

**Perspective Drawing**

**One Point Perspective** is a type of linear perspective that uses a single vanishing point to create the illusion of depth in a drawing.

Here's a list of useful vocabulary that is frequently used when describing a one point perspective drawing.

**Parallel:** Parallel lines are lines that never touch, even if they are extended indefinitely.

**Vertical Lines:** Lines that are drawn up and down and perpendicular (right-angled) to the horizon.

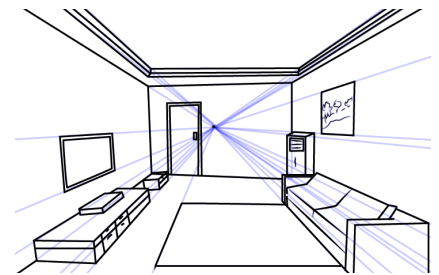
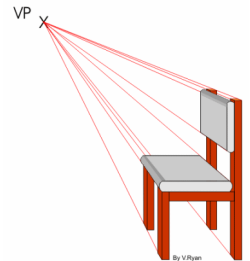
**Slanted Lines:** Lines that are neither vertical nor horizontal; slanted lines are diagonal.

**Horizon Line:** The horizon line is a special horizontal line that represents eye level to the viewer.

**Vanishing Point:** A point on the horizon line where all perspective lines meet.

**Perspective Lines (orthogonal lines):** The lines that meet at the vanishing point. Perspective lines are parallel in real life, but converge in a one point perspective drawing.

**Plane:** A plane is a flat, two-dimensional surface with no thickness. A cube, for instance, has 6 planes.

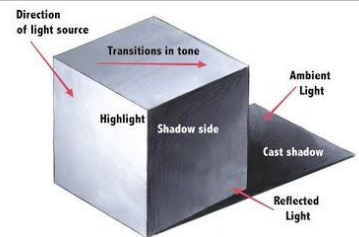


**Rendering**

**Rendering** means applying colour and shading to the drawing of an object to make it look more 'real' and more 3 dimensional (3D).

This can be done with tone, showing the contrast between light and dark.

**Tip:** Remember that the shadow will always be on the opposite side to where the light comes from.



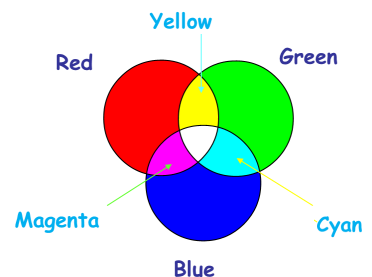
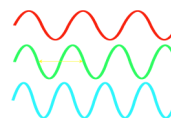
**Colours**

**Colour** is by far the single most important stimuli to reach the end consumer. Research suggests that a given item has less than a second to catch the consumer's eye before it is ignored.

**Choose the right colours:**

- . Colour increases brand recognition by up to 80%.
- . Colour adverts are read up to 42% more than similar adverts in black and white.
- . Colour can be up to 85% of the reason why people decide to buy a product.

You can make any colour by mixing three colours. Do you know what they are? Each colour has a different wavelength. These wavelengths overlap each other to make the colour white.



**Complementary Colours:** These are colours that are opposite each other on the colour wheel.

**Analogous Colours:** Three colours that are next to each other on the colour wheel.

**Isometric Drawing**

**Isometric projection** drawing is way of presenting designs/drawings in three dimensions.

In order for a design to appear three dimensional, a 30° degree angle is applied to its sides. The cube opposite, has been drawn in isometric projection.

