



Republic of the Philippines
Department of Education
National Capital Region
Schools Division Office – Muntinlupa City

SPECIAL PROGRAM IN TECHNICAL VOCATIONAL EDUCATION (SPTVE)
TECHNICAL DRAFTING – GRADE 8
Q3 – W8

I. Topic: Three-Point Perspective Drawing

II. Objectives:

1. familiarized with the terms used in perspective drawings;
2. interpret blueprint reading; and
3. construct a three-point perspective (artist method).



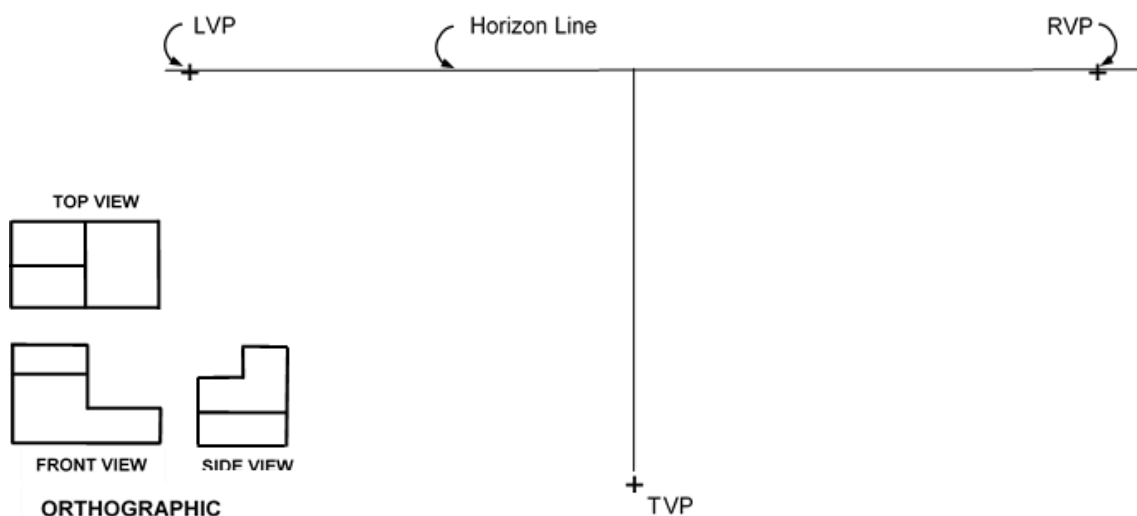
III. Introduction

A three-point perspective is a linear perspective in which parallel lines along the width of an object meet at two separate points on the horizon and vertical lines on the object meet at a point on the perpendicular bisector of the horizon line. It is often used for buildings seen from above (or below). In addition to the two vanishing points from before, one for each wall, there is now one for how the vertical lines of the walls recede. For an object seen from above, this third vanishing point is below the ground.

- **Vanishing Point (VP).** Imaginary points on the horizon line in 1 pt. and 2 pt. perspective. Receding lines converge to these points.
- **Linear Perspective.** A system for drawing 3-D space on a 2-D surface by following the guidelines that all parallel and receding lines converge to vanishing points, and that objects appear smaller as they recede in space.

To Construct Three-point Perspective

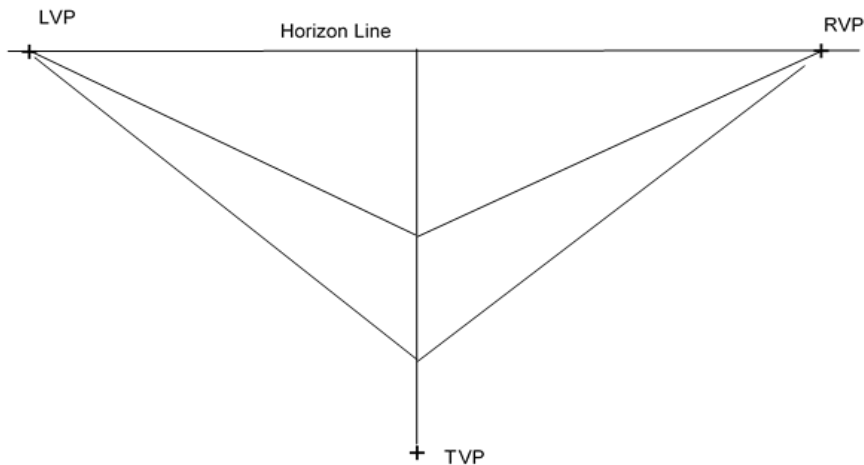
1. Draw the horizon line and establish the LVP and RVP vanishing points. Draw vertical lines downward from the HL and mark the third vanishing point, as shown below.



