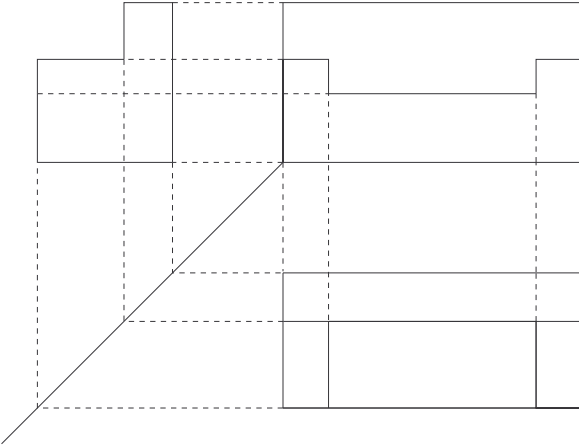


**HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE**

Rebecca B. Bennett

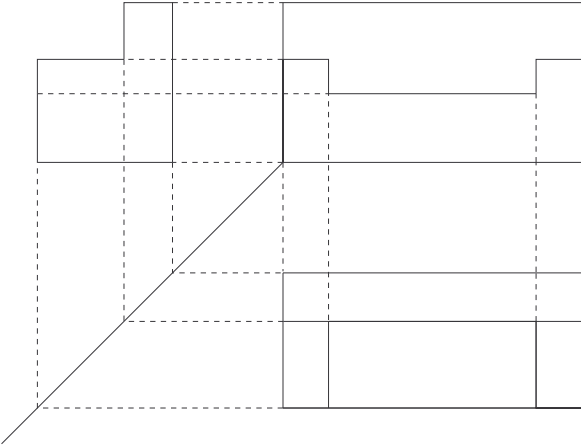


step 1  
Set up the orthographic views.



# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

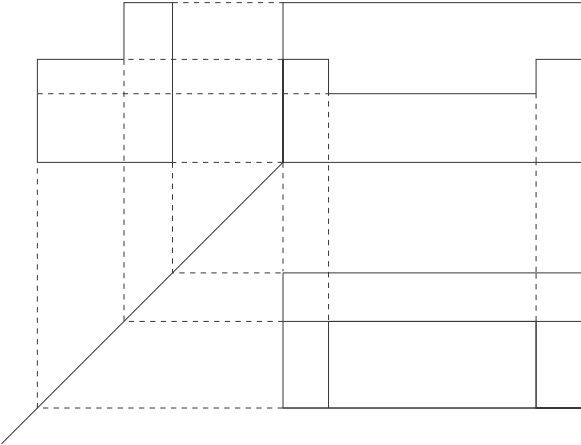
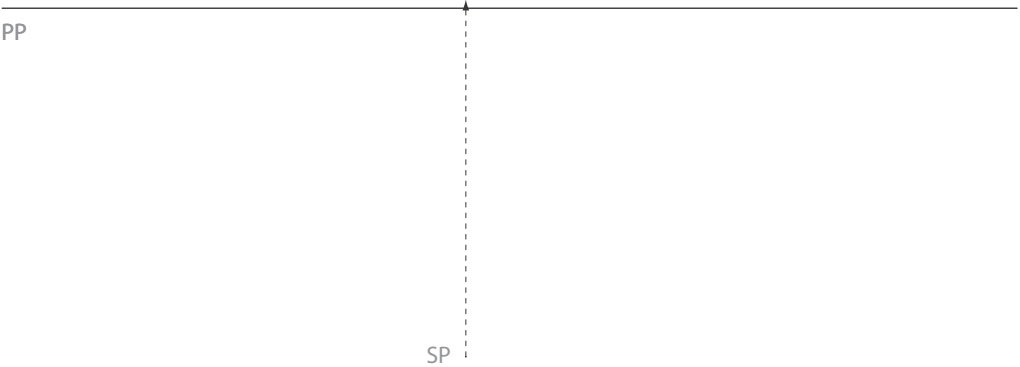
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step 3  
Extend a line from the SP. This indicates where the viewer is looking. (It doesn't have to be perfectly vertical.)

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

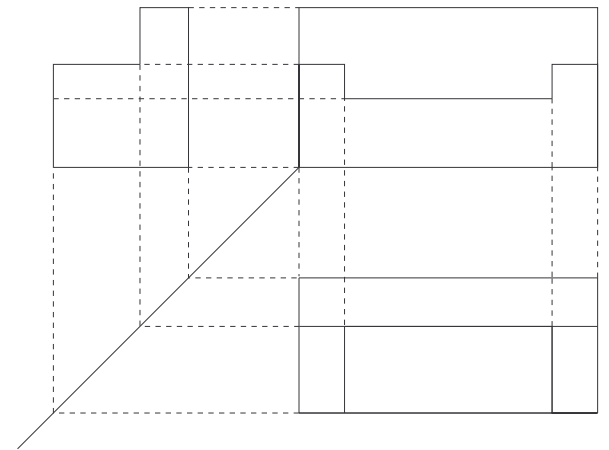
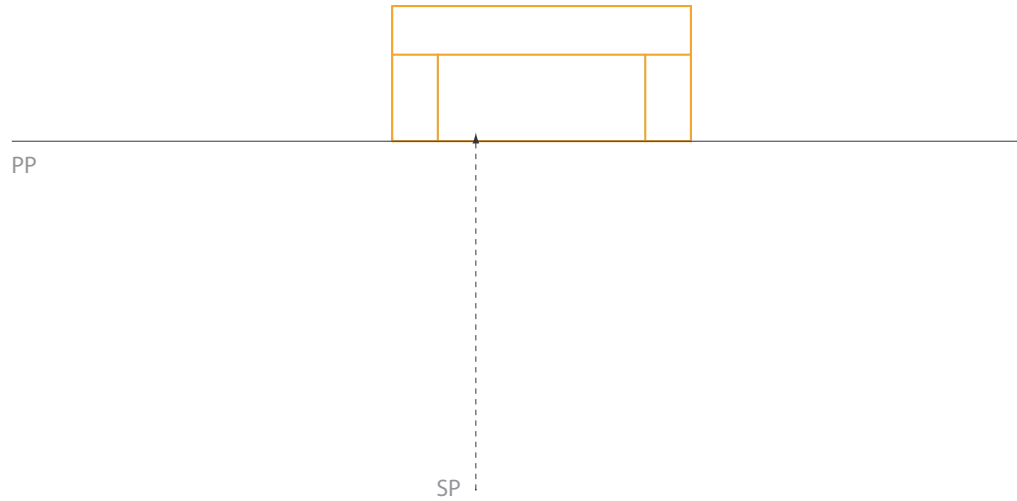
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step 4  
Establish the Picture Plane (PP) perpendicular to the line from the SP.

