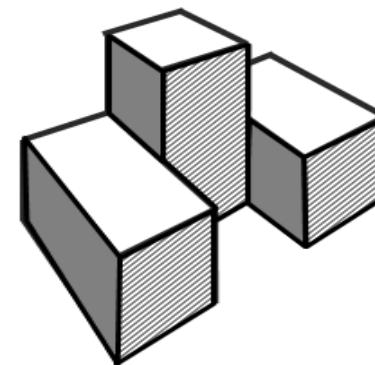


PROJECTIONS

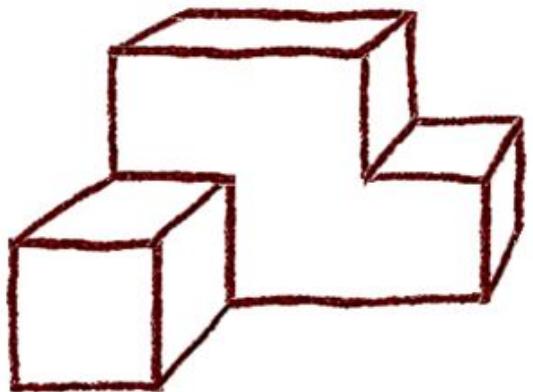
Perspective Projections

Perspective Drawings

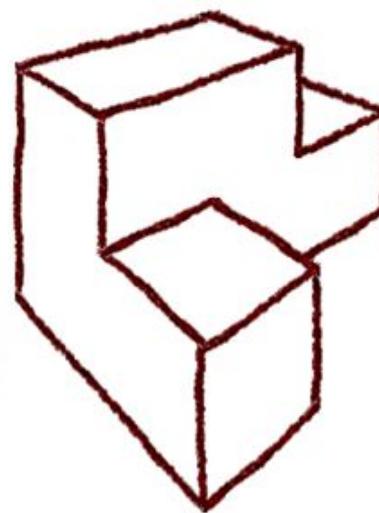
A perspective drawing offers the most realistic three-dimensional view of all the pictorial methods, because it portrays the object in a manner that is most similar to how the human eye perceives the visual world.



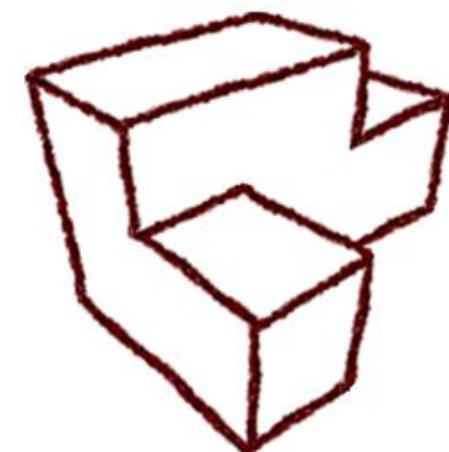
Perspective Drawings



1-Point



2-Point

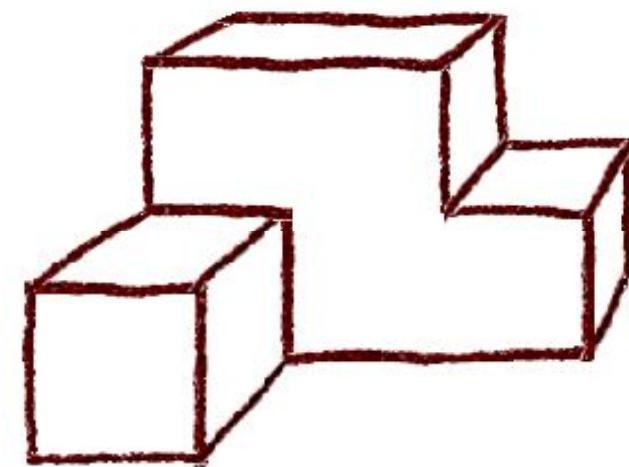


3-Point

One-Point Perspective

The **one-point** perspective is relatively simple to make, but is somewhat awkward in appearance when compared to other types of pictorials.

- A horizontal line represents the horizon.
- **One** vanishing point is identified on the horizon line.
- A series of lines are drawn from distinctive points on the object to the vanishing point, outlining the object being constructed.



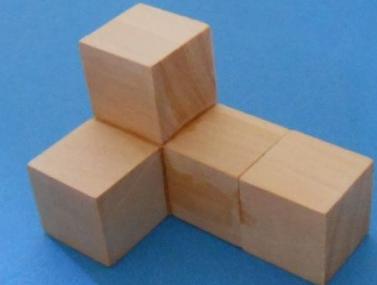
Horizon Line

V.P.

METHOD 1 – The Box Method

1. Sketch a horizontal line across the upper portion of the paper to represent the horizon, and identify a vanishing point.

The vanishing point can be placed anywhere along the horizon line.

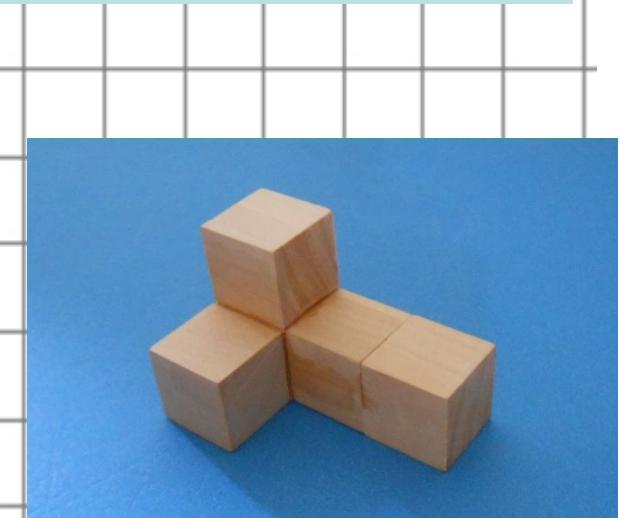
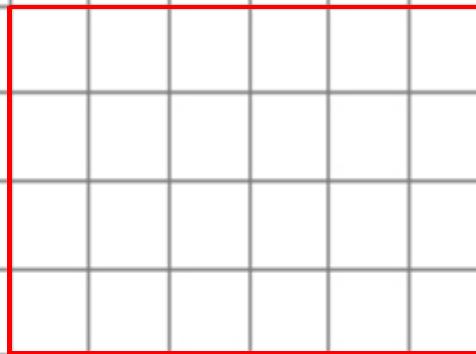


Horizon Line

V.P.

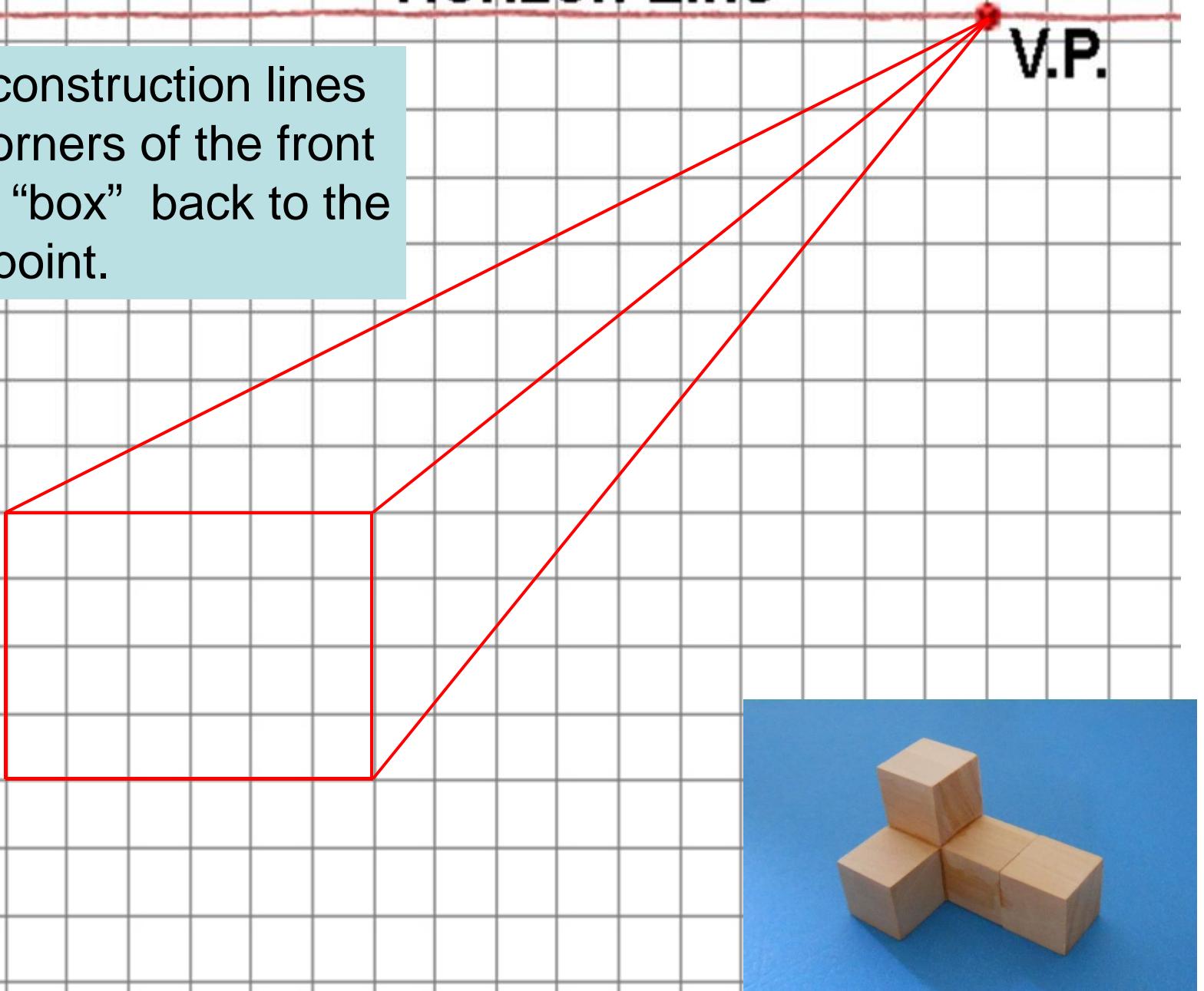
2. Sketch the front face of a “box” representing the overall size of the object.

The front face is constructed with vertical height lines and horizontal width lines.

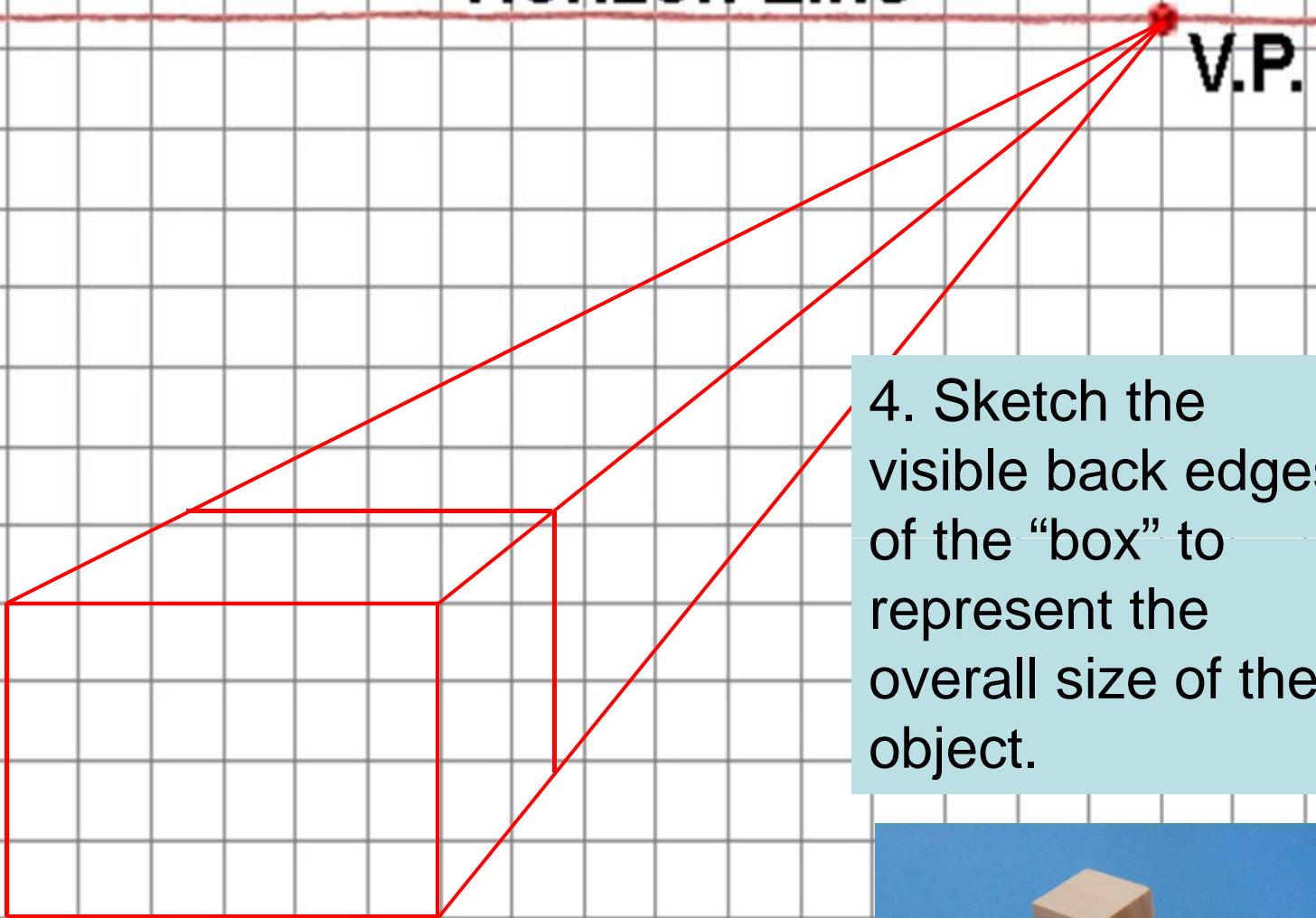


Horizon Line

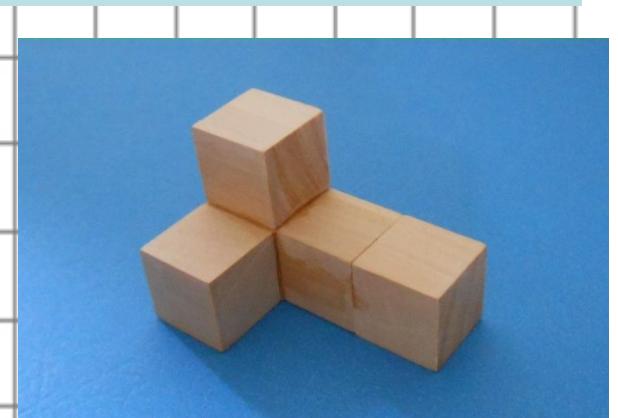
3. Sketch construction lines from the corners of the front face of the “box” back to the vanishing point.



Horizon Line

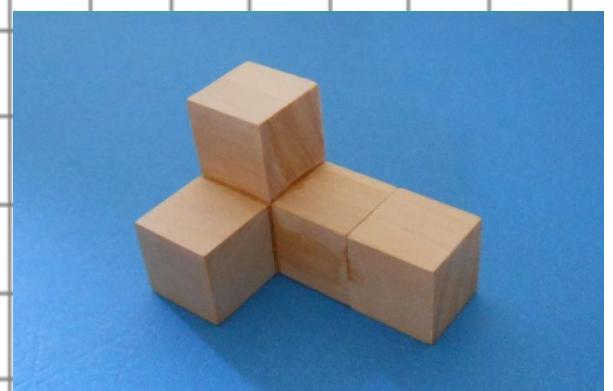
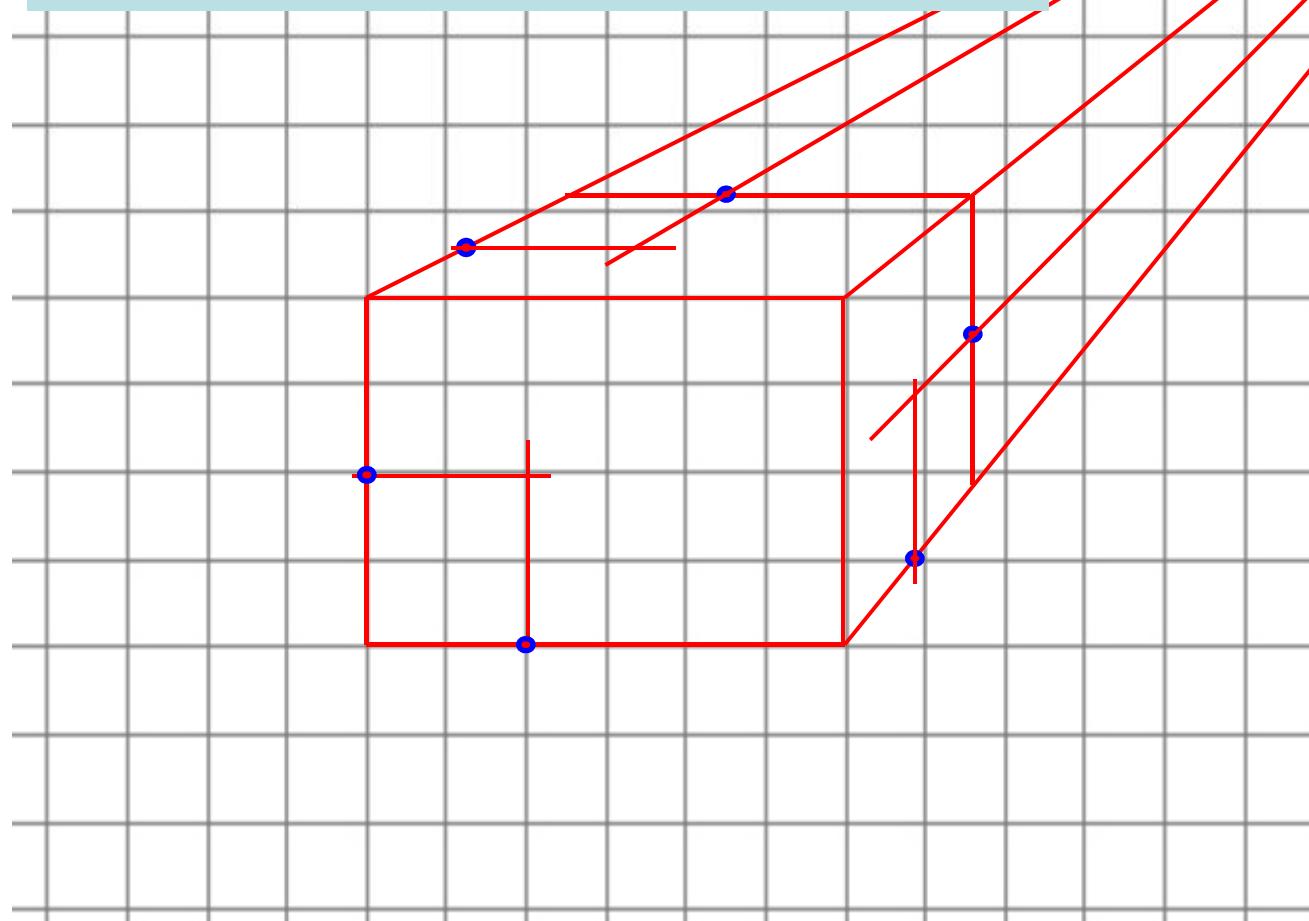


Note that you will have to estimate the depth of the object.



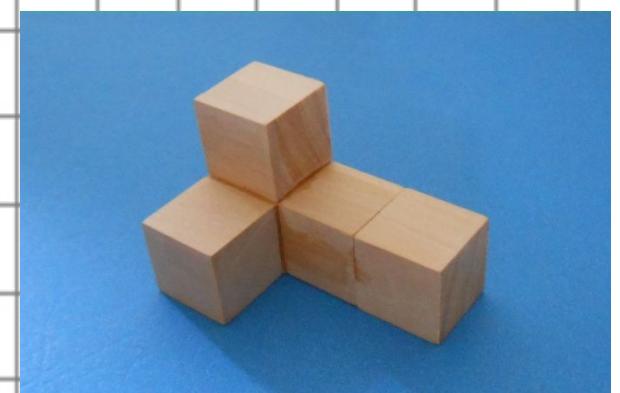
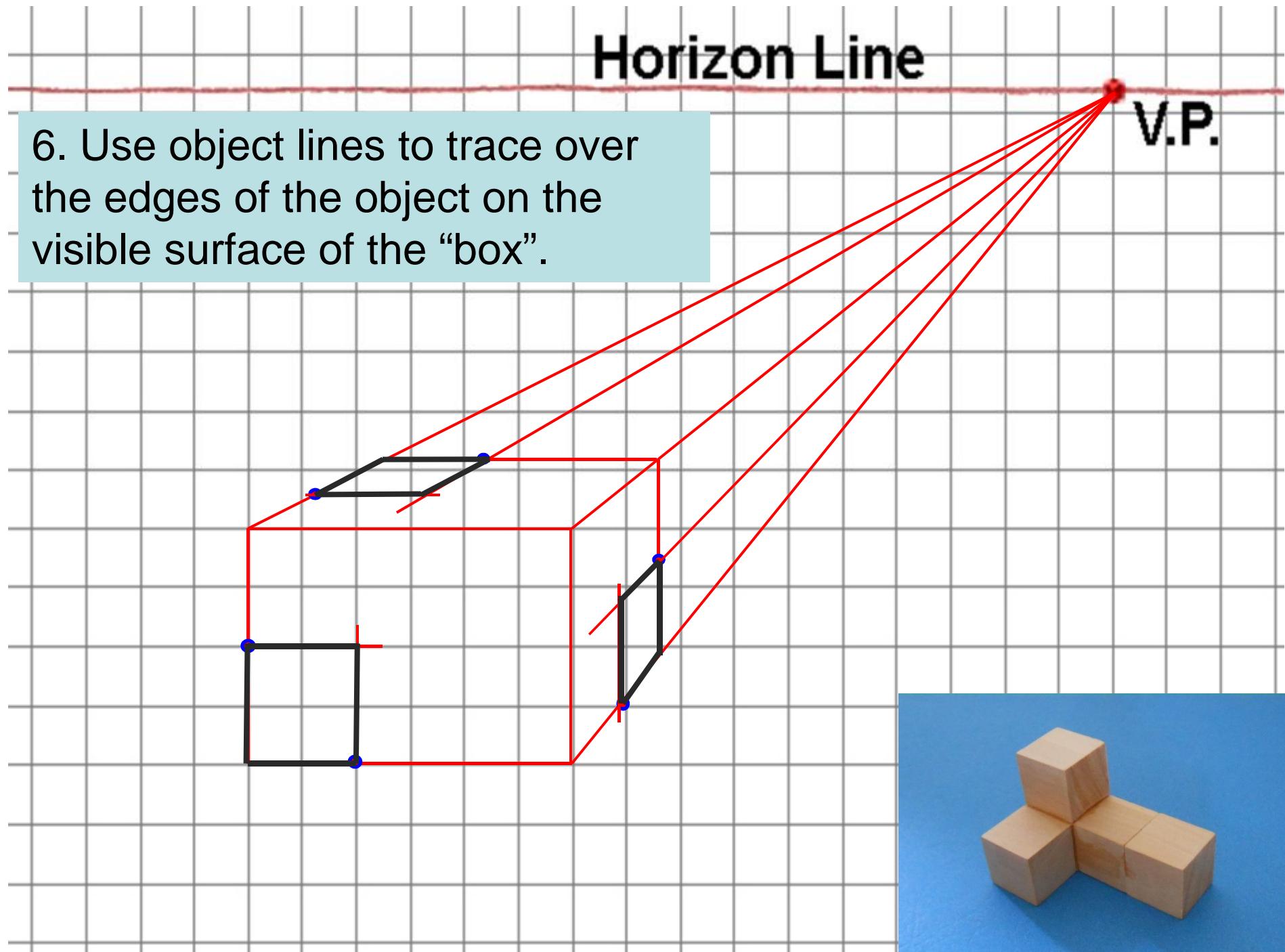
Horizon Line

5. Locate points and construction lines to identify corners and edges of the object on the surface of the “box”.



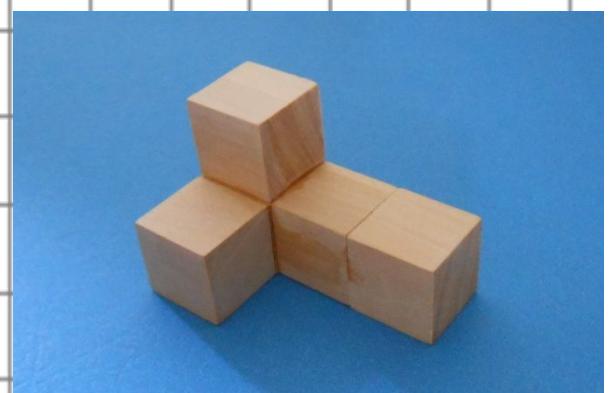
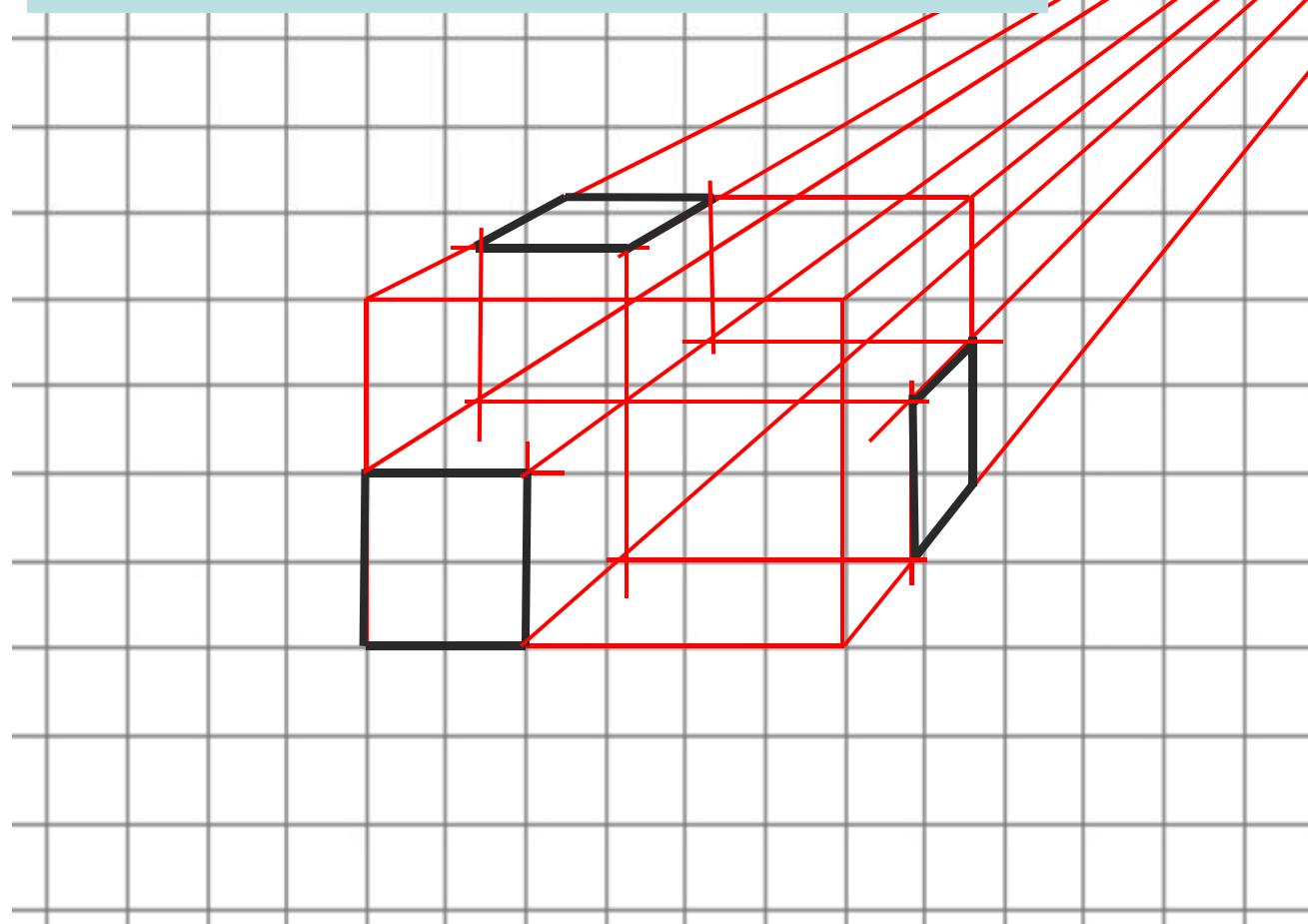
Horizon Line

