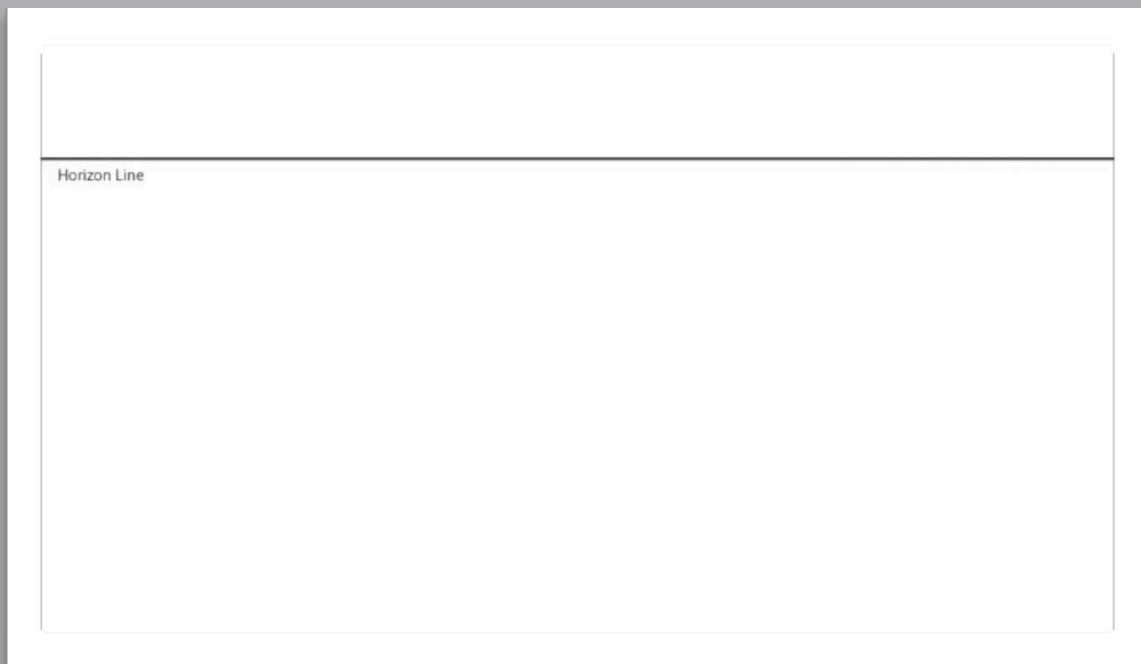


THE SECRETS TO DRAWING

VIDEO COURSE

Video 7: 1 Point Perspective

One point perspective is a drawing method using lines to create the illusion of space on a 2-Dimensional surface. One point perspective is one of the six ways an artist can create the illusion of space in a drawing.

