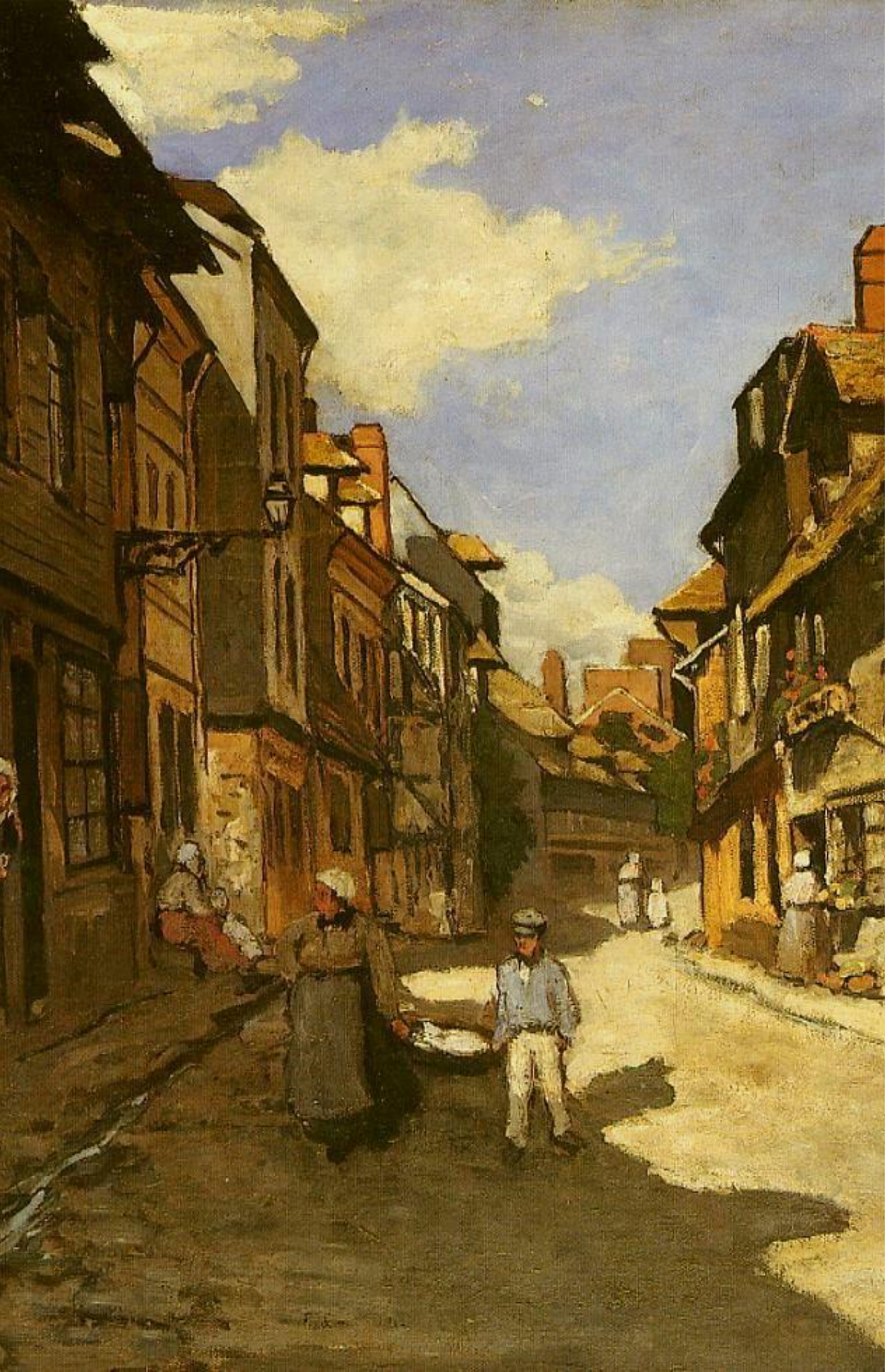


ART ASSIGNMENT #8

Composition & Perspective:

