

One point City Street – the steps

Lines used in one point are: Vertical, horizontal and lines to the VP,(Orthogonal). Buildings start out with a rectangle or square. (90 degree corners)

1. Draw a horizon line in the upper third of the format. Put in a vanishing point that is close to the center of the page.

One point perspective:

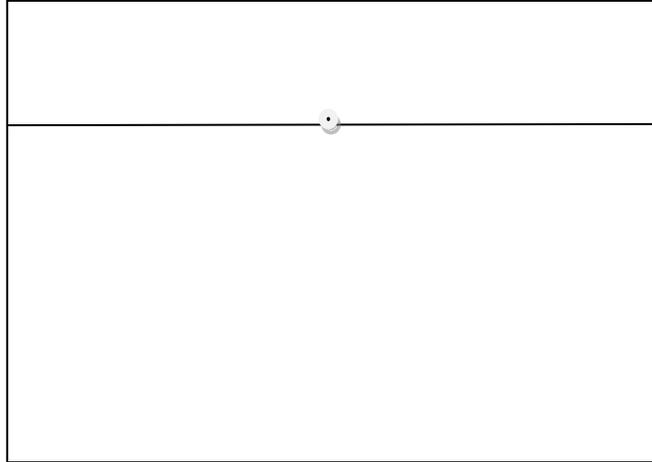
Has three lines:

Horizontal

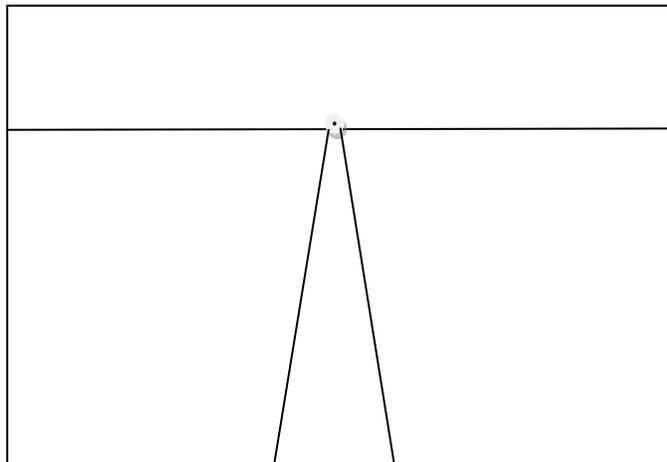
Vertical

Orthogonal

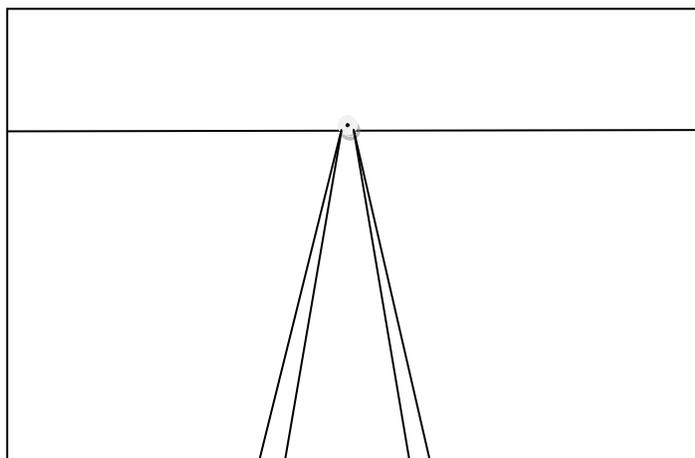
The shape of the building that faces the viewer will be true: I.e. A square or rectangle will have 90 degree angles.



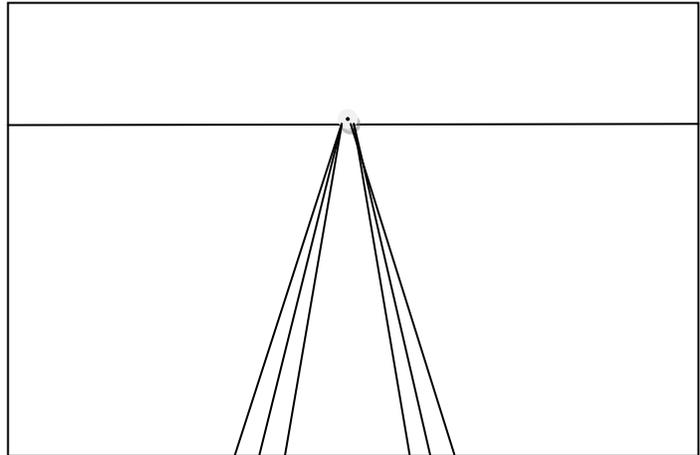
2. Draw an inverted V that will be the center street. It is larger at the bottom because it is closer to you. It will converge at the vanishing point. (Density – Things get smaller, closer together and harder to see as they travel to the horizon line.)



