Drama 331-Theatre Technology and Scenography

Drawing Exercise:

**Perspective**

Part of the key to drawing is to draw things as they appear rather than as we know they are. In understanding perspective we must realize that there are some things that we can begin to know about the way things appear.

As with all the other mechanical information about drawing you receive in this class, it is most helpful if you use this information only as an aid and not as a basis for developing a drawing.

One thing that we know about perspective through observation is that objects appear to get smaller as they move back in space. As a direct result of this phenomenon parallel lines appear to converge. When drawing in perspective you can use this bit of knowledge to check your work. Look at all the lines in a drawing that you know are parallel. Do they appear to converge somewhere? If not you better take a closer look at what you are drawing.

Whenever you are drawing it is helpful to establish a horizon line. All this is is an imaginary line which corresponds to eye level (that is, everything above this line we see from below and everything below this line we see from above). Because the horizon line is really at eye level, your horizon line moves every time you move your head. Your horizon line is also going to be different from someone next to you who is at a different height.

Begin this exercise by reviewing the material on the next 3 pages. Then choose a corner of your room and look at it carefully. Figure out where your horizon line is and lightly draw it on your paper. Proceed to draw the corner of the room and all objects in it. **REMEMBER:** that all things that sit flat on the ground are going to have vanishing points on the horizon line. In most cases the example of 2-point perspective drawing will be the most helpful.

1-point perspective:

In the 1-point perspective drawing of a cube, one side of the cube is being viewed straight on. Therefore there are two directions in which the vanishing points are so far away that they cannot be plotted. In this case we make those lines vertical and horizontal. The lines which move in the third direction all go to the vanishing point straight ahead (all these cubes are parallel to the ground).
2-point perspective:

In the 2-point perspective cube drawings, the cubes are still all parallel to the ground, but we no longer see one side straight on. The cubes have been turned so that the edge is facing us. Notice how the farther to each side we move the cube, the closer we come to seeing the side straight on (i.e. 1-point perspective). Notice also that the horizon line is still the determinant as to whether we are seeing the object from above or from below.

In 2-point perspective drawings of cubes the three directions that lines travel are: to VP#1, to VP#2, and vertically.

3-point perspective:

In these 3-point perspective cubes we are no longer looking at the side of the cube, or at the edge of a cube, but at the corner of the cube. Notice that because the cubes are tipped the horizon line is no longer a good determinant for whether we are seeing the cube from above or below. Notice also that now the three vanishing points are not on the horizon line.

In a 3-point perspective drawing of a cube the lines in all three directions go to their respective vanishing points (i.e. VP#1, VP#2, and VP#3).