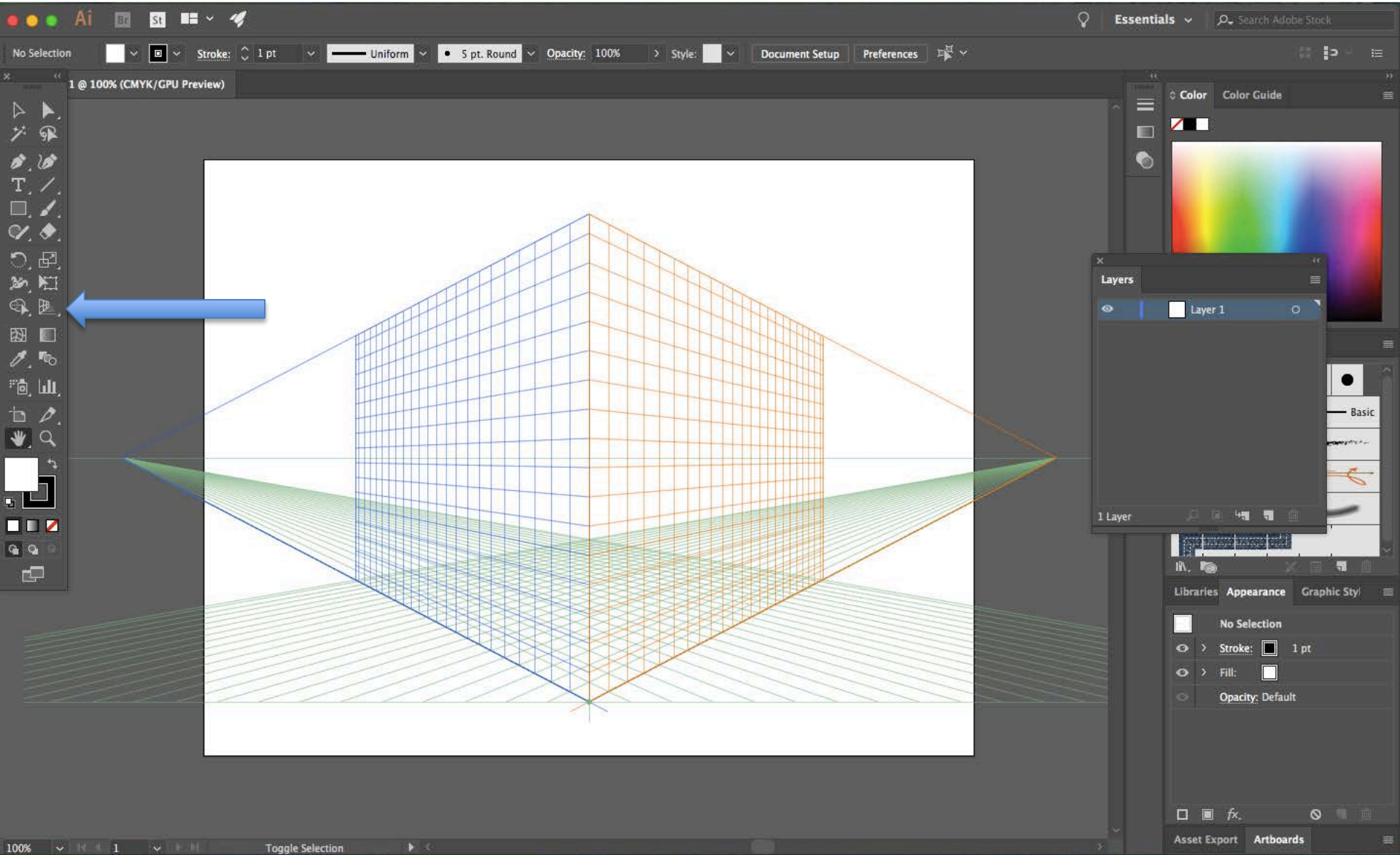


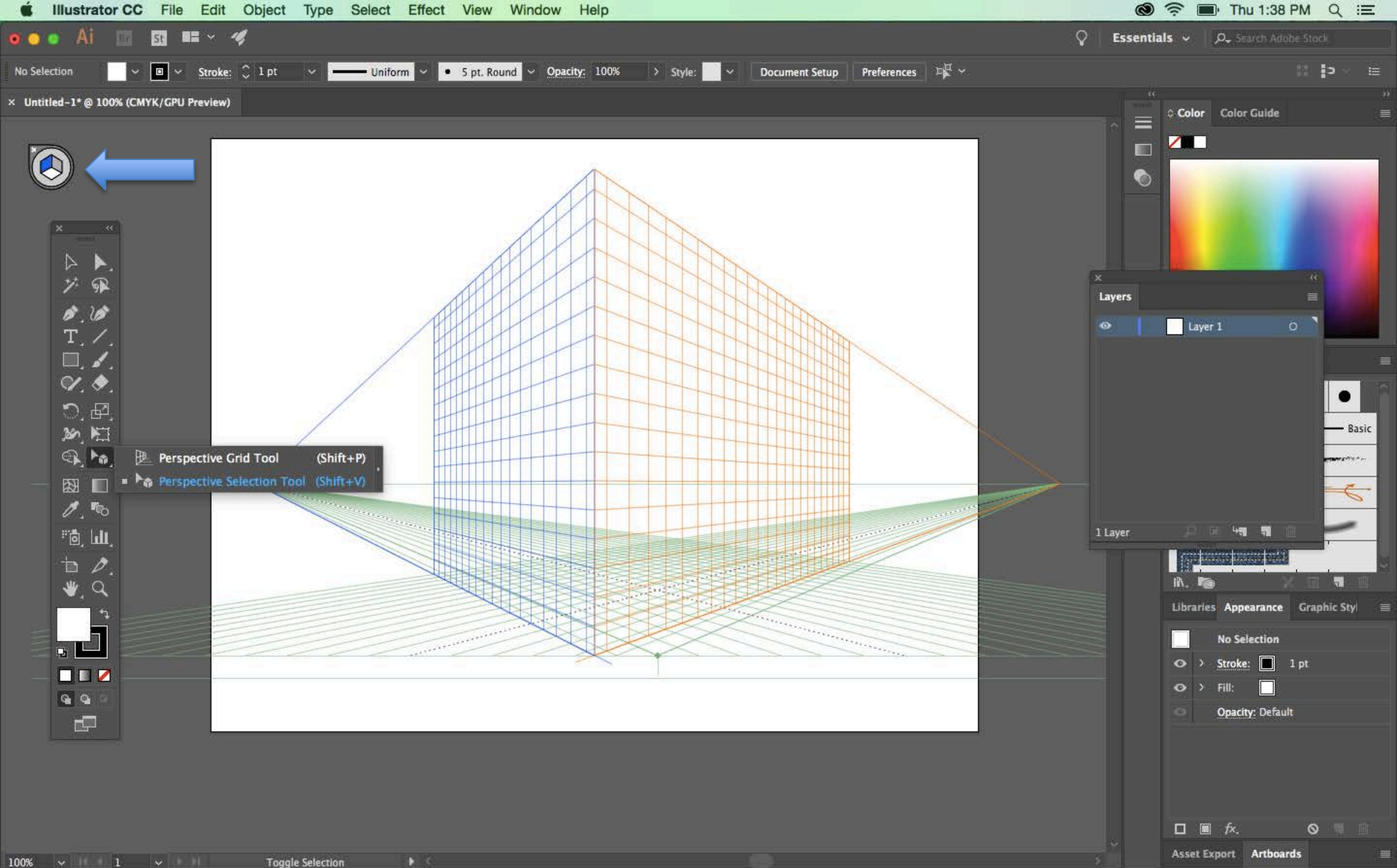
Perspective City

Foundations in Media Art

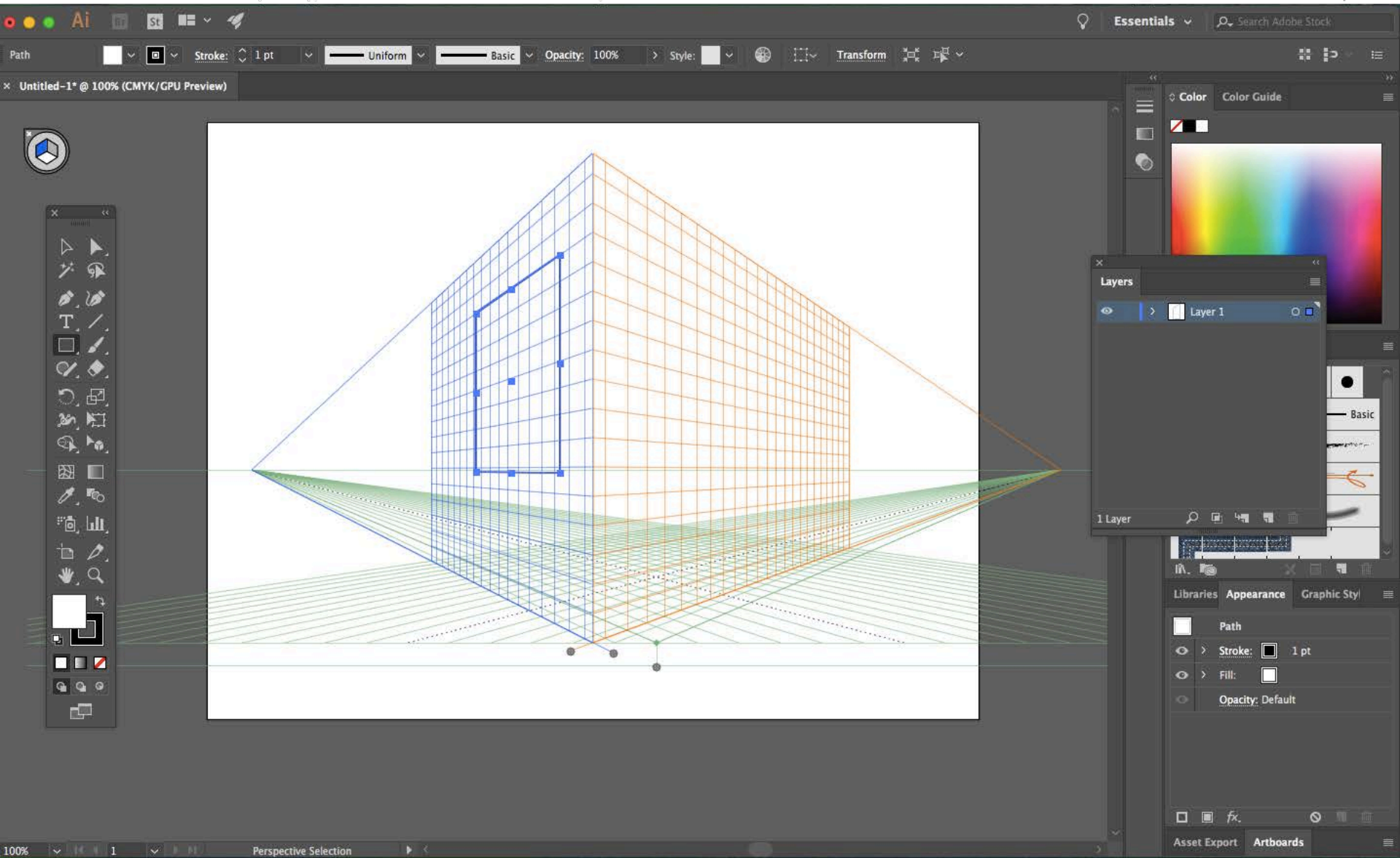


Open a new Adobe Illustrator file, 11x 8.5"

