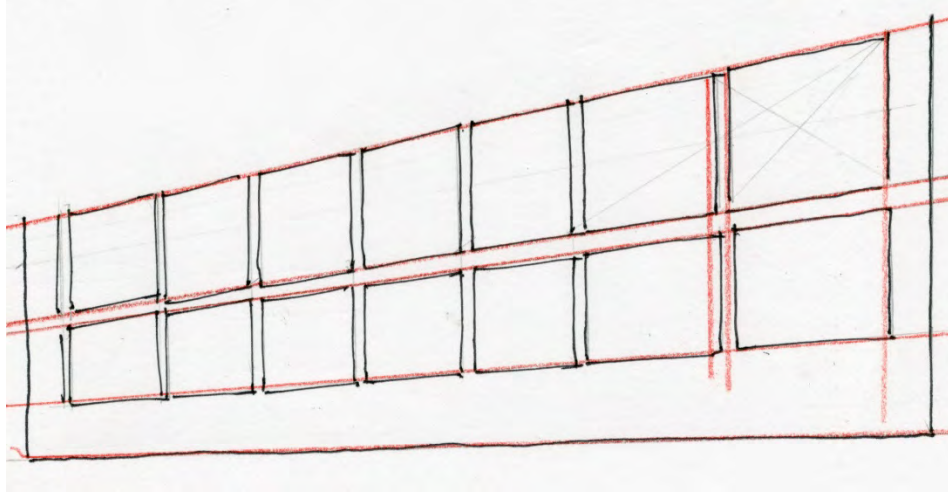


Windows-

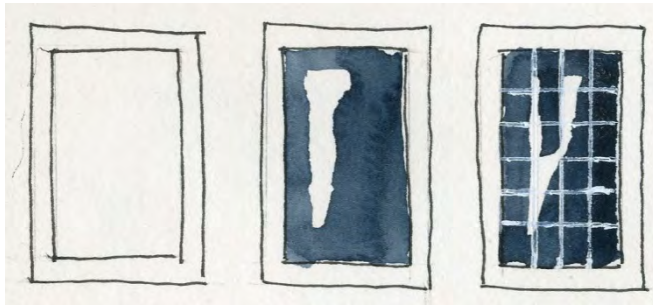
Align multiple windows on perspective grid lines. This improves placement accuracy and speeds up sketching. Use your transparent plastic ruler.



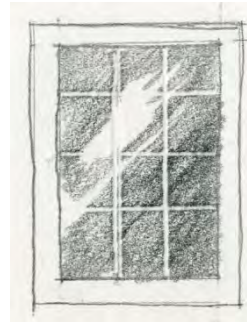
Red lines are the perspective grid lines.



- Glass is often very dark at ground level.
- Glass panes reflect the sky at higher levels.
- It is very effective to make windows black with a few white highlights.
- Make each window slightly different such as variations in light glare, curtains, light color and shadows.
- Windows are usually narrower than they appear. Look closely during your layout.

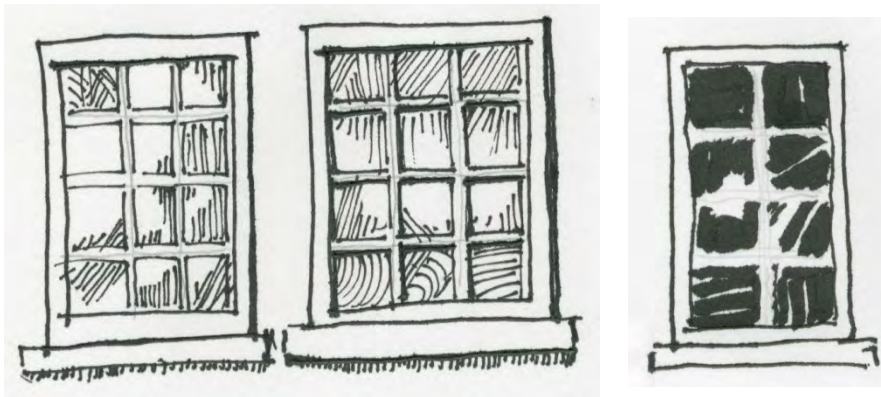


Ink — Watercolor — gel pen



A quick way to make window mullions

Use an indenting tool to make mullions. Then glaze with a pencil.



