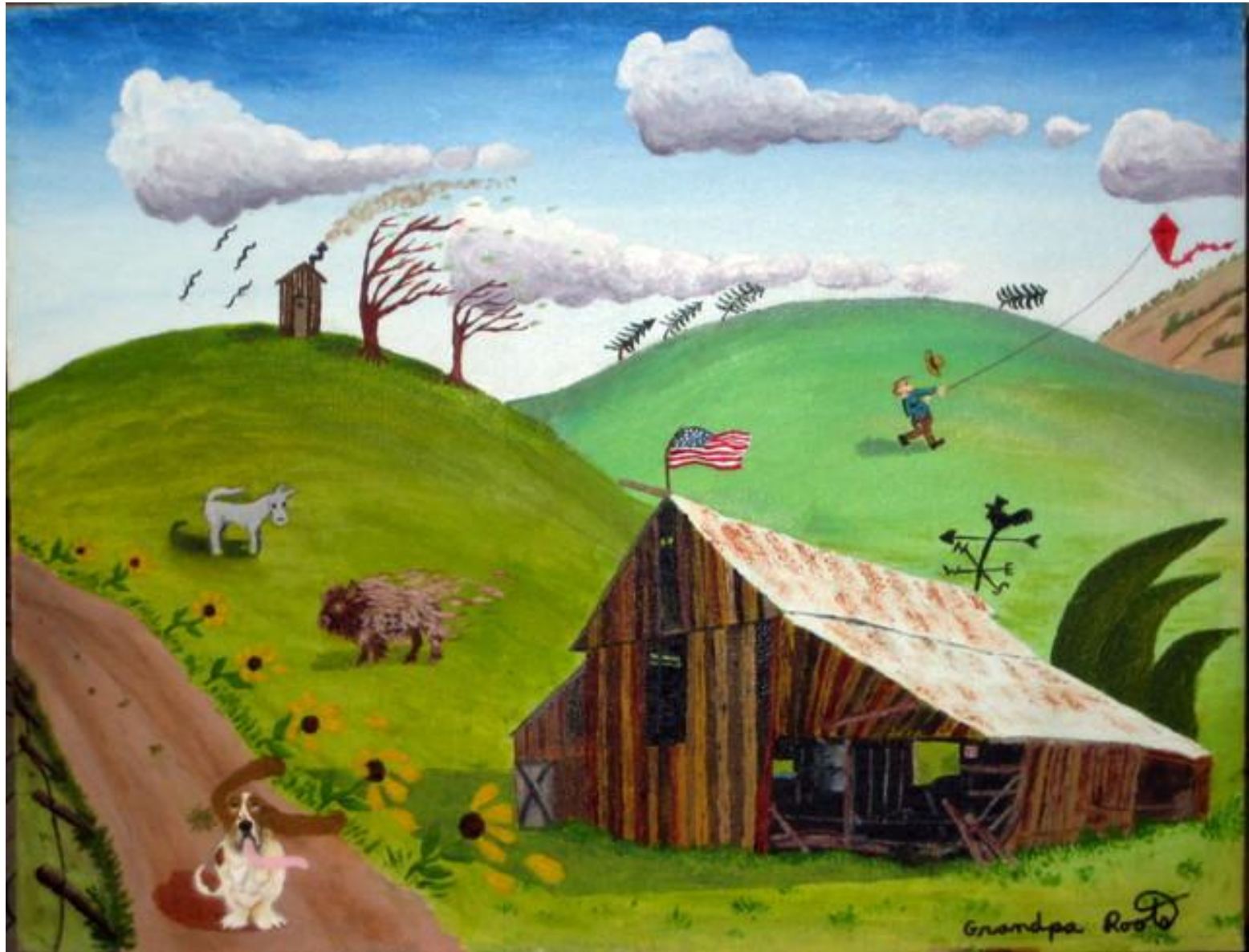


Improvement





Perspective Drawing

Linear Perspective

What is Perspective?

An approximate representation, on a flat surface (such as paper), of an image as it is seen by the eye. The two most characteristic features of perspective are that objects are drawn:

- Smaller as their distance from the observer increases
- Foreshortened: the size of an object's dimensions along the line of sight are relatively shorter than dimensions across the line of sight

Perspectiveless Time

Ancient Egypt 500 bc - 200 ad



15th Century Europe



15th century illustration from the [Old French](#) translation of [William of Tyre's](#) *Histoire d'Outremer*. There is clearly a general attempt to reduce the size of more distant elements, but unsystematically. Sections of the composition are at a similar scale, with relative distance shown by overlapping, [foreshortening](#), and further objects being higher than nearer ones, though the workmen at left do show finer adjustment of size. But this is abandoned on the right where the most important figure is much larger than the mason. Rectangular buildings, and the blocks of stone are shown obliquely.

1614 - Europe



Geometrically incorrect attempt at perspective in a 1614 painting of **Old St Paul's Cathedral**.

Filippo Brunelleschi



1377-1446

Foremost architect and engineers of the Italian Renaissance.

- Discovery of perspective.
Was also an accomplished architecture, sculpture, mathematician, and even ship designer.

Leon Battista Alberti writes 'On Painting' in 1445



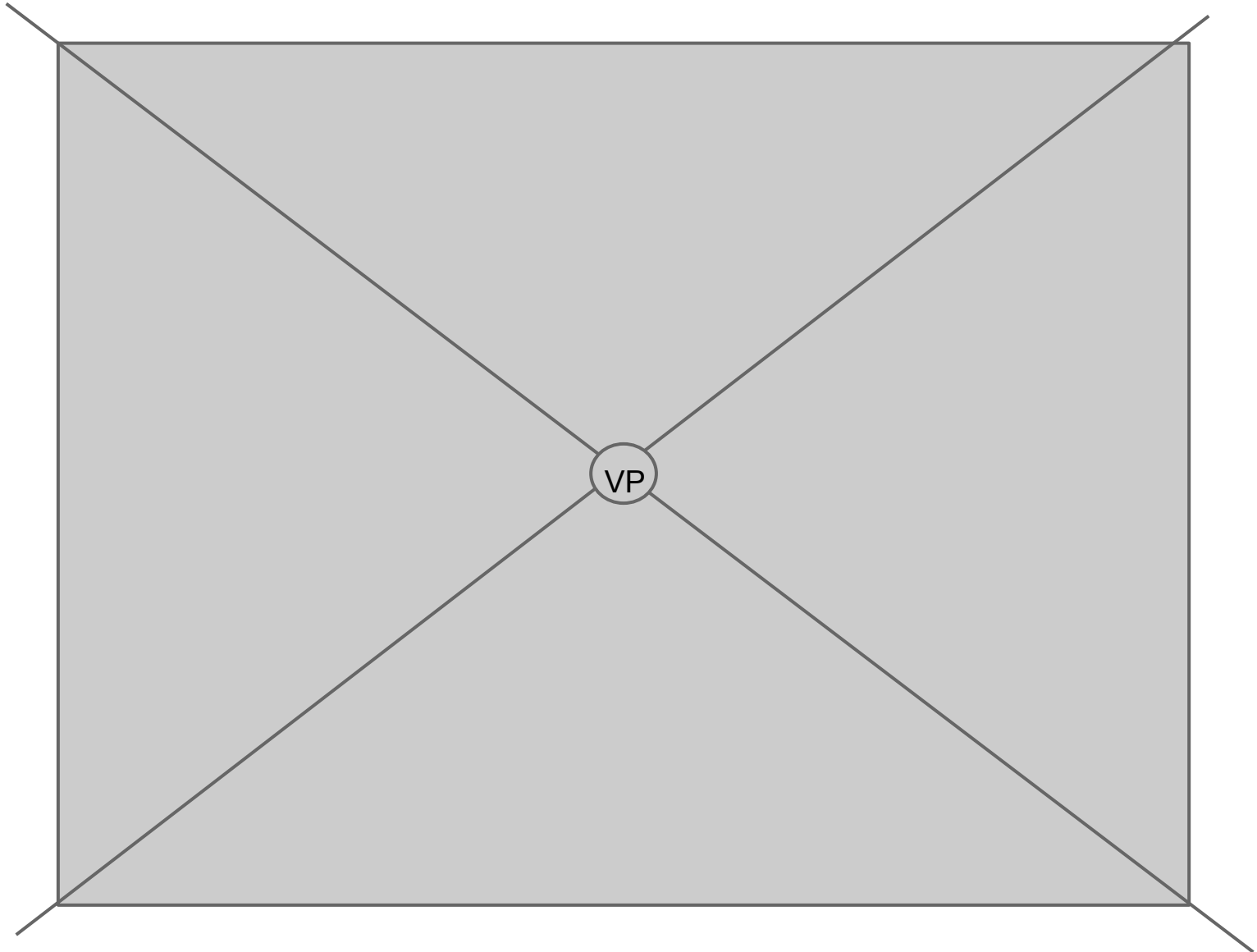
Gives the formula for linear perspective.

