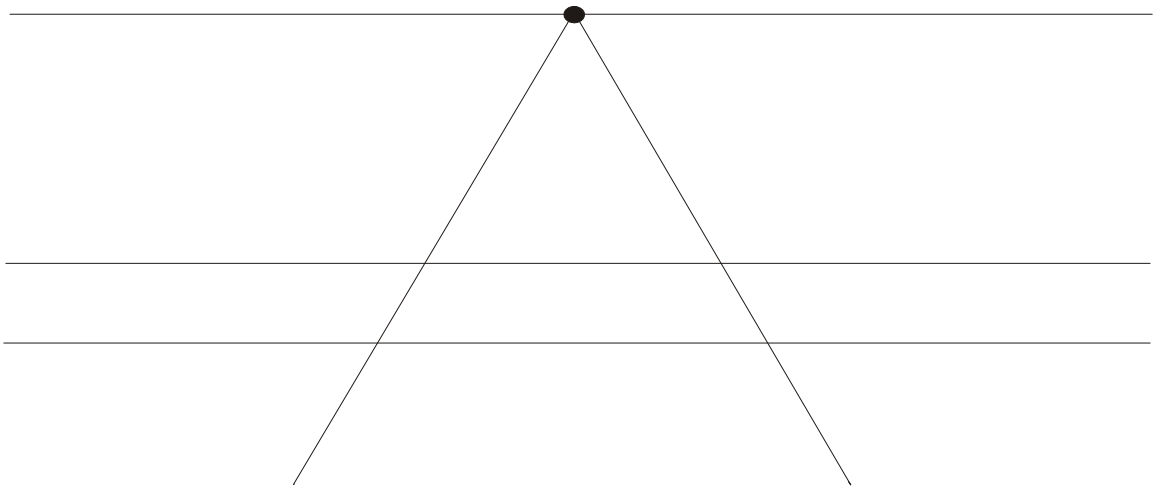


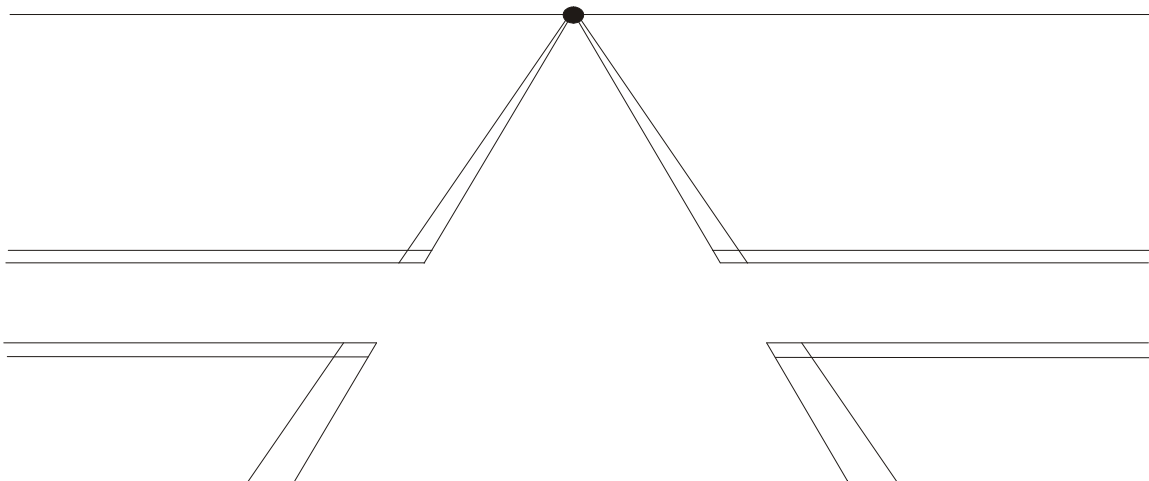
## Freehand 1-point City

Create a basic city street scene using 1 Point Perspective

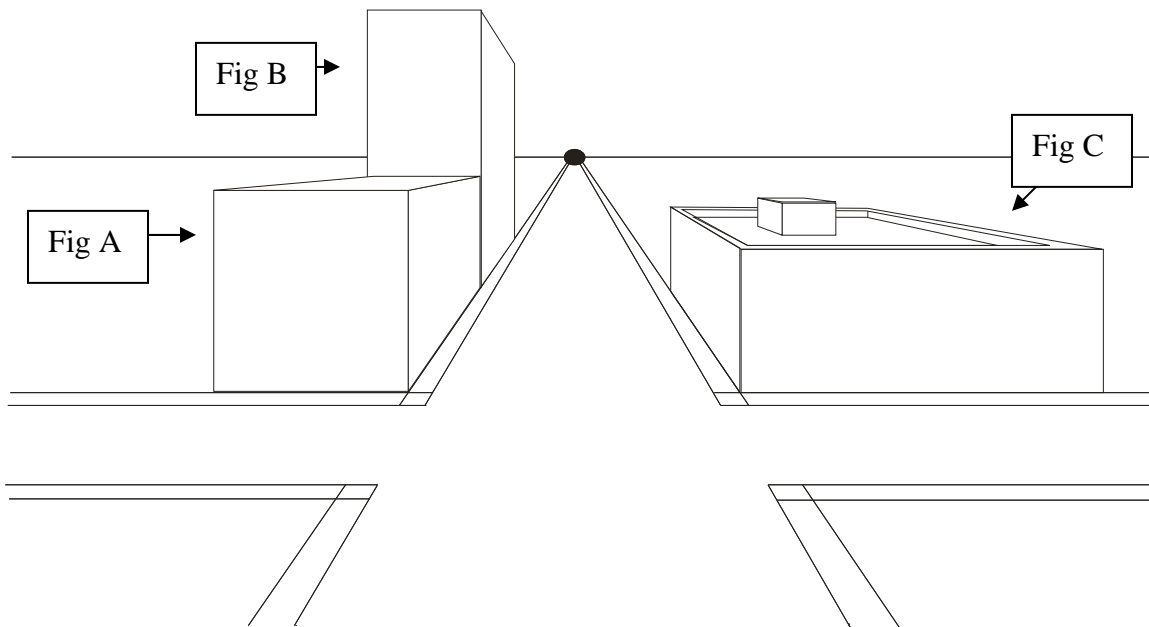
- 1) Orient your paper in either portrait or landscape (suggest landscape)
- 2) Draw a horizon line from one side of the paper to the other.
- 3) Put a dot that represents your vanishing point in the middle of your horizon line.
