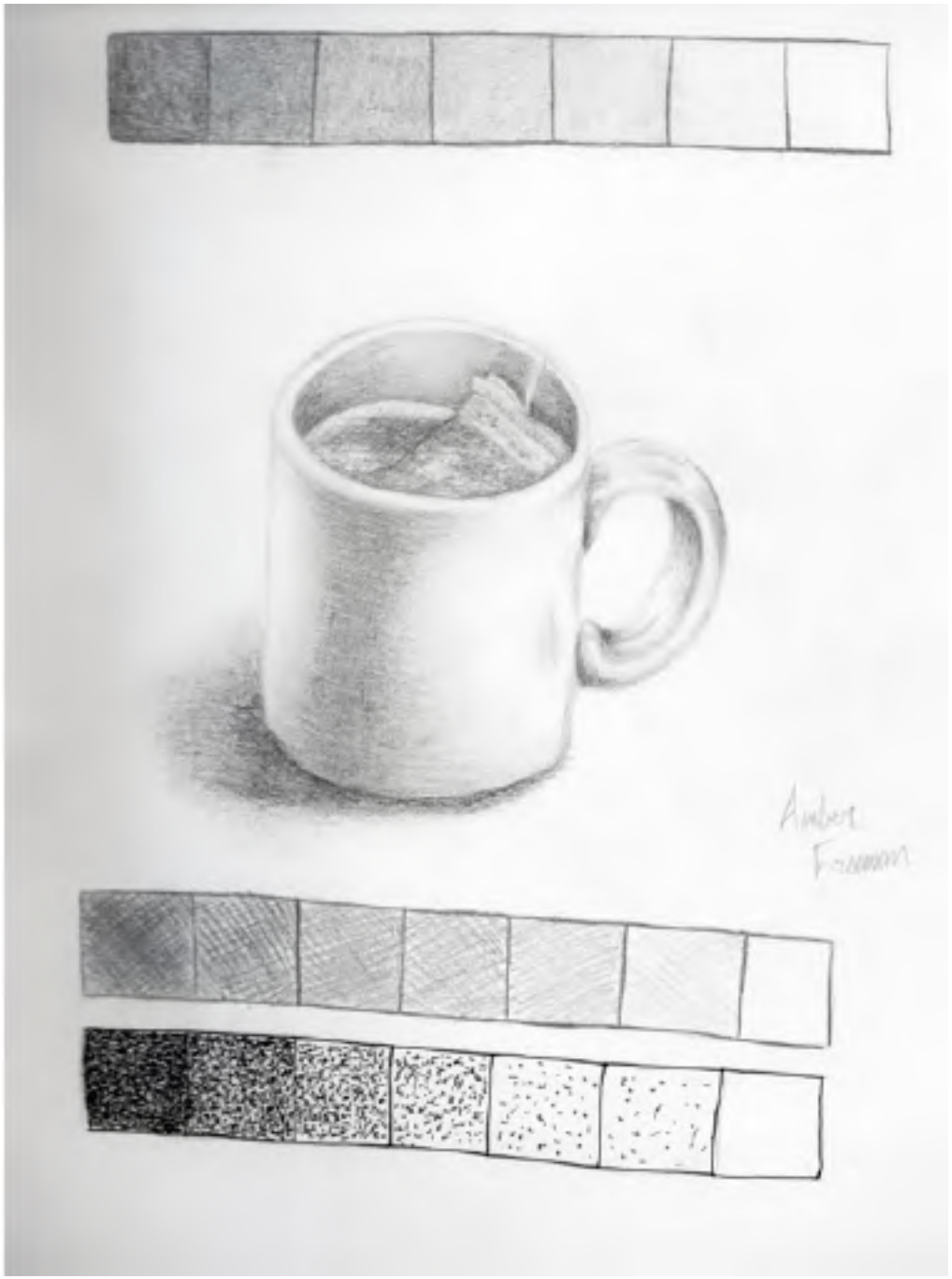


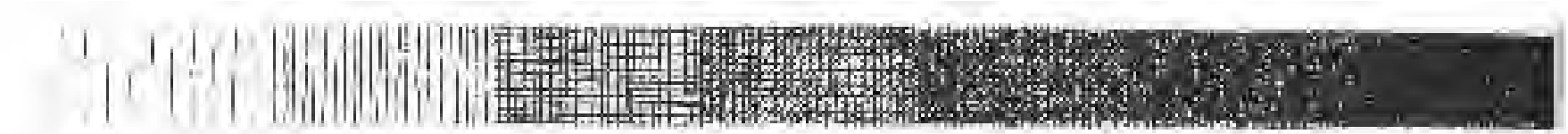
Adding the element of **value** to a drawing using pencil, pen, and ink

By Marcine Linder

Value Scales

Create value scales like these ones in your sketchbook (7 values). Experiment with 2 ways to use line to create value and 2 ways to use stippling (dots and short scribble lines) to create value **(create 5 scales in total)**

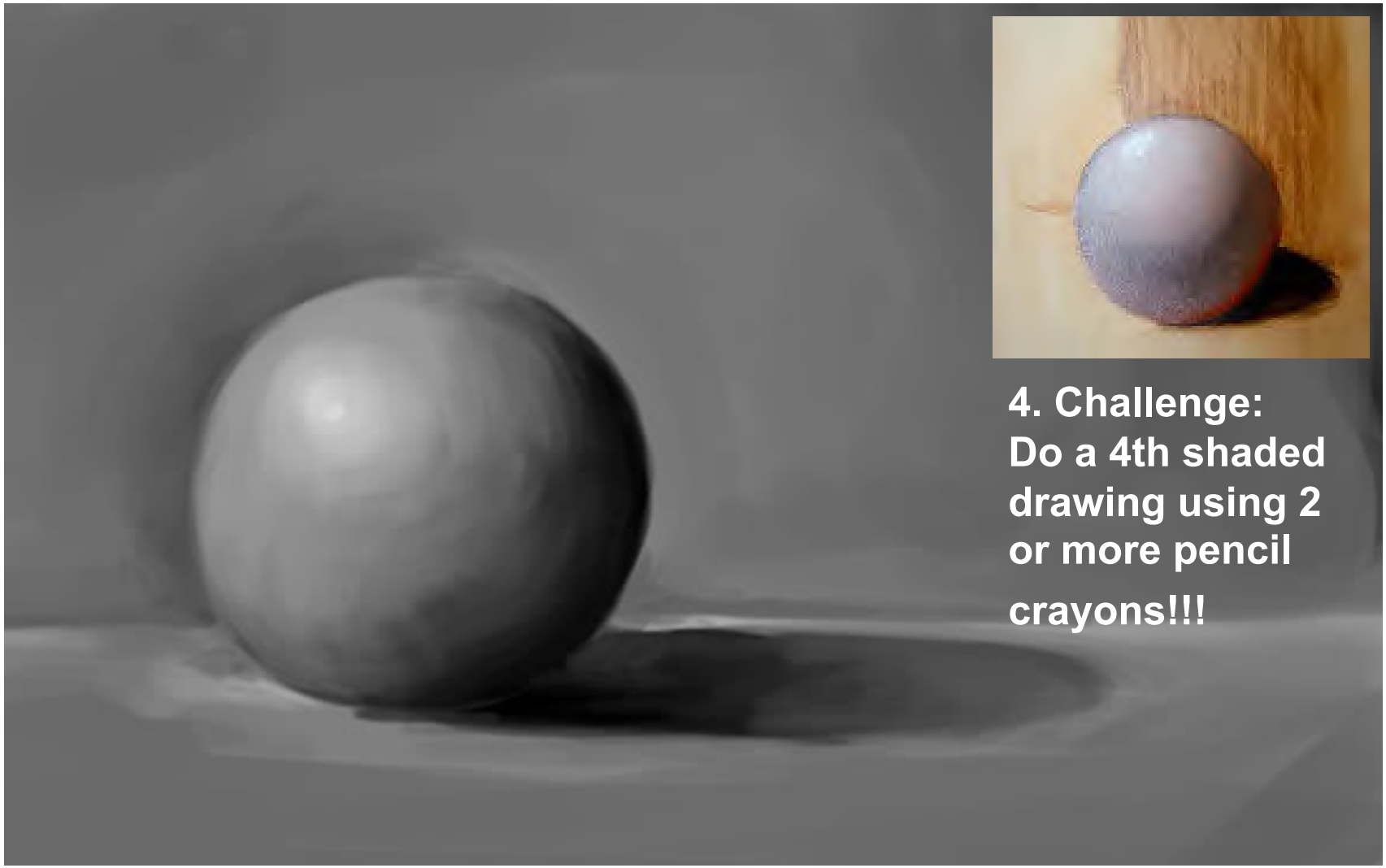
shading (pencil)



