

Drawing in Perspective – Creating a Cityscape

1. Create a new file 792 pt by 612 pt.
2. Get the Rectangle Tool and create a small rectangle. Open Window > Colors and fill the shape with a light blue. The stroke should be set to 0.5 in black.
3. Hold down the control button > Transform > move. Move the shape 0 pt vertically and 25 pt horizontally. Then hit copy.
4. Press Command D to repeat that action until you have 6 columns.
5. Select all the 6 boxes and hold the control button > Transform > move 30 pt vertically.
6. Press Command D to repeat the action until you have two rows of boxes.
7. Select all and group the boxes.
8. Hold down the option key and make a duplicate of those boxes.
9. Go to the color slider and increase the amount of black. The boxes will get a darker blue color.

Choosing the Perspective Grid Tool

1. In the Tool Bar choose the Perspective Grid Tool. Zoom out and set the perspective to a realistic position.
2. Activate the left Grid in the Cube. Get the Rectangle Tool and start creating your first building.
3. Open the Window > Color to choose a color.
4. Switch to the Right Side of the Cube and draw the right side of the building. Select a darker color by adding some black to your color.
5. Select the left side of the Cube to create a roof rectangle. Choose a different color. Do the same with the Rectangle Tool to create the bottom part of the building,
6. Switch to the right Grid and do the same. Darken the colors on top and bottom.
7. Go to the Perspective Selection Tool, hold the option button and get the windows you previously made. Select the lighter ones. Drag them into position on to the left buildings and scale them to fit.
8. Press Control > Arrange > Bring to front.
9. Pick the Right Grid on the Cube and do the same things on the right windows as in the last step using the darker windows.
10. Create different size building on left and right. Ungroup windows and choose as many as you like. Regroup them when they are on your buildings.

Add roads

1. Select bottom of the Cube. Select the horizontal grid and draw the roads left and right. When they are in a good position you can go to Window > Pathfinder > Unite.
2. Click on the no active zone (The outside rig of the Cube).
3. Then go to View > Perspective Grid > Hide Grid

Creating a background

1. Open the Layers palette and lock the one you have been working on.
2. Create a new layer and add some sky. Use a gradient and turn its position to -90 degrees.

Adding Nature

1. Go to Window > Symbols > Library Nature. You can drag out some Trees and items you like. Play with the opacity. You can separate the trees by going to Object expand. You may need to ungroup the two times to move them separately.

Finishing up

1. Unlock all layers
2. Press Command A to select all. Object > Group
3. Create a rectangle. Press Object > Clipping Mask make.