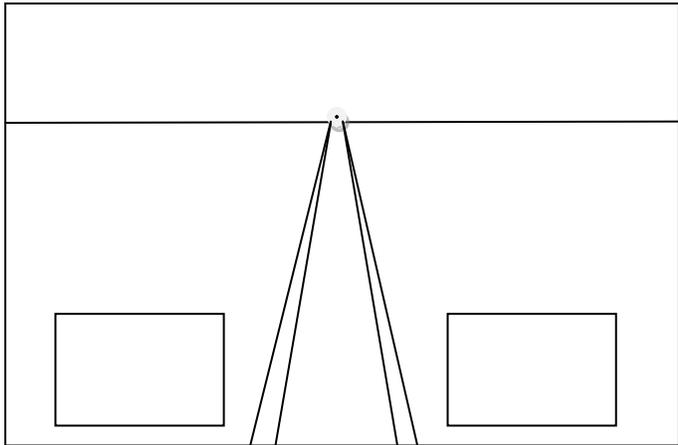
3. Draw a berm on both sides for the grass and trees. Trees will be drawn with vertical lines.



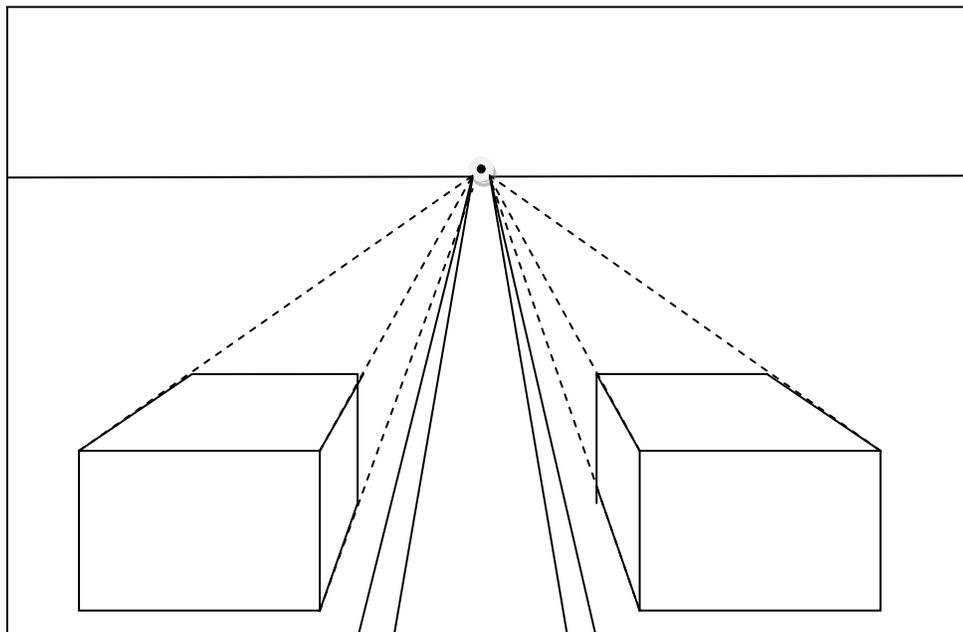
4. Draw a sidewalk on either side of the berm. There will be three buildings on each side of the street. Side walk lines will be horizontal lines.



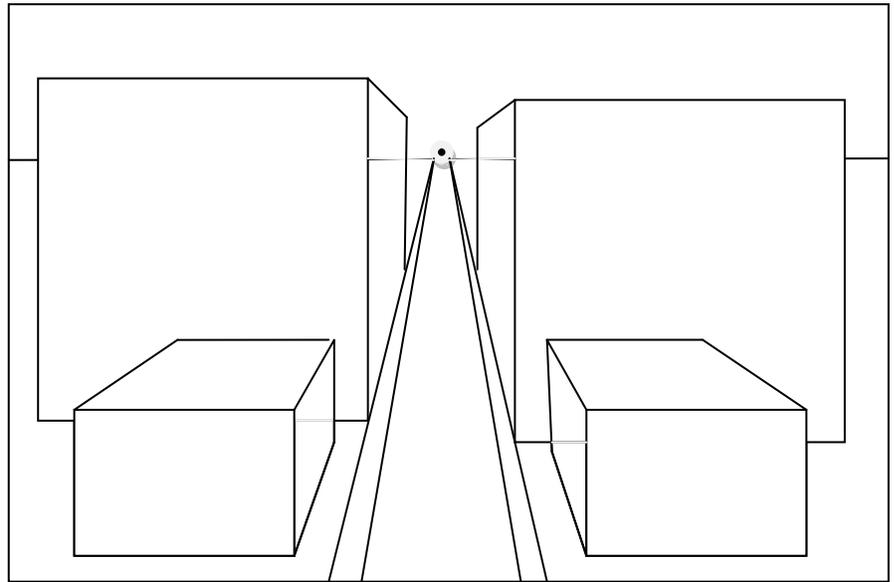
5. Draw two rectangles or squares toward the bottom of the paper on the outsides of the sidewalks for the first two buildings. (I lost my sidewalk). These buildings are not the tallest on the block. Windows on this “face” of the building will be squares or rectangles.