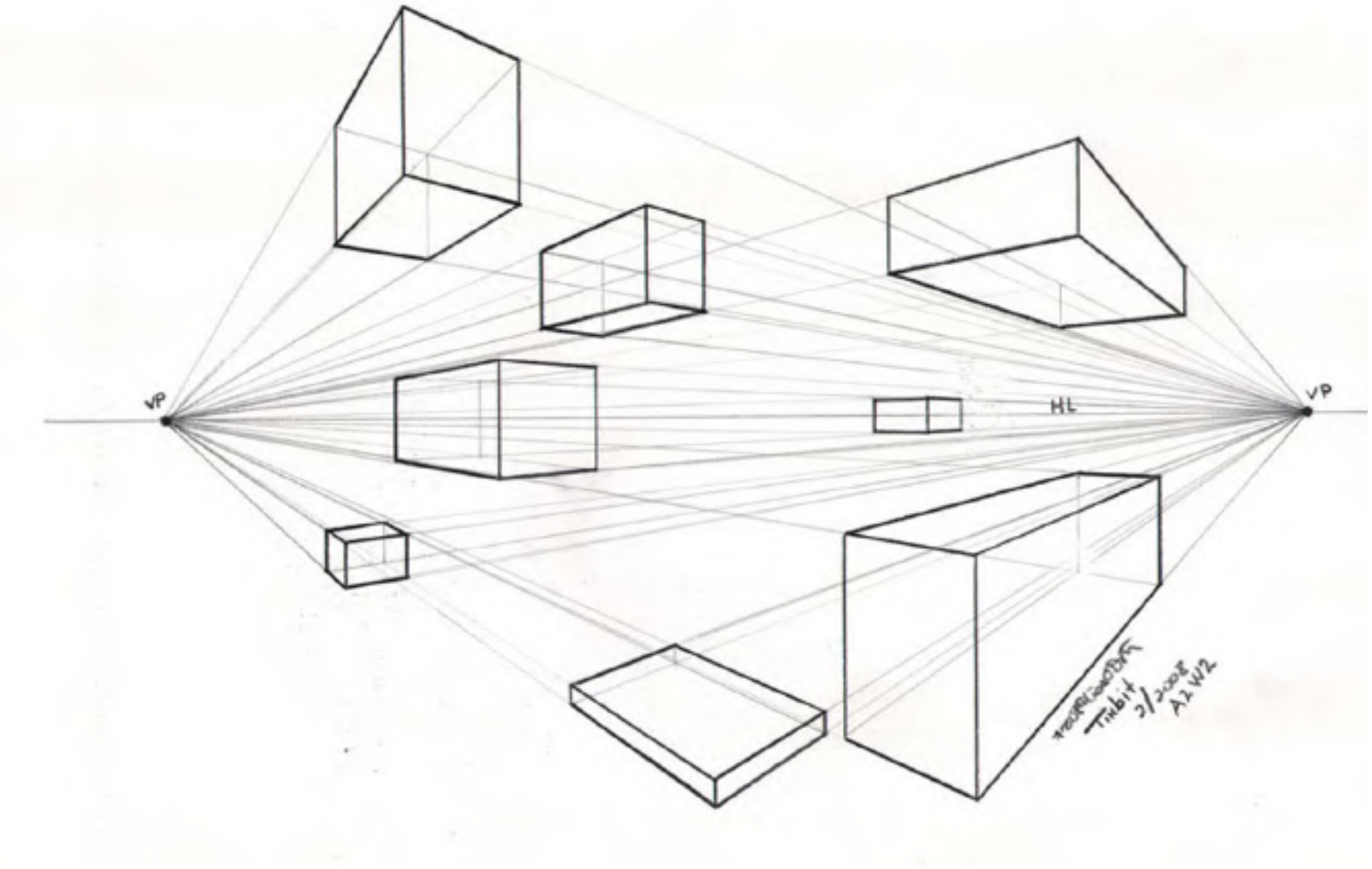
hatching (pen and ink)

Stippling (pen and ink)

1. Draw a circle. **2.** Using pencil, shade it in to resemble a sphere and then add shading to show the shadow using this drawing as a guide.
3. Repeat the drawing 2 times using a) hatching and b) stippling



2 point perspective



Introduction

Perspective drawing is one of the skills that requires both **technical** and **artistic** understanding.

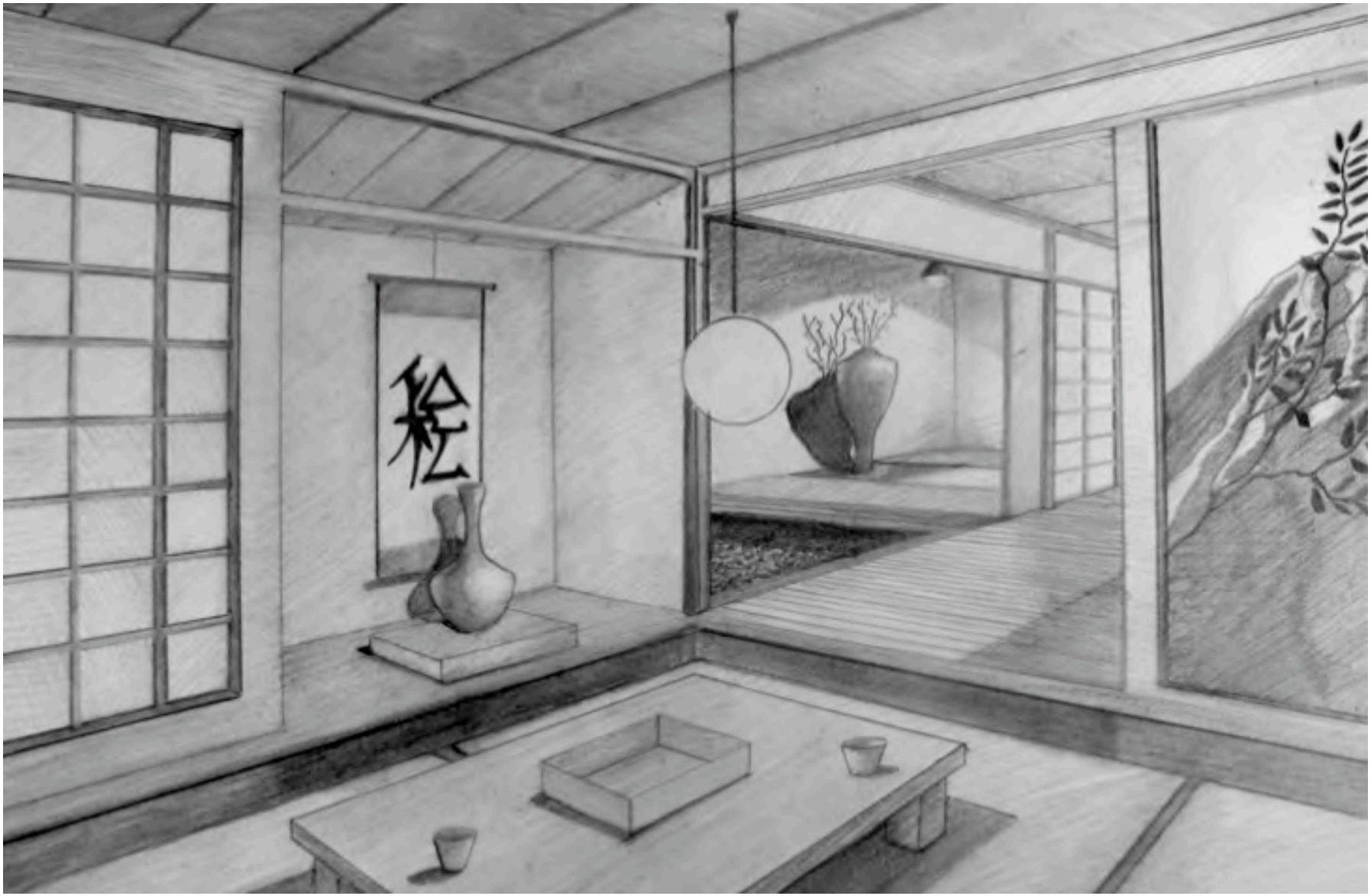
It's technically demanding because there are rules that must be followed and if broken will ruin your drawing.

Perspective drawing is artistically demanding because you must use your art-sense to use the rules in a creative way to come up with interesting and unusual solutions to your creative challenges.