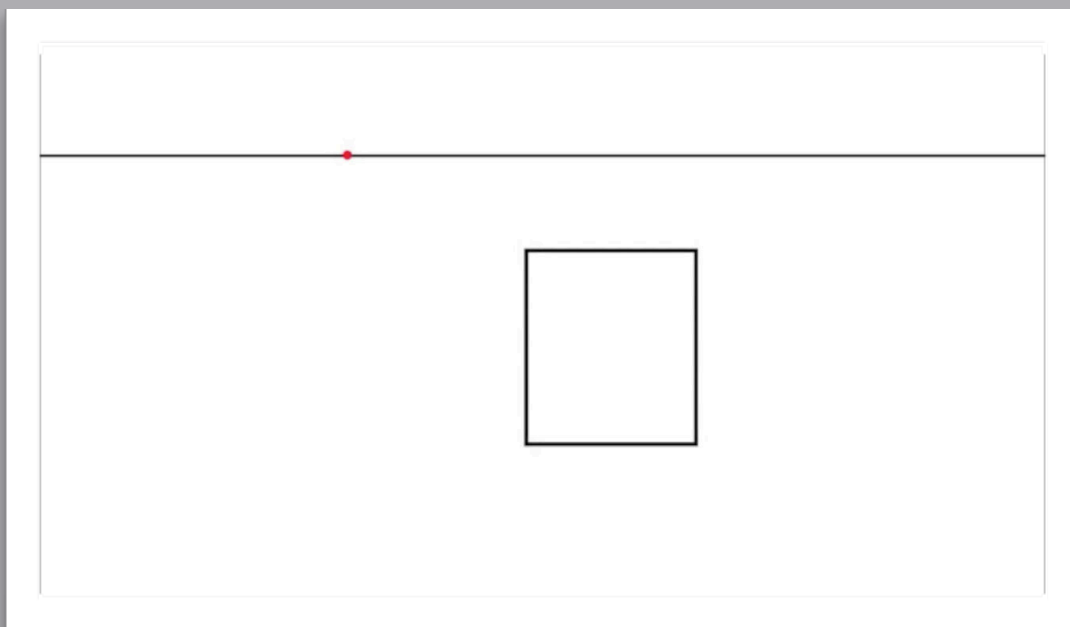


The first step in one point perspective is to define a **horizon line**. The horizon line is the line that divides the sky from the ground. It can also refer to a viewer's line of sight.

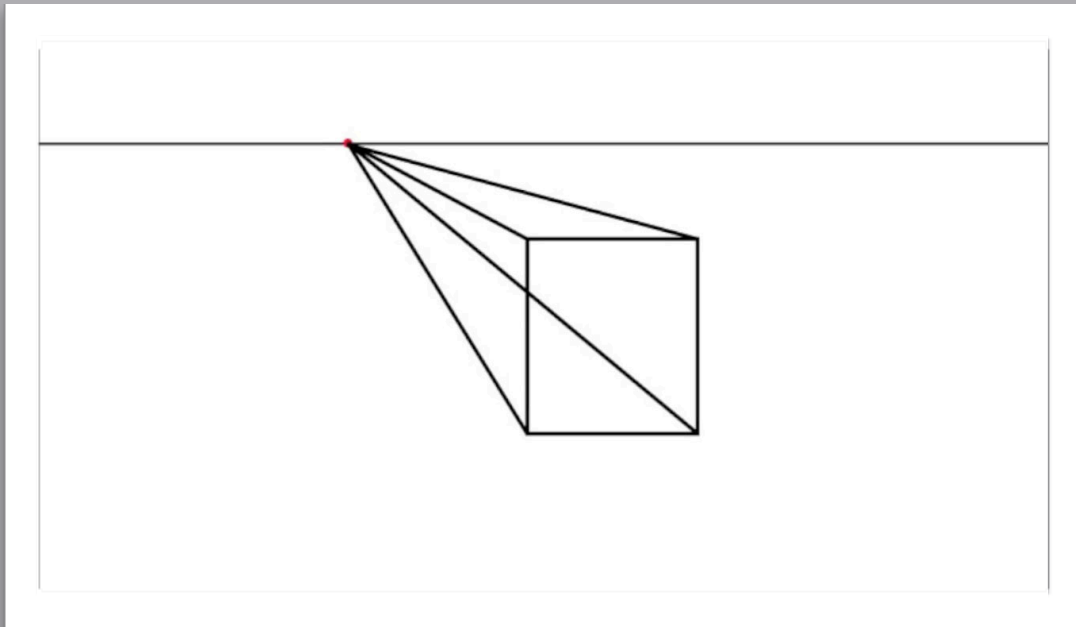
Next, define a **vanishing point** on the horizon line. The vanishing point is a point placed on the horizon line where objects begin to disappear because of distance. It is a point of reference where our lines of perspective will recede to. The vanishing point must be placed on the horizon line in one point perspective. Because the horizon line continues indefinitely, the vanishing point may be placed off of the picture plane.