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

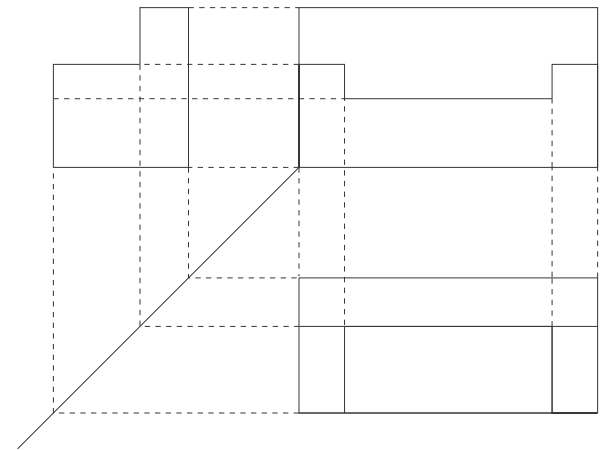
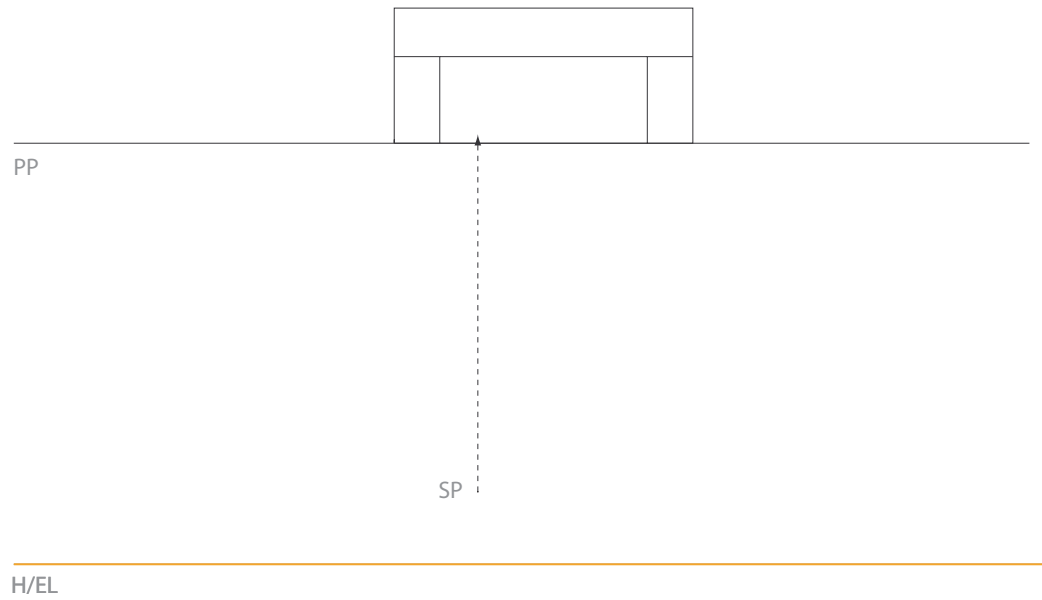
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step 5  
Put the plan on the PP in front of the SP.

## HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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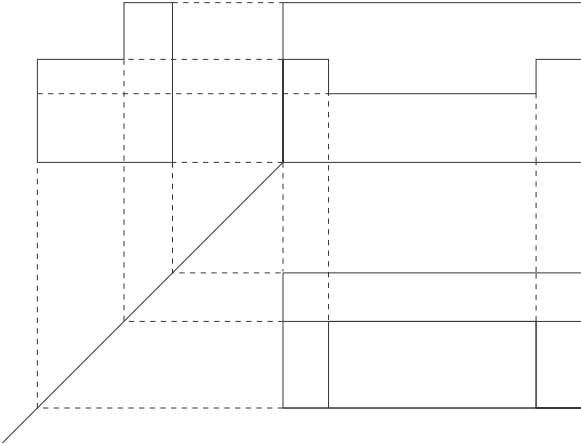
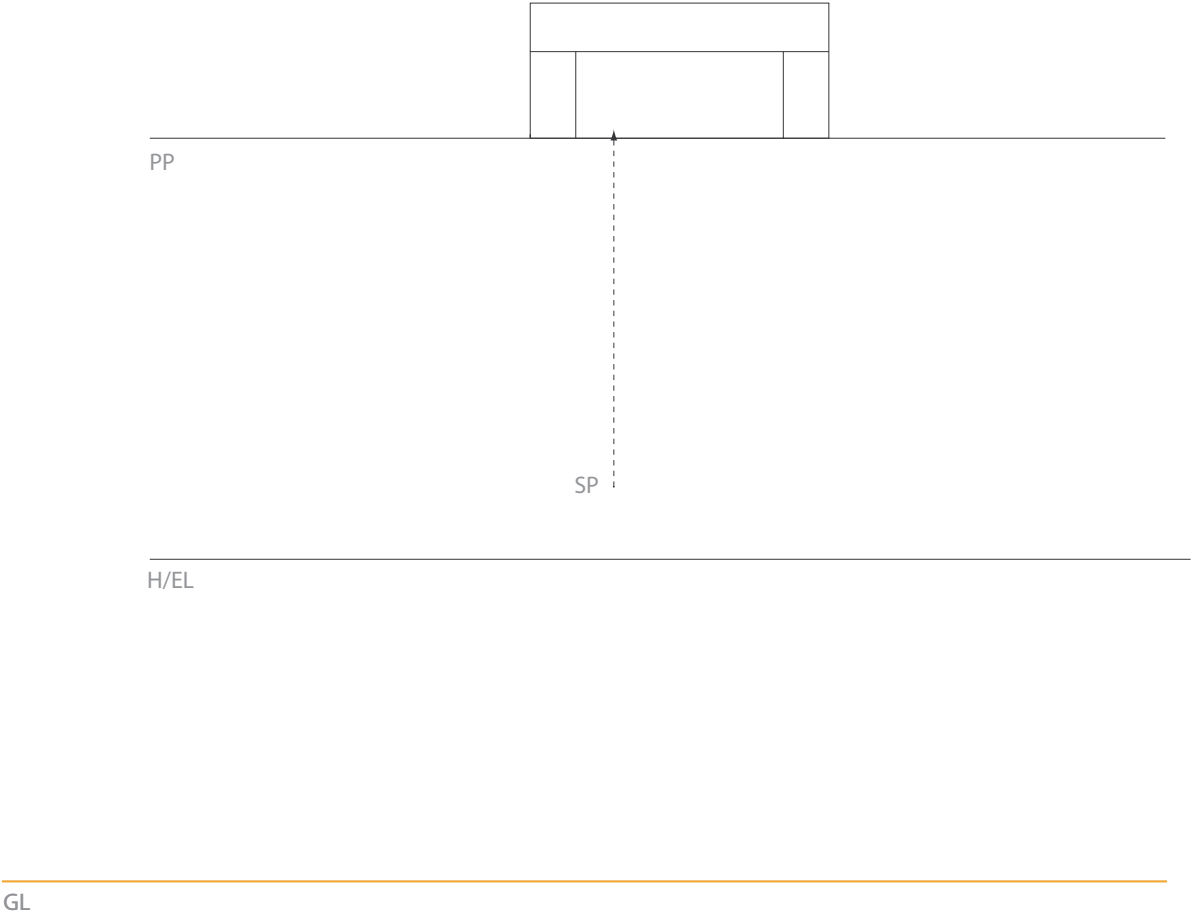


step 6

Establish the H/EL below the SP and parallel to the PP.

