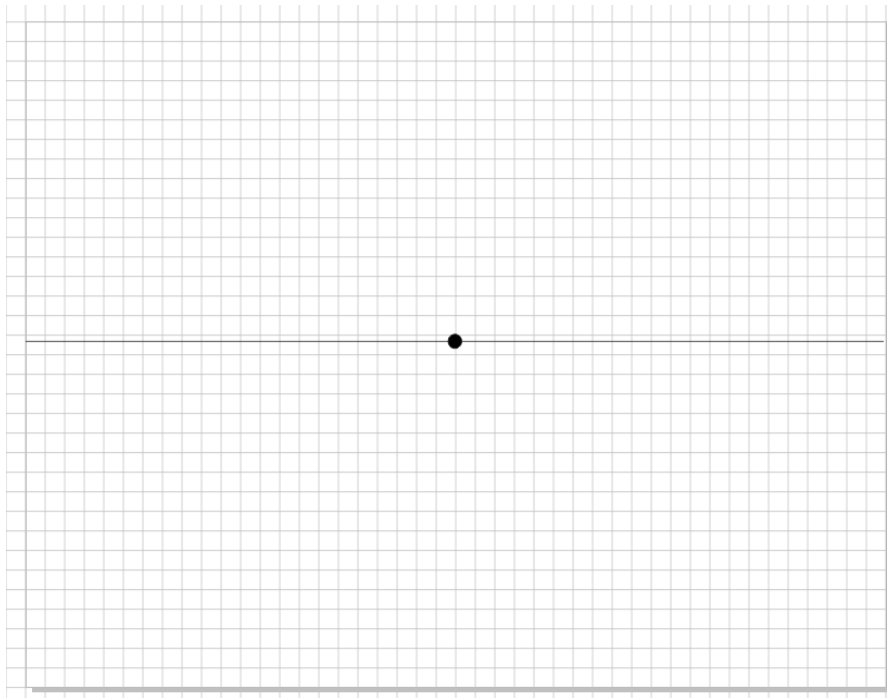


Intro to One Point Perspective

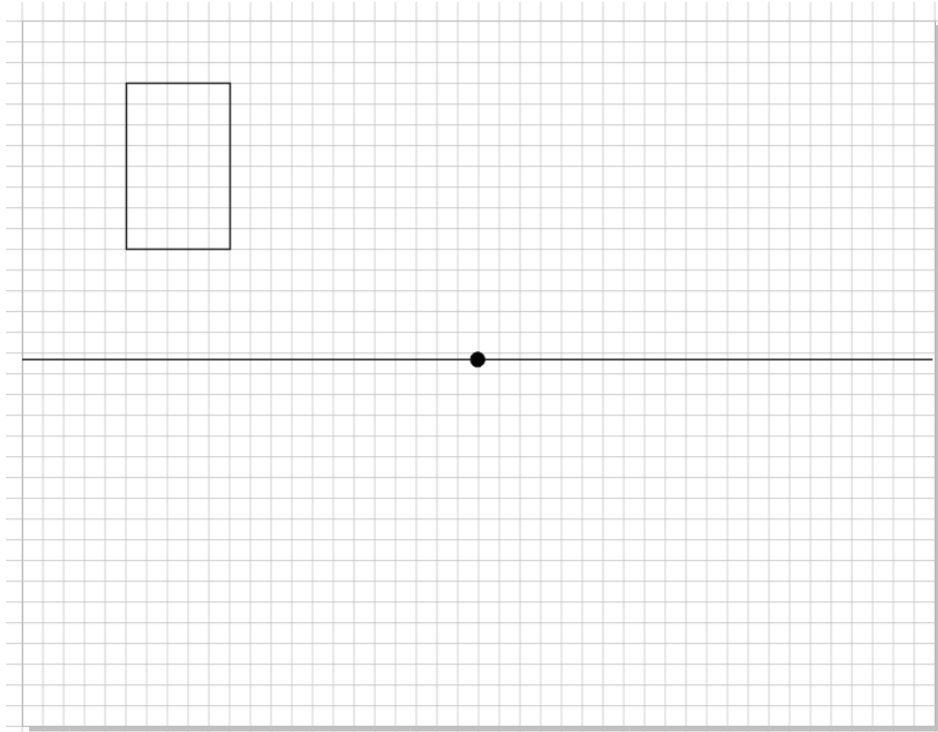
Horizon Line - The horizon line in perspective drawing is a horizontal line across the picture. It is always at eye level - its placement determines where we seem to be looking from - a high place, or from close to the ground.

Vanishing Point - The point at which receding parallel lines viewed in perspective appear to converge.