Black windows can enliven a drawing.
Do not be afraid to try it.



The sun usually only illuminates two sides of a recessed window.



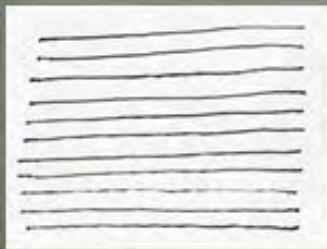
Windows can be as simple as a line or two.
Use shadow thickness to indicate depth.

Drawing tip -



Making lines

Practice straight lines. Lock your wrist!



Pull your lines down.
Make parallel lines at the same time for efficiency.



Do not try to make rectangles, (windows) with one stroke.
It will not result in crisp corners.

Drawing tip -



For repeating elements

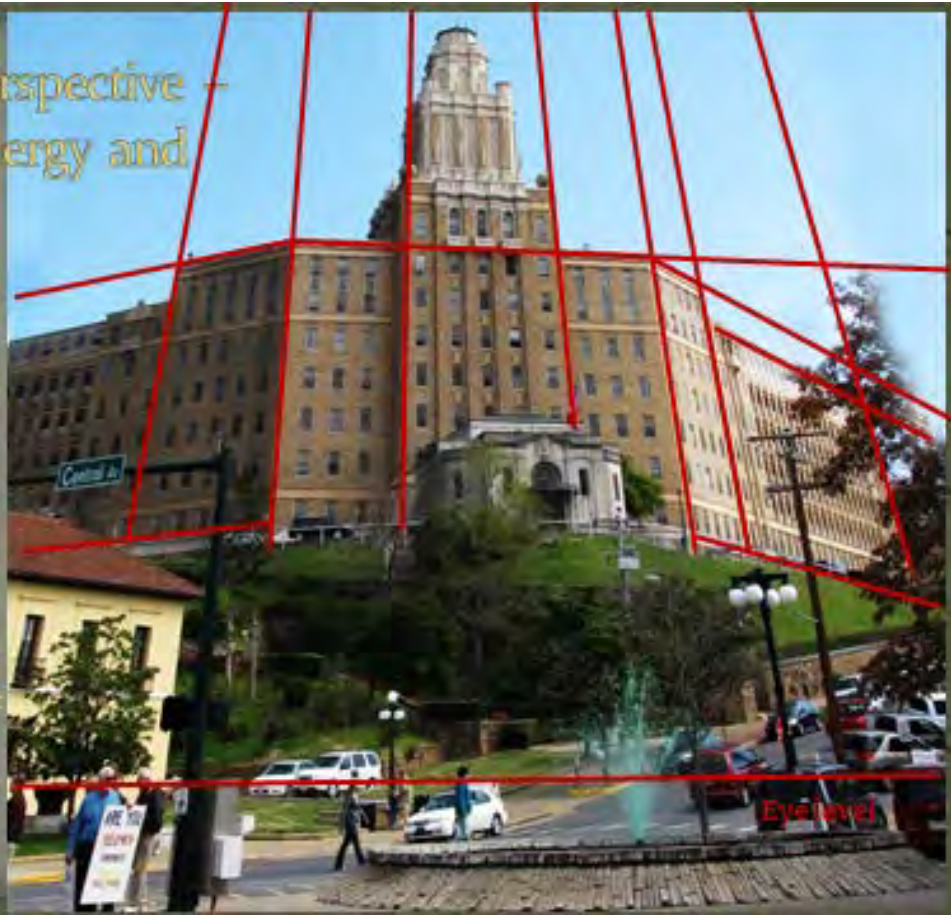
- Use long guide lines for quick and accurate alignment.
- Windows can be aligned in the same way both vertically and horizontally.



