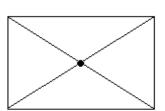
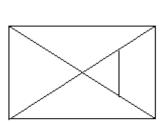
## ONE POINT PERSPECTIVE

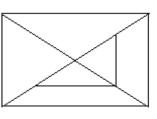
Step 1: Draw an "x" (connecting corners) "x" is orthogonal line. "x" where the "x" intersect is the vanishing point



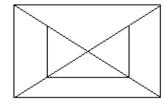
Step 2: Draw a verticle line, make sure it is perpendicular to the bottom of the paper



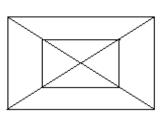
Step 3: Draw a horizontal line, make sure it starts at the end of the verticle line



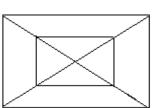
Step 4: Draw another verticle line. This line starts at the end of the horizontal line



Step 5: Back wall Draw a horizontal line connecting the two vertical lines you now have the back wall and a room.

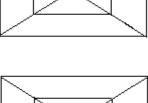


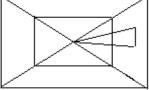
Step 6: Decide what interior space you want to design. Bedroom, livingroom, bathroom, kitchen, den, etc.....



Step 7: Drawing a window, Draw a verticale line

Step 8: Draw two orthogonal lines

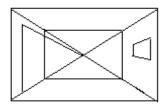




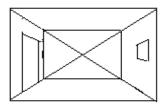
Step 9: Draw a verticale line connecting the orthogonal lines at the window ends.

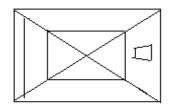
Step 10: Erase orthogonal lines at windows end (added window seal by repeating steps 7-10 outside the window) Step 11: Draw a door, Draw a verticale line opposite of window

Step 12: Draw top orthogonal line slightly below "x"

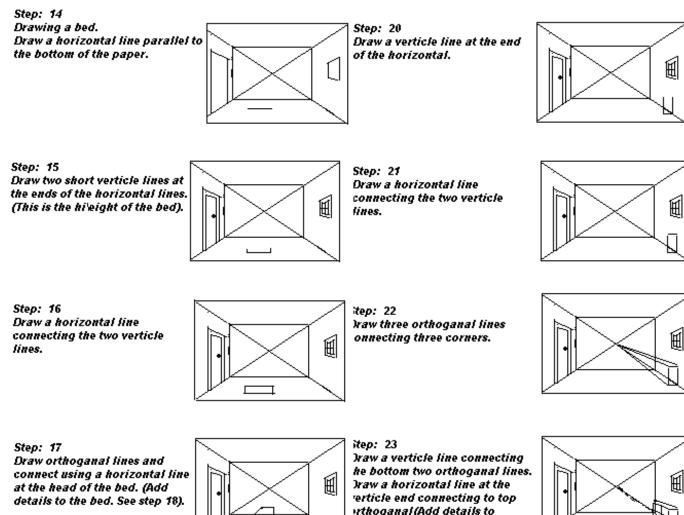


Step 13: Draw verticle line connecting orthogonal + bottom of "x" (add door frame by repeating steps 11-13 on outside of door)

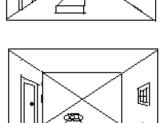




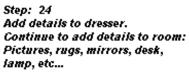
## ONE POINT PERSPECTIVE

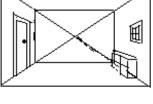


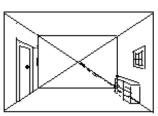
Step: 18 Drawing a dresser. Draw a verticle line where the floor and the wall meet.



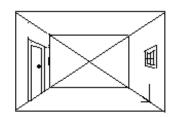
vrthoganal (Add details to iresser see step 24) 'erase extra orthoganal lines)





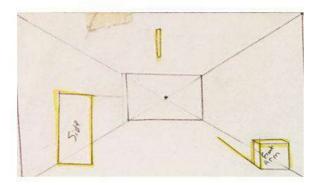


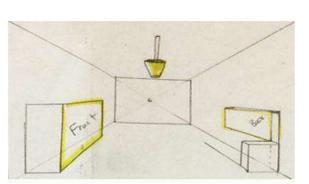
Step: 19 Draw a horizontal line at the end of the dresser.

