

# One Point Perspective: Drawing A Perfect Cube

## Step One

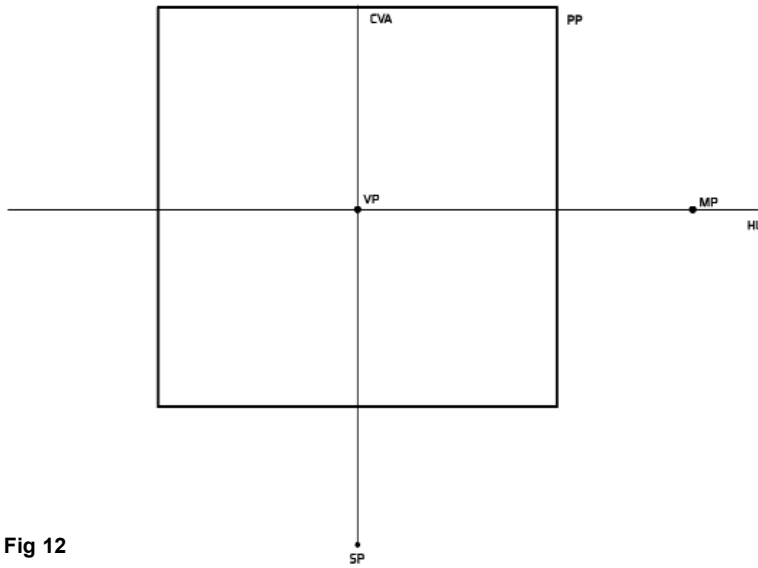


Fig 12

## Step Two

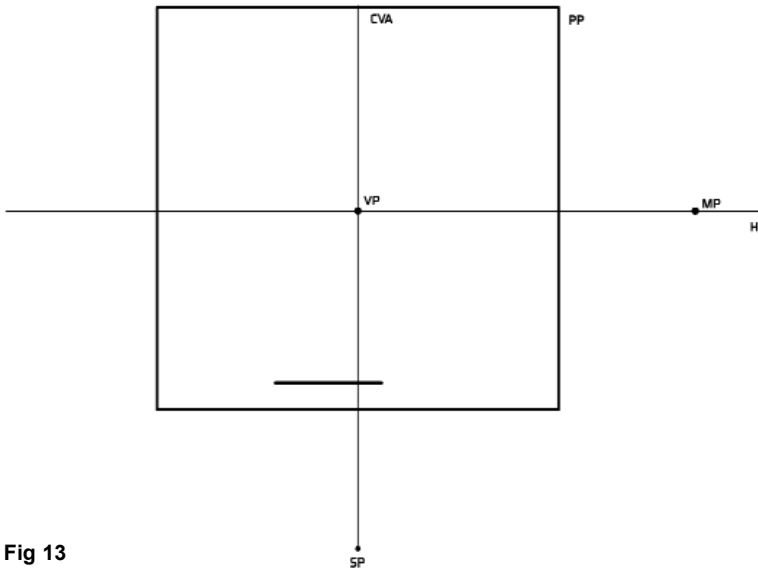


Fig 13

## Step Three

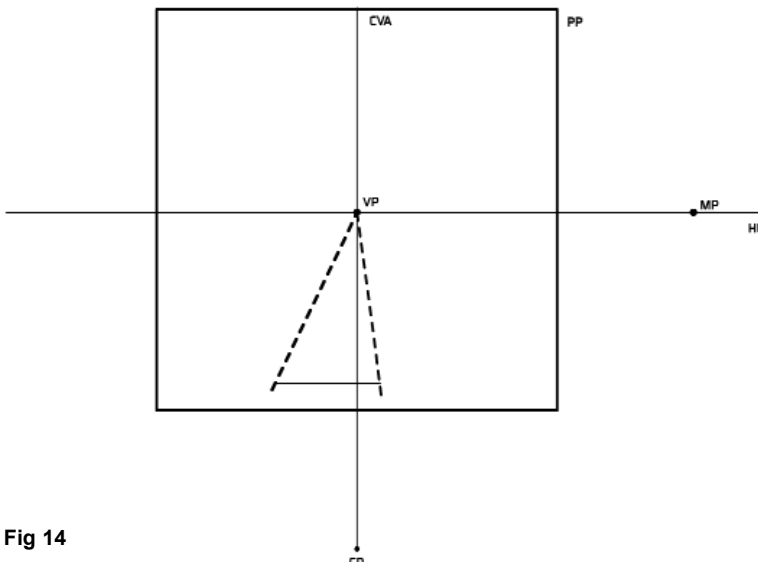


Fig 14

## Figure 12

We are about to embark on constructing a true cube in 1PP space. Why a cube? Well, the important thing to remember here is “everything fits in a box.” No matter what you see, if you can imagine it in a box you can draw the object(s) in space in any angle. But, we’ll expand on that later.

