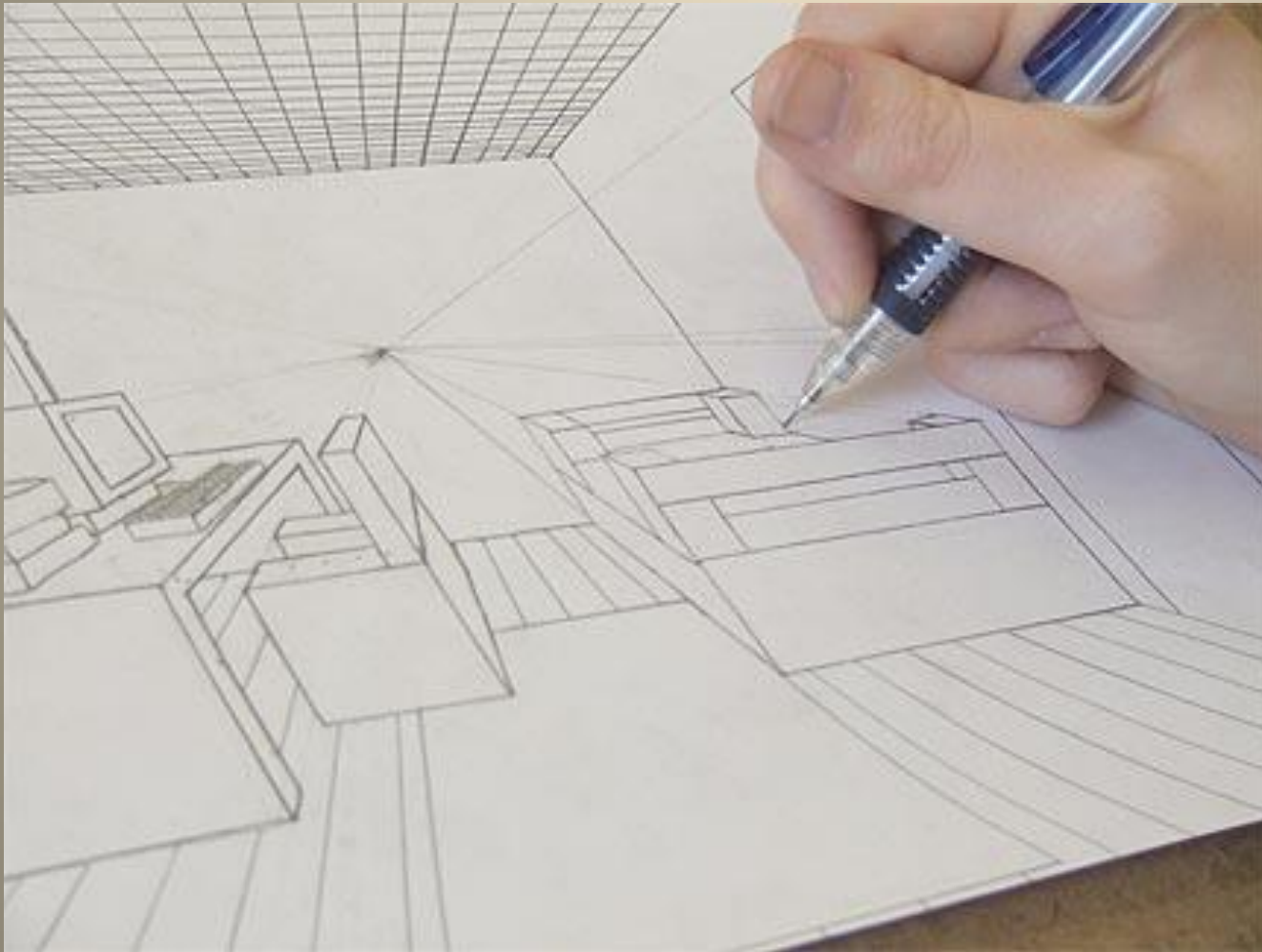
