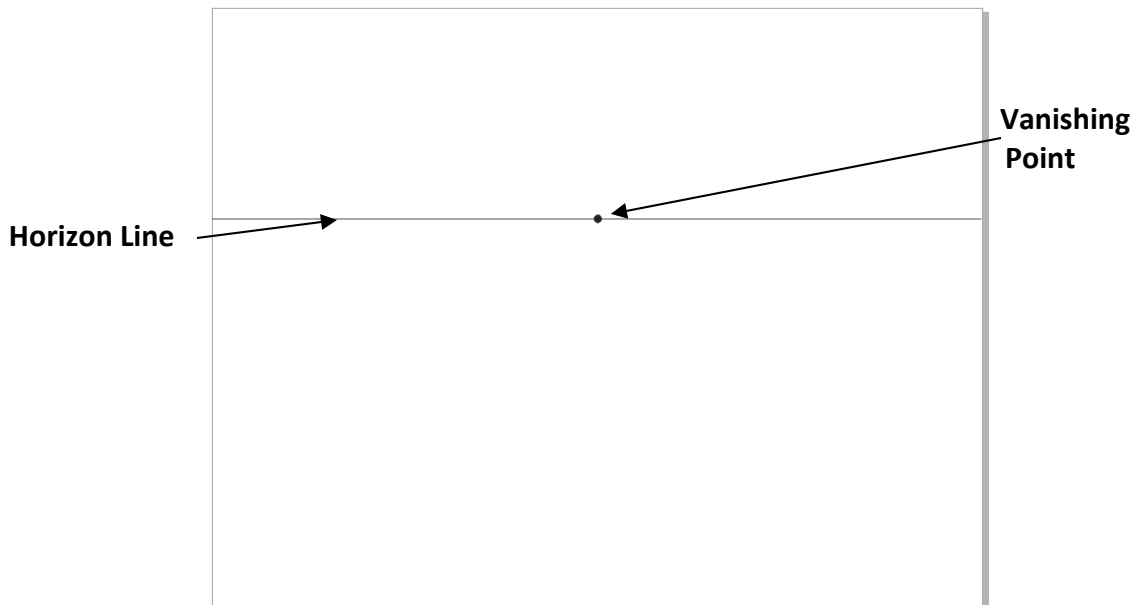
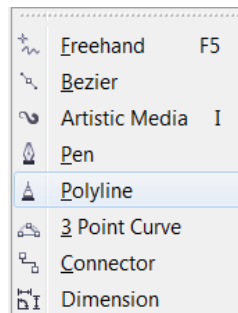


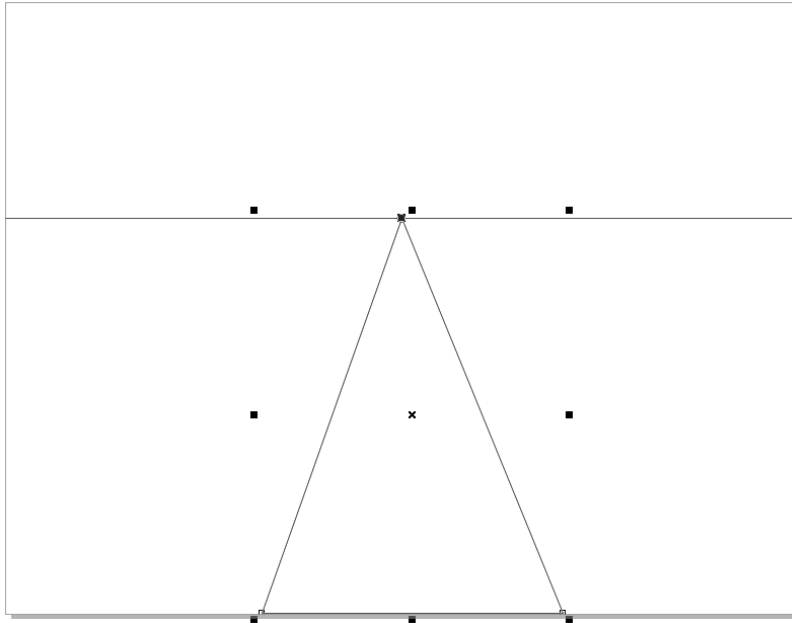
## One Point Perspective– Part 1

- 1) Begin by setting up your page in either “portrait” or “landscape”. Either is fine, but I generally recommend landscape.
- 2) You have the option of viewing a grid to help you line objects up. Test this feature out by going to “**View > Grid > Document Grid**”
- 3) Choose where your horizon line will be. Remember that this affects the rest of your drawing from here on out. Another general recommendation is to place it a little above the halfway point of your page.
  - a. Select the “**freehand**” draw tool. Click once and release. This sets the starting point. Move to where the line will end and click again to create the straight line.
- 4) Create your vanishing point by using the ellipse tool. Make it large enough to see, but small enough to get accurate perspective when you send lines to it.

