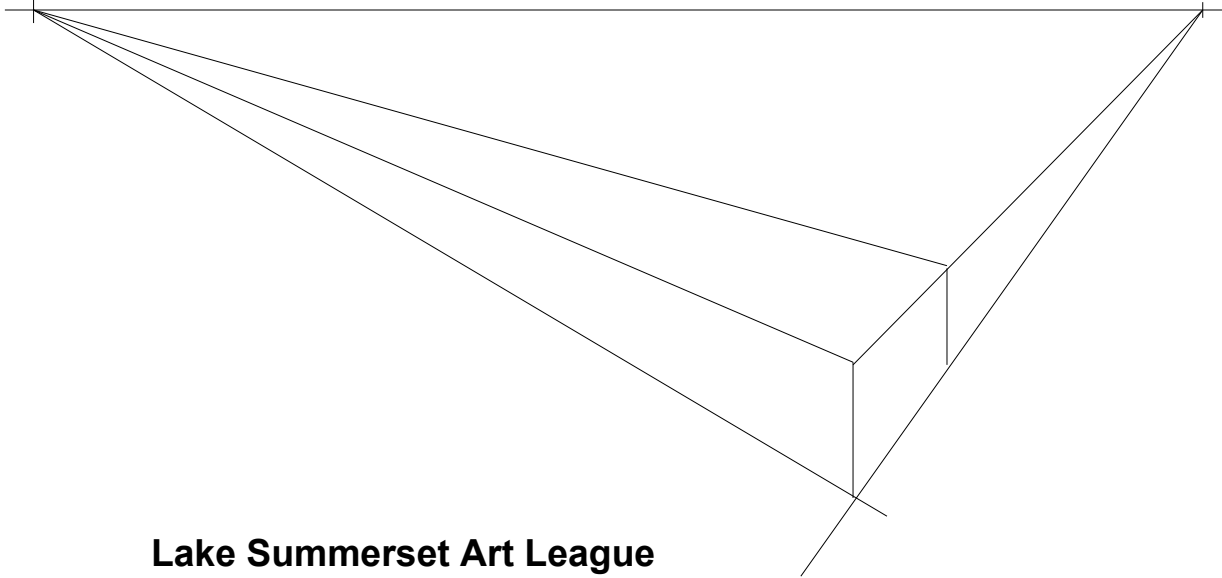


Perspective for Artists



**Lake Summerset Art League
January 12, 2013
Presented by Larry McCoy**

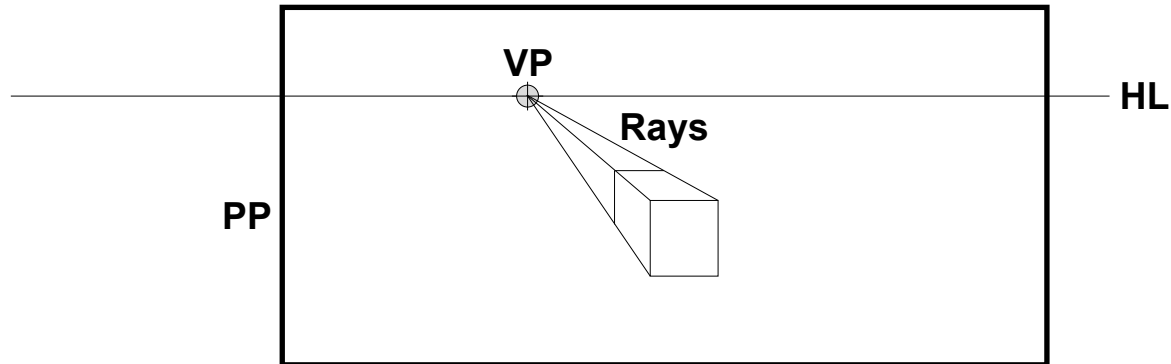
Terms You Need to Know:

Horizon Line (HL) - the horizontal line at the horizon that coincides with the height of the viewer's eyes.

Picture Plane (PP)- an imaginary window that describes the sides of the scene.

