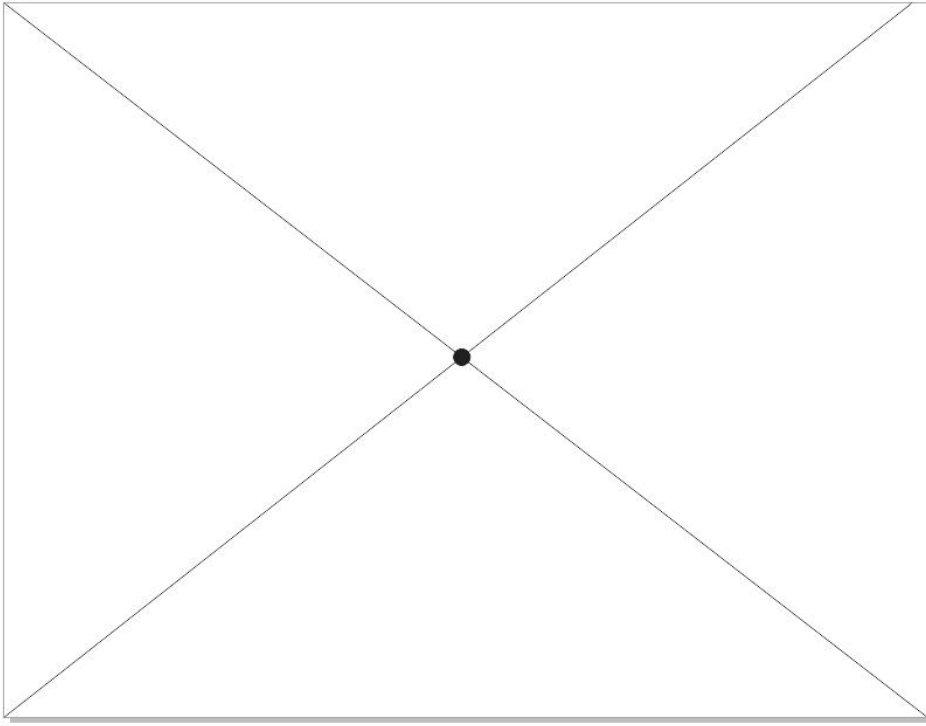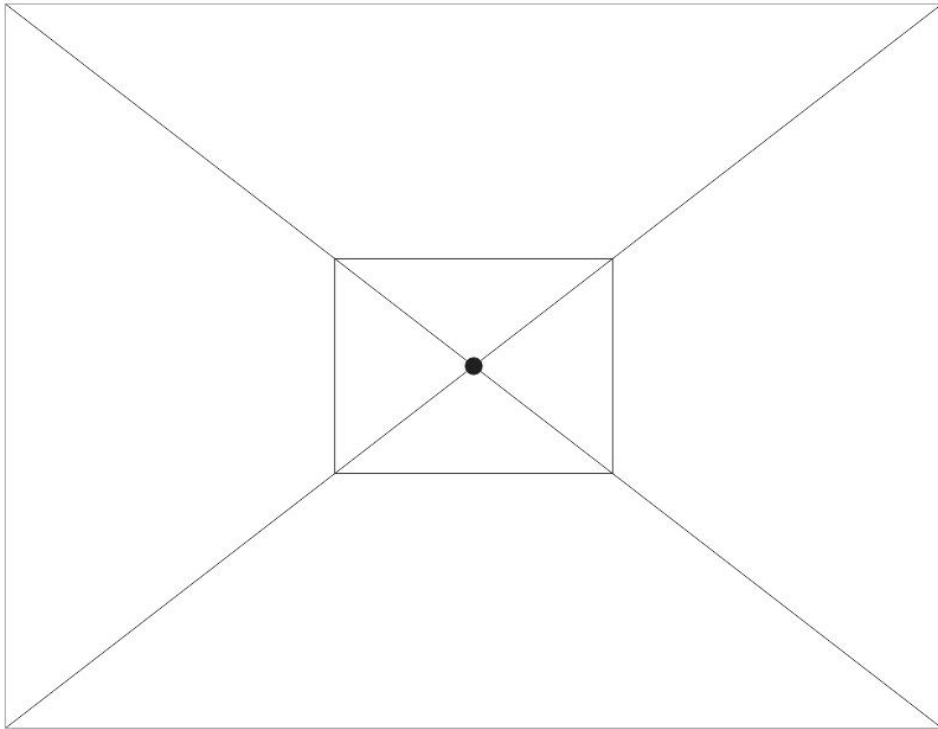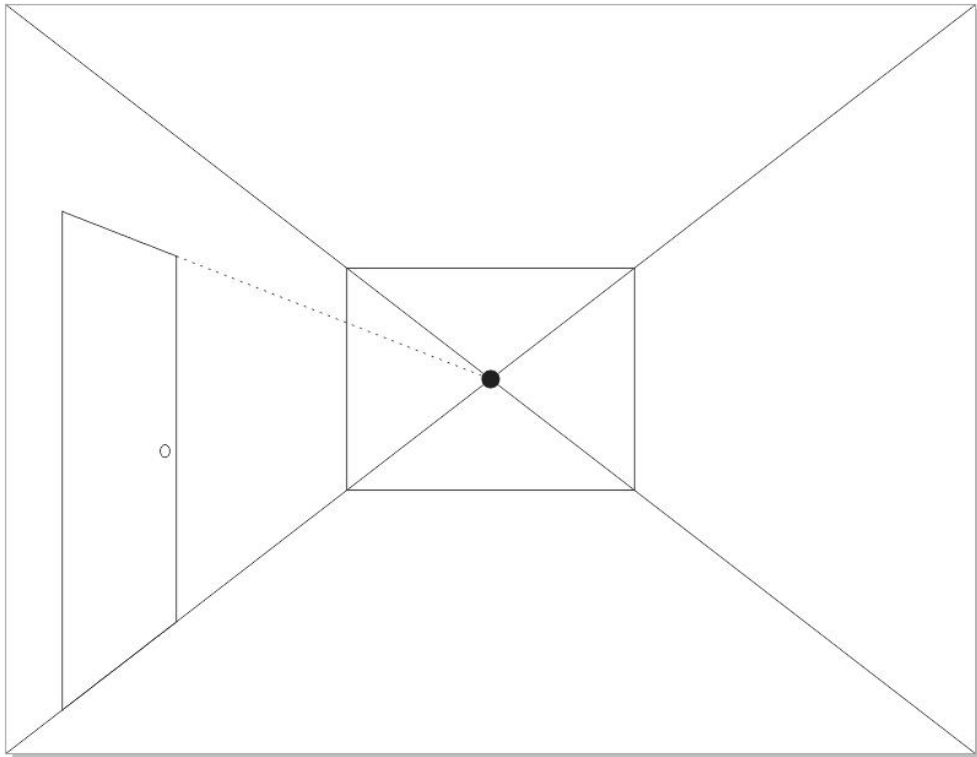# Interior Room In One Point Perspective