For now, start with the basics. The HL comes first, followed by the SP. The rest follows, I have found the MP already, using the method we discussed in the “Basics Handout”. Note that our single vanishing point is centered in the Picture Plane.

## Figure 13

Just as a journey of a thousand miles begins with a first step, we have to put in a first line. This line will end up being the front edge of our square which we will use to construct the cube. Note that it is parallel to the HL. 1PP signifies that one plane of whatever object we are looking at is parallel to us. If it is even slightly at an angle to our view, it will need to be drawn in what is called; Two Point Perspective. But hold on for a while, we will get to that later as well. For now we 1PP cubes to construct.

## Figure 14

Next, Draw in some convergence lines radiating from the VP to the edges of our first line as shown. These and any lines which you will end up erasing will be called construction lines as their only purpose is to assist in the construction of your actual drawing. When utilizing lines such as these, draw them lightly so they are easier to discard and do not confuse you later.

### Step Four

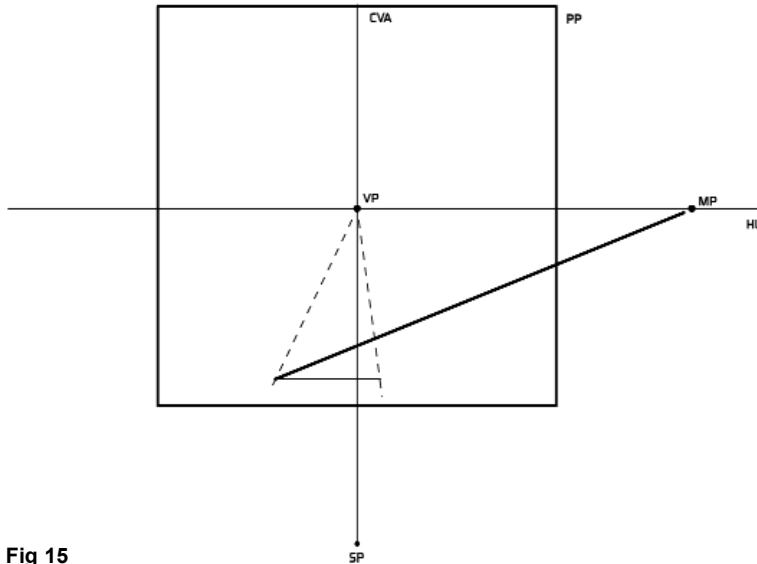


Fig 15

### Step Five

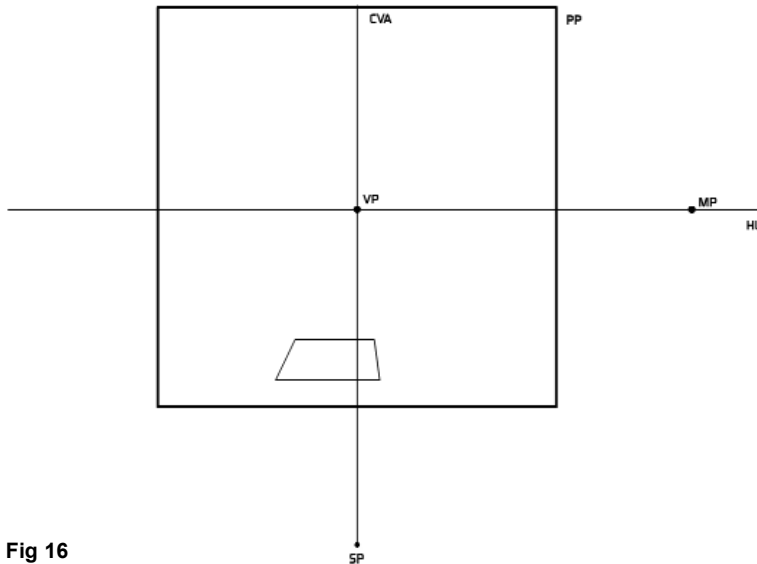


Fig 16