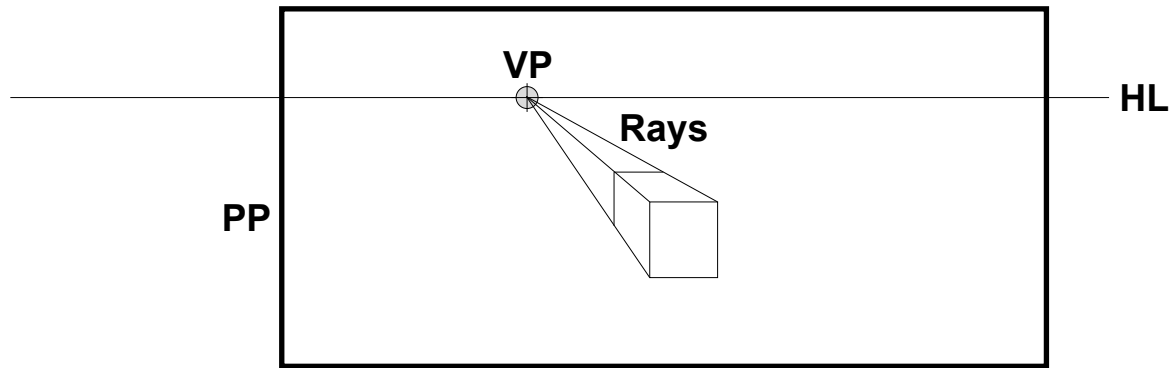
Vanishing Point (VP) - a point on the horizon line where parallel lines in the drawing converge.

Rays - the lines that describe the parallel lines in the drawing and their path to the VP.



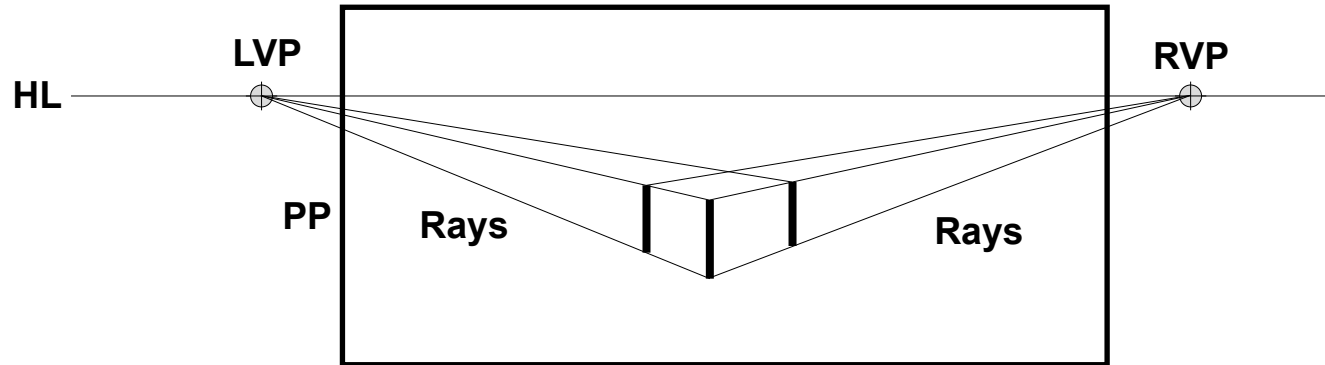
1 - Point Perspective (or Parallel perspective)

- Only one vanishing point.
- Used when looking down a road or into a room.
- Note that all vertical lines are parallel to the picture plane.



2 - Point Perspective (or Angular perspective)

