### **EASI SKETCH AGAIN STENCIL**

WORLD ASSOCIATION OF TECHNOLOGY TEACHERS

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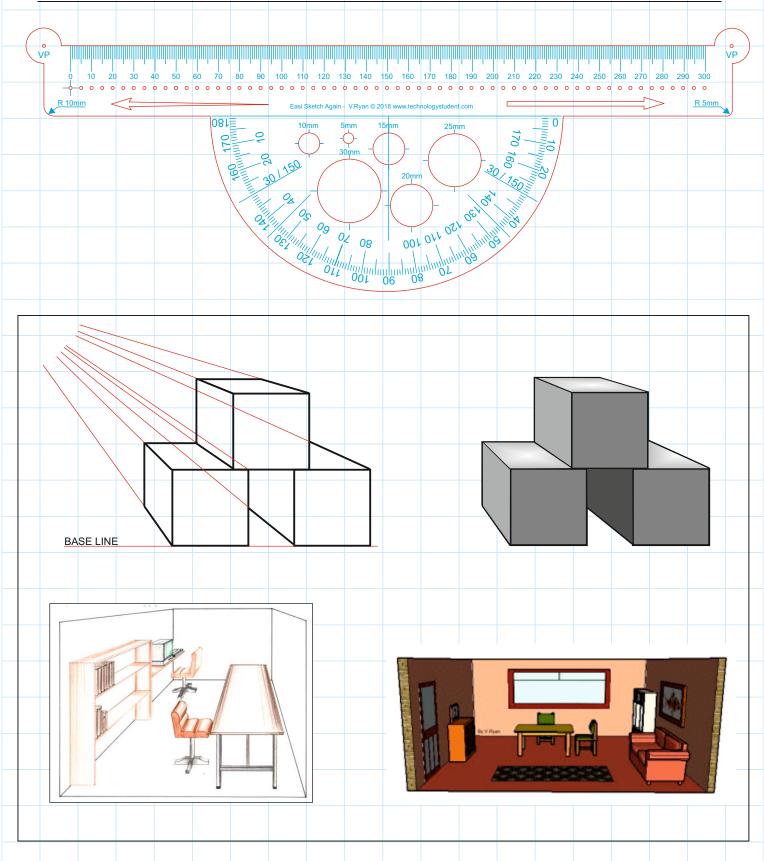
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For these exercises, you will need to use a SKETCH EASi Stencil. The dxf file can be downloaded from http://www.technologystudent.com/despro\_flsh/stencil2.html. Use a laser cutter to manufacture the stencil (blue lines - etch AND red lines - cut through).

# LESSONS 1 and 2

#### AN INTRODUCTION TO DRAWING IN SINGLE POINT PERSPECTIVE



# LESSONS 1 AND 2 DRAWING IS SINGLE POINT AND TWO POINT PERSPECTIVE

For these exercises, you will need to use a EASi SKECTH AGAIN Stencil. The dxf file can be downloaded from http://www.technologystudent.com/despro\_flsh/stencil2.html. Use a laser cutter to manufacture the stencil (blue lines - etch AND red lines - cut through).

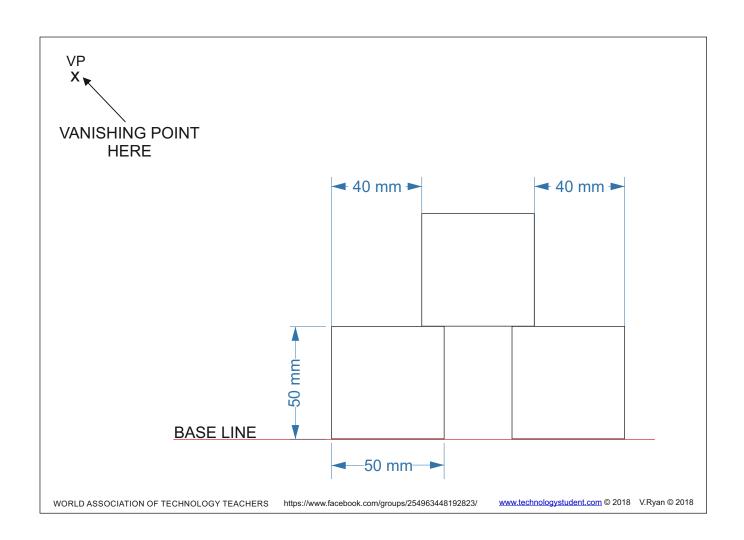
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### 1. EXERCISE 1 - SINGLE POINT PERSPECTIVE