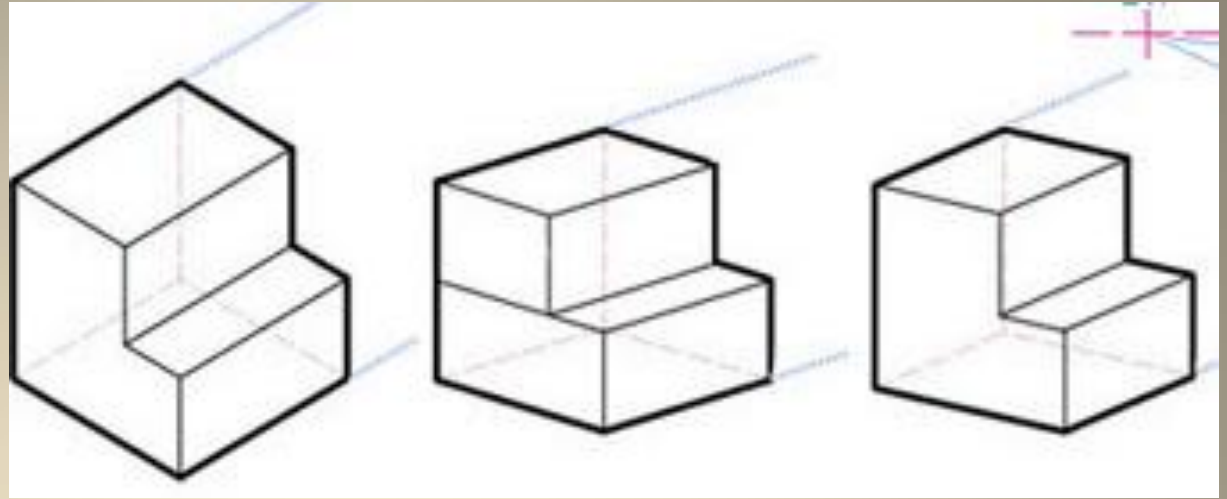