The 1-Point Perspective Technique

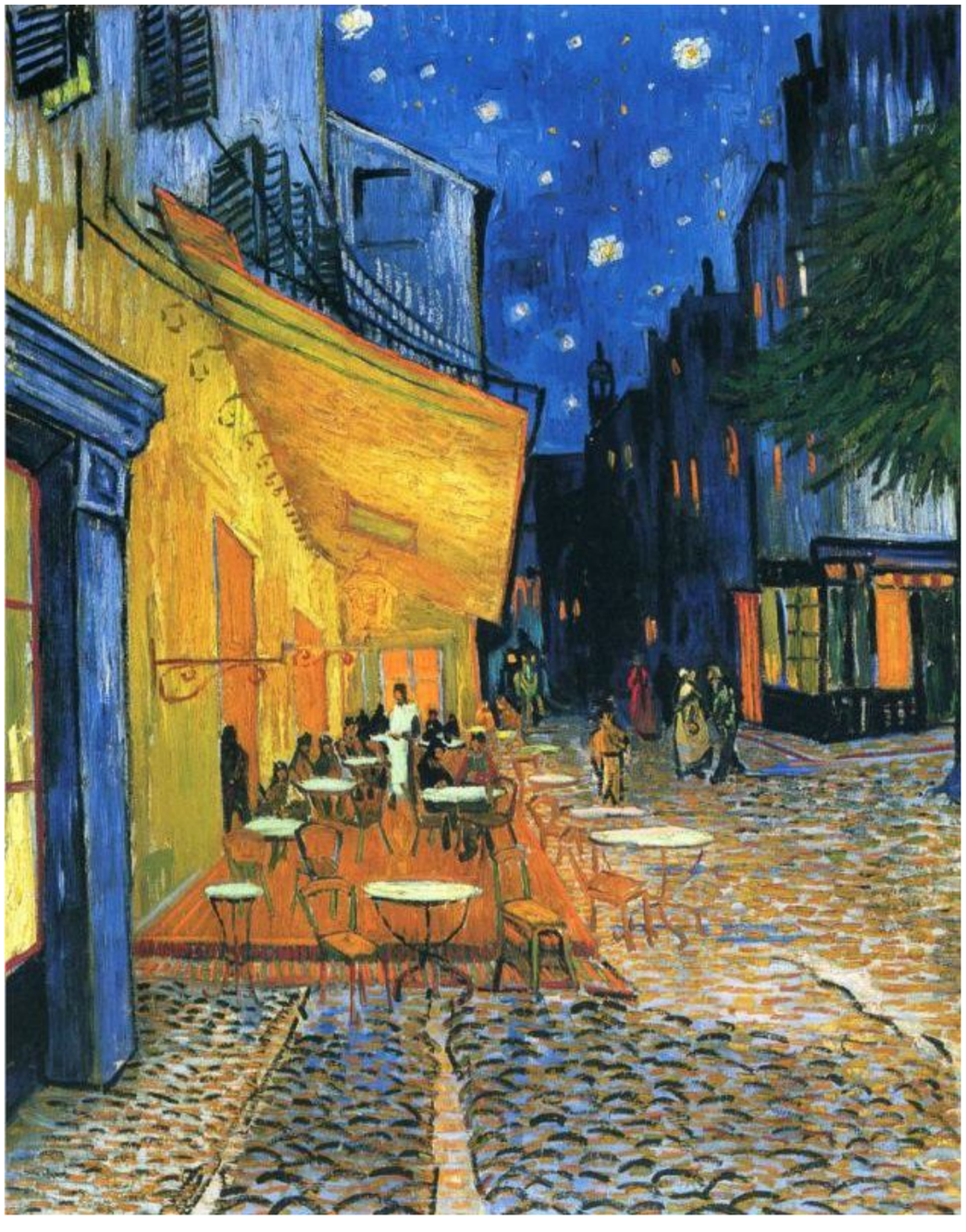
A REFRESHER ON PERSPECTIVE

- Perspective is considered to be one of the fundamental components of drawing.

- **It is used by artists to create the illusion of three-dimensional depth and space on a flat, two-dimensional surface like paper or canvas.**

- **Perspective allows us to create the sensation of form we can reach out and touch, and create depth and distance between objects in a composition. It allows us to establish what is closest to the viewer and what is further away.**

- Though perspective may be more easily perceived in drawings or paintings of settings and landscapes, rules of perspective apply to *all kinds* of subjects.