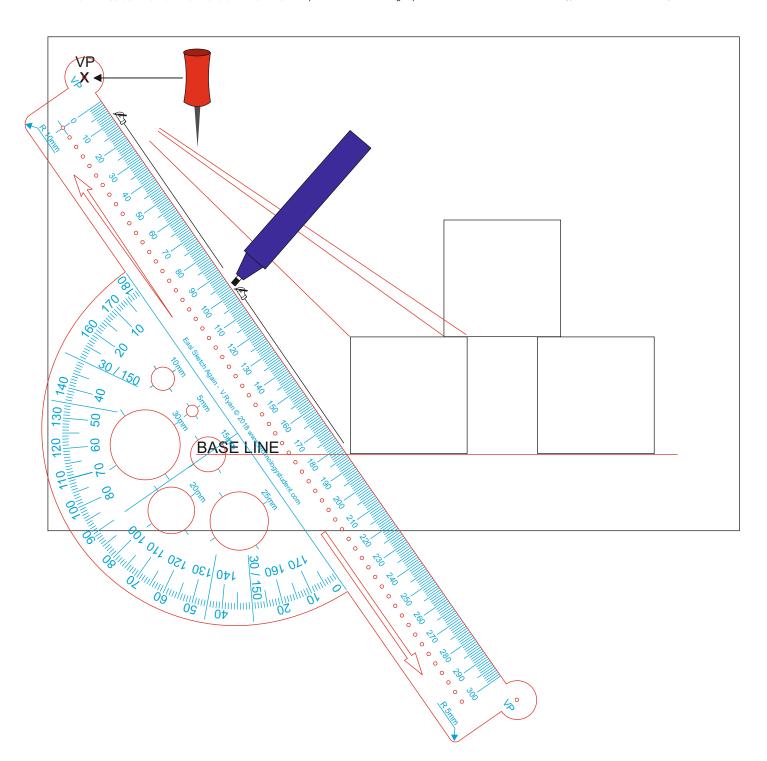
In this exercise, you will draw a number of cubes, in single point perspective, using the EASi SKETCH AGAIN stencil. Start by drawing the vanishing point at the top left of the A4 paper (the paper should be set up as landscape - see below). Draw the 50mm squares in the position shown in the diagram. Before drawing the squares, draw a feint baseline, as this will be useful later. The squares should rest on the baseline.



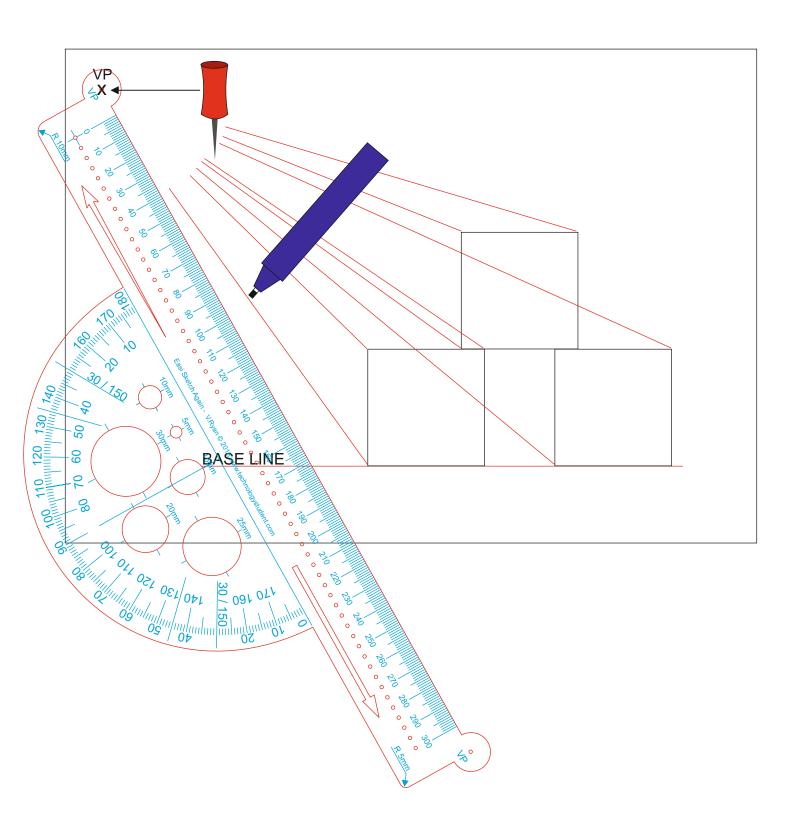
Position the stencil, so that the stencil's 'VP' is directly over the VP on the paper. When you are beginning to learn how to use the EASi SKETCH AGAIN stencil, a drawing pin can be used to hold the stencil in position, allowing it to rotate when needed.

