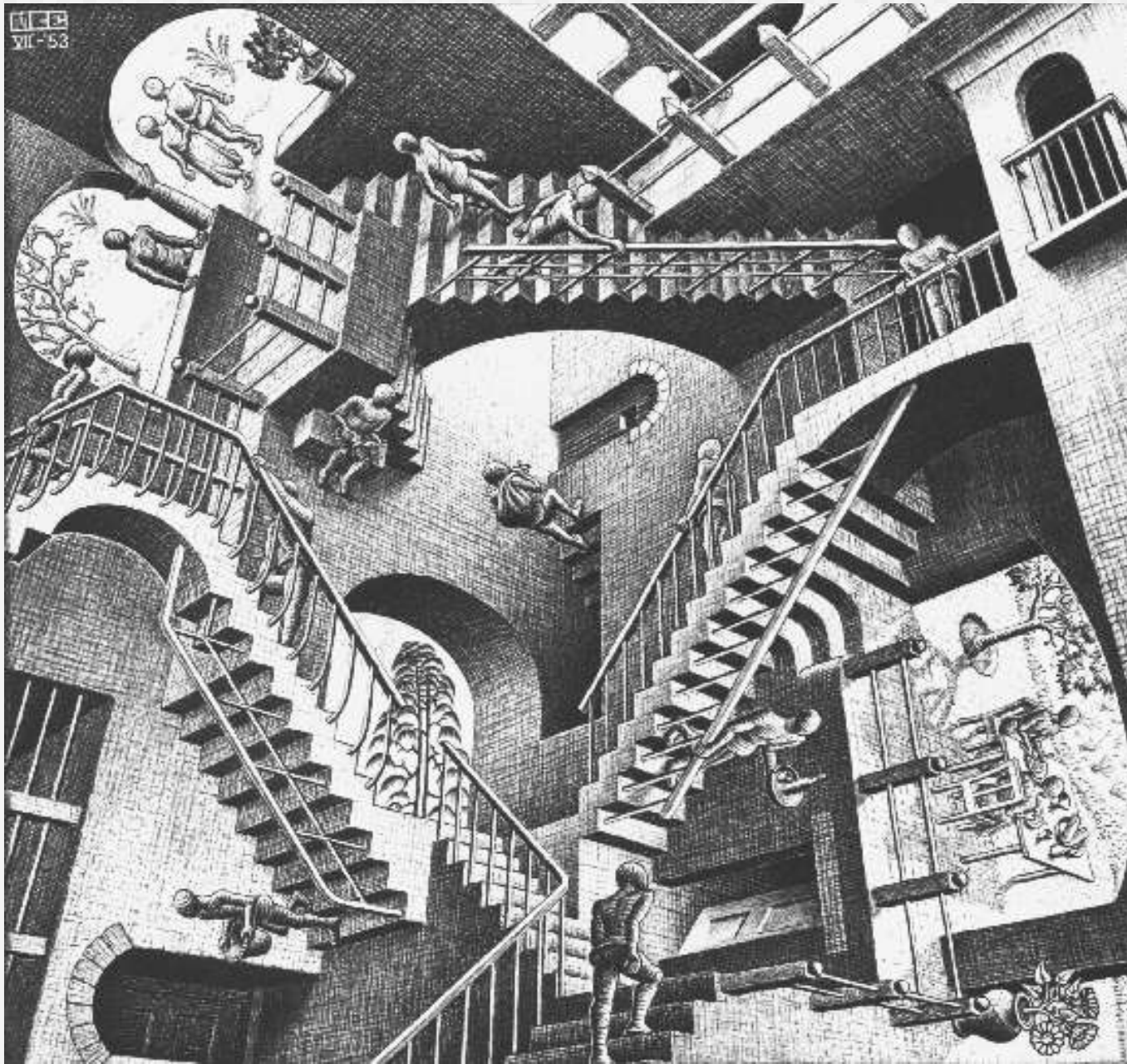


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# **ARCHITECTURE PROJECT**

# Perspective in Drawing



Our visual world is based on simple rules.  
Once you understand how to manipulate those rules,  
you can draw anything!



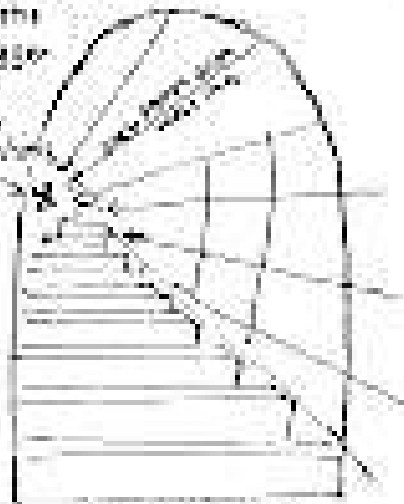


## How To Draw The Castle Steps

Start with an oval big enough for all the details inside.

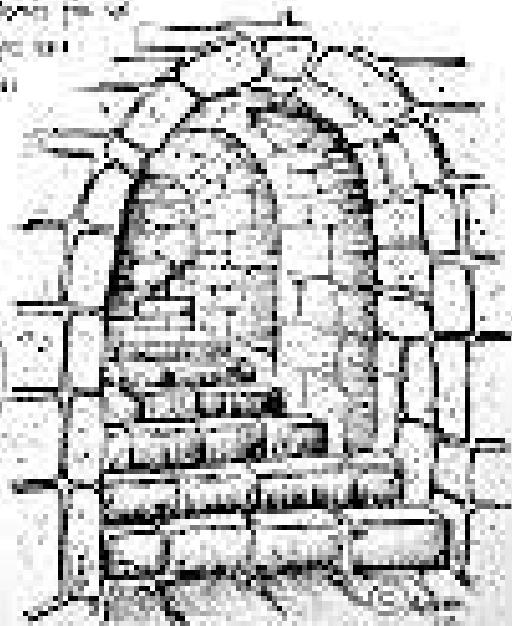
Mark the vanishing point of eye level. all the lines will point to it. The steps are bigger at the bottom, the tops of the steps are rounded. the front are wider and wider to point on the wall by lines to the vanishing point. add vertical lines to make the stones. Draw around this bottom to make stones.

Looking stones is stone since it is dark inside.



