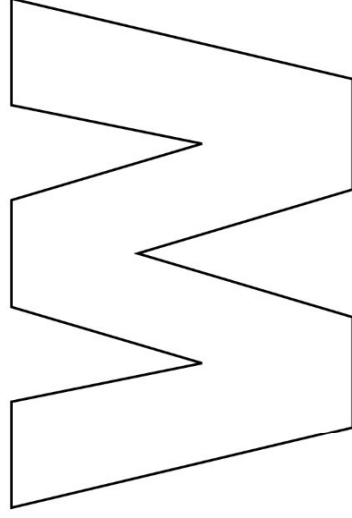
● Vanishing Point L



● Vanishing Point W



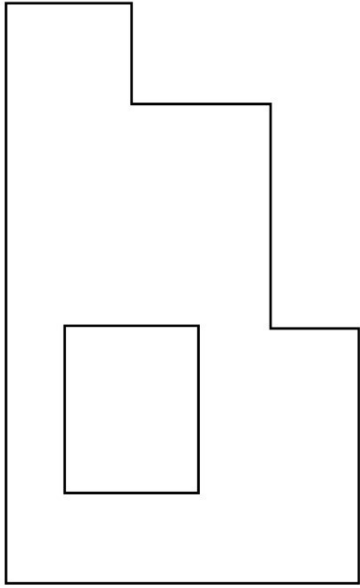
● Vanishing Point E



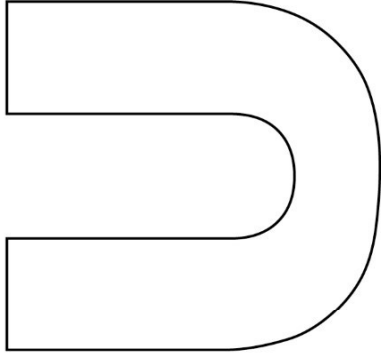
Shapes in Perspective

Connect the corners of the shapes to the vanishing point by each shape.
Draw the sides of the shapes with horizontal and vertical lines.
Erase the rest of the lines to the vanishing point.