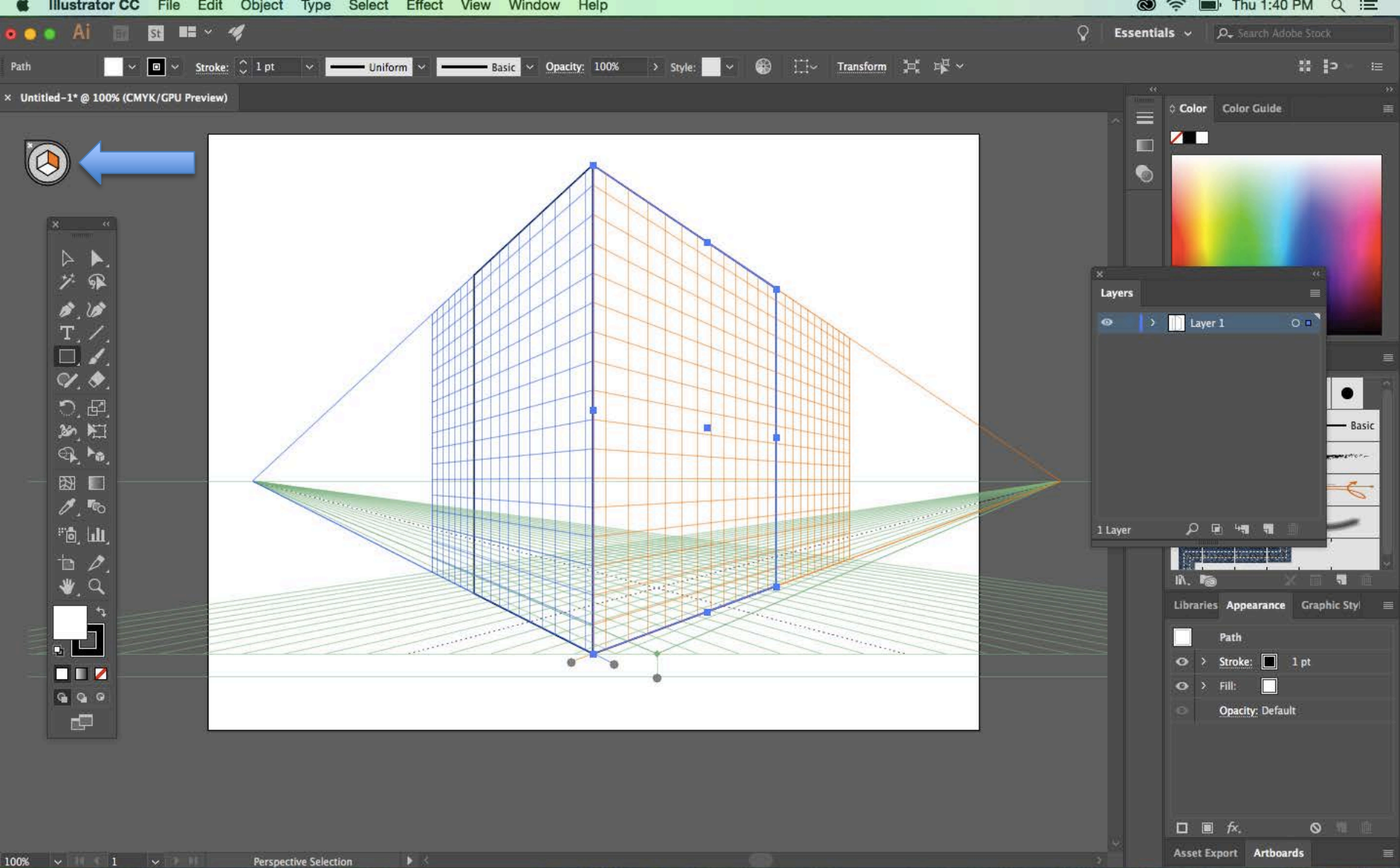
Click the perspective grid tool, it will automatically create the grid you see above.



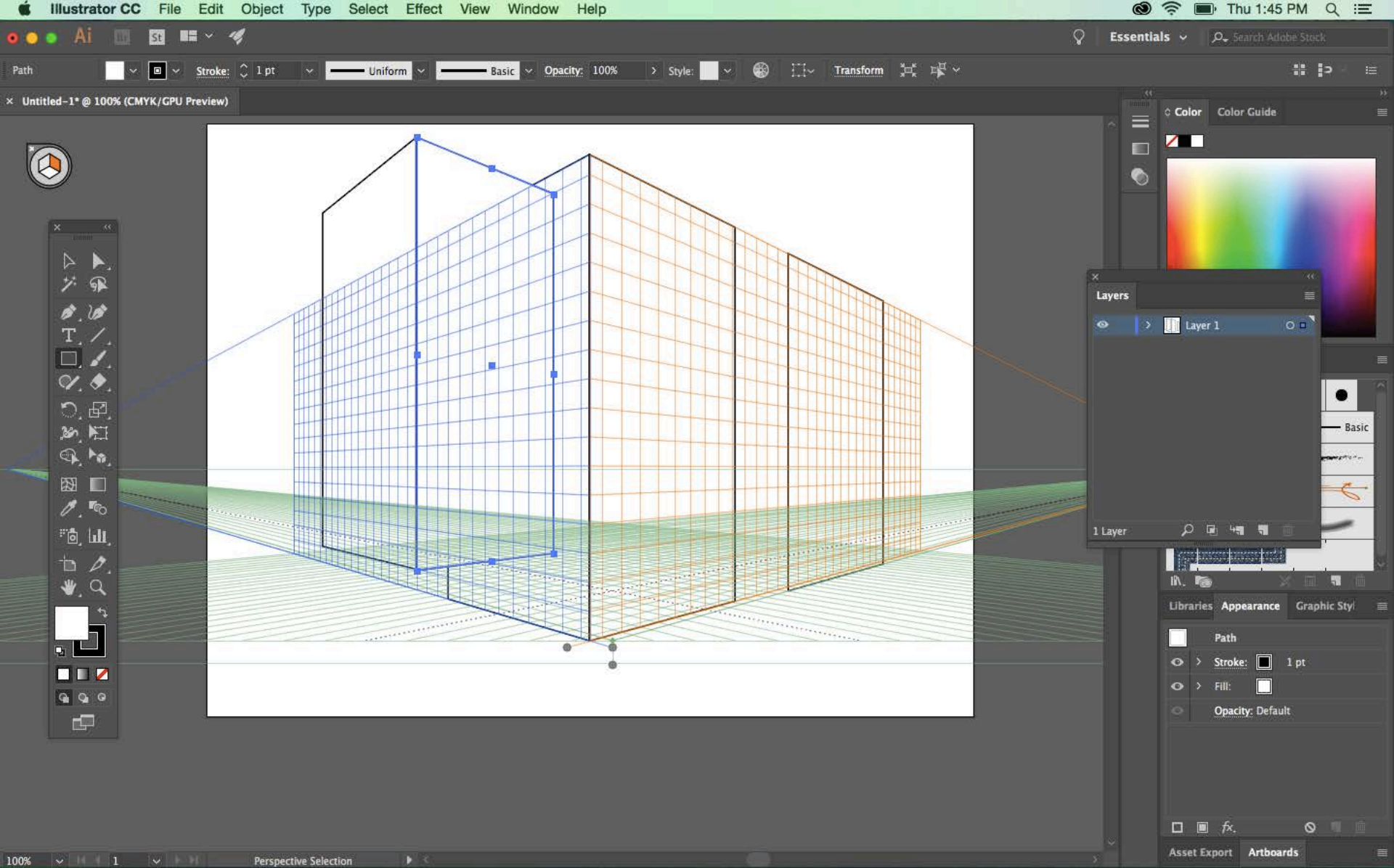
You may need to move your tool bar out of the way to see the widget (the little cube with the x)
Using the Perspective Selection tool (click and hold down on the perspective grid tool and it'll pop up) Adjust the corners of the grid until you are happy with its placement.



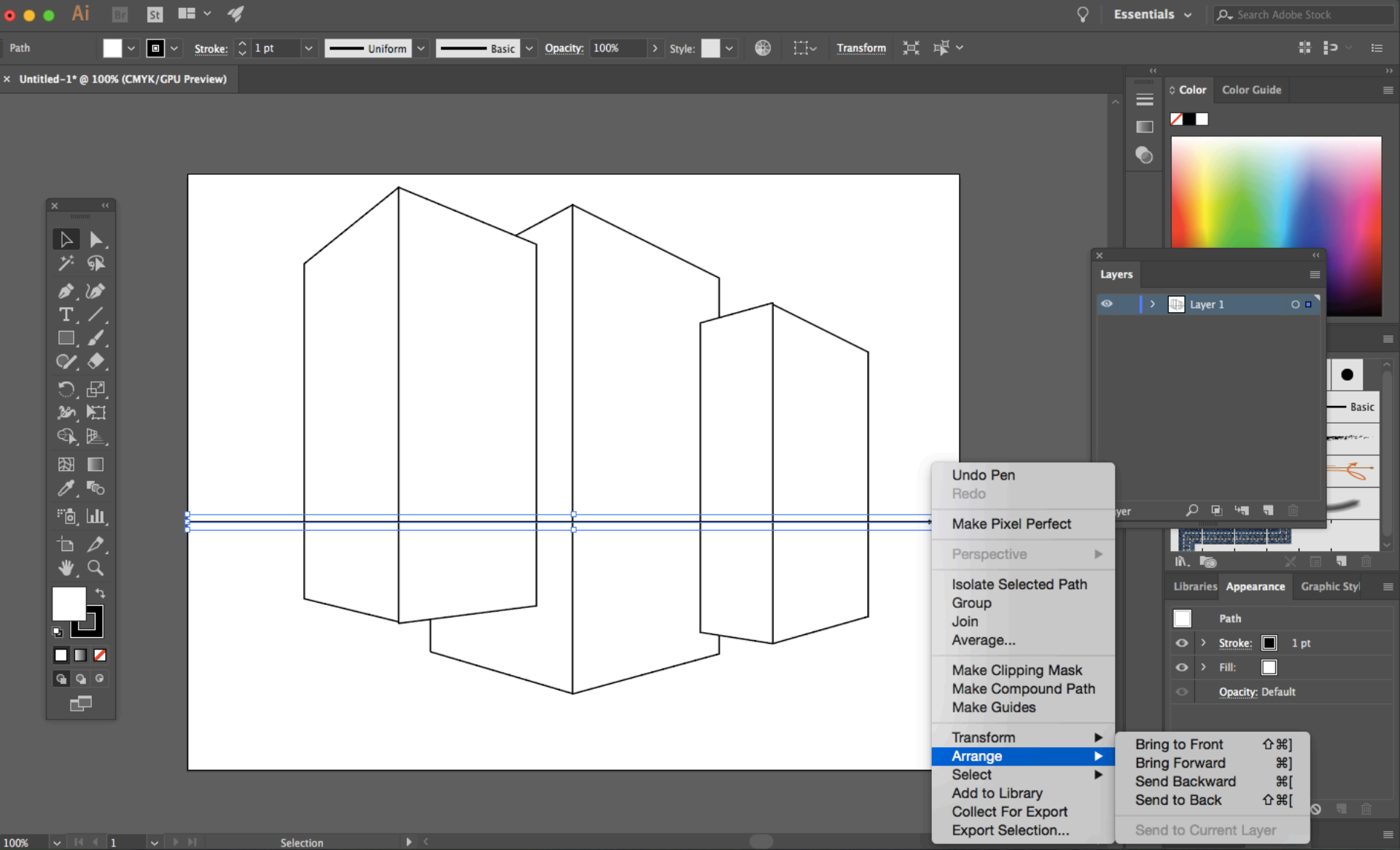
Using the rectangle tool, begin to draw the sides of your building. It will stay in the proper perspective based on which side of the cube you have chosen. Here I have blue selected, so it will line up with the blue side of your buildings.