# 1-point Perspective Drawing Interior Design

Intro to Art II

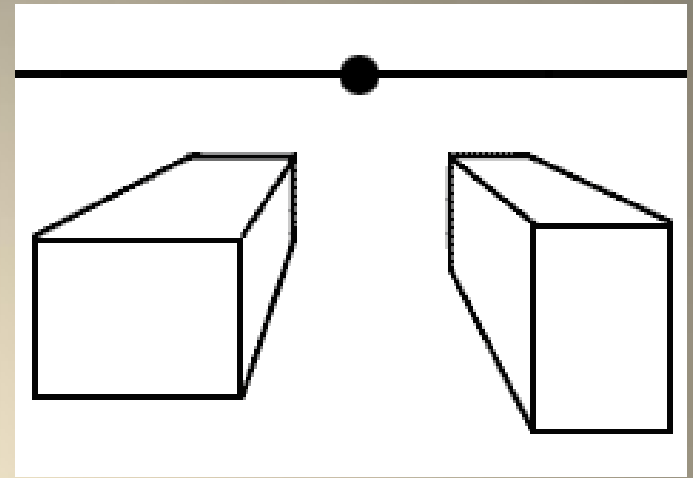


# Drawing in “3D”

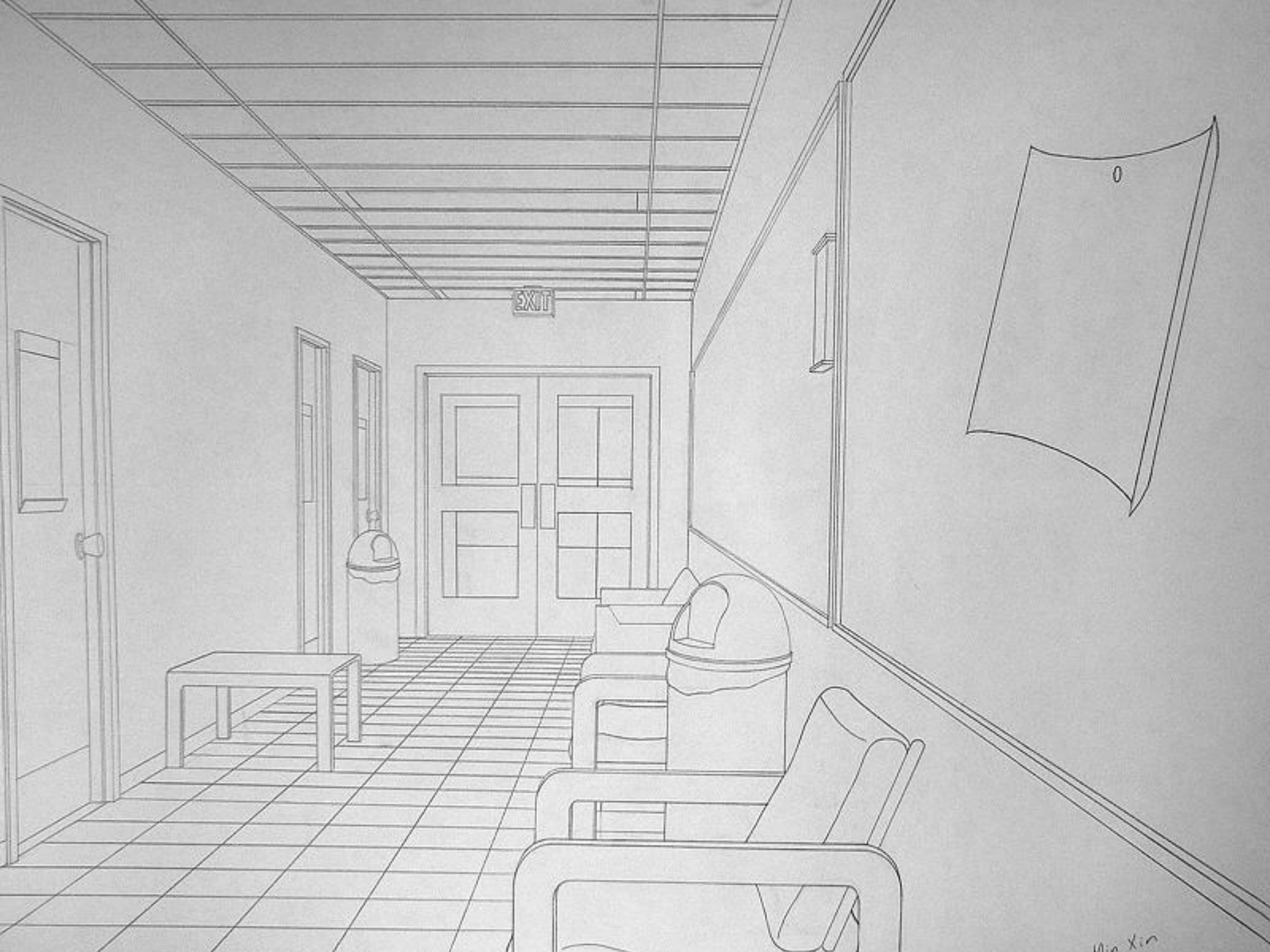


- Lines that show depth are parallel to each other
- See two or three sides of the object at once

# Drawing in Perspective



- Lines that show depth converge at a point
- See two or three sides of the object at once