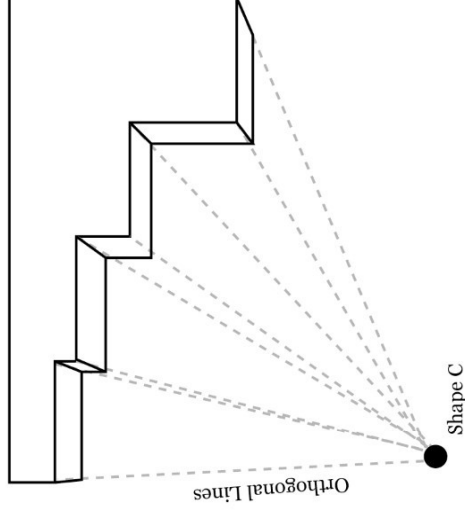
Shape A



Shape B



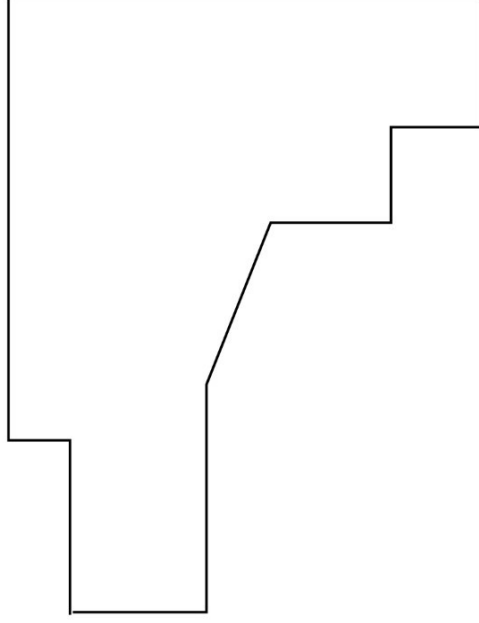
Shape C



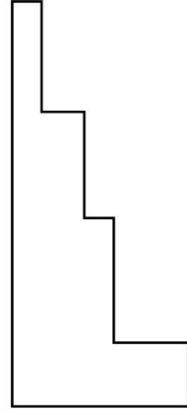
● Vanishing Point Shape B

● Vanishing Point Shape A

Shape E



Shape D

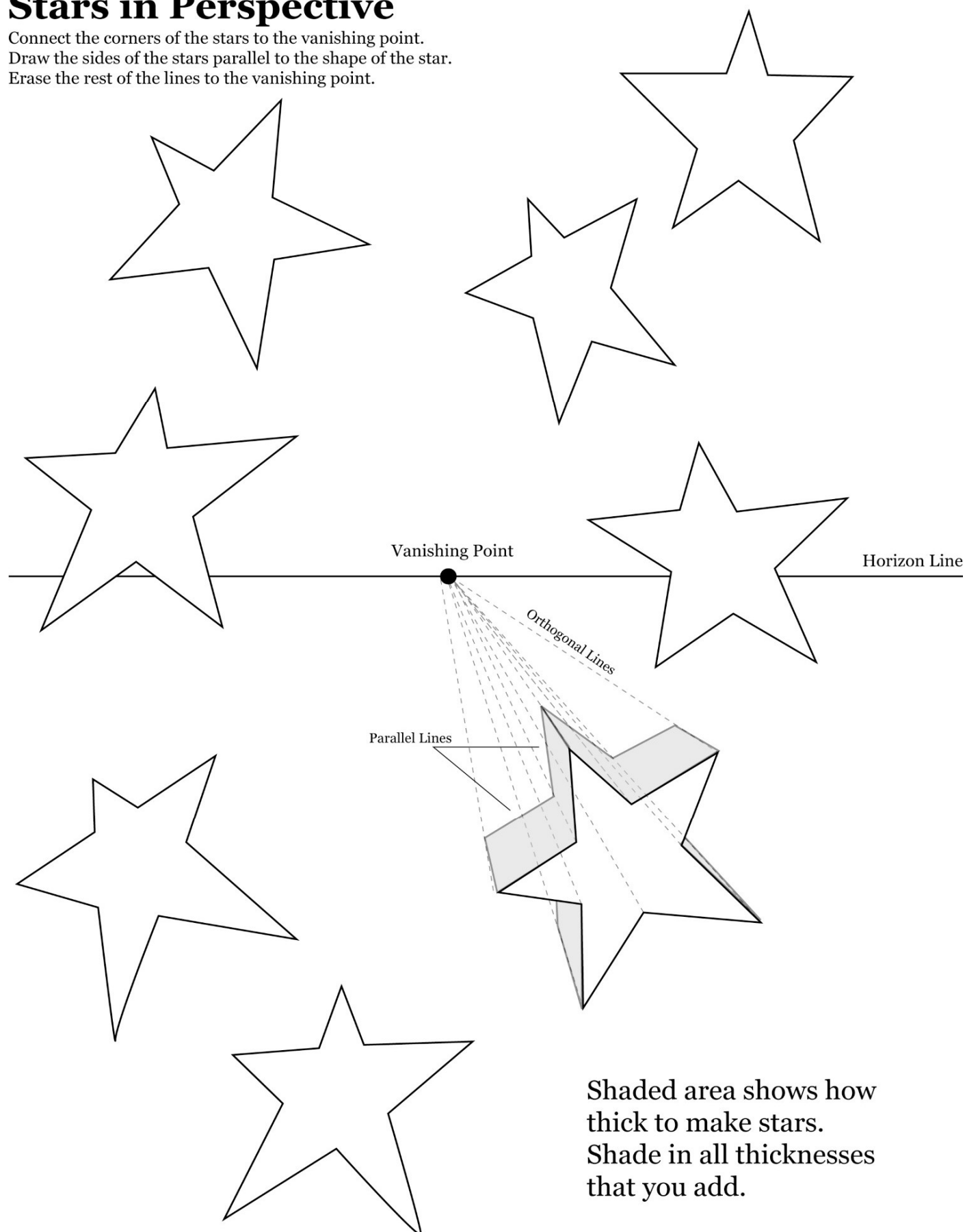


● Vanishing Point Shape D

● Vanishing Point Shape E

Stars in Perspective

Connect the corners of the stars to the vanishing point.
Draw the sides of the stars parallel to the shape of the star.
Erase the rest of the lines to the vanishing point.

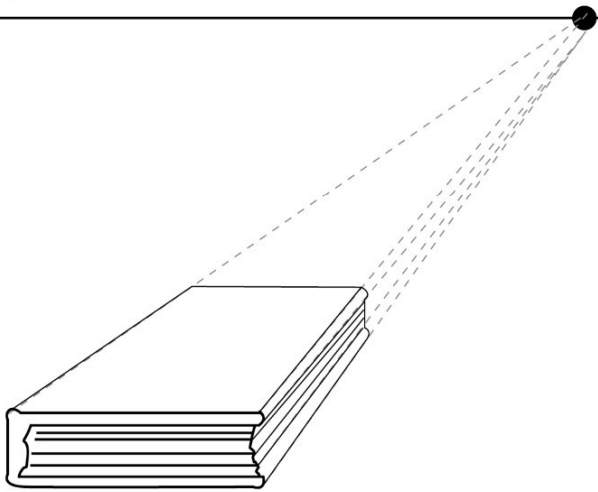


Real World Objects in Perspective

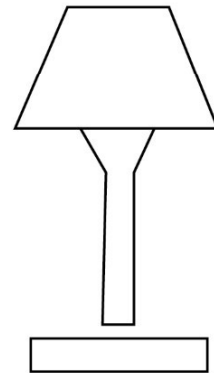
Connect the corners of the objects to the vanishing point.
 Draw the sides of the objects with parallel lines.
 Erase the rest of the lines to the vanishing point.

Horizon Line

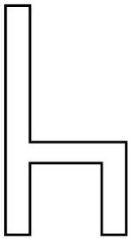
Vanishing Point



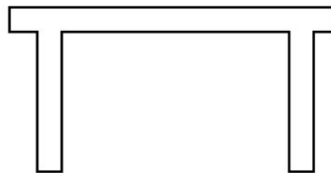
Book



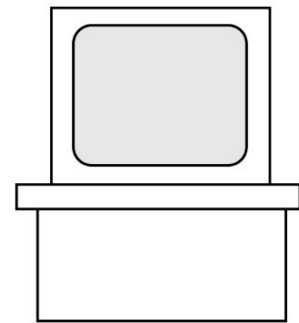
Lamp



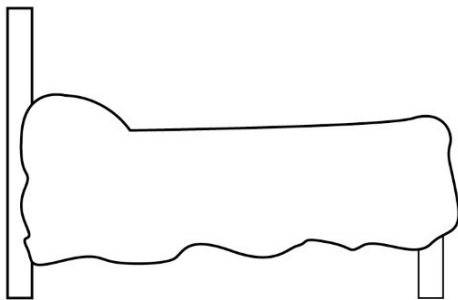
Chair



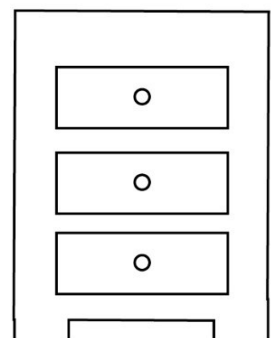
Table



TV



Bed



Chest


Artist Essay

Research one of the following artists: Monet or Vincent Van Gogh using the bullet points below to structure the essay.

