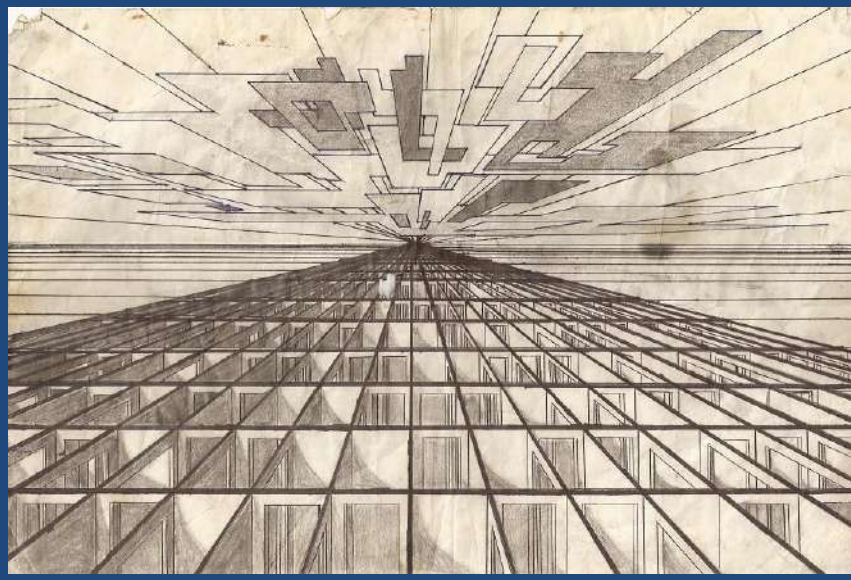
DO NOW

1. First person get out the Do Now Folder and pick up a new Do Now Worksheet
2. Question for Monday
3. Drawing: List everything you know about linear perspective

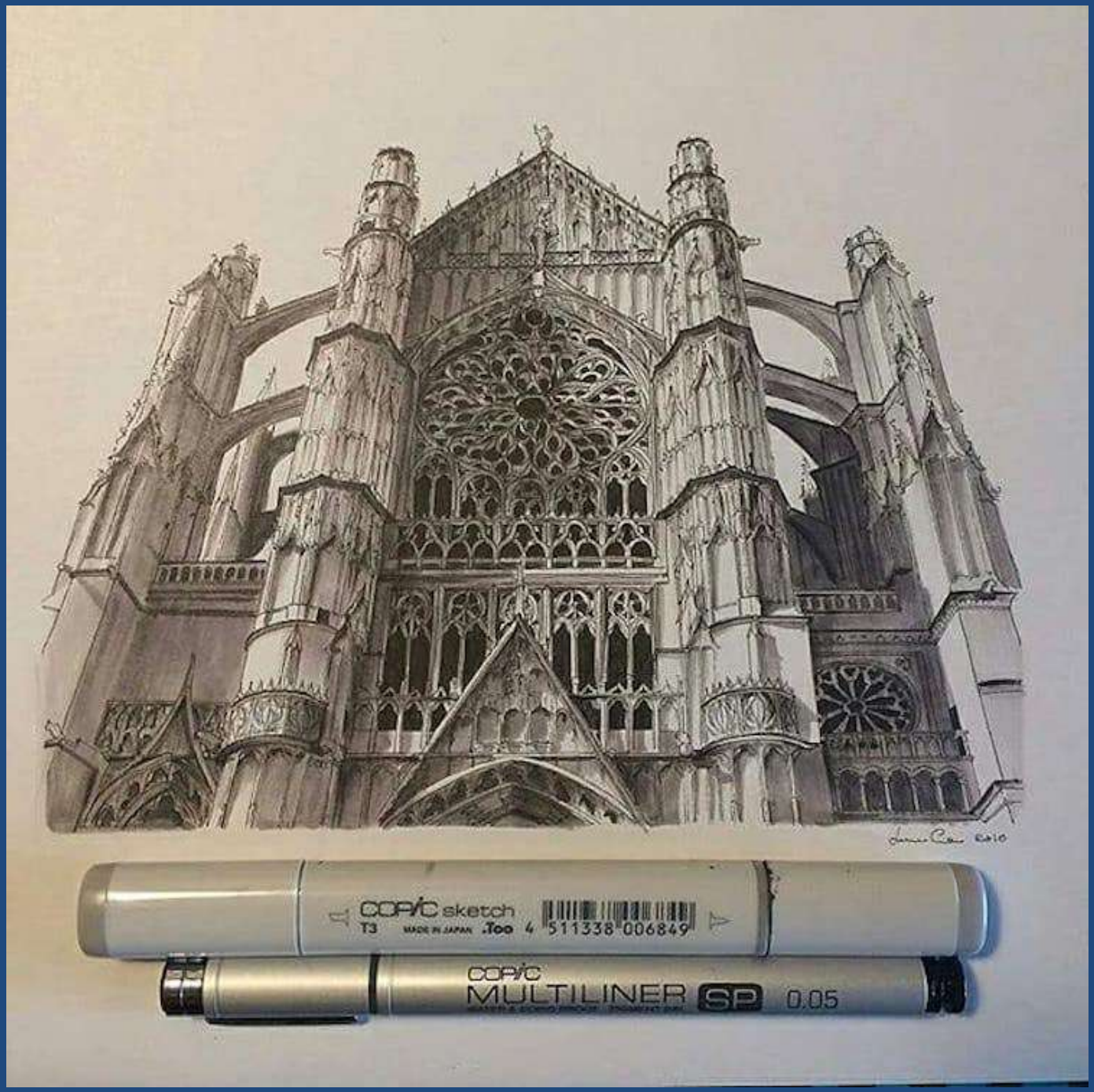


Objectives: Students will be able to…

1. Drawing: Create the illusion of 3 dimensional objects on a 2 dimensional surface by applying 1 and 2 point perspective rules to their box drawings.

Perspective

3-Dimensional Illusion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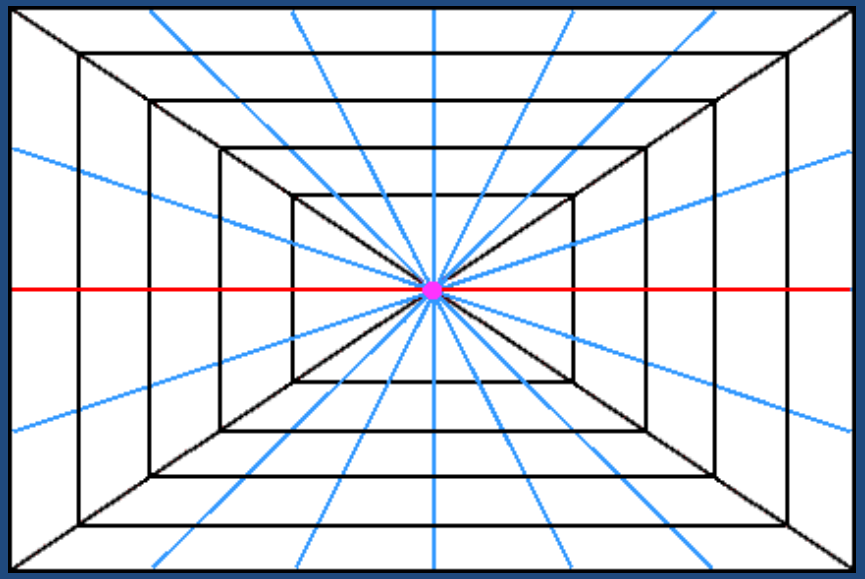
What is Linear Perspective?

- a system for representing three-dimensional space on a two-dimensional flat surface
- developed in Florence in the early 15th century by Filippo Brunelleschi and Leon Batista Alberti



Early Egyptian Art

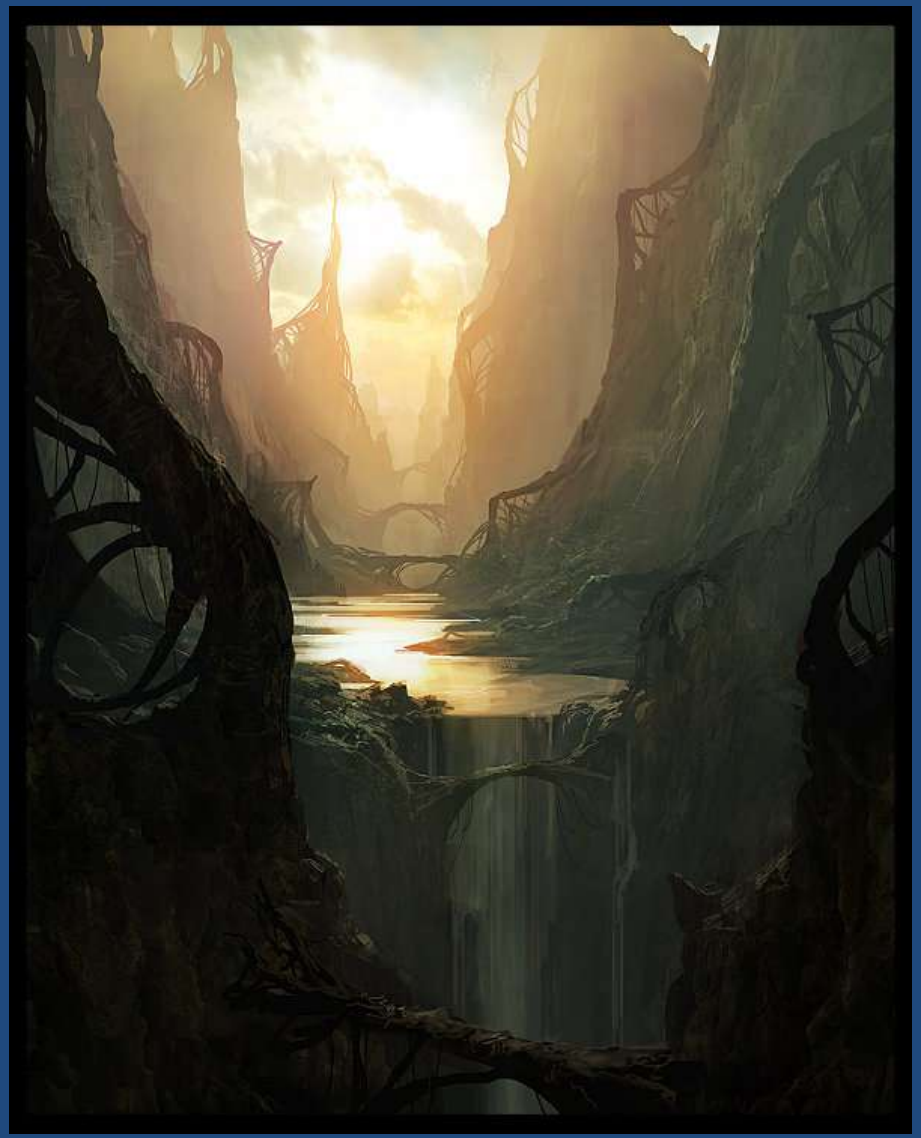
<u>Skewed perspective can be seen in early Egyptian wall paintings</u>:

1. **The figures appear twisted, and their eyes seem to face forward although they are in profile.**
2. **The background is extremely flat, no sense of deep space.**

The Renaissance Brings New "Perspective"

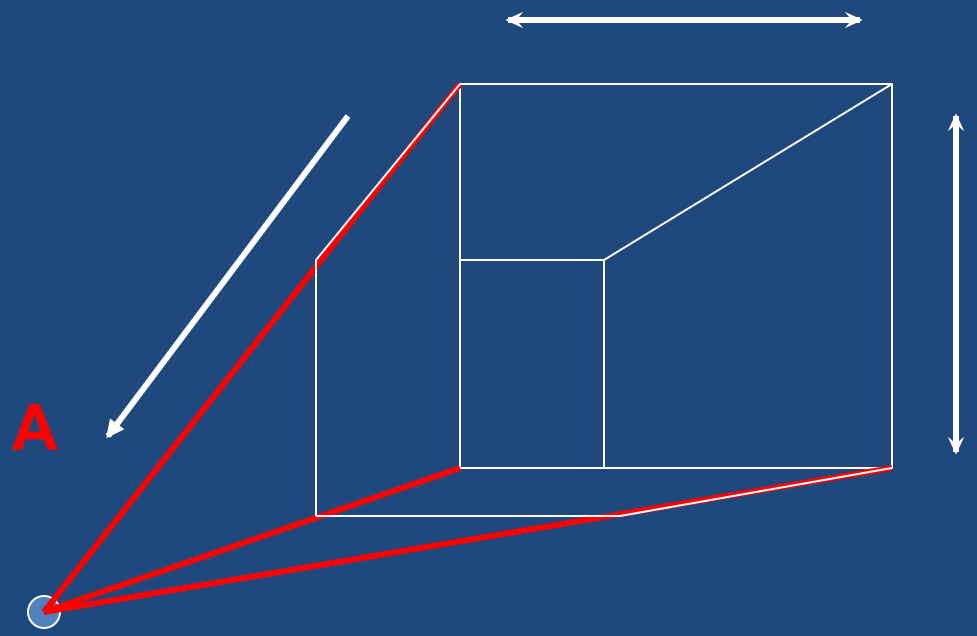
- There are now areas behind the subject matter.
  - Foreground – Area in the picture plane closest to viewer.
  - Middle Ground – Area in the picture plane between FG and BG.
  - Background – Area in the picture plane farthest from viewer.

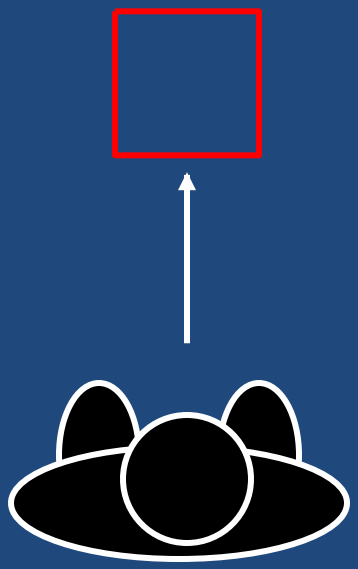
Linear Perspective Rules



As things get farther away:

- **Things in front overlap things in back.**
- **They get smaller.**
- **Lines become lighter, thinner.**
- **Value / color gets lighter.**





One Point Perspective Vocabulary

Horizon Line (HL) is eye level. It's the place where your eye falls on the opposite side OR where the sky meets the earth.

Vanishing Point (VP) is the place on the HL where receding lines converge, or come together.

Orthogonal Lines (OL) lines that converge to the vanishing point on the horizon line.

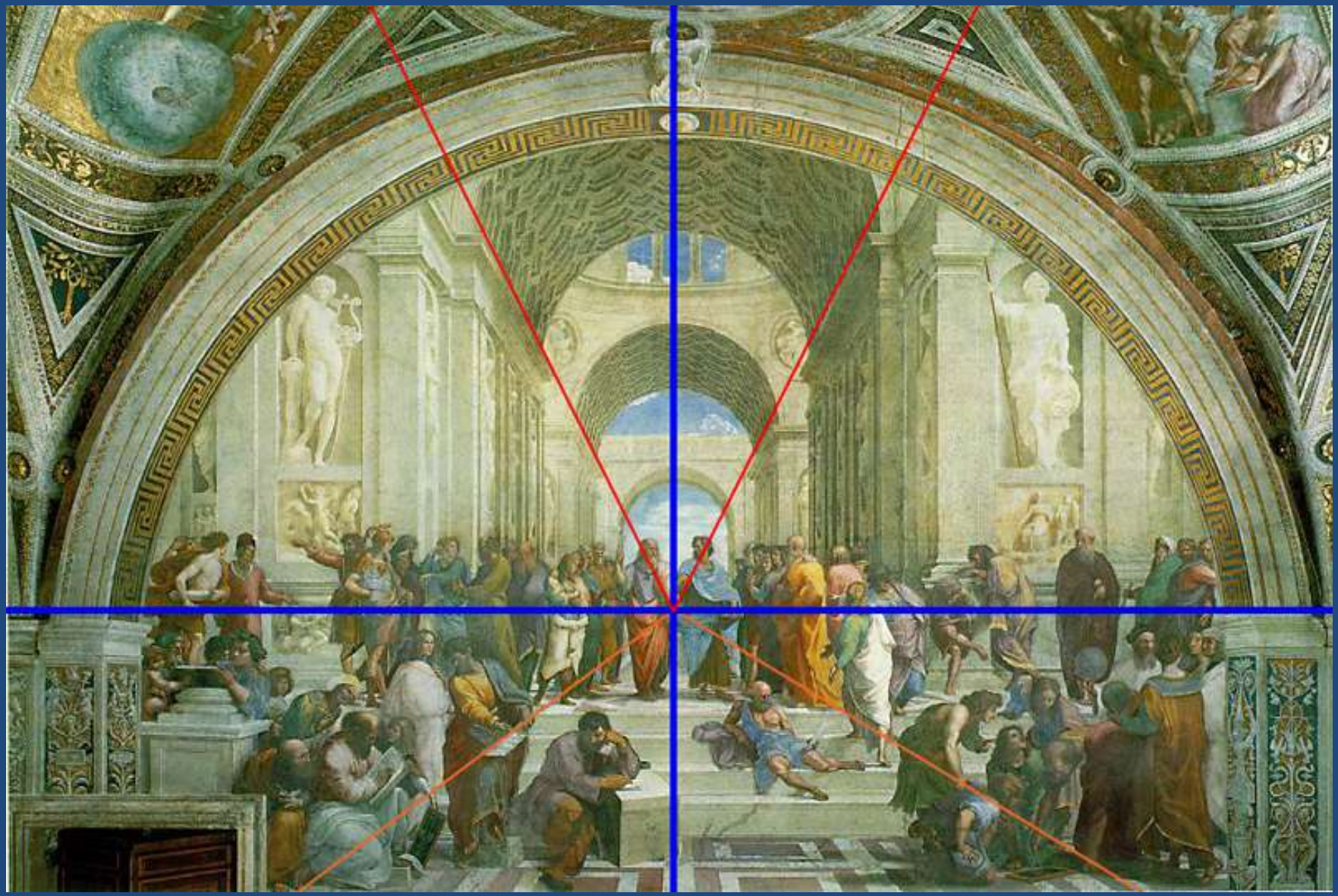
1 Point Perspective

In one point perspective, lines seem to converge (come together) on the Horizon Line (HL) at a single point called the Vanishing Point (VP), which is where they disappear.

In 1 Pt. Per., you FACE a surface and the sides recede to a single VP.

Converging lines in red, HL in yellow, and VP in blue

“School of Athens” by Raphael



One-Point Perspective Interiors

- Where is the vanishing point in this photo?
- How many things in this photo align to one vanishing point?

One-Point Perspective Interiors

- Where is the vanishing point in this photo?
- How many things in this photo align to one vanishing point?

One-Point Perspective

Follow the PowerPoint through the steps to complete each perspective problem.

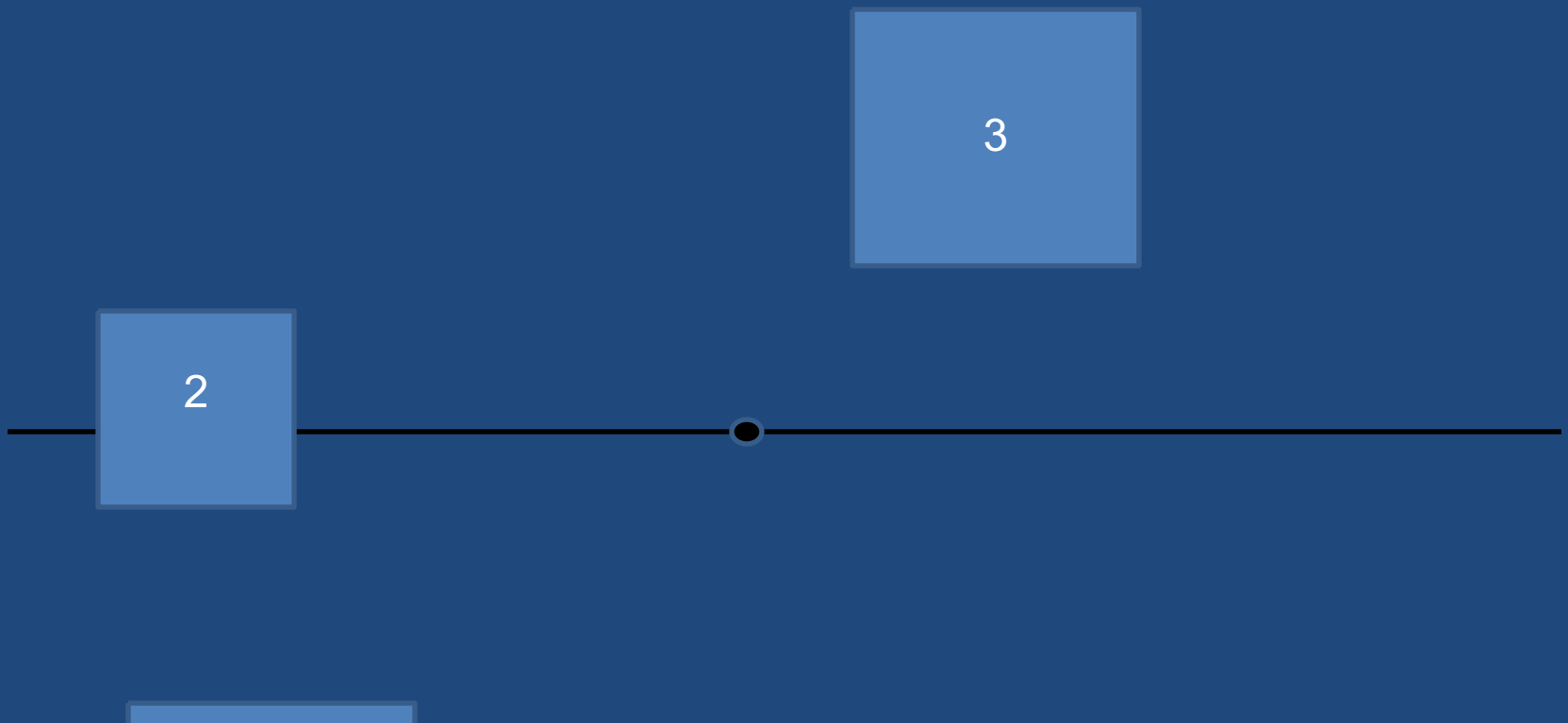
- Look for the lines that are blue for the new step(s) on each slide.
- Click the next button  to go on to the next step.
- Click the go back button  to return to a previous step.
- Click the home button  to go to the Perspective Review slide.

One-Point Perspective

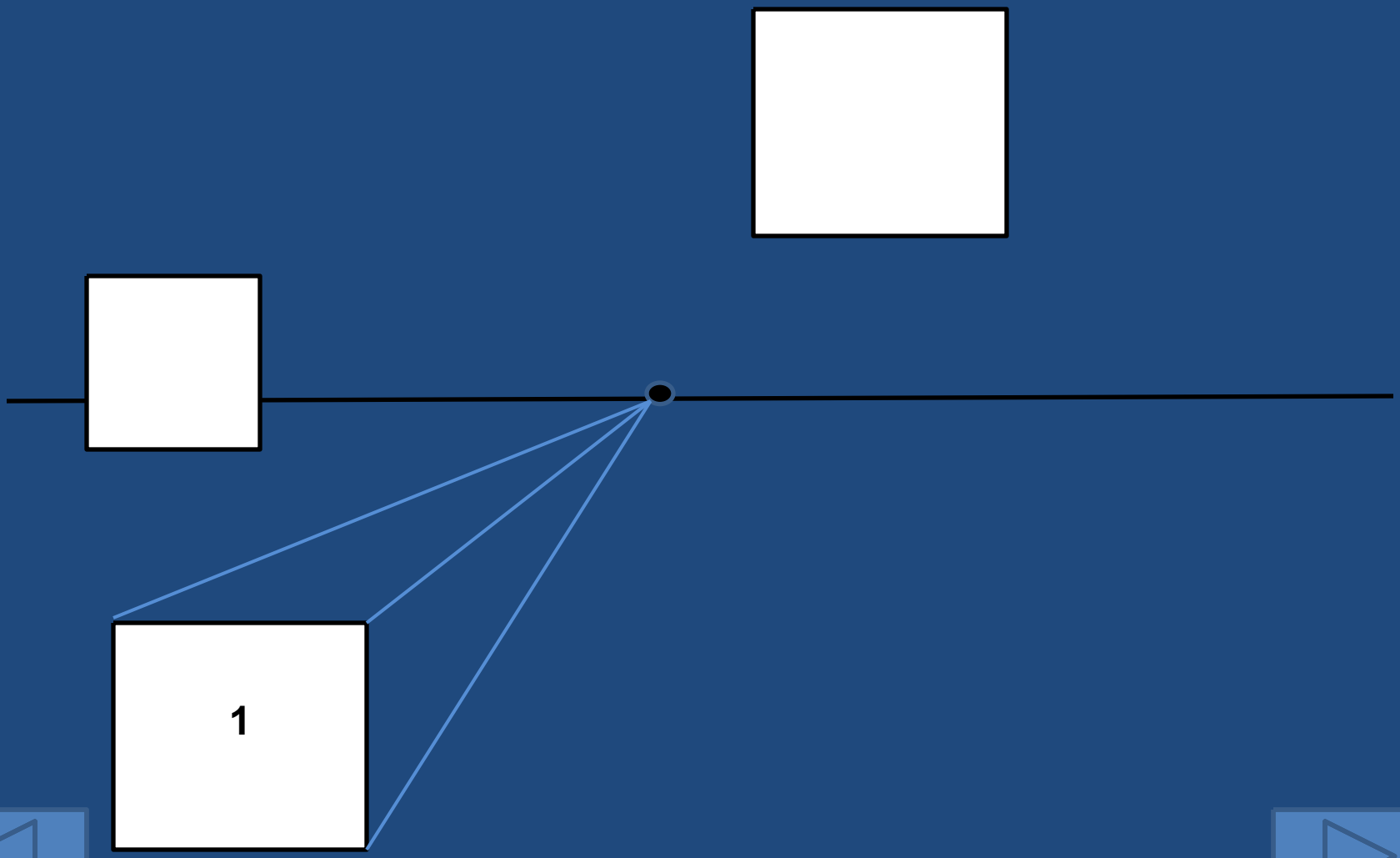
Draw a horizon line (eye level)

Add a Vanishing Point

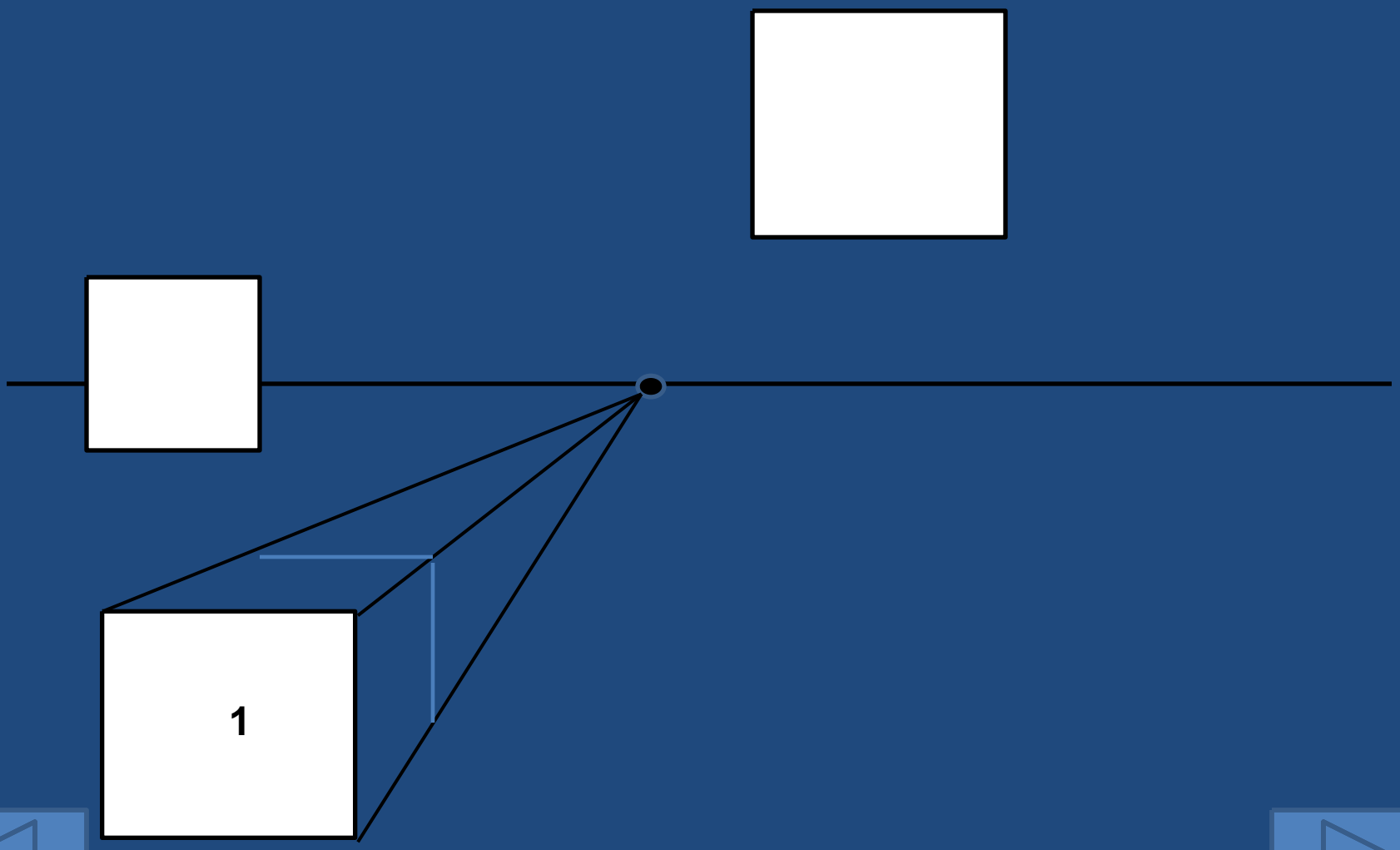
Draw 3 boxes in the following locations:



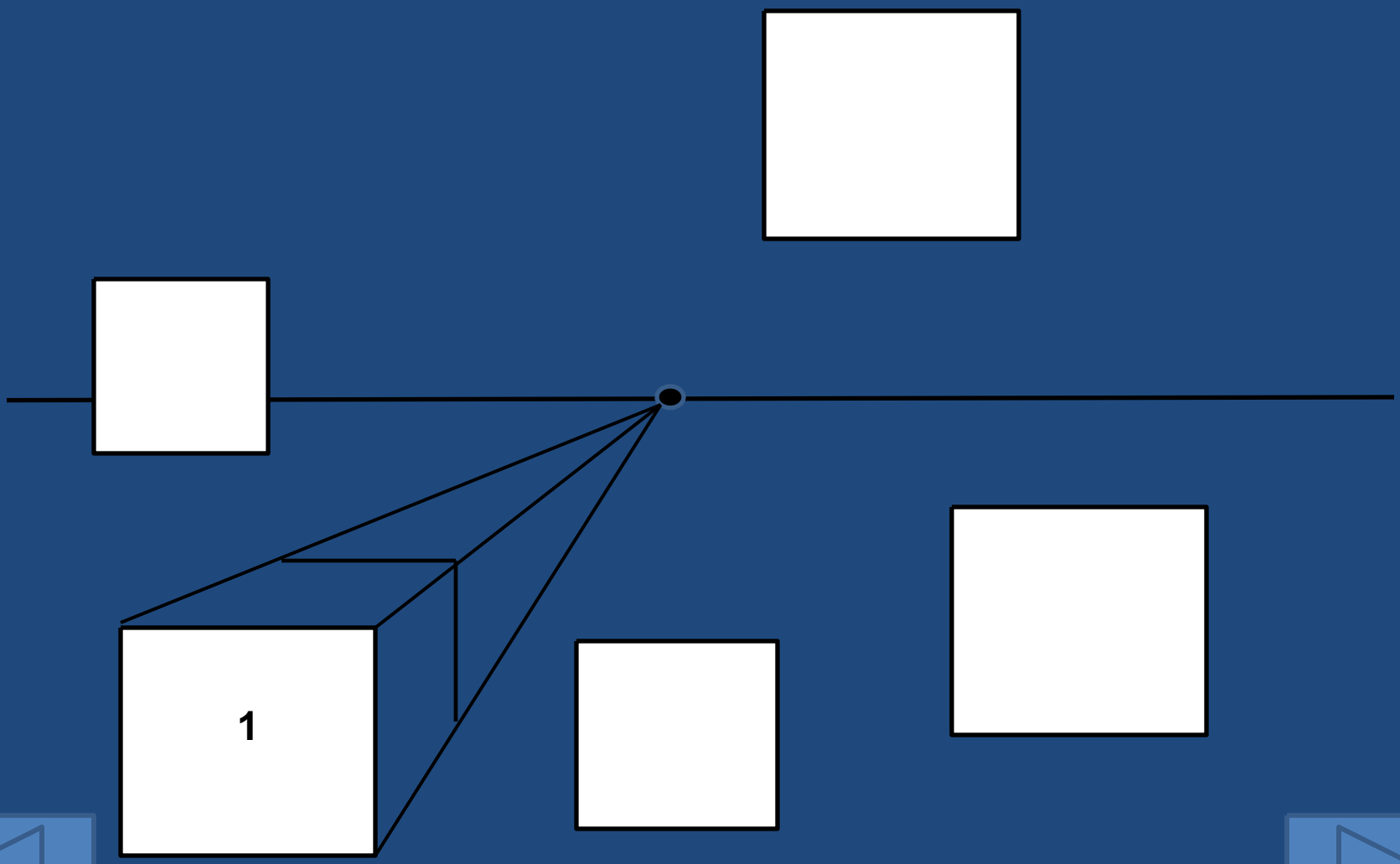
Connect the corners of box #1 to the **Vanishing Point**. These lines are called "**converging lines**" or **orthogonal lines**