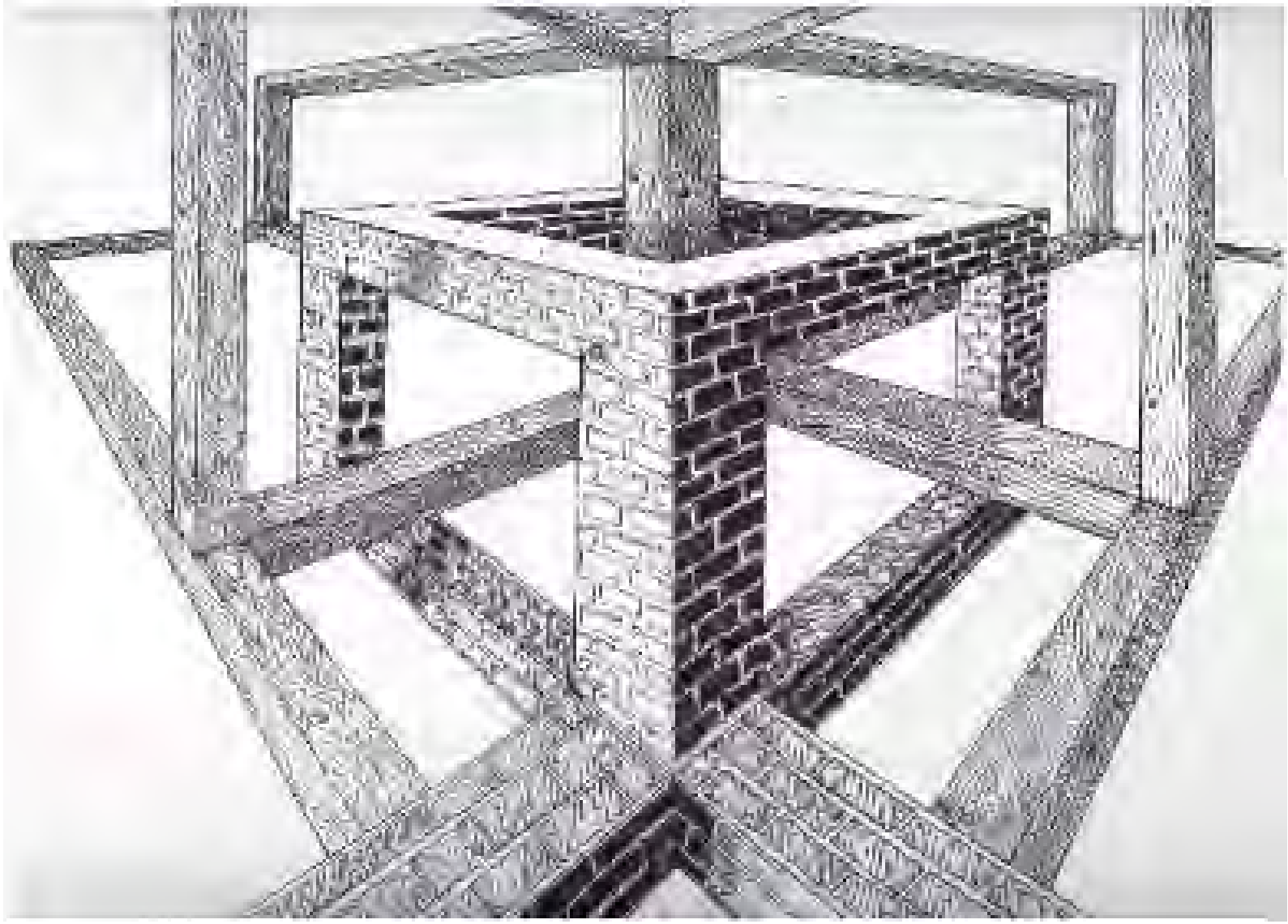
2 point perspective is commonly used for architecture

