

Name: _____

Period: _____

Perspective Packet

The following are your assignments for perspective. You are only to complete ONE page at a time. When you finish each page show it to the teacher to sign off and check your perspective.

1 Point Perspective Assignments

Teacher Signature

Points

1. One-Point Perspective Pictures

_____/10

1. Boxes Above Below and on the Horizon Line

_____/10

1. Letters in Perspective

_____/10

1. Shapes in Perspective

_____/10

1. Stars in Perspective

_____/10

1. Real Word Objects

_____/10

1. Draw Part of a Room

_____/20

1. Create a City

_____/50

Total

_____/130

2 Point Perspective Assignments

Teacher Signature

Points

1. Two-Point Perspective Pictures

_____/10

1. Boxes Above Below and on the Horizon Line

_____/10

1. Letters in Perspective

_____/10

1. Everyday Objects

_____/10

1. Buildings, Structures and Truck

_____/10

1. Final Project Fantasy City

_____/150

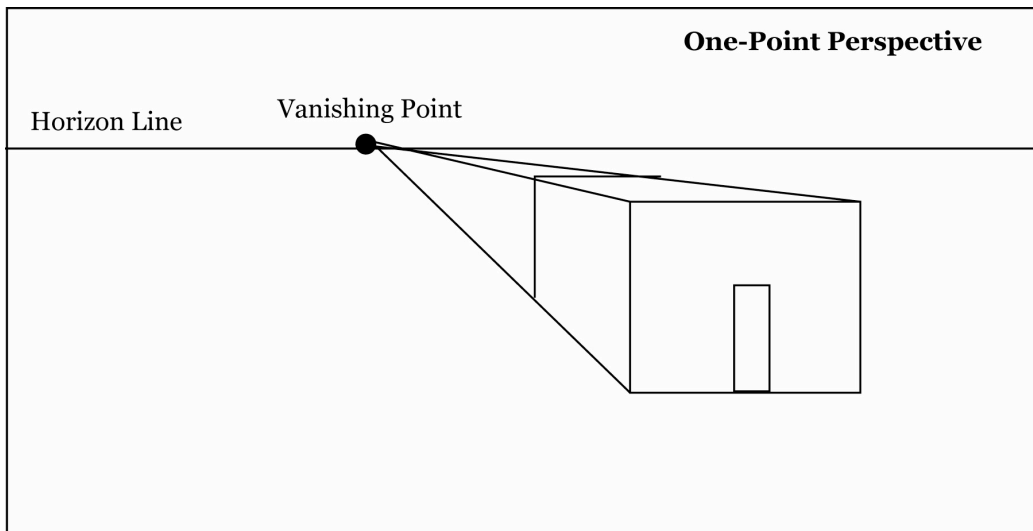
Total

_____/200

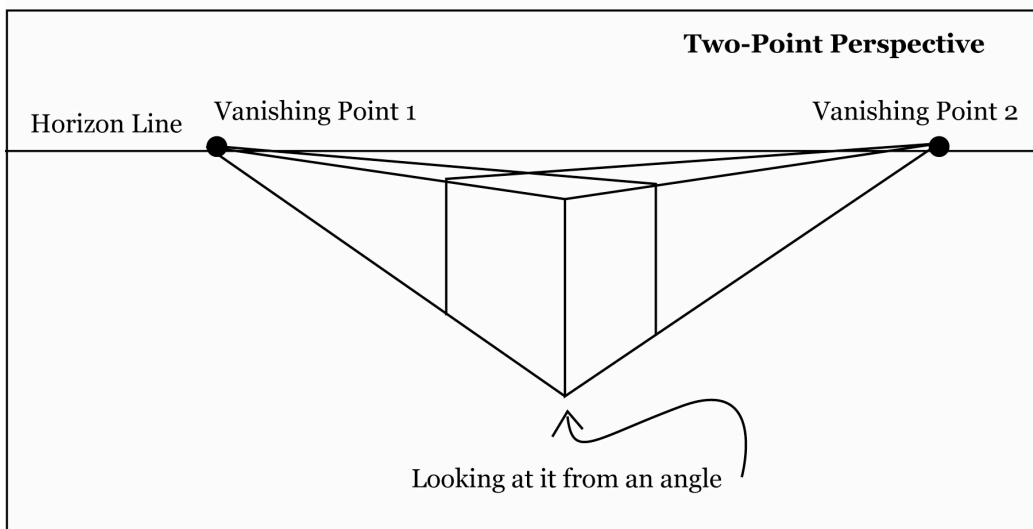
Linear Perspective

Linear Perspective is a technique for representing 3-dimensional space on a 2-dimensional (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: One-point 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 one-point perspective.

Two-Point Perspective: Two-point 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 its 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.

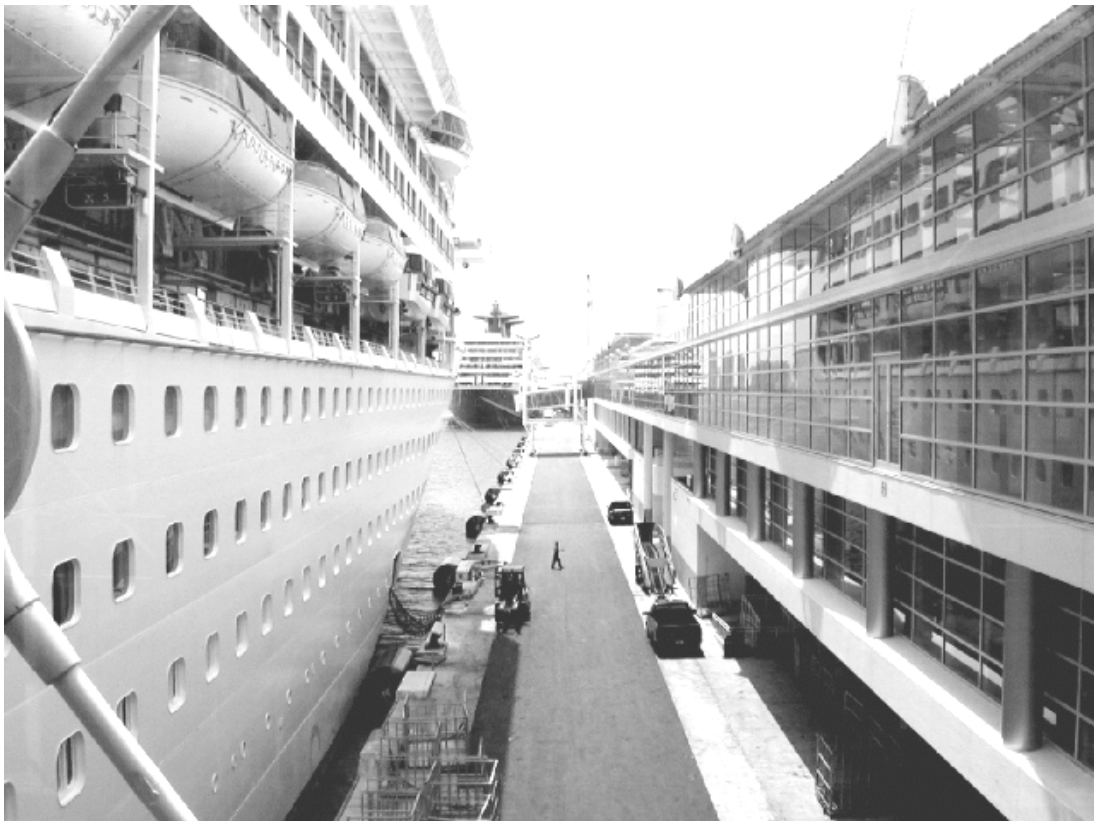
Horizontal Lines: Straight lines parallel to the horizon.

