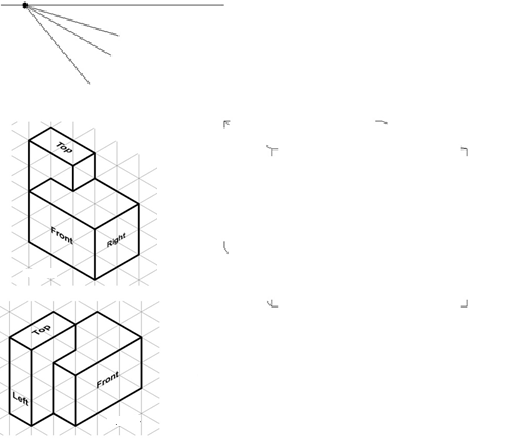
Name:\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

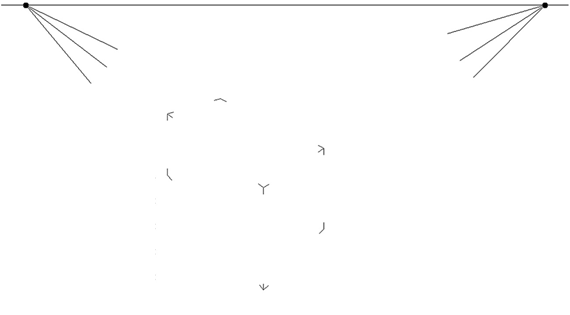
|  |
| --- |
| **Activity 2.2 Perspective Sketching** |



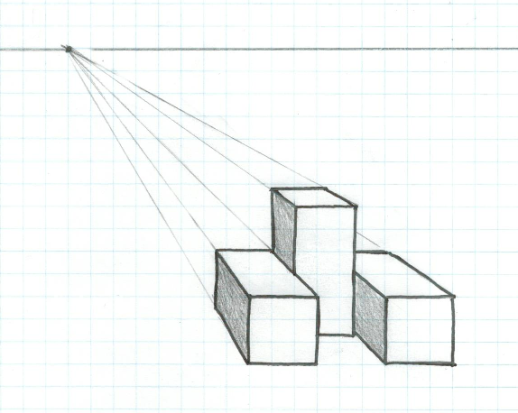
1. Study the object represented in the isometric views below. Use the vanishing point and horizon line indicated to lay out light construction lines and create a one-point perspective sketch of the object within the given box. The perspective sketch must show the object in a top, left side, front view orientation. Delineate the visible edges of the sketch with heavy object lines.

DO NOT ERASE YOUR CONSTRUCTION LINES. Add tonal shading to the sketch when finished.

1. Use the horizon line and vanishing points shown to lay out a two-point perspective sketch of the object shown in number 1 above using construction lines within the given box. The perspective sketch must show the object in a top, front, right side view orientation. Delineate the visible edges of the sketch with heavy object lines. DO NOT ERASE YOUR CONSTRUCTION LINES. Add tonal shading to the sketch.



1. Create a one-point perspective sketch of a puzzle cube piece in your engineering notebook (as directed by your instructor) using pencil to create construction lines. Use ink to delineate the object lines and add tonal shading.



1. Create a two-point perspective sketch of the same puzzle cube piece (used in number 3 above) in your engineering notebook (as directed by your instructor) using pencil to create construction lines. Use ink to delineate the object lines and add tonal shading.
2. Select one of the following objects and create a one-point **or** two-point perspective sketch on grid paper or in your engineering notebook (as directed by your instructor). Shade the sketch.

|  |  |  |
| --- | --- | --- |
| * + - Highlighter, marker, etc.     - Clothes pin     - Flash drive     - Flashlight     - Coffee cup     - Toothbrush     - Monitor     - Surge protector | * + - Cell phone, ipod, ipad, Kindle, or similar     - Printer Remote control device     - Other object approved by your instructor |  |

**Conclusion**

1. What is a vanishing point?
2. Aside from the number of vanishing points, what is the difference between a one-point, two-point, and three-point perspective sketch?
3. How does a perspective drawing differ from an isometric drawing of the same object? When would you use a perspective view in lieu of an isometric drawing?