

## Drawing Challenge -3

### Directions:

In your sketchbook draw one of the challenges, you have 10 mins. When you are done upload to Artsonia under: [wk1\\_challenge3](#).

### Environment Challenge

Draw the environment  
described below.

A dojo that has been  
damaged by fire and features  
a porcupine.

or

### Character Challenge

Draw the character described  
below.

A scientist who has an animal  
that is sitting on their shoulder  
levitating for the first time.

# You Have 2 mins to Upload Your Work to Artsonia

1. Either Download the Artsonia App on your phone or Use the Web Browser and type in Artsonia.com
2. Click on ARTIST
3. Type in the Access Code **TPKF-ZSSZ**
4. Click on All Students
5. Enter Your Name
6. Add Art
7. Select the name of the assignment: **wk1\_challenge3**
8. Take a Picture
9. Crop the image if needed
10. Title the work
11. Type the Artist Statement
12. Submit to Teacher



**When you're done uploading, go place your cell phone in your backpack.**



## W.A.P.S Week 9 q3

### Wednesday 3-9-22

#### EQ (Essential Question):

How to create a street scene using 2 point 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)

- Watch Video on 2 point perspective
- Continue Exercise

#### How do I know I learned it?

If you have the following:

#### Rubric for today:

- 3 Met Expectation- Add crosswalk, trees, and shading
- 2 Approaching Expectation-Complete less than 3
- 1 Below Expectation-No evidence

#### Reminders:

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 Two Point Perspective Works...

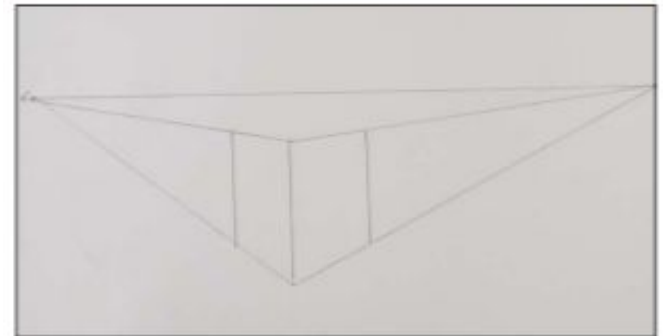
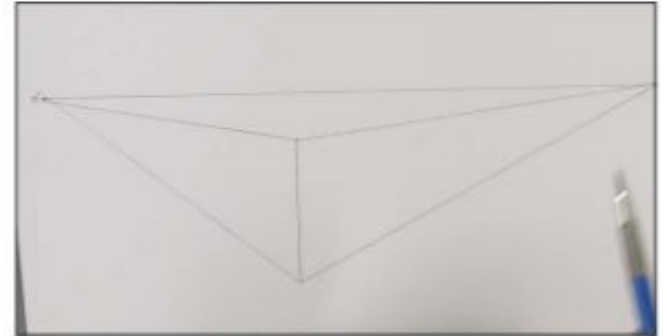
Now we'll create a simple street scene. We'll start by drawing our first basic form. We'll first establish the horizon line, place two vanishing points apart from one another, and draw the corner in between.

From each end of the corner, we'll draw two lines on each side back to each of the vanishing points

From each end of the corner, we'll draw two lines on each side back to each of the vanishing points

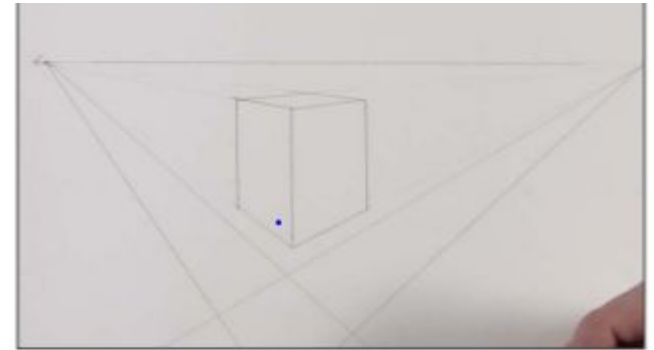
With two vertical lines, we'll establish the back end of our first form. Remember, these lines should be perfectly vertical and parallel to the corner

Upload to Artsonia: [Wk1\\_2point\\_street1](#)

