

Bellwork

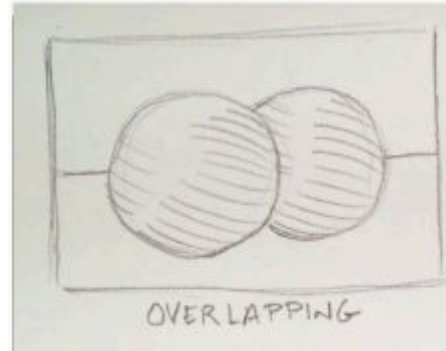
Week 9-Q3

Space is one of the seven elements of art. In terms of art, space refers to the area above, below, around, and within objects. It is very important for artists to have the ability to create the illusion of space in drawings. There are six ways an artist can create the illusion of space in a drawing.

Directions:

Divide your sketchbook paper into 6 squares. Draw the visuals and write the info.

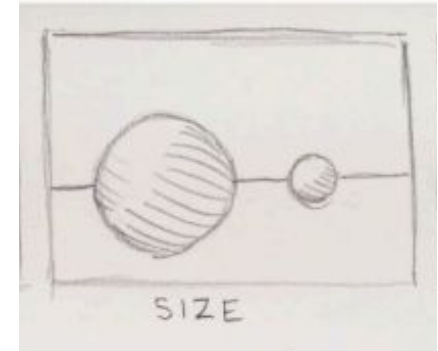
Monday



Overlapping:

overlapping occurs when objects that are closer to the viewer block part of the view of objects that are further away. It is surprising how many beginning artists fail to include overlapping in their drawings. Overlapping is an easy and simple way to create the illusion of space.

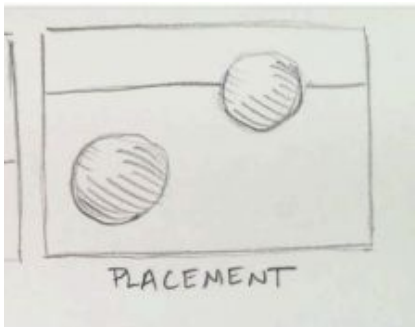
Tuesday:



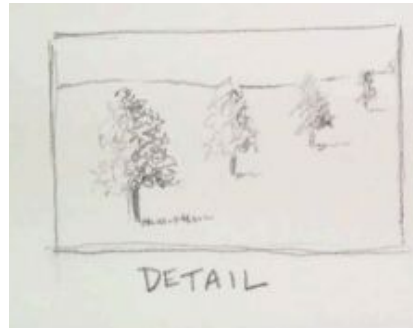
Size:

Adjusting the size of objects in a drawing is the second way artists create the illusion of space in drawings. Objects that are closer to the viewer appear larger than objects that are further away. Often these size relationships are more extreme than we realize.

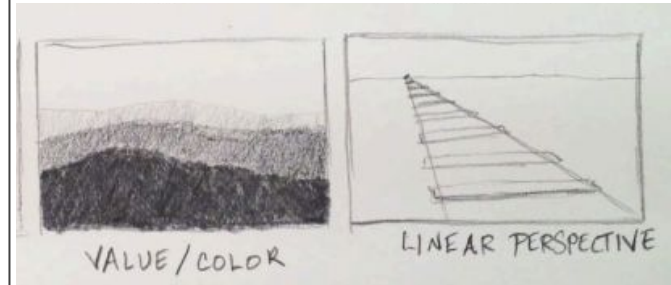
Wednesday:



Thursday:



Friday:



Value/Color and Linear Perspective:

Value and color are separate elements of art but can work together to create the illusion of space in drawings. Darker values will make objects appear closer, while lighter values will make objects recede. Warmer colors will make objects appear closer while cooler colors will make objects recede.

Placement:

A third way artists create the illusion of space in drawings is through the placement of objects within the picture plane. Generally, objects that are closer will appear lower on the picture plane while objects that are further away will appear higher on the picture plane. An exception to this rule would be flying objects or objects that are hanging from a ceiling.

