

One Point Perspective

One Point Perspective - Creates the illusion of depth/space.

Rules of one point perspective -

1. The horizon line represents the level of the viewer's eye. The horizon can be low or high.
2. The vanishing point MUST be on the horizon line.
3. ALL LINES MUST GO BACK TO THE VANISHING POINT ON THE HORIZON.
4. Use parallel lines to represent where the back edges stop.



PARALLEL = Same distance apart.

A diagram showing two vertical parallel lines on the left and two slanted parallel lines on the right, illustrating that parallel lines maintain a constant distance from each other.

NOT parallel = The lines will eventually cross.

A diagram showing a horizontal line at the bottom and a line above it that slopes downwards towards the right, illustrating that non-parallel lines will eventually intersect.

Directions -
Connect the corners of the shape back to the vanishing point.

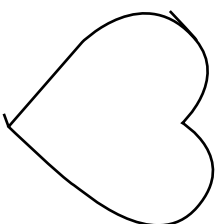
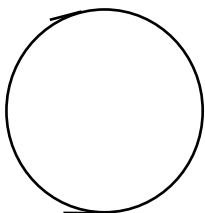
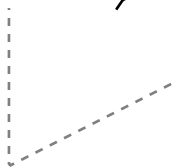
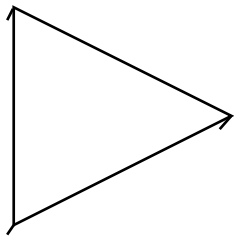
HORIZON LINE

Vanishing point

A diagram illustrating the process of creating one-point perspective. A horizontal line is labeled 'HORIZON LINE'. A black dot on this line is labeled 'Vanishing point'. A square is drawn on the left side of the horizon line. Dashed lines connect the top-right and bottom-right corners of the square to the vanishing point. Below this, a 3D rectangular box is shown in perspective. Dashed lines connect its top and bottom corners to the same vanishing point on the horizon line.

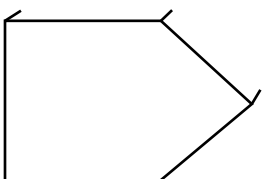
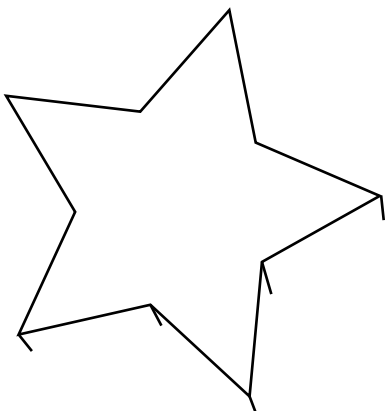
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How To Draw Shapes in 1-Point Perspective
Jessica Hopper - Youtube.com



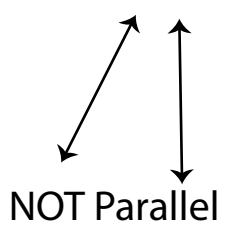
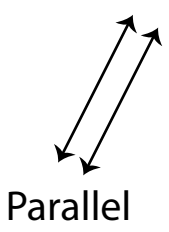
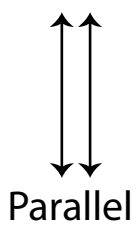
Horizon Line