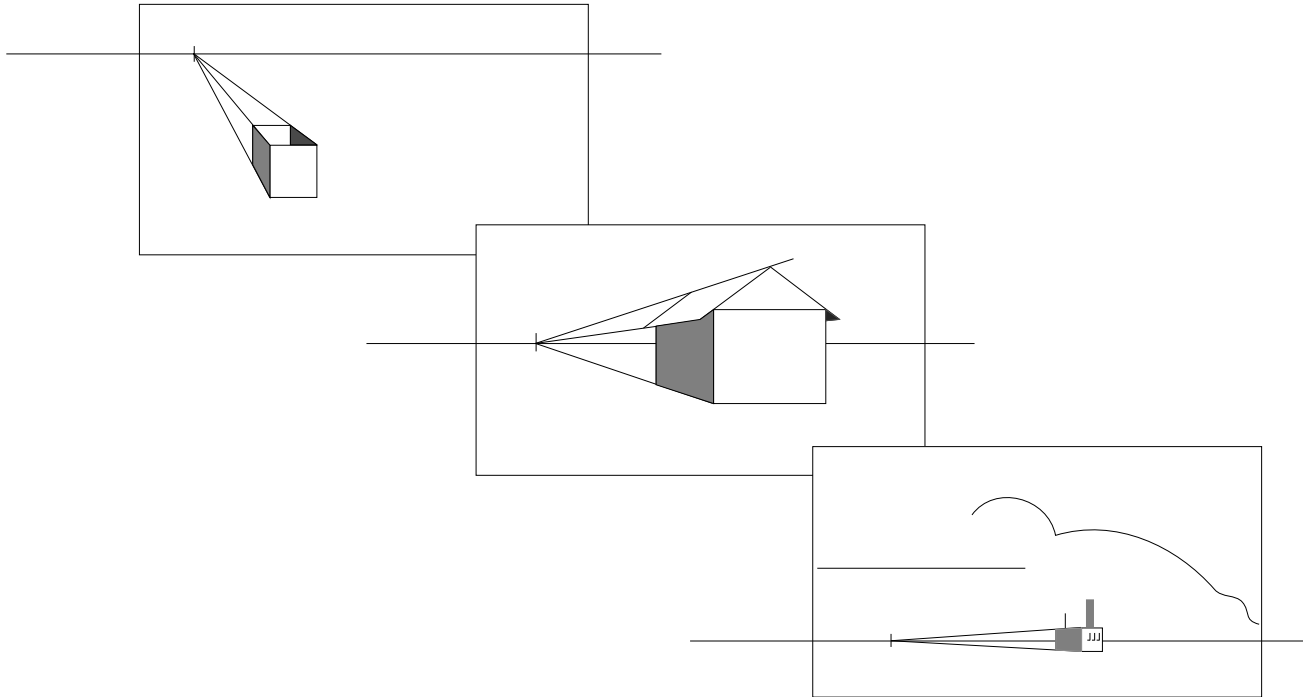
- Two vanishing points!
- Used when viewing an object from the corner.
- More realistic than 1-point perspective.
- Note that all vertical lines are parallel to the picture plane.



NOTE: In real life, the VPs are outside of the picture. If they are close together, distortion of the objects occurs.

Effect of Horizon Line Placement

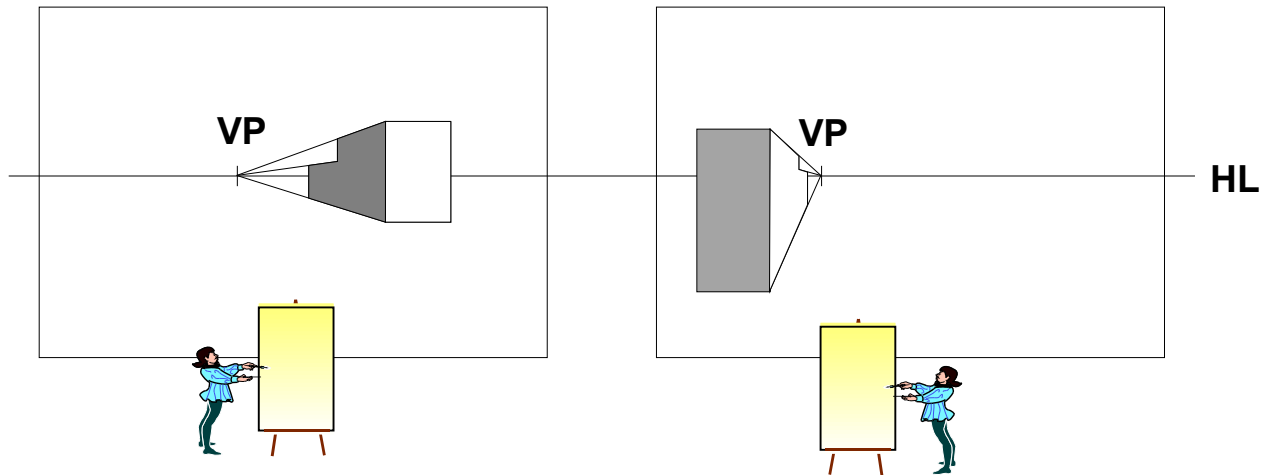
- Emphasis change!
- Is it a sky picture or a house picture?
- Note that the VP is in the same relative position.
- Changing the HL changes the artist's viewpoint.