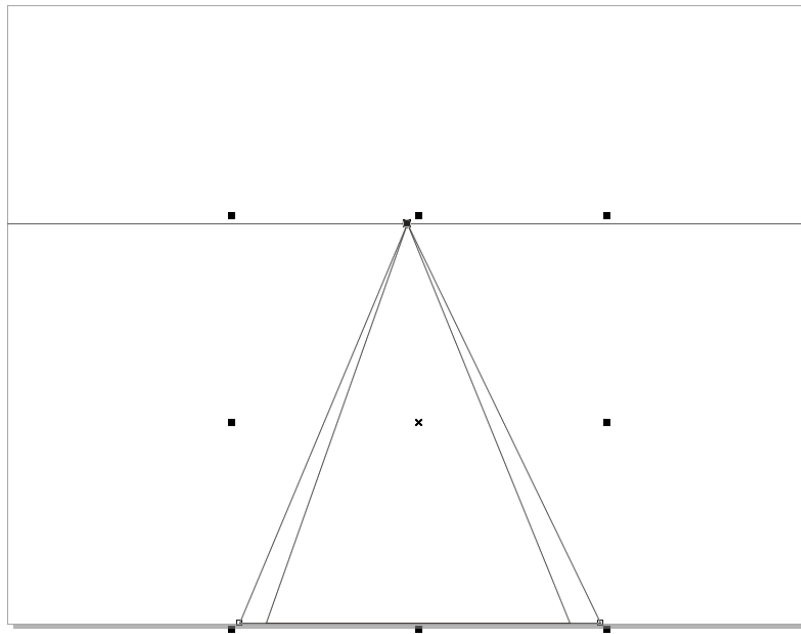


- 5) Use the “polyline” tool to draw out the dimensions of your street. Draw the basic shape of a triangle and connect the lines together.

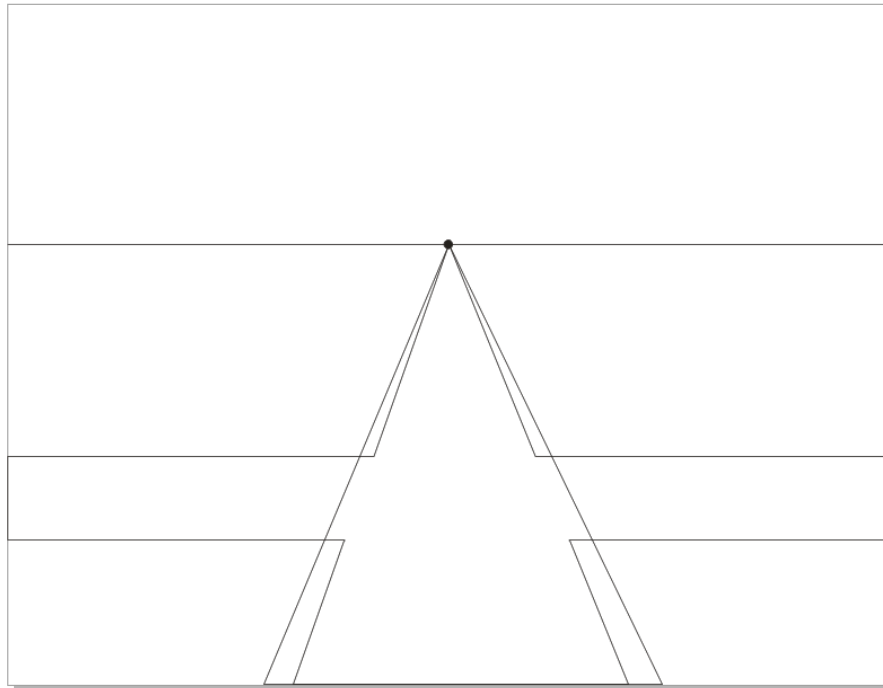




- 6) Next, click “copy” and “paste” to paste the street shape directly over the top of the original. Grab the side “handle bars” on each side and gradually expand the shape until it forms the outline of the sidewalks as shown below.