Detail:

objects that are closer in drawings will have greater detail in them. For objects that are further away, less detail should be applied. It may be a good idea to exaggerate this relationship. Even though you may be able to see details in objects further away, you may choose to exclude them in order to further the illusion of space.

W.A.P. S. Week 9

Project: Street in One Point Perspective

Essential Questions:

Monday-What is space?

Tuesday- Did I meet the criteria?

Wednesday- How to create buildings in perspective?

Thursday - How can value help show space?

Friday- How can details help show space?

What will I learn:

Big Idea VA.68.O: Organizational Structure

Enduring Understanding 1 VA.68.O.1 : Understanding the organizational structure of an art form provides a foundation for appreciation of artistic works and respect for the creative process. [read more](#)
Date Adopted or Last Revised: 12/10

Enduring Understanding 2 VA.68.O.2 : The structural rules and conventions of an art form serve as both a foundation and departure point for creativity. [read more](#)
Date Adopted or Last Revised: 12/10

Enduring Understanding 3 VA.68.O.3 : Every art form uses its own unique language, verbal and non-verbal, to document and communicate with the world. [read more](#)
Date Adopted or Last Revised: 12/10

How I will learn it? (Agenda)

-Complete the day's goal

Reminders:

-Find assignment info on katundra.com

-Submit assignments on Artsonia

How do I know I learned it?

If you complete the day's goal:

Day 5-Friday	<i>Complete trees, fence, and additional details.</i>
Day 4-Thursday	Complete the third building, road, sidewalk, windows, and doors.
Day 3-Wednesday	Complete 2 buildings using one point perspective
Day 2 - Tuesday	Complete the reflection questions in complete sentences. And have a peer to grade your art.
Day 1-Monday	Complete cubes in space using in linear perspective

Monday - Cubes in Space

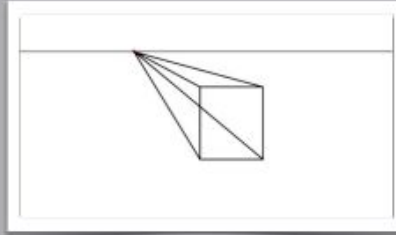
Directions: On your next available sheet of paper create a cube using linear perspective. Use the example below to help you. Once you have one completed continue the practice by drawing a cube above the horizon line, on the horizon line, and another below the horizon line.



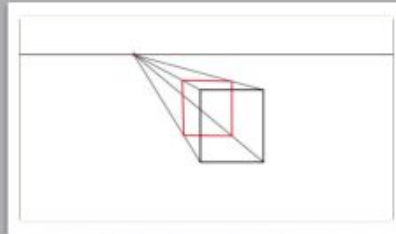
The first step in one point perspective is to define a **horizon line**. The horizon line is the line that divides the sky from the ground. It can also refer to a viewer's line of sight.

Copyright (c) 2013 The Secrets to Drawing

The next step is to draw four lines from each of the corners of the rectangle to the vanishing point on the horizon line.



Now, draw a smaller rectangle that touches all four of the lines that you drew in the previous step. Each corner of the smaller rectangle should intersect with the receding lines.

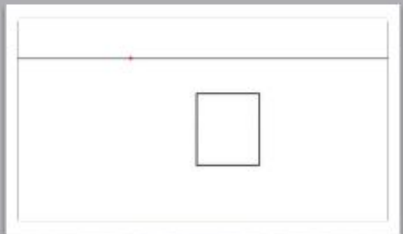


Copyright (c) 2013 The Secrets to Drawing

Next, define a **vanishing point** on the horizon line. The vanishing point is a point placed on the horizon line where objects begin to disappear because of distance. It is a point of reference where our lines of perspective will recede to. The vanishing point must be placed on the horizon line in one point perspective. Because the horizon line continues indefinitely, the vanishing point may be placed off of the picture plane.

