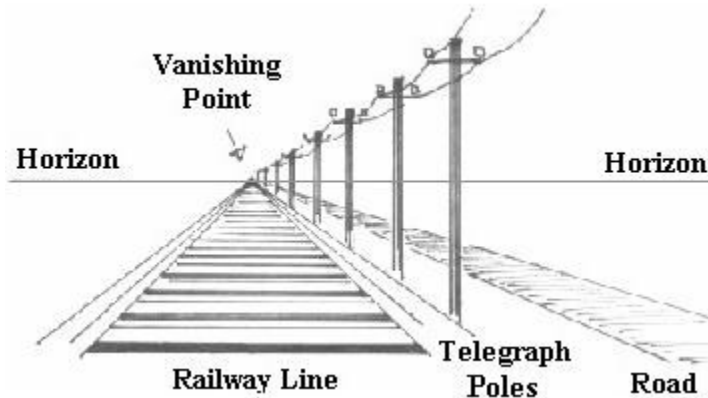


ONE POINT PERSPECTIVE

VIDEO GAME PROJECT

The purpose of this project is to create a unique video game scene using one point perspective. For this project, you will design your very own video game scene. You'll create your own environment and characters. We'll be using the rules from drawing in one point perspective. Have fun!



Here are some things you will need to consider before starting your video game scene:

1. Where is it located?

In a jungle?	In a forest?	In a city?	In a small town?	Underground?
In the sky?	In the future?	In the past?	Under the sea?	On another planet?
In a hospital?	In a factory?	In a maze?	In a haunted house?	In a forest?
In a small environment (cupboard, shelf, inside a tree, etc.)?		In an airplane?	On a train?	On a boat?
Other?				

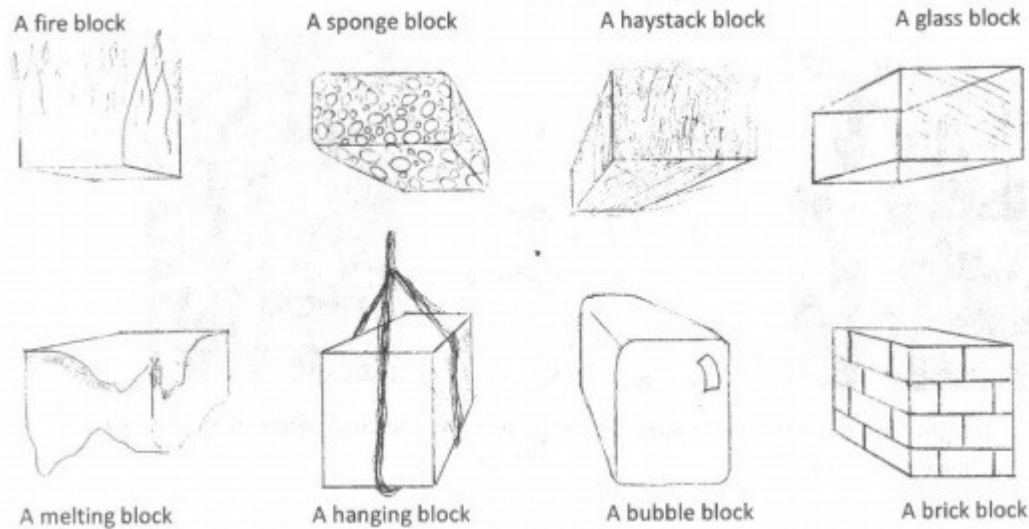
2. What kind of characters are going to be in your scene?

People?	Blobs?	Aliens?	Spiders or insects?	Fish?
Robots?	Snakes?	Cartoons?	Soldiers?	Astronauts?
Birds?	Animals?	Cars?	Elves?	Germs?
Zombies?	Dragons?	Monsters?	Candy?	Balloons?
Other?				

3. *When you are happy with your drawing, you will outline everything with an extra fine sharpie or black pen. Then begin adding colour neatly with coloured pencils. Shade in the direction of your shape and blend with analogous colours.*

4.

Remember all the blocks and objects in your scene have to be drawn using 1 Point Perspective. They can then be altered to fit your scene. For example:



You will be evaluated based on the following:

1 POINT PERSPECTIVE VIDEO GAME SCENES	
<p>Followed Instructions Included all requirements for 1 point perspective including:</p> <ul style="list-style-type: none"> - Completed 1PP Block worksheet (4 points) - Completed 1PP Shape Worksheet (4 points) - Completed 1PP Room Worksheet (4 points) - Drew video game scene entirely with pencil first (2 points) - Added textures and details (2 points) - Outlined with pen/sharpie (1 points) - Added colour (1 point) 	/ 18 Points
<p>Effort/Neatness</p> <ul style="list-style-type: none"> - How much time was spent on the work? - Was class time used wisely? - Was the project submitted on time? - Was care taken to make sure the project was neat? - Was the project treated with respect and handled gently (project should be put away properly after each class so that it is safe)? 	/ 8 points
<p>Quality of Perspective Drawing</p> <ul style="list-style-type: none"> - Did you always use the same vanishing points? - Did you always use a ruler for straight lines? - Did you always start with a flat shape facing you for 1-point perspective? - Did draw every object using 1 point perspective before adding texture and details? 	/ 8 points
<p>Quality of Shading/Colouring</p> <ul style="list-style-type: none"> - Did you pay attention to detail when shading/colouring? - Are the objects in the background shaded properly? - Are the objects in the foreground shaded properly? - Do the background objects have less detail/colour? - Do the foreground objects have more detail/colour? - Are the objects placed in the correct position on the page? 	/ 8 points
<p>Creativity</p> <ul style="list-style-type: none"> - How much thought was put into the choice of the design? - Did you choose an interesting design that was different from others' designs? - Did you choose a design that was simple or challenging? - Did you add to a pre-existing t-shirt design or completely transform a t-shirt into a new design? 	/ 8 points
<p>TOTAL (of possible 50)</p>	/ 50 =