Plant will be point where in the foreground

The stone is of the stone is the stone



Step

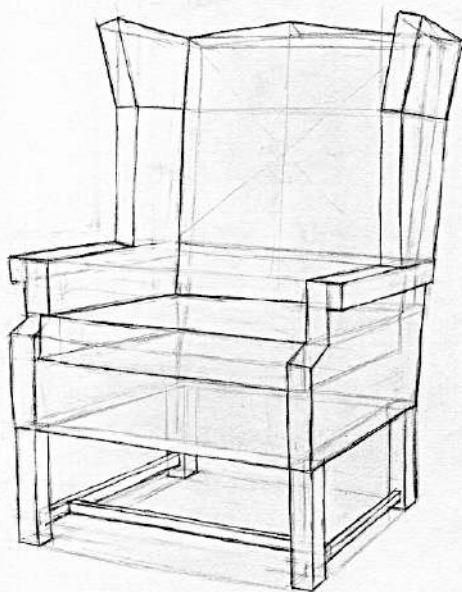
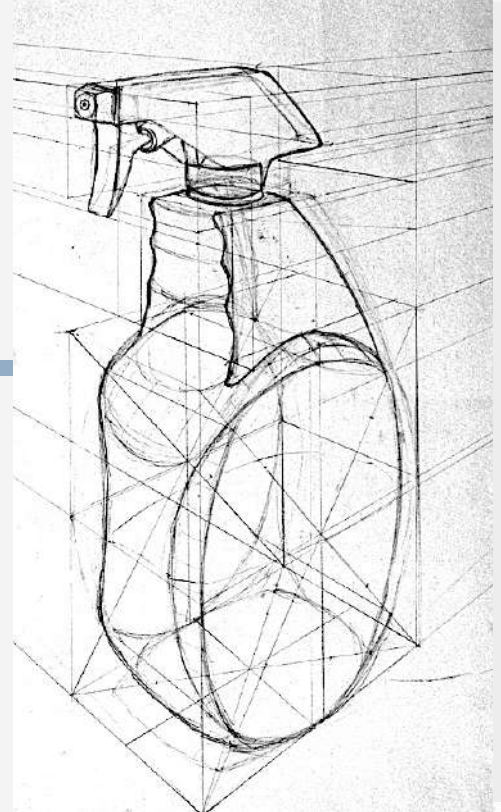


Step



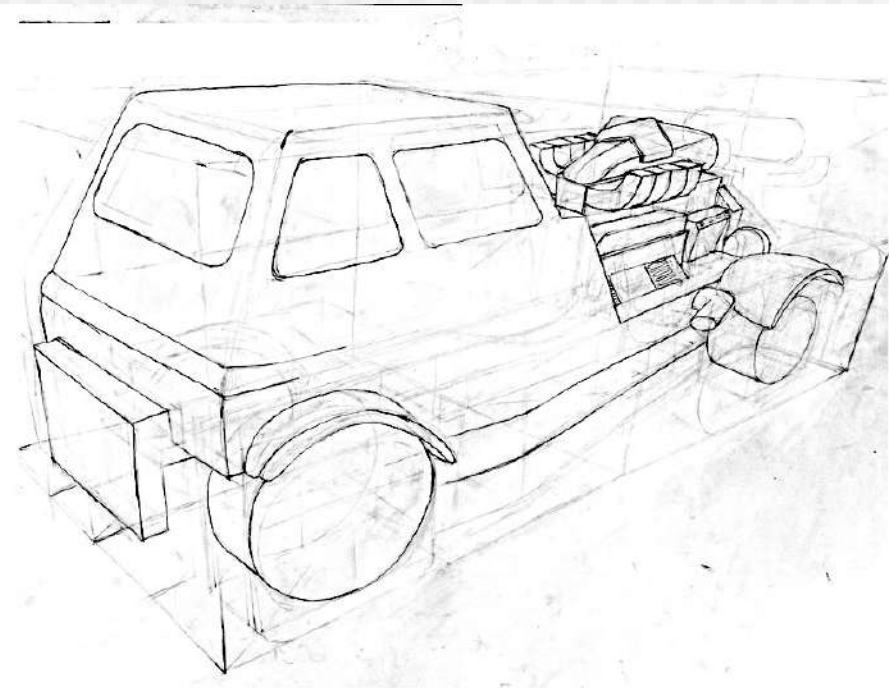
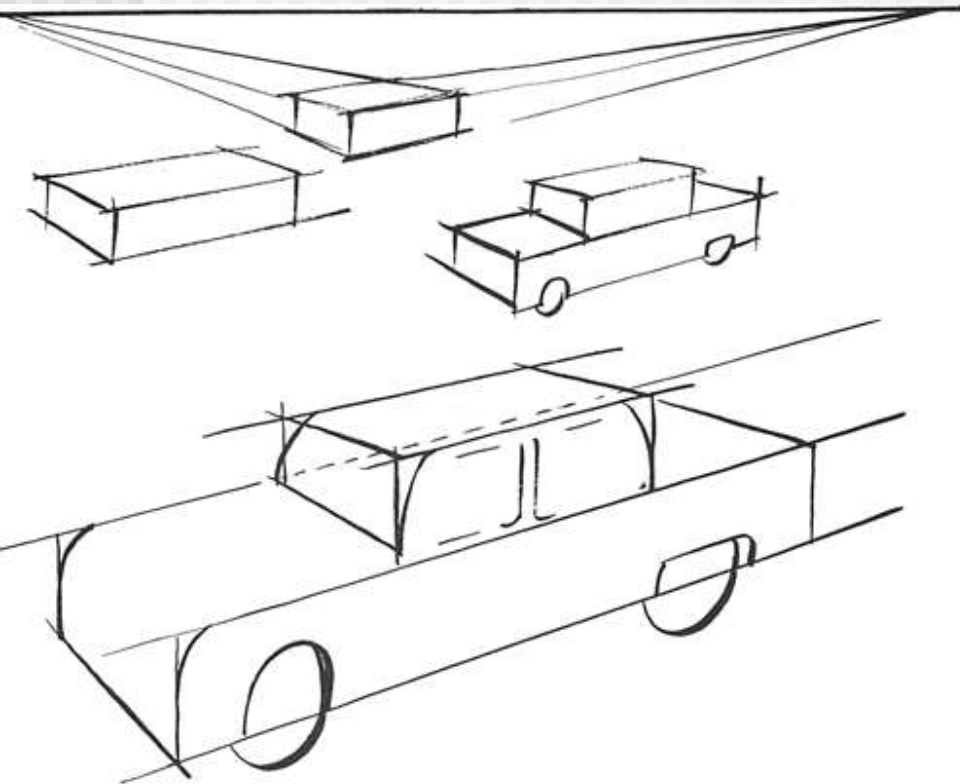
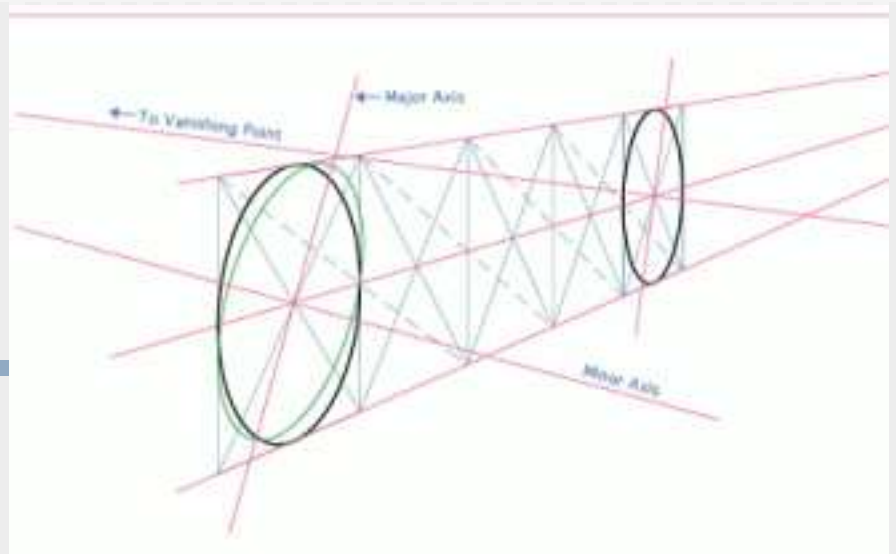
Step