Vanishing Point

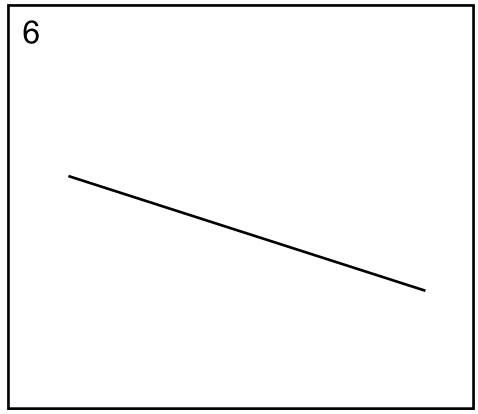
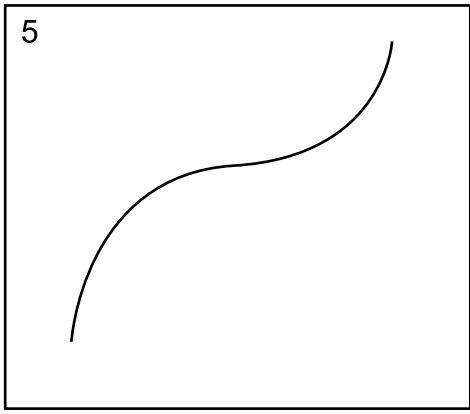
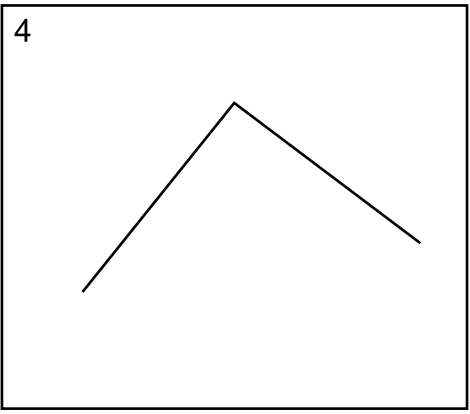
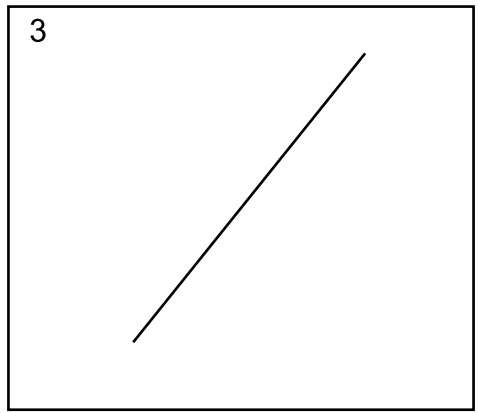
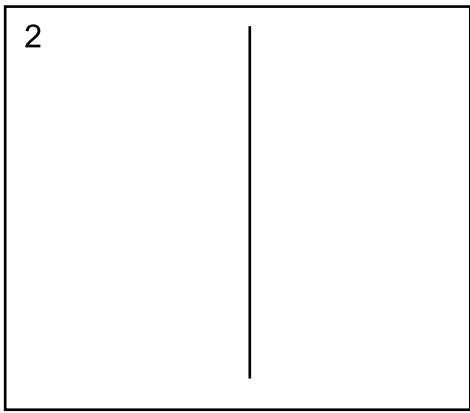
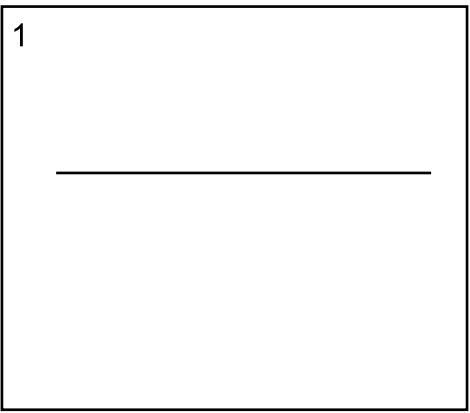


Parallel Lines

- Lines that are equally spaced apart. Lines that will never cross.



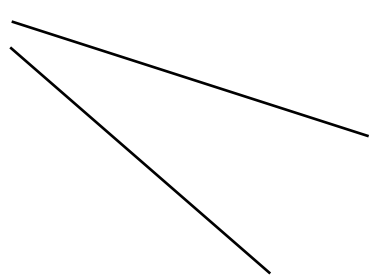
Directions - Draw a parallel lines, "like train tracks."



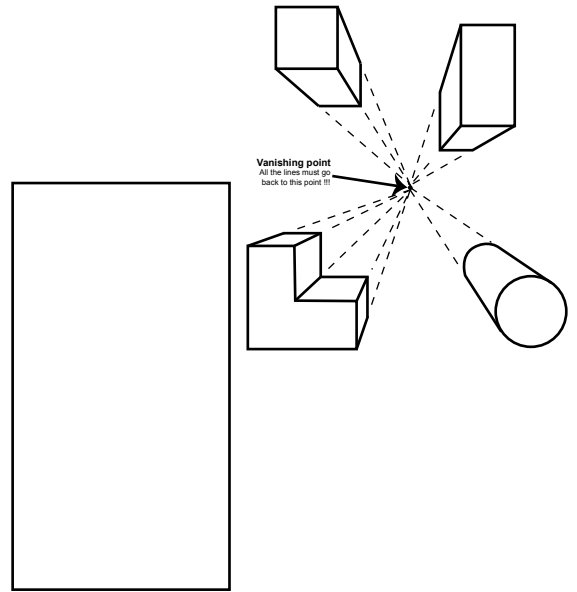
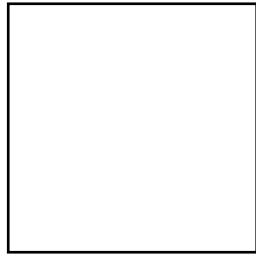
Are these line parallel?