### Step Six

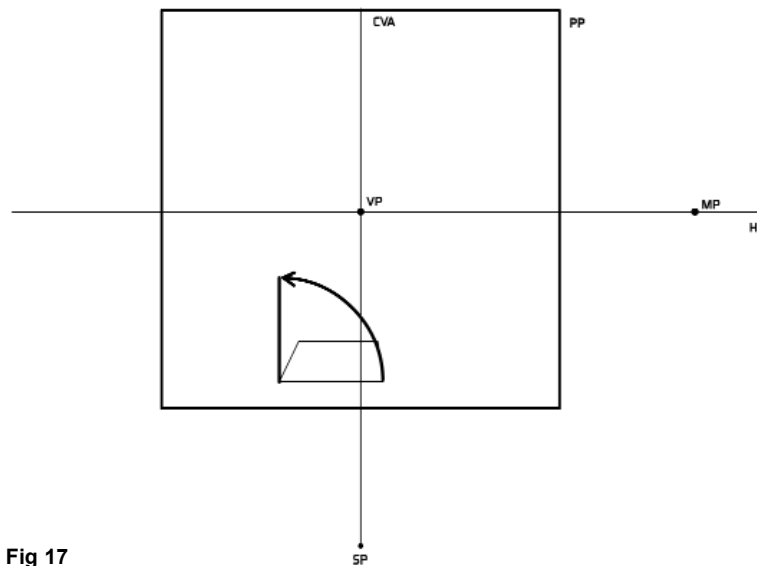


Fig 17

### Figure 15

Using the Median Point as shown, draw a line down to the intersection of the first line drawn and the convergence line. If you are unclear where the MP came from refer to the Perspective Basics Vocabulary handout. I have found the MP to the right of the CVA but either side, left or right, will give you the same angle if measured properly. As you may remember, the point at which the Median Line crosses the other convergence line is the back corner of the square.

### Figure 16

Draw in the back edge and **Whappo!** you have constructed a perfect square in space. Keep in mind that all lines other than your convergence lines will be either parallel to the HL or the CVA.

Okay, good, you have a square...what are you going to do with that...make another grid? Well, no. But I'm glad you asked. That square you have drawn and the many others like it will serve many purposes. One will be to draw the Ellipse or the Circle in Space...

### Figure 17

...But (heh) we are getting ahead of ourselves. For now just know that the great thing about squares and cubes is all of the edges and sides are equal length. If you know how long the edge of the square is, you can simply take that measurement and turn it vertically as shown. You now have the height of your cube.