- Monet, who painted those 2 landscapes was an Impressionist Painter. Impressionism was a radical new style that young artists created in Paris about 160 years ago.
- Vincent Van Gogh, who painted landscapes was a Post-Impressionist Painter. Vincent Van Gogh tried to imitate impressionist painters' techniques – light colours, short brush strokes. Unable to do this he ended up developing his own style – bold colours, lines and forms.

- ▶ First paragraph- Background information (Facts about the artist)
- ▶ Second paragraph - Description one of the artist's work using these key words (line, tone, colour, texture, shape, space, form)
- ▶ Third paragraph -Process (How was the artwork made? Paint? Pencil?)
- ▶ Fourth paragraph - Mood and Own opinion (What do you think about the work and how will this artist influence your work?)


Bridget Riley




Bridget Riley is a very famous artist who specialises in op art. Op art is a form of abstract art that gives the illusion of movement. She was born on the 24th of April, 1931. Bridget went to many schools that specialise in art like: Art Cheltenham Ladies' College at Goldsmiths and then College Royal College of Art. Also, she was British.

Her early work was figurative with a semi-impressionist style. Around 1960 she began to develop her signature Op Art style consisting of black and white geometric patterns.

This drawing creates an illusion where you think the drawings moving. She created this drawing smaller squares towards the right. The black squares were coloured very well as they are solid and are all the same colour. The lines are also very straight and neat, not forgetting that the lines are very bold. Also you can easily spot the illusion in the art work. It also has different colour squares like a checkerboard.



This was made by her just drawing squares and then she noticed that things began to change with the squares and she said that they began to lose their original shape and form.




I like Bridget Riley's work because I like the way it creates illusions and messes with your brain. Also I think that the way she draws it is extremely cool and creative because it is hard

Wassily Kandinsky

Wassily Kandinsky was a famous Russian artist who primarily focused on producing abstract art.

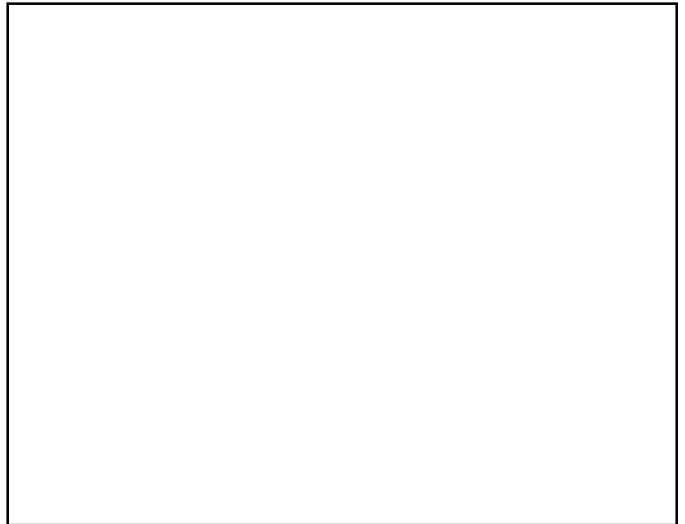
He was born in 1866 in Moscow to a privileged family who were well educated. His father noticed his natural gift of art at a young age and enrolled him in private drawing classes. He studied law, ethnography and economics at the University of Moscow however he didn't really get into art until the age of 30.



Composition VIII as seen on the left uses slightly unsaturated colours and I think it paints quite a sad and melancholy mood. The arrangement of various shapes gives off a confusing look because of the overlapping lines and triangles. I especially like the colours used in this piece as they are mainly dull and look pleasing when put together which shows the artist had a good understanding of colour theory. If the artist had used saturated colours the piece would not have been as good as it would have probably looked bright and messy.

Artist Copy

Copy the two artist's work on this page in the box next to it.



Vincent Van Gogh, *Mountainous Landscape Behind Saint-Paul Hospital*, 1889

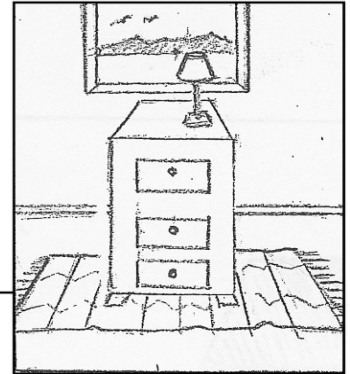


Claude Monet, *Waterlilies and Japanese Bridge*, 1899

Draw Part of a Room

Redraw the picture in the small box in the large box using correct perspective.

**Enlarge this
picture in the
space provided**



Vanishing Point



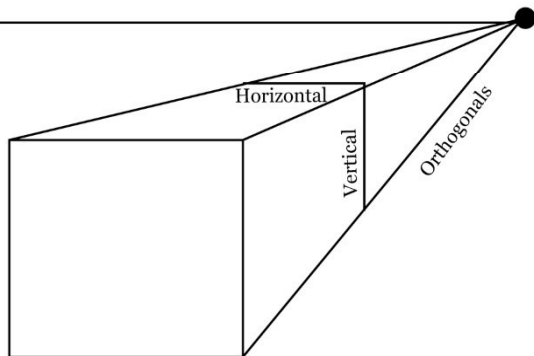
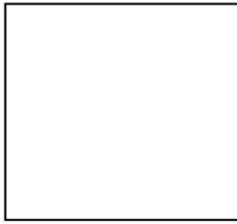
Drawing a City in One-Point Perspective

Look at the steps for creating a city in one-point perspective below. On the next page you will create your own city. Try large, small, fat, skinny and long buildings. Try adding details like windows, roads, benches, lights, cars, etc. Be creative!