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.

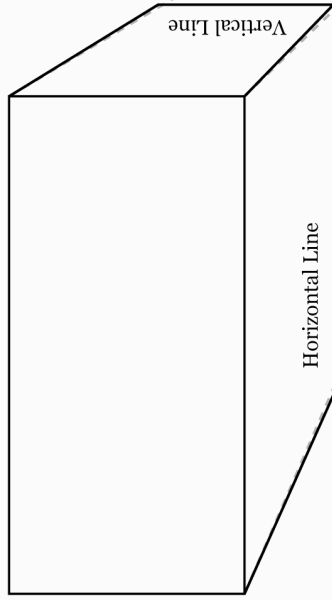
One-Point Perspective Pictures

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.

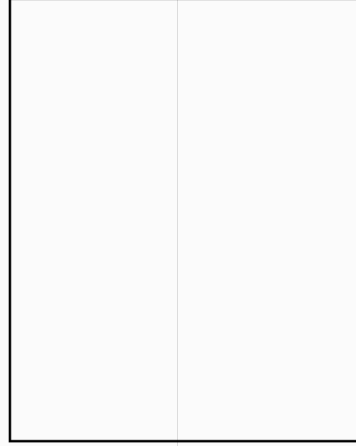


Boxes in Perspective

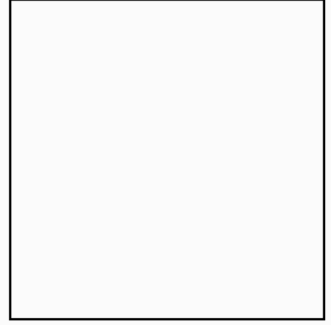
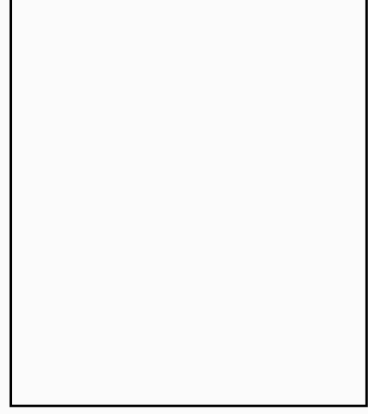
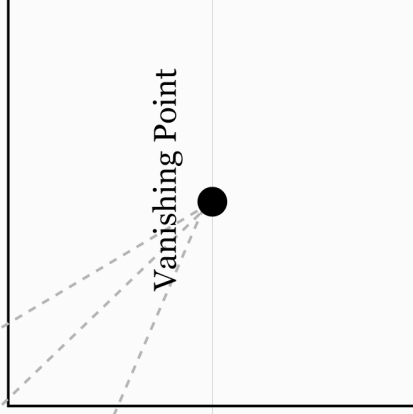
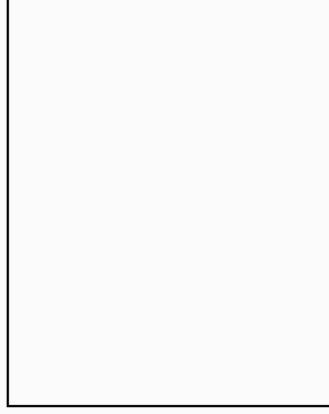
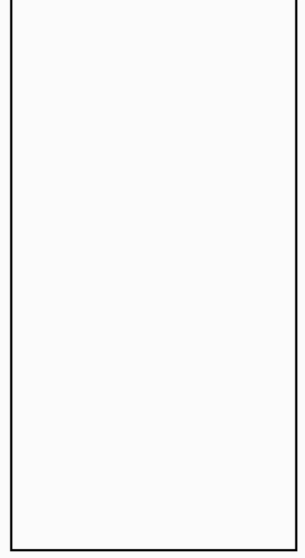
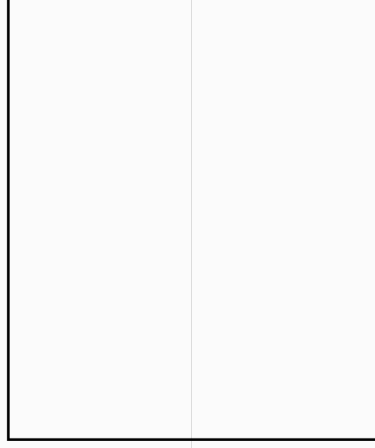
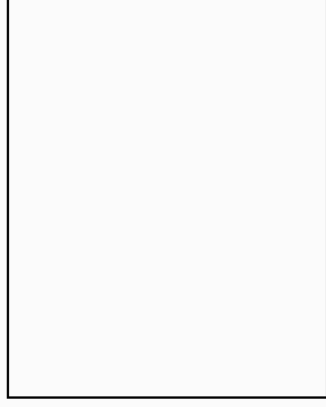
Connect the corners of the boxes to the vanishing point.
Draw the sides of the boxes with horizontal and vertical lines.
Erase the rest of the lines to the vanishing point.



Orthogonal Line

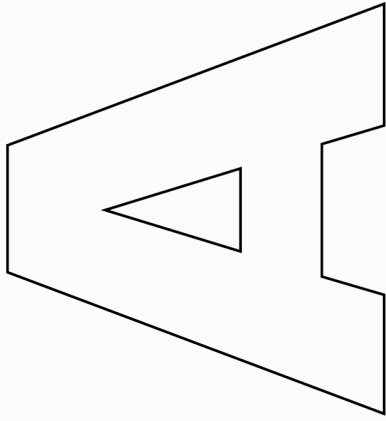


Horizon
Line

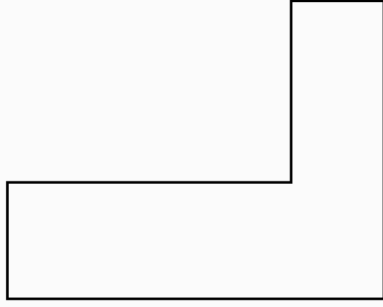


Letters in Perspective

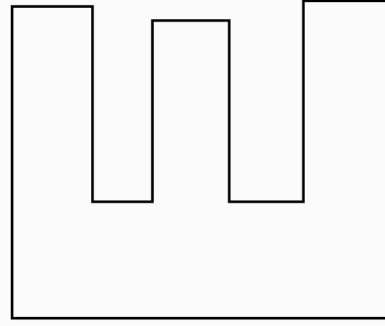
Connect the corners of the letters to the vanishing point by each letter.
Draw the sides of the letters with horizontal and vertical lines.
Erase the rest of the lines to the vanishing point.



