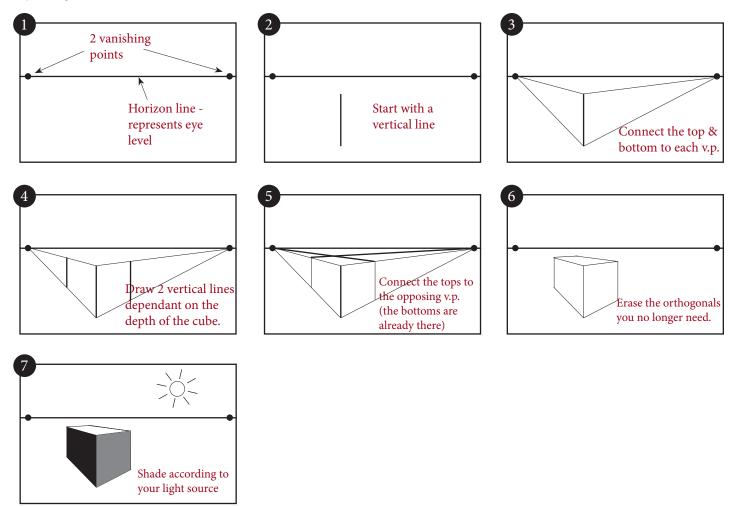


The concept of one point linear perspective was first discovered in Florence, during the Renaissance, by Filippo Brunelleschi. Linear perspective is a drawing technique used to make 2 dimensional images appear as though they are being seen with the eye. Artists use linear perspective to create the illusion of 3 dimensions. In class you will be learning how to create a drawing in 2 point linear perspective. You will use this skill to complete the following project.

Assignment Steps:

1. Complete the in-class exercises of drawing cubes in 2-point linear perspective and shading them according to your light source.



Assignment Step 2: Once you have completed the in-class exercises, you are ready to use the skills of perspective to complete your architectural project.

For this project you will be studying a country other than our own as inspiration. You will use the information you gather about this country to create a restaurant to be built either in the country you have studied or in our own.

Search online to gather the following information:

Name of country:
Continent:
Language(s) spoken:
Population:
Currency:
Geography/Type of Landscape:
Climate:
Culture:
Noteworthy Historical Facts:
Food:
Interesting Facts:
-

- 3. Consider the information gathered in your research and brainstorm ideas for a new restaurant.
- You can build your new restaurant either in the country that you studied or here in the U.S.
- Your restaurant MUST be inspired by the country that you studied.

What design choices will be effected by your choice of location?

4. Create sketches for the exterior of your restaurant.

5. In two point perspective create a final drawing of the exterior of your restaurant. Make sure you pay attention to the landscape of your drawing.

6. Include a design proposal for the restaurant with your drawing.

Your proposal should include a sample menu, proposal for interior ambience including decor/music/service attire/etc.

	Skills: How well did you use the materials?	Concepts/Ideas: Is your work creative and original?	Effort and Participation: Did you meet your potential?	Studio Partnership: How well did you work in your space?
Exceeds 5 95-100	To receive a 5, the stu	ident must determine what is n	ecessary to go "above and bo	eyond" expectations.
Exemplary 4 90-95	Work shows attention to detail and proper use of materials.	Work shows high level of creativity and original thought. Ideas are clearly illustrated.	Student used all class time to complete project. Student provided original input in class discussions. Student performed to the best of his/ her ability.	Student set a high standard to help others and to be respon- sible for class supplies and materials. Student displayed excellent behavior.
Accomplished 3 80-90	Work shows some attention to detail and/ or inconsistent use of materials.	Work shows creativity and original thought. Ideas are illustrated.	Student used some class time and to complete project. Stu- dent provided some input in class discussions. Student put in a solid amount of effort.	Student showed responsibil- ity for supplies and materials and displayed good behavior.
Developing 2 70-80	Work shows little attention to detail and/ or inconsistent use of materials	Work shows little creativity and some original thought. Ideas are somewhat illustrated.	Student used little class time and to complete project. Student did not participate in class discussions.	Student showed little responsibility for supplies and materials and displayed below average behavior.
Beginning 1 60-70	Work shows no attention to detail and/or improper use of materials.	Work shows no creativity nor original thought. Ideas are not clearly illustrated.	Student did not use class time wisely to complete the project.	Student was unsafe, disrup- tive and/or showed behavior which had a negative impact on the class studio.