Start just above the stone top. The stone is the stone. The stone is the stone. The stone is the stone.



You need a  
good foundation  
to do detailed things

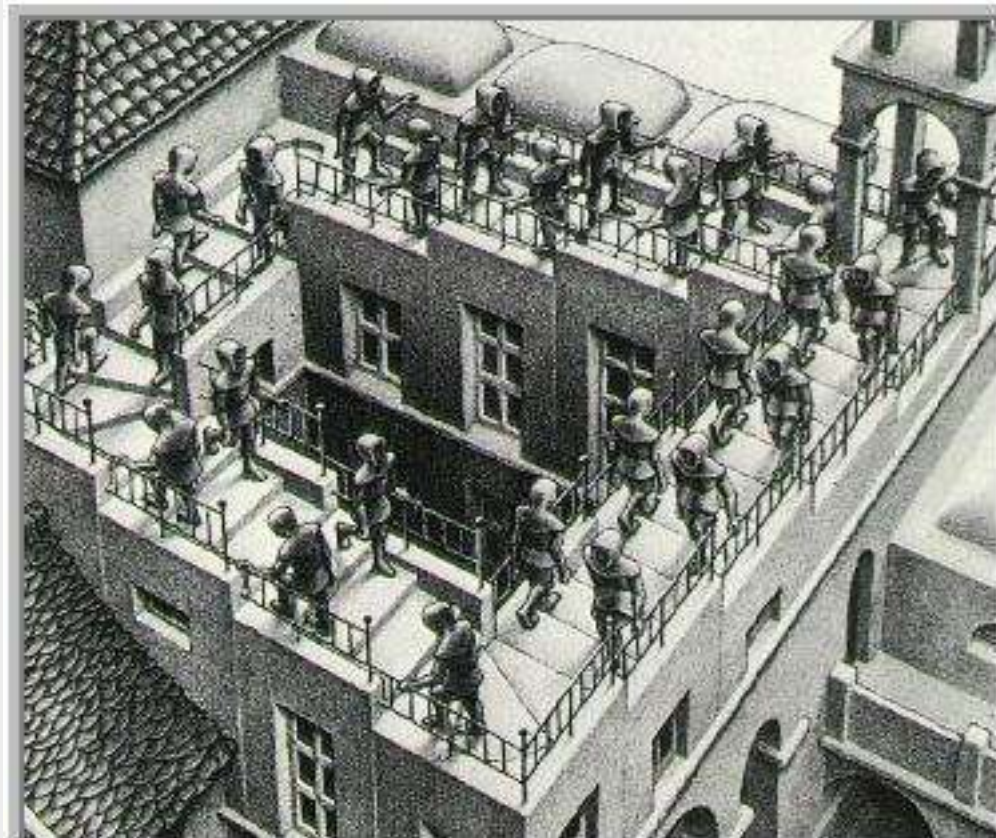
(start simple and gradually get detailed)



# Perspective:

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■ Creating the illusion of depth on a 2-D surface.



# ■ Horizon Line

Separates the sky and ground.

It's an imaginary line exactly at the viewer's eye level.

Horizon Line

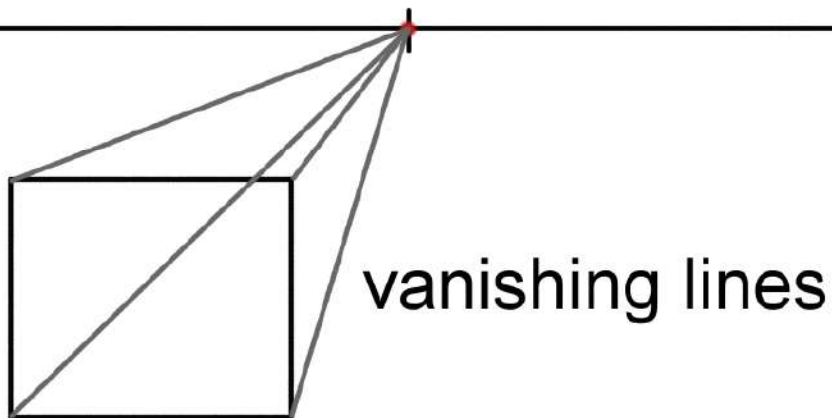




# ■ Vanishing Point

Determines the viewer's position and direction of sight

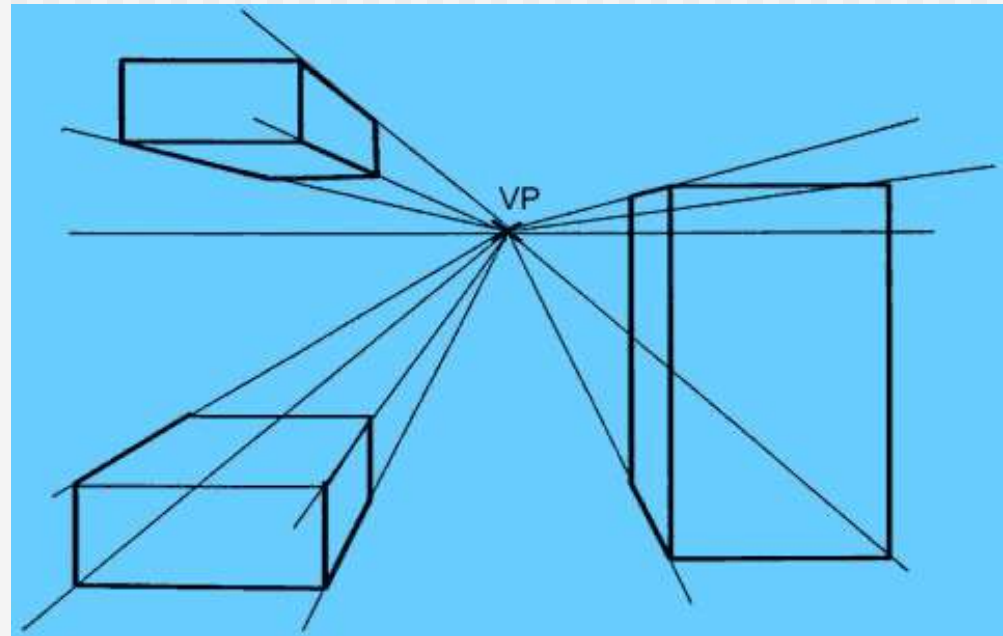
It's a reference point in perspective in which the parallel lines meet.





