



Art Through the Year

with Sharon Jeffus

Lesson 10: Cityscapes & Linear Perspective

Filippo Brunelleschi was one of the most important architects and engineers of the Italian Renaissance. He is most famous for his development of linear perspective and for winning the competition for creating the dome of the Florence Cathedral. Another hero in the field of architecture is Louis Sullivan, the father of the skyscraper. In this lesson, we are going to look at cityscapes by master artists and learn to draw in perspective. In the first project, we'll try looking down into a city and draw one-point perspective. We'll continue one-point perspective and draw a bridge at night. Then we'll move to two-point perspective in the third project and draw an old castle.

Masterpieces Referenced:



Brighton: The Front and the Chain Pier Seen in the Distance, by Frederick William Woledge, c1840-1895
https://elusiveglen.files.wordpress.com/2014/11/img_0291.jpg



The Boulevard Montmartre on a Winter Morning, by Pissarro, 1897
<http://www.metmuseum.org/collection/the-collection-online/search/437310>



Blick von der Taubenstrasse auf die Friedrichstrasse in Berlin, by Wilhelm Georg Ritter, 1896
https://commons.wikimedia.org/wiki/File:Wilhelm_Georg_Ritter_Blick_von_der_Taubenstra%C3%9Fe_auf_die_Friedrichstra%C3%9Fe_in_Berlin_1896.jpg



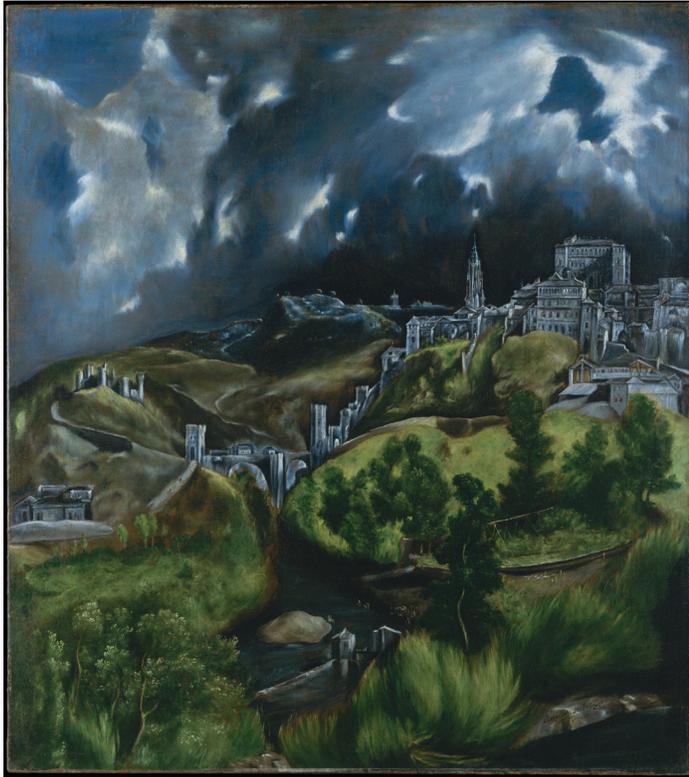
Drizzly Morning in Chicago, by Samuel Chamberlain, 1929

“Perspective is to painting what the bridle is to the horse, the rudder to a ship.”

— Leonardo da Vinci



Masterpieces Referenced:



View of Toledo, by El Greco, c1598-99
<http://www.metmuseum.org/collection/the-collection-online/search/436575>



View of Delft, by Vermeer, c1660-1661
https://en.wikipedia.org/wiki/View_of_Delft#/media/File:Vermeer-view-of-delft.jpg



Seattle Times Building, Two-point architectural drawing
https://commons.wikimedia.org/wiki/File:Seattle_Times_building_arch_sketch.jpg



Prudential Building,
by Louis Sullivan, 1894
https://en.wikipedia.org/wiki/Louis_Sullivan#/media/File:Prudential_buffalo_louis_sullivan.jpg