Vincent Van Gogh, *Café Terrace at Night,* 1888

DIFFERENT PERSPECTIVE TECHNIQUES

- There are several different techniques that artists employ to create a sense of perspective, depending on the subject on hand and the effects they are going for.

- **It's important to understand that they are often combined in one same piece.**

a) Aerial or atmospheric perspective:
Used in landscapes and cityscapes. Distant elements are paler (lighter in value), less detailed, and usually bluer/cooler than closer elements.

b) Linear perspective:
Optical illusion created by the use of converging lines and vanishing points that makes objects appear smaller the farther away from the viewer they go. There is 1-Point, 2-Point and 3-Point Perspective.

c) Foreshortening:
Makes something recede into the distance by compressing or shortening the length of the object.



Gustave Caillebotte, *Man On A Balcony,* c.1880

LINEAR AND 1-POINT PERSPECTIVE

- **Linear Perspectives (1, 2 and 3 Point Perspectives) rely on the use of straight lines to depict a three-dimensional space and the forms within it.** To apply these techniques we need to prepare for our drawings by creating grids.

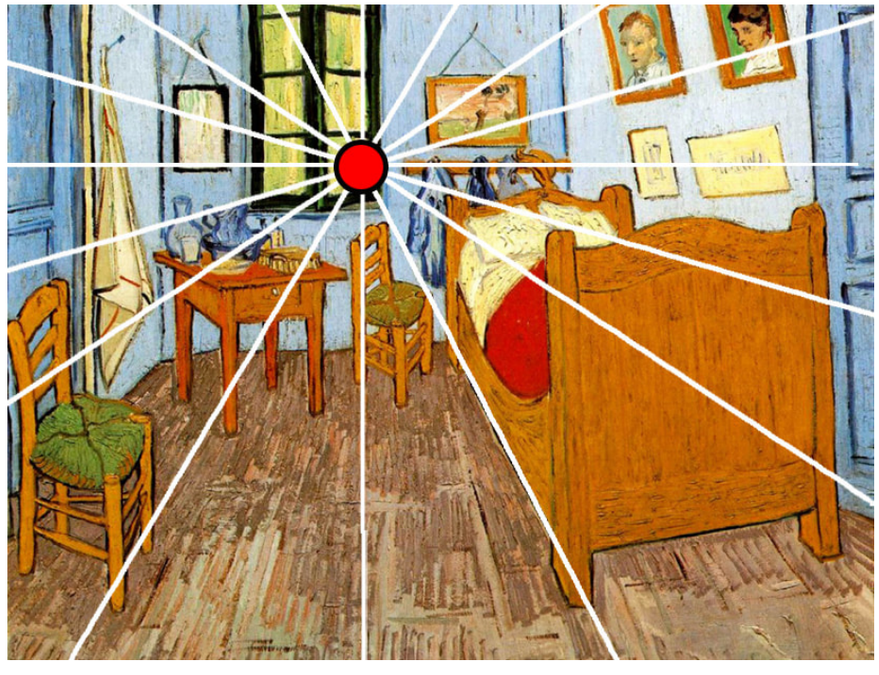
- **Though this may initially seem tedious or complex, the process is actually very simple, provided you understand a few essential ideas and have basic knowledge on drawing 3-D geometric forms.** It's also important to start with the simplest, which is the 1-Point Perspective technique.

- The 1-Point Perspective technique is an easy and fool-proof way of creating a 3D drawing. **When using this grid, elements recede away from the viewer, getting smaller and smaller the further back they go, as they do in real life. By establishing a *vanishing point*, a *horizon line* and creating a series of *straight lines*, you can create a realistic rendering, which conveys believable open space and depth.**

- In a one point perspective, the image or scene will be viewed face on/head on, meaning that all of the *planes* facing the viewer are flat.