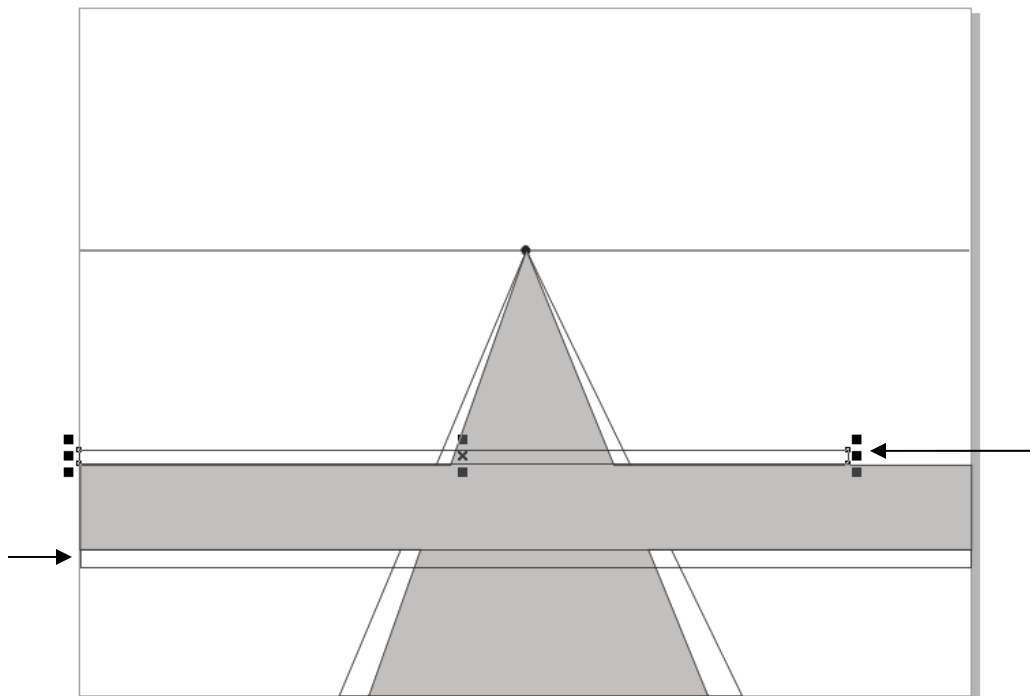
- 7) Hit “**Ctrl + Page Dwn**” to move the object one step down.
- 8) Next use your **rectangle** tool to drag the cross street into shape.
- 9) Hold down “**shift**” and also select the original street shape. With both streets selected, click the “**weld**” button”.

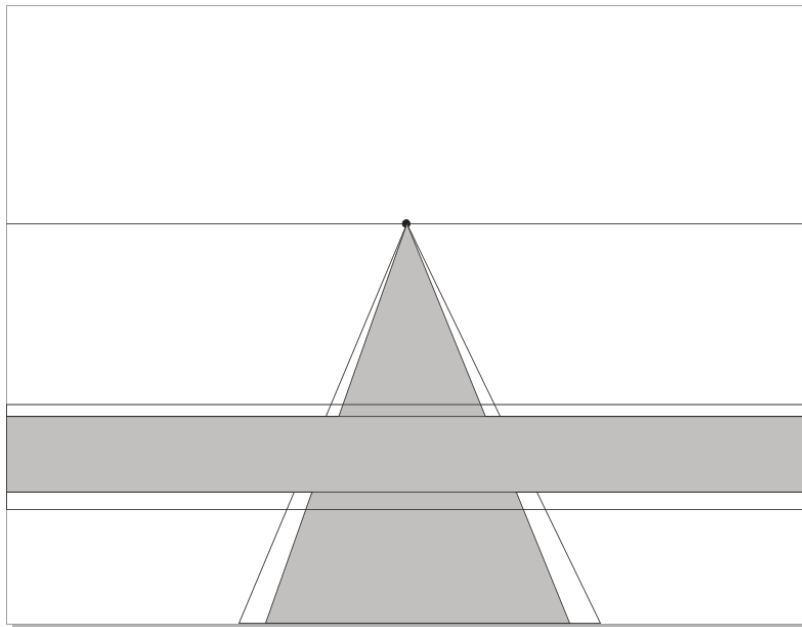


10) Click your welded street and temporarily fill it a light gray color.

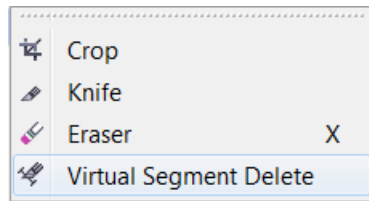
11) The lines crossing the street should disappear.

