Coloured Shapes:

**Exercise 1**
- Draw the shapes of the sky, the ground, the openings and the shape of the roof ie. don’t draw the walls at all.
- Observe carefully the edges of the shapes - their angles and how they relate to each other.
- Use horizontal and vertical plumblines.

**Exercise 2**
- Colour only the shaded areas of the building and leave white anything that is receiving direct sunlight.
- Think of the building as simple volumes and then colour the shaded sides of these volumes first.
- Then add the shadow shapes caused by parts added to and subtracted from this volume.

These shape exercises develop important seeing skills for drawing buildings in perspective!

Pointless Perspective:

1. **Nail the Eyeline**
   - The single most powerful tool for the sketcher!
   - All horizontal edges are horizontal at the horizon.
   - Converging lines meet there too!
   - Use the eyeline to position people in your scene.

2. **Position the Very Important Perpendicular**
   - Setout the height of the VIP in relation to eyeline.
   - Use the VIP to measure distances and use horizontal plumblines to check the location of points.
   - Note: this can be done at any stage.

3. **Create a grid of converging lines**
   - First set the top and bottom angles - sight the angle using your pen or relating to the hands of a clock.
   - Draw the top edge and track down to eyeline and then back for the bottom edge.
   - Watch the angles below the eyeline!
   - Create a grid by using midpoints (or thirds) on the VIP and outer edge.

Once you have the basic grid start drawing in ink. Think about the parts of the building that are added to or subtracted from the main volumes.

**Extra (vanishing point) Tips:**
- Check that your angles meet on the eyeline.
- All edges of parallel planes go to the same VP and different angled planes have different VPs.
- Try to find horizontal reference lines for sloped grounds and tops of buildings.