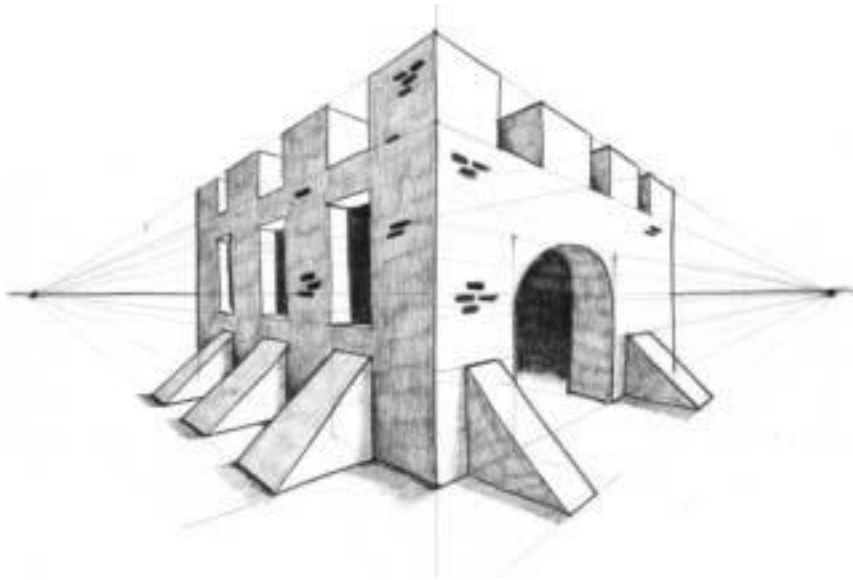


LESSON 25

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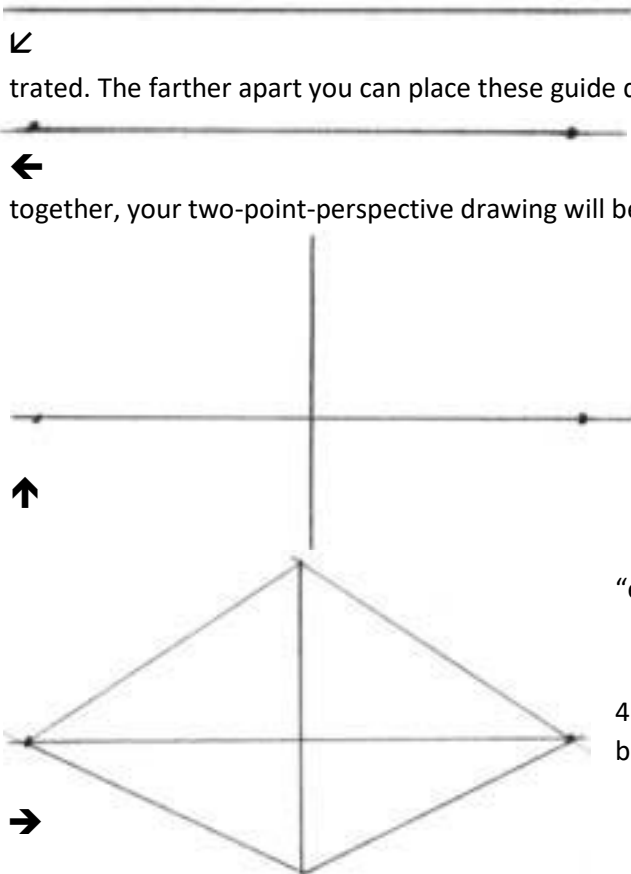
# A CASTLE IN TWO-POINT PERSPECTIVE



**A**s you enjoyed that very cool two-point-perspective tower in the last lesson, let's explore this two-point (vanishing point) a bit more. Ever since my first visit to Europe thirty years ago, I've been fascinated by castles. It seemed to me that there was a castle or two in every village, hamlet, town, and major city. What really amazed me was the age of these enchanting castles, often several hundred years old. I remember the adjacent pubs had thick wood tables with names carved into them dating back to 1700s, whoa!