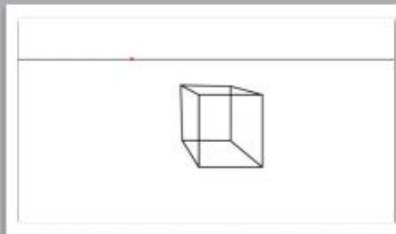


Next, we can draw the shape of the object that we are drawing. In this case, the object is a cube, so the basic shape is a rectangle.



Copyright (c) 2013 The Secrets to Drawing

Next, erase any lines that you no longer need to reveal a cube.



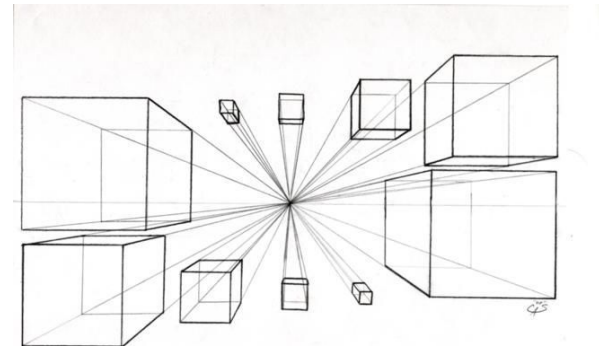
Cubes in Space Checklist:

-Do I have a cube above the horizon line using linear perspective?

-Do I have a cube on the horizon line using linear perspective?

-Do I have 2 cubes below the horizon line using linear perspective?

-Did I submit to Artsonia,
[WK 9_squares in space](#)



Here is an example from Google

Tuesday- Let's Reflect and Grade

Directions: Grab the Project Reflection and Rubric from the cart. Using the paper, answer the questions in complete sentences. When you're done upload to Artsonia [WK 9_Reflection and Rubric Room](#). This is 60 pts. Make sure the art is submitted to: [WK 8_Room in 1 Point Perspective](#) .

Project Rubric-Room in One Point Perspective

Name: _____ Date: _____ Per: _____

Directions: Complete the questions about your Room in One Point Perspective, using complete sentences. Have a peer to grade your art using the back of this sheet. Tape the rubric to the back of your artwork, as a hinge. Take a picture and submit your art and rubric to Artsonia.

Reflection Questions:

1. Were the lines converging accurately to a single vanishing point, creating a sense of depth and space? _____

2. What challenges did I encounter in maintaining perspective consistency, and how did I address them?

3. Did I accurately represent the walls, floor, and ceiling to create a realistic environment?

4. What improvements could be made to enhance the realism and clarity of the room structure?

5. Did I effectively depict the details of the table, such as legs, surface, and any objects on it, to contribute to realism?

6. Were the door and windows appropriately placed within the room according to perspective (using the vanishing point)?

7. What level of detail did I incorporate into the room, table, door, and windows to enhance symbolism, realism and depth perception?

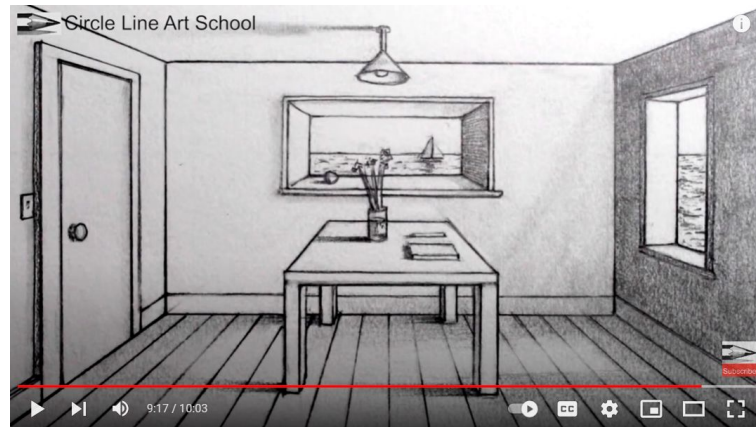
8. Were textures, shadows, lighting effects, and additional objects or decorations effectively utilized to enrich the drawing?