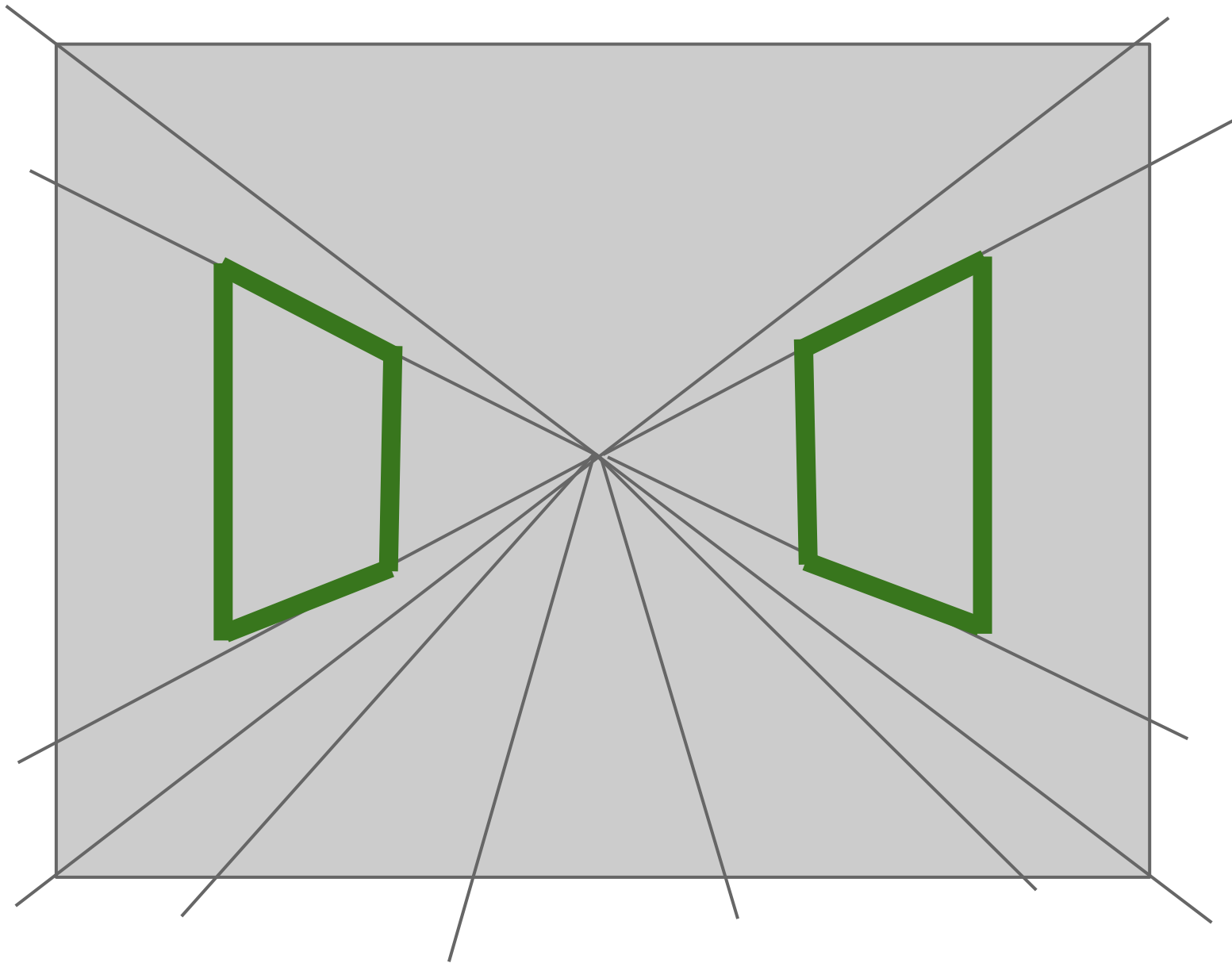
He says there are:

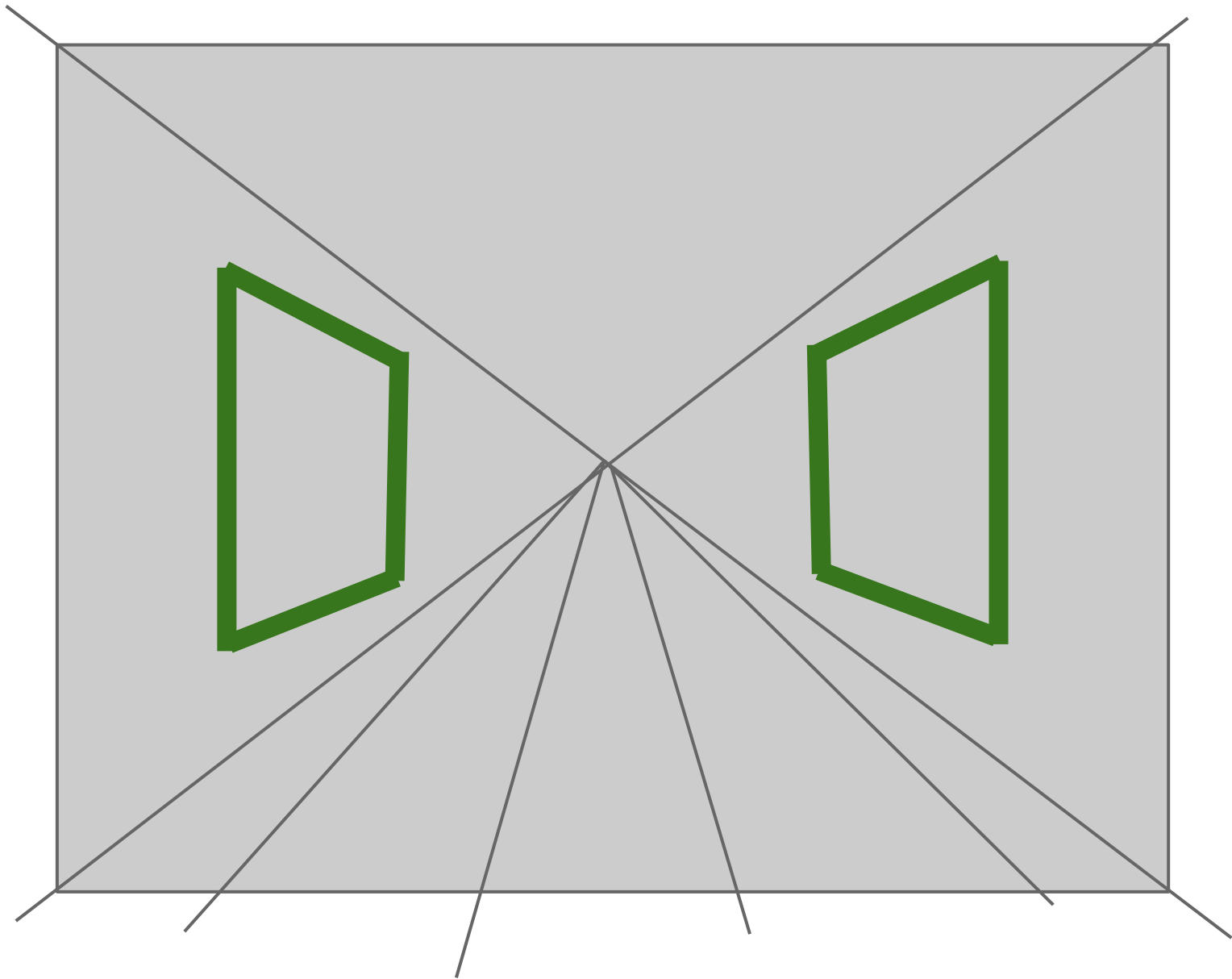
- Vanishing points: point on the horizon line.
- Horizon Lines: Often considered an 'eye line'
- Orthogonals: Meet at the vanishing point