New Term - Station Point

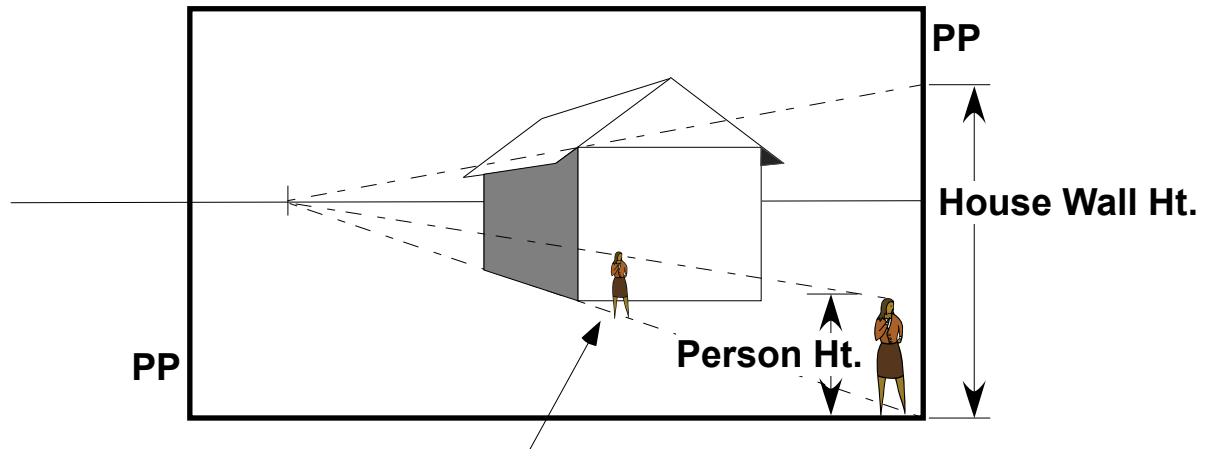
Station Point - the position of the artist, left to right.

Note: Same HL and VP position. Emphasis changes!



Measurement of Objects

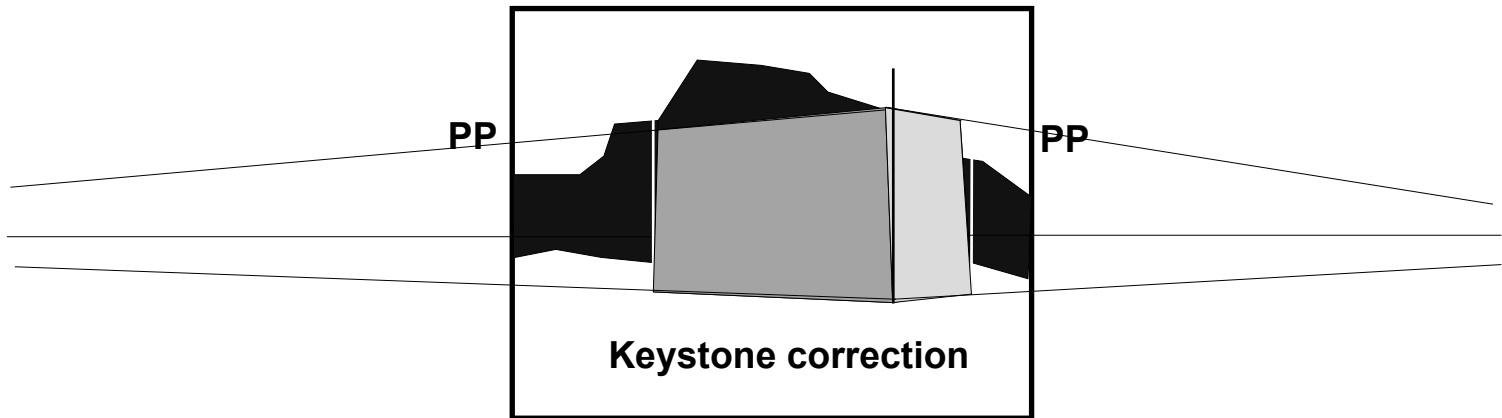
- Are the various objects in the drawing logical in size?
- Set the dominant object and measure off of it.
- Use a ray to the PP as the starting place.