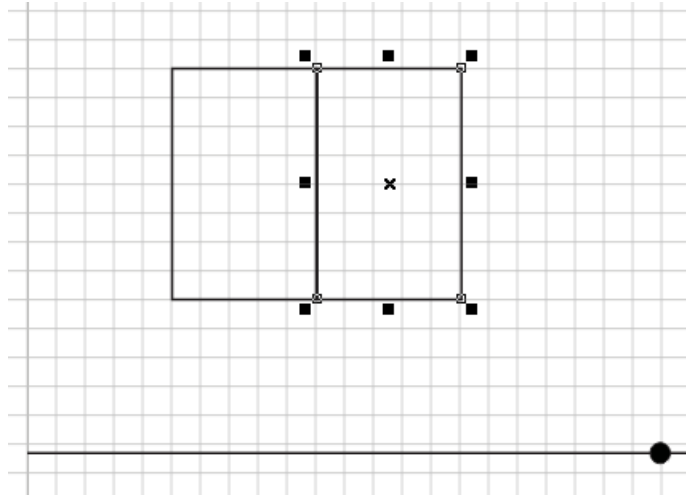
- 1) Go to **View > Document Grid**. This will create a small grid in the background of your page to use as a reference for keeping lines straight.
- 2) Create a single horizontal line across the middle of the page. Make it perfectly straight.
- 3) Use the ellipse tool to make a small circle in the middle of the line. Fill it black.



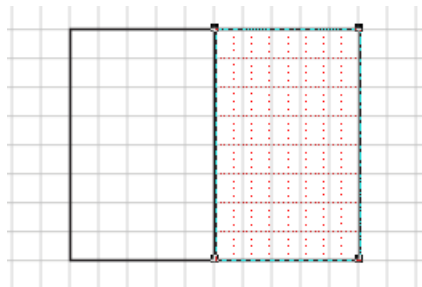
- 4) Create a rectangle in the upper left quadrant of the page. Make it taller than it is wide, looking approximately like the example below.



- 5) Copy and paste the rectangle. Use the arrow key to “nudge” it to the right so that it lines up with the edge of the original rectangle.

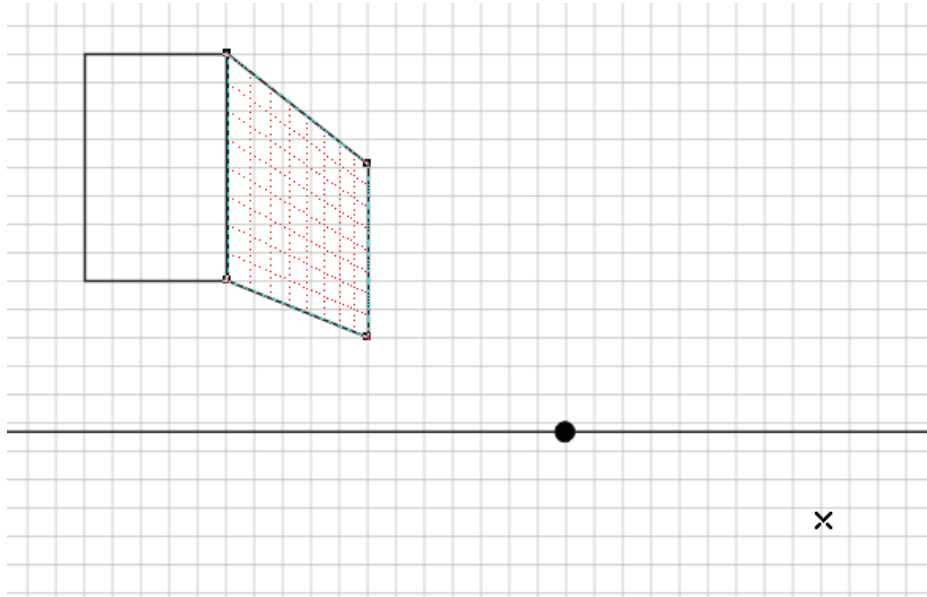


- 6) Go to **Effects > Add Perspective** this will create a red grid within the 2nd rectangle.

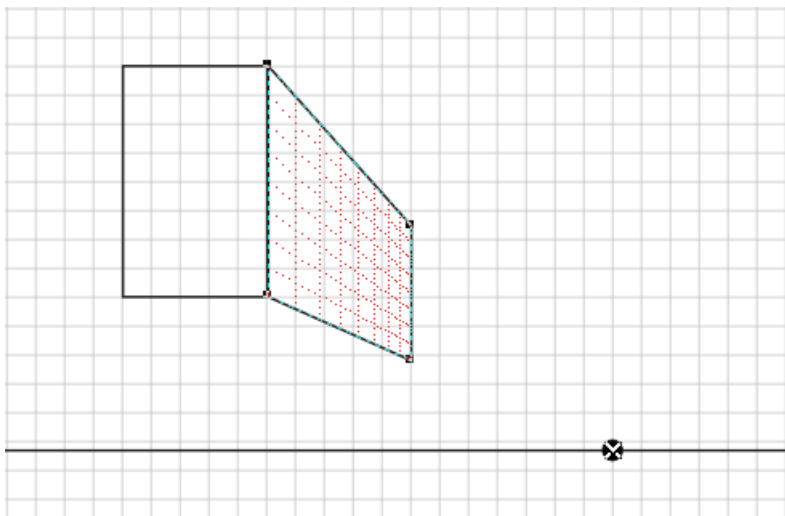


- 7) Line the edges of the rectangle up so they aim directly towards the vanishing point (circle). Do this by dragging the lower right corner node straight down two grid squares. Next grab the upper right node and start pulling it straight down as well.