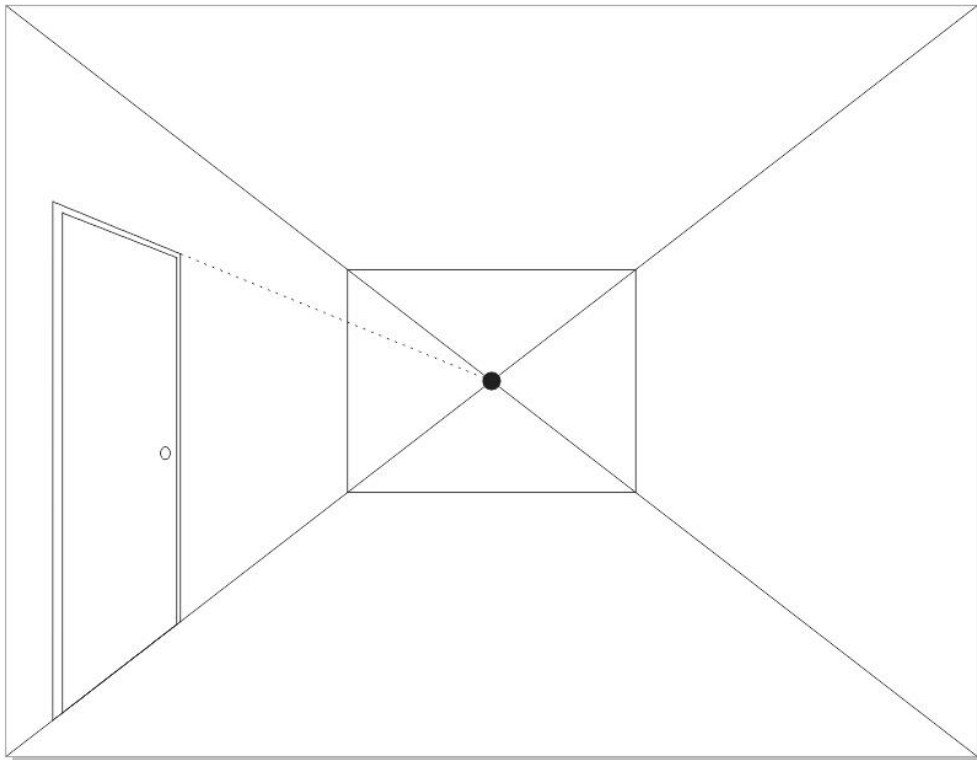Place a vanishing point near the center of the page.

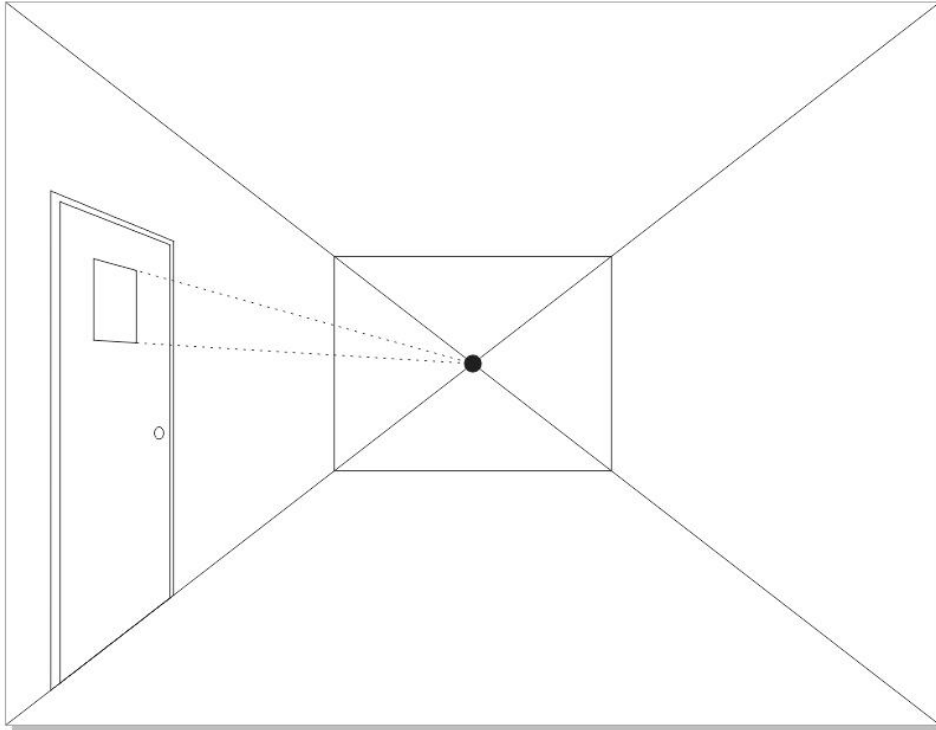Extend two straight lines through it to the corners of the paper

