

## Sketching What You See Through the Window

**Time:** 15–30 minutes

**Difficulty level:** Easy

**Messy level:** Medium



Inspired by the exhibition *Fire/Works: Enamel Art through the Centuries*, on view through May 31, 2021, this activity will help you practice incorporating perspective into sketches by using a window frame as a viewfinder to create a composition.

Above: Swiss, *Stained and Painted Glass Window Panel*, 19th-century imitation of 16th century, stained and painted glass with lead coming, the Museum of Fine Arts, Houston, gift of the Houston Art League, the George M. Dickson Bequest, AL51.

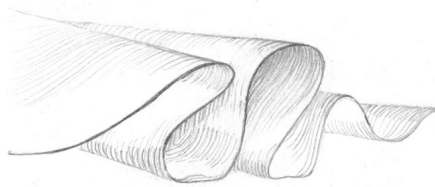
Family Programs at the Museum of Fine Arts, Houston, receive generous support from the Junior League of Houston, Inc.

All Learning and Interpretation programs at the Museum of Fine Arts, Houston, receive endowment funds provided by Louise Jarrett Moran Bequest; Caroline Wiess Law; the William Randolph Hearst Foundation; Cyvia and Melvyn Wolff; the National Endowment for the Humanities; the Fondren Foundation; BMC Software, Inc.; the Wallace Foundation; the Neal Myers and Ken Black Children's Art Fund; Mr. and Mrs. A. L. Ballard; Mr. and Mrs. Charles W. Tate; the Eleanor and Frank Freed Foundation; Virginia and Ira Jackson; the Favrot Fund; Neiman Marcus Youth Arts Education; gifts in memory of John Wynne; and gifts in honor of Beth Schneider.

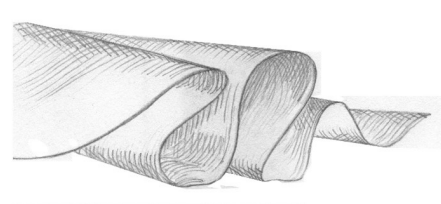
To view a hi-res image of the work, visit the [MFAH Collection online database](#).

### First, Pause to Practice

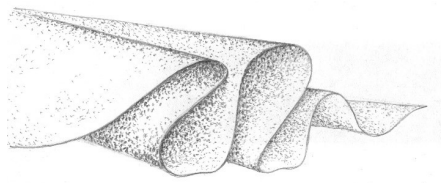
Just as there are many ways of drawing with line, there are also many ways to shade using a graphite pencil. Here are four shading techniques. Use the space provided to practice each technique.



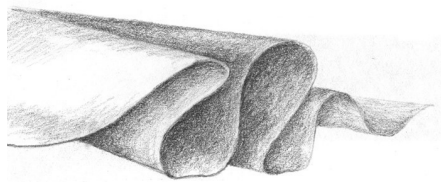
**Hatching:** Use the point of your pencil to draw parallel lines where you see dark areas.



**Crosshatching:** Your second set of hatching lines crosses the first set at an angle.



**Stippling:** Use the point of your pencil to draw dots where you see dark areas.



**Blending:** Use the point or the side of the graphite of your pencil to fill in the dark areas. Press softly so that your marks do not make grooves in the paper.

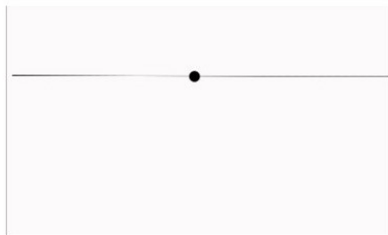
# Sketching What You See Through the Window

## Next, Review One-Point Perspective

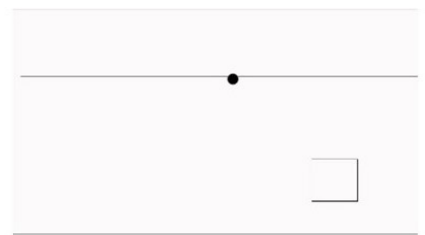
1.



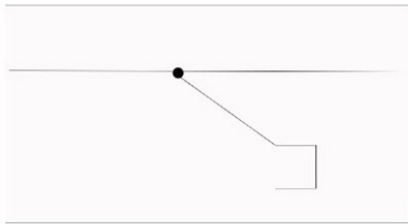
2.



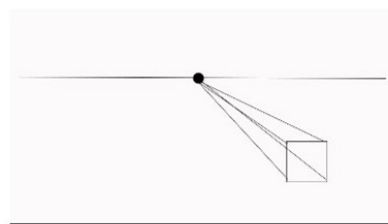
3.



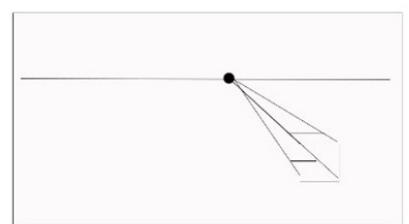
4.



5.



6.



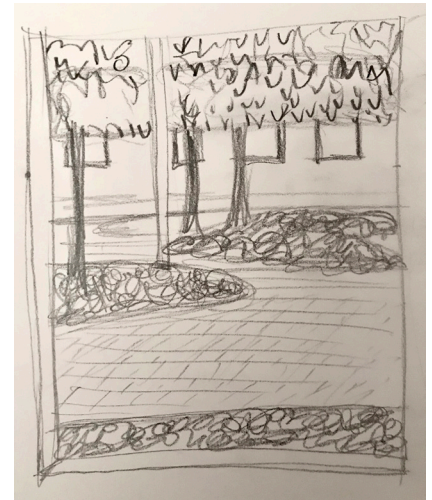
1. Use a ruler to draw a horizontal, straight line near the middle of your paper. It can be an inch or two above or below the middle of your page. This line will be your horizon line.
2. Draw a dot along the horizon line, somewhere near the center of the page. This will be your "vanishing point."
3. Draw a square somewhere toward the bottom right of your page, below the horizon line.
4. Use a ruler to make a straight line from the vanishing point to the corner of the square.
5. Repeat this step and draw a line from the vanishing point to all the corners of the square.

## Let's Make Some Art!

### *Gather These Art Materials*

- Sketch paper
- Drawing pencils (2B, 4B, 6B)
- Eraser

To purchase recommended art materials, visit [dickblick.com](https://dickblick.com).



## Step-by-Step Artist Instructions

1. Find a window in your home with a view that you like.
2. Set up your chair in front of the window.
3. Use the window as your viewfinder. Commonly, an artist's viewfinder is a piece of cardboard with a rectangle cut out of it, which helps the artist to decide on the composition. An artist would hold a viewfinder close to an object to show a narrow, close view. Hold the viewfinder farther away and capture a larger composition. Anything inside your window will be part of the composition.
4. Loosely sketch the shape of your window on your paper.
5. Draw the horizon line. This is the line where the sky meets the earth. It may be tricky to find, so take a few minutes to observe your view and figure out where your horizon line is.
6. Start sketching in the rest of the composition that you see through your window and base it on your vanishing point.
7. Use the edge of the window as a measuring point. How far in from the window does an object start? Or does it reach all the way to the edge of the composition?
8. Think about perspective as you draw the objects in your composition. Objects that are further away from you will be smaller and objects closer will be larger. How can you use shading as a tool for creating space?