6. Use object lines to trace over the edges of the object on the visible surface of the “box”.



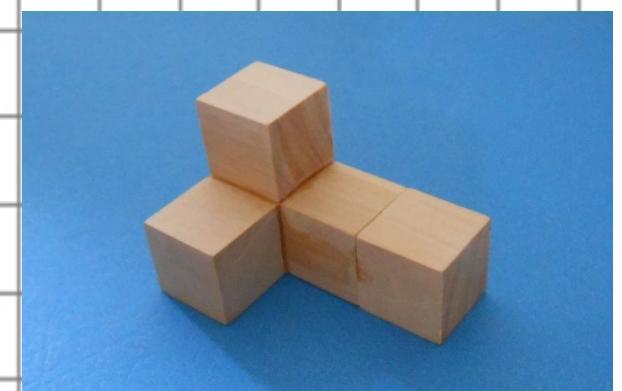
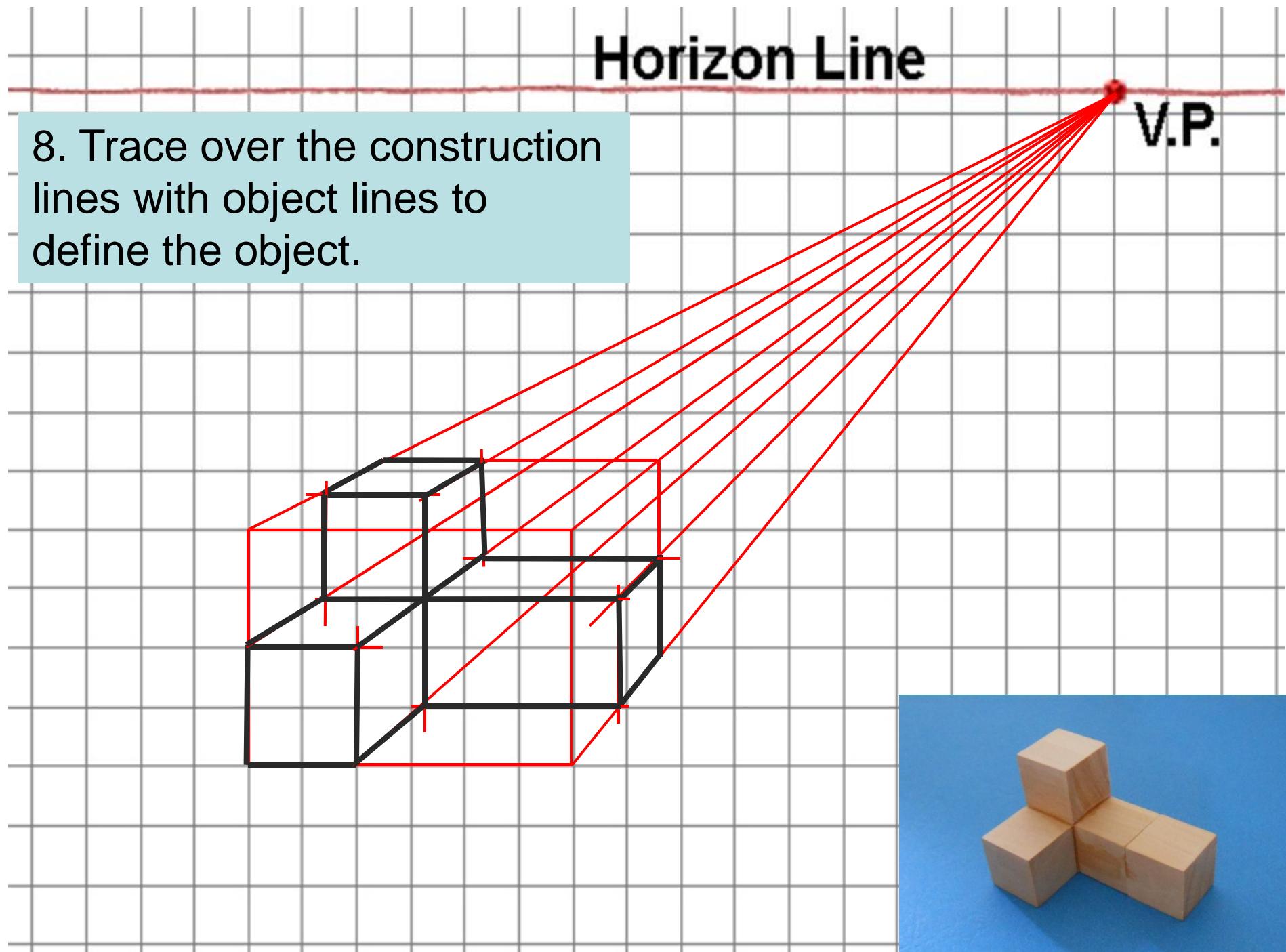
Horizon Line

7. Continue to use construction lines to delineate the remaining corners and edges of the object inside the “box”.



Horizon Line

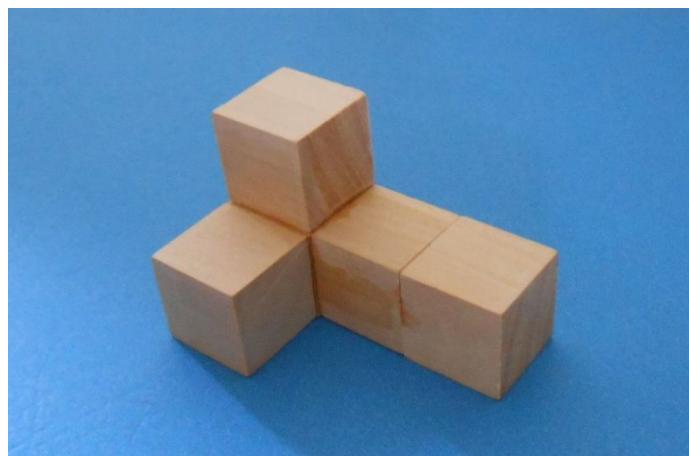
8. Trace over the construction lines with object lines to define the object.



One-Point Perspective

The following slides show the steps in creating a one-point perspective of the puzzle piece shown below.

Two different methods will be demonstrated.



One-point Perspective

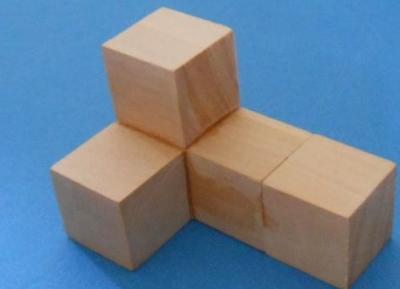
Horizon Line

V.P.

METHOD 2

1. Sketch a horizontal line across the upper portion of the paper to represent the horizon, and identify a vanishing point.

The vanishing point can be placed anywhere along the horizon line.

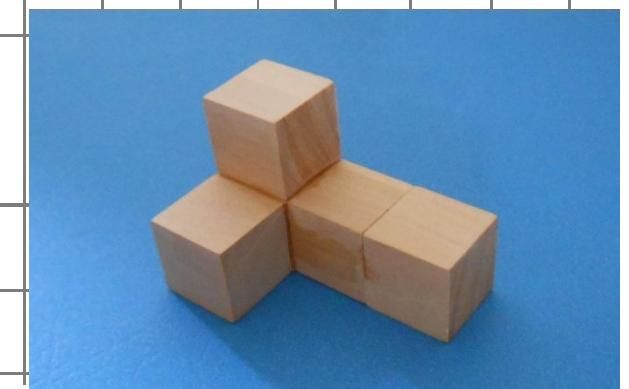
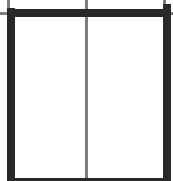


One-point Perspective

Horizon Line

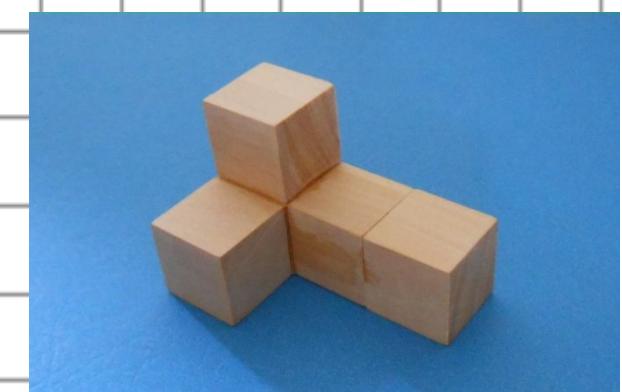
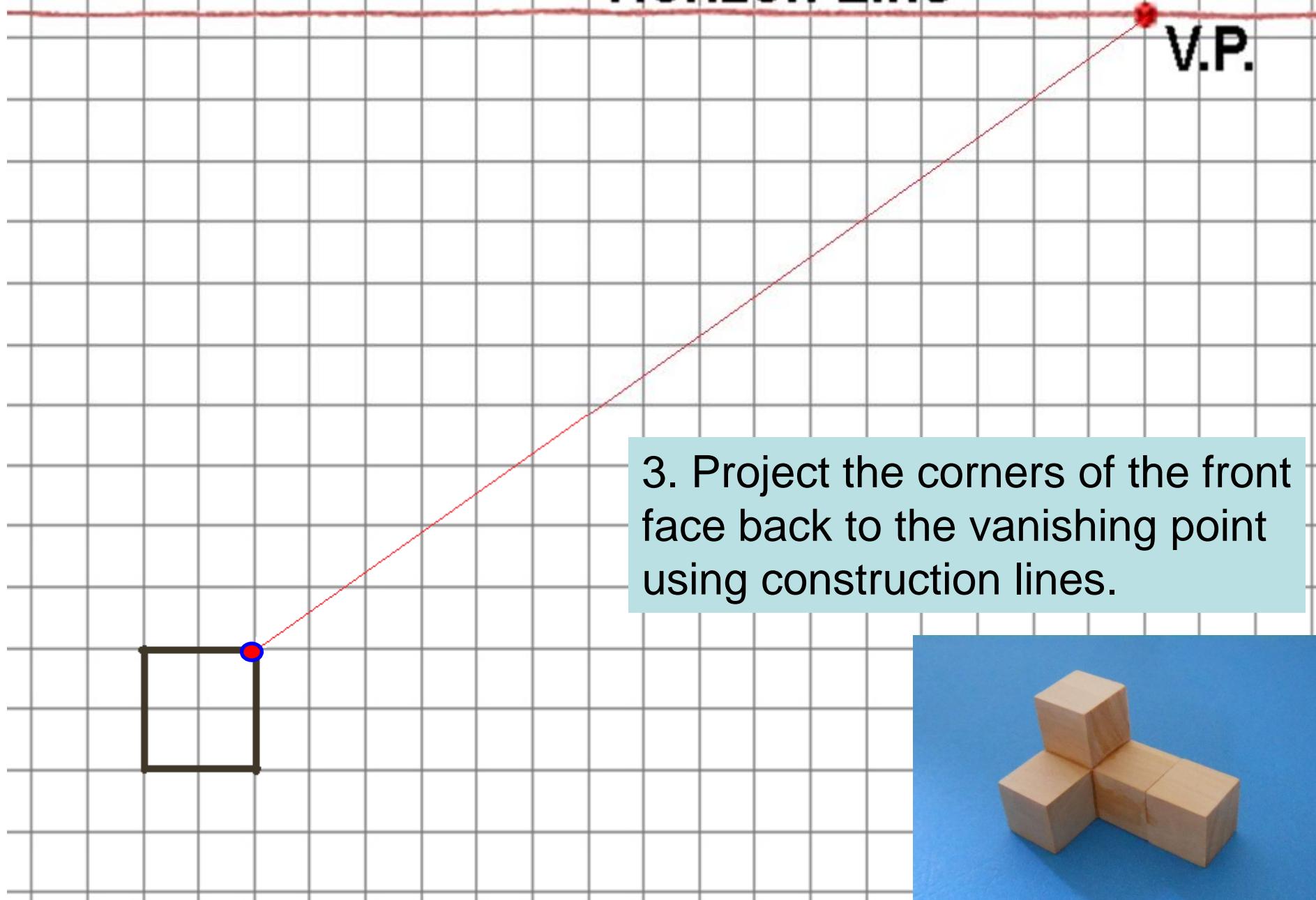
V.P.

2. Sketch the front most face of the object such that the height lines are vertical and the width lines are horizontal.



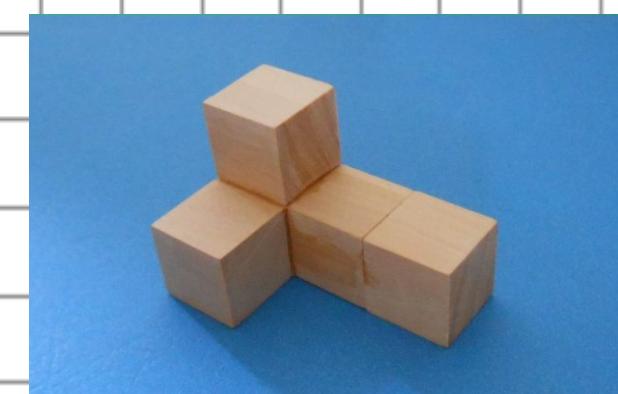
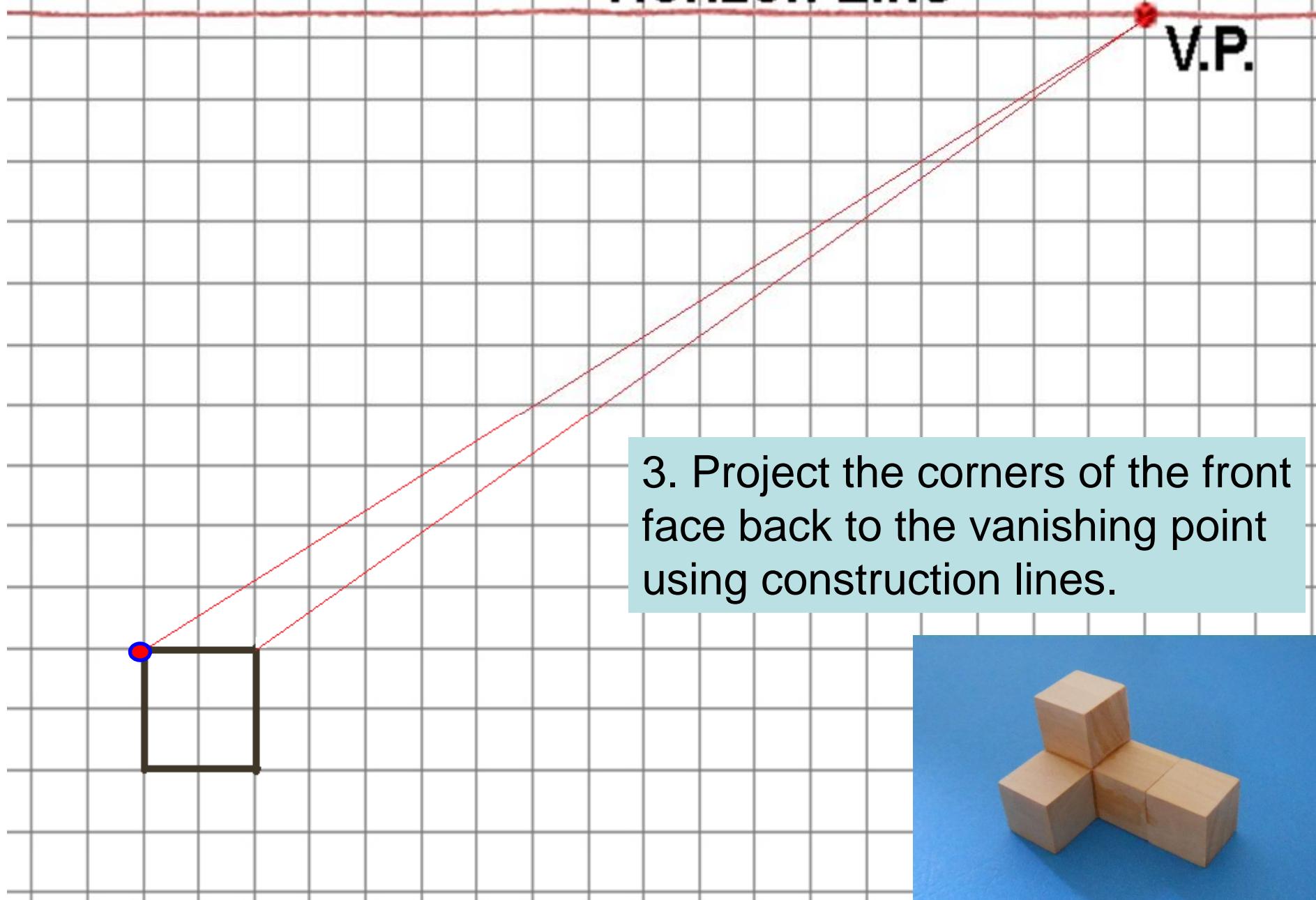
One-point Perspective

Horizon Line



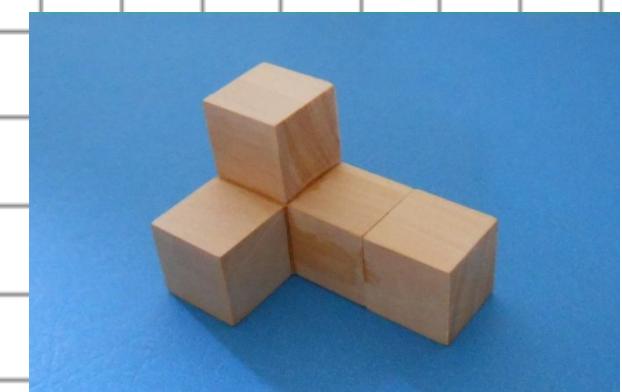
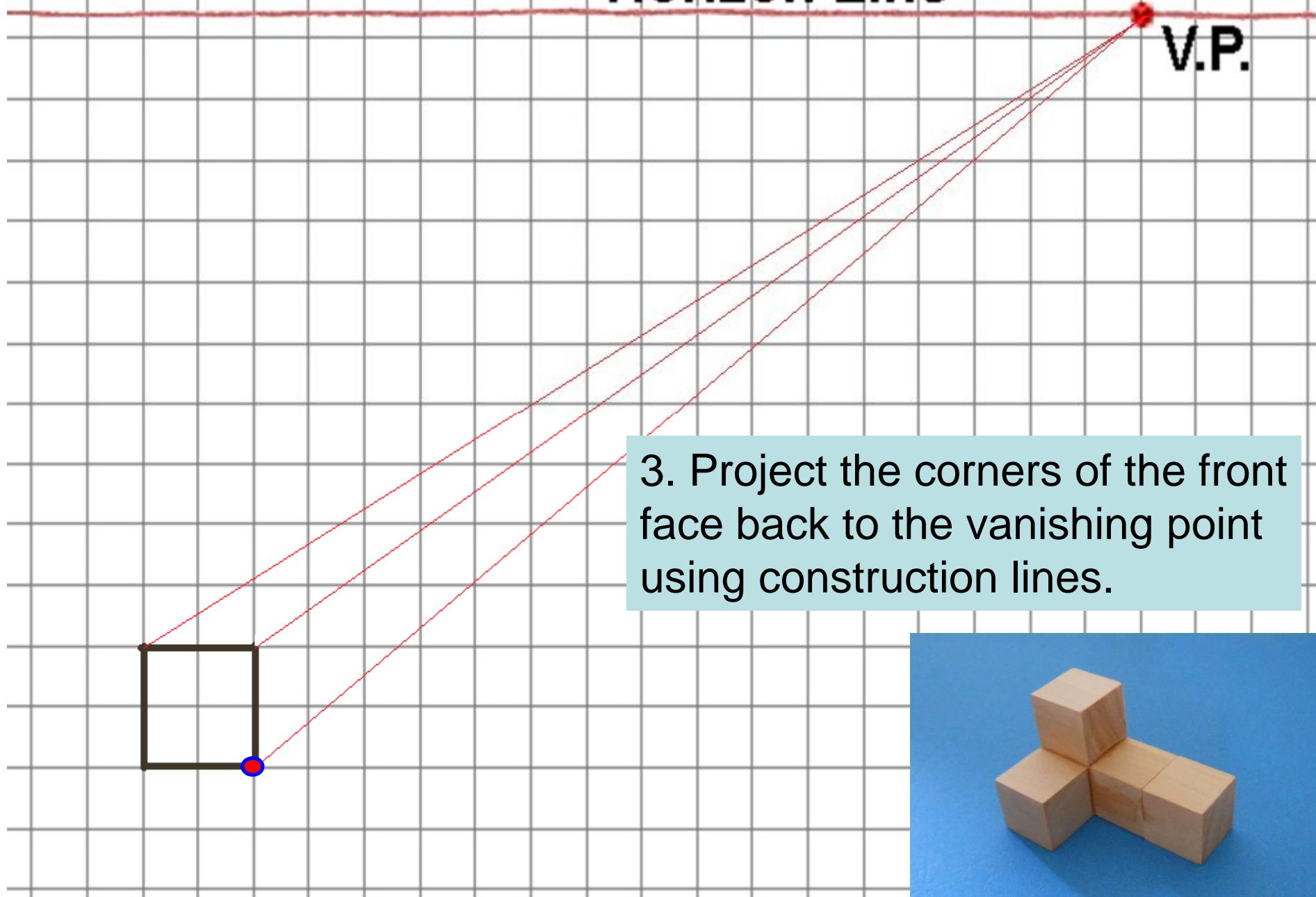
One-point Perspective

Horizon Line



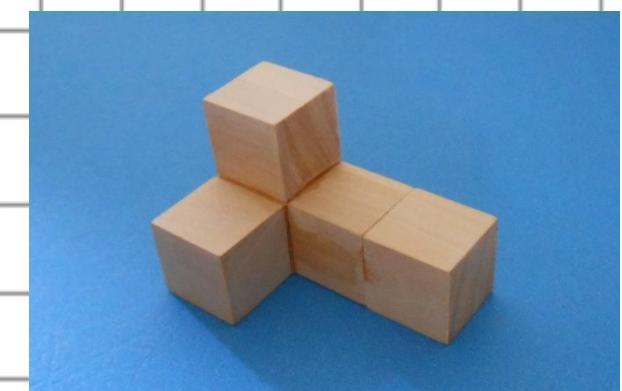
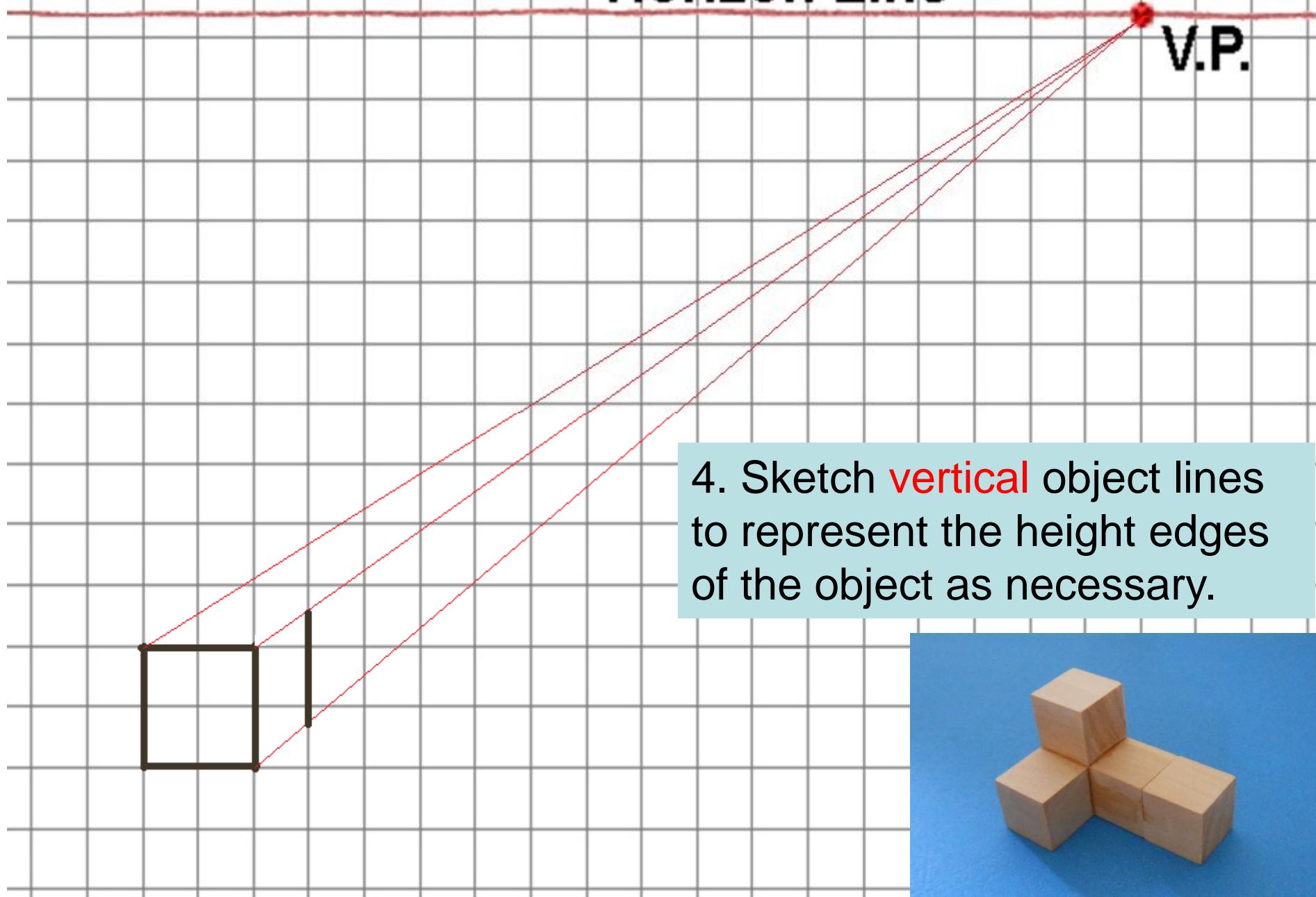
One-point Perspective

Horizon Line



One-point Perspective

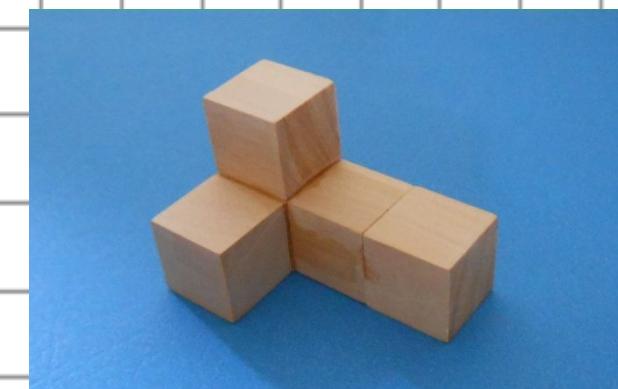
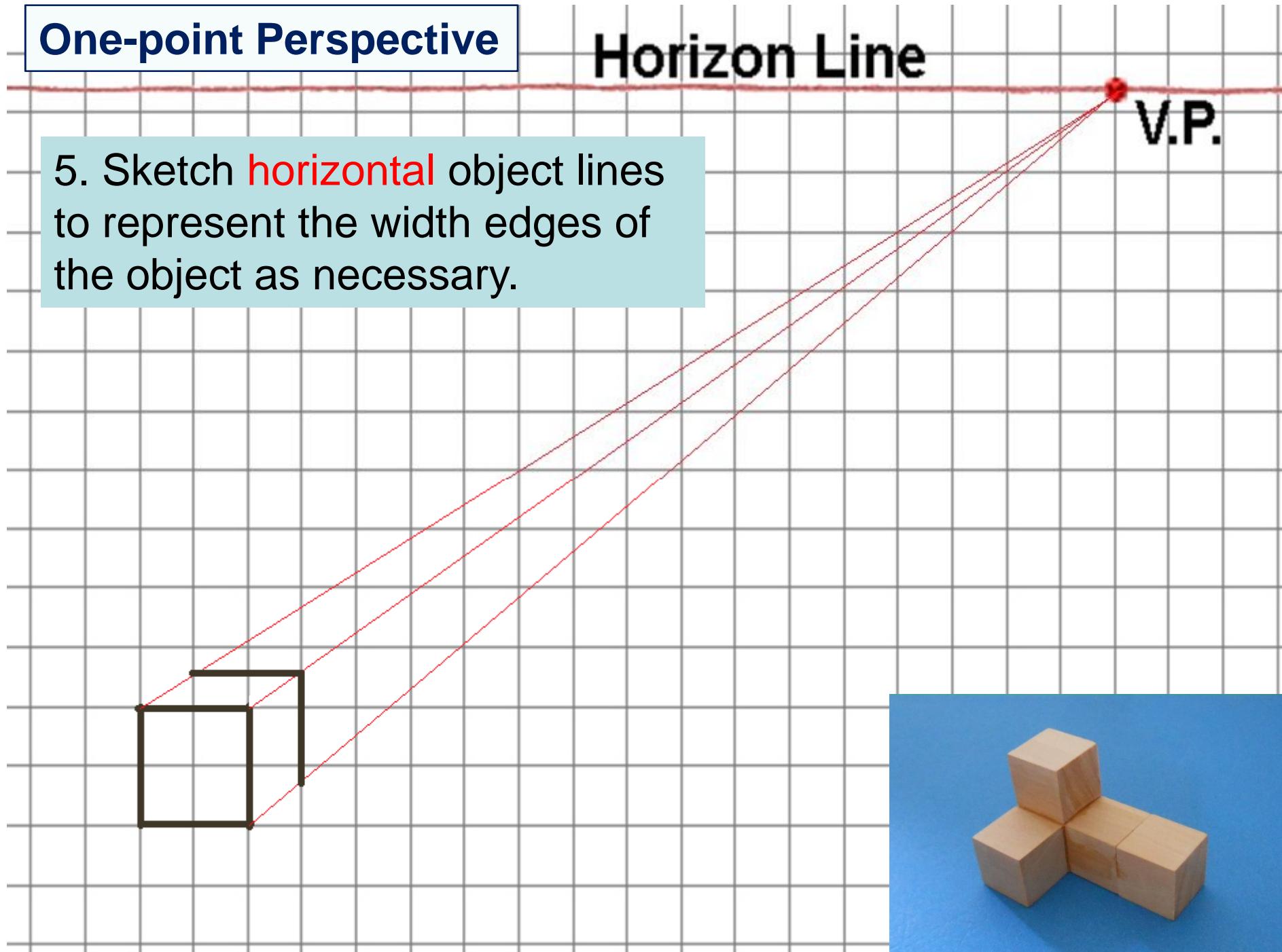
Horizon Line



