Class 12 Assignment: Perspective Drawing

In this assignment you will use the Perspective Drawing tools in Illustrator that were new in CS5. If you are working in an earlier version at home, you will want to build in time to come to the SRJC computer lab so that you can do the assignment. Some project ideas you might consider are buildings, blocks, books, anything basically cubic in shape.

Part 1: Develop basic perspective shape

1. Set up an letter-size artboard, portrait or landscape. If you are going to trace an existing image, place it and turn the layer into a template. Then create a new layer to draw on. If you are going to make your illustration from scratch, one layer will be fine.

2. Click on the Perspective Grid tool to place the perspective grid. By default, a 2-point grid will be used. If you prefer to use a 1-point or 3-point grid, click on View..Perspective Grid.. for the type you want. Modify the default values of the grid to your specifications. (Note: it takes quite a bit of work to figure out what controls what and how the planes work when drawing, so give yourself time to experiment.)

3. Be sure you have the perspective grid exactly the way you want it before you start drawing. You will find that shapes that are already drawn do not redraw automatically if you decide to change your grid. Develop the basic shapes of your illustration on the various planes. Remember to use the 1, 2, 3, 4 keys to change among the planes, and be prepared for a lot of undos!

4. For full credit, you must add an object that protrudes from one of the planes - like the sign in the image above. The sign looks perpendicular to the plane it is “attached to” because the rectangle was actually drawn on the other plane. Make sure this object is NOT just a simple two-dimensional rectangle but has a 3-D look. (This is done by adding rectangles alongside the first that are drawn on the other planes.) On this protruding object you should place some text or a placed image. If you decide to draw something other than a building, you’ll have to figure out some way to incorporate this technique -- I know you can do it!

5. After you have set up the basic structure of your illustration, then you have to start adding the bells and whistles. Does your building need windows and doors? Do your blocks need letters? Does your book need text and illustrations? Add them to your work.

6. After all this is done, feel free to add any other art you like. It can be flat or attached in perspective, whichever looks better. And have fun!

Turn in: Perspective drawing

Part 2: Respond to the Class 11 question on the class message board - 2 pts.
Either follow the link to the Forum on any of the class web pages or go directly to http://www.donaldlaird.com/forums/simpleforum_pro.cgi?fid=07.