BANGLADESH TECHNICAL EDUCATION BOARD
Agargaon, Dhaka-1207

4-YEAR DIPLOMA-IN-ENGINEERING PROGRAM
SYLLABUS (PROBIDHAN-2016)

ARCHITECTURE & INTERIOR DESIGN

TECHNOLOGY CODE: 687

4th SEMESTER

SUBJECT NAME: Perspective Drawing & Rendering
SUBJECT CODE: 68744

Aims

To be able to develop knowledge, skill and attitude in the field of perspective drawing and rendering,
special emphasis on:
- System and method of perspective drawing
- One point, two point and three point perspective
- Technique of distortion in perspective
- Shades and shadows on perspective

SHORT DESCRIPTION

Perspective drawing, perspective projection, two point perspective, two point perspective, one point
perspective, three point perspective, distortion in perspective, shades and shadows on perspective

Theory

1-Understand the general features of perspective drawing

1.1Define the meaning of perspective drawing.
1.2Explain classification of perspective drawing.
1.3Outline the importance of orthographic drawing.
1.4Describe the methods of perspective drawing.

2. Understand the principle of perspective Projection

2.1Identify the Picture Plane and horizon line
2.2Explain vanishing point and station point.
2.3Mention the true height line, cone of vision and reduced height line.

2.4Identify the eye level, central visual ray and focus point.

3. Understand the principle of two point Perspective

3.1Explain the meaning of the two point perspective
3.2Identify the vanishing points in two point perspective
3.3Mention the relationship between station point and picture point
3.4Describe the methods of determining height in perspective

4. Understand the principle of one point perspective

4.1Describe the meaning of the one point or parallel perspective
4.2Identify the location of picture and station point.
4.3Describe the direct projection method of one point perspective.

5. Understand the principle of three point perspective

5.1 Mention the meaning of three point perspective.
5.2 Describe the direct projection method of three point perspective
5.3 Explain the perspective plan method of three point perspective.

6. Understand the distortion in perspective

6.1 Mention the meaning of the distortion in perspective.
6.2 Distinguish between the acceptable and desirable distortion.
6.3 Mention the meaning of the term reflection
6.4 Describe the reflection side to side and front to back.

7. Understand the principle of shades and shadows on perspective.

7.1State the principle of shadow casting.
7.2Describe the shadow with the light rays parallel to picture plane.
7.3Describe the shadow of slanting and oblique lines.
7.4Describe the shadow of steps.

PRACTICAL

1. Perform the Common Method of Two-Point Perspective

1.1 Draw plan, picture plane and station point.
1.2 Draw ground line, elevation and horizon line.
1.3 Determine Left and right vanishing points.
1.4 Draw two-point perspective view of a cube.

2. Perform perspective in front and behind picture plane.

2.1 Draw object in front of picture plane.
2.2 Draw object behind picture plane.

3. Perform two-point perspective of exterior and interior.

3.1 Draw two-point perspective of a simple exterior.
3.2 Draw two-point perspective of a simple interior.
3.3 Draw two-point exterior perspective of one storied building.
3.4 Draw two-point interior perspective of one storied building.

4. Perform the Common Method of One-Point Perspective.

4.1 Draw plan, picture plane and station point.
4.2Draw ground line, elevation and horizon line.
4.3Determine vanishing point.
4.4Draw one-point perspective view of a cube.

5. Perform three point perspectives.

5.1 Draw three point of a cube using direct projection method.
5.2 Draw three point perspective of a desk.
5.3 Draw three point perspective of a simple building.

6. Perform shadows on perspective drawing.

6.1 Draw shadows with the light rays parallel to the picture plane.
6.2 Draw shadows on multi-view orthographic plan.

6.3 Draw shadows on perspective plans.

7. Draw Shades and Shadows.

7.1 Block
7.2 Cone
7.3 Cylinder

REFERENCE BOOKS

1. Architectural Rendering – Alberto. Halse
3. Professional Architectural Graphics – C. Leslie Martin.