One-point Perspective

Horizon Line

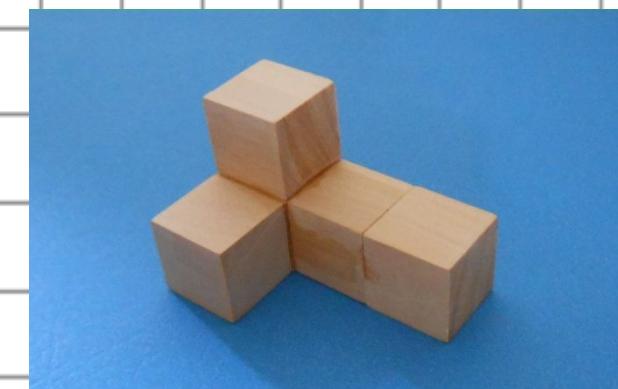
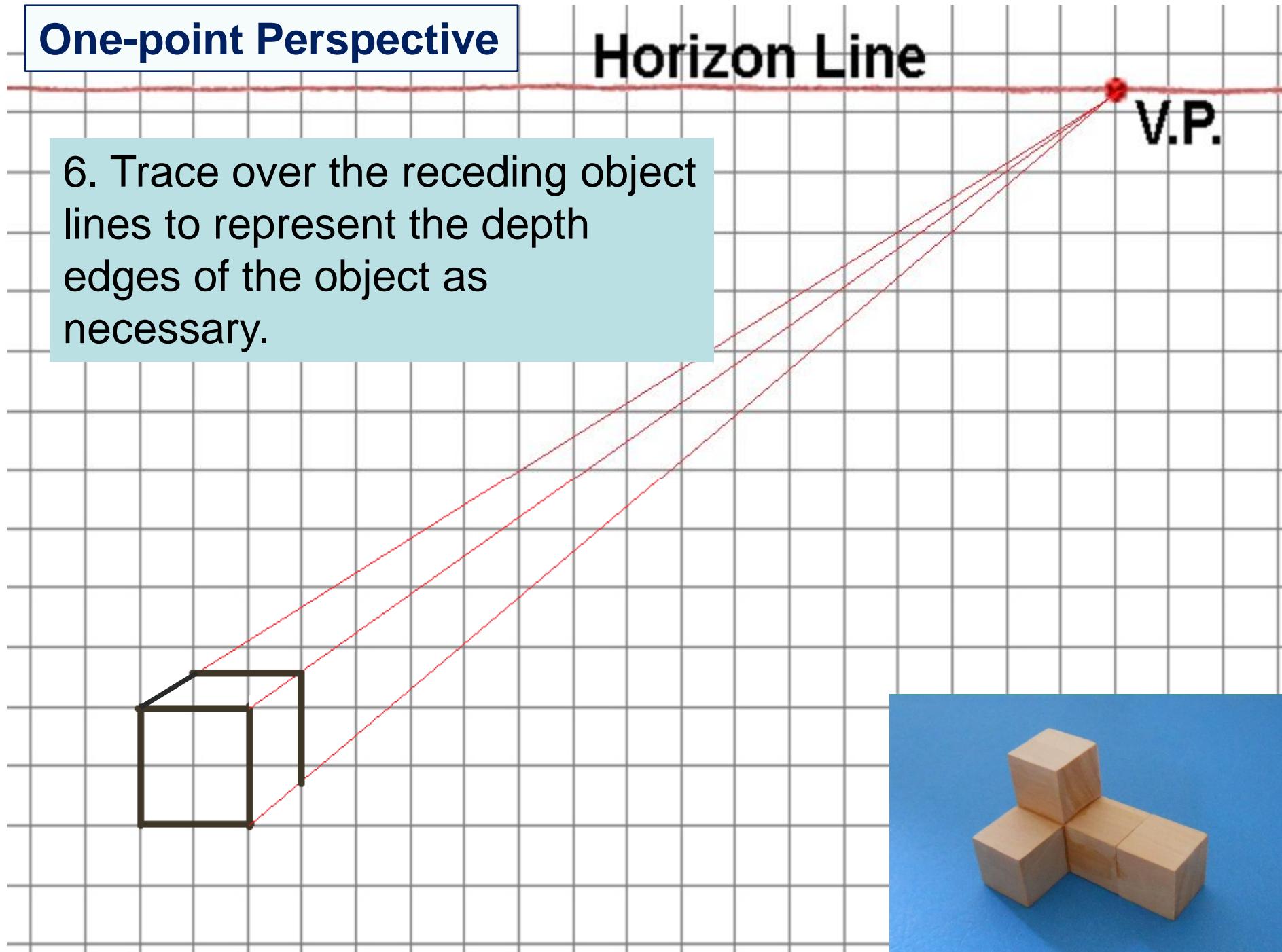
5. Sketch **horizontal** object lines to represent the width edges of the object as necessary.



One-point Perspective

Horizon Line

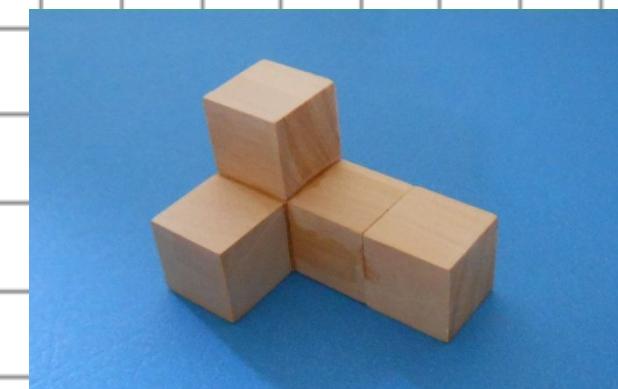
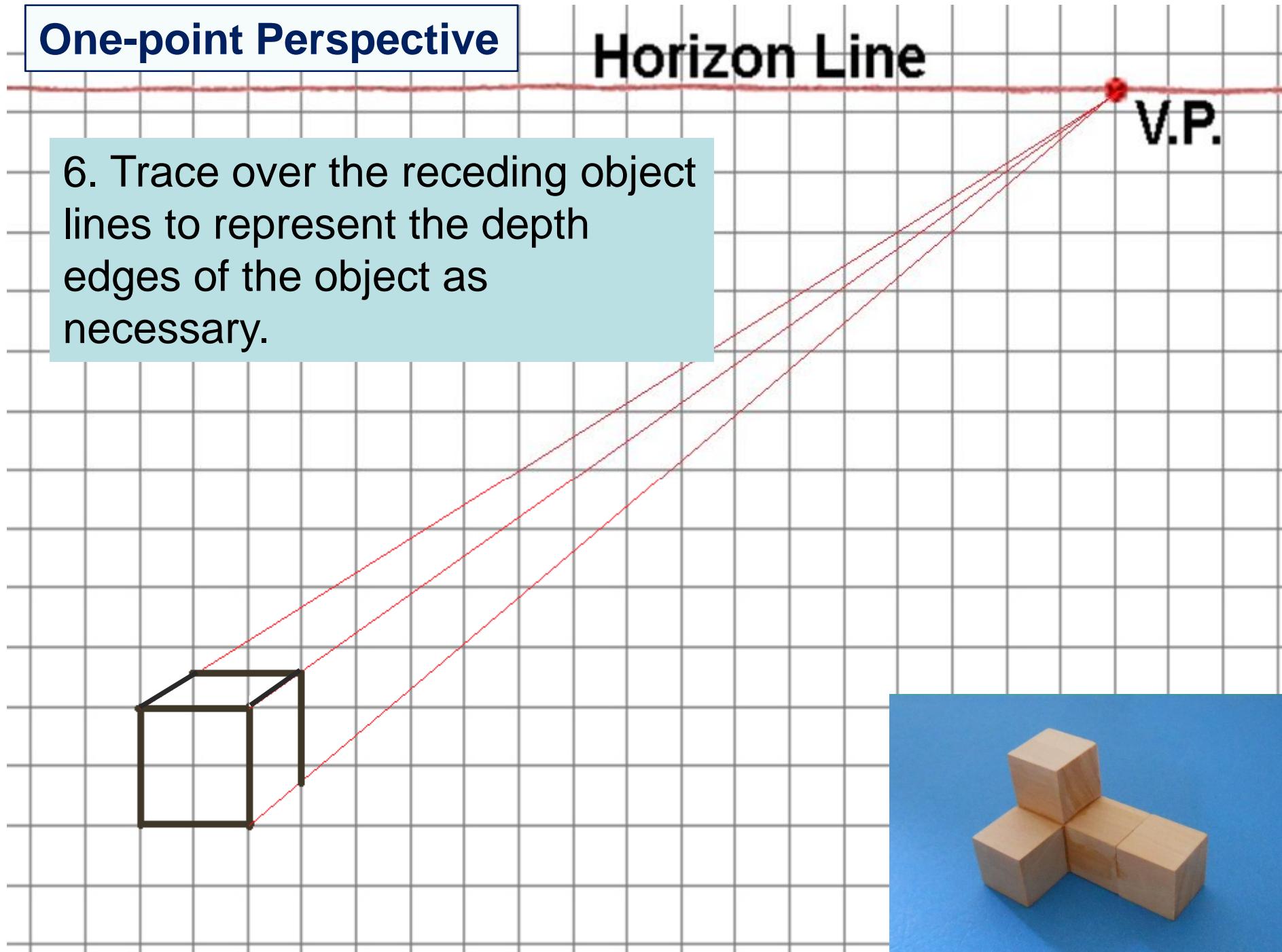
6. Trace over the receding object lines to represent the depth edges of the object as necessary.



One-point Perspective

Horizon Line

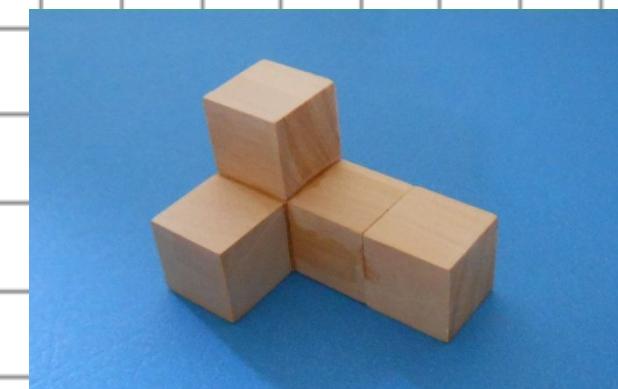
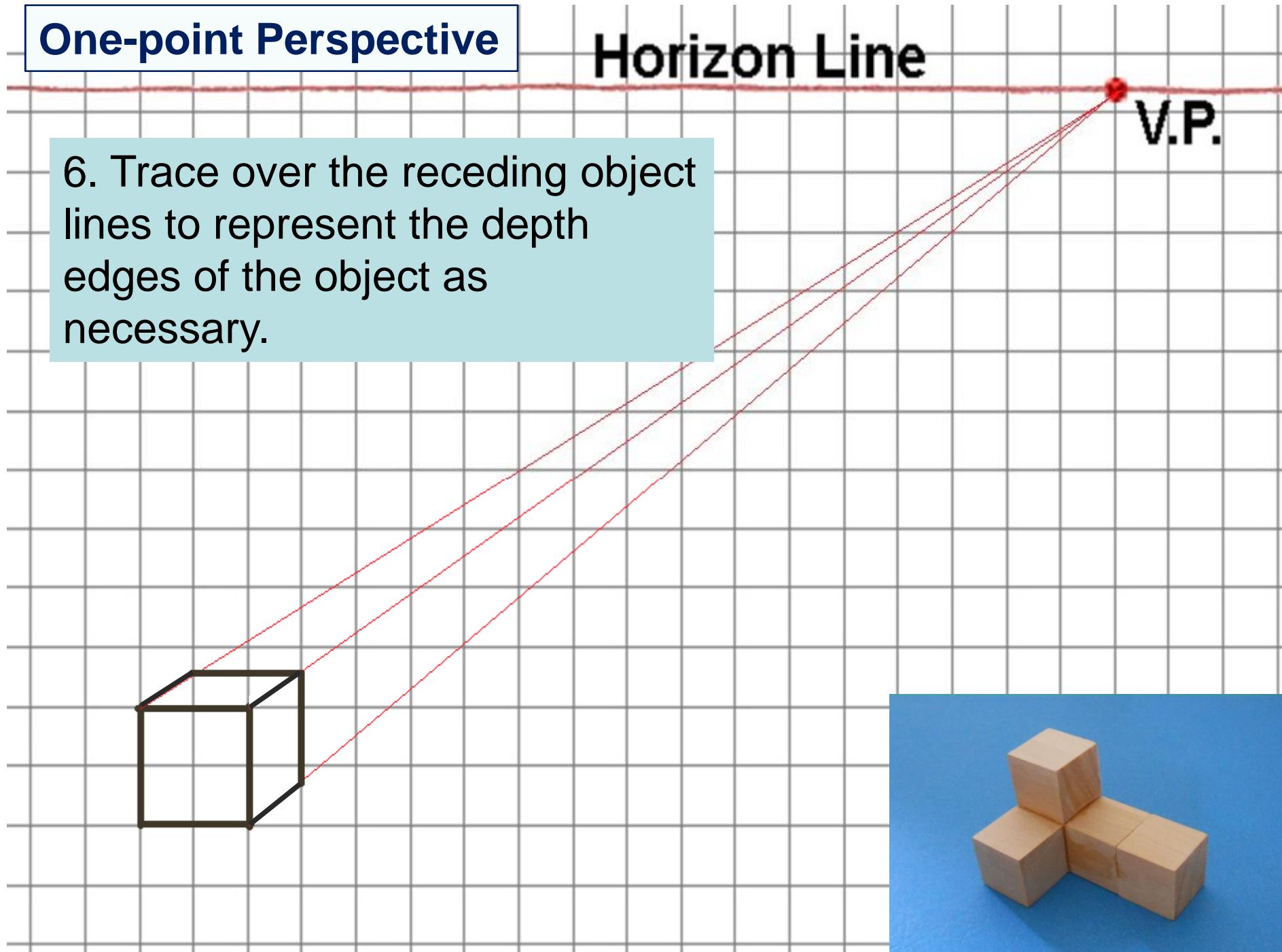
6. Trace over the receding object lines to represent the depth edges of the object as necessary.



One-point Perspective

Horizon Line

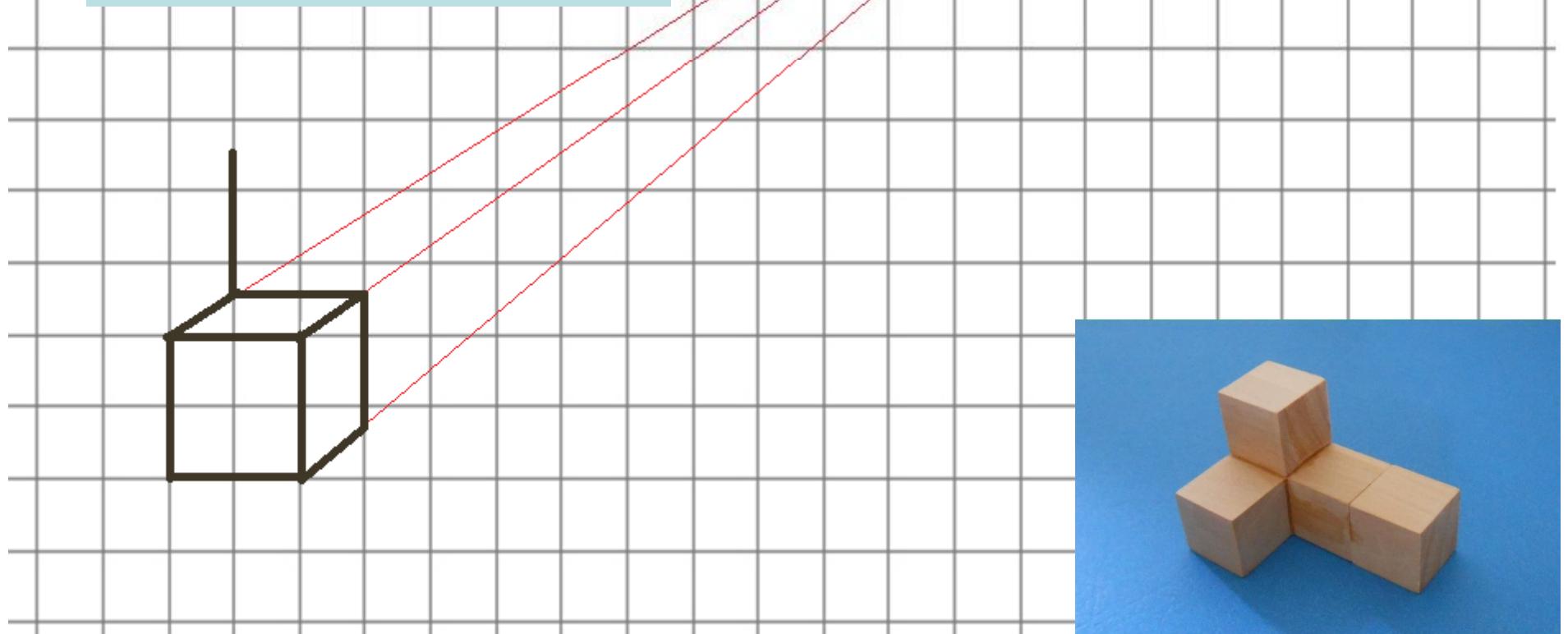
6. Trace over the receding object lines to represent the depth edges of the object as necessary.



One-point Perspective

Horizon Line

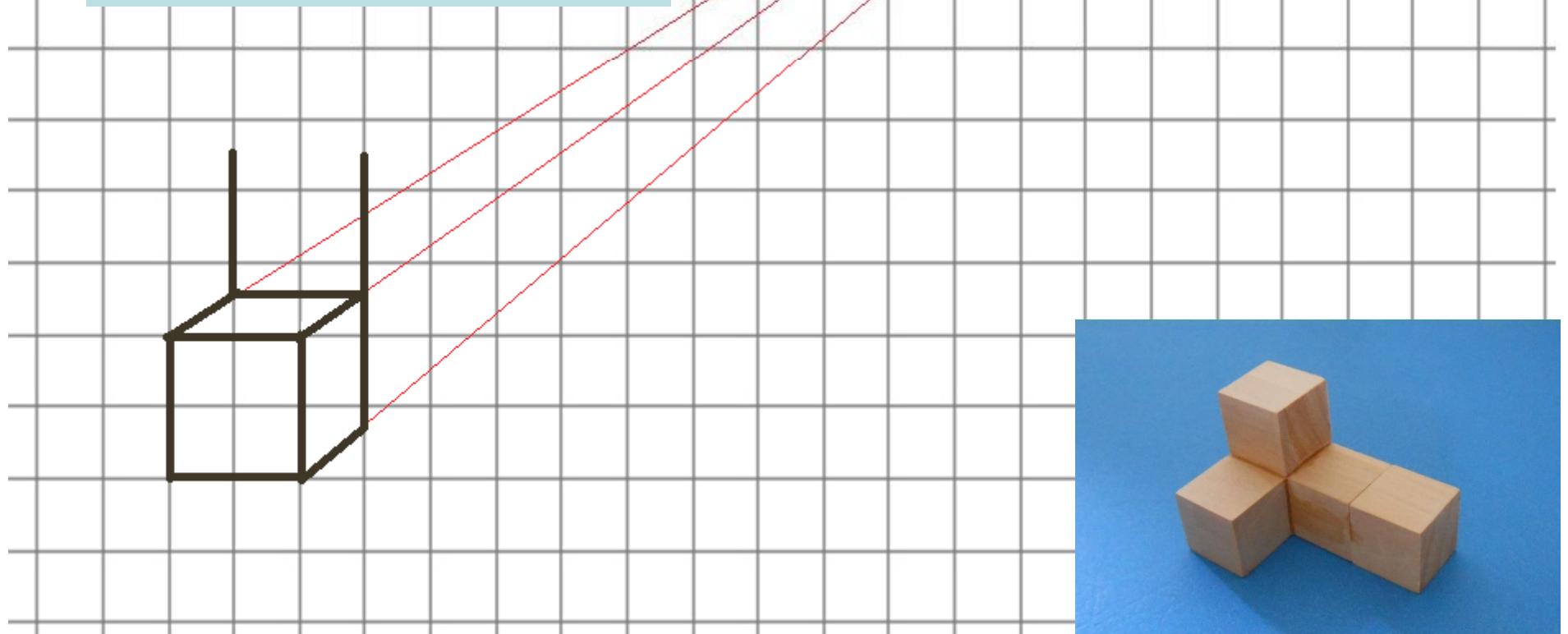
7. Continue to sketch height and width object lines as vertical and horizontal lines as necessary to define parts of the object.



One-point Perspective

Horizon Line

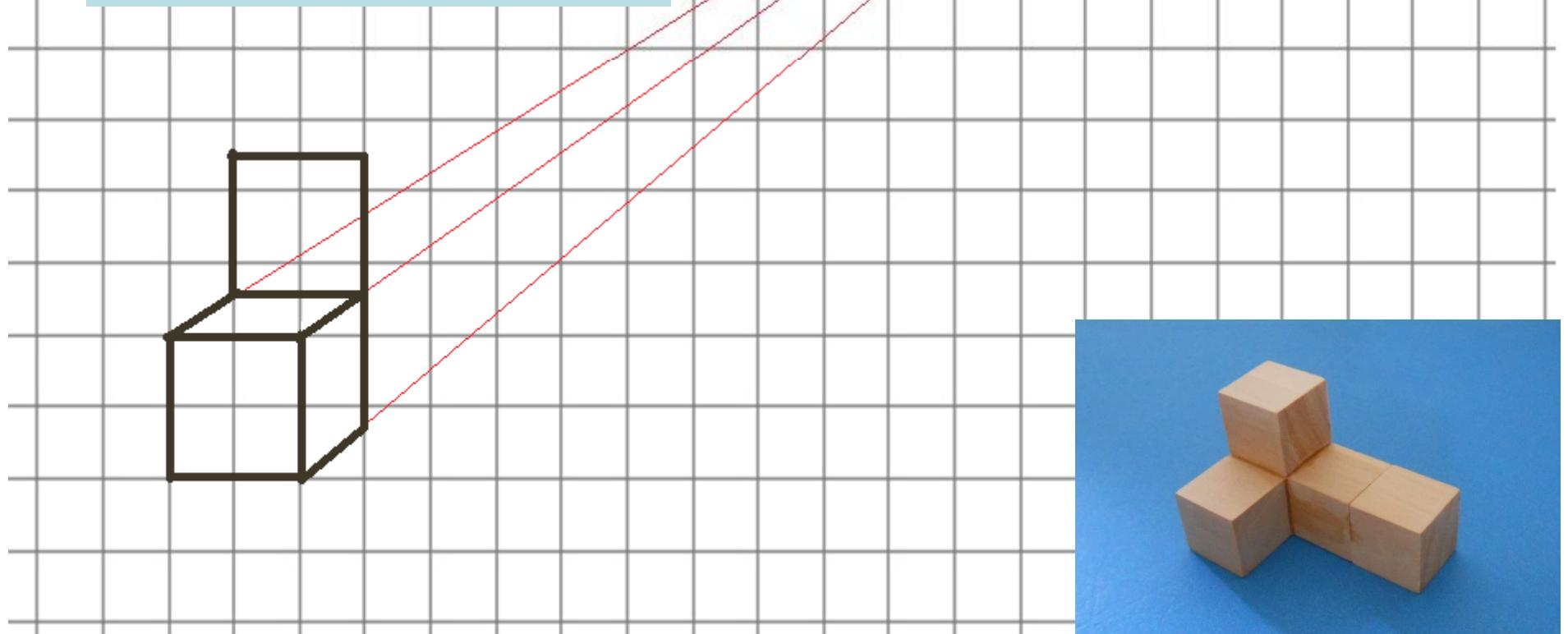
7. Continue to sketch height and width object lines as vertical and horizontal lines as necessary to define parts of the object.



One-point Perspective

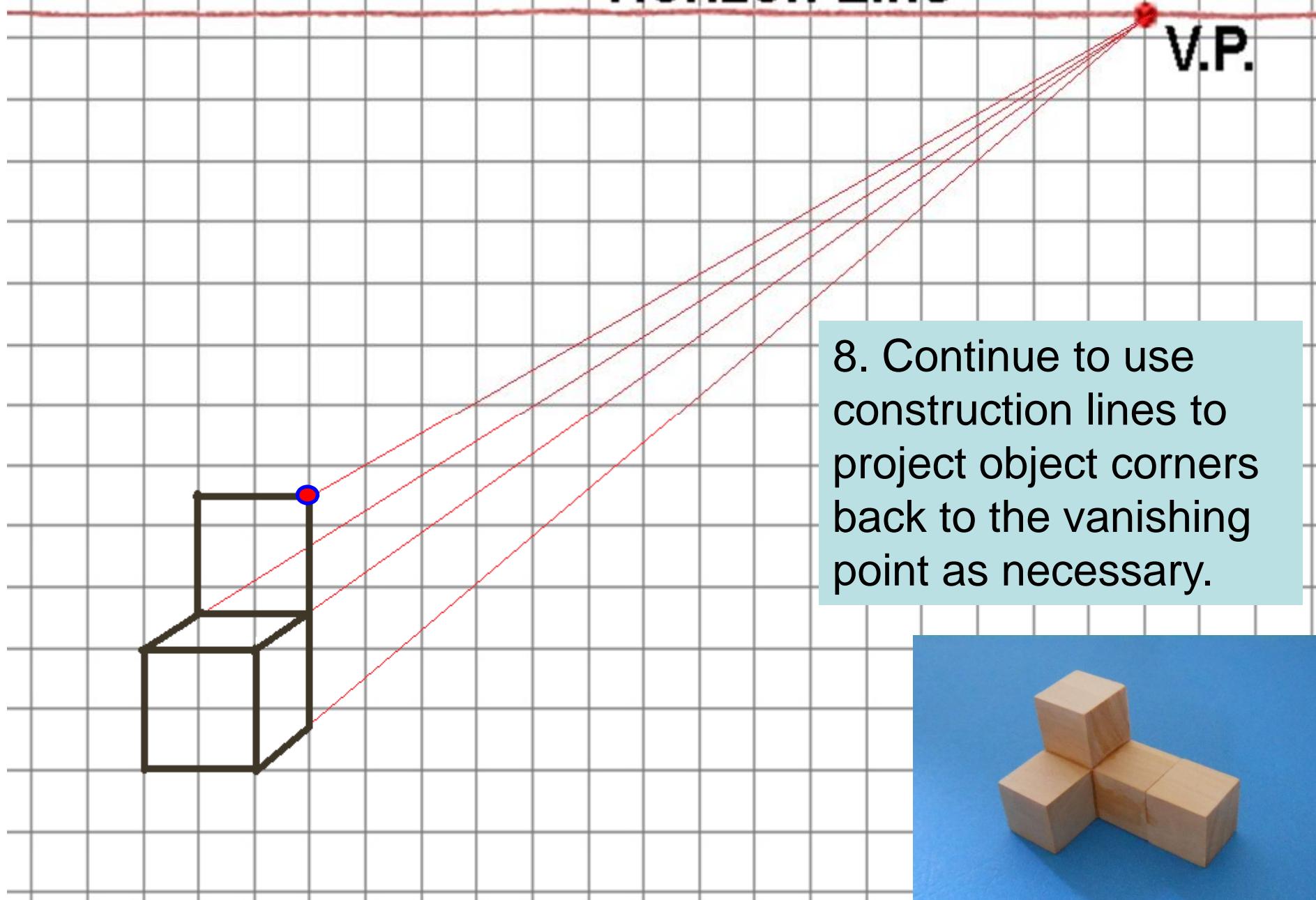
Horizon Line

7. Continue to sketch height and width object lines as vertical and horizontal lines as necessary to define parts of the object.

