**Horizon Line (HL)**



- 9-3 oclock line



- placed slightly higher than vertically half way

**Vanishing Point (VP)**

- on HL





- place midway

**CONSTRUCTION LINES** (USE HB pencil)

\***EXTREMELY LIGHT**

**\*ERASABLE**

**VP**s: LEFT on HL and the right one on HL extended

Draw **one inch border around paper.** You draw INSIDE this rectangle –

**no marks in border**

**Areas of canvas/paper:**

**BACKGROUND**

(TOP 1/3 of paper)



**MIDDLE GROUND**

(MIDDLE 1/3 of paper)



**FOREGROUND**

(LOWER 1/3 of paper)

**DEPTH:**

1. Higher objects further away lower objects closer

2.OVERLAP

3. LESS detail further away More detail closer

\*4. Lighter objects further away Darker objects closer (Depending on light source)

5. PERSPECTIVE

**TWO Rules of PERSPECTIVE**

1. Things get smaller in the distance

2. Parallel Lines in reality share the same vanishing point in perspective

**Sweet Spots**







-Use **Rule of Thirds** both vertically and

 horizontally

- sweet spots are good places to place objects in artwork













Land: **HL** between background and middle ground



**Mountains:**





- **background** (3B Pencil)

- less bumps and shorter vertically



 HL - **diagonal lines** and smudge LIGHT tonal



 value

 X

**- Middle ground** (3B pencil)

- **irregular continuous lines**

- keep vertical component of line

Foreground:

- vertically higher and more irregular

- line higher on right and lower to left with flat bottom

**NOTE:**

**DO not put a line going to the corners of rectangle on paper**

**SKY** **/Clouds**

SKY: (3B pencil)

1. happy face xs then smudge

2. letter M then smudge

3. Lifting off ( using eraser) then smudge

CLOUDS (3B pencil)

1. on scrap paper make build up of graphite

2. use pencil using Cs in different

3. directions and size

4.- FLAT BOTTOMS and stretched

5. Smudge in Os

**Land below mountain** - horizontal lines smaller by HL and larger coming lower in picture

**Cabin placement** on X (Lower right sweet spot)

See wall for drawing cabin