In this lesson we will build on your two-point-perspective drawing skills by applying size, placement, shading, shadows, and repetition. We will practice using the vanishing points to create the visual illusion of a medieval castle really existing in three dimensions on your paper.

1. Draw a long horizon line across your paper.
2. Establish your two vanishing points by



drawing two guide dots as I have illustrated. The farther apart you can place these guide dots, the better. If you place

your guide dot vanishing points too close together, your two-point-perspective drawing will become really distorted, much like looking at an image on the back of a spoon or round bowl. A good example of this would be M. C. Escher's *Self-Portrait in Spherical Mirror*, where he is looking at his own reflection in a reflective sphere.

3. Draw the center line of the castle, half above your eye level, half below your eye level. Notice how the terms "horizon line" and "eye level" can be interchanged.

4. Lightly sketch the guide lines for the top and bottom edges of the castle.

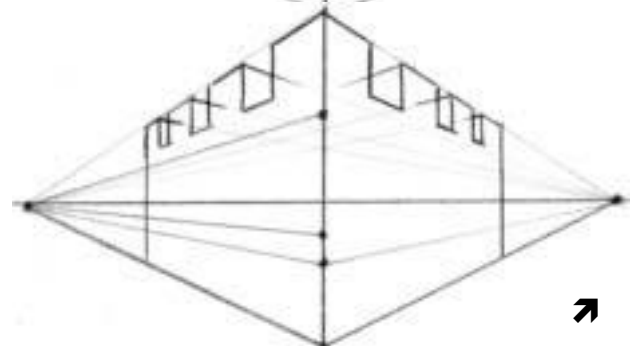
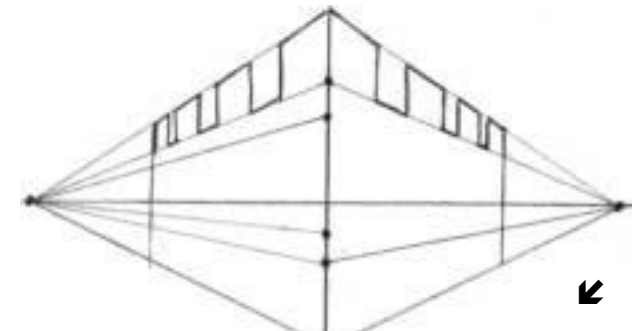
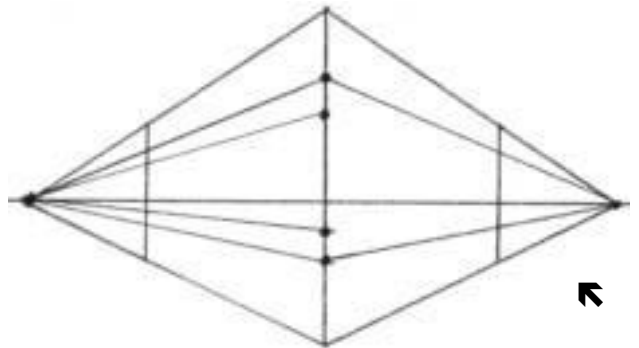
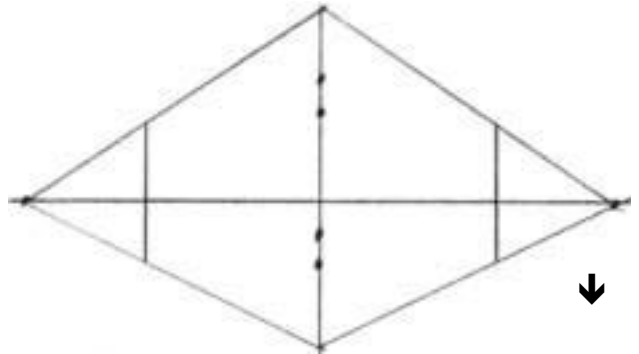
5. Place two guide dots above youreye level, and two below your eye level on the center line of the castle. This will establish the guide lines for the turrets, windows, and buttress ramps.