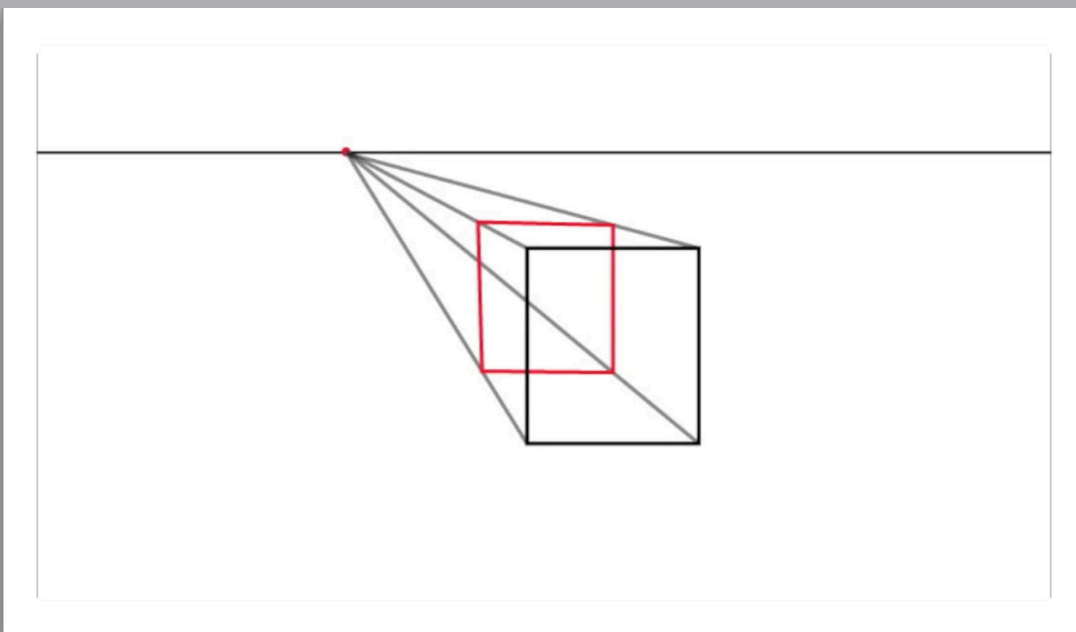
Next, we can draw the shape of the object that we are drawing. In this case, the object is a cube, so the basic shape is a rectangle.



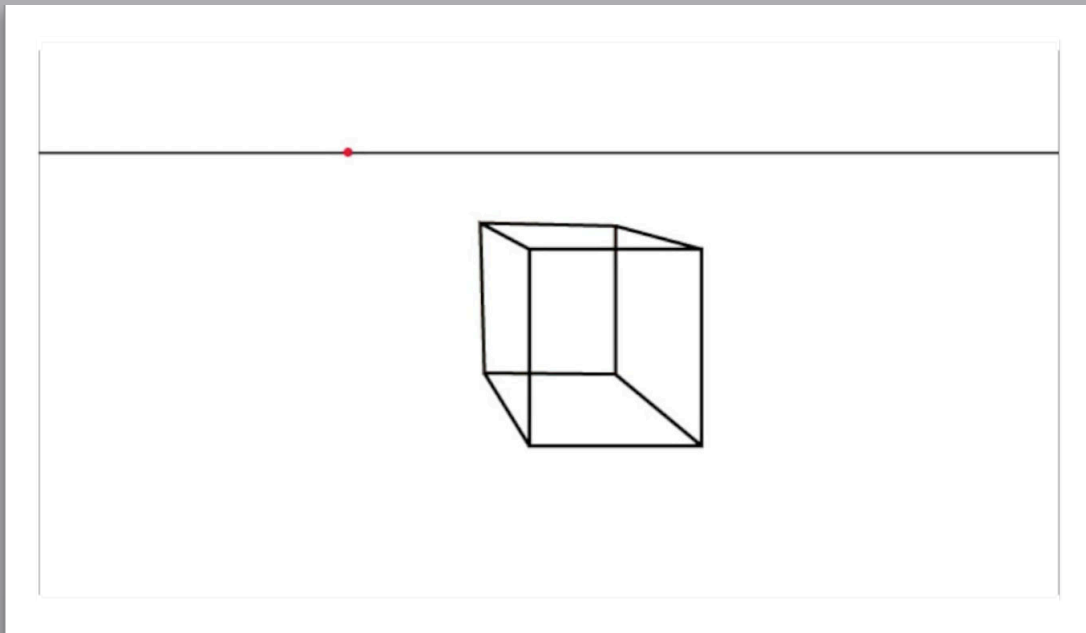
The next step is to draw four lines from each of the corners of the rectangle to the vanishing point on the horizon line.