Using vertical lines and horizontal lines only, create a rectangle shape similar to the example
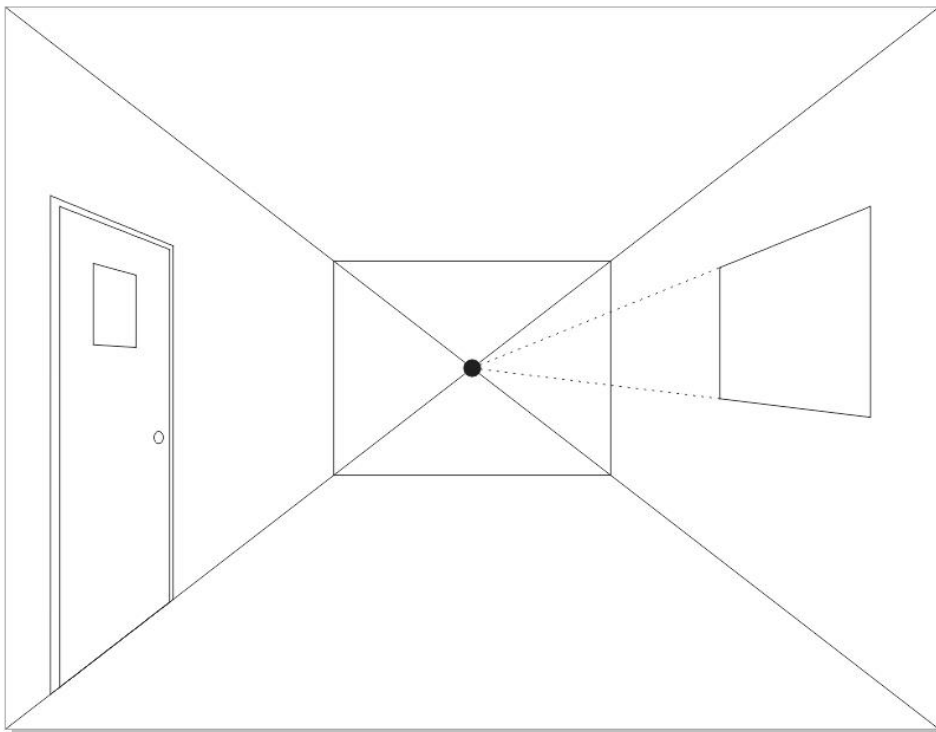
Create a door outline in the wall. Use the existing line for the bottom of the door, and line up the top of the door to the vanishing point
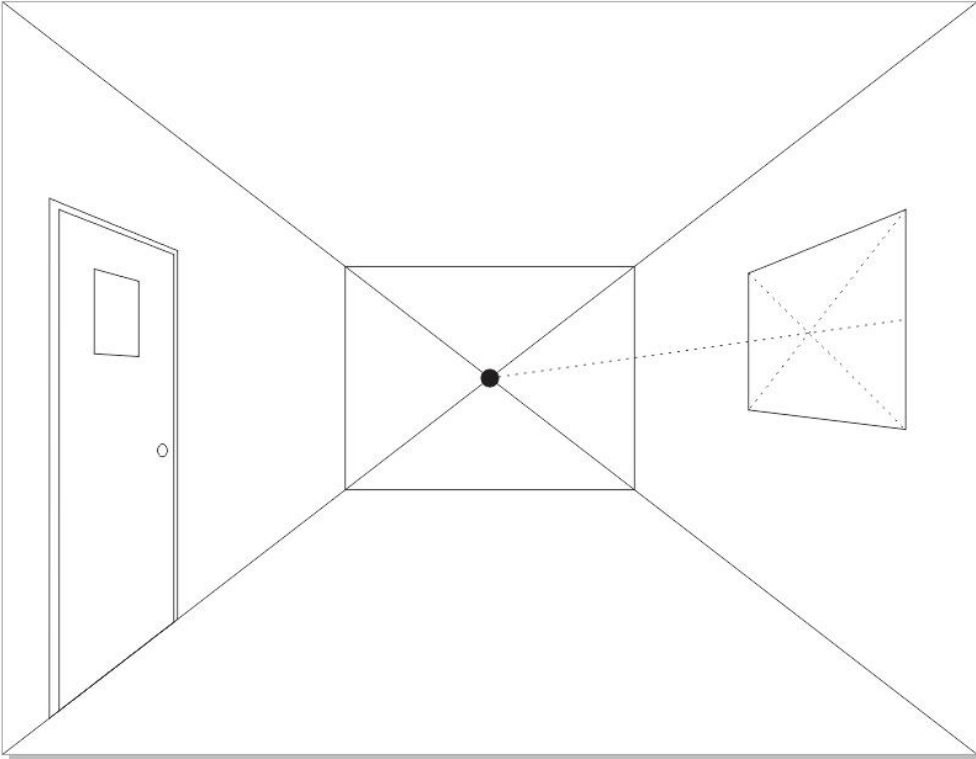
Create a "frame" around the door as shown.

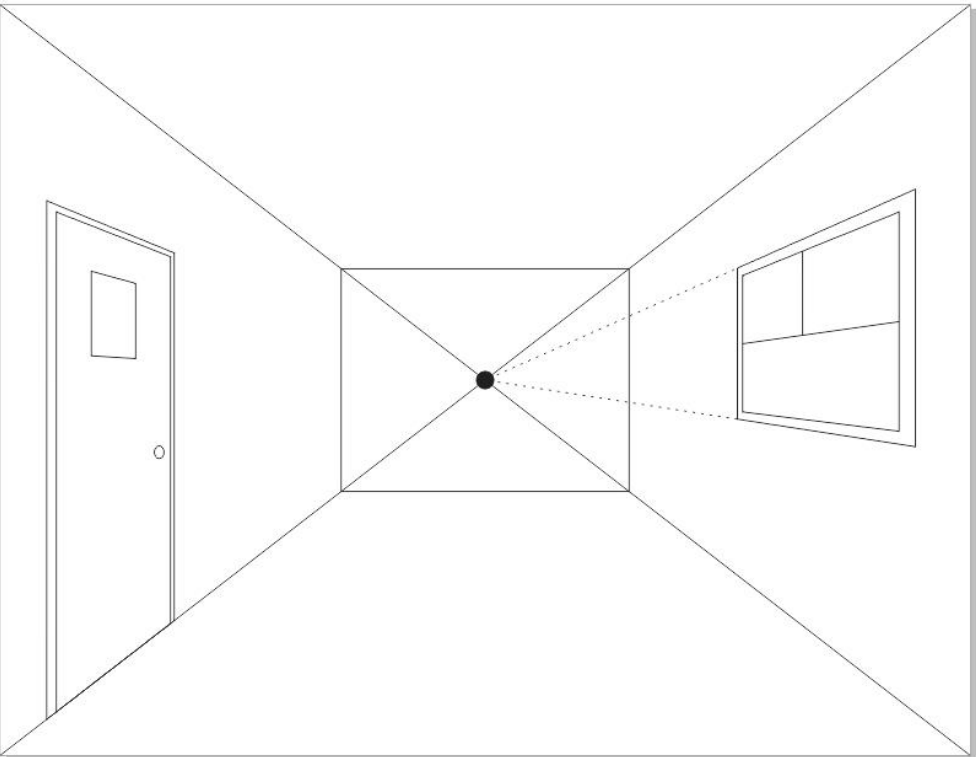Use the guidelines as shown to create a small window in the door

