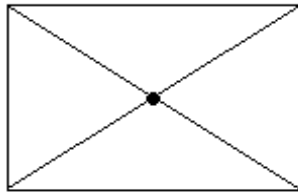
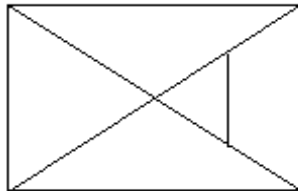


ONE POINT PERSPECTIVE

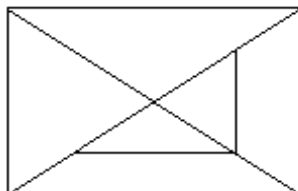
Step 1: Draw an "x" (connecting corners) "x" is orthogonal line. "x" where the "x" intersect is the vanishing point



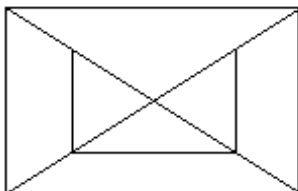
Step 2: Draw a vertical line, make sure it is perpendicular to the bottom of the paper



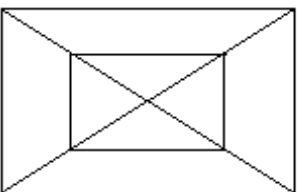
Step 3: Draw a horizontal line, make sure it starts at the end of the vertical line



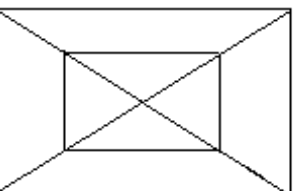
Step 4: Draw another vertical line. This line starts at the end of the horizontal line



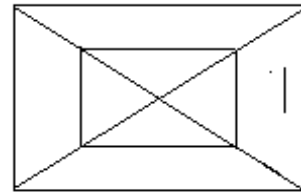
Step 5: Back wall
Draw a horizontal line connecting the two vertical lines you now have the back wall and a room.



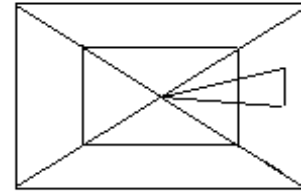
Step 6: Decide what interior space you want to design. Bedroom, livingroom, bathroom, kitchen, den, etc.....



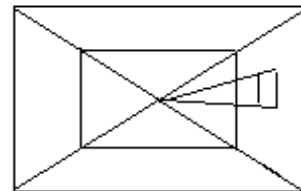
Step 7: Drawing a window, Draw a vertical line



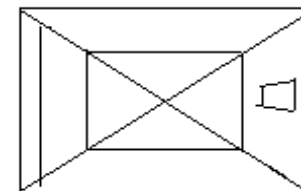
Step 8: Draw two orthogonal lines



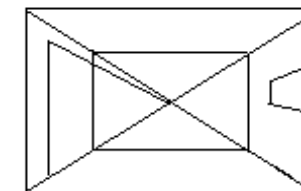
Step 9: Draw a vertical line connecting the orthogonal lines at the window ends.



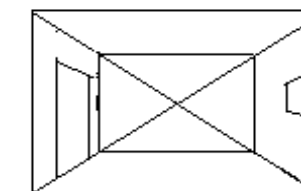
Step 10: Erase orthogonal lines at windows end (added window seal by repeating steps 7-10 outside the window)
Step 11: Draw a door, Draw a vertical line opposite of window



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



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

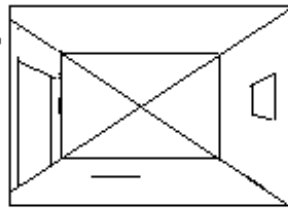


ONE POINT PERSPECTIVE

Step: 14

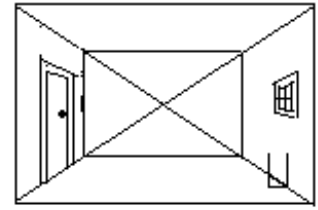
Draw a bed.

Draw a horizontal line parallel to the bottom of the paper.



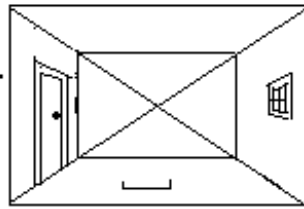
Step: 20

Draw a verticle line at the end of the horizontal.



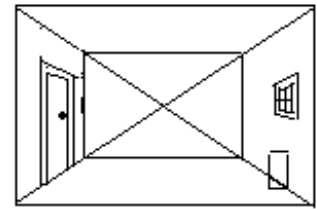
Step: 15

Draw two short verticle lines at the ends of the horizontal lines. (This is the height of the bed).