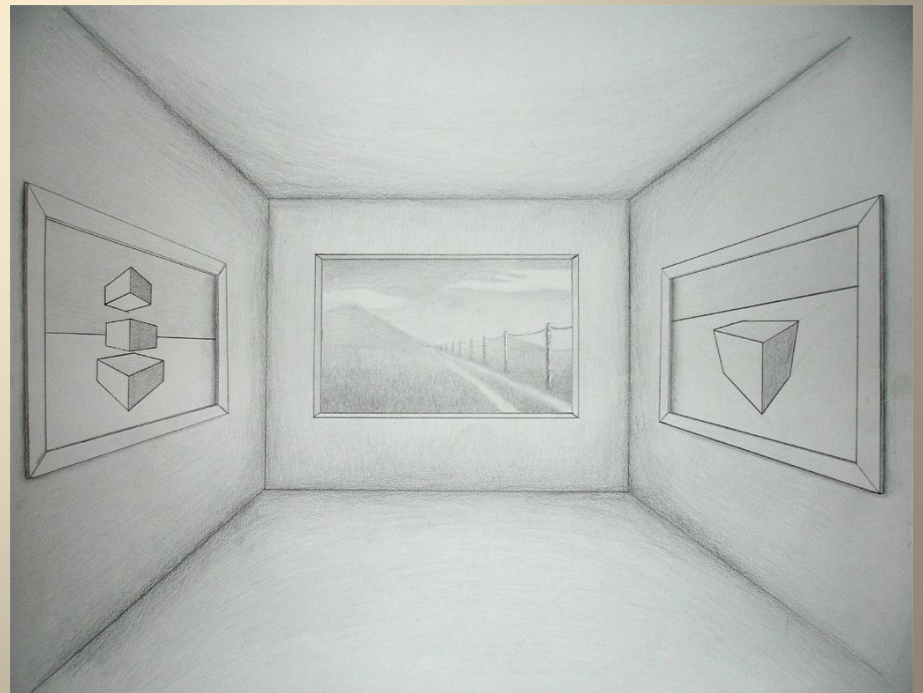
EXIT

0

Win Xin

# Definition of Perspective

- A linear system of converging lines
- Creates the accurate illusion of depth on a two-dimensional surface





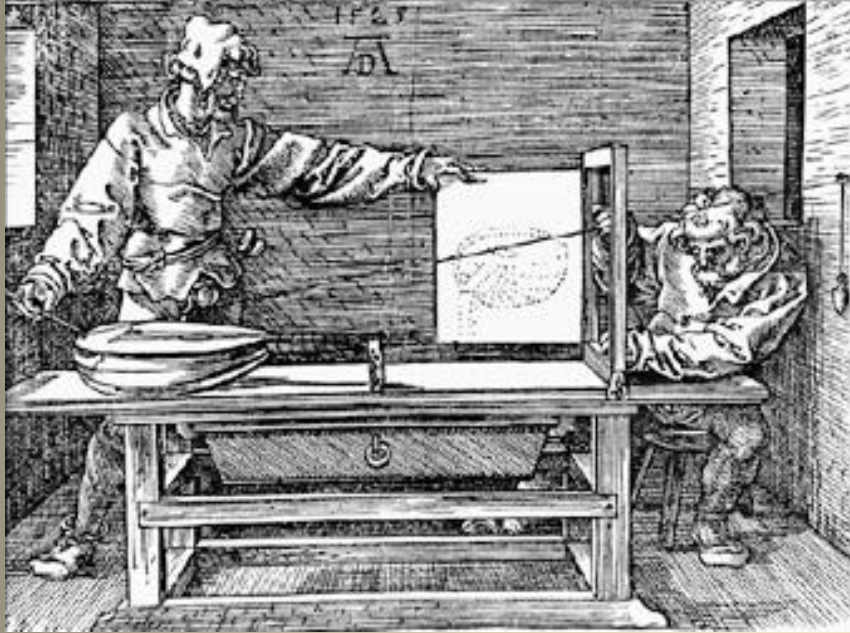


overlapping

size

placement

# Early perspective



Albrecht Dürer drawing on glass 'picture plane' c. 1520 (left), Cappella Tornabuoni fresco in Florence c. 1490 (right)