Balustrades, columns and other repeating elements can be laid out like this. Accuracy is increased while saving time.

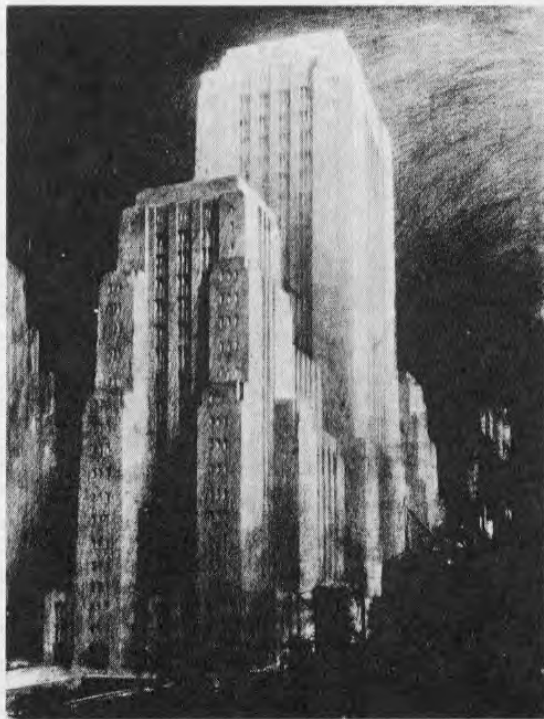
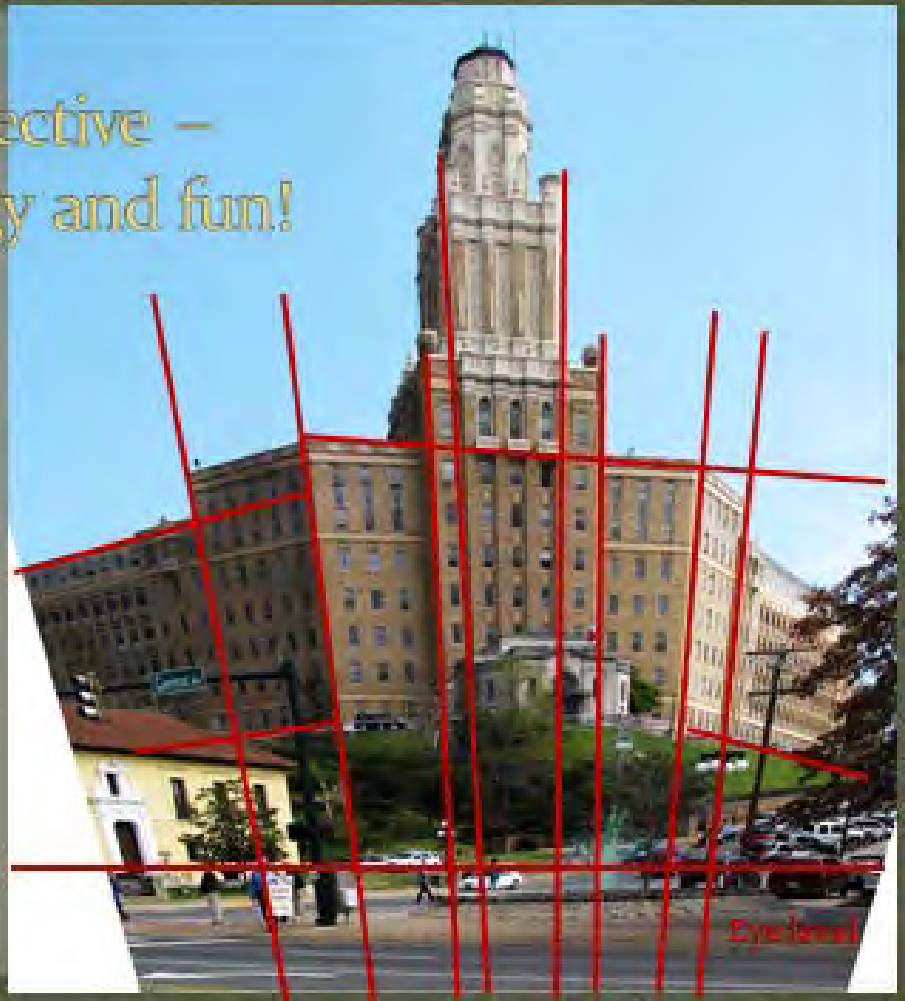
3-point perspective – Drama, energy and fun!

