

Module 2

YOU CAN DRAW PERSPECTIVE

Light Source and Value,
Two Point Perspective instructions.

Exercise 1

(10 minutes) *Drawing Basic Shapes*

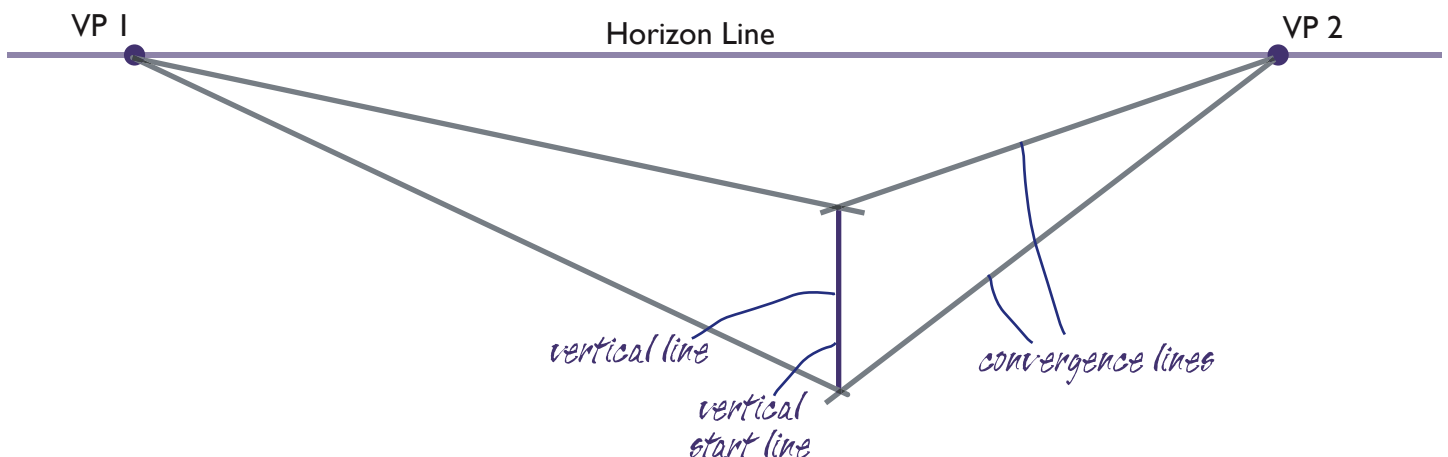
Drawing basic forms helps you learn to see. As you look at an object, no matter how complicated it may seem, the first step is to reduce it to its basic shape. Once you learn how to see, you'll be able to draw the object correctly.

The basic shapes, forms or models are cubes (squares), cylinders, and spheres (circles), hexagons, cones, hemispheres (semi-circle), and pyramids (triangles). Draw these shapes on paper and keep on drawing them.