### Step Seven

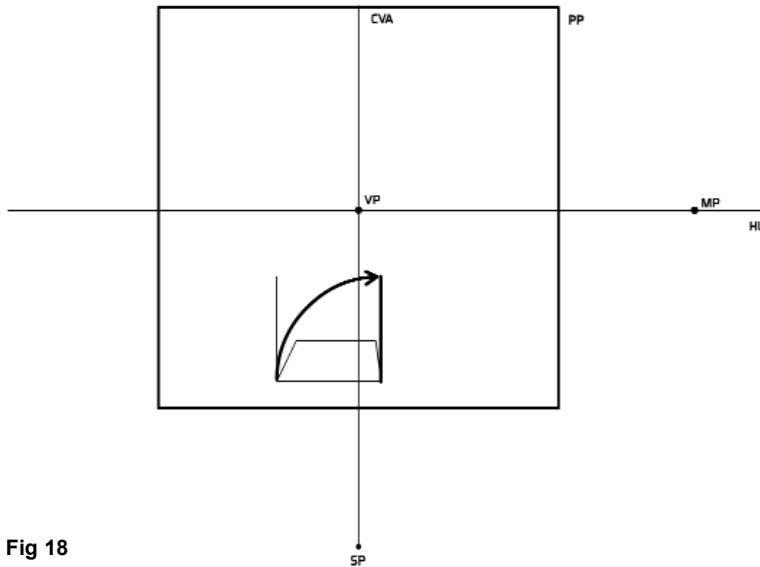


Fig 18

### Step Eight

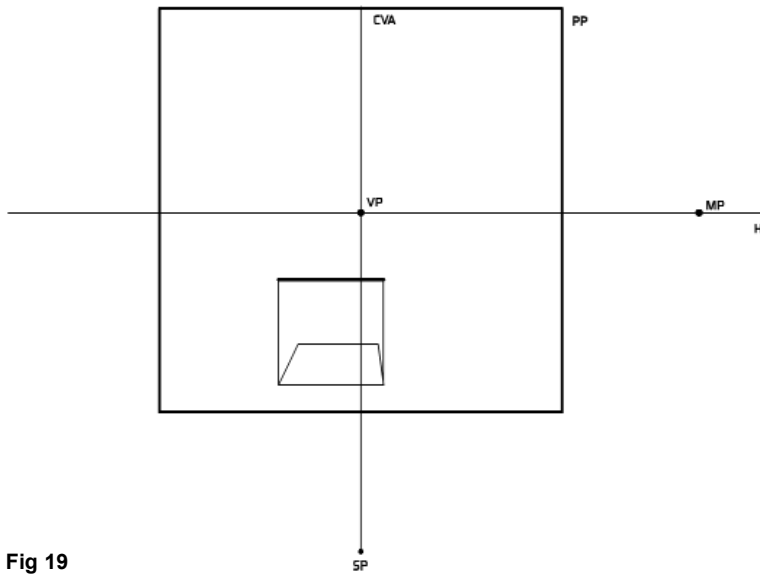


Fig 19

### Step Nine

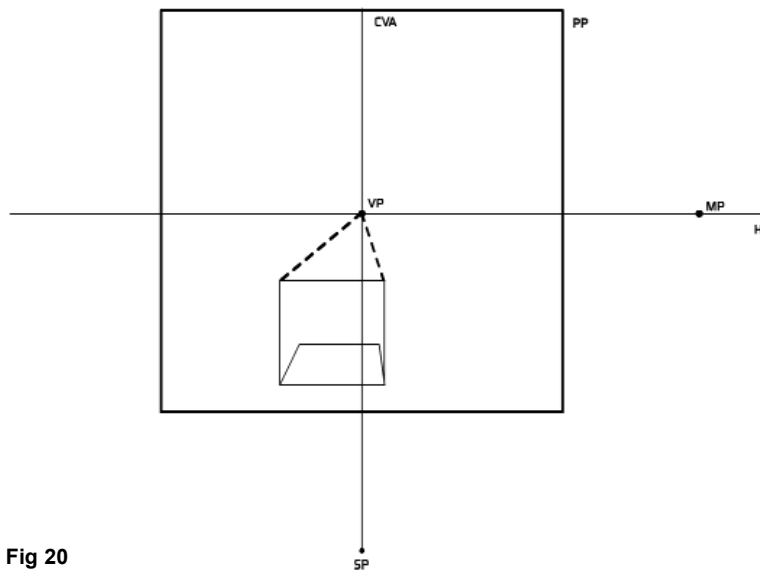


Fig 20

### Figure 18

Do the same with the right side, just be sure to keep all of your verticle lines parallel to the CVA, otherwise the cubes you draw will appear distorted.

### Figure 19

Connect the two verticle lines with a horizontal line. We now have the front plane of the cube. For accuracy you can measure the bottom edge again. You will start to see where we are going now, but stay with me until we finish the cube.

### Figure 20

Draw two more convergence lines to help construct the cube's top plane.