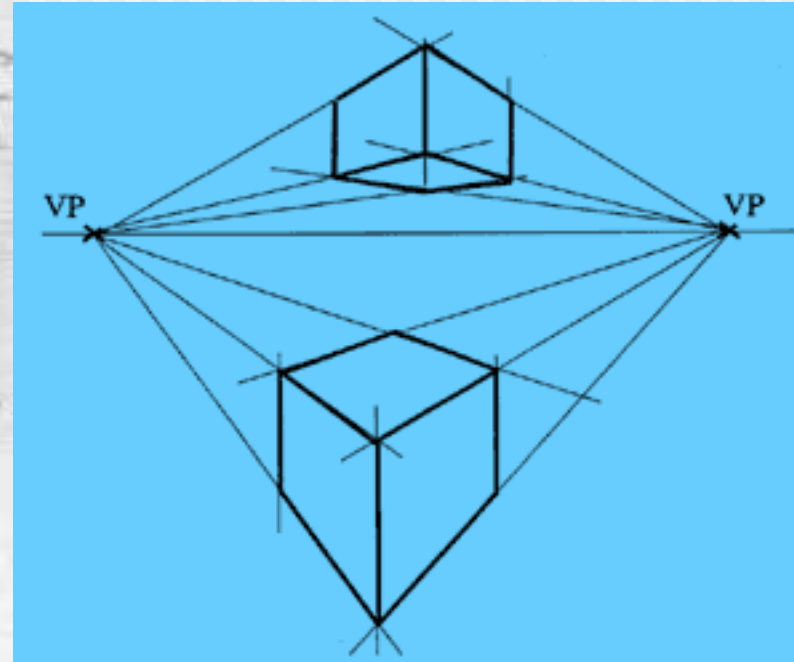
# ■ One Point Perspective

Offers a side view and uses 1 VP.



# ■ Two Point perspective

Offers a corner view and uses 2 VPs.



# ■ Ellipse

A foreshortened circle.





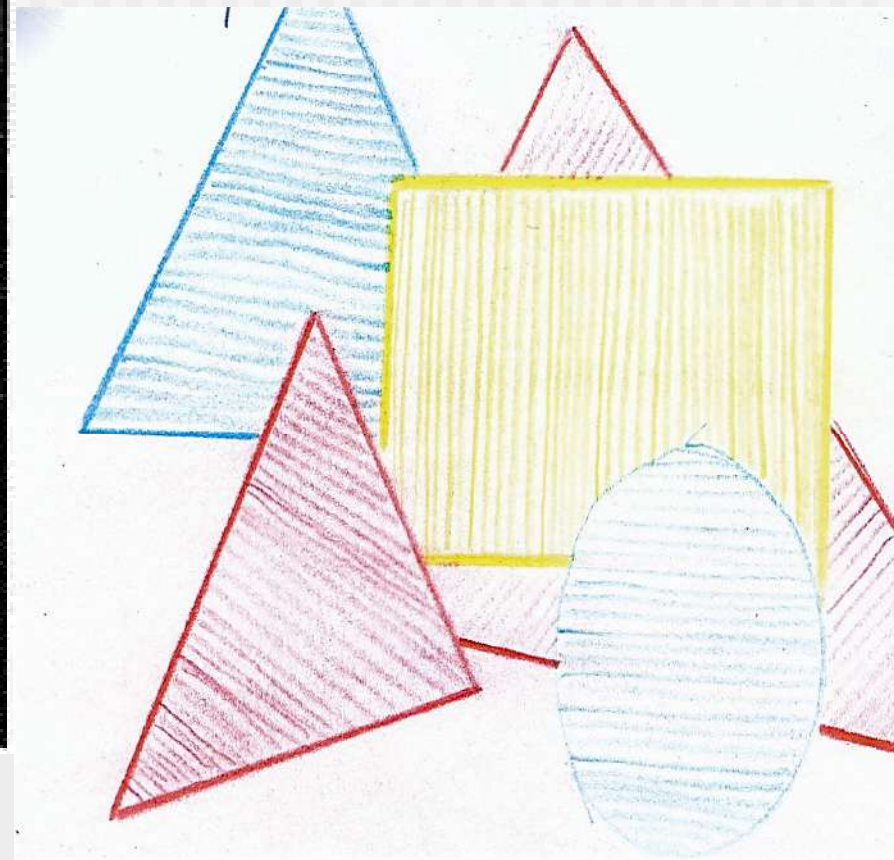
# Linear Perspective

Refers to the apparent change in size of things caused by distance. Objects in the background or receding in the distance appear to get smaller.



# Visual Perspective

A method of of perspective that focuses on the effect of overlapping.



A method of perspective with fading value contrast, color intensity, and visible detail in a distant subject compared to a close subject.

## Atmospheric Perspective





# Architecture Project

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- What you'll be doing: Drawing a architecture design for your client in 1 or 2 point perspective
- What you will need: Pencil, Paper, straight edge or digital app
- How you will do it:
  - Choose a client and finish the planning worksheet
  - Make a rough sketch (does not have to be in linear perspective) that includes elements of the styles your client wants
  - Decide if you would like to draw your design in 1 or 2 point perspective

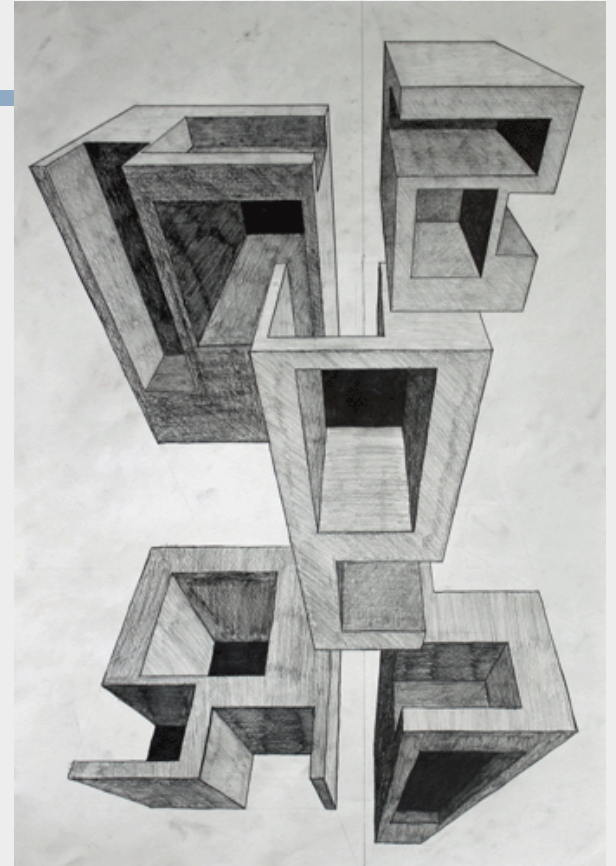
# ■ 1 point perspective

- Boxes (forwards, sideways, backwards)
- Odd shapes (bending the rules)
- Subtraction (negative spaces)
- Addition (building/ adding on)
- Grid systems (even spacing)
- Rounded shapes
- Full house and yard



