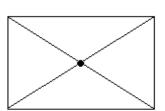
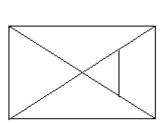
### ONE POINT PERSPECTIVE

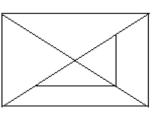
Step 1: Draw an "x" (connecting corners) "x" is orthogonal line. "x" where the "x" intersect is the vanishing point



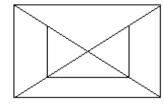
Step 2: Draw a verticle line, make sure it is perpendicular to the bottom of the paper



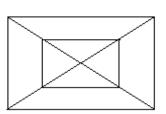
Step 3: Draw a horizontal line, make sure it starts at the end of the verticle line



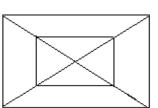
Step 4: Draw another verticle line. This line starts at the end of the horizontal line



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

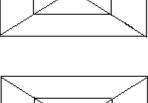


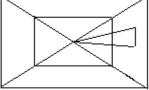
Step 6: Decide what interior space you want to design. Bedroom, livingroom, bathroom, kitchen, den, etc.....



Step 7: Drawing a window, Draw a verticale line

Step 8: Draw two orthogonal lines

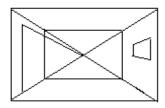




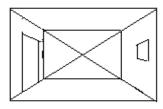
Step 9: Draw a verticale line connecting the orthogonal lines at the window ends.

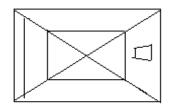
Step 10: Erase orthogonal lines at windows end (added window seal by repeating steps 7-10 outside the window) Step 11: Draw a door, Draw a verticale line opposite of window

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

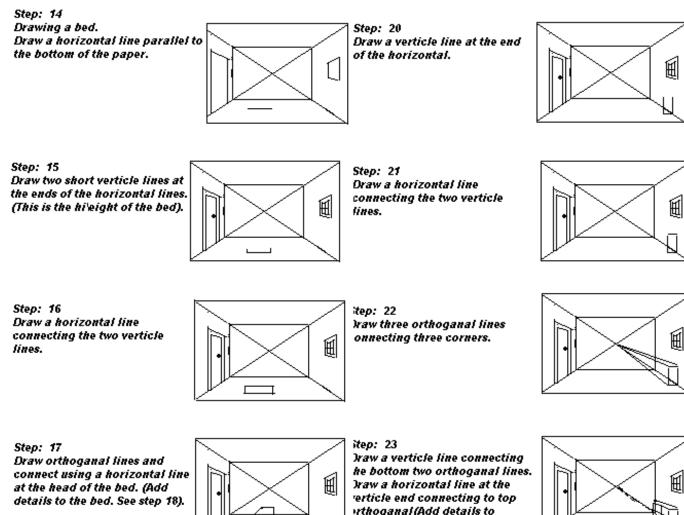


Step 13: Draw verticle line connecting orthogonal + bottom of "x" (add door frame by repeating steps 11-13 on outside of door)





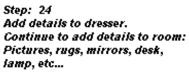
### ONE POINT PERSPECTIVE

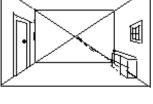


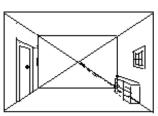
Step: 18 Drawing a dresser. Draw a verticle line where the floor and the wall meet.



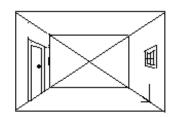
vrthoganal (Add details to iresser see step 24) 'erase extra orthoganal lines)





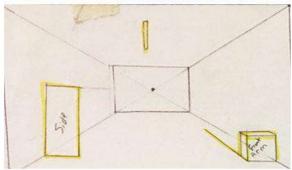


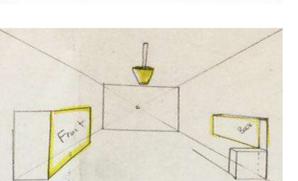
Step: 19 Draw a horizontal line at the end of the dresser.

