5.3 THREE-DIMENSIONAL REPRESENTATIONS

Isometric Drawing: a representation of a 3-D object where the same scale is used to draw the object height, width, and depth.

Example 1: Use isometric dot paper to draw a cube with sides that are each 3 units long.

* If length was 30cm, each scale between dots is 10cm.

DO: BUILD YOUR SKILLS #1 - 3 (Starting on Page 260)
Perspective Drawing: a representation of a 3-D object in 2-D; objects appear smaller in the distance, and the vanishing point is used to create a sense of depth and space.

Horizon Line: a horizontal line (not always visible) that is at the eye level of the viewer in a perspective drawing.

Vanishing Point: the point on the horizon line at which parallel lines appear to converge in a perspective drawing.

Example 2: Use perspective drawing to create an image of a rectangular prism.

Steps:
1. Draw a horizon line and a vanishing point
2. Draw a rectangle below and to one side of the vanishing point
3. Draw lines from the corners of the rectangle to the vanishing point
4. Choose a point somewhere between the rectangle and the horizon line
5. Draw a horizontal line (parallel to the rectangle) somewhere on the lines to the vanishing point
6. Draw a vertical line parallel to the side of the rectangle
7. Erase the horizon line and the other parts of the lines that are not needed

DO: BUILD YOUR SKILLS #4 - 6 (Starting on Page 265)