Now, draw a smaller rectangle that touches all four of the lines that you drew in the previous step. Each corner of the smaller rectangle should intersect with the receding lines.

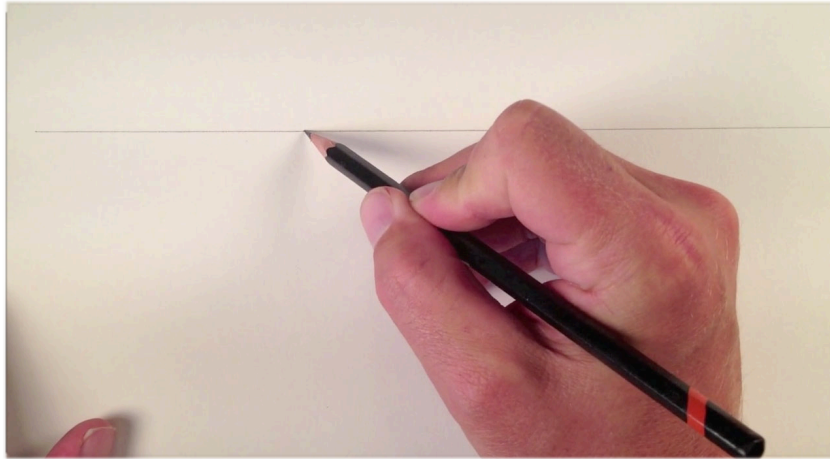


Next, erase any lines that you no longer need to reveal a cube.



Now, let's take a look at how one point perspective will be used in a drawing. Start by defining the horizon line.

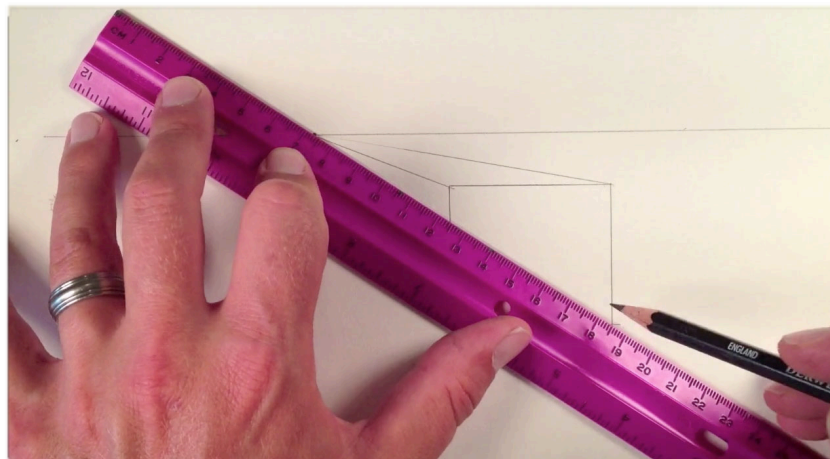




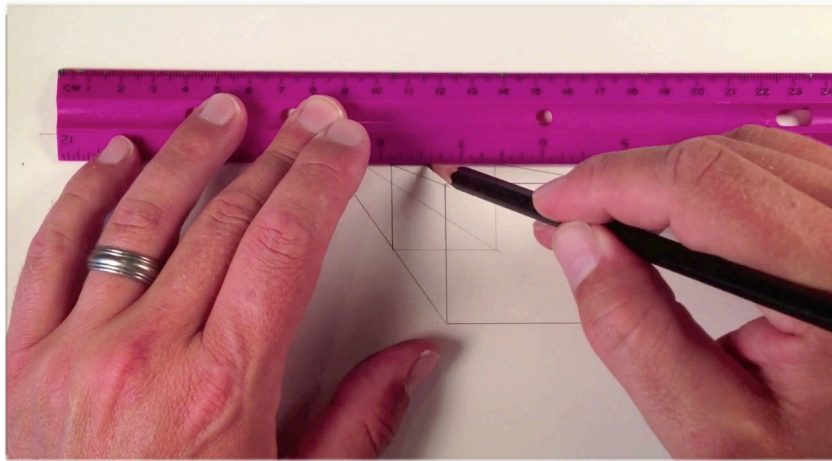
Place a vanishing point on the horizon line.