Add lines that are “**parallel**” to the square’s front



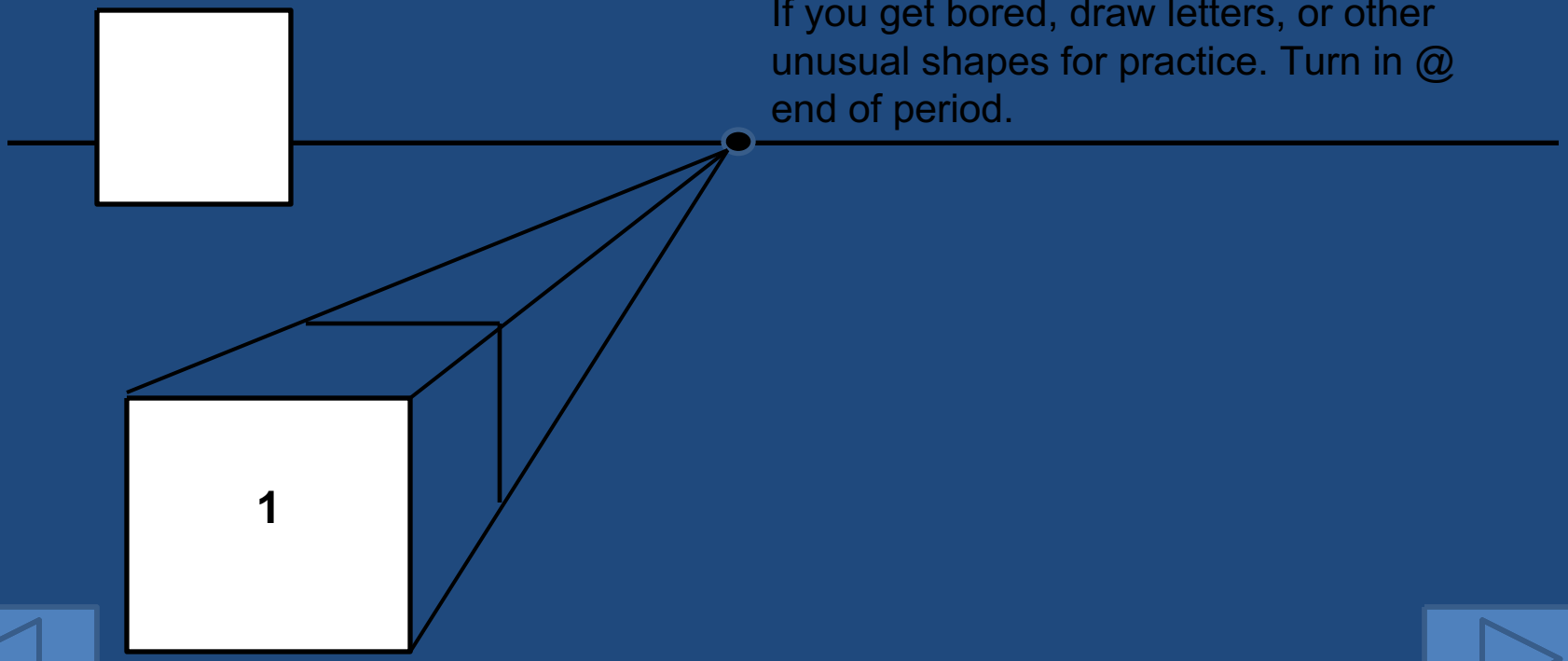
Now connect the other boxes to the vanishing point. DO not erase the **converging lines**



If you are done, you can add one unusual shape in the "upper left corner"

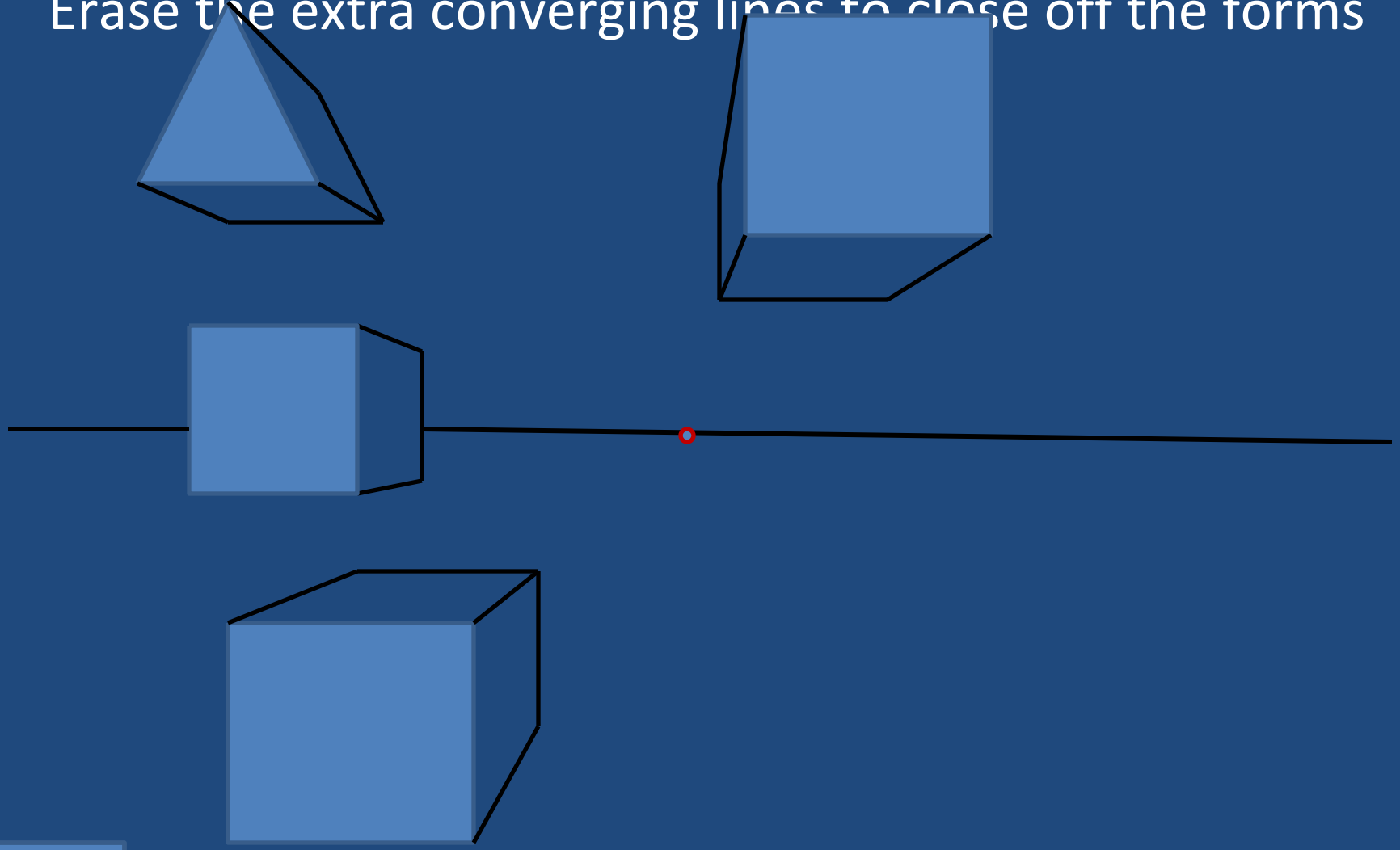
Add any shape you want in this area.

If you get bored, draw letters, or other unusual shapes for practice. Turn in @ end of period.



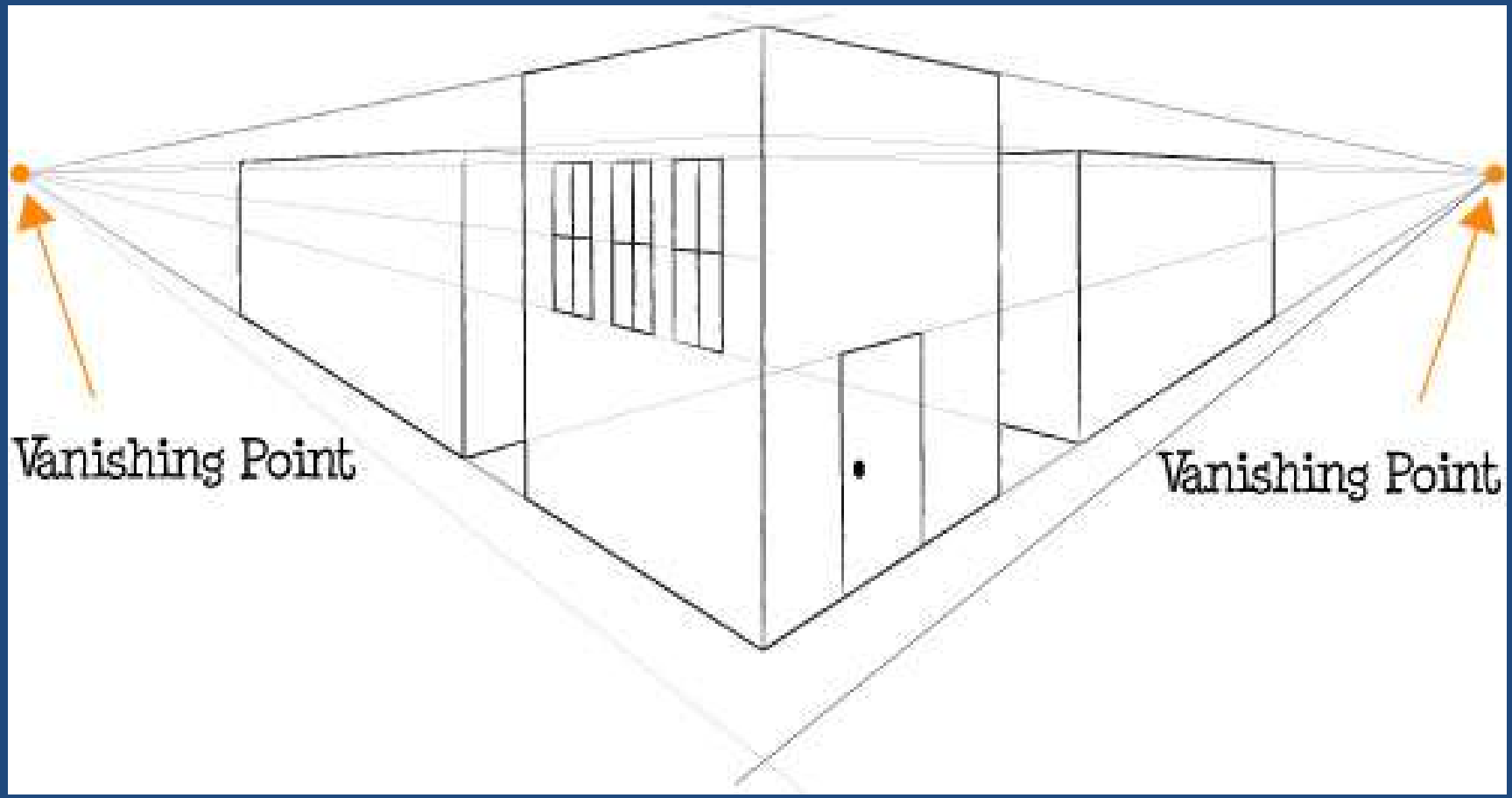
You should end up with something like this:

Erase the extra converging lines to close off the forms

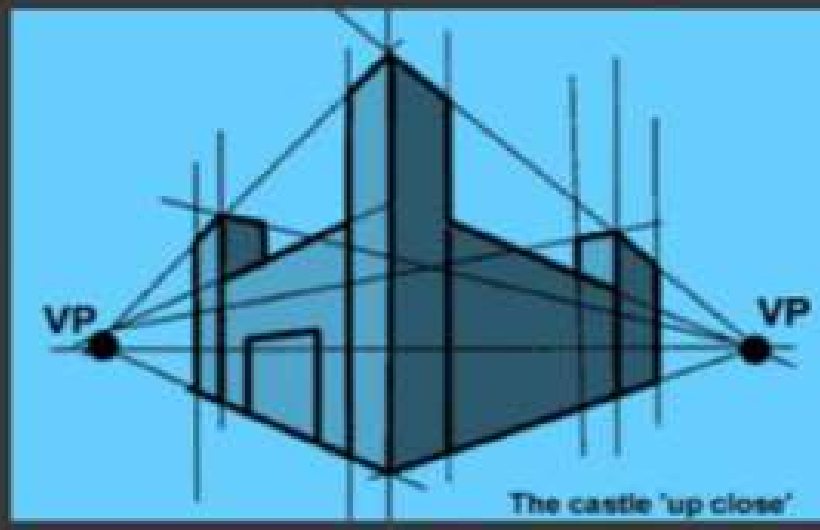


In 2 point perspective the viewer is looking at the corner.

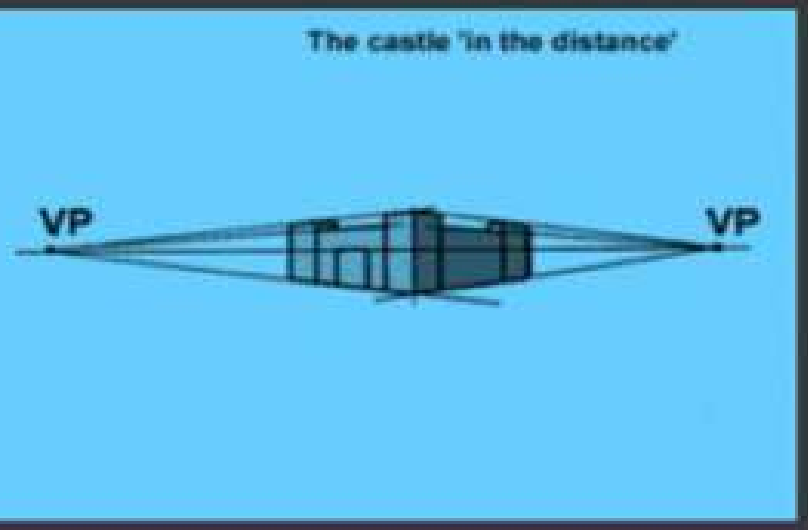
Predict and explain how this set of buildings would look if the VPs were closer together.



Position of the Vanishing Points changes the sizes of your object



Vanishing Points close to the subject



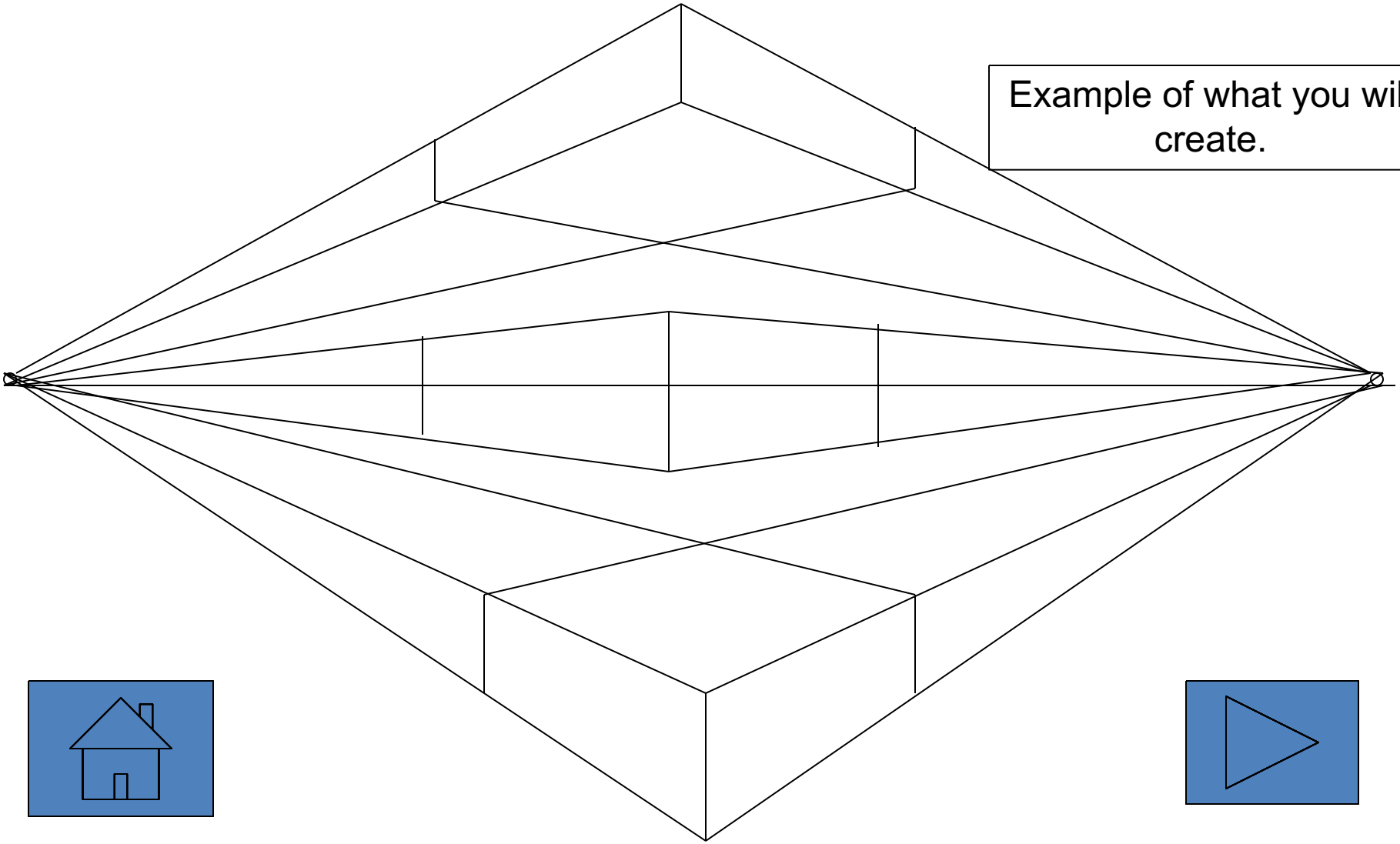
Vanishing Points farther away from the subject

VPs close to the castle

VPs farther away from the castle

Two-Point Perspective

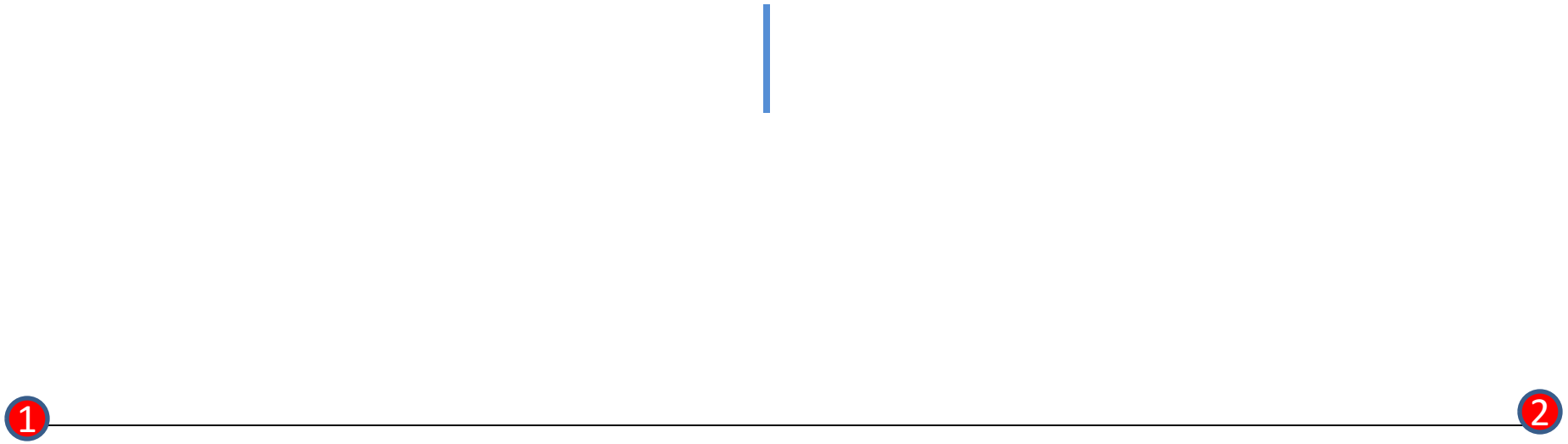
Two point perspective box (1) above, (2) on, and (3) below eye level.



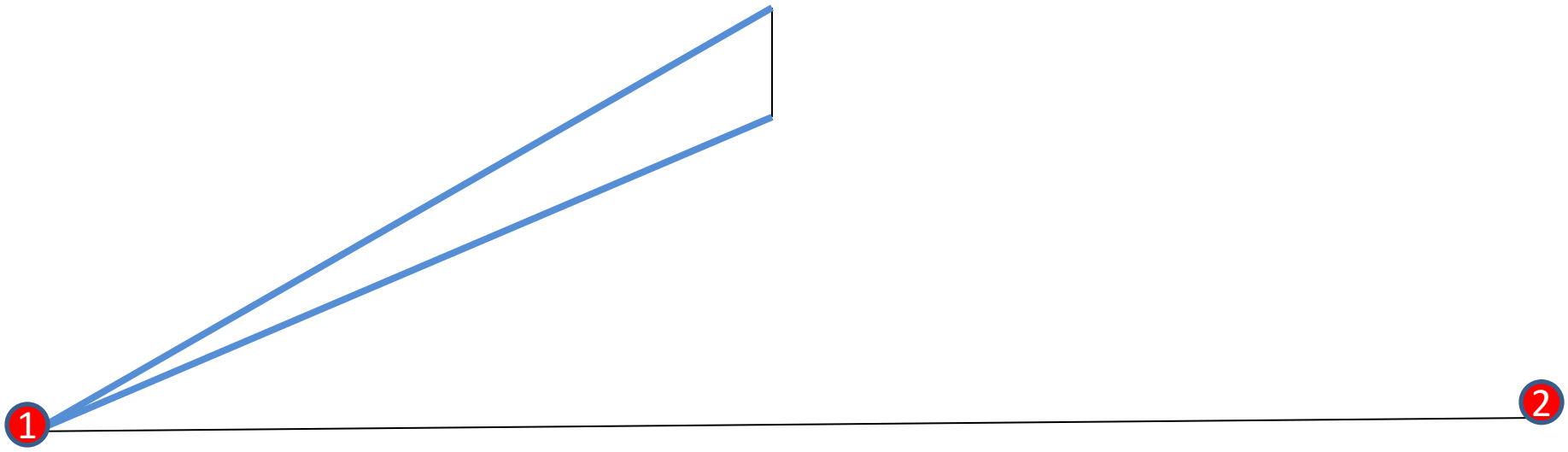
Example of what you will create.

Step 1: Draw a horizon line with 2 vanishing points

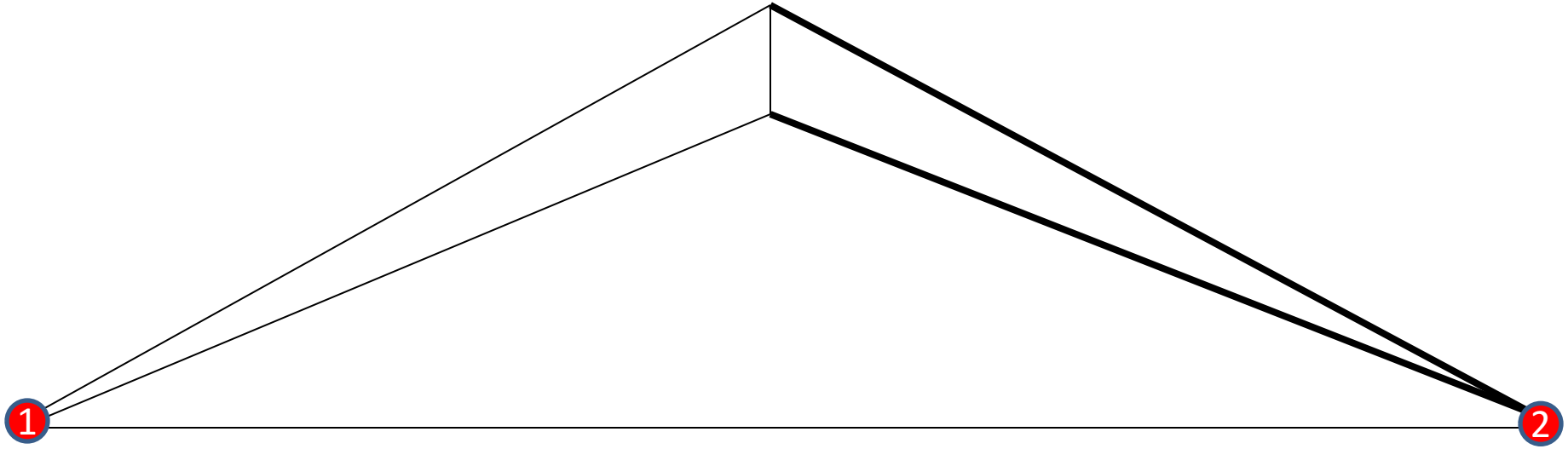
Step 2: Draw a vertical line above the horizon line (this is the corner of the box)



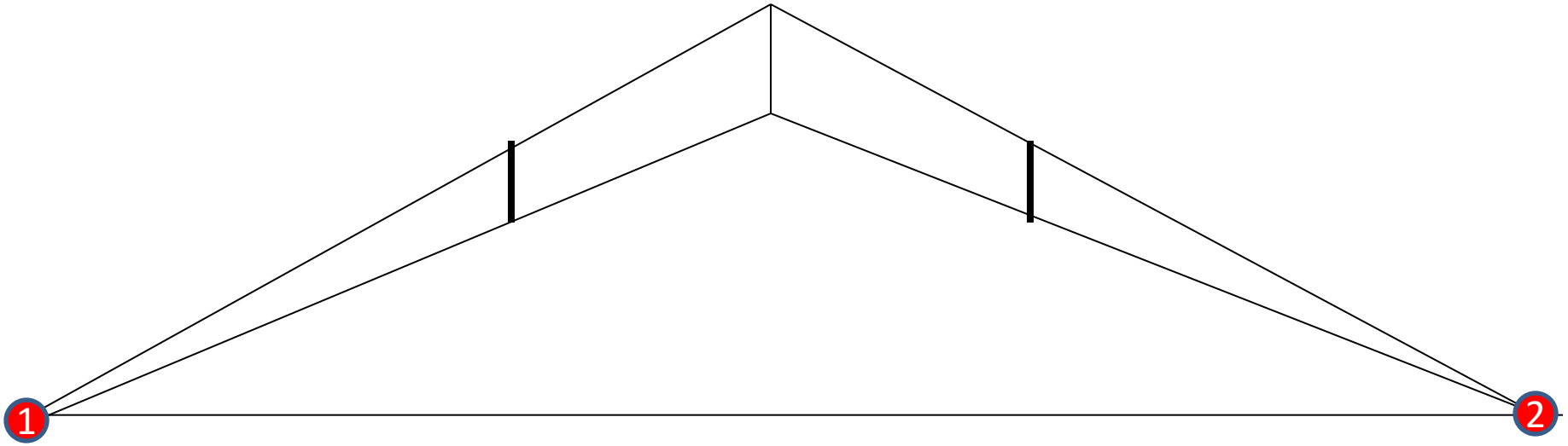
Step 3: Draw straight, converging lines from the top and bottom of the vertical line to vanishing point 1



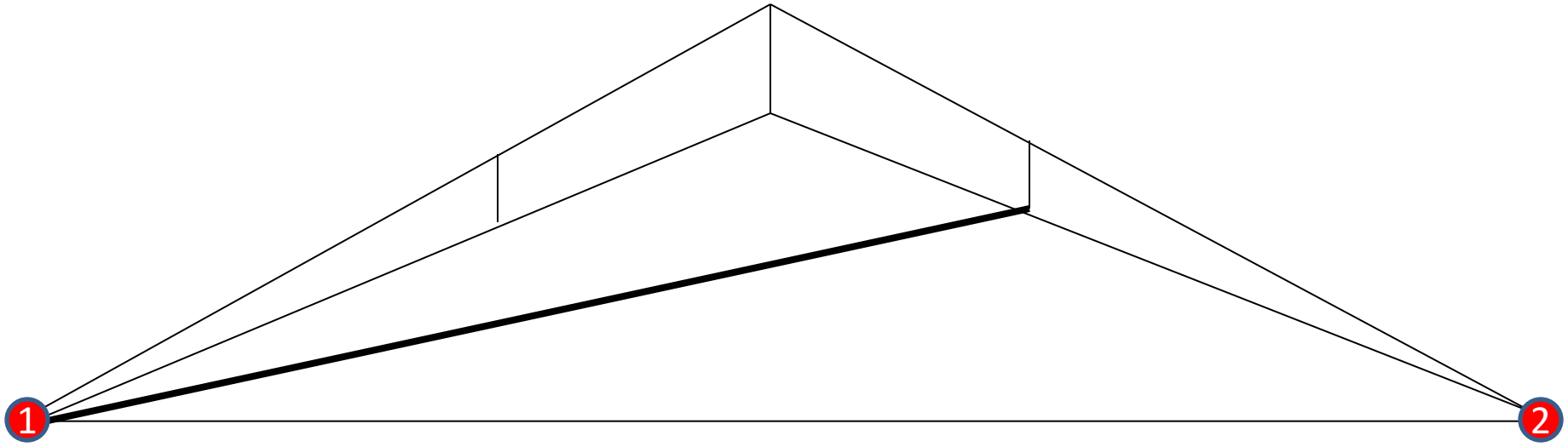
Step 4: Draw straight, converging lines from the top and bottom of the vertical line to vanishing point 2



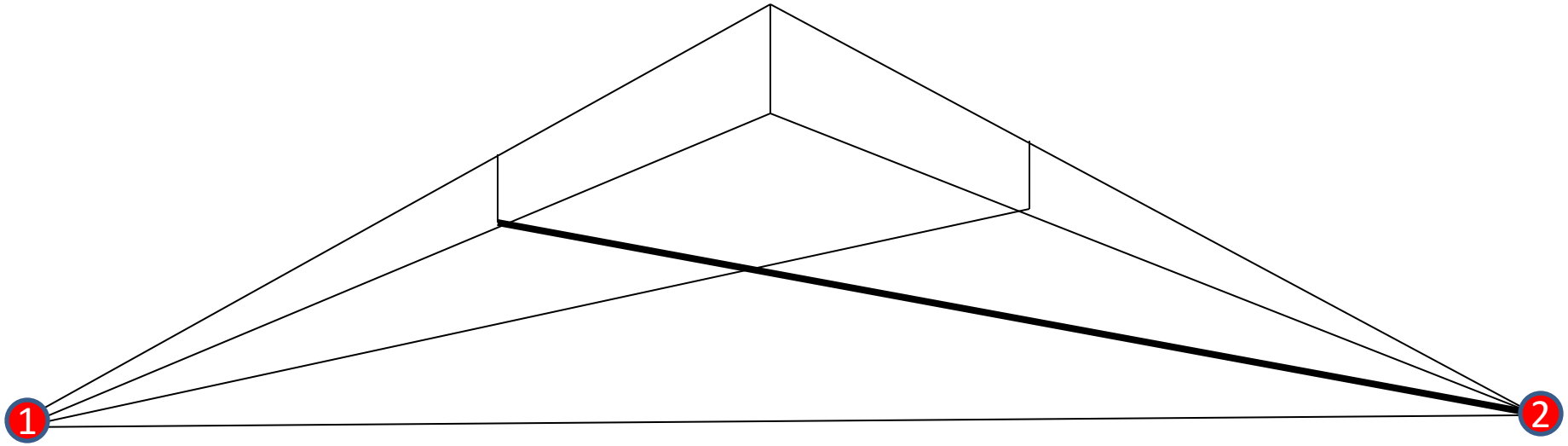
Step 5: Add vertical lines to create the sides of the box (these lines must be vertical)



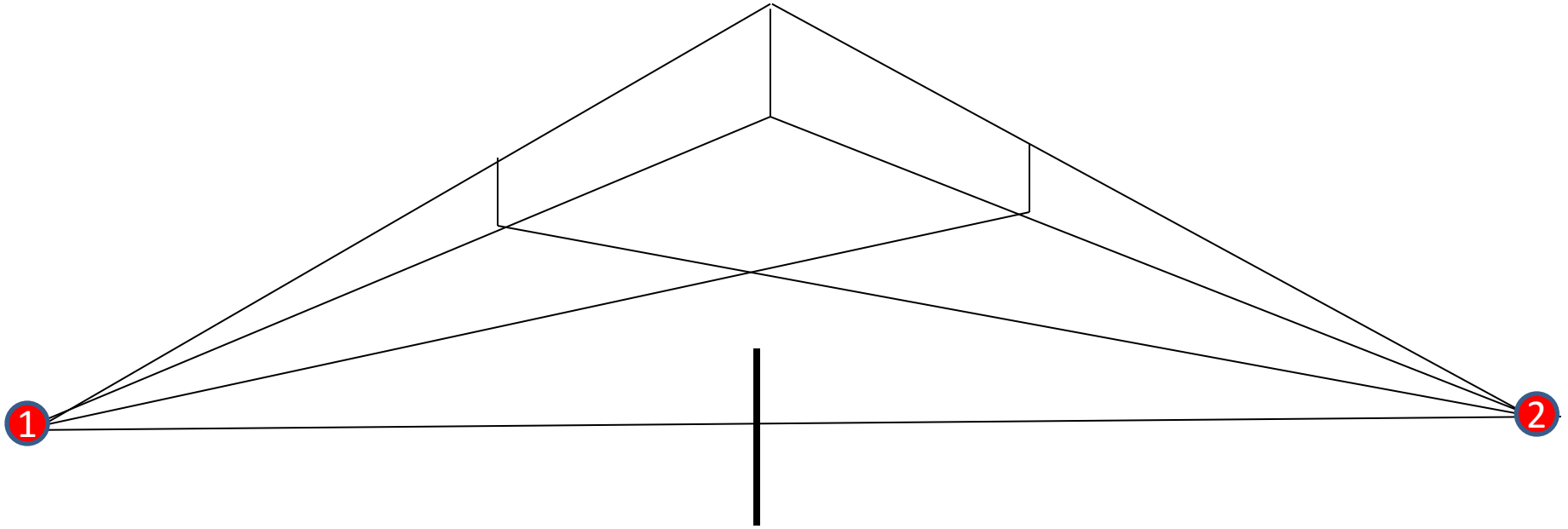
Step 6: From the bottom of the right vertical line, create a converging line that connects to vanishing point 1



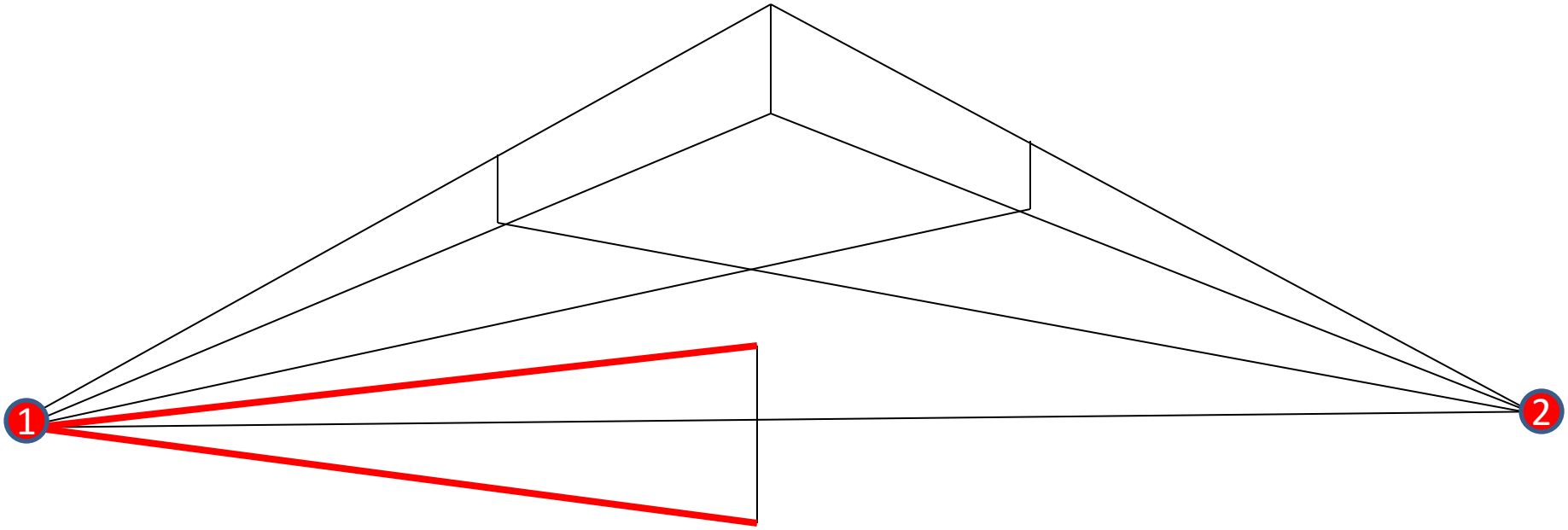
Step 7: Create a converging line from the left vertical line to vanishing point 2



Repeat the steps by creating boxes that sit on the horizon line and below the horizon line



Two point perspective box (1) above, (2) on, and (3) below eye level.