Start by drawing feint lines with the stencil, from each corner of the three squares. There is no need to draw the feint lines all the way back to the vanishing point, BUT, the stencil must pivot at the VP.

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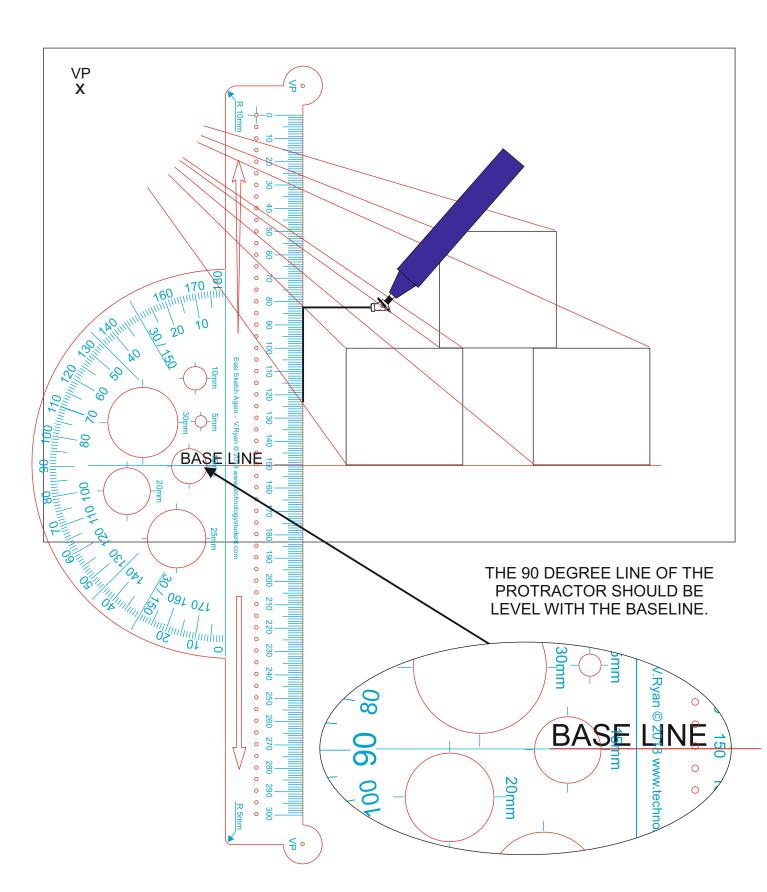


3. The drawing below, shows how the perspective construction lines are drawn, all pointing towards the single vanishing point. The EASi SKETCH AGAIN stencil has been used, to ensure that they all point towards the vanishing point, accurately.



