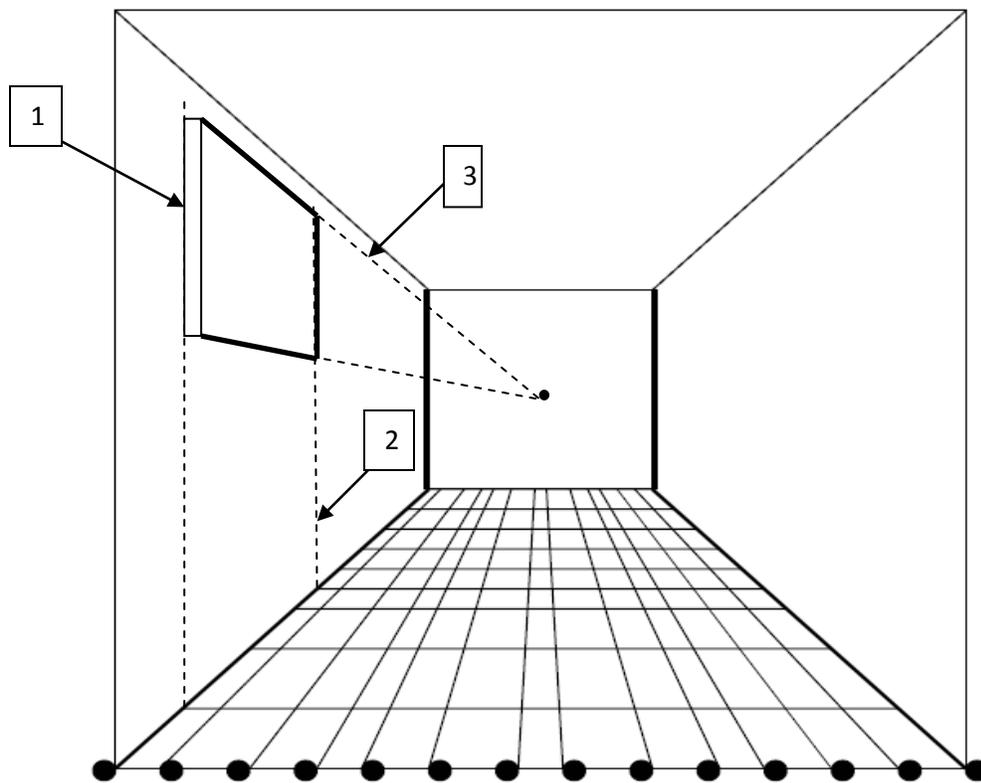


Filling the basic room information sheet

Painting – drawing a painting on the wall.

(I have replaced the VP and it is a little off.)