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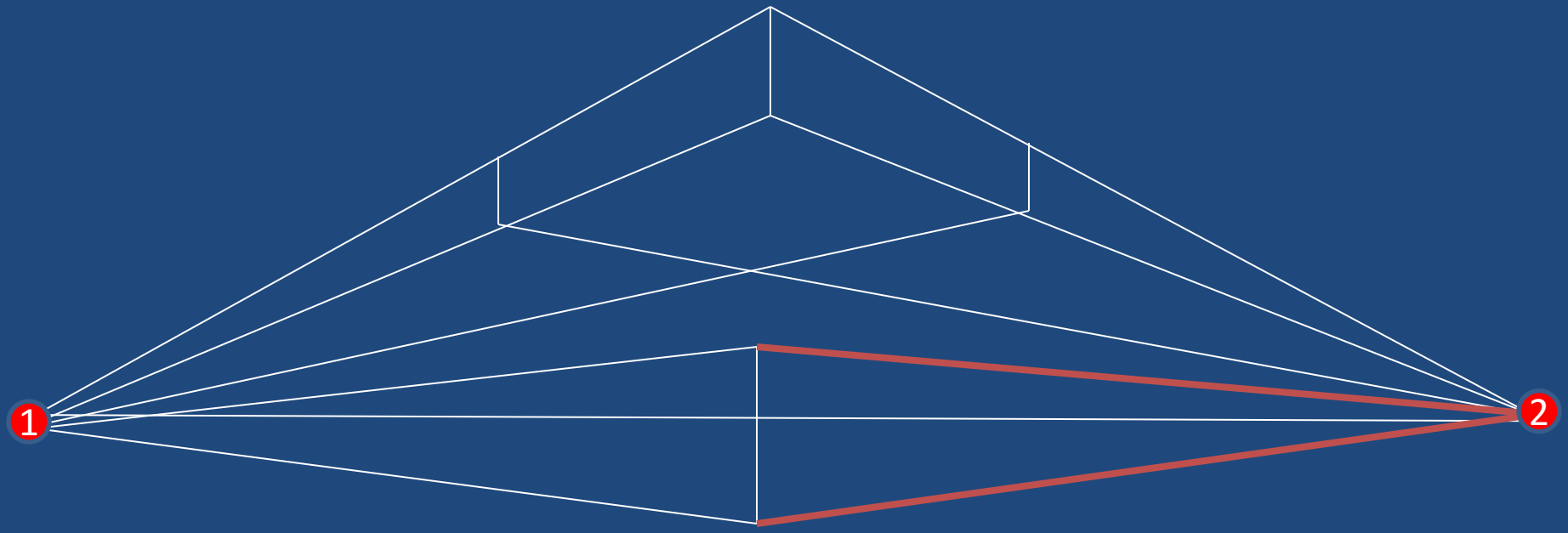
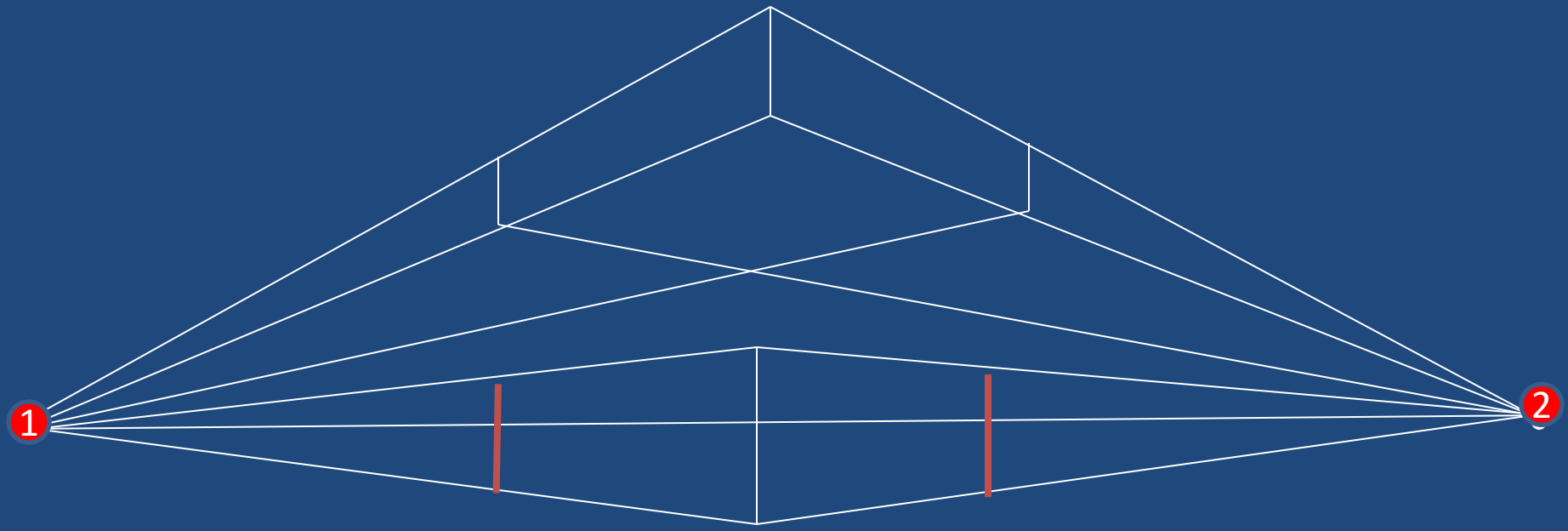
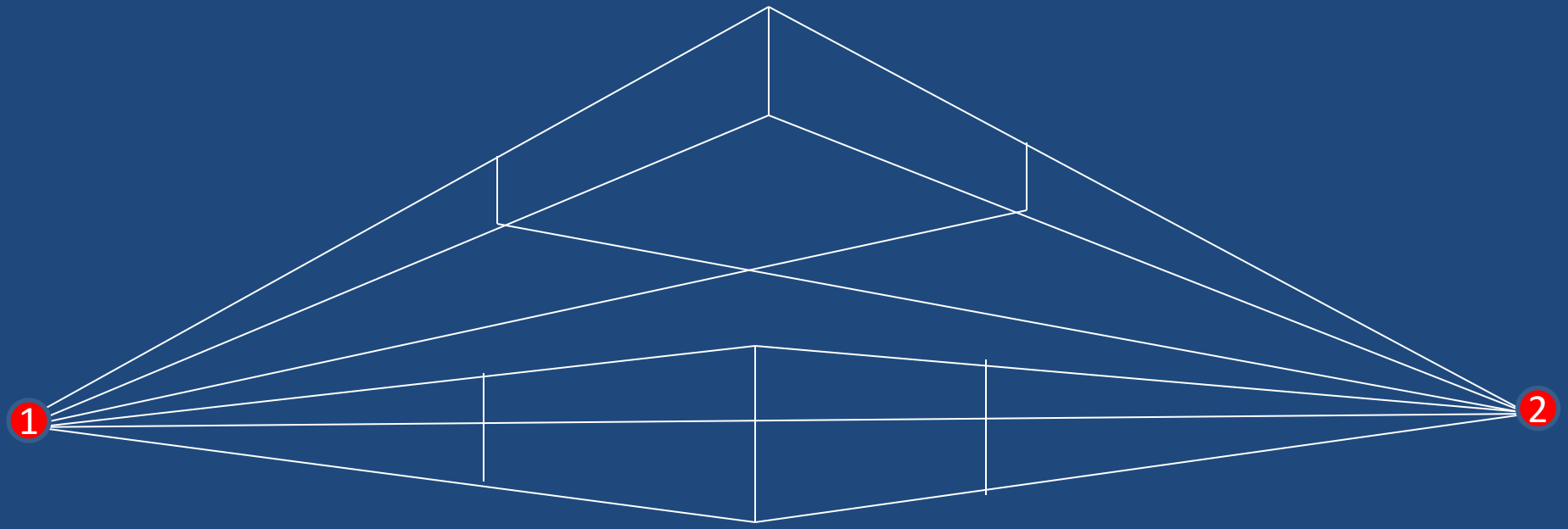


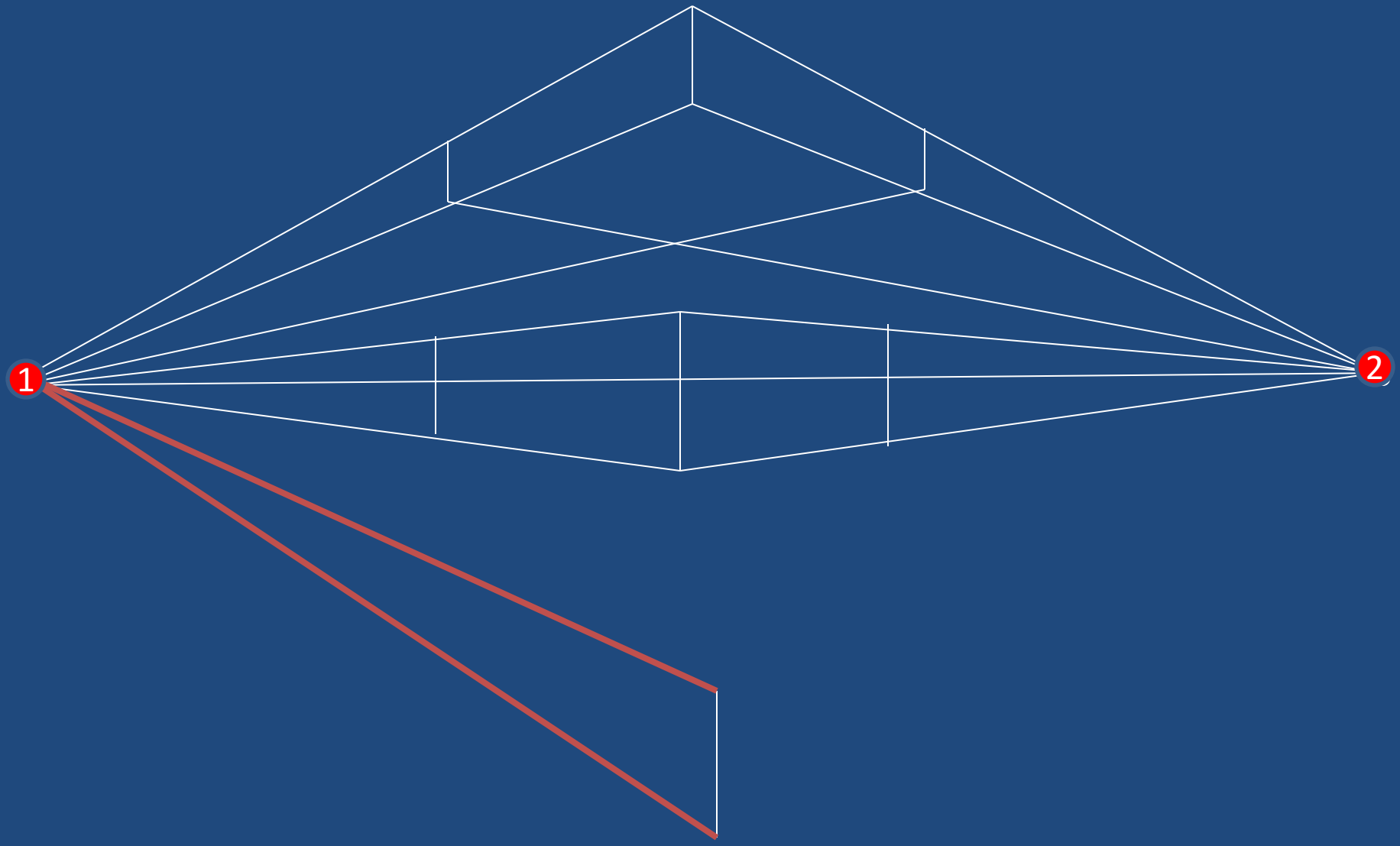
Two point perspective box (1) above, (2) on, and (3) below eye level.



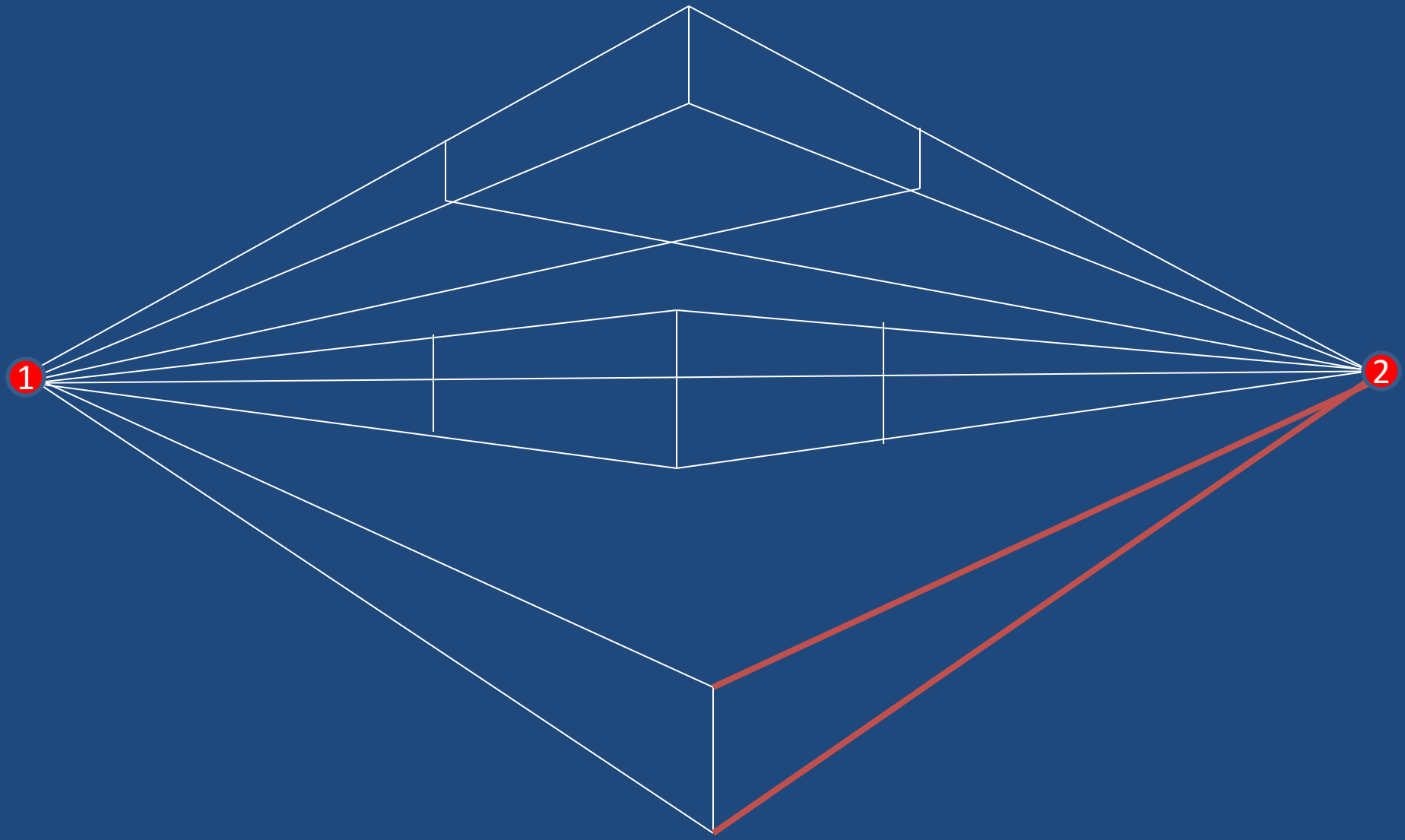
Two point perspective box (1) above, (2) on, and (3) below eye level.



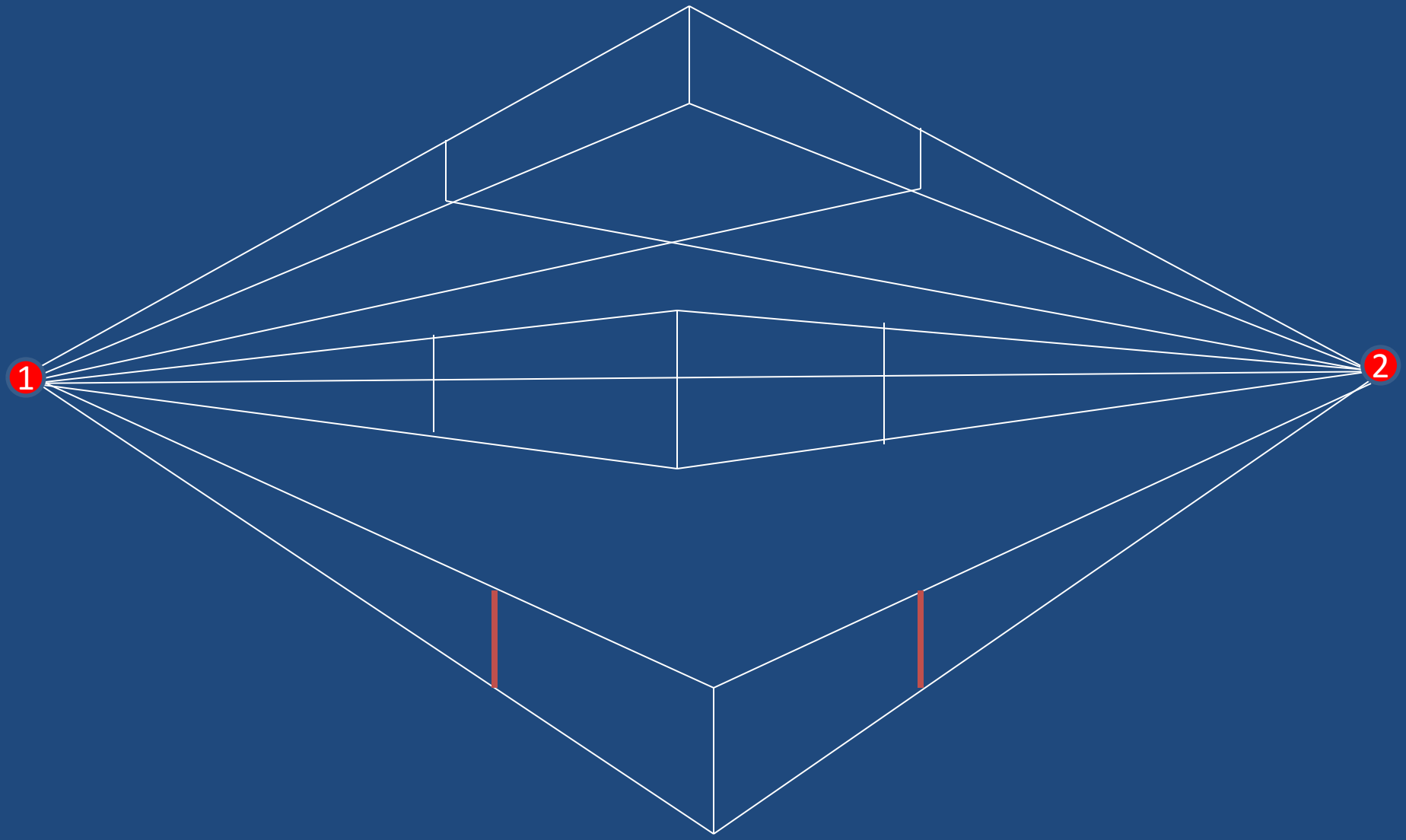
Two point perspective box (1) above, (2) on, and (3) below eye level.



Two point perspective box (1) above, (2) on, and (3) below eye level.



Two point perspective box (1) above, (2) on, and (3) below eye level.



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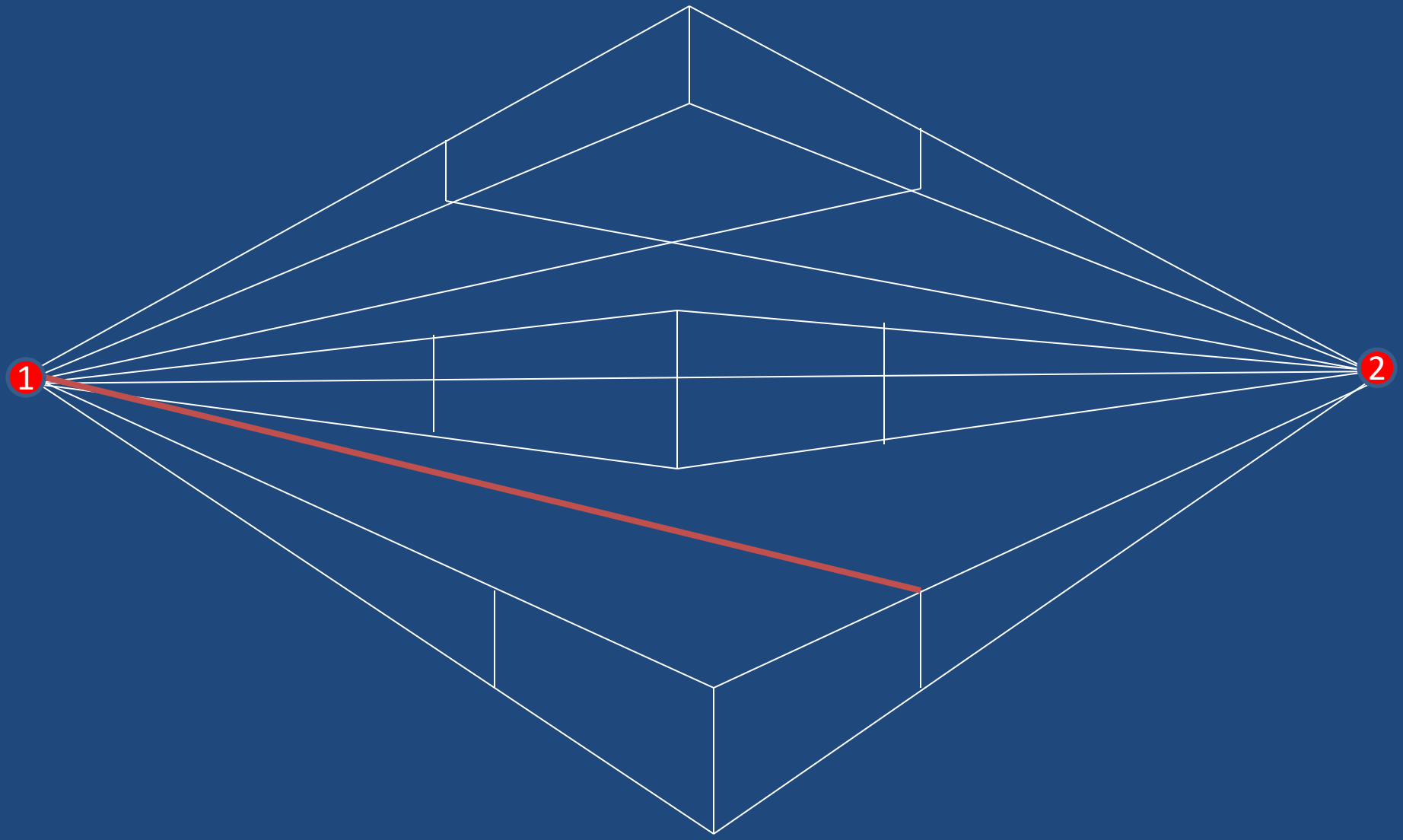

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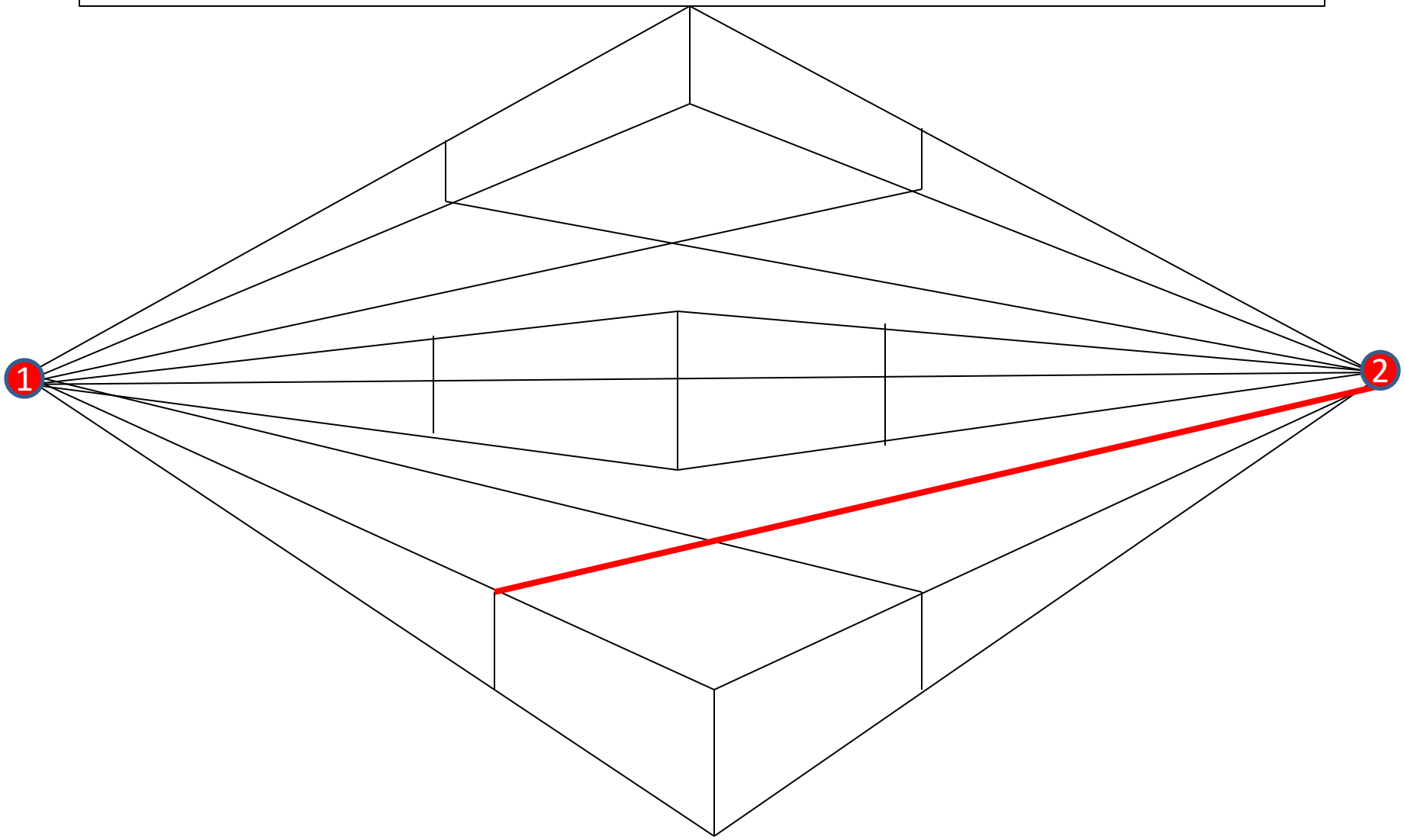
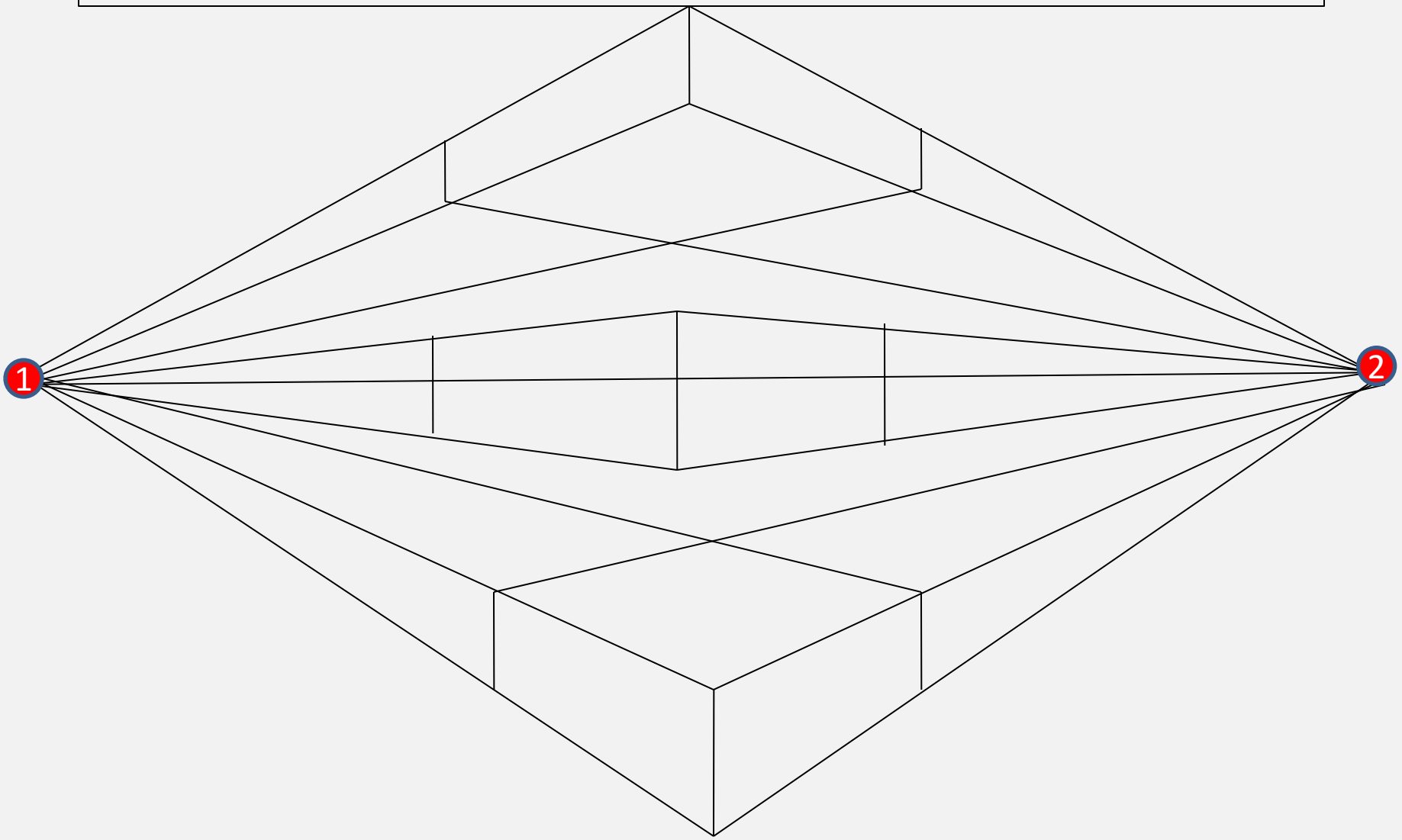
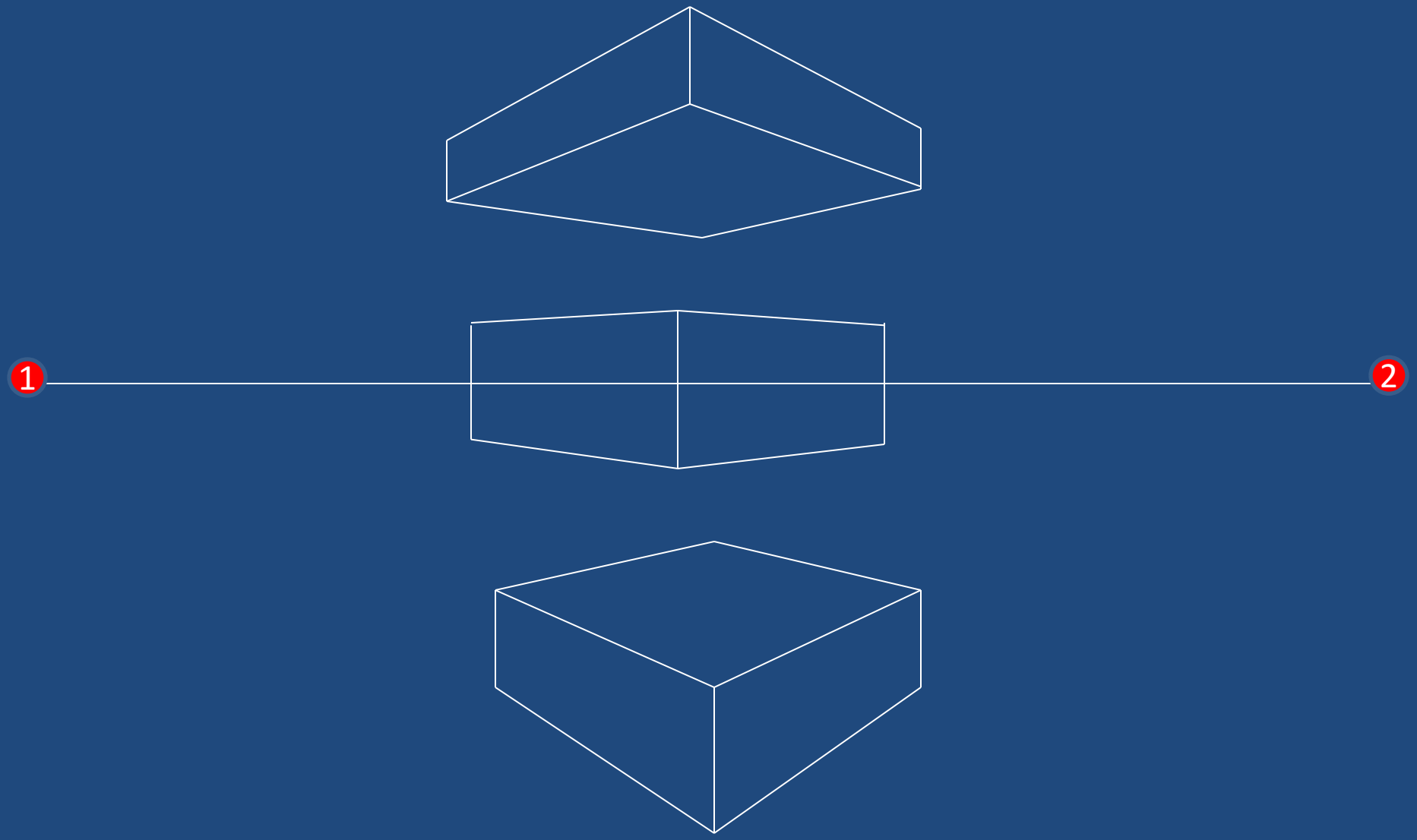


Congratulations you are done!