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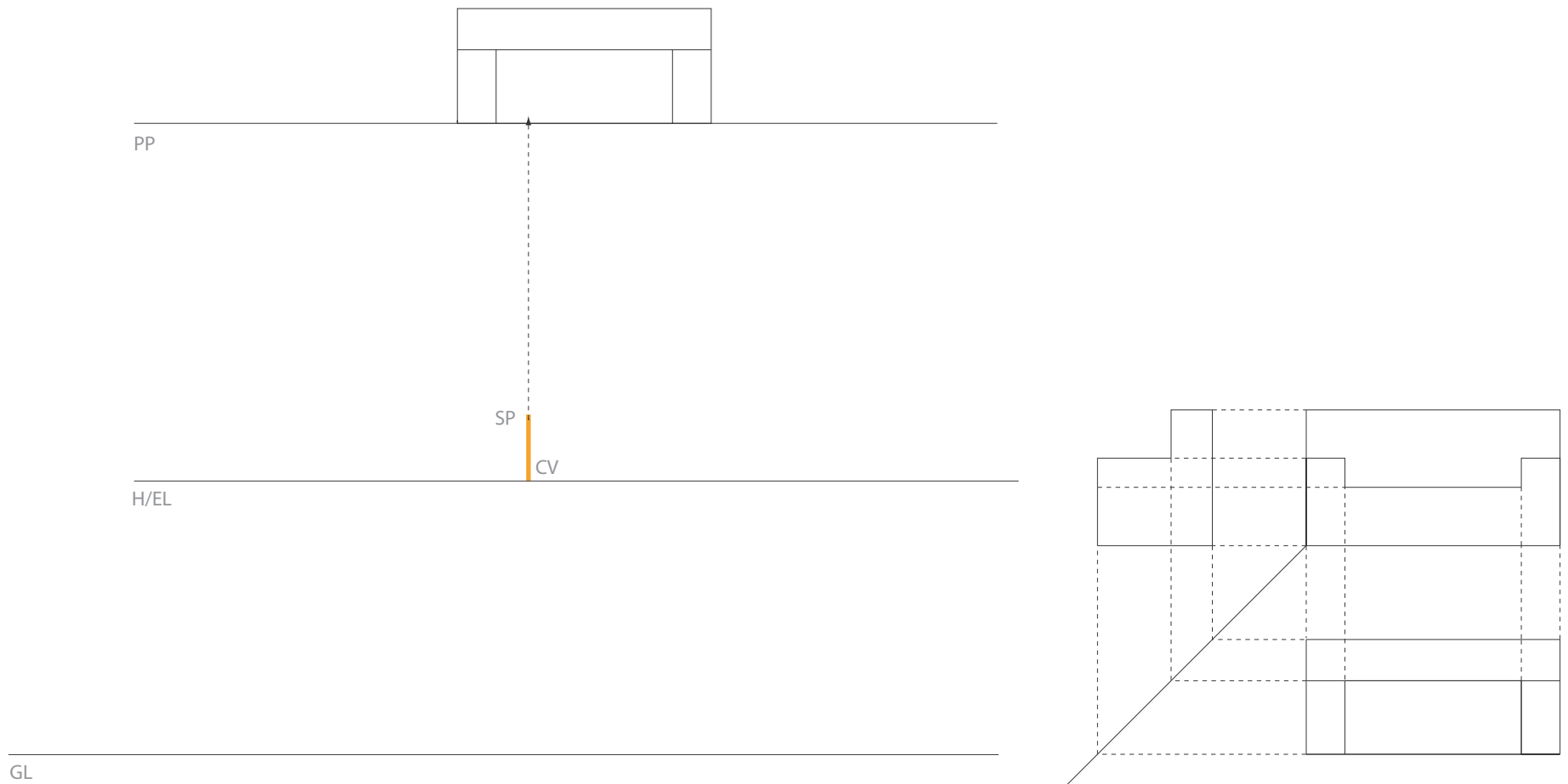
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step 7  
Establish the GL.

## HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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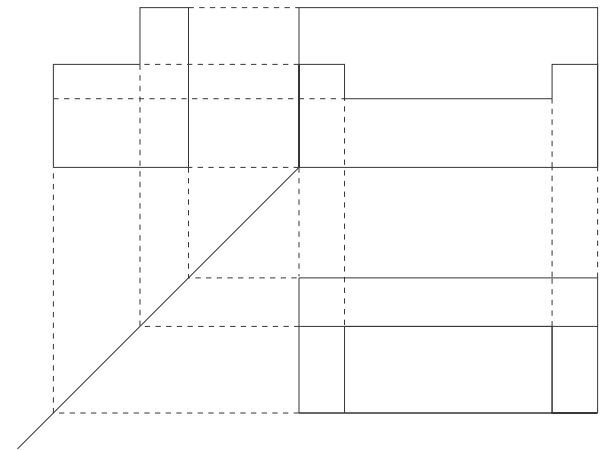
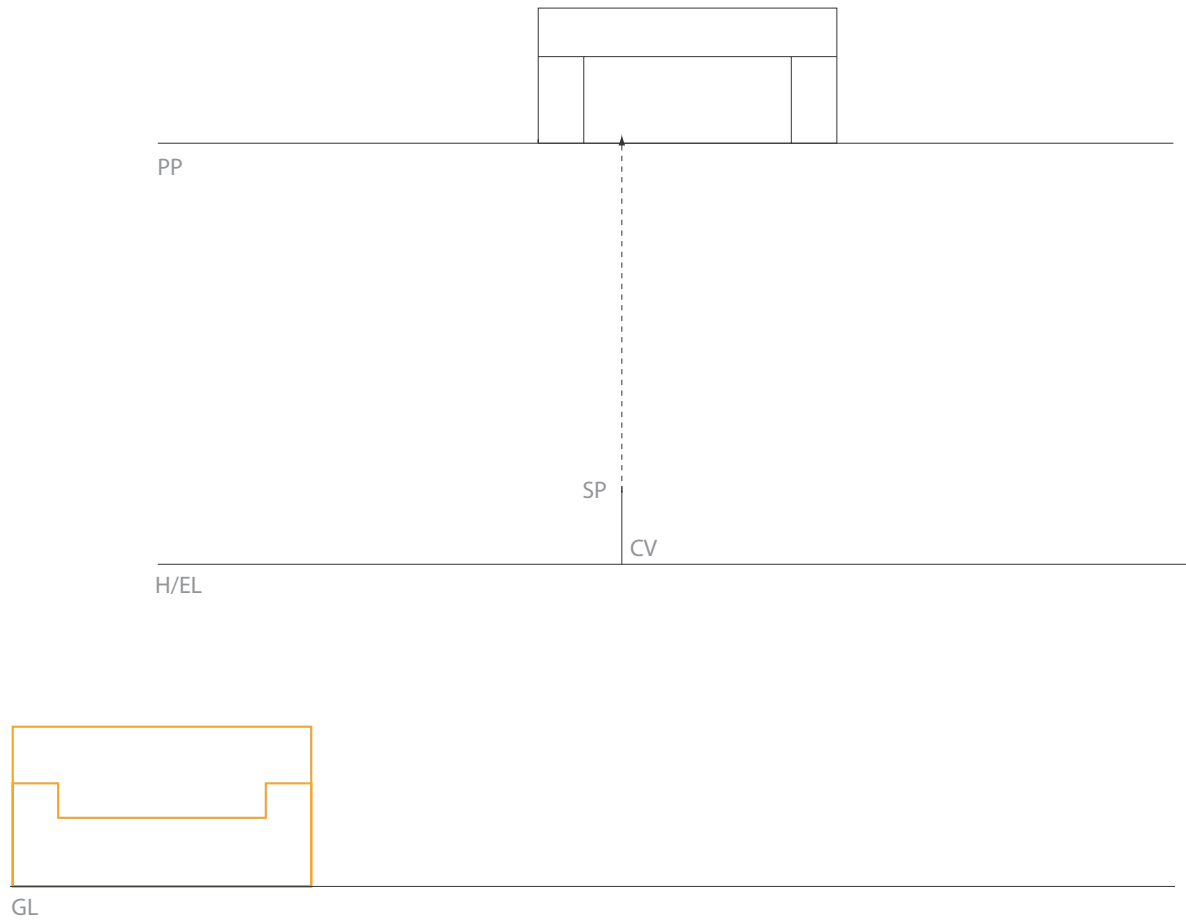


