

Perspective

Basic Perspective For Drawing



Perspective is one of the most important tools in drawing a 3-dimensional scene or object on a 2-dimensional surface.

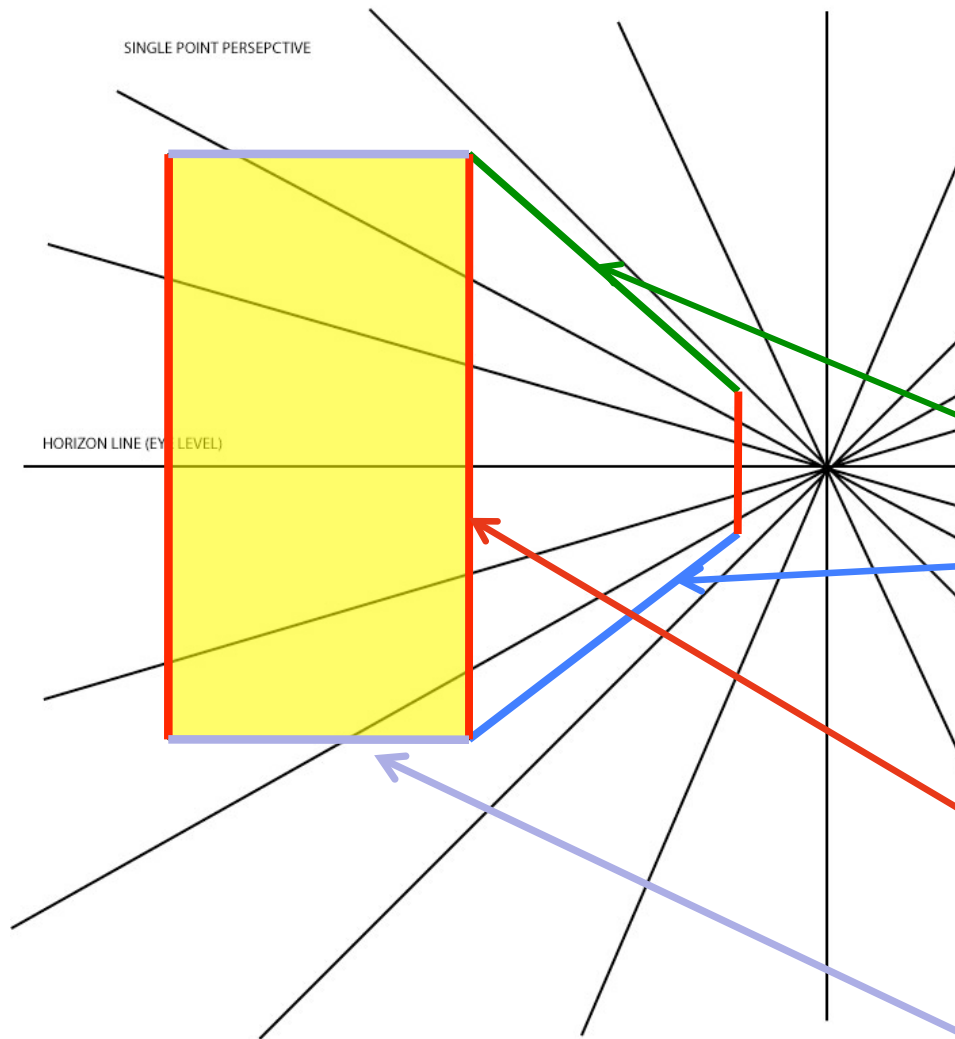
Types of “Linear” perspective:

- Single- (or one-) point
 - Two-point
- Three-, four-, and five-point

Types of “Atmospheric” perspective:

- Aerial (Diffusion of detail and tone)
- Layering (Foreground, to mid, to background)
 - Proportional (Size relationship)
- Color temperature, detail, and contrast

Single-Point Perspective Grid (Review)



Basic 1-Point Perspective Rules

Structural lines, like roof lines, sidewalks, fence lines, furniture, floors, etc.:

Lines moving toward the horizon and/or a vanishing point (in other words, away from you) are called “converging perspective” lines:

- **Converging lines above the horizon** move downward as they go away toward the horizon.
- **Converging lines below the horizon** move upward as they go away toward the horizon.

Horizontal and vertical lines not moving toward the horizon:

- **Vertical structural lines like corners of buildings**, window/door casings, light poles, corners should be drawn straight up and down to meet the top and bottom converging perspective lines.
- **Tops and bottoms of objects (surfaces or planes) that face you** should be drawn horizontal.