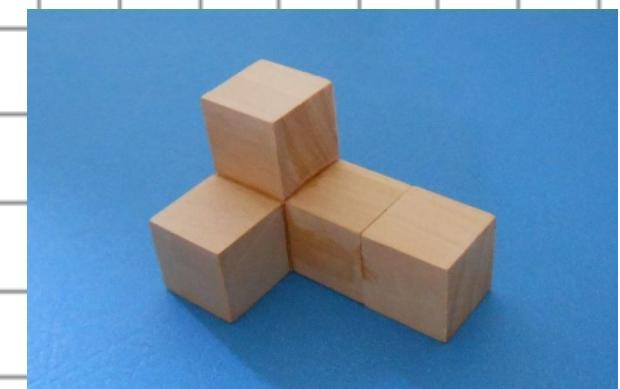


One-point Perspective

Horizon Line

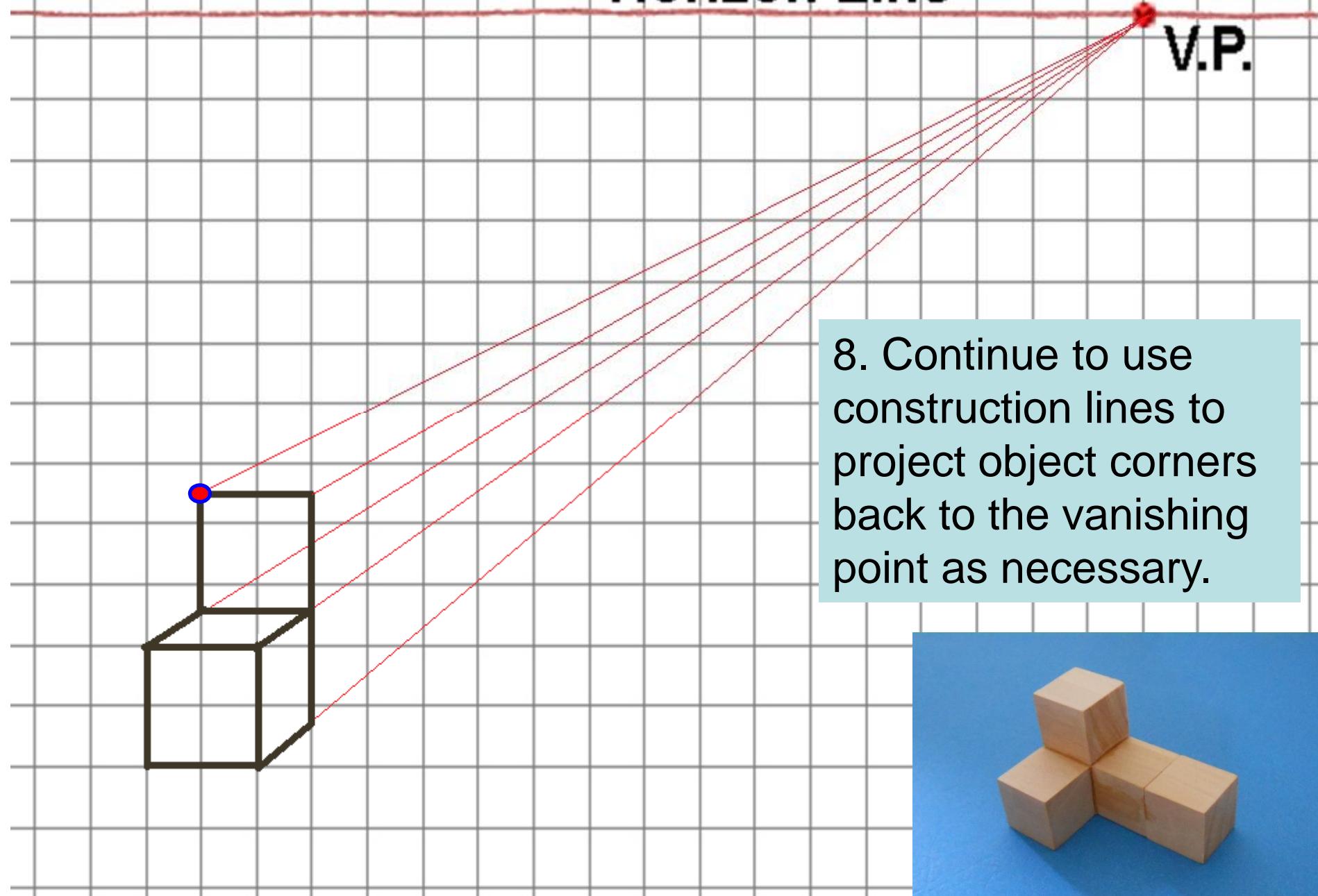


8. Continue to use construction lines to project object corners back to the vanishing point as necessary.

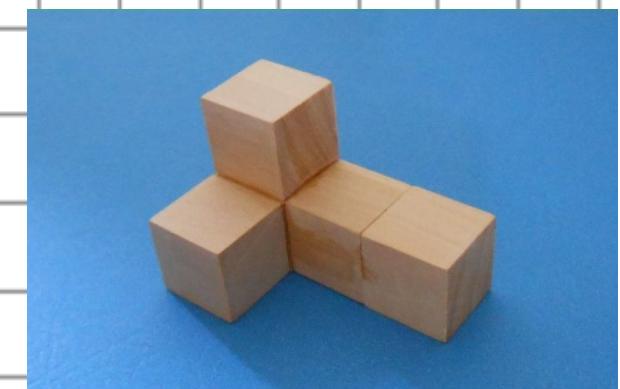


One-point Perspective

Horizon Line

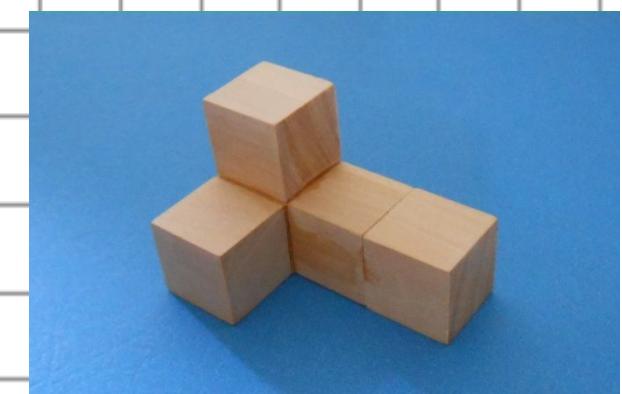
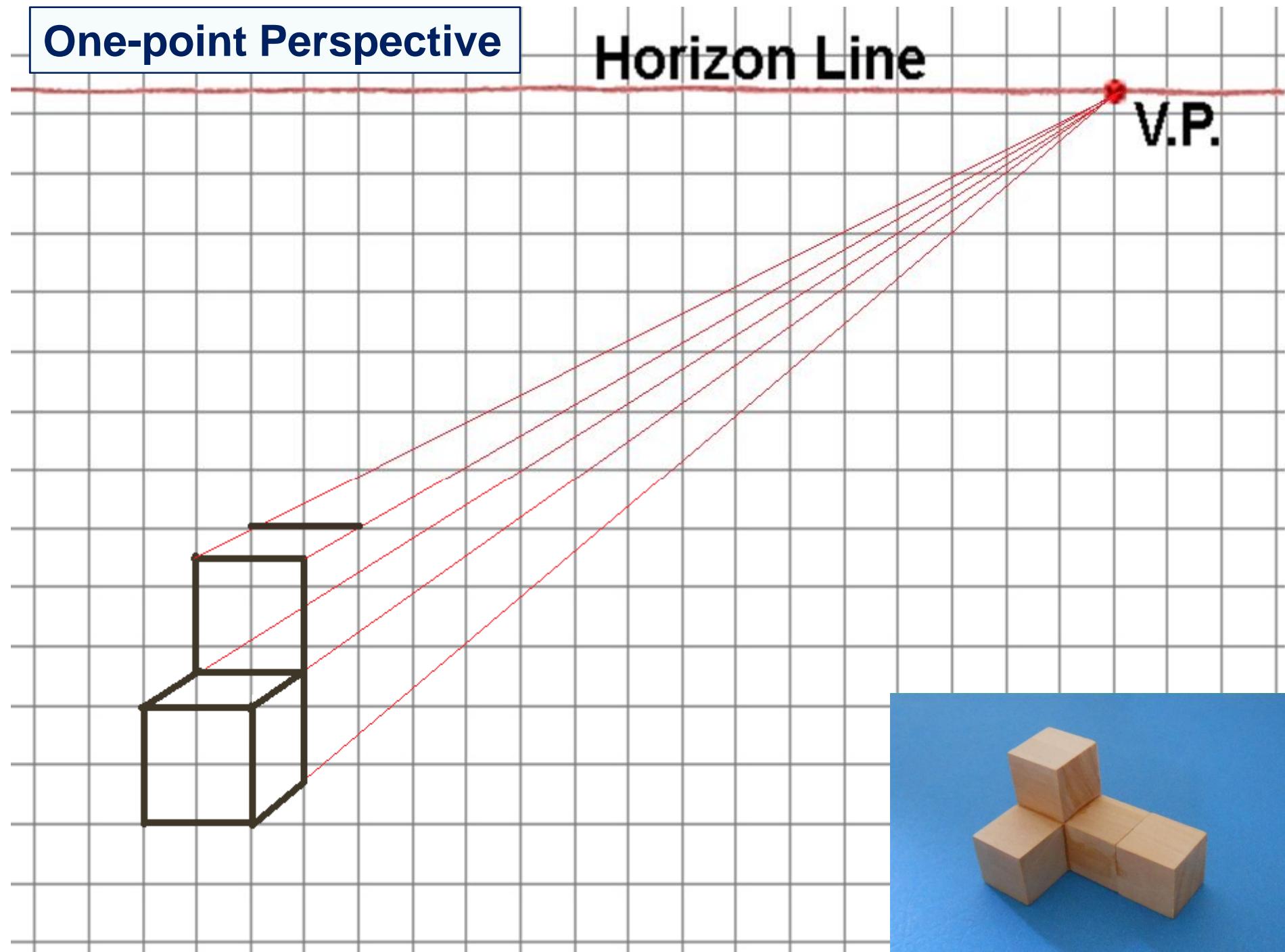


8. Continue to use construction lines to project object corners back to the vanishing point as necessary.



One-point Perspective

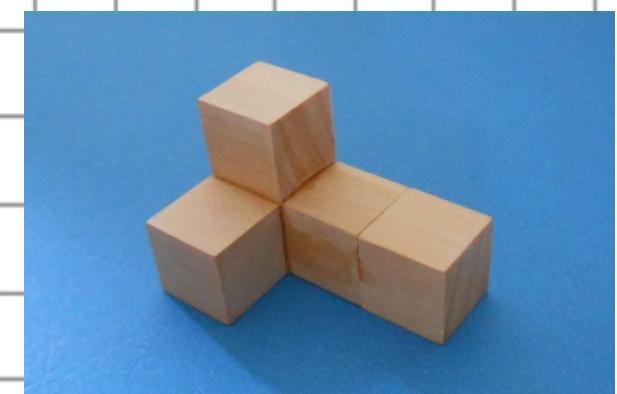
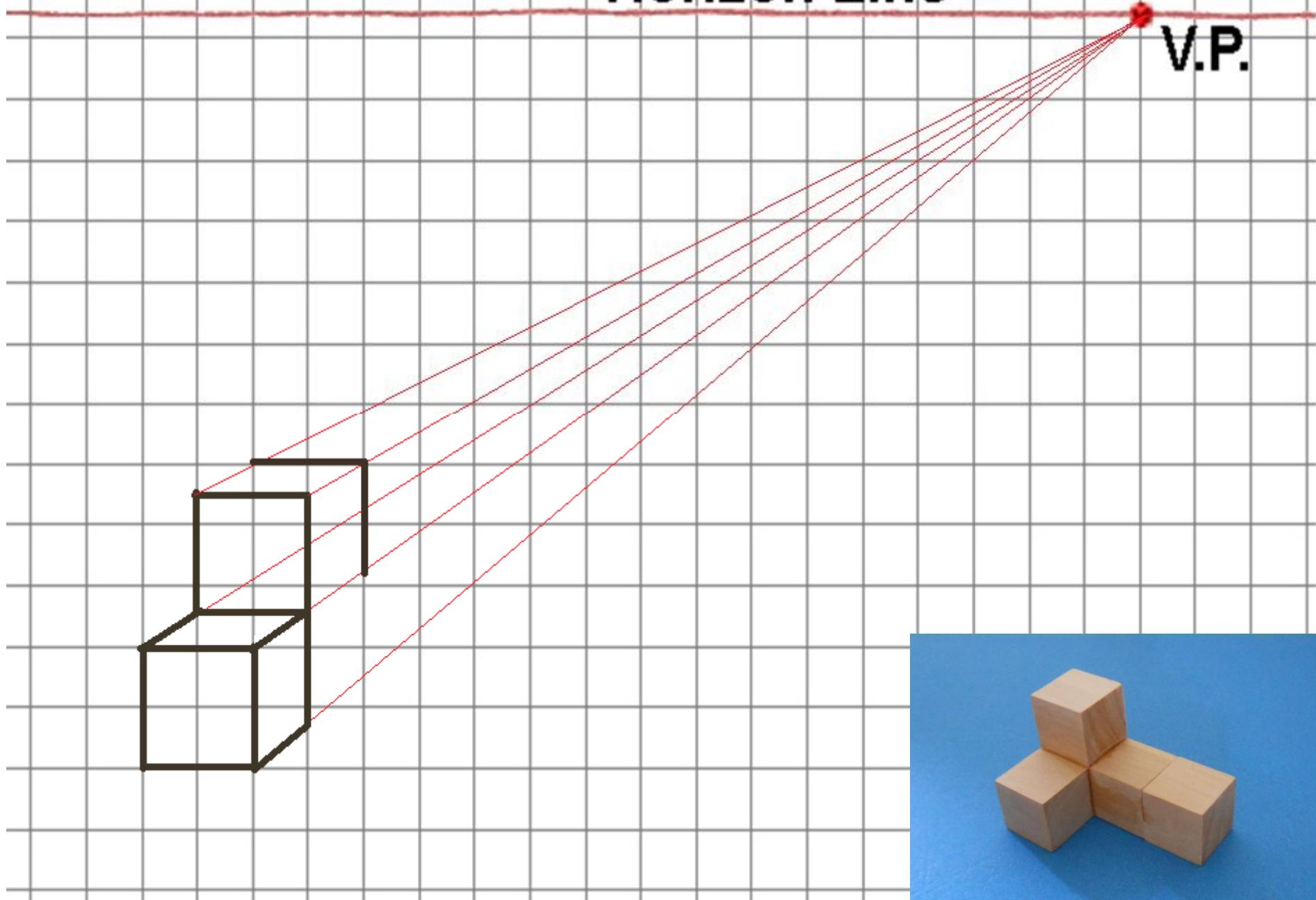
Horizon Line



One-point Perspective

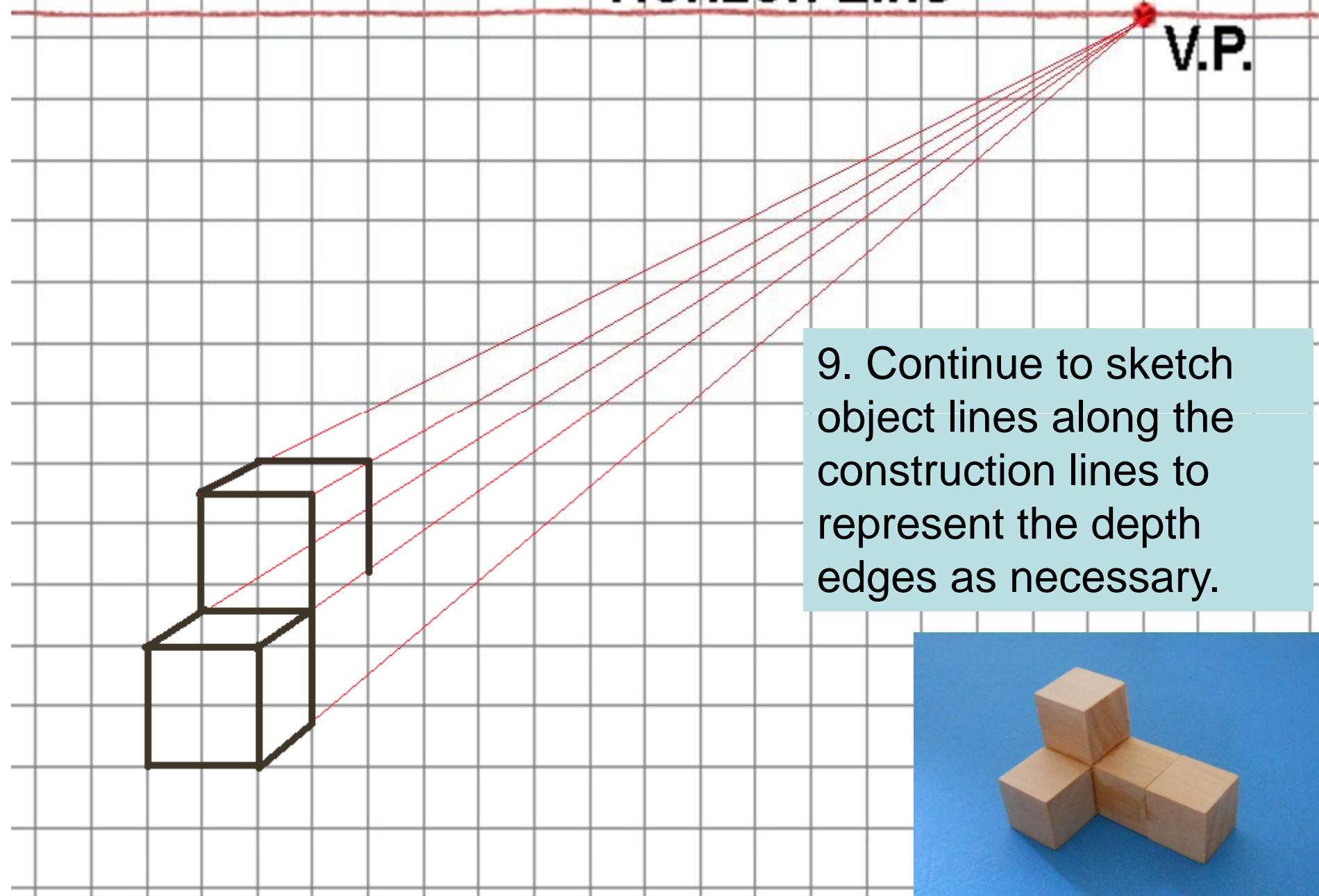
Horizon Line

V.P.

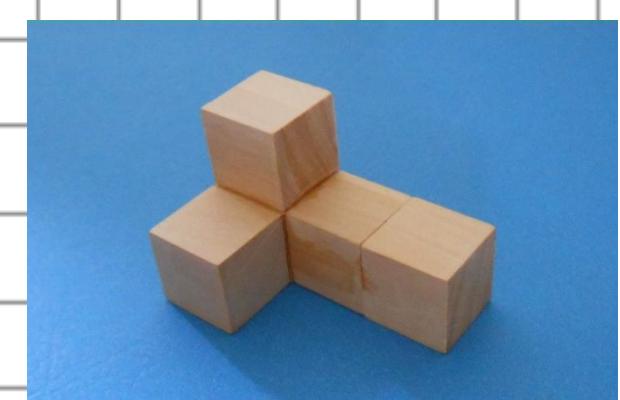


One-point Perspective

Horizon Line

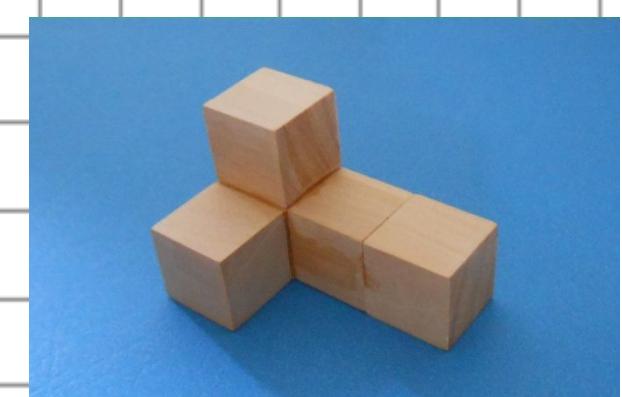
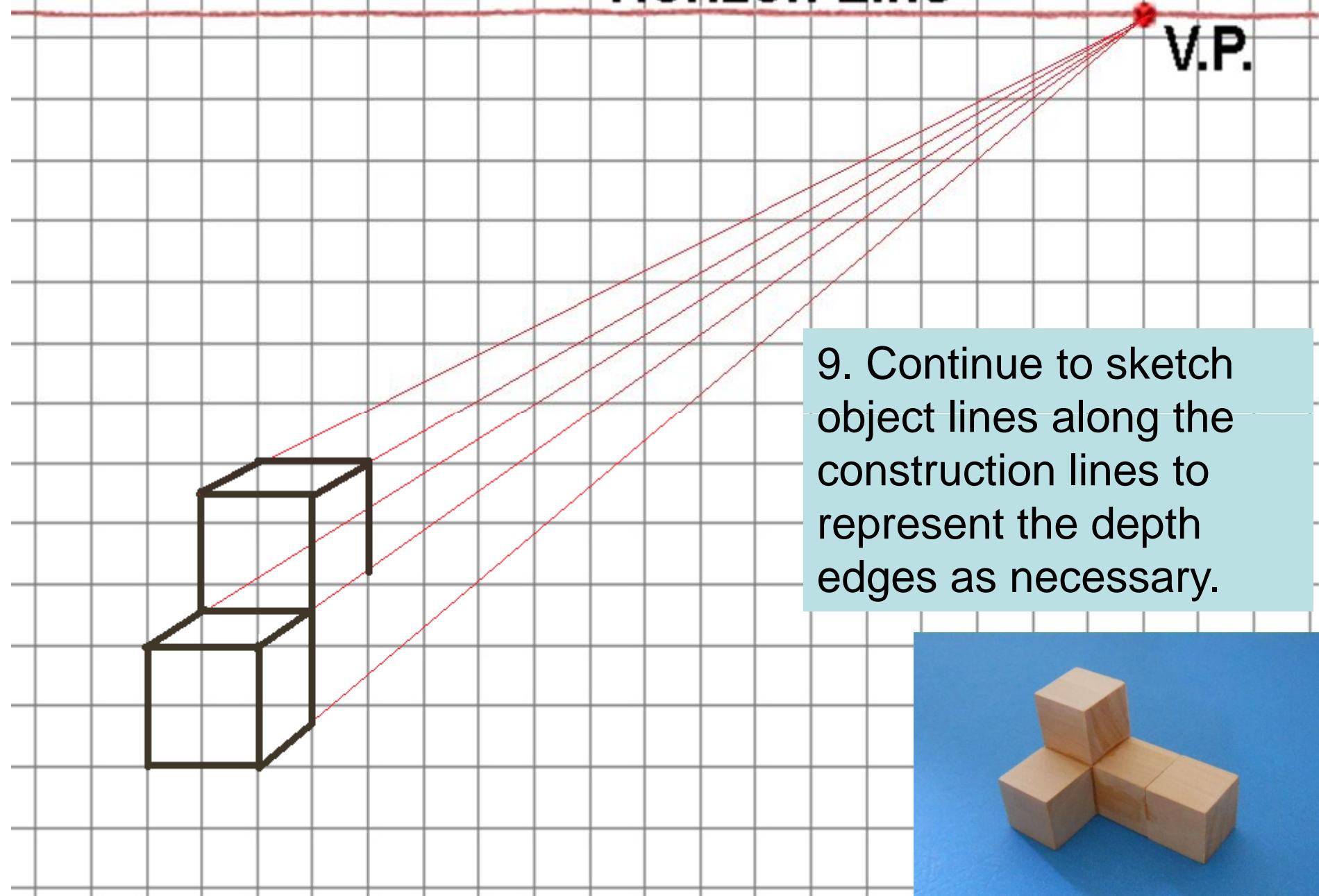


9. Continue to sketch object lines along the construction lines to represent the depth edges as necessary.



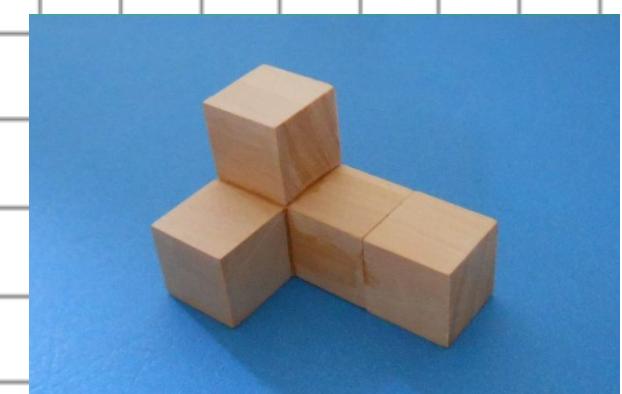
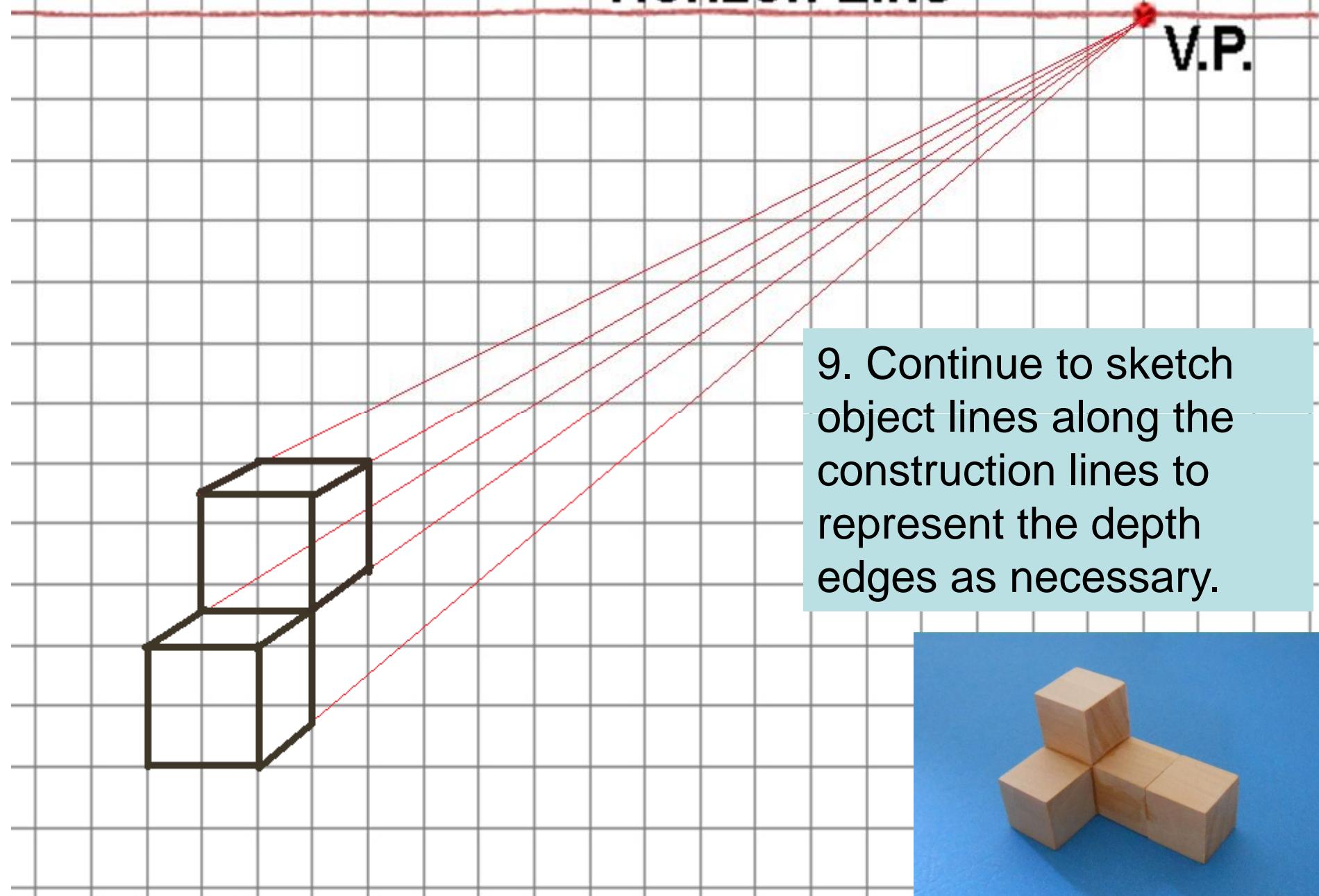
One-point Perspective