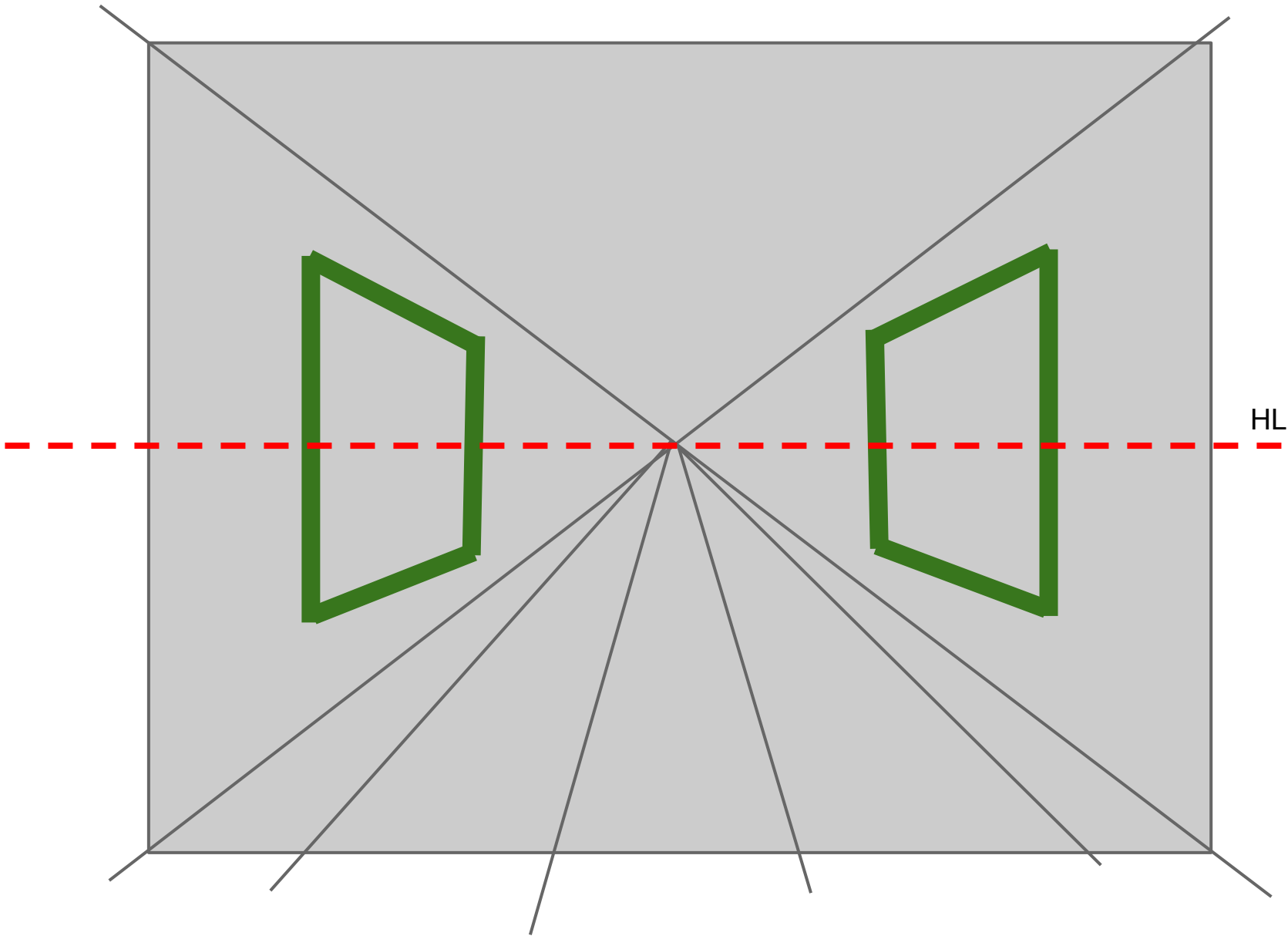
Creating an illusion. An extension of our own reality.