YES

NO

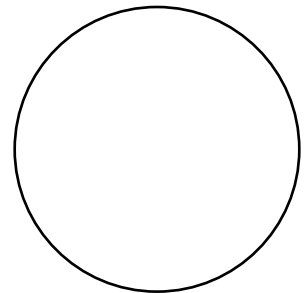
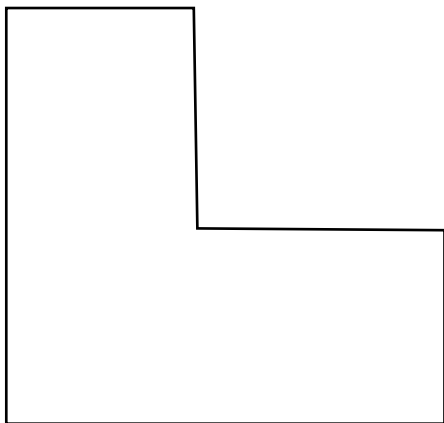


Explain Why



Vanishing point

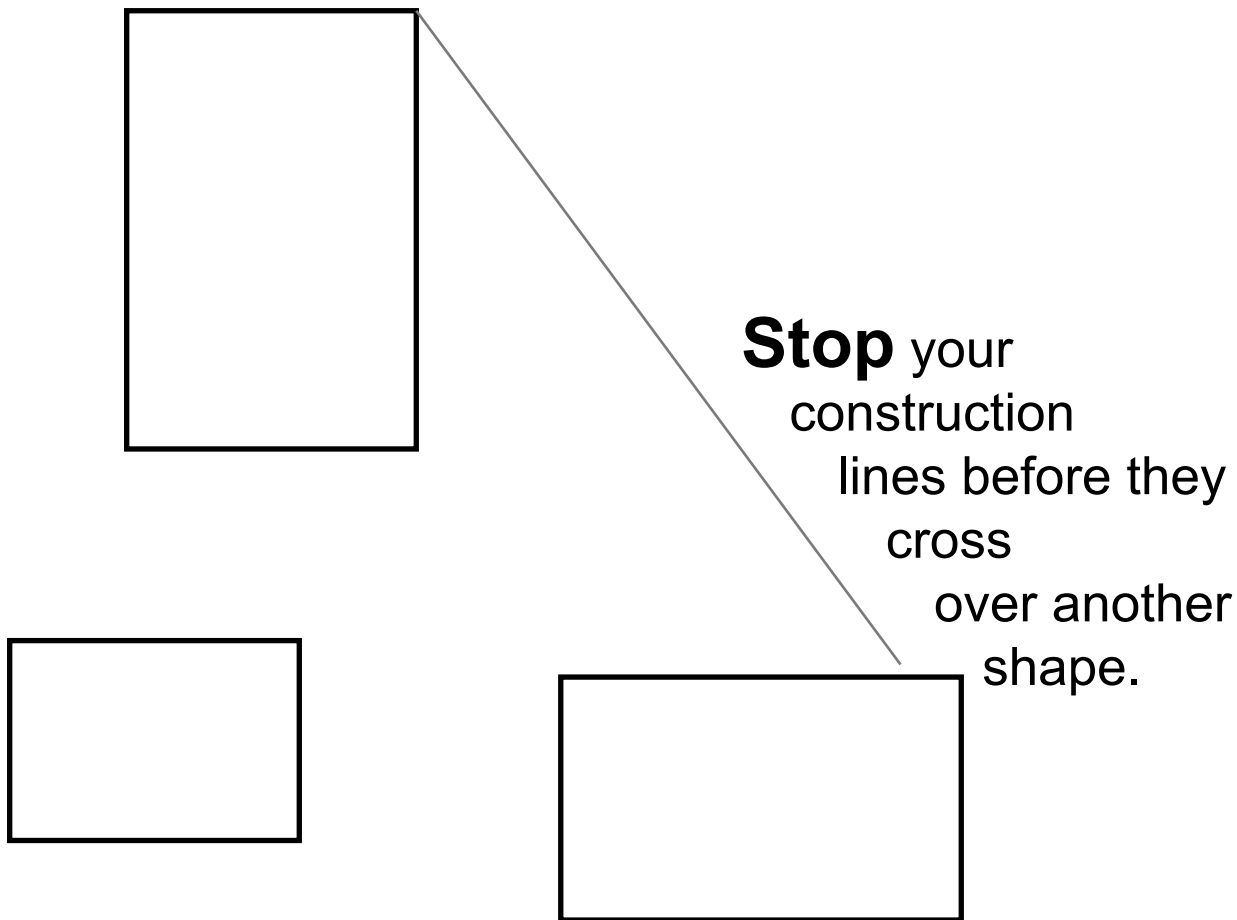
All the lines must go back to this point !!!



One Point Perspective

Step 1 - connect the corners back to the vanishing point.