Horizon Line



One-point Perspective

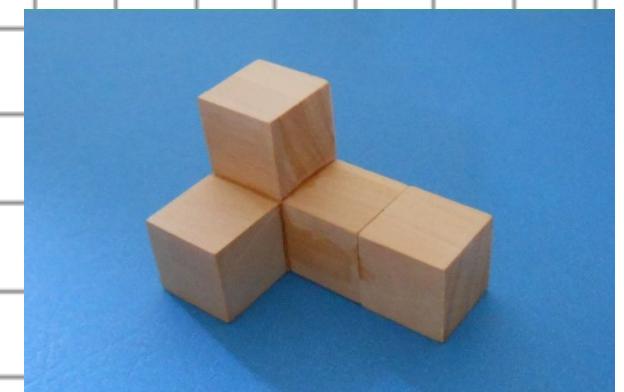
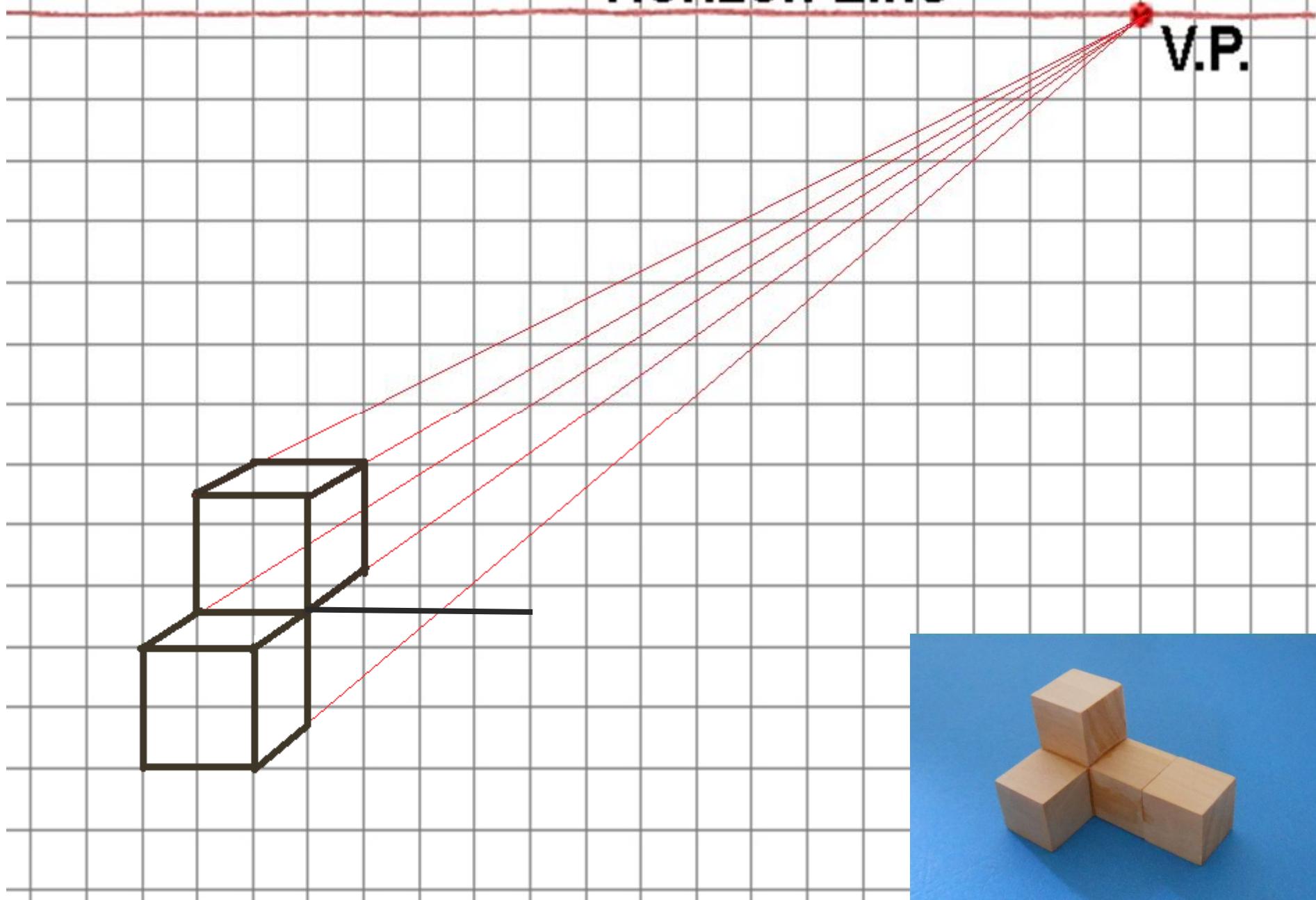
Horizon Line



One-point Perspective

Horizon Line

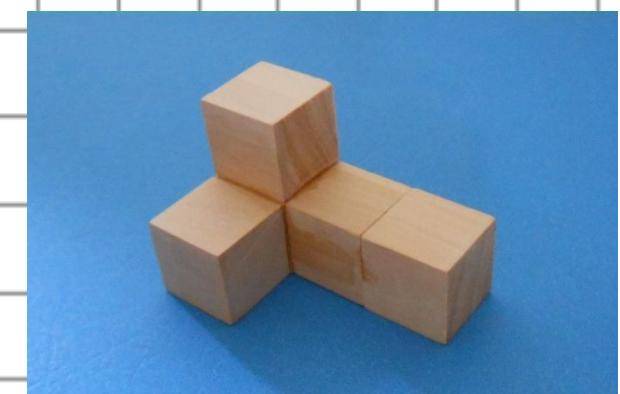
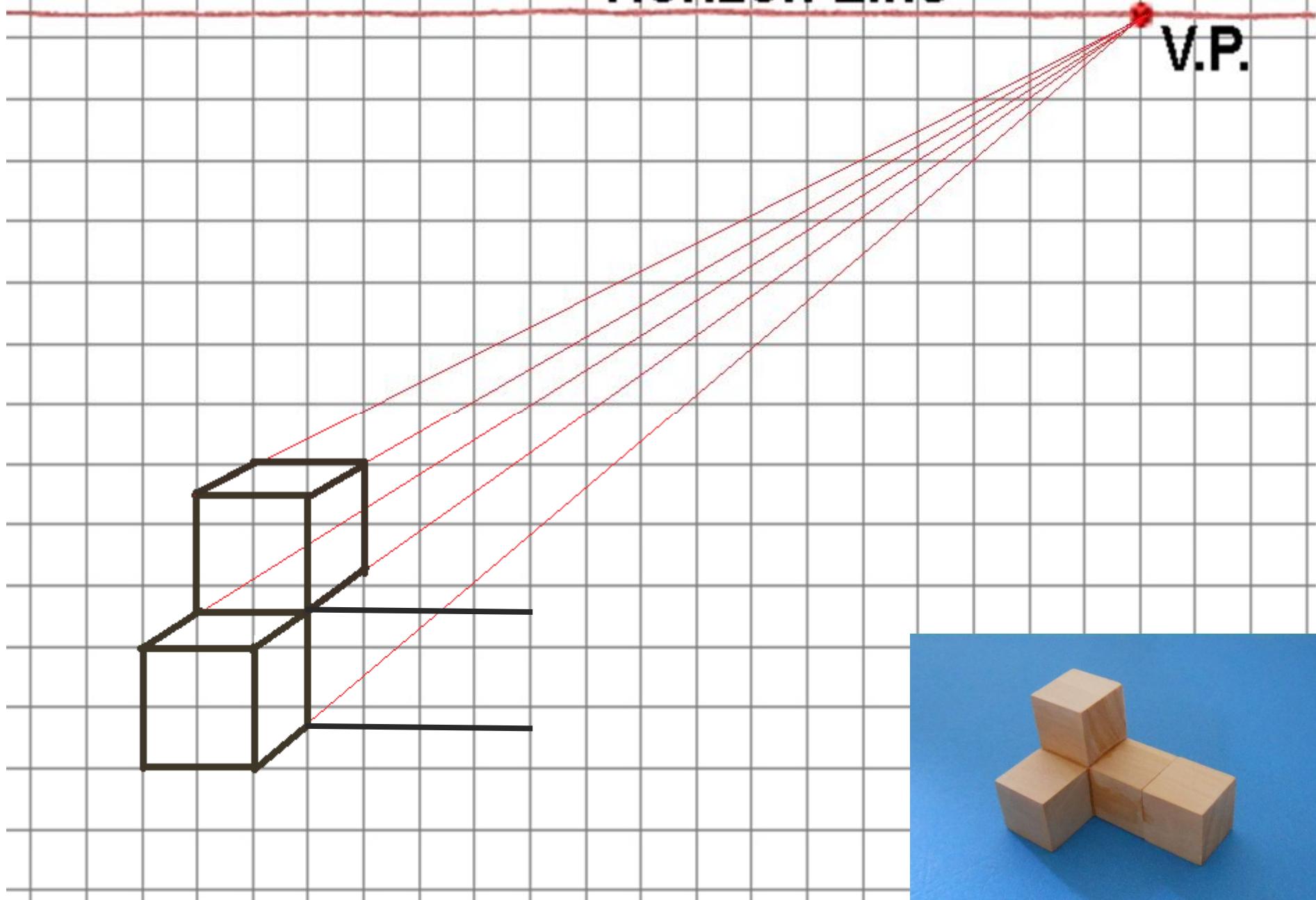
V.P.



One-point Perspective

Horizon Line

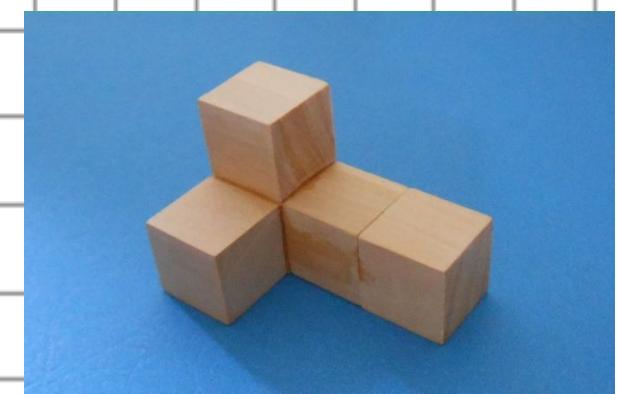
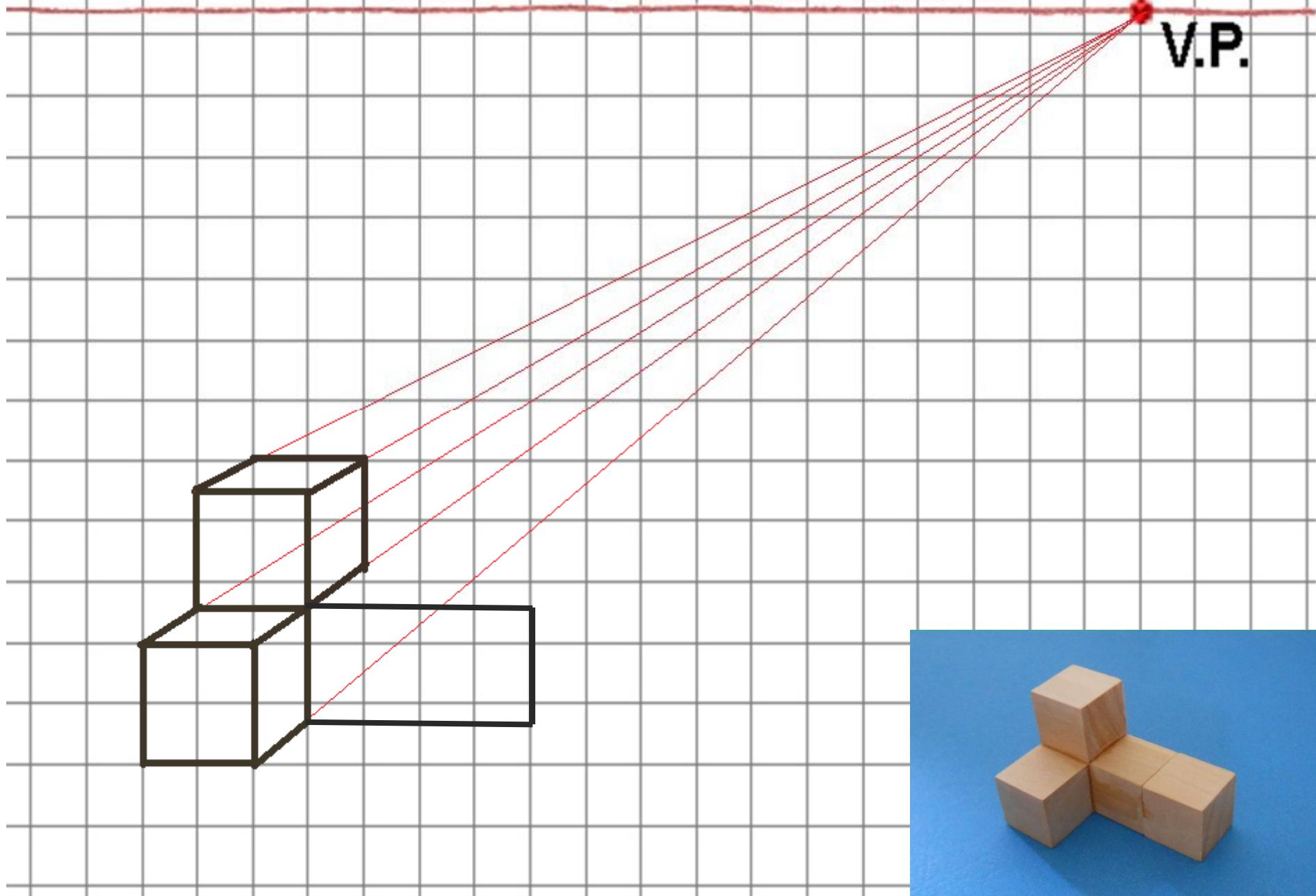
V.P.



One-point Perspective

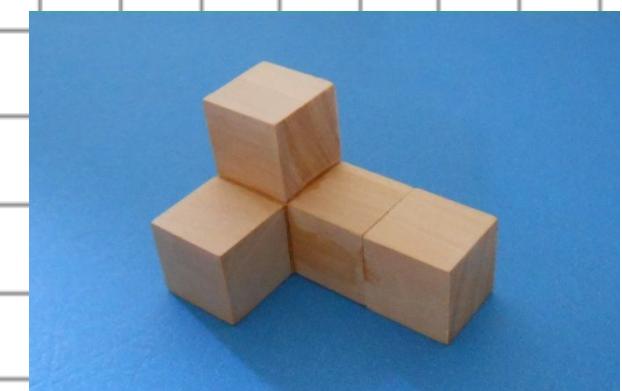
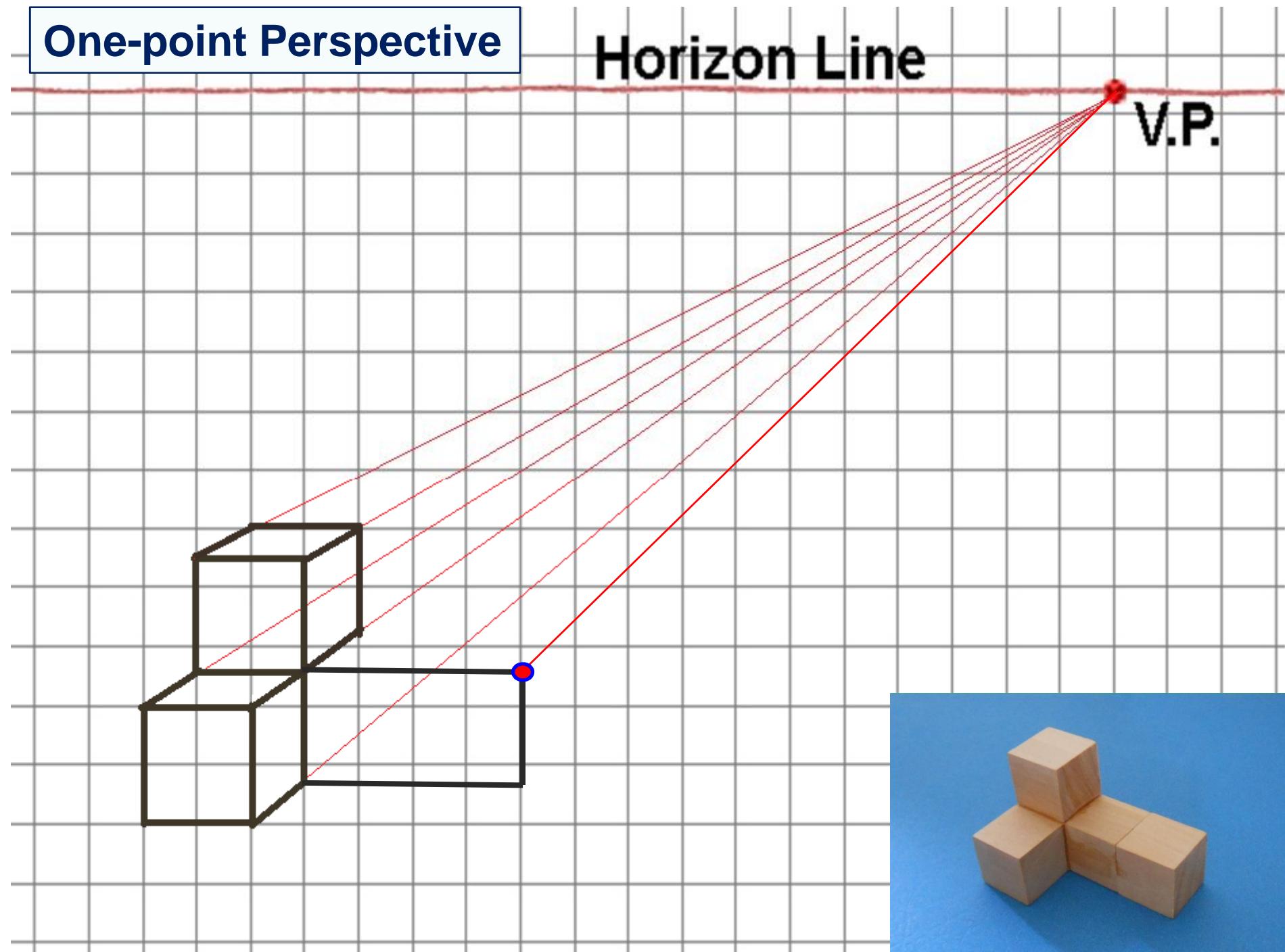
Horizon Line

V.P.



One-point Perspective

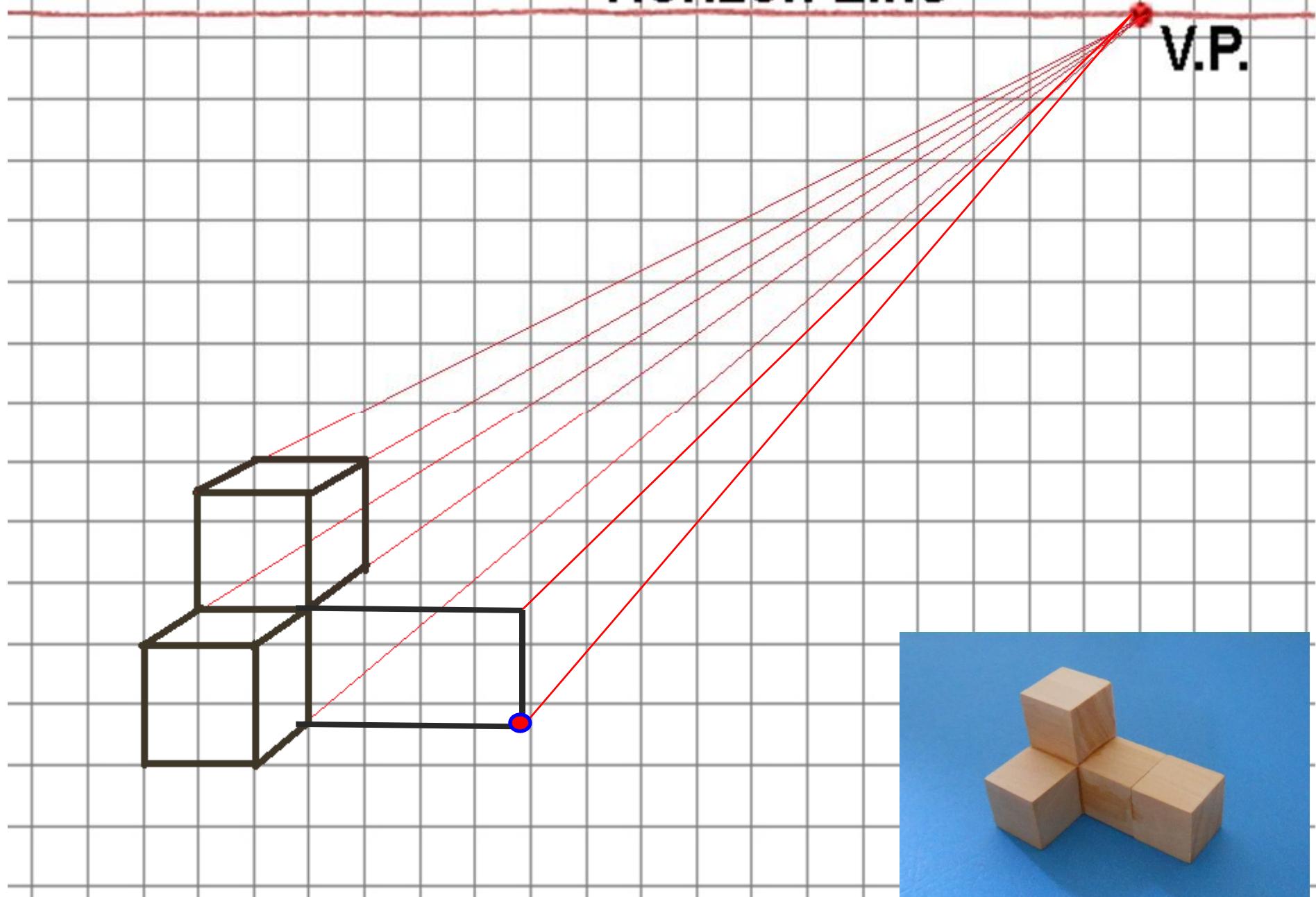
Horizon Line



One-point Perspective

Horizon Line

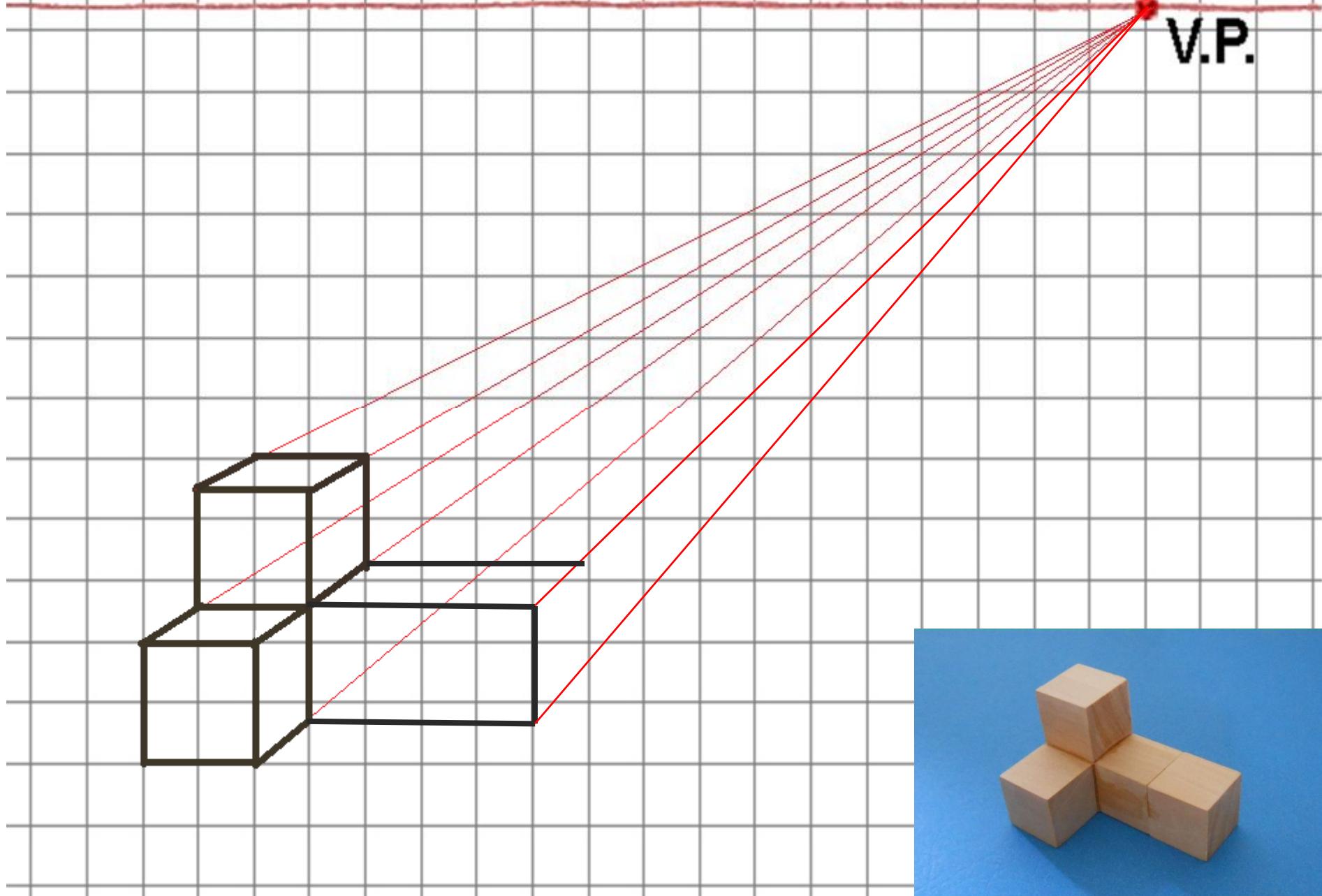
V.P.



One-point Perspective

Horizon Line

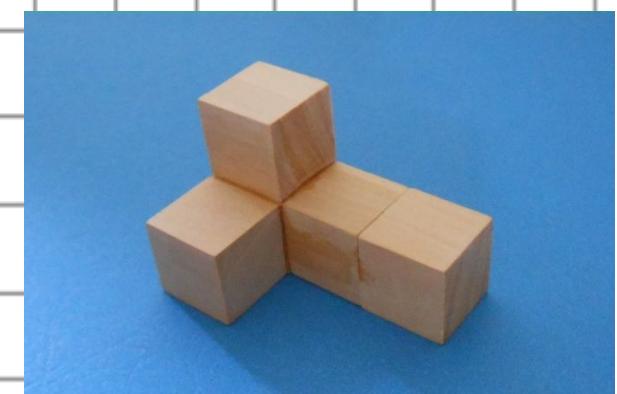
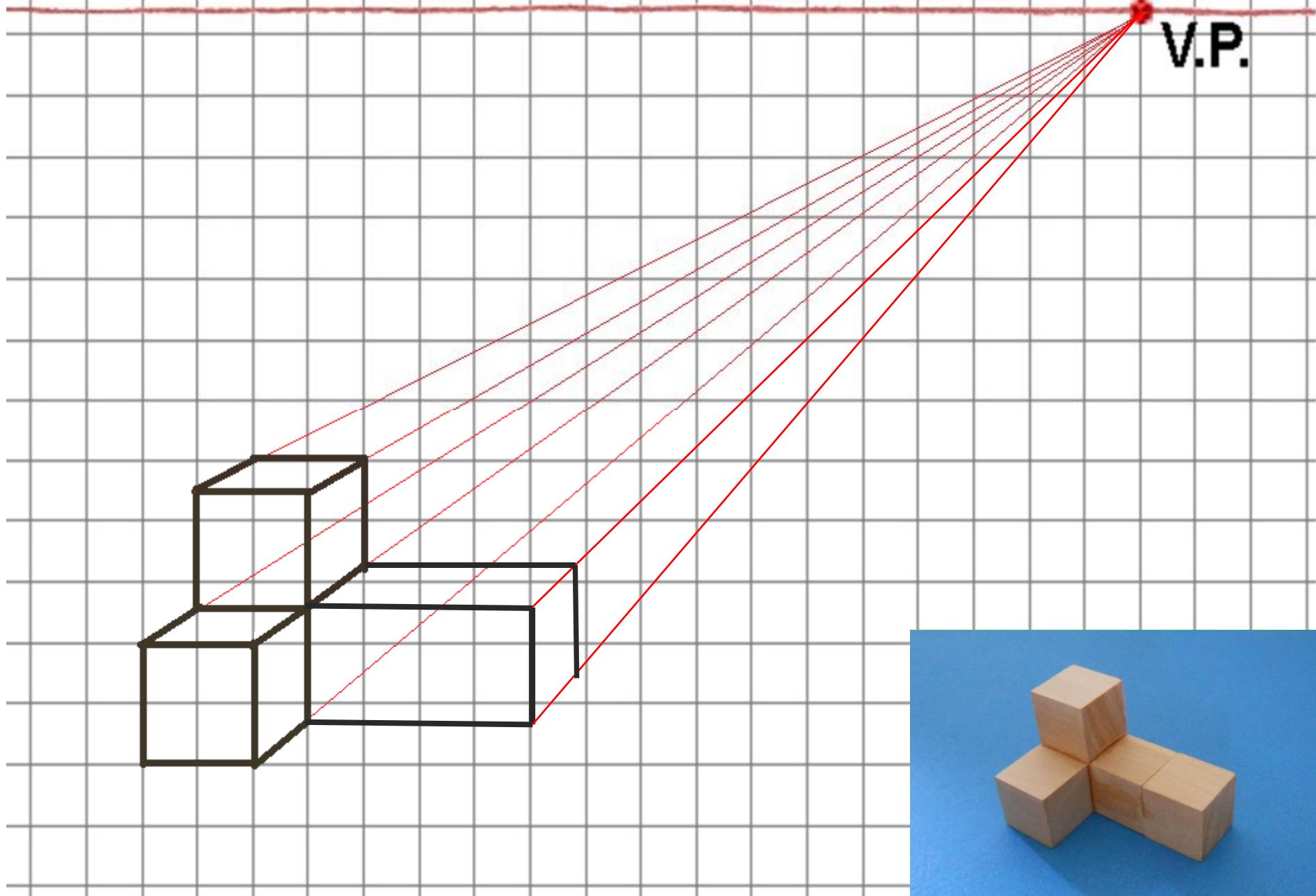
V.P.



