

Perspective Grid Design Checklist

For this project, you will demonstrate your mastery over the perspective grid tool while continuing to elevate your creativity and attention to details.

Use your Bellwork Brainstorming jpegs to help you come up with an idea for what your structure will be. Some other brainstorming questions to ask yourself might be:

- Is my place in a realistic world or fantasy?
- Is it a home/shelter or a building used for commercial use or services (store, restaurant, gas station, etc.)
- Will it be viewed at eye level, bird's eye level, or worm's eye level? AND does the point of view make sense with the buildings/scene?

You are welcome to use images for reference as to what details certain buildings might include (if you do so, make a work cited page with that image AND THE URL address). However, I do not want you to simply recreate something you see in a photograph into Illustrator using the Perspective Grid tool. **I want you to design your own architecture not copy something that has already been designed by a professional.**

DESIGN CHECKLIST

_____ Architecture is an original design and creative. Push yourself to go beyond the basic!

_____ Design is detailed. Buildings include details like windows, doors, decorative embellishments, etc. Surface textures are taken into consideration. Shiny surfaces show reflections/glaires. Transparent surfaces reveal objects within/below with layers/opacity etc.

_____ Details and added objects are designed in a 3D manner to keep the form unified.

_____ Perspective is unified throughout the design. Added details on the buildings and in the surrounding areas all follow the same perspective.

_____ Architecture fills the artboard. It can be a single building or multiple, but it should fill a **majority** of the artboard allowing, of course, for space to include the surrounding environment. Keep it balanced.

_____ Architecture should have more than one story/flight.

_____ Values on architecture, including all added details, demonstrate a light source and shadow application that is consistent throughout the design. (Gradients/Fade to, Opacity or Blend Modes (Screen, Multiply, Overlay) -found in Transparency Panel)

These are the links we used from the weebly site, but I placed them here for easy access. :)

[Gallery of exemplars](#) link to images

[Perspective Grid Tool Intro](#) link to video tutorial

[Adding text to perspective grid](#) article

[Using 3D Effects \(Bevel, Revolve, Rotate\)](#) link to video tutorial