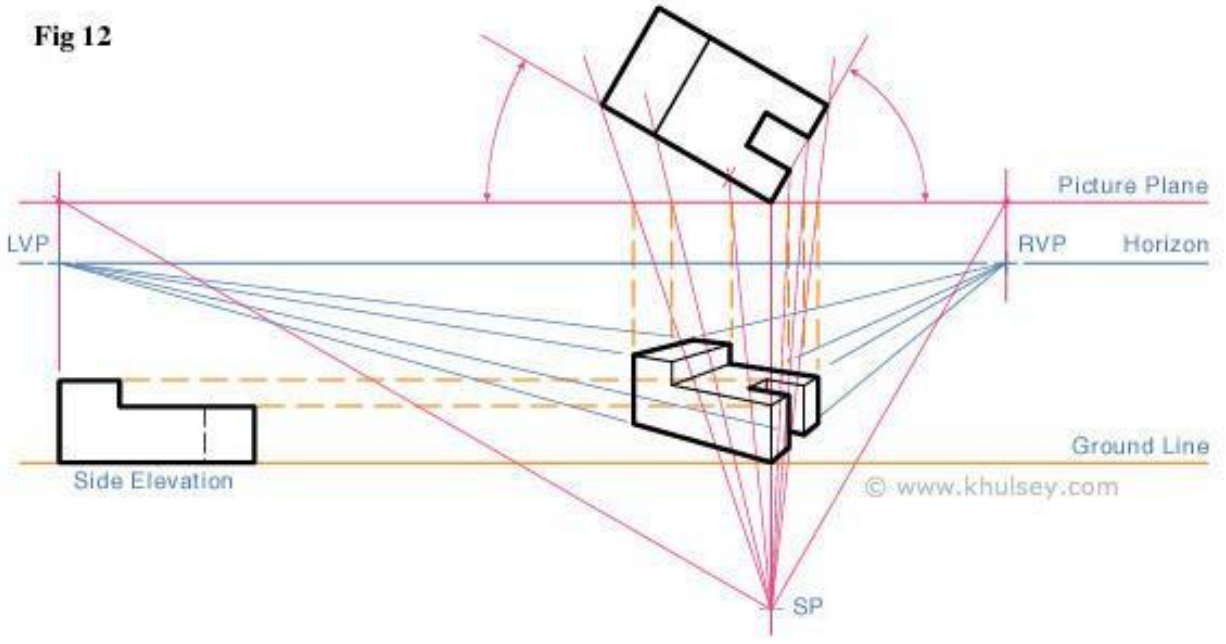
Linear Perspective

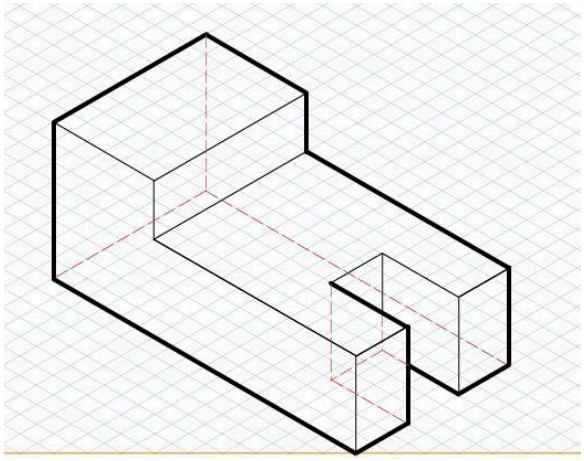
Mr. Buys Avon High School

Perspective is primarily used in architectural rendering and seldom used in mechanical drafting. It was invented by artists in the 1500's and is still used today because it adds clarity to a drawing because the object appears the same way the eye sees it. To complete these drawings a few guidelines are used.

Two Point Perspective Drawings are started by drawing a horizontal line called a horizon line, next two points are drawn on the left and right sides of the horizon line, these are called vanishing points. All lines will converge and appear to meet on one or more vanishing points on the horizon. All other lines will be vertical. Even though perspective drawing may seem confusing at first, the principles are quite straightforward. In 1 point perspective drawing, lines converge towards one vanishing point. In 2 points perspective drawing, lines converge towards two vanishing points. In 3 points perspective drawing, lines converge towards three vanishing points.
The horizon line, also known as eye level, is an imaginary plane passing through the eyes of the viewer when looking straight ahead. Therefore, a perspective drawing of the same object/scene will be different depending on the position of the eye level/horizon. For example, someone sitting on a chair looking straight ahead does not see the exact same view of a room as someone standing up looking straight ahead.



Assignment: Create a 2-Point perspective drawing of the picture below and name it Perspective 1



Assignment: Create a 2-Point perspective drawing of the picture below and name it Perspective 2