Perspective Hallway Approval Steps

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Student samples visible: www.msgrunt.com (SPI and SPII pages)
Unit of measure demonstration: www.alycegrunt.com (portfolio/architecture samples)

Steps in brief:

1. Use colored pencils and draw quadrant lines in journal
2. Look through VF* and 'window shop' for views you like.
3. Find view you like
4. Select vertical segment for UM*. Arm is **STRAIGHT** to measure and count!
5. Determine what quadrant it's in
6. As best you can, draw UM in corresponding place in journal (same quadrant, same proportion)
7. Be sure plumb lines are true verticals by checking with a right angle triangle

Steps further explained in detail:

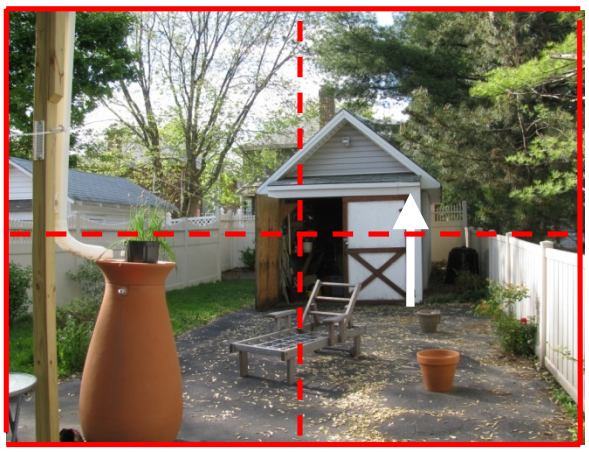
First, use colored pencils and make quadrant lines filling an entire class-work journal page.
Next, use a view finder and "window shop" for a view you like. Be sure to try both horizontal and vertical views. In SPI, you are required to include a piece of floor, ceiling, and a corner when you are in the hall.

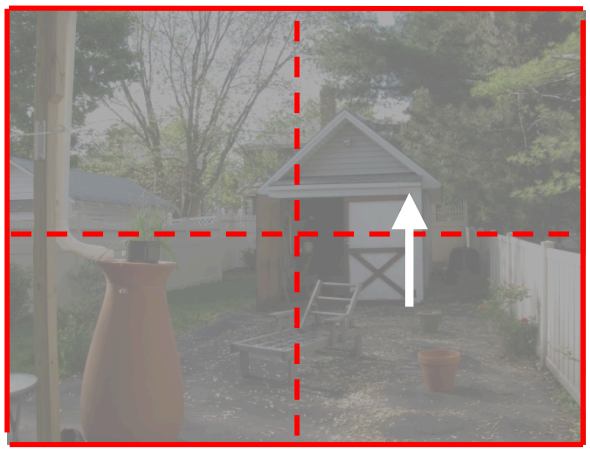
Once you find a view you like, put down the view finder (VF). **Look** at the view. Find a vertical line in your view and test that it is about 1/3 to ½ of your pencil. This can be your **unit of measure**. Even better if it lies on one of your VF strings! You must understand the concept of a Unit of Measure (UM). As a reminder, when you hold your arm **STRAIGHT** out in front of you the UM should take up about 1/3 to ½ of your pencil. Too short and you risk errors! It is a segment (line) in your view that you draw FIRST into your sketch so everything else will fit. You will base your entire drawing on this length. How do you know how big to make it in your preparatory sketch?

Now, look again at your view through the VF. Where, approximately, does your UM exist? Which quadrant (top right, bottom left, etc)? Before you draw it in the corresponding quadrant in your journal, guesstimate how much of the quadrant it takes up. See images below. Once you approximate this, draw it in your journal.

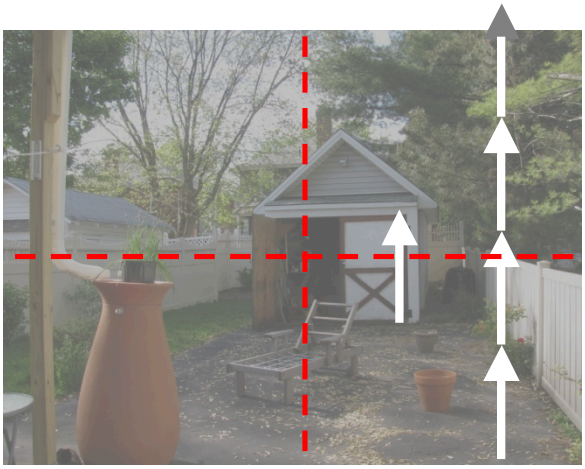
Look at the segment you've drawn in your journal. Count how many segments it takes to get to the top and bottom of your page. Now, do the same looking at your view in front of you. Take your UM and count up and down. The numbers in your view should be similar to the numbers in your journal. From here on, you should only need the VF to check occasionally. Check every vertical line as you go (making sure they remain plumb)- it is very easy to distort them!