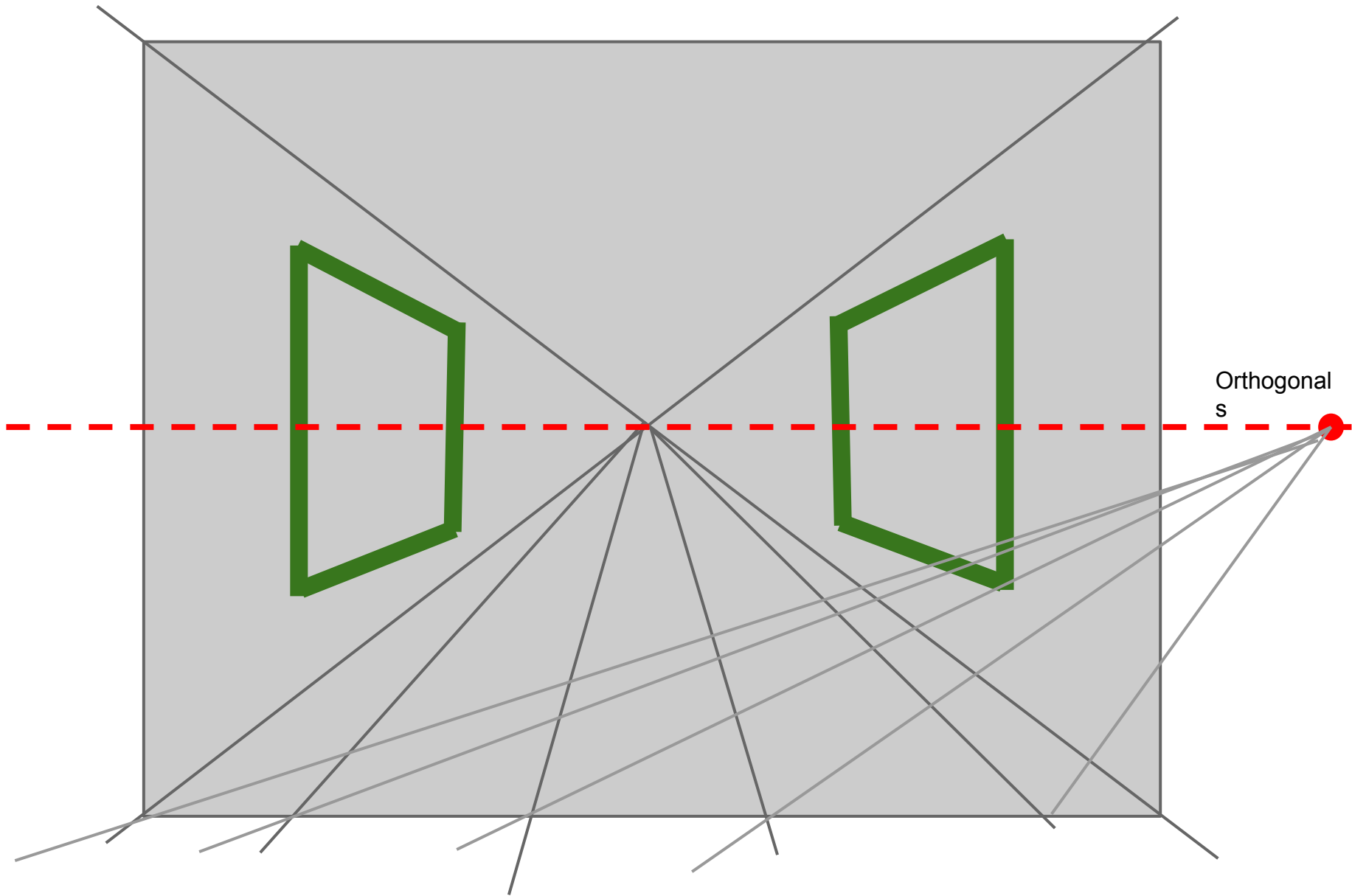


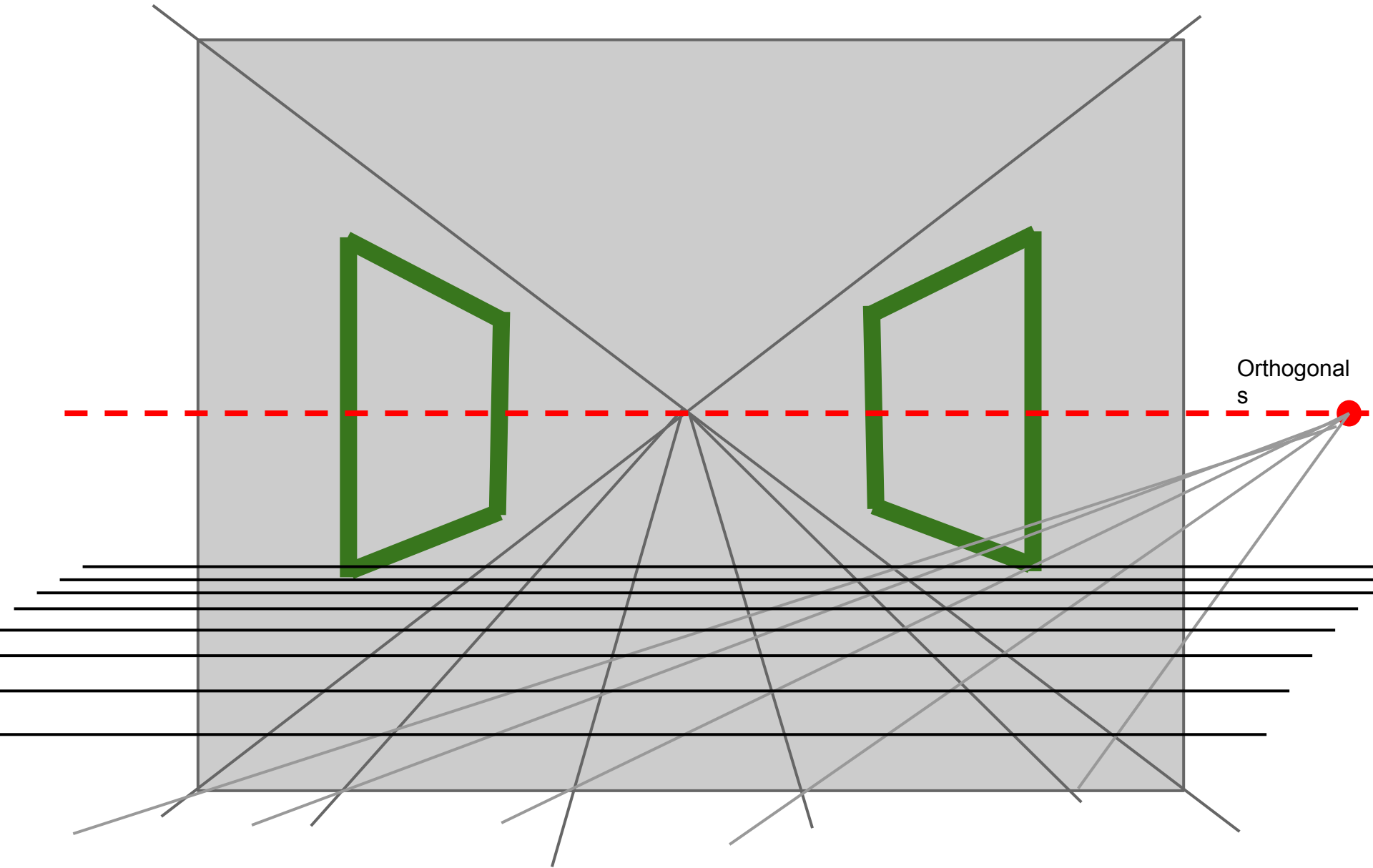




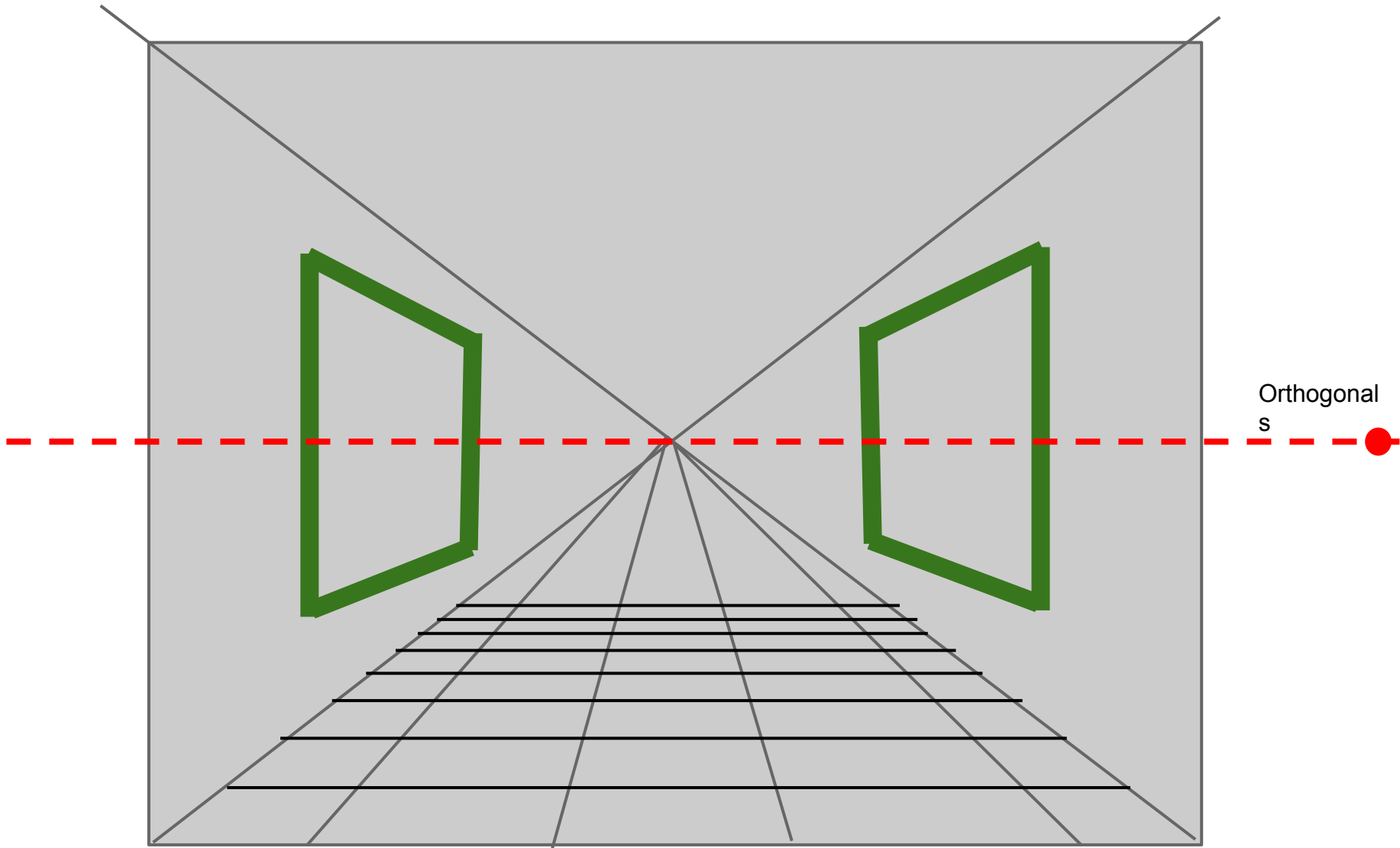


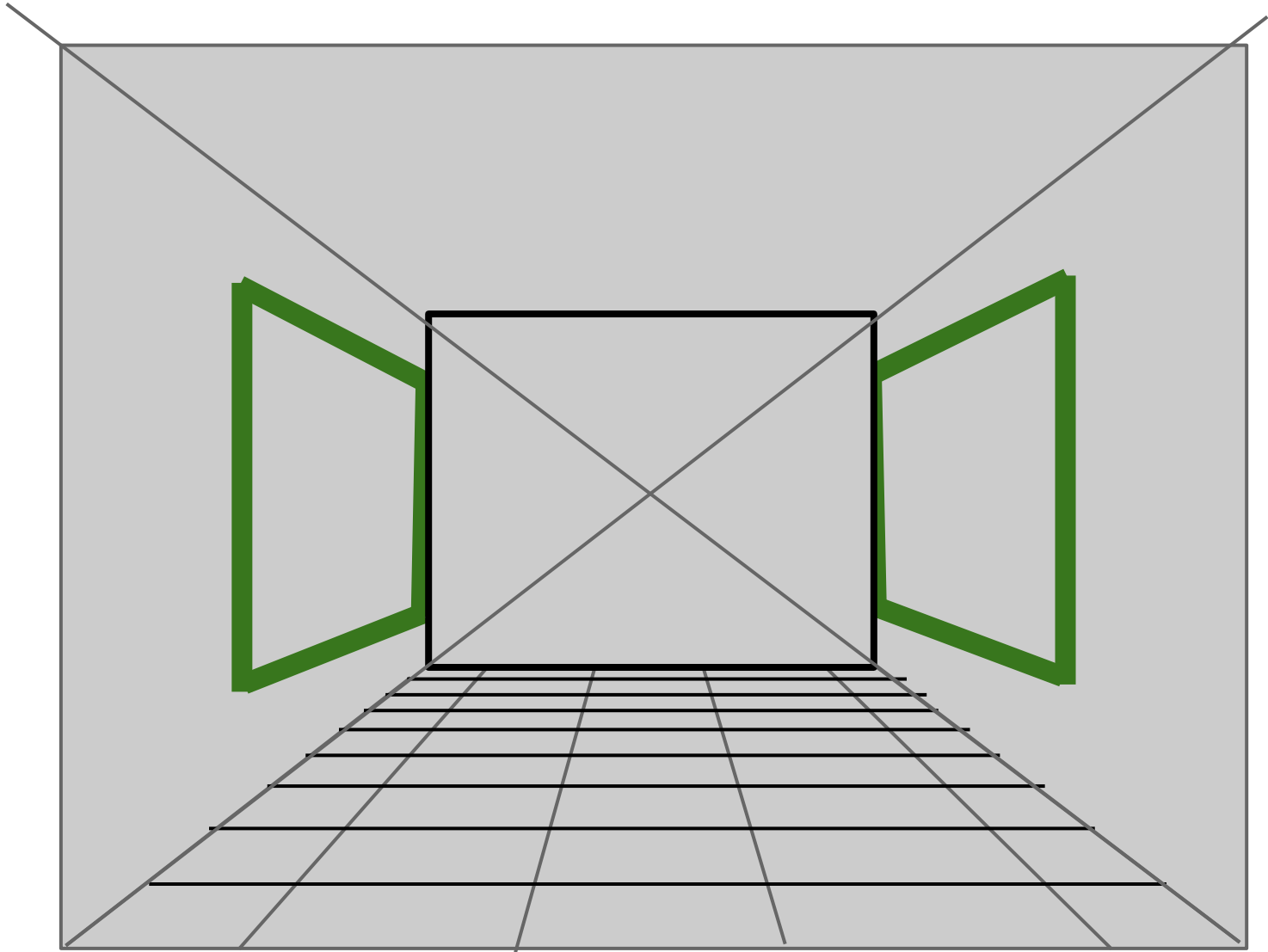






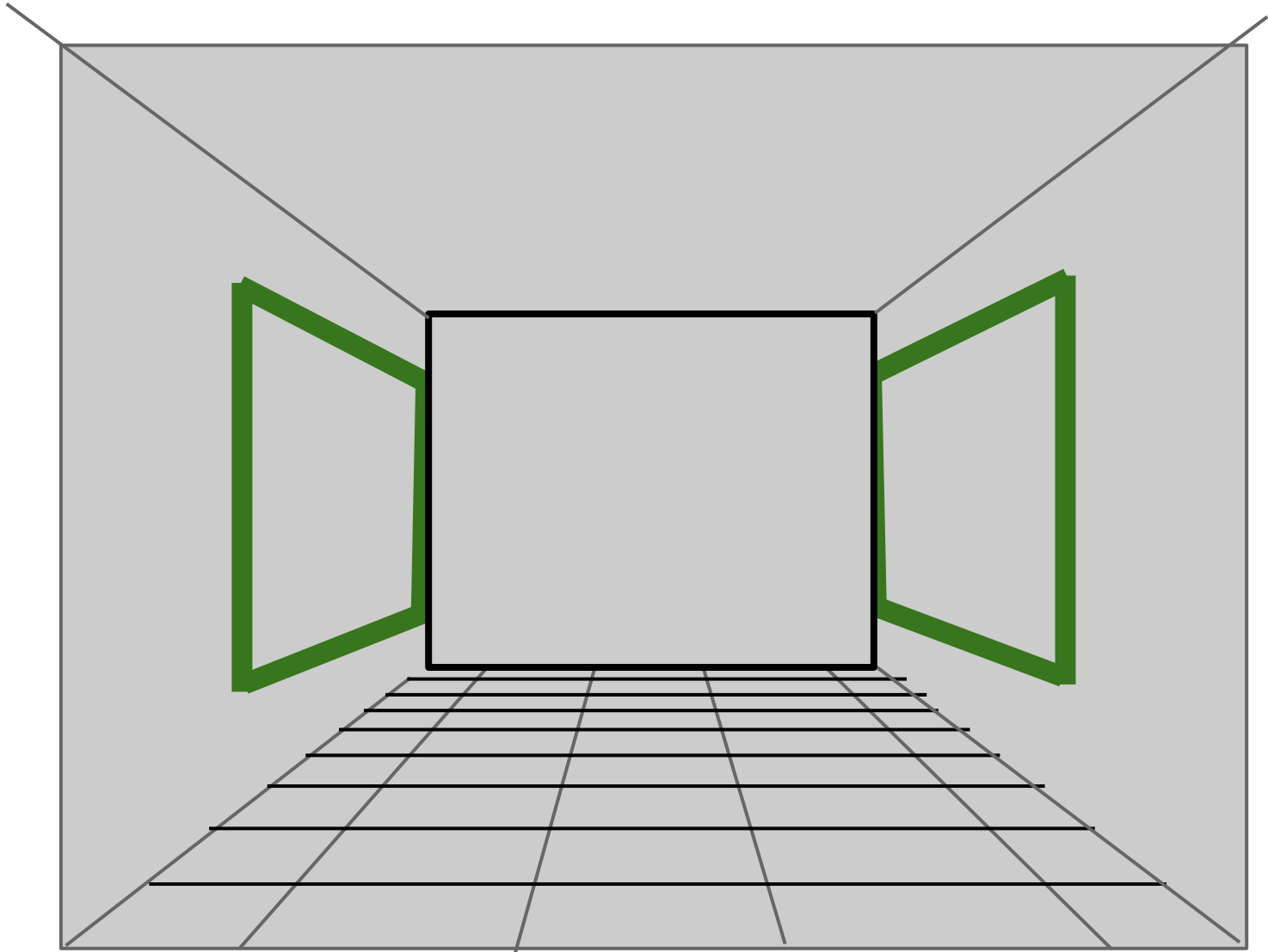
Orthogonal
s





Orthogonal
s

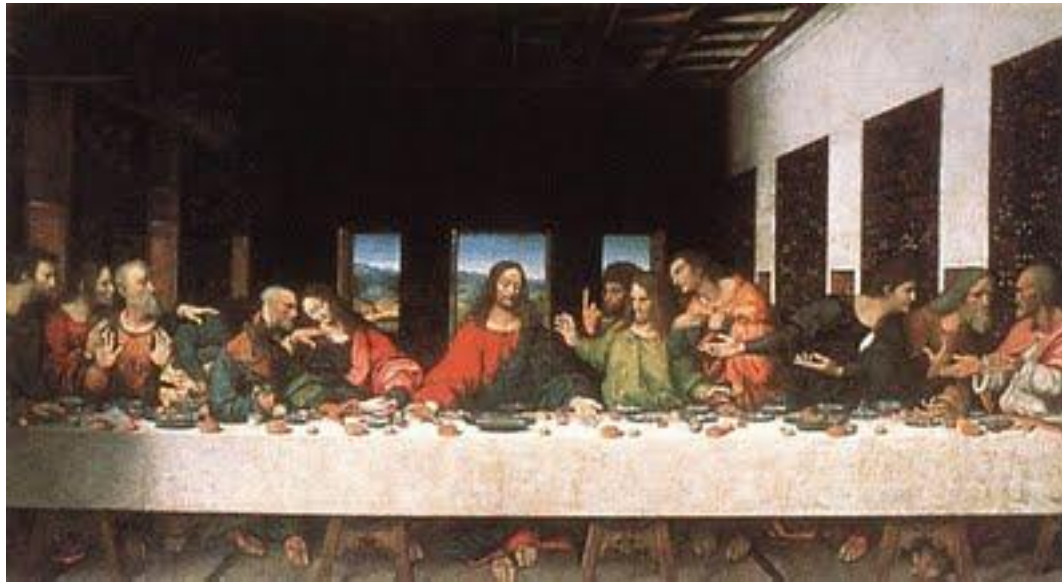




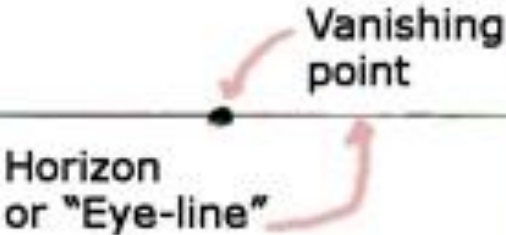
Orthogonal
s



Last Supper - Da Vinci

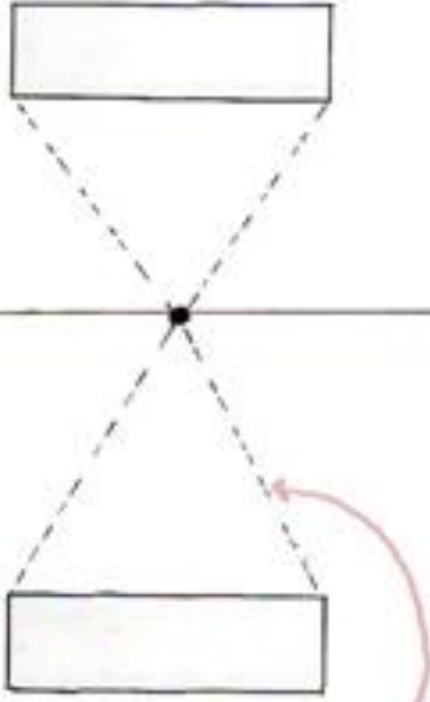


Vanishing Points

| | |
|--|---|
| <p>1. Draw your horizon line across the middle & put a vanishing point in the centre of it.</p> | <p>2.</p> <div data-bbox="1074 294 1416 394" style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;">Draw this end of Box No. 1</div> |
| <p>Horizon or "Eye-line"</p>  | <div data-bbox="1079 858 1427 958" style="border: 1px solid black; padding: 5px; width: fit-content; margin: auto;">Draw this end of Box No. 2</div> <p>Keep your rectangle in line with the edges of the paper</p> |

