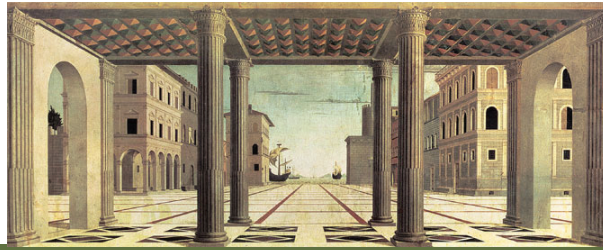


2D Design (AR-131)

Project Rubric:



Francesco di
Giorgio Martini
(attr.).
Architectural
Perspective.
Late 15th century

Perspective (Invented City)

Deliverable:

Finished Pencil Drawing on 18" x 24" Paper.

Using **3-Point Perspective** invent a cityscape. Be creative, make each building distinct and go beyond traditional **Cubic** forms. Attempt **Spheres**, **Pyramids**, and **Organic Shapes** all in the correct perspective. Include interesting details, such as people, plants, street lights, and anything one would expect to see in a city.

Requirements:

Create a drawing incorporating the following:

- Correct **3-Point Perspective**.
- A distinct and detailed Cityscape.

Required Materials:

Pencil

Ruler

18" x 24" Drawing Pad.

What's the Point?

To learn about **3-Point Perspective** in a 2D work of art; to draw **Cubes**, **Spheres**, **Pyramids**, and Organic shapes in **3-Point Perspective**.

What you will be graded on:

33.333% Completion of *all* above requirements (16.66% each).

33.333% Craftsmanship: Clean drawing in Pencil, no smudging or erasure marks.

33.333% An image taken for digital portfolio.

2D Design (AR-131)

Project Rubric:

Perspective (Invented City)