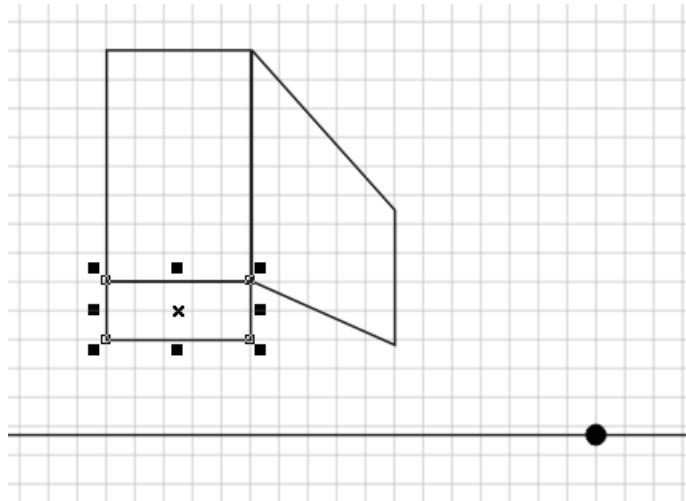
You should now see a small “X” flying in from the right, similar to the screenshot below.



- 8) Click on the “X” and drag it directly over the vanishing point circle. This should align your shape into proper perspective.

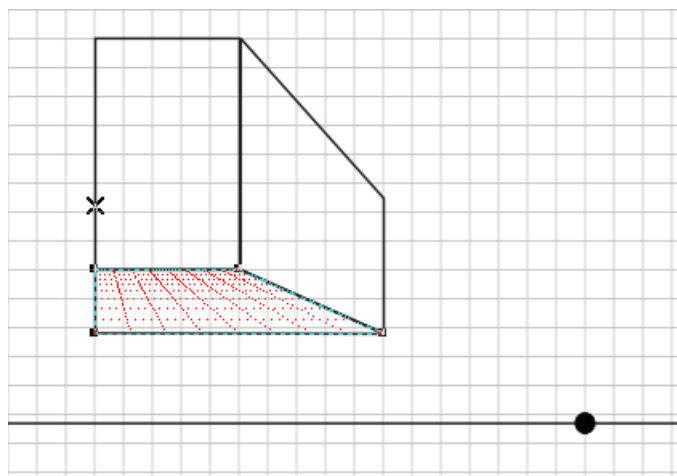


- 9) Now click on your original rectangle. Copy and paste it again. Grab the top sizing “handle” and pull it down so that the new shape ends up below the original. Refer to below.

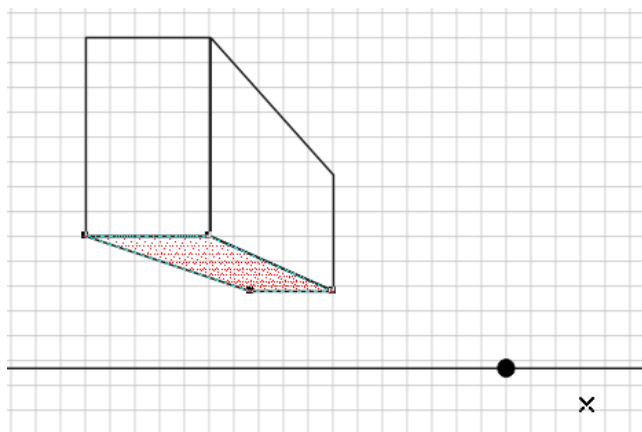


10) Create the bottom of the object. Click **Effects > Add Perspective**.

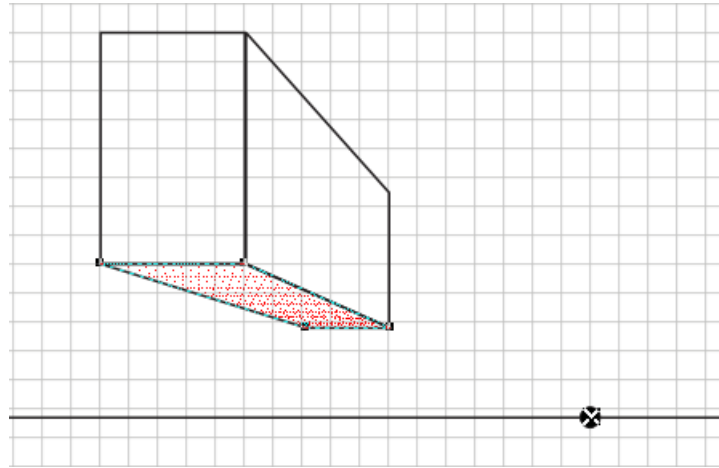
11) Grab the lower right node and pull it over so that it lines up with the corner as shown. Ignore an "X" if it flies in from the left.