## ■ 2 point perspective

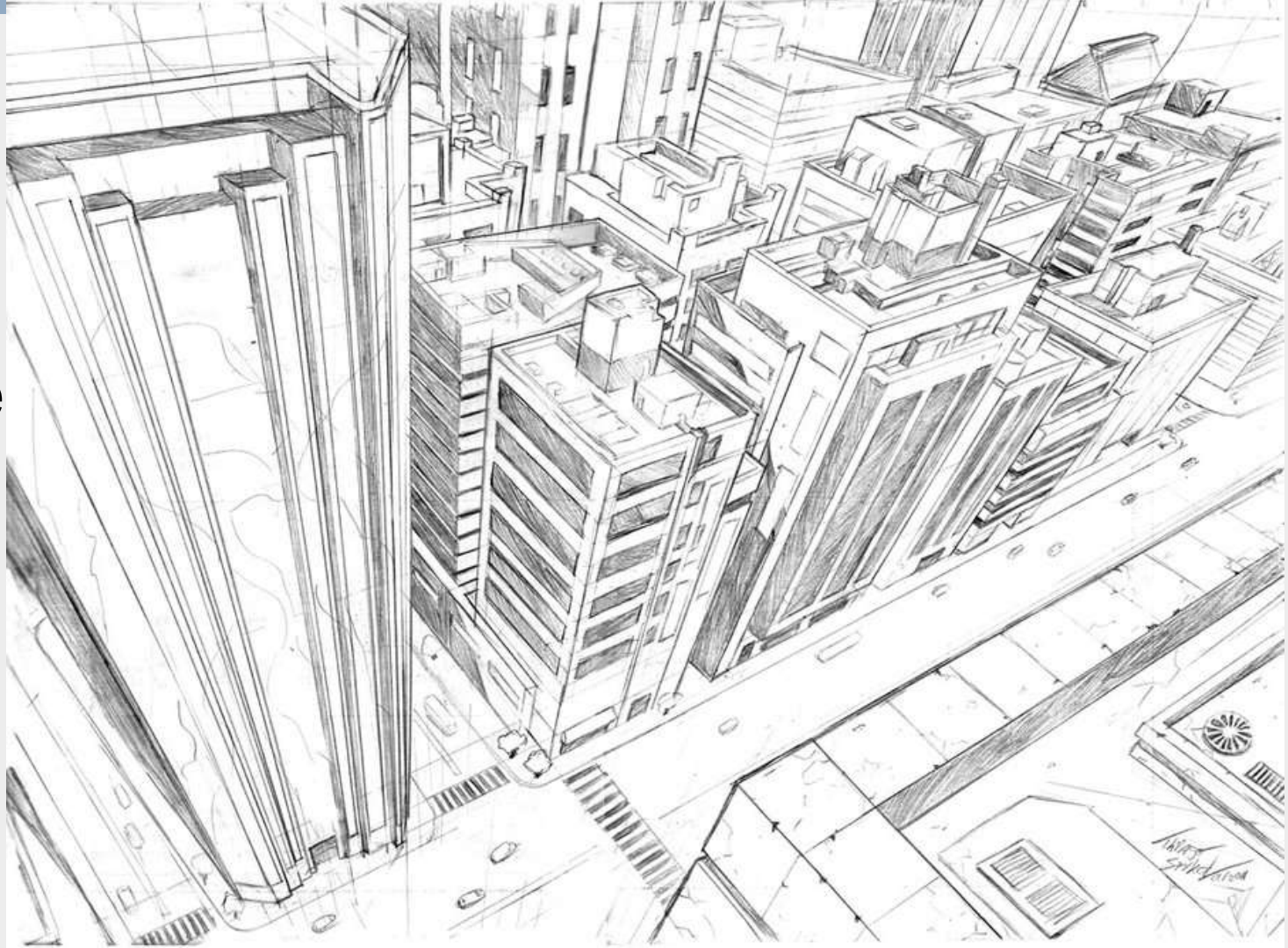
- Boxes (forwards, sideways, backwards)
- Subtraction (negative spaces)
- Addition (building/ adding on)
- Grid systems (evenly spacing things)
- Rounded shapes
- Stairs
- Full house and yard