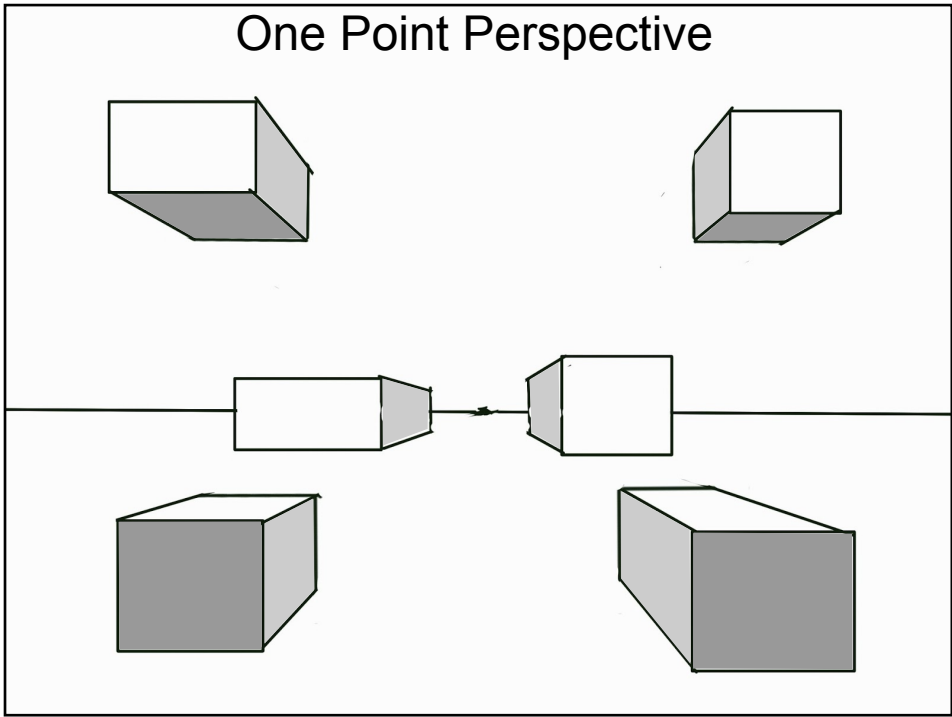
Step 2 - Use parallel lines to show where the back of the cube is.