12) Use your rectangle tool to draw the 2 cross sidewalks on either side of the cross street. Make the one closest to you slightly larger in width.

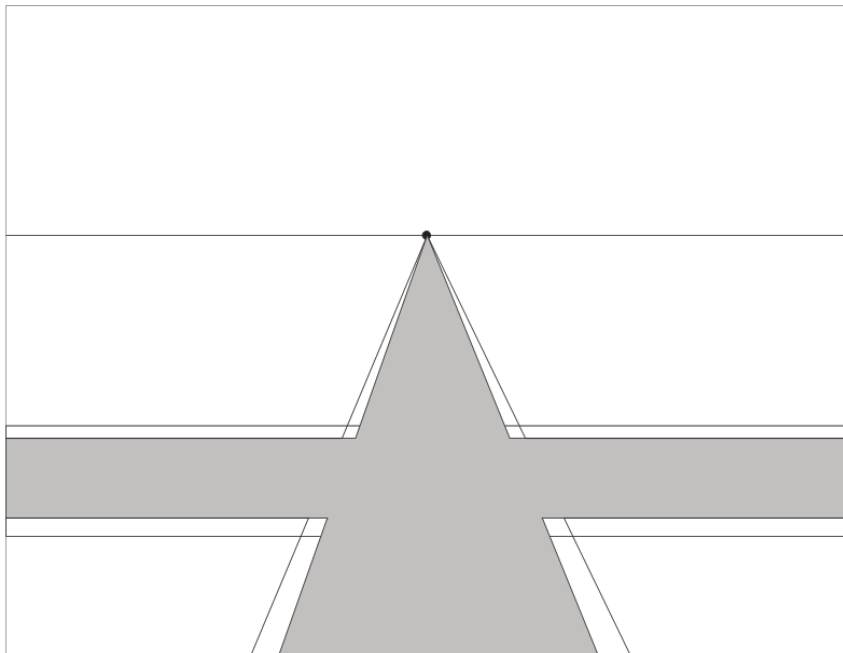




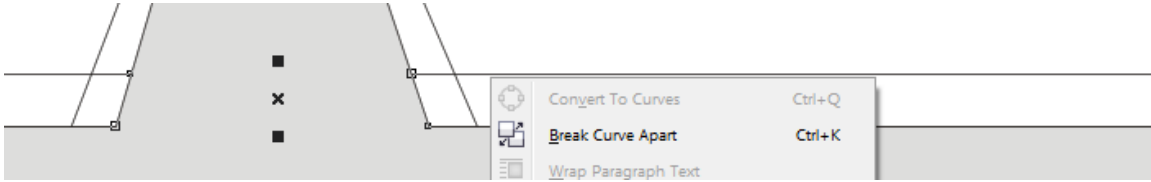
13) Find the “Virtual Segment Delete” tool.



14) Align the Virtual Segment Delete tool over each of the lines that still cross the intersection. When the tool icon suddenly pops straight up, click your mouse. This will delete that segment of line.

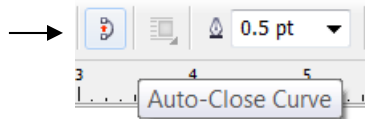


15) Next, click on the top sidewalk. You'll notice that even though you deleted parts of it, the entire object selects from one side of the page to the other. You need to break it apart. **Right Click** on the sidewalk shape, and select "**Break Curve Apart**"