### step 8

Make a line from the SP to the H/EL perpendicular to the H/EL. This intersection is the CV and the location of the single VP used in one-point perspective.

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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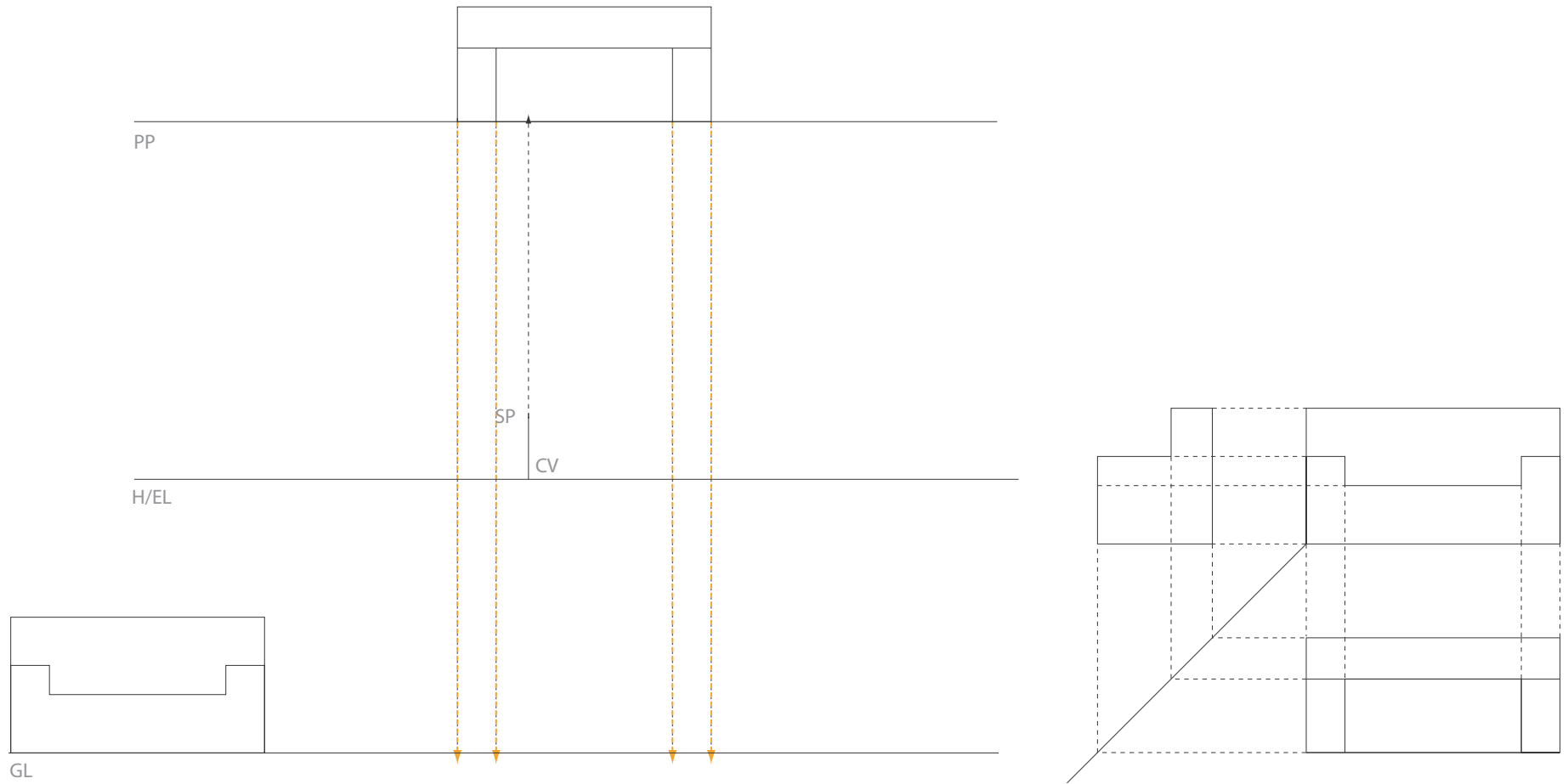


step 9

Transfer the elevation to the GL. (Of course you may draft your original orthogonal here to begin with.)

