

ART · GRADES 4–5

One-Point Perspective

Make a flat drawing look 3D

Three things you need

1

Horizon line

A horizontal line across your page where sky meets ground (or eye-level).

Example: Sky at the top, ground at the bottom.

2

Vanishing point

A single dot on the horizon. All depth-lines lead to it.

Example: Often in the centre, but it can be anywhere on the horizon.

3

Orthogonal lines

Lines that go from the corners of objects toward the vanishing point.

Example: Edges of a road heading into the distance.

Step by step

1. Draw a horizon line across your page.
2. Mark a single vanishing point dot on the horizon.
3. Draw a rectangle (the front of a building) somewhere off to one side.
4. Connect every corner of that rectangle back to the vanishing point with light pencil lines.
5. Decide how far back the building goes. Draw a vertical line where the back ends.
6. Add windows. Top edges and bottom edges of the windows should also point to the vanishing point.



7. Repeat for a building on the other side. Then draw a road between them.