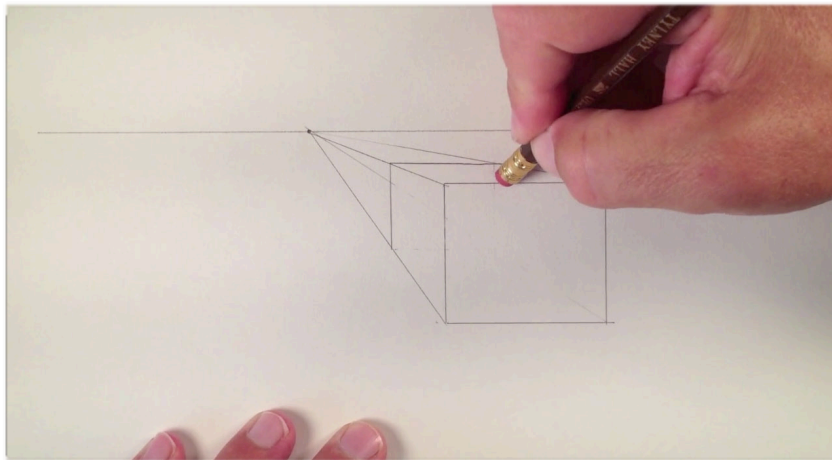
Draw the shape of the form. Since this will become a building, we will draw a rectangle.



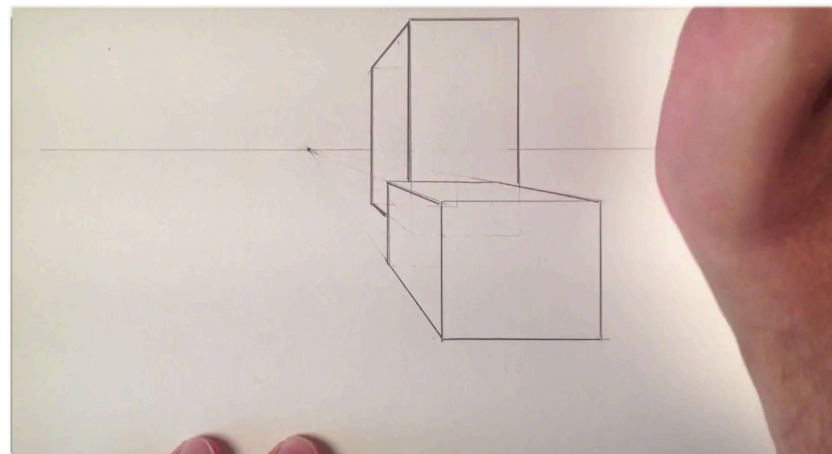
Now, draw lines from all four corners back to the vanishing point.



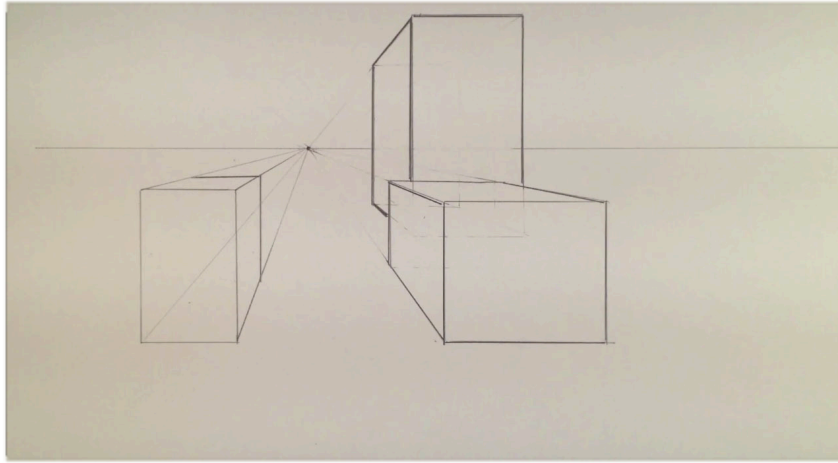
Draw a smaller rectangle that touches the receding lines at each corner.