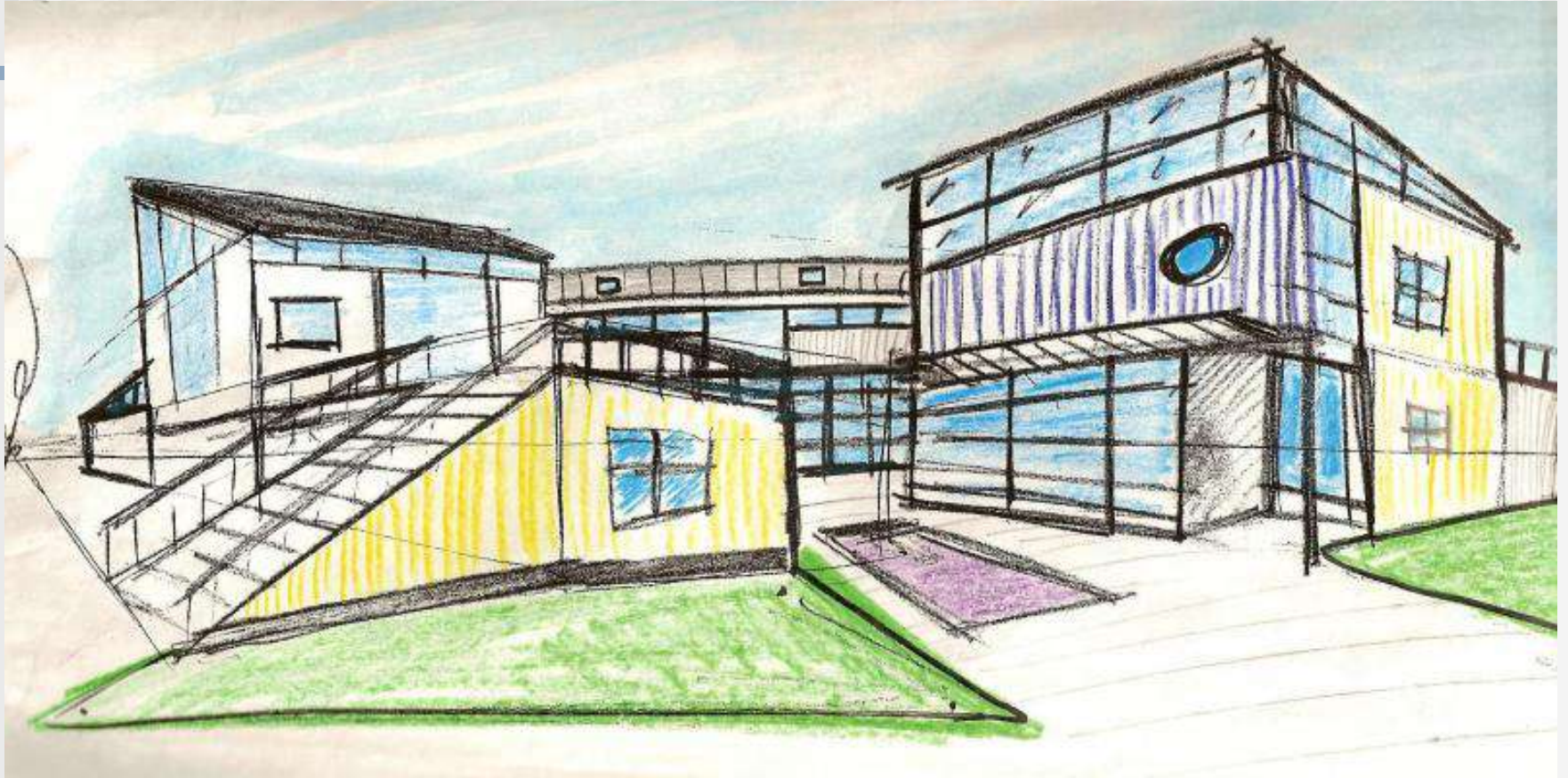


■ If you want to challenge yourself 3 point perspective:

3 point  
perspective  
😊



- Once you understand the rules it's easy to quickly create 3D illusions!



- Before you start designing do a rough sketch as your plan or find a photo to work from.



# Things to know BEFORE starting:

- What style?
- What location?
- How many stories?
- Garage?
- Deck?
- On and on.....







