

W.A.P.S Week 2 q3

Wednesday 1-19-22

EQ (Essential Question):

What is 1 point linear perspective?

What will I learn today:

The student will learn six ways to create the illusion of space on a flat surface. The student will learn how to create the illusion of space using one point linear perspective and two point linear perspective.

How I will learn it? (Agenda)

- Complete bellwork and submit to Artsonia
- Watch Video on linear perspective
- Take notes

How do I know I learned it?

If you have the following:

Rubric for today:

- 3 Met Expectation- Takes notes
- 2 Approaching Expectation-Complete less than 3
- 1 Below Expectation-No evidence

Reminders:

Open Note Quiz on Space - Thursday

Pay Art Lab Fee of \$25 ASAP

Art Club Meeting 2-3 pm on Tuesdays

Find make-up work at

[katundra.com>classroom>2d1](http://katundra.com/classroom/2d1)>the date you need

Upload it at Artsonia

How One Point Perspective Works...

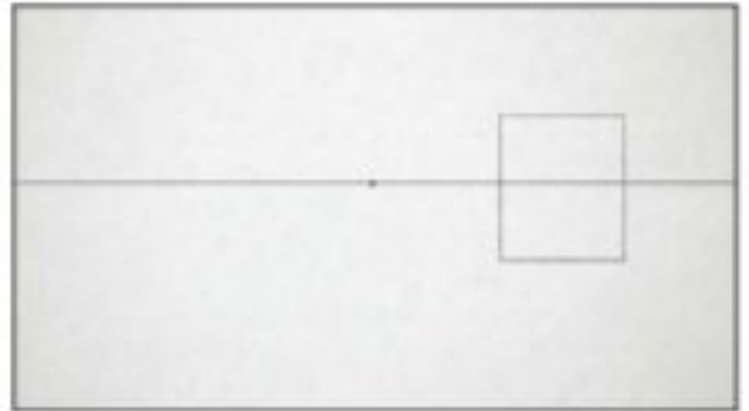
We'll need to first establish the horizon line. This line can be thought of as the line that divides the sky from the ground. More accurately, it is the level of sight of the viewer. The horizon line extends forever horizontally. This means that the horizon line extends beyond the confines of the picture plane. In this example, the horizon line is found within the picture plane, but it could be placed above or below the confines of the picture plane



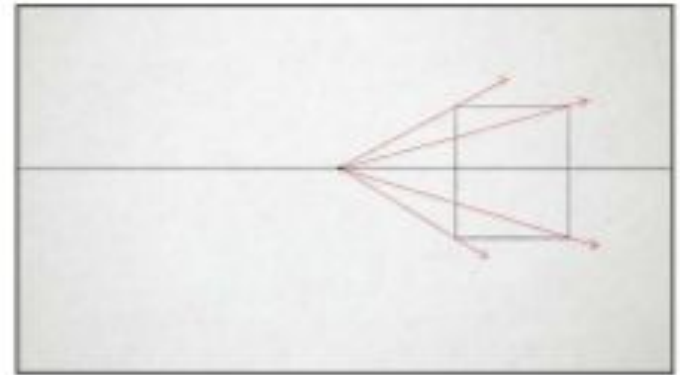
The vanishing point is a point placed on the horizon line where objects begin to disappear because of distance. With one point perspective, one vanishing point is used. It can be placed anywhere on the horizon line. In this example, it is placed near the center, but it could be found outside of the picture plane since the horizon line continues outside of the pictorial space



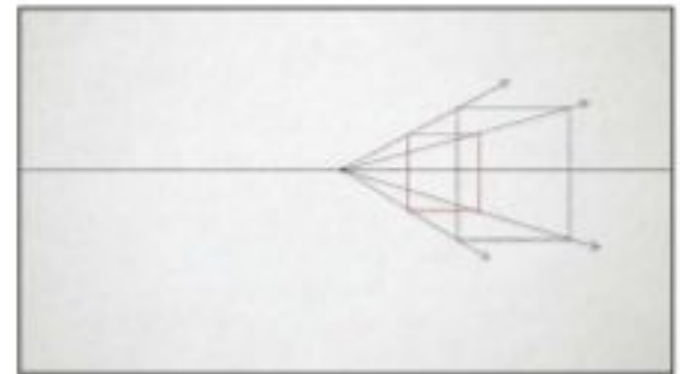
With the horizon line and the vanishing point established, we can draw the basic shape of the subject. Since we're drawing a cube, the shape is a simple rectangle.