Using the example as a guide, create a window in the opposite wall. The top and bottom go to the vanishing point, the sides are vertical

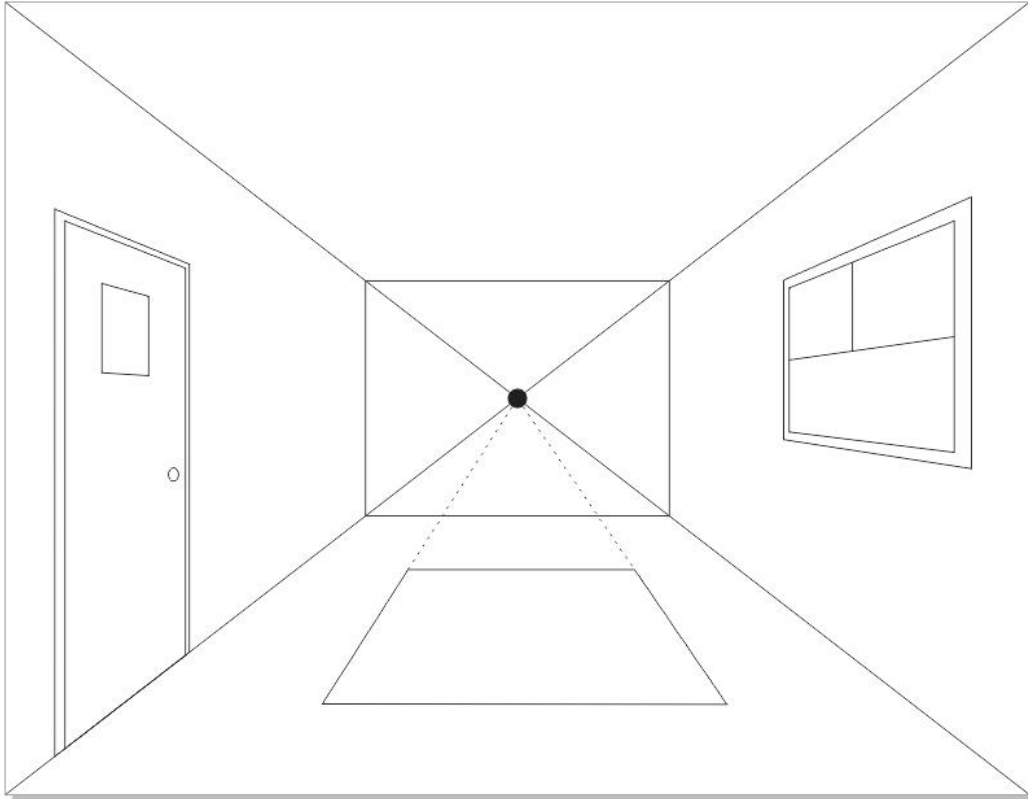Make an "X" in the window by connecting each corner as shown.

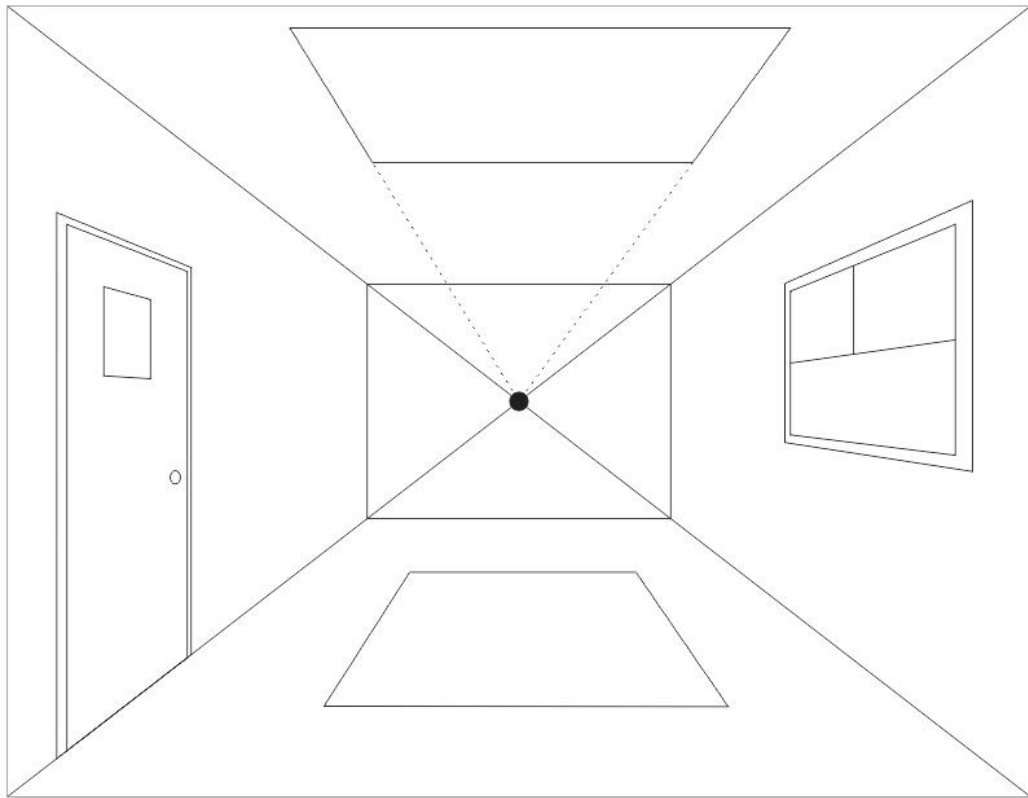Then run a line from the vanishing point through the middle of the "X"

Create a frame around the window.