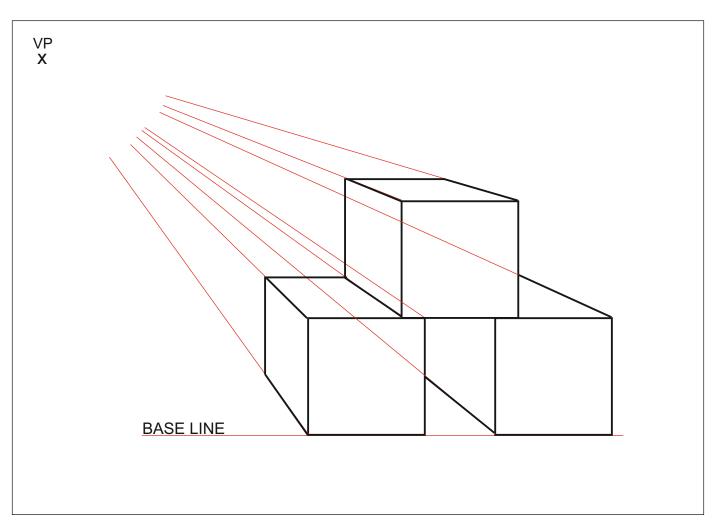
4. Now start drawing the 'thickness' to the cubes. The distance back should be less than 50mmm, so that the finished cubes look realistic and in proportion. Use you commonsense when working out the distance backwards.

As an aid, when drawing the vertical lines, lineup the 90 degree line on the protractor scale, with the baseline (see diagram below). For horizontal lines, quite simply turn the stencil round, until the ruler edge is horizontal and then draw.



# 5. Finish drawing the edges of the cubes as shown below. The basic drawing is now complete.

You may wish to go over the outlines of each cube, so that the lines are dark and sharp.

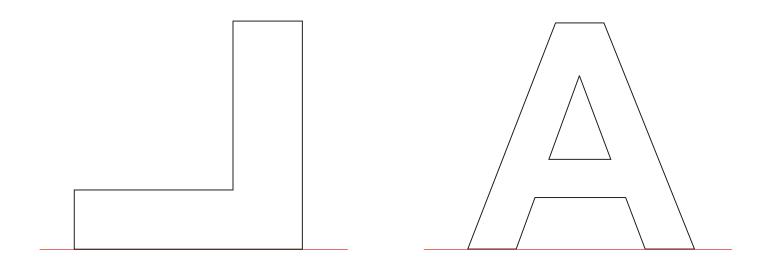


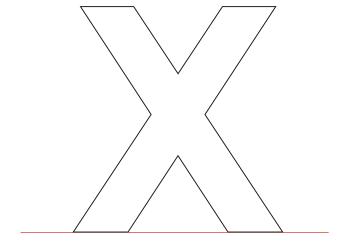
https://www.youtube.com/watch?v=T85ErvThdvY
http://www.technologystudent.com/despro2/drawtec2a.htm

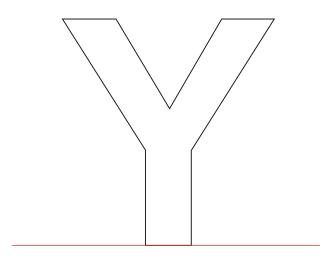
Add shade to your drawing.
Follow the links above for guidance.

### 7. \* EXTENSION WORK

USING THE 'EASI SKETCH AGAIN' STENCIL, DRAW EACH OF THE SHAPES / LETTERS IN SINGLE POINT PERSPECTIVE.







# FURTHER EXERCISES TO DEVELOP YOU SKILLS IN THE USE OF SINGLE POINT PERSPECTIVE

## FOLLOW THE LINKS BELOW FOR GUIDANCE, EXERCISES AND QUESTIONS ON SINGLE POINT PERSPECTIVE.

### TRY SOME OF THE EXERCISES, USING THE EASI SKETCH AGAIN STENCIL.

- 1. http://www.technologystudent.com/designpro/perspec1.htm
  - 2. http://www.technologystudent.com/despro2/singp1.htm
  - 3. http://www.technologystudent.com/despro2/pers3.htm
  - 4. http://www.technologystudent.com/despro2/stchair.htm
  - 5. http://www.technologystudent.com/despro2/tabper1.htm
- 6. http://www.technologystudent.com/designpro/dresst1.htm
- 7. http://www.technologystudent.com/designpro/roomper1.htm
- 8. http://www.technologystudent.com/designpro/perspec4.htm
- 9. http://www.technologystudent.com/designpro/persex1.htm
- 10. http://www.technologystudent.com/despro\_flsh/graphics\_perspective1.html