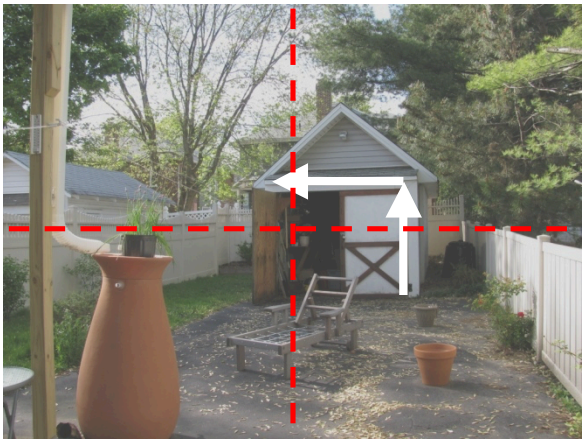
In the images below the **UM** is a segment on the shed door. Can you see how it will be placed in the corresponding quadrant location? In the view below it will take just under 4 UM to cover the distance from the bottom of paper to top. Check this!





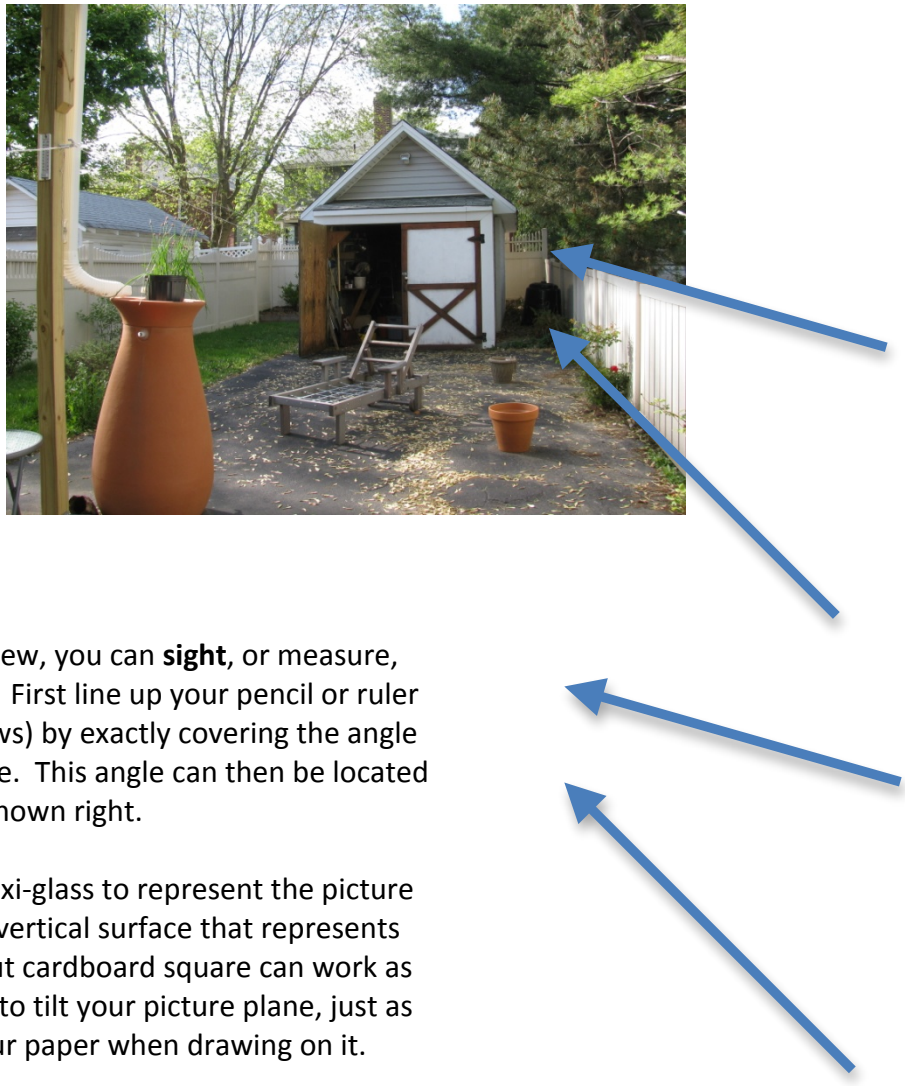
*__VF__ = View Finder __UM__ = Unit of Measure





In the images above can you see how the UM will be used to count both vertically and horizontally?

Sighting Angles: looking through an imaginary ***picture plane*** (or an actual piece of plexi-glass or square cut-out)



When you look at a view, you can **sight**, or measure, the angles of objects. First line up your pencil or ruler (represented by arrows) by exactly covering the angle you wish to determine. This angle can then be located onto your paper, as shown right.

Often you will use plexi-glass to represent the picture plane (the imaginary vertical surface that represents your paper). A cut-out cardboard square can work as well. Remember not to tilt your picture plane, just as you would not tilt your paper when drawing on it.