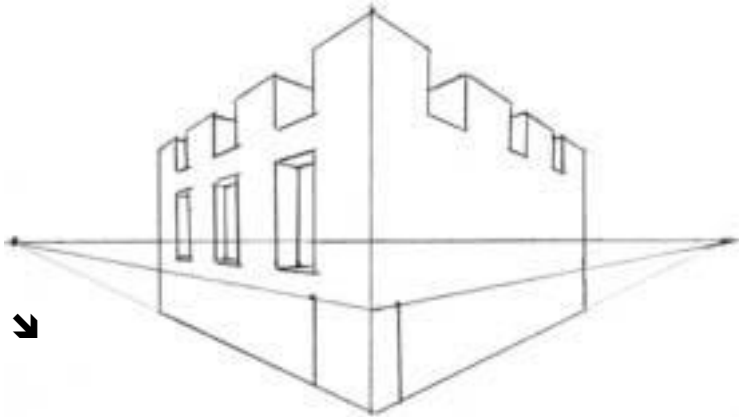
6. Lightly draw all the guide lines using a straightedge. Over the years I've experimented with many helpful devices for drawing these vanishingpoint guide lines. One of my favorites is securing a rubber band between the two vanishing points with a piece of cardboard behind the drawing and thumbtacks on the vanishing points. I will discuss this technique in detail in this chapter's Bonus Challenge.

7. Draw the turrets, making sure topay attention to the vertical lines.

8. Carefully line up your straightedgefrom the top near corner of each turret with the opposite vanishing point. If the turret is on the right side of the castle, line up the thickness with the left vanishing point. If the turret is on the left side of the castle, line up the thickness with the right vanishing point—just the opposite of the thickness rule. This is because the thickness rule applies to doors, windows, holes—to spaces cut out of a drawing. The turrets are actually blocks pushing out of the object. If you had drawn a top level above the turrets closing them into windows, we would be back to the thickness rule.

Interesting?



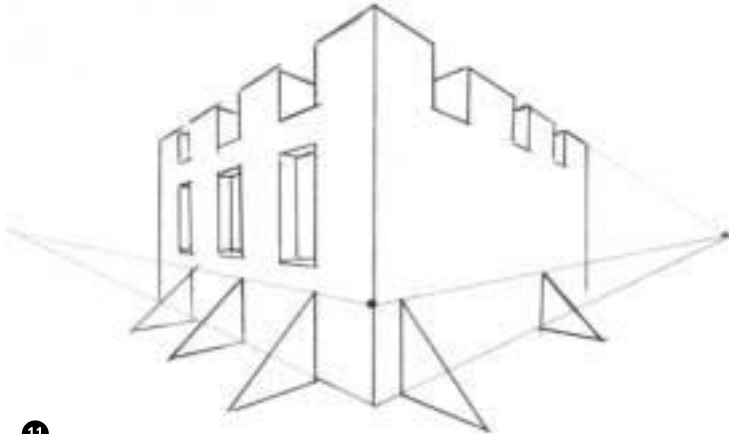


I've probably darted my eyes to the sides and center three or four times.

9. Draw the windows on the left side of the castle by lining up the top and bottom of the windows with the vanishing point on the left side. Pay attention to the vertical lines. Sagging windows would be very distracting. Easy problem to avoid: Just keep darting your eyes from the vertical edge of your paper to the vertical center line to the vertical line you are drawing. In the time it takes me to draw one window's vertical edge,

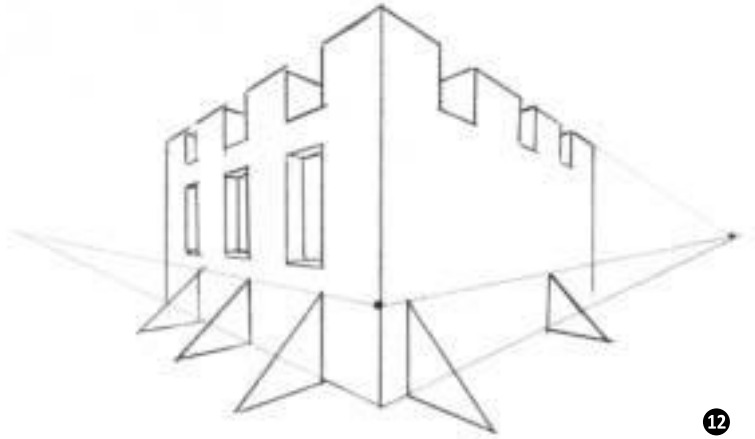


10. Now, we go back to our tried, tested, and true thickness rule: If the window is on the right side, the thickness is on the right side; if the window is on the left side, the thickness is on the left side. Use your straightedge to line up the far top corner of each window, with the vanishing point on the right side. Draw the thickness as wide or as thin as you like.