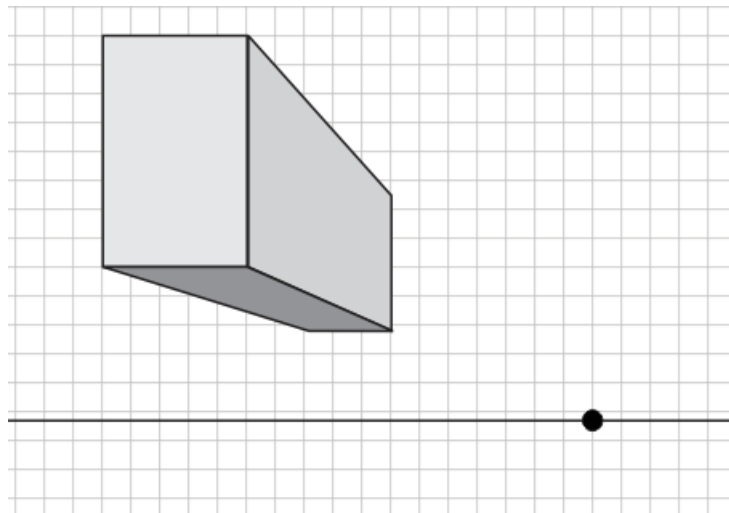
12) Next grab the lower left node, and drag it slowly to the right. This time you should see the "X" flying in from the right. Stop dragging when it approaches the vanishing point.



- 13) Click on the “X” and drag it over the vanishing point. Check to see that your box shape is
a) Straight on all sides b) All corners are lined up with each other. Use the shape tool to nudge any imperfections into place.

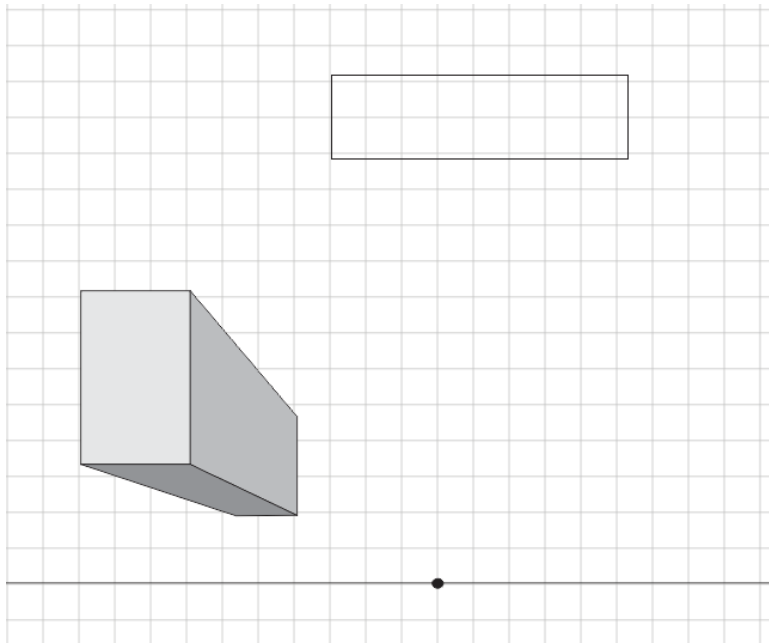


- 14) Use the **fill** tool create dimension. Fill the front a light color, the side a medium color, and the bottom a darker color.

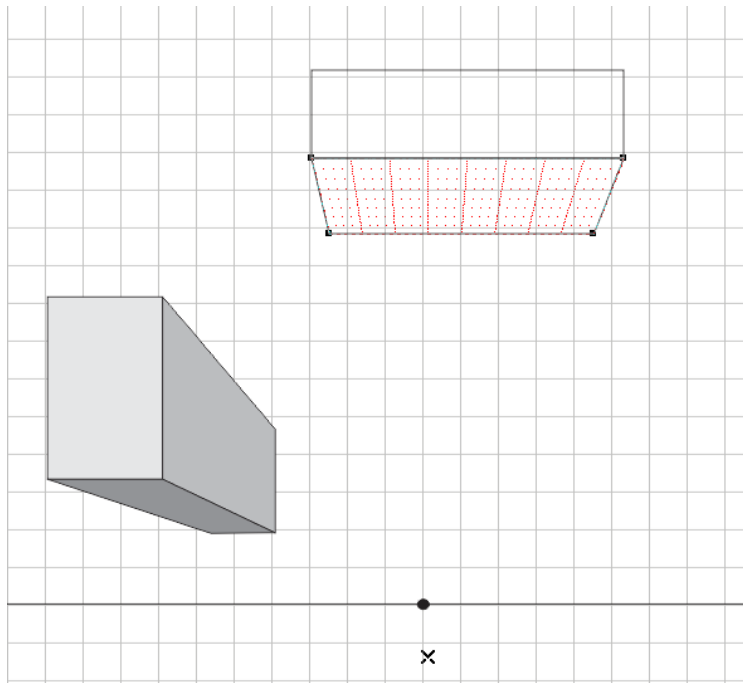


- 15) Create 3 more boxes using the same method, or personal variation of this method (note: the Extrude function does not allow for the more diverse and complex custom builds that are required for this type of construction)