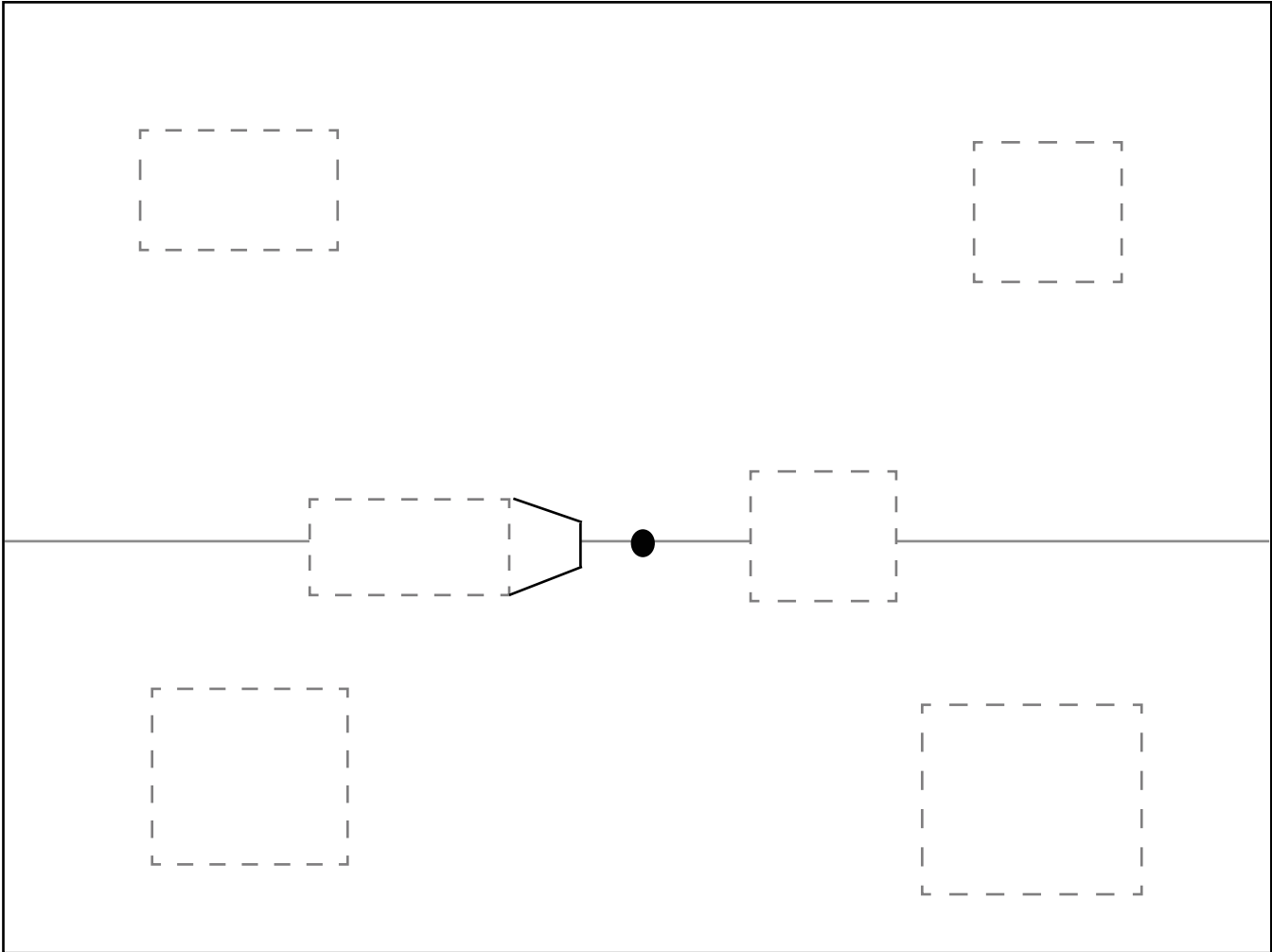
horizon line

vanishing point





Directions - Recreate the drawing above.

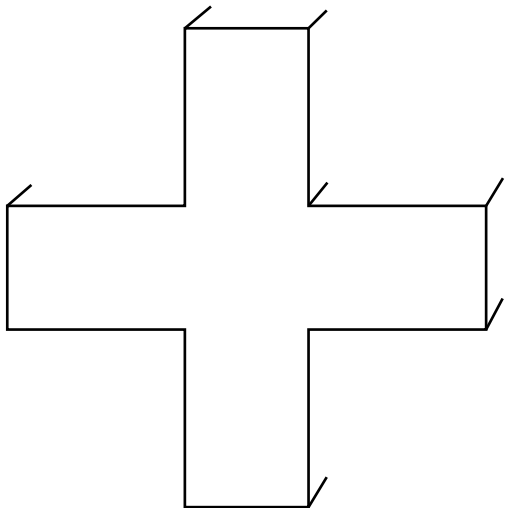
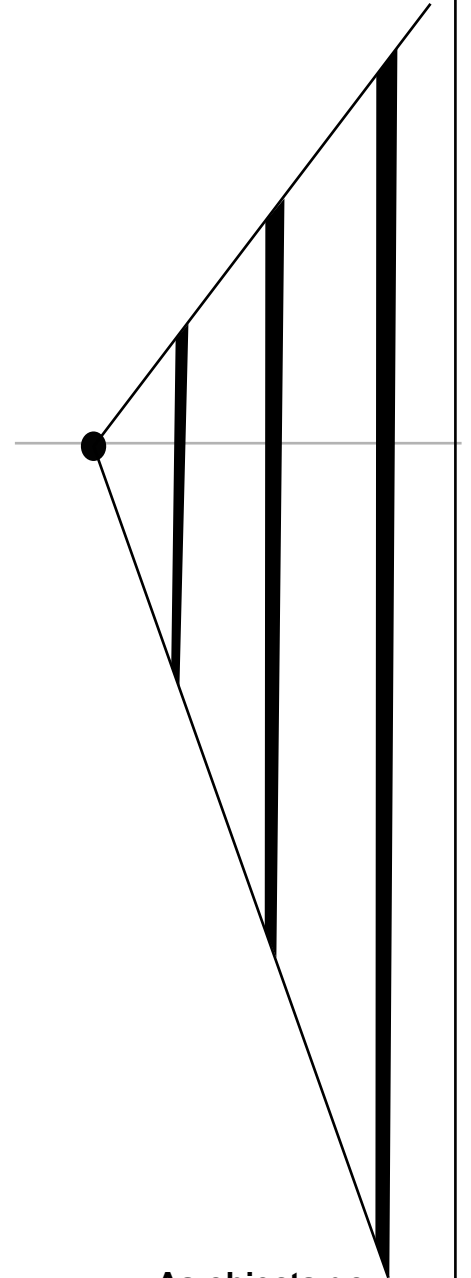
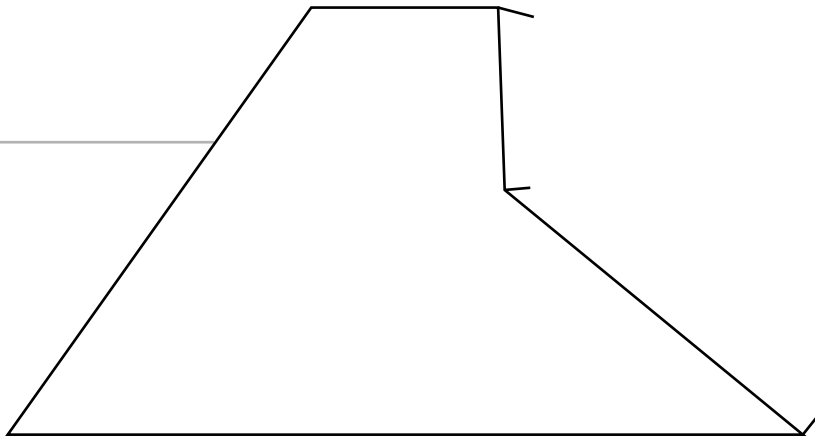


One Point Perspective

All the corners must go back to the vanishing point

Use parallel lines to represent the back edge.