Step 1: Draw a horizon Line

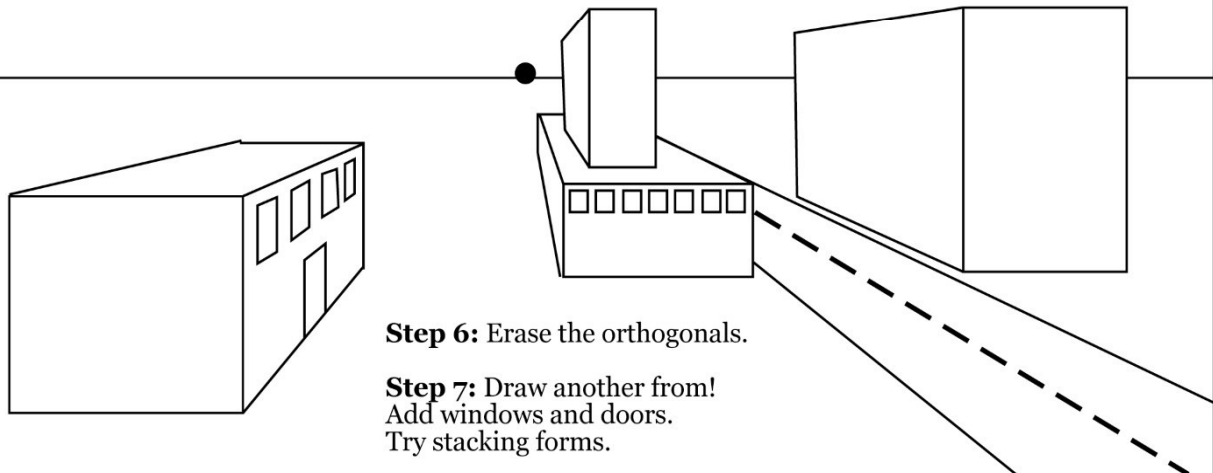
Step 2: Draw a vanishing point

Step 3: Draw a square or a rectangle



Step 4: Draw orthogonals from the corners to the vanishing point.

Step 5: Draw horizontal and vertical lines to end the building.



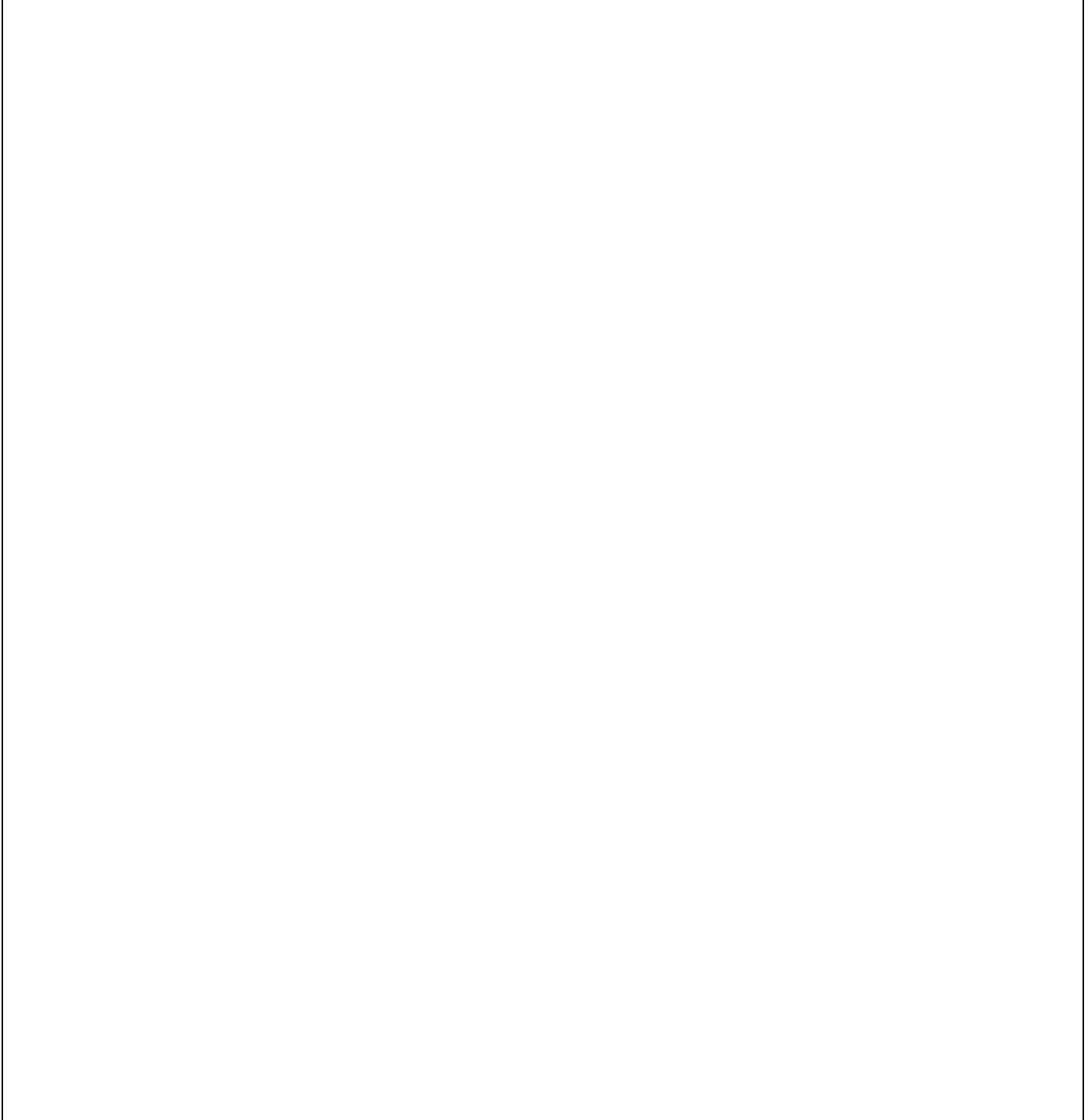
Step 6: Erase the orthogonals.