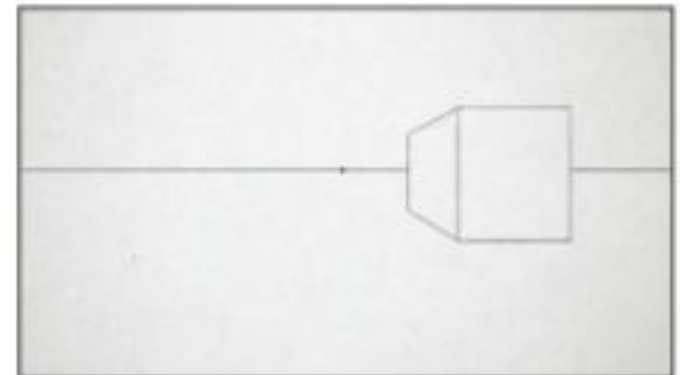
Next we'll draw four lines from the vanishing point to all four corners of the rectangle that we drew.



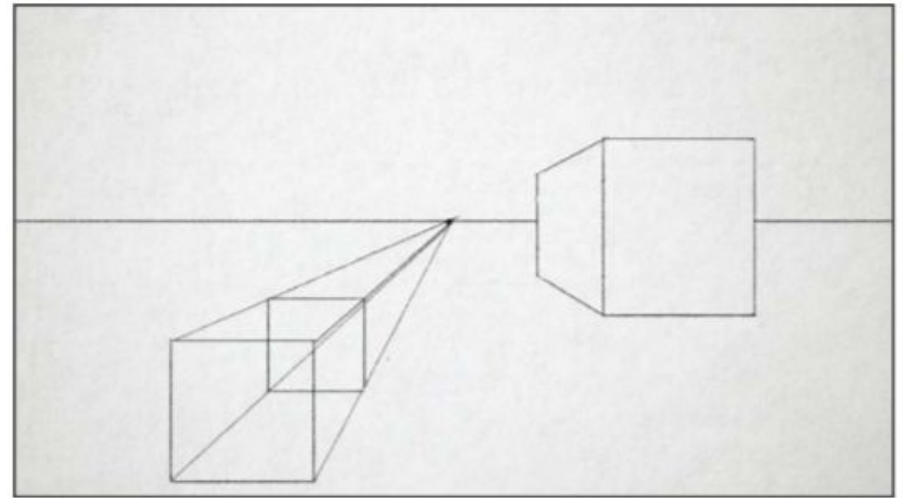
Using these lines as a guide, we'll draw a second rectangle. Each corner of the second, smaller rectangle should touch each of the four receding lines.



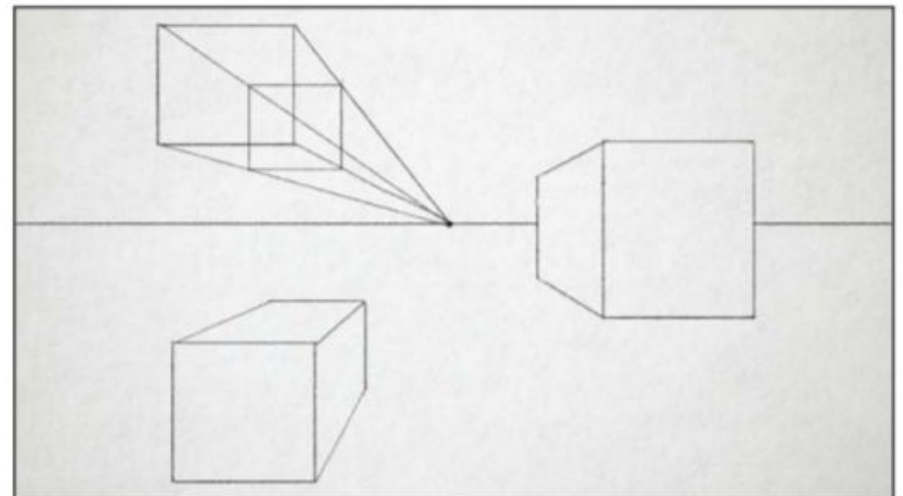
Now our cube is in place and we can erase all of the extra lines that are no longer needed.