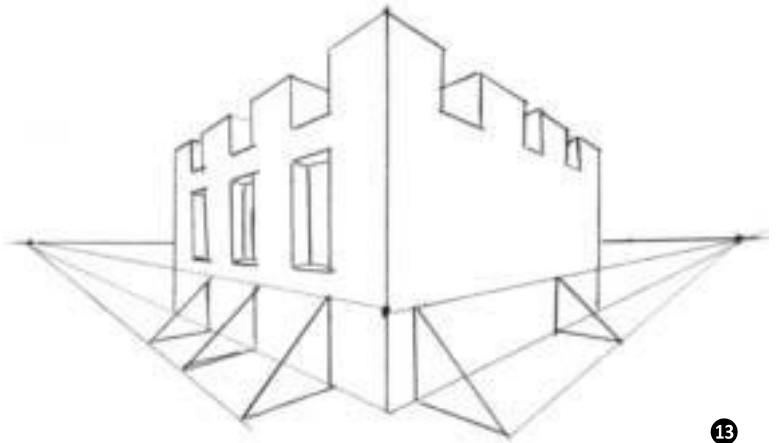


11. Draw the rows of buttressramps with vertical lines. Draw the bottom of the ramp lined up with the opposite vanishing point.

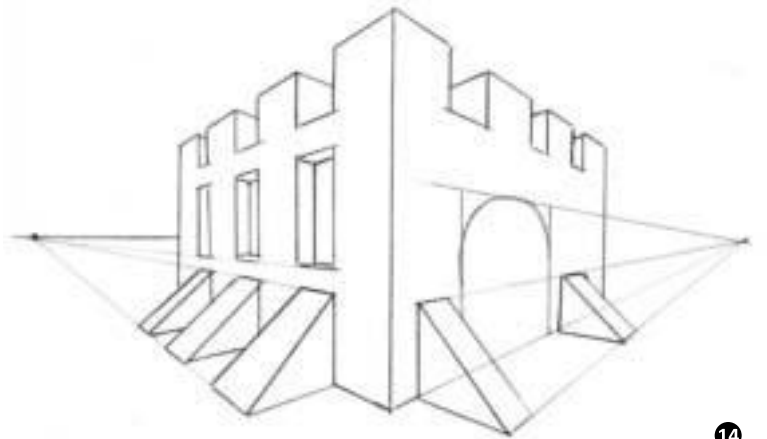
12. Draw the top slant of the b



12



13



14

follow will match this angle exactly.

13. Lightly sketch in vanishingpoint guide lines from the top and bottom corners of the buttress ramps on the right and left side of the castle.