Make a vertical line go up from the "X" center, and make the line solid as shown in the example.
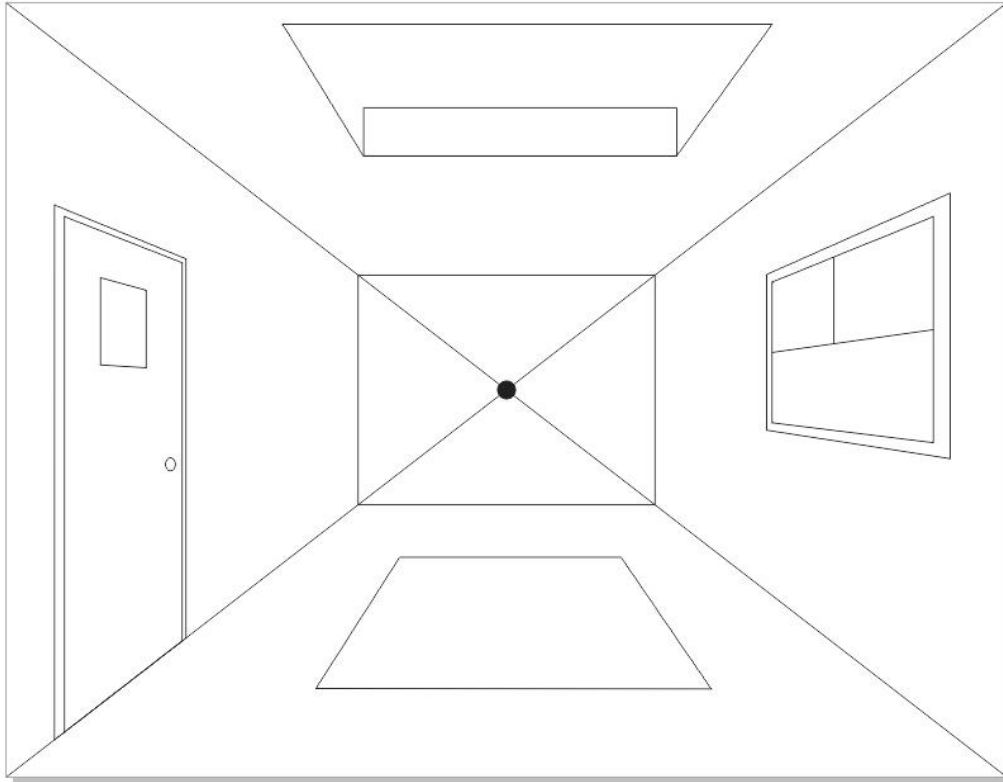
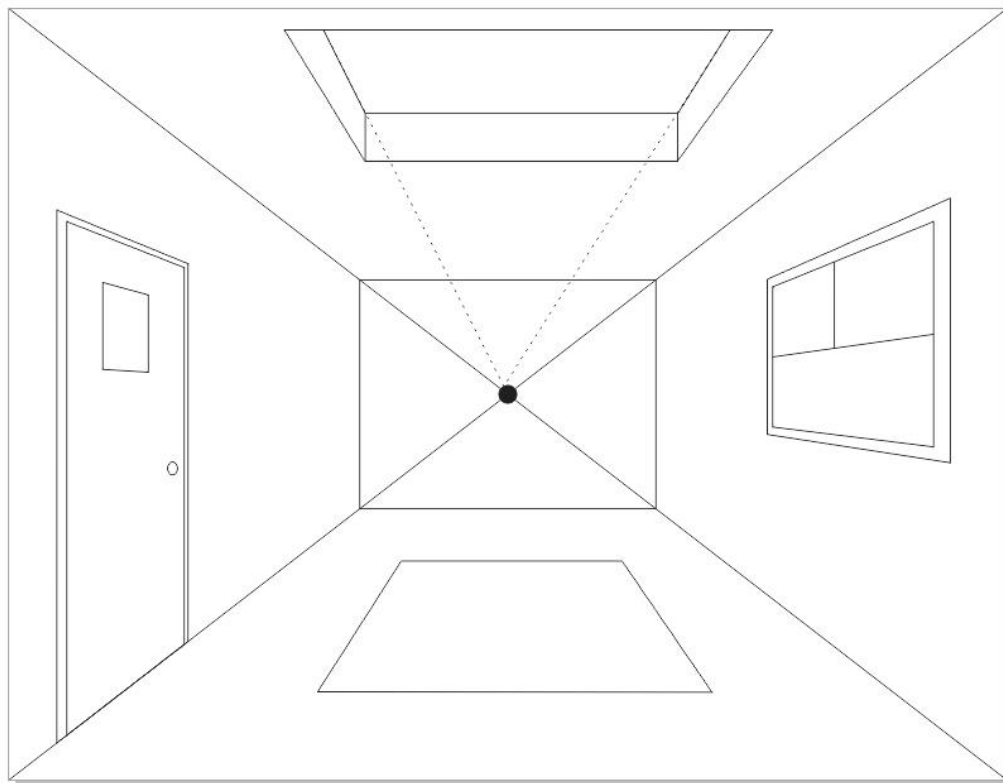Use your guides to create window panes similar to example

Create a carpet. Draw the leading edge first, then use the vanishing point to define the sides. Then cut the end off similar to the example
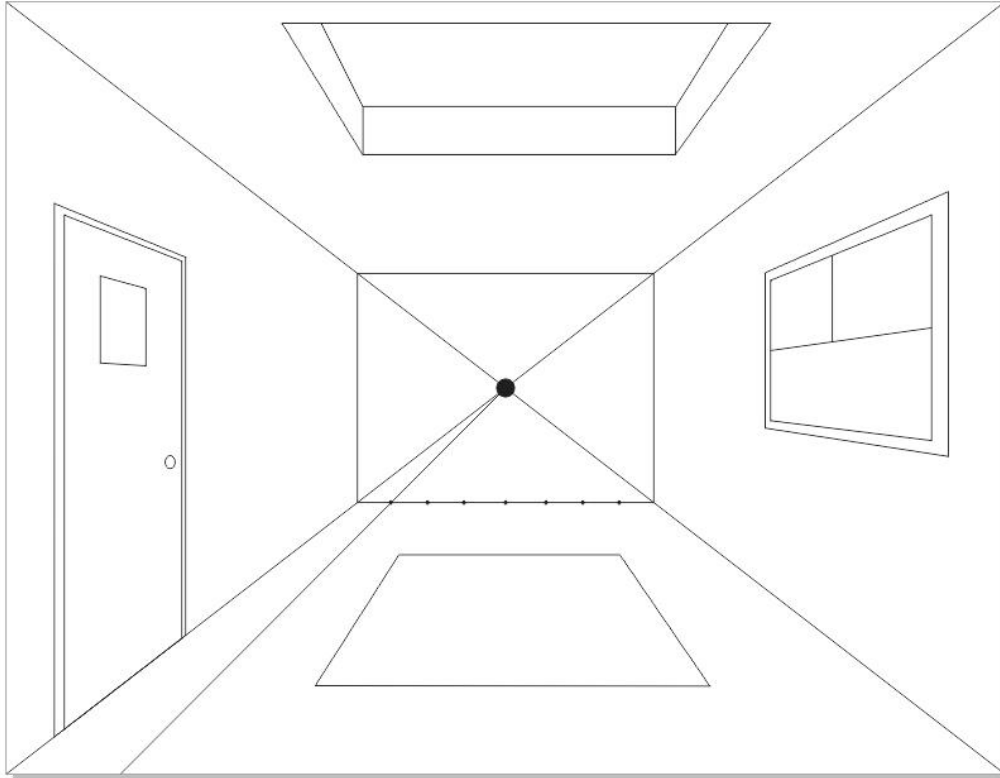