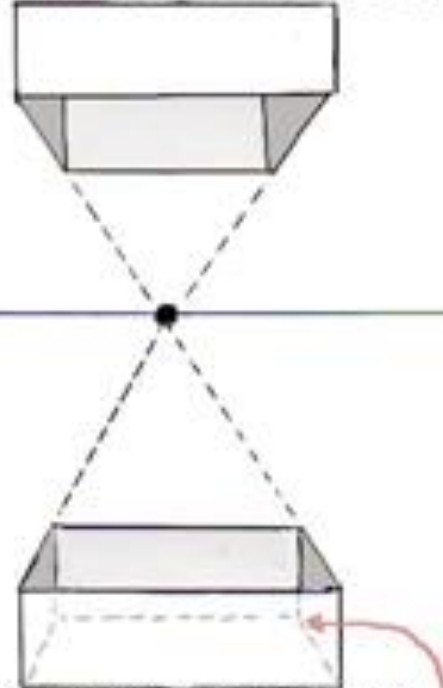
Vanishing Points

3 Draw the lines to the vanishing point



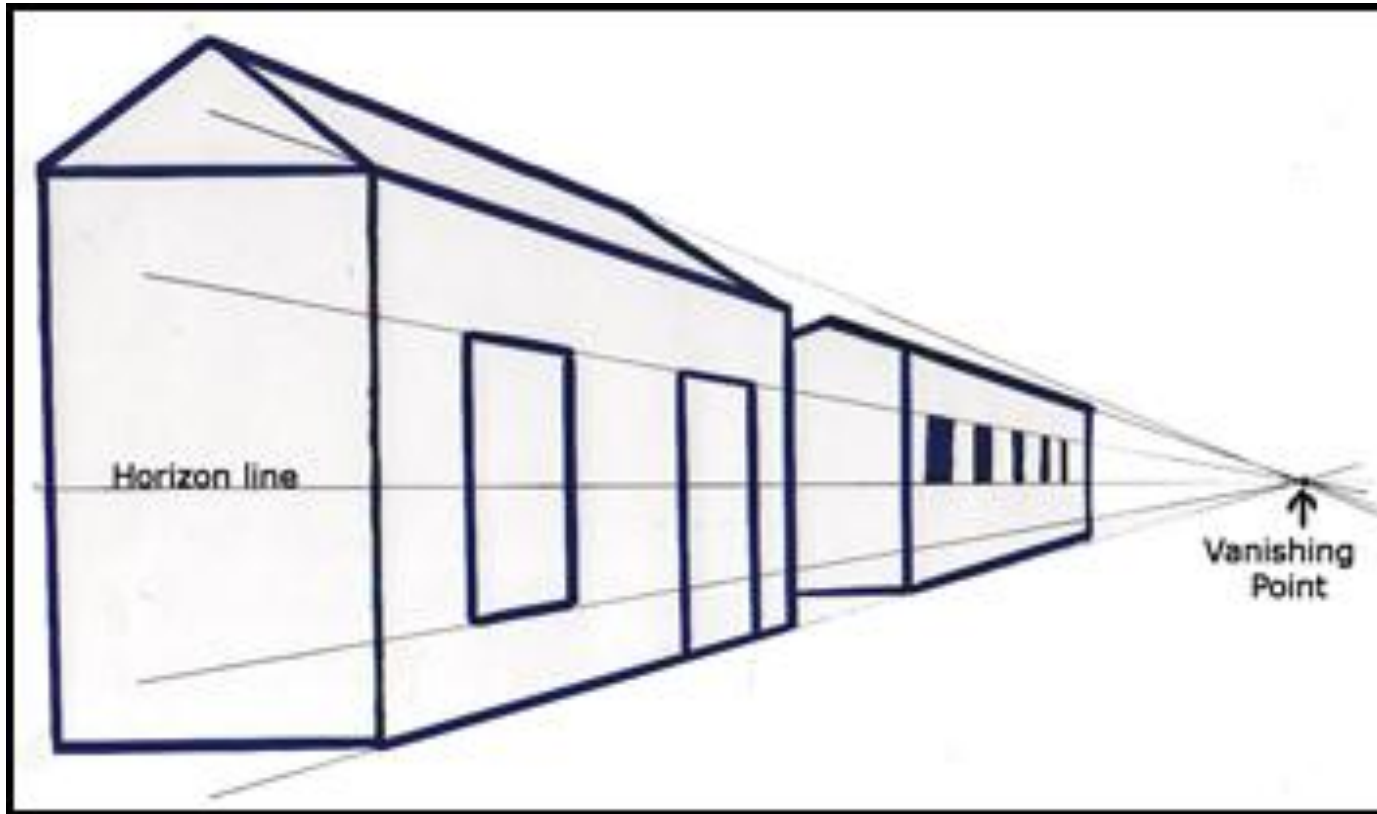
Make them dotted lines

4 Use the guide lines to draw the rest of the box

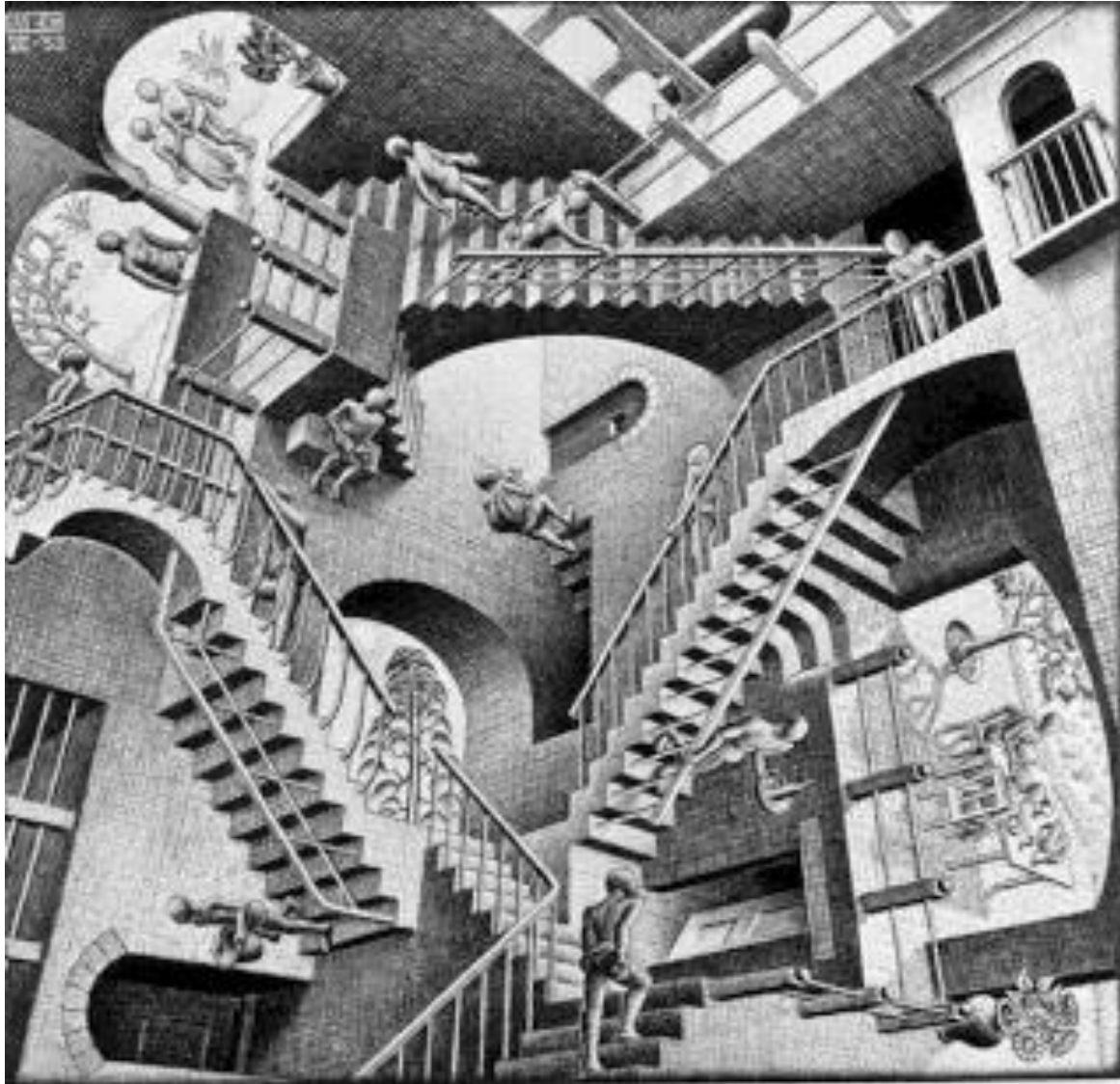


If the box was clear you would see where these dotted lines are