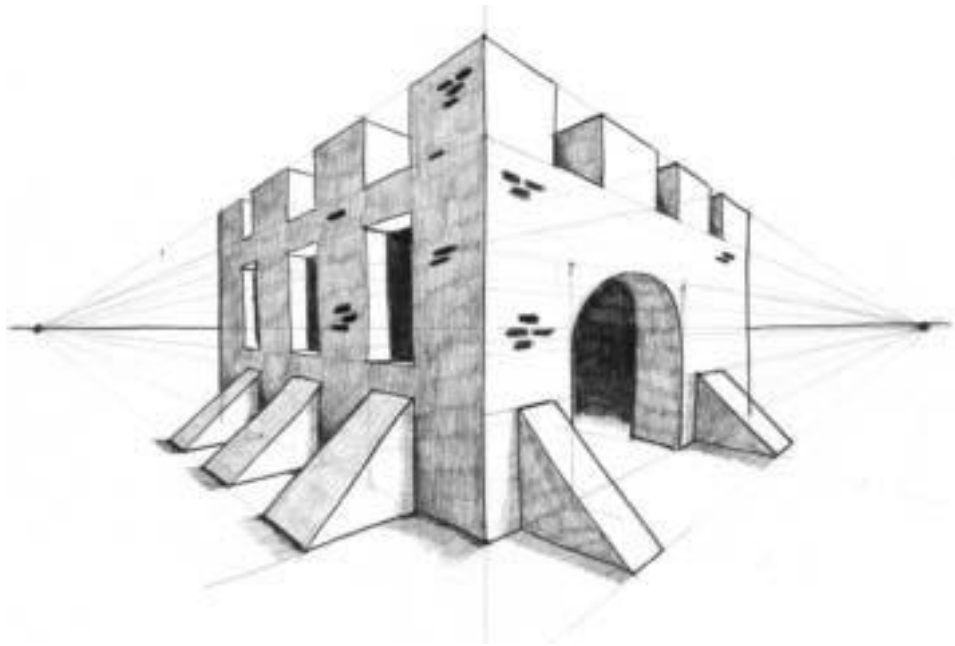
14. Matching the near angle of the ramp, draw the thickness of the first ramps. Then leaving a gap, draw the next ramp by matching the same angle. Be sure to draw this next ramp thinner and smaller than the near ramp.

Here is a perfect visual example of the drawing law of size: The near ramp is closer and thus drawn larger. Each subsequent ramp is drawn smaller to give the illusion of depth. This is also a perfect example of the drawing law of placement: The near ramp is drawn lower, creating the illusion that it is closer. The next ramp is placed higher to make it look farther away.

Add the front entrance on the right side of the castle. Line up the bottom far corner of the door with the vanishing point on the left side.

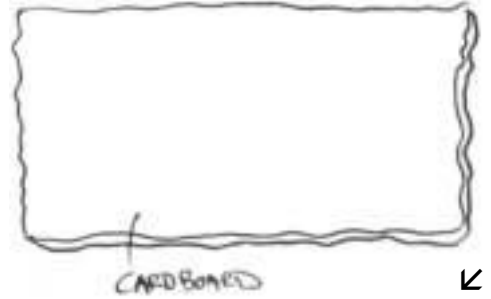
15. Determine your light position, and shade the castle accordingly. Notice how I have shaded under the doorway arch. I've kept the window thicknesses shade-free to give the illusion that light is coming from within. Also notice how the nonshaded window ledges really pop out next to the black interior on one side and the graytone shading on the other side. This is called contrast. Contrast between values defines an object.

To complete the drawing, add details, such as bricks. Be sure to use your vanishing-point guide dots to appropriately line up the bricks' angle, as I did in the drawing below. In most cases, when you're adding textured detail, in this case the bricks, a little goes a long way, meaning that a scattered few groups of texture will give the illusion of full texture.

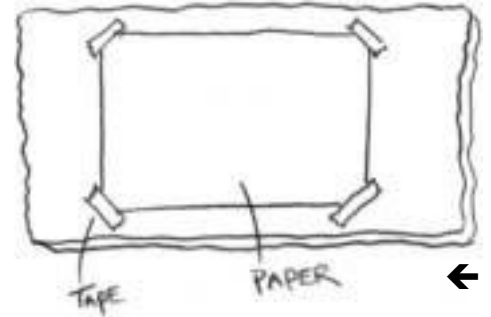


## Lesson 25: Bonus Challenge

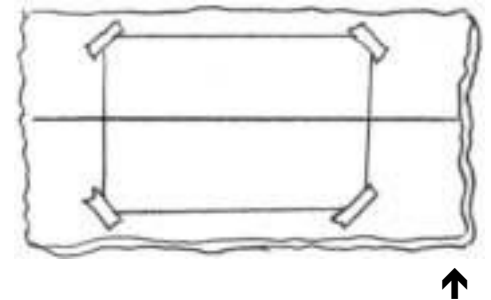
1. Find a piece of cardboard about twelve inches by eighteen inches. You don't need to be exact—any size will do. In fact, you will most likely be making several of these contraptions of varying sizes.