Create a skylight outline using the same process, except on the ceiling.

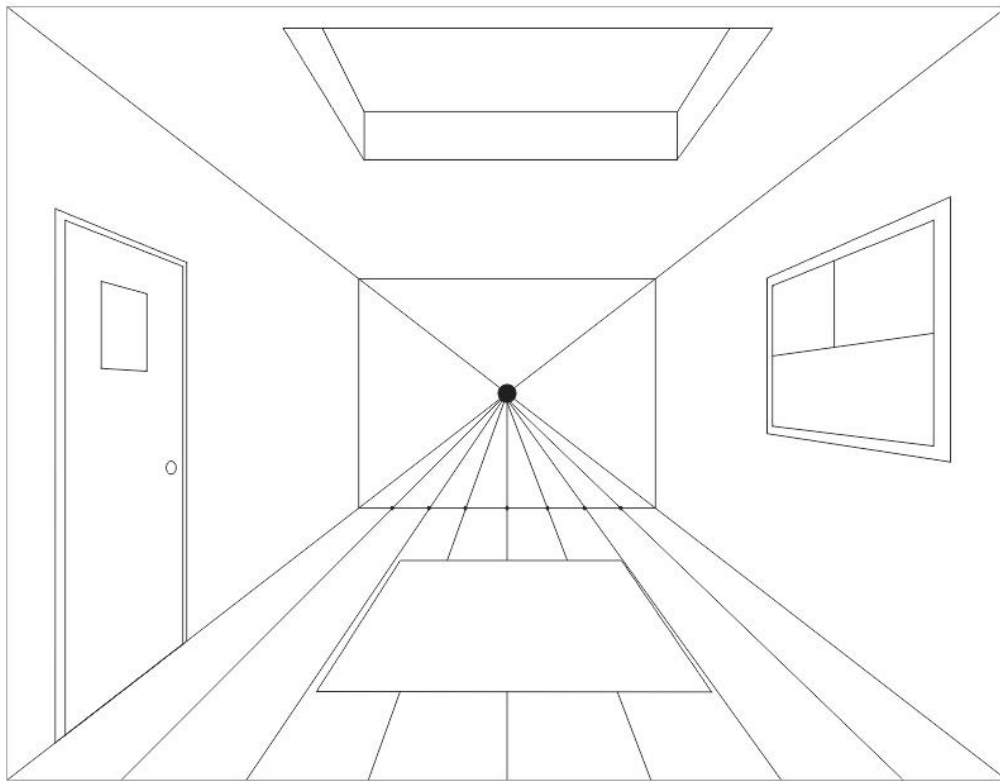Use the far corners of the skylight as a base, and create a rectangle as shown

Use the vanishing point to create the top edges of the skylight.
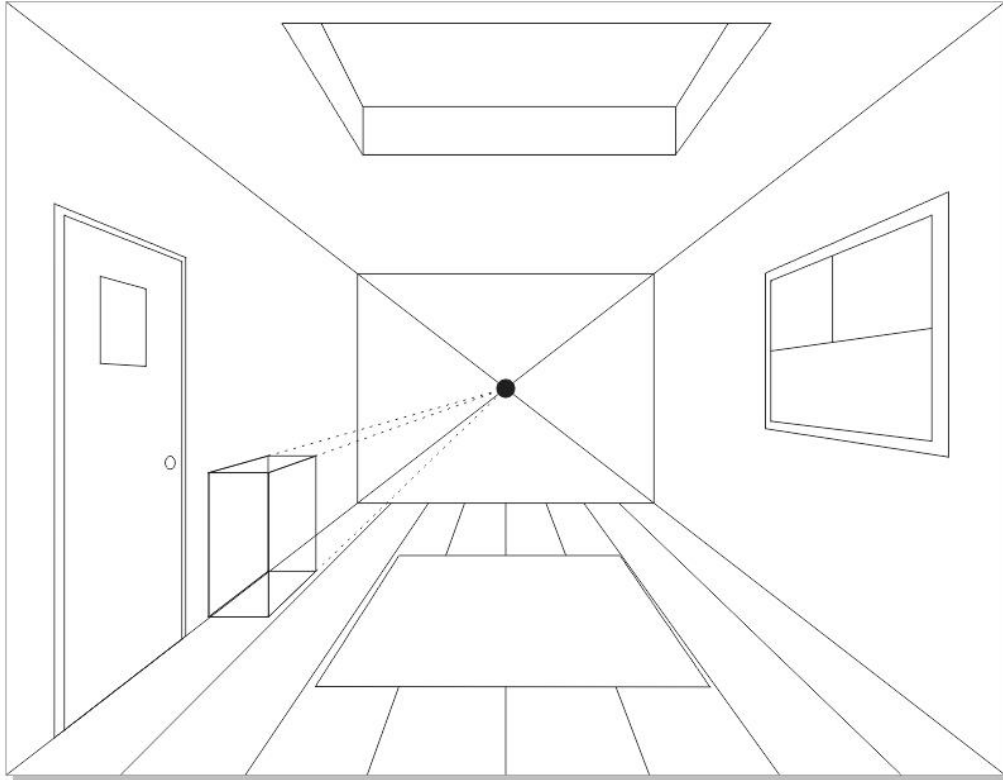
You should end up with a 3-D effect.