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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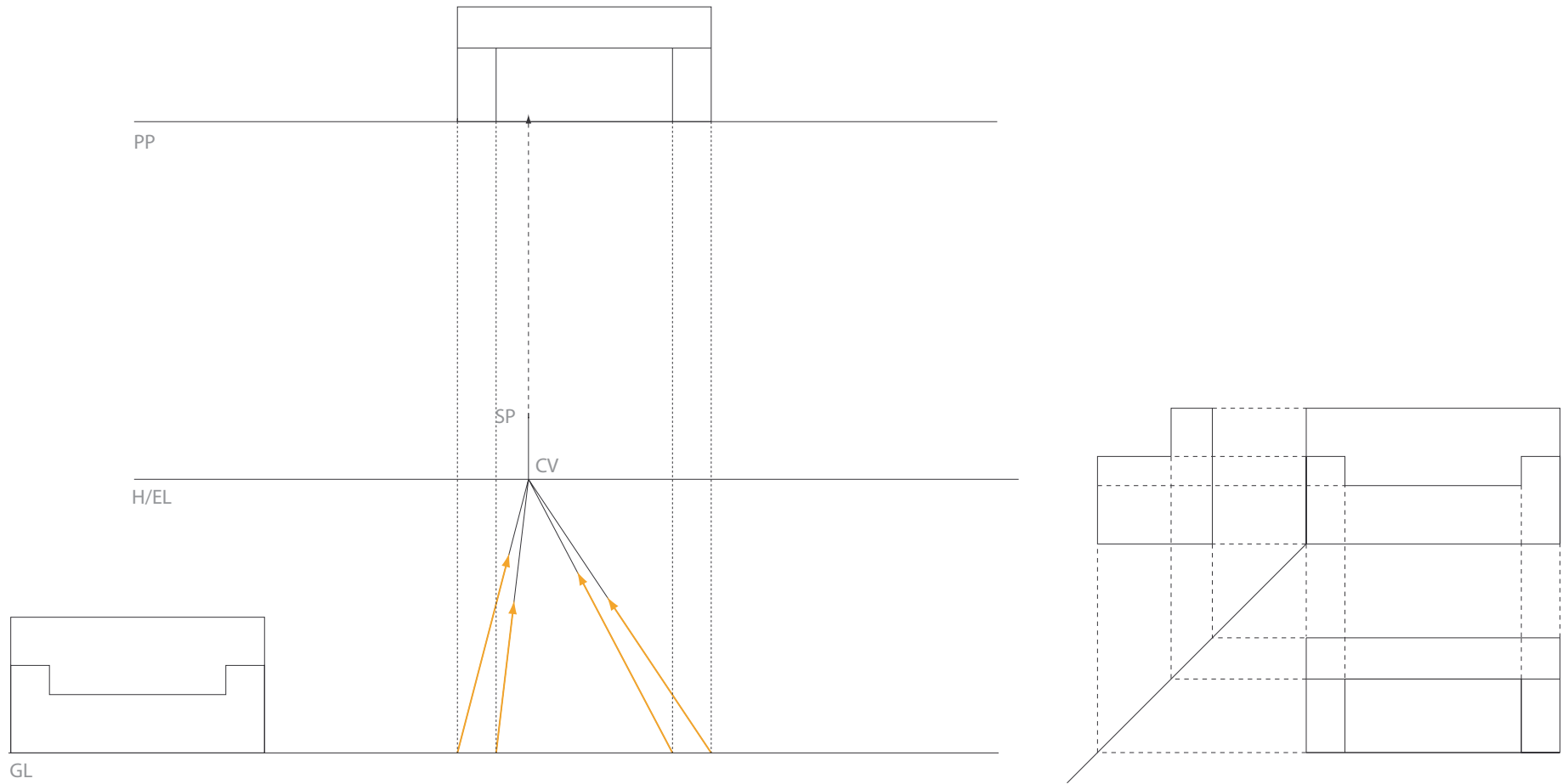


step 10

Bring all vertical lines of the plan to the front edge of the plan. Bring all intersections with the front edge of the plan to the GL..

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

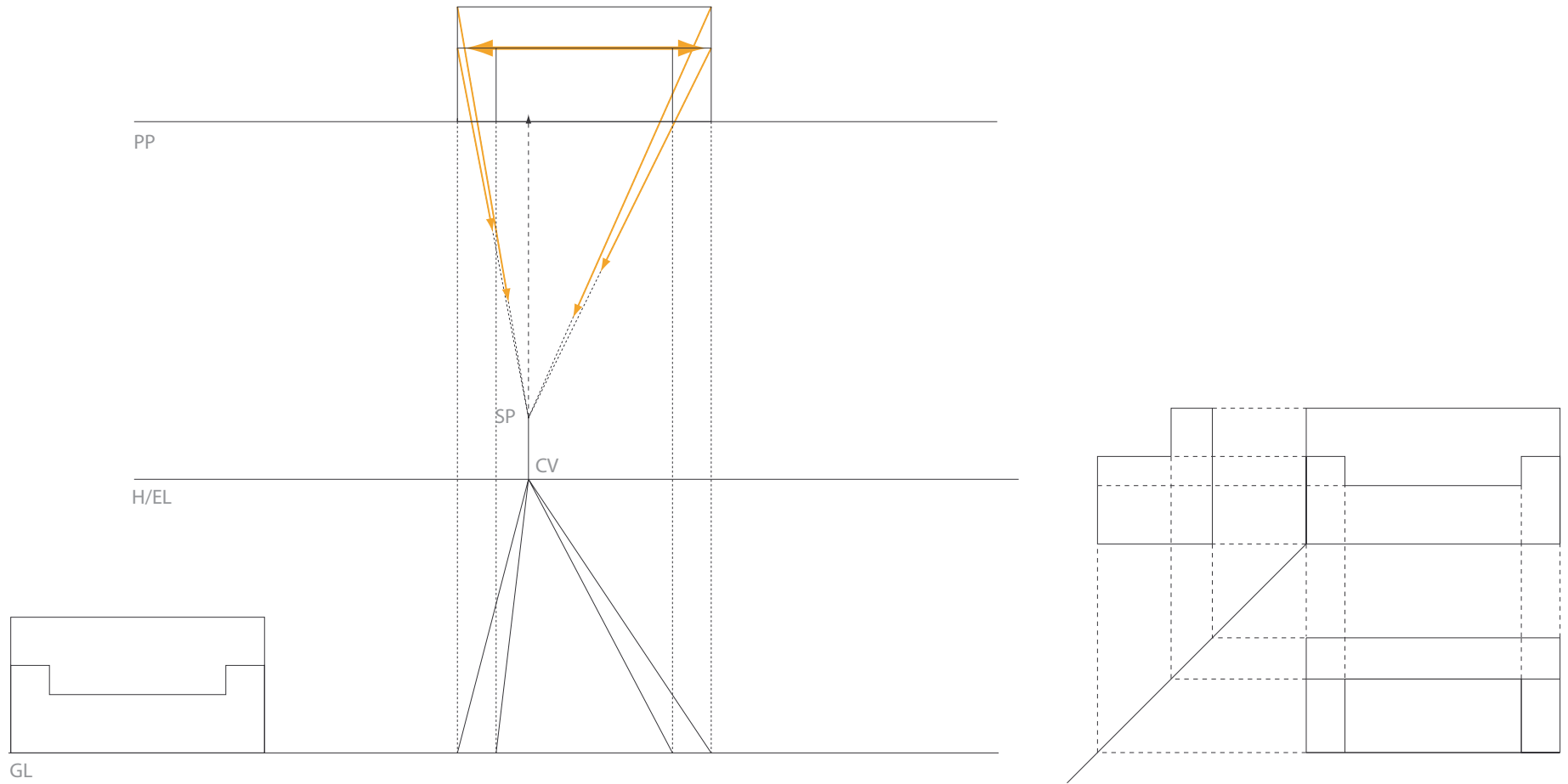
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step 11  
Create orthogonal lines from all intersections with the GL to the CV.