Erase unwanted construction lines.

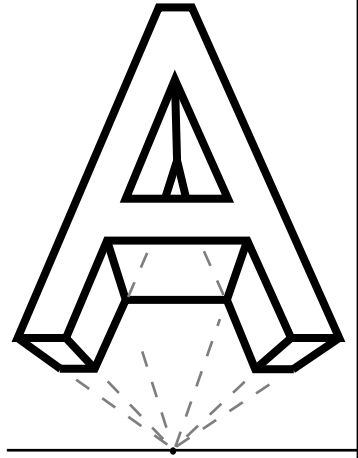
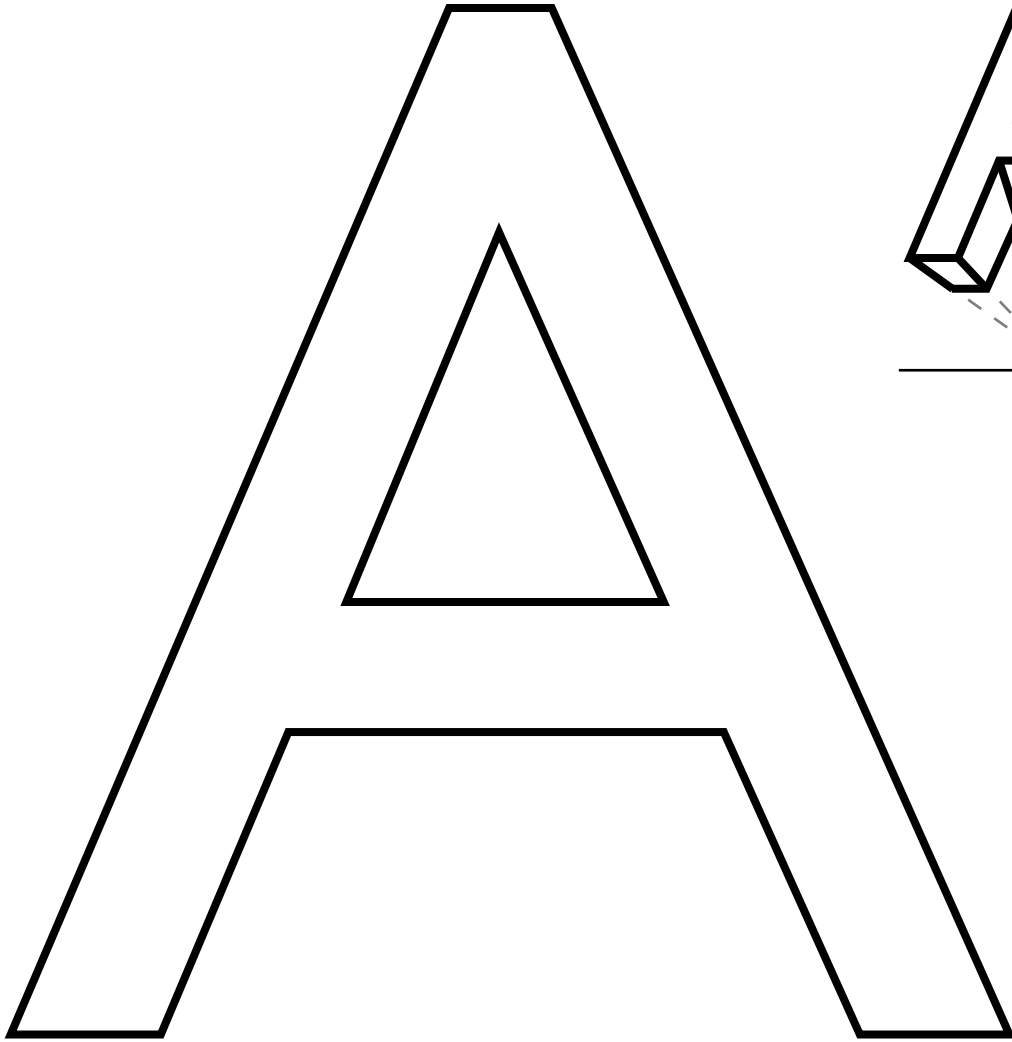