9. What additional details could have been included to further enhance the overall depiction?

10. How would I assess my performance based on the rubric criteria?

11. What were the main strengths of my drawing in terms of perspective, structure, and details?

12. What areas require further improvement or attention in future drawings?

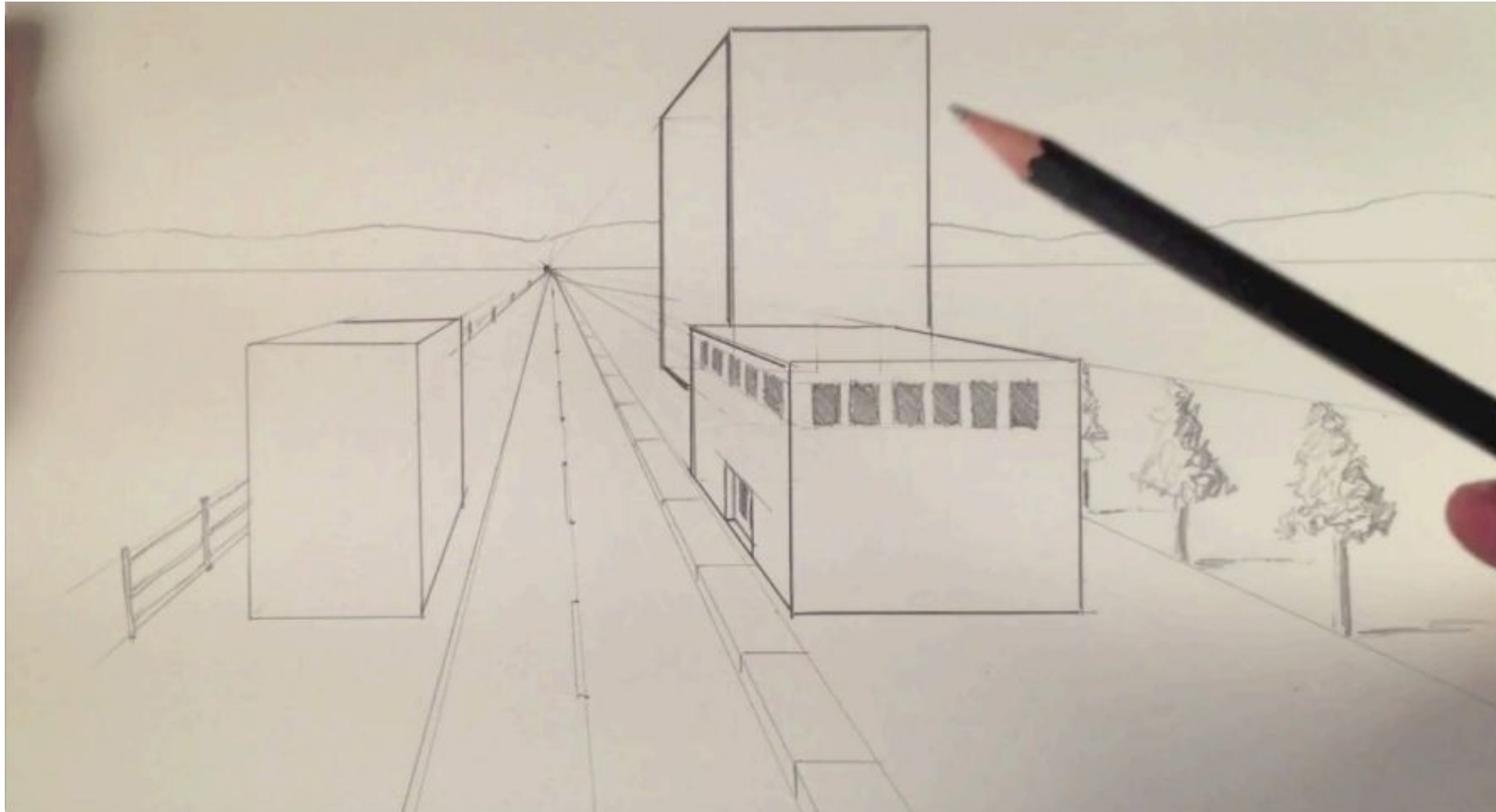


Room in One Point Perspective Rubric

Grader's Name:	0-None	1-Below	2-Approaching	3 - Met	4- Above
Perspective: The perspective accurately follows the principles of one-point perspective, with all lines converging to a single vanishing point, creating a realistic sense of depth and space.	0	12	15	17	20
Room Structure: The room is well-defined with clear walls, floor, and ceiling. Proportions are consistent, and lines are clean and straight, enhancing the realism of the environment.	0	12	15	17	20
Table: The table is accurately positioned within the room and aligned with the perspective lines. It demonstrates proper use of perspective in its shape and proportions. Details such as legs, surface, and any objects on the table are clearly depicted with attention to realism.	0	12	15	17	20
Door and Windows: The door and windows are accurately placed within the room, following the perspective lines. Their proportions and details are realistic and consistent with the overall environment.	0	12	15	17	20
