

3.2 One-Point Perspective

Name: _____ Class: _____ Date: _____ **Total: 10 marks**

KEY WORDS vanishing point 灭点 • horizon line 视平线 • overlap 遮挡
• one-point perspective 一点透视

Objective

Construct depth with **one-point perspective** 一点透视 and a single **vanishing point** 灭点.

You must be able to:

- place the **horizon line** 视平线 at eye level
- converge depth lines to one vanishing point
- keep picture-parallel lines and verticals true
- combine perspective with **overlap** 遮挡

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ **Window and horizon**

The picture is a window; the horizon line is the viewer's eye level. Look down on what is below it, up at what is above.

■ **One vanishing point**

Depth lines converge to a single point on the horizon; verticals and picture-parallel lines stay true.

■ **Aim every line**

Perspective errors are easy to spot — check every depth edge actually aims at the point.

2 Practice

2.1 The horizon line sits at the viewer's [1]

- **A** feet
- **B** eye level
- **C** hand height
- **D** hairline

2.2 In one-point perspective, which lines converge and which stay true? [2]

2.3 How does overlap add to perspective depth? [1]

3 Studio & portfolio tasks

3.1 Make a **one-point interior** drawing (a room, corridor, or street seen straight-on).

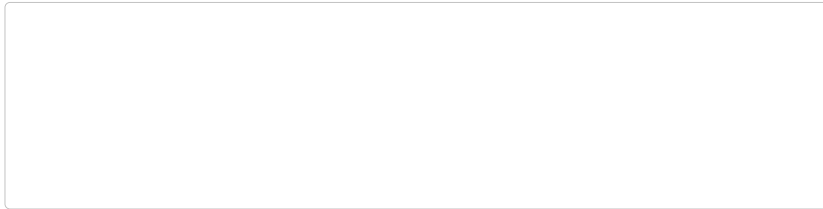
(a) Set a horizon and a vanishing point, then construct the space. [3]

(b) Check every depth line aims at the point. [1]

3.2

() Divide the receding floor into equal spaces using diagonals.

[2]



Solutions

2.1 B. horizon = eye level.

2.2 depth lines going into the scene converge to the point; verticals and picture-parallel lines stay true.

2.3 a near edge covering a far one reinforces which form is closer.

3.1 a clear horizon + single vanishing point; depth lines converge correctly; verticals stay true; the space reads convincingly.

3.2 receding spaces get smaller correctly; diagonals used to divide them.