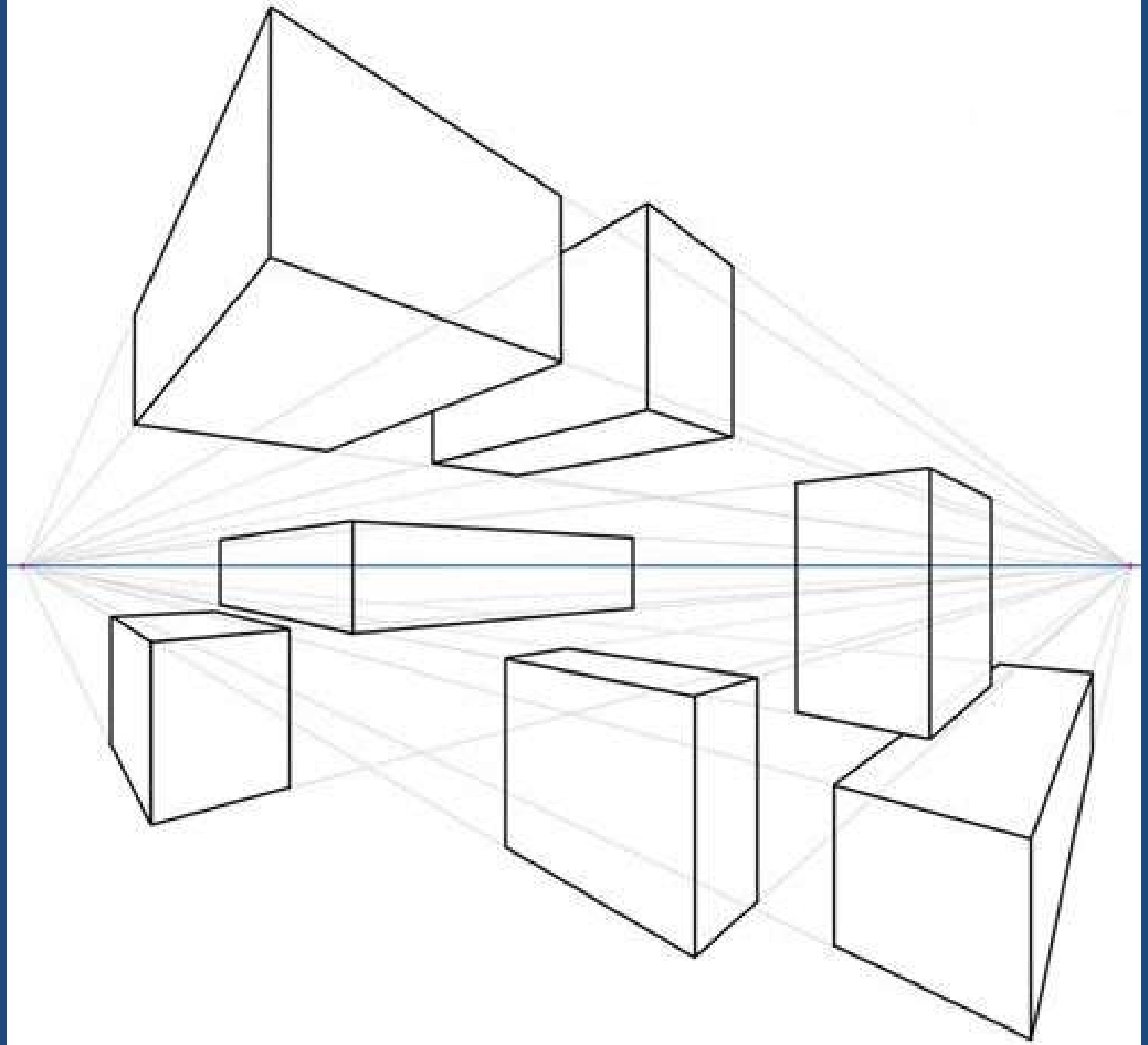


You can erase the extra converging lines to close the sides of your forms



Exit Ticket

- Draw 5 overlapping forms in two point perspective
- Remember that the orthogonal lines always converge to the vanishing point.
  - Vertical lines stay vertical
  - Two point perspective = looking at the corner of the object
- 3 boxes overlapping
- 2 boxes with windows



8th Grade Do NOW

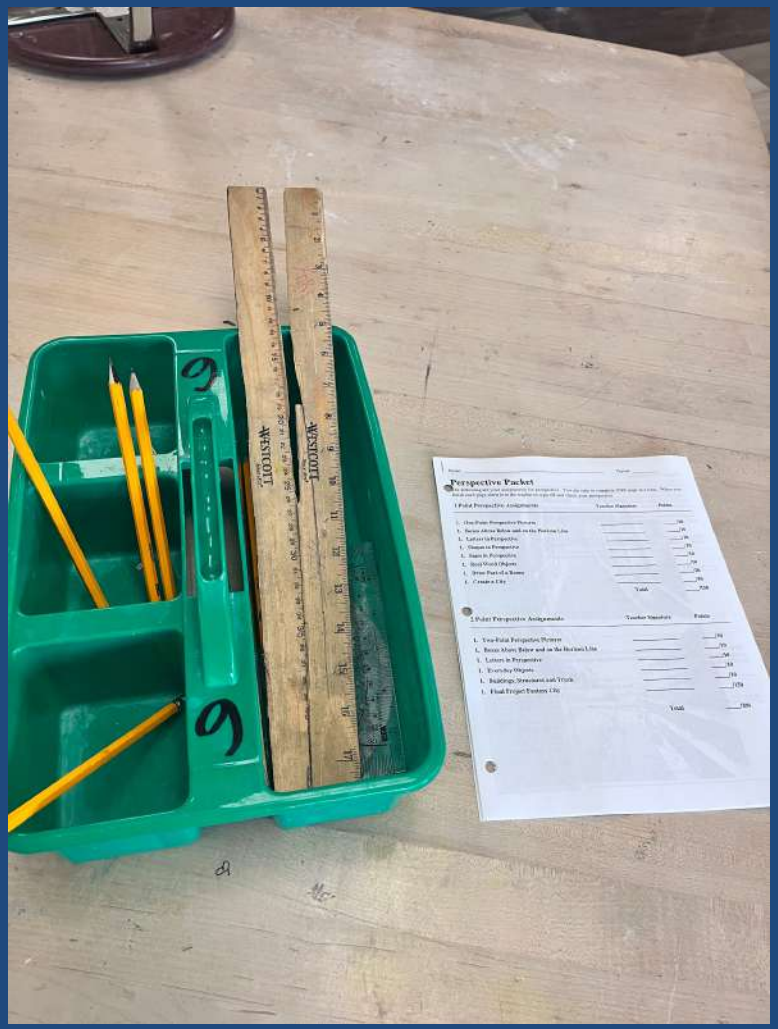
- 1st person at the table get the Do Now folder
- Question for Friday
- What is the most challenging thing about linear perspective? Which part of the packet was more difficult, 1 or 2 pt perspective

Get out your packets and your sketchbooks
NO PIT FIRE TODAY DUE TO WEATHER

Objectives : Students will be able to

1. Apply rules of 2 point perspective by completing practice worksheets

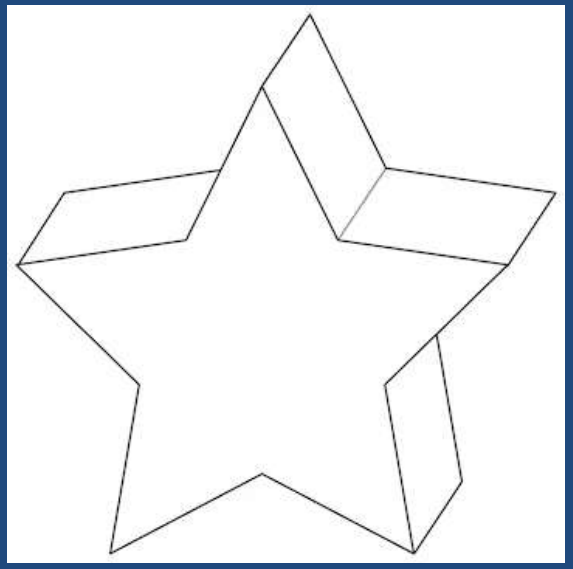
1. Caddy from the supply table with ruler and pencil
2. Linear perspective packet



DO NOW

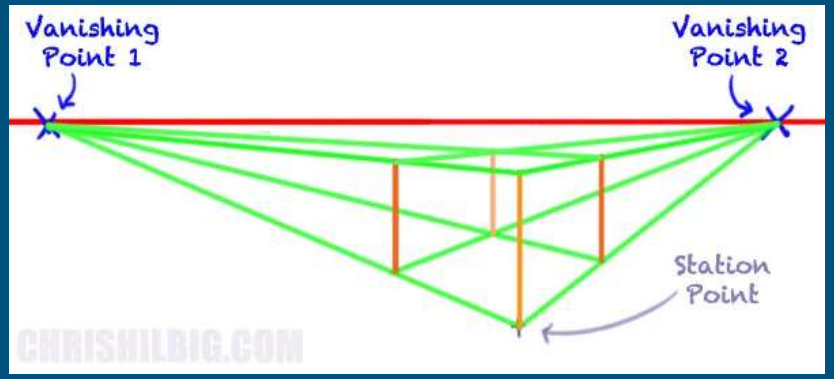
1. First person get out the Do Now Folder and pick up a new Do Now Worksheet
2. Question for Monday
3. Draw a star in one point perspective.

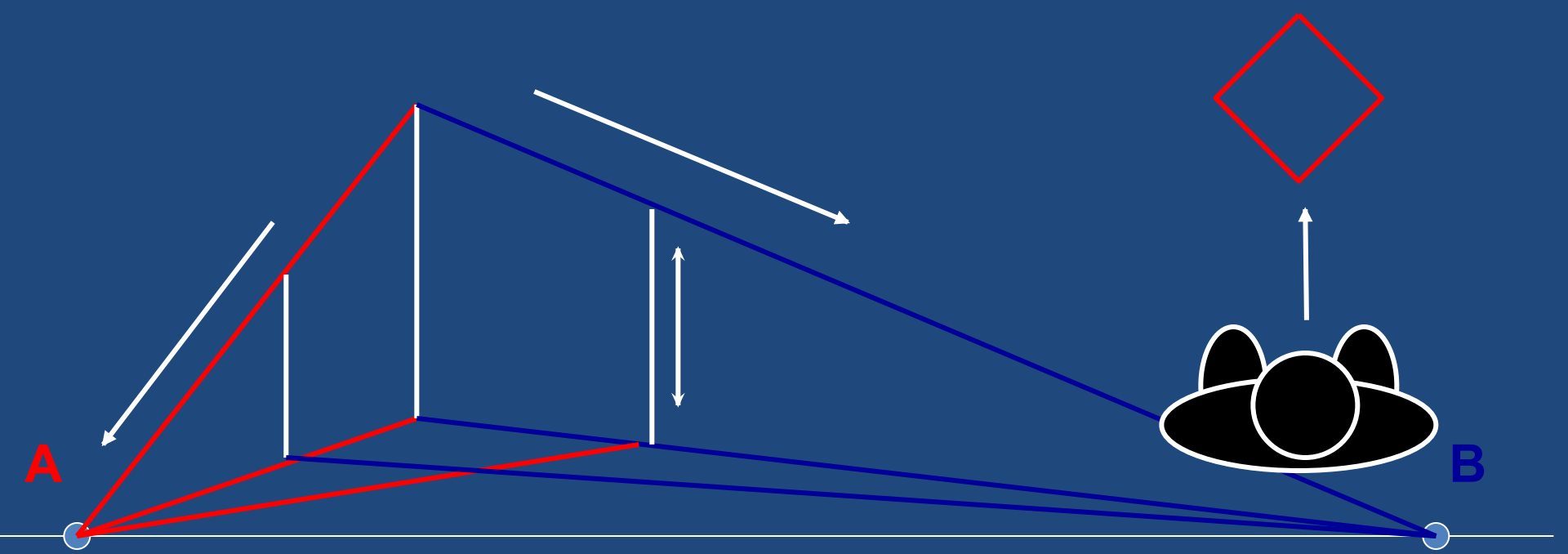
   Label the Horizon Line, Vanishing Point and Orthogonal Lines



Linear perspective practice

1. Get a ruler and a pencil
2. Review linear perspective on the front page
3. Start with reviewing 1 point perspective
4. Continue with the packet. Do your best and use the people at your table as resources.
5. DO NOT RUSH! Use a ruler to create straight orthogonal lines
    a. This is practice but will be graded.





Two Point Perspective has the viewer looking at an object so that the viewer sees ***2 sides***, both of which recede, or converge, to two ***DIFFERENT*** vanishing points.

Linear Perspective Packet - 2 Point Perspective

1. Review the checklist for the linear perspective packet
   a. You will be focusing on 2 point perspective today
2. Continue with the packet. Do your best and use the people at your table as resources.
3. . You are only to complete ONE page at a time
4. DO NOT RUSH! Use a ruler to create straight orthogonal lines
   a. There is a rubric on the back, this will be graded and craftsmanship is important
5. When you finish each page show it to the teacher to sign off and check your perspective.
6. At the end of class, put the caddy back and put your packet in your cubby

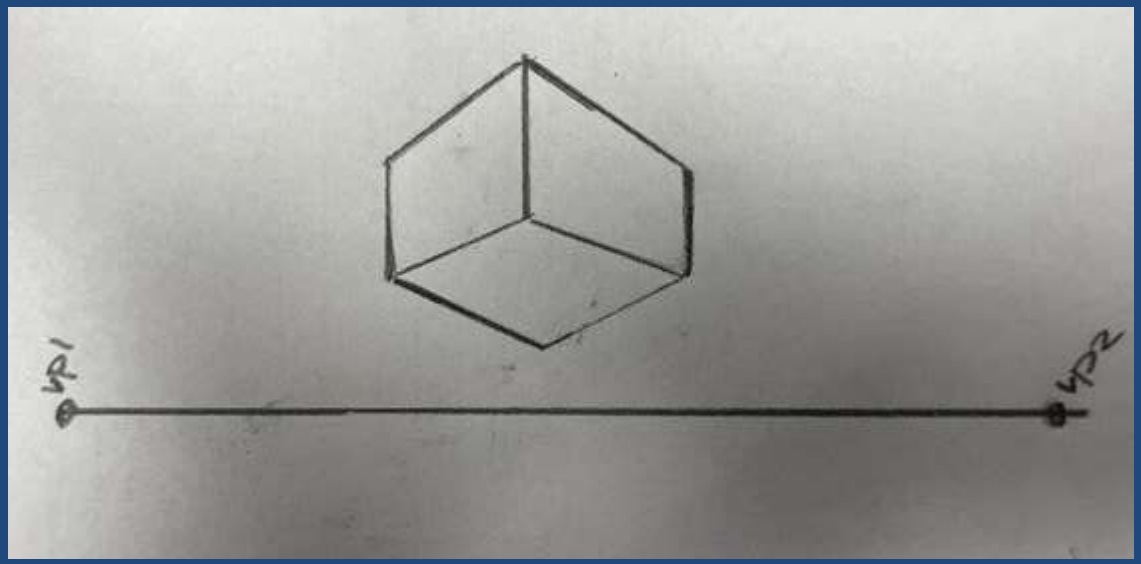
Do Now

1. Grab your Do Now folder, sketchbook and a ruler
2. Question for Wednesday

   What are the three important terms for linear perspective? What is the definition of each of them?

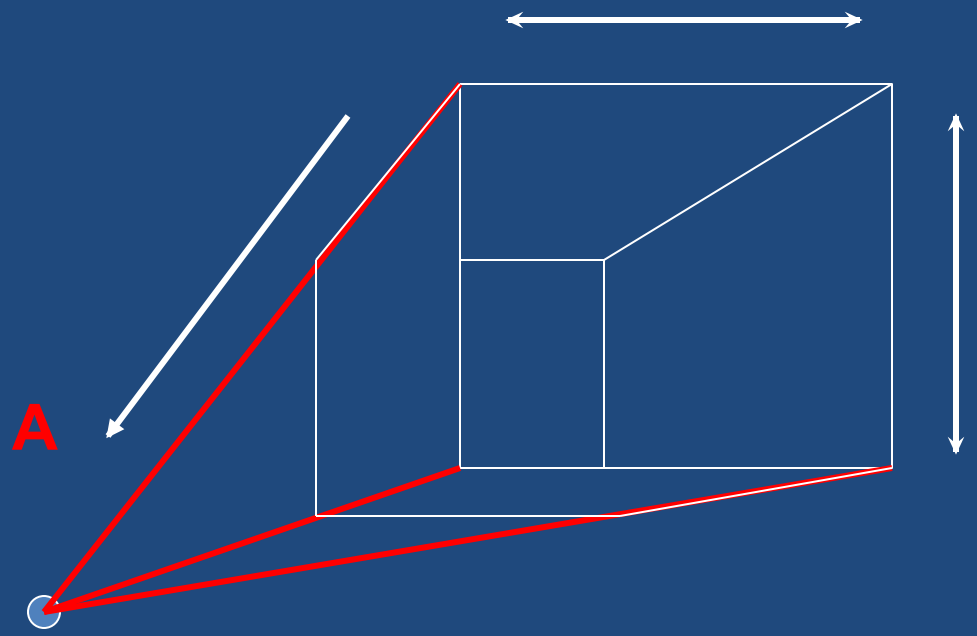
Do Now

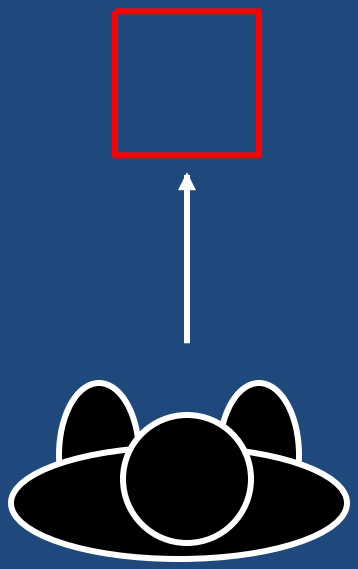
1. Get the Do Now folder and a ruler from the front table
2. Question for Wednesday
3. What is wrong with this 2 pt perspective box? Draw a box correctly in 2 point perspective



Objective

Students will be able to practice applying their understanding of the rules of 3 point linear perspective to drawing boxes.





One Point Perspective Vocabulary

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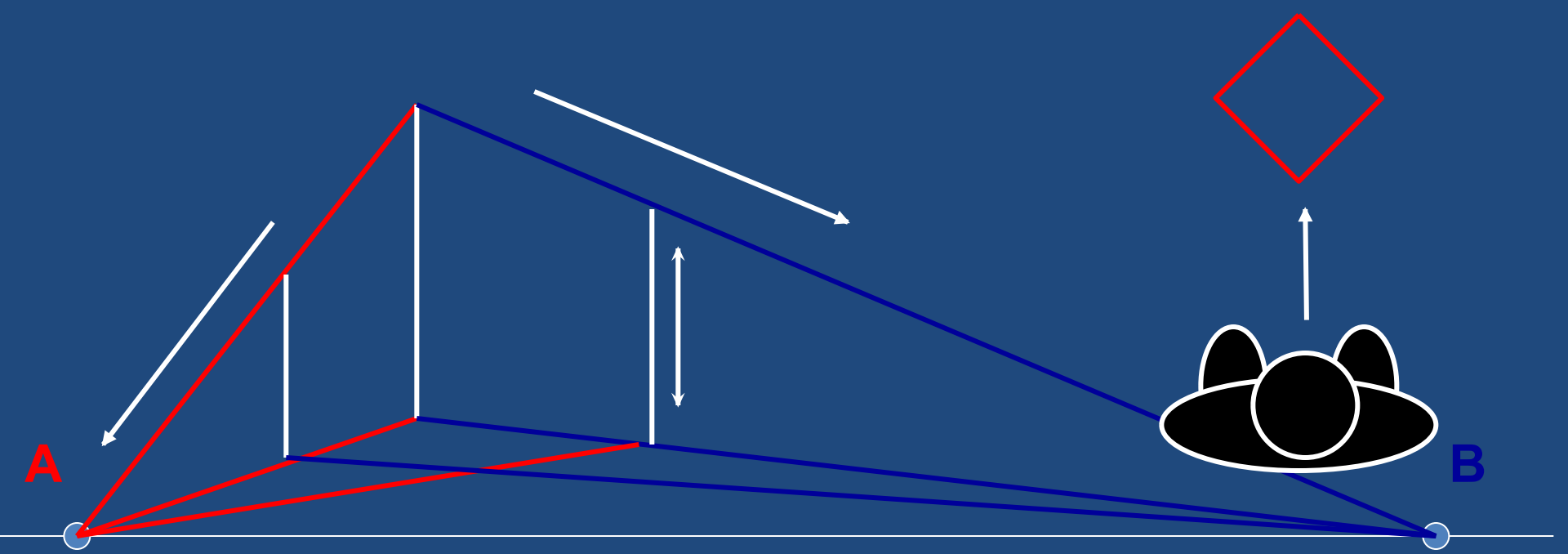
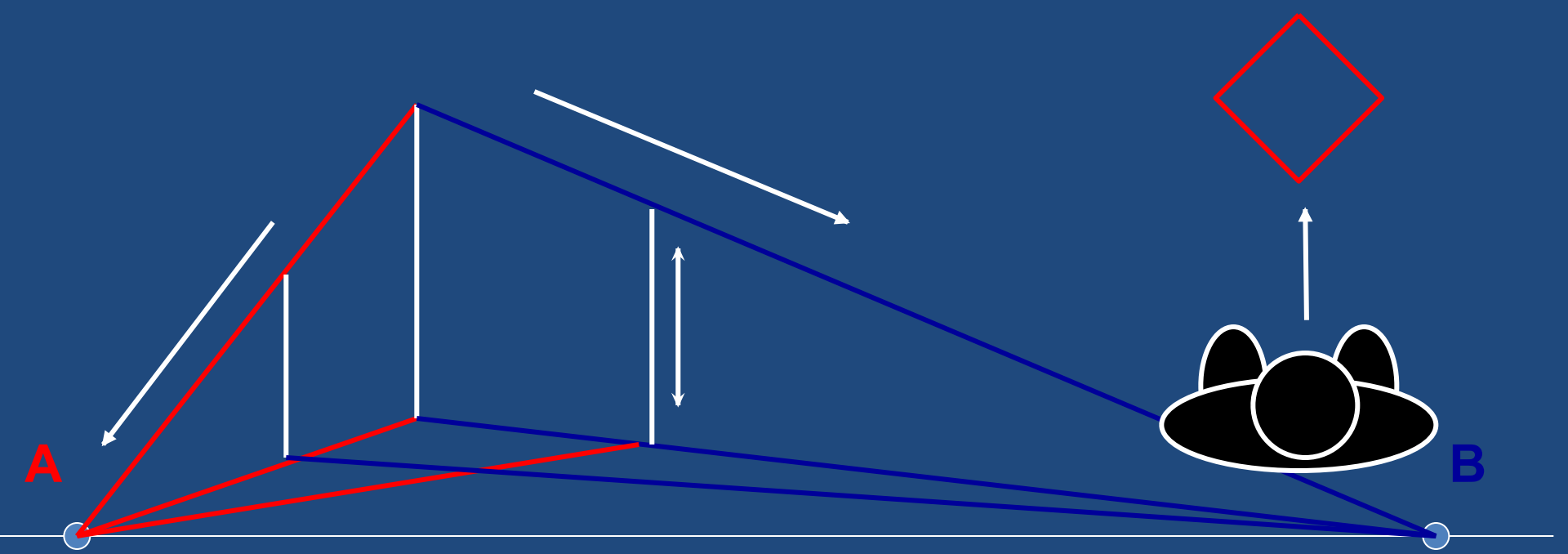


Two Point Perspective has the viewer looking at an object so that the viewer sees ***2 sides***, both of which recede, or converge, to two ***DIFFERENT*** vanishing points.



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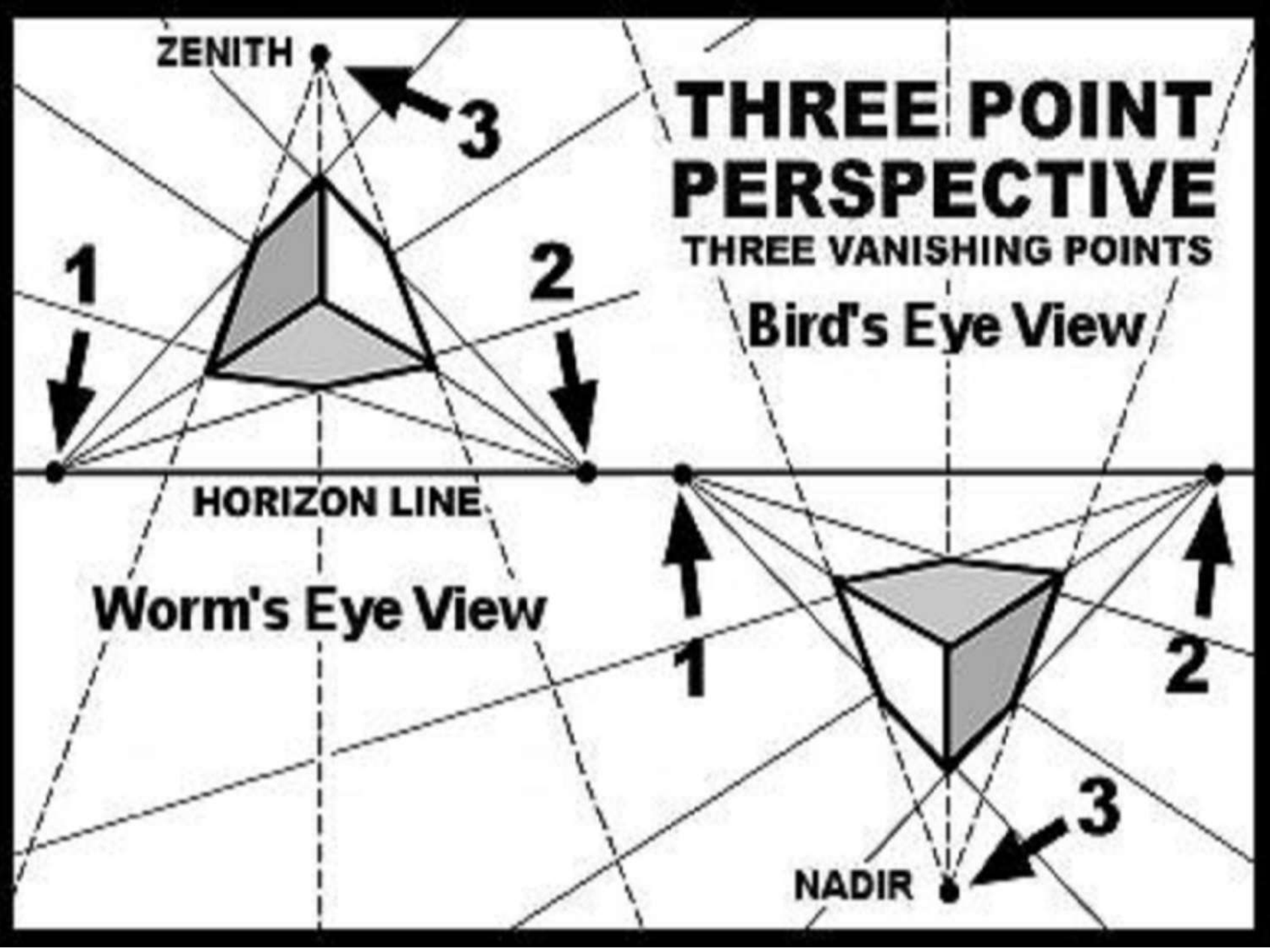
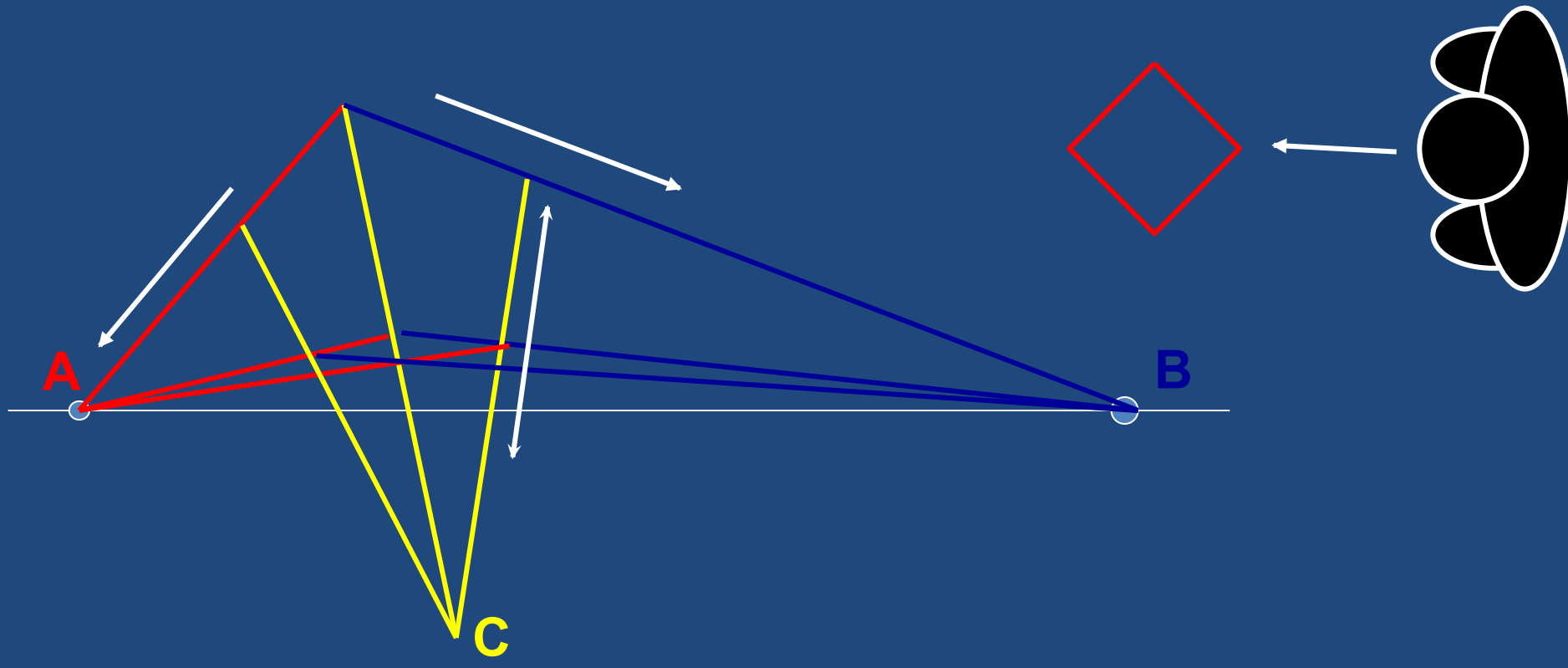
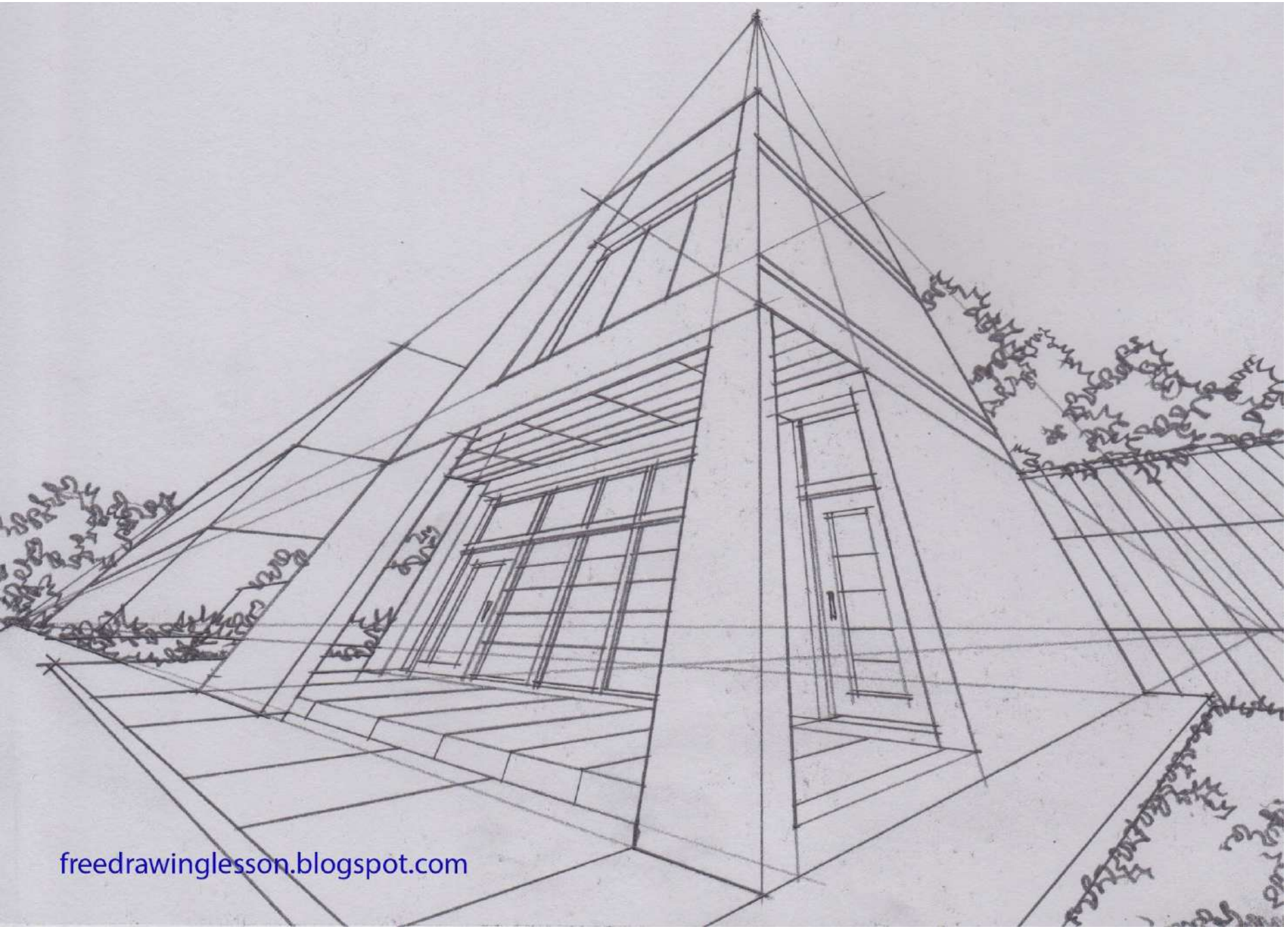
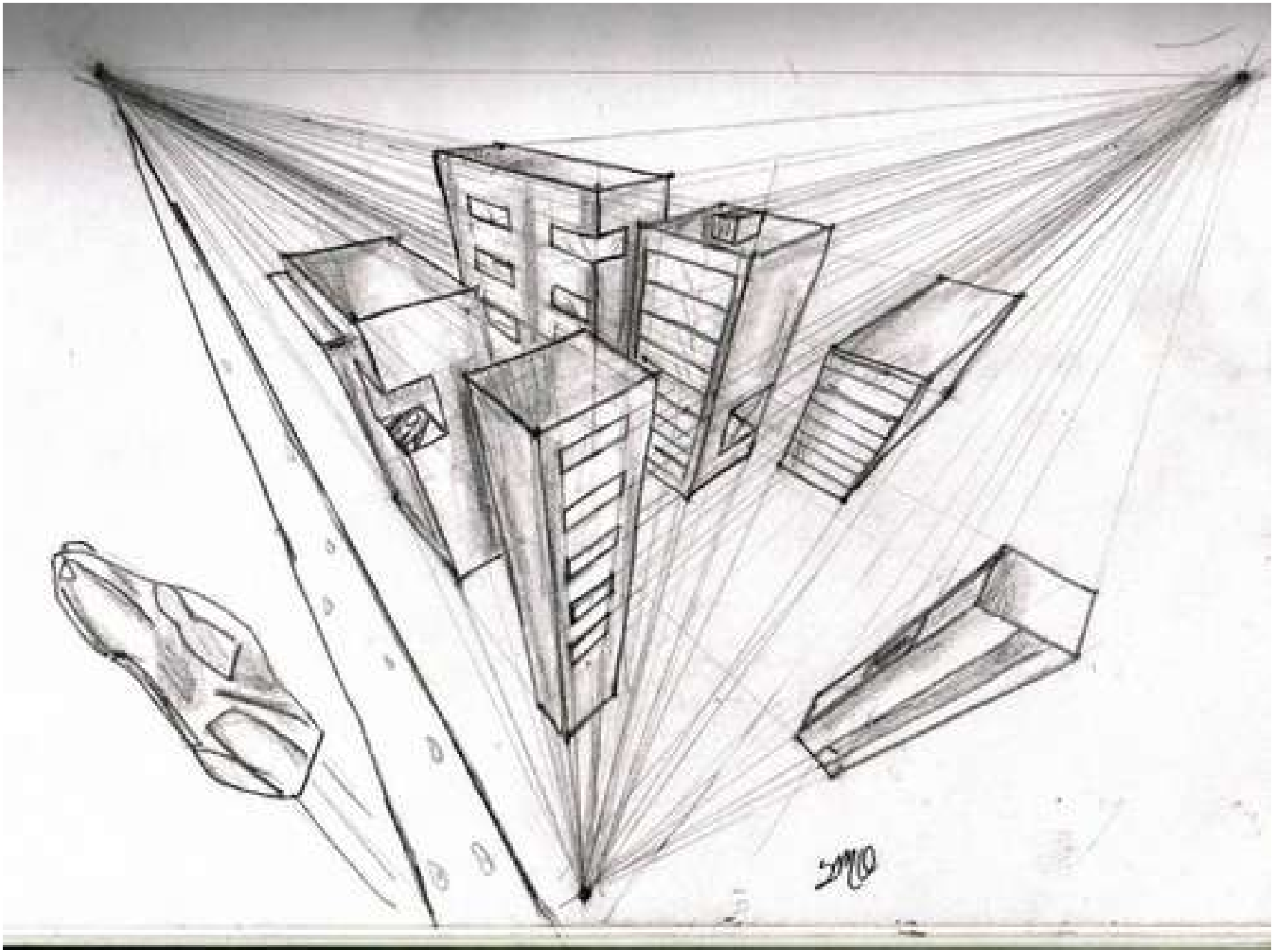
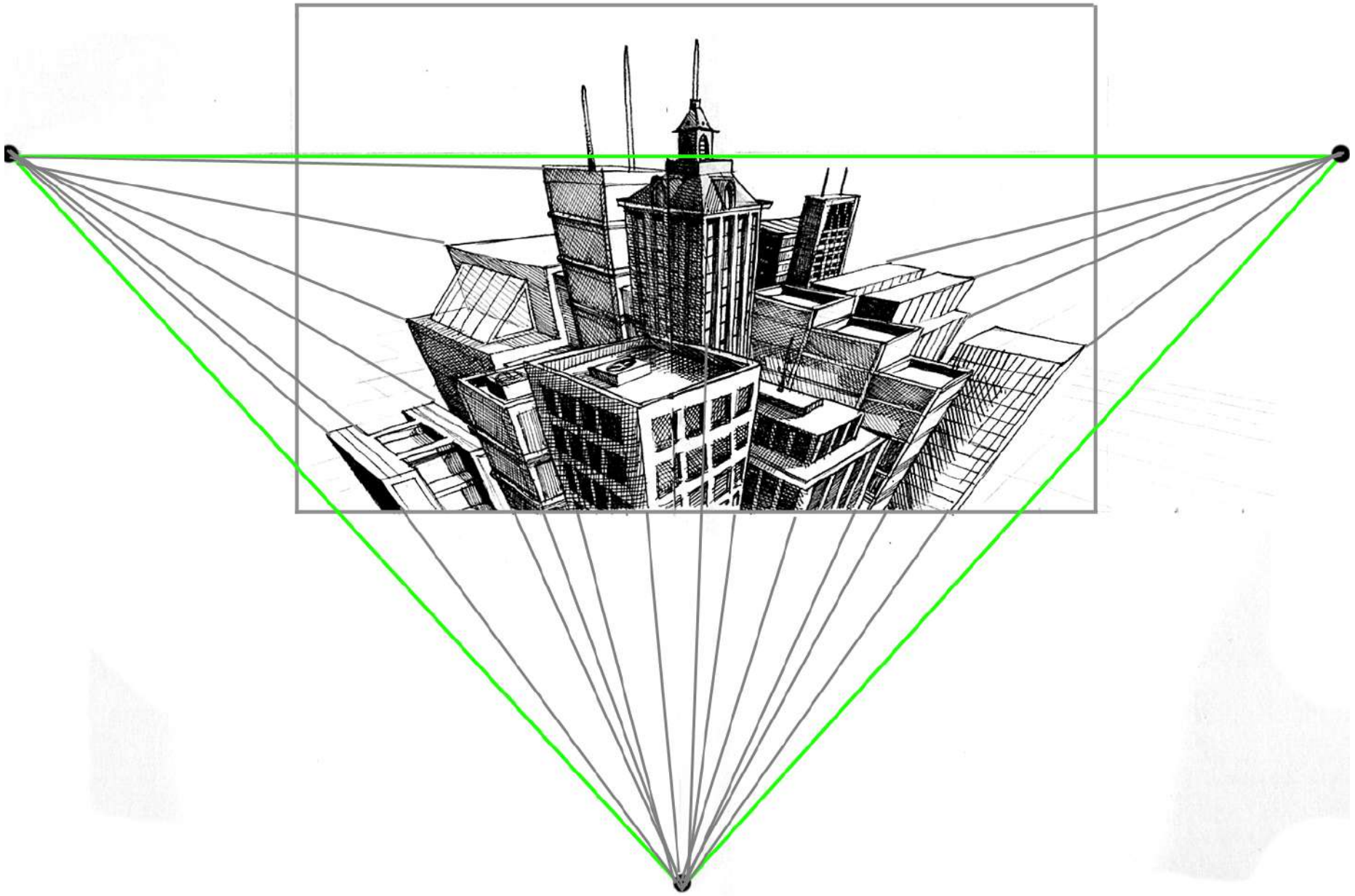