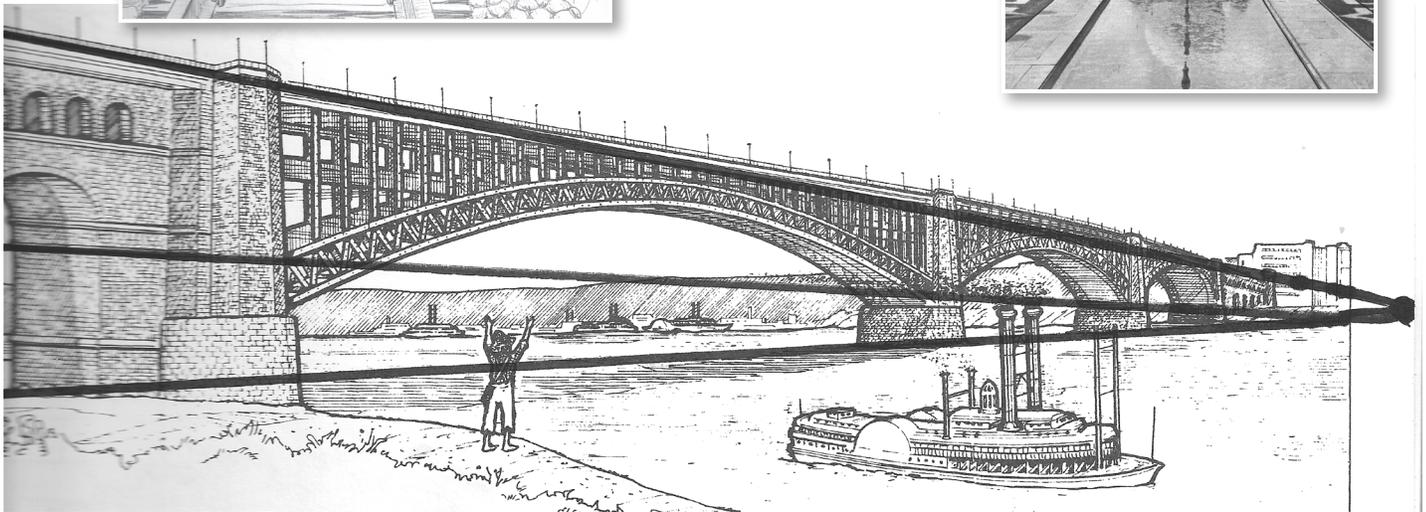
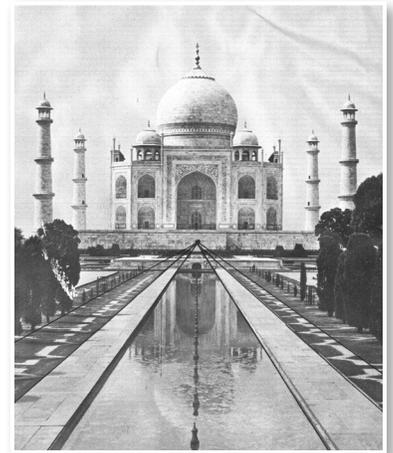
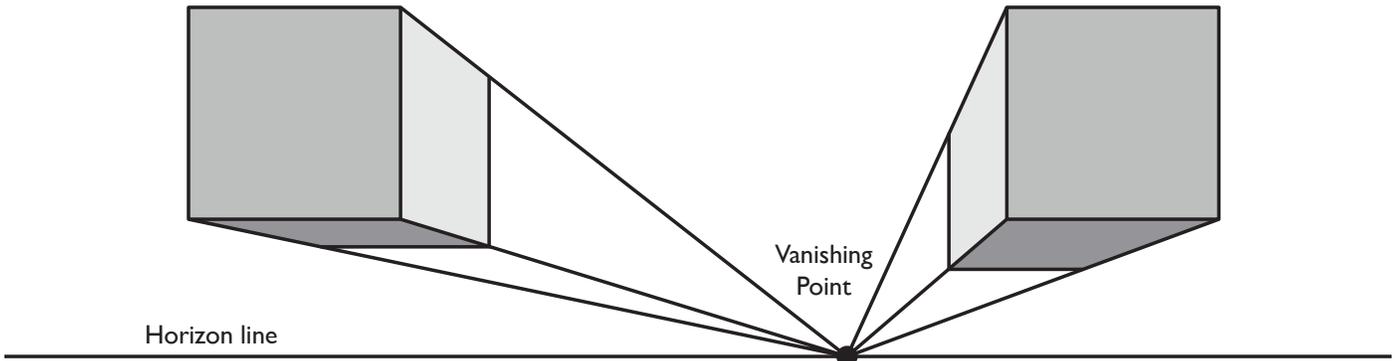
The Last Supper, by Leonardo da Vinci,
c1494-1499
https://en.wikipedia.org/wiki/The_Last_Supper_%28Leonardo_da_Vinci%29#/media/File:%C3%9Altima_Cena_-_Da_Vinci_5.jpg

“An architect, to be a true exponent of his time, must possess first, last and always the sympathy, the intuition of a poet... this is the one real, vital principle that survives through all places and all times.”

