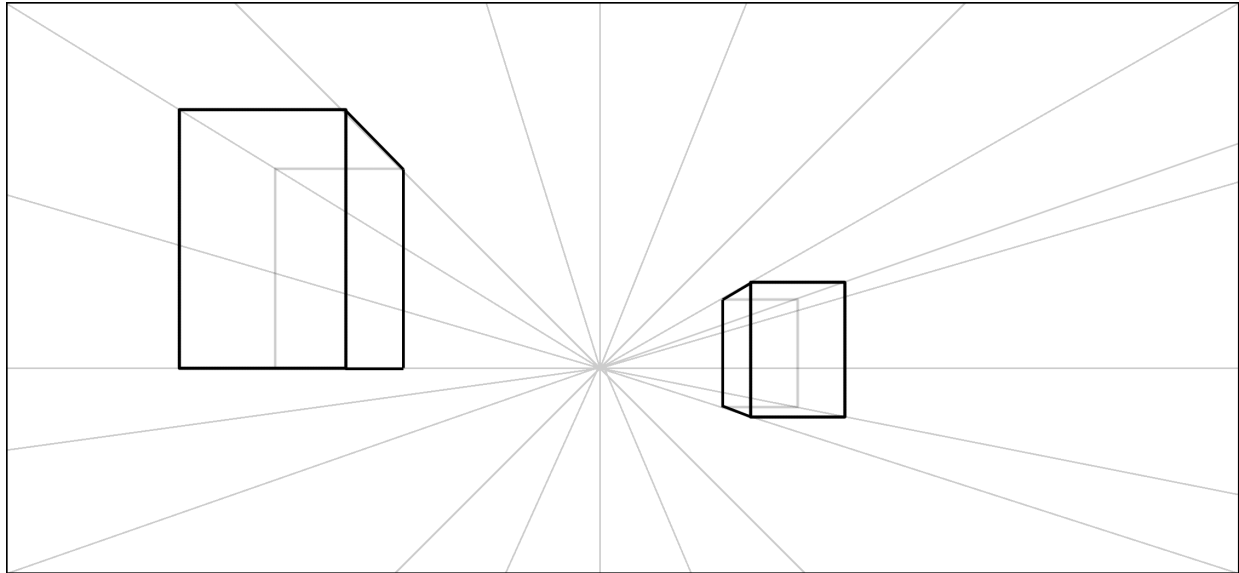


Basics of One Point Perspective



For me, learning to drawing in one point perspective was not intuitive. It seemed like I was fighting my own eyes. It took me awhile to understand how perspective can appear more natural than drawing things from non-perspective drawings even though the process seems very unnatural.

One key to my understanding of one point perspective was remembering what lines are parallel in the object I was trying to draw. Once I got an understanding of that, the rest of the process became almost machine-like. But, before I cover what it means to be a parallel line in one point perspective, I should cover the basic setup of a one point perspective drawing.

For this tutorial, we will be using Photoshop. However, it doesn't matter if you are doing this digitally or traditionally. Once you learn the process, it can easily be applied to several other things.

We will cover a basic one point perspective setup. Then, we'll do a basic cube. One key thing to remember when drawing in perspective is to keep you line light and increase line weight after you finalize each stage of the image.

Part One: It's a setup

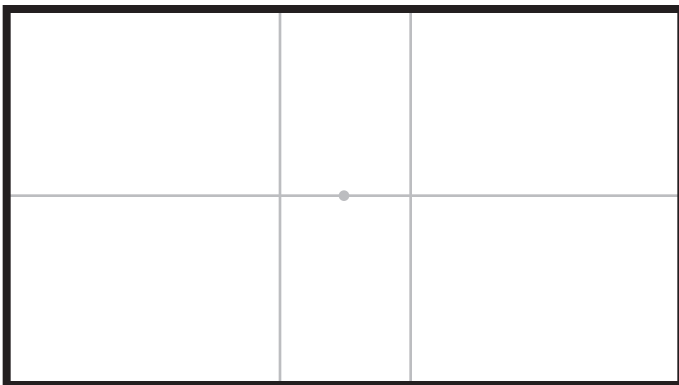


1 The first step to one point perspective is the horizontal line. While this line does not need to be straight across, it's generally better to start this way, simply because it gets more complex later on. This will help determine your "eye level" for the scene. It will also be where the horizon of the scene is placed.