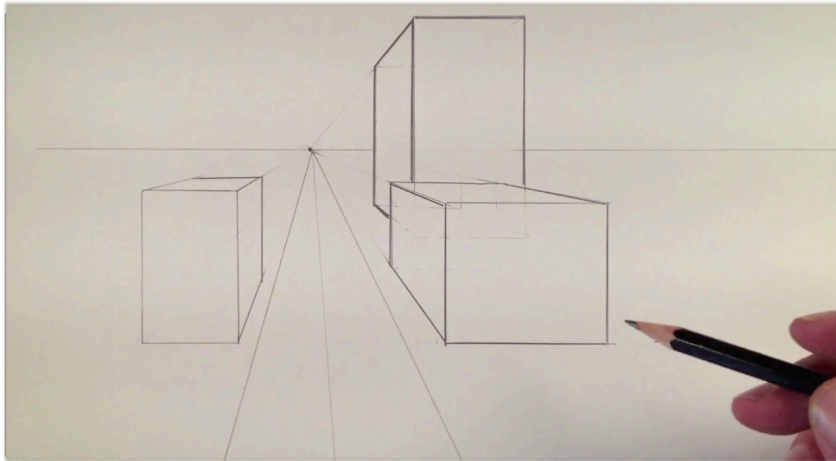
Erase any lines that you no longer need to reveal the form.



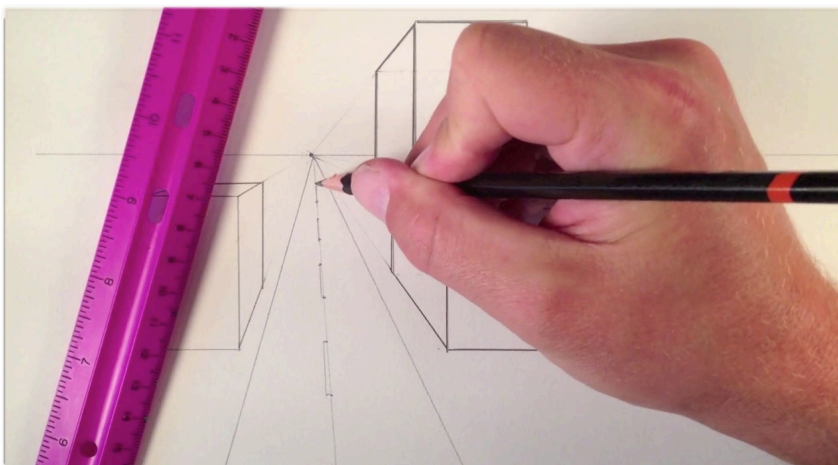
By repeating these steps, you can create another form behind the first one.



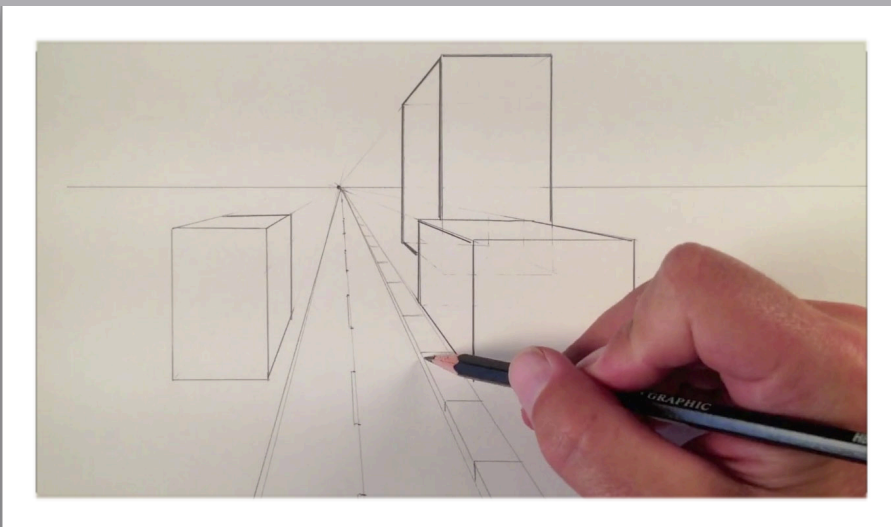
Repeat the steps as many times as necessary to create multiple forms. Just be sure to use the same vanishing point.