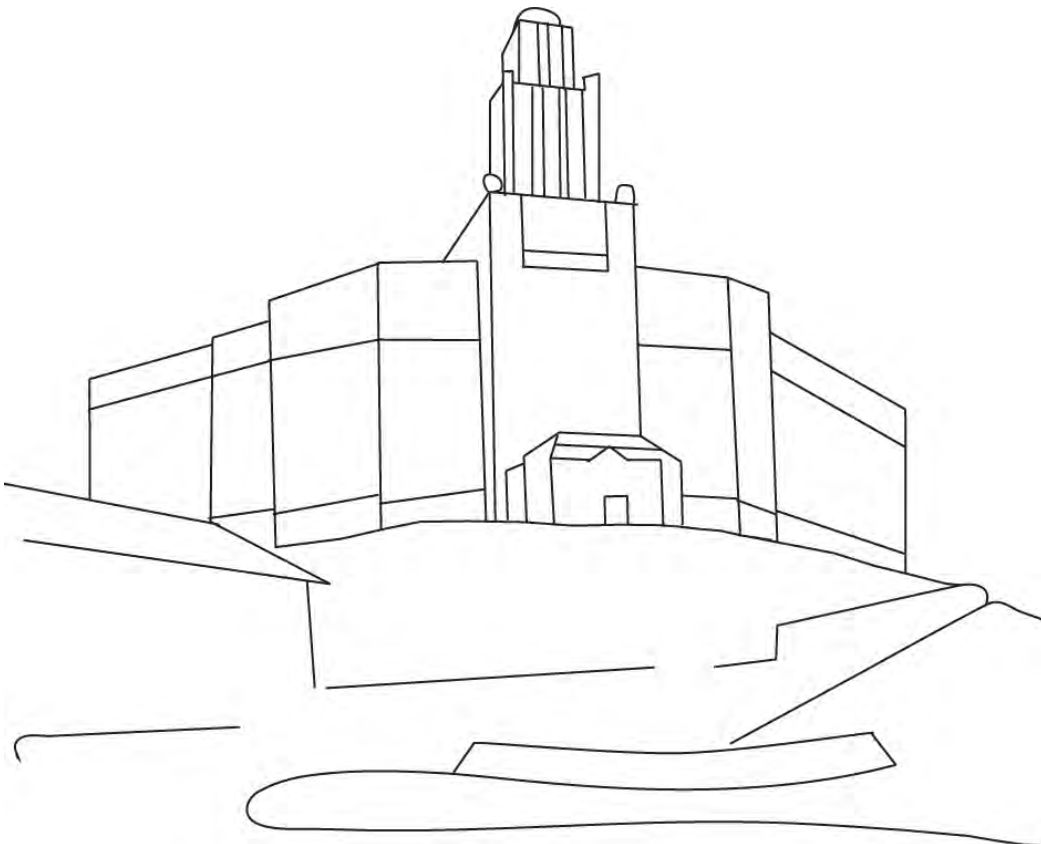
- 3-point perspective as normally seen.
- The 3rd vanishing point converges above eye level.
- Horizontal lines continue to converge at eye level.
- Also known as a worms eye view.
- This view point makes a dramatic sketch.