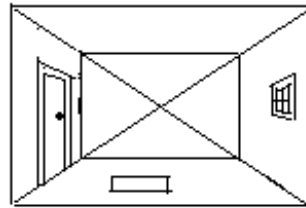
Step: 21

Draw a horizontal line connecting the two verticle lines.



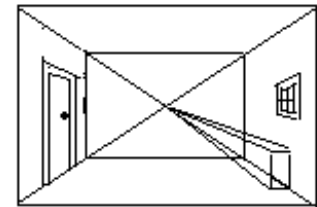
Step: 16

Draw a horizontal line connecting the two verticle lines.



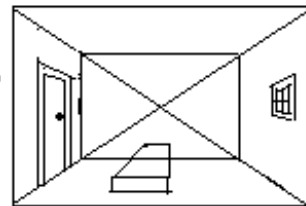
Step: 22

Draw three orthogonal lines connecting three corners.



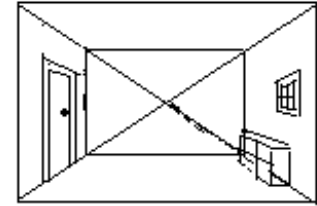
Step: 17

Draw orthogonal lines and connect using a horizontal line at the head of the bed. (Add details to the bed. See step 18).



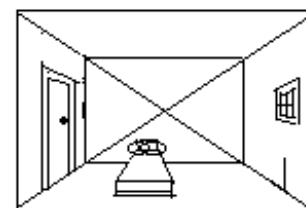
Step: 23

Draw a verticle line connecting the bottom two orthogonal lines. Draw a horizontal line at the verticle end connecting to top orthogonal (Add details to dresser see step 24) erase extra orthogonal lines)



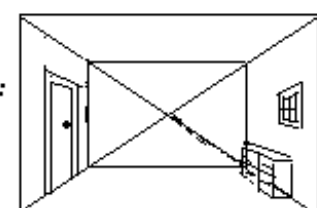
Step: 18

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



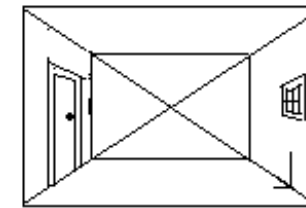
Step: 24

Add details to dresser. Continue to add details to room: Pictures, rugs, mirrors, desk, lamp, etc...