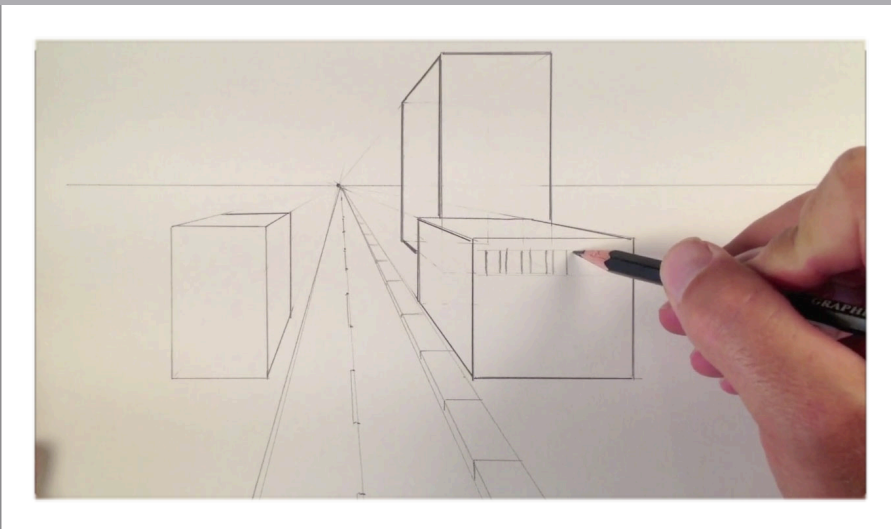
A road can be added by drawing two lines to the vanishing point.



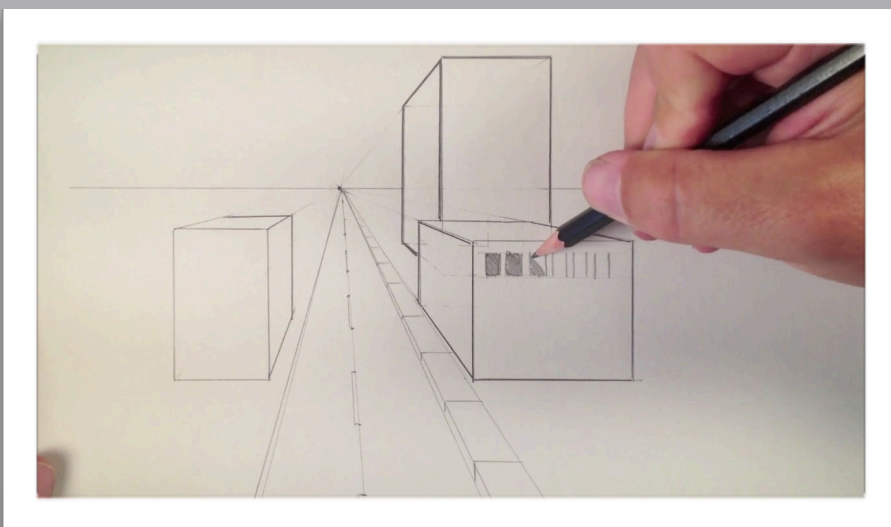
The road can be developed further by adding a center, broken line.