Create floor boards. Use the vanishing point for every single board. The angle of the boards will change as you proceed across the floor.
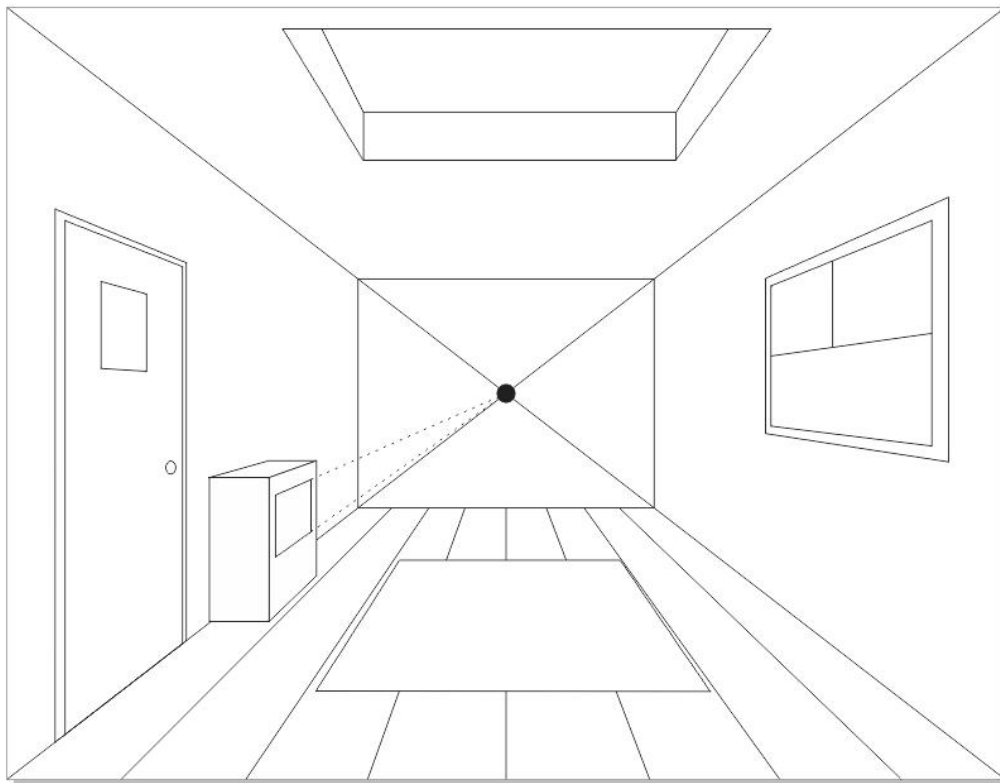
You DON'T need to actually draw the guidelines that extend beyond your room

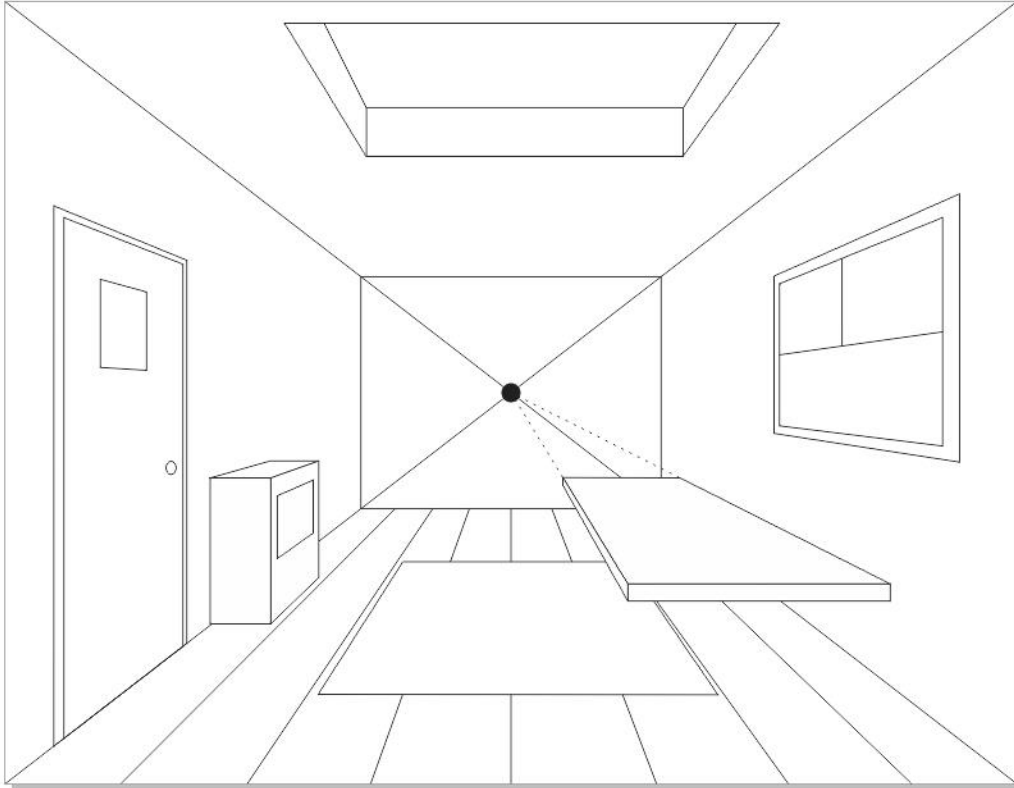Remember not to go over the rug you already drew.