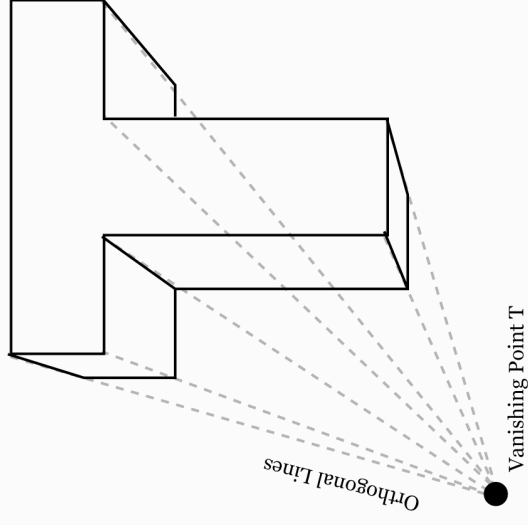
● Vanishing Point A



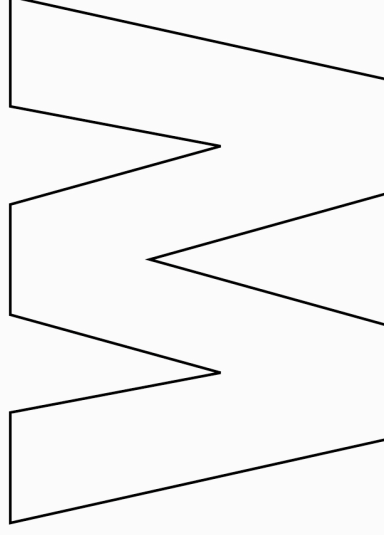
● Vanishing Point L



● Vanishing Point E



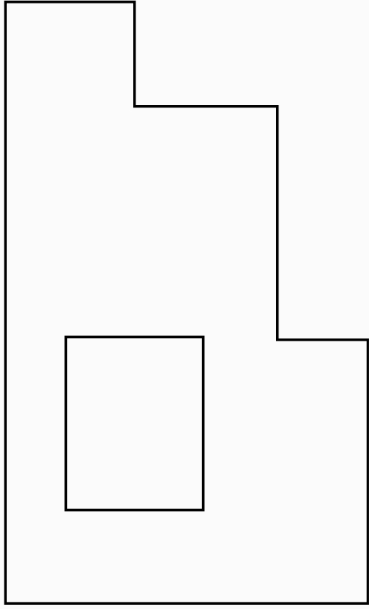
● Vanishing Point W



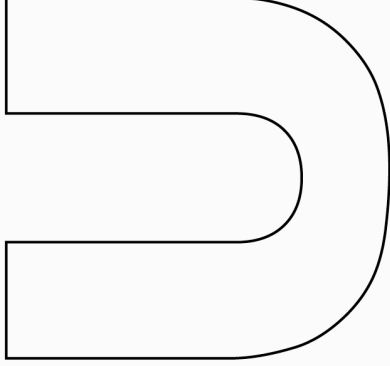
Shapes in Perspective

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.