2 point perspective is commonly used for architecture

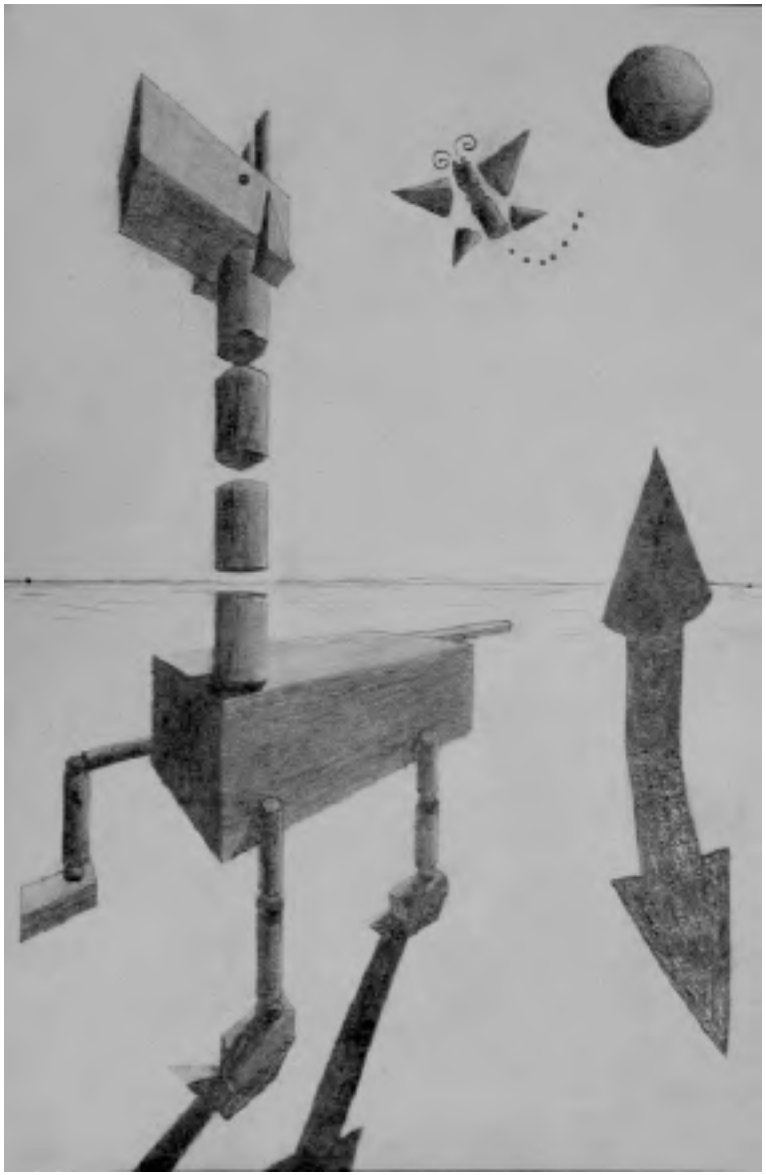
2 point perspective interior

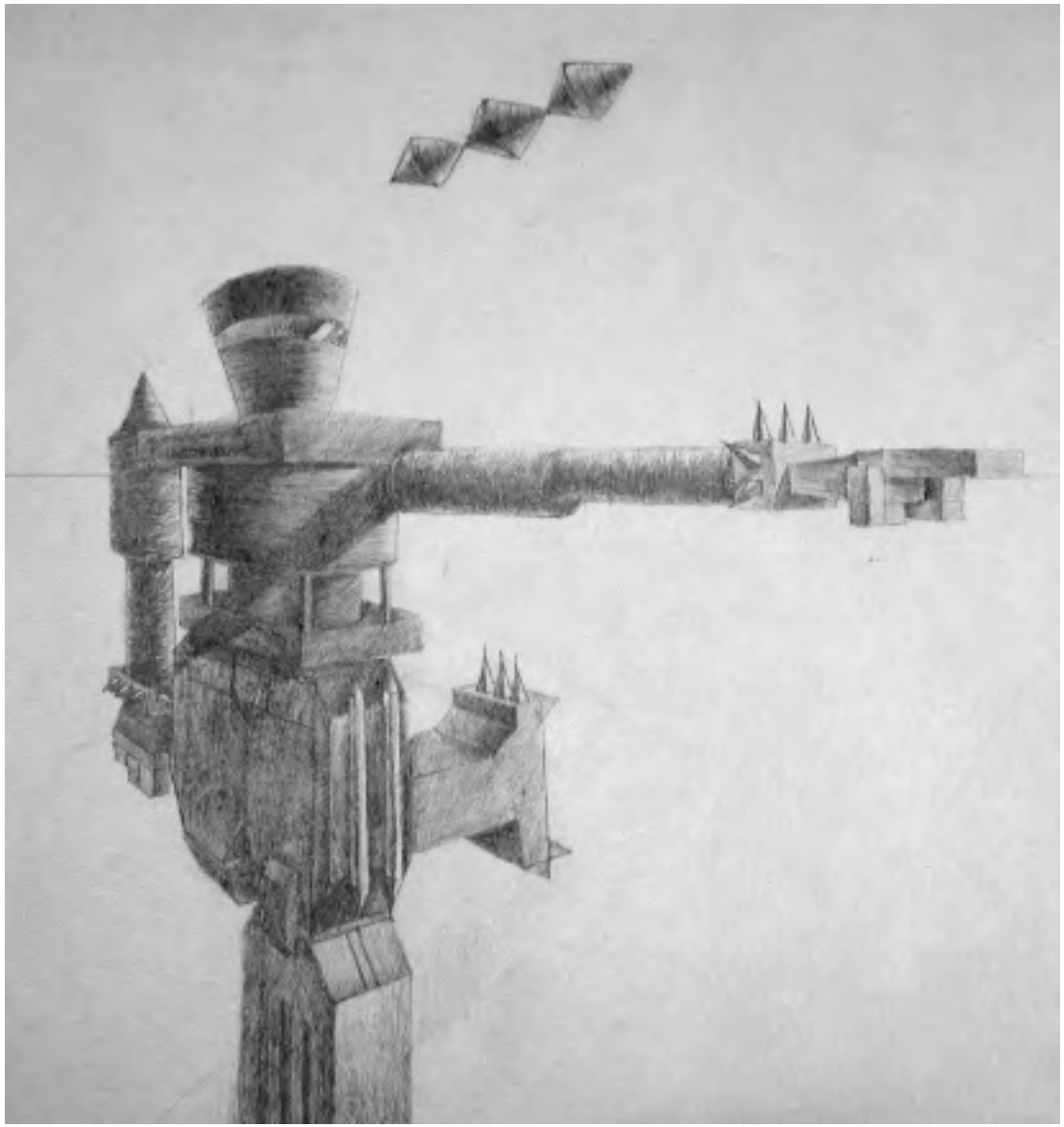


2 point perspective creative design

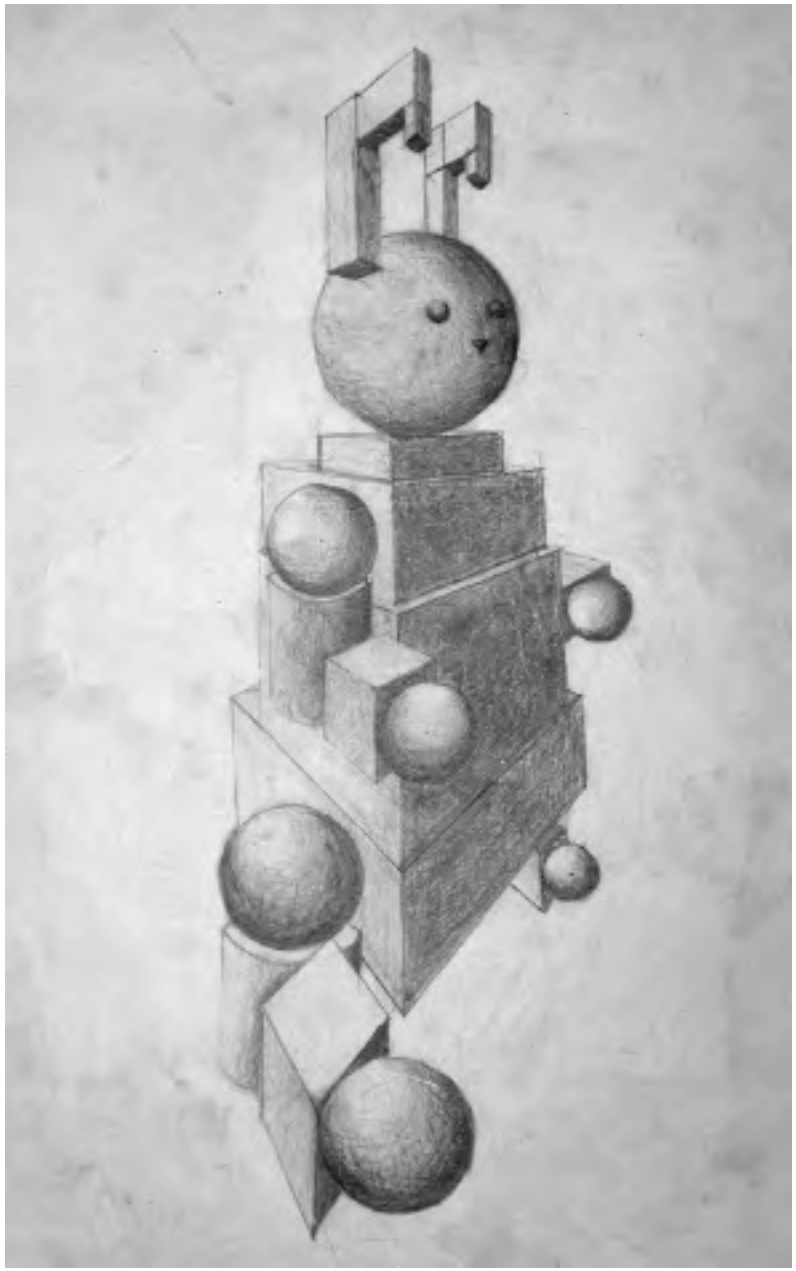


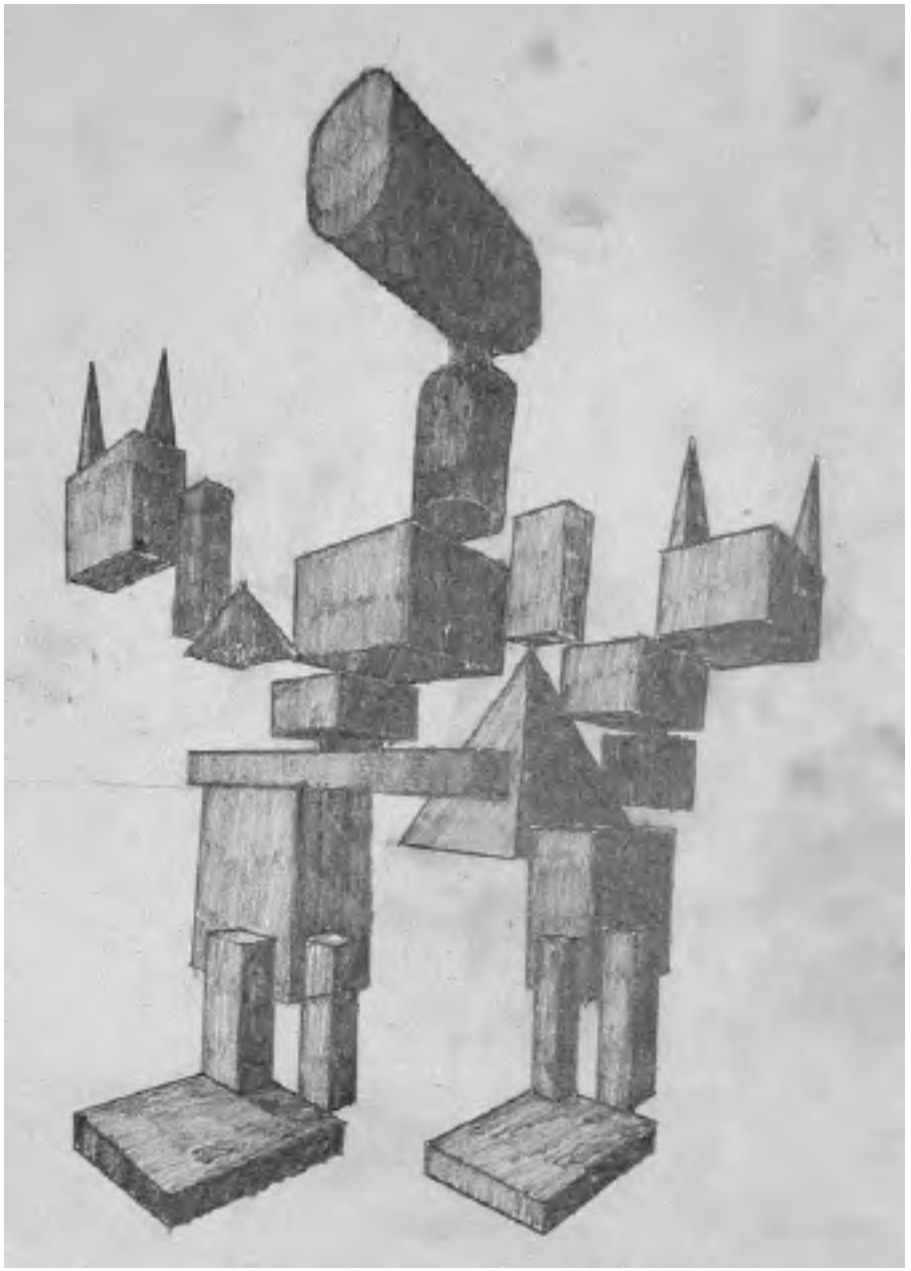
2 point perspective - robot drawing exemplars



