**Week 7 Mr Morris Graphics.**

**Year 8**

Over the next few weeks we are going to look at recalling your knowledge from previous weeks to ensure you haven’t forgotten the basics.

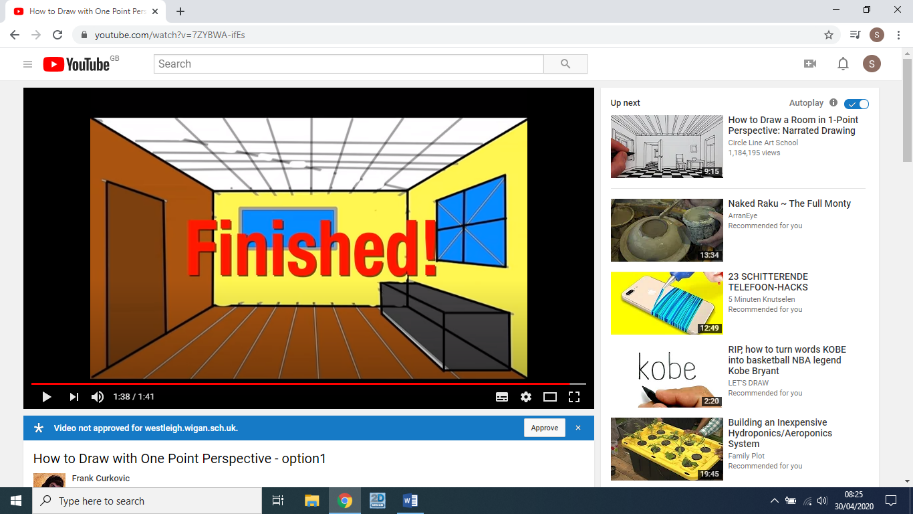
Your first task is below.

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| --- | --- |
| Perspective drawing is a good style to use when drawing in 3D. There are different styles including single point and two point perspective. The basic example below shows how to construct a simple single point perspective drawing of a cube. Using the same skills more complex drawings/designs can be drawn, after a little practice. | |
| http://www.technologystudent.com/images/persp1.gif | 1. Draw one side of the cube and select a vanishing point (marked with an 'X'). |
| http://www.technologystudent.com/images/persp2.gif | 2. Draw very faint lines from each corner to the vanishing point. |
| http://www.technologystudent.com/images/persp3.gif | 3. Draw horizontal and vertical lines for the 'back of the cube. |
| http://www.technologystudent.com/images/persp4.gif | 4. Go over the faint perspective of the cube so that the lines that make up the cube are dark and sharp |

Once you have recapped this look at the you tube clip and see if you can produce the inside of the house. Don’t worry about colour a pencil drawing is fine.

**REMEMBER** – Don’t forget to use the parallel lines and all lines go to the VP.

<https://www.youtube.com/watch?v=7ZYBWA-ifEs>



If you’re up for the challenge try and add extra features.

Good Luck Mr M