

Hand W. Shores
614 East 10th Ave.
West Chicago, Ill.

RULES TO REMEMBER
FOR
PERSPECTIVE

DEFINITIONS

V.P.	Vanishing point	R.S.	Point of radiation of shadow
V.T.	Vanishing trace	S.P.	Station point or eye
C.V.	Center of vision	P.P.	Picture plane
M.P.	Measure point	H	Horizon
V.S.	Vanishing point of shadow		

The cone of vision is the intersection of a cone revolved around the middle Visual Ray, with its apex on the eye, and whose opposite elements make an angle of 60 degrees, and the picture plane.

1. To find the VP of any line - Draw a line through the eye parallel to the line whose VP you wish to find until it cuts the PP. The point of intersection is the desired VP.
2. To find the MP for distances on any line - Place the pine end of a compass on the VP of the line on which you wish to measure, and the recording end on the SP or eye, and describe an arc until it cuts the PP. The point of intersection will be the desired MP.
3. To find the VT of any plane - Find the VPs of any two non-parallel lines lying in the plane, and through these will pass the VT.
or
Pass a plane through the eye parallel to the plane whose VP you wish to find until it cuts the PP. The line of intersection is the required VT.
4. To find the RS for shadows by artificial light - Draw a line through the light parallel to the line casting the shadow, until it cuts the plane receiving the shadow. The point of intersection is the desired RS.
5. To find the VS of shadows in sunlight - Draw a line through the VP of the sun's rays parallel to the line casting the shadow until it cuts the VT of the plane receiving the shadow. The point of intersection is the desired VS.

Problems will not be accepted on either illustration board or tracing paper.

All problems will be within a border of a specified shape.

Unless otherwise specified, all problems will contain three human figures of the same size not standing in a straight line. If the is in any position other than vertical indicate by a mark where the top of the head would be, or is the feet be hidden, indicate their position on the ground.

Keep all principal VPs and the eye on the paper.

Work should be accurate and well composed. Leave light construction lines on the finished paper.

Paper should be 15 x 22 inches.

The very soft sketch pad paper is not suitable for the submission of problems.

If ring binder paper is used, cut off the rough edge before handing in the problem.

All objects must be within the cone of vision.

Letter name neatly in the lower right hand corner of the paper.

STUDENTS WHOSE PROBLEMS ARE NOT ALL IN BY THE END OF THE COURSE, OR HANDED IN TOO LATE, WILL REPEAT THE COURSE OR SUCH PART OF IT, INCLUDING THE QUIZZES WHETHER PREVIOUSLY PASSED OR NOT, AS THE INSTRUCTOR MAY DEEM NECESSARY.

The Building has a peaked roof
also includes 3 figures