Step 7: Draw another from!
Add windows and doors.
Try stacking forms.

Draw Your City Here

Remember the steps:

Step 1: Draw a horizon line. Step 2: Draw a vanishing point. Step 3: Draw a square or rectangle. Step 4: Draw orthogonals from the corners to the vanishing point. Step 5: Draw horizontal and vertical lines to end the building. Step 6: Erase the orthogonals you don't need for the building. Step 7: Draw more buildings. Add windows, roads, doors, benches, lights, trees, cars, etc. Be Creative!



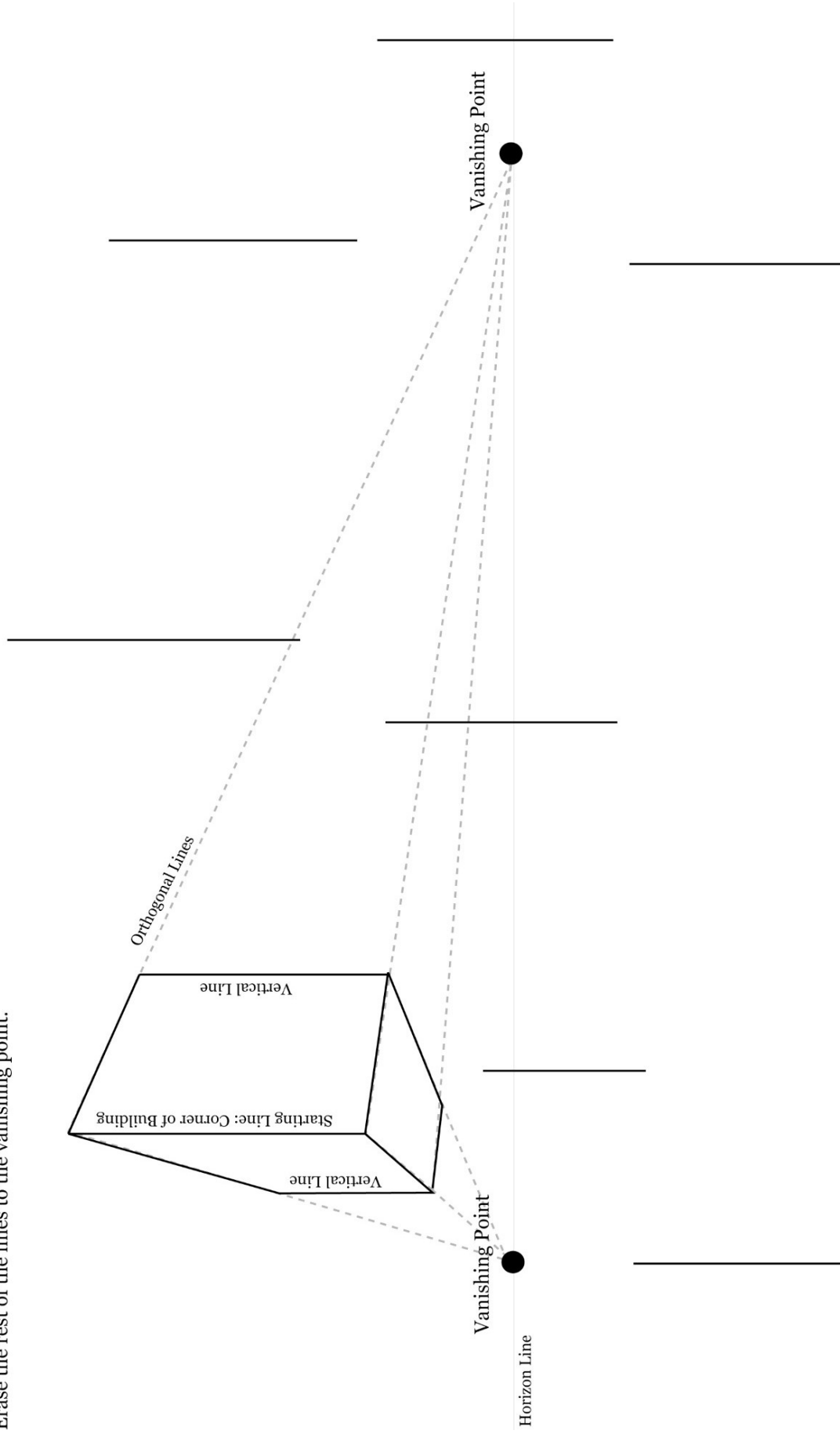
Two-Point Perspective Pictures

With a pencil and an eraser draw the Horizon Line, Vanishing Points, Orthogonal Lines and Vertical Lines in these two-point perspective pictures. Label all.