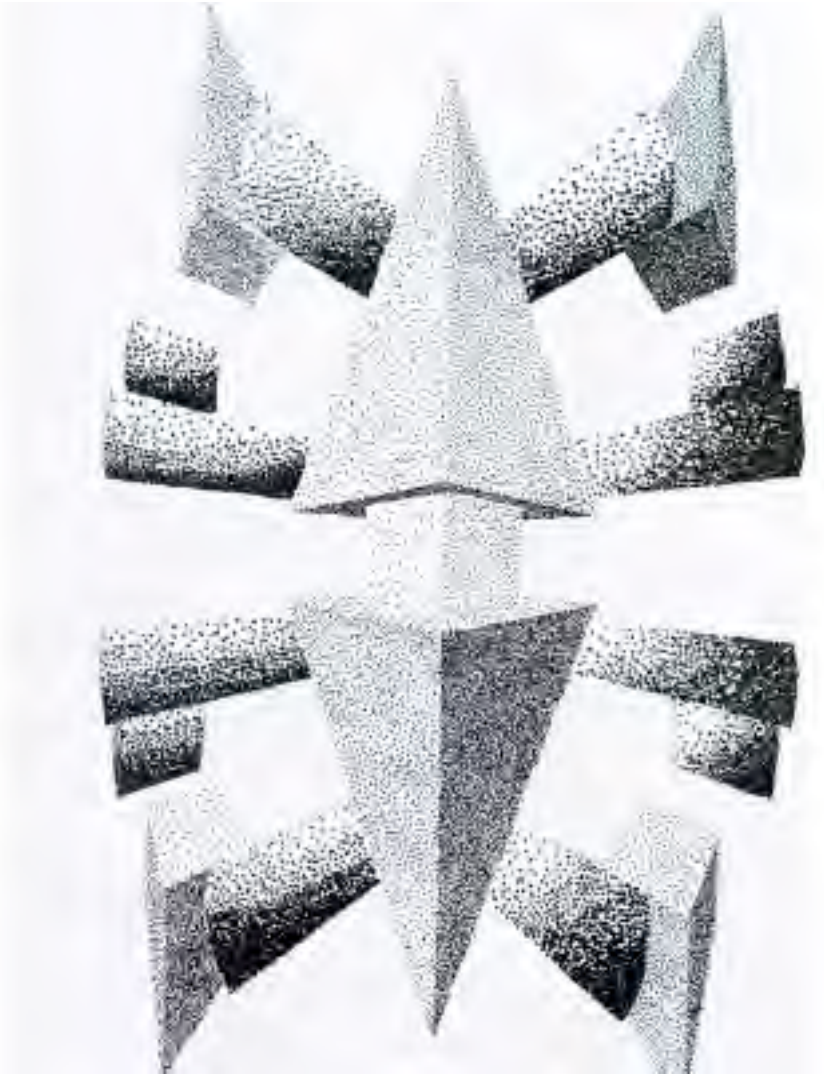


2 point perspective - robot drawing exemplars

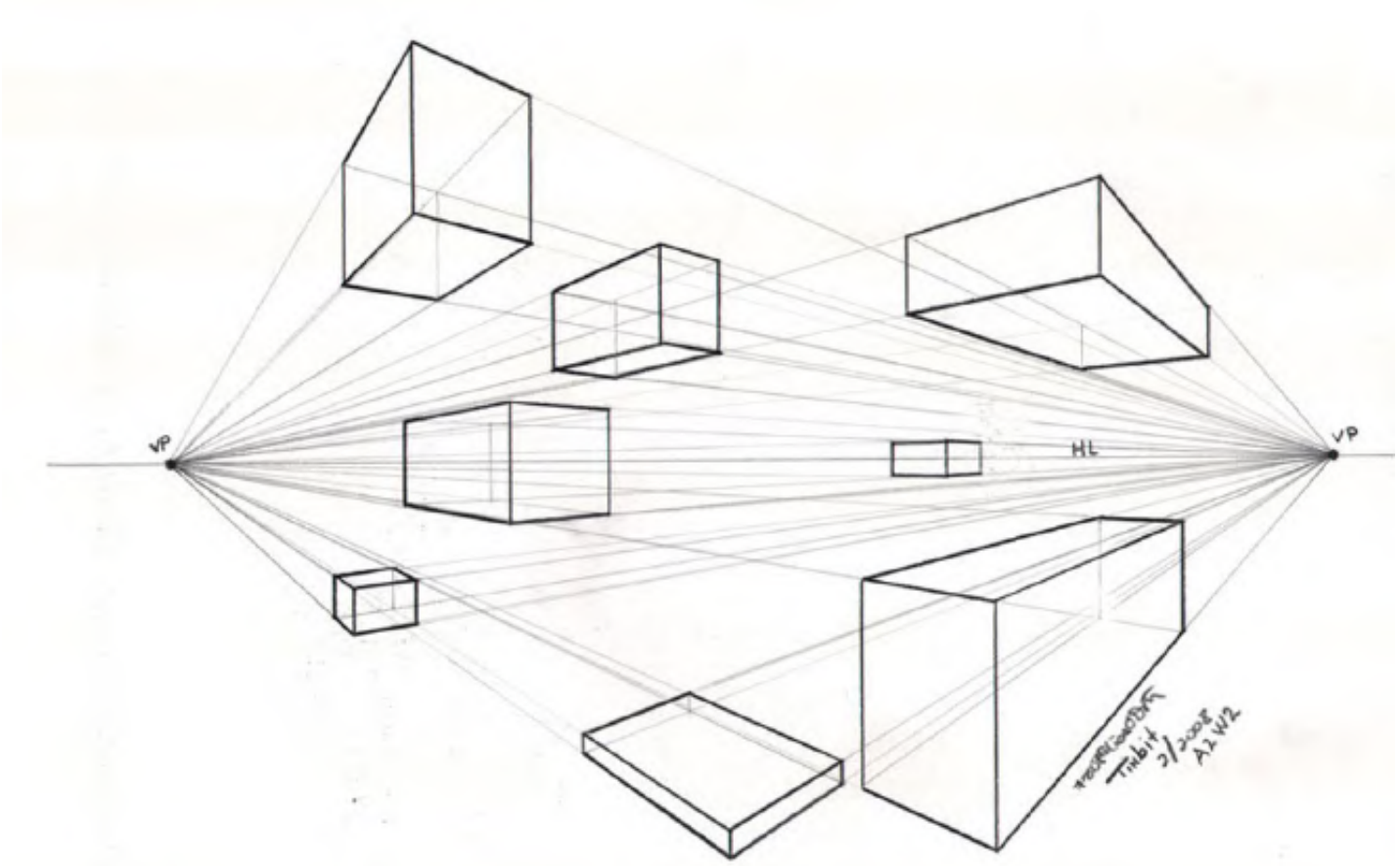




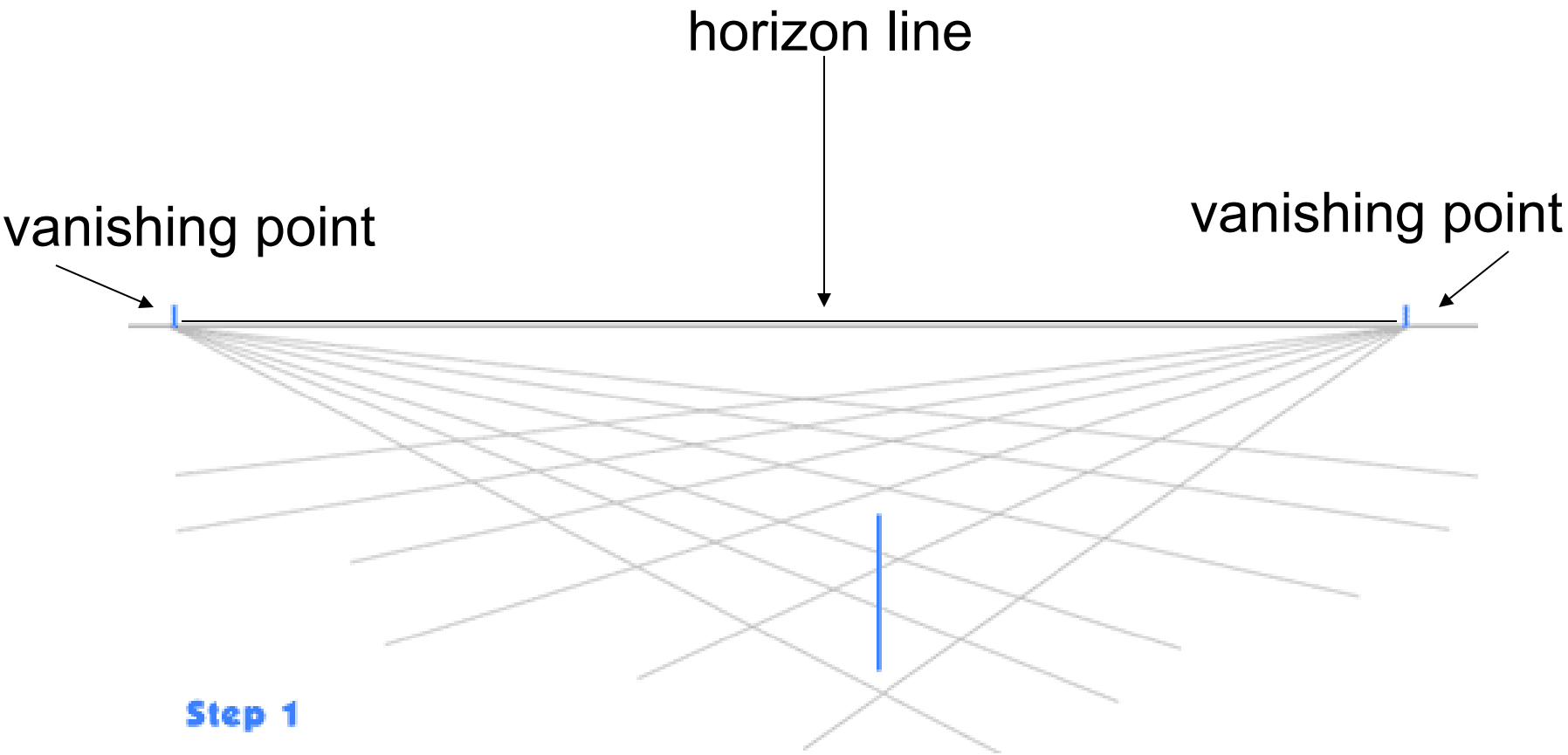
2 point perspective - robot drawing exemplars



