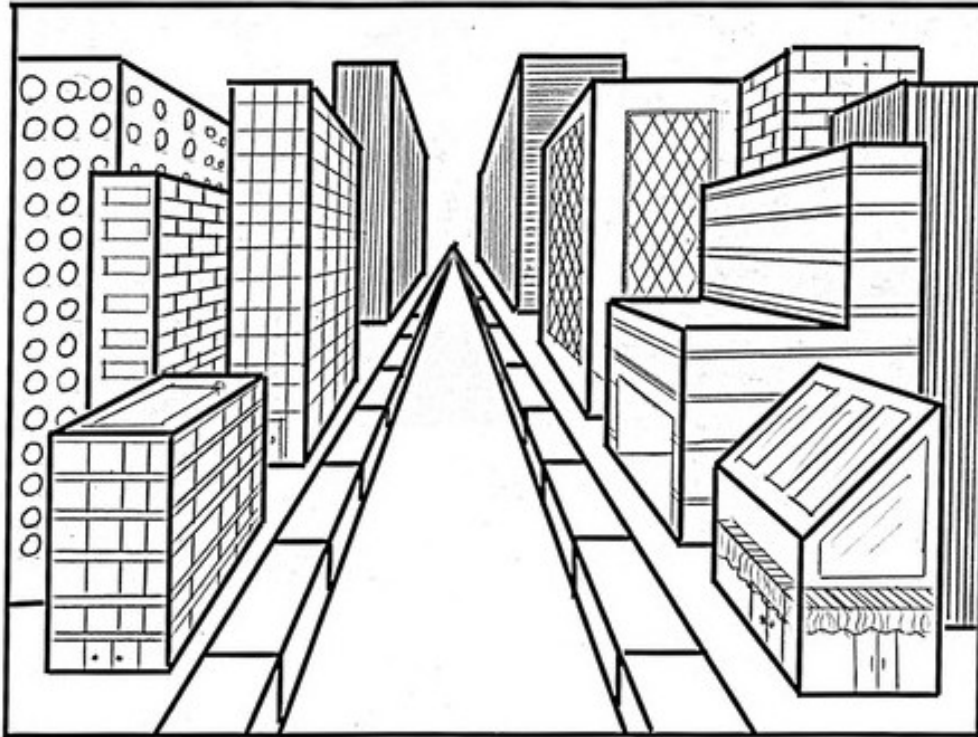


1. One point perspective

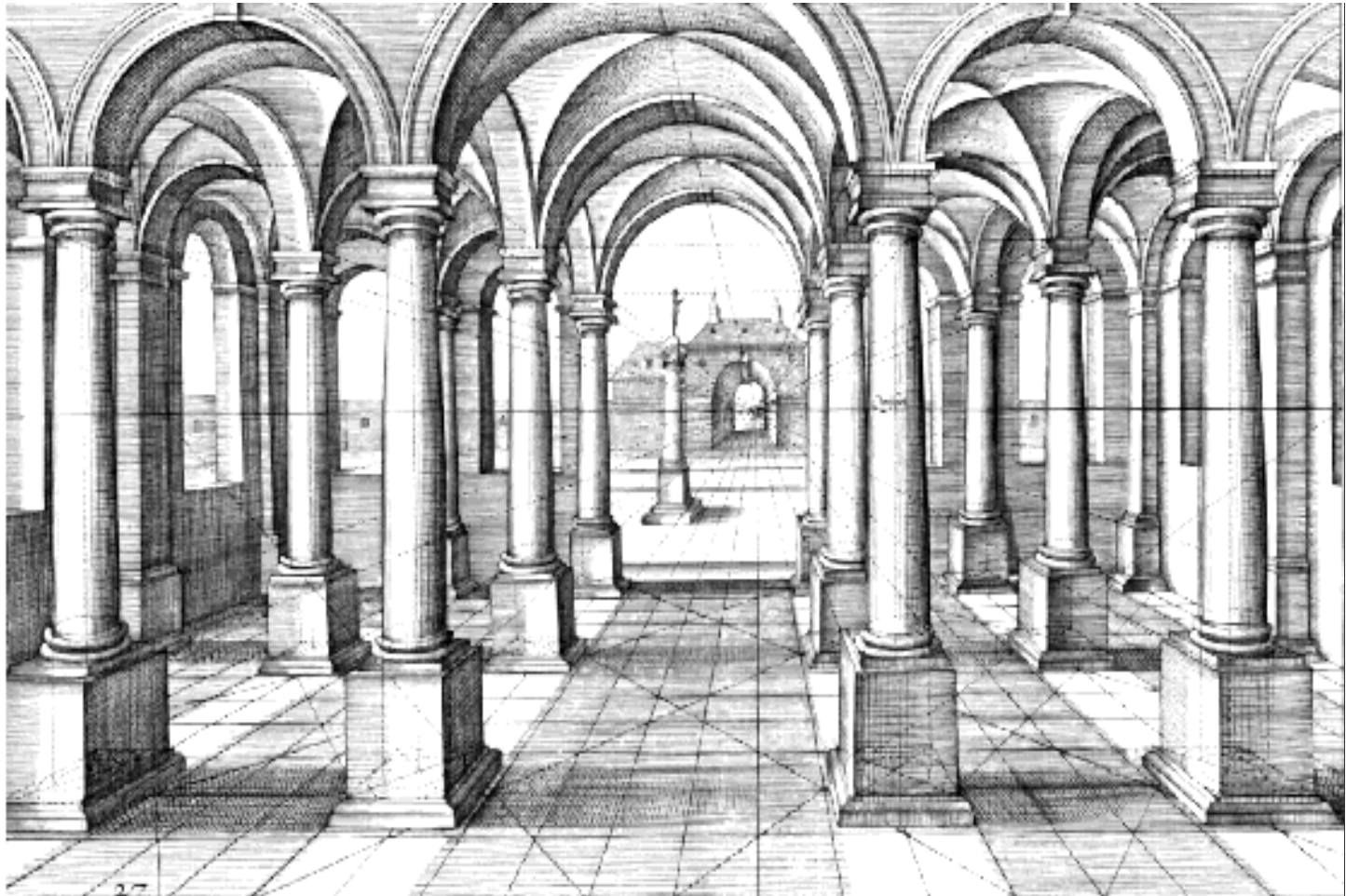


- ▶ One point perspective is a drawing technique whereby the objects are drawn according to a set of rules that make the pictures look like they have depth in them and the solid forms appear to be three dimensional.