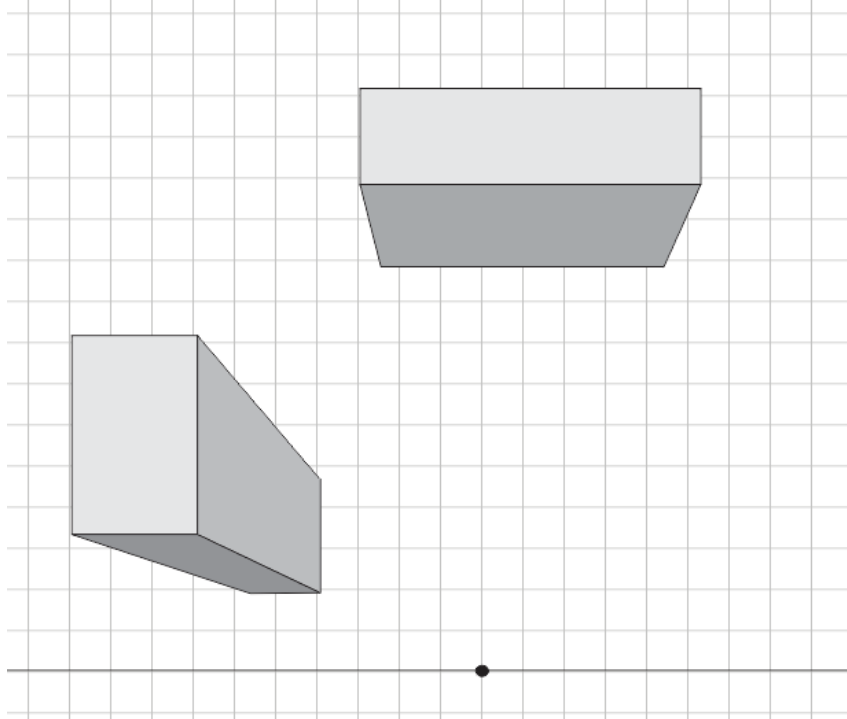
16) Create a rectangle far above the horizon line as shown.



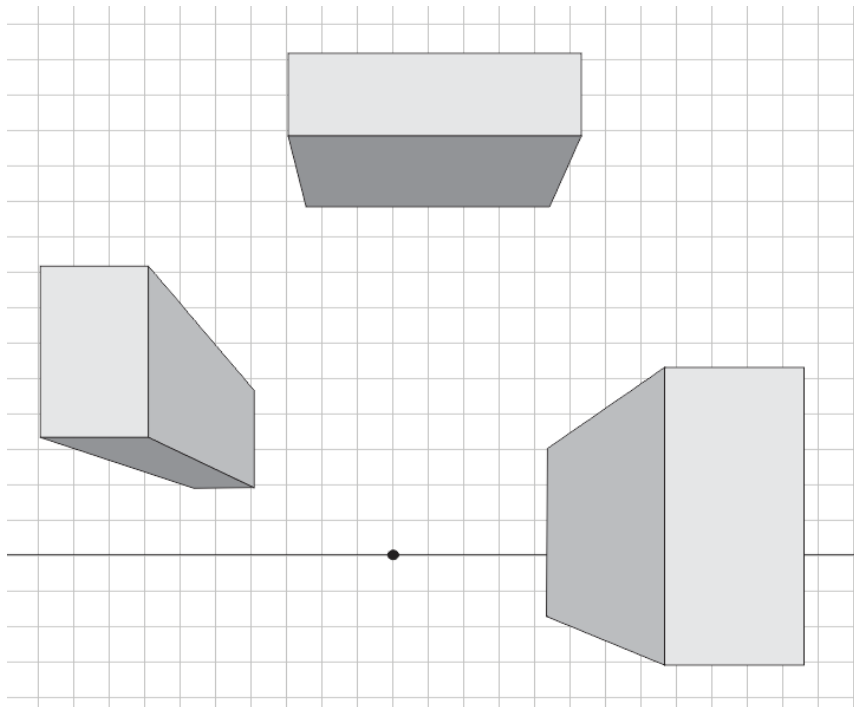
17) Copy and paste the rectangle, move it down below the original. Click "Add Perspective". Move each of the opposite corners slightly inward until you see the "X" come flying in.



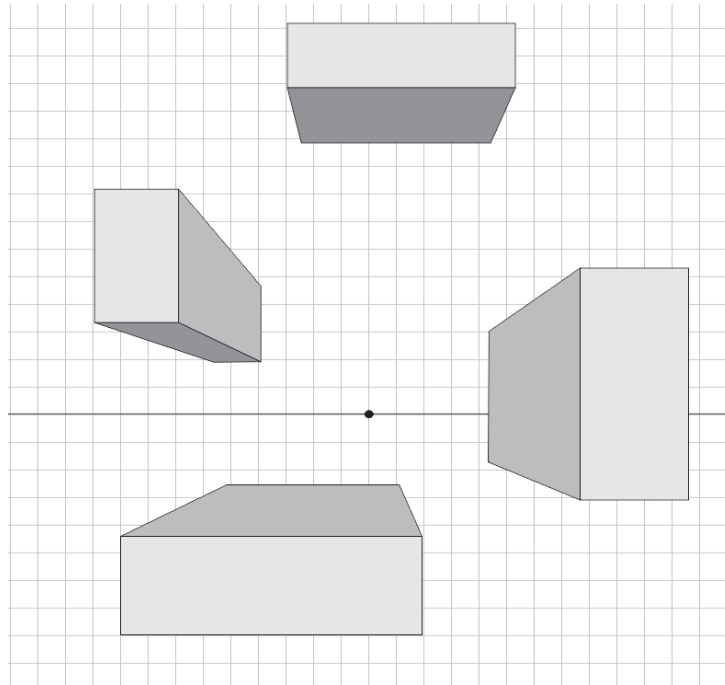
18) Grab the "X" and position it directly over the vanishing point. Fill the new object. Done.