The person is measured at the PP in relation to the house wall and her height is projected back in space using a ray to the VP.

Drawing From Photos

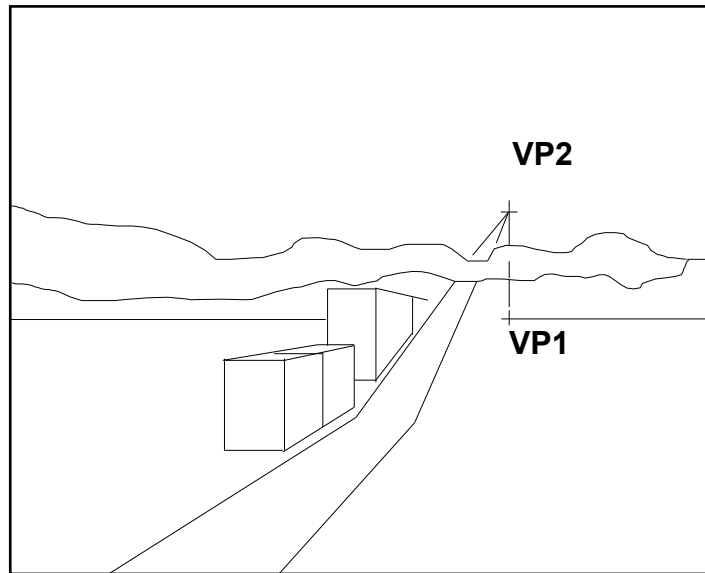
- Lens distortion is the issue - called “Keystoning”.
- Make sure the vertical lines are parallel to the PP.
- Set the HL and establish VP(s).
- Use the photo as a reference.



Note that you will probably have to estimate where the rays converge off the picture plane.

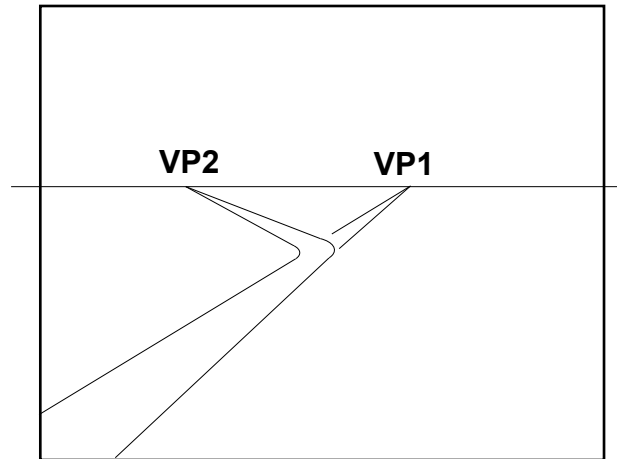
Common Problems

A. Streets and buildings on up-hills and down-hills - the elevation of the VP changes.



Common Problems

Curved roads, rivers - have a different VP for each part of the road (between curves).