One point perspective



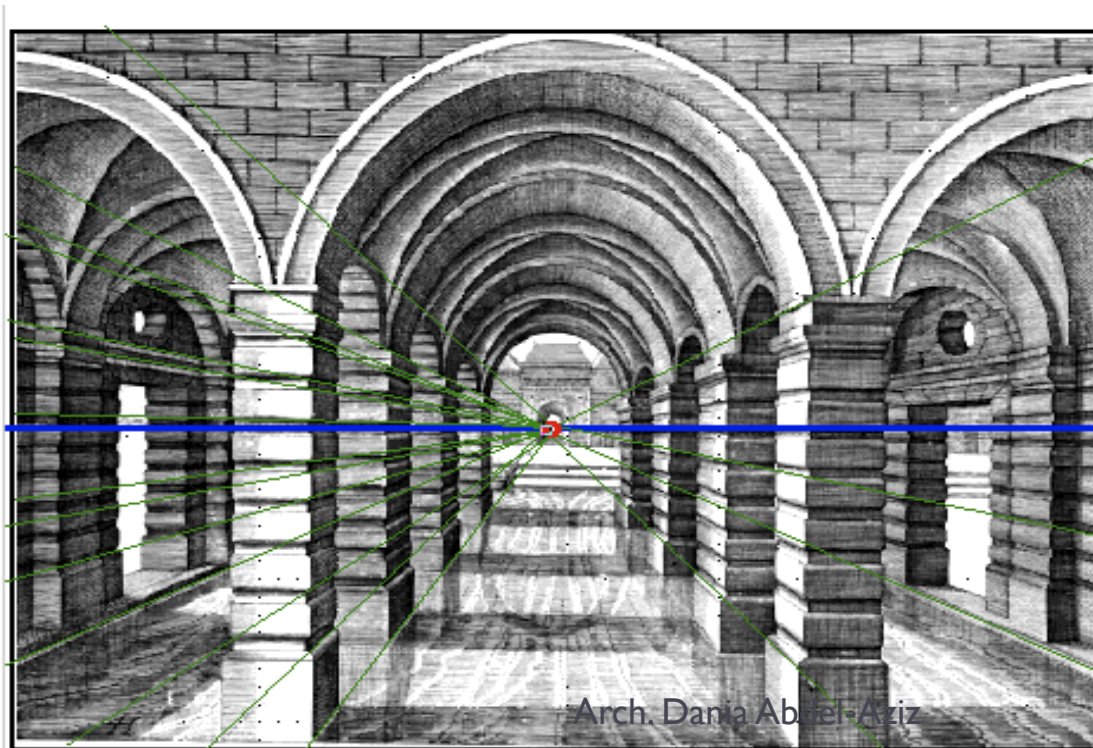
This Renaissance drawing by Jan Vredeman de Vries shows the use of 1-point perspective drawing techniques.