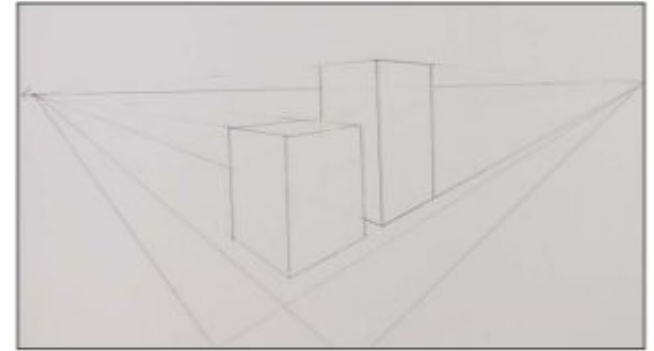


## How Two Point Perspective Works...

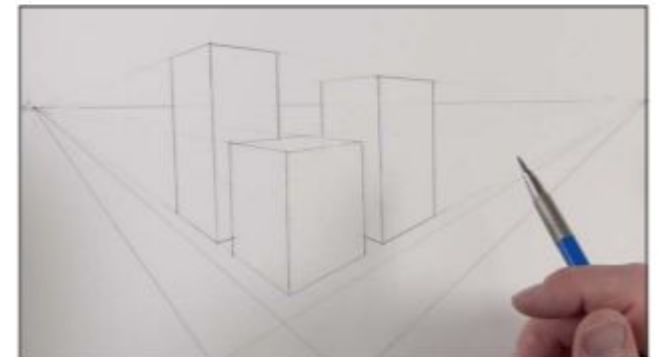
We'll add a couple of roads by drawing two lines back to each of the vanishing points, allowing both sets of lines to intersect in front of our first form



Following the same steps as we did with our first form, we'll add a second one. We're careful to make sure that our second form does not extend below our first.



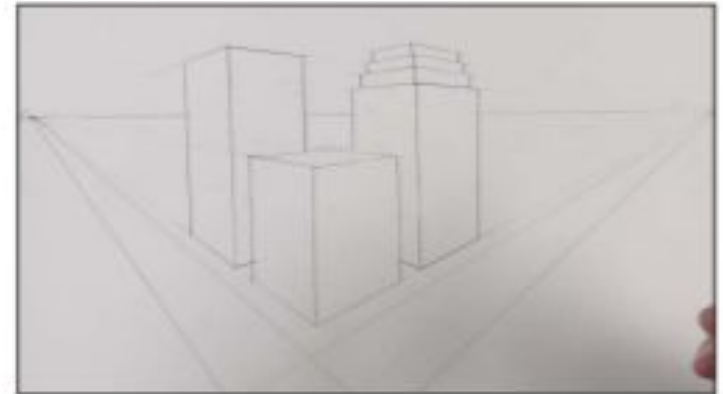
A third form is added on the left side, behind our first. The steps remain the same, using the same two vanishing points for all of the forms



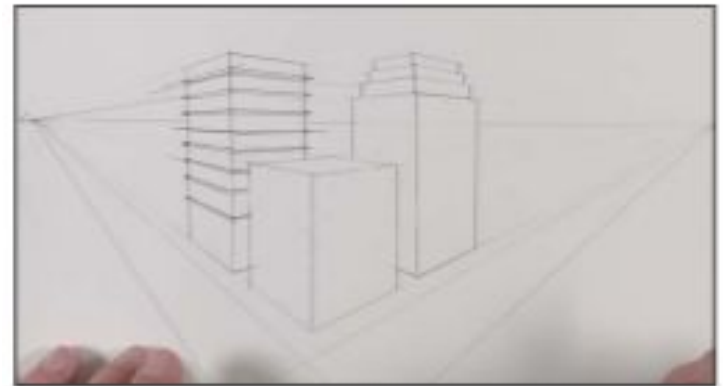
Upload to Artsonia: [Wk1\\_2point\\_street2](#)

## How Two Point Perspective Works...

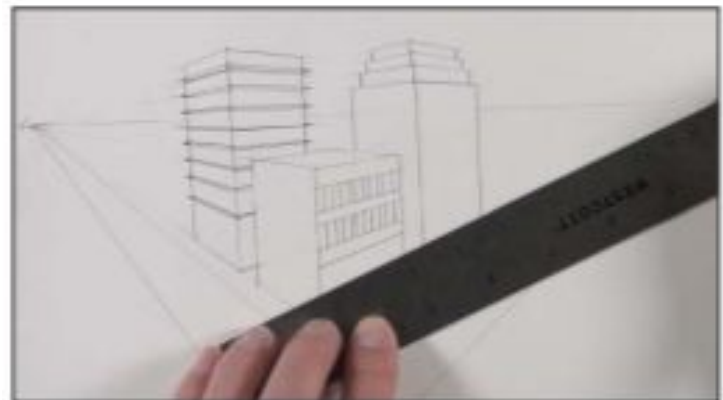
We can add an architectural element on one of the buildings by stacking additional forms on top. This process is just like drawing the forms for the buildings.