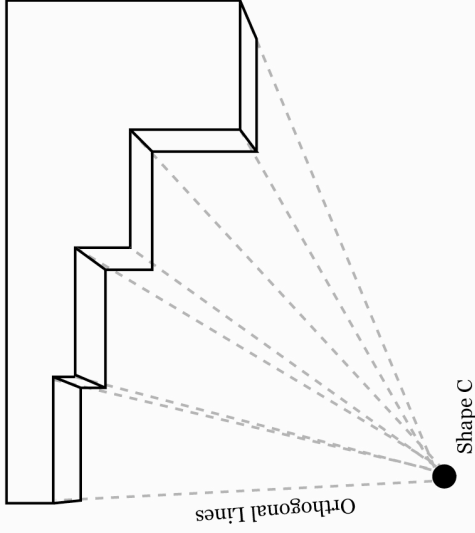
Shape A



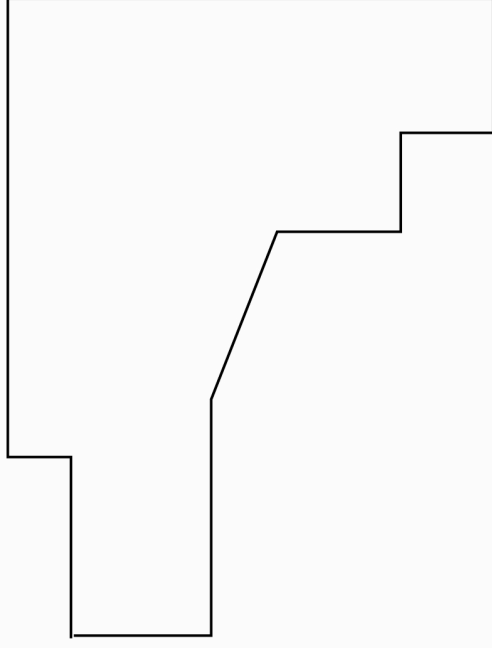
Shape B



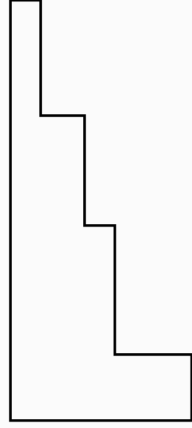
Shape C



Shape E



Shape D



● Vanishing Point Shape B

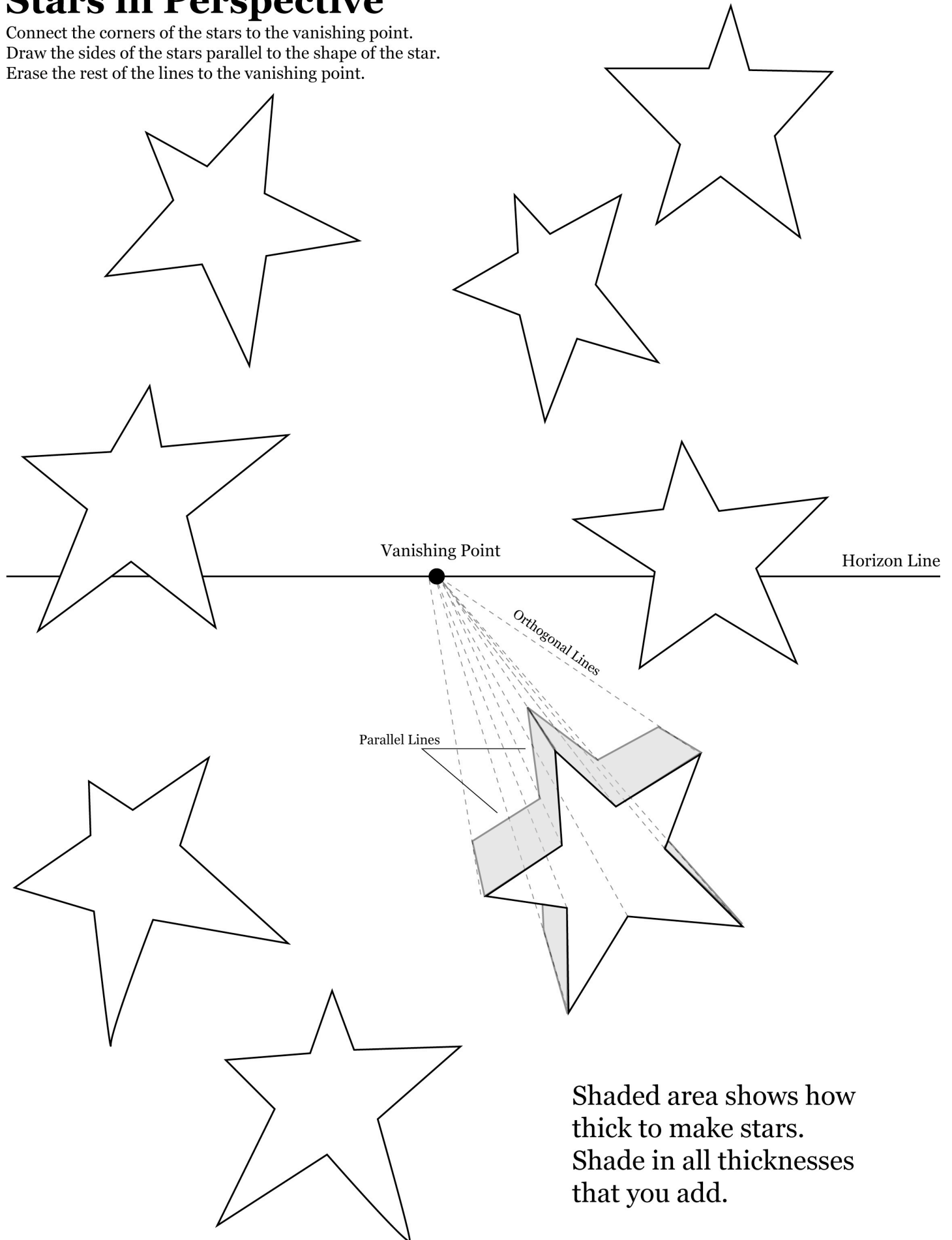
● Vanishing Point Shape A

● Vanishing Point Shape E

● Vanishing Point Shape D

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.

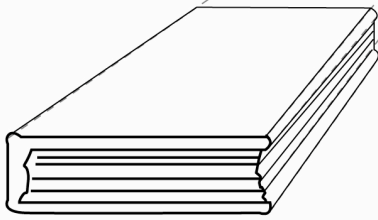


Real World Objects in Perspective

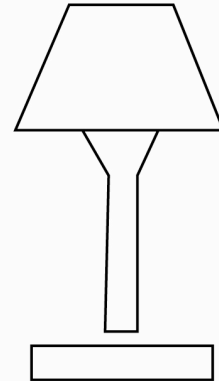
Connect the corners of the objects to the vanishing point.
Draw the sides of the objects with parallel lines.
Erase the rest of the lines to the vanishing point.