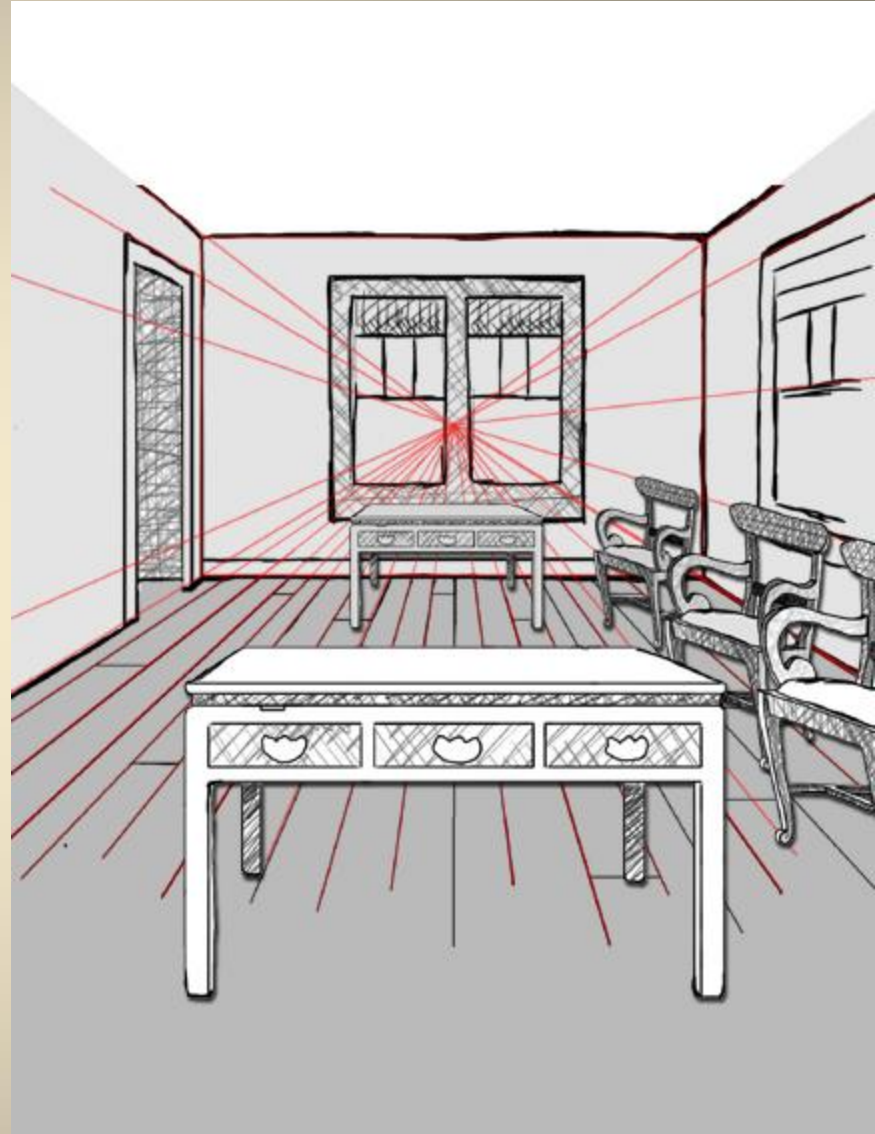


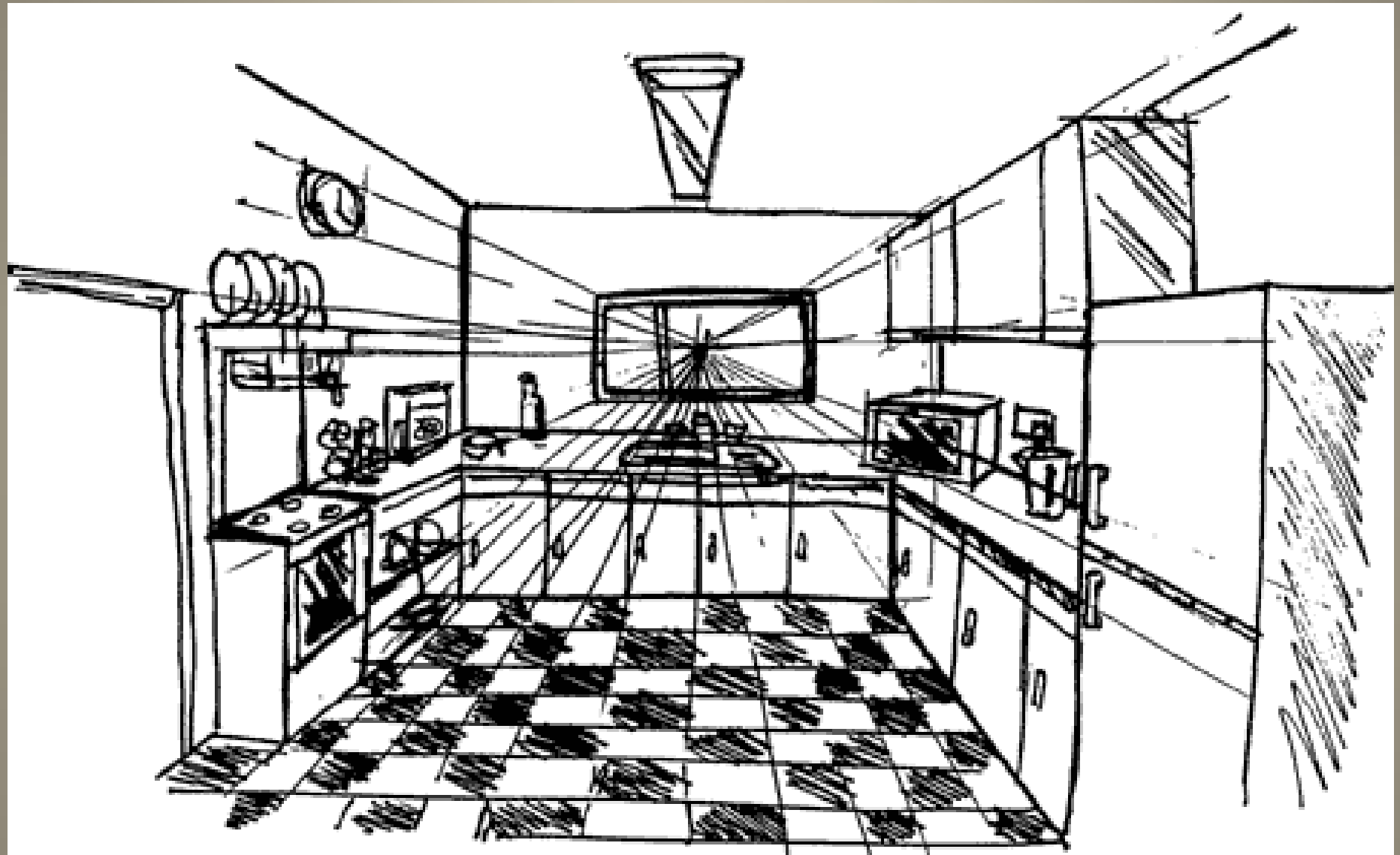


- Linear perspective emerged during the Italian renaissance