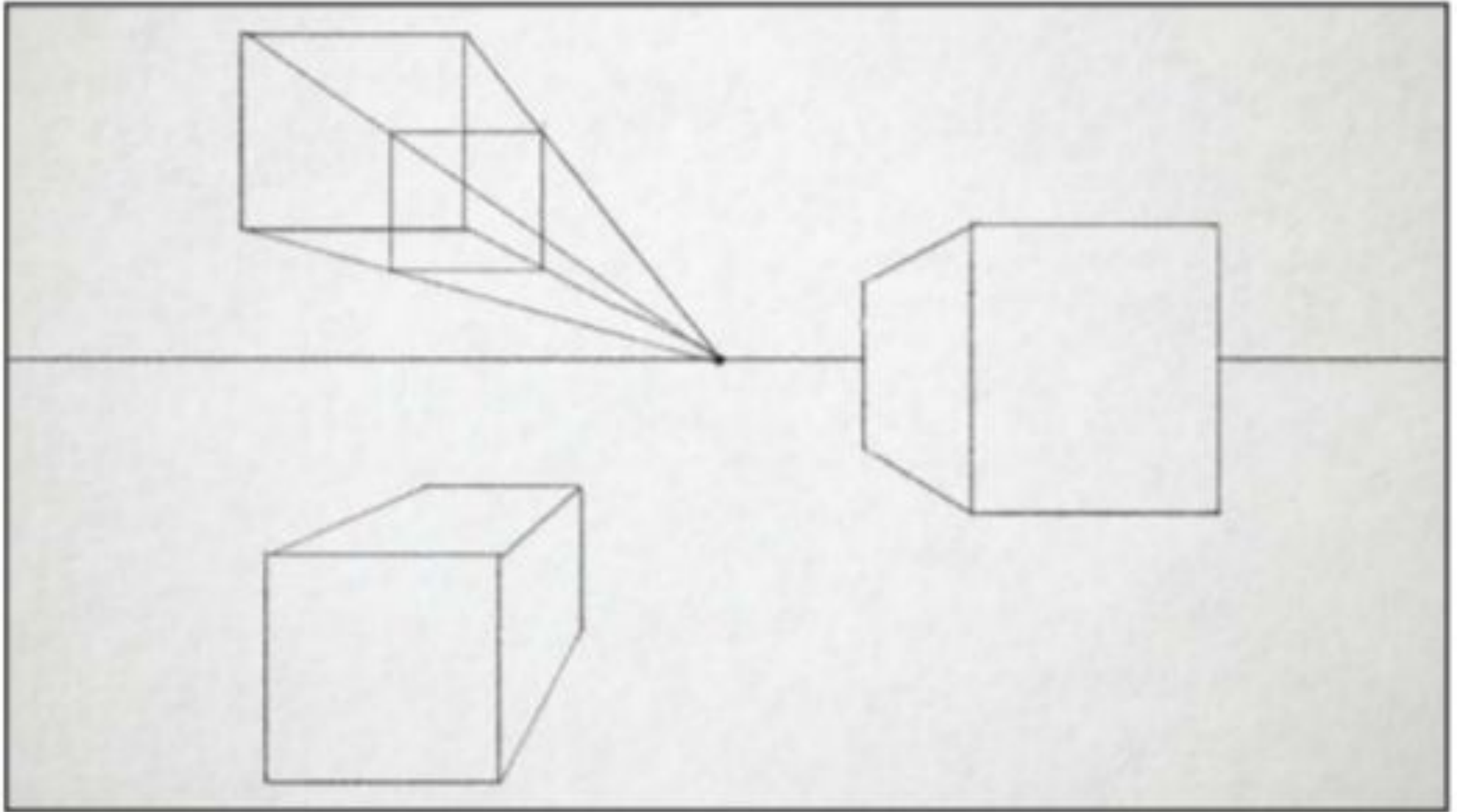


We can draw a second cube that exists under the horizon line using the same approach.



The process remains the same for a third cube found above the horizon line. Notice that all three cubes use the same vanishing point. In most circumstances, all of the objects that you draw within a scene will use the same horizon and vanishing point.





Upload to Artsonia: [Wk3_1point_linearperspective](#)