Vincent Van Gogh, *The Bedroom,* 1888

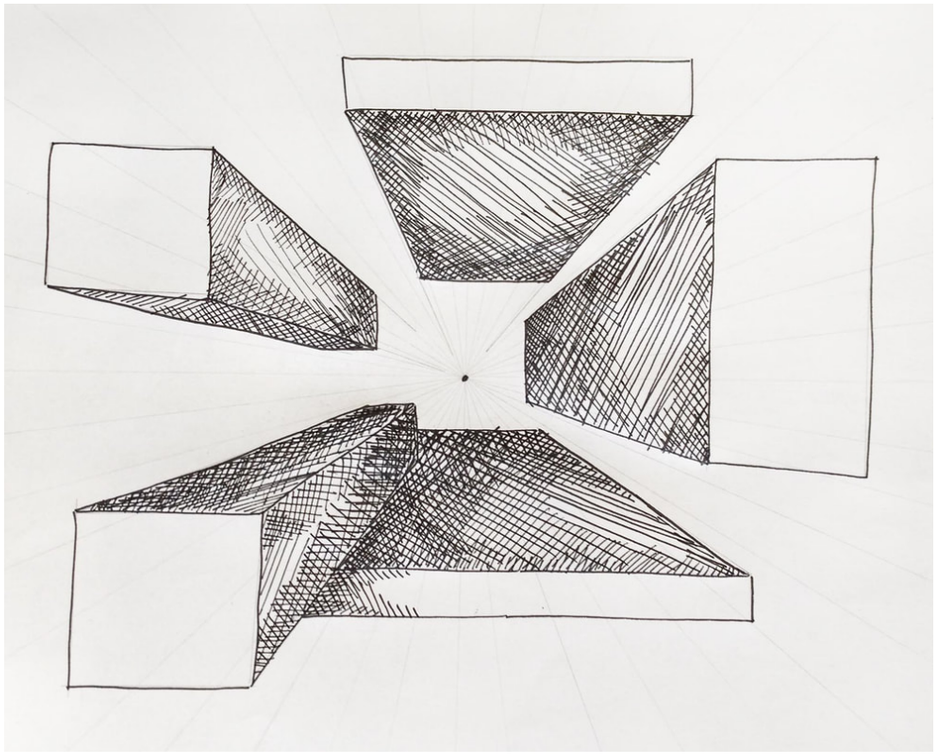


1-POINT PERSPECTIVE- VOCABULARY

- **Horizontal Lines**: Lines drawn from side to side, parallel with the horizon line. Horizontal lines will also be parallel the top and bottom edges of your paper.

- **Vertical Lines**: Lines drawn up and down and perpendicular (right-angled) to the horizon line. Vertical lines should be parallel to the sides of your paper.

- **Slanted Lines**: Diagonal lines that converge at the Vanishing Point.



- **Parallel Lines:** Parallel lines never touch. They can extend indefinitely and never cross.

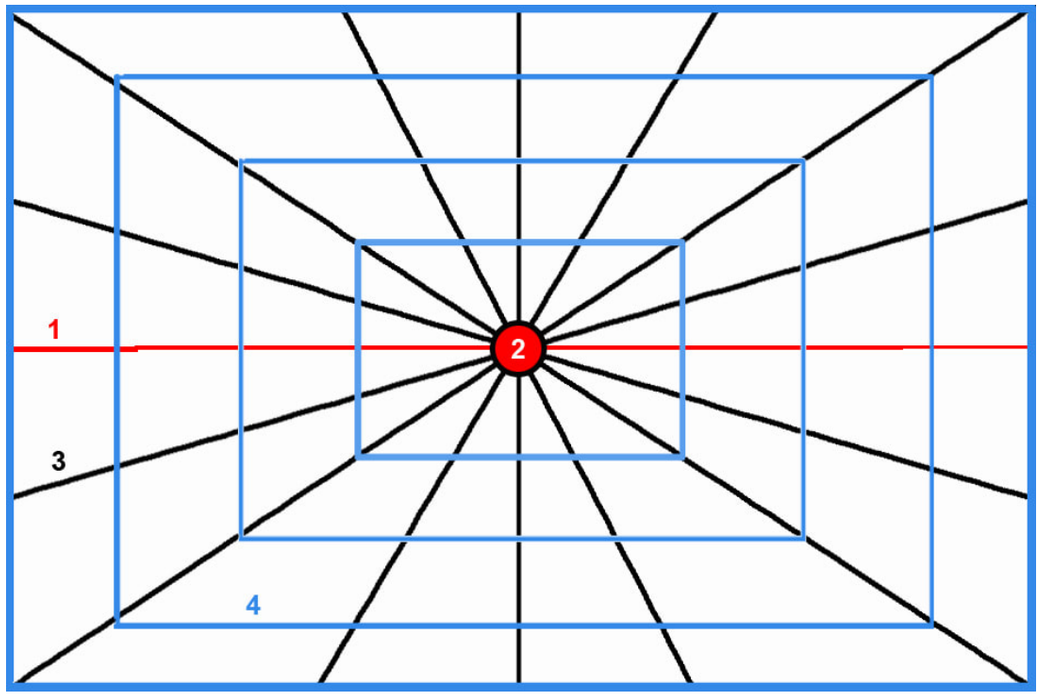
- **Plane**: A flat, two-dimensional surface. Forms are composed out of connecting planes. A cube, for instance, has 6 planes. *When using the 1-Point Perspective grid, we see the Frontal Plane of all elements in the composition straight on and the other planes recede backwards towards the Vanishing Point.