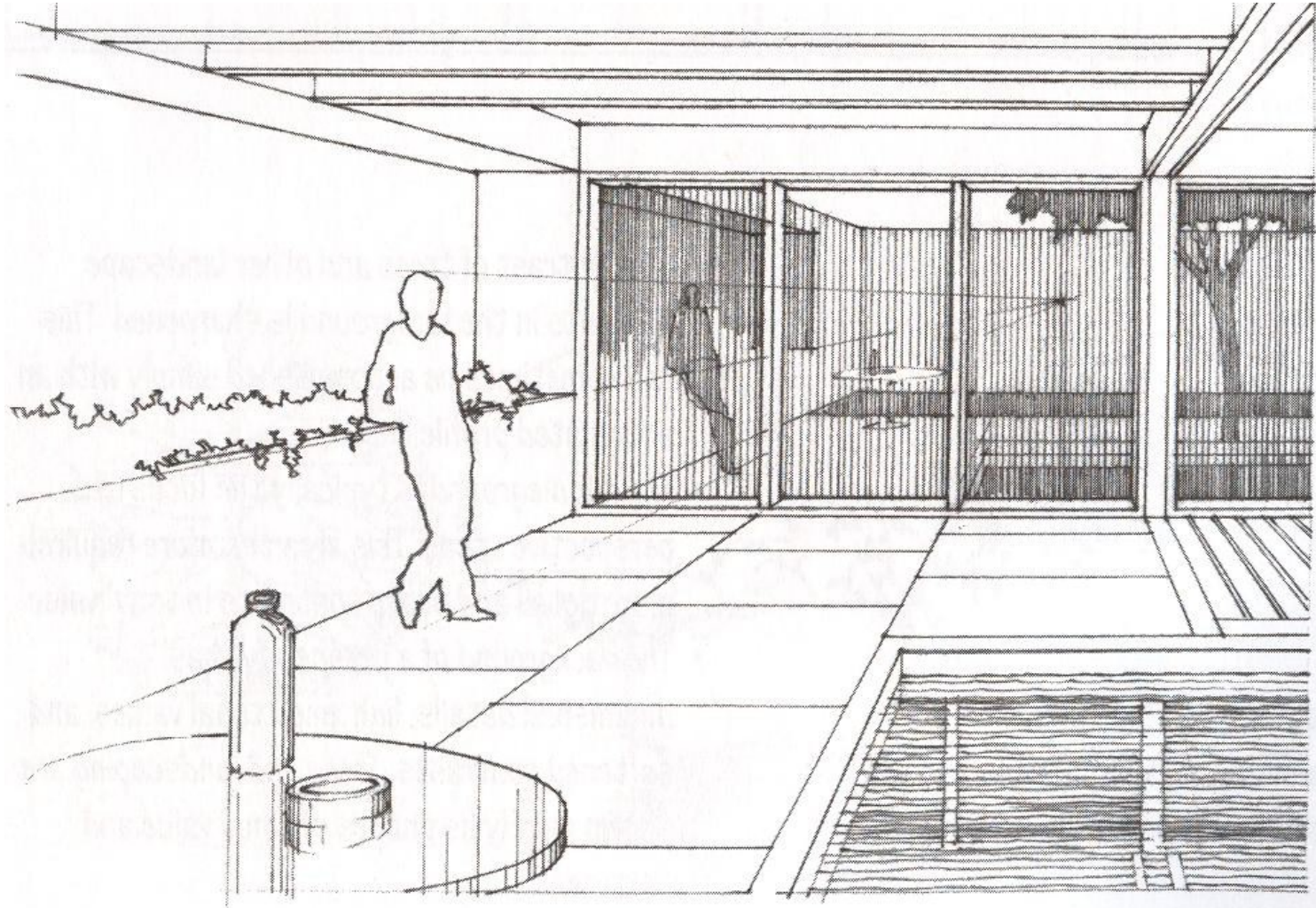
See how the lines that connect the tops of the columns and the lines in the floor point to a single spot in the distant arch? That spot is called a vanishing point.