Masaccio, Italian Renaissance, 1400s







# Even photos follow 1-point perspective

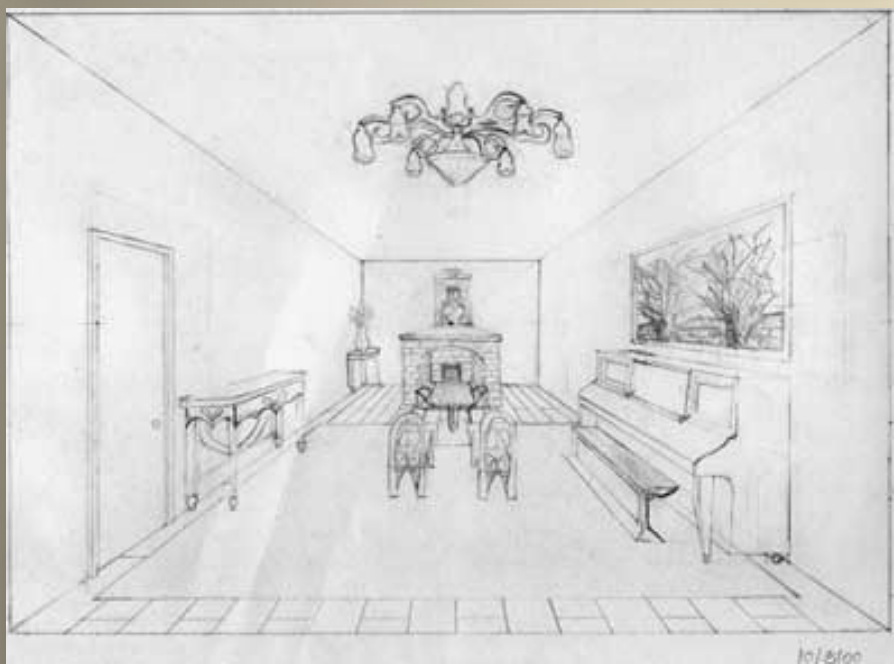
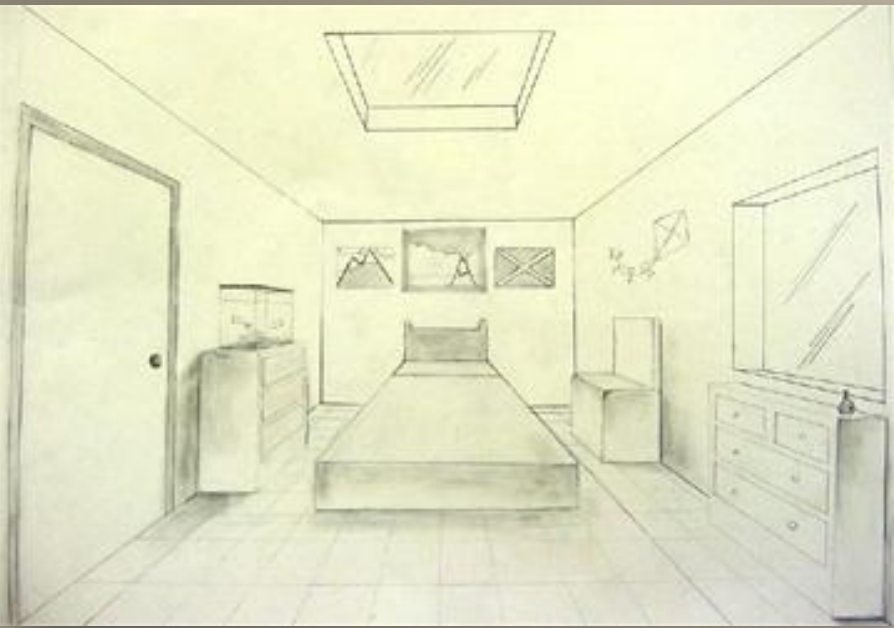




# Student work









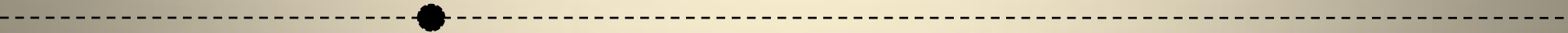


Artwork in perspective is boring unless you put the creativity and ideas into it to make it interesting!