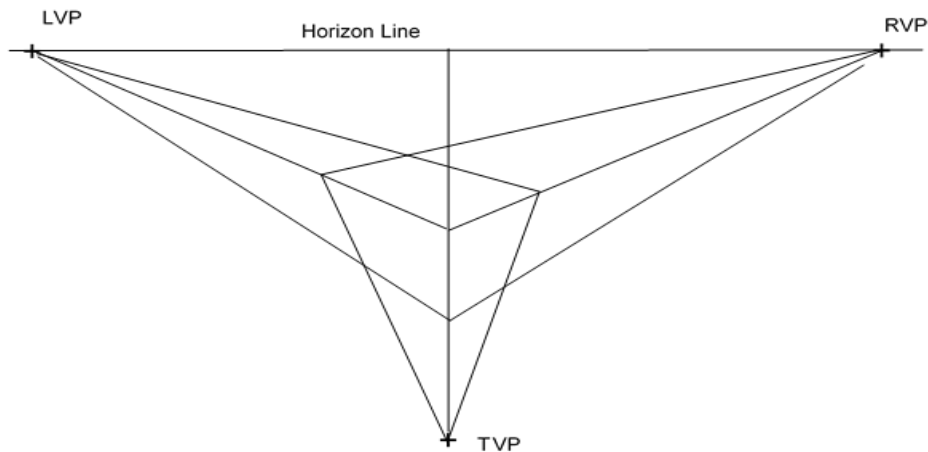


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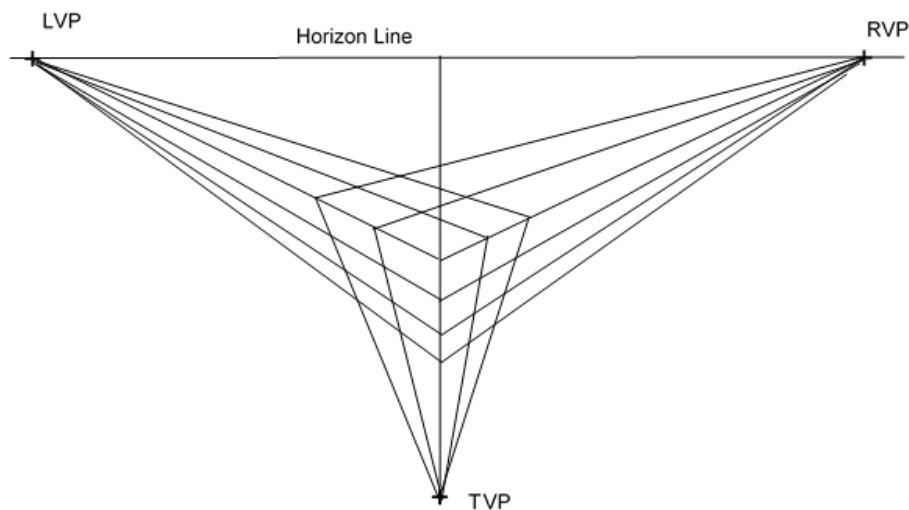
2. Estimate the height of the object to draw on the vertical axis and project it to LVP and RVP.



3. Mark the size dimensions and connect these to the vanishing points (block-in the view).



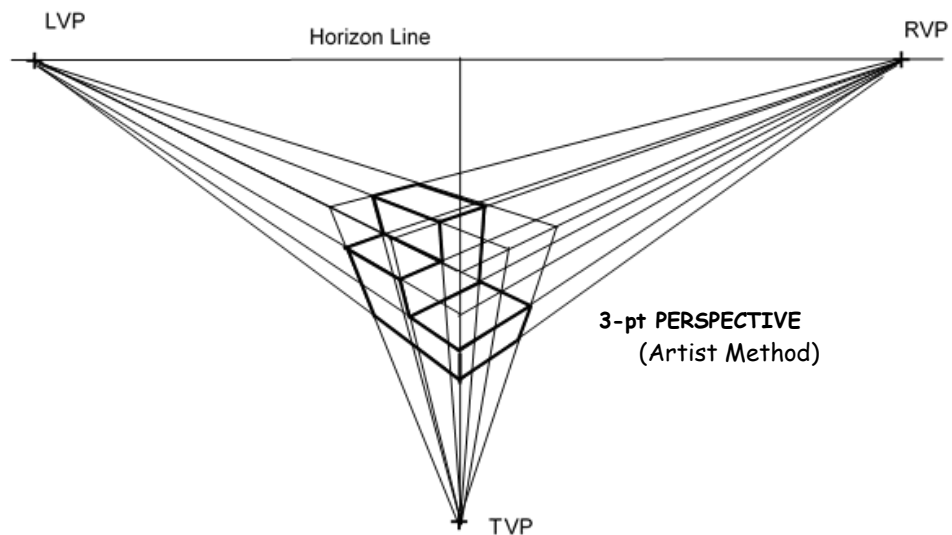
4. Add other details (sub-dimensions).





