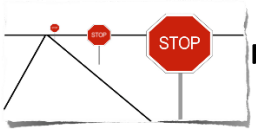
Name_____

Perspective, Space & Depth

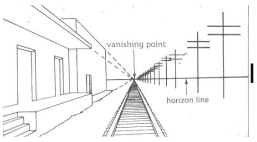
Space- The area above, around, and within an object. The space "into" the picture plane.

7 Ways to create the illusion of space on a 2-D surface ..... FLOPSSV

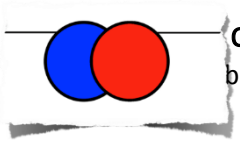
1	Focus	5	Size
2	Linear Perspective	6	Shading
3	Overlapping	7	Value
4	Placement on the surface		



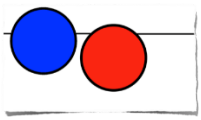
Focus- Objects that are further away should have less detail (Focus) than objects that are



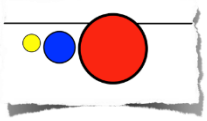
Linear Perspective- Linear perspective is a drawing method that uses lines to create the llusion of space on a flat surface



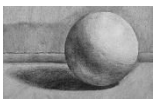
Overlapping-when objects that are closer to the viewer prevent the view of objects that are behind them.



Placement-Objects placed higher on the picture plane will appear further away.



Size-Objects that are smaller will appear further away from the viewer.



Shade-Shade objects to make them look round or as if they cast a shadow.

Value-Objects that are further away are lighter in value.

Atmospheric Perspective-Objects that are further away are cooler in color temperature.

Name_____

1 Point Perspective- One point perspective uses one vanishing point to create linear perspective

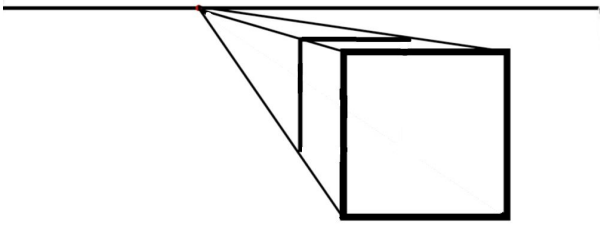
Horizon line-divides the sky from the ground. It is where the sky meets the earth. It can also be the "eye level" of the viewer.

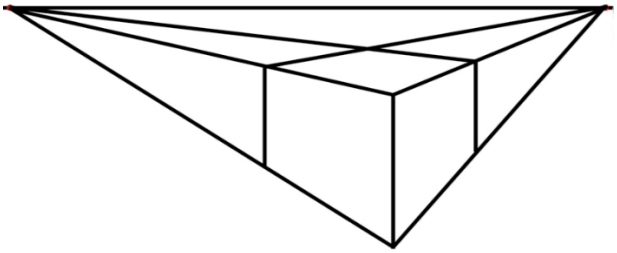
Vanishing point-the point placed on the horizon line where objects begin to disappear because of distance. It is where all converging lines meet.

Converging lines-lines are drawn from the corners that connect back to the vanishing point. They lead from the object to the VP.

Limit lines-show the depth of the object.

1 PT PERSPECTIVE EXAMPLE DRAWING>>>



2 Point Perspective- uses two vanishing points to create the illusion of space.

2 PT PERSPECTIVE EXAMPLE DRAWING>>>