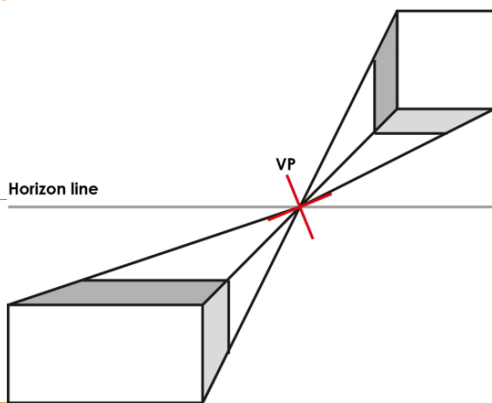


THERE ARE VARIOUS WAYS TO DRAW IN PERSPECTIVE WHICH GIVES YOU A GREAT VIEW OF A DESIGN IN A REALISTIC WAY UNLIKE A ISOMETRIC DRAWING. PERSPECTIVE INVOLVES THE OBJECT LOOKING SMALLER THE FURTHER AWAY IT IS FROM THE VIEWER. ONE POINT PERSPECTIVE USES ONE VANISHING POINT AND TWO POINT PERSPECTIVE INVOLVES TWO VANISHING POINTS ALL LOCATED ON A HORIZON LINE.



## Task 1

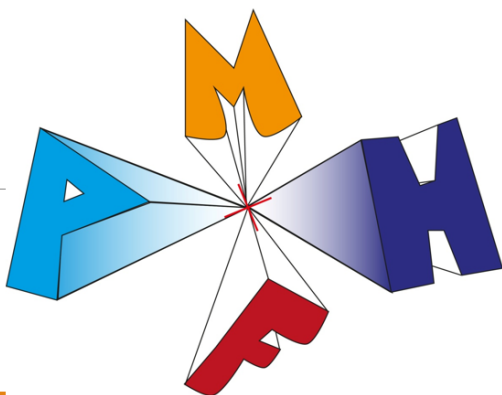
Now try and draw two cubes in one point perspective; one above the line and one below.



**Extension:**  
Add rendering  
to represent  
shadow

## Task 2

Now try and draw your initials in one point perspective but from different angles.



**Extension:**  
Render the letters  
with colour to add  
shade & depth

## Keywords

First/second –  
point –  
perspective –  
colour –  
rendering –  
construction  
lines –  
vanishing point  
– horizon line –  
architecture –  
engineering –  
rubber – pencil  
– lighting –  
texture –  
shadows

- Why do we use 1<sup>st</sup> and 2<sup>nd</sup> point perspective?
- Which industries use it?
- Why do we use rendering in our designs?  
How could you use perspective in a GCSE project?

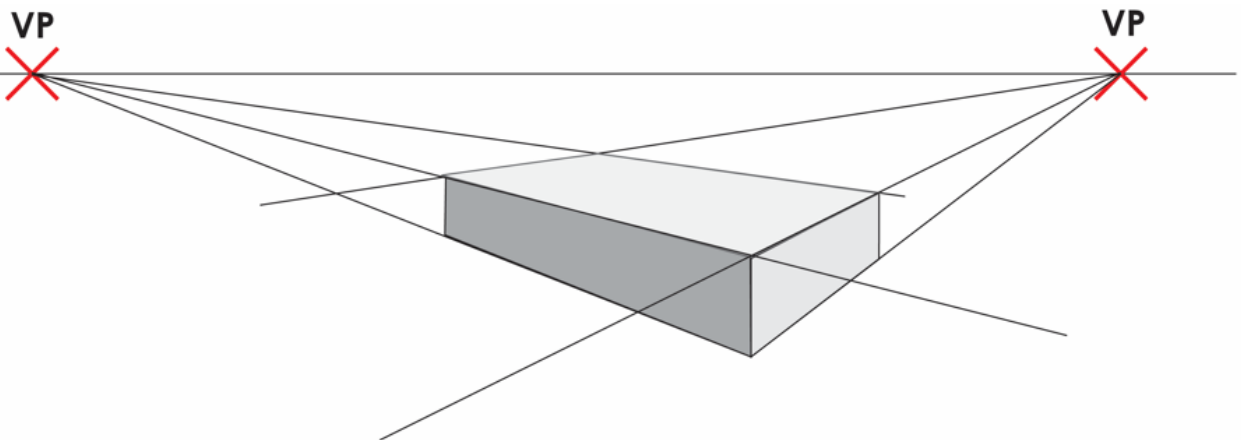
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## Task 3