One-point Perspective

Horizon Line

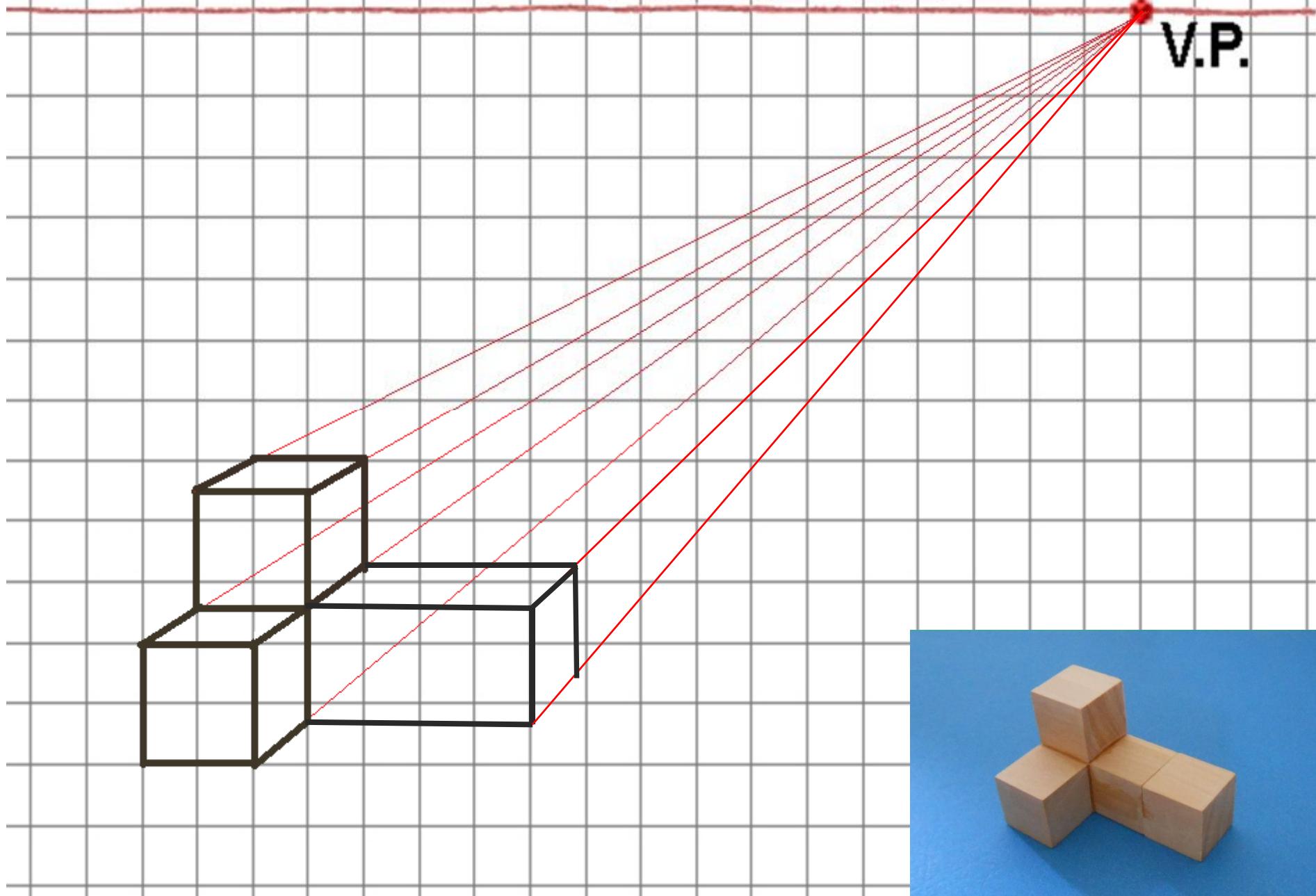
V.P.



One-point Perspective

Horizon Line

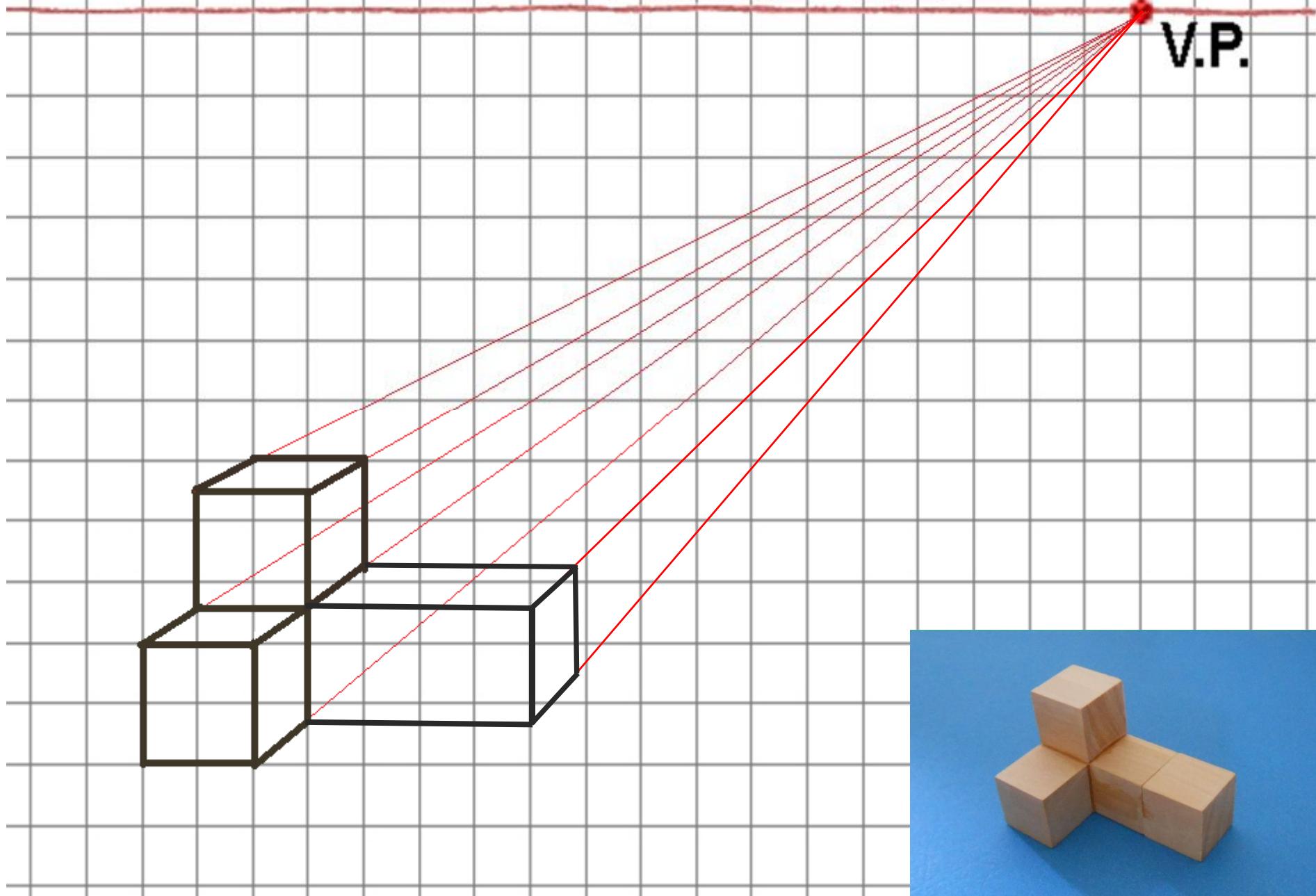
V.P.



One-point Perspective

Horizon Line

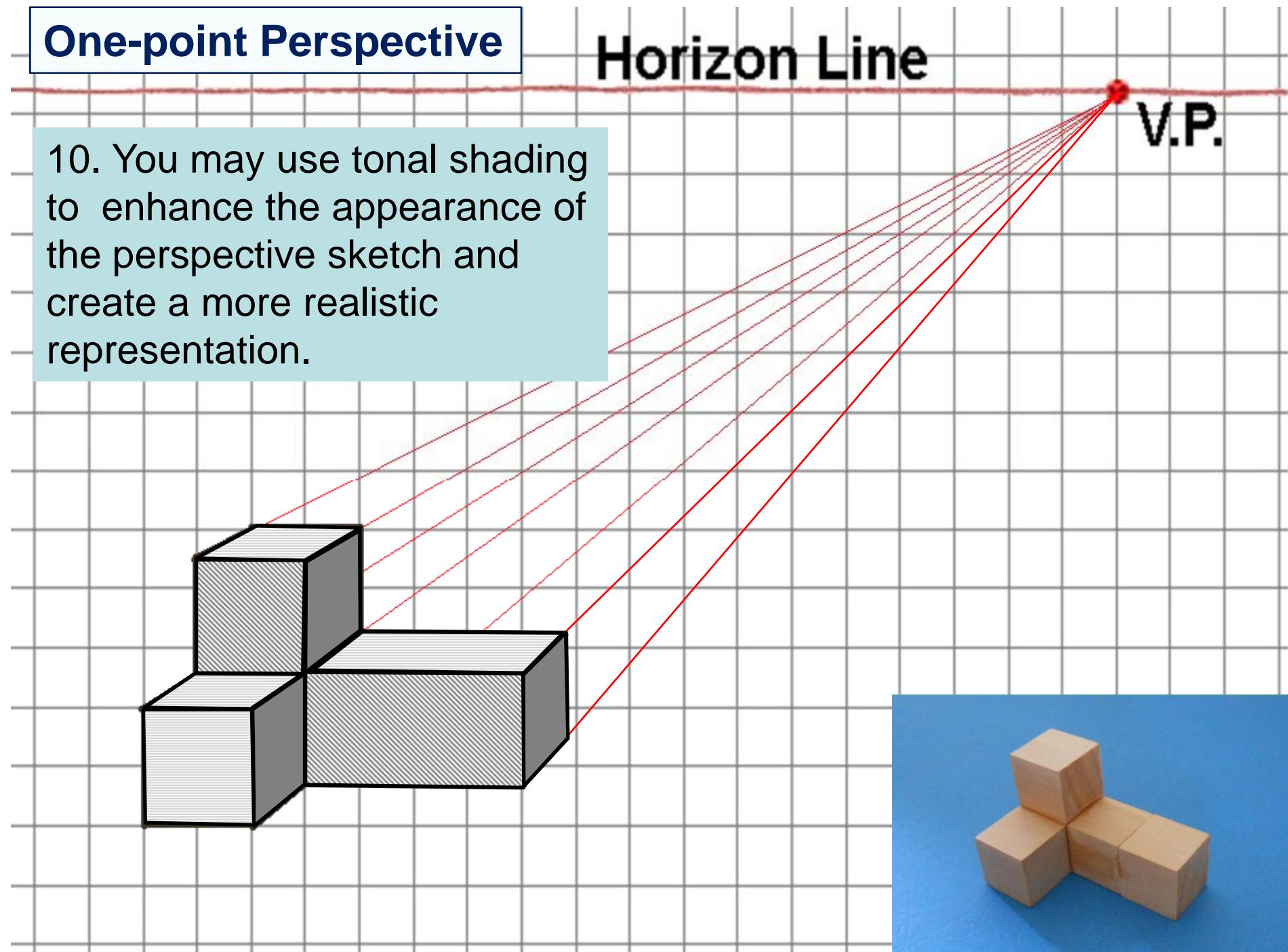
V.P.



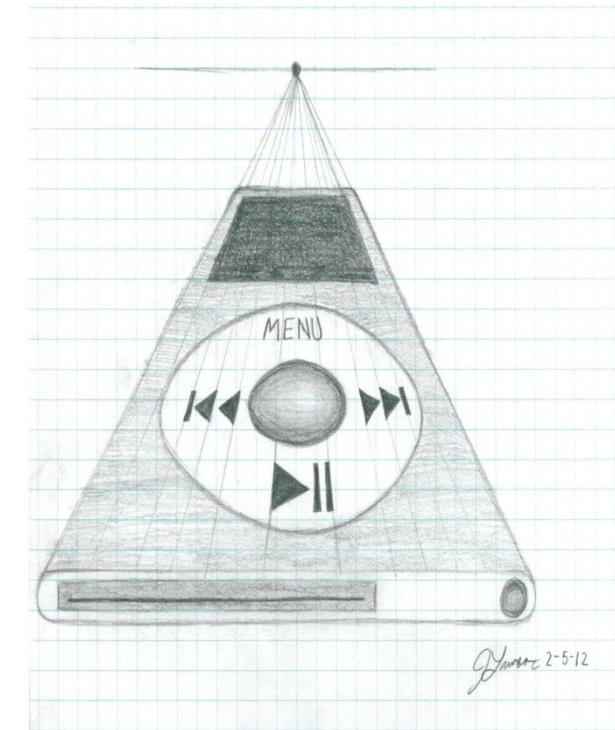
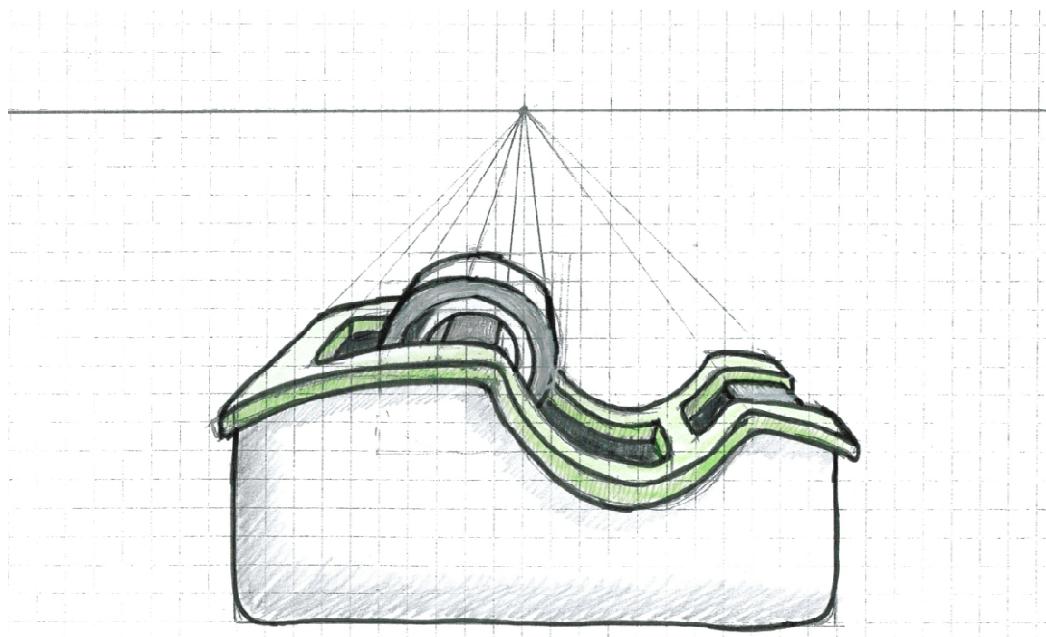
One-point Perspective

Horizon Line

10. You may use tonal shading to enhance the appearance of the perspective sketch and create a more realistic representation.



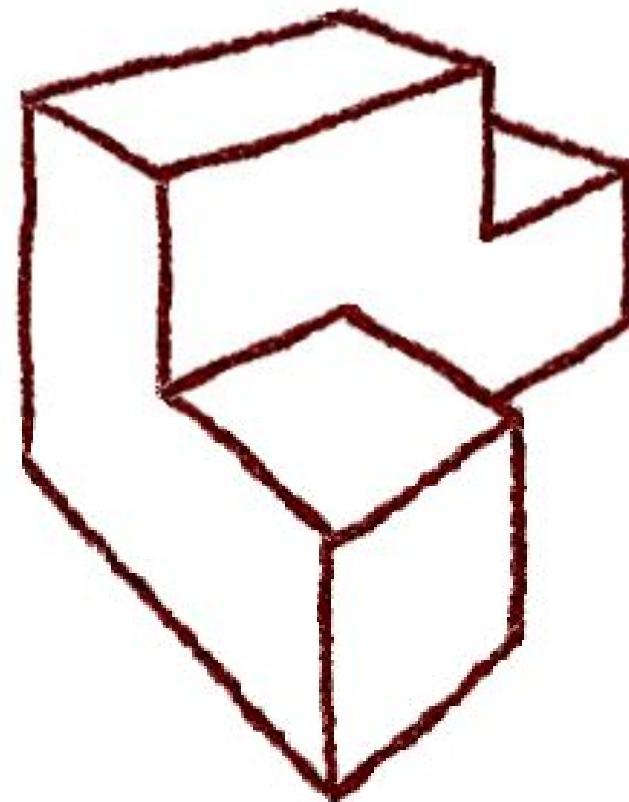
One-Point Perspective Example



Two-Point Perspective

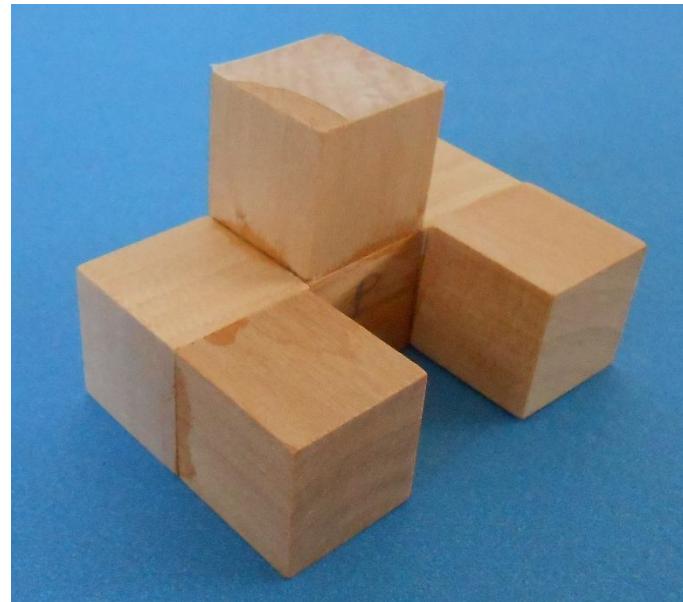
The *two-point* perspective is the most common perspective drawing.

- A step-by-step procedure will be explained for the perspective.

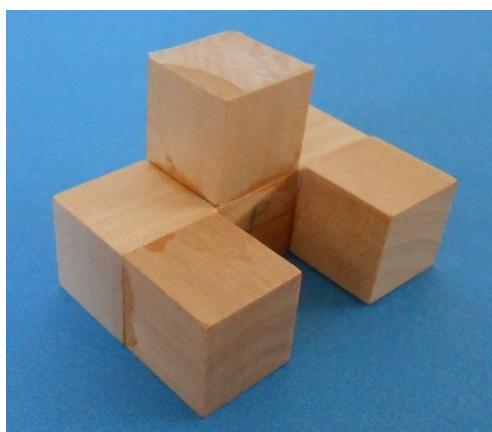
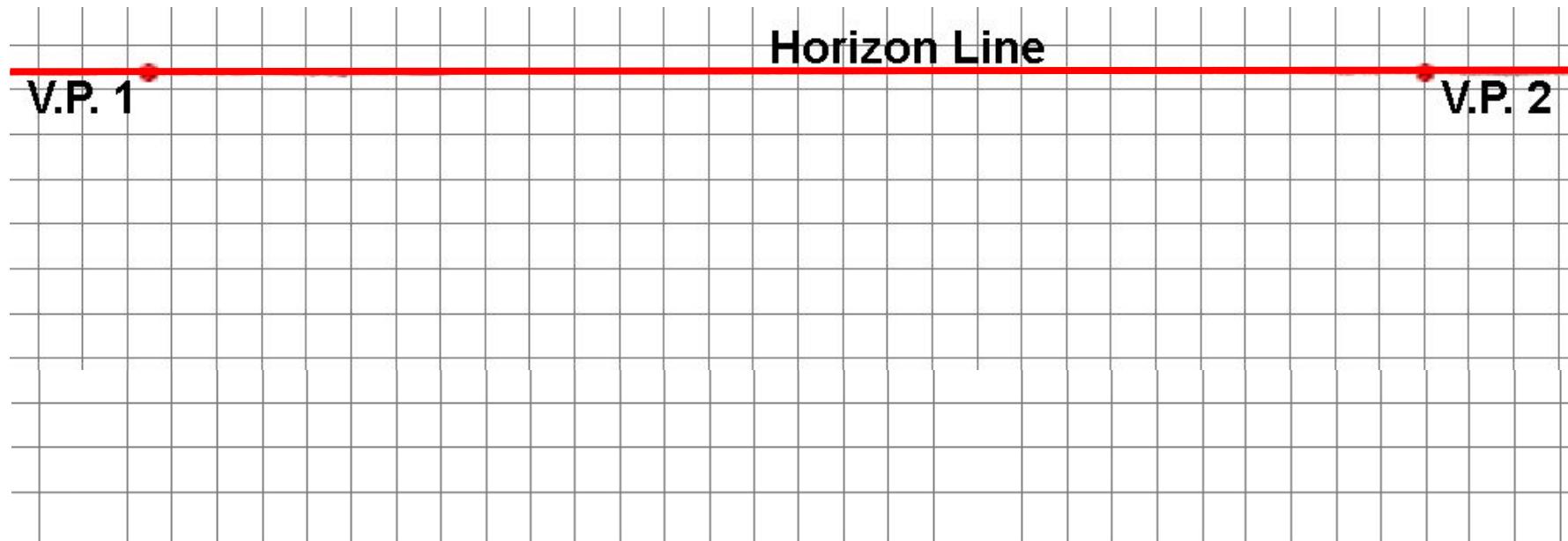


Two-Point Perspective

The following slides show the steps in creating a two-point perspective of the puzzle piece shown below.



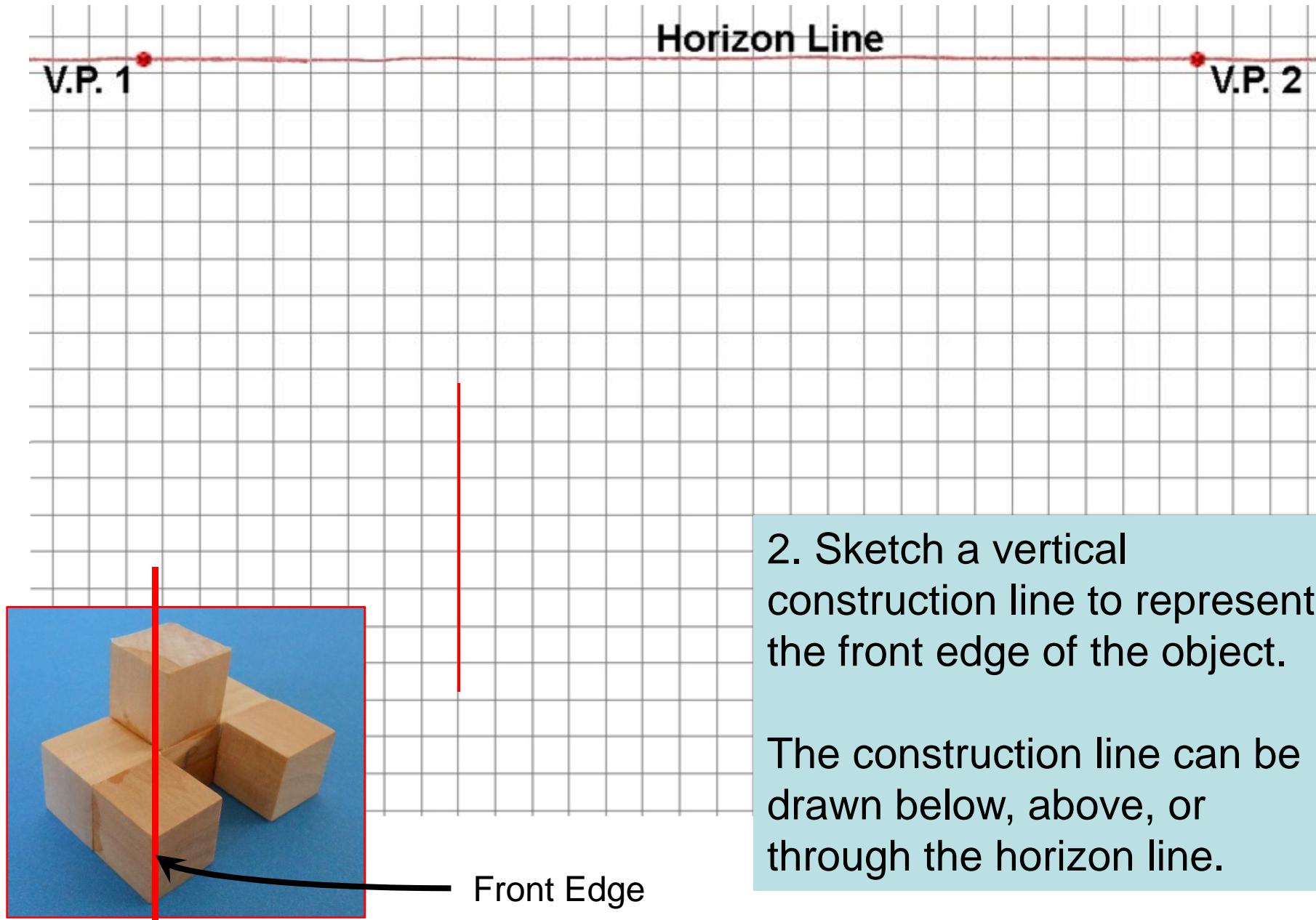
Two-point Perspective



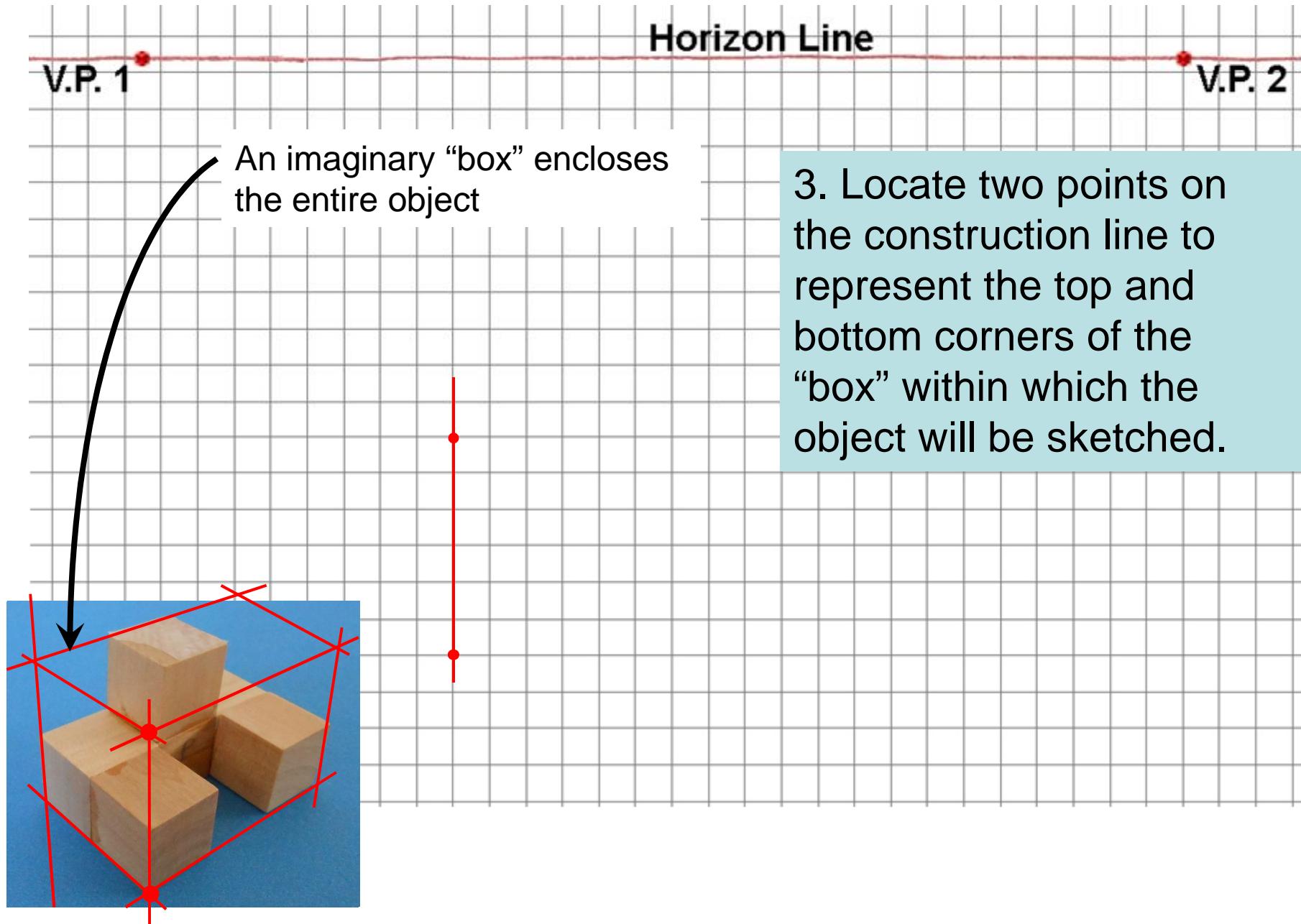
1. Sketch a horizontal line across the upper portion of the paper to represent the horizon, and identify **two** vanishing points.