Now, to draw the opposite side of your building, click the orange side of the cube. This changes the rectangles you draw to align with the orange perspective side.

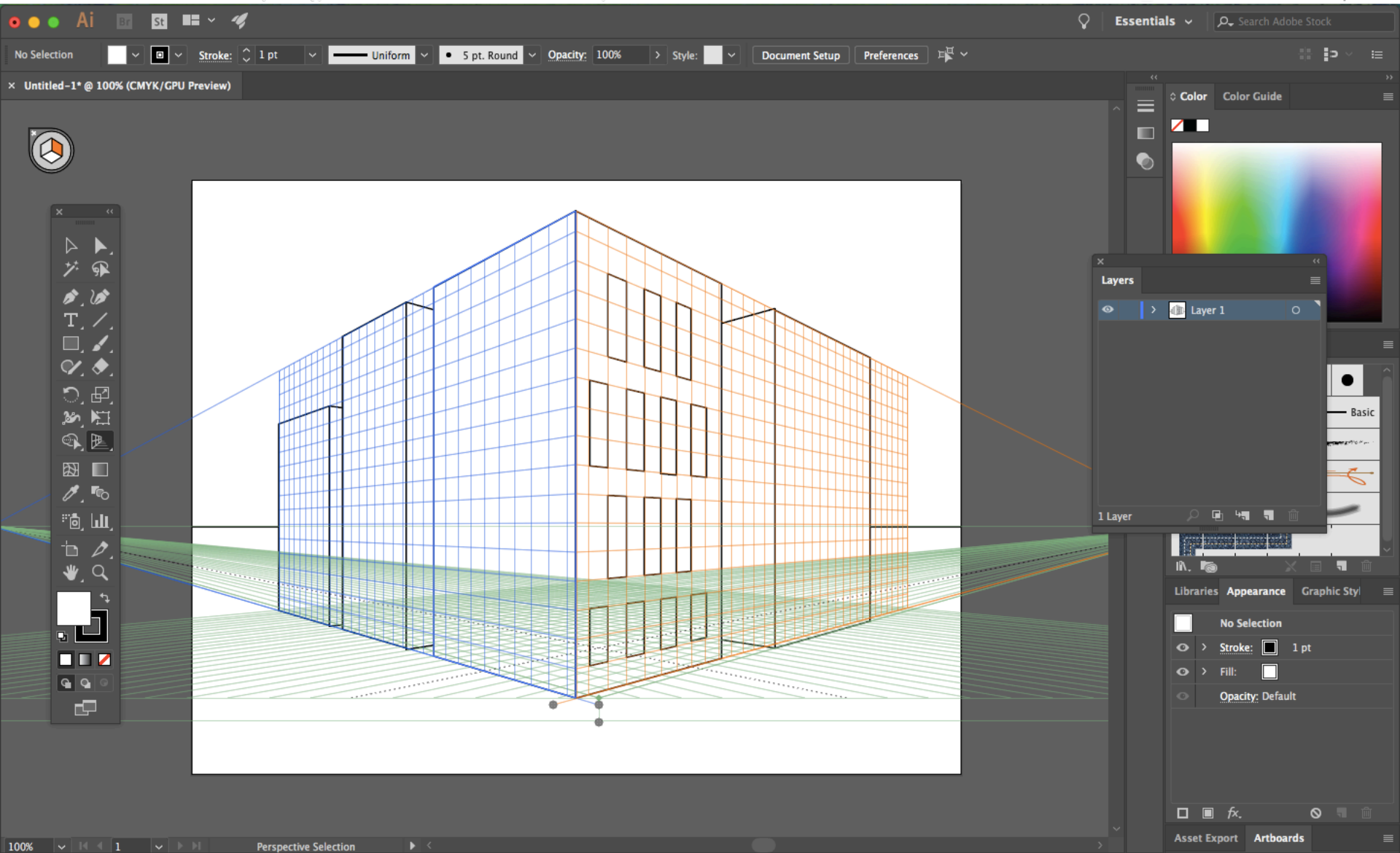


Keep drawing your buildings keeping in mind the blue vs orange sides.

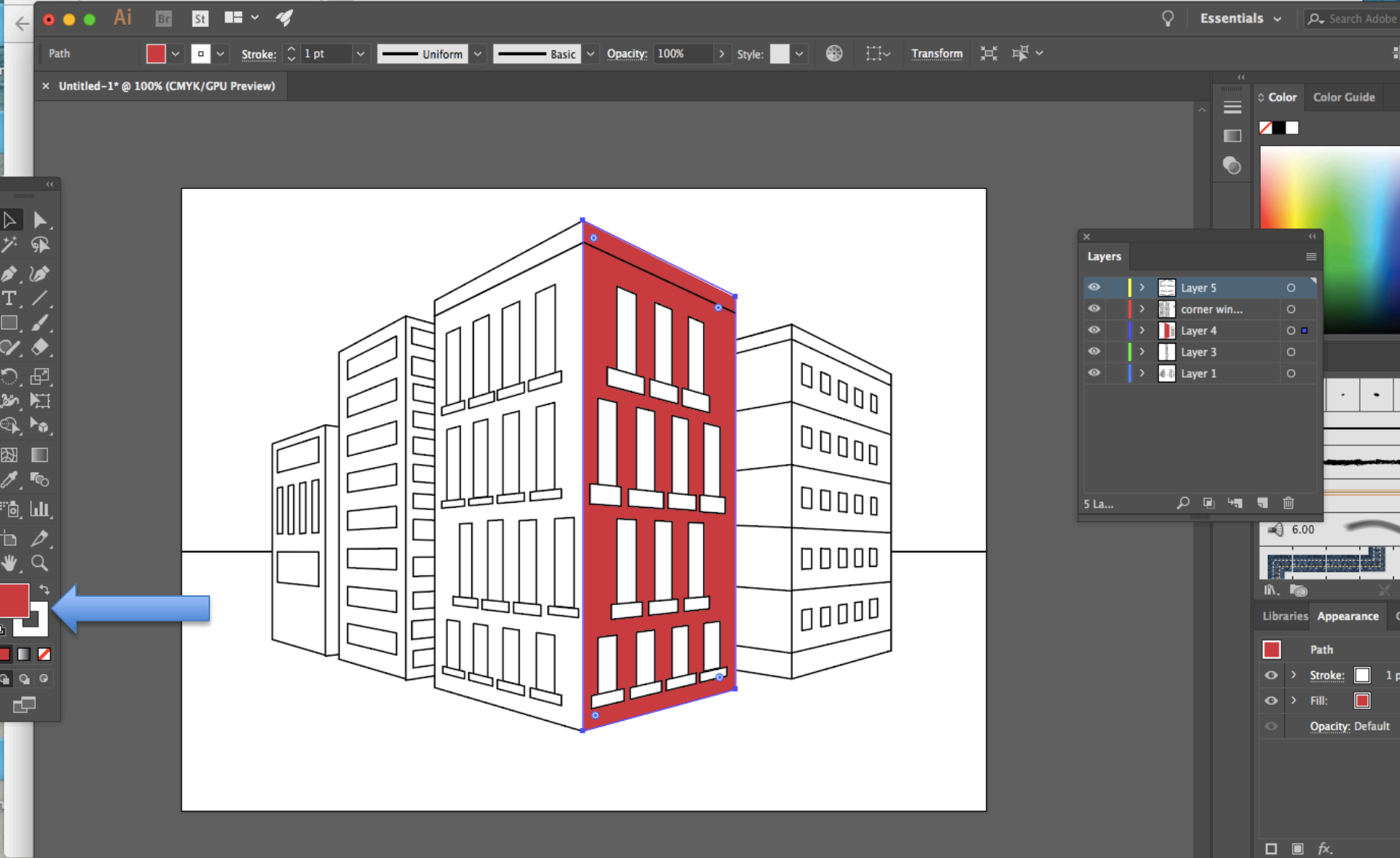


You may need to arrange the buildings properly to make it look right. Right click on your rectangles then click arrange and then bring to front or send to back depending on what you need.

