

# PERSPECTIVE

Drawing is actually quite simple; just sketch the shapes and masses you see. Sketch loosely and freely—if you discover something wrong with the shapes, you can refer to the rules of perspective below to make corrections. Your drawings don't need to be tight and precise as far as geometric perspective goes, but they should be within the boundaries of these rules for a realistic portrayal of the subject.

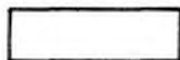
Practice is the only way to improve your drawing skills and to polish your hand-eye relationships. It's a good idea to sketch everything you see and keep all your drawings in a sketchbook so you can track the improvement. (See page 12 for more on sketching and keeping a sketchbook.) Following are a few exercises to introduce the basic elements of drawing in perspective. Begin with the one-point exercise.

## ONE-POINT PERSPECTIVE

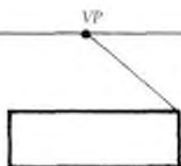
In *one-point perspective*, the face of a box is the closest part to the viewer, and it is parallel to the horizon line (eye level). The bottom, top, and sides of the face are parallel to the picture plane.

Horizon line

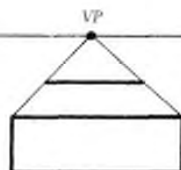
1. Draw a horizontal line and label it "eye level" or "horizon line." Draw a box below this line.



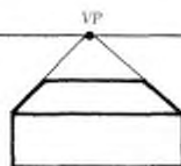
2. Now draw a light guideline from the top right corner to a spot on the horizon line. Place a dot there and label it VP (vanishing point). All side lines will go to the same VP.



3. Next, draw a line from the other corner as shown; then draw a horizontal line to establish the back of the box.



4. Finally darken all lines as shown, and you will have drawn a perfect box in one-point perspective. This box may become a book, a chest, a building, etc.

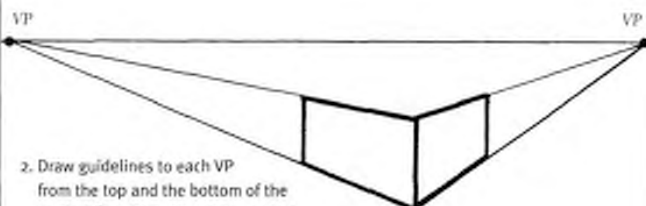


## TWO-POINT PERSPECTIVE

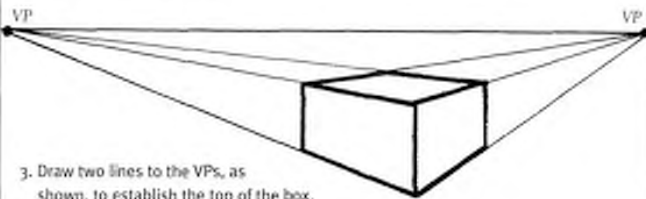
In *two-point perspective*, the corner of the box is closest to the viewer, and two VPs are needed. Nothing is parallel to the horizon line in this view. The vertical lines are parallel to the sides of the picture plane.

VP Horizon line VP

1. Establish the horizon line (see "One-Point Perspective" at left), and then place a dot at each end and label them VP. Draw a vertical line that represents the corner of the box closest to the viewer.

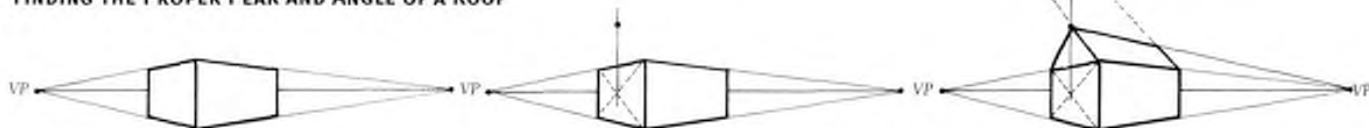


2. Draw guidelines to each VP from the top and the bottom of the vertical line. Draw two more vertical lines for the back of the sides.



3. Draw two lines to the VPs, as shown, to establish the top of the box. Now darken all the lines and you will have drawn a perfect box in two-point perspective.

## FINDING THE PROPER PEAK AND ANGLE OF A ROOF



1. Draw a box in two-point perspective.

2. Find the center of the face by drawing diagonal lines from corner to corner; then draw a vertical line upward through the center. Make a dot for the roof height.

3. Using the vanishing point, draw a line for the angle of the roof ridge; then draw the back of the roof. The angled roof lines will meet at a third VP somewhere in the sky.