Two Dimensional Design

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**Paraline Perspective**

**Creating Windows in Secondary Planes**

To create windows in secondary planes, use the same process as with creating the previous shapes:

1. Draw out the primary plane – this will be the window itself
2. Identify the working angle – This is already pre-determined. It will only be 90 or 180, and the lines should be cutting into the shape itself.
	1. If the window is in the bottom of your shape, the lines will go 90 up.
	2. If the window is in the right side of your shape, the lines will go 180 to the left.
3. From every vertex, draw lines with that angle. These lines should extend only inside of the shape itself, for what you would see through the window.
4. Enclose your shape if the depth of your shape is smaller than your window – draw lines parallel to those in your plane for the window.



TO CREATE A WINDOW FRAME:

* Draw your window plane in the secondary plane as normal.
* Extend lines from every vertex into your shape
* Enclose your window frame by adding lines parallel to those in your window plane.
* Shade in the surfaces of the window frame.



ASSIGNMENT:

* Draw six shapes with 3 windows in every shape.
* Your first shape should be a square or rectangular cube with windows in the primary and secondary planes.
* 3 of these shapes should have window frames for both windows in secondary planes.
* 2 of these should be funky shapes with regular windows
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* 2 can be whatever you want
* Use your triangle and t-square AT ALL TIMES. THIS IS IMPORTANT.

