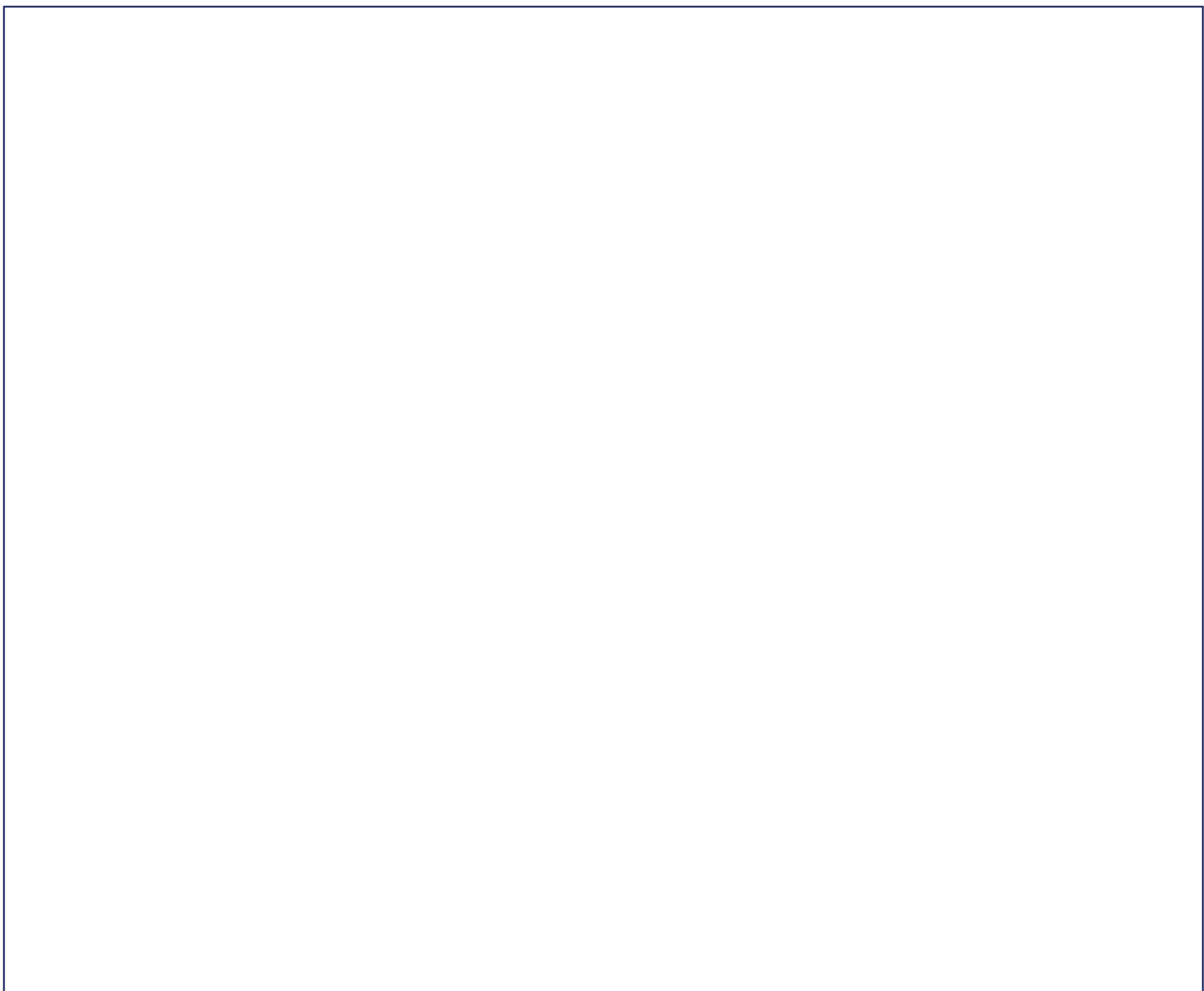


Mastering Perspective: Zara's Artistic Journey

Learning objective: To understand and apply the principles of one-point perspective to create the illusion of depth on a two-dimensional surface.

Follow Zara the Zebra's steps to create a 3D landscape. Remember to use a ruler for your construction lines to ensure your perspective remains accurate.

Draw: Create a 'Street of Dreams' scene. Start by drawing a horizon line and a single vanishing point in the centre. Draw at least three buildings of varying heights along the road, ensuring all horizontal lines of the buildings align with your orthogonal lines. Add details like windows and doors, making sure the top and bottom edges of these features tilt towards the vanishing point. Use shading to show which side of the building is in the shade to add further depth.



Label words: Vanishing point · Horizon line · Orthogonal lines · Foreground · Background · Scale

Steps:

1. Step 1: Draw a light horizontal line across the middle of your page. Label this the 'Horizon Line'. Where should the 'Vanishing Point' be placed on this line for a central perspective?
2. Step 2: Draw a large rectangle in the bottom corner of your page. Explain why the objects in the 'Foreground' appear larger than those near the vanishing point.

3. Step 3: Connect the corners of your rectangle to the vanishing point using light lines. These are called 'Orthogonals'. What might happen to the size of a building if you drew it closer to the vanishing point?
4. Step 4: Compare and contrast the appearance of a tree drawn in the foreground versus a tree drawn near the horizon line. Justify your answer using the concept of scale.
5. Step 5: Using your perspective lines, draw a path that leads towards the vanishing point. Label the path.
6. Step 6: Explain why artists use a 'Vanishing Point' when they want to create a realistic scene. Why is this technique more effective than drawing a flat, 2D image?