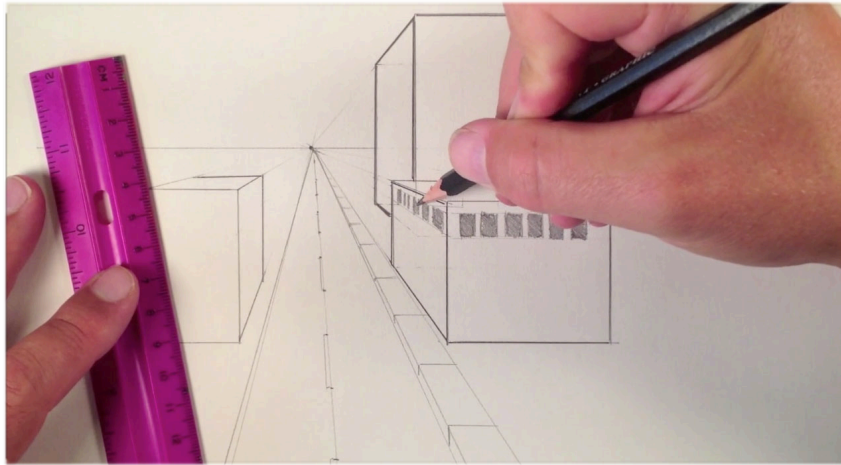
You can add depth to the drawing by adding a sidewalk.



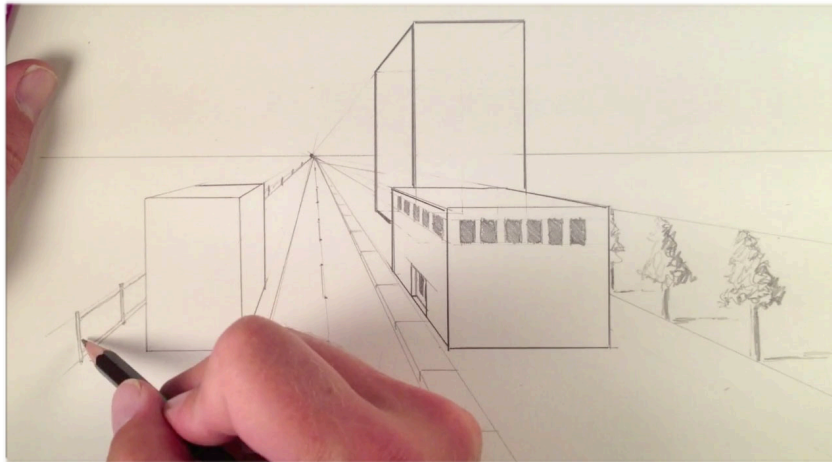
We can make the cubes look like buildings by adding windows and doors. Windows and doors on the front of the buildings will be simple rectangles.



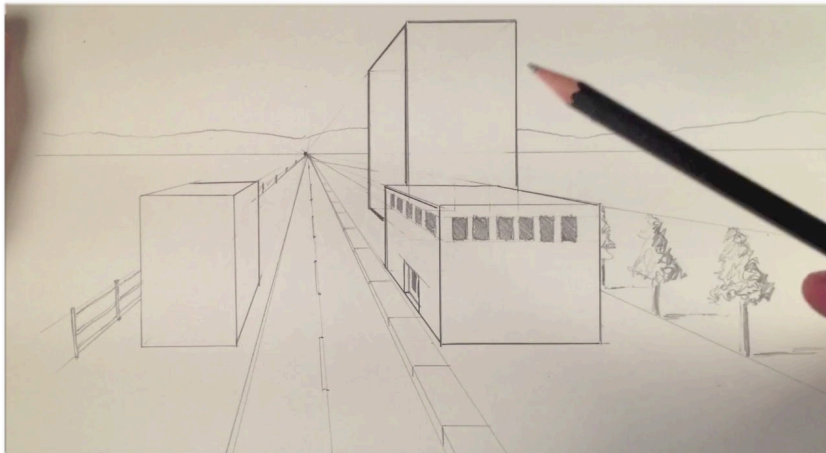
Adding darker values to the shapes adds to the illusion of windows.



Windows and doors added to the side of the buildings will recede using the vanishing point as a guide.



Adding other elements such as a line of trees or a fence is easy. Just draw two lines back to the vanishing point. Use those lines as guidelines for the height of the trees or the height of the fence.



You may choose to add other elements to the scene that don't rely on one point perspective. For example, a simple line for a mountain range can make the drawing more interesting.