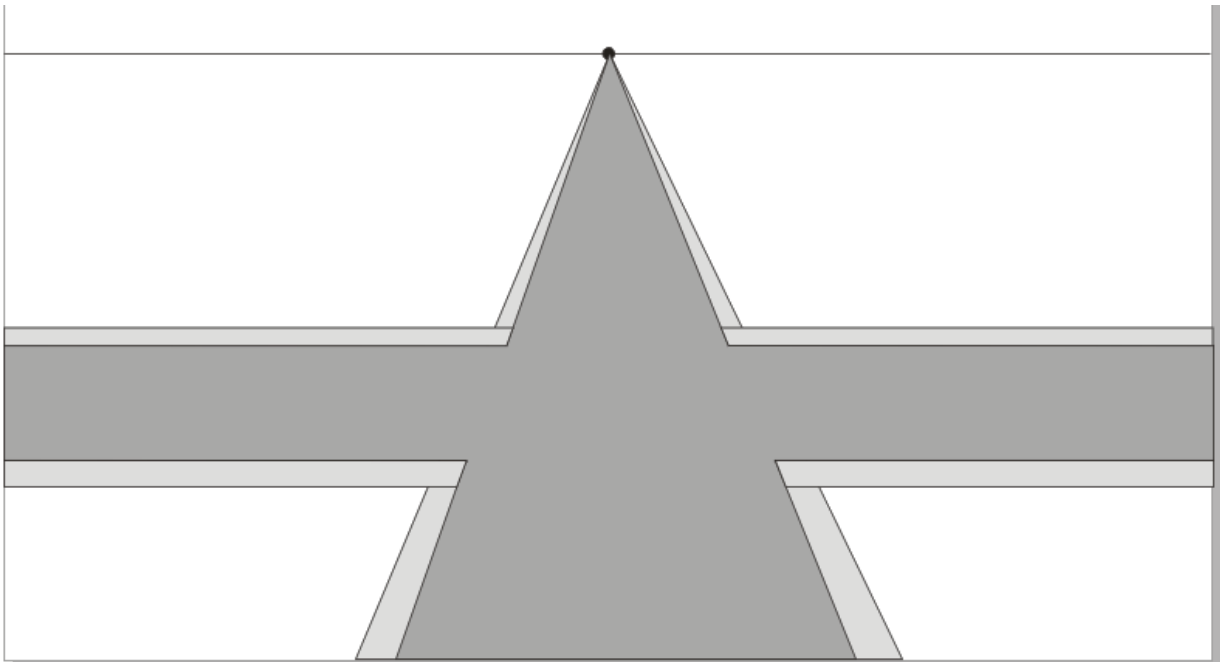


Do this for both the 1<sup>st</sup> and 2<sup>nd</sup> sidewalks

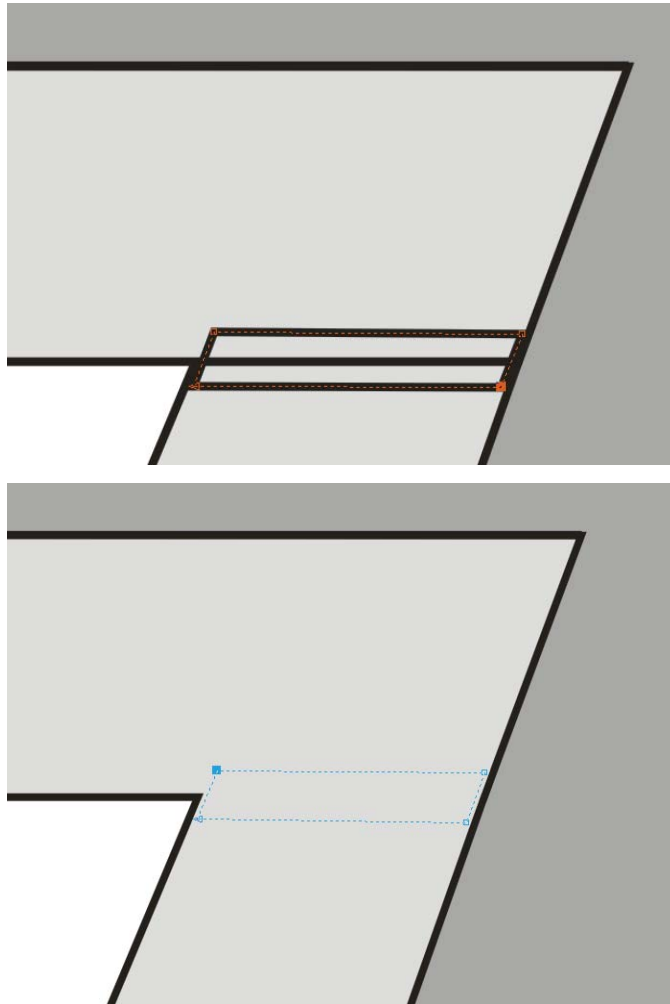
16) Select each of the cross sidewalks in turn, and find the "**Auto Segment close**" button at the top of your screen. This will "fix" the sidewalks you just cut up and make them into whole shapes again.



17) Select your sidewalks and click a very light color gray. This should fill both of your cross sidewalks (sometimes you might get some lines that skew a little bit. Fix this by using your "shape" tool to drag the endpoints into the correct place.



- 18) If you intend on adding individual sidewalk segments for extra points, then you can leave the small lines at the corners. If not, then the simplest easiest way to cover these lines is to apply a “bandaid” of color over the top.
- 19) To apply a “bandaid” simply draw a rectangle over the top of the line. Change both the fill color and the outline to match the sidewalk fill, and the simple patch is done.



- 20) Refer to “Part 2” of building your city for instructions on how to add buildings in 1 point perspective.