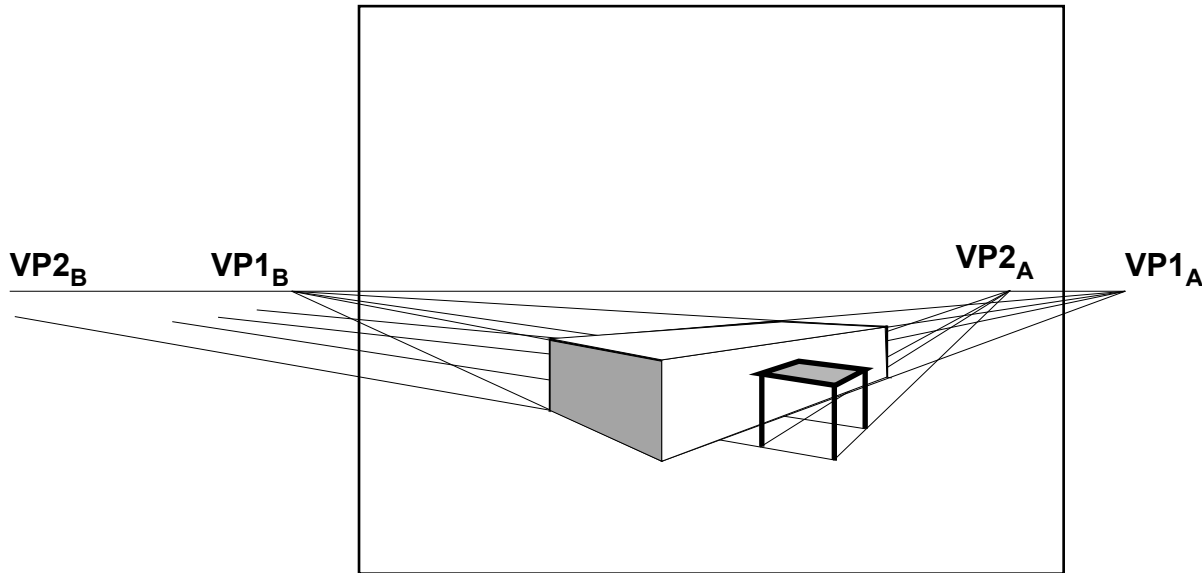


Note that this is still a 1 point or parallel perspective!

Common Problems

Objects on an angle - have their own VP(s) on the HL.

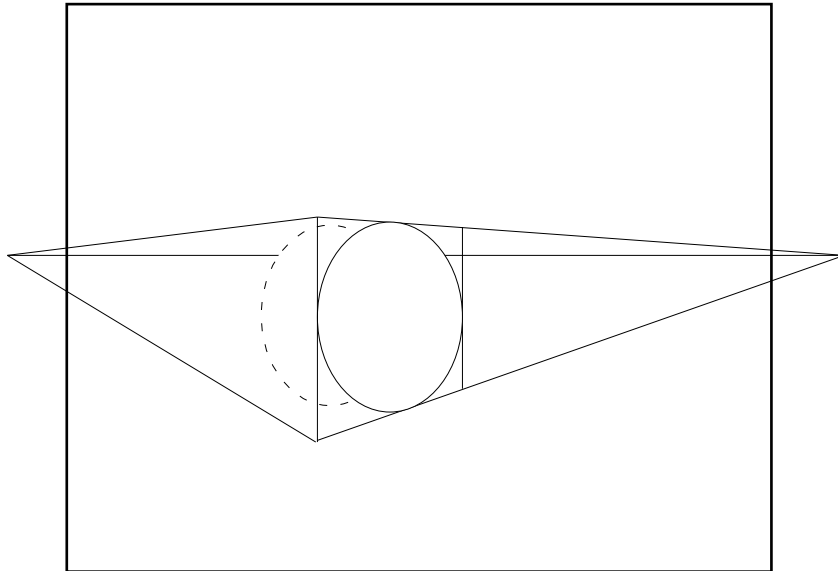
Example: Chair pulled out from a table in an interior picture.



The two objects are not parallel to one another.

Common Problems

Circles - draw the rectangle around them first and connect the sides with arcs!