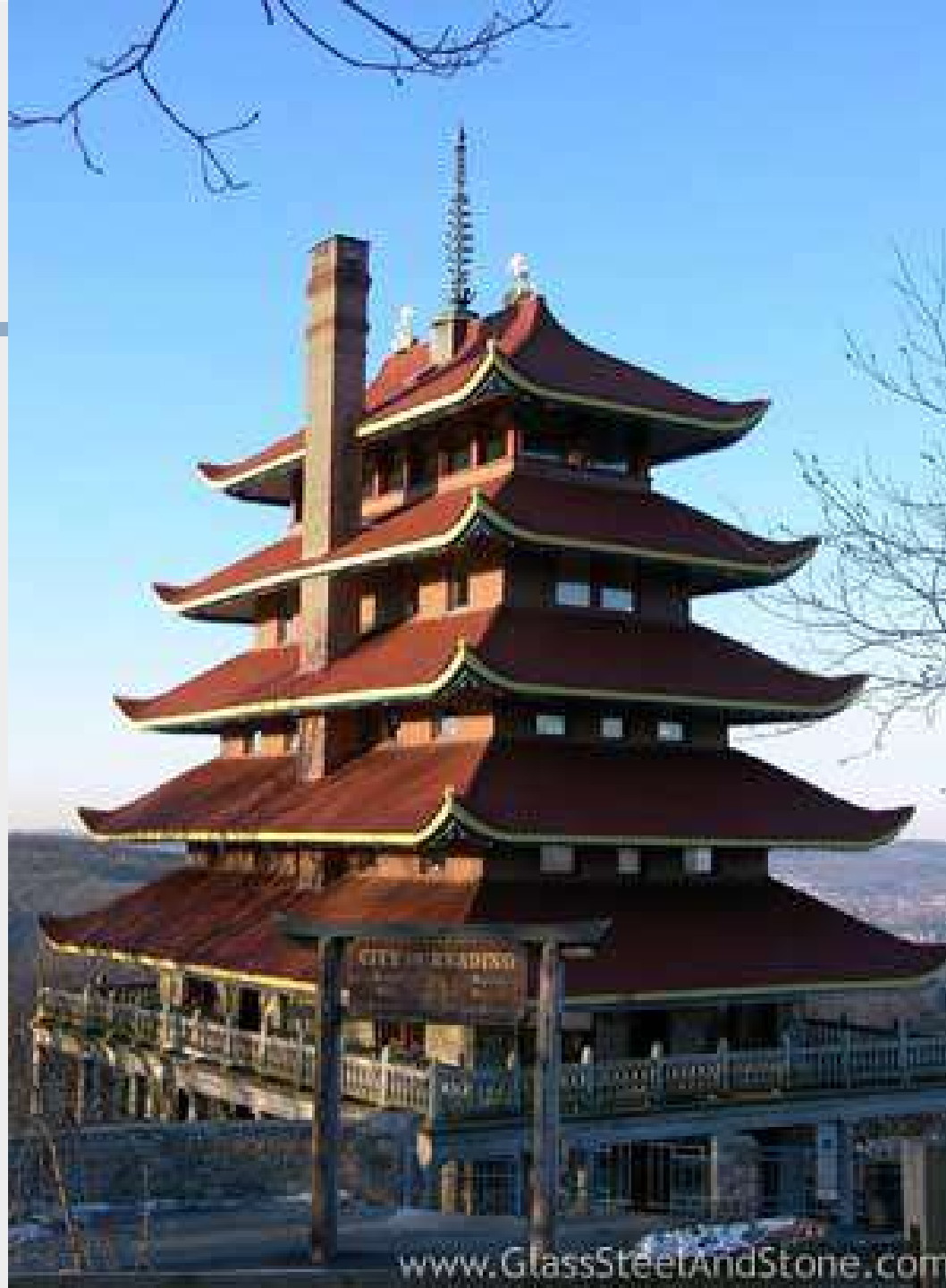


**STEFAN ANTONI**  
DAMES & MOORE  
ARCHITECTS





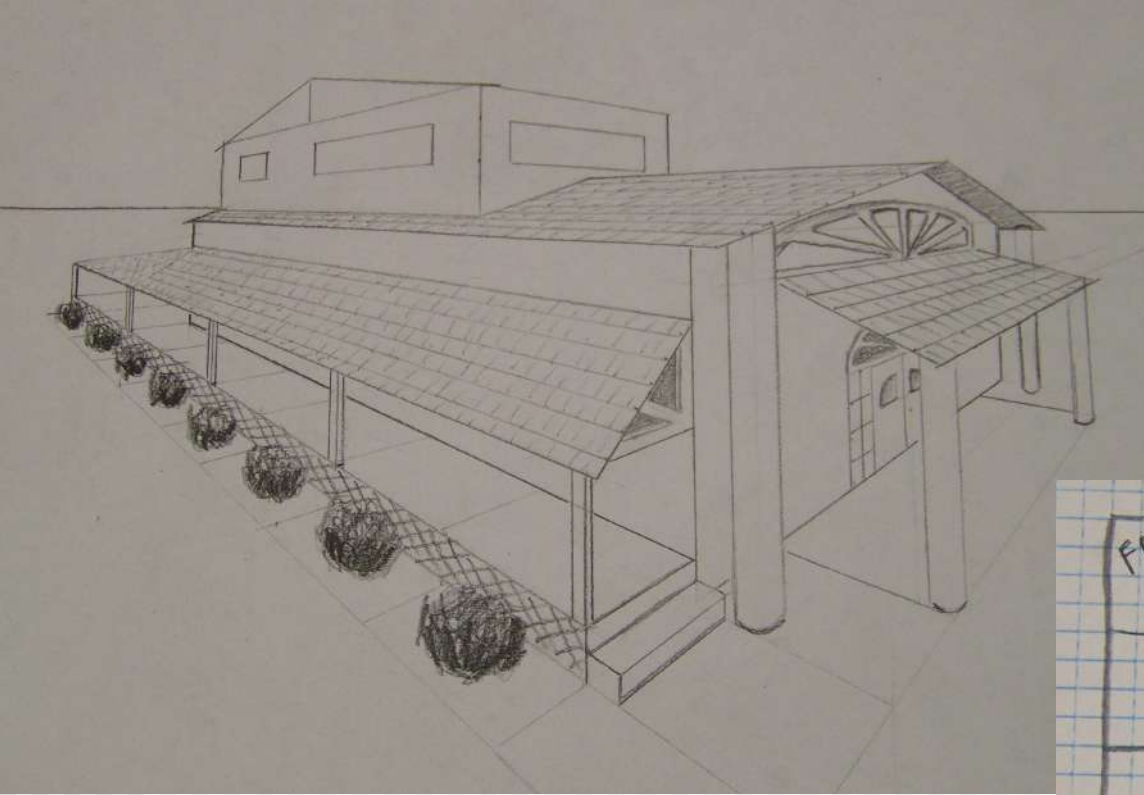
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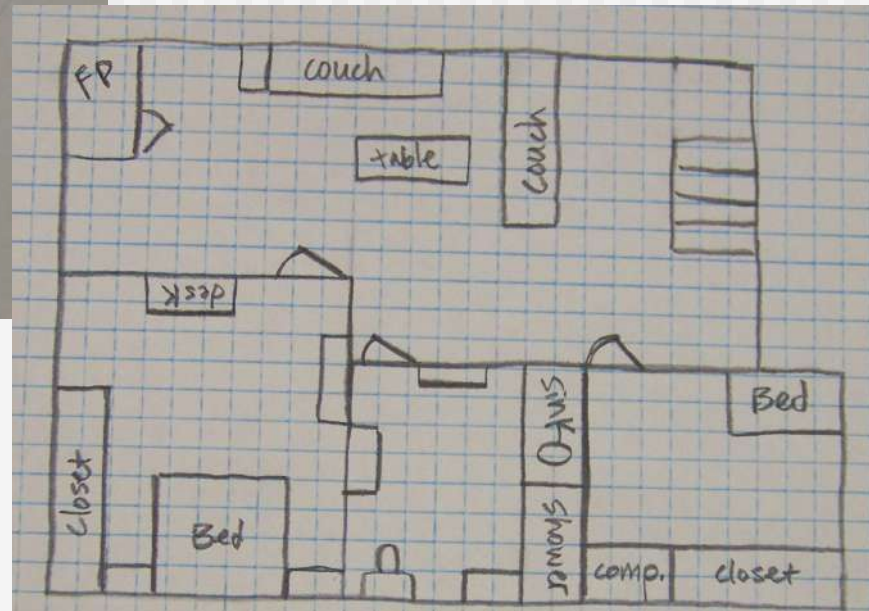