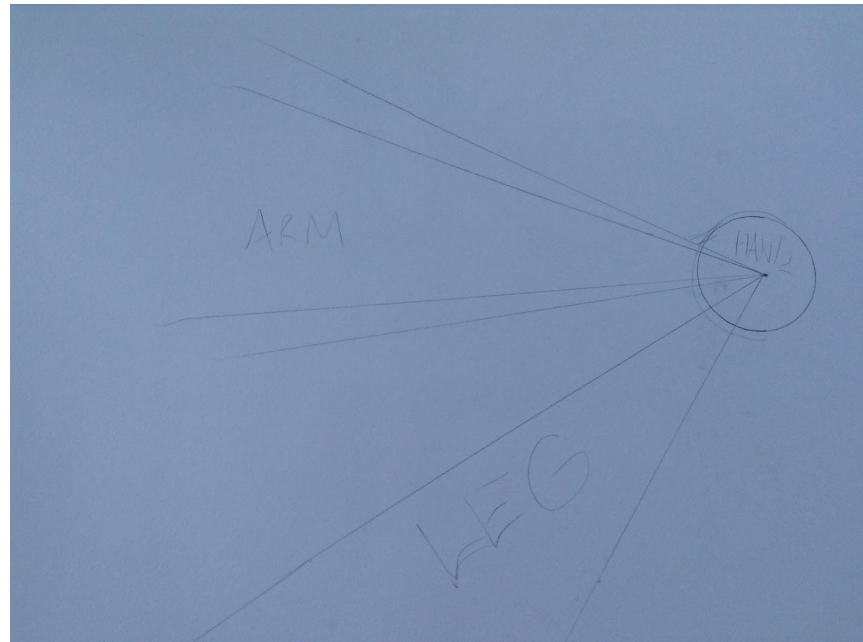
Let's make a house



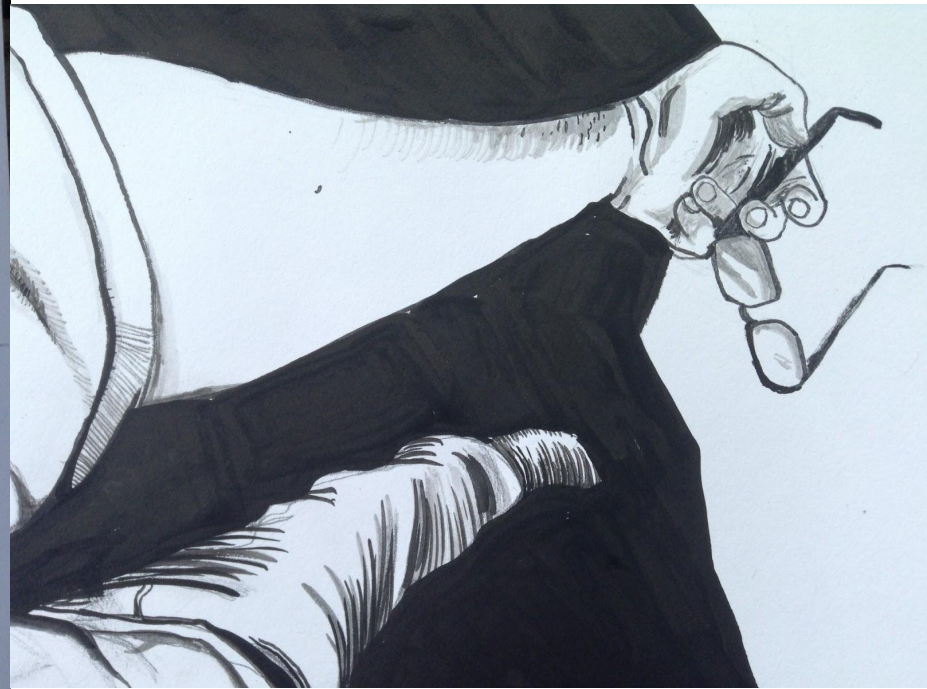
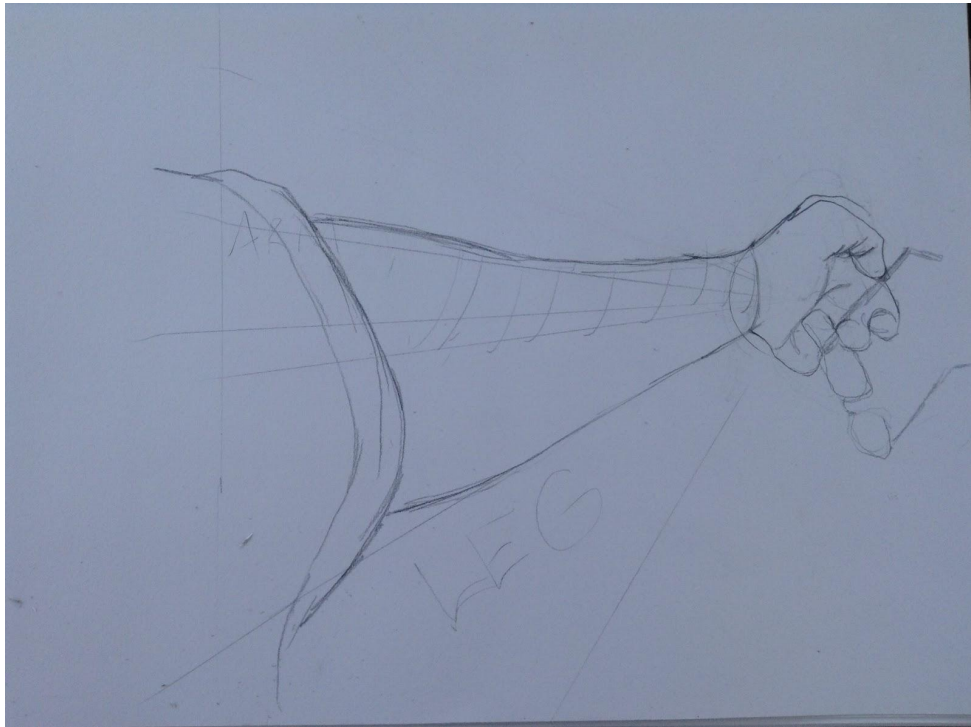
Two Three a million point perspective? - M.C. Escher



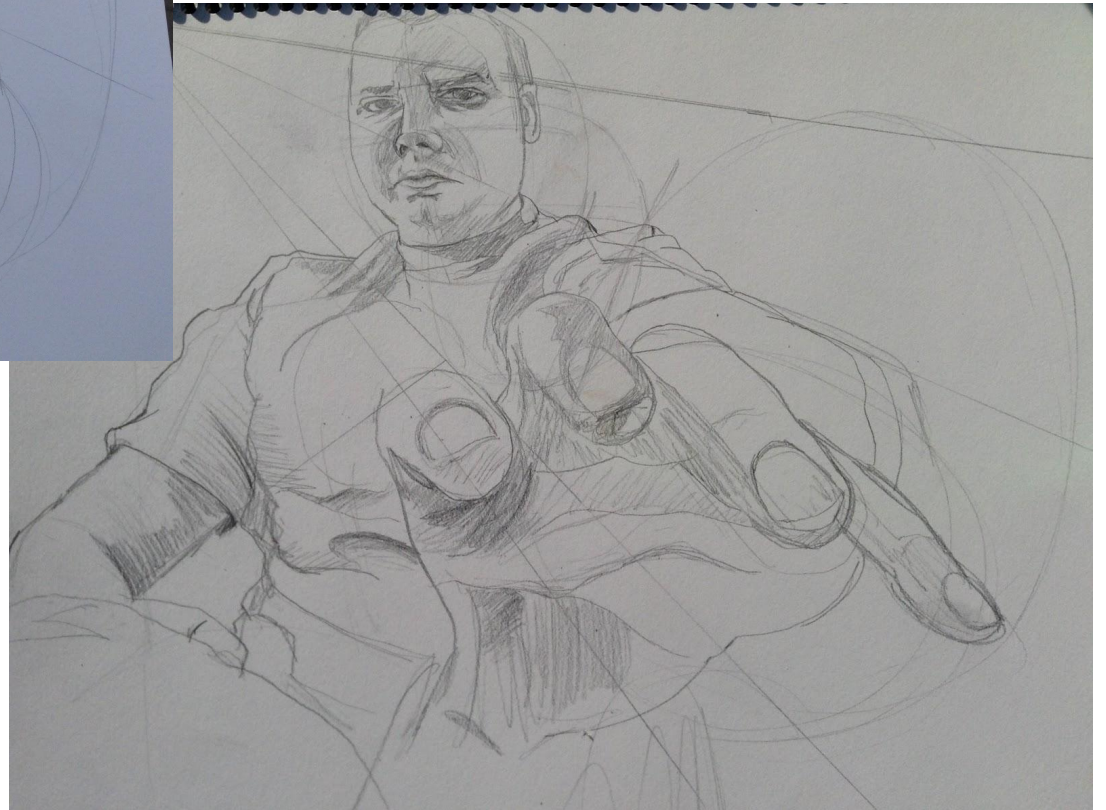
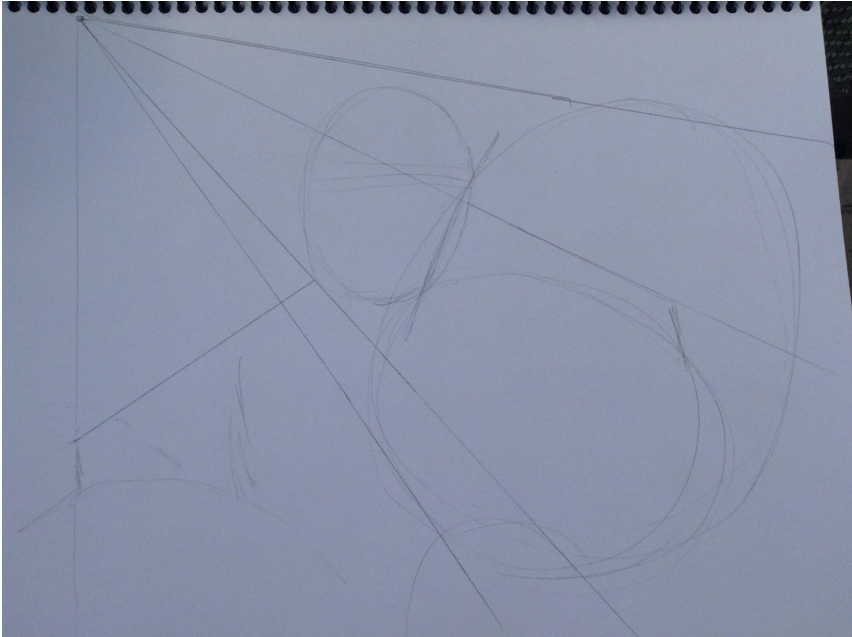
Other uses for perspective drawings