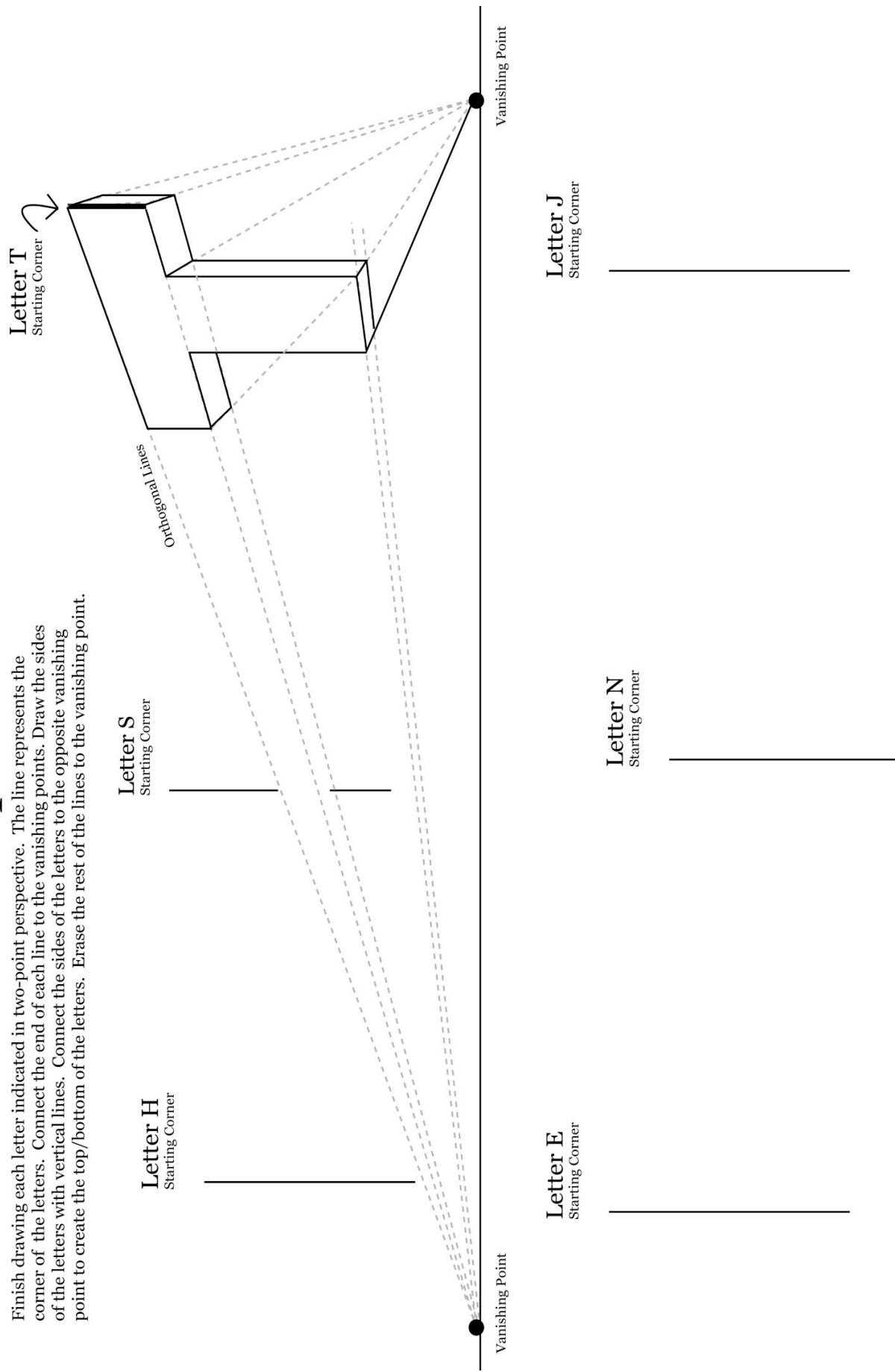
Boxes in Perspective

The line represents the corner of the box. Connect the end of each line to the vanishing points. Draw the sides of the box with vertical lines. Connect the sides of the box to the opposite vanishing point to create the top/bottom of the box. Erase the rest of the lines to the vanishing point.