**As objects go
back in space,
they will become
smaller.**

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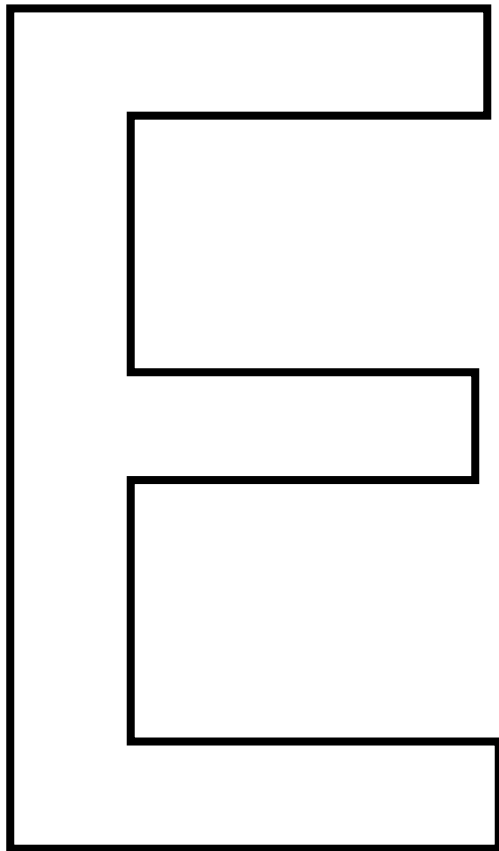
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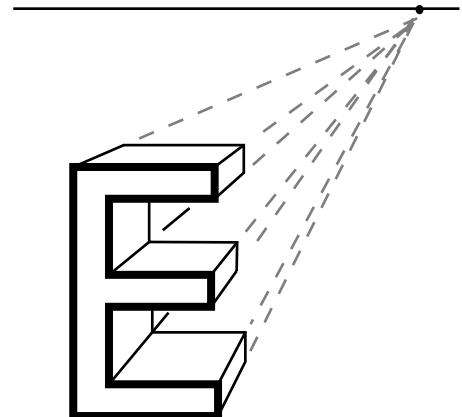


vanishing point

vanishing point



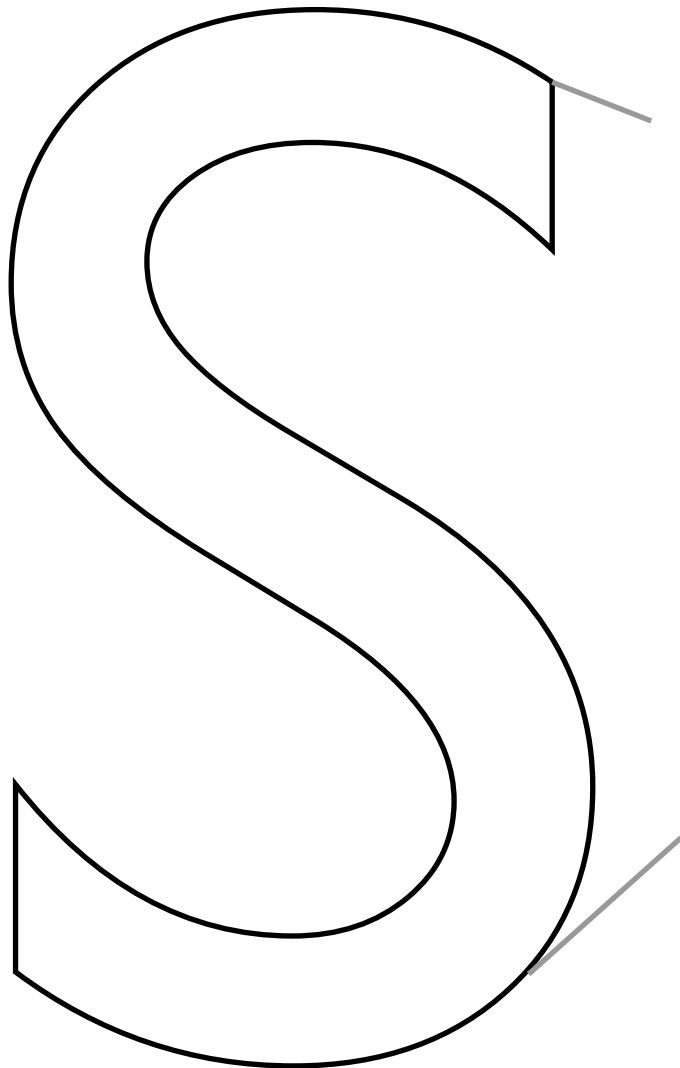
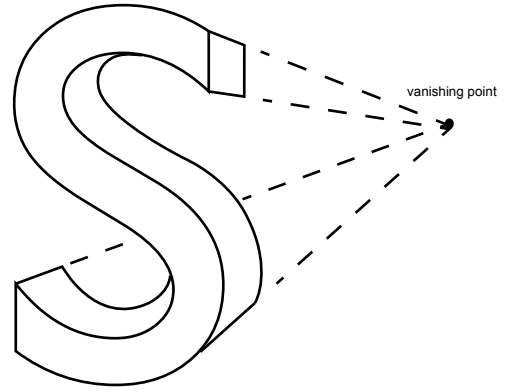
vanishing point