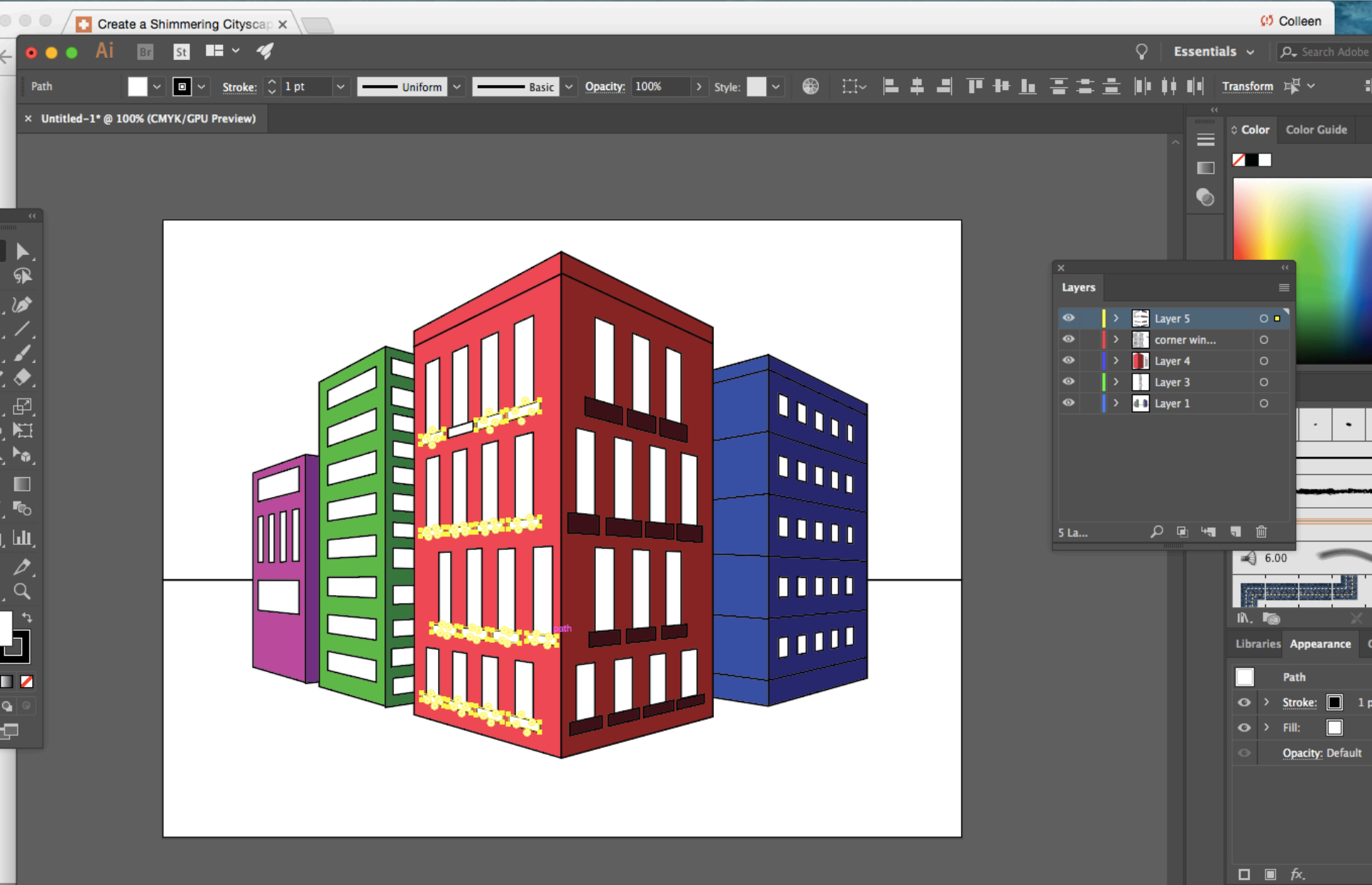
It's also helpful to use the pen tool, to draw a horizon line to keep you grounded.



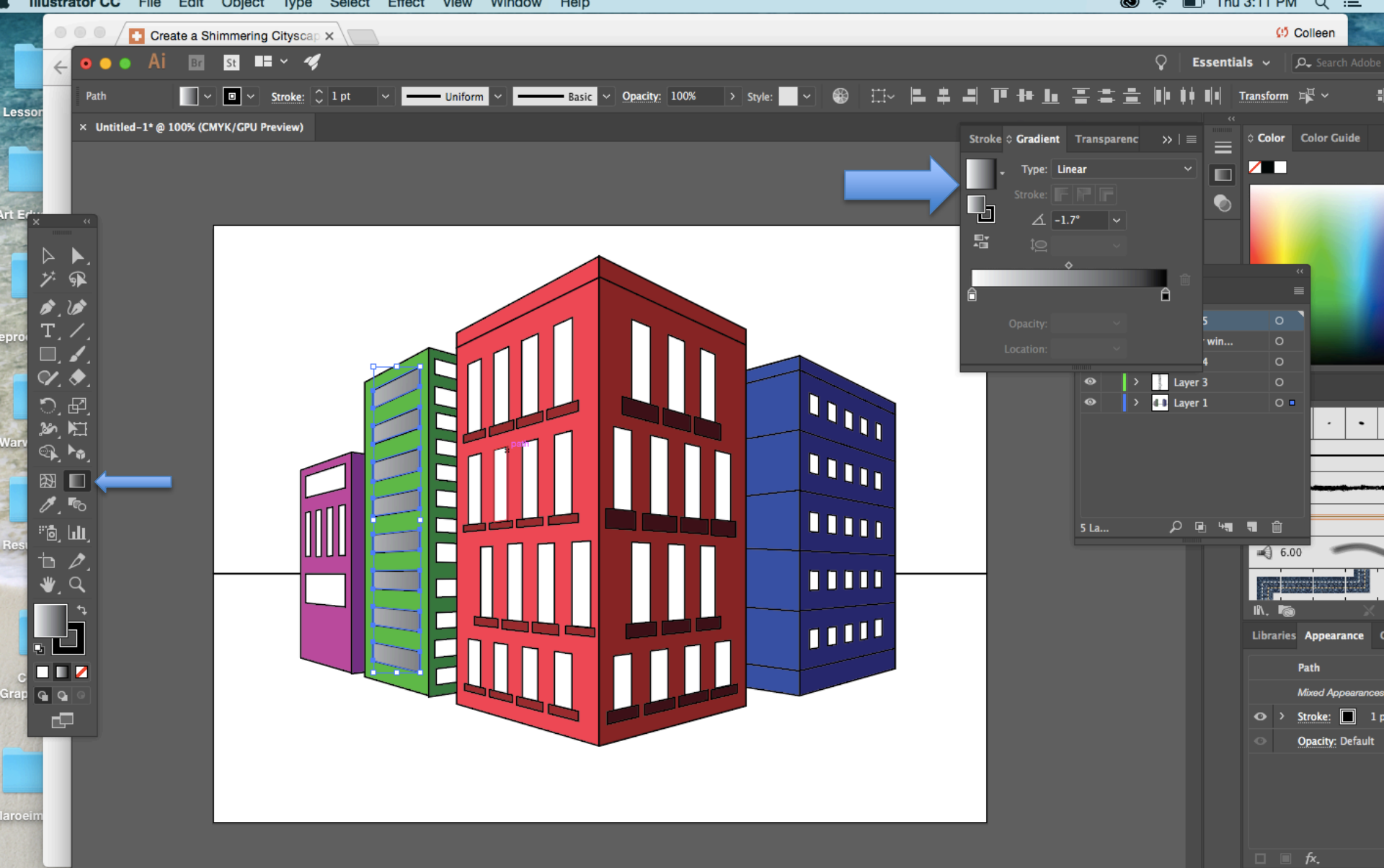
Now, add all your details lines and shapes using the pen tool and the rectangle tool. Don't forget to switch between orange and blue as you need!



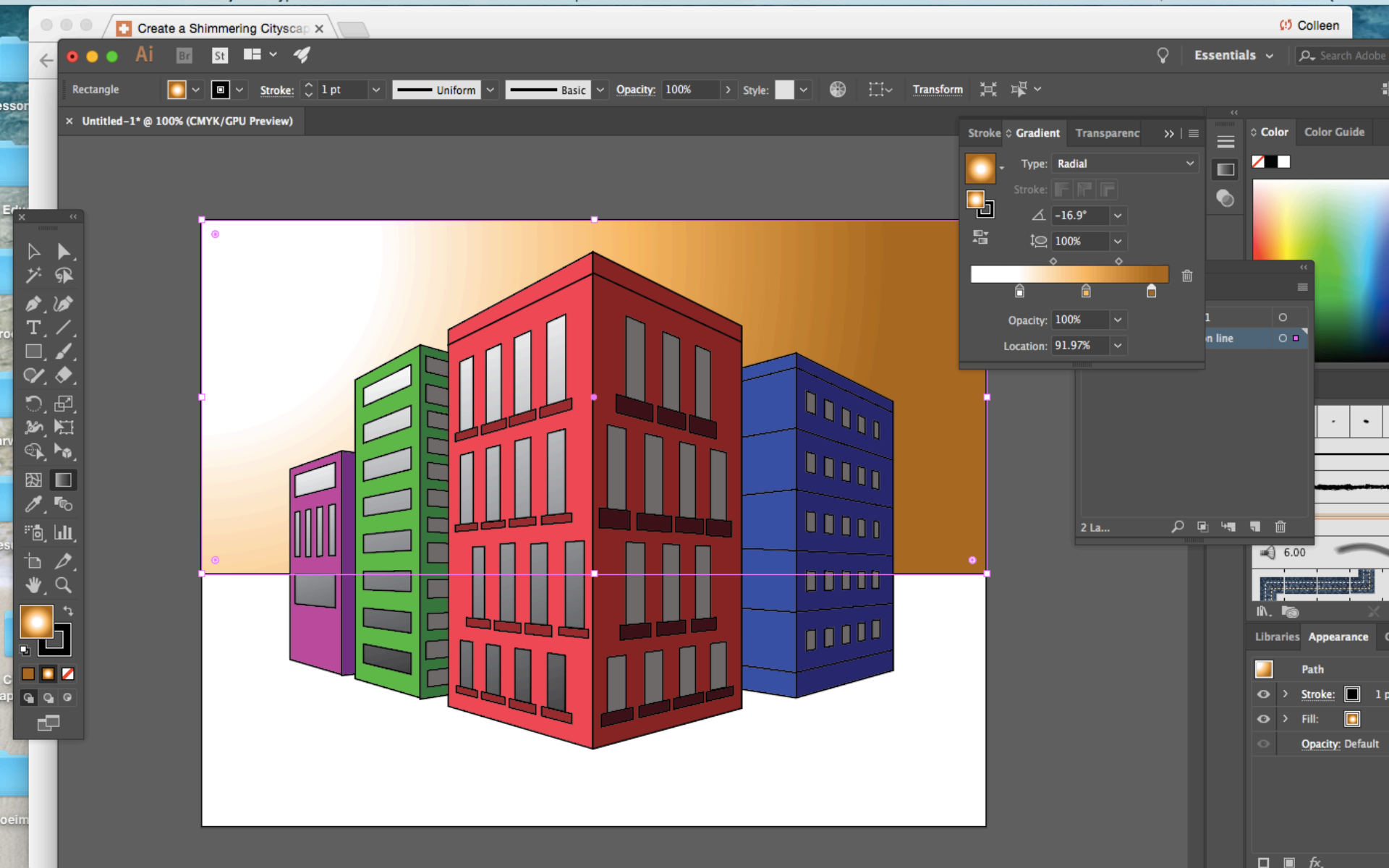
Now COLOR! To make it appear like it has depth and a sense of space, pick one side to be light and one side to be dark, based on where the sun/light is coming from. In my case I chose the right side to be dark and the left to be light. Add colors appropriately. (Click the box, then add a fill color)



Window color. Click and hold down shift to select a group of windows at once.

