

WELCOME BACK TO

Summer of Drawing



class no.2: PERSPECTIVE & MEASURING

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STEP 1 = VIEWFINDER

- Using the VIEWFINDER, decide what you are going to draw. If you haven't made some viewfinders yet, this is a priority. You can make them out of paper, cardboard, or 3x5 cards, or buy plastic viewfinders.
- If you are having trouble finding a potential drawing layout, ZOOM IN to your subject and look for interesting areas of contrast and balance.



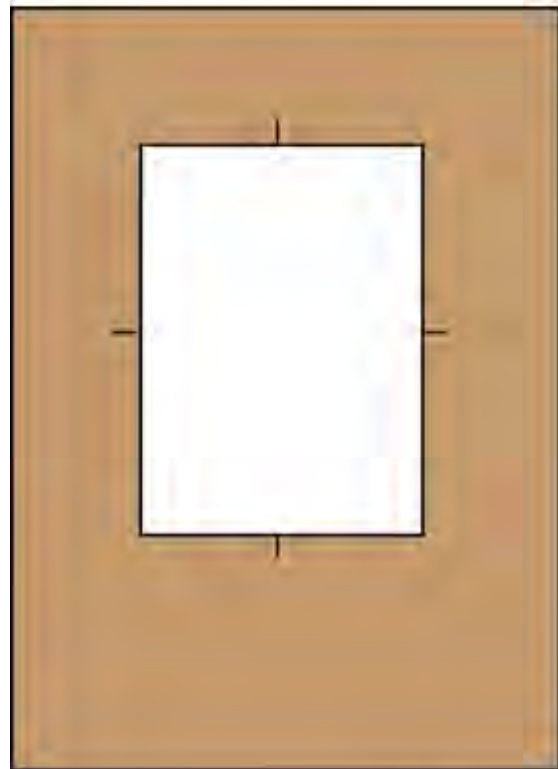


Original photo – London park

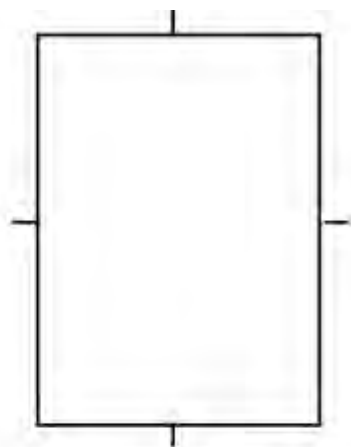


Zoom in for a more interesting design

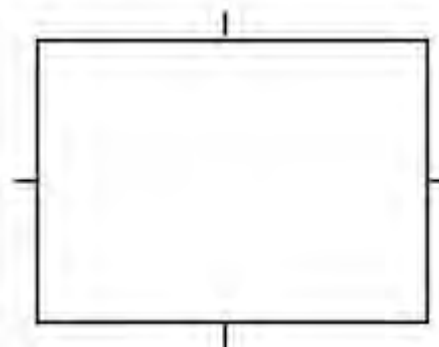
PRO TIP !

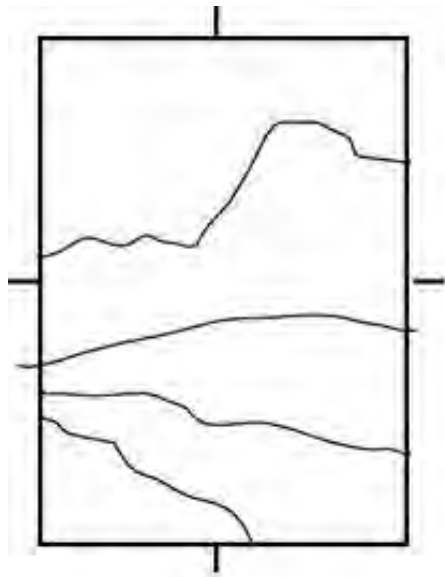


3 x 5 card

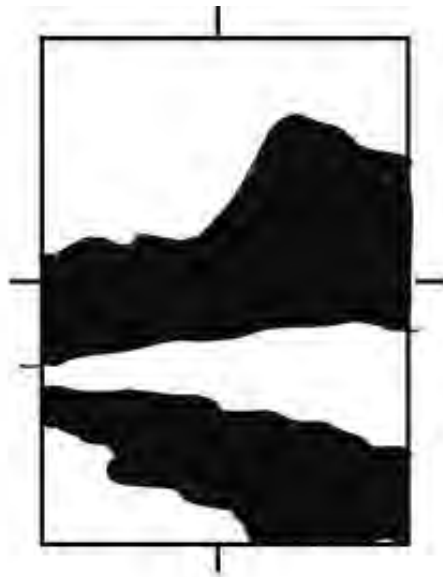


trace the rectangle on to your drawing paper





Get a few lines in the right place based on what you see in the viewfinder. Then you can put the viewfinder down and refer to the scene as you block in the areas of contrast.