— Louis Sullivan, *Father of the Skyscraper*



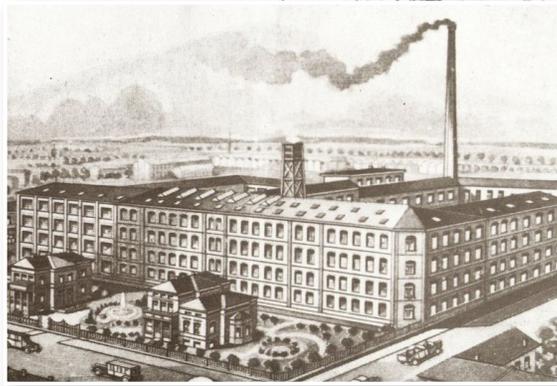
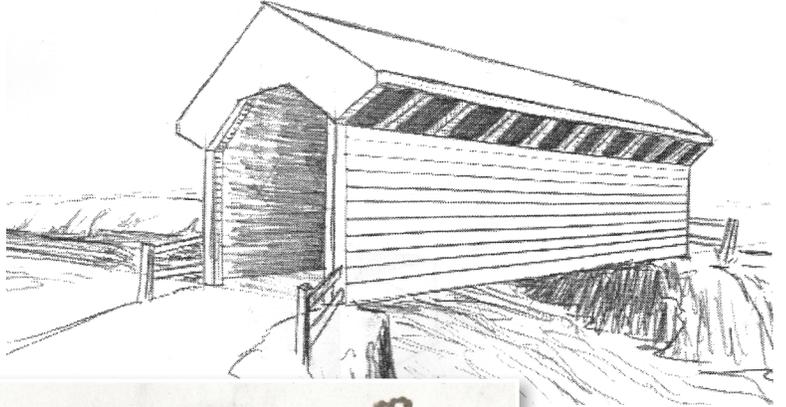
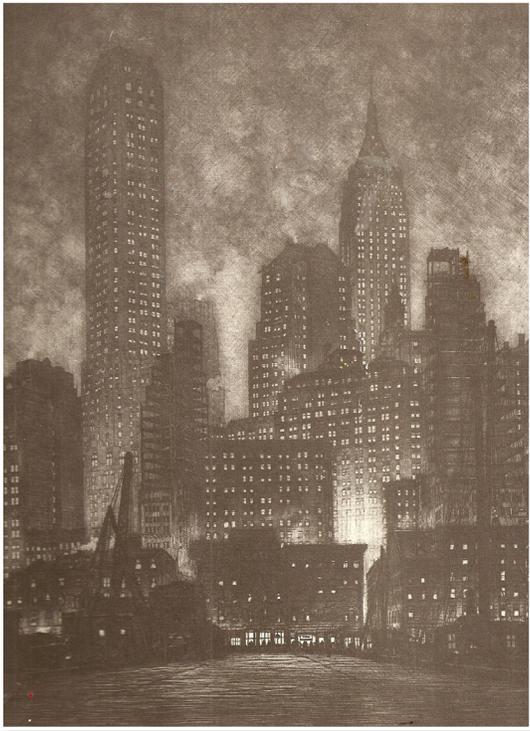
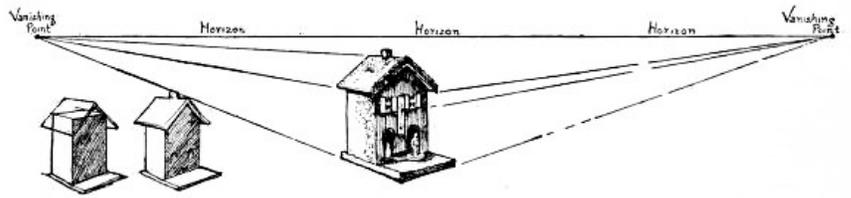
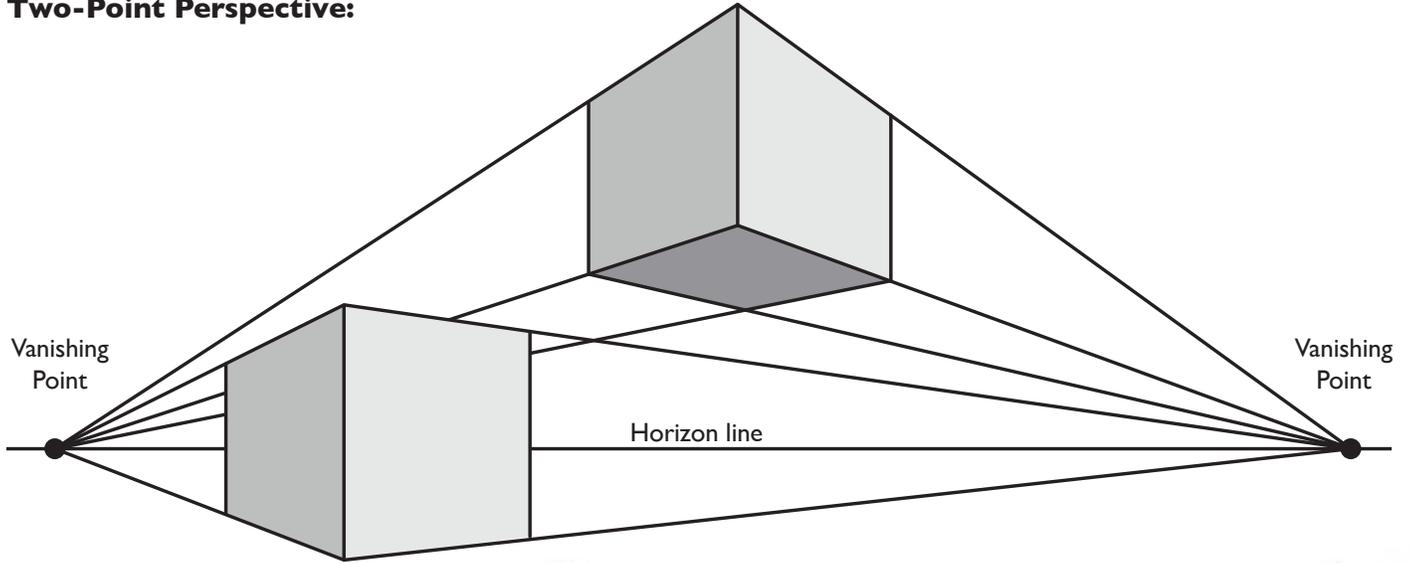
One-Point Perspective:



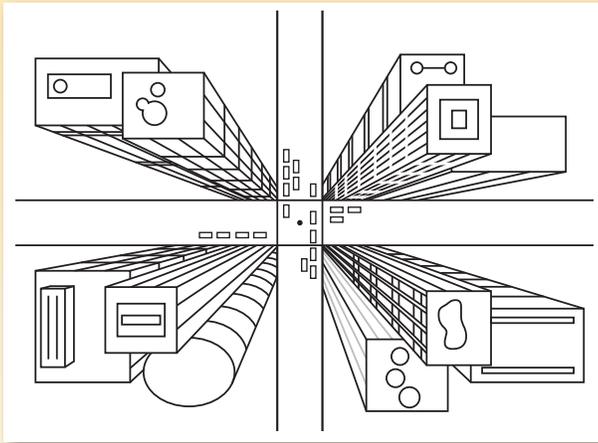
“All verticals stay vertical, all horizontals stay horizontal, all other lines meet at a vanishing point.”



Two-Point Perspective:



“All verticals stay vertical, and all other lines meet at the vanishing points.”



Project 1: One-Point Perspective Down In The City

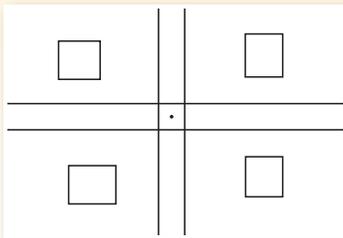
Using one-point perspective, create a fun cityscape looking straight down into the city. Imagine you were on top of a tall skyscraper looking down. How would it look?

