Changing lives through learning

Access to Higher Education Unit

This unit forms part of an Access to HE Diploma. If delivering the graded version of this unit, please refer to the Provider Handbook for details on grading descriptors and the application of these across units within your programme.

Unit Title: Perspective Drawing

Graded Unit Reference Number: GA33ART

Ungraded Unit Reference Number: UA33ART

Module: Art and Design

Level: Three (3)

Credit Value: Three (3)

Minimum Guided Learning Hours: 30

Learning Outcome (The Learner will):	Assessment Criterion (The Learner can):
1. Understand the principles of perspective drawing	1.1 Explain the purpose of perspective drawing in representing three-dimensional objects on a two-dimensional surface.
	1.2 Describe the key elements of perspective drawing.
2. Understand the applications of perspective drawing	2.1 Explain the use of one-point perspective in art, design, or architectural contexts.
	2.2 Explain the use of two-point perspective in art, design, or architectural contexts.
3. Understand the use of perspective drawing methods	3.1 Select appropriate materials and methods for producing a perspective drawing.
4. Be able to produce perspective drawings	4.1 Construct a one-point perspective drawing using correct conventions.
	4.2 Construct a two-point perspective drawing using correct conventions.
	4.3 Apply accurate proportion, scale, and spatial relationships within perspective drawings.

Indicative Content

Learners could cover the following: (The information below is provided for guidance only and is not mandatory)	
LO1	AC1.1 **Purpose of perspective drawing:** representation of three-dimensional objects on a two-dimensional surface; creating depth, distance and spatial realism. **Applications:** use in art, architecture, interior design, product design and technical illustration. **Visual impact:** enhancing realism, guiding viewer perception, creating proportion and scale. AC1.2 **Key elements of perspective drawing:** horizon line (eye level), vanishing points, orthogonal lines, convergence of parallel lines. **Types of perspective:** one-point, two-point (introduction to differences). **Spatial concepts:** foreground, middle ground and background; scale and proportion in relation to distance.
LO2	AC2.1 **One-point perspective:** use of a single vanishing point; objects positioned facing the viewer. **Applications:** interiors, roads, railway tracks, corridors, architectural spaces. **Characteristics:** parallel lines receding towards one central vanishing point; emphasis on depth along one axis. AC2.2 **Two-point perspective:** use of two vanishing points on the horizon line; objects viewed from an angle. **Applications:** buildings, street scenes, architectural drawings. **Characteristics:** receding lines converge towards two separate vanishing points; representation of corners and structure.
LO3	AC3.1 **Materials:** pencils (range of grades), rulers, erasers, drawing paper, technical drawing tools (set squares, compasses). **Media options:** graphite, ink, fine liner, digital drawing tools. **Selection considerations:** precision required, scale of work, intended outcome (technical vs artistic). AC3.2 **Methods:** constructing horizon lines, plotting vanishing points, drawing orthogonals, building shapes from simple forms. **Techniques:** layering construction lines, refining outlines, adding detail and texture.

	Accuracy: maintaining proportion, alignment and consistency of perspective rules.
LO4	AC4.1 **One-point perspective drawing:** construction of horizon line and single vanishing point; drawing shapes using orthogonal lines. **Conventions:** correct alignment of receding lines, consistent scale, clear structure. **Refinement:** adding detail, shading and texture to enhance realism. AC4.2 **Two-point perspective drawing:** setting two vanishing points on the horizon; constructing forms from angled viewpoints. **Conventions:** accurate convergence of lines to both vanishing points; maintaining proportion and spatial relationships. **Complexity:** drawing more dynamic structures such as buildings or street scenes. AC4.3 **Proportion and scale:** maintaining relative size of objects based on distance; use of reference points. **Spatial relationships:** positioning objects accurately within the scene; consistent alignment across the drawing. **Realism:** use of shading, line weight and detail to reinforce depth and perspective.