- 4) Create a street by connecting two lines to your vanishing point, and bringing them forward to the edge of the page.
- 5) Create a cross street by drawing two horizontal lines that intersect your first street. Erase the lines in the intersection.



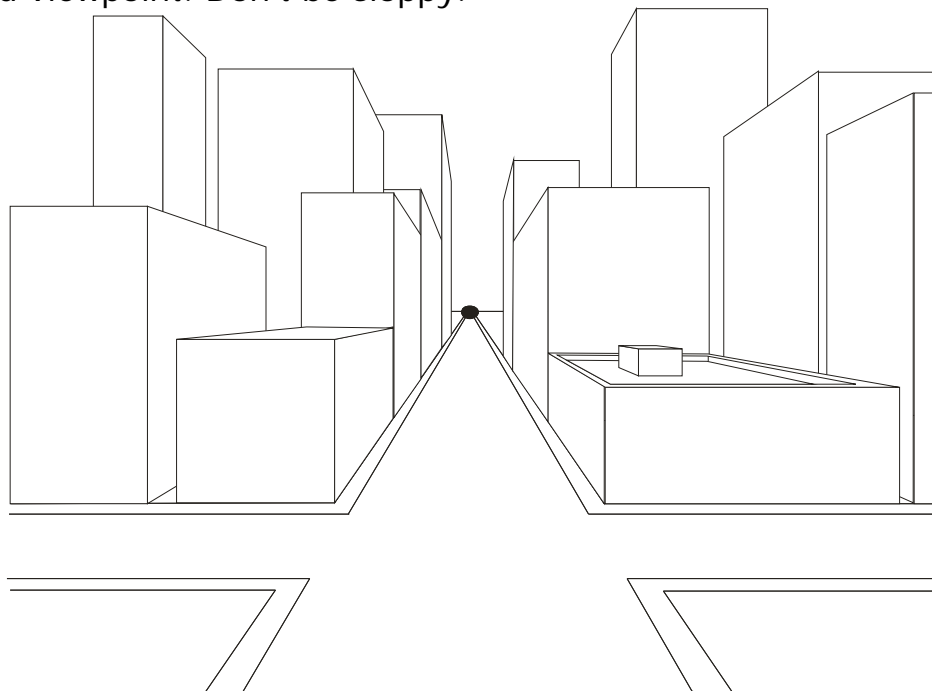
- 6) Add sidewalks by putting new lines alongside the streets.



