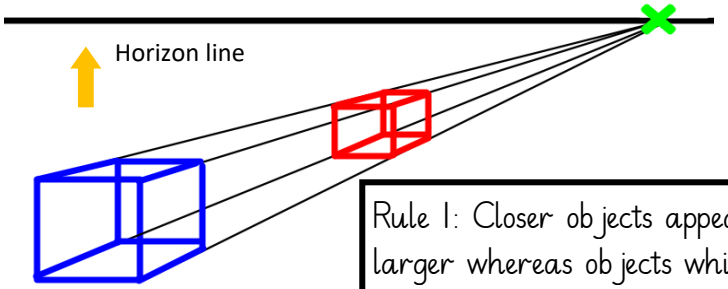
Burwell Village College Primary

Drawing - Perspective

Key Vocabulary	
perspective	a drawing technique that helps artists show 3D space and distance on a flat 2D surface
viewpoint	the exact position or place where the artist or viewer stands when looking at a scene
parallel	straight lines that stay the same distance apart all the way along and never meet or cross
blending	a technique where you gently mix two or more colours or tones together so they melt into each other with a smooth, soft transition instead of a sharp line

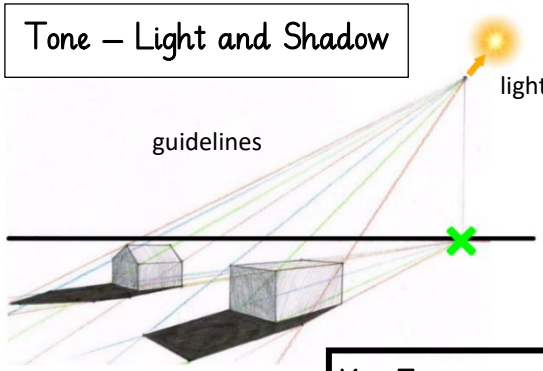
One-Point Perspective

One-point perspective has one vanishing point. This means the drawing has only have one group of parallel lines that moves away from the viewer.



Rule 1: Closer objects appear to be larger whereas objects which are farther away appear to be smaller.
Rule 2: Parallel lines meet at the vanishing point or points.

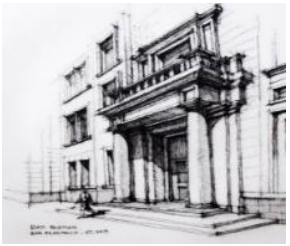
Tone – Light and Shadow



Light is crucial to the way we view objects as their 3D form is created by light and shade.

Dan Hogman

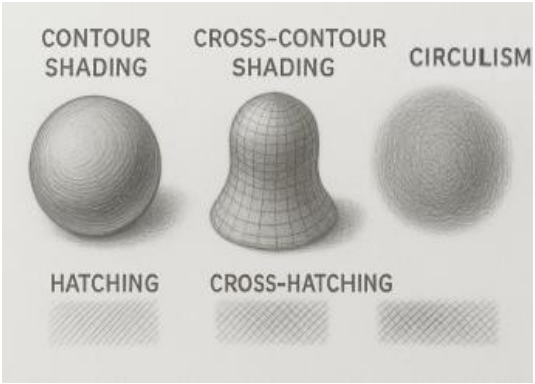
Architect, artist and photographer Dan Hogman creates lively sketches of urban life in cities all over the world.



Shading Techniques

Contour shading, cross-contour and circulism are used to create volume and texture. Blending is important to make the tones smooth and realistic.

Hatching and cross-hatching are methods of shading used with media that do not allow for blending e.g. pen.



Key Features of Perspective

Horizon Line

- The horizon line is where the sky appears to meet the land/sea.
- It is usually drawn across the page.
- The viewer's eye level is on the horizon line.

Vanishing Point

- The point where parallel lines appear to meet.
- Usually sits on the horizon line.
- Helps create the illusion of distance.

Guidelines

- Light construction lines used before drawing.
- Help make drawings accurate.
- Should be drawn lightly and rubbed out when finished.