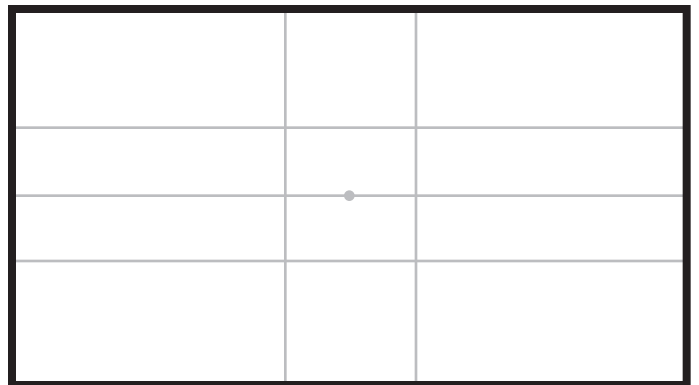


2 The next step is to place a vanishing point. Try to imagine standing in the middle of a long straight road. The further down you see the road, the narrower the road appears until it looks like a dot. Where it looks like a dot is also where the horizon is. So, pick a spot on the horizon and draw a dot.

Part Two: Parallel Cool J

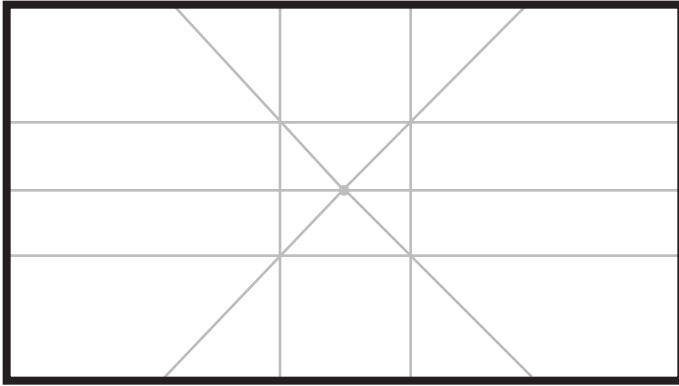


1 Setup is the easy part. But don't worry; it doesn't get much harder than the next three steps. Parallel lines in one point perspective have three main directions, Perpendicular to the horizon, parallel to the horizon and towards the vanishing point. Draw two perpendicular lines equally distance on the left and right side of the vanishing point.

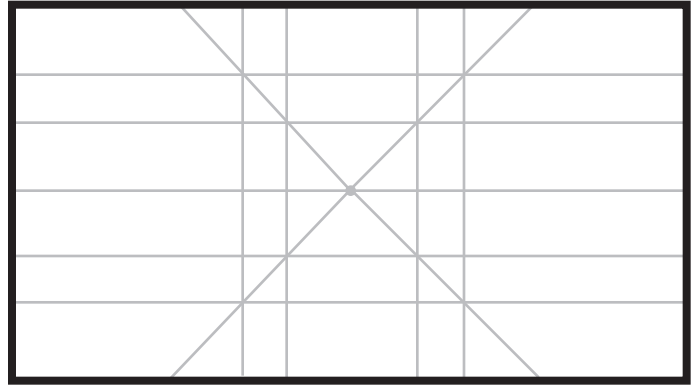


2 Now we'll need to include another set of parallel lines. Draw two parallel lines equally distance on the top and bottom of the vanishing point. You should see a square centered on your vanishing point.

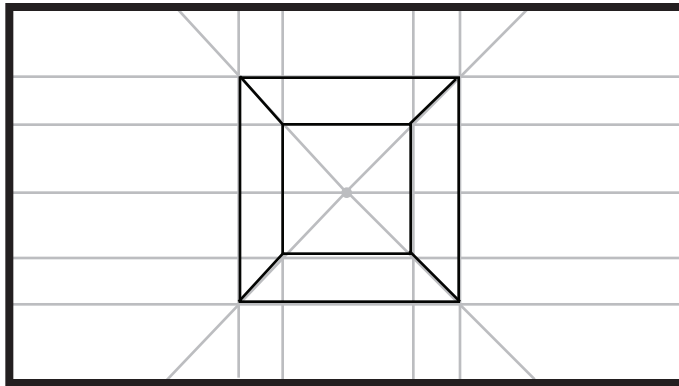
Parallel Cool J Continued...



3 Next, parallel lines that go toward the vanishing point are next. Draw four lines one from each point of the square to the vanishing point.



4 Then, we'll use the guidelines of the last four parallel to draw another square. Draw two perpendicular lines and two parallel lines intersecting with the previous four lines.



5 Finally, we'll go in a darken out our cube.

Try experimenting with this procedure. For example, try making the lines not equally distant from the vanishing point. Try making multiple cubes. Has long as you remember the three sets of parallels, you can even try circles and diagonals.