ZENITH
3
THREE POINT PERSPECTIVE
THREE VANISHING POINTS
Bird's Eye View
1
2
HORIZON LINE
Worm's Eye View
1
2
3
NADIR

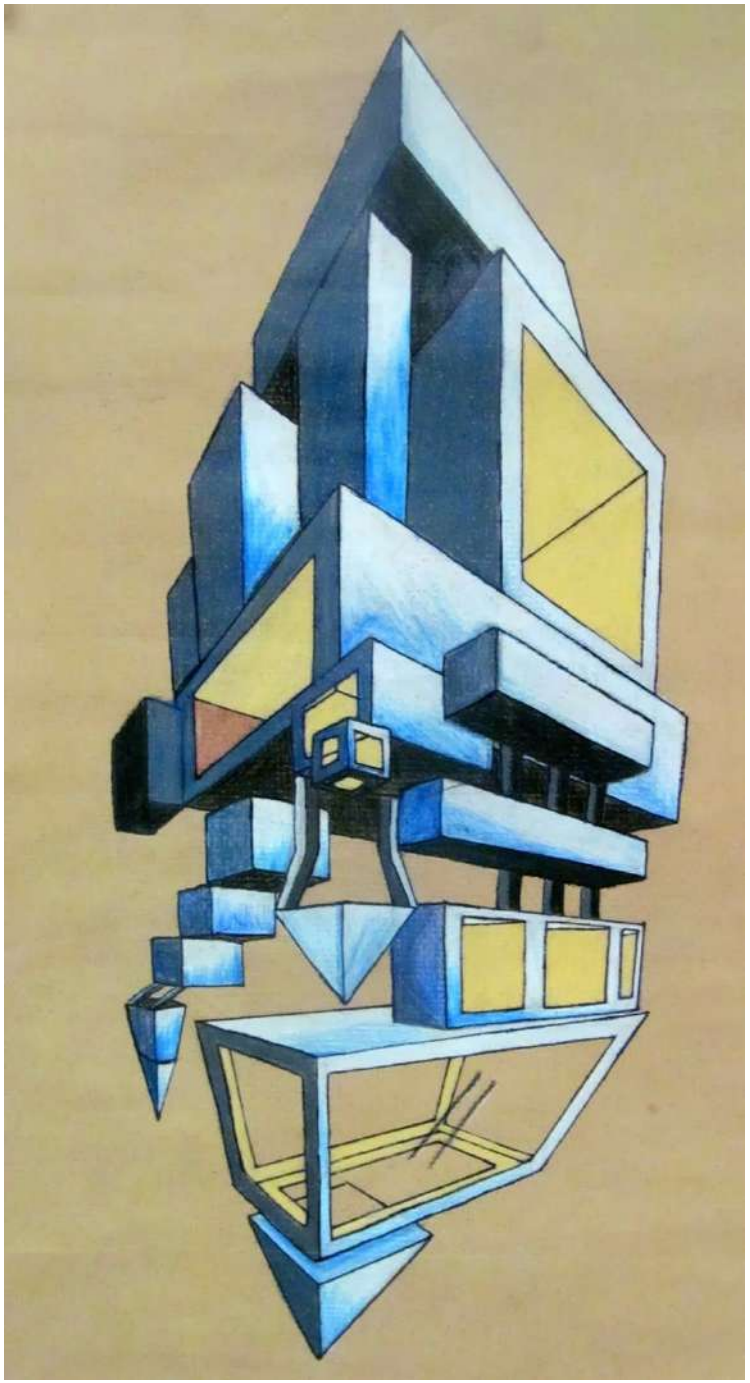


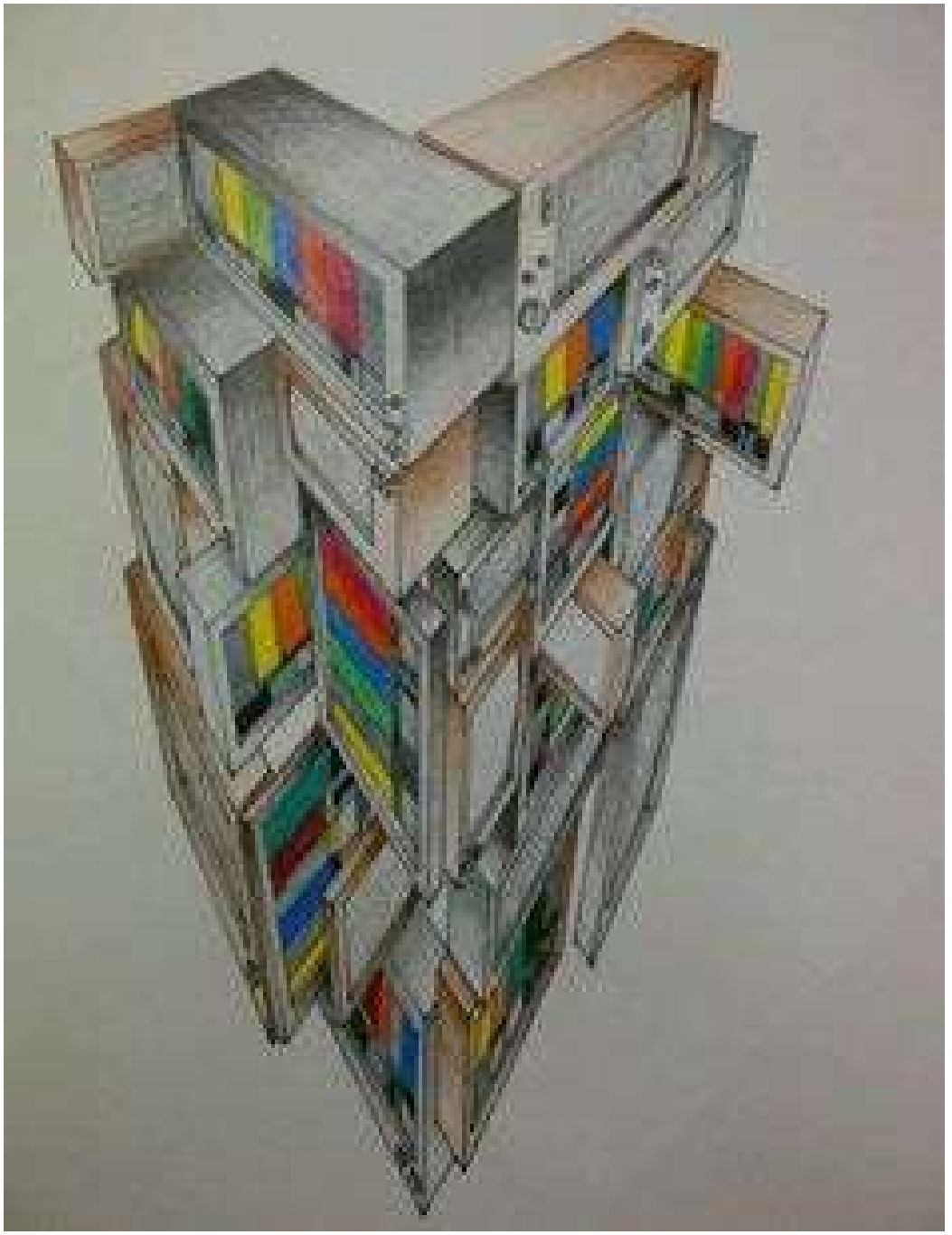
3 Point Perspective has the viewer looking at an object very close from a worm's eye or bird's eye view. Lines ***converge*** at 3 different vanishing points


freedrawinglesson.blogspot.com







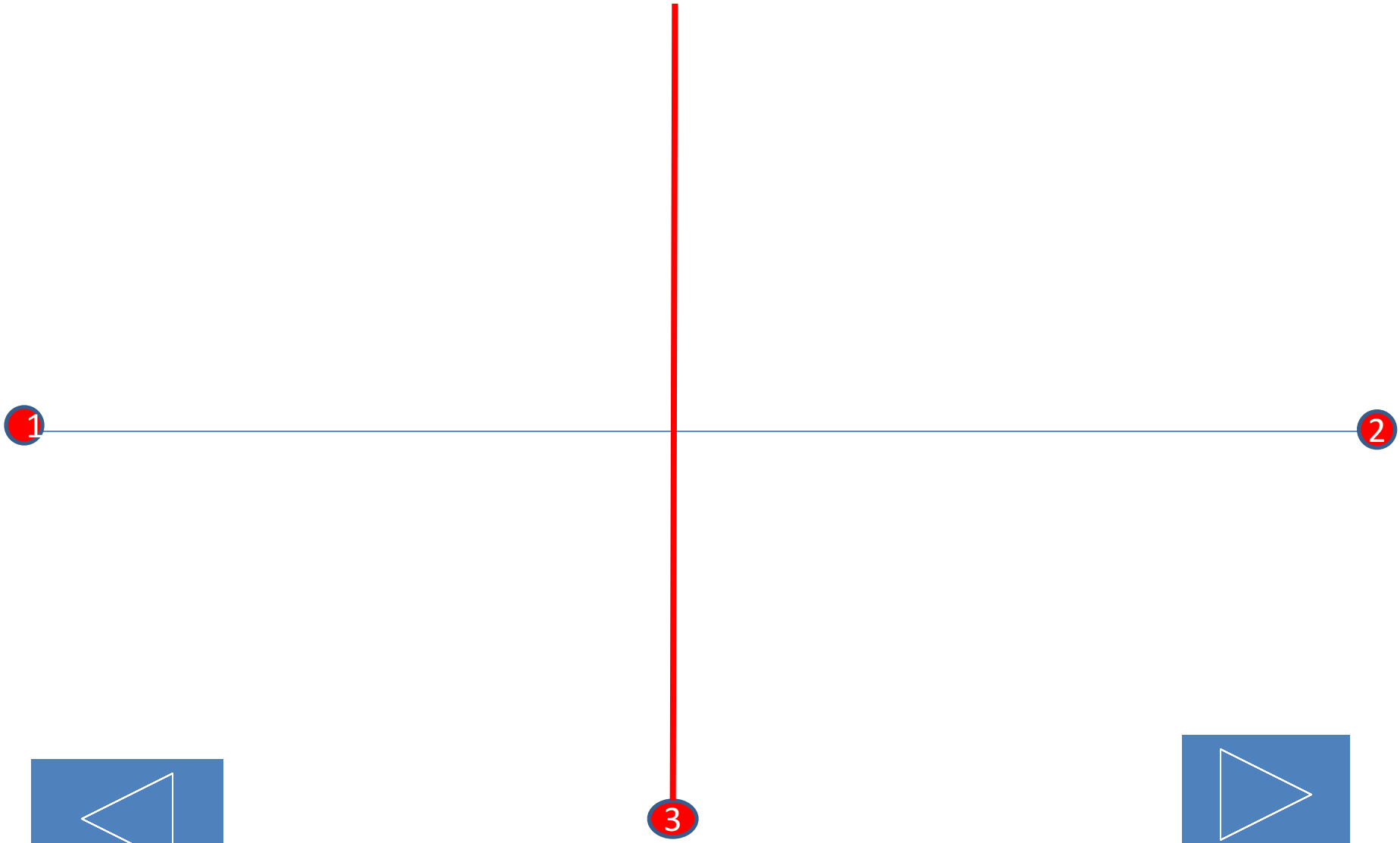


Three-Point Perspective

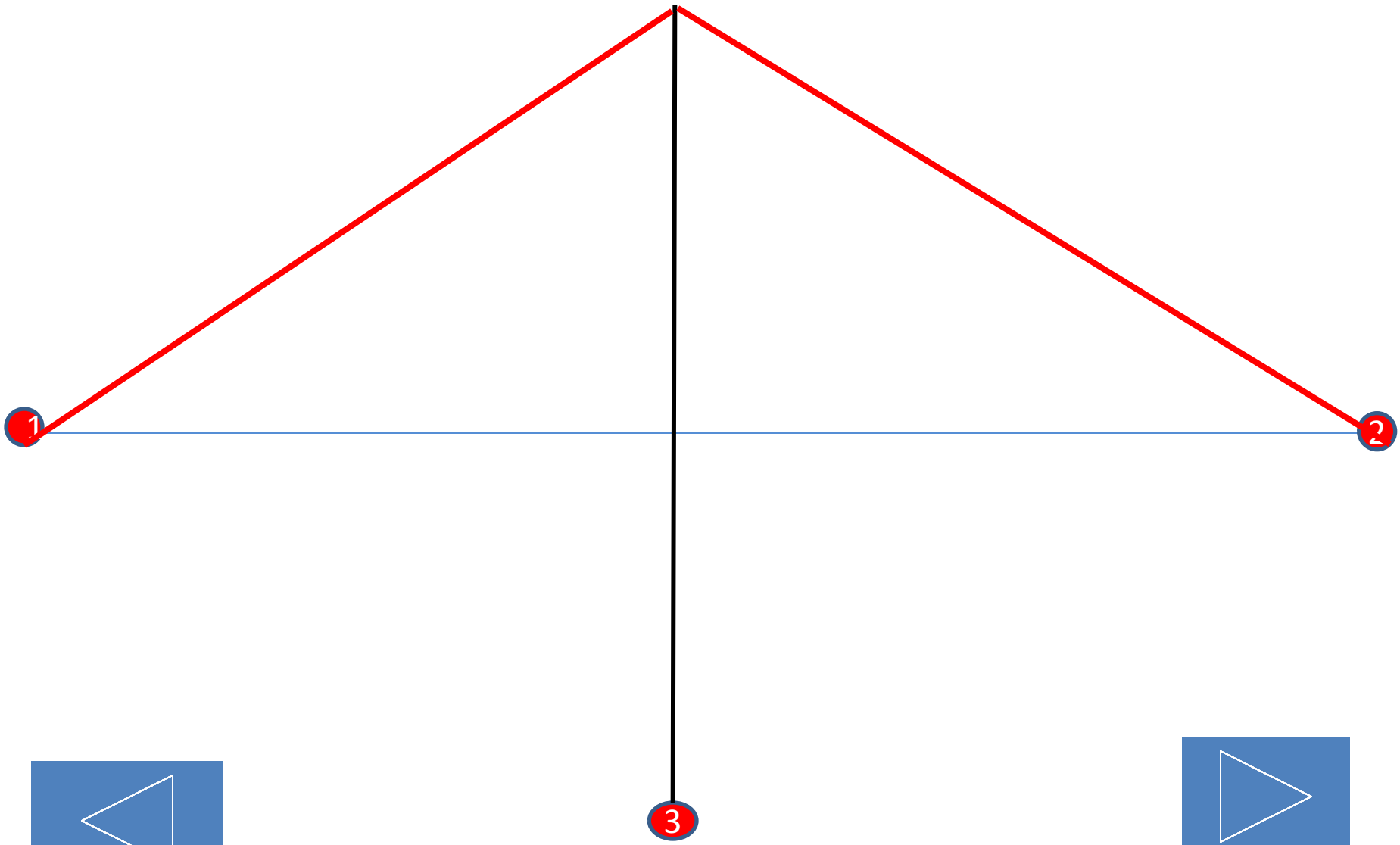
Step 1: Draw a horizon line with 2 vanishing points on it and 1 below it

3

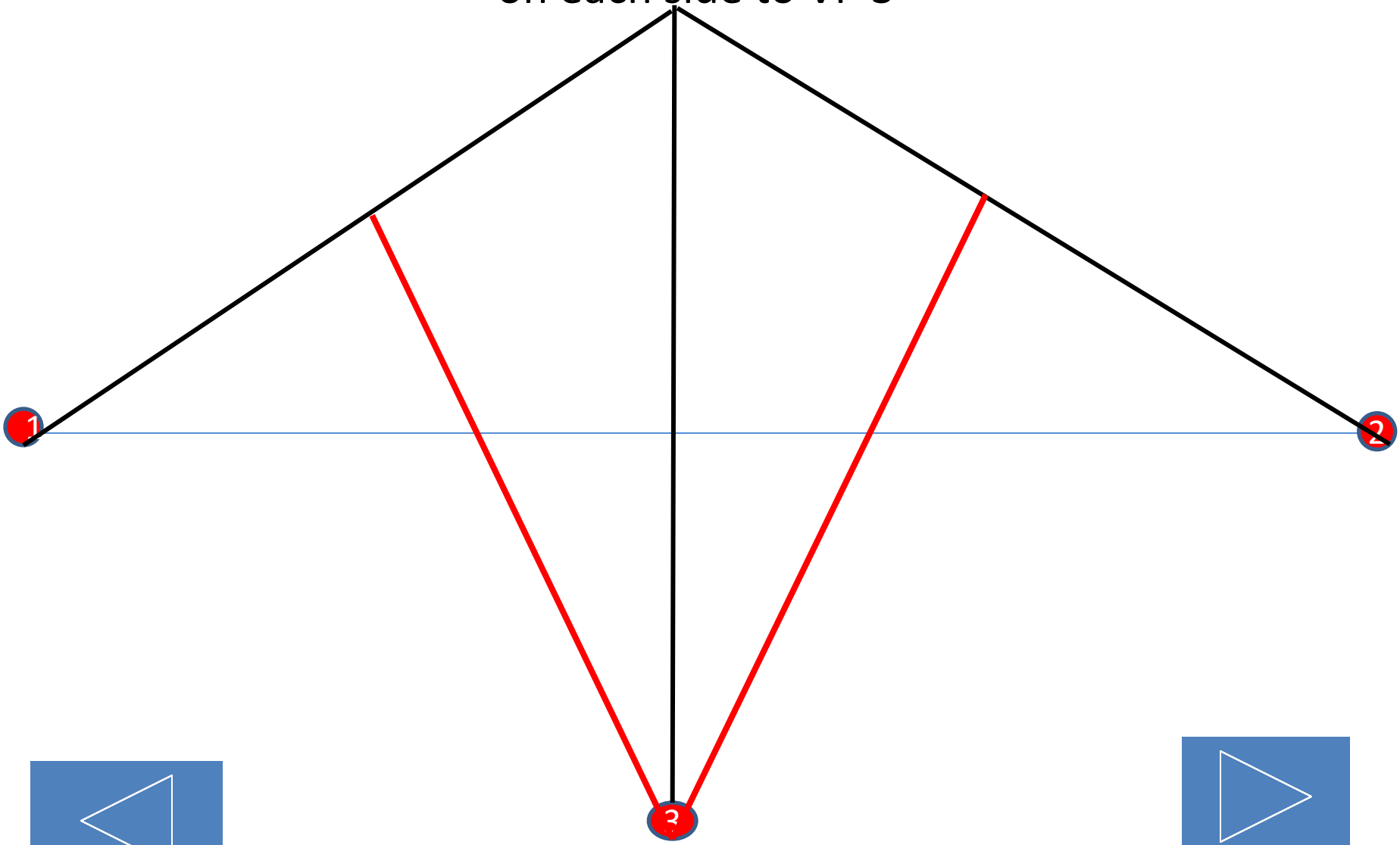
Step 2: Draw a line the connects to VP 3 and goes ip past the horizon line



Step 3: Draw 2 orthogonal lines that connect to the top of your first line and VP 1 and 2



Step 3: Decide where you want to end your box. Pick a place on your orthogonal lines to VP 1 and VP 2 and draw 2 lines on each side to VP 3



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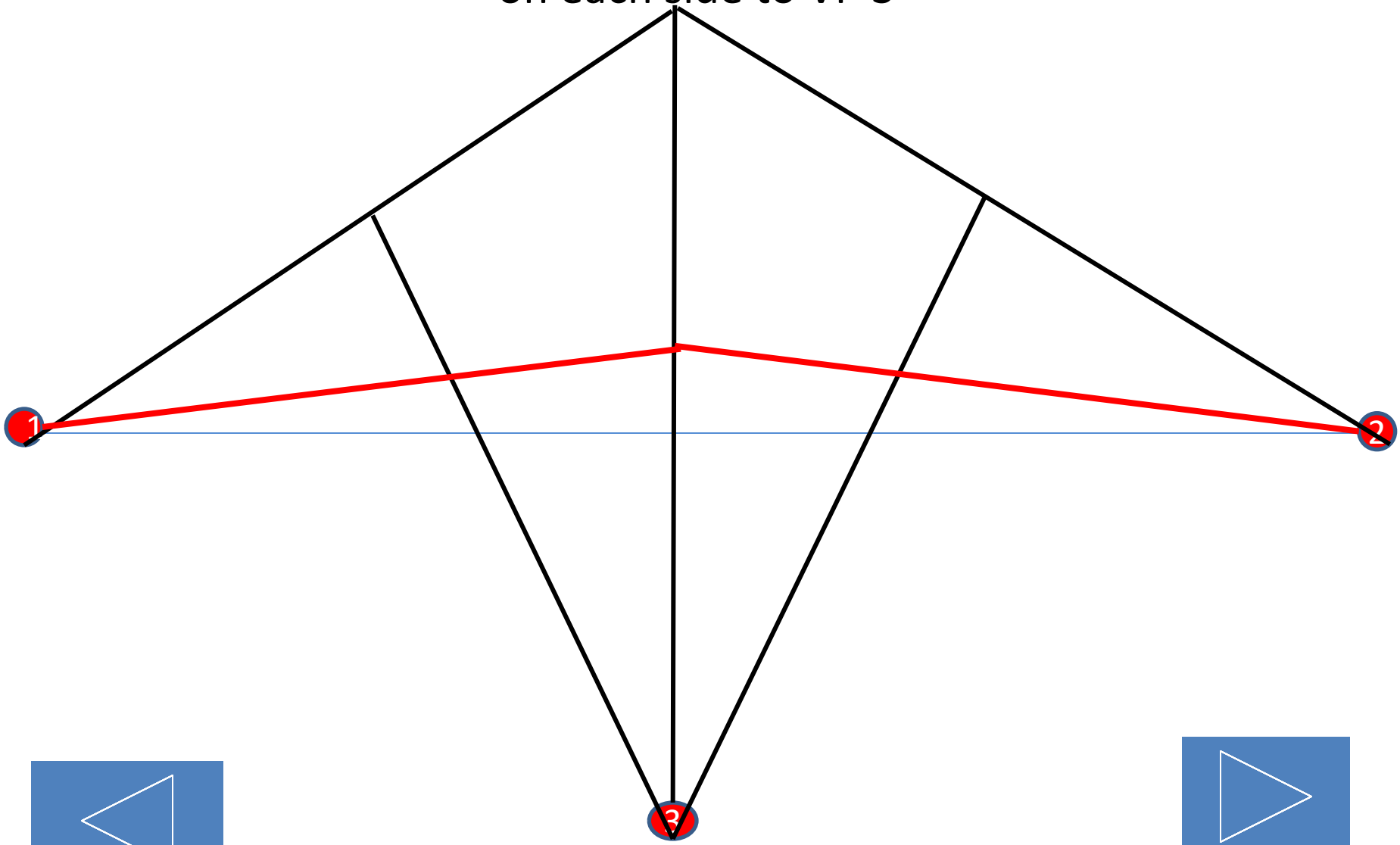

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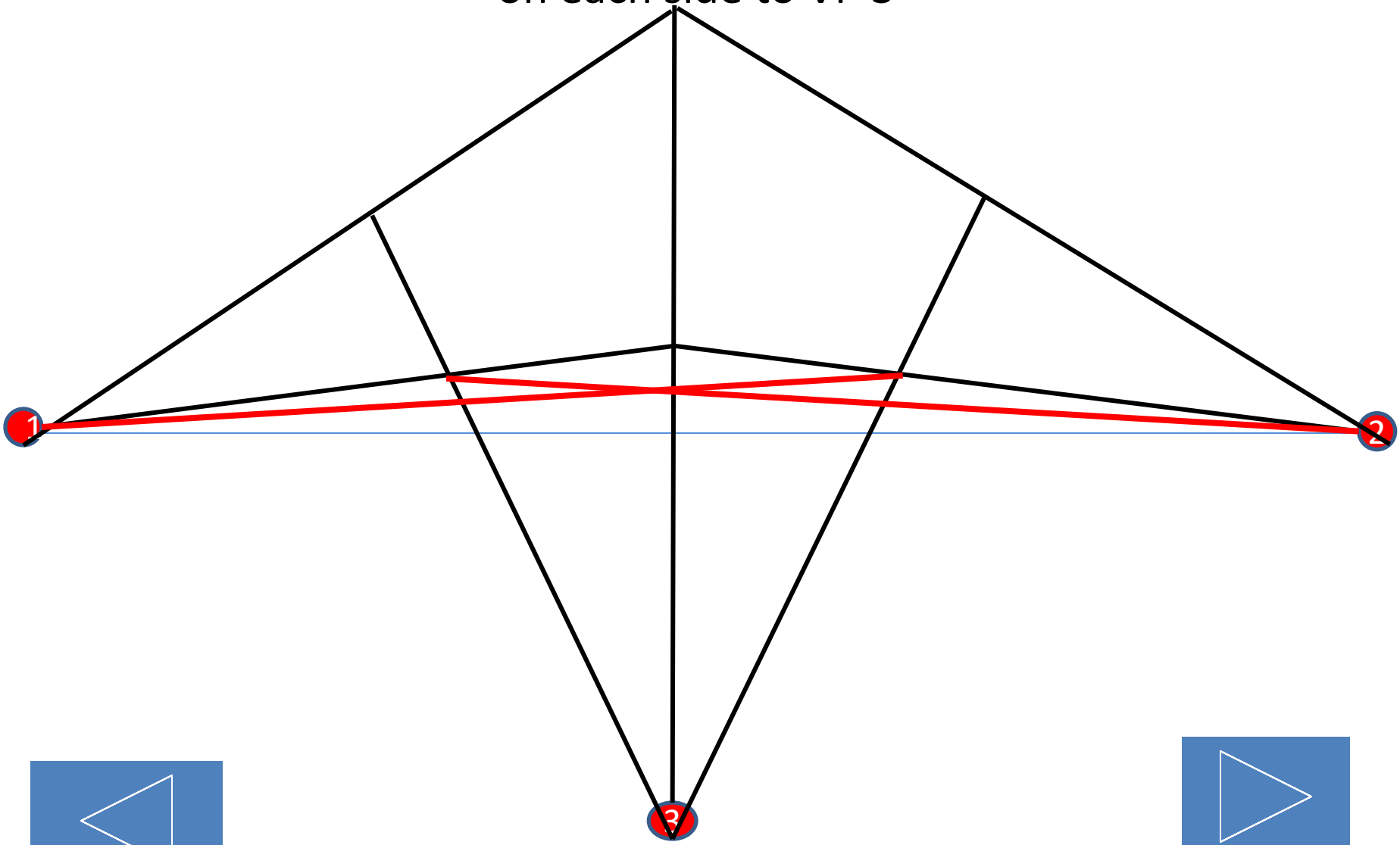