# Making Blueprints



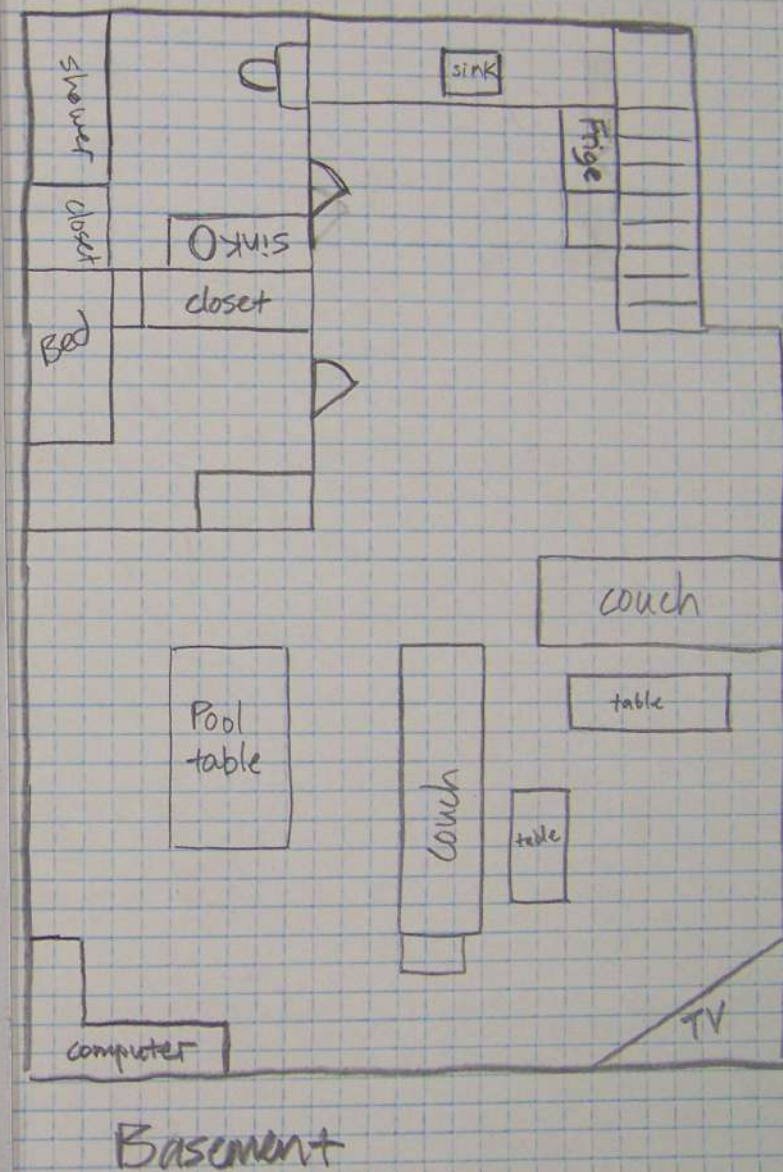
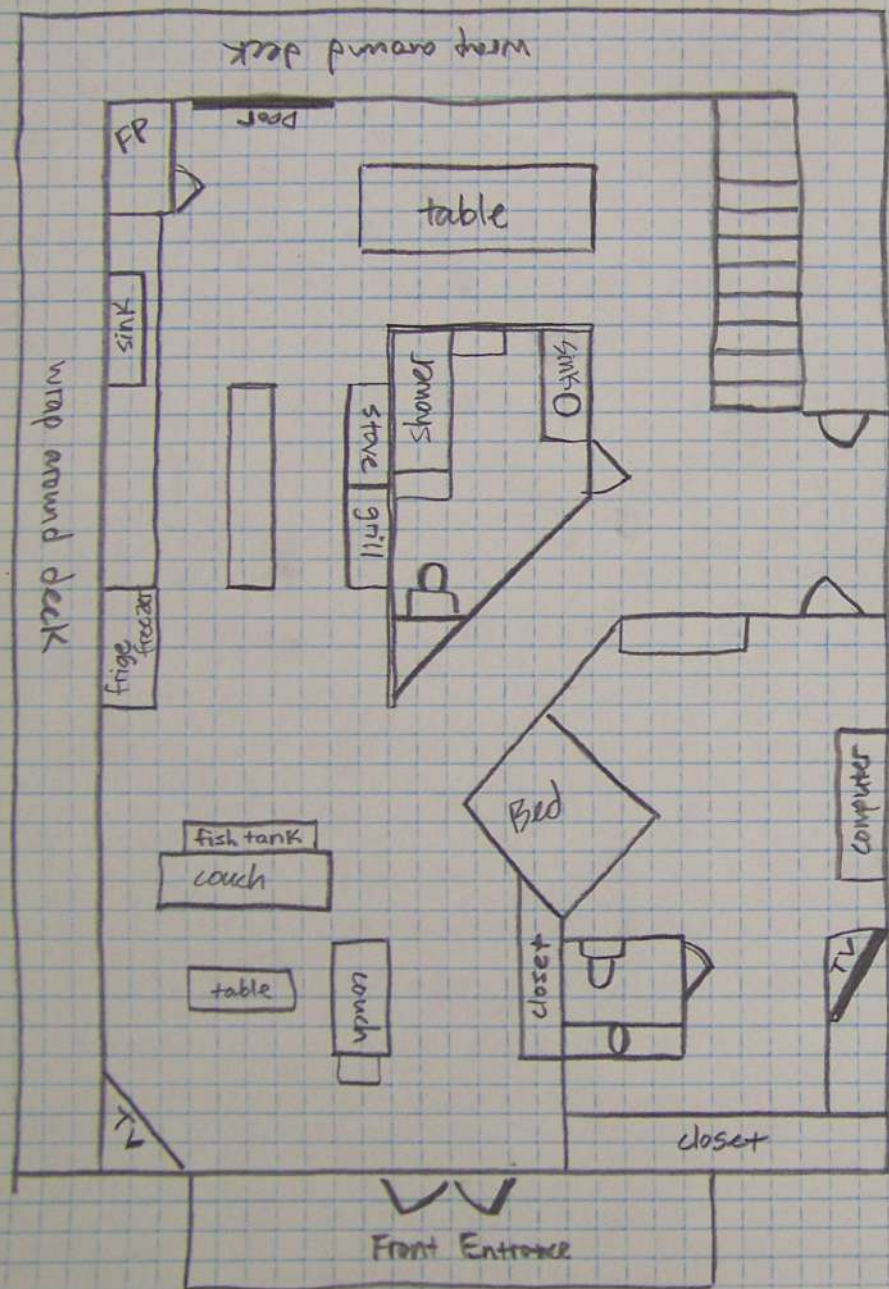
2<sup>nd</sup> story is different shape than the main floor

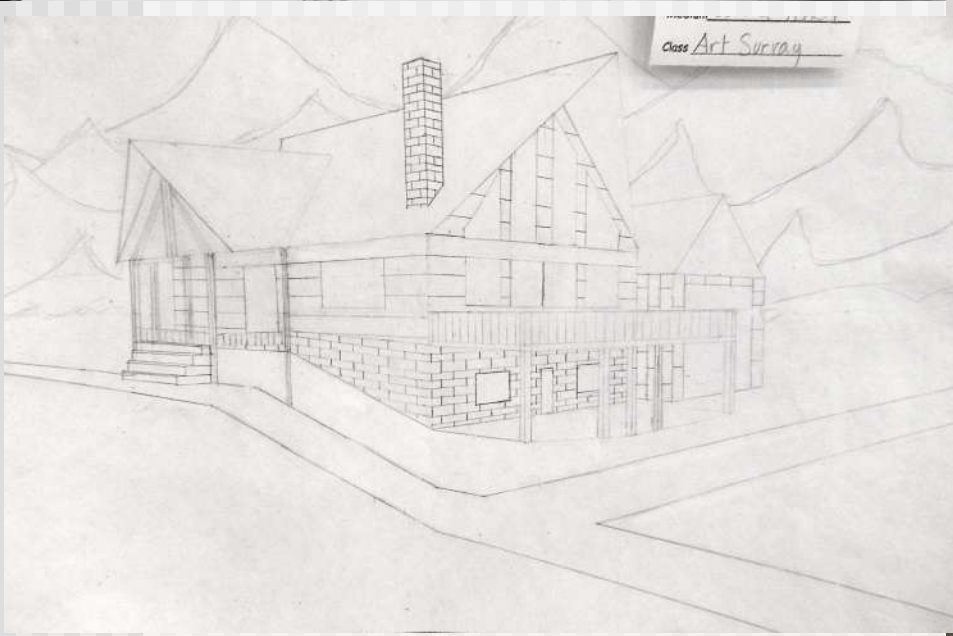
(design things how you would want them!!  
Huge walk-in closets? Elevator?  
Waterslide? Wrap-around deck? Chef's kitchen? Toilets? Where are doors? Etc.)



2nd story







■ Student examples