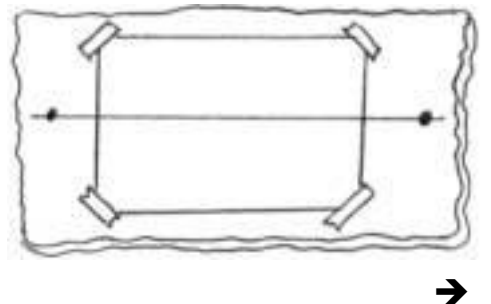
2. Secure a piece of paper to the center of the cardboard, leaving at least three inches of space to the left and right of your drawing paper.



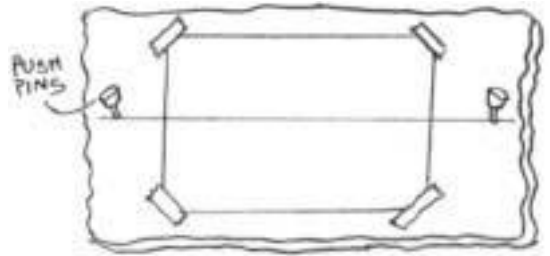
3. Draw a long horizon line through the center of your drawing paper, extending it all the way off both sides of the cardboard backboard.



4. Draw vanishing points at each end of the horizon line.

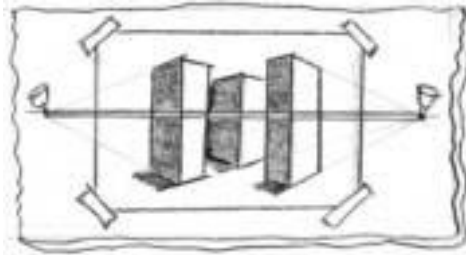
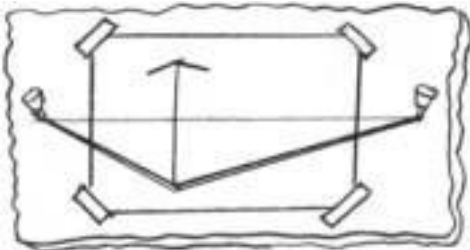
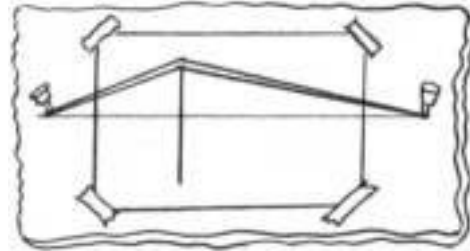
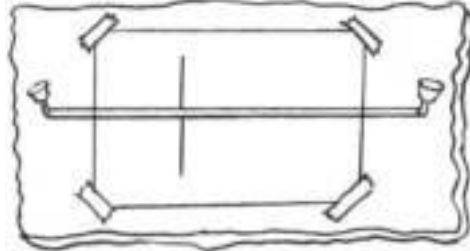
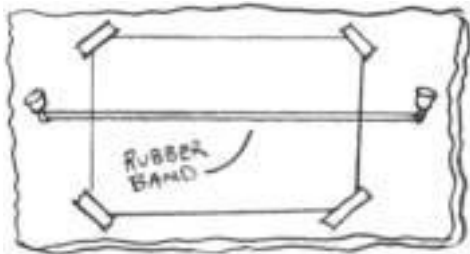






5. Put a pushpin into each vanishing point.





YOU CAN  
DRAW IN 30 DAYS

6. Secure a thin rubber band between each pushpin.
  
7. Whoala! You now have a totally flexible vanishing-point guide line. You can stretch this vanishing-point guide line to determine the correct two-point-perspective vanishing angle of any object in your drawing. Go ahead, experiment! Draw a vertical line anywhere on your paper.
  
8. Now, use your rubber band to line up the top of the building.
  
9. Now, use the rubber band to draw the bottom of the building.

10. To complete the drawing, add more vertical lines,

shading, and detail. You have mastered yet another brilliant drawing using 3-D techniques!

## Student examples

Take a look at how these students practiced this lesson in their sketchbooks.





By Ann Nelson