The vanishing points should can be placed toward each end of the horizon line.

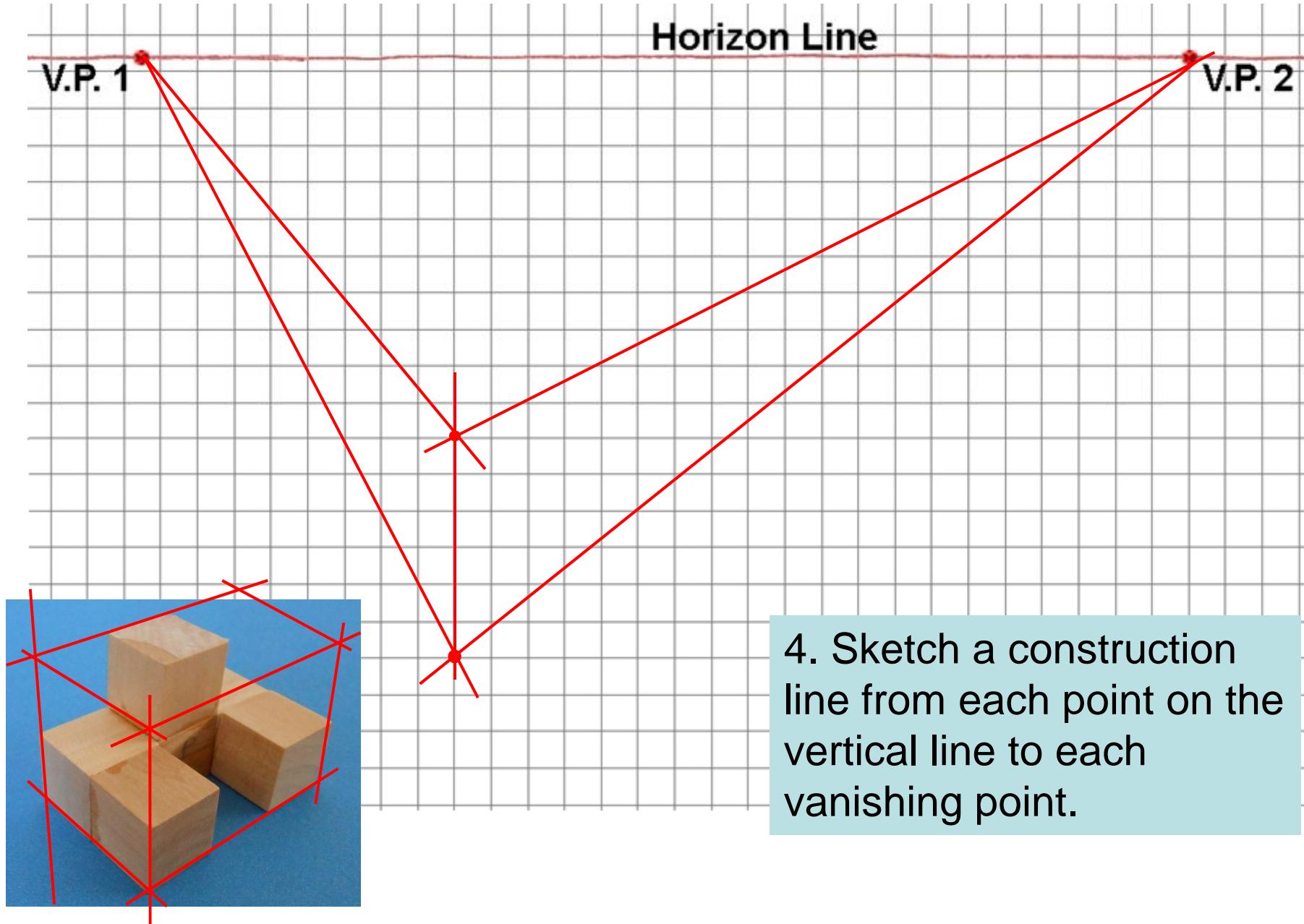
Two-point Perspective



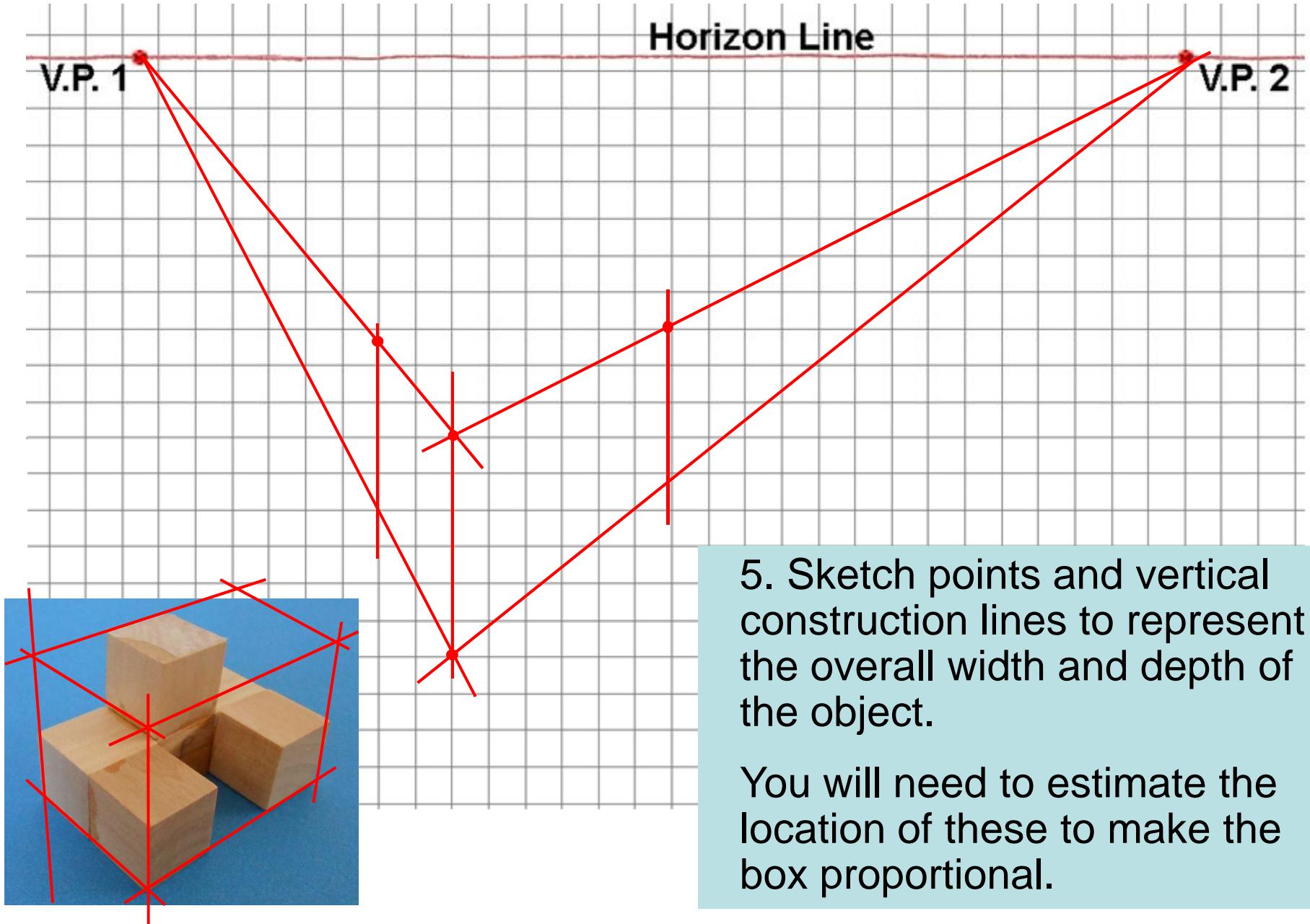
Two-point Perspective



Two-point Perspective



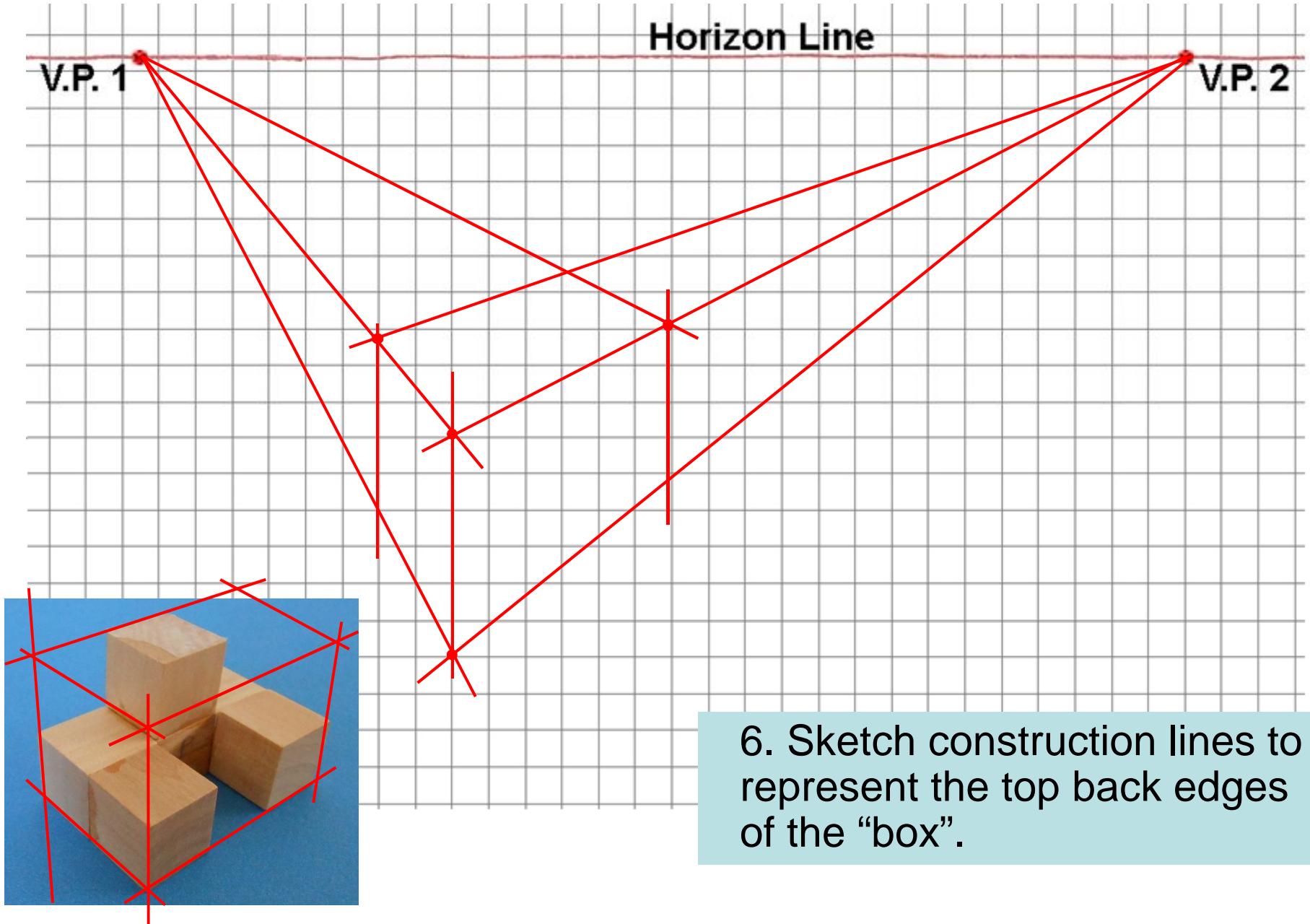
Two-point Perspective



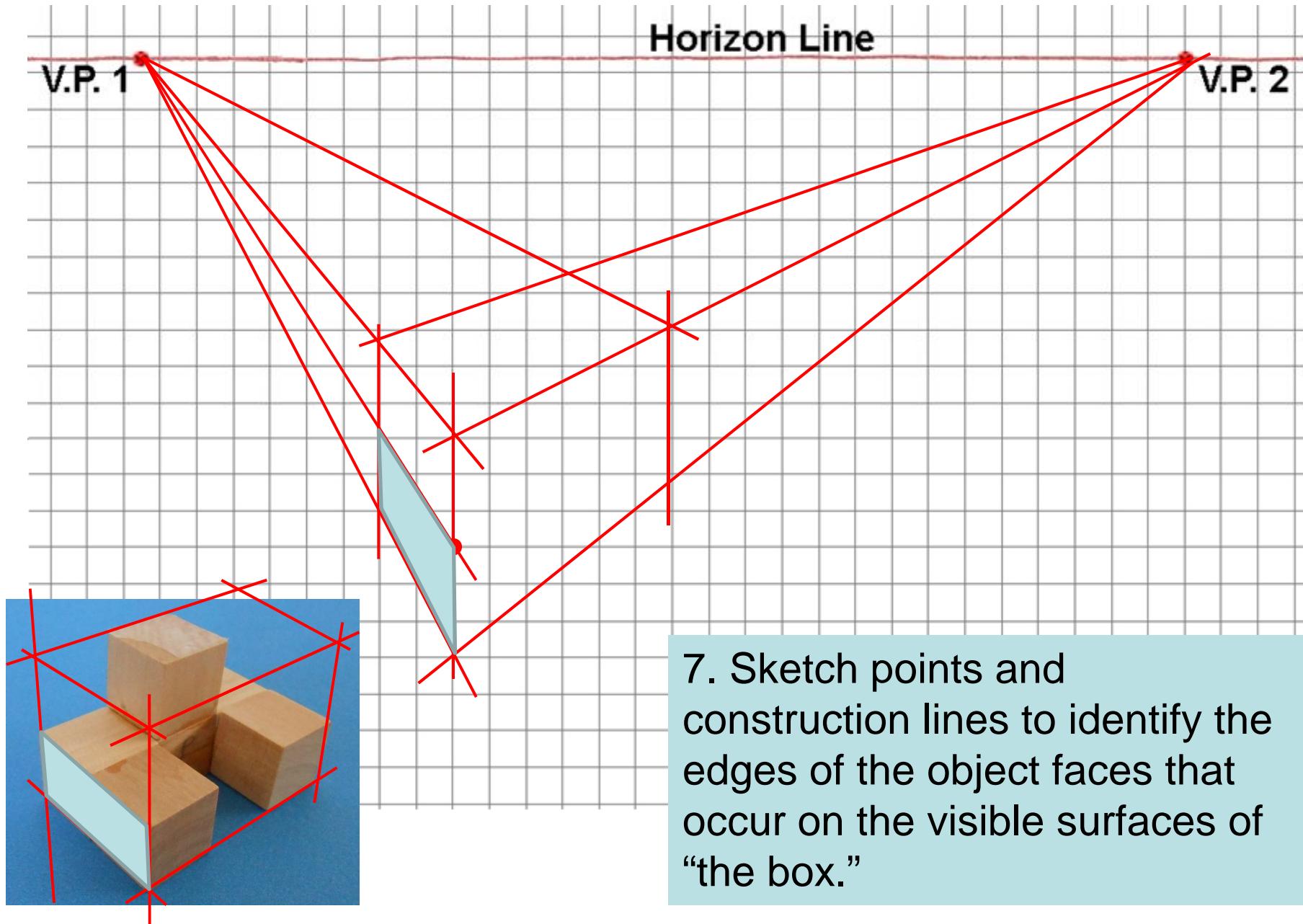
5. Sketch points and vertical construction lines to represent the overall width and depth of the object.

You will need to estimate the location of these to make the box proportional.

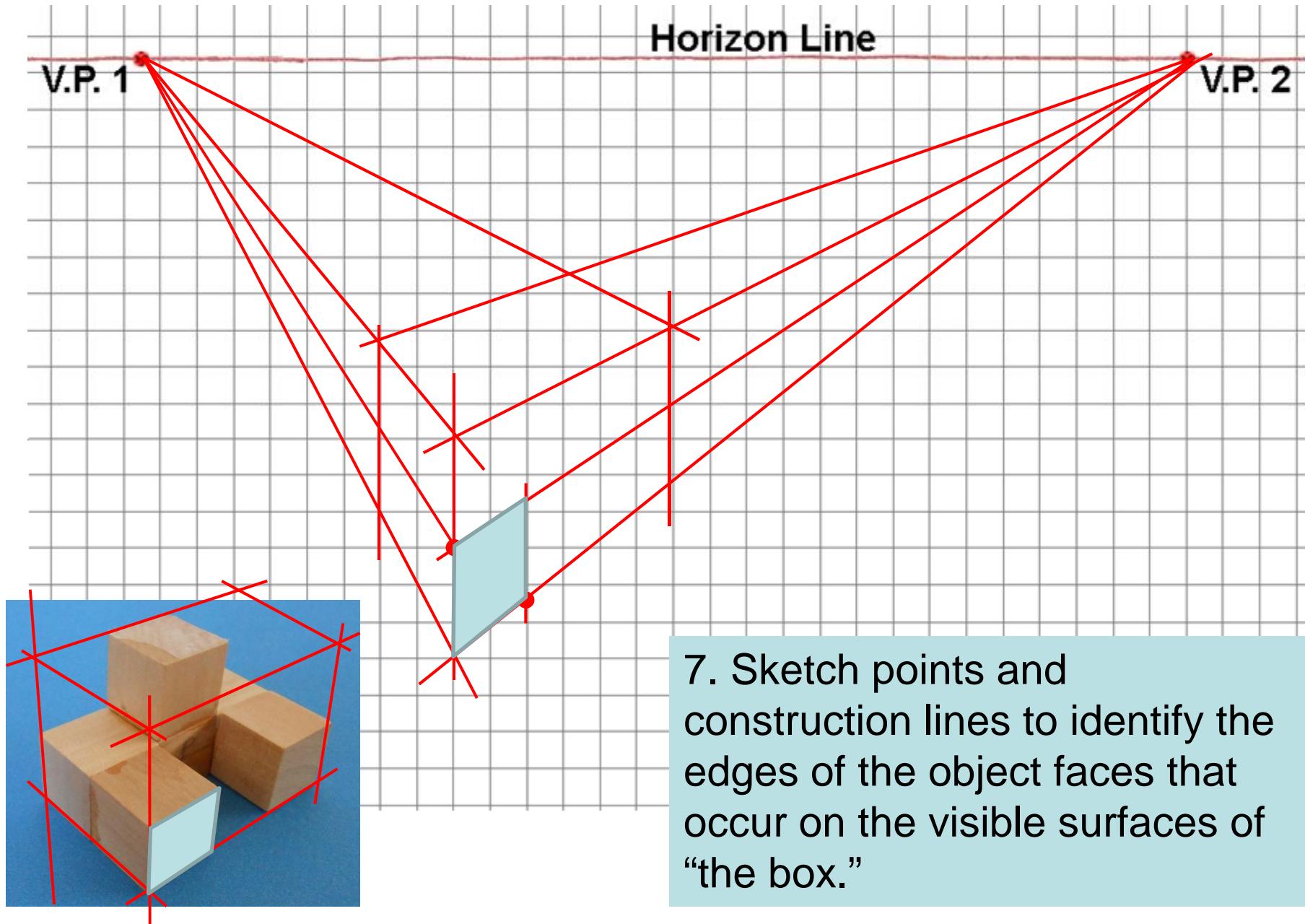
Two-point Perspective



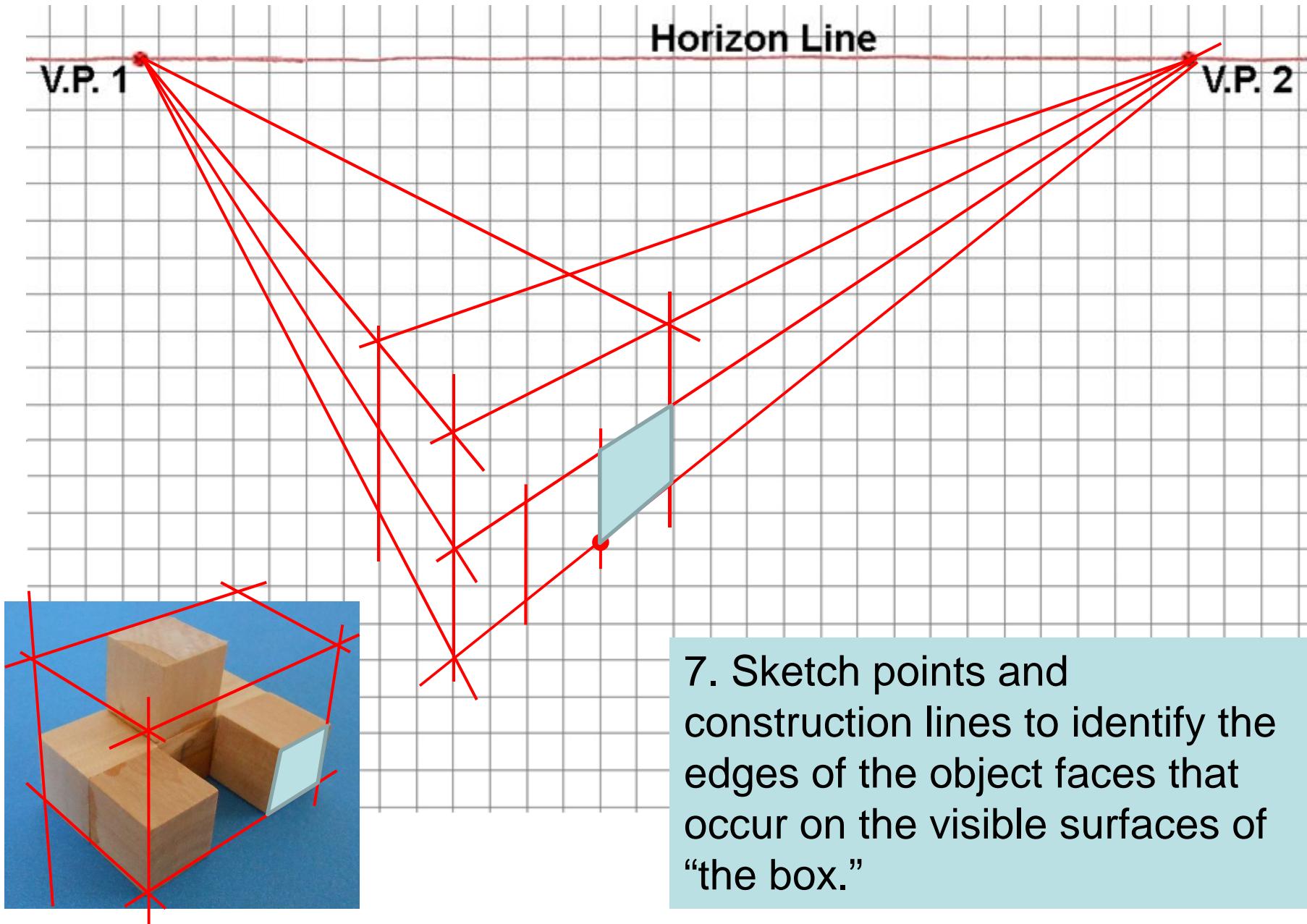
Two-point Perspective



Two-point Perspective

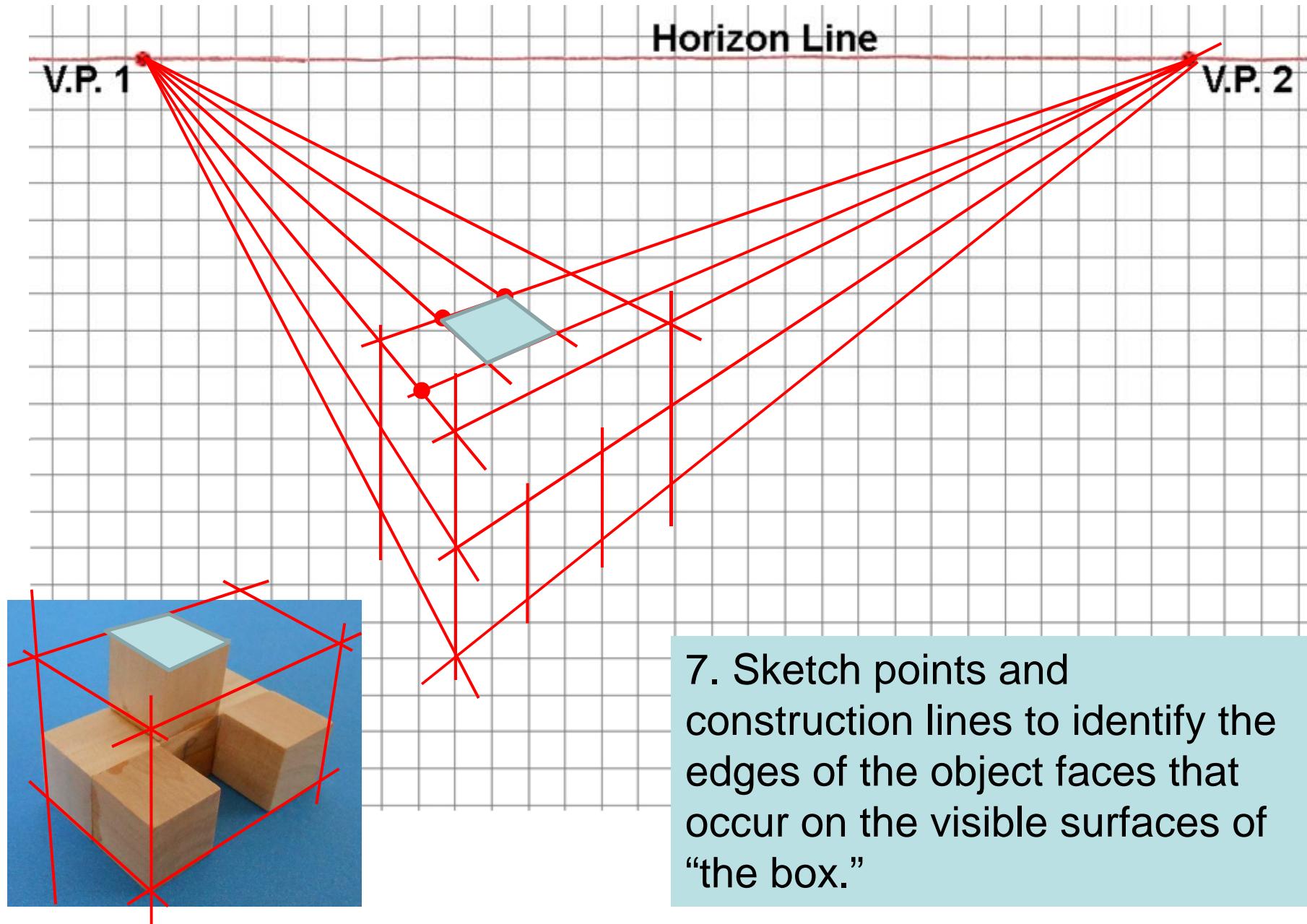


Two-point Perspective

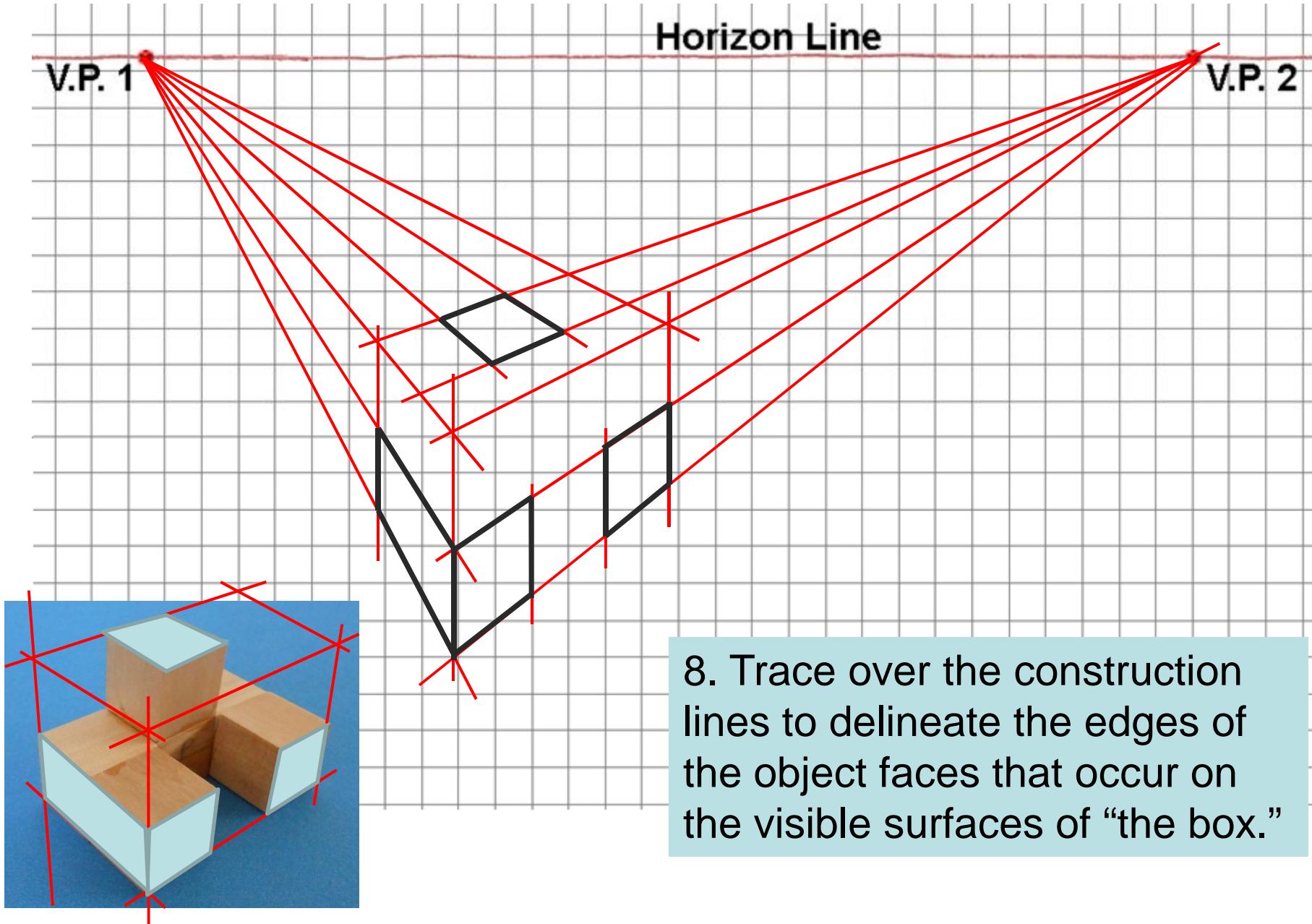


7. Sketch points and construction lines to identify the edges of the object faces that occur on the visible surfaces of “the box.”