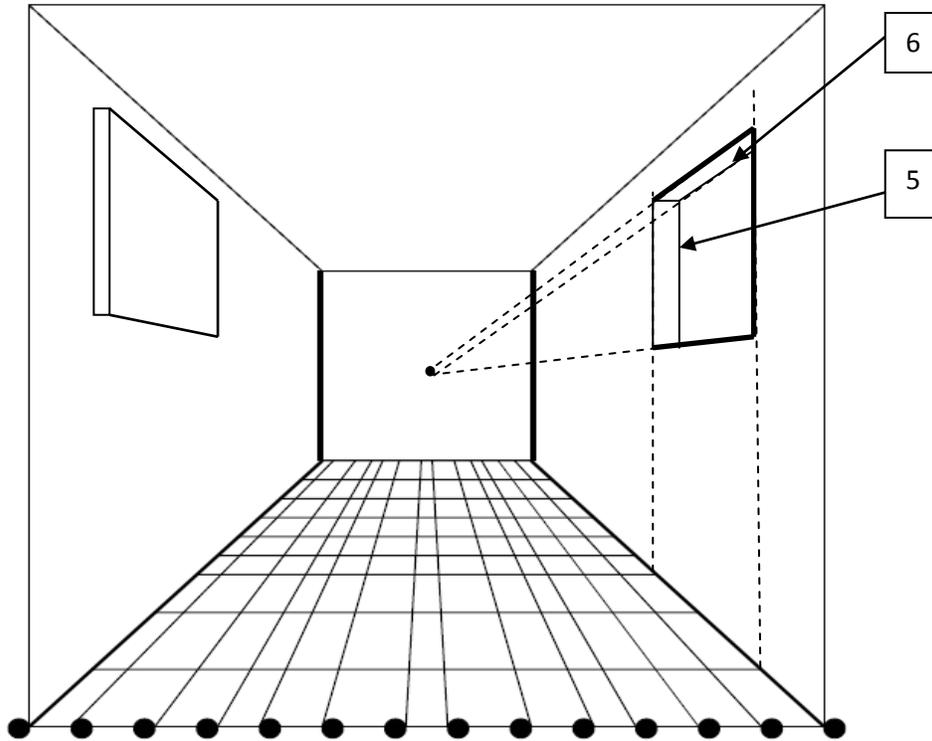
1. Start with a thin rectangle, about 3 inches tall, that lines up with the back of the first tile on the floor. Keep it above the horizon line.
2. Draw a vertical, light guide line from the back of the fourth tile on the floor. This makes the painting 3 tiles wide.
3. Draw the oblique lines to finish off the painting. Firm in the lines that create the painting.
4. Put something on the painting.



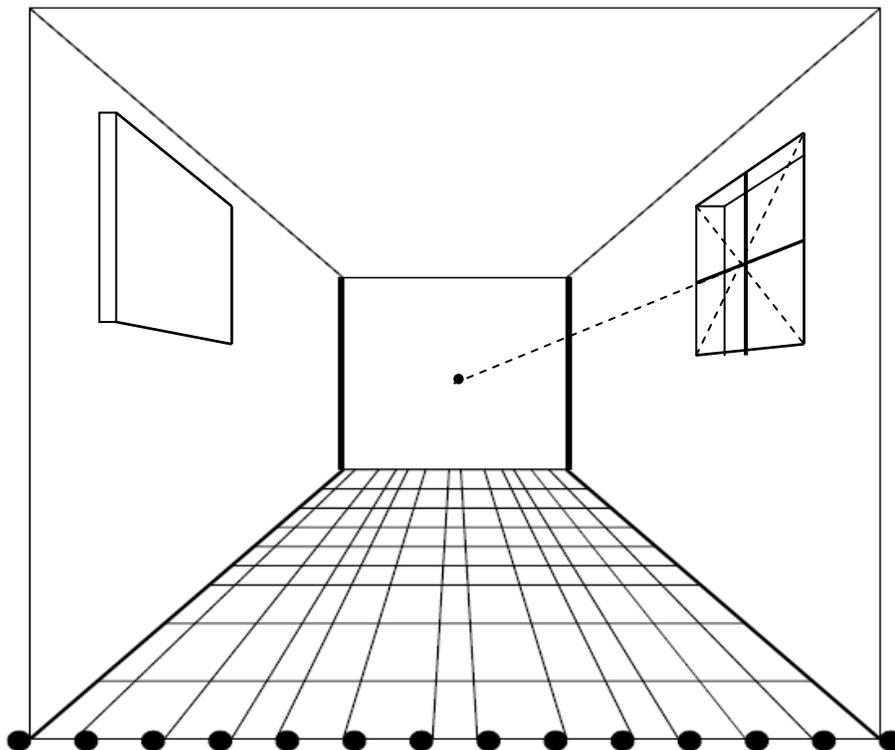
Window – drawing a window.

1. Draw vertical guide lines from the back of the first tile and the back of the fourth tile. This makes the window three tiles long.
2. Draw a line for the beginning of the window, three inches long. Make the line above the horizon line.
3. Draw the oblique lines lightly.
4. Firm in the lines that make the window.