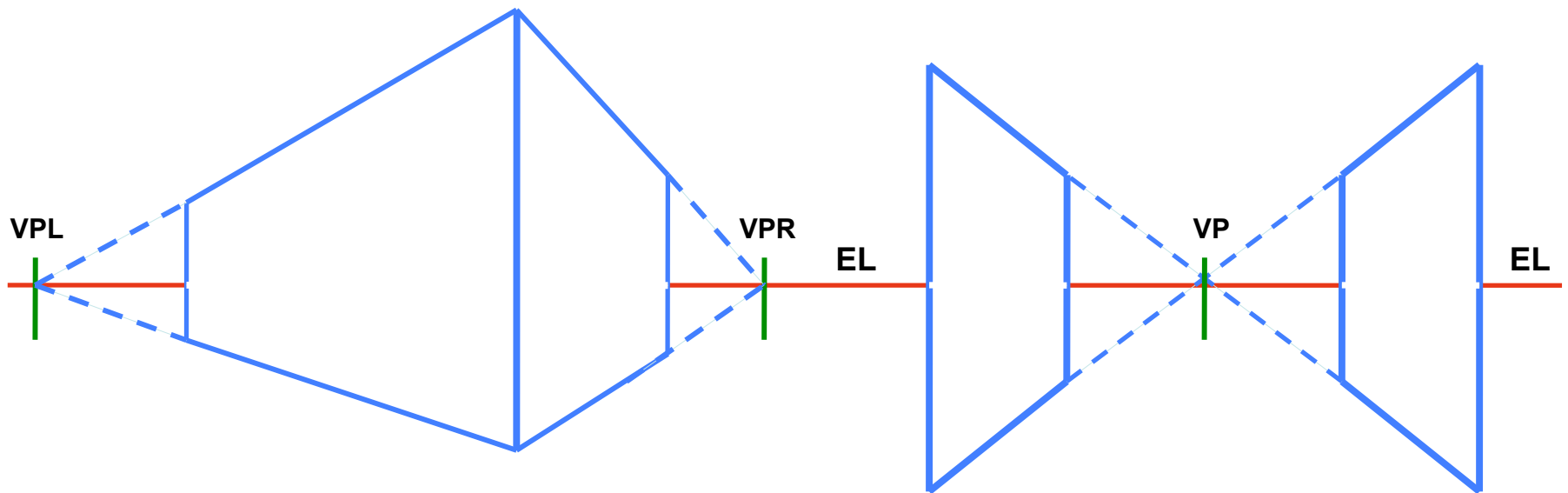
Linear Perspective

Two-Point

Linear Perspective

Comparing 2-Point to 1-Point

Two-point perspective grid is used when you are viewing an object or scene from an angle (or a corner). You can see at least two converging, connected sides (planes) of the subject instead of one side, as in one-point perspective.

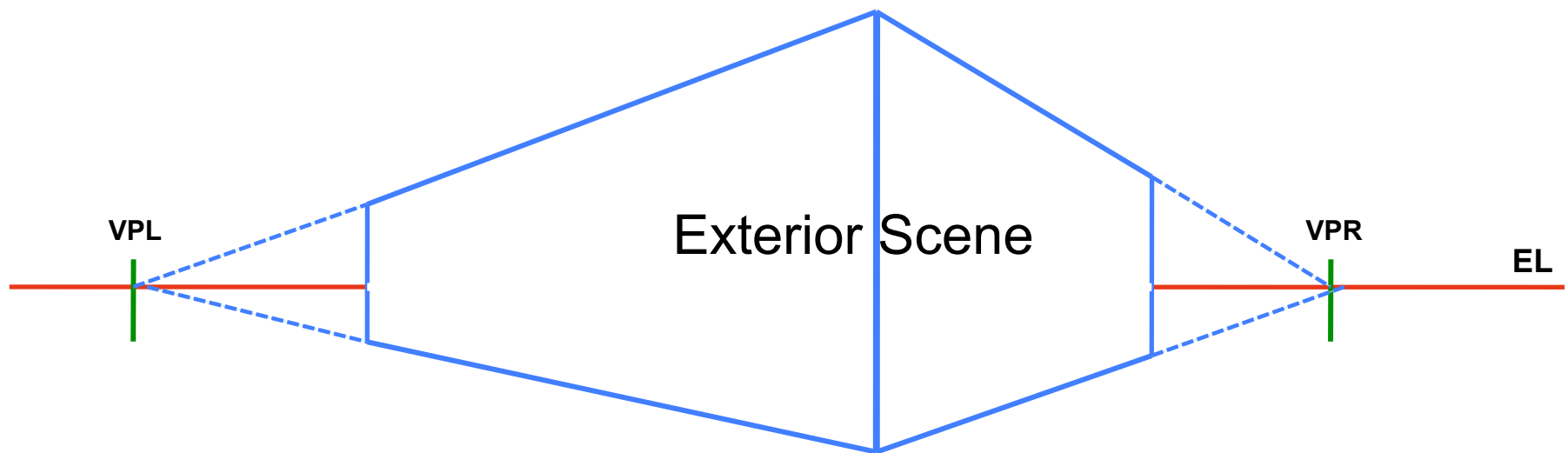


Two-point is used when viewing an object or scene from an angle or corner. It has two vanishing points (VPL and VPR). All converging perspective lines move toward the horizon line (EL)

One-point is used when viewing an object or scene straight on. It has one vanishing point (VP). All converging perspective lines move toward the horizon line (EL). This example could be the interior of a room, or a street with two buildings flanking it.