We'll add another architectural element to another building. We'll simply use both vanishing points to determine the angle of the lines that should be added.



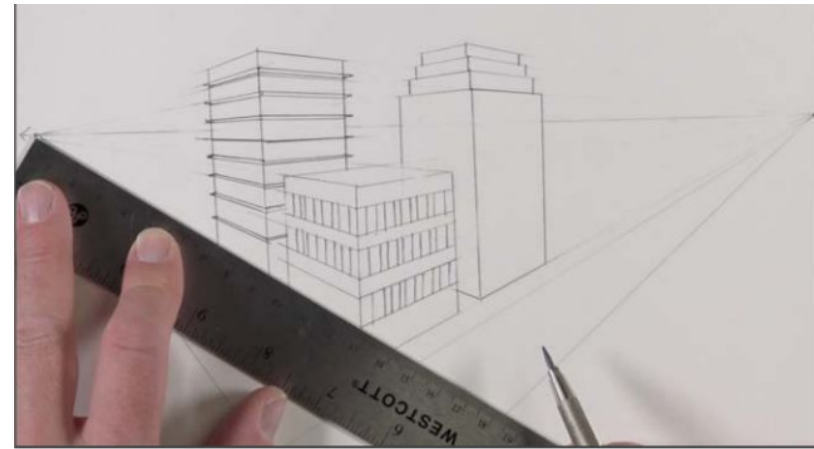
We'll add a few rows of windows on our first building. On the right side of the corner, we'll use the right vanishing point to establish the angled lines. For each window edge, vertical lines are used. Be sure that these lines are vertical and are parallel to the corner



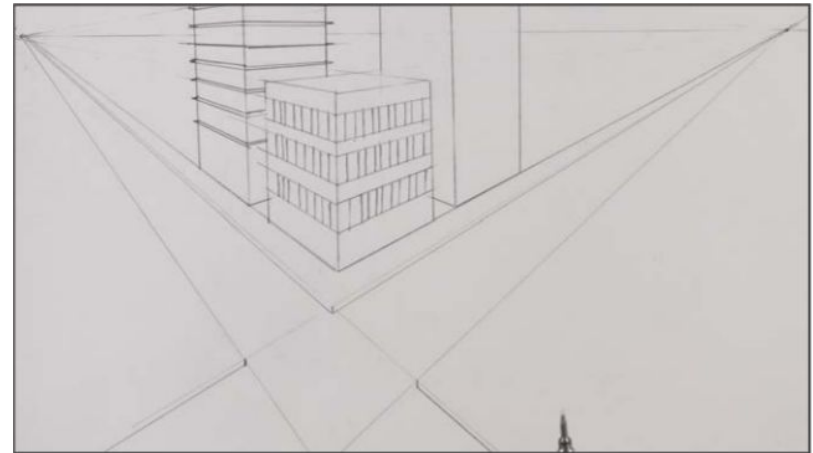
Upload to Artsonia: [Wk1\\_2point\\_street3](#)

## How Two Point Perspective Works...

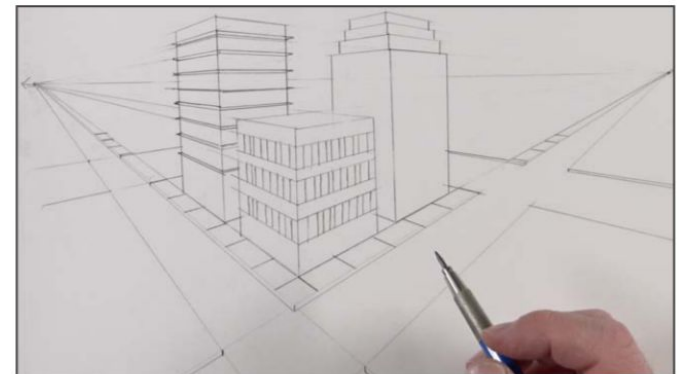
We can add an architectural element on one of the buildings by stacking additional forms on top. This process is just like drawing the forms for the buildings.



We'll add another architectural element to another building. We'll simply use both vanishing points to determine the angle of the lines that should be added.