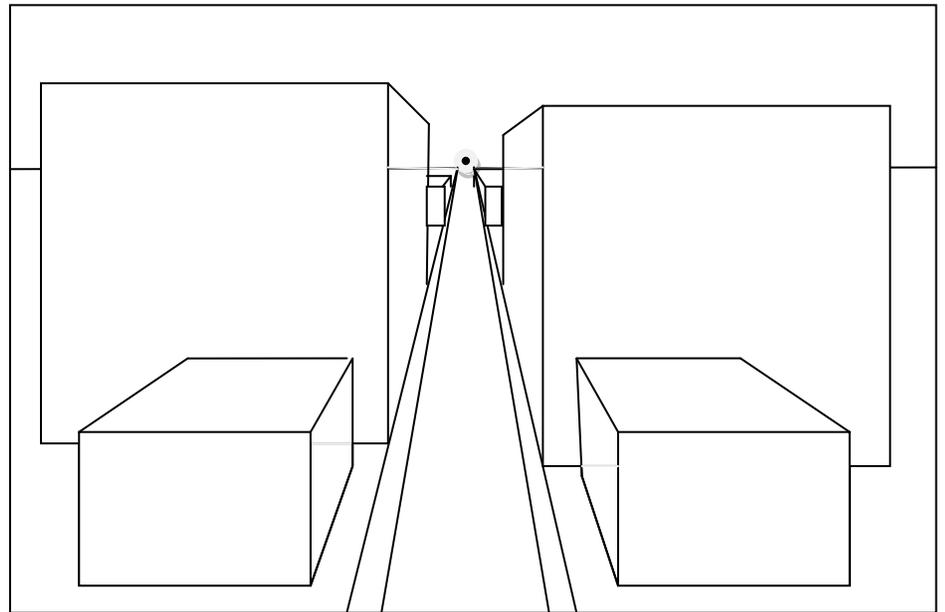
6. Draw the vanishing point lines,(orthogonal), from the vertices that will not cross the “face “of the object. Add the vertical and horizontal lines that will finish off the box/ building. Firm in the lines that make the building and erase the extra from the original orthogonal lines. Windows on the “street side” will be drawn using a vertical line to start the window, orthogonal lines to draw the length of the window, then a vertical line will end the window.



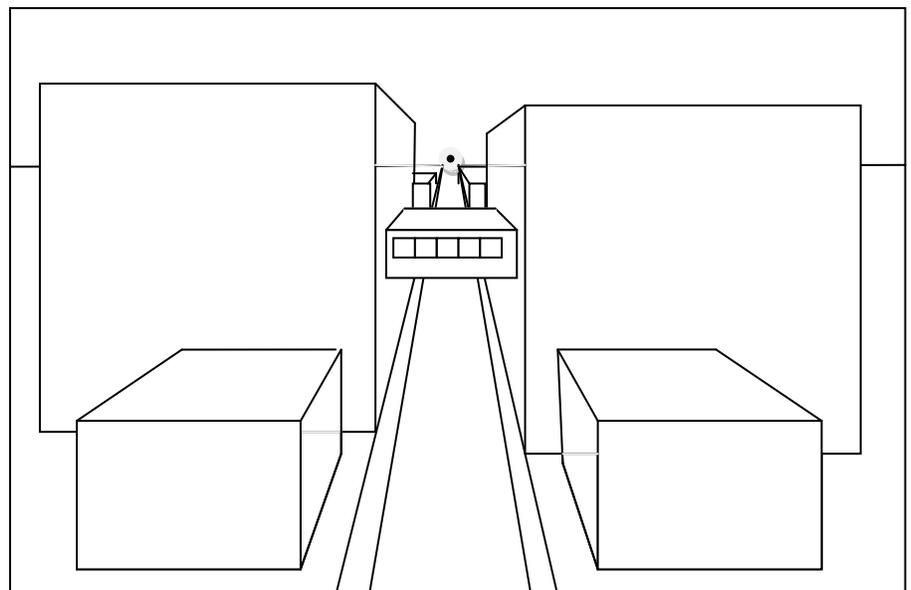
7. Add two larger rectangles that go above the horizon line. Repeat the sequence : draw the vanishing point lines from the vertices, draw the horizontal and vertical cut offs. These will be two very tall buildings on which we can put a sky walk connection.



8. Add two small rectangles to the back to create two buildings. Make them lower than the horizon line so that a roof can be added.



9. The sky walk: Draw a rectangle where you want the sky walk to be. Put in the Vanishing Point lines and cut them off with a horizontal. Then erase so that the sky walk is solid and put in some windows.



10. Add windows, a few signs, some trees on the berm (I lost the berm somewhere along the line but you will still have it), lines in the sidewalk and doors on the buildings.