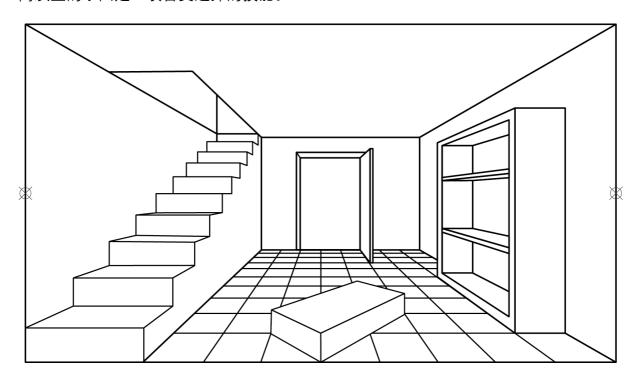
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#### Introduction 说明:

The ability to create high-quality illustrations with accurate perspective is a highly sought-after skill in the field of architecture and civil engineering where concepts need to be conceptualized before large and complex projects can be undertaken. 在建筑和土木工程领域从事大型项目之前把构思进行概念化并能够用准确的视角创建高质量的示图是一项备受追捧的技能。



In this activity you will practice drawing a basic room using one-point perspective. You will start by drawing the walls. You will then create several guidelines to help you create objects like windows and doors that have the correct perspective for the room that you are creating in this illustration. You will then finish your illustration by adding objects, color, shading etc. to make your final illustration more vivid and appealing to your audience.

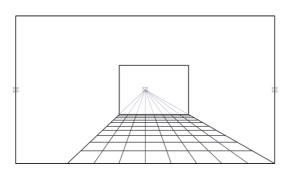
在此活动中,练习使用单点透视绘制房间。先从墙面开始,然后再画窗户和门。最后需要添加一些物体、颜色和阴影使你的图看起来更加生动和有吸引力。



Step 1 | 步骤 1:

Step 2 | 步骤 2:

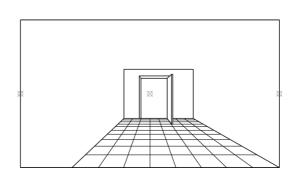
Find the central viewpoint for the room. 找到房间的中心视点。 Draw the edges of the back wall. 绘制后墙的边缘。



Step 3 | 步骤 3:

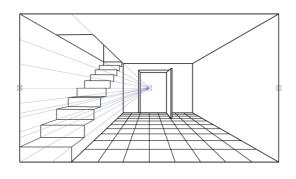
Draw guidelines from the central viewpoint marker. Then use those guides to create a titled floor for your room.

从中心视点标记绘制参考线。然后在这 些参考线基础上绘制地面。



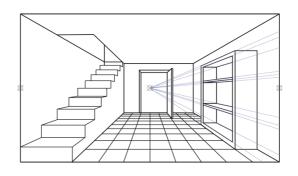
Step 4 | 步骤 4:

Draw a door at the back of the room. Use guidelines to get the perspective of the swinging door correct. 使用参考线在房间后面绘制门。



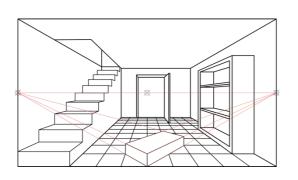
Step 5 | 步骤 5:

Draw guidelines towards the left and use those guides draw a staircase to the second floor of the house. 向左绘制参考线、然后创建楼梯。



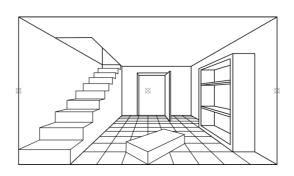
Step 6 | 步骤 6:

Draw additional guidelines to create another object such as a bookshelf. 绘制其他参考线,创建物品如书架。



Step 7 | 步骤 7:

Draw additional guides from the left and right viewpoints to create furniture such as a table in the center of the room. 左右两边绘制其他参考线创建家具如桌子。



Step 8 | 步骤 8:

Erase all of your guidelines. Then add shading and colors to your illustration. 擦除所有参考线并添加阴影。

|  | e: Follow the steps to recreate the room using<br>骤使用 2 点透视重新创建房间。   | g z-point perspective                          |
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| reate the same r<br>ry adding things<br>lustration even n<br><b>最终示图:</b> 使用 1 | Create your own room using one-point perspoom that you just drew, or you can create an equipose (objects) to your room, shading, colors, etc. to ore vivid. 点透视创建自己的房间。可以绘制跟之前一样添加物品到房间里,并通过着色、阴影等使示 | entirely new room.<br>o make your<br>的房间或着重新绘制 |
| create the same r<br>Try adding things<br>llustration even n<br>最终示图:使用 1      | pom that you just drew, or you can create an e<br>(objects) to your room, shading, colors, etc. to<br>ore vivid.<br>点透视创建自己的房间。可以绘制跟之前一样   | entirely new room.<br>o make your<br>的房间或着重新绘制 |
| create the same r<br>Fry adding things<br>Ilustration even n<br>最终示图:使用 1      | pom that you just drew, or you can create an e<br>(objects) to your room, shading, colors, etc. to<br>ore vivid.<br>点透视创建自己的房间。可以绘制跟之前一样   | entirely new room.<br>o make your<br>的房间或着重新绘制 |