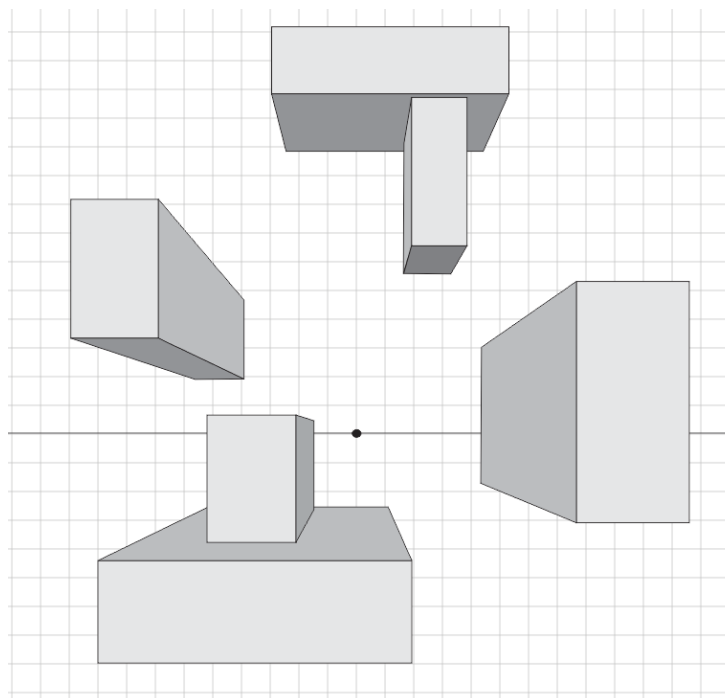
19) Create the next shape on your own, as shown below.



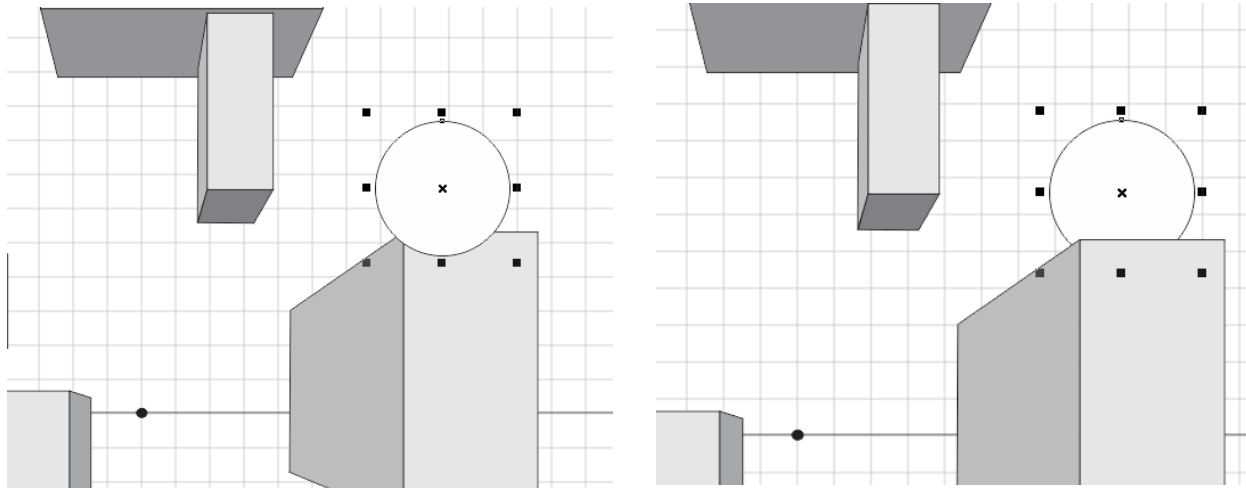
20) Complete the next shape on your own, as shown below.



