

# 2 Point Perspective Dream Room

Mr. Huff

Art

	10	5	2	0	Total
Combining ideas	Ideas are combined in <u>original</u> and <u>surprising</u> ways to solve a problem, address an issue, or make something new.	Ideas are combined in <u>original</u> ways to solve a problem, address an issue, or make something new.	Ideas are combined in ways that are <u>derived from the thinking of others</u> (for example, of the authors in sources consulted).	Ideas are <u>copied</u> or restated from the sources consulted.	
Craftsmanship	Drawing was neat. Shading was even and neat and blended. The entire drawing had some shading or value from top to bottom. No pencil lines are visible in the shading. Blending is smooth. Paper was not creased or wrinkled. Erasures were made completely.	Drawing was mostly neat. Shading was mostly even and neat and blended. No pencil lines in the shading. Paper was not creased or wrinkled. Erasures were made completely.	Drawing was somewhat neat. Shading was not even or neat and blended. There were pencil lines in the shading. Paper was creased or wrinkled. Erasures were not made completely.	Drawing was not neat. Shading was not added. Paper was creased or wrinkled. Erasures were not made completely.	
Accuracy	Ruler straight lines were consistently accurate. Only vertical lines or orthogonal lines pointing to the appropriate vanishing point were used.	Ruler straight lines were mostly accurate. Only vertical lines or orthogonal lines pointing to the appropriate vanishing point were used.	Ruler straight lines were sometimes accurate. Only vertical lines or orthogonal lines pointing to the appropriate vanishing point were used.	Lines were not drawn using a ruler effectively. Lines were not limited to vertical or orthogonal lines pointing to the appropriate vanishing point	
Time	Used all of the allotted time. Work on this project was consistently focused.	Used most of the allotted time working on this project. Most of the work on this project was focused	Used only some of the allotted time working on this project. Required redirection on one or more days.	Used very little of the allotted time working on this project. Required redirection on most days.	
Total					

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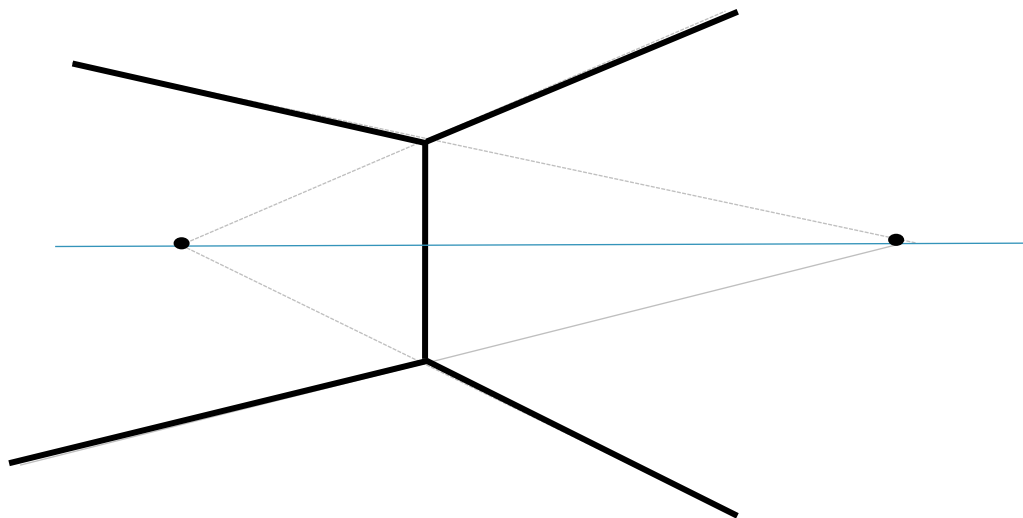
Art

This 2-point drawing method is defined by 2 vanishing points that represent 2 convergence points at an infinite distance away. All geometric objects that are arranged perpendicular or parallel to each other will have drawn sides that converge on each vanishing point.

Learning 2-point perspective is one of the smartest things you can do as an artist. As a result, you'll be able to correctly identify the angles that sides of objects make and draw them accurately.

2-point perspective is just a recipe for drawing geometric objects with special realism. It's a very important steppingstone in your quest to become a better artist. Whether drawing or painting you'll encounter perspective drawing issues everywhere.

Start by placing 2 vanishing points along a horizon line. The points can be on or off the paper. Just be sure you tape your paper to a larger paper where the vanishing points are placed so that you can always use the same 2 vanishing points for your entire dream room drawing. Next, draw a vertical line between the vanishing points.



Place your ruler on one vanishing point and the top of the vertical line. Only draw the orthogonal line above the vertical line. Repeat on the other vanishing point. Now line up the ruler with a vanishing point and the bottom of the vertical line. This time only draw the orthogonal line below the vertical line. Repeat on the opposite side. Draw vertical lines to represent the corners of all features in the room first. Then, draw the top and bottom of all objects in the dream room using your ruler on the vanishing point and the top and bottom of the vertical line. Refer to the 2-point perspective boxes worksheets if you need a reminder of how to create the top or bottom of an element you are drawing in your room. These elements will use the same process we learned in drawing boxes or buildings in 2-point perspective.