Horizon Line

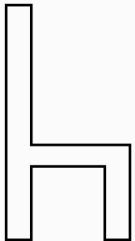
Vanishing Point



Book



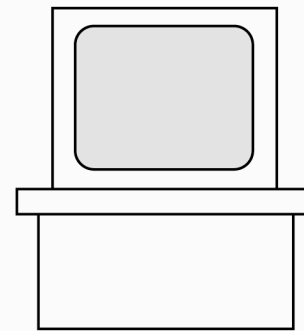
Lamp



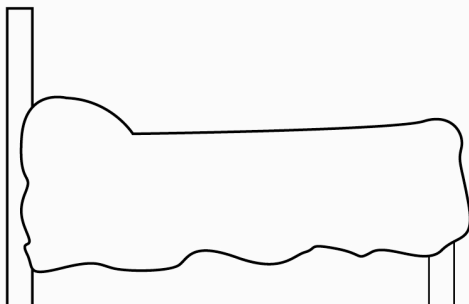
Chair



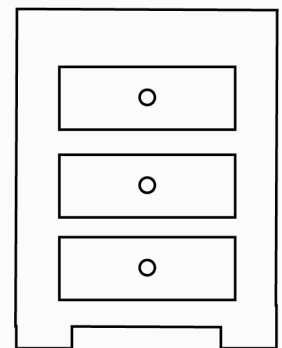
Table



TV



Bed

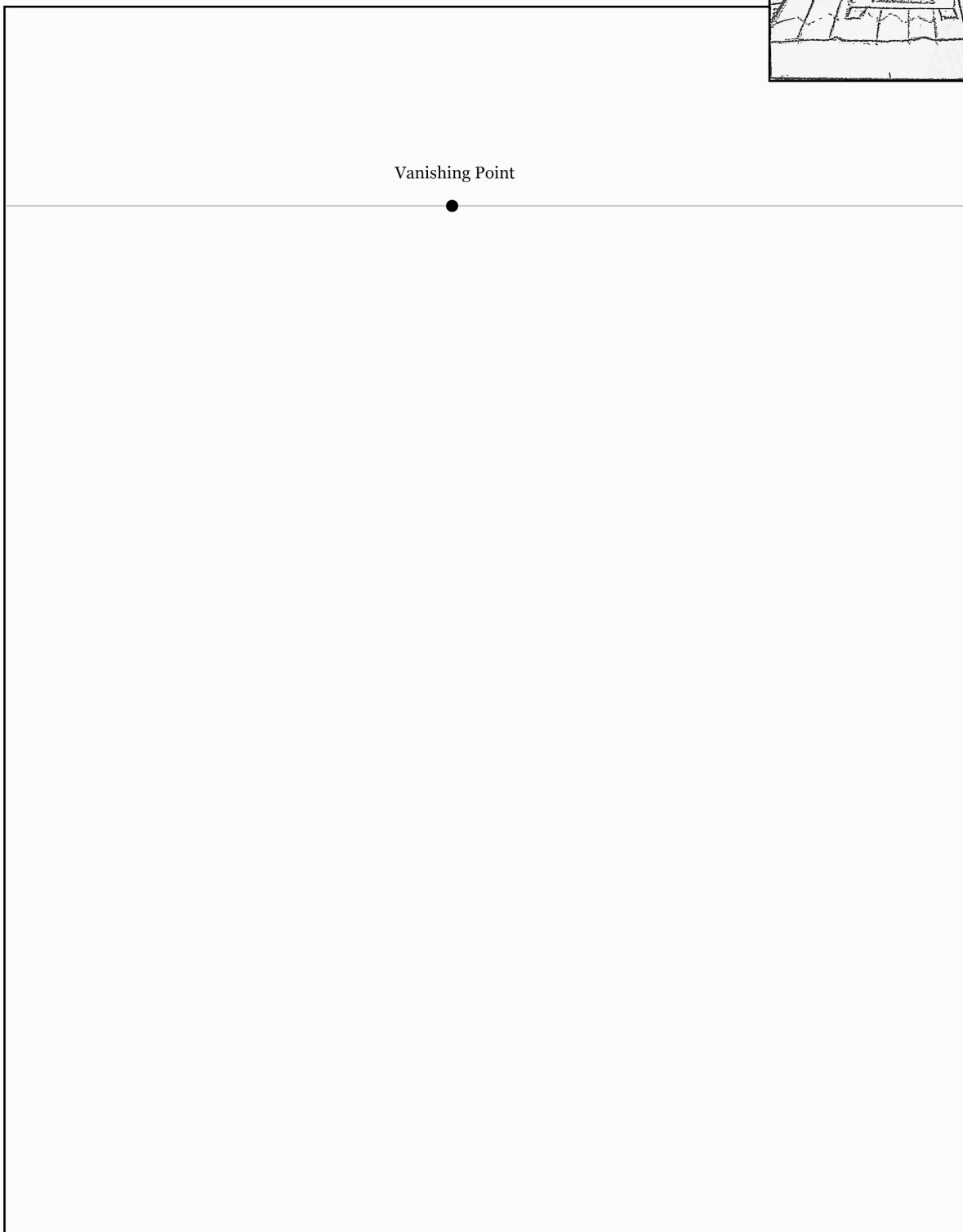
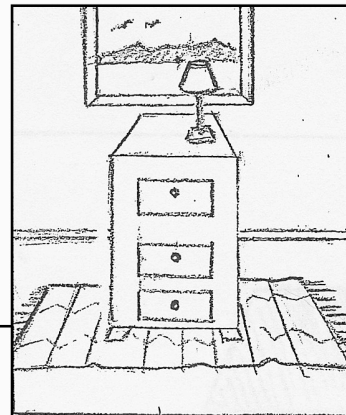
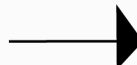


Chest

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



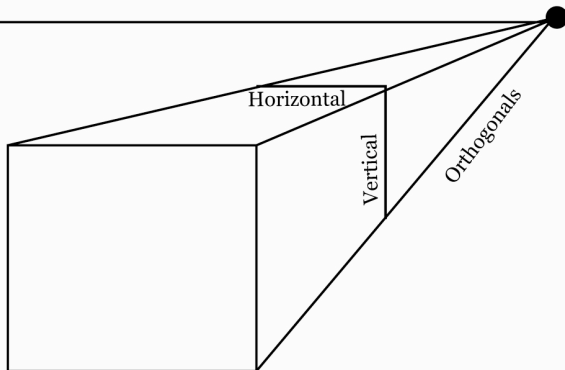
Drawing a City in One-Point Perspective

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

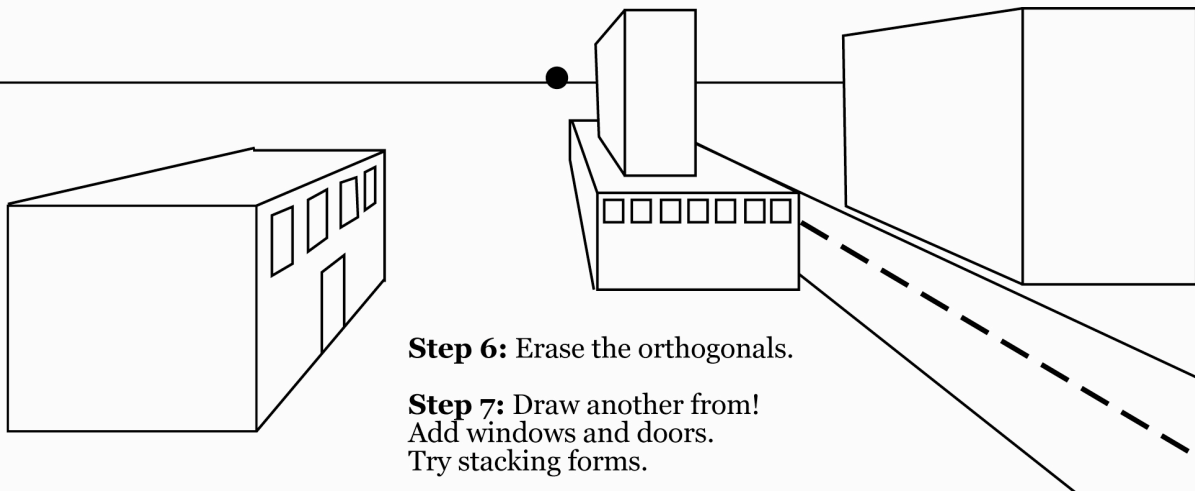
Step 2: Draw a vanishing point

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.



