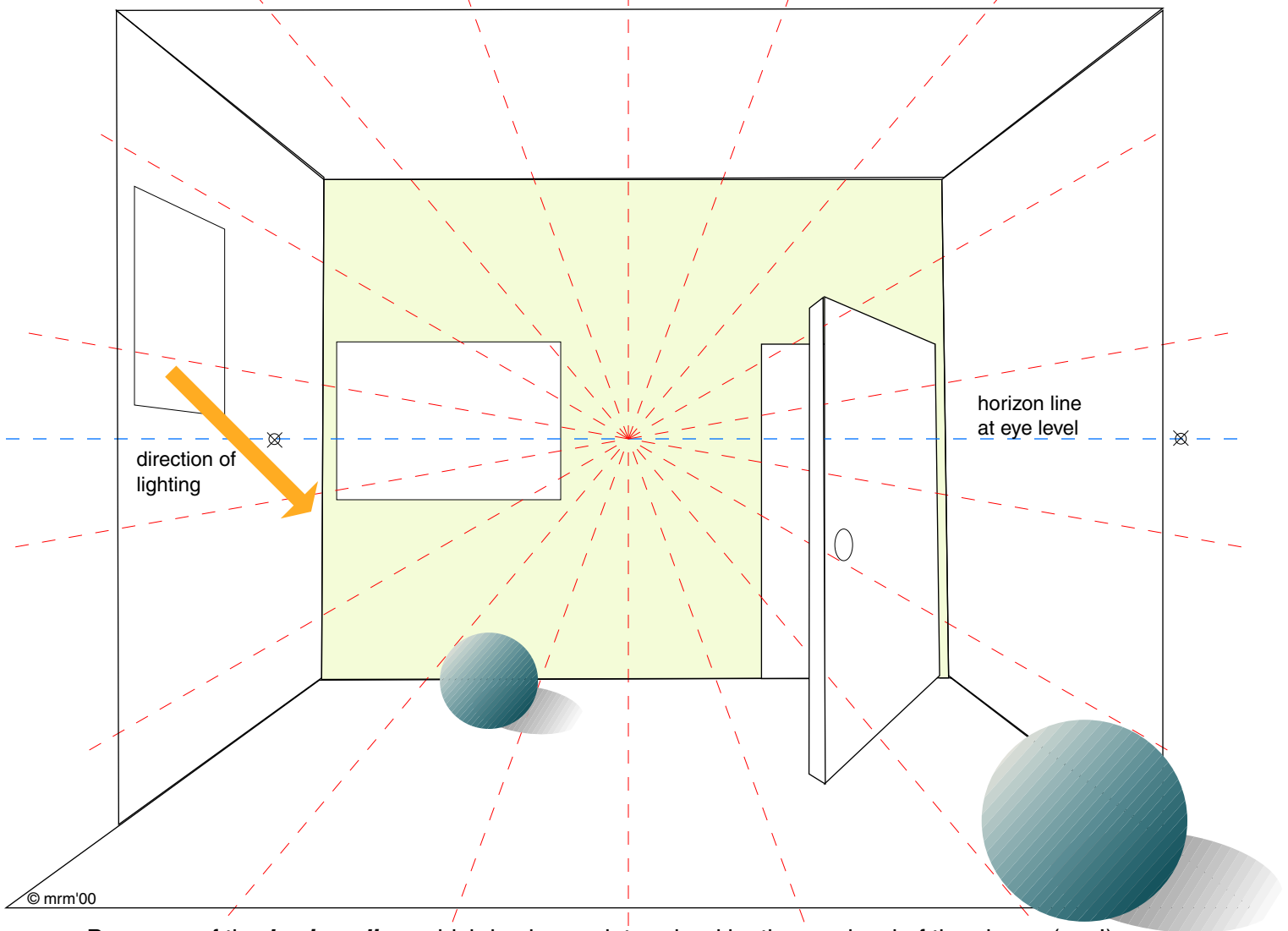


## ONE-POINT PERSPECTIVE VIEW OF A BASIC ROOM LAYOUT



Be aware of the **horizon line**, which is always determined by the eye level of the viewer (you!) In **one-point perspective**, objects seen end-on (e.g. window on rear wall) have regular vertical and horizontal features. For objects viewed at an angle to the picture plane (e.g. windows on side walls), verticals remain vertical, but horizontals converge to a common **vanishing point**. Identical objects become proportionally smaller in scale as they recede from view, from foreground to background. [you should practice placing some basic objects (like a table) within the space, using guidelines to scale proportions]. Notice that the door doesn't follow the 1-point rules for drawing. That's because **two** edges are visible and viewed at an angle to the picture plane. In this case, the door must be represented in **2-point perspective**, with each edge having its own vanishing point situated on the horizon line (see the  $\times$  symbols in the drawing).

The artists' technique of **sighting** can be used to find and check general proportions, perspectives, and relationships without the use of rulers, etc.

Notice the direction (angle) of lighting, whether natural (e.g. from a window) or artificial (e.g. from a lightbulb). Light must fall on objects realistically from this angle, and shadows must be cast from the objects using similar logical rules. Shadows are darkest immediately beneath the objects. All of this should give objects a natural 3-D illusion of having mass and volume. This is the use of **value**.