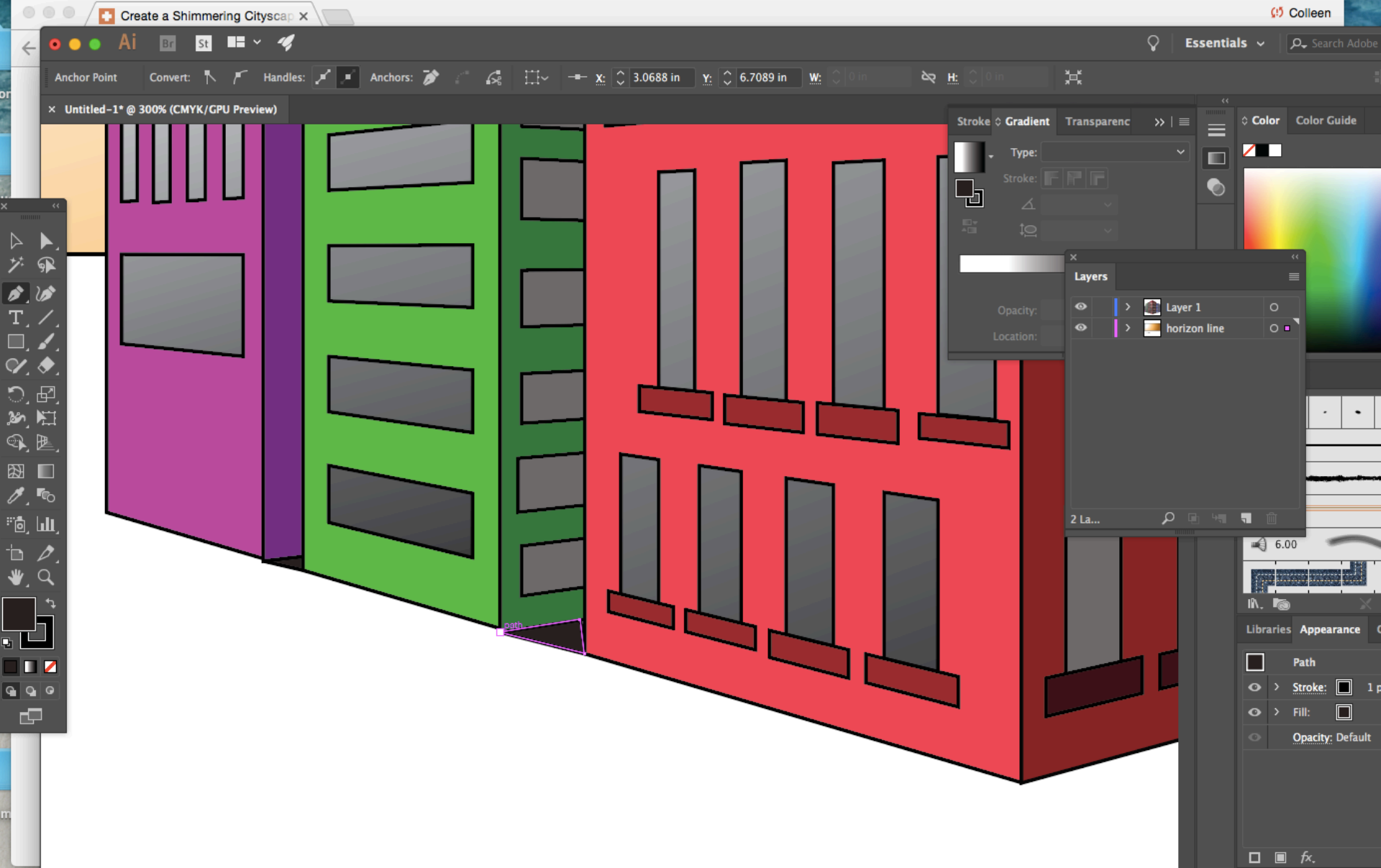


Add a gradient to the windows on the light side! Use the gradient tool to change the direction and length of your gradient.

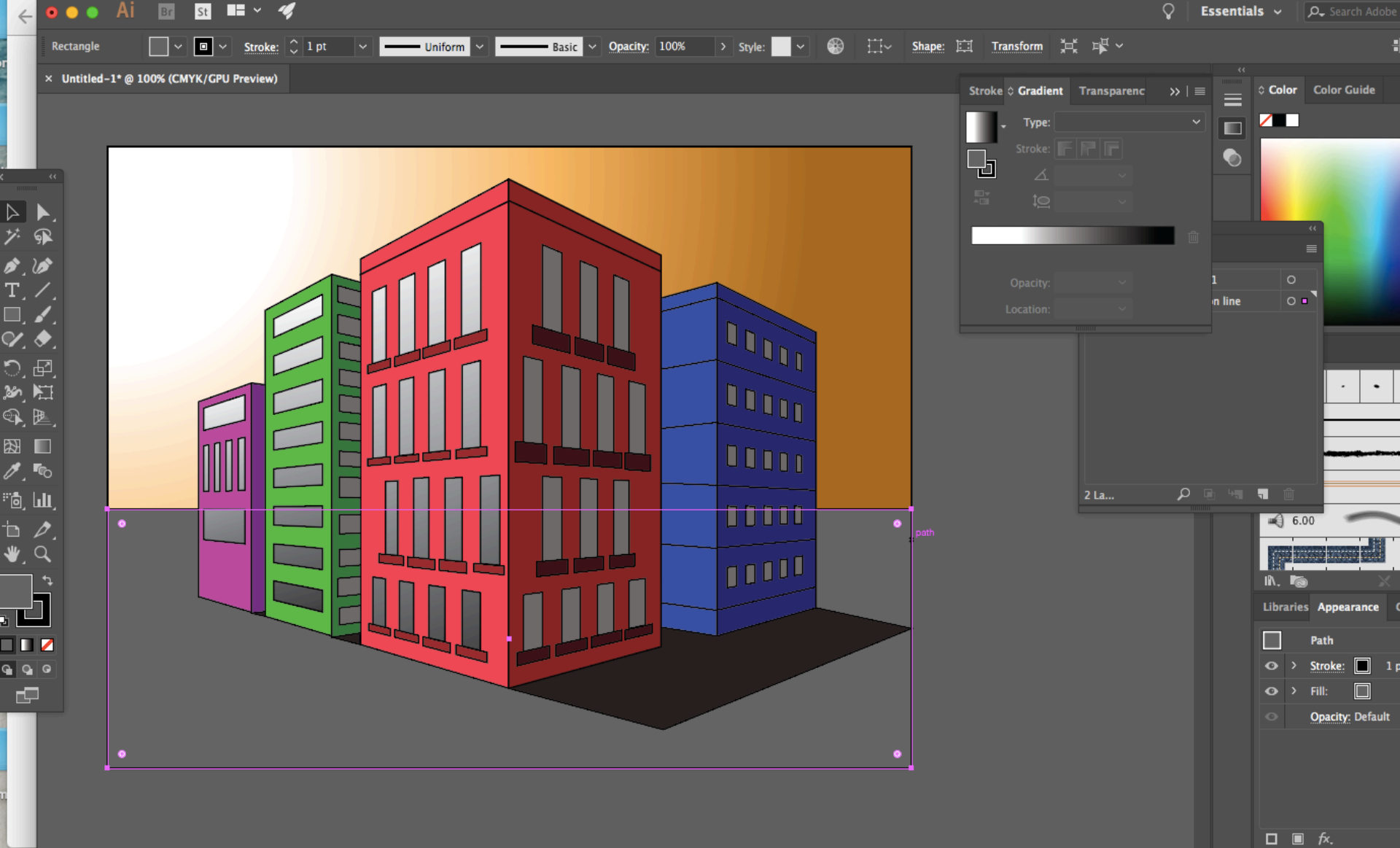


To the windows on the dark side, just fill with a flat grey.

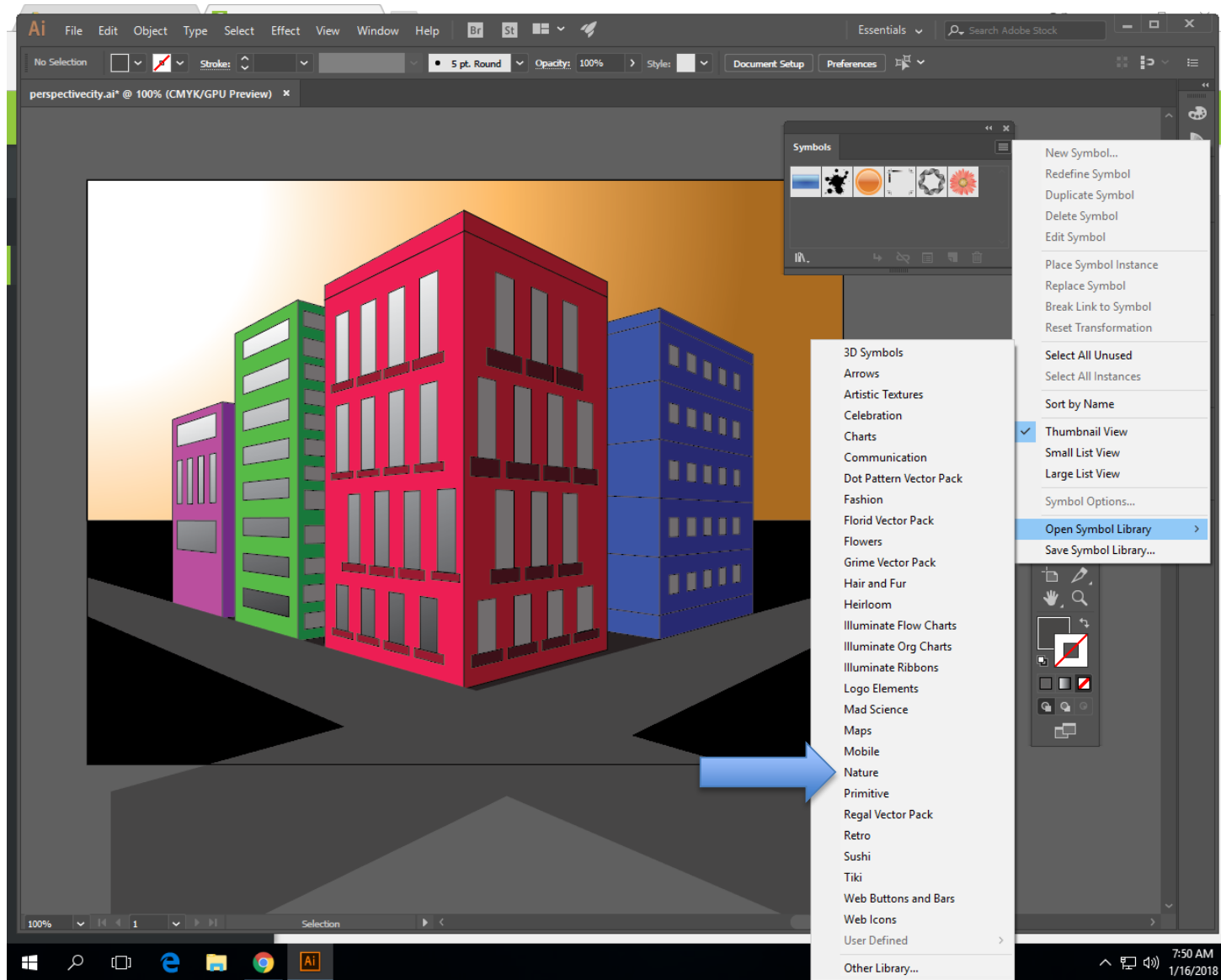
Using the rectangle tool, click and drag and draw a rectangle for sky. Using the gradient tool, add a radial gradient in a color of your choice to the sky. Make sure the light is coming from the correct side!!!



