Unit: Perspective Lesson: 1 Point Perspective (Building Drawings) Level: 6th Grade

Florentine sculptor and architect, Fillipo Brunelleschi, was the first architect to use mathematical perspective when designing buildings during the early Renaissance. Before this time, artists guessed where the lines of buildings would go in their drawings. These drawings tended to look skewed and awkward.

This lesson covers famous art that centers on sound perspective. Art by M.C. Escher, Brunelleschi, and Piero della Francesca. Francesca uses linear one-point perspective to center the attention to a baptistery door in his painting called, "View of an Ideal City."

Vocabulary

Horizon line: Where the sky meets the ground, a horizontal line.

Vanishing point: The place where all lines meet or "vanish," it is located on the horizon line

Perspective: a point of view involving space (POA); to show distance/depth.

Horizontal line: A line that goes left to right, it is parallel to the horizon line

Vertical line: a line that goes up and down, it is perpendicular to the horizon line **Perspective line:** lines that create the sides of an object in one point perspective, these lines are drawn to the vanishing point.

Parallel line: Lines that are in the same plane but never meet (intersect) no matter how far extended.

Procedure:

1) On a 9" X 12" piece of drawing paper the student will create a horizon line where the street will be or where they will place their vanishing point in the sky. Make sure you make your lines light enough so they erase easily. They will then draw geometric shapes and pull the corners of those shapes down to the vanishing point. (See image below).



2. This is how the image would look where the vanishing point is somewhere close to the center of the frame and the buildings flank the horizon line the students will draw their geometric forms on either side of the horizon line and then bring their perspective lines to the vanishing point placed in the center.



3. The horizon line can be used as the street where the buildings are placed and the image would look similar to this:



4. 1 Pt. Perspective depicted using building with the viewer looking up. The artist would again place the vanishing point somewhere in the center of the frame and the perspective lines would come into the frame from out of view and extend through the vanishing point. (See below)



