# **One-Point Interior Rendering**

#### Specs:

Size: Variable (roughly one 18 x 24 sheet) Media: Pencil - Final drawing may be inked Value is not recommended. COMPOSITION MUST BE BORDERED

## **Description**:

After a review of basic one-point perspective theory and an introduction to sighting techniques using ruler measurements, students will chose an interior location for the completion of a technical rendering in pencil.

### Criteria for grade:

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Solution to project as given	25%
Proportion and Accuracy	25%
Craftsmanship	25%
Presentation	25%

## **Project Due Date:**

Project should be completed by the start of class for crit **Tuesday March 16** 

### **Interior Drawing Tips:**

- Choose a space that is within your range of ability. Accuracy is more important than complexity. Take into consideration lighting and foot traffic. (ie don't sit in front of doorways etc.)
- Make yourself comfortable this drawing will require some time.
- •Don't choose a space that is too shallow. A one-to-one ruler transposition works best.
- •Make sure the space utilizes one-point perspective. (Remain perpendicular to the rear wall)
- Don't change your position/ eye level during the drawing.

Your vanishing point is **always** at eye level. Feel free to mark it on the wall with tape.

- Always keep a straight arm and even ruler when measuring.
- •Don't plot your vanishing point until the rear wall is complete in detail.
- •Feel free to omit additional furniture/elements if necessary.
- Complex moulding, arches and other more complex details may be generalized.
- •Keep rulers and materials clean. If your paper takes a beating, consider retracing on the light table.
- •Use a light pencil and keep diagrammatic line and measurements light for erasure.
- Keep eraser shavings beneath your ruler to avoid direct contact with the paper.
- If you are inking, use a bleed proof pen and be sure not to get ink on your ruler edge.
- Take a photograph for reference.
- Double check horizontal and vertical lines on a parallel bar in the architecture studio