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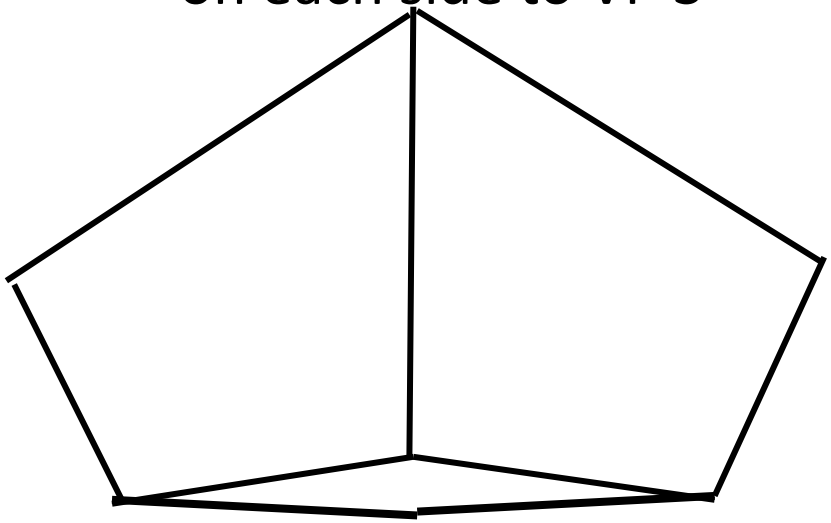


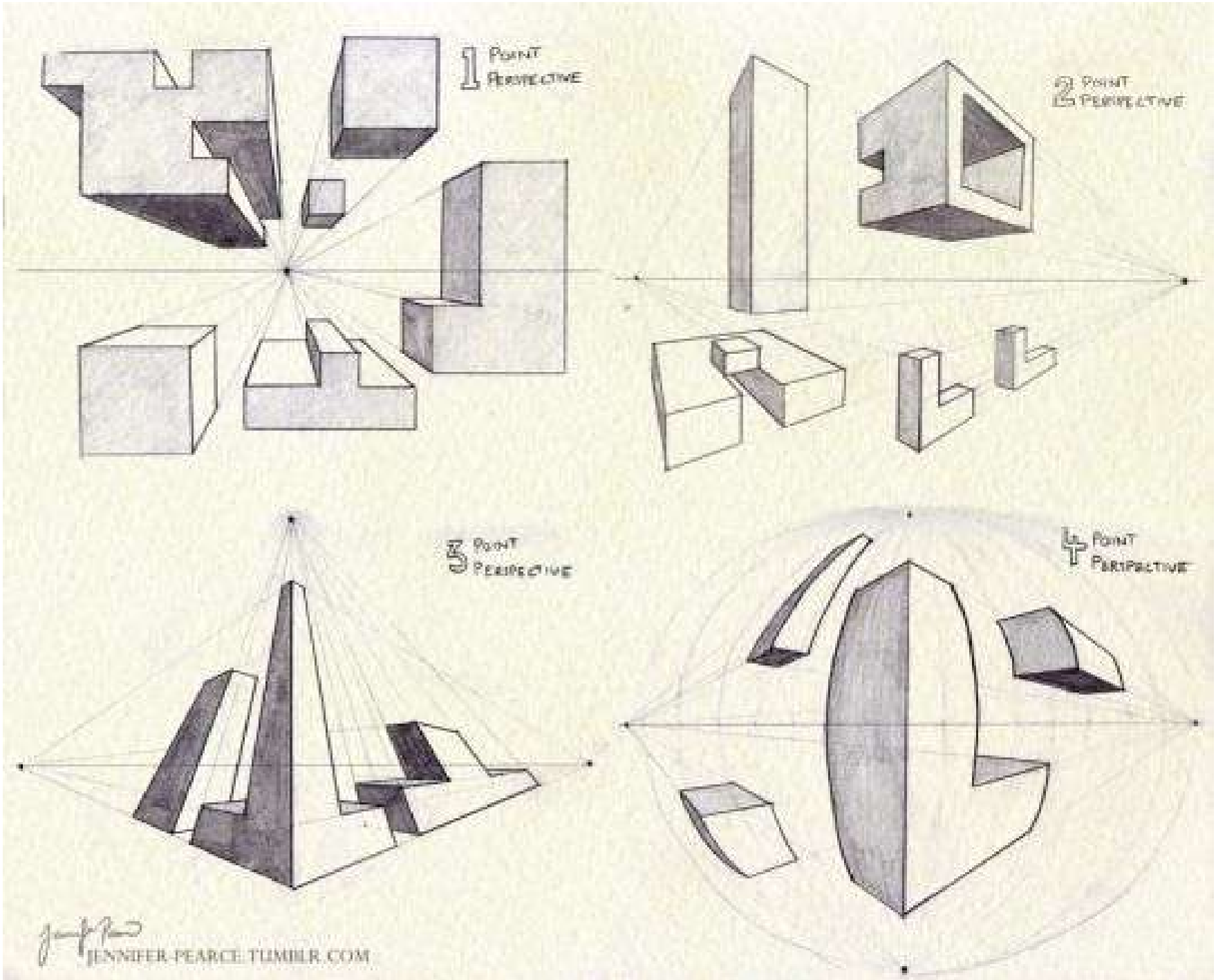
1

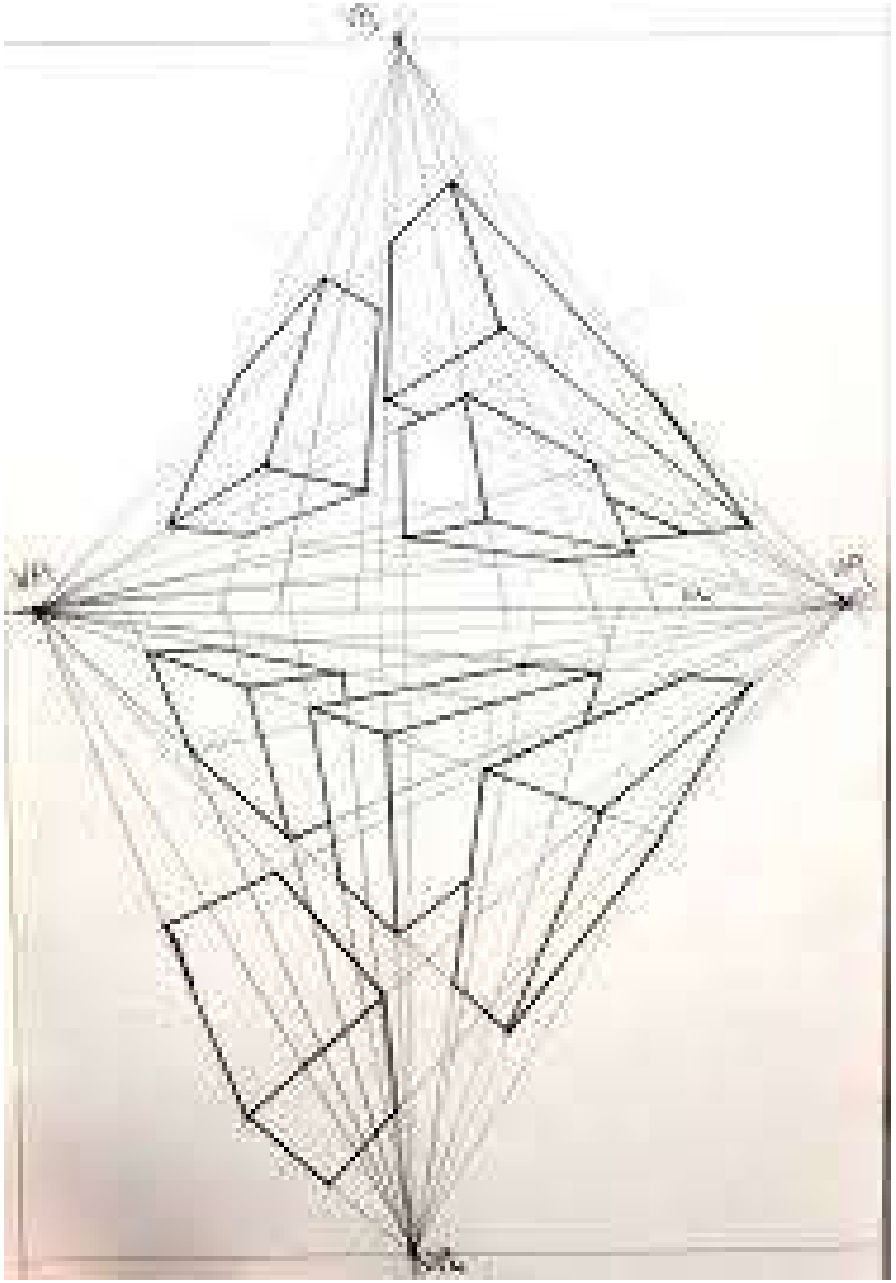
2

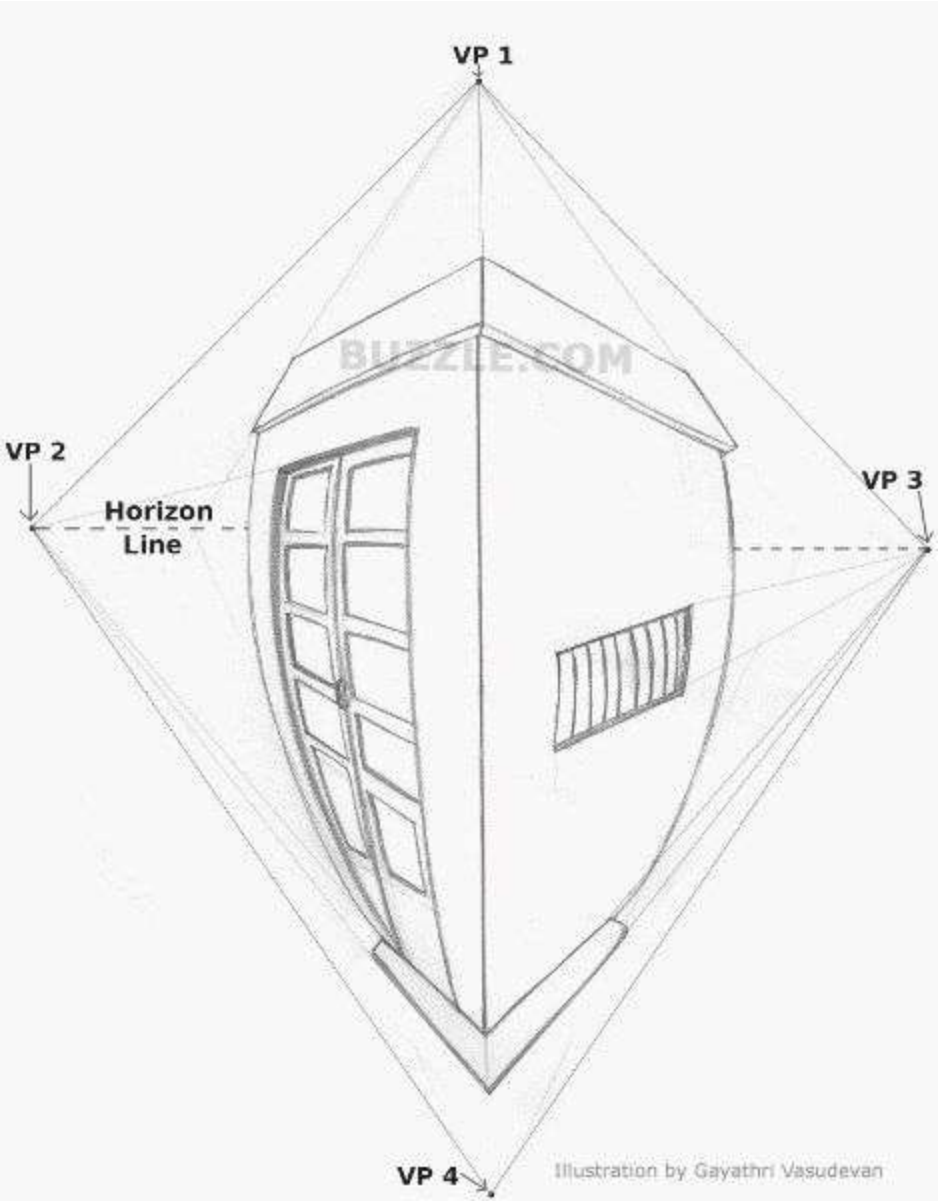
3

FOUR POINT

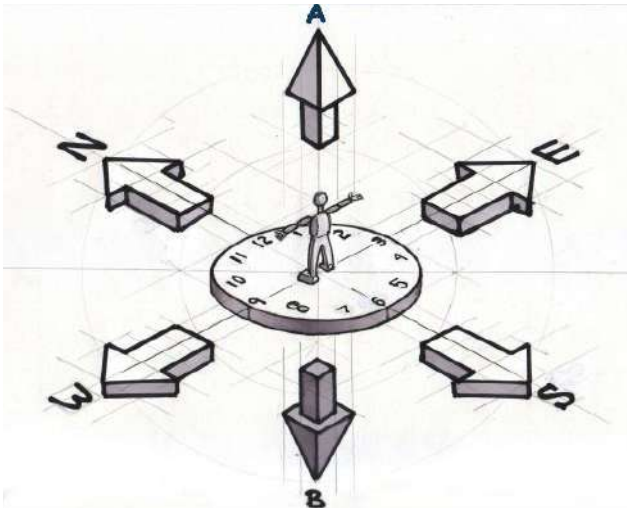
- Four-point perspective, also called infinite-point perspective, is the curvilinear variant of two-point perspective.
- As the result when made into an infinite point version), a four point perspective image becomes a panorama that can go to a 360 degree view and beyond – when going beyond the 360 degree view the artist might depict an "impossible" room as the artist might depict something new when it's supposed to show part of what already exists within those 360 degrees.
- This elongated frame can be used both horizontally and vertically and when used vertically can be described as an image that depicts both a worm's- and bird's-eye view of a scene at the same time.
- Like all other foreshortened variants of perspective (respectively one- to six-point perspective), it starts off with a horizon line, followed by four equally spaced vanishing points to delineate four vertical lines.
- The vanishing points made to create the curvilinear orthogonals are thus made ad hoc on the four vertical lines placed on the opposite side of the horizon line. The only dimension not foreshortened in this type of perspective is the rectilinear and parallel lines perpendicular to the horizon line – similar to the vertical lines used in two-point perspective.

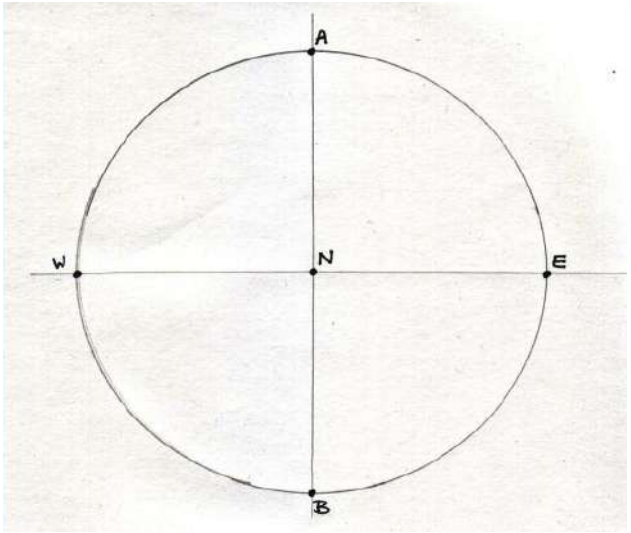

1 POINT PERSPECTIVE
2 POINT PERSPECTIVE
3 POINT PERSPECTIVE
4 POINT PERSPECTIVE
JENNIFER-PEARCE.TUMBLR.COM

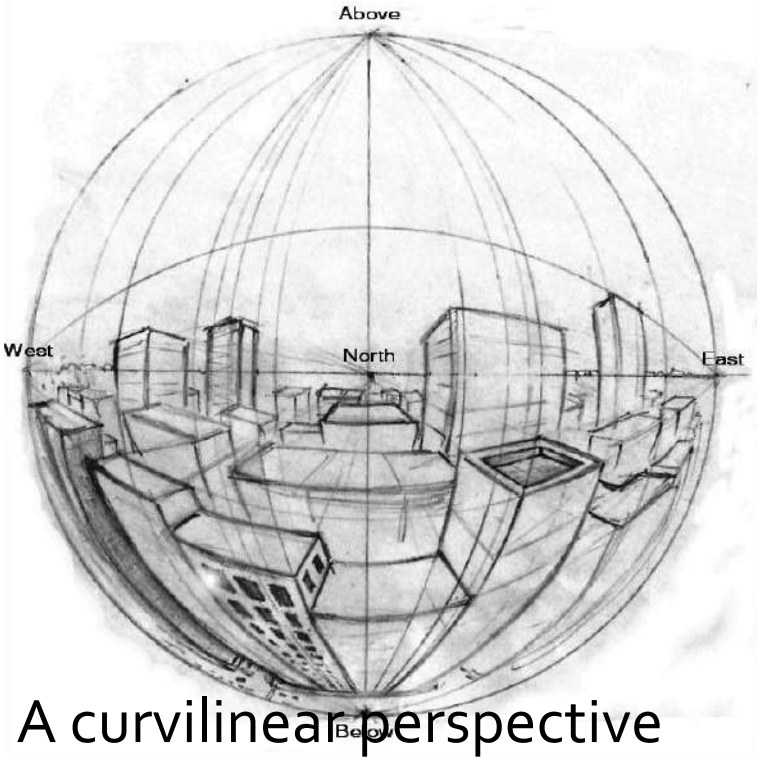



VP 1
VP 2
VP 3
Horizon Line
VP 4
BUZZLE.COM
Illustration by Gayathri Vasudevan

FIVE-POINT





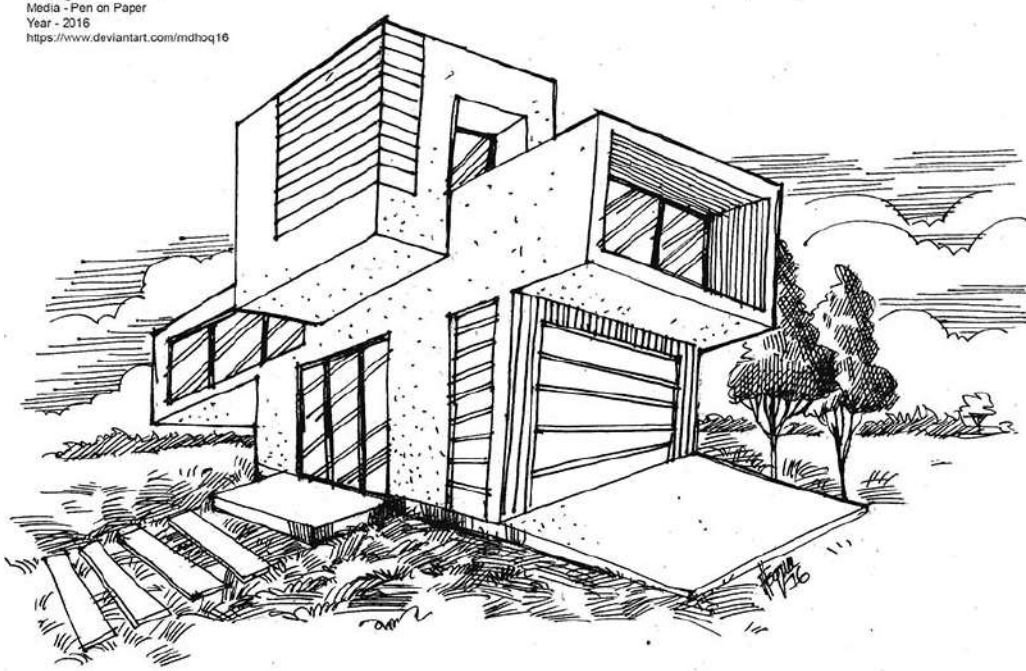


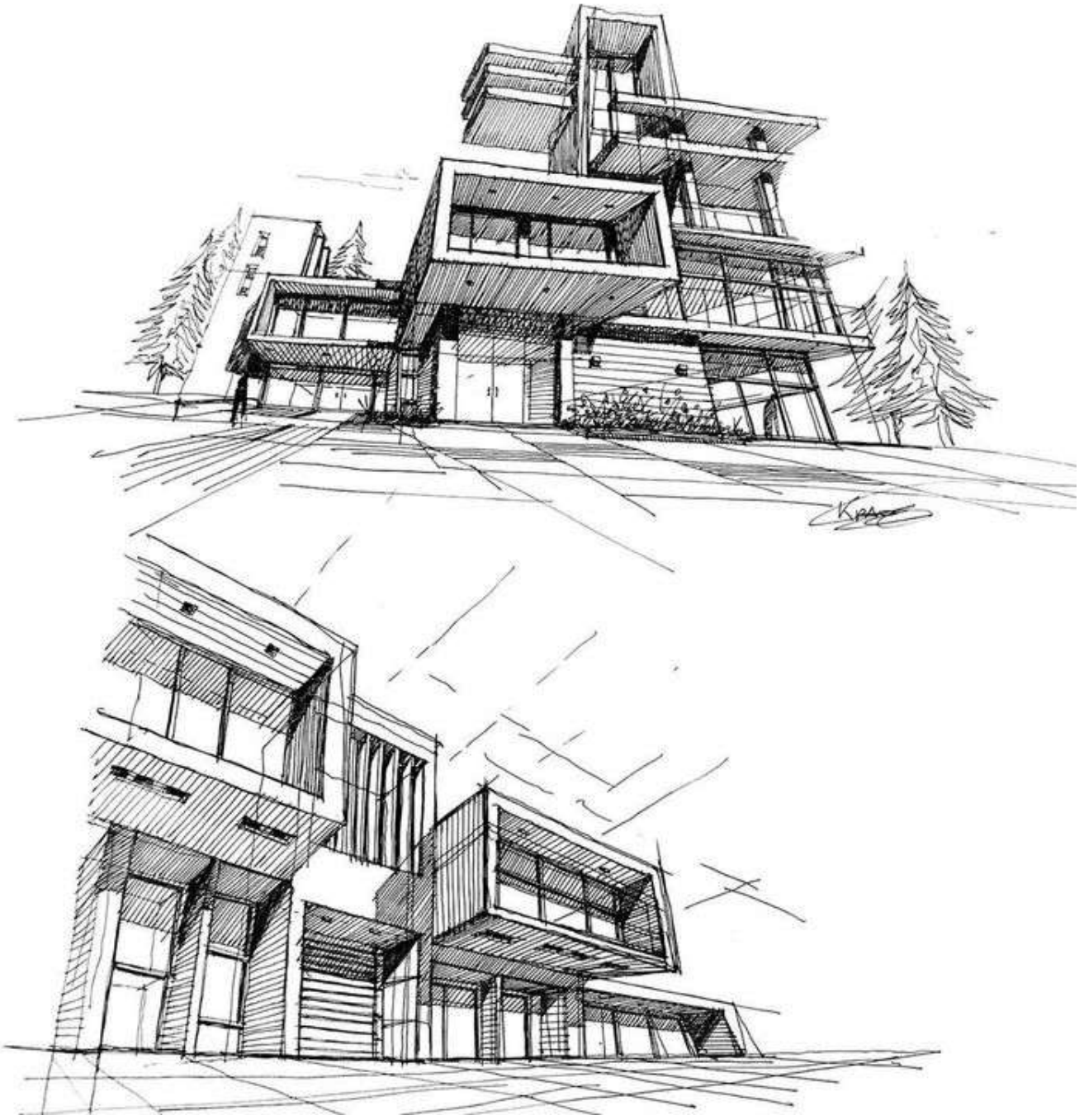
A curvilinear perspective with its vanishing points are mapped into a circle such that four vanishing points are at the cardinal headings i.e. n, w, s, e and one at the circle origin.

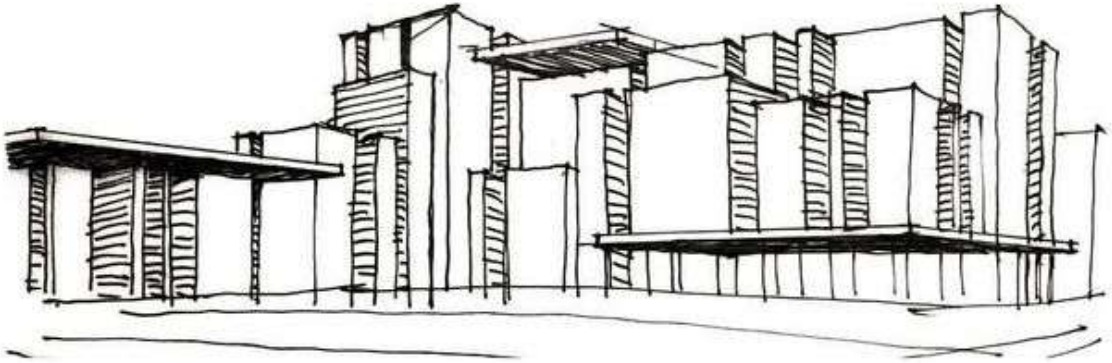
DO NOW

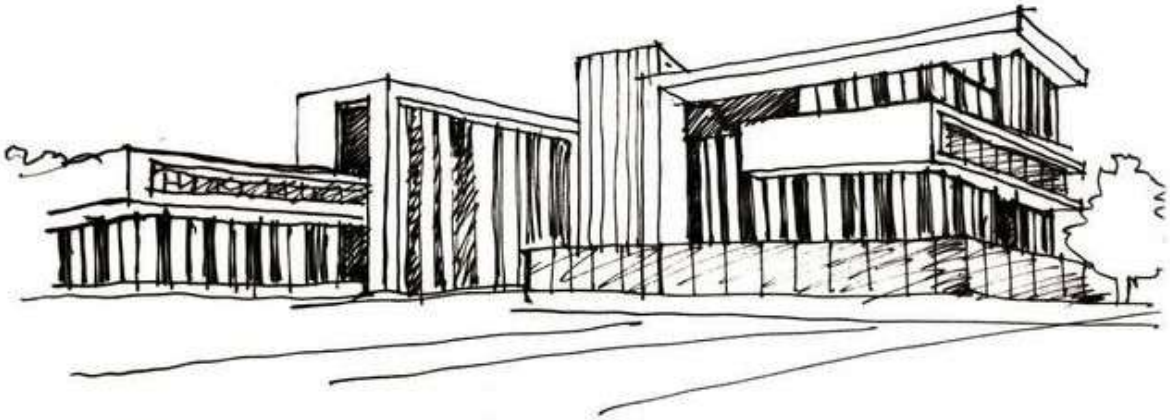
1. Get your Do Now Folder, a pencil, paper and ruler
2. Question for Thursday
3. Create 3 boxes using 3 point perspective.
    a. 2 must be overlapping
    b. 1 must have a window
    c. You can choose if it is a worms eye or birds eye view

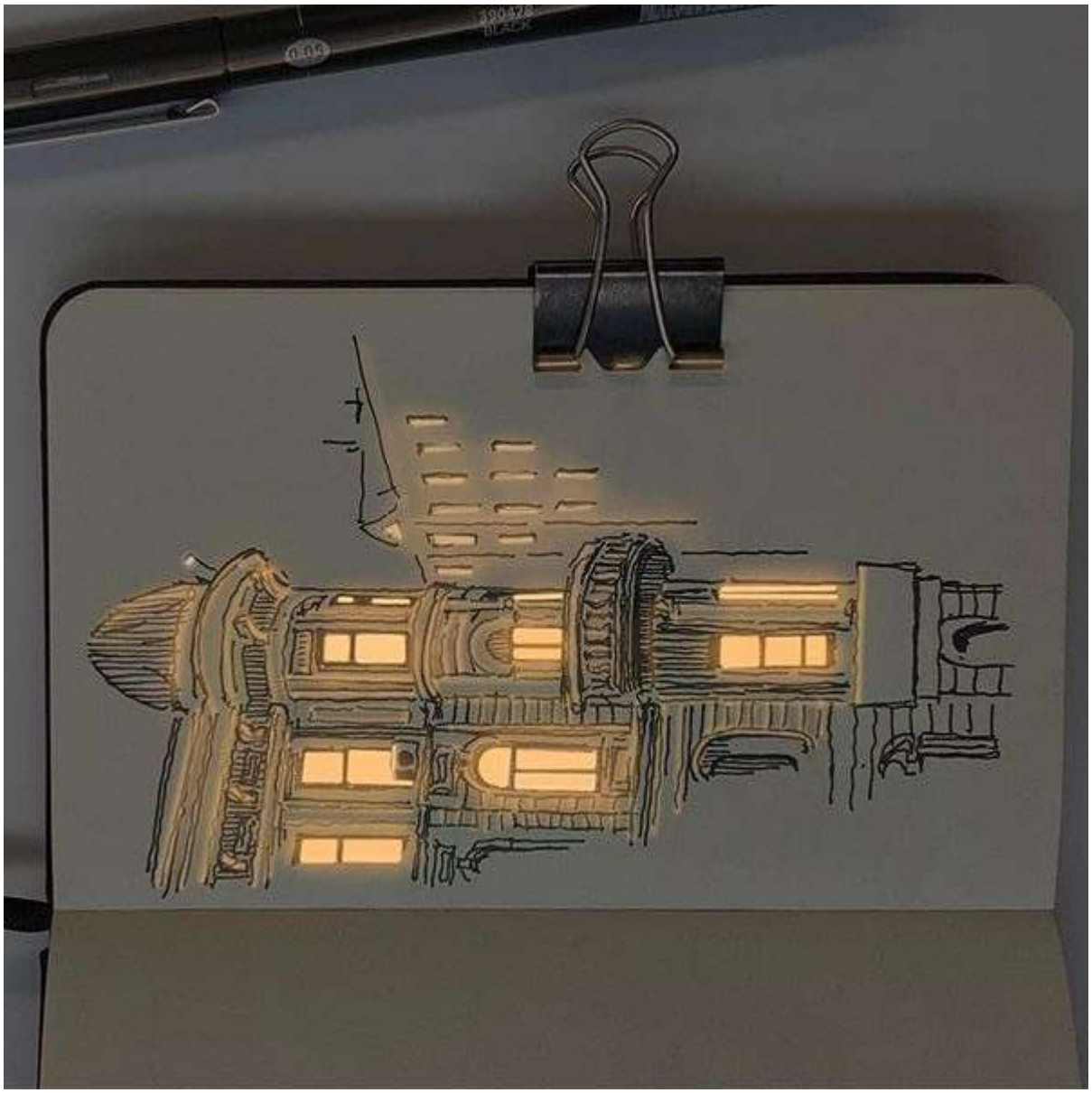
Drawing - 9
Media - Pen on Paper
Year - 2016
https://www.deviantart.com/mdhoq16












PIGMA
MICRON 005
ARCHIVAL INK
QUALITÉ D'ARCHIVAGE
TINTA DE ARCHIVO
PIGMA
MICRON 01
ARCHIVAL INK
QUALITÉ D'ARCHIVAGE
TINTA DE ARCHIVO

Finding Reference images

1. Grab a chromebook and continue looking for an image of architecture with the following
   a. 2 or 3 point perspective
   b. 1 or more windows
   c. texture
   d. range of value
2. You will create 2 preliminary sketches using inspiration from these images

Send your image to econner@eagleridgeacademy.org if you want them printed

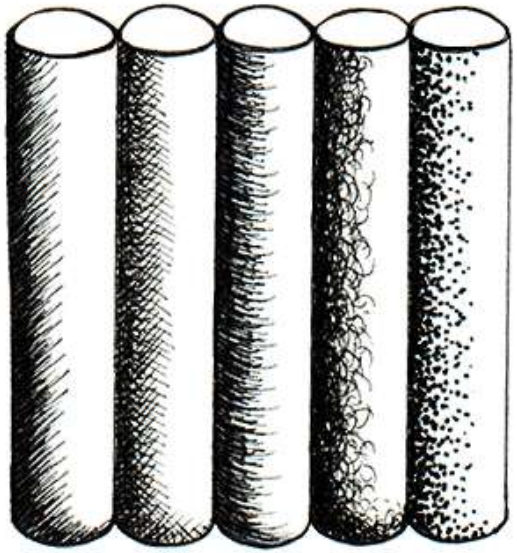
hatching - a row of lines, all facing in the same direction. More dense and concentrated in the areas that appear darker.

scumbling - tiny, squiggly circular lines - sort of like "controlled scribbling"

cross-hatching - similar to hatching, except with the addition of criss-crossing lines.

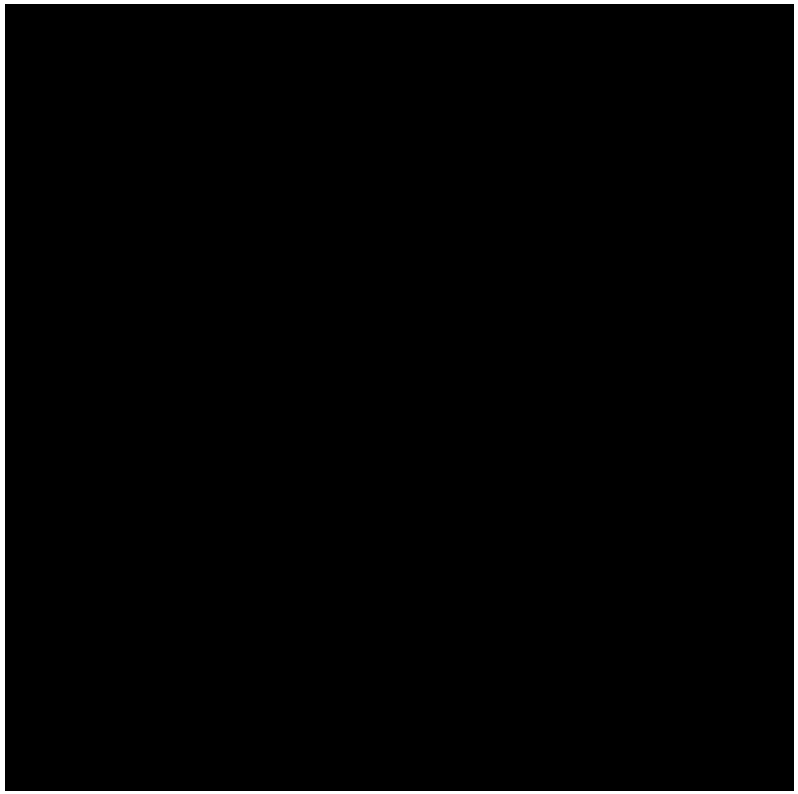
stippling - placing many, many dots on the paper to indicate shading. Probably the most time consuming of all the methods, but creates some neat effects.

contour-hatching - follows the contour, or curve or outline, of the object. In this case, the hatching is rounded to match the shape of the circle.