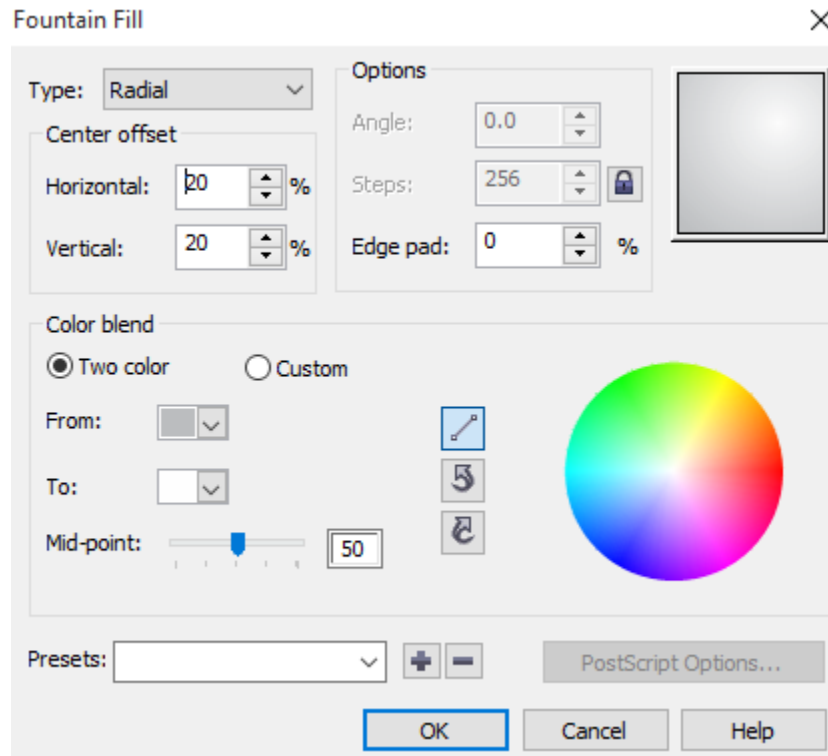
21) Stack shapes. Follow the same basic process to create more complex and objects. Stack an object on the bottom, and have an object descending from the top as shown.



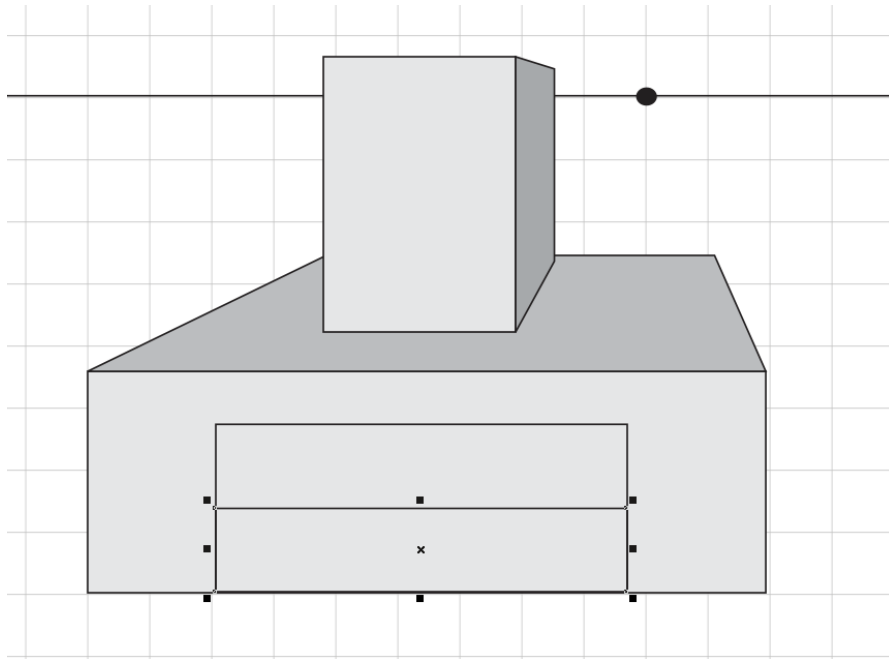
22) Add another non-geometric shape into the mix. Hold down Ctrl+Ellipse button to create a perfect circle. Place it on top of the structure as shown. Hold Shift+Pg Dwn to send it behind.



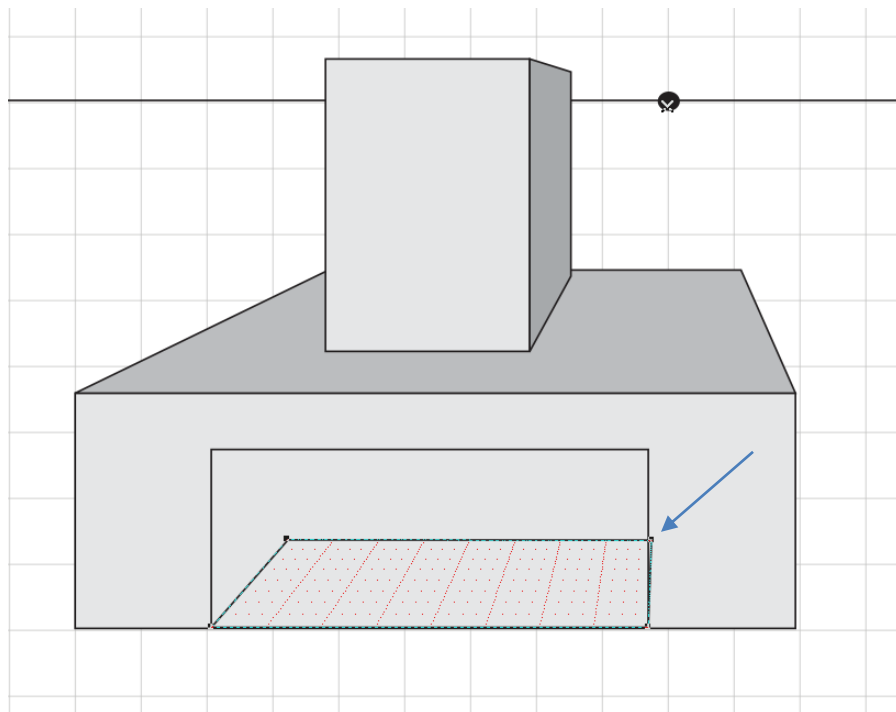
23) Create a 3-D sphere out of your circle. Go to Fountain Fill, and choose Radial. Make the settings similar to below.