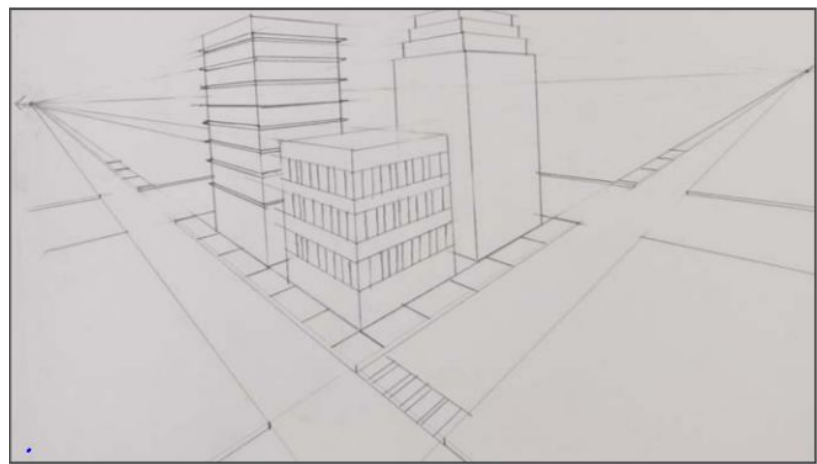
We'll add a few rows of windows on our first building. On the right side of the corner, we'll use the right vanishing point to establish the angled lines. For each window edge, vertical lines are used. Be sure that these lines are vertical and are parallel to the corner



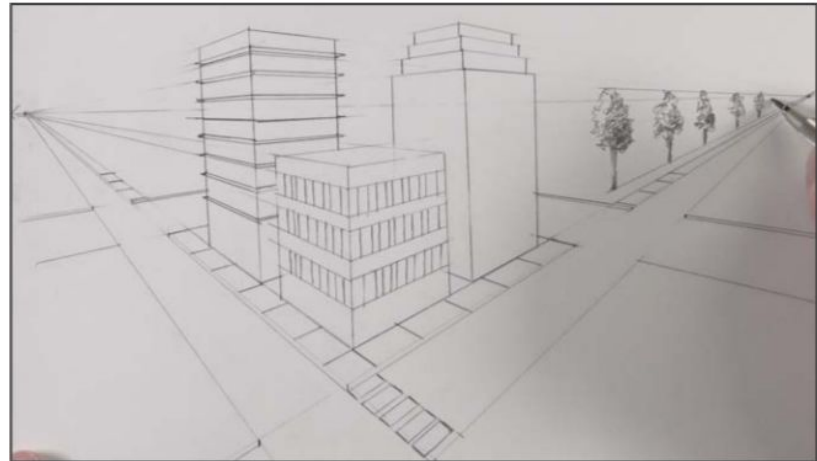
Upload to Artsonia: [Wk1\\_2point\\_street4](#)

## How Two Point Perspective Works...

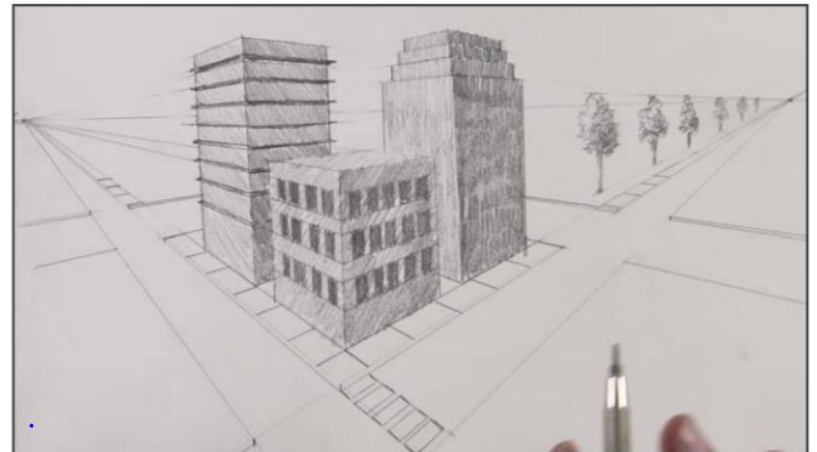
A crosswalk is added where the roads intersect. These lines are handled in the same manner as the cracks in the sidewalk. The top and bottom edges are defined using the vanishing point on the left, while the boundaries of each stripe are defined using the vanishing point on the right.



We can add a row of trees of equal height extending back in space. Using the right vanishing point, we'll draw a line for the top edge and another for the bottom edge. Using these lines as a guide, we can fill in the shapes for the trees.