Materials List:

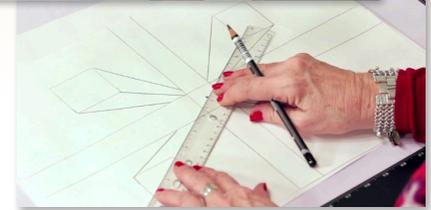
- Paper
- Ruler
- Pencil
- Eraser



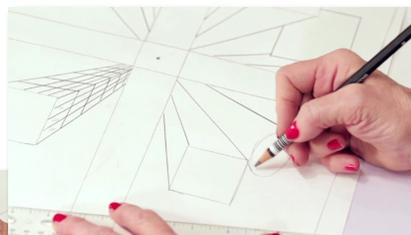
Let's get started...



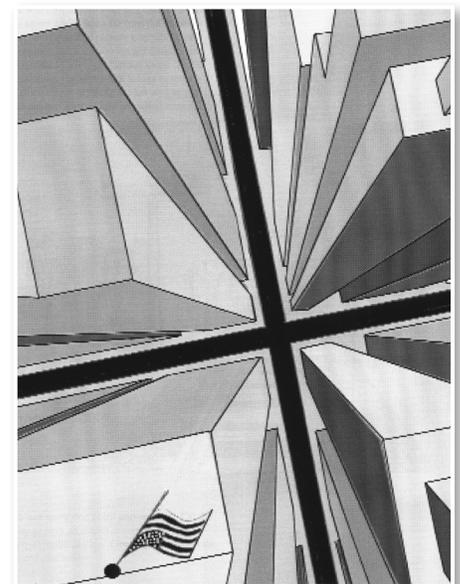
1. Using a ruler and pencil, draw vertical lines and horizontal lines about an inch part for the city streets. Place a dot in the center for a vanishing point.
2. Draw 4 squares in each corner with a ruler, leaving space around each. These will be the building tops.



3. Align your ruler from each corner of the squares to the vanishing point in the middle of the page and draw a pencil line from the corner towards the vanishing point remembering to stop at the street.
4. Draw in windows on the buildings, making sure to always bring your lines back to the vanishing point.
5. Draw more buildings around the existing buildings making them overlap. Make the horizontal and vertical lines first for the building tops and then draw the lines for the building sides to the vanishing point.
6. Have fun adding details to the tops of the buildings and various types of windows to the sides. You could even make some of the buildings round.
7. Add cars to the streets below, but these will not be in perspective. They will be flat from above like the street.



City Variation:



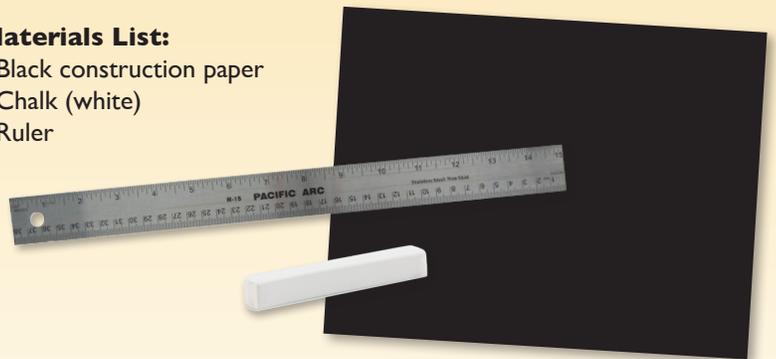


Project 2: One-Point Perspective Bridge at Night

Using simple one-point perspective, create a tranquil archway bridge at night with black construction paper and chalk, or substitute chalk with white colored pencil or white crayon.

Materials List:

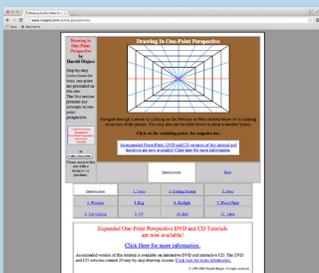
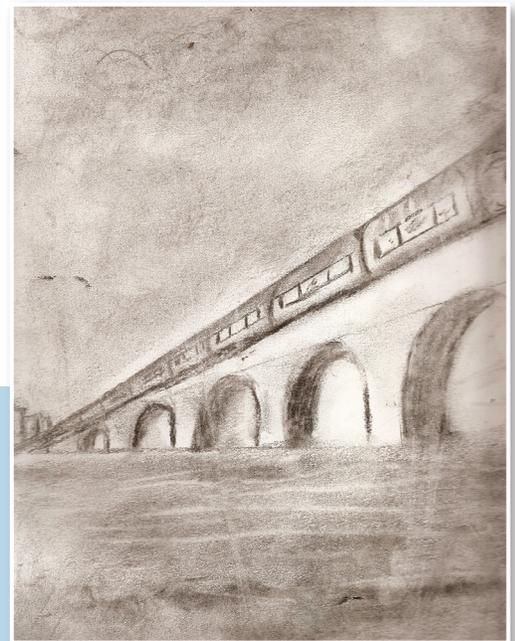
- Black construction paper
- Chalk (white)
- Ruler



Let's get started...

1. With a ruler and chalk, draw a horizon line about 1/3 way of the way up from the bottom of the paper. Add a dot for the vanishing point on the far right side of the horizon line.
2. Move the left side of your ruler up, keeping the right side on the vanishing point and draw a second line for the top of the bridge.
3. Draw arches on the bridge making them progressively larger as you move away from the vanishing point.
4. Add guides for the stones by drawing lines from left to right to the vanishing point. Then add rounded vertical lines to finish the shapes of the stones. Shade the undersides of the archways to create depth.
5. Add stars, a comet, and moon to the night sky. Make sure to create shading on the moon to make it 3D.
6. To finish your picture, add a reflection of the bridge on the water and wavy lines to represent water. Maybe even add a person in a boat.