After you get the large light and dark masses in place, you might decide that you should use 3 or 4 values overall, and you can break up the large shapes accordingly.



More than one solution – gives you a chance to think about the drawing and what you feel is most important about a scene.





Journey - Approaching the City
14x18"

quiet, surreal, still
activity has ceased
not abandoned
evening is coming on
two towers, minaret/minaret





*A Tom Mally sculpture
at the Field Gallery*

E.R. Whelan



Using photos:

- As you start your sketch, correct the perspective
- Refer to your notan or quick sketch you made using your viewfinder, so that you are not relying on a distorted image for your drawing.

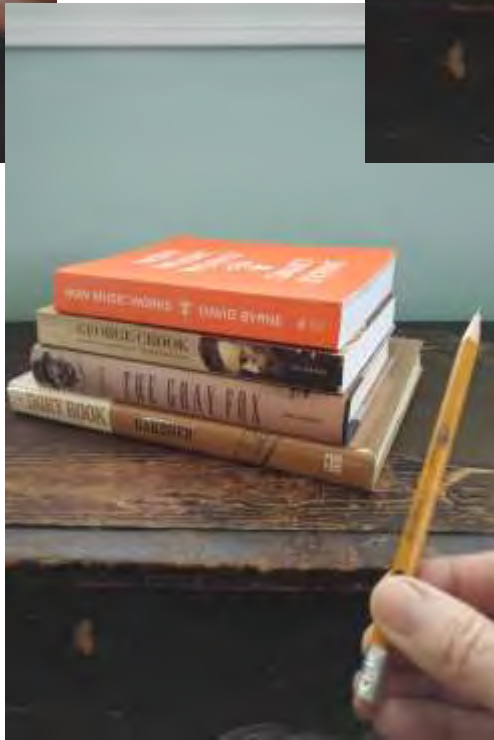
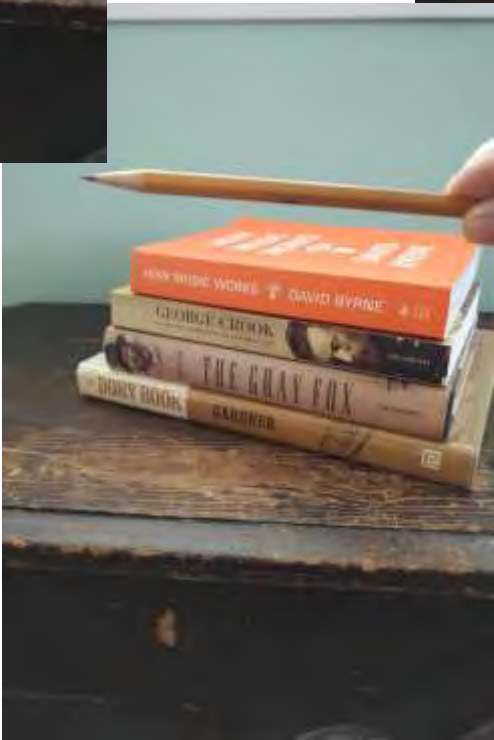


STEP 3:

Measuring and using angles:

Get it right from
the beginning.

Your pencil (or brush)
is the tool for the job.









Do a quick sketch looking carefully at the angles – do your best, then check those angles. With practice, you will be more accurate in your initial sketches but it's always good to check early on in your drawing.





And practice editing out objects that you don't want in your drawing!