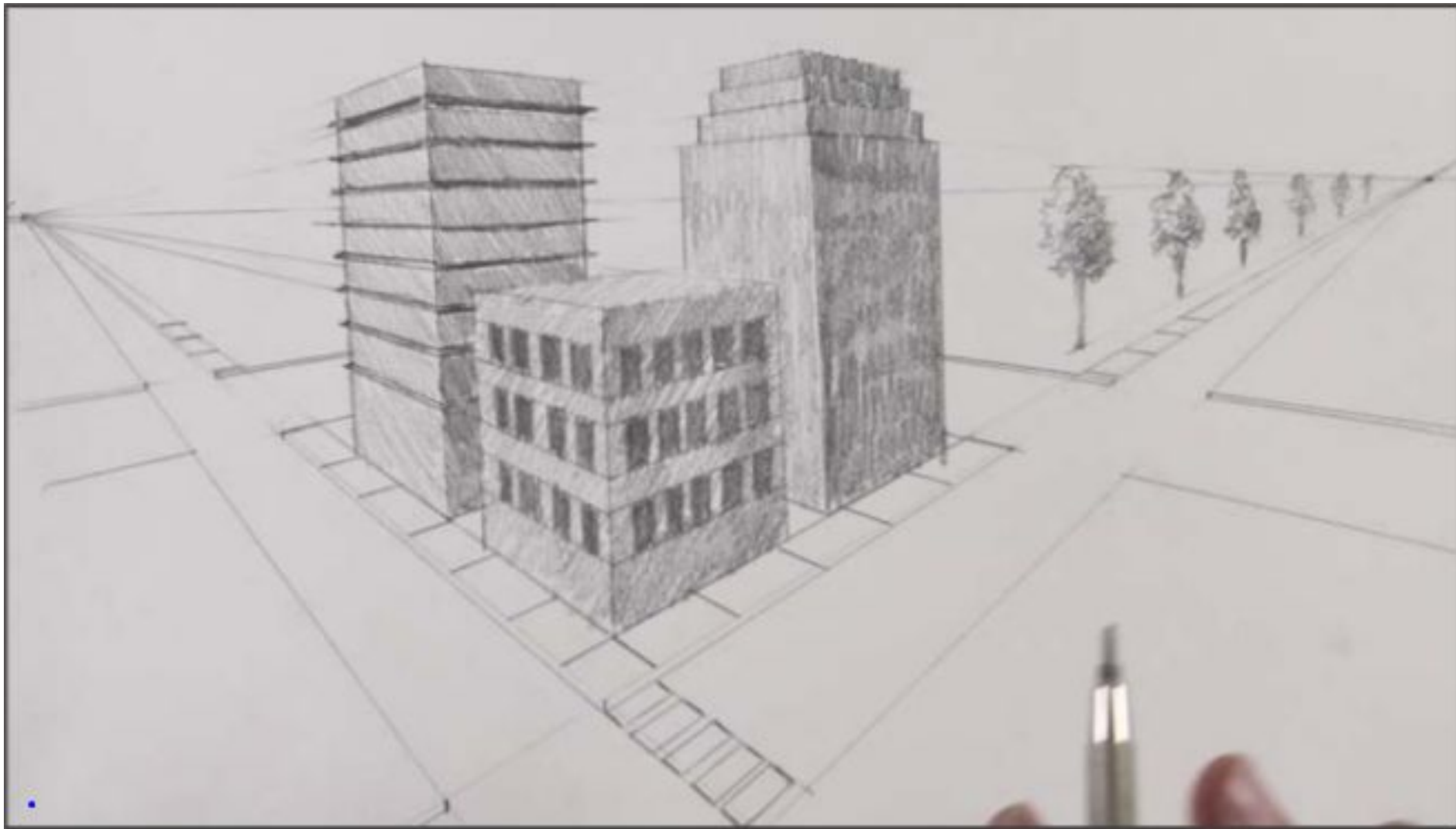


We'll add a bit of shading to the buildings, assuming that the light source originates from the upper left hand corner.



Upload to Artsonia: [Wk1\\_2point\\_street5](#)





Upload to Artsonia: [Wk1\\_2point\\_street5](#)



# *Cell Phone and Backpack Policy*



1. When you come into the classroom place your cell phone in your backpack.
2. Place your backpack in the back storage room where it says your table number. **DO THIS WHEN YOU COME IN!!!!**  
**DO THIS BEFORE 11:44**