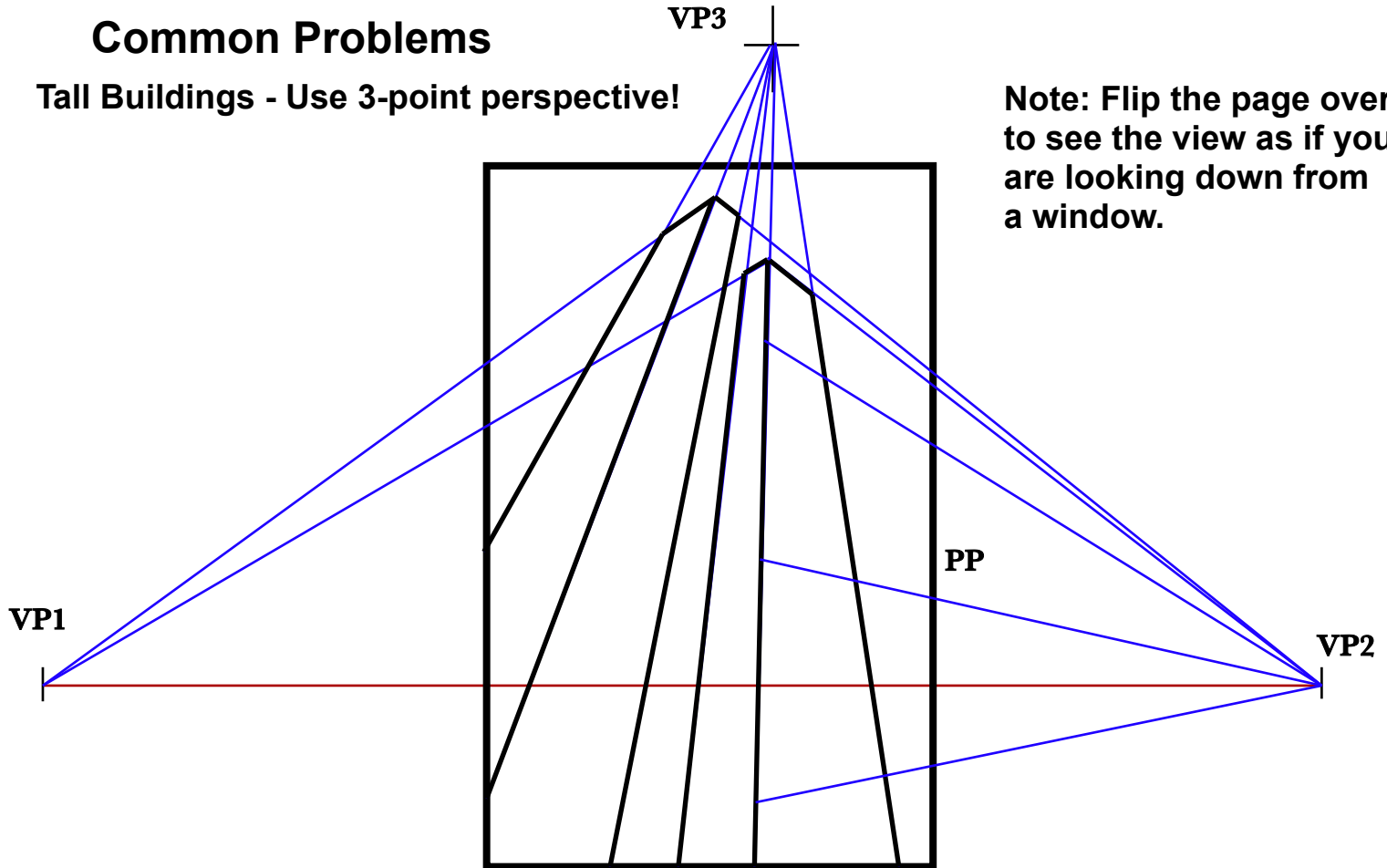


The dotted line represents the thickness of a wheel by projecting the front circle back in space.

Common Problems

Tall Buildings - Use 3-point perspective!

Note: Flip the page over to see the view as if you are looking down from a window.



Remember that the horizon line is where the viewer's eye is located. So, if you are looking out the window of a building, rays will angle up and down above and below your eye level.

Aerial Perspective

Aerial perspective is the effect caused outdoors by the atmosphere that is between the viewer and the distant land forms (trees, hills, etc.) Values and colors tend to dull in intensity the farther away from you they are. You can use this in artwork to indicate that an object is far away.

Dull, fuzzy
tree line

Bright, distinct
objects in
foreground



Have fun with perspective and remember...

If it looks right, it probably is right!