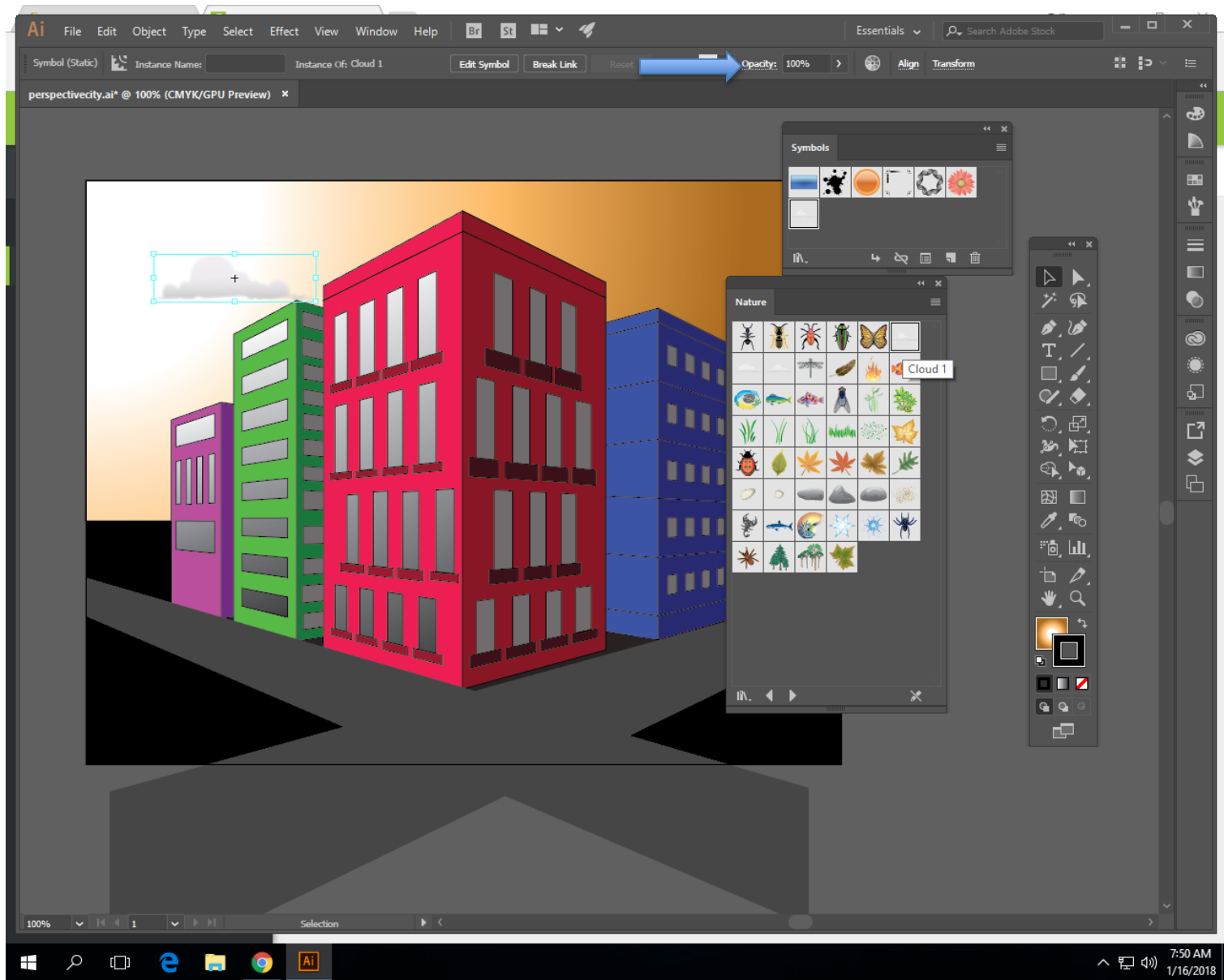
Now we need shadows between buildings. Use the pen tool to trace the area making it a shape, and add a grey shadow color fill.



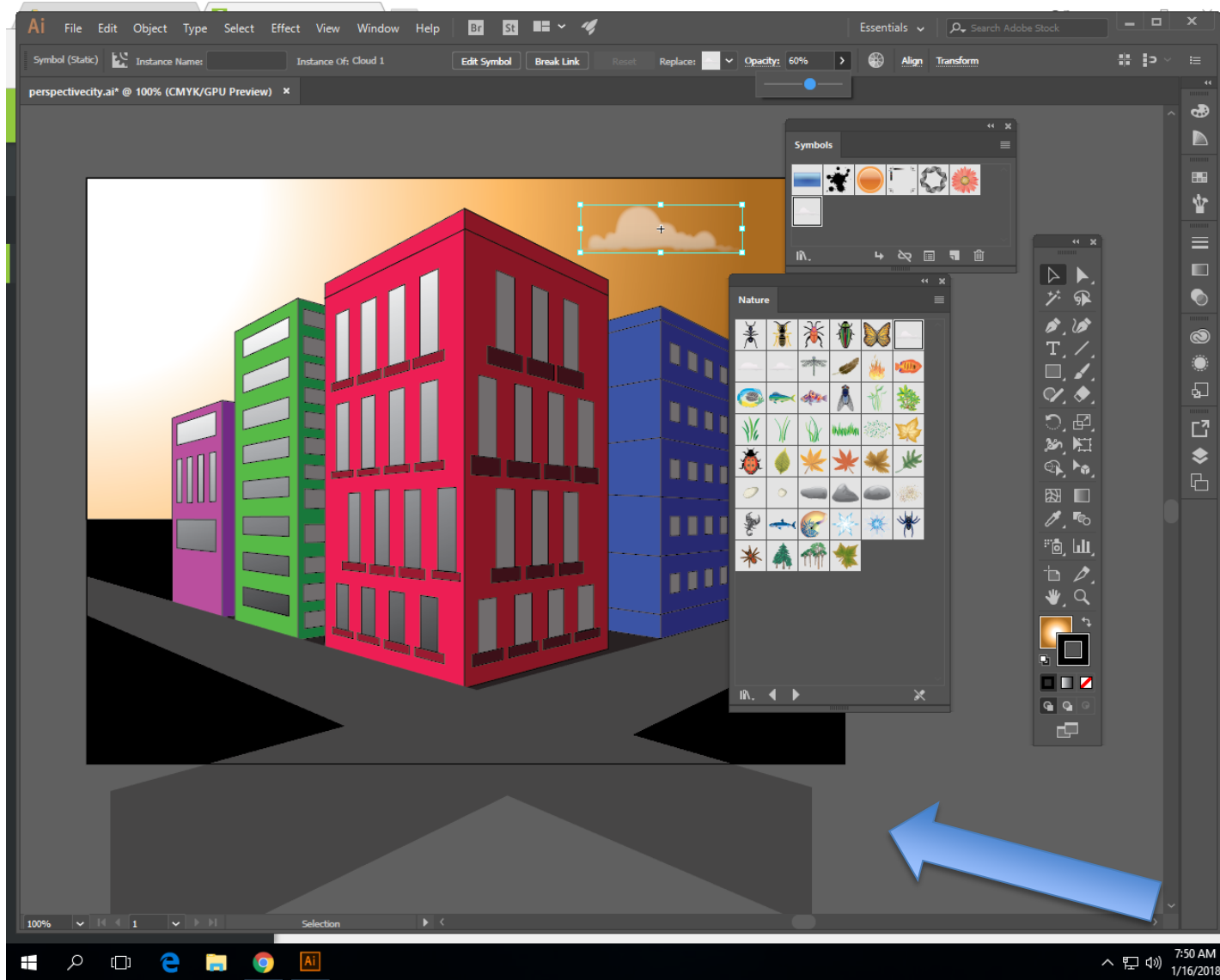
Draw a rectangle for the ground and fill it with the color. Gradients work best! Make sure its under your buildings and shadows.



Add some additional elements. I am going to add clouds and a sun. Go to Window> Symbol then open symbol library. Click nature.



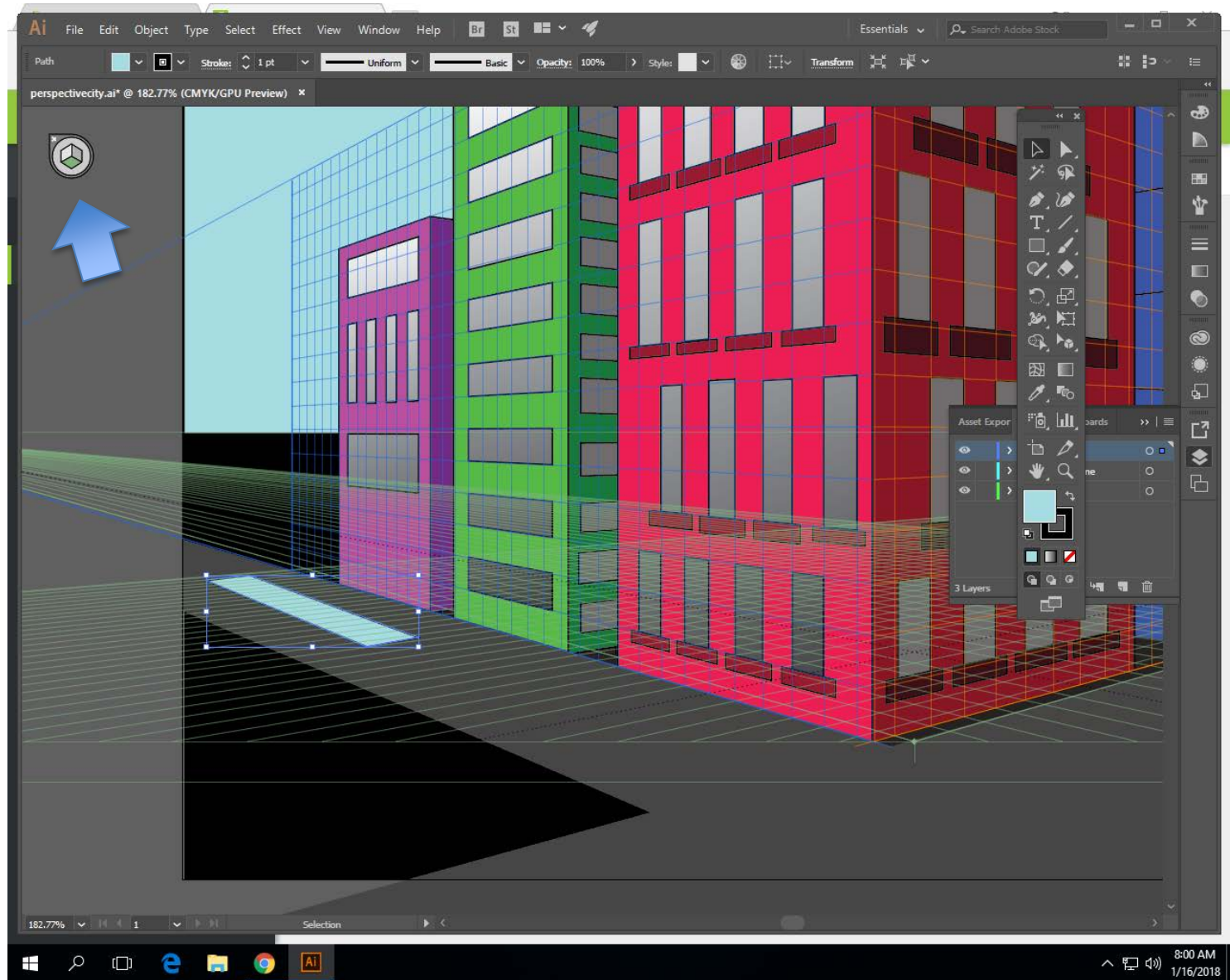
There are several cloud options. Adjust the opacity accordingly.