Letters in Two-Point Perspective

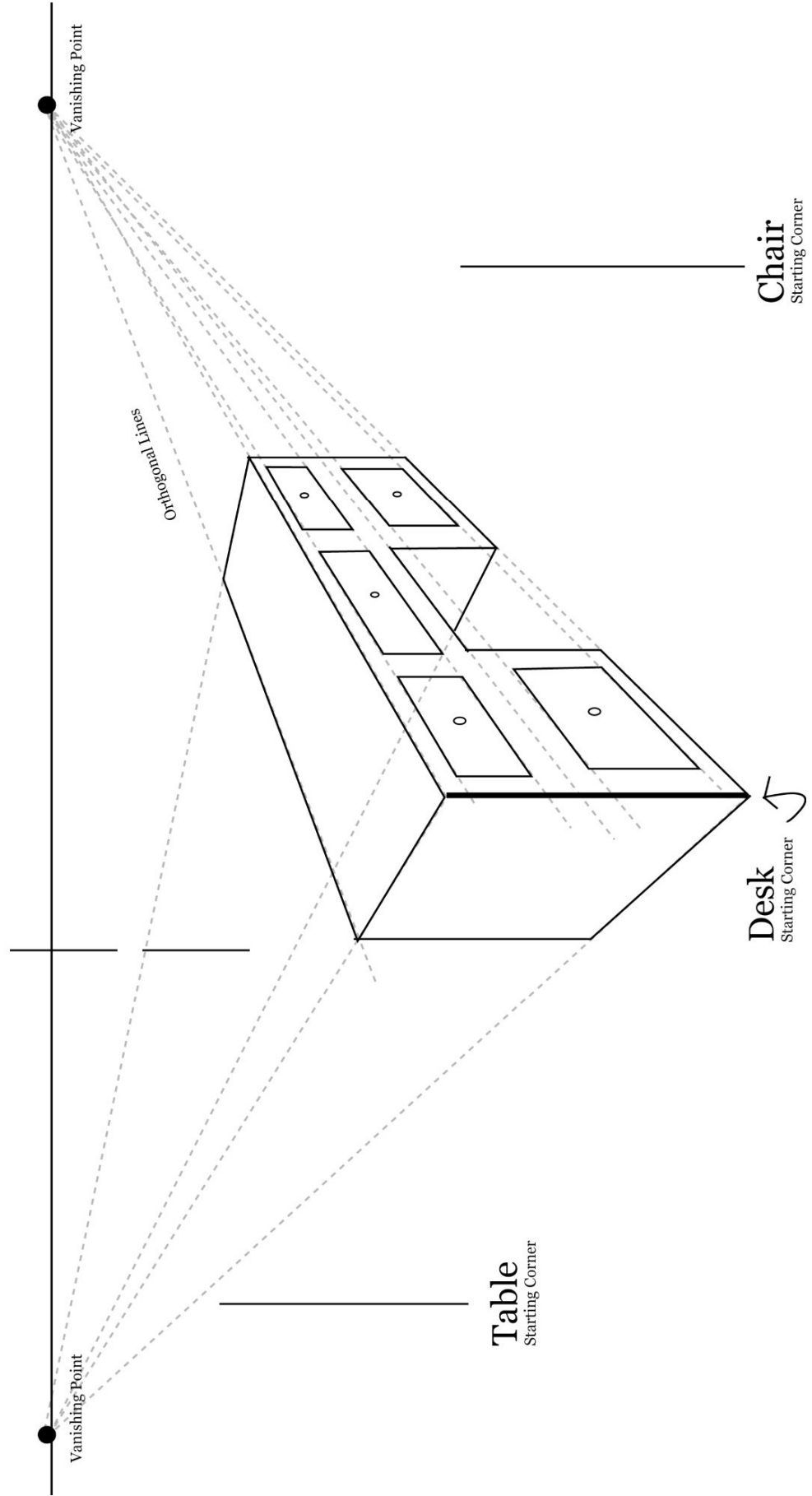
Finish drawing each letter indicated in two-point perspective. The line represents the corner of the letters. Connect the end of each line to the vanishing points. Draw the sides of the letters with vertical lines. Connect the sides of the letters to the opposite vanishing point to create the top/bottom of the letters. Erase the rest of the lines to the vanishing point.



Everyday Objects in Two-Point Perspective

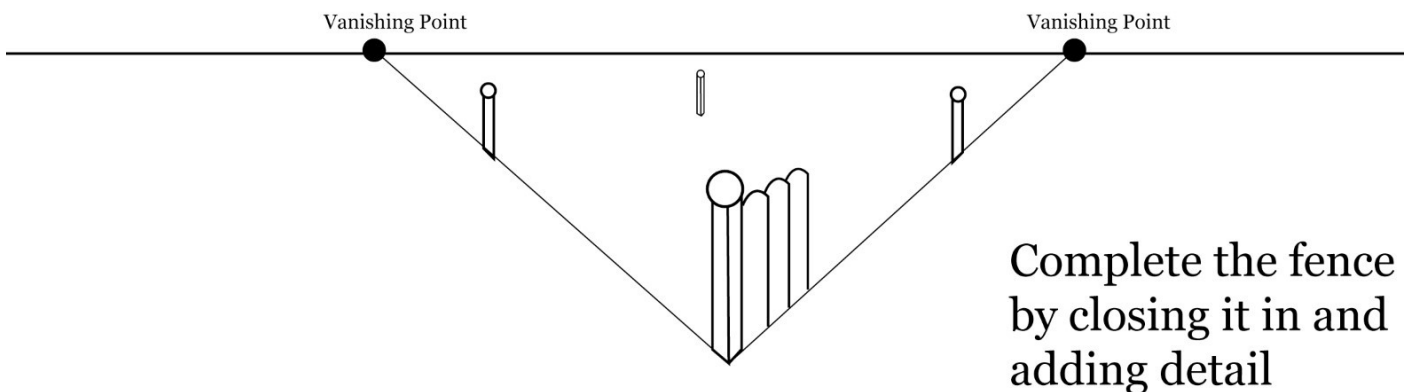
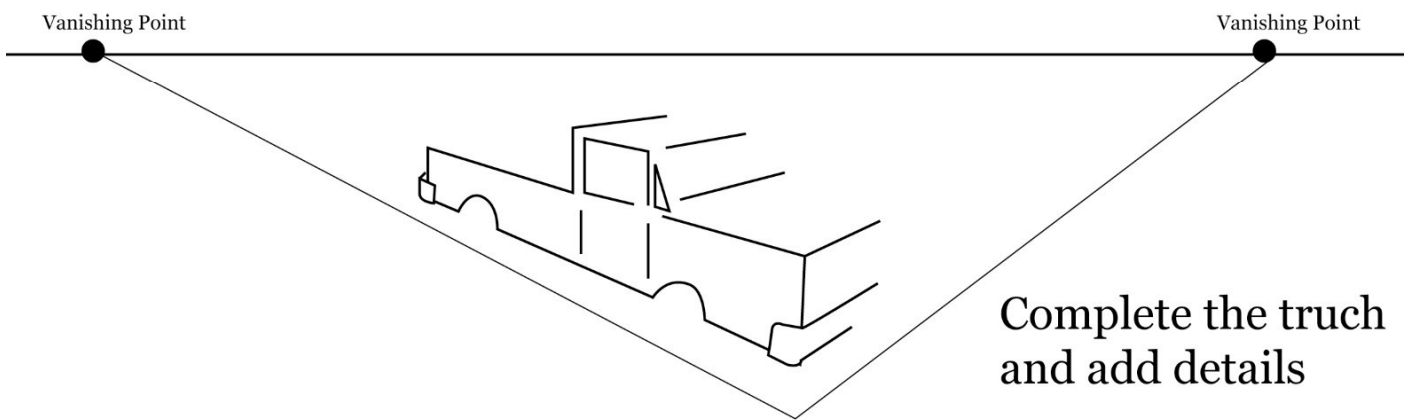
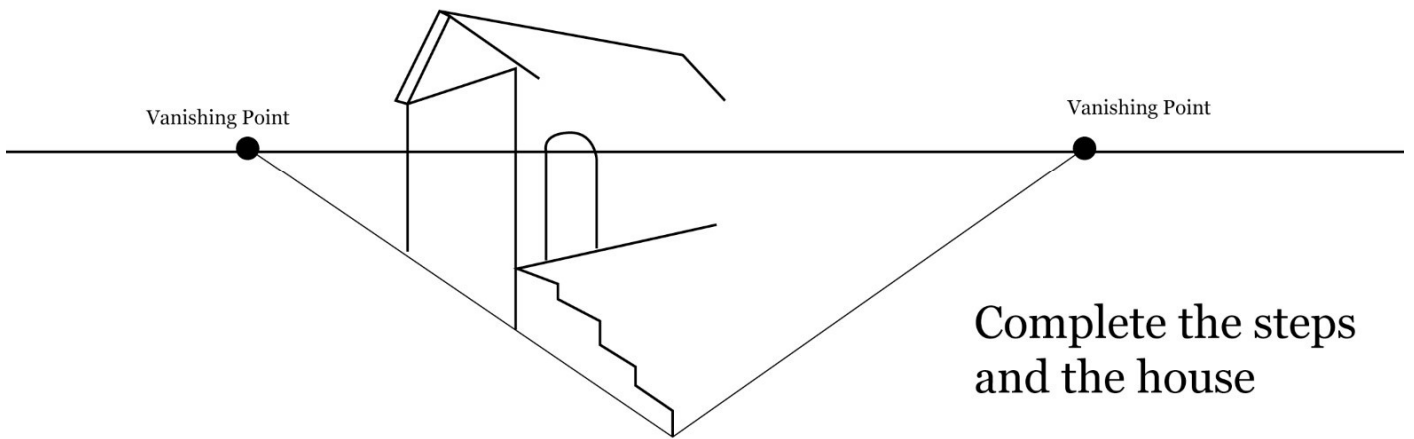
Finish drawing each object indicated in two-point perspective. The line represents the corner of the object. Connect the end of each line to the vanishing points. Draw the sides of the objects with vertical lines. Connect the sides of the objects to the opposite vanishing point to create the top/bottom of the letters. Erase the rest of the lines to the vanishing point.

