

## “Artist Treehouse”



**Objective:** Use two point perspective to design a treehouse for a famous artist.

### Materials

- Information about famous artists (books, online resources, etc...)
- 12"x18" Drawing Paper
- Watercolor Paints
- Colored Pencils

### Motivation

- Discuss the role of an architect. Tell students they will become architects for this project.
- Discuss how architects must pitch their designs. Tell students they will be tasked with designing a treehouse for a famous artist. Knowing the style of the artist and what he or she likes will be important.

### Step 1: Research and Plan

Have students select famous artists, then research the styles of those artists. Students should work to identify major themes in the work.

Using their research, have students plan and sketch treehouses specifically for their chosen artists.

### Step 2: Draw Treehouse

Demonstrate two point perspective. Once students are comfortable, have them draw their treehouses using two point perspective. Then, have students add details to the houses that reflect the styles of their artists.

Students should also draw the trees around their houses using stylistic elements of their chosen artists. You can see the student that created the example image was designing for Gustav Klimt.

### Step 3: Add Color and Details

Have students paint their images with watercolors. When they are dry, students can add finishing touches with colored pencils.

**Tip:** To make the concept of an architect really hit home, discuss architectural features of your classroom or your school. What design elements do your students notice?

**Tip:** Have many different visual references available from which your students can work.