Details: The room, table, door, and windows feature intricate details that enhance realism and depth perception. These details may include textures, shadows, lighting effects, and additional objects or decorations within the room.	0	12	15	17	20
Total Score (100)					

Lets Create a Street Using One Point Perspective

Directions: Go to the next slide to follow the steps to get to this point.



Now, let's take a look at how one point perspective will be used in a drawing. Start by defining the horizon line.



Copyright (c) 2013 The Secrets to Drawing

Wednesday Goal: Complete the 2 Buildings



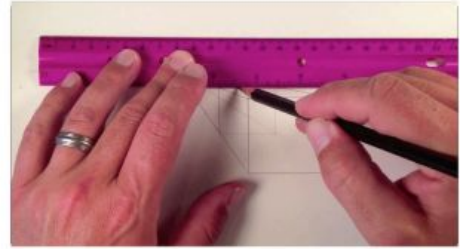
Place a vanishing point on the horizon line.



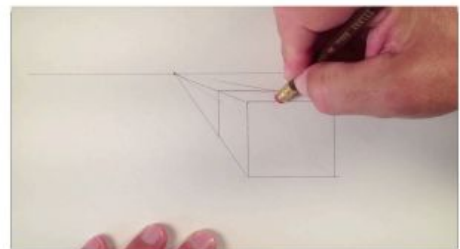
Draw the shape of the form. Since this will become a building, we will draw a rectangle.



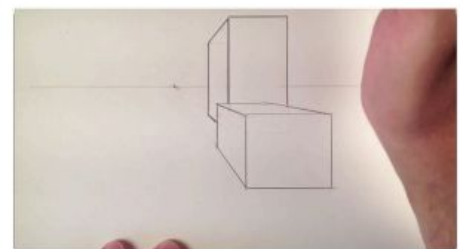
Now, draw lines from all four corners back to the vanishing point.



Draw a smaller rectangle that touches the receding lines at each corner.



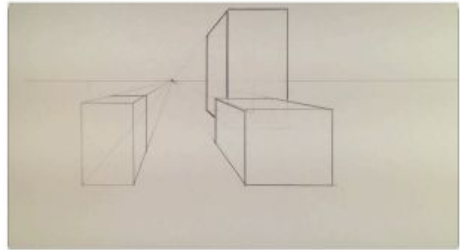
Erase any lines that you no longer need to reveal the form.



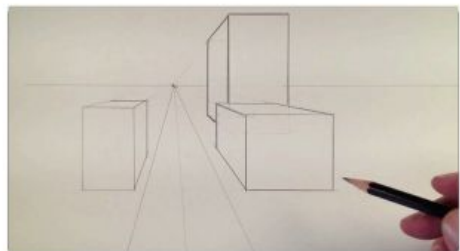
By repeating these steps, you can create another form behind the first one.

