

Drawing Perspective to Scale

Drawing perspective to scale requires a system using grids. The simpler you make your grid, the easier it is.

Start with a one dimensional design on a measured grid. Using the measurement system you're most accustomed to helps.

The general rules are:

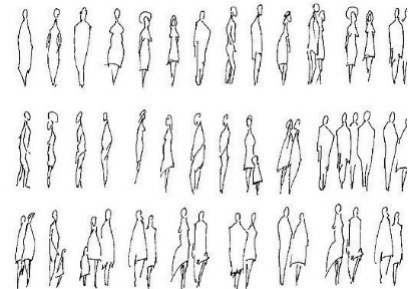
You need a **Horizon Line**, where your **Vanishing Point** comes from. This will remain in the distance and will be unseen by the viewer when your art is completed.

You need to choose where the Back of your Room or Plan is within the Grid you're creating. **Tip!** Leave lots of room to work within; so at least the middle, offering you width and height to work within.

Your **Vantage Point** is at the frontmost part of your plan. It usually lands at the bottom of your page.

Elevation uses the this grid system to help you draw scaled height as well as width. Creating a measured grid system allows you to place your objects and people, from buildings to furniture, to show how each relates to the other.

The exercise in this module demonstrates this, step by step.



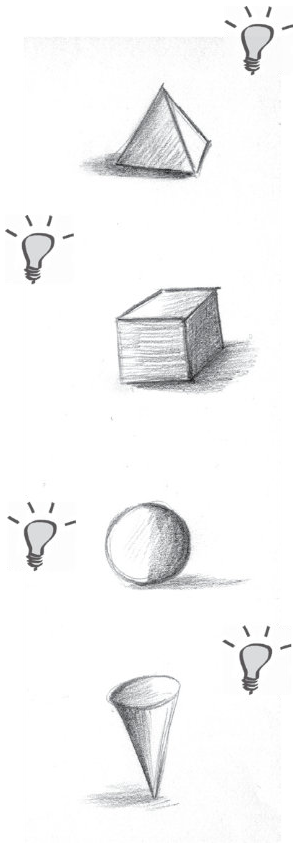
Adding people into your scaled drawings allows you to show how people fit into your space.

Here are some examples.



Curvilinear Perspective Drawing
from the Sketchbook of Korean illustrator,
Kim Jung Gi





Texture & Colour

Texture

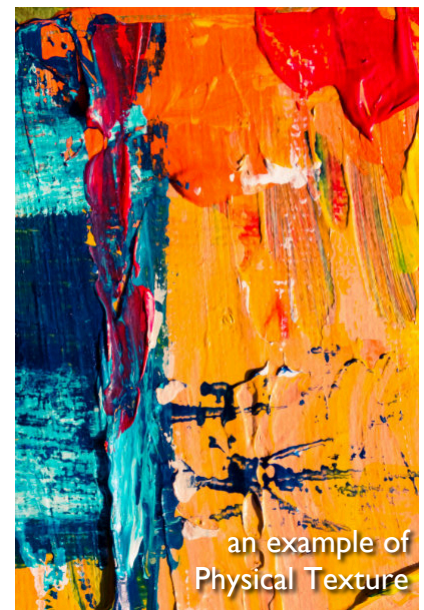
Texture forms part of the seven elements of art, which is considered almost like the “building blocks” of an artwork. The seven elements of art include colour, line, shape, form, value, space, and texture. These give the artwork its character and are coupled with the principles of art.

The Two Types of Texture in Art

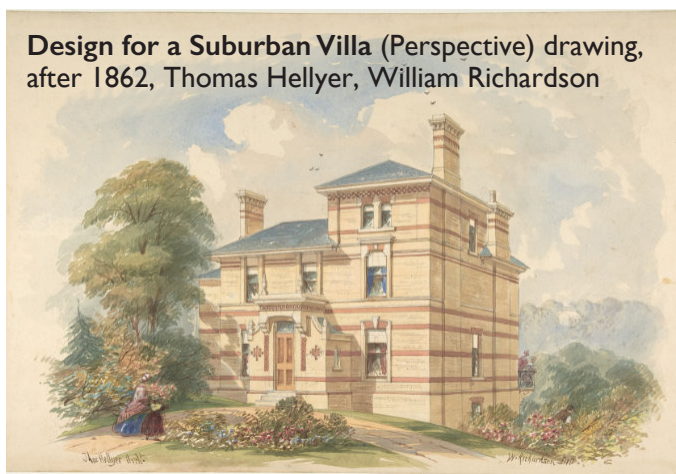
There are two common types of texture in art.

Visual Texture – the illusion of texture, which we can touch and see, and can either be on a two or three-dimensional surface. Texture in art gives the impression of a three-dimensional object, figure, or space. It can create depth and enhance certain qualities like contrast, movement, rhythm, or emphasis.

Physical Texture – It physically has tactile qualities. It can be a sculpture or a painting on which the paint has been thickly applied, like the impasto technique, or it can be a sculpture made from any material like bronze, wood, marble, or even stainless steel.



an example of Physical Texture



Design for a Suburban Villa (Perspective) drawing, after 1862, Thomas Hellyer, William Richardson

Texture can be described in many ways, like smooth and rough, feathery, wooly, course, scratched and so on.

Play with texture using the tools you have on hand in your next drawing. Keep in mind your light source, which will help you add depth to your work.