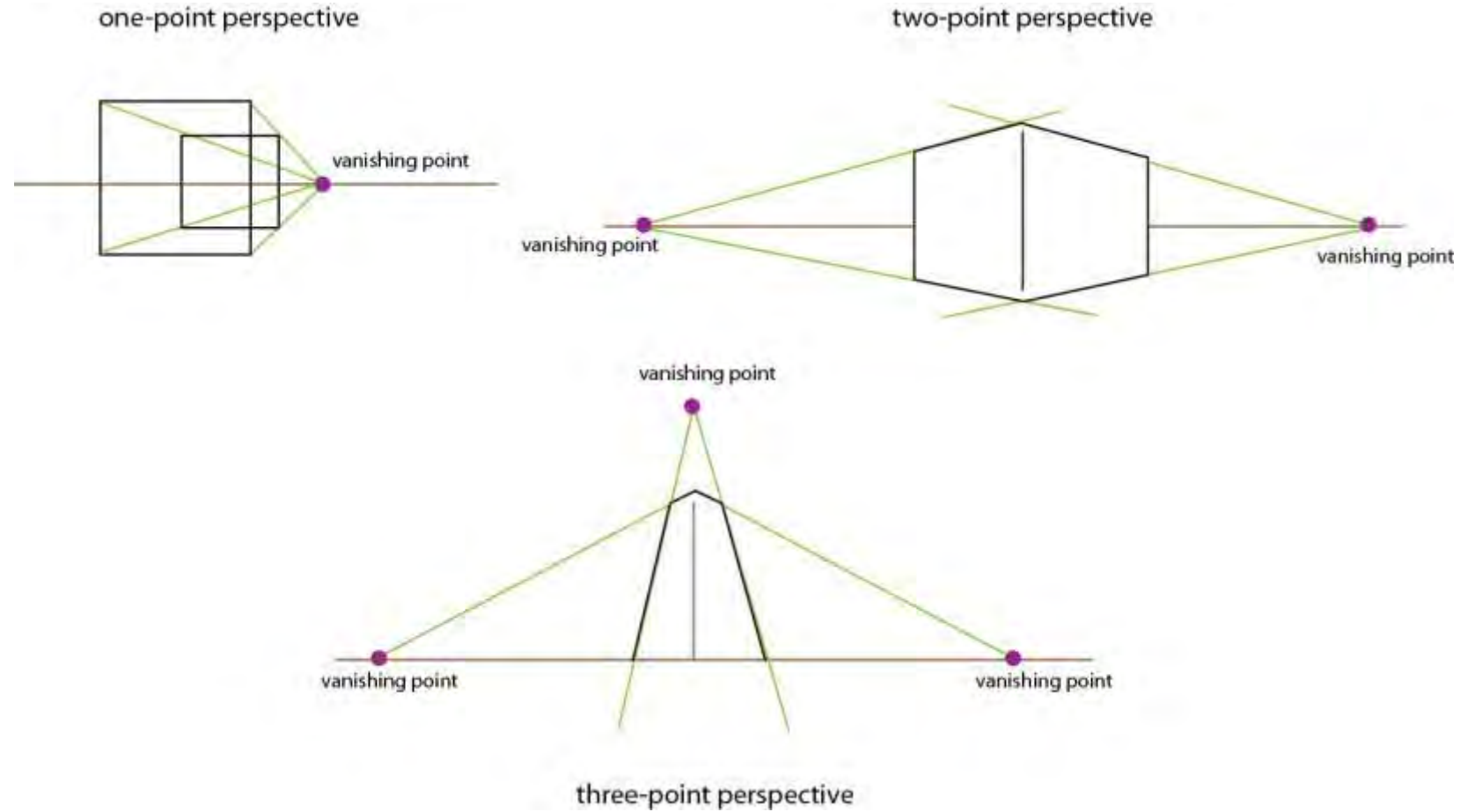


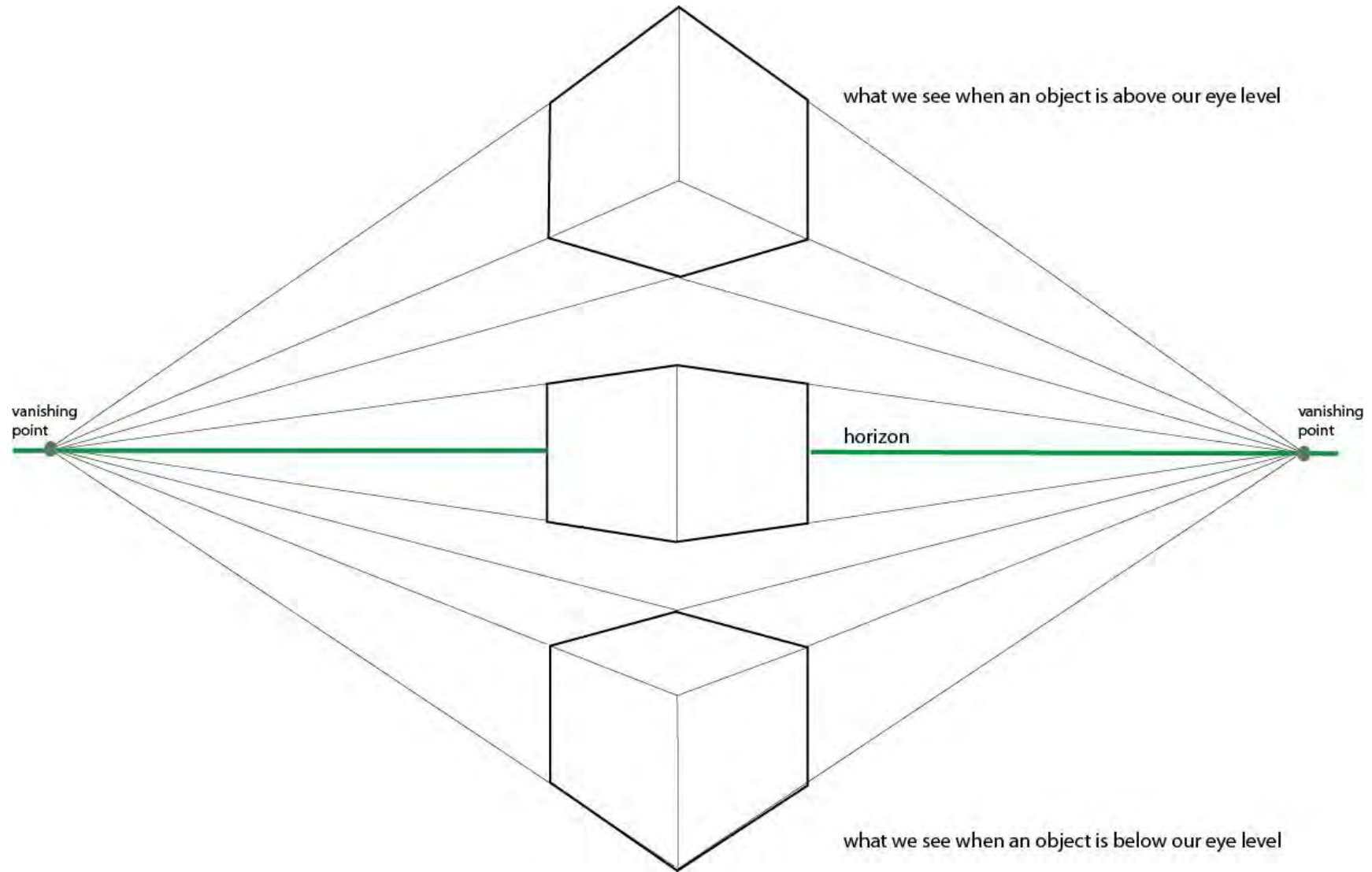
Learning about perspective isn't the most entertaining aspect of drawing, but stick with me here... this will pay off in the long run.



Perspective:

The art of drawing solid objects on a two-dimensional surface so as to give the right impression of their height, width, depth, and position in relation to each other when viewed from a particular point.