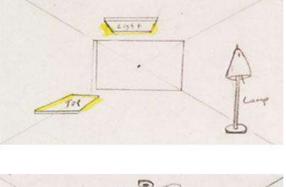


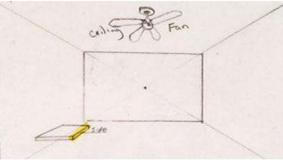
#### ONLY STRUCTURAL LINES USED

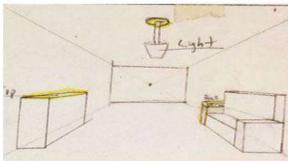
1.Verticle lines-squared to paper 2. Horizontal lines-squared to paper 3. Diagonal to vanishing point

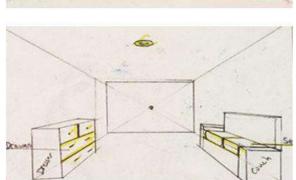


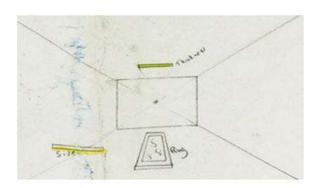


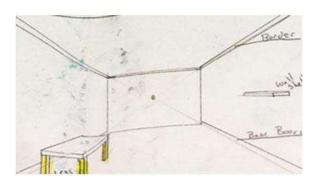


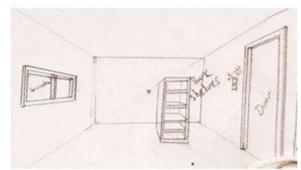


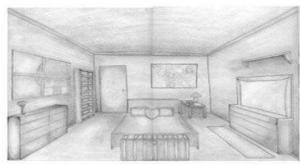




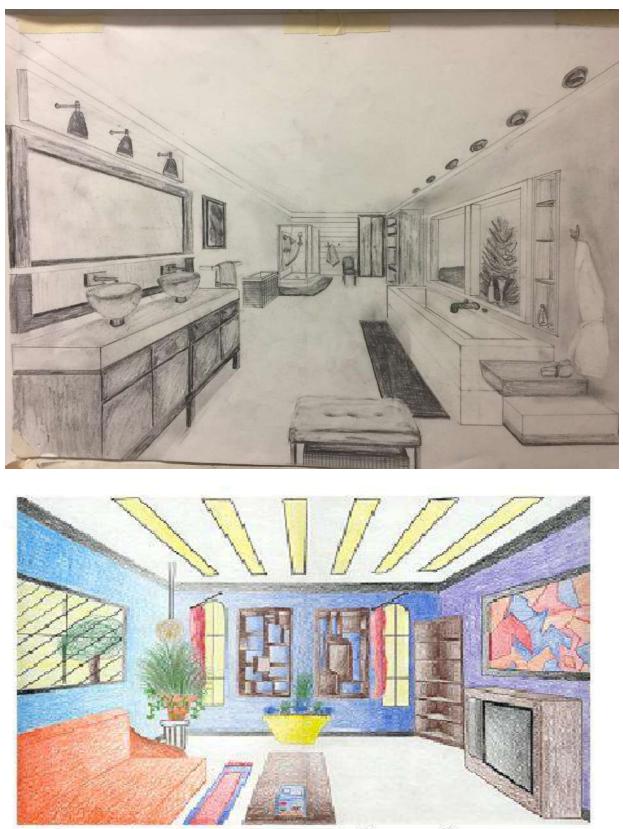








By Jody DuBois



BY JENNY PULCZINSKI

# **One-Point Perspective Room**

## Criteria:

- 1. Specific Location/Environment
- 2. Perspective is accurate and correct throughout the drawing: Focal Point, Scale, Detail, Light Source
- 3. There are at least 4 pieces of furniture.
- 4. There are at least 8 other household objects besides furniture.
- 5. 4 of the 8 household objects need to be part of your personal story.
- 6. 1 of the 8 household objects needs to be innovative/unique/creative.
- 7. There is at least one door and one window.
- 8. There are at least two added patterns (Principles of Art)
- 9. Furniture is in proportion to the room and the other objects in the room.
- 10. Furniture has appropriate details, such as rounded-off couch cushions and edges of tables or shelves.
- 11. Space (Element of Art) is used well; there are not any big empty spaces where nothing is happening.
- 12. The drawing is shaded with a range of value, with a clear light source using pencil or color pencil; there is a wide range of value (Element of Art)

# **Research Work**

- 1. We will be starting our one-point perspective room design this week.
- 2. Over the next 2 days you need to:
- 3. Find and Save 5 images of furniture i.e. Bed, Couch, Table, Hot Tub, Chair, Bookshelf, TV Stand, End Table, Chairs, Cabinets, etc...
- 4. Find and Save 5 images of furniture that you connect with through your culture or identity
- 5. Find and Save 6 images of added household objects i.e. Rug, Vases, Statues, Stuffed Animals, Fish Tank, Clothes, Pictures, Outlets, Lights, Lamps, etc...
- 6. Find and Save 3 images of added innovative/unique household objects
- 7. Find and Save 3 images of added cultural household objects
- 8. Find and Save 2 images of doors

Find and Save 2 images of windows

9. Find 4 textures or patterns