

Perspective

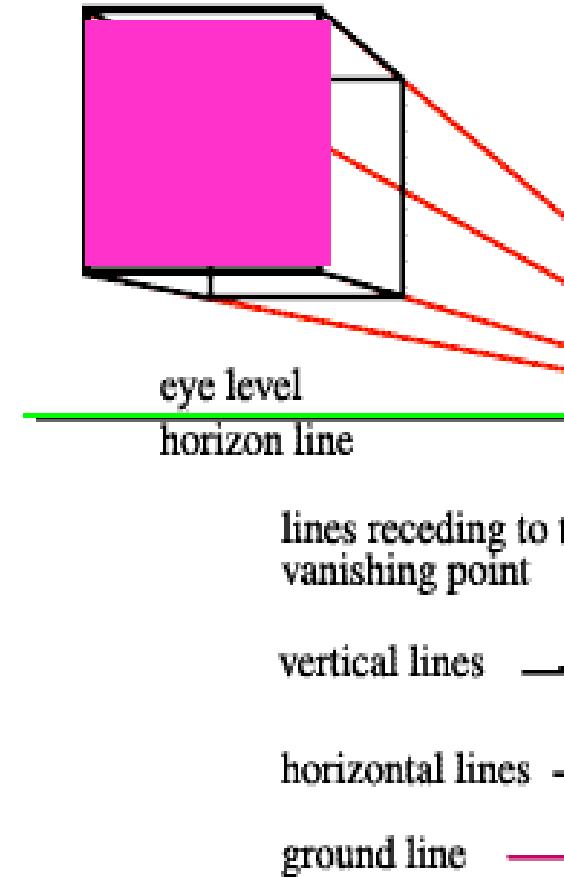
The Six Rules of Perspective:

Perspective Creates Distance On Very (flat) Surfaces

1. **Position on the page:** The baseline of objects gets higher as they get further away.
2. **Converging Lines:** Parallel lines appear to get closer together as they go into the distance, they converge to a **vanishing point**
3. **Detail:** Objects have less detail the further away they get
4. **Overlapping:** When one object overlaps another, it appears to be in front.
5. **Value/ Color:** Close objects look brighter and have more value contrast than object further away.
6. **Size-** The size of objects appears to get smaller as things get further away.

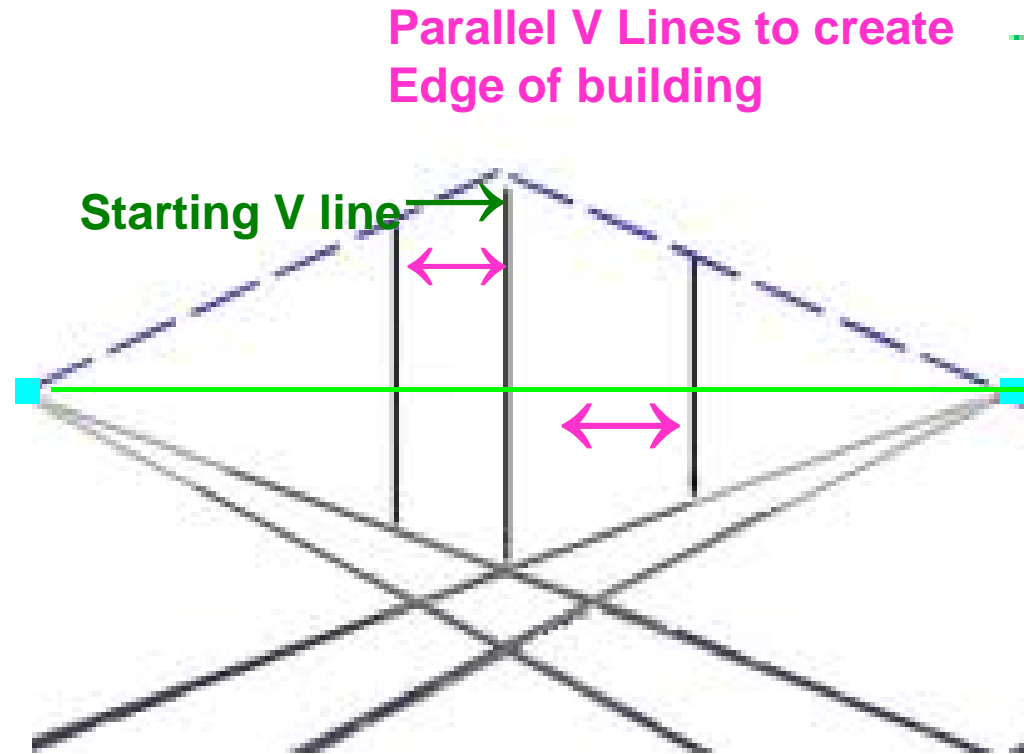
Difference between One and Two Point Perspective