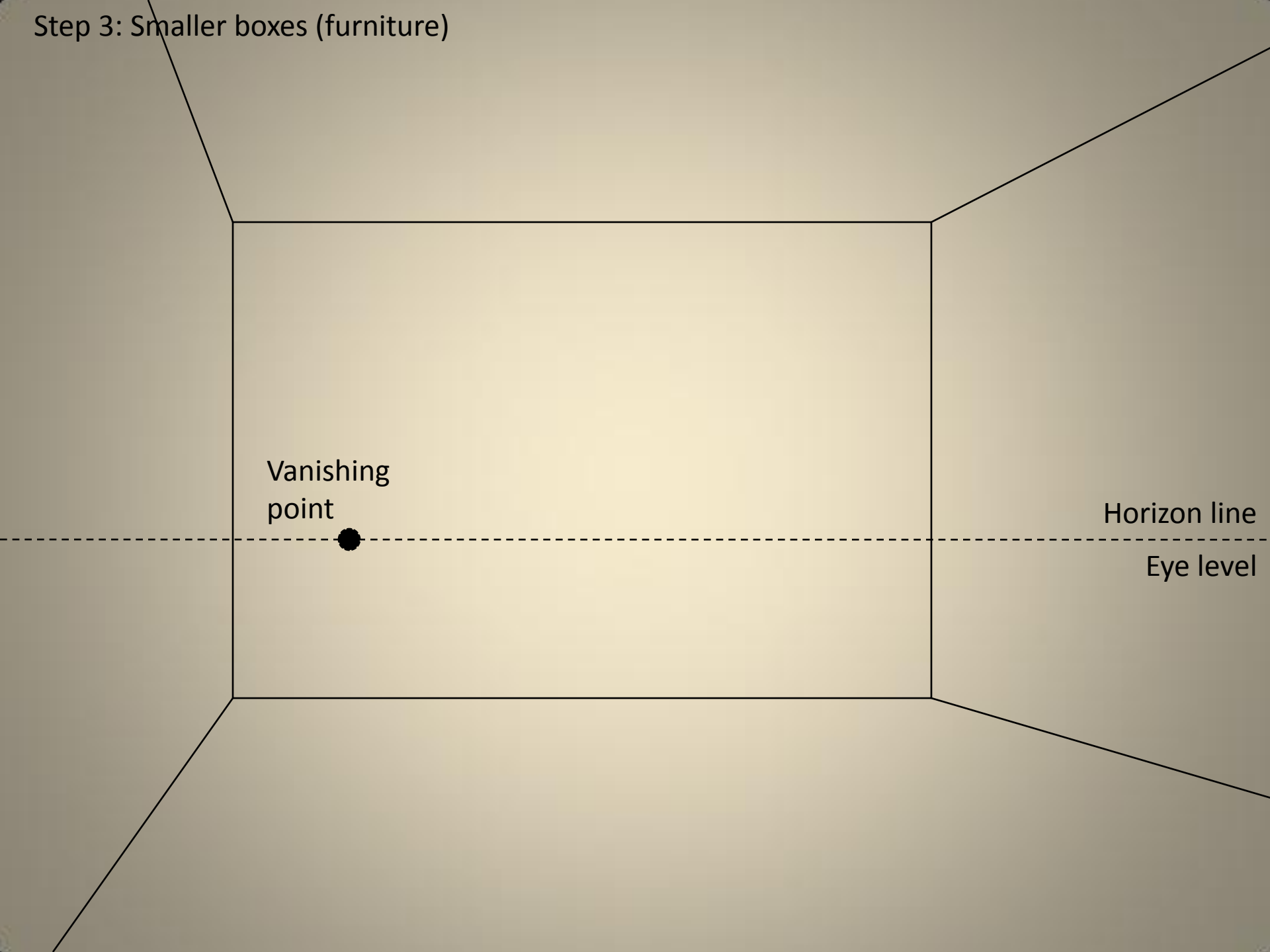


Step 1: Horizon line, eye level, vanishing point

Step 2: Square, perspective lines



### Step 3: Smaller boxes (furniture)



Vanishing  
point

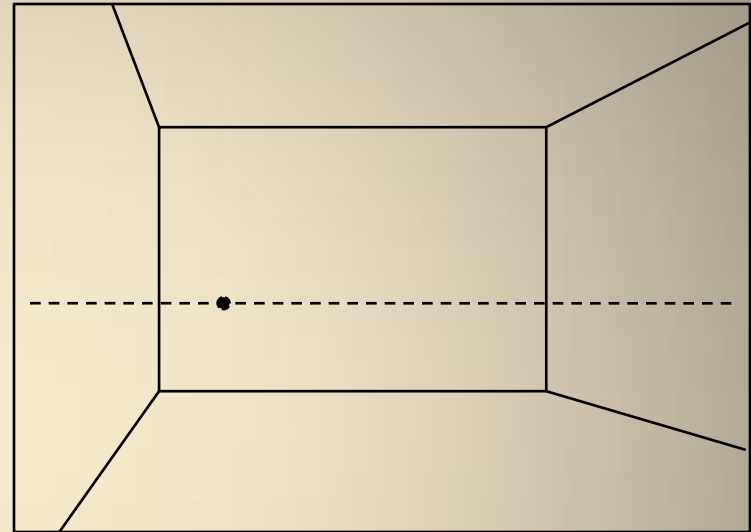
Horizon line

Eye level



# Remember...

- Lines are only:
  - Horizontal
  - Vertical



- Or they aim for the vanishing point!  
(unless your object is not rectangular)