3-point perspective – Drama, energy and fun!

- Vertical lines converge to a vanishing point below building.
- Horizontals slope to eye level line.
- This is normally seen in a birds-eye view.
- This view-point is fun but unreal when the eye level is below average height.





DETAILS AND ENTOURAGE –

Sketches of our daily environment often seem ghostly or incomplete when we only focus on a building without accompanying “street furniture”. The “street furniture” is called entourage and can make for interesting sketching possibilities themselves.

The most obvious entourage items are vehicles. An urban scene without them appears deserted. But we use our artists’ discretion to draw only as many and in the places where we want them to be. This is also true with any other entourage such as business or traffic signs.

Familiarity with drawing these mundane objects increases your awareness of their place in our environment and makes you more thoughtful about placing them in your sketches.

Take time to draw street furniture in spare moments spent waiting in the car or elsewhere.



Newspaper boxes are good examples of the color that can be added to a sketch by the addition of items found on the street.

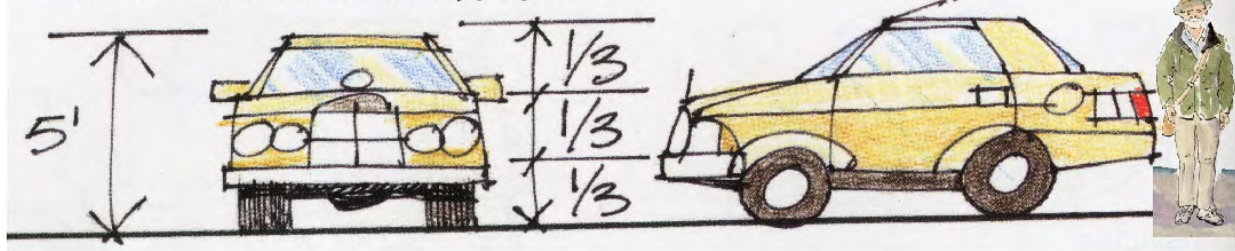
Don’t forget parking meters, statues, monuments and flower baskets. Street furniture can be added even if it is not actually there if it enhances our drawings.

Architectural detail can be more interesting than the building itself or a detail sketch can enhance and explain a larger drawing. Sketching small details can increase your sketching confidence and encourage you to attempt more complex subjects.



Easy to draw vehicles

Front and rear views are similarly proportioned.

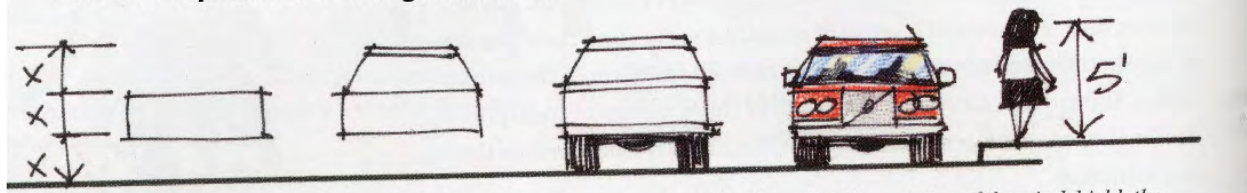


A person can see over the roof of a typical sedan.

1/3 of the height is roof and windshield.

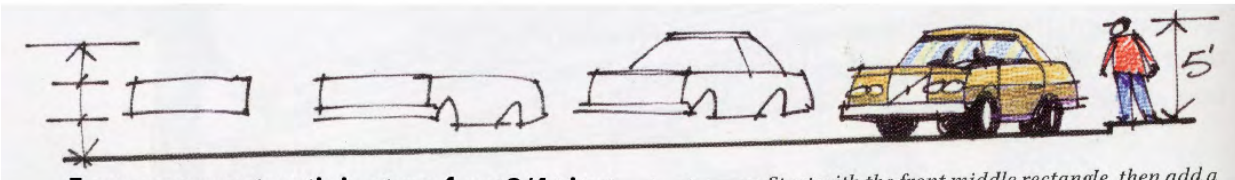
1/3 is hood to bumper.