Create a narrow box on the side along the wall. It will serve as an old timey television box
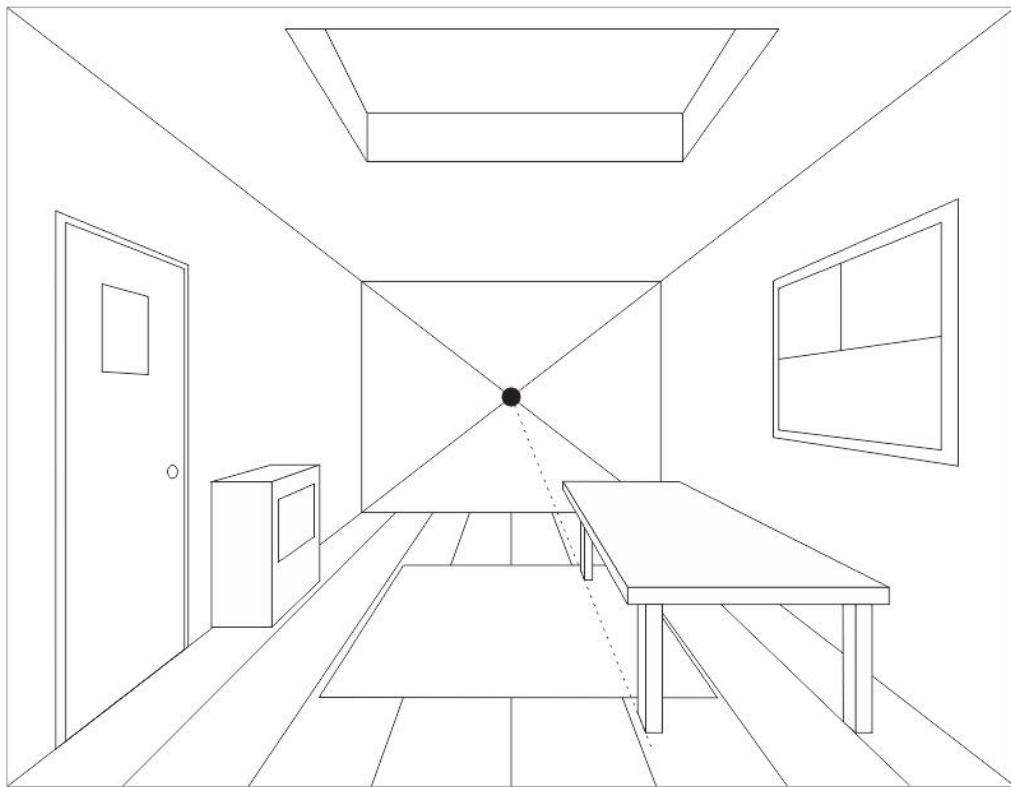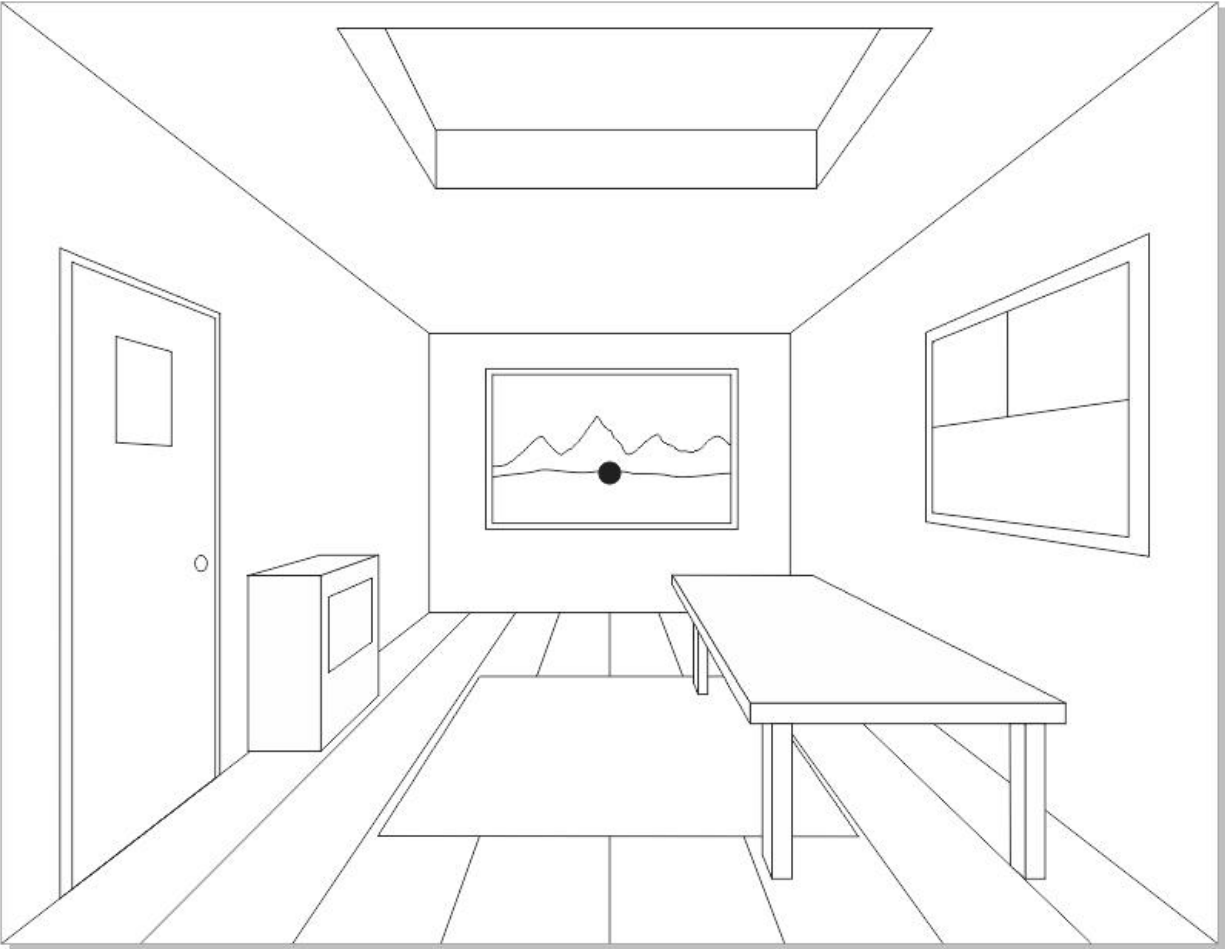

Create an old timey TV screen

Create a thin rectangular box to serve as a table top

Use the same process you did for the practice assignments

Create legs. They should be totally vertical.

Do the front legs first. Make sure to get the SIDES of the legs correct at the bottom. Extend a guideline to the vanishing point as reference. This line will tell you where to attach the rear legs.

Double check your work. If a line or lines look out of place, ask the teacher how to correct it.

This is a project commonly done in Middle School classrooms, you should be able to complete it accurately.

Clean up your work as best you can. There <u>will</u> be lines you can't quite erase.