## Step Ten

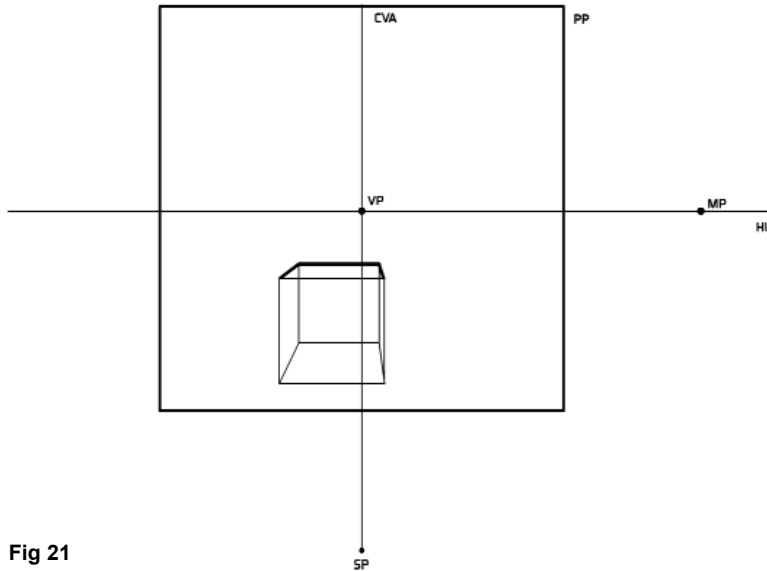
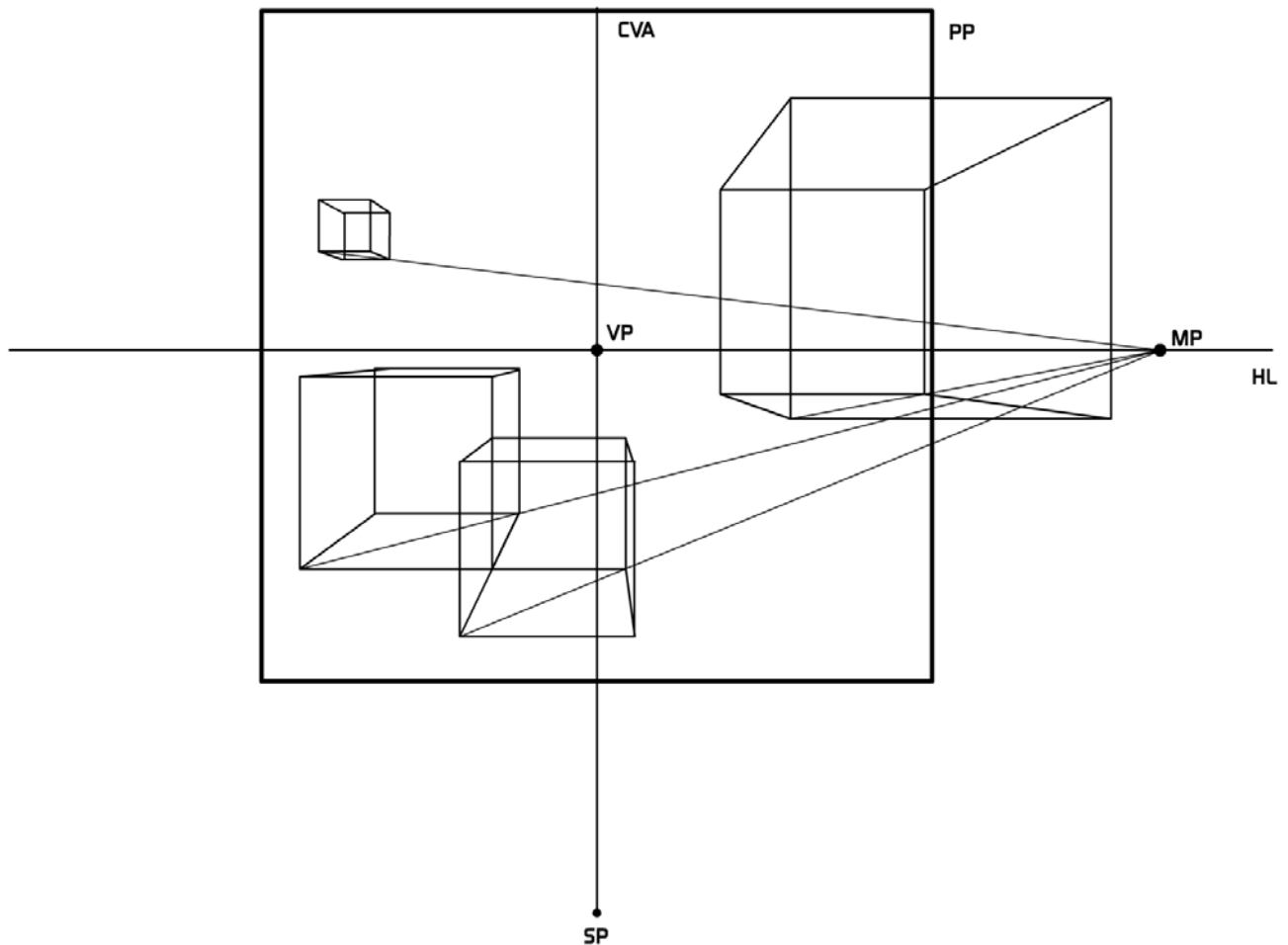


Fig 21

### Figure 21

Draw the back edge of the top plane and complete the cube by drawing in the farthest vertical plane or the back of the cube. Aaaaaand **Whappo!** you have yourself a perfect cube.

Refer back to your Measuring Point to ensure you have drawn the cube accurately.



Wow! Wasn't that easy? Don't you wish tax forms were like that? Now, I'm sure you'll want to draw One Point Perspective cubes for the rest of the day. Knock yourself out, try different sizes and placements but always check your cubes back to the MP. Notice that the big cube on the right looks very weird. Why is that happening and how can you avoid it? Refer to the Perspective Basics Vocabulary handout if need be.