- **Form**: A form is three-dimensional and has mass/volume. It is made up of multiple planes.

- **Vantage Point:** The specific place from which a scene or subject-matter is viewed.

1. Horizon Line
The line that separates sky from land (in landscapes) or sky from water (in seascapes). It's not that black and white sometimes (as in mountain landscapes). It is also referred to as the "eye-level" of the viewer.

2. Vanishing Point
The Vanishing Point is placed somewhere on the Horizon Line and it represents the farthest point in your picture. There can be a number Vanishing Points (1-Point Perspective has one, 2-Point Perspective has two and 3-Point Perspective has three). When creating a grid, this point is were the Orthogonal Lines meet.



The 1-Point Perspective Grid

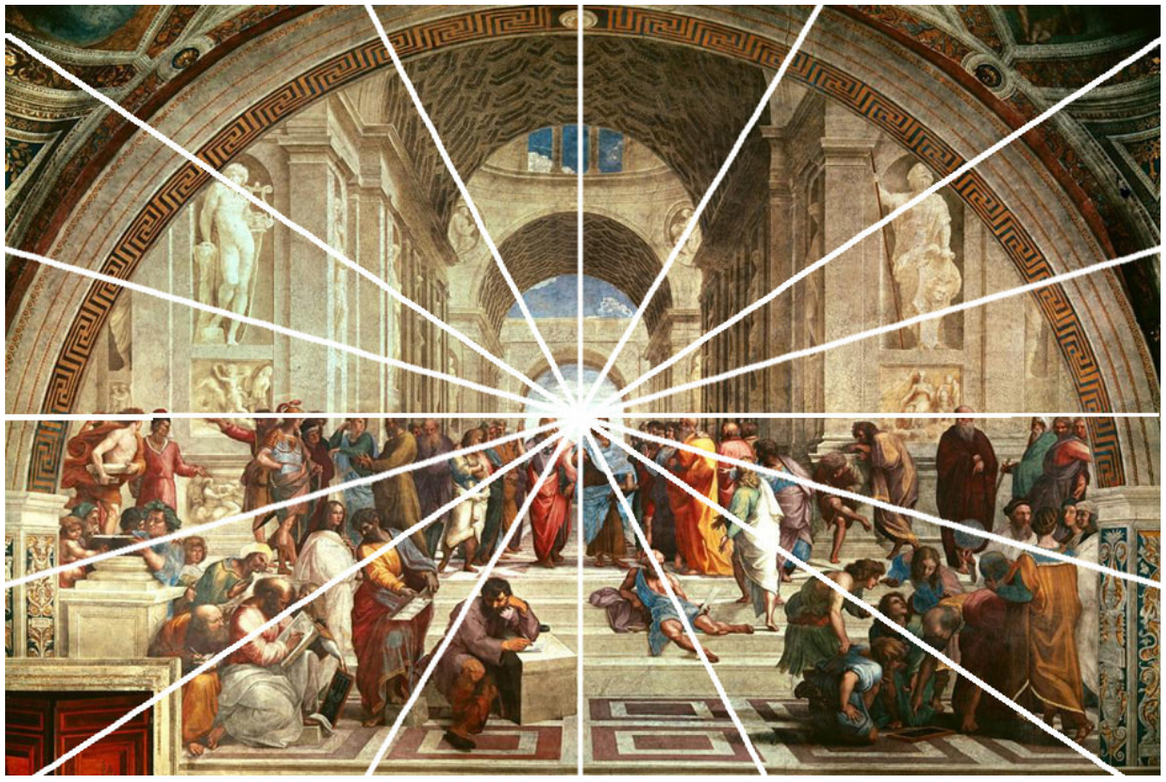
3. Orthogonal Lines
Orthogonal Lines (also known as *Convergence Lines*) are key when drawing perspective. They are diagonal and recede back into the vanishing point(s). A perspective grid can have many Orthogonal Lines or very few of them, depending on the complexity of the picture.

