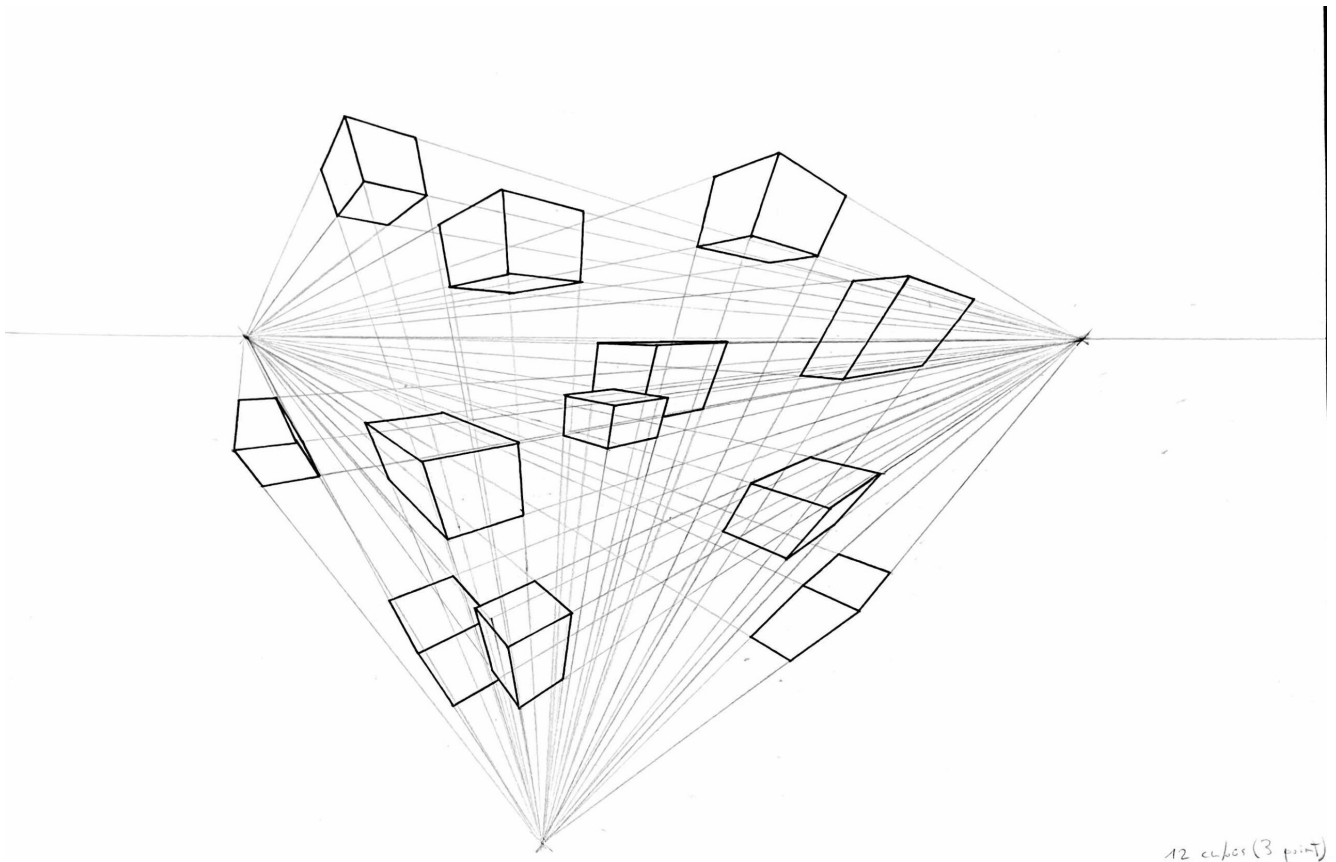
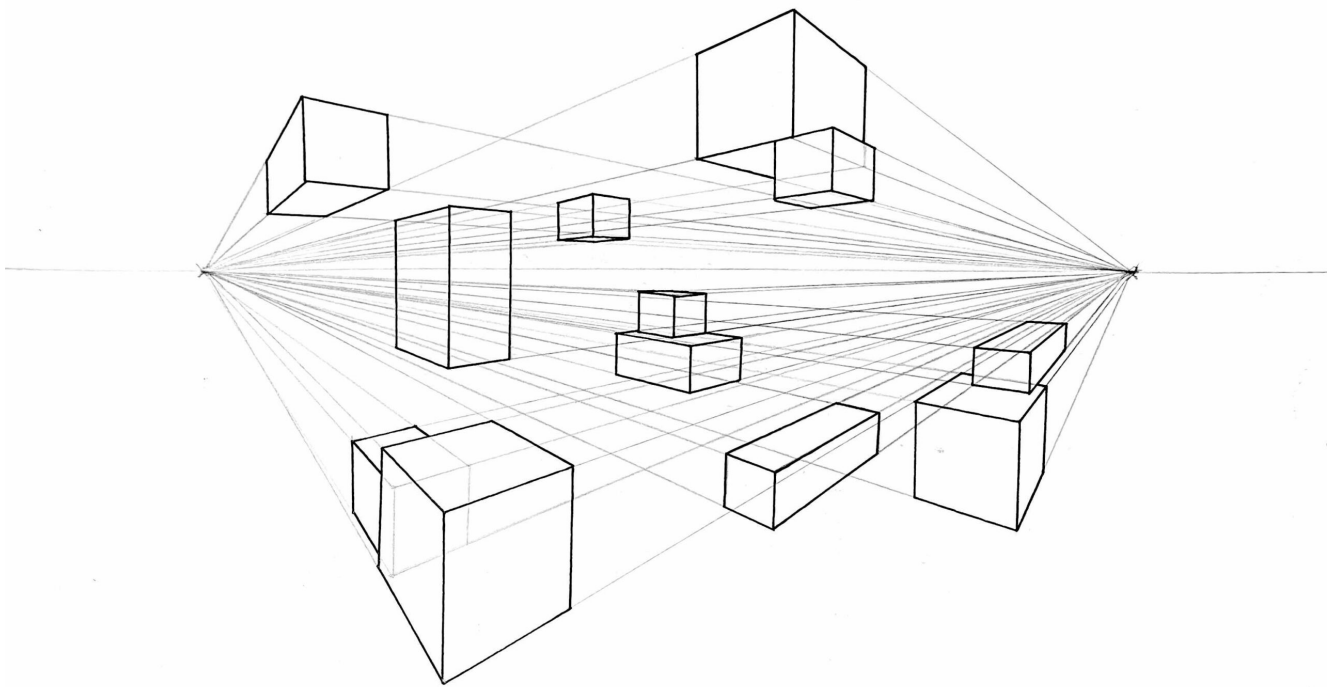