How to draw a simple box using 2 point perspective

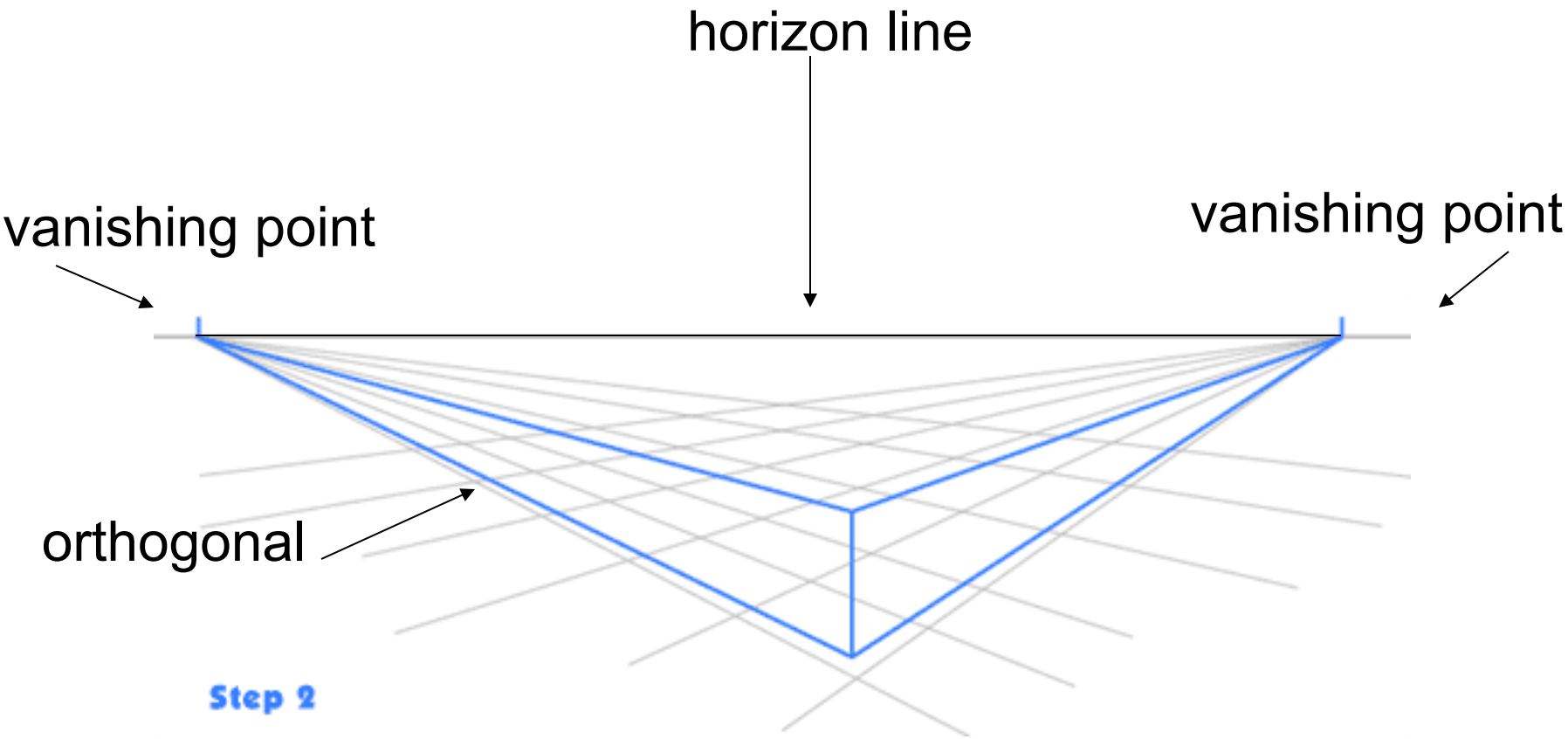


Step 1



1. Set up your drawing by inserting a horizon line and 2 vanishing points at opposite ends of it. **2.** Draw a vertical line like this one. Make sure it is 90 degrees (perpendicular) to the horizon line!!!!

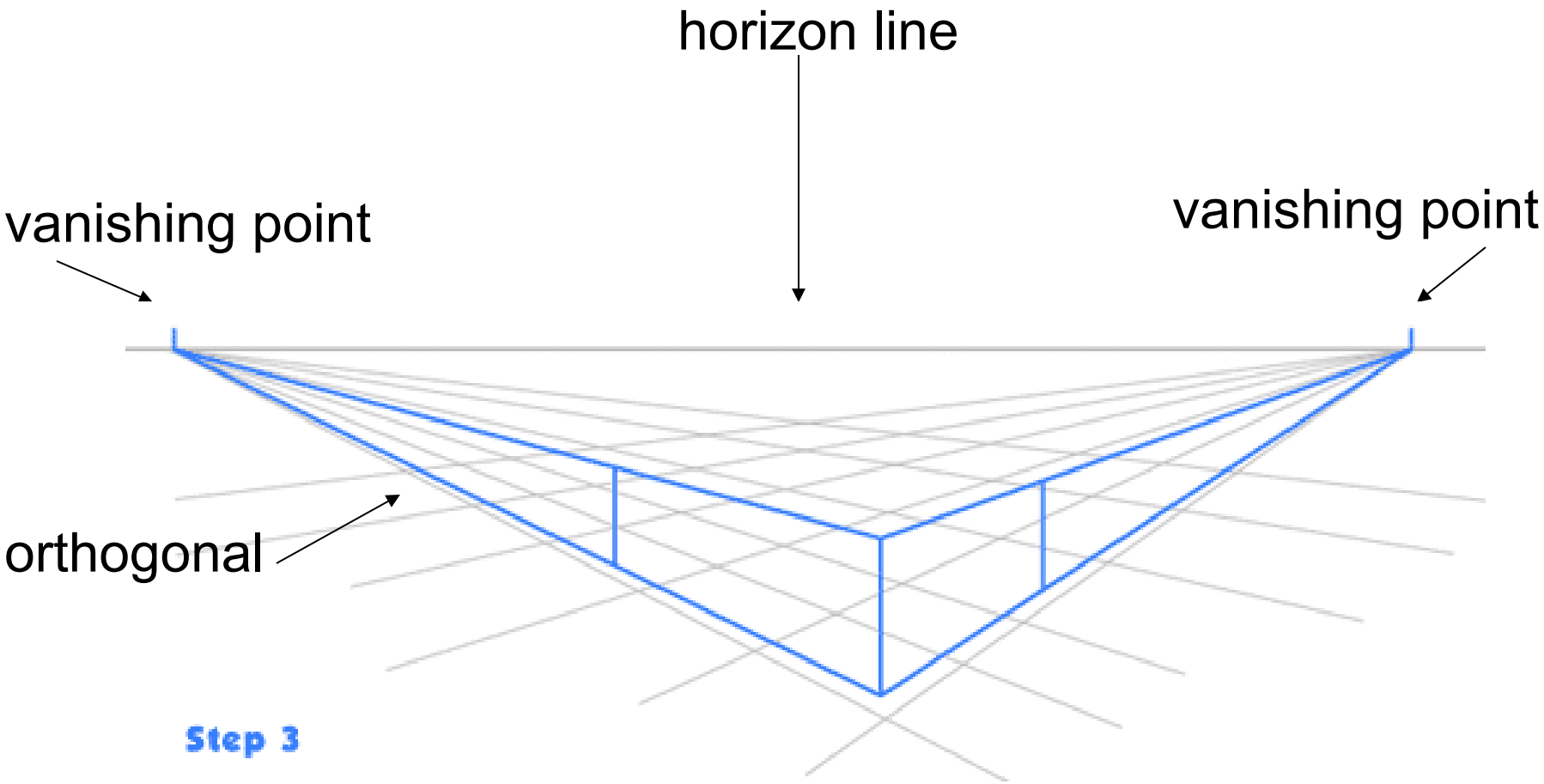
Step 2



Draw **orthogonal** lines connecting each end of the vertical line to each vanishing point.