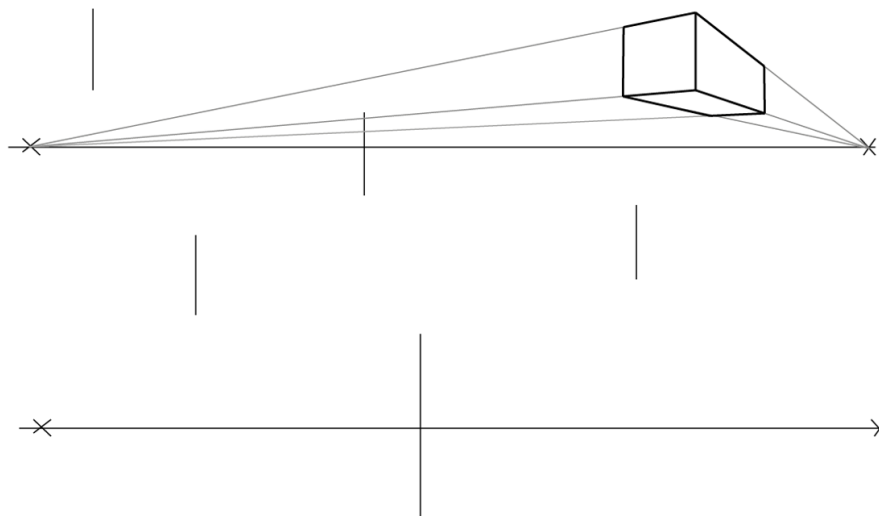
Name :

Date:

**Draw a simple box using two point perspective. Then add light and dark tone to the box using rendering ( texture, lighting and shading) this adds a greater sense of depth to the object.**



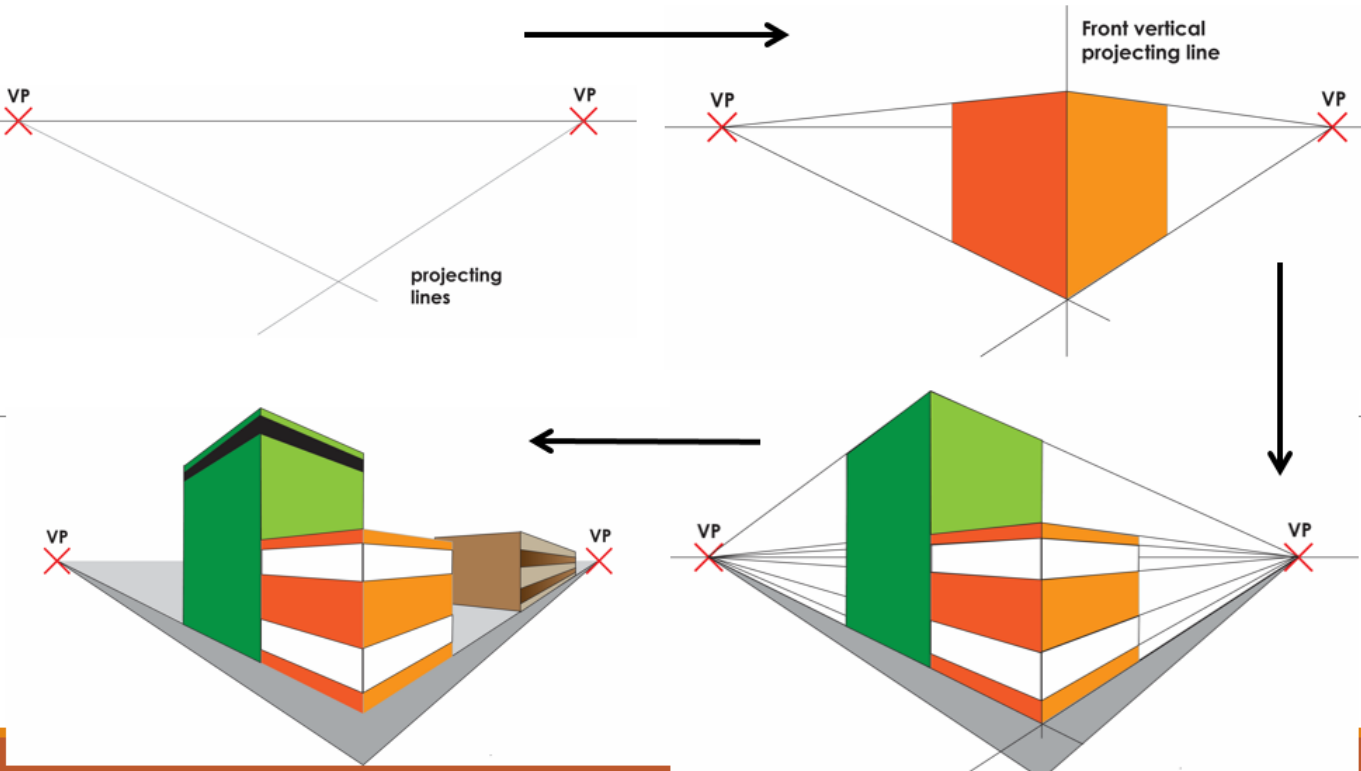
TWO POINT PERSPECTIVE



### Two point perspective

1. Two point perspective gives a more realistic view of an object drawn at an angle.
2. As before the horizon line is drawn, horizontally, across the page.
3. Now two vanishing points are added to the line
4. The drawing is started by creating the front edge and then add the projecting lines to the vanishing points.
5. Remember all vertical lines remain vertical and all horizontal lines all aim towards the vanishing points.

## Create a street scene using two point perspective.



TWO POINT PERSPECTIVE