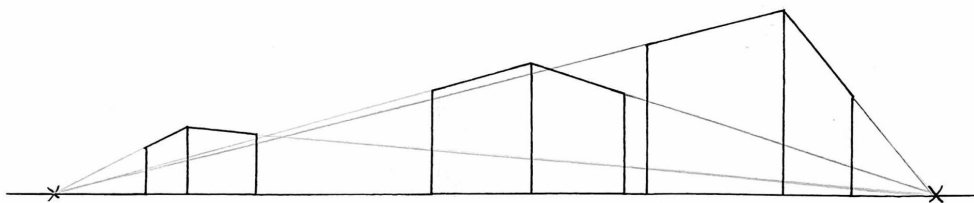
# Cuboids in Space – ILA 3 : Perspective Drawing

Firstly, I had to draw 12 cuboids in 2 point perspective, 12 cuboids in 3 point perspective and 3 cuboids in perspective on a ground line. The most interesting of these activities was working with 3 point perspective, as though it is a rather realistic technique, there is a certain distortion to the cuboids which is in a sense counterintuitive.





12 cubes (2 point)



Floor cubes (Ruber)

I then learned to to draw using the rotating plan method, which uses orthographic projections to create a proportional

perspective drawing of an object. Though quite a lengthy process, it was a really interesting way to see how these different drawings interact, and also a new way of seeing perspective. Additionally, I know if I had just tried to draw the house and composition without this method, they would not have looked the same, so I would have gotten the proportions wrong.