4. Transversal Lines
These are completely horizontal or vertical lines that are either parallel or perpendicular to the horizon line. They form rectangles or right angles along the grid and are especially useful when drawing interiors.

EXAMPLES OF 1-POINT PERSPECTIVE IN FAMOUS ART



Raphael, *The School of Athens,* (1510 - 1511)



Raphael, *The School of Athens,* (1510 - 1511)
*With 1-Point Perspective grid

EXAMPLES OF 1-POINT PERSPECTIVE IN FAMOUS ART



Camille Pissarro, *The Boulevard Montmartre on a Winter Morning,* 1897

EXAMPLES OF 1-POINT PERSPECTIVE IN PHOTOGRAPHY

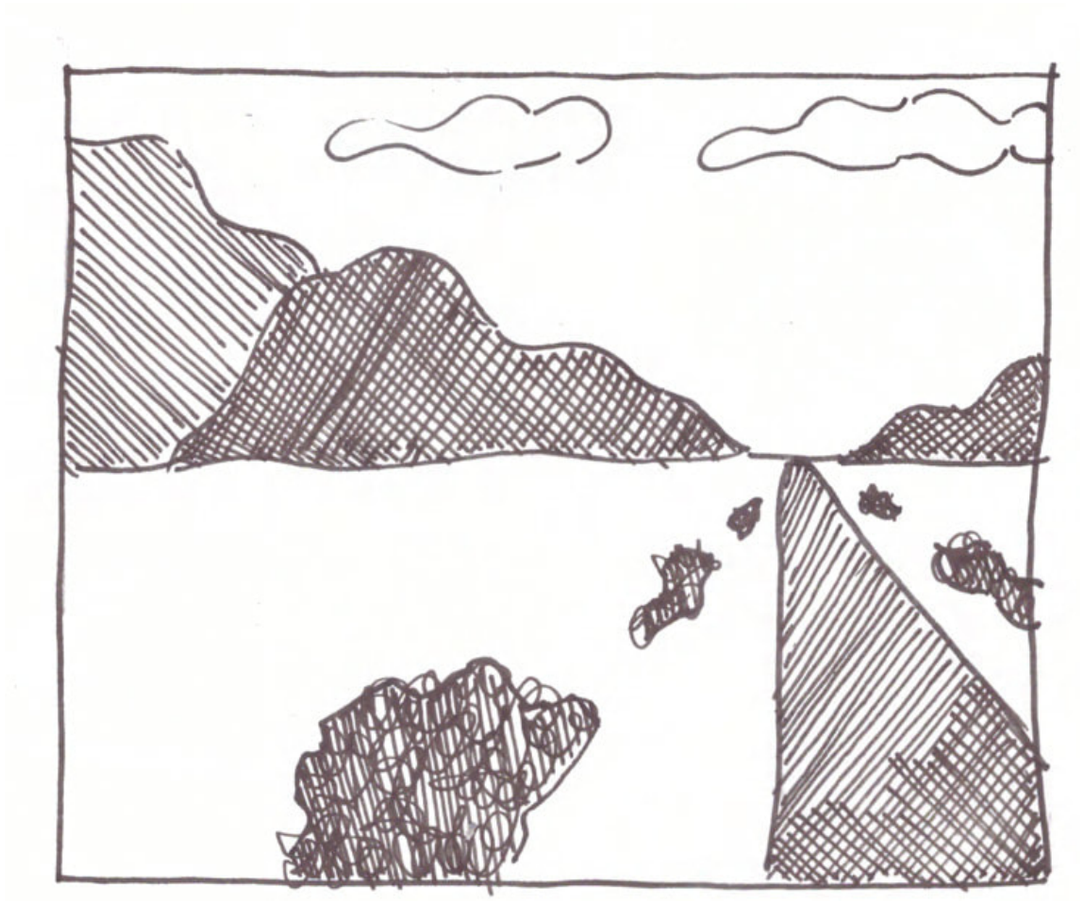




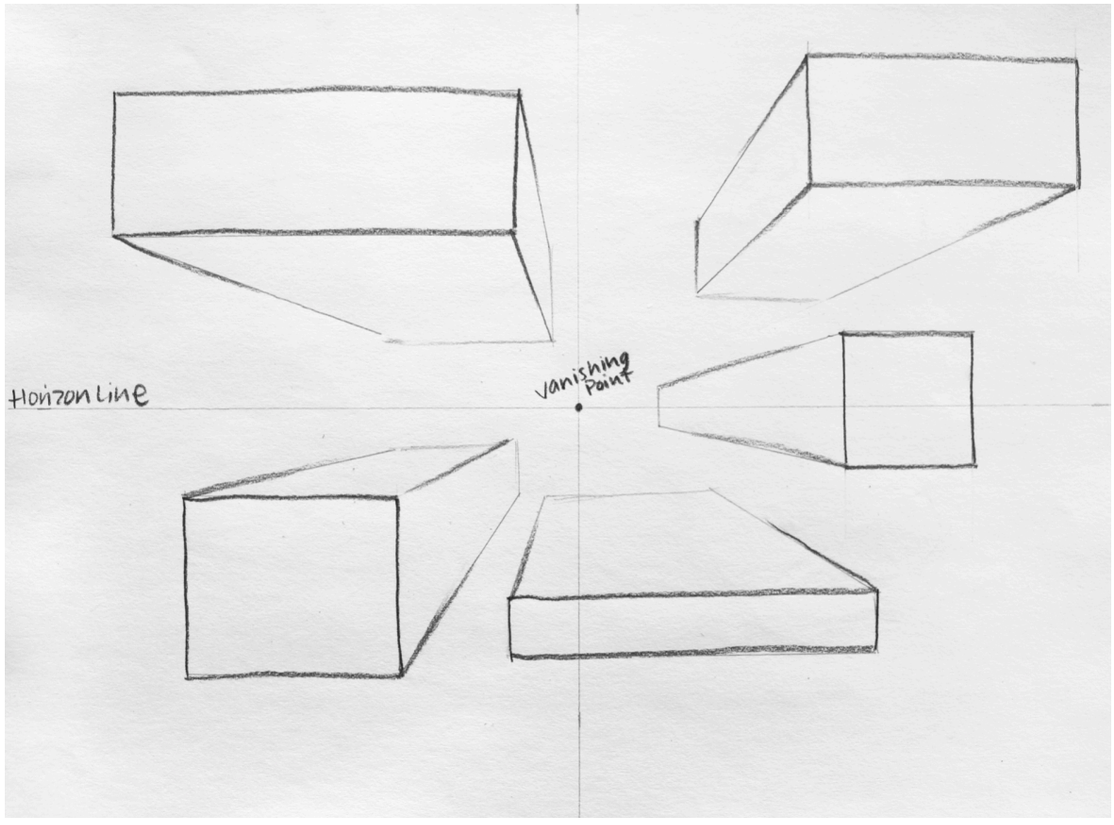




HOW TO START PRACTICING 1-POINT PERSPECTIVE



Simple landscape thumbnails using a Horizon Line, a Vanishing Point, and a minimal amount of Convergence Lines.



Practicing simple 3-D geometric forms using the 1-Point Perspective grid.