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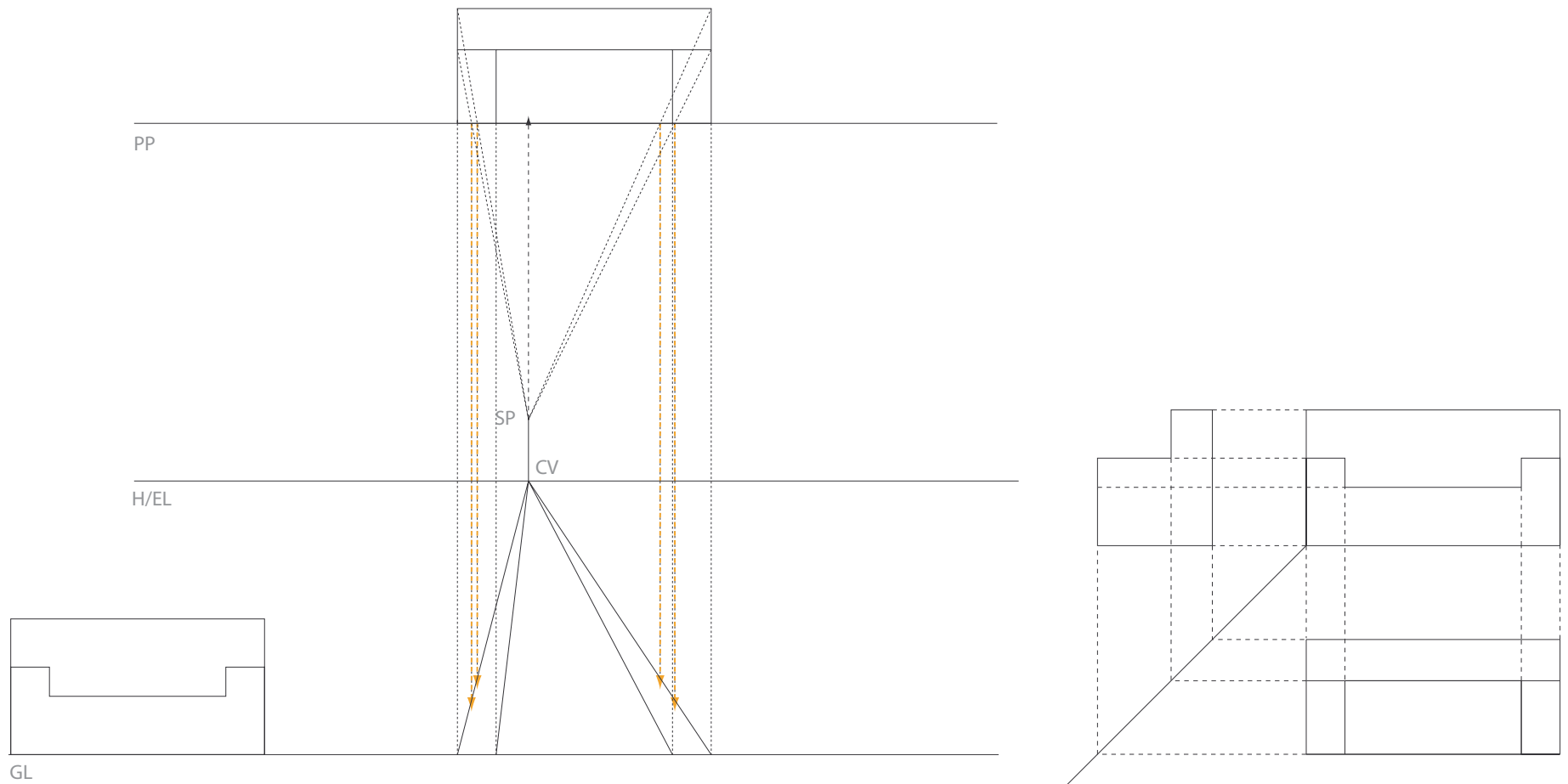


step 12

Extend all horizontal lines of the plan to the outside edges of the plan. Extend all intersections with the edges to the SP.

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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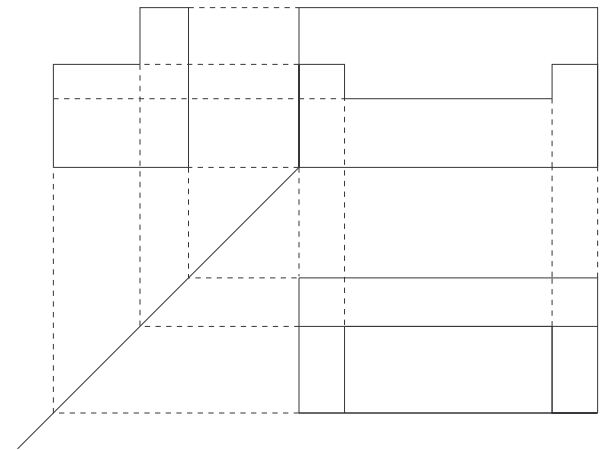
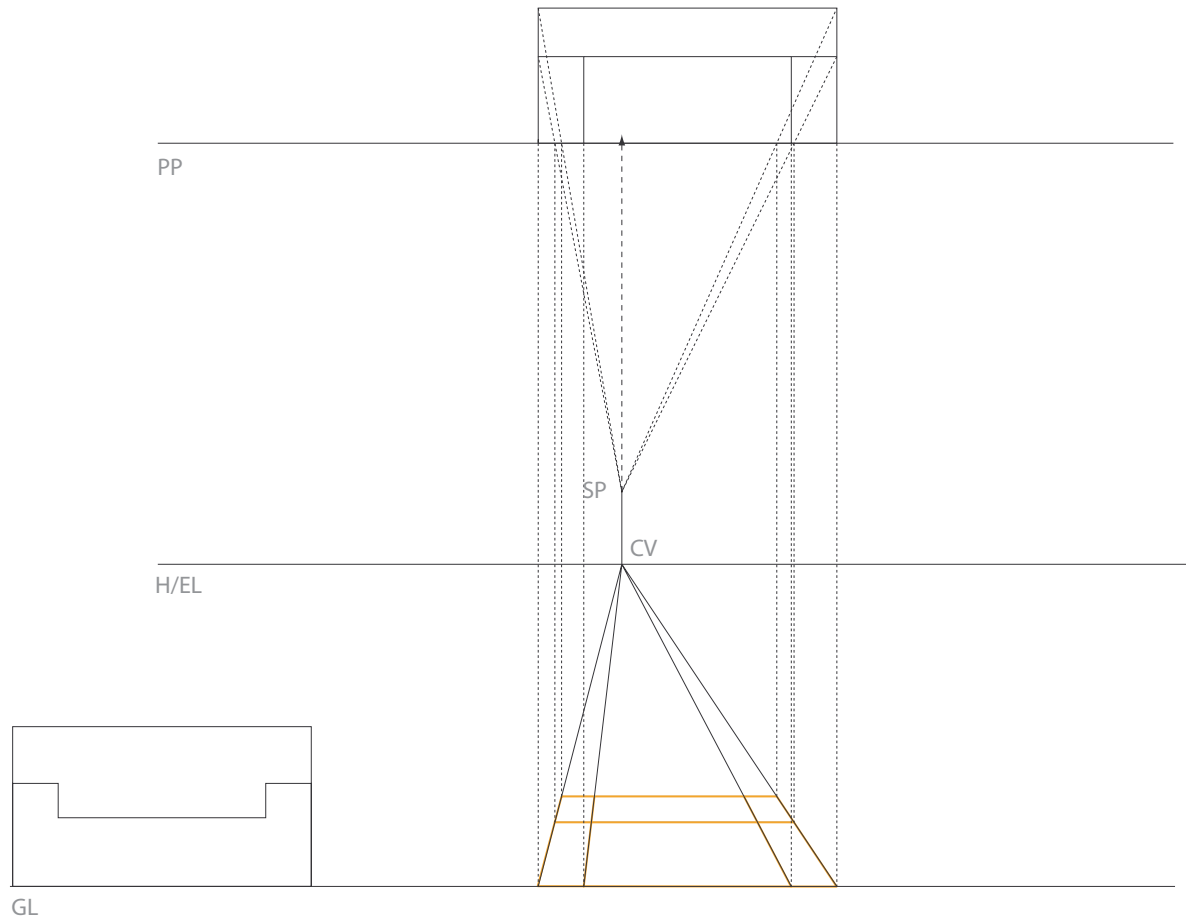


step 13

From the intersection created by the lines from step 12 and the PP, draw a line perpendicular to the H/EL to the orthogonal lines established in step 11.