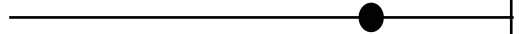
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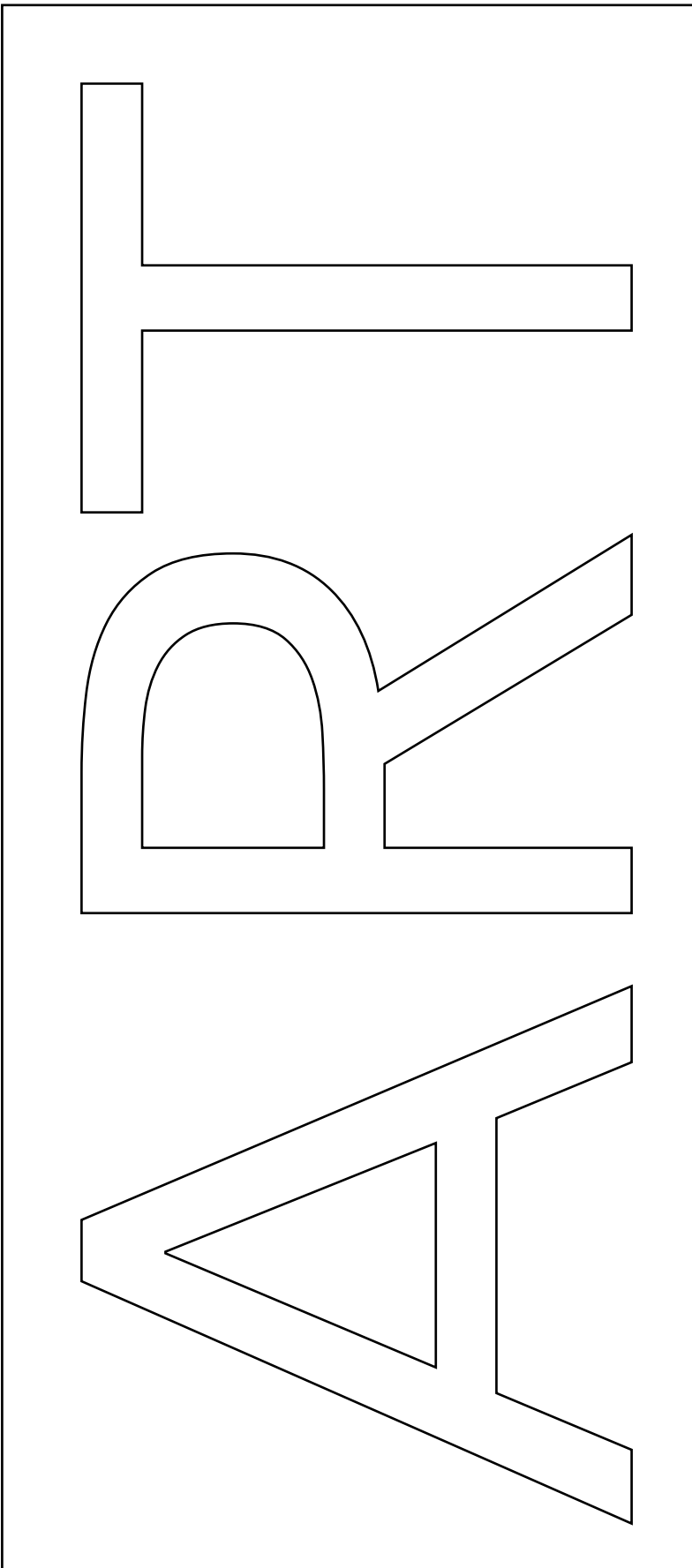
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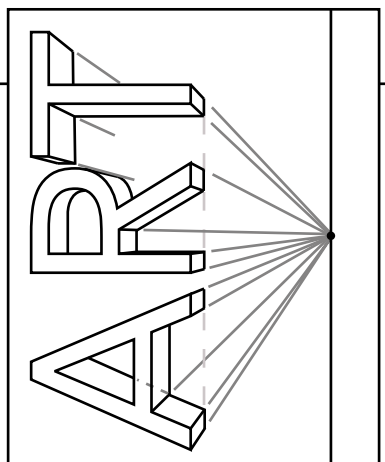
vanishing point



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Directions -
Recreate the
drawing.



vanishing point

One Point Perspective