Two-point Perspective

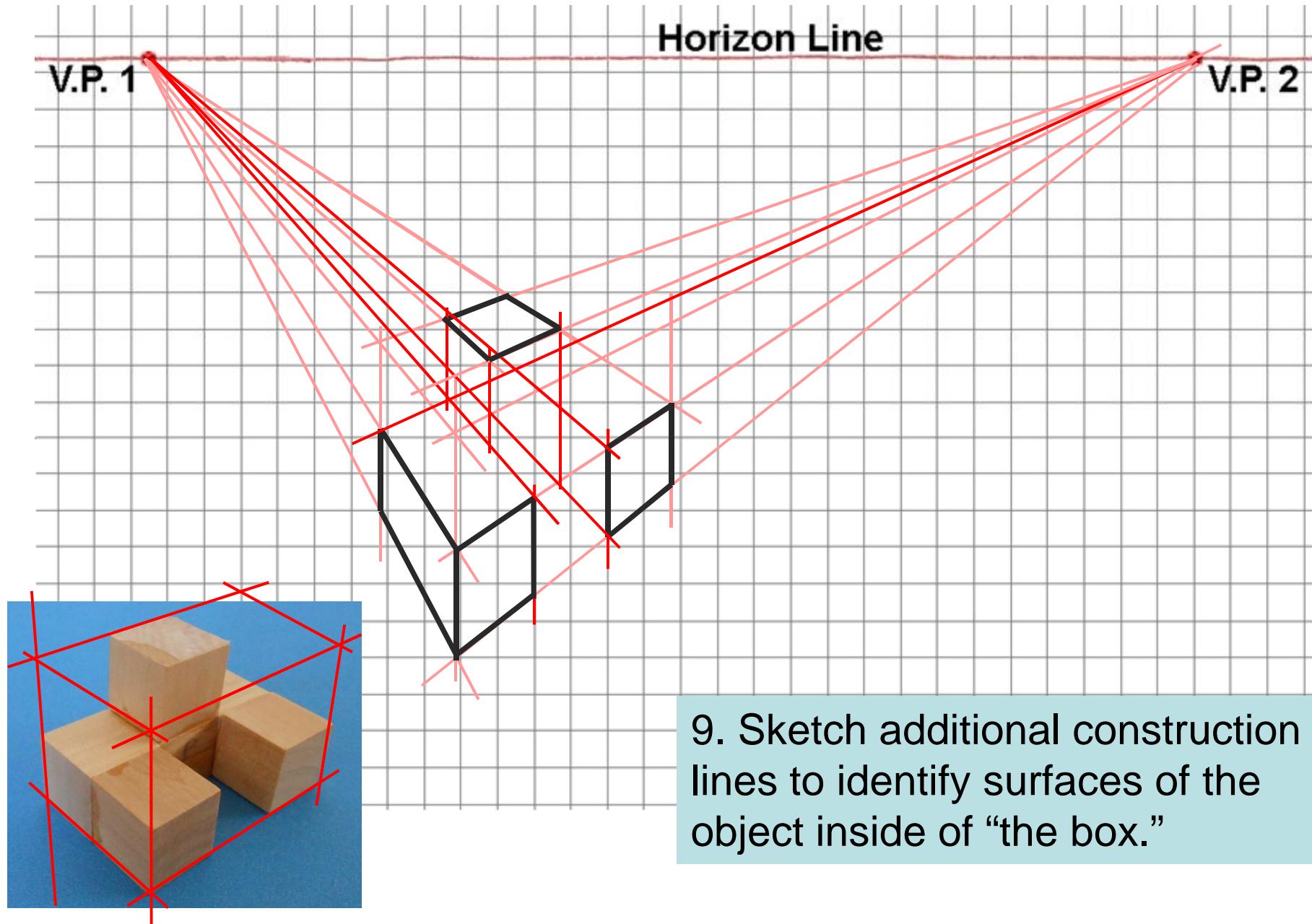


Two-point Perspective

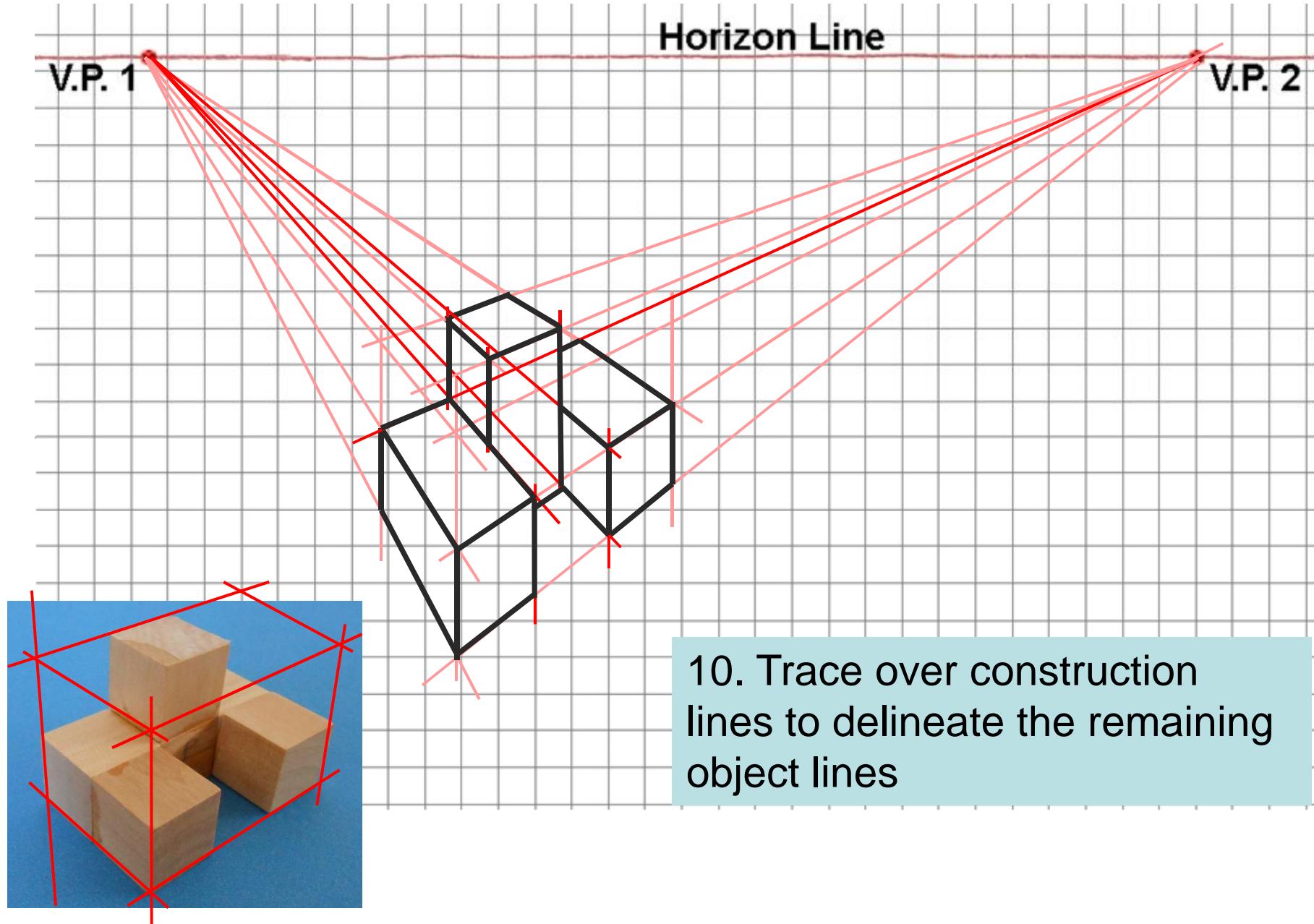


8. Trace over the construction lines to delineate the edges of the object faces that occur on the visible surfaces of “the box.”

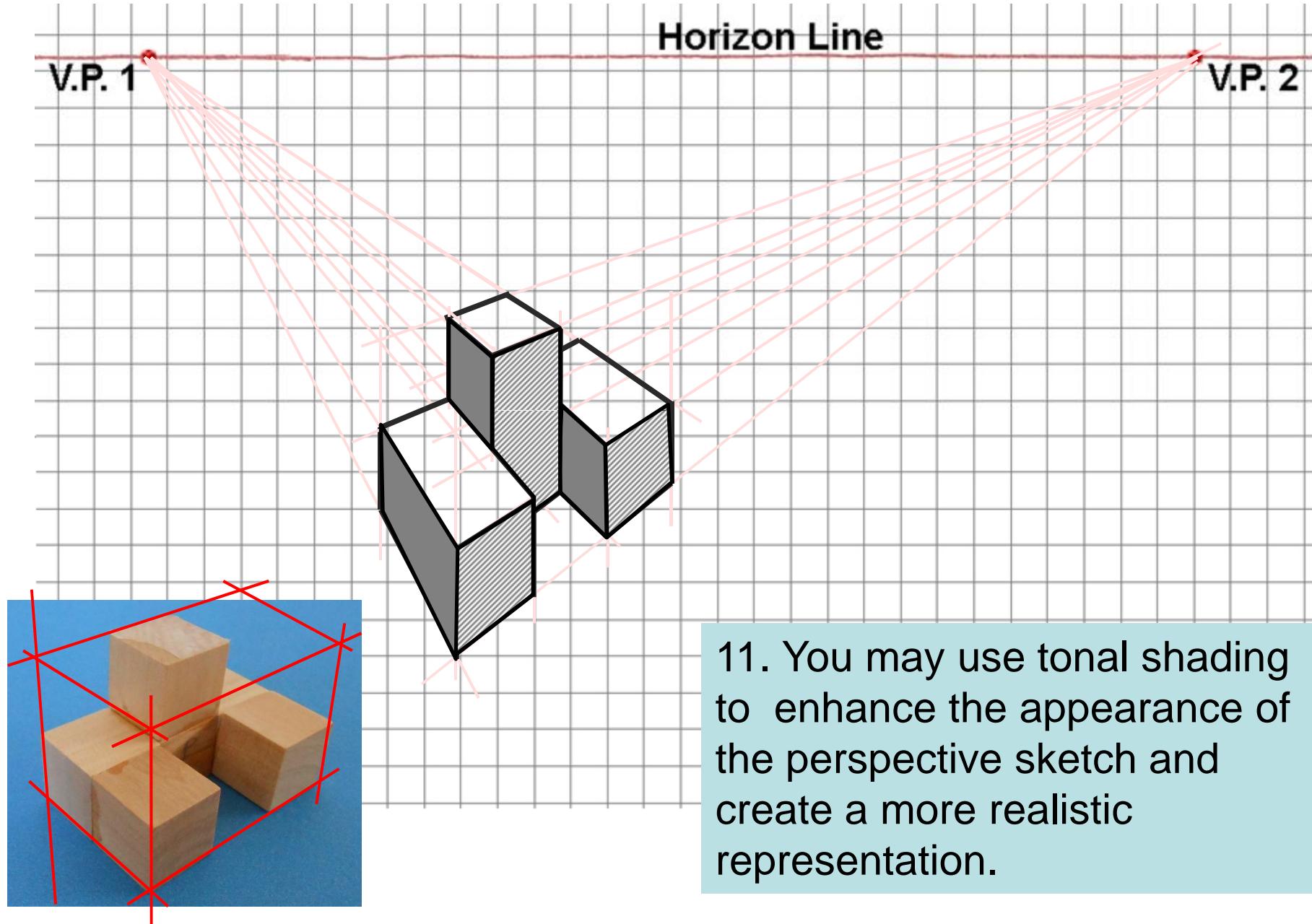
Two-point Perspective



Two-point Perspective

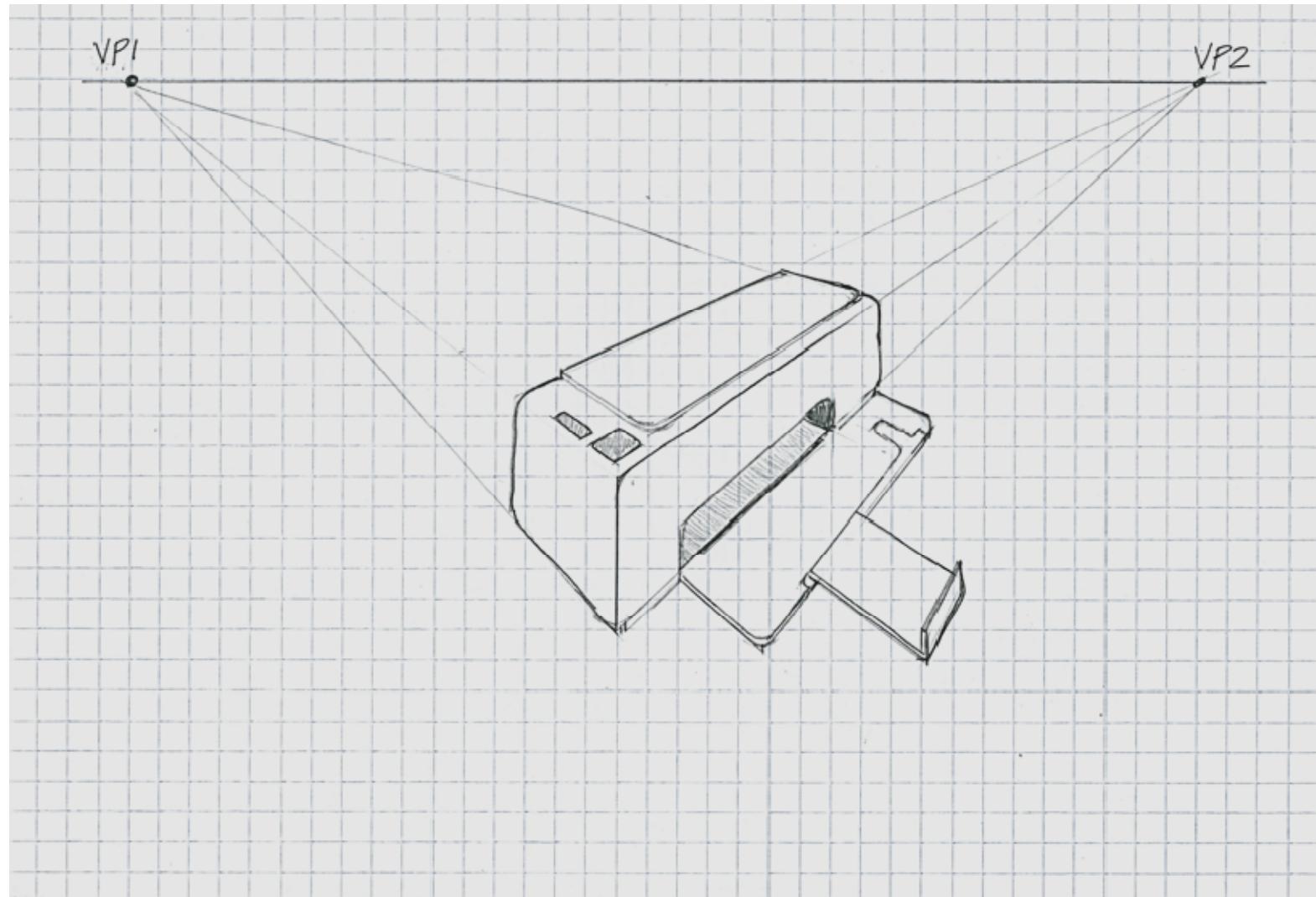


Two-point Perspective

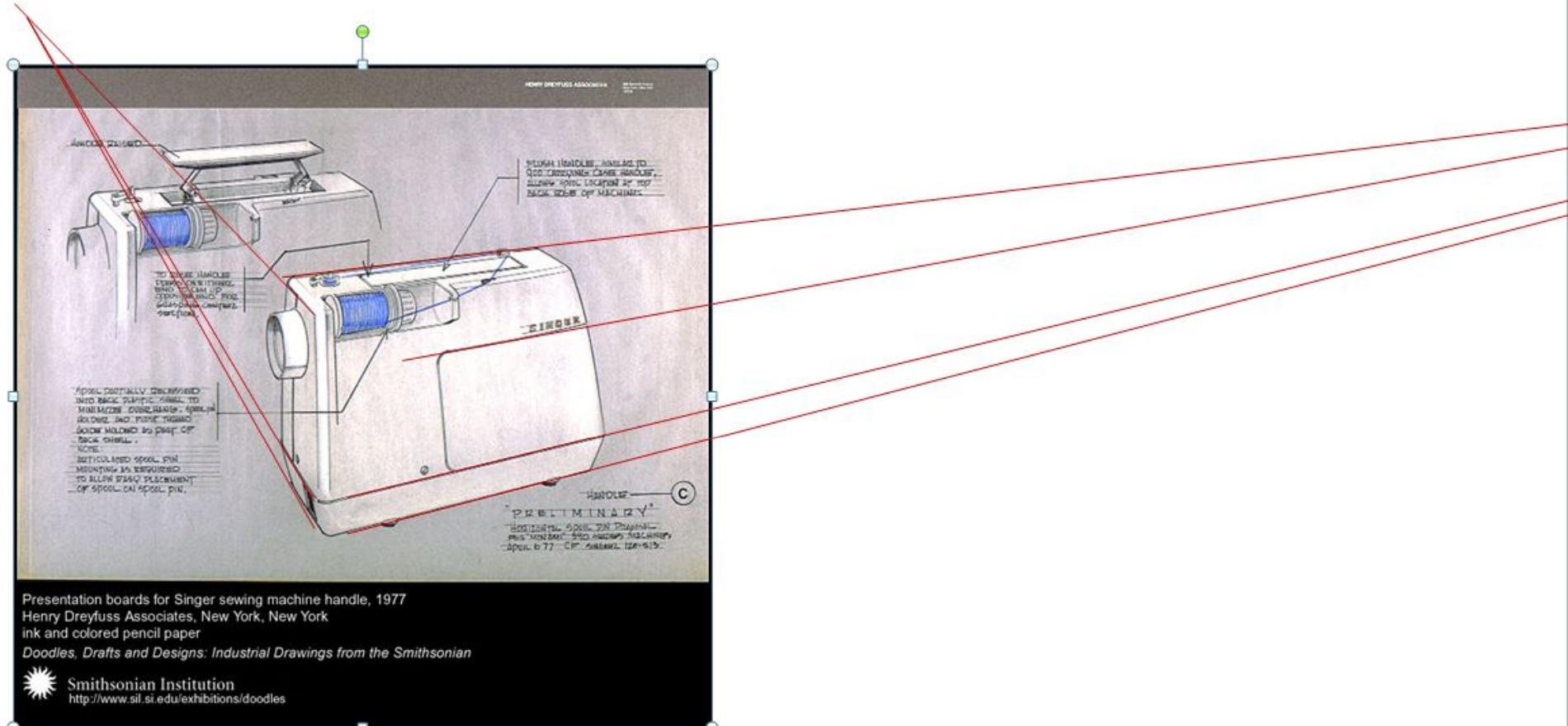


11. You may use tonal shading to enhance the appearance of the perspective sketch and create a more realistic representation.

Two-Point Perspective Example



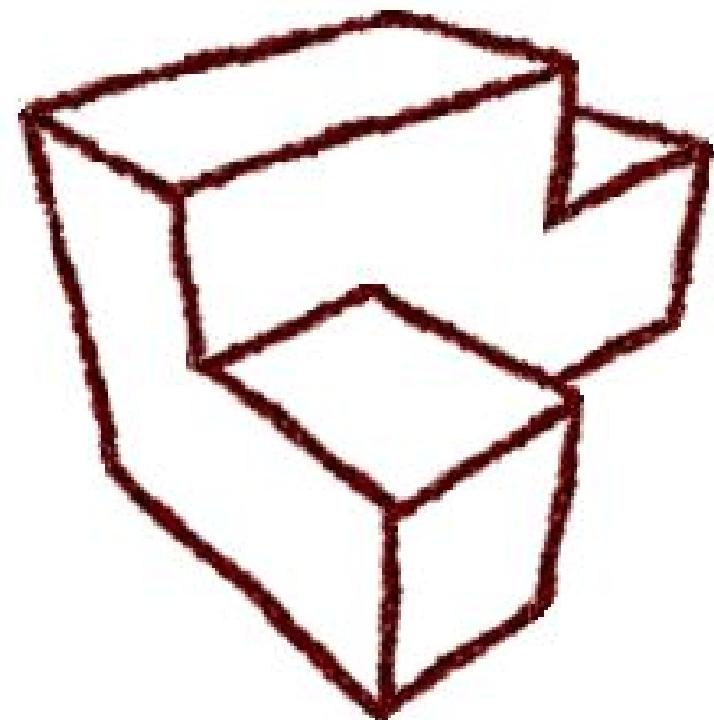
Two-Point Perspective Example



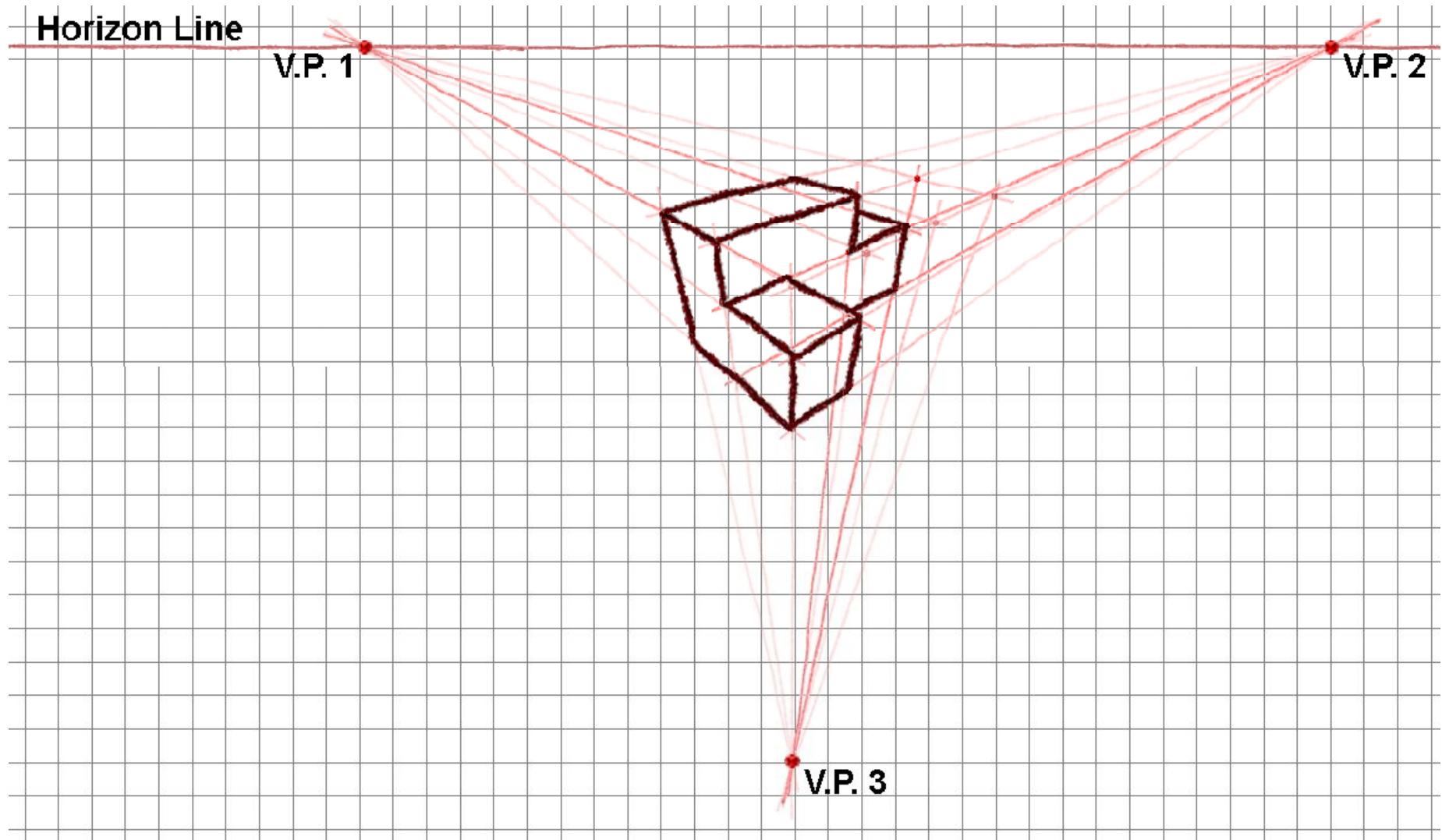
Two point perspective used in a presentation drawing for a Singer sewing machine handle.

Three-Point Perspective

The *three-point* perspective gives the viewer either a worm's eye, or bird's eye view of an object.



Three-Point Perspective



Perspective versus Isometric