Copyright (c) 2013 The Secrets to Drawing

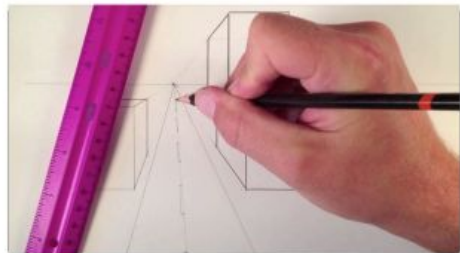
Thursday's Goal: Complete the third building, road, sidewalk, windows, and doors.



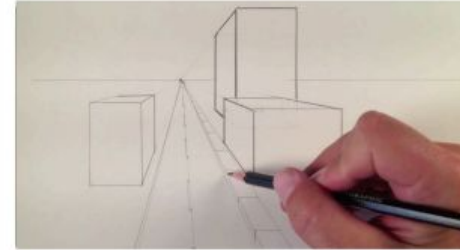
Repeat the steps as many times as necessary to create multiple forms. Just be sure to use the same vanishing point.



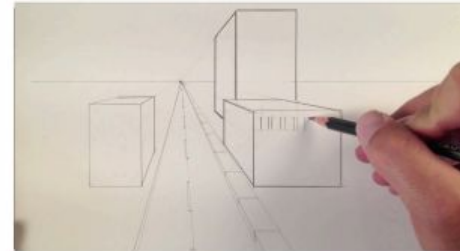
A road can be added by drawing two lines to the vanishing point.



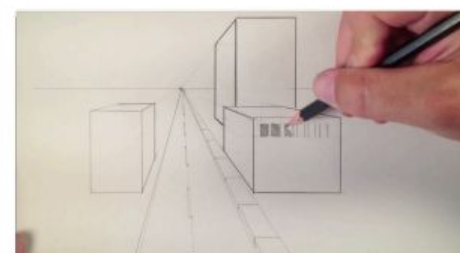
The road can be developed further by adding a center, broken line.



You can add depth to the drawing by adding a sidewalk.

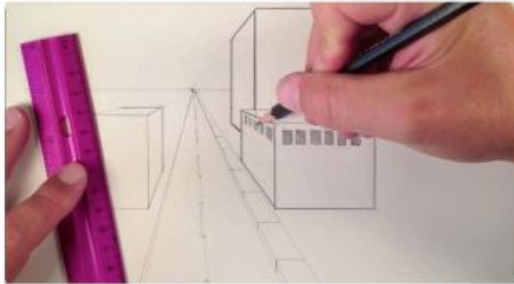


We can make the cubes look like buildings by adding windows and doors. Windows and doors on the front of the buildings will be simple rectangles.

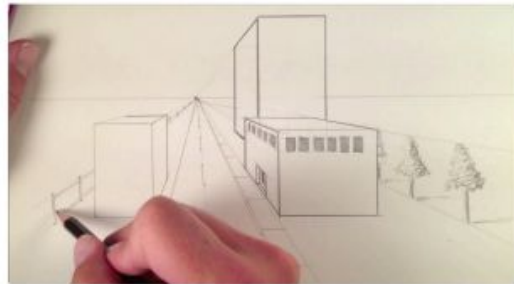


Adding darker values to the shapes adds to the illusion of windows.

Friday's Goal: Complete trees, fence, and additional details.



Windows and doors added to the side of the buildings will recede using the vanishing point as a guide.



Adding other elements such as a line of trees or a fence is easy. Just draw two lines back to the vanishing point. Use those lines as guidelines for the height of the trees or the height of the fence.



You may choose to add other elements to the scene that don't rely on one point perspective. For example, a simple line for a mountain range can make the drawing more interesting.