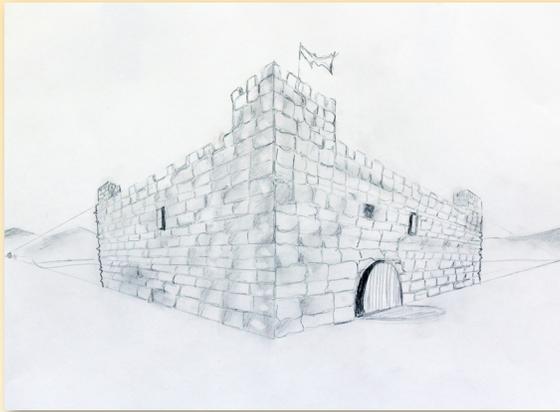
Bridge Variations:



BONUS:

You can practice looking at and drawing other styles of buildings. A good interactive website that will help you understand one-point perspective is:

<http://www.olejarz.com/arted/perspective/>



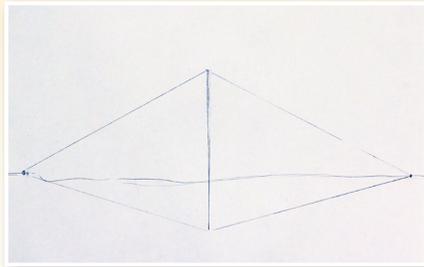
Project 3: Two-Point Perspective Drawing a Castle

Create a medieval castle using two-point perspective. It will look like you are standing at the corner of the castle once your drawing is complete. We will start by drawing the basic structure of the castle, then add the details and shading.

- Paper
- Ruler
- Pencil
- Eraser



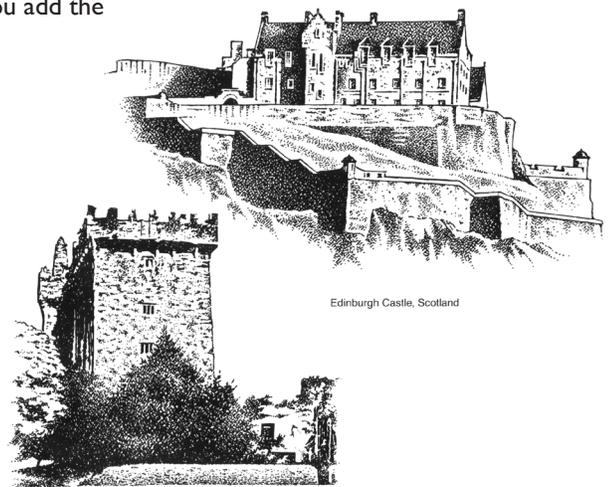
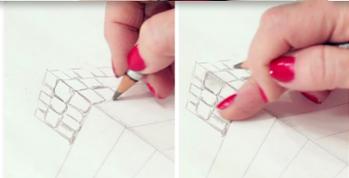
Let's get started...



1. Using a ruler and pencil, draw a horizon line 1/3 way up from the bottom of the paper. Add two dots on the horizon line, one on the right and one on the left side.
2. Draw a vertical line at the center of your paper for the corner of the castle. Then draw 2 more vertical lines for the outer edges of the castle.