- One Point:
 - Start with a **flat shape or object** from a frontal point of view-
 - Use only one vanishing point (VP) that all corners of the shape extend to



Two Point Perspective:

- Start with a single Vertical Line that intersects the horizon line.
- Connect the top and bottom of the line to a VP on either side.
- Add parallel VLs to close the shape
- This represents a corner view of a building vs. a frontal view one point offers



Guided Practice: Monday 4/28

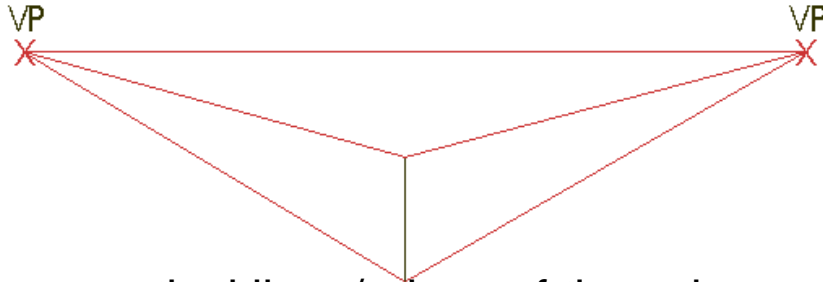
Draw 3 boxes in 2 point perspective

STAGE ONE:

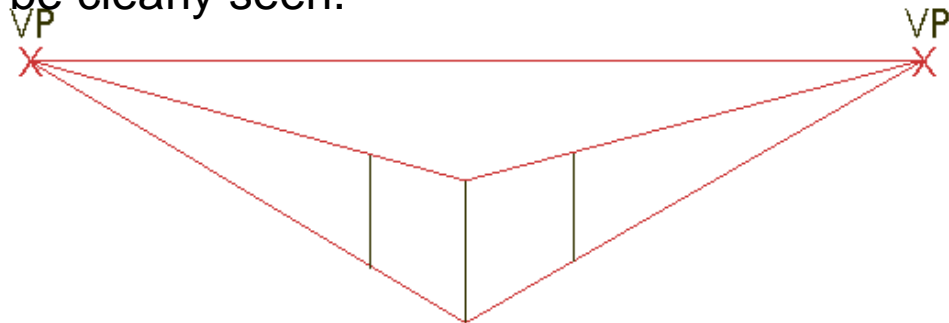
- Draw your Horizon line and mark **two vanishing points** near the ends.
- Then draw one vertical line that will become the corner edge of the cube beneath the horizon line and in the center between the vanishing points.



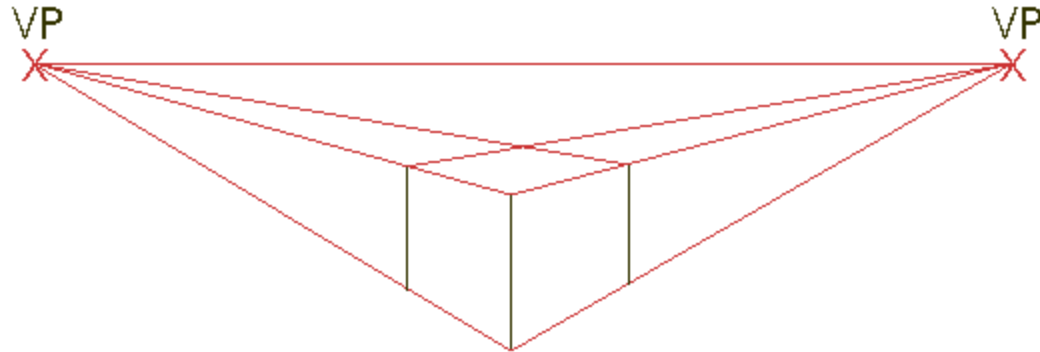
STAGE TWO: Draw faint lines from the ends of the edge of the cube to the vanishing points



STAGE THREE: Draw two more vertical lines/edges of the cube so that two sides of the cube can be clearly seen.



STAGE FOUR: Close the top of the cube by drawing faint guidelines from the ends of these lines to either vanishing point.



Draw 3 cubes in 2 point perspective- one above, one below and one overlapping the horizon line. Try more complex combined cube shapes if you like.