It is at that spot that everything disappears. The bases of the columns on the left side of the picture show us the right side of the bases. The opposite is true of the columns on the right side.

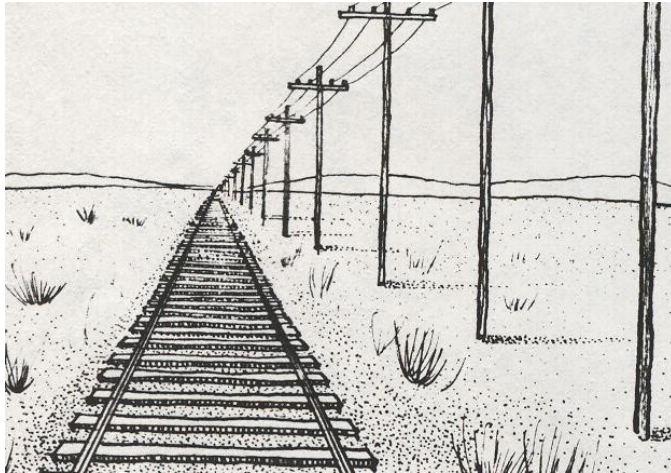
The columns in the front are much larger than those farther away. We assume that in the real architecture, they must surely be the same height.



1-Point Perspective Drawings



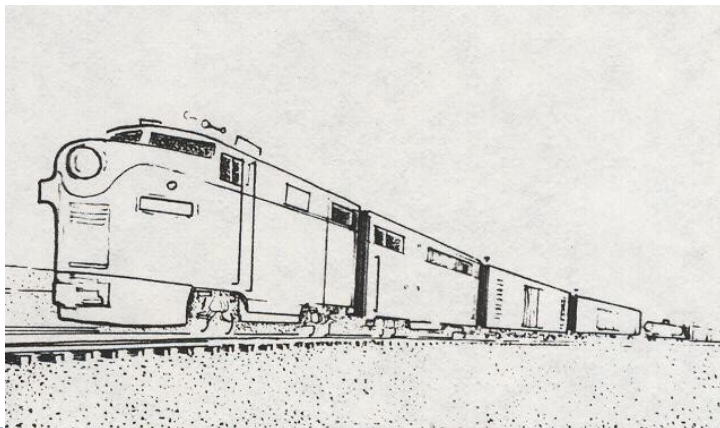
Perspective Fundamentals



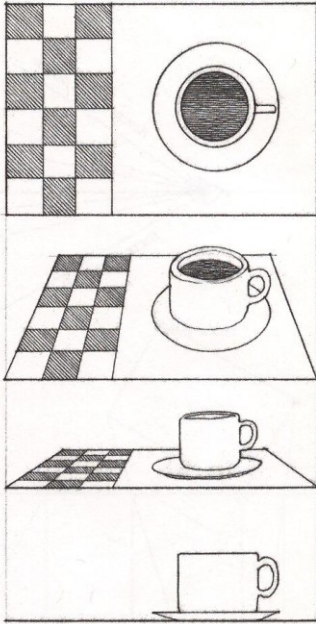
1. Diminution

Objects appear smaller as their distance from the observer increases.

This “truth” of seeing is a fundamental means of producing a sense of space and depth.

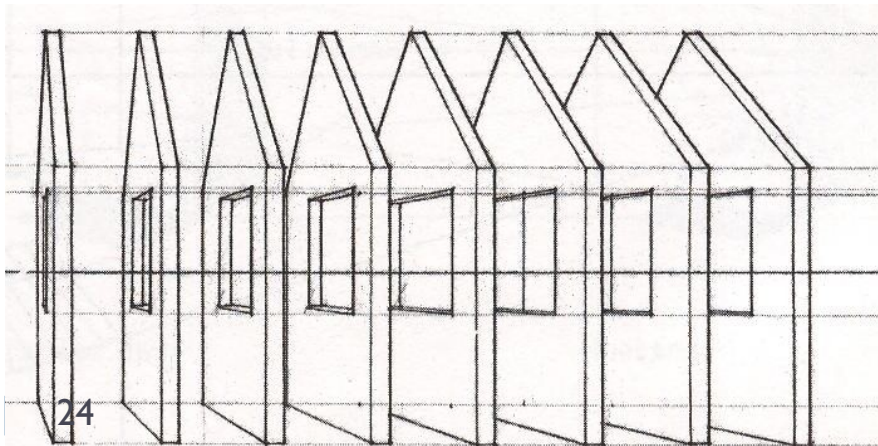


Perspective Fundamentals



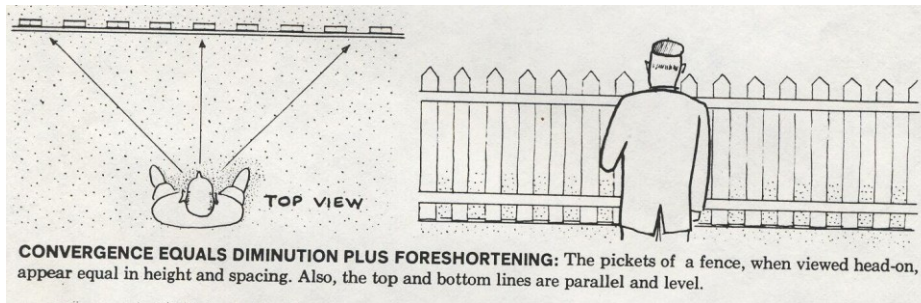
2. Foreshortening

- ▶ Lines or surfaces parallel to the observer's face show their maximum size. As they are revolved away from the observer they appear increasingly shorter.