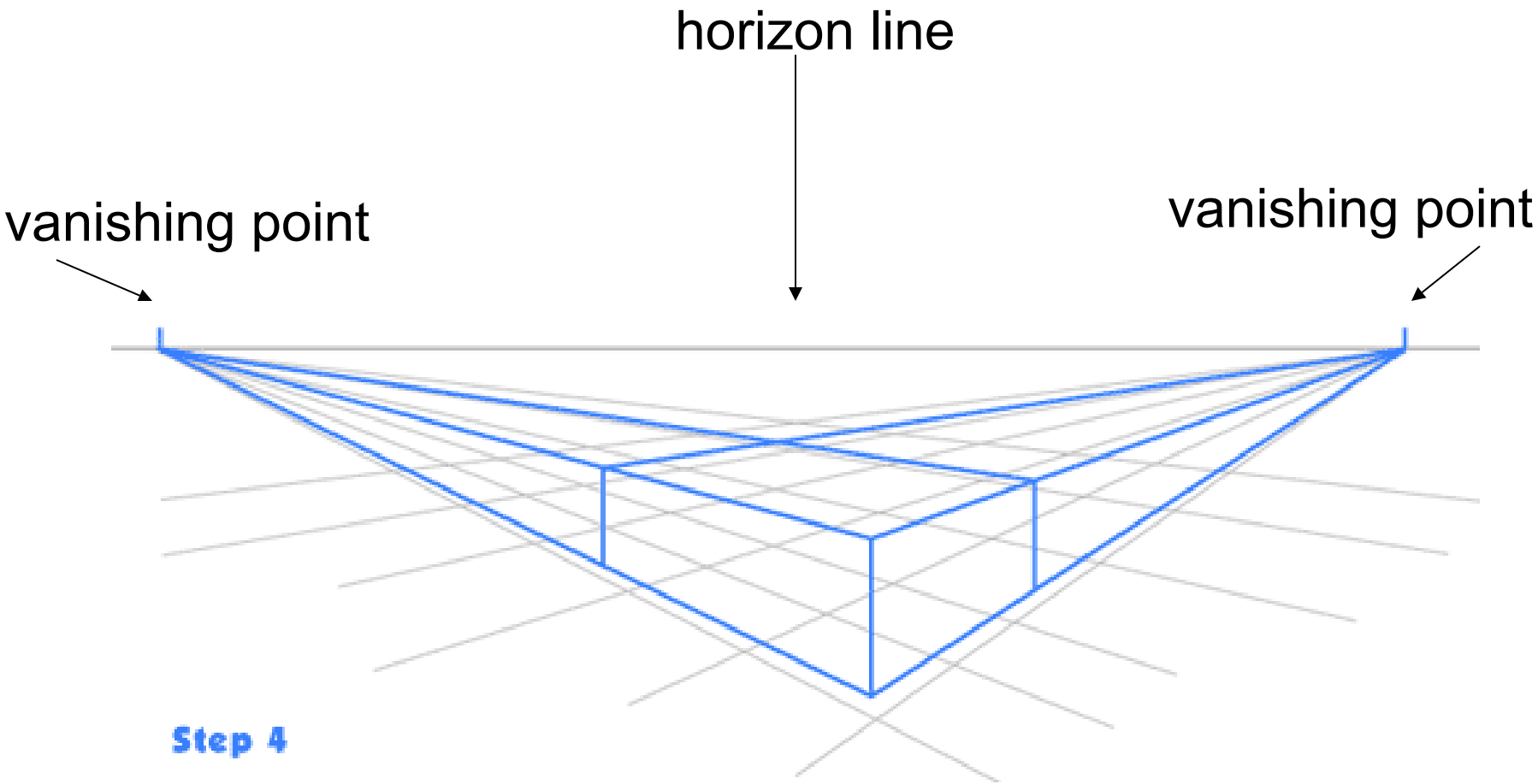
Note: **orthogonals** appear to be slanted when drawn using two point perspective but are actually parallel to each other in real life

Step 3



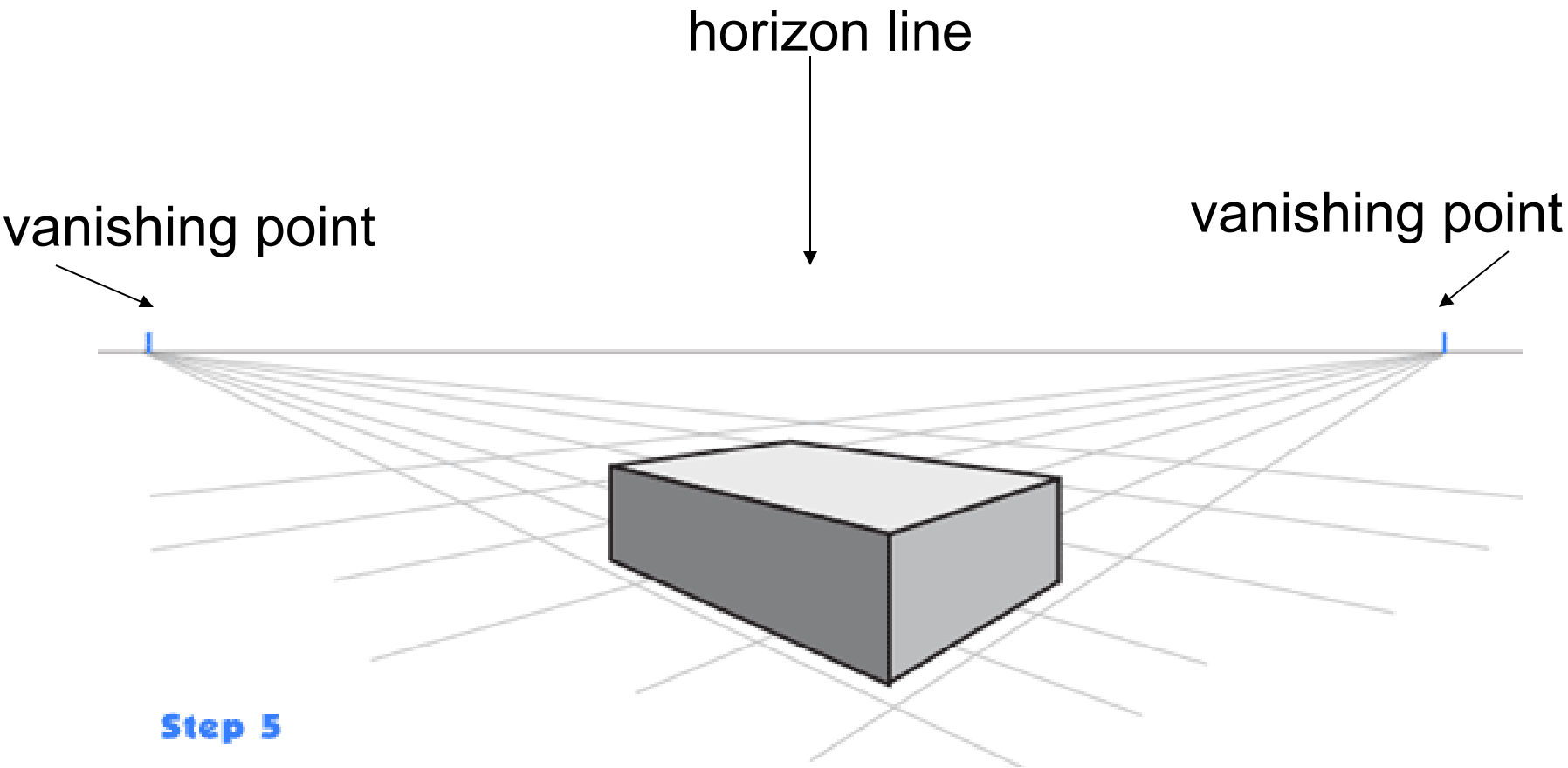
Draw 2 vertical (90 degree perpendicular) lines connecting the orthogonals on each side of the original vertical line

Step 4



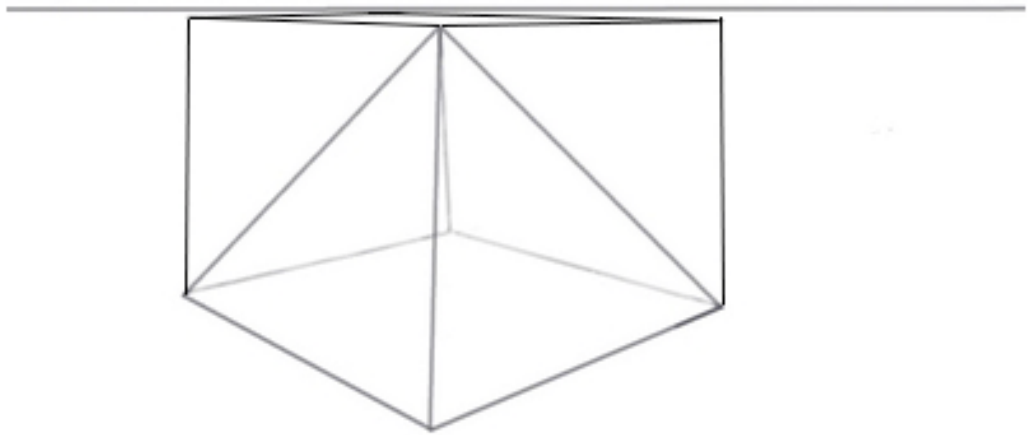
From the top of the lines that you added in step two **draw another set of lines that go back to the vanishing points**. You should note that these lines will cross. The point where they cross is the back corner of the top of your box. In the last step we'll clean up the construction lines and finish off the 2 point perspective drawing.