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

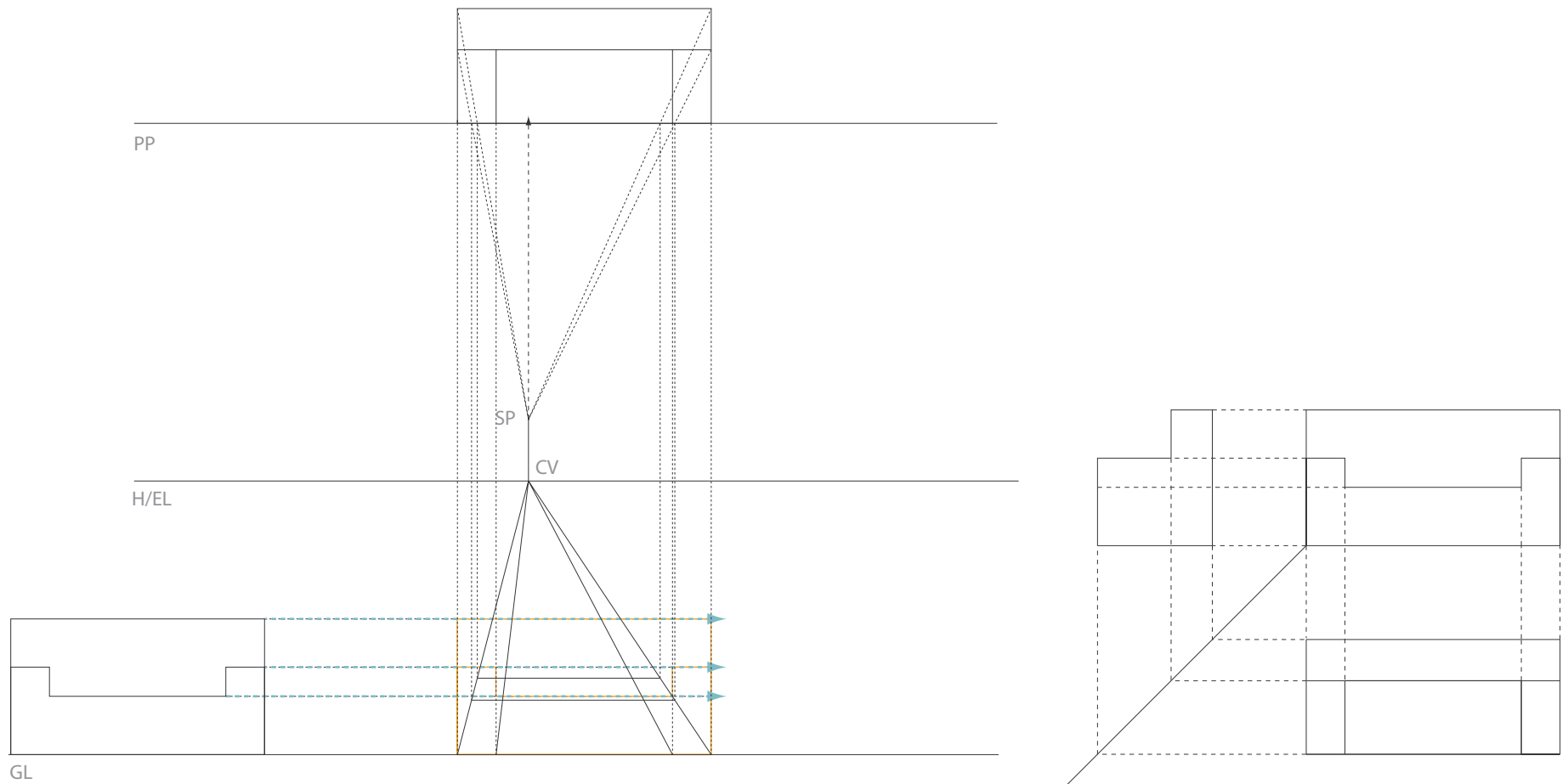
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step 14  
Solve the plan in the 3D area.