HOW TO START PRACTICING 1-POINT PERSPECTIVE

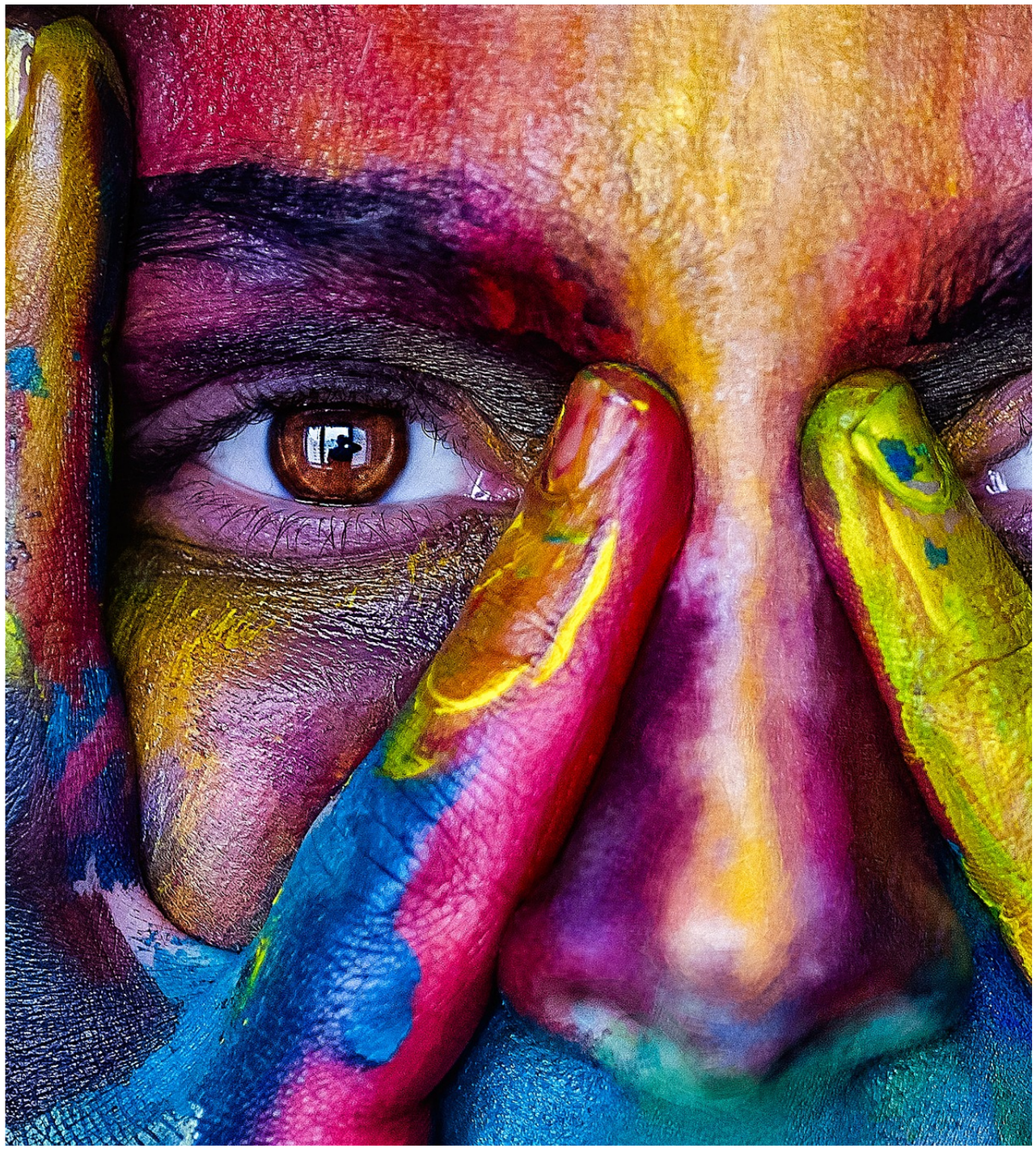


Using the 1-Point Perspective grid to draw interiors!

ART ASSIGNMENT #8:

- **Draw the inside of a room using the 1-Point Perspective grid.**
- **Feel free to make it as simple or complex as you'd like, depending on your skill level.**
- **Make sure you're using your Converging Lines to draw any and all objects, as well as doors, windows and light fixtures.**
- **Make sure you're starting all furniture (desk, bed, bookshelf, etc.) by visualizing simple geometric forms like rectangular prisms, cylinders and cubes.**
- **Have fun and be creative! :)**

ARTISTIC PROCESS *SUGGESTED* STAGES



1. Dream/Visualize it
2. Plan + Prepare
3. Execution
4. End it (or repeat it)
5. Evaluate + Reflect