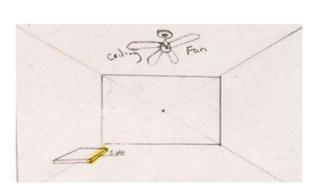


#### ONLY STRUCTURAL LINES USED

1.Verticle lines-squared to paper 2. Horizontal lines-squared to paper 3. Diagonal to vanishing point



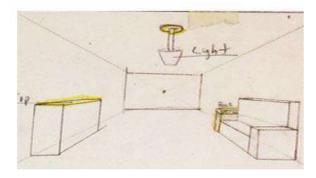


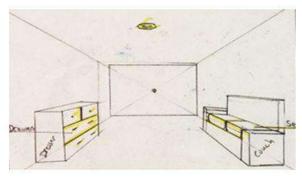


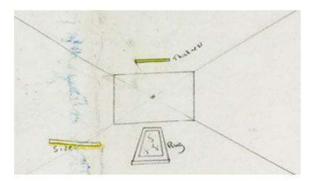
21354

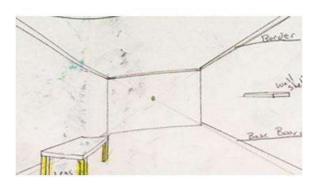
Tel

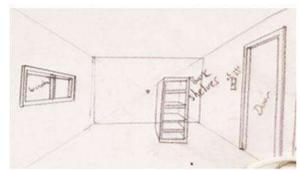
Long

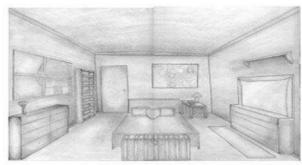




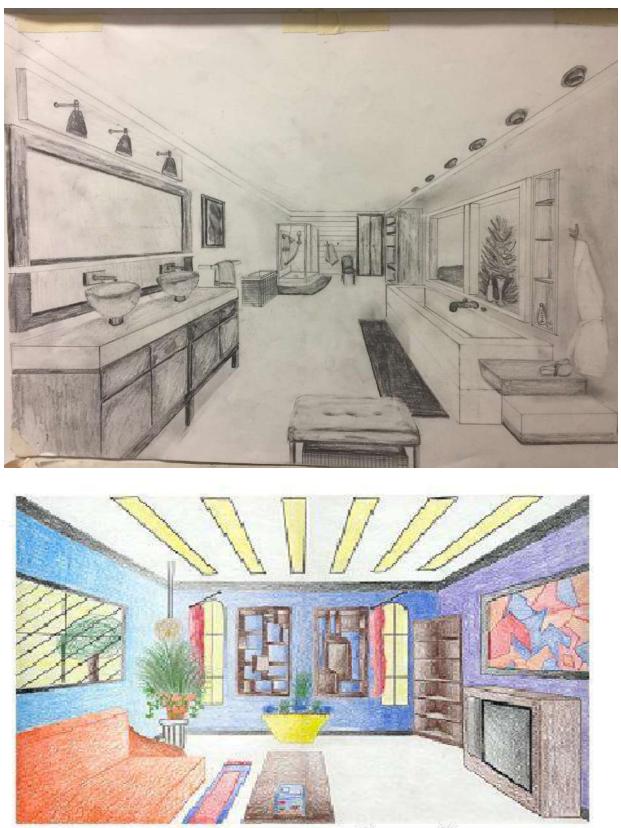








By Jody DuBois



BY JENNY PULCZINSKI

# **One-Point Perspective Room**

# Criteria:

1. Perspective is accurate and correct throughout the drawing.

- 2. There are at least 4 pieces of furniture.
- 3. There are at least 8 other objects besides furniture.
- 4. There is at least one door and one window.
- 5. There are at least two added textures or patterns
- 6. Furniture is in proportion to the room and the other objects in the room.

7. Furniture has appropriate details, such as rounded-off couch cushions and edges of tables or shelves.

8. Space is used well; there aren't any big empty spaces where nothing is happening.

9. The drawing is shaded with a range of value, with a clear light source using pencil or color pencil

# Weekend Homework

We will be starting our one-point perspective room design on Monday. "Your Dream Room"

Over the weekend you need to:

1. Find and Save 10 images of furniture - i.e. Bed, Couch, Table, Hot Tub, Chair, Bookshelf, TV Stand, End Table, Chairs, Cabinets, etc...

2. Find and Save 10 images of added details - i.e. Rug, Vases, Statues, Stuffed Animals, Fish Tank, Clothes, Pictures, Outlets, Lights, Lamps, etc...

- 3. Find and Save 2 images of doors
- 4. Find and Save 2 images of windows
- 5. Find 4 textures or patterns