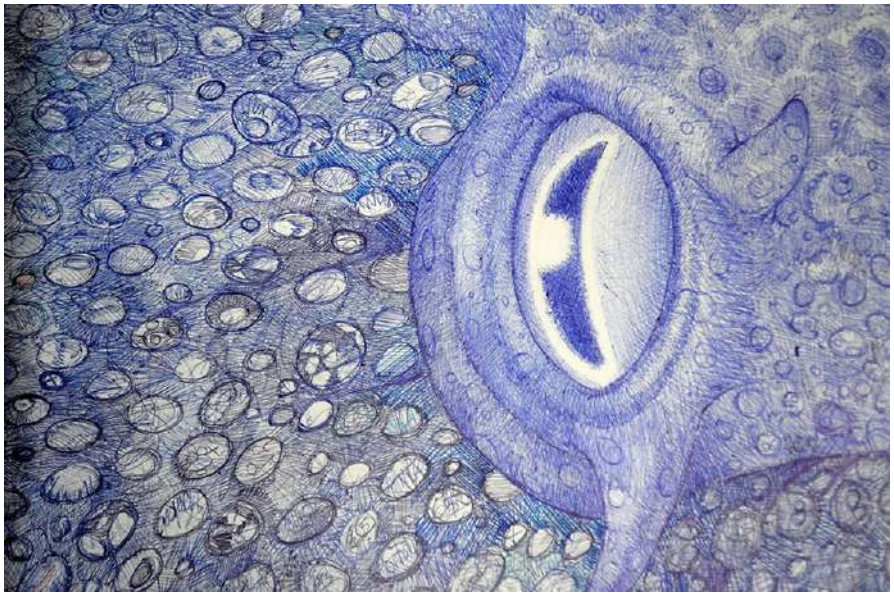
Do Now

1. Get your Do Now folder, and answer the following question
   a. Look at the image and tell me what point perspective this is in? How do you know

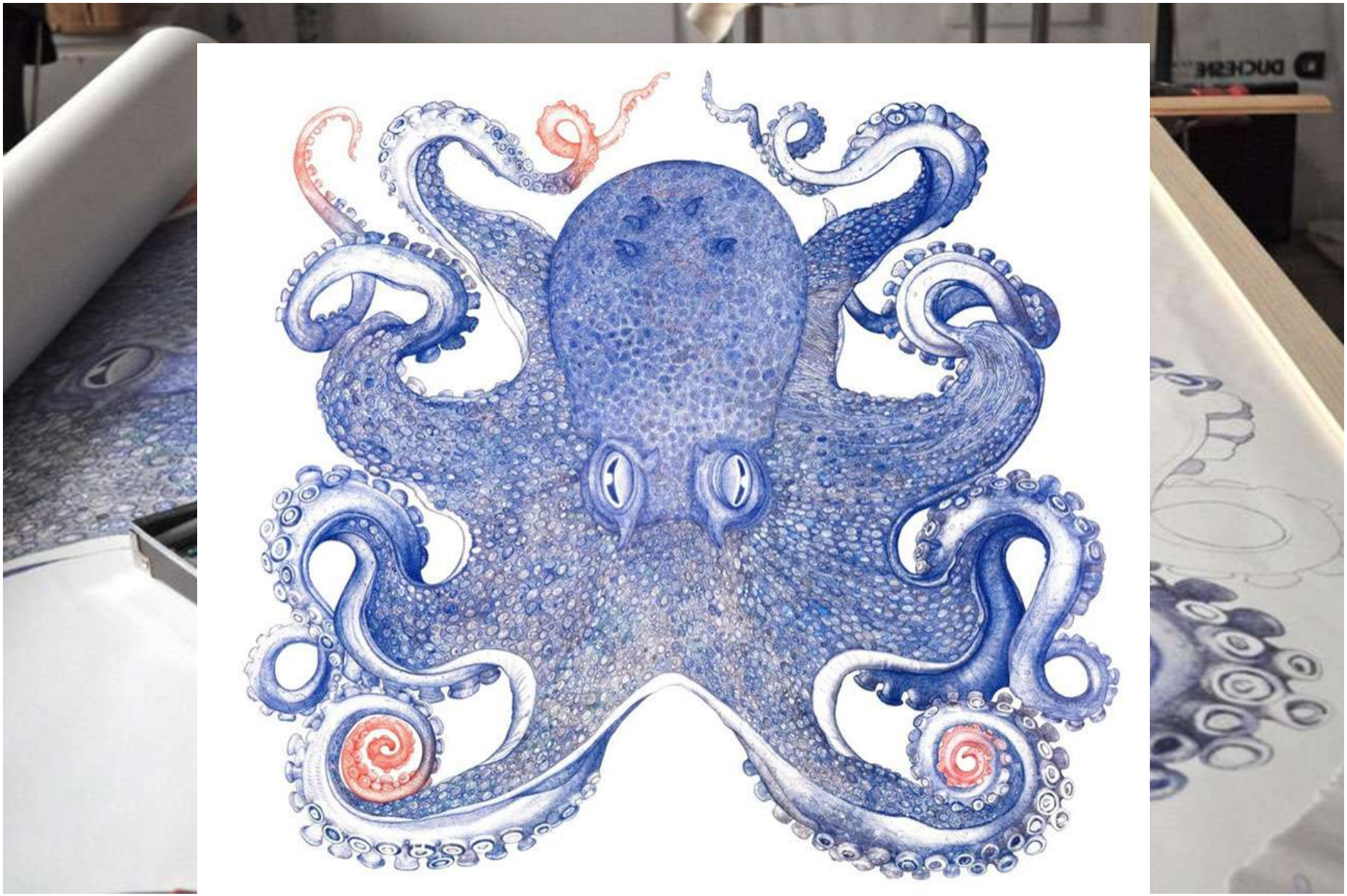


Do Now

1. Get your do Now folder
2. Question for Monday
3. Look at the image and answer the questions
   a. What do you notice?
   b. What does it remind you of?
   c. How do you think it was made?



Get out your drawing, a pencil, and a ruler



Architecture drawing - Last Day

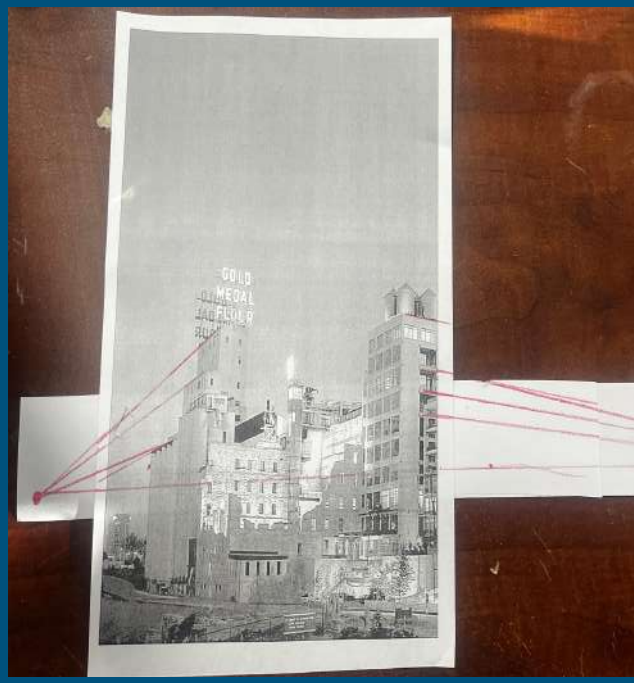
1. log into a chromebook with your ERA account - ex. aconner12@student.eagleridgeacademy.org
2. Go to Google and search for different types of architecture
   a. International style/ prairie school/ brutalist = boxy
   b. Neoclassical = pillars and texture
   c. victorian/ craftsman = homes
3. Choose 3 potential images that include the following
   a. 2 or 3 point perspective
   b. texture
   c. window(s)
   d. range of value
4. Create 2-3 Preliminary sketches influenced by the images that you find

Email your images to econner@eagleridgeacademy.org

Architecture Perspective Drawing

ALL MATERIALS ARE ON THE FRONT TABLE

1. Get your printed image from the front table of architecture or work from your phone
2. Determine the perspective the photo is in by identifying where the orthogonal line intersect
3. Begin drawing from the photo using a 2H pencil
4. Measure the points of the corners from the edge of the paper
    a. Start with the large shapes
5. Draw the edge that is closest to you in the image and begin there
6. If you make a mistake, erase and fix it.
7. Use each other as resources if you need help.



Assignment

1. Take a picture or look up an image of architecture (flickr)
    a. Must include
        i. 2 or 3 point perspective
        ii. 5 different values
        iii. 2 or more textures

DO Now

1. Get out your Do Now folder
2. Question for Monday
    a. What do you think will be the most challenging part of drawing your photo?

DO Now

1. Get out your Do Now folder
2. Question for Tuesday
    a. Take 10 minutes to complete your preliminary sketches for critique today.

Do Now

1. Grab a lined piece of paper and answer the following in complete sentences

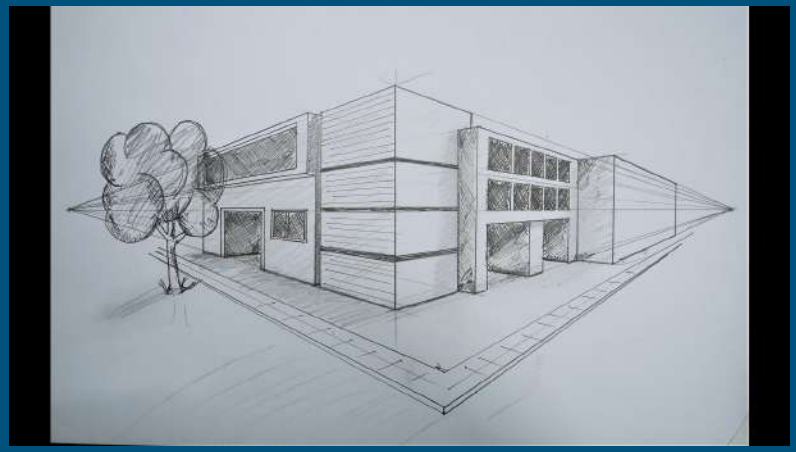
2) What is some of the feedback you received last week?
3) How will you use that feedback to make your drawing successful?
4) What has been the most challenging part of the project?
5) What do you hope to learn from this process?

Do Now

Get your drawings out, your photo, a pencil and a ruler and continue with your perspective drawing right away.

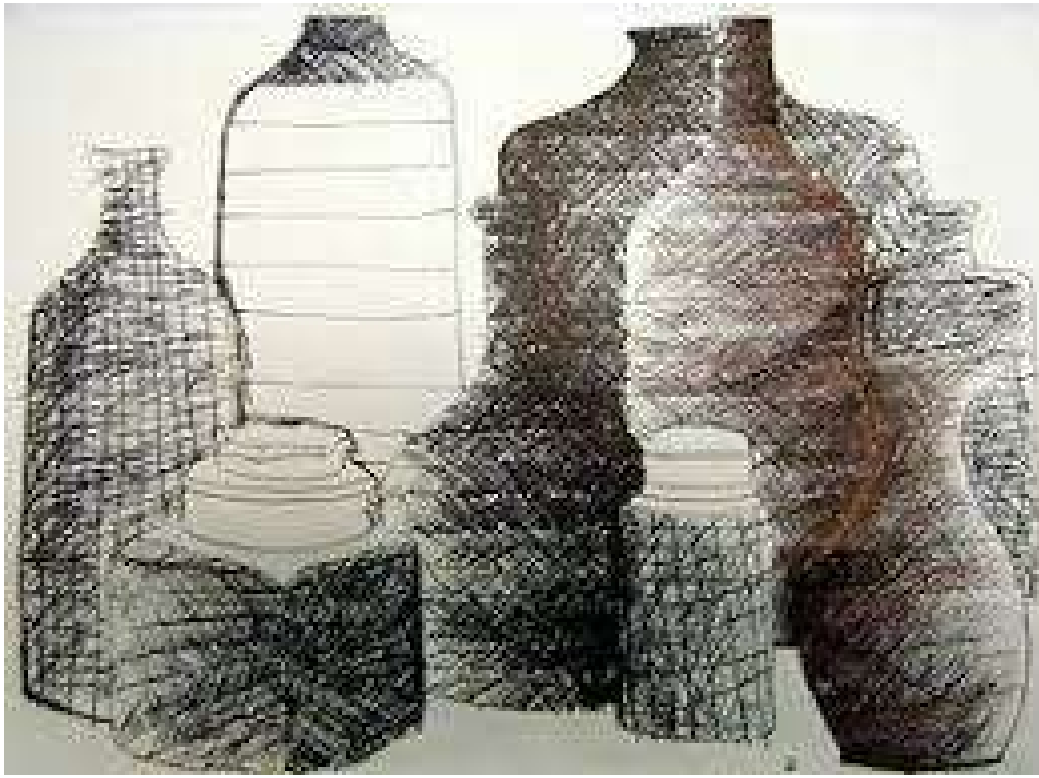
Architecture Perspective Drawing

1. Determine the perspective the photo is in by identifying where the orthogonal line intersect
2. Begin drawing from the photo using a 2H pencil
3. Start by drawing the horizon line
4. Set up the vanishing points
5. Draw the edge that is closest to you in the image and begin there
6. If you make a mistake, erase and fix it.
7. Continue to work on your drawing until you have drawn all of the details in pencil



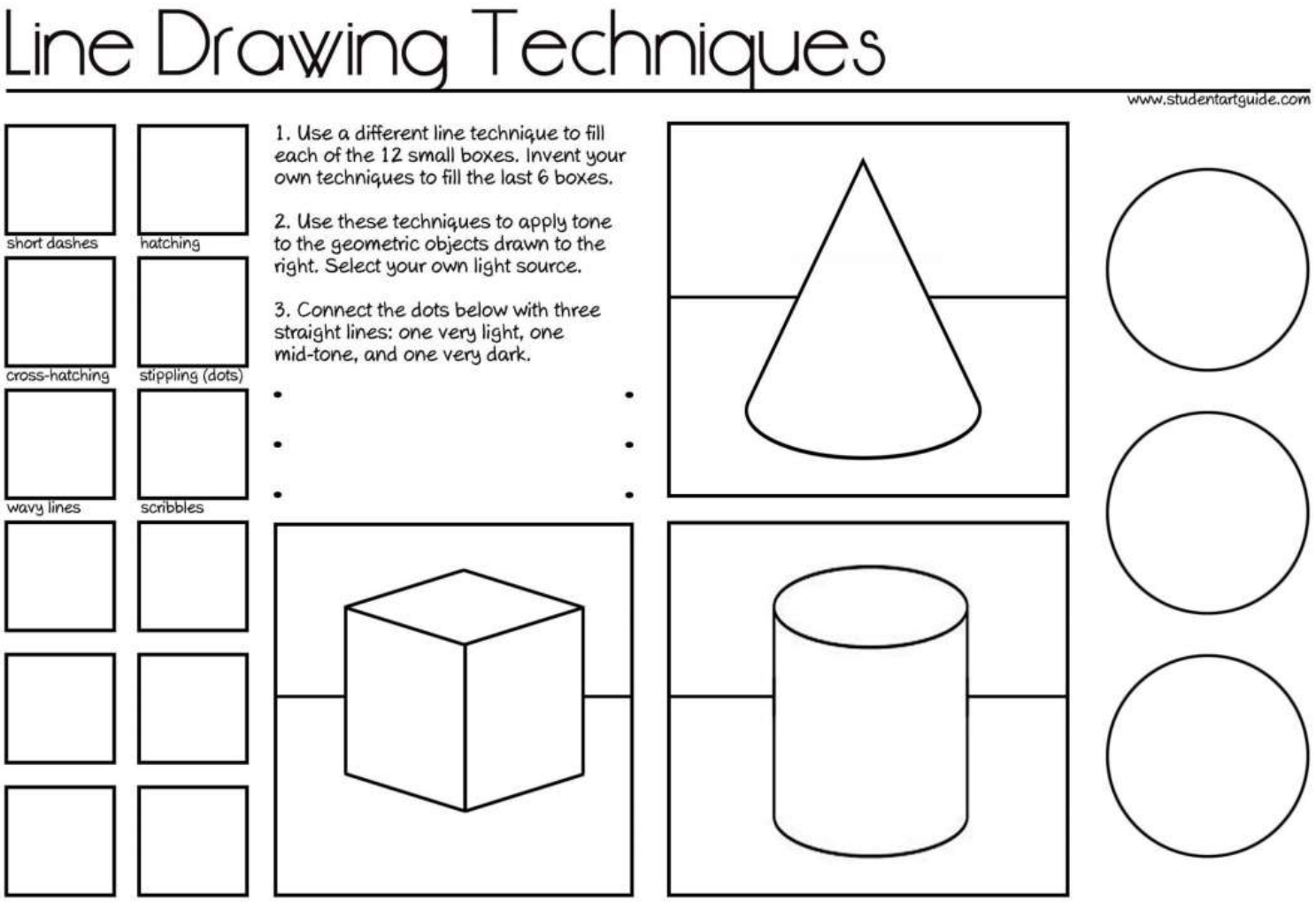
DO Now

1. Get out your Do Now folder
2. Question for Friday
3. What is wrong with the cross-hatching in this image?



Get out a ruler, sketchbook, pencil and permanent marker

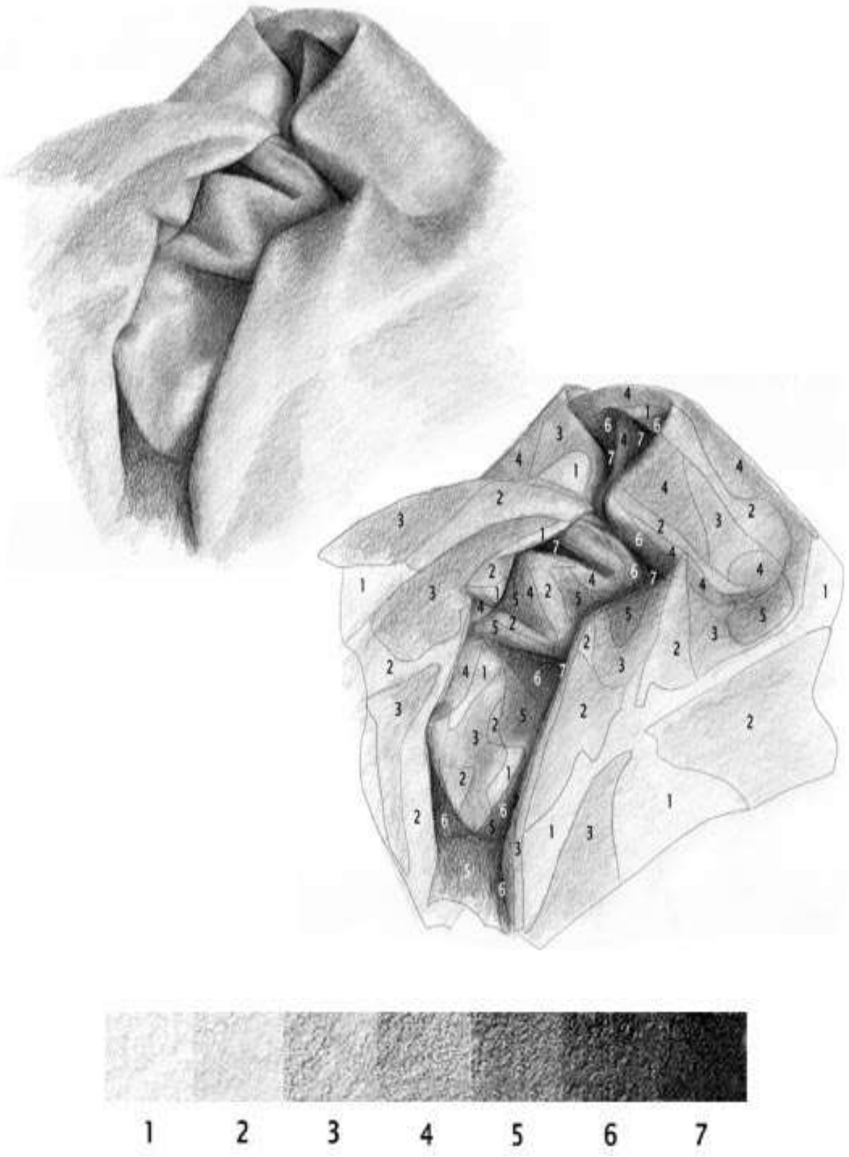
You will follow along to complete a cross-hatching worksheet



- **Where are the light values?** Look for the lightest areas on the object. The very brightest of the lightest values are called *highlights.*

- **Where are the dark values?** Dark values often reveal the sections of the object that are in shadow. By locating shadows, you can usually identify the light source.

- **Where is the cast shadow?** The section of the cast shadow closest to the object is usually the darkest value in a drawing. By locating an object's cast shadow, you can easily discover the direction from which the light source originates.



Do Now

1. Get your Do Now Folder
2. Question for Wednesday
    a. How do you create a variety of values in your drawing when using pen?

Objectives

Students will be able to complete their underdrawings of their architecture drawings using pencil.

Students will be able to begin adding value by using cross-hatching technique with pen

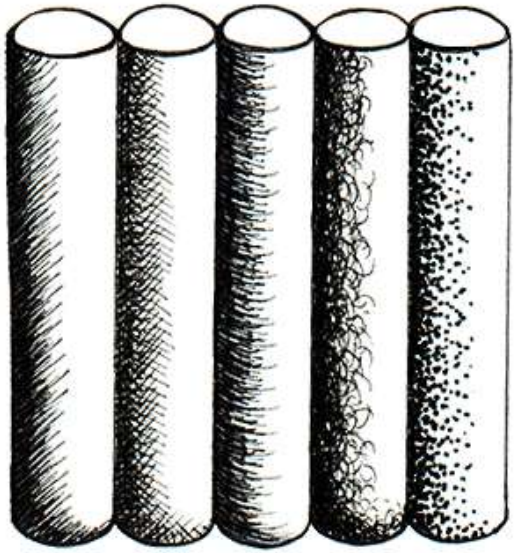
hatching - a row of lines, all facing in the same direction. More dense and concentrated in the areas that appear darker.

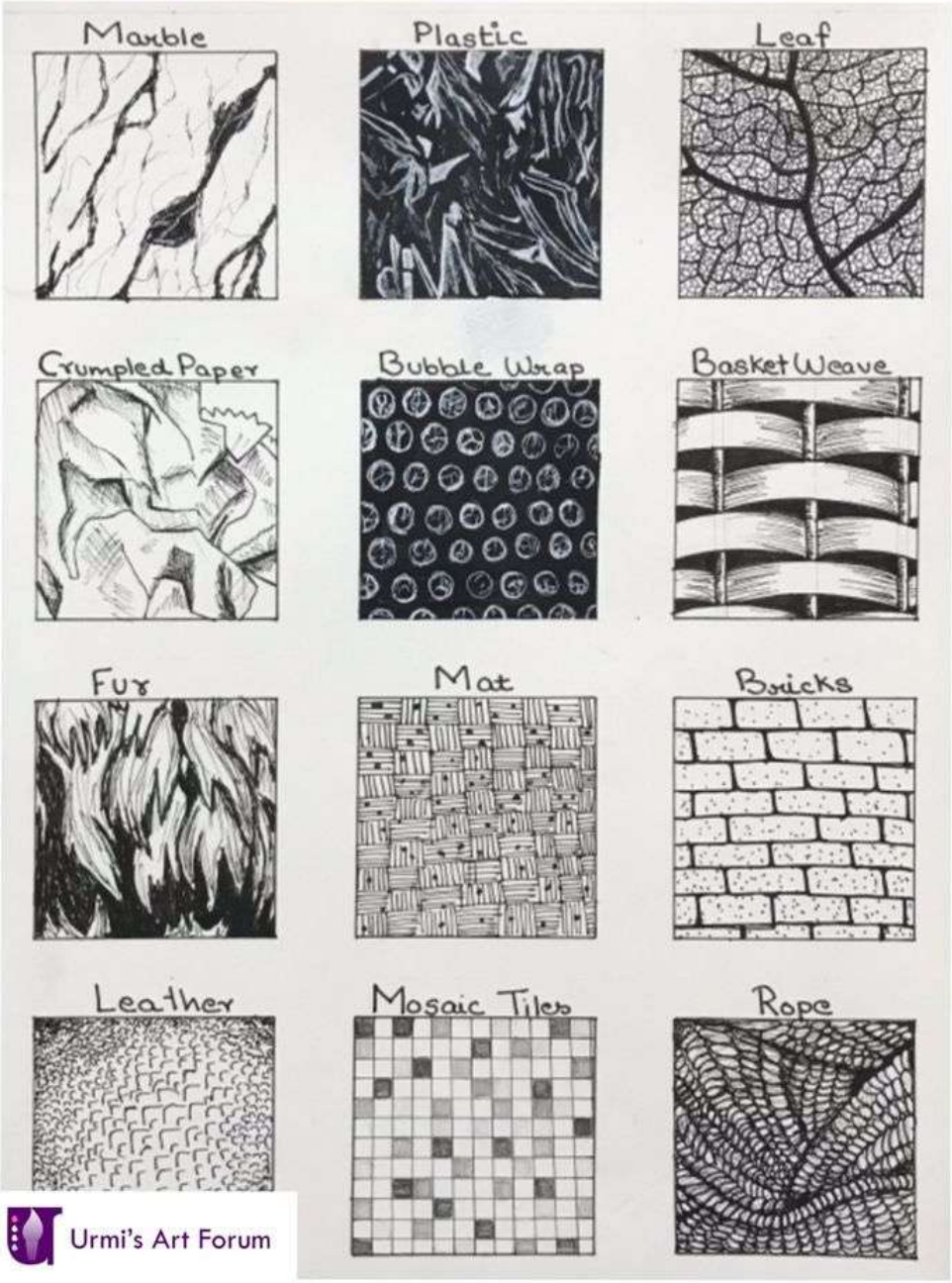
scumbling - tiny, squiggly circular lines - sort of like "controlled scribbling"

cross-hatching - similar to hatching, except with the addition of criss-crossing lines.

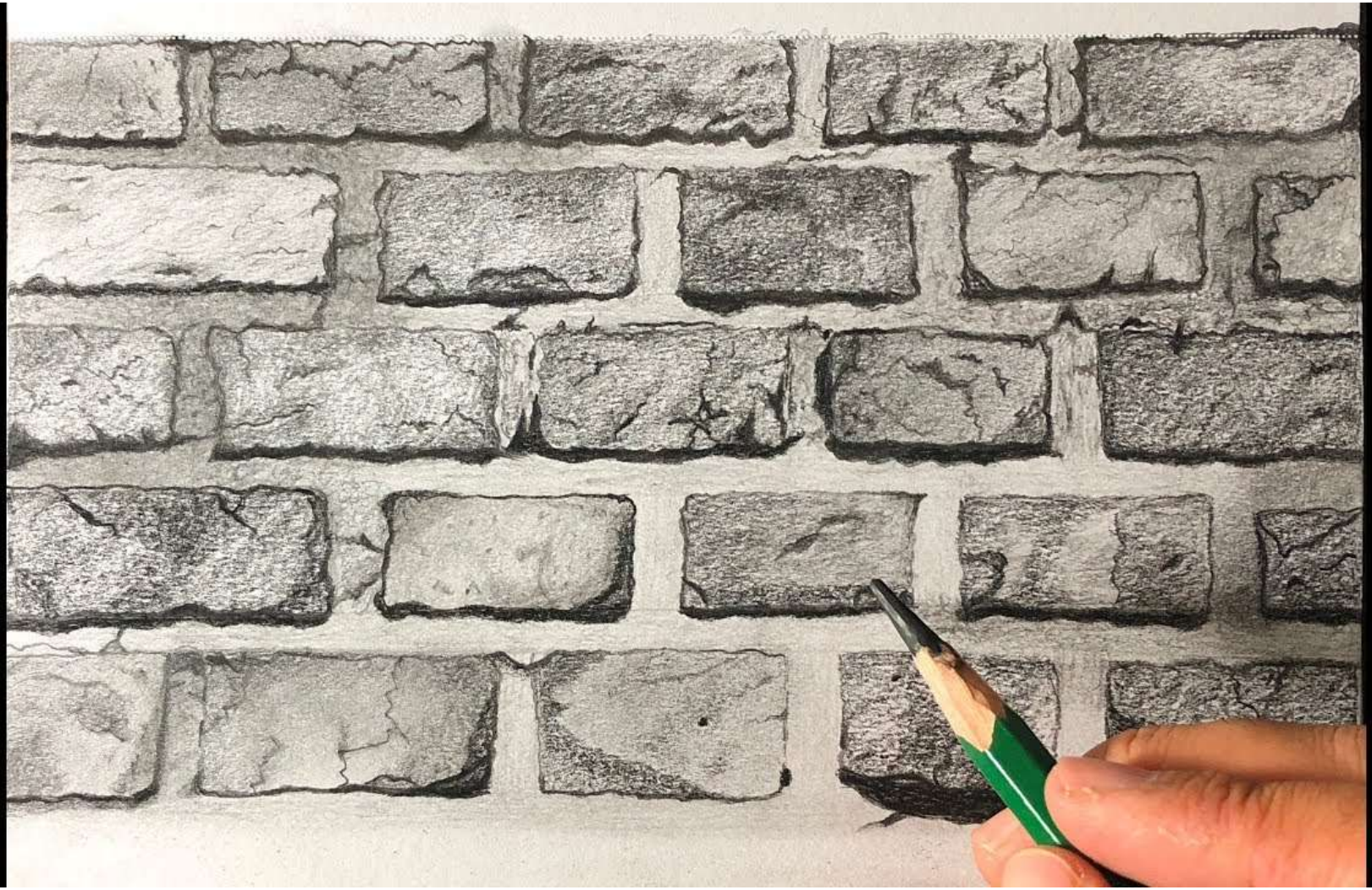
stippling - placing many, many dots on the paper to indicate shading. Probably the most time consuming of all the methods, but creates some neat effects.

contour-hatching - follows the contour, or curve or outline, of the object. In this case, the hatching is rounded to match the shape of the circle.





Urmi's Art Forum



NO DO NOW

Get your drawing out and begin working

Do Now

1. Get your Do Now folder
2. Question for Friday
    a. What are you struggling with in your drawing? What is going well?

Critique - on a piece of paper

Please answer using complete sentences

1. **Where does your eye go first in the drawing ?**

1. **What areas of the drawing are successful? Do they match the picture and are the angles correct?**

1. **What areas of the drawing need improvement? Why do they need improvement?**

1. **How can the drawing improve? What techniques will help improve the drawing?**

1. **Artist reflection. How will you use the feedback you received to improve your drawing? What are your next steps towards completing the artwork?**

DO NOW

1. Get your Do Now Folder
2. Question for Thursday
3. What is some of the feedback you received yesterday? How are you planning to make your work successful today?

DO NOW

1. Get your Do Now folder
2. Question for Friday
    a. Look at your artwork. What are you most proud of? How have your drawing skills grown since the beginning of the semester?

DO Now

1. Get out your Do Now folder
2. Question for Monday
   a. What technique was used to create this drawing? How did they achieve a range of value?

Do Now

1. Get your Do Now folder
2. Question for Tuesday

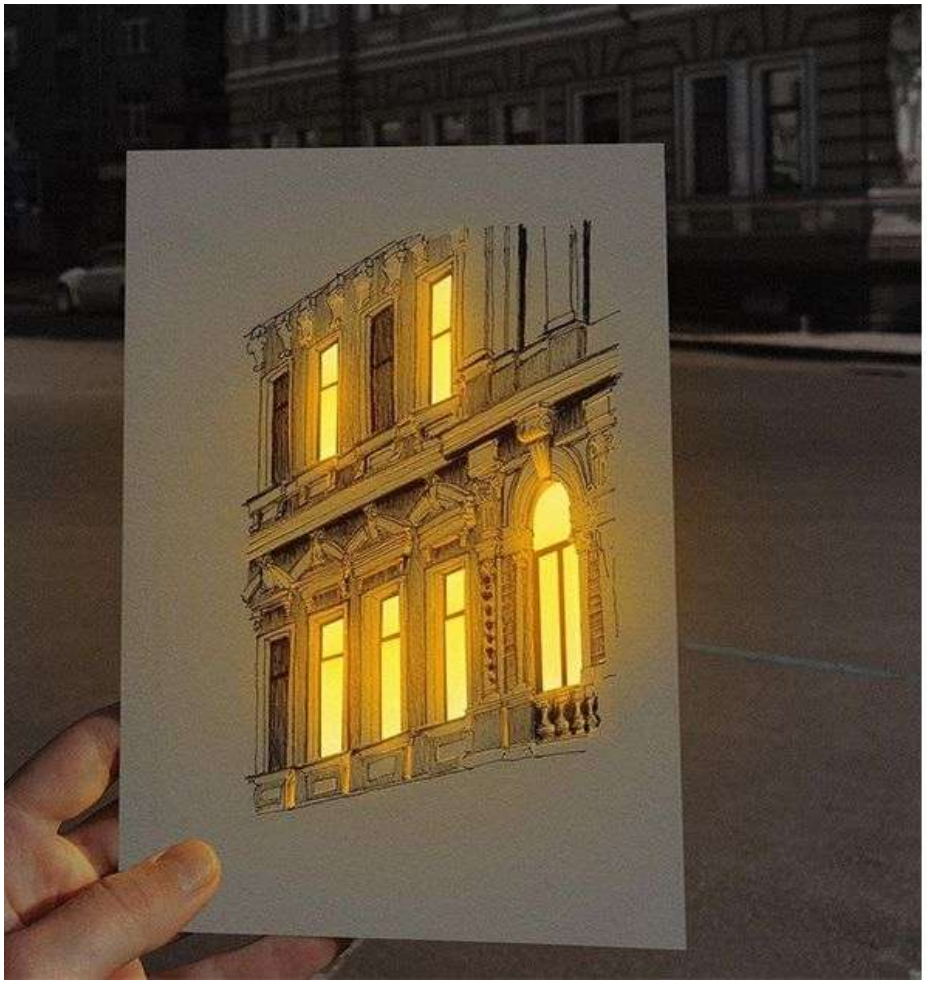
What do you need to do to finish your underdrawing? What is left?