- The window sill will be seen at the back and on the top. Draw a horizontal line, then a vertical to make the partial window sill rectangle.
- Draw the oblique line at the top to complete the window casing.

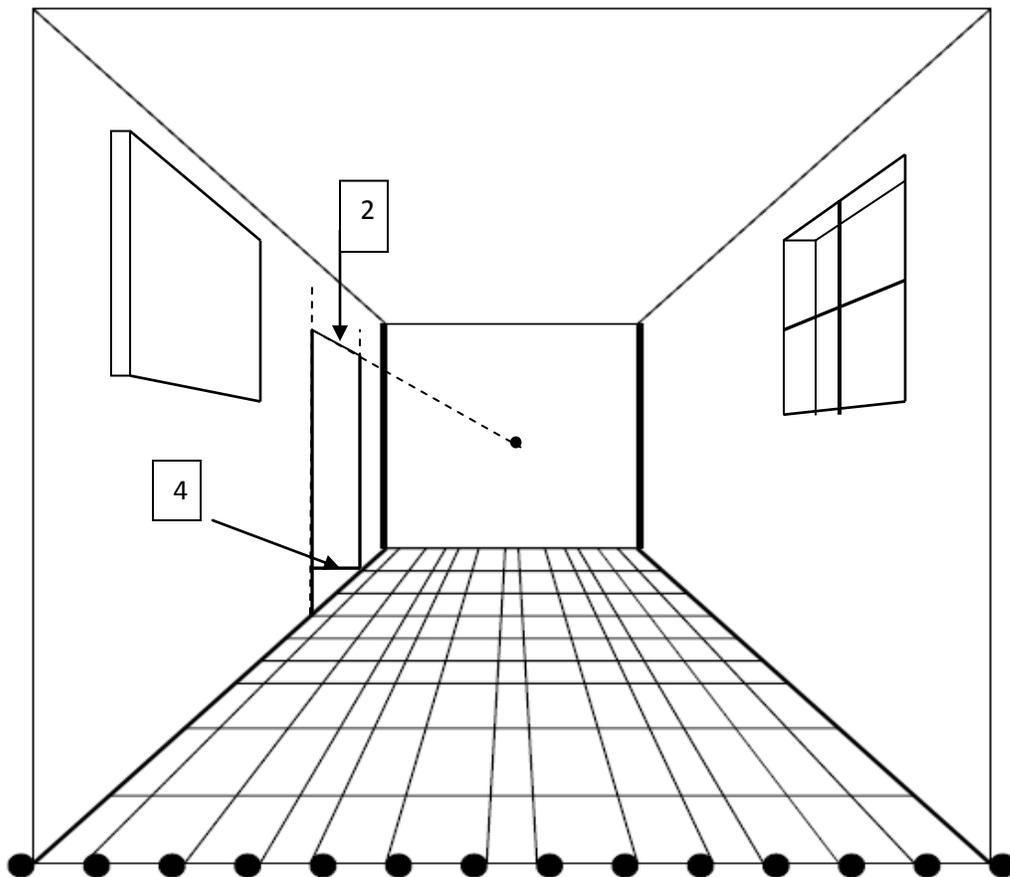


- X the front plane of the window to find the midpoint and put in the cross bars of the window.



Hallway – drawing the hallway

1. Draw vertical guide lines from tiles at the back of the room. I have chosen tile five and seven.
2. Decide how long you want your lines for the hallway and draw an oblique line for the top.
3. Firm in the lines for the hallway.
4. Draw a horizontal line for the floor. This line starts at the edge of the hallway.



Couch – drawing a couch.

1. In most one point perspective drawings, one starts with a rectangle or square. In this case, start with an L shaped box.
2. Draw vertical guide lines from the back of the first tile and the fifth tile. This will make the couch 4 tiles long.

3. The couch will be under the painting. I usually measure using tiles but my computer drawing is not very good so I made the box L using a rectangle and a square. You can do this also if you chose.
4. Draw oblique guide lines from the vertices