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

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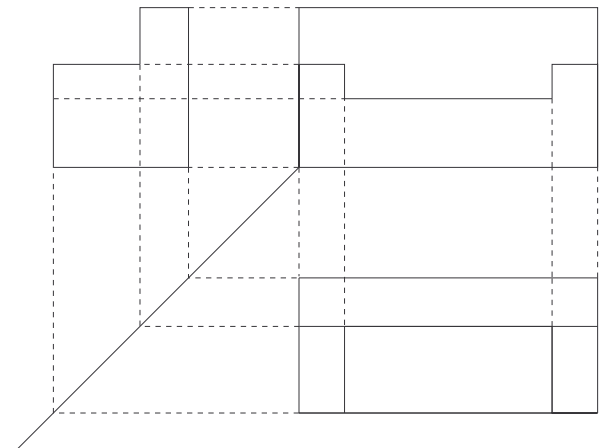
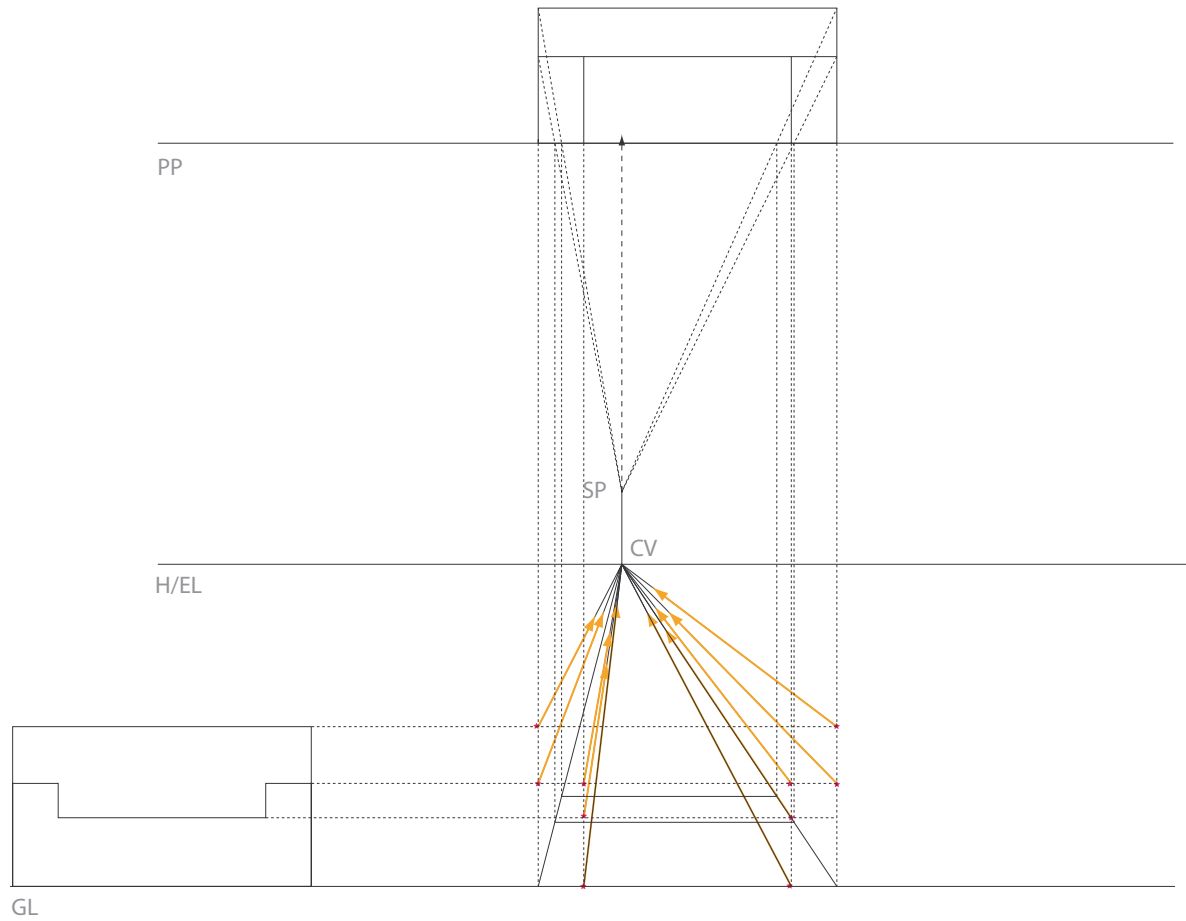


step 15

Bring the elevation to the front plane on the GL. (As this is one-point perspective, you may choose to solve the elevation here as shown.)

# HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE

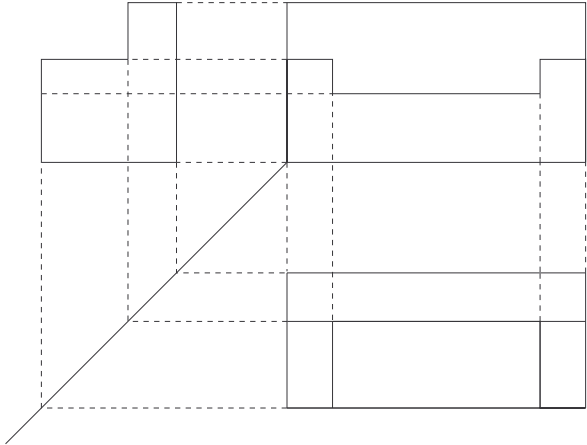
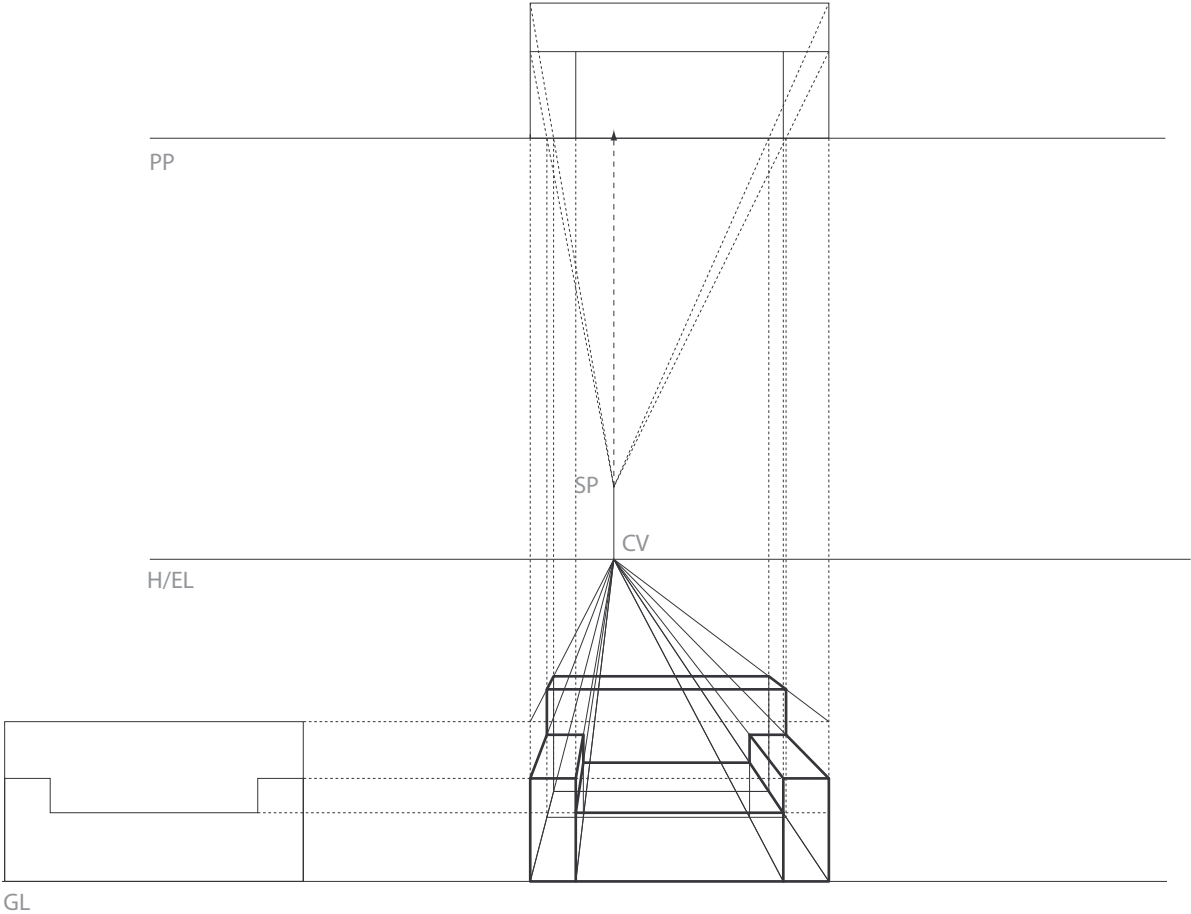
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step 16  
Create orthogonal lines from the intersections made with the transferred elevation.

**HOW TO DRAFT A SIMPLE OBJECT IN ONE POINT PERSPECTIVE**

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step 17  
Solve the object in 3D and adjust line weight.