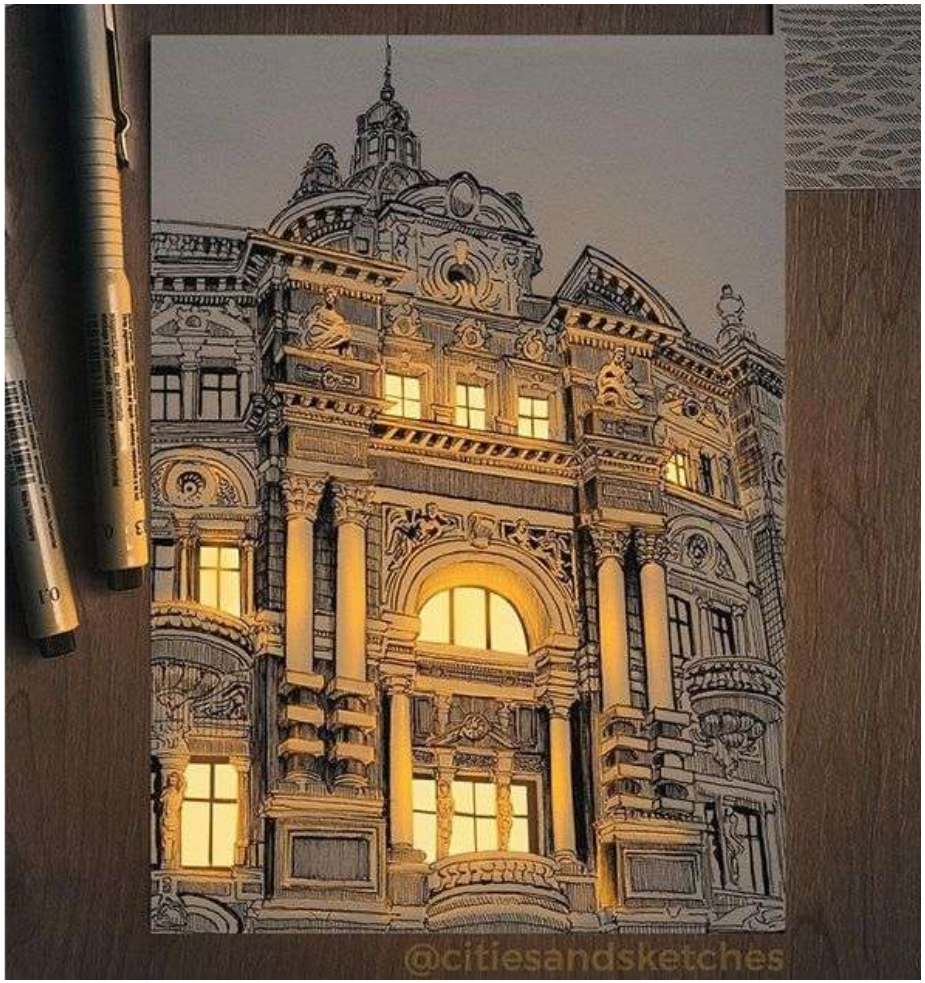
Get your drawings out right away.

This is the last day to work on your drawing in class.

Add detail to the background if you are finished to create a more unified composition

Final due date is Wednesday, December 4th

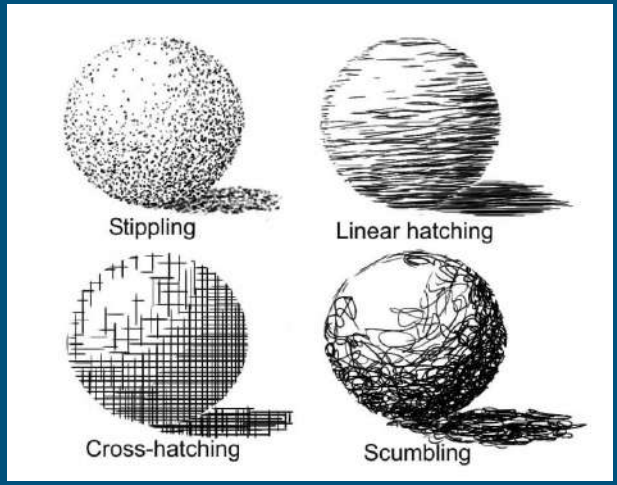


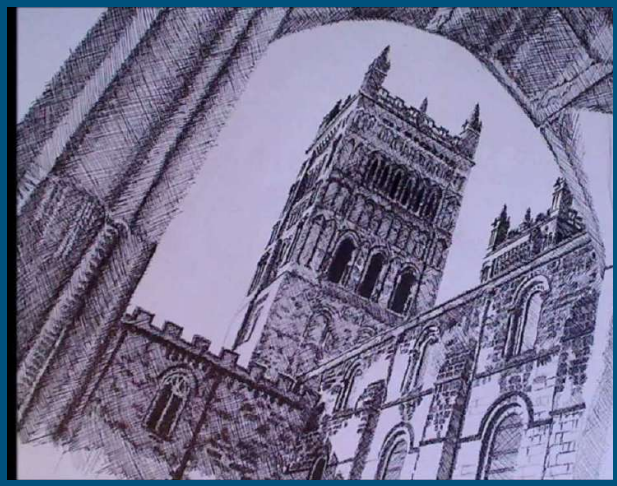

@citiesandsketches


SAHILART
8 Glowing oil pastel artwork

Architecture Perspective Drawing

1. Complete drawing from the photo using a 2H pencil
    a. Start by drawing the horizon line
    b. Set up the vanishing points
    c. Draw the edge that is closest to you in the image and begin there
2. If you make a mistake, erase and fix it.
3. When you are finished, choose a pen or a sharpie
4. Identify the darkest areas in the image
5. Use cross-hatching, scumbling or stippling to add value starting in the darkest area
    a. Make sure to follow the direction of the forms

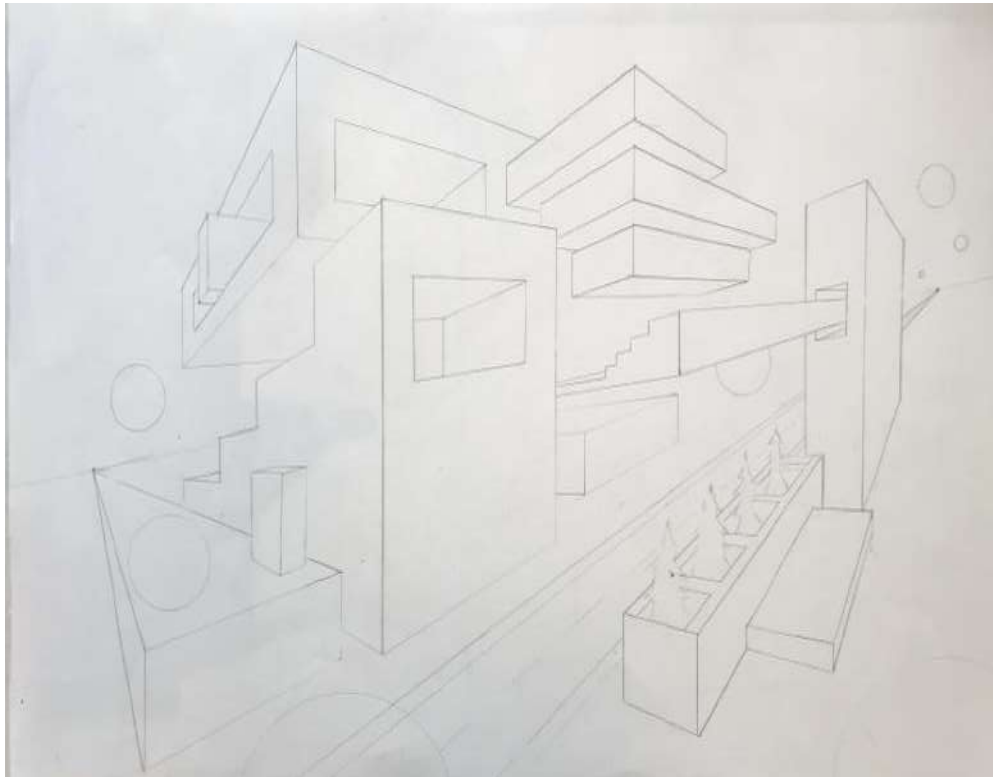


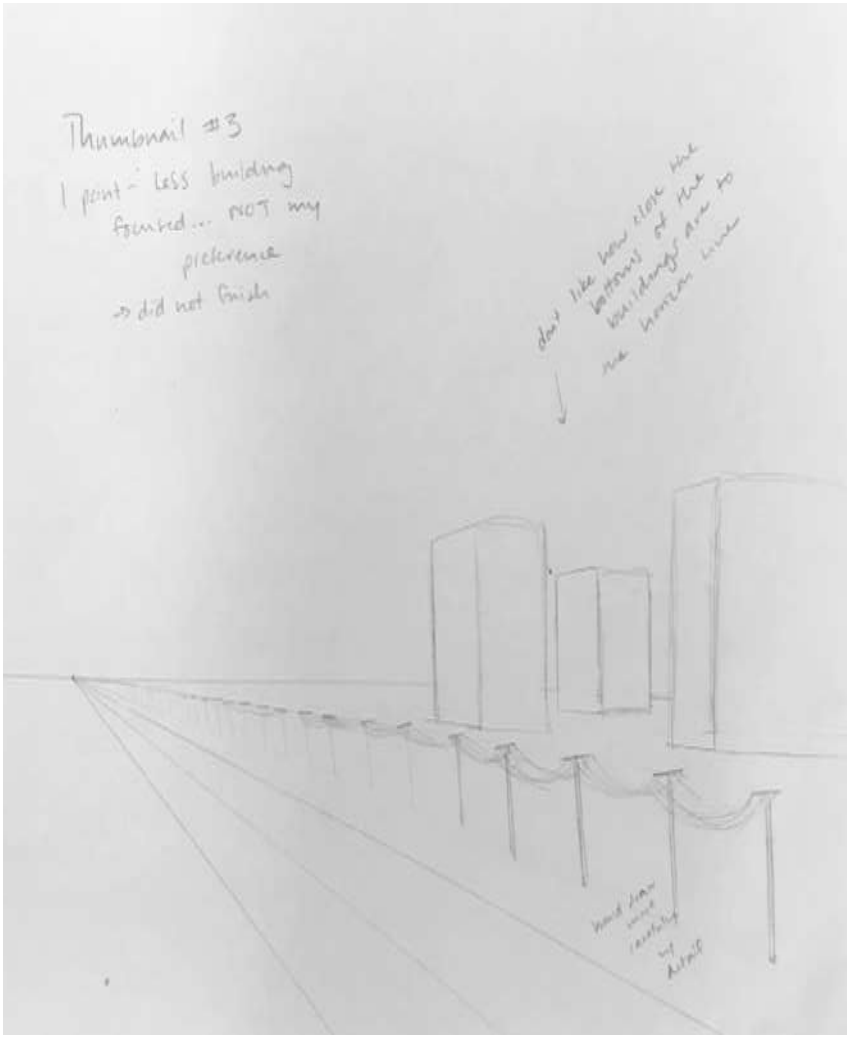


Linear Perspective Project

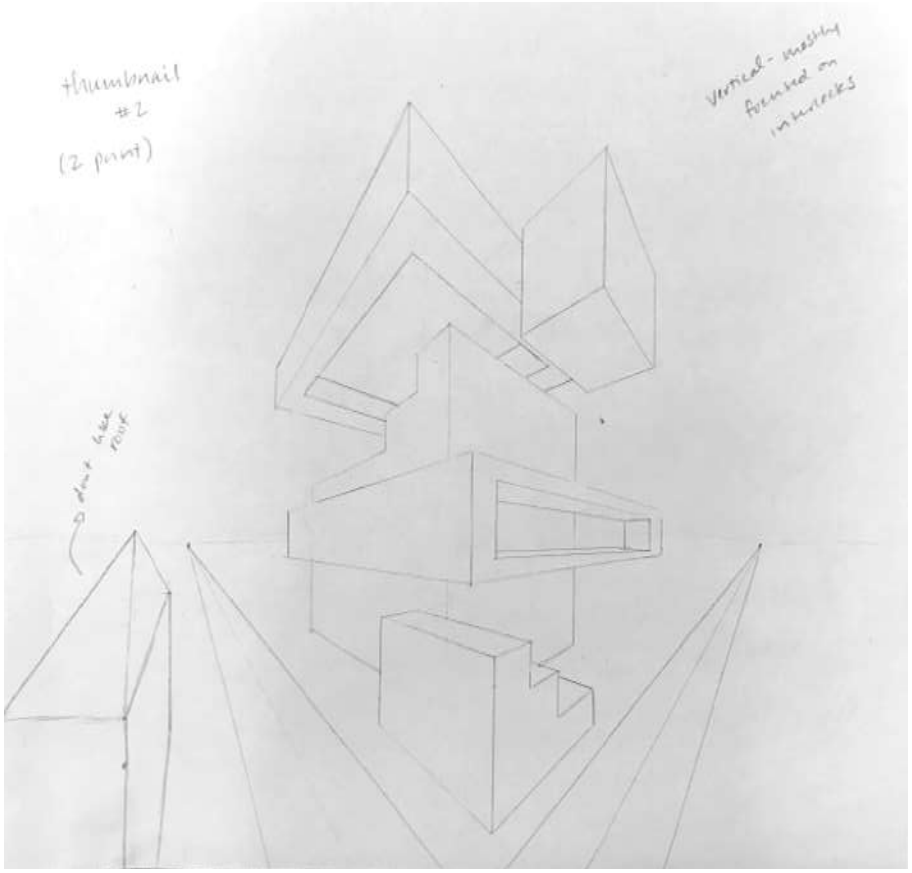
Example (from thumbnail sketches through mid-shading stages

Thumbnail sketch samples (annotated)





Thumbnail sketch samples (annotated)

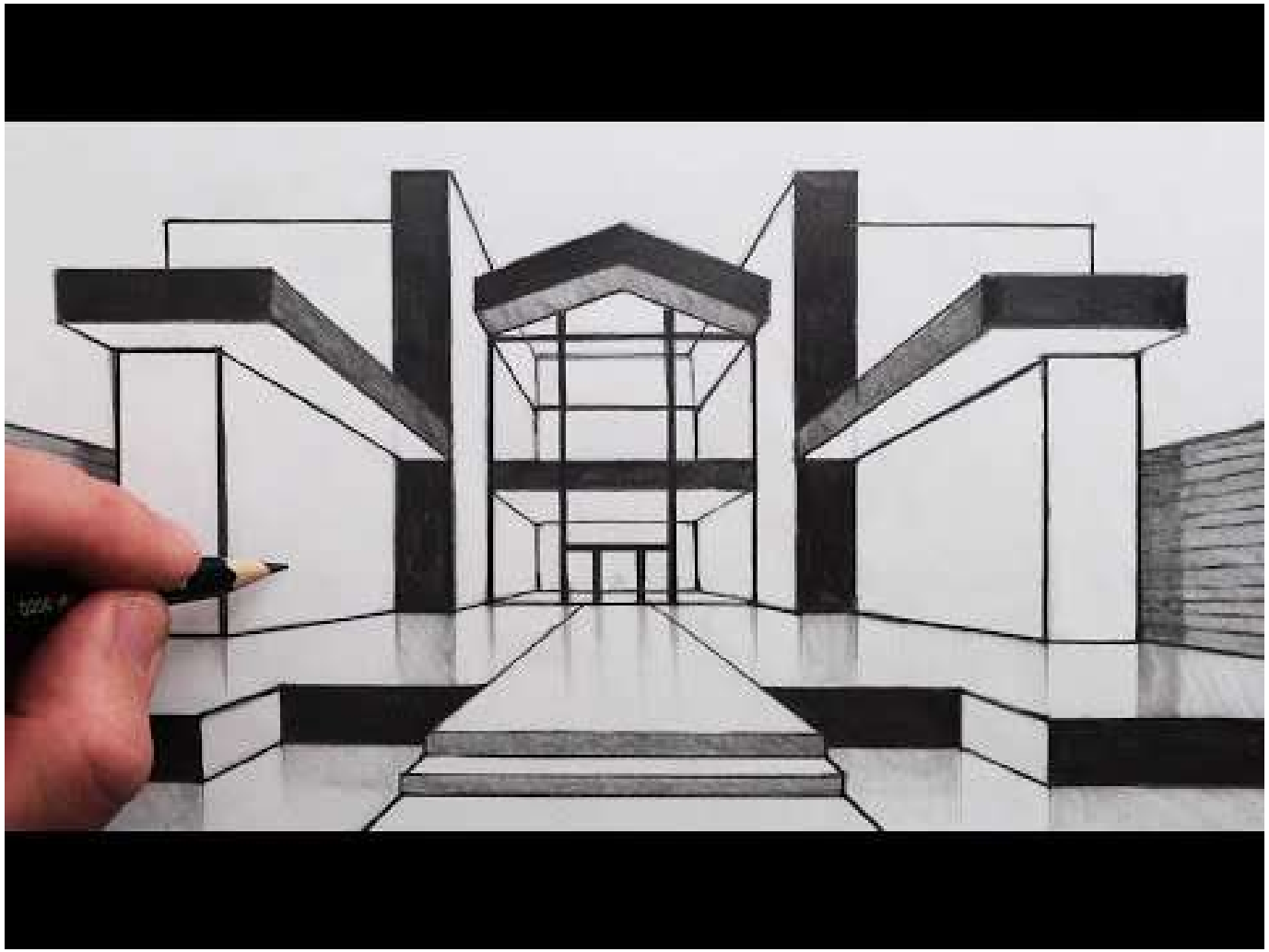


Final sketch - full size, beginning to add detail

Final sketch - full size, more detail; ready to add shading

Final sketch - full size, increased contrast for online viewing

Drawing a house in 1 point perspective



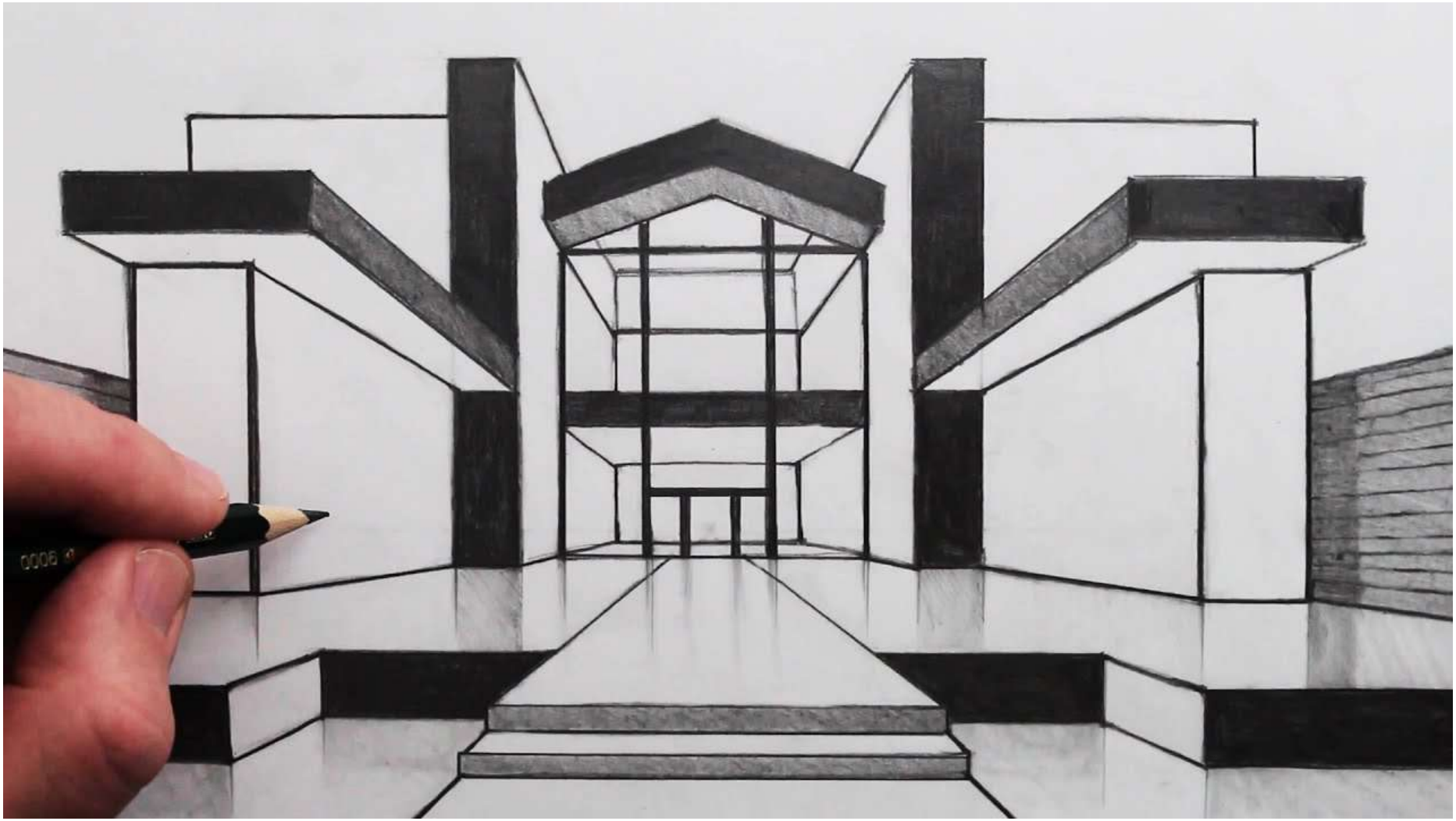
8th Grade DO NOW

Get out your drawing from yesterday, a pencil and a ruler

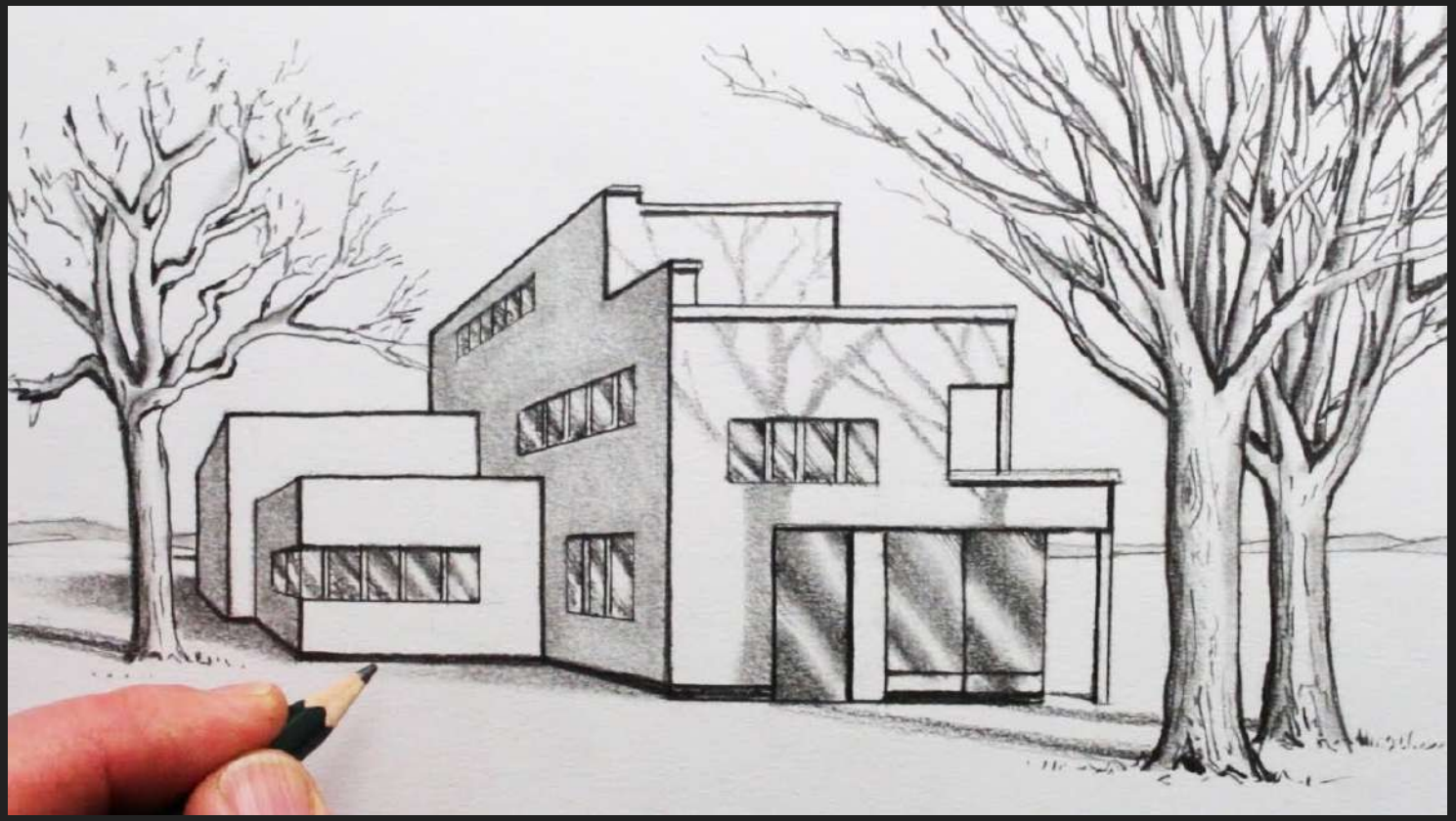
LATE START

Period 1	10:00	10:31
Lunch	10:35	11:05
Period 2	11:09	11:41
Period 3	11:45	12:17
Study Hall	12:21	12:51
Period 4	12:55	1:25
Period 5	1:29	1:59
Period 6	2:04	2:35
Period 7	2:39	3:10

Follow along with Ms. Conner to draw the house in 1 point perspective



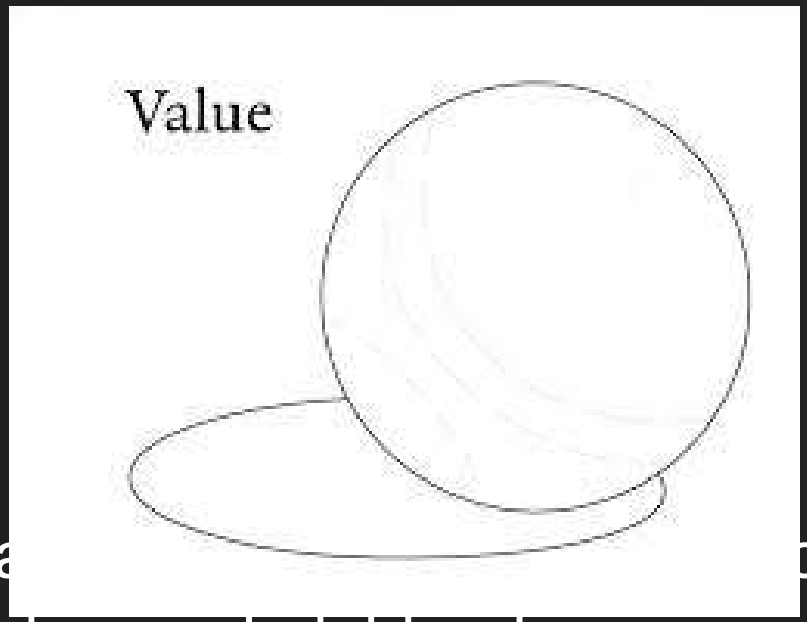
We will be drawing this house together to go over different parts in 1 point perspective- You will turn it in at the end of class



DO NOW

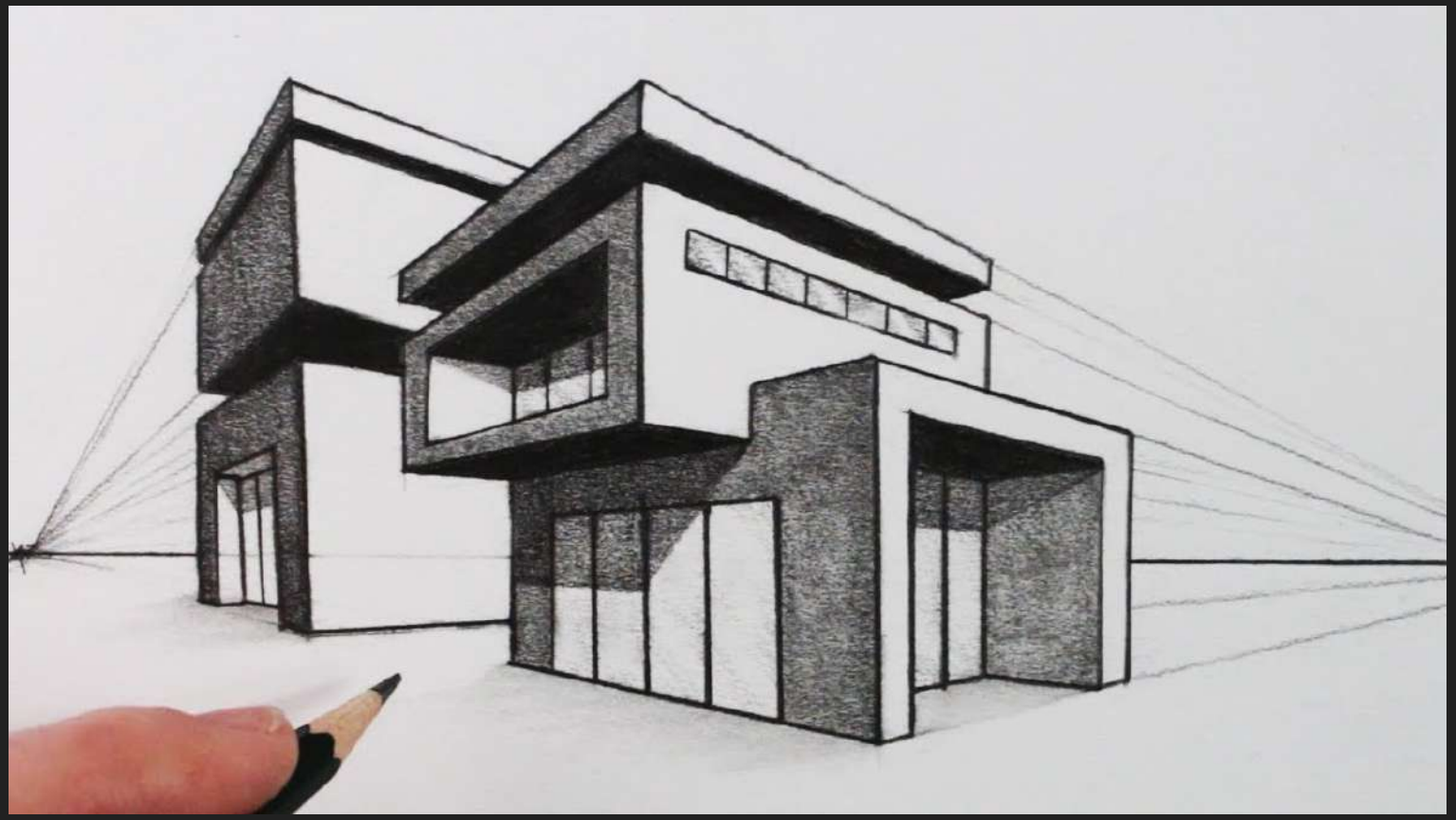
1. Wash/ sanitize hands
2. Get out your DO NOW worksheet and complete the following drawing

   Draw a circle and then add value to make it a sphere

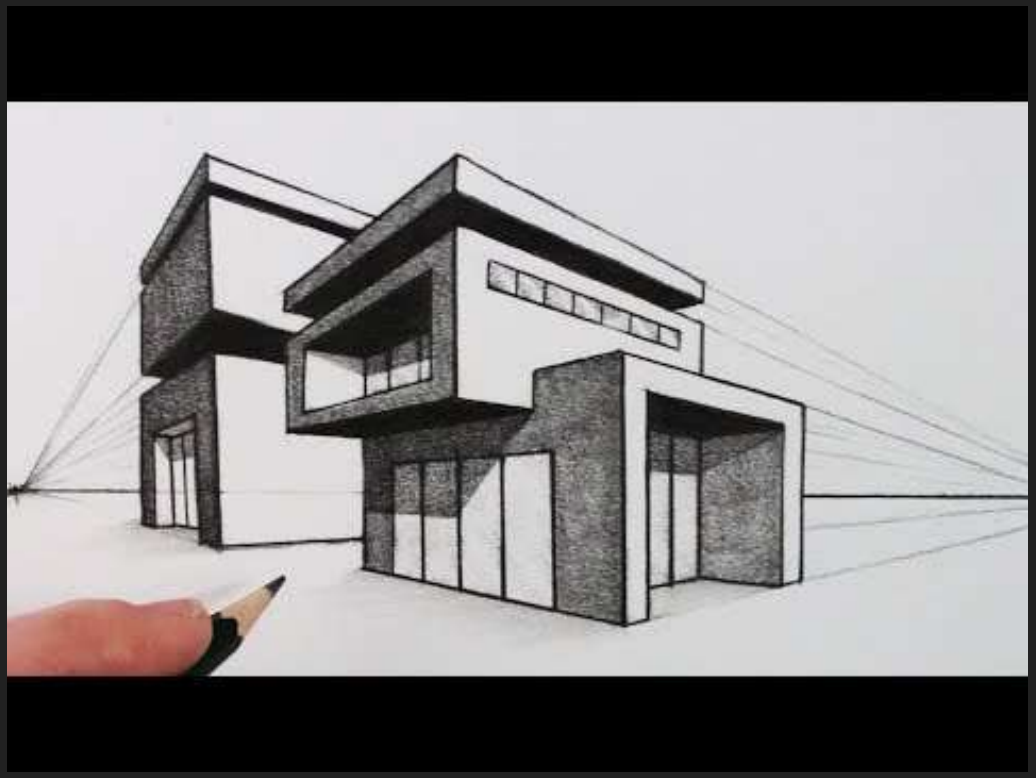


1. When you a ow sheet away and take out your sketchbook or a piece of paper, a ruler, pencil and eraser

We will be drawing this house together to go over different parts in 2 point perspective- You will turn it in at the end of class



Drawing a house in 2 point perspective



Architecture Client List

For your next project, you will be creating an architectural design based on one of the three clients from the Architecture Client List.

Read through the list and begin thinking about the characteristics of the styles to create new designs.