Two Point Perspective

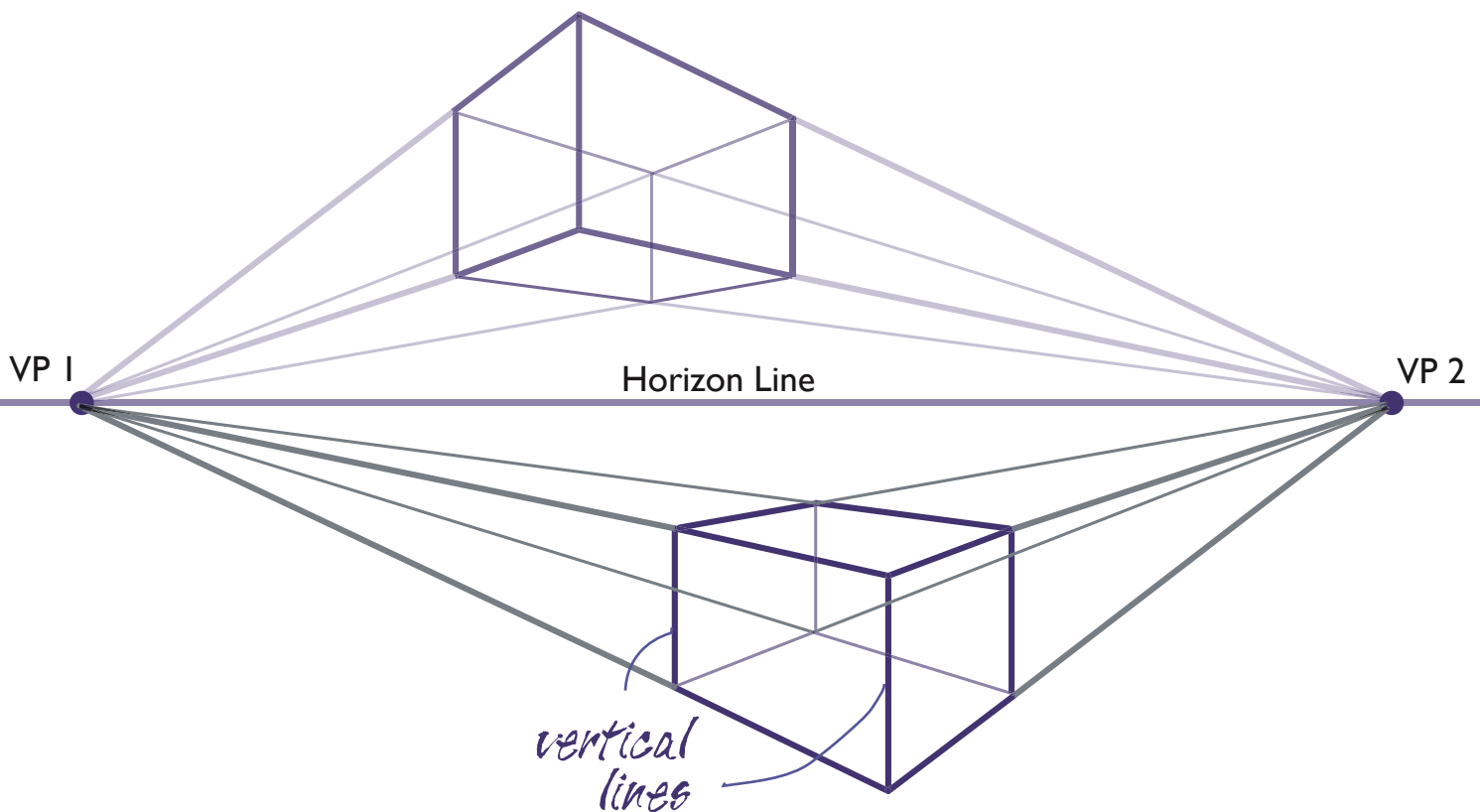
Two Point Perspective is a systematic way of drawing box-like objects or geometric, grid-like structures. This method is defined by 2 vanishing points that represent 2 convergence points an infinite distance away.

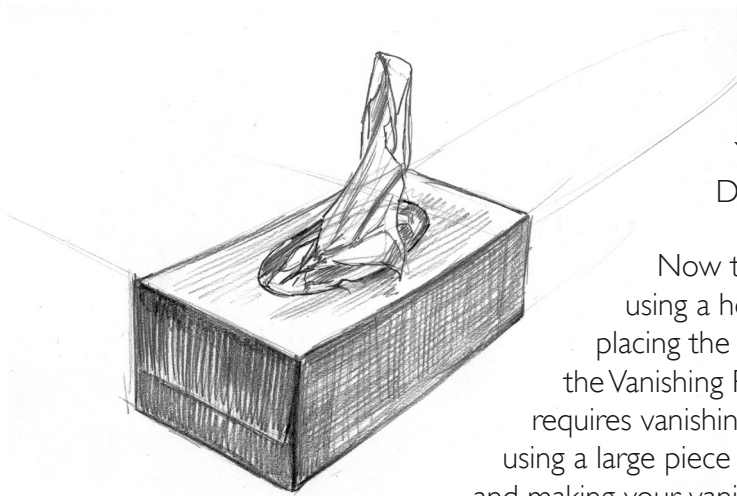


Exercise 2

(30 minutes) Step by step two point perspective.

1. Draw your horizon line across the top of your page.
2. Mark two Vanishing Points, as far apart as possible.
3. Near the bottom centre of your page, draw a short vertical line. This is the front corner of your box. (shown on page 1)
4. Draw convergence lines from each Vanishing Point (VP) to the top and bottom of the line. (shown on page 1)
5. Draw a vertical line to the left of your 'front corner', between the top and bottom construction lines.
6. From the top and bottom points of this line, draw construction lines back to the RIGHT Vanishing Point (VP2).
7. Draw a similar vertical line to the right of your 'front corner'. From the top and bottom points of this line, draw construction lines back to the LEFT Vanishing Point (VP1).
8. Where the top construction lines intersect, drop a vertical line to the intersection of the bottom construction lines - this will give you the back corner of your box.
5. Erase the construction lines and any interior lines (unless it's a fish tank!)