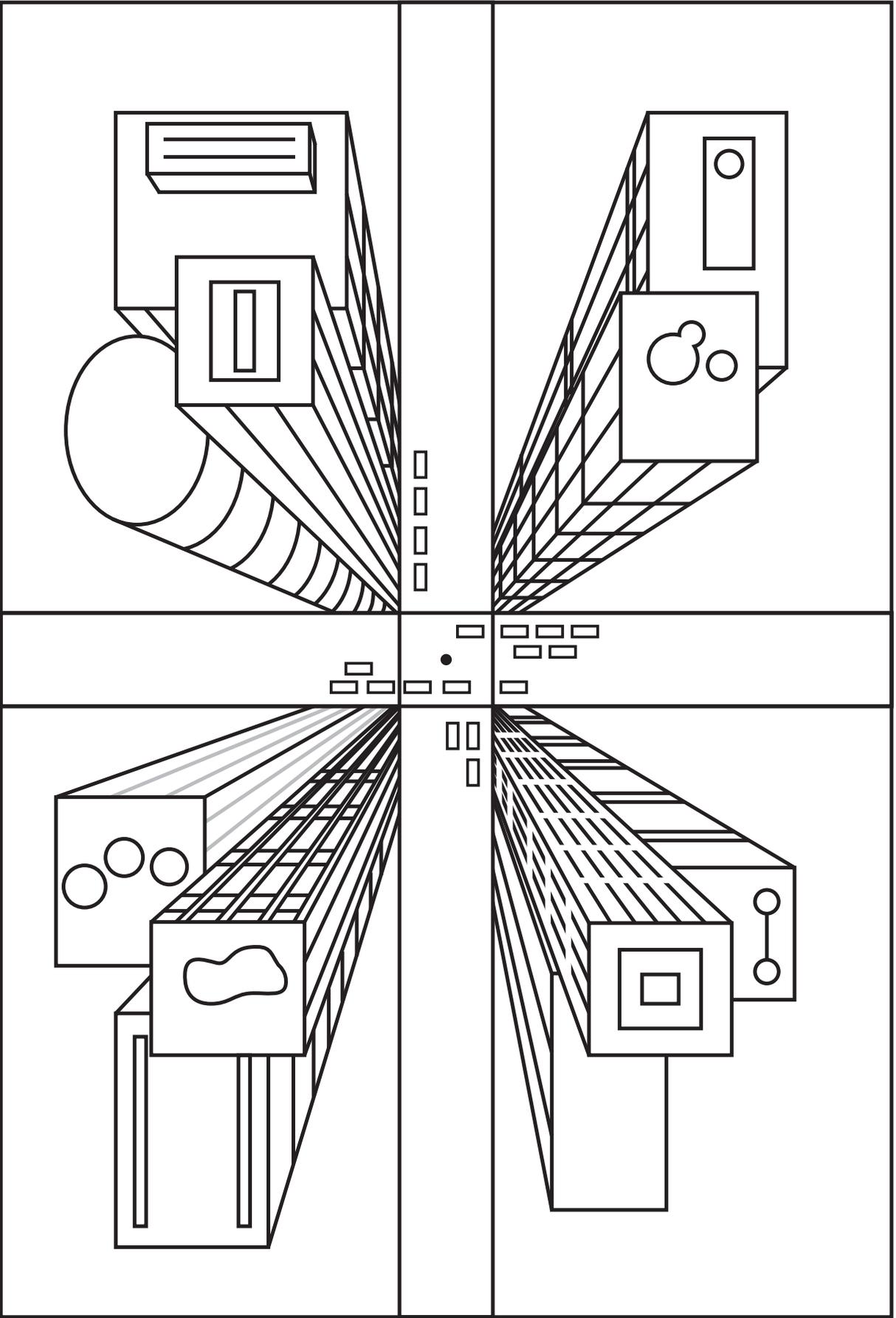


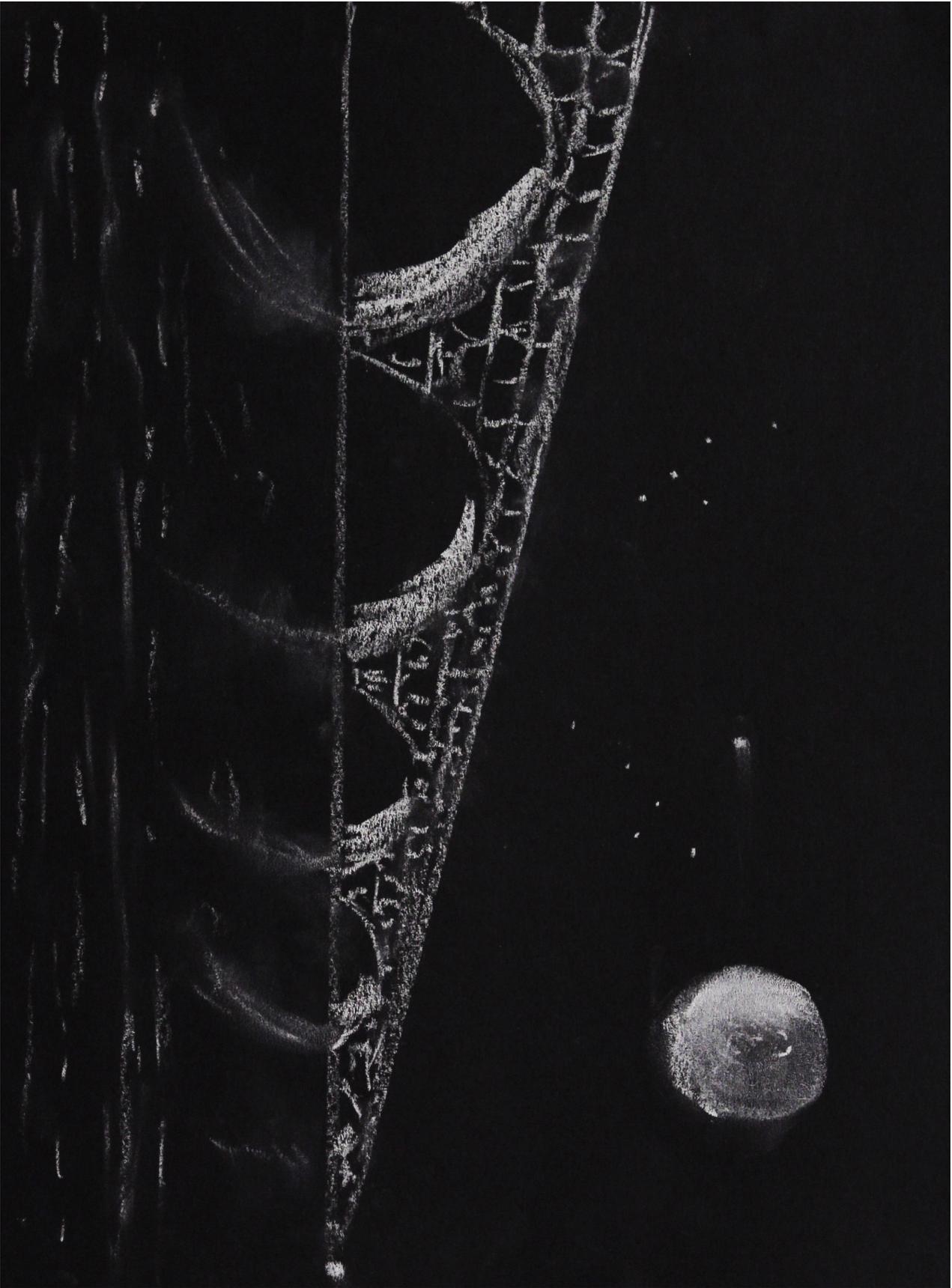
3. Draw an archway for the door on the right side wall. For an optional moat, draw an oblique or flattened circle for a drawbridge at the base of the door.
4. Lightly draw lines with the ruler down the sides of the castle walls back to the two vanishing points. These will be your guides for the castle stones. Draw the lines closer together if you want smaller stones or further apart for larger stones.
5. Once your guidelines are finished, start adding vertical lines and create your stones. Add shading to the stones with a pencil and smudge with your fingers to give the stones a soft, worn look. Make sure to keep in mind the direction of the light source and keep it consistent. Add shading and depth to your castle door.
6. Add details to your castle like towers, crenellations, flags, and windows. Remember, as you add elements, the verticals stay vertical and all other lines go back to the vanishing points. Use your eraser if needed to remove any guidelines as you add the finishing details to your castle. For even more creative fun, use colored pencils to bring life to your old castle.