Other uses for perspective drawings



Other uses for perspective drawings

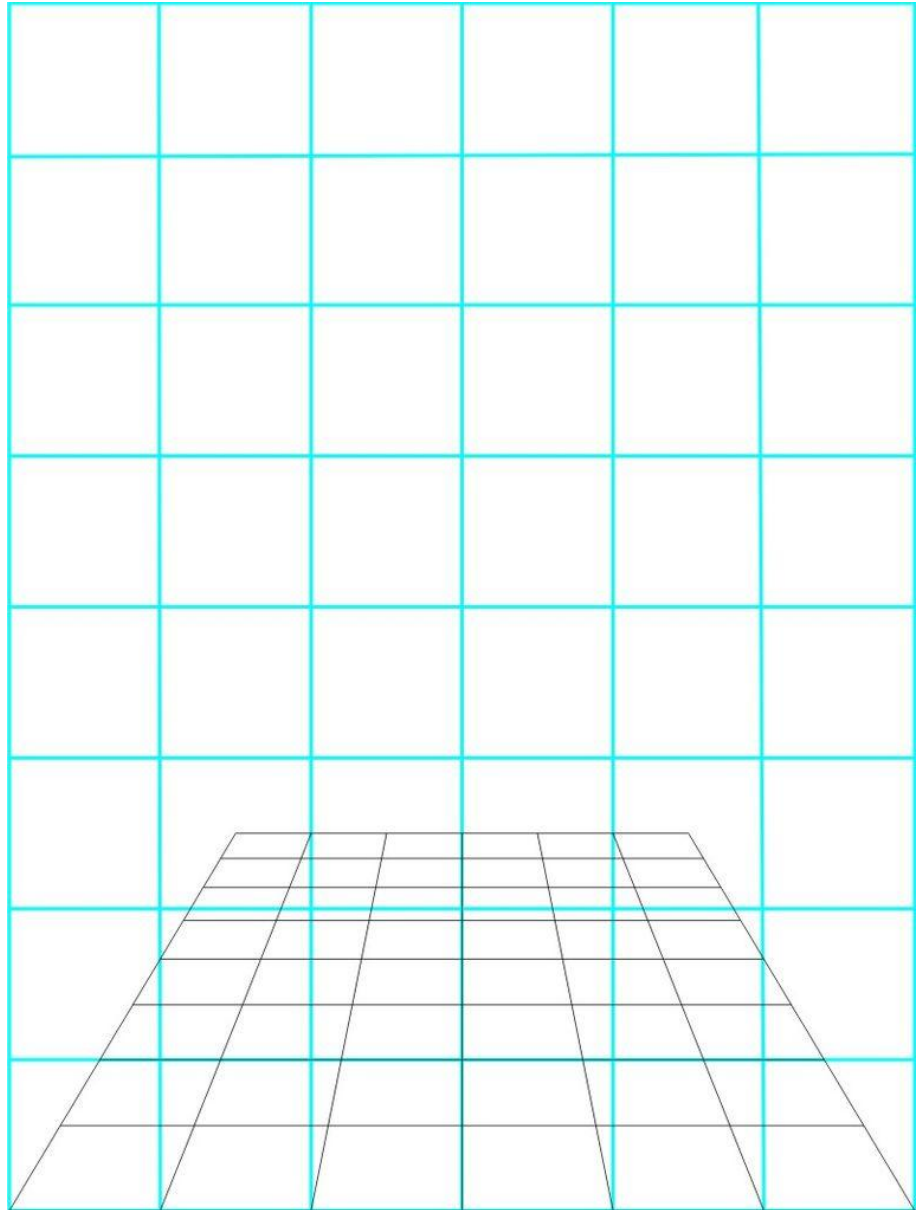


Chalk Perspective Drawing



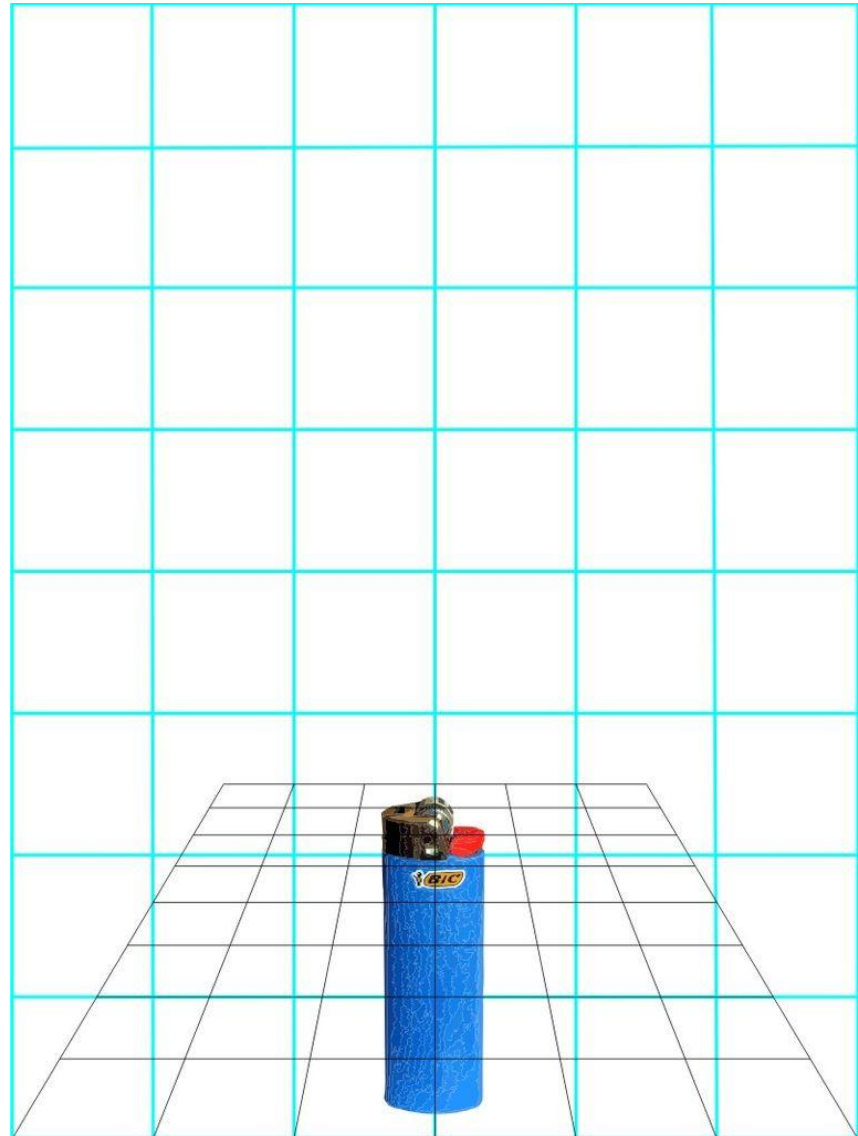
Chalk Perspective Drawing Group Assignment

PART 1: THE GRID

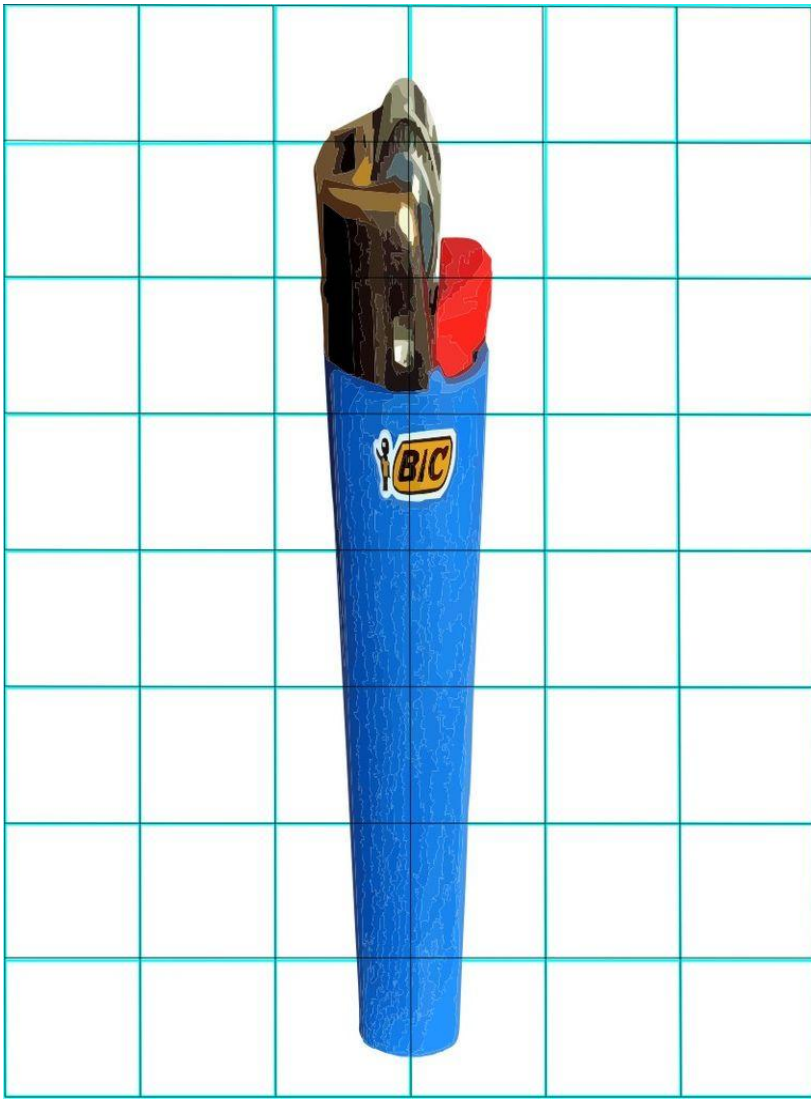


ITEM ON THE GRID

WE PLACE
THE ITEM
ON THE
GRID.



FINALLY! LET'S DO THIS!



- WE WILL ADD A PERSPECTIVE EFFECT IN PHOTOSHOP.
- WE PRINT IT OUT
- WE DRAW A GRID ON THE PAVEMENT
- DRAW THE ITEM!