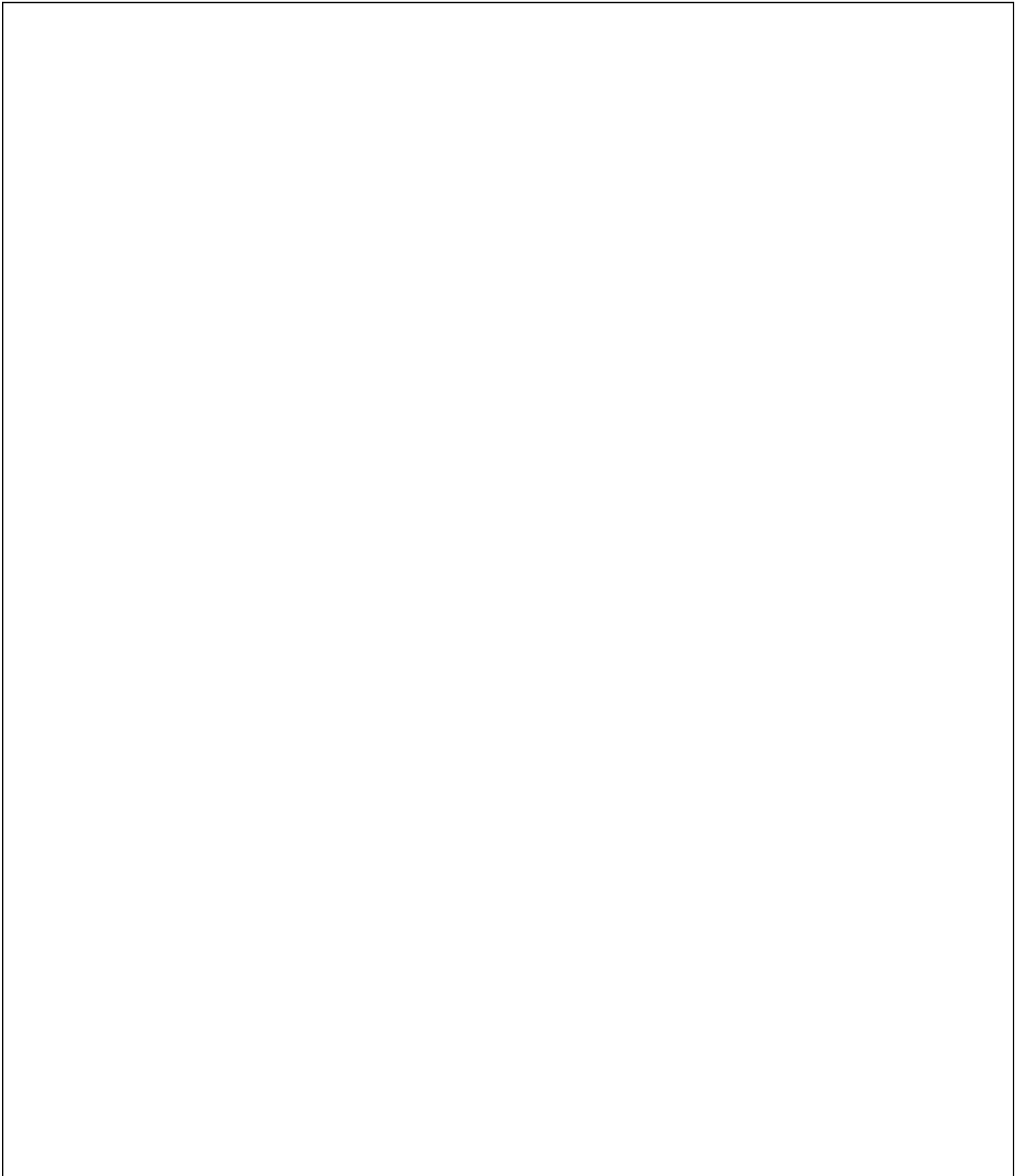
Step 6: Erase the orthogonals.

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!



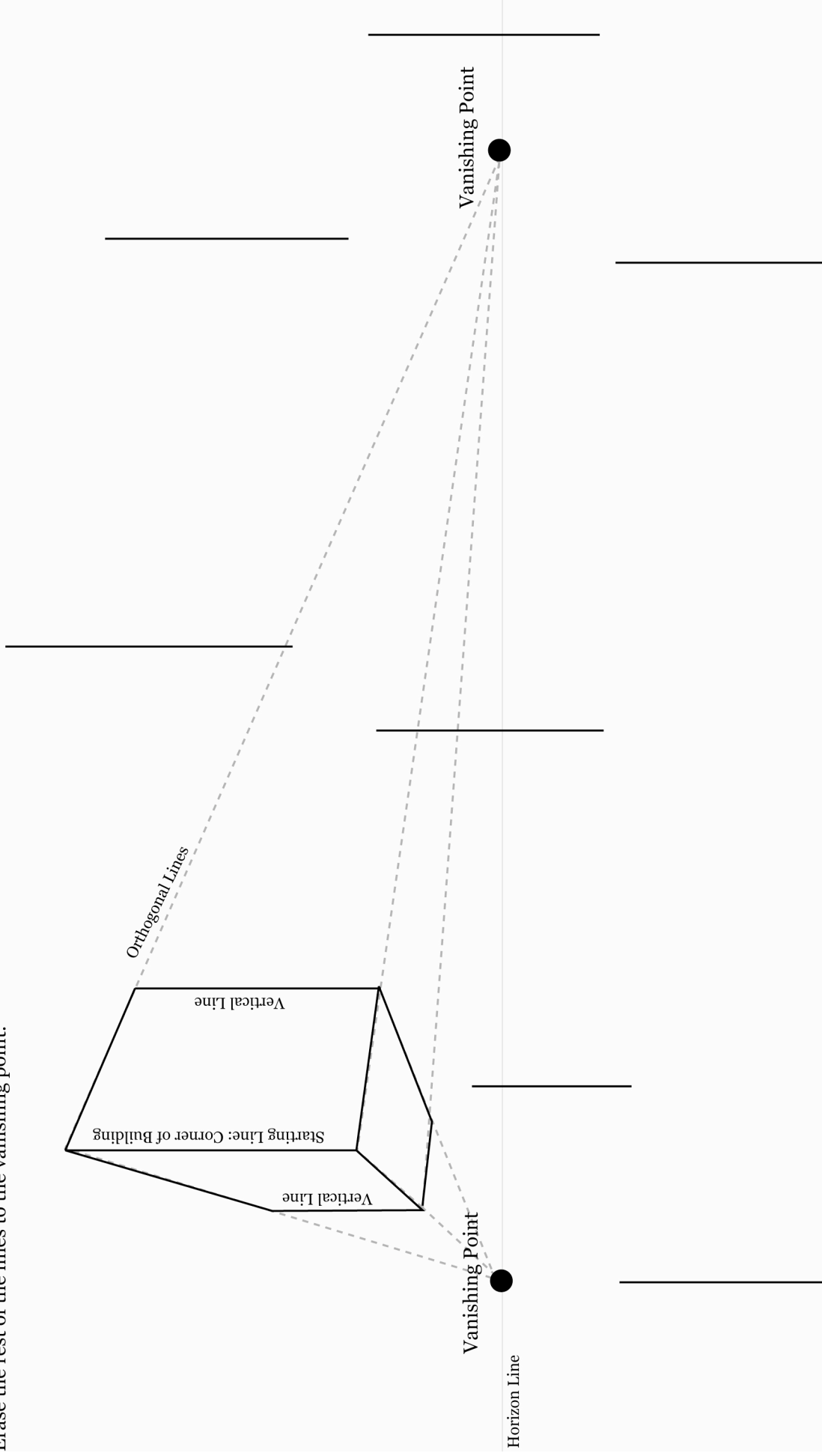
Two-Point Perspective Pictures

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.