1/3 is bumper, undercarriage and tires.

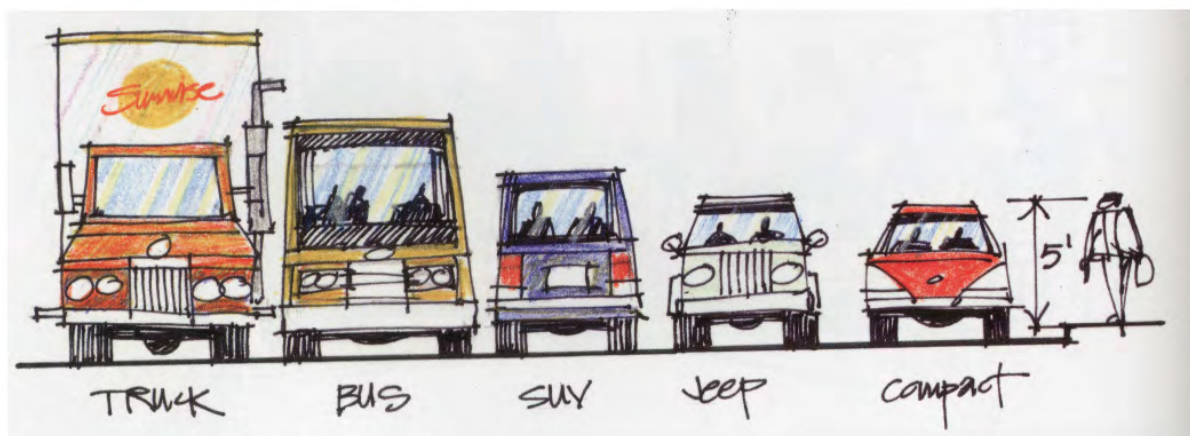


Four easy construction steps for front or rear views.

(remember! curb makes a person 6-8 inches taller next to car.



Four easy construction steps for a 3/4 view.



Vehicles scaled to the human figure.

Drawing vehicles along a curb

Roof height for most of the cars.

Bottom of car windows.

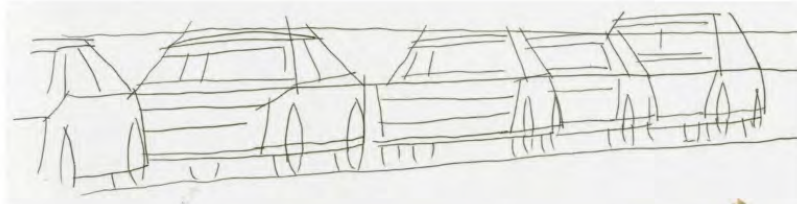
Line where tires contact the pavement.



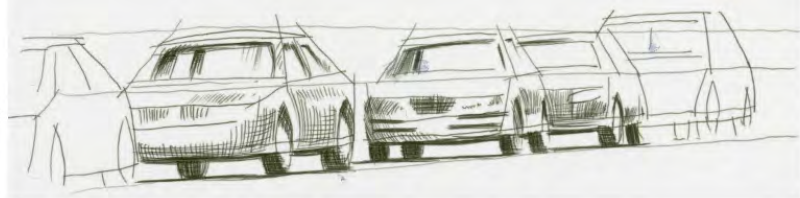
Roughly place windows and the bottom of the vehicles, hood and bumper lines.



Add wheels last so you can fit them in more easily, and further define the vehicles.
Do not use too much detail, especially on more distant vehicles.



Add tone to the vehicles.
Darken the undercarriage, lower edge, and the interior of the car as needed.



Other entourage items -

Remember to add signs, bicycles, lamp posts, cafe umbrellas, traffic lights etc. where you find them.
Do not be afraid to move these items around or eliminate them entirely if it improves your sketch.