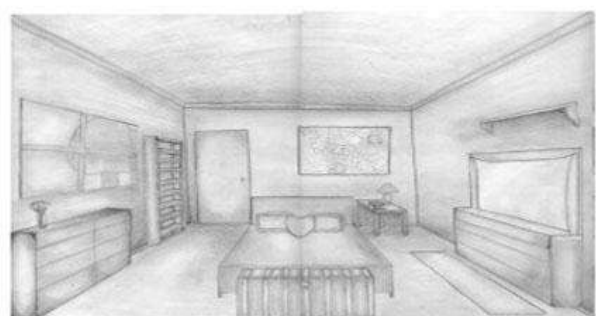
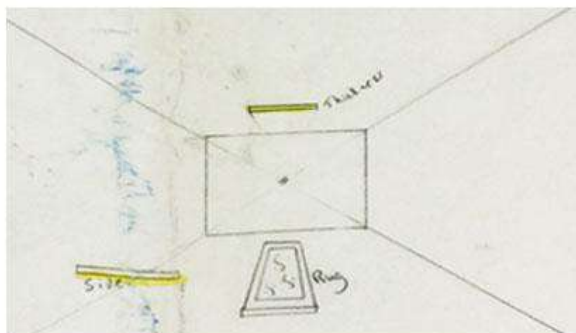
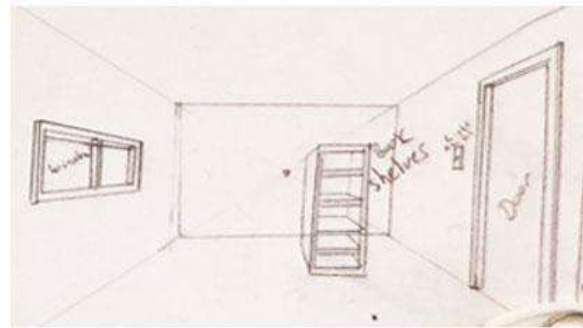
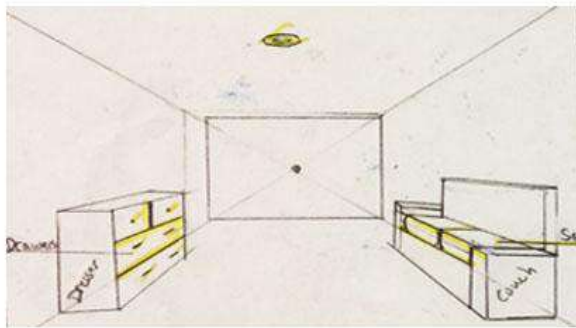
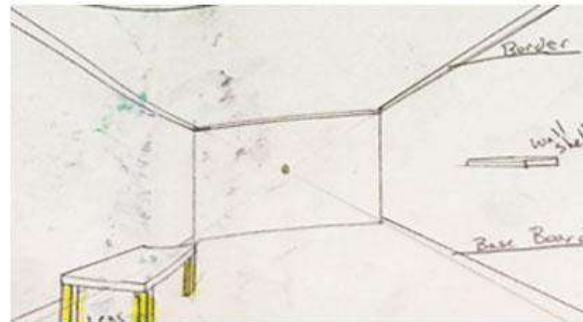
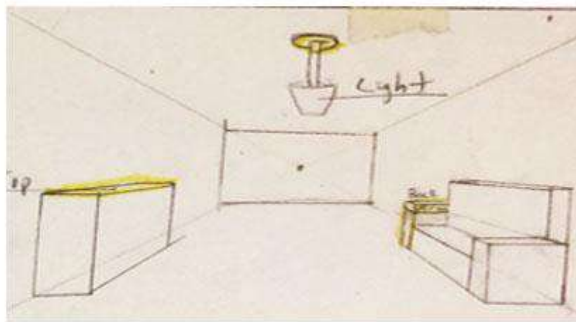
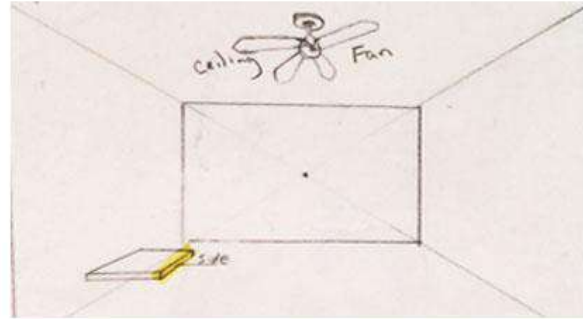
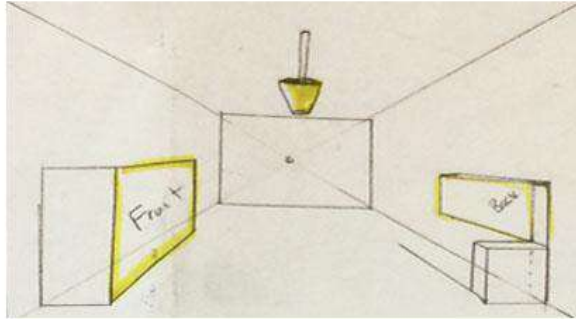
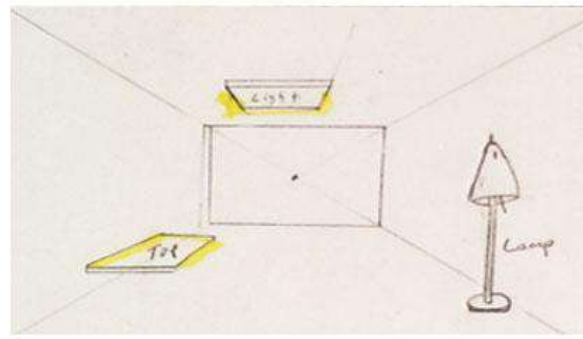
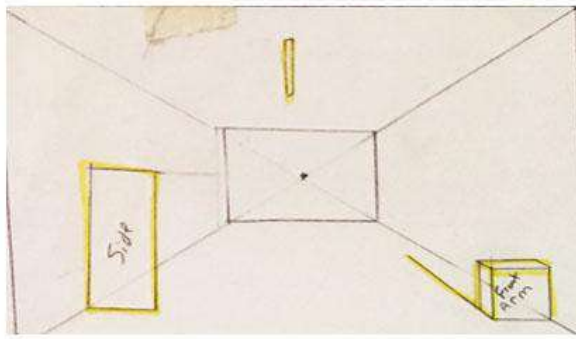
Step: 19

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



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**