Letter S
Starting Corner



Letter H
Starting Corner



Letter J
Starting Corner



Letter N
Starting Corner



Letter E
Starting Corner



Vanishing Point

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

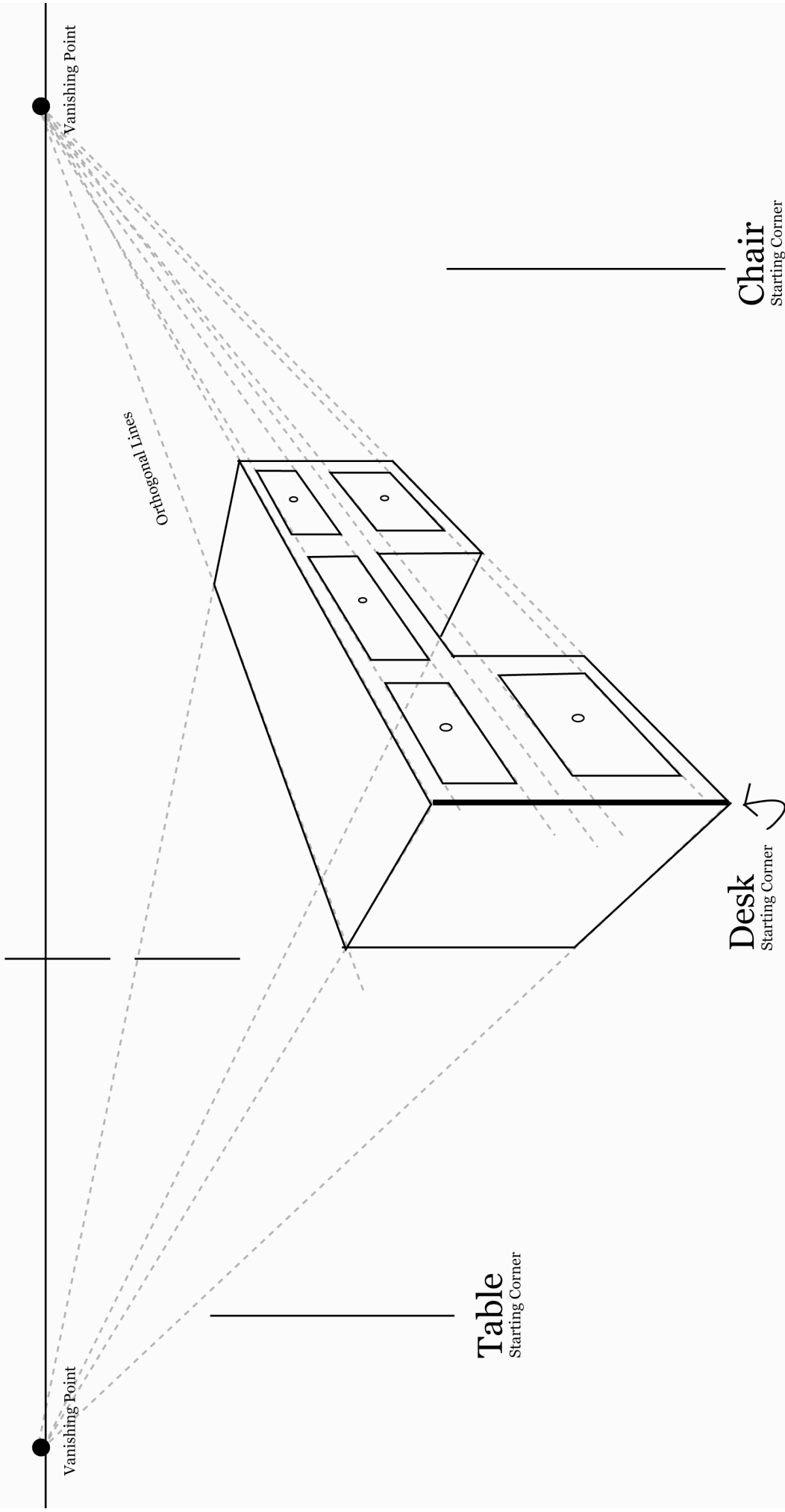


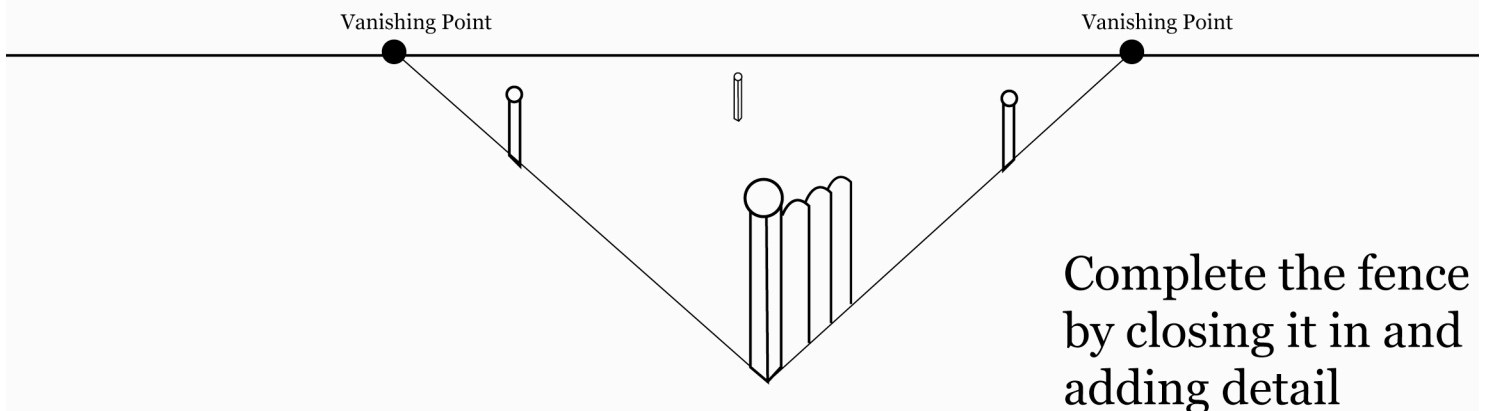
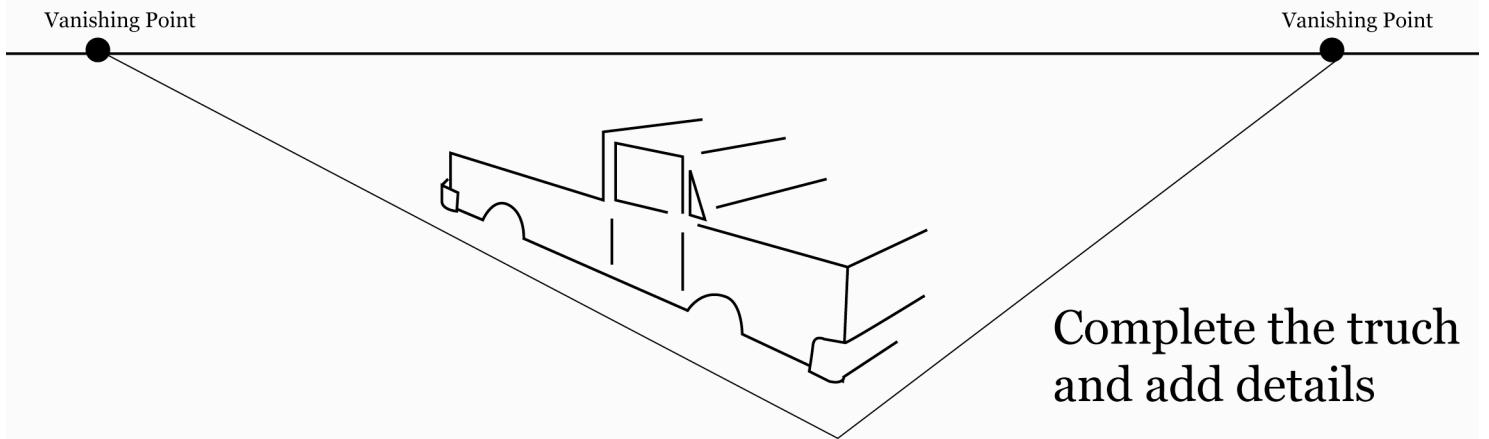
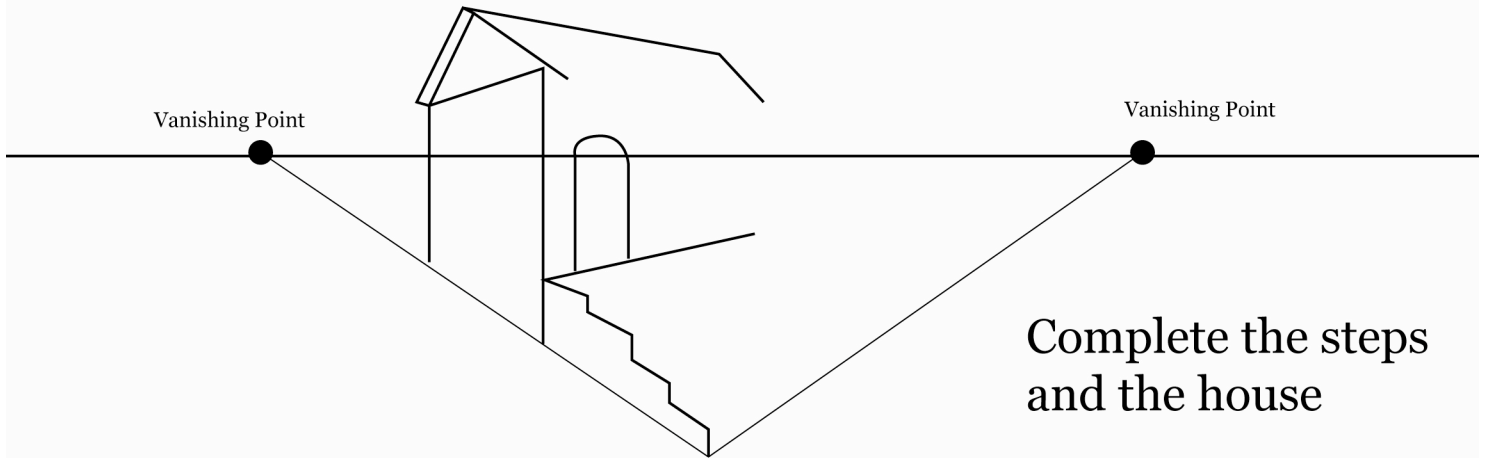
Table
Starting Corner

Desk
Starting Corner

Chair
Starting Corner

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

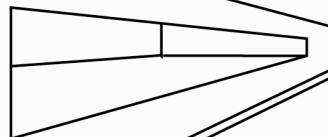
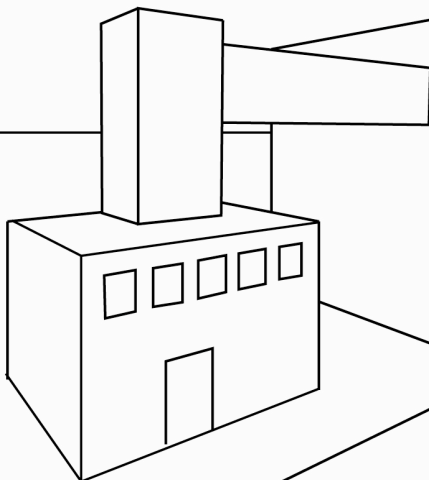
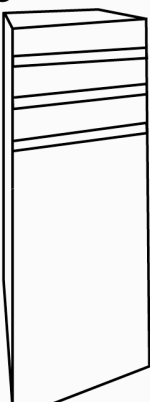
Step 5: Draw vertical lines for back edges of the building

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.

Student Name:		Period:		
Art 1		2 Point Perspective Fantasy Building		Mrs. Rivard
Category	Description	Good (8-10)	Average (5-7)	Needs Work (1-4)
Follows	The student completed a rough draft and showed it to the teacher.			
Directions	The student followed the directions of the project.			
	The student completed the reflection questions thoughtfully and in complete sentences.			
Neatness and	The student didn't rush but paid attention to consistency in work.			
Craftsmanship	The artwork is neat and free from smudges, wrinkles, eraser marks, etc.			
	The design is free from mistakes that distract from the unity of the design.			
Composition	The student used two-point perspective correctly. (worth 30 Points)			
and Design	The student shaded their artwork.			
	The student added details that add to the interest of their artwork.			
	The student used other ways of giving the illusion of space in their artwork like overlapping, detail change, value change and atmospheric perspective.			
Creativity	The student was creative in designing their fantasy building.			
Growth	The student shows more thought, expressiveness and skill in their artwork.			
Participation	The student participated in discussions and took care of classroom materials.			
Scores Subtotal				
		Your Total Score		
		Total Possible		150
		Grade		

Reflection: (complete after your artwork is complete)

1. How do you think your final art turned out? Do you like it or not like it and why?

2. If you could change anything about your artwork what would it be?

1. Describe what you have learned about space and perspective.