Yay! Your first Two Point Perspective Drawing...

Now that you're awesome – keep going! Try using a horizon line at different heights, and placing the box in different places in relation to the Vanishing Points. Note that 'realistic' perspective requires vanishing points that are very far apart - try using a large piece of scrap paper under your drawing paper, and making your vanishing points as far apart as the table (and your ruler) will allow.

Value – Shading & Light Source

Value

Value is one of the basic elements of drawing. Much like line/shape, perspective, and the big picture (some call this Gestalt) value is creating light and shadow. Balancing the light and dark areas of a drawing is just as important as getting the proportion right.

Shades of Gray

In life as in art, there is black and there is white and all those greys in between. Shading allows you to turn a flat piece of paper into a realistic looking portrait, landscape or still life. Variety in grey values make up the lights and shadows that create form, add substance and meaning to shapes, and help develop perspective for the viewer.

Examining your subject, whether from life or photos, guides you in identifying value before you even set pencil to paper.

Finding the light source

Everything we look at has a light source. The impact of your drawing comes from how sharp or soft your light source is. Hard light sources are often not usually flattering - they don't contribute to creating shadows, like when the camera flash goes off - it flattens people's features by washing them out and removes variety in light and shadow. Side lighting will create enough contrast to bring out the detail in your subject. Back lighting makes your subject dramatic and softer in appearance. (Also makes cool silhouettes.)

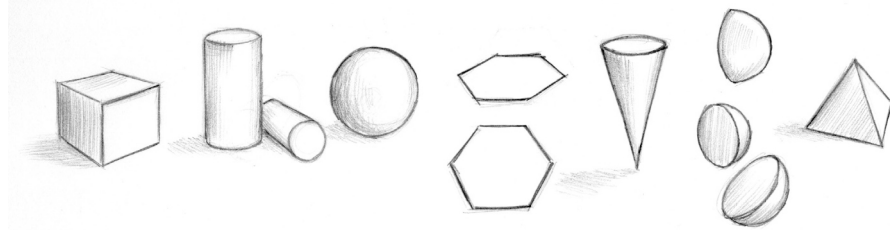


Exercise 3

(10 minutes) *Drawing Basic Shapes and Adding Value*

Add shading to your shapes. Keep in mind where your light source is. Left? Right? Is the light strong enough or close enough to your object to cast a shadow?

Examples left: each shape has a different light source.



Exercise 4

(10 minutes) *Drawing Basic Shapes and Adding Value*

Use the last page for this, or create your own as you go. Use your pencils, markers, and even pens to shade as light as you can in the first box in a row, building in darkness with each one., to shade as dark as you can in the last.

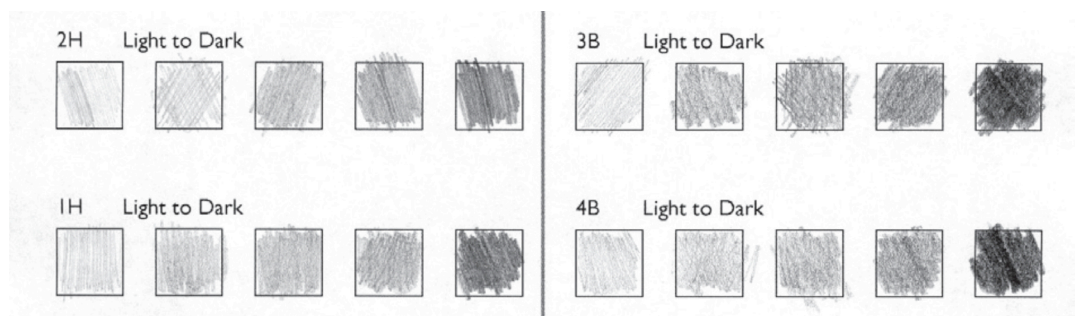
Don't worry if you don't have a whole set of Artist Graphite Pencils. If you do, start with your H2 and work your way over to your darkest B.

H = Hard, which means light. B = Soft, and means it will be darker.

Play with crosshatching, and different patterns – just to get a feel for texture.

Title each with the pencil, marker or artist tool your tried out.

When you know the full range of your tools it will be easier to know how light and dark you can get when adding value (shading) to your drawings.



Art Pencils - Leads & Shading (Value)

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name of tool _____ Light to Dark

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name of tool _____ Light to Dark

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