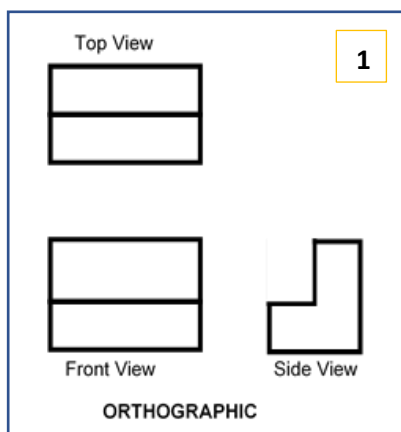
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5. Trace the visible edges to complete the drawing. Erase unnecessary lines then put shades if needed.

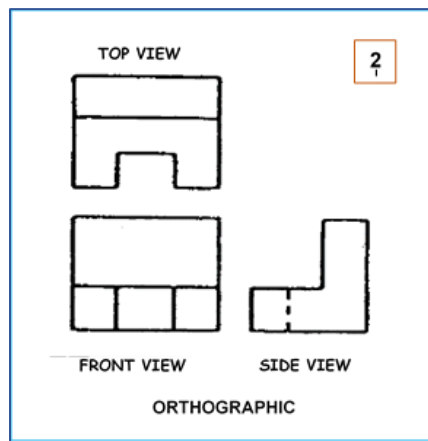


IV. Activities:

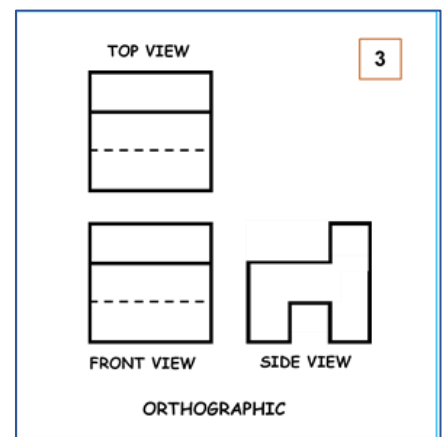
Activity 1 – 3. Draw the 3-point perspective of the following orthographic on Oslo paper.



Activity 1



Activity 2



Activity 3





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V. Assessment:

Direction: Write a letter of the BEST answer on a separate sheet of paper.

1. Why do designers draw objects in 3D?
 - A. because they find it easy
 - B. because they are told to do so
 - C. because that's the way it's always been done
 - D. because it shows the user exactly what they are thinking
2. The bottom of the picture plane.
 - A. picture plane
 - B. horizon line
 - C. ground line
 - D. center of vision
3. This line is drawn across the page and represents the eye level of the viewer. Also known as the "Eye Level Line".
 - A. ground line
 - B. horizon line
 - C. parallel lines
 - D. projection lines
4. Refers to a stationary point on the ground from which the viewer/artist observes the scene.
 - A. vanishing point
 - B. station point
 - C. station line
 - D. picture plane
5. Imaginary points on the horizon line in 1 pt. and 2 pt. perspective. Receding lines converge to these points.
 - A. vanishing point
 - B. station point
 - C. picture plane
 - D. horizon line

VI. Reflection:

What type of perspective drawing will you recommend if someone wants to draw a house? *Parallel, angular or 3-point perspective?* Explain your answer.

References:

- German M. Manaois. *Drafting 1 and 2* Phoenix Publishing:1983
- Norman Stirling. *Introduction to Technical Drawing* Delmar Publishing: 1977
- Competency-Based Learning Material, *Technical Drafting*
- Madsen, Shumaker, Turpin, Stark: *Engineering, Drawing, and Design*
- Internet: [Pinterest](#)

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