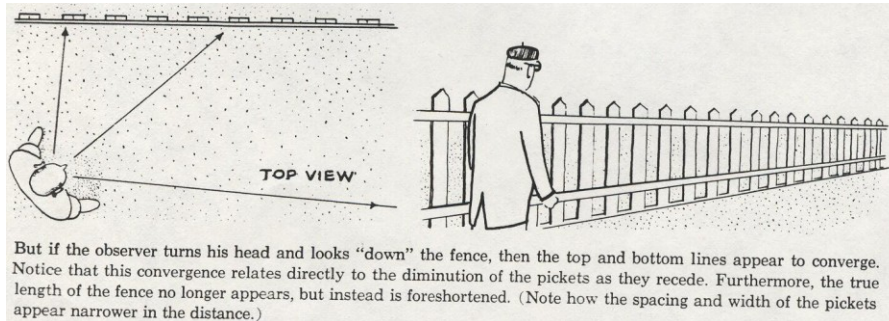


Perspective Fundamentals

3. Convergence

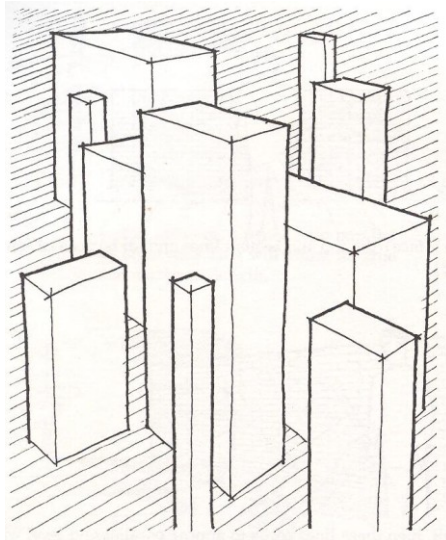
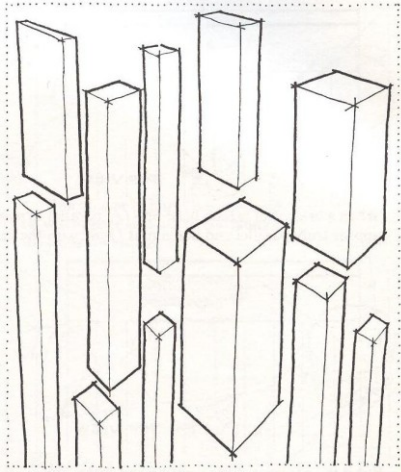


- ▶ Lines or edges of objects which in reality are parallel appear to come together as they recede from the observer.



Convergence can be thought of as the diminution of closely-spaced elements of equal size. And it implies foreshortening since the surface is not viewed head-on.

Perspective Fundamentals

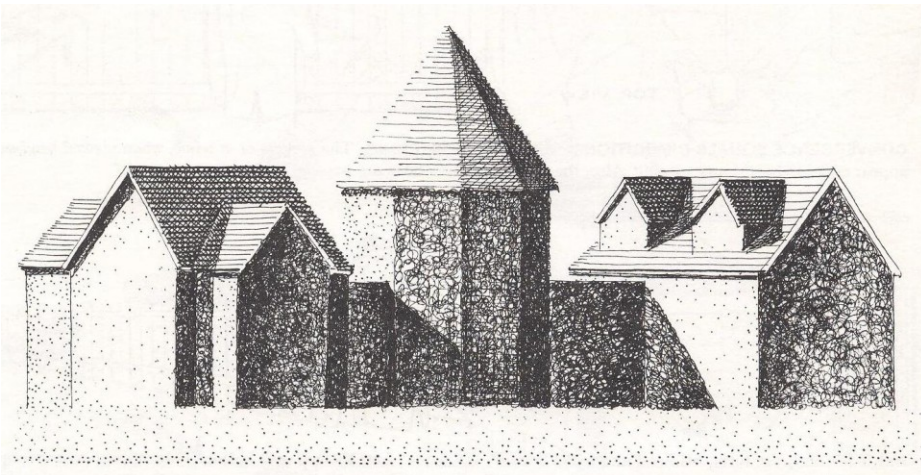


4. Overlapping

- ▶ This technique not only shows which objects are in front and which are in back - it also achieves a sense of depth and space in drawings. Notice the depth confusion when overlapping does not exist (top).

Perspective Fundamentals

5. Shades and Shadows



- ▶ Working with light, shade and shadow will dramatically help to give a drawing form and a sense of the third dimension.

Perspective Fundamentals

6. Color & Value in Perspective



- ▶ Exterior
 - ▶ Values and colors are bright and clear when close up but become grayer, weaker, and objects become fuzzier as distance increases.



- ▶ Interior
 - ▶ Values and colors are bright and clear when seen close up but become darker and more neutral as the view recedes into space.