Lesson 5 — Drawing more perspective

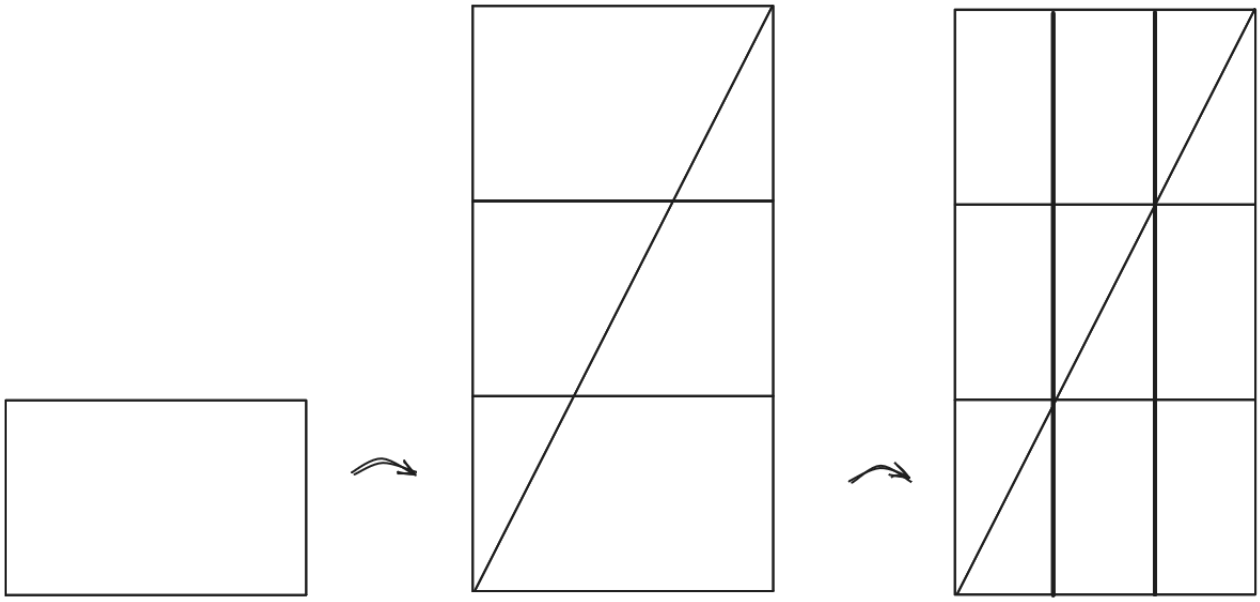
The strictest definition of a **one-point perspective drawing** is that all lines in the drawing are either parallel to the picture plane or have the same vanishing point.

We will use Excalidraw (https://excalidraw.com/) to help draw our scenes.

- Always save your file via CTRL+S or CMD+S to avoid losing the scene.
- To submit each numbered exercise below: either get the share link from the Excalidraw file, or an exported image from your Excalidraw scene, or the saved Excalidraw file.

Drawing 2D objects

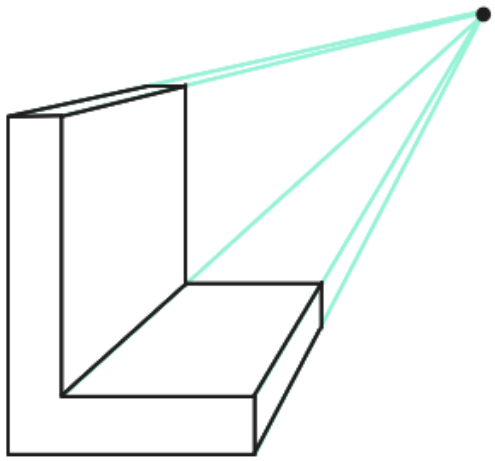
1. Draw a non-perspective rectangle and copy it twice by stacking one on top of the other. Then draw the diagonal of the enlarged rectangle and observe that this diagonal line divides each constituent rectangle into three equal parts.



2. We redo the previous exercise in 1-point perspective:
    1. Draw a square on the "ground" in 1-point perspective, and copy it twice.
    2. Then draw the diagonal of this perspective 3x1 rectangle.

Drawing 3D objects

3. Draw a cube in 1-point perspective.
4. Draw the letter "L" in a 1-point perspective scene, ensuring that the vanishing point is at the northeast corner of the scene, like so:



5. Finish the 3D-letter "T" in the 1-point perspective drawing: https://excalidraw.com/#json=UvEvf08byOH-vkwV9KnNH,-fVZ31QYlJqedeqyrGReoA
6. Finish the 3D-letter "J" in the 1-point perspective drawing: https://excalidraw.com/#json=UvEvf08byOH-vkwV9KnNH,-fVZ31QYlJqedeqyrGReoA
7. Draw the 3D-letter "E" in a 1-point perspective scene, ensuring that the vanishing point is at the northeast corner of the scene. Also ensure that the 3D-letter E has a constant thickness.