Linear Perspective: Two Point

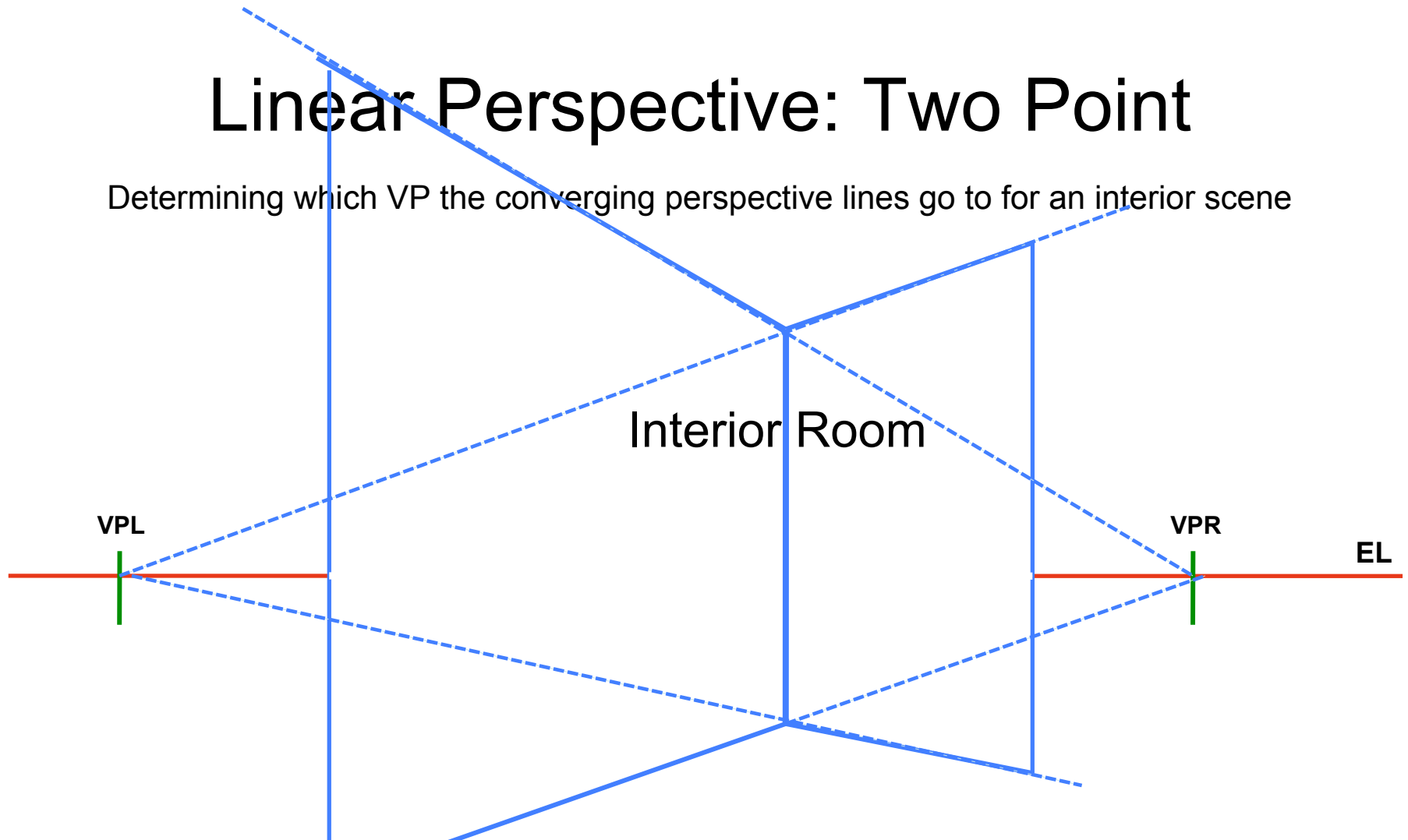
Determining which VP the converging perspective lines go to for an exterior scene



To establish converging perspective lines, merely look for the direction (upward or downward) a line moves toward the horizon. If it moves downward, it is above the horizon. If it moves upward, it is below the horizon. Lines that converge leftward toward the horizon, converge at the left vanishing point (VPL). Lines that converge rightward toward the horizon, converge at the right vanishing point (VPR).

Linear Perspective: Two Point