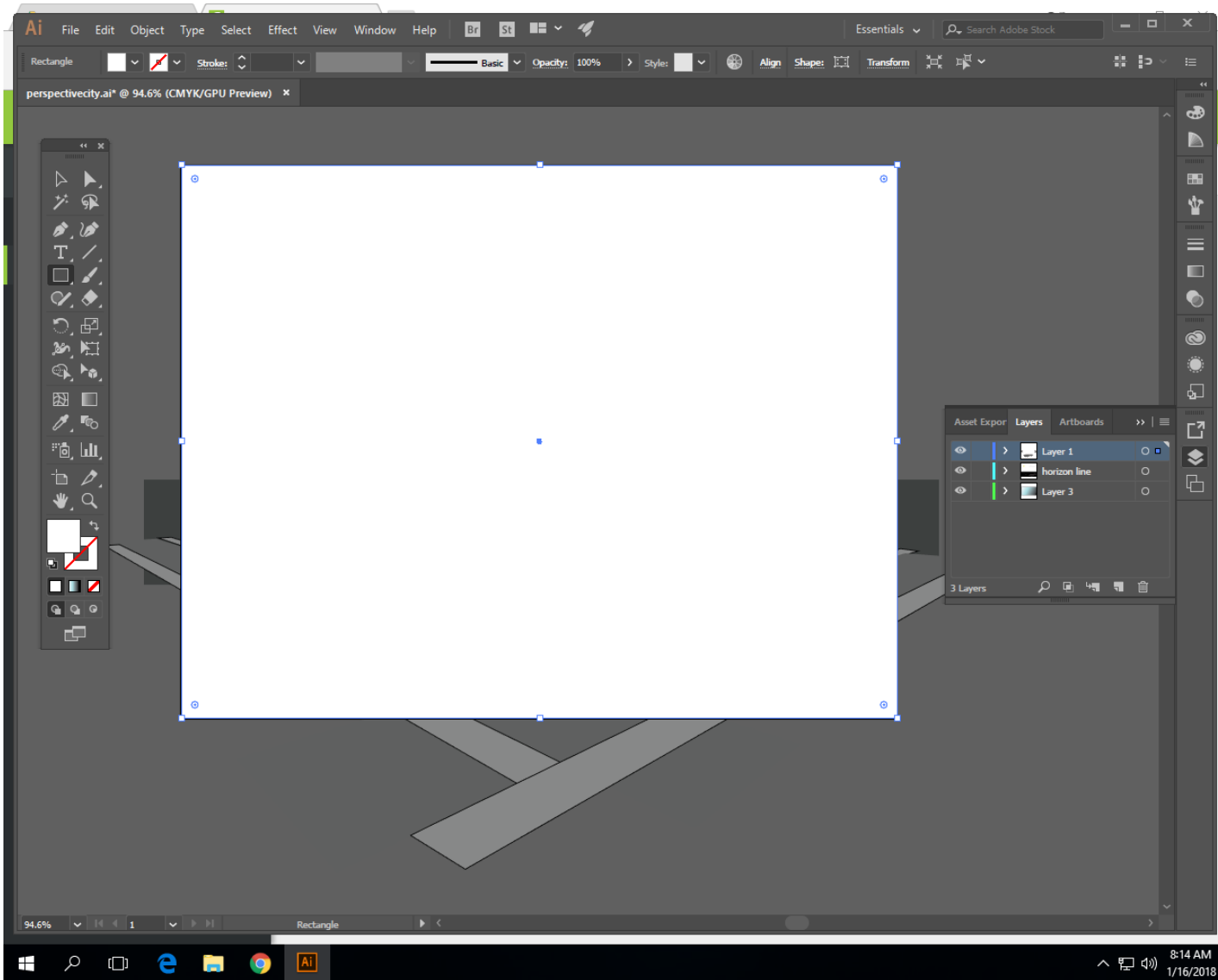


When making sidewalks, roads etc, click and drag them until they go off the artboard so it will appear seamless. We will clip it off later.

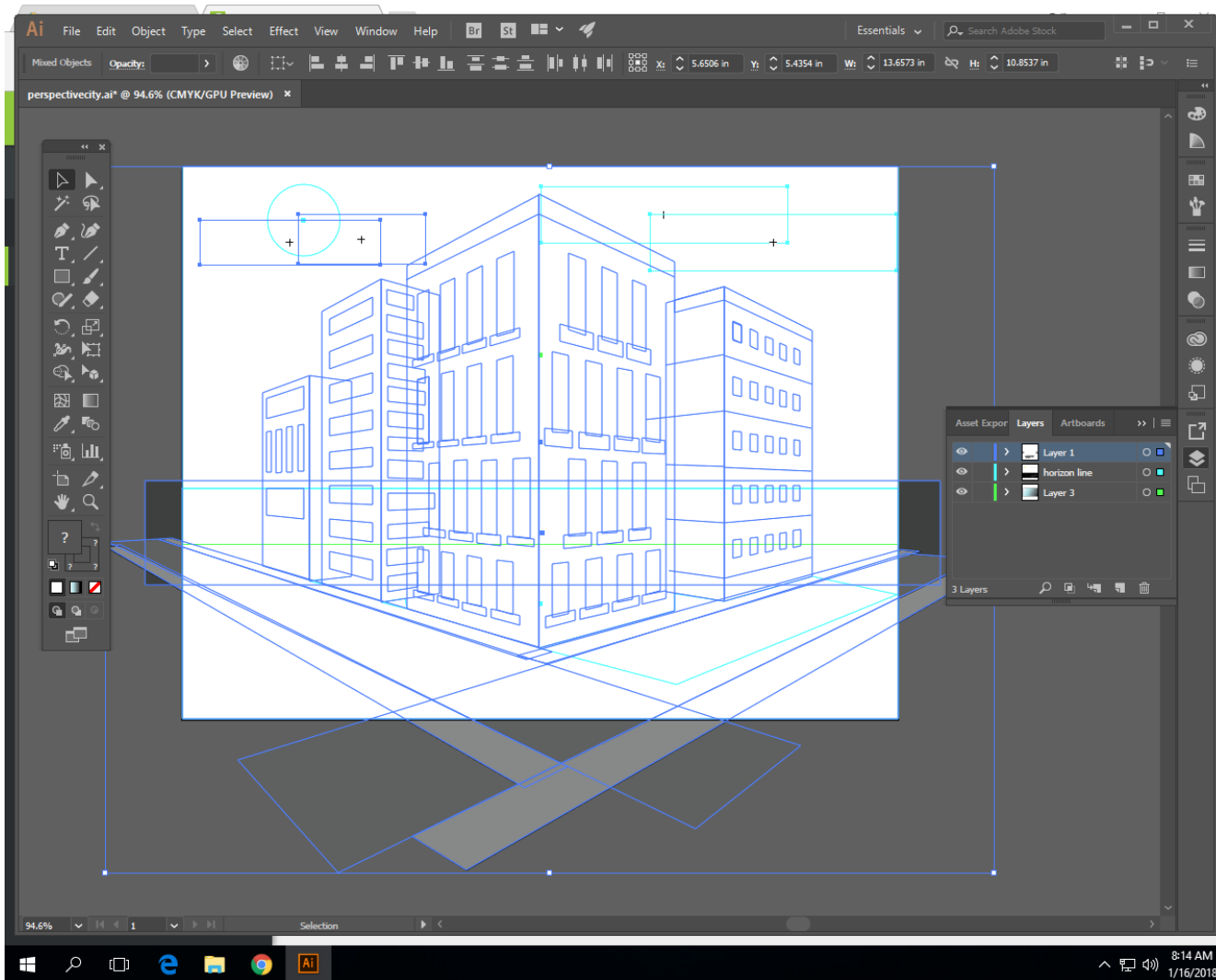
To add sidewalks, road, ledges etc Click the bottom (green side) of the perspective cube.

Then using the rectangle you can make shapes that sit on the ground in the proper perspective.