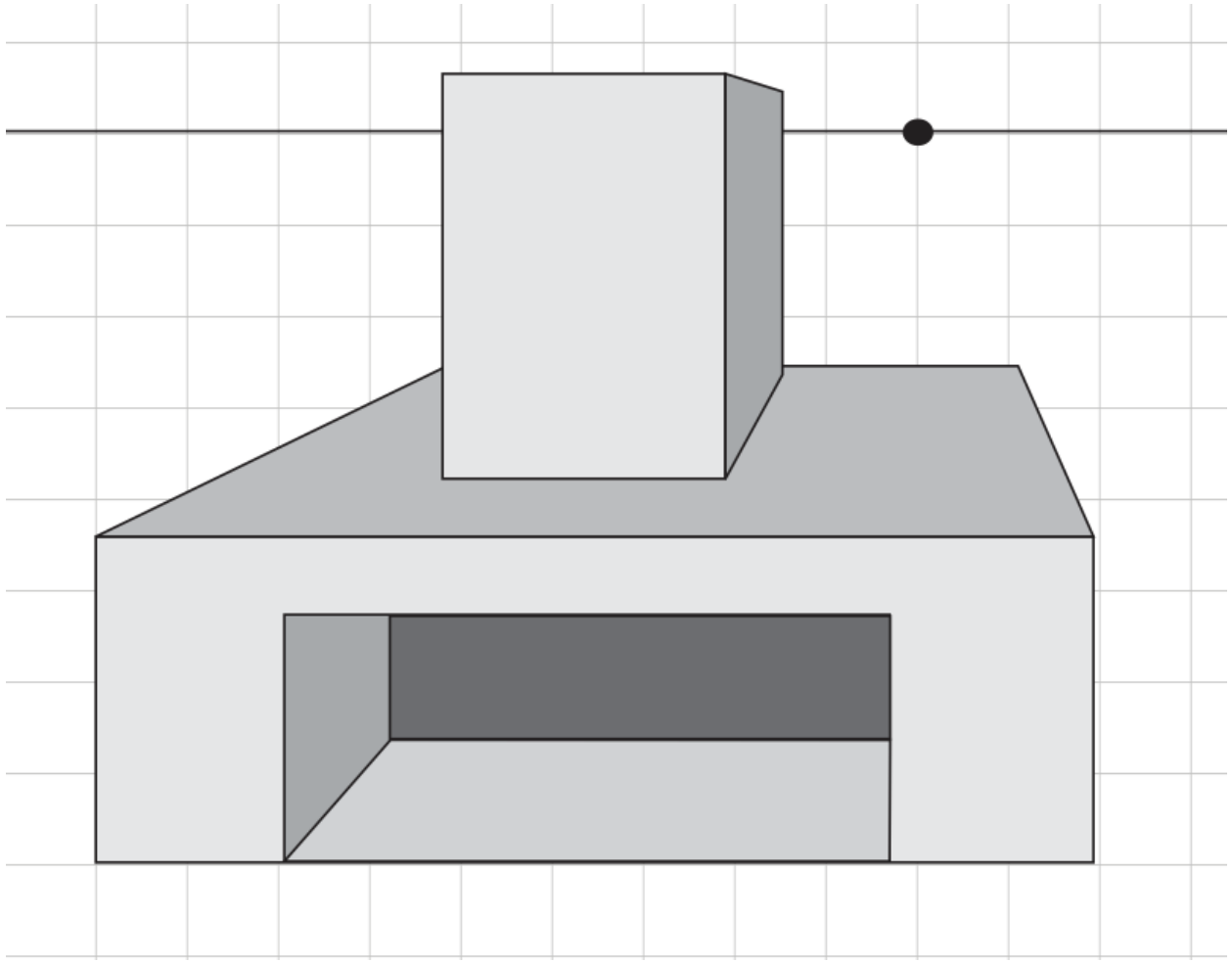
24) Create a recessed opening. Draw a rectangle over the lower structure. Copy and paste it, then drag it down about halfway.



25) Use the “Add perspective” tool to create the floor. Make sure to “nudge” the corner back a little if needed so that it lines up with the straight up and down wall.



26) Draw another rectangle that matches up with your floor corner and the top of the opening to create the back wall of your opening. Fill each of the walls a slightly different shade to create depth.



27) Save your file to the “Y Drive”, with your name labeled on it.