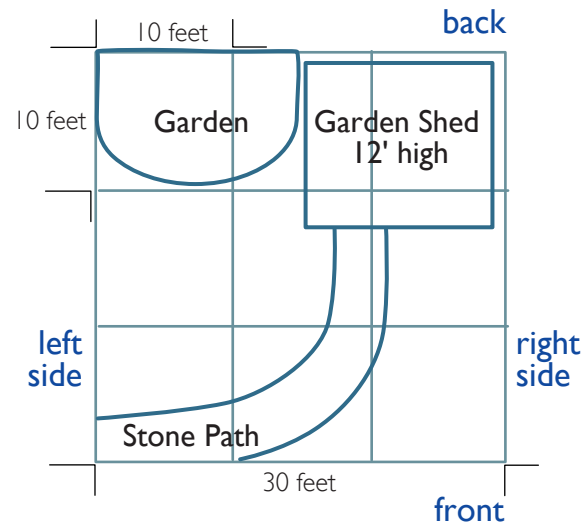


Exercise 1

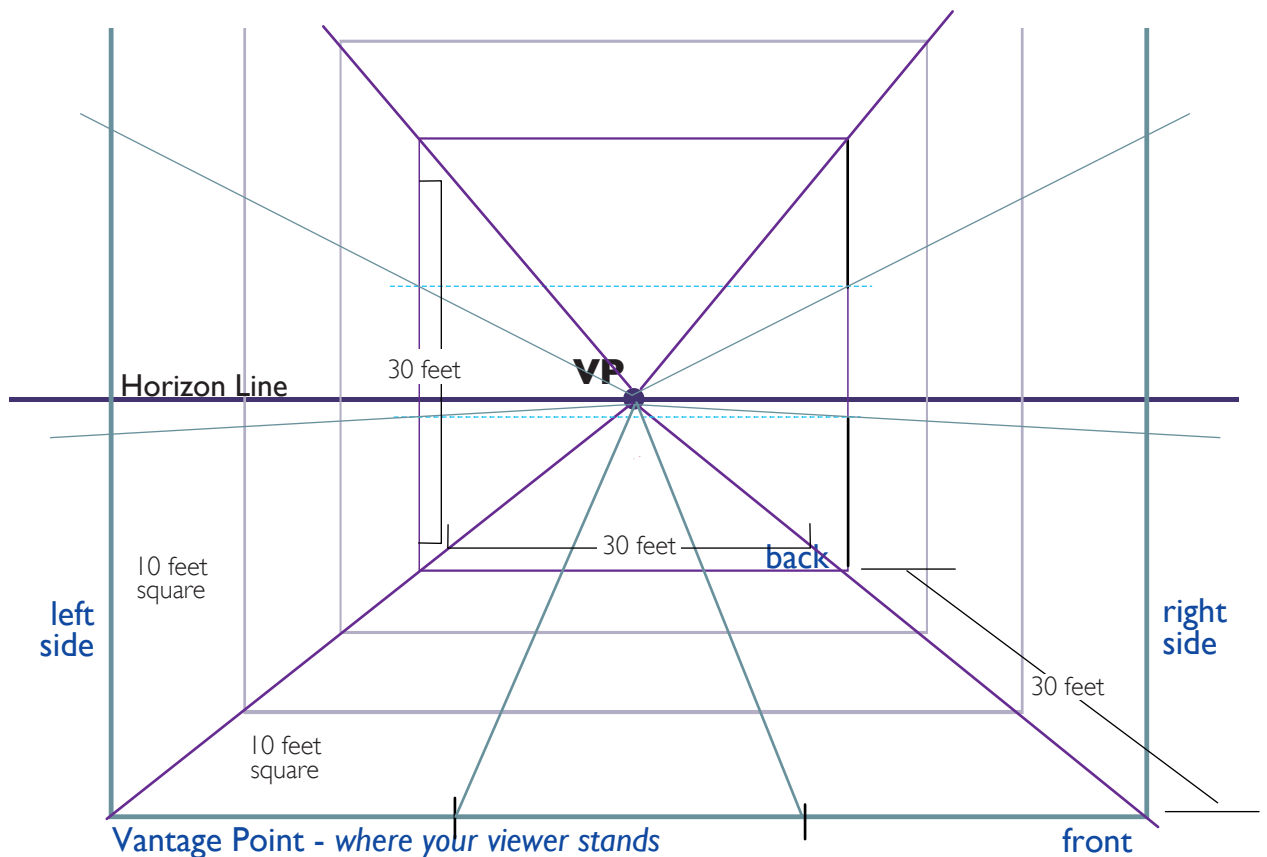
(30 minutes) Drawing one *point perspective to scale*.

1. Start with a design that is on a grid with a measured scale. Make it simple. The example shows a simple grid, 10 x 10 foot squares, within a 30 foot square grid. Use the measurement system you're accustomed to.
2. Draw your horizon line and choose your Vanishing Point. *ex, line is purple.*
3. Draw two convergence lines out to represent both the left and right (east and west) edges of your design. *ex, lines are purple.*
4. Draw a line to represent the front of your design. Measure the length, and divide it by 3. (Yes! There's math.) Draw two more convergence lines to those measurement ticks, and you've created part of your base or floor grid.
5. Decide where you want the back of your design to begin and draw a line there. You need to use your sense of space to divid this next section into squares.

Plan



6. Draw a grid to measure your height where you've set the back of your plan. It's shown in a purple box below



7. Use your new 3D grid to outline where your objects stand within it. In the example, it's a shed, garden and path, as shown below.
8. Continue by adding detail to your objects. I could add shingles to the shed roof, siding, and plants in the garden.
9. Select a light source and add shading and cast shadows to add depth to your work..



Plan

