

## VOCABULARY DRAWING I

**intuitive gesture:** quick fast marks to record and see where your eyes have been (scan). These marks let you see what distortions your eyes succumb to.

**x/y axis:** the grid made up of vertical and horizontal lines to locate objects in space.

**clock angles:** edges that recede back into space (ie., side of a box or table edge). To reproduce this line, use the proportional tool straightedge to mimic the line. Then freeze your hand holding the ruler in that position and place it on your paper in the space where it belongs.

**picture plane:** view still life as if through a piece of glass to see it as if it were two dimensions.

**spatial illusion:** the view that objects in the picture are receding or protruding through the picture plane.

**proportional tool:** a flat straightedge held up as if against a pane of glass used to find measurements on the x/y matrix.

**unit of one:** use one dominant unit of one to translate the still life to your drawing in a grid of x/y axis, so you can see and understand how much space is between objects and where they overlap.

**horizontal unit of one:** the furthest amount of space between the furthest left and furthest right points of the still life.

**vertical unit of one:** amount of space between the highest and lowest points.

Proportion is a statement of relative size, not absolute size.

Receding edges converge more rapidly as the viewing angle becomes more acute (less than 90 degrees)

Failure to correctly foreshorten a rectilinear plane that is moving back in space is probably the most common drawing error.

Foreshortening depends on a delicate balance with the convergence of the receding parallel edges.