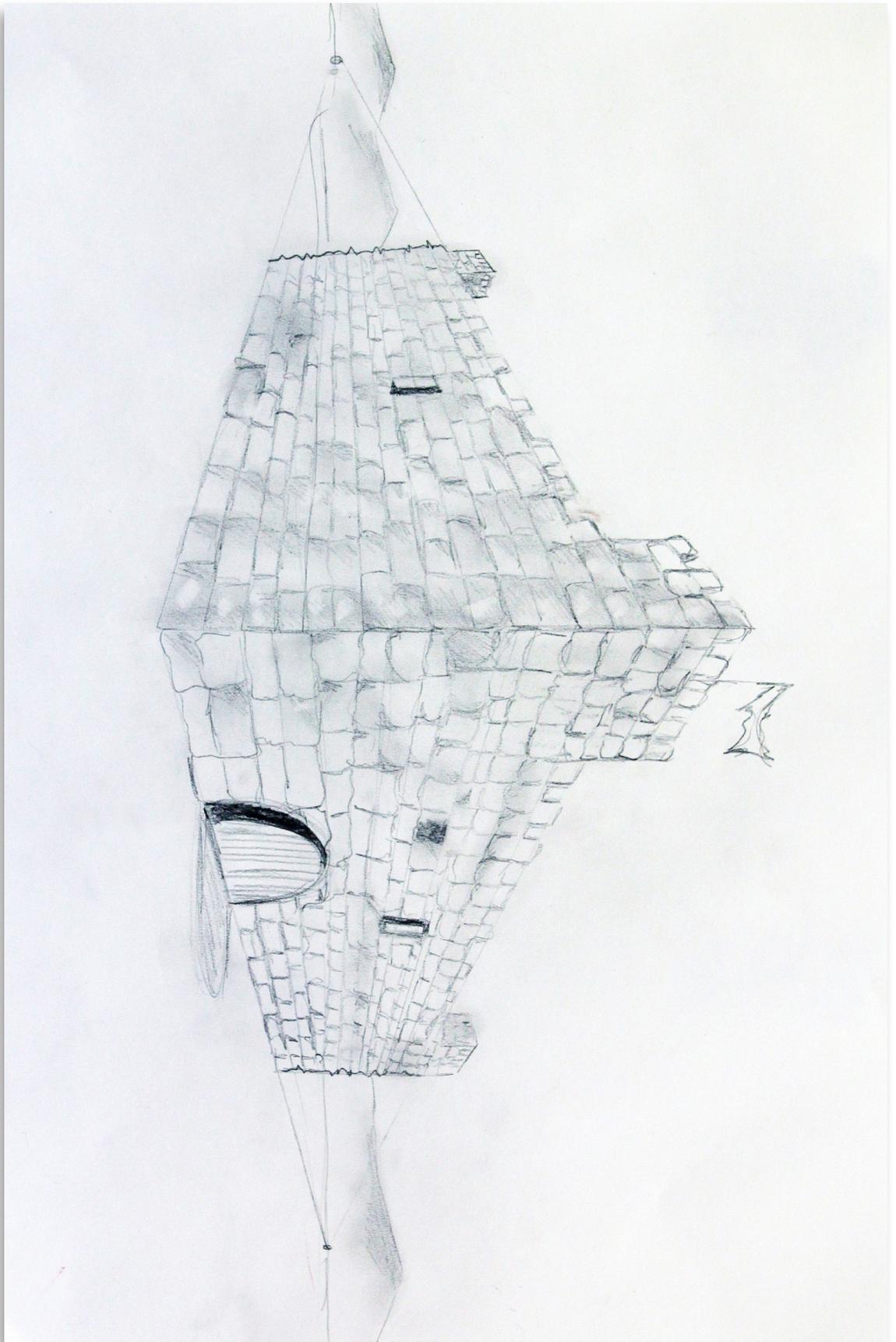
Edinburgh Castle, Scotland

Blarney Castle, Ireland



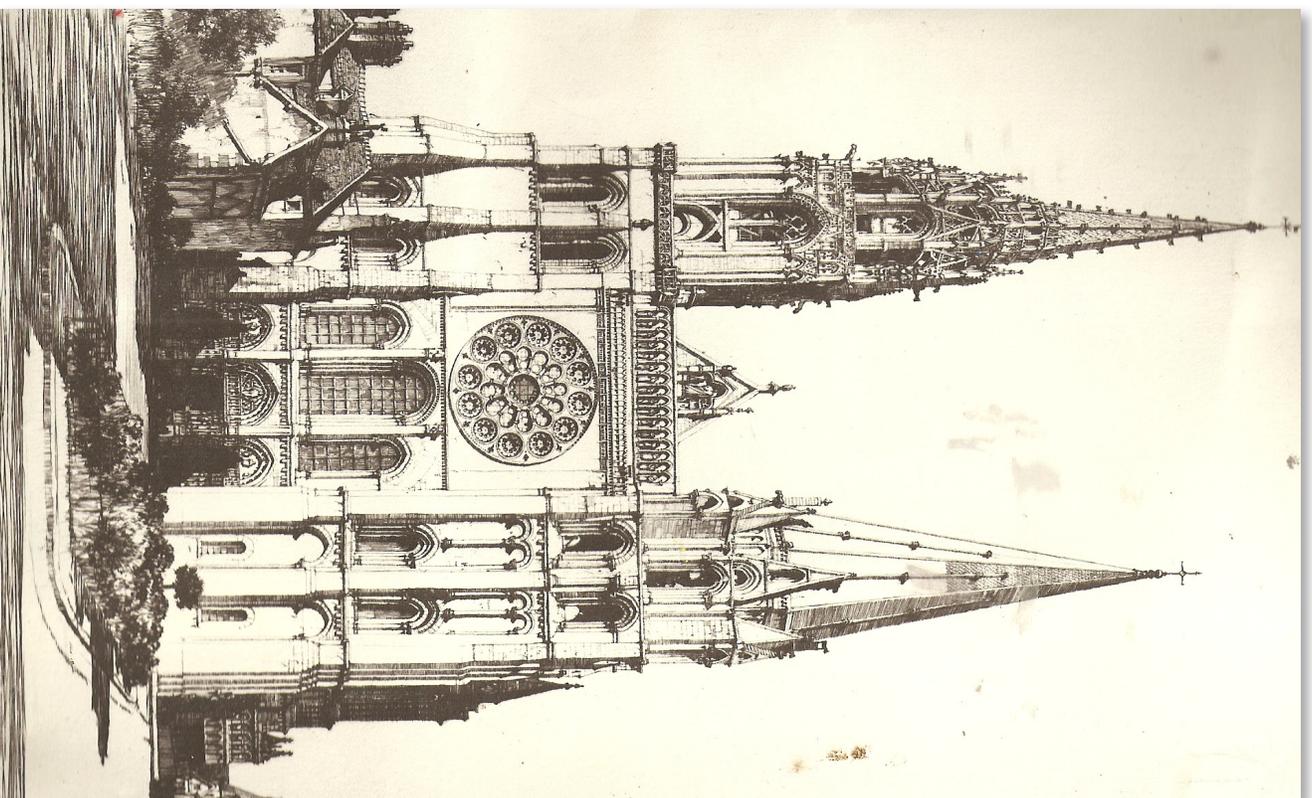
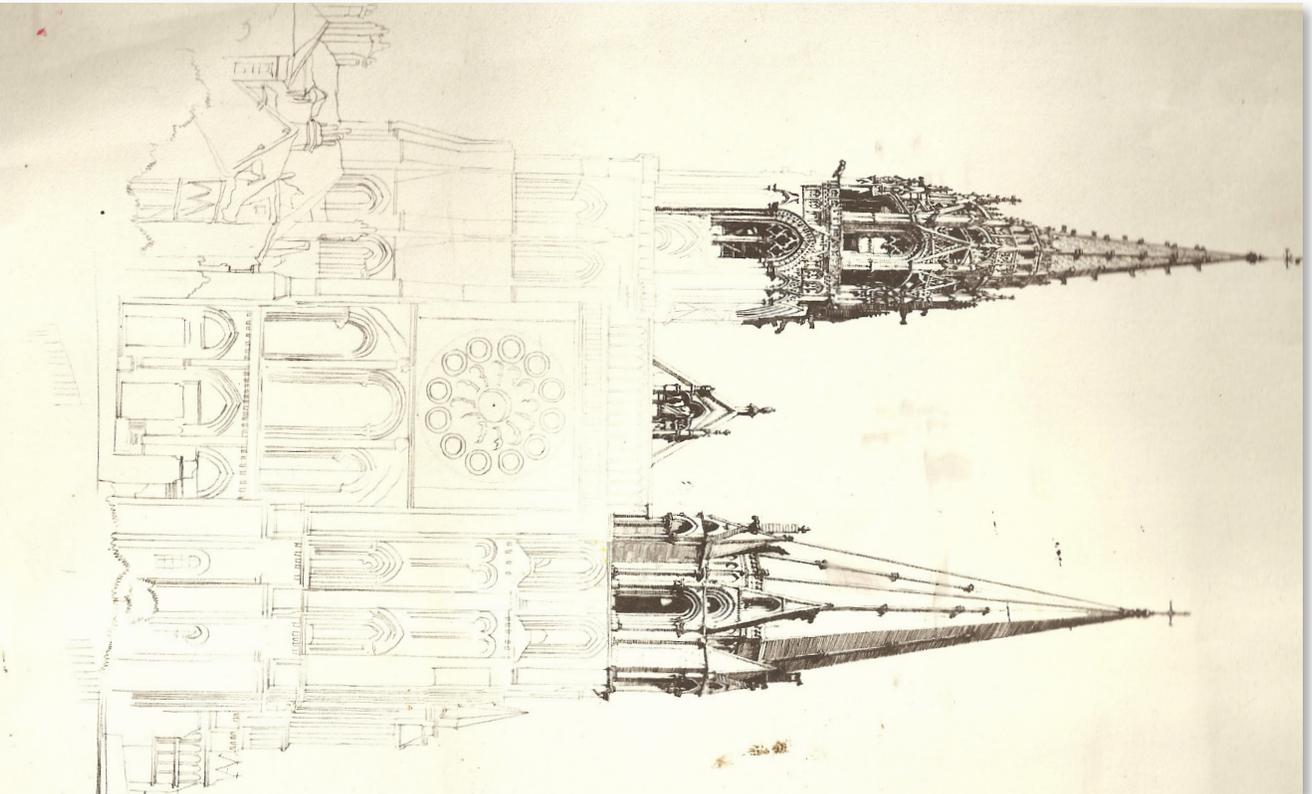


Project 2: Final Artwork



Project 3: Final Artwork

Bonus Lesson: Print out and finish drawing in the details to cathedral on the left.



Chartres Cathedral, by Samuel Chamberlain