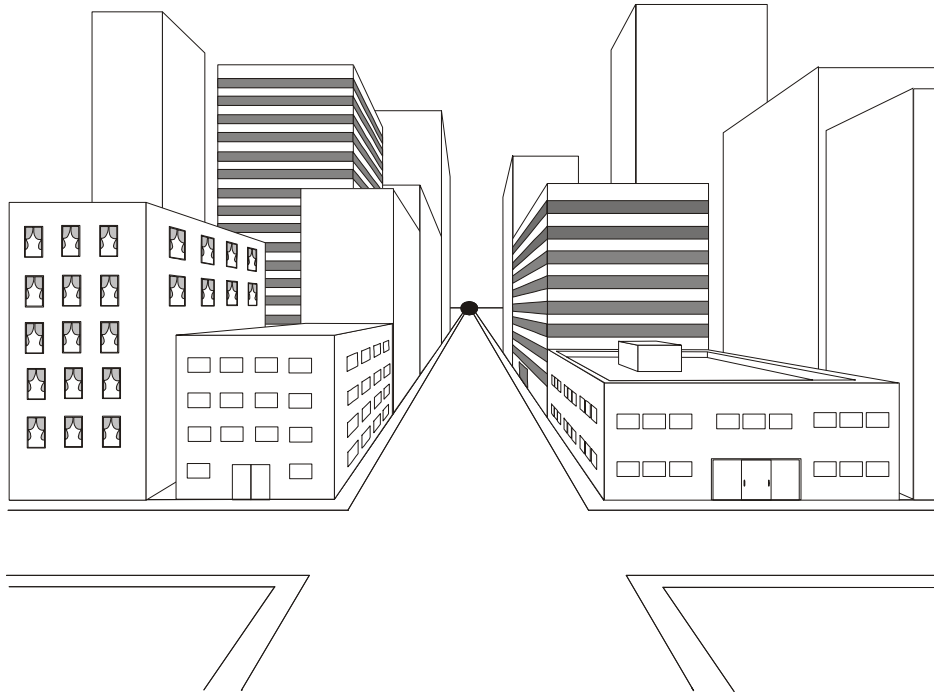
- 7) Next, draw a building on a corner that is below the horizon line. (Fig A)
- 8) Now draw a building that is further away, and rises above the horizon line. (Fig B)
- 9) Create another building on the other corner. Make it anyway you wish it to look. (Fig C)



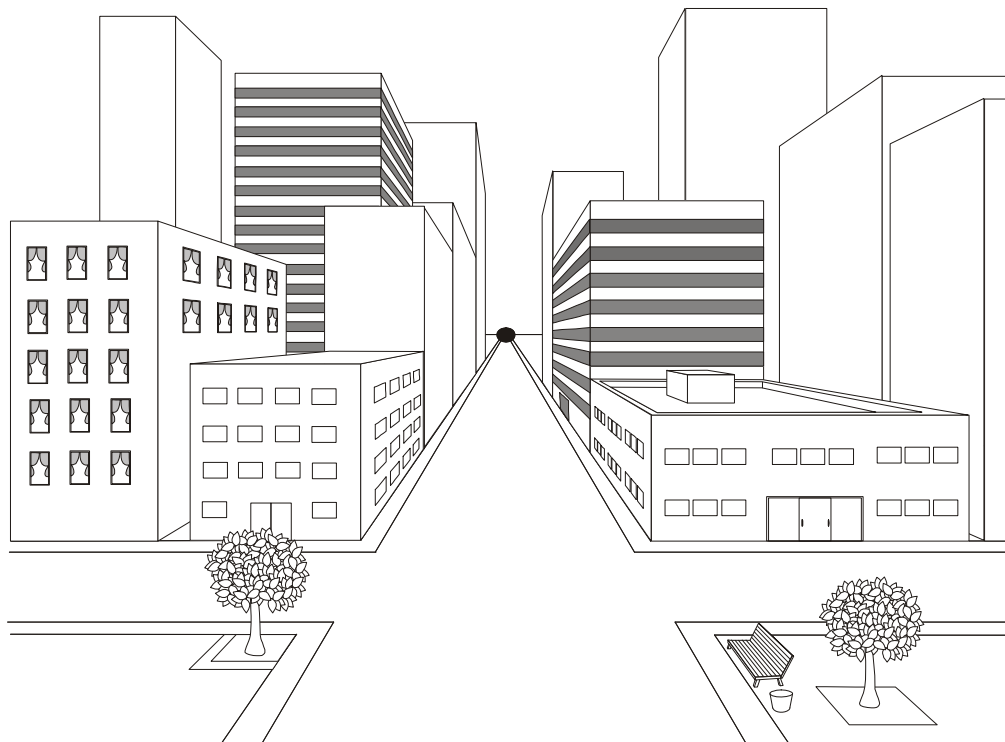
- 10) Fill in the area on the far side of the intersection with various buildings of differing shapes and sizes. Be sure to accurately use your ruler and vanishing point to maintain the proper perspective and viewpoint. Don't be sloppy.



10) Begin adding some details to the buildings, such as windows, doors, signs, chimneys, chairs, awnings, etc. Be creative!



10) When finished with the background area of buildings, think of something to occupy the foreground space. Try and draw things like benches, garbage cans, small trees in planters, debris, bushes, anything you think would look appropriate in an urban environment.



### Grading and Expectations

- There is at least one intersection of streets. There are sidewalks on the streets.
- At least eight (8) fully rendered buildings have been created.
- Every building has some kind of detailing (windows, awnings, doors, etc.)
- There are at least four (4) additional items that have been added (benches, trees, etc.) to the composition.
- An attempt at shading has been made in places.
- All lines follow the rules of one point perspective.

**30 pts**