DESIGN DRAWING &COLOR THEORY

**WEEK 12: Perspective Wed Nov 6/Fri Nov 8/Mon Nov 18**

**Roll**

**Sketchbooks Returned**

**Final Presentation Assigned** (presented in class on Week 16)

**Critique of Assessment #10 (Emotional Color Drawing)**

You will present your Assessment from last week to the class and instructor. You must also show your color palette and reference photo(s). When you are showing your work, be prepared to discuss your subject matter, the media you used, your composition, and your emotion. Also discuss how you feel about the assignment (the process), and the overall look of your finished piece. (Are you satisfied? What did you like/dislike? What did you learn?) The instructor and the class will provide feedback about the impression your drawing has made. Be open and receptive to this feedback if you are serious about improving your skills as an artist and designer. You have until the next grading period to make any necessary changes or additions. If you haven’t already done so, be sure to **tape your Assessment into your sketchbook.**

**Introduction to Perspective**

Today we will learn about 1-point Perspective; next week we will cover 2-point Perspective. Perspective can be a difficult subject for artists. In order to master it, you must take it one step at a time. Remember when you were learning to write as a child? Working at it over and over was the only way to successfully accomplish this. The same is true with perspective drawing. Keep in mind: Perspective is an illusion. Parallel lines don’t really meet at some point in the distance… or else they would cease to be parallel lines. They do appear to meet, and this is the illusion that the artist attempts to create. An important thing to note: in any Perspective drawing that has right angles, there will be **only 3 sets of lines.**

**Activity T** 1-Point Perspective Exercise 10 points

(See handout.) You will need a **ruler/straightedge**, and a **triangle/T-Square**. Follow along with the slides and be precise! You’ll want to use a **sharp hard pencil** but draw lightly. On a page in your sketchbook, you will first draw out and **label** the **Picture Plane**, **Horizon Line** and **Vanishing Point**. Then you will practice drawing several boxes in 1-point perspective. Boxes can be different sizes and located anywhere within your picture plane, but they all should converge to the same vanishing point. Represent your converging lines very lightly or as dotted lines, but do not erase them.

1. At least one box should be **on** the horizon line (to the left or right of the vanishing point);
2. At least one box should be **above/below** the horizon line (directly above/below the vanishing point); and
3. At least one should be **above/below** the horizon line (to the left/right of the vanishing point.)
4. Also show at least one box **overlapping another box** to create the illusion of depth.

Your page should resemble the handout when you are finished.

**Activity U** 1-Point Perspective Drawing 10 points

(See handout.) You are now “inside the box.” You will need a **ruler/straightedge**, and a **triangle/T-Square**. Follow along with the slides and be precise! You’ll want to use a **sharp hard pencil** but draw lightly. On a page in your sketchbook, you will first draw out the **Picture Plane**, **Horizon Line** and **Vanishing Point**. Then you will practice drawing a room scene in 1-point perspective. Remember that one set of lines will converge to the vanishing point. (The other two sets of lines are vertical and horizontal.) You must correctly represent:

1. At least **one flush element** (something that is “flat” on the wall—like a window, door, bulletin board, picture frame, etc.) **on each of the 3 walls**; and
2. At least **one piece of 3-dimensional furniture** (such as a cabinet or desk) against **each wall.**

You may add more than this if you want. Erase your converging lines for a cleaner drawing, but **be careful to not erase your vanishing point as you work!** Your page should resemble the handout when you are finished.

**Assessment #11** 1-Point Perspective Drawing 50 points

Using the rules of perspective drawing that we learned today in class, you will draw a **1-point perspective room scene** (not just a wall; **3 walls** of a room). Draw from life, not from a photograph. Be sure to square yourself up against the back wall before you start. (You may also want to remove or reposition furniture so it is squared up with the walls.) You’ll want to use a **sharp hard pencil** but draw lightly. You will need a ruler/straightedge. Be precise! Remember that one set of lines will converge to the vanishing point. (The other two sets of lines are vertical and horizontal.) Erase your converging lines for a cleaner drawing, but **be careful to not erase your vanishing point** as you work!

**Important note:** You may simplify the scene. (For example, you don’t have to draw every book on every shelf.) I’m more concerned with accurate perspective lines than I am with an exact reproduction of your room. Just make sure there is enough detail so the room looks convincing. Follow these steps:

1. Establish the Picture Plane, Horizon Line and Vanishing Point.
2. Draw in the back wall. (Is it horizontal? vertical? square?)
3. Establish the side walls, floor and ceiling.
4. Draw in the **flush elements**/architectural features on the walls/floor/ceiling (doors, windows, baseboards, trim, blinds, light switches/outlets, picture frames, floorboards, rugs, ceiling panels, etc.) You must represent at least one flush element on each wall (floor and ceiling are optional).
5. Add the **3-dimensional** elements/furniture. Draw them as boxes first, and then carve out the details. You must represent at least one 3-dimensional element on each wall.
6. **After** you establish all your line work, **add value/shading and details with graphite pencils/ink/grey markers.** Unless your walls, floor, ceiling and furniture are all white (which is unlikely), you must represent the different values. Consider the light source(s) and add shadows too.

You will be assessed on the following criteria:

• Assessment is complete at time of critique. (5 points)

• 1-point perspective rules are correctly applied. (10 points)

• Scene is convincing, with all converging and parallel lines in agreement. (10 points)

• Supporting detail has been included and a full representation of the scene is rendered. (10 points)

• Final drawing demonstrates use of value to help show depth. (10 points)

• Drawing has detail and looks as if care and consideration were taken in its execution. (5 points)

We will critique this Assessment in class next week.

**Total Points Possible this Week 70 points**

**For Next Week:**

• Complete Assessment #11 for critique.

• Bring in your pencils and your erasers. Ink and/or grey markers will again be optional on the Assessment. You do not need reference photos. (We’ll be working on 2-point perspective drawing.)