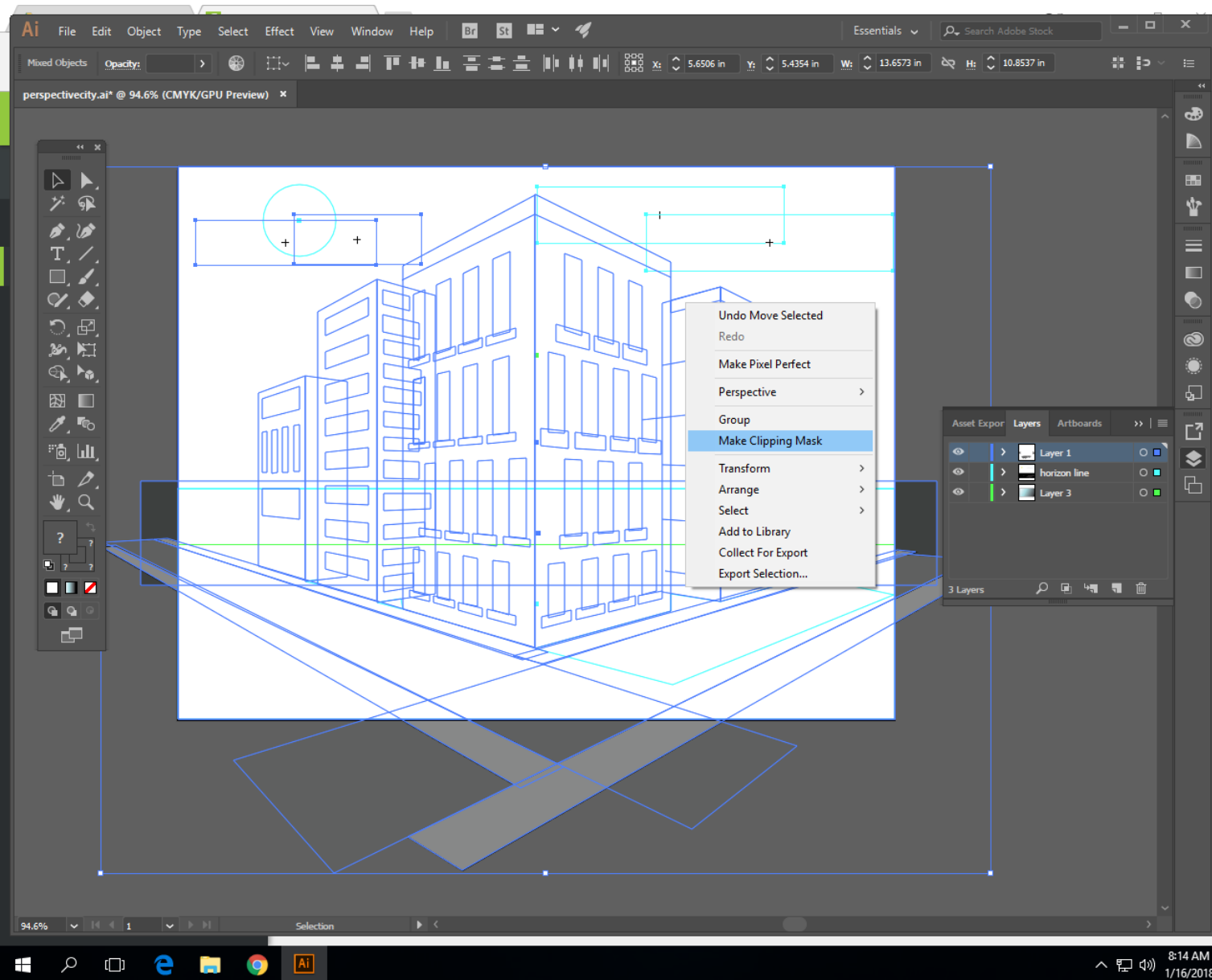




When done, click and drag a white box in the front that make it the size of the artboard.

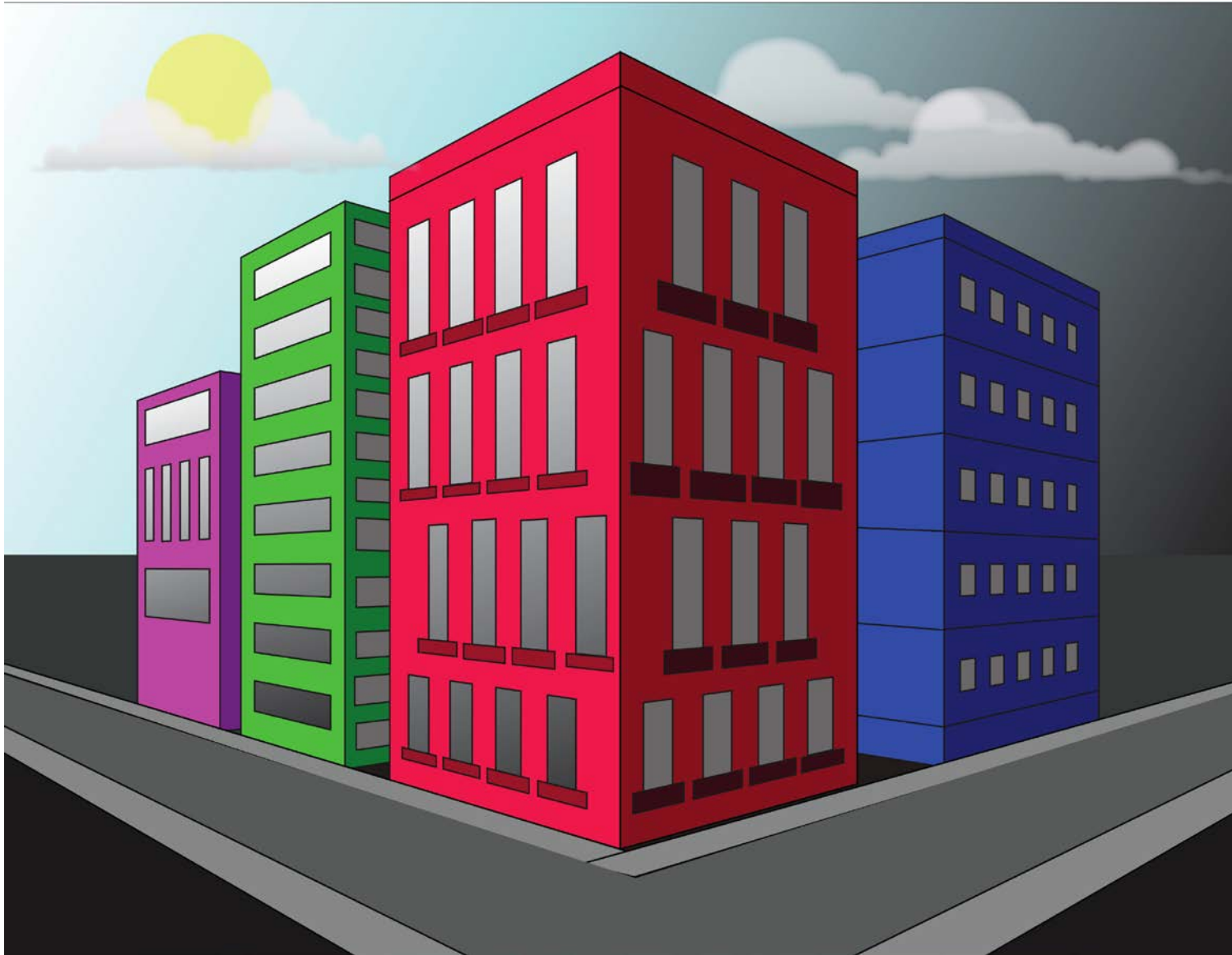


Click and drag a box around the whole drawing to select it all.



Right click
on it.

Click
“Make a
clipping
mask”

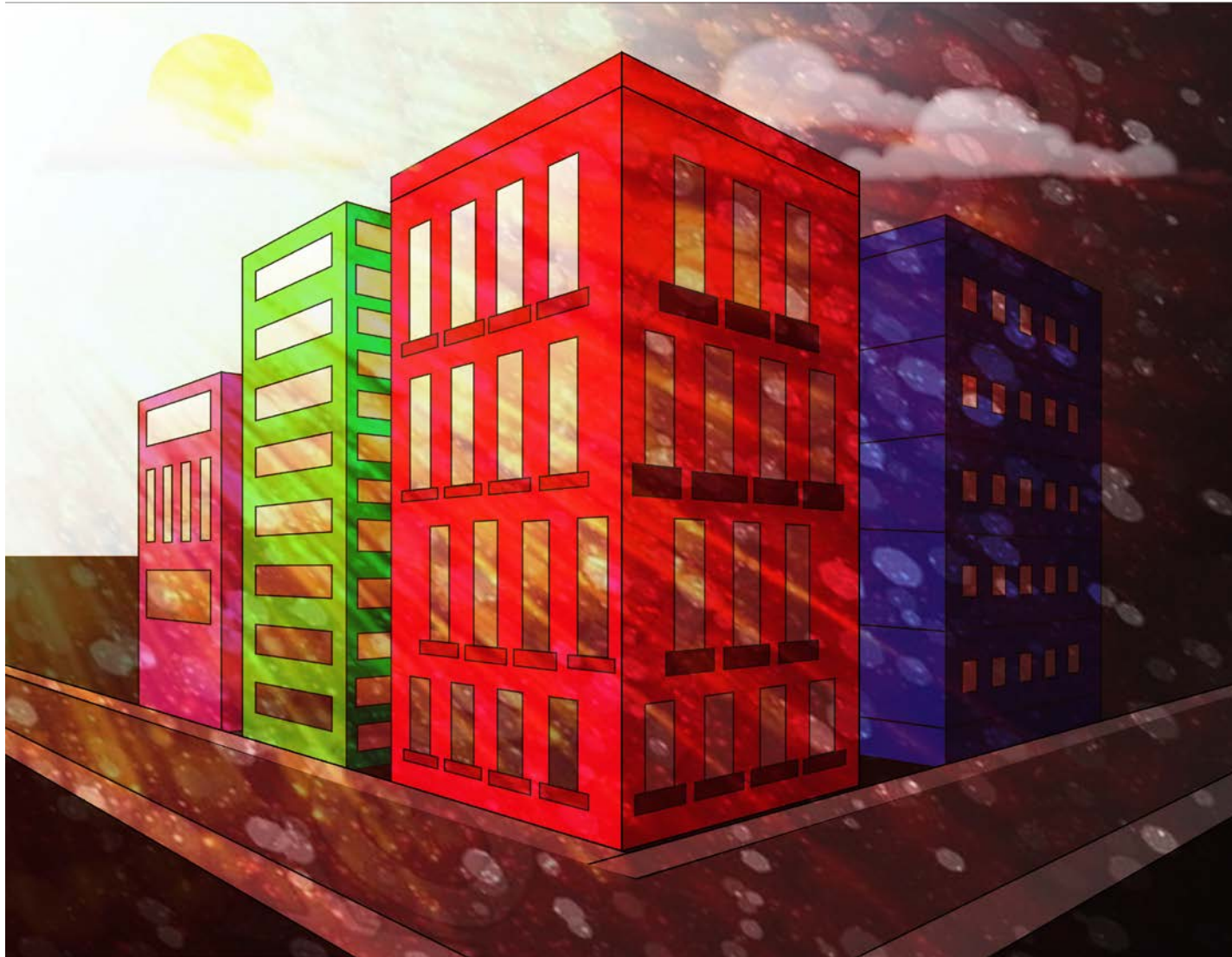


That trims your
cityscape down.
At this point
you can be
done.

File > Export>
Export As

Make it a jpeg
and put in your
google
portfolio.

OR! You can
bring it into
photoshop and
add an
overlay.....



Copy and paste the cityscape into photoshop and copy and paste an overlay of your choice (abstract lighting, rain, snow, etc) overtop. Change the layer style from normal to overlay. Adjust opacity.

Not a requirement, but it might be nice to add.