Step 5



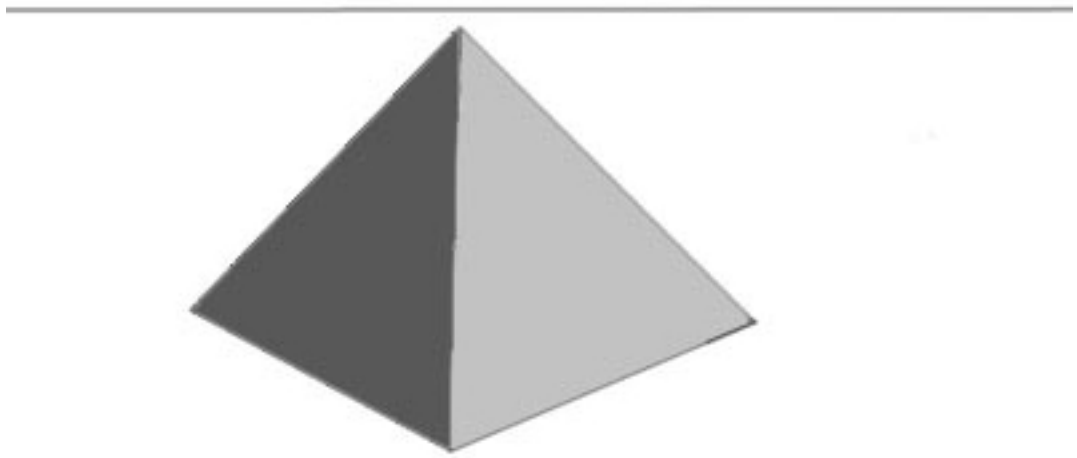
Remove any lines that are not necessary to define the box. **Shade** in the perspective box using **pencil**. **Repeat 2 times** (at least once above the horizon line). Use **stippling** in the 2nd box and **hatching** in the 3rd

Draw a pyramid



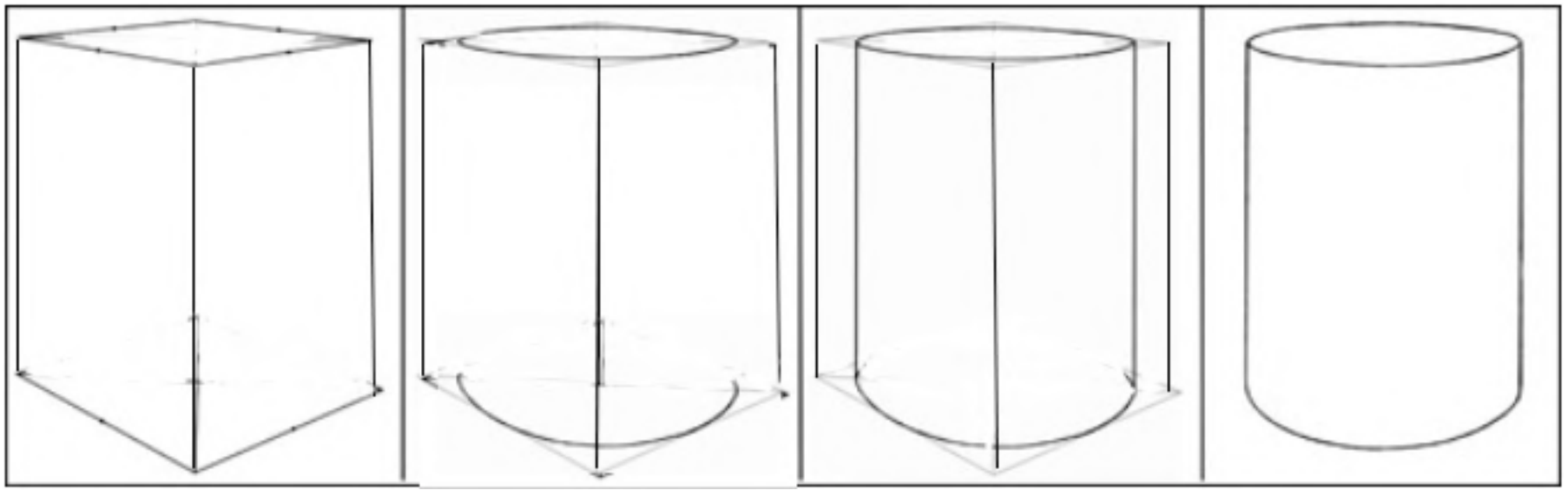
Pyramids can be created by drawing a line from the intersection of the outer vertical lines of a cube and the bottom (or top or left or right) set of orthagonals to the inner vertical line. Then erase the construction lines

Draw a pyramid



Shade in your pyramid using **pencil**. Create **2 more** (at least one above the horizon line), and add value using a) **stippling** b) **hatching**. Pyramids can also be created so they point upside down can you figure out how? Draw your second pyramid that is below the horizon line upside down!

2 Point Perspective Cylinders

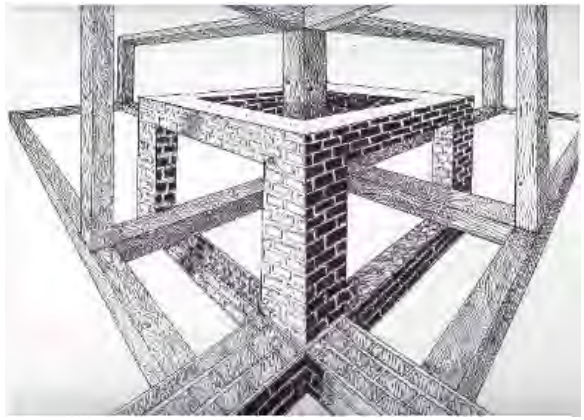


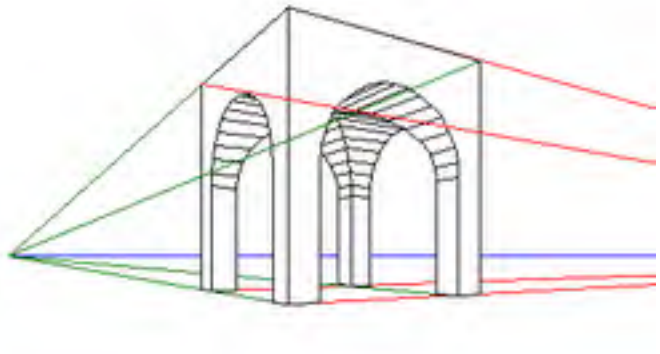
1. Draw a cube. **2.** Round off the base and top following the proportions/angles of the cube. Connect them with a vertical line. **3.**Erase the construction lines

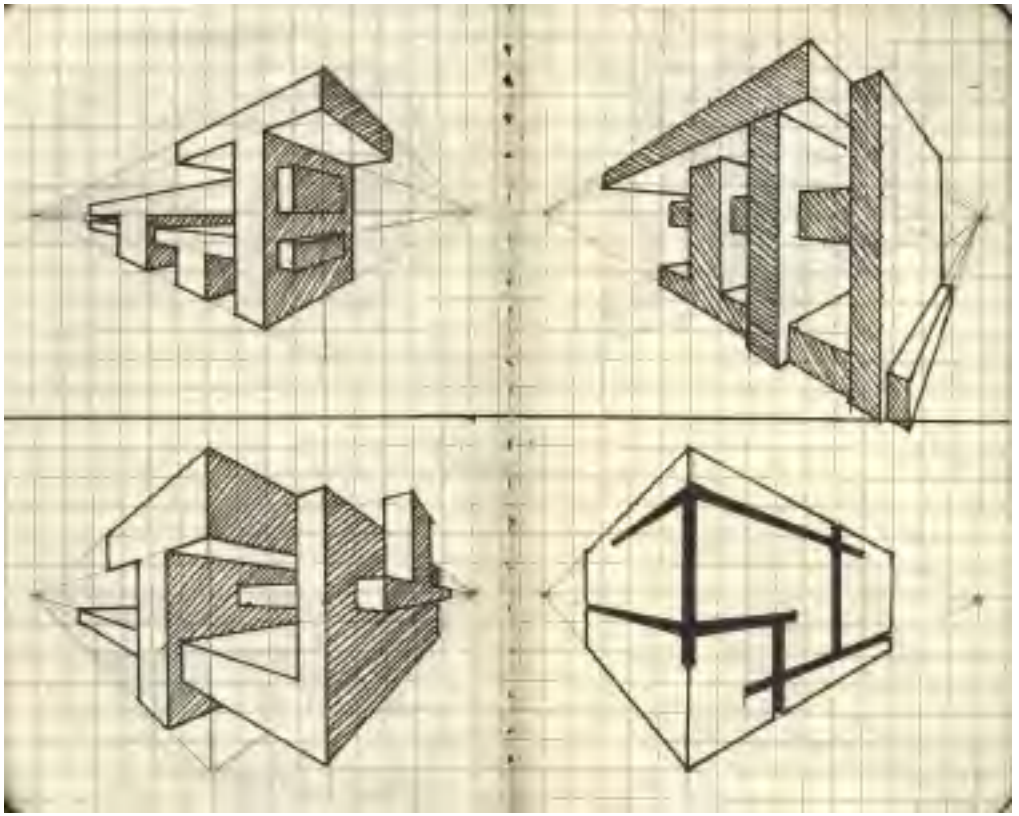
Draw 3 cylinders, and shade with pencil, stippling, hatching

2 point perspective creature project

Using 2 point perspective, create an original robot/creature. You must include at least one of each of the major shapes in your design: square, pyramid, cylinder, and sphere.







Be creative! You don't need to limit yourself to solid forms!

Do a rough copy in your sketchbooks and then a good copy on a large sheet of paper that I will give you when your drawing is approved.

You will be graded on the following:

1. The complexity of your design,
2. The originality of your design
3. your ability to correctly draw your creature following the rules of two point perspective
4. Your ability to correctly and effectively use one method of creating value in a drawing (your choice: choose from pencil shading, stippling, or hatching)