Television
on Table
Starting Corners



Buildings, Structures and Trucks

Finish drawing each object indicated in two-point perspective.



Drawing a City in Two-Point Perspective

Look at the steps for creating a city in tw-point perspective below. On the next page you will create your own fantasy city.

Step 1: Draw a horizon Line



Step 2: Draw two vanishing points



Step 3: Draw a vertical line for the front edge of your building



orthogonal lines

vertical

vertical

Step 4: Draw orthogonal lines from front edge to vanishing points

Step 5: Draw vertical lines for back edges of the building

Step 6: Connect top corners to opposite vanishing points



Step 7: Erase unused orthogonal lines

Step 8: Add windows and doors. Add more buildings, try stacking forms, etc.

Final Project – Two Point Perspective Fantasy Building

Student Page Directions:

1. You will do a rough draft before you begin to create your final artwork. Start by just drawing what your fantasy building or city would look like. Think about how it would look in two-point perspective. Indicate your horizon line and vanishing points but just sketch it out. Don't worry about being precise on the perspective in your rough draft.
2. Now it's time to use your imagination. Think in your mind what your fantasy futuristic building might look like. Does it have hard edges, soft edges, pointy edges, funky designs, odd shapes, geometric shapes, buttons, gadgets, windows, stacked forms, elevators, landing pads, etc. Let your imagination go wild. Think of some of the cartoons and movies you have watched about futuristic times.
3. Once you have completed your rough draft have the teacher sign off on it.
4. Once your rough draft has been signed off on you may begin the final artwork for your "Fantasy Building." You will start looking at where your horizon line and vanishing points are on your rough draft. You will then lightly draw these on your paper.
5. Once you have decided where your horizon line and vanishing points are you will decide where you will start your buildings at on your page. You want to start with the building in the front of your picture and work your way to buildings in the back. Indicate on your paper lightly where the front edge of each building will be. Begin drawing. REMEMBER to draw lightly in case you want to change something.
6. Don't forget to add things like trees, streets, cars, signs, or anything else that will add interest to your picture.
7. Add a background landscape behind your horizon line. You could add a sky, sunset, mountains, storm, etc.
8. Think about the other ways you show space in your artwork. Utilize some of these ways also. (size change, detail change, overlapping, vertical location, value changes, and atmospheric perspective).
9. When you have finished your drawing think about where the sun would be coming from in your picture and shade your picture. You have the option of using colored pencil and a watercolor wash also.
10. When your picture is done show it to the teacher. She may have suggestions for improvements. When approved answer the questions on your grading rubric and turn in.

Rough Draft of Fantasy Building

Draw the rough draft of your fantasy building. Start by drawing a horizon line and vanishing points. Then begin sketching your building. Don't worry about making your perspective exact on your rough draft. Work on being creative with your building and getting your ideas down.

