

VCD U1 T04b

Drawing with MARKERS | SHEET B | Basic Objects

Crating

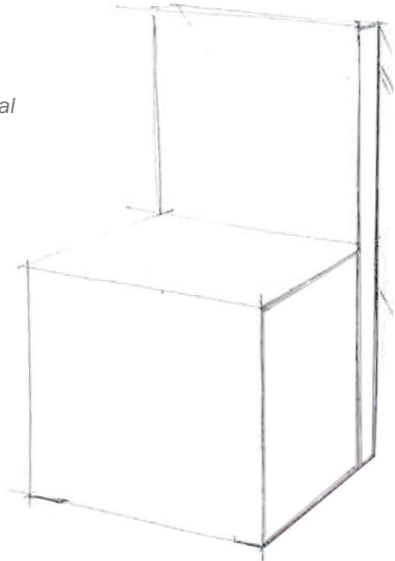
Sometimes its helpful to construct the drawing of objects by 'crating'. Essentially you draw solid and fit the object inside. In the case of this chair there are two basic solids that make up the chair. A cube for the seat area and a tall rectangular solid for the back rest.

Draw a perspective box for the seat area and then add the back solid. After that add project shadows , add tone and a grounding colour so the chair is not floating in space.

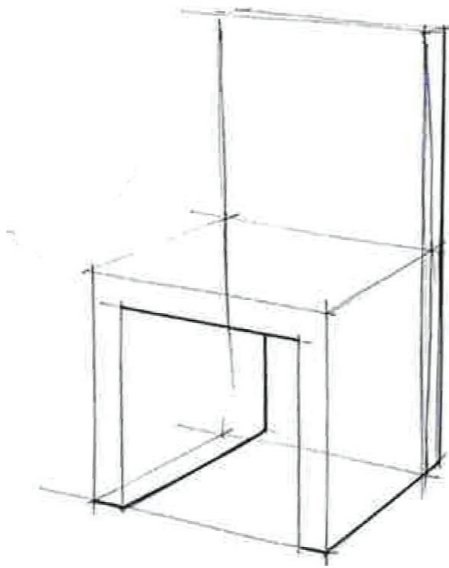
Note the guide - boxed info at bottom of page - to drawing a cube in freehand perspective without setting up formal vanishing points (we'll cover formal perspective later in the year).



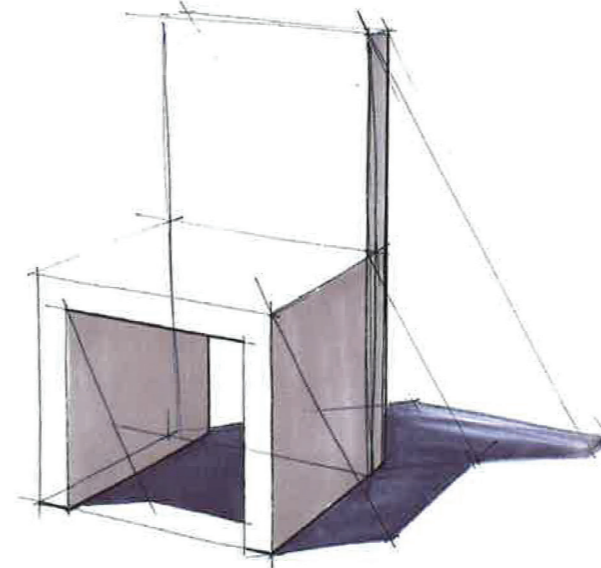
1 Draw a cube
Draw a freehand perspective cube



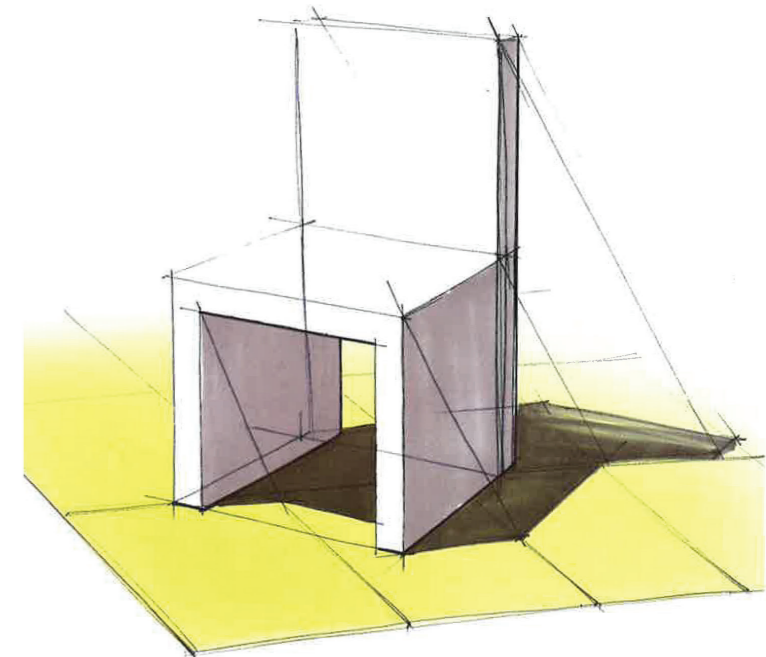
2 Draw back rest
Add the back rest as a tall rectangular solid



3 Construct finer details
Draw in the finer details of the chair making sure to keep your lines in perspective



4 Choose a light source - Add tones & shadows
A Choose a light source - upper left
B Use a light gray Copic (**C3**) to add a tone to the side of the chair that on the shadow side
C Project shadow lines
D Fill in shadow area with a dark Copic (**C7**)



5 Add a ground
Using a colourful Copic marker draw in a geometric shape in perspective to ground the chair

Freehand perspective drawing

Follow the steps below to create a realistic looking cube.

The TWO important things to do:

- 1 Make sure there is acute angle at the bottom corner of the drawing (Step 2)
- 2 use your eyes to make any parallel edges slightly converge as the lines move left or right in the drawing