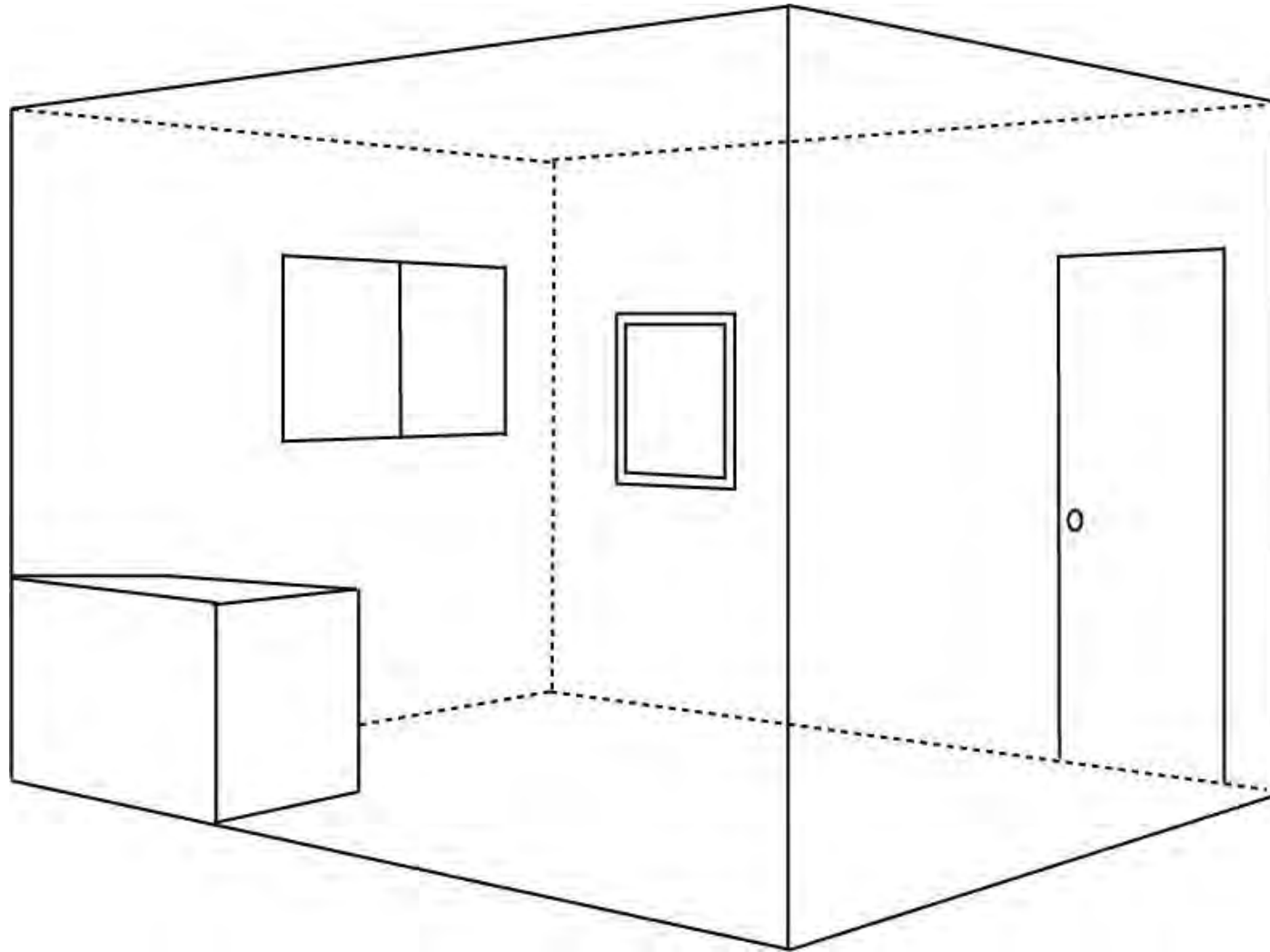






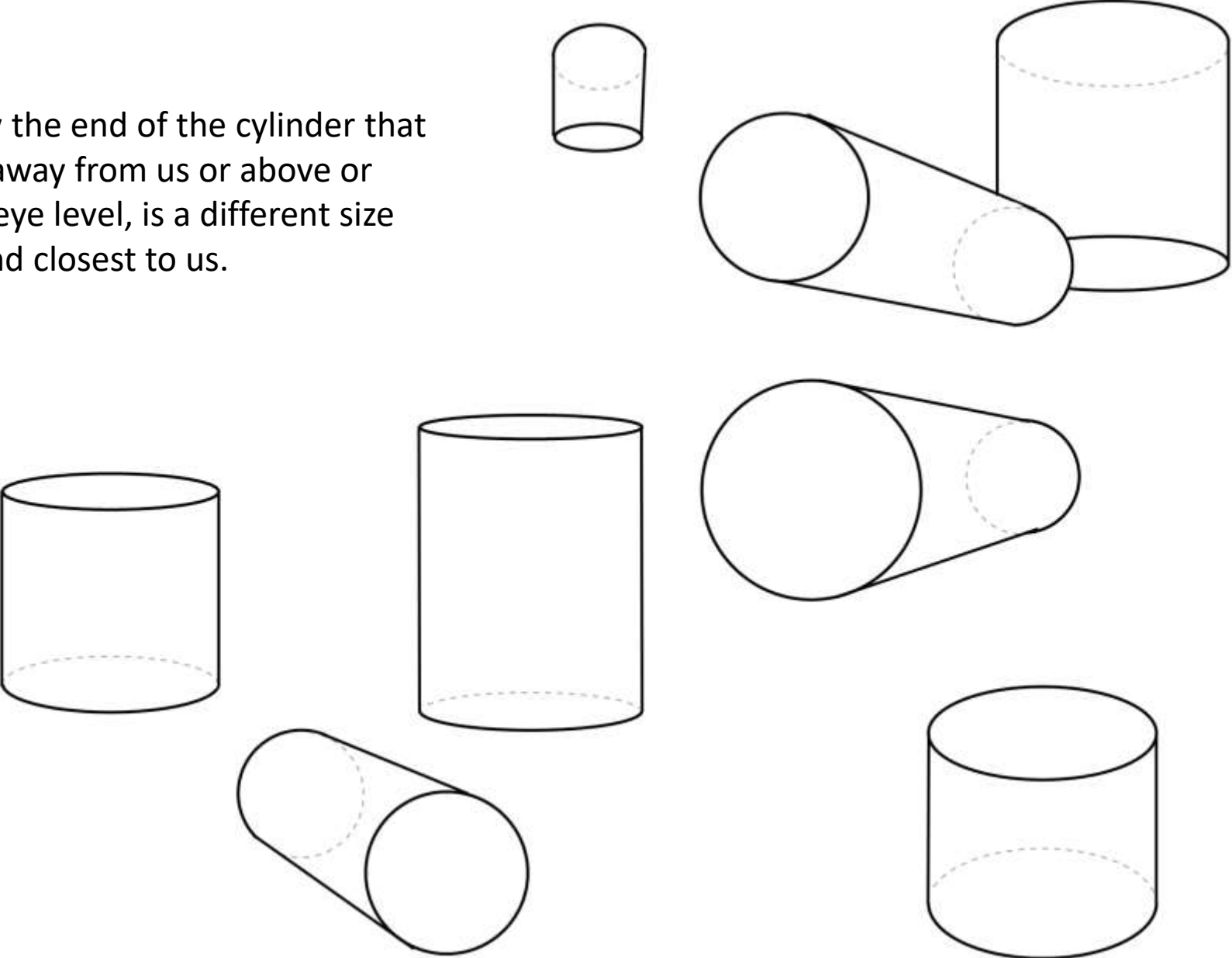
Measure the angles in your own home, and notice how the angles change whether the objects, or where edges meet, are above or below your eye level.

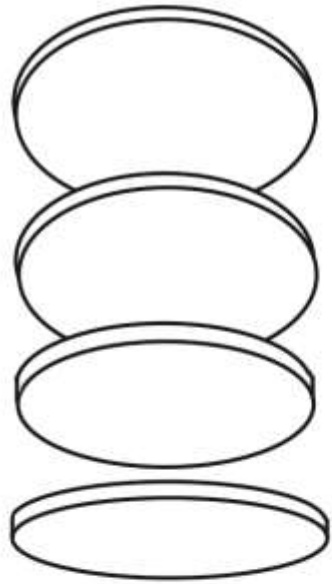
Try sitting down and standing up, and see how they change according to your point of view.



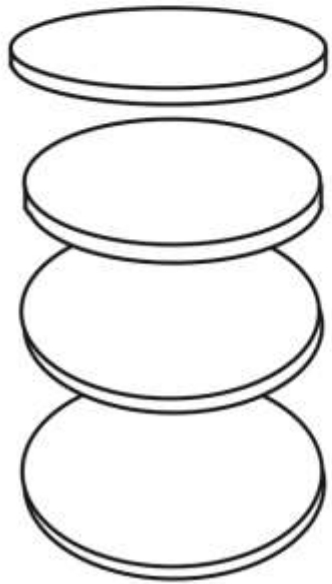


Notice how the end of the cylinder that is farthest away from us or above or below our eye level, is a different size than the end closest to us.





eye level ———|—————



Draw a few marks to indicate where the outside of the cup and saucer will be.



Check the angles as you sketch to make sure you have the proportions as close as possible. Feel free to use that eraser until you get it right!

Perspective and Measuring

- When you draw, you are creating the impression of 3D on a 2D surface.
- Use perspective to make objects and scenes look real.
- Objects and scenery get smaller the further they are from you.
- How the scene looks in perspective depends on where your eyes are.
- Try to guess where other artists and photographers were standing to draw/paint/photograph their scenes.
- Use your pencil as a measuring tool to calculate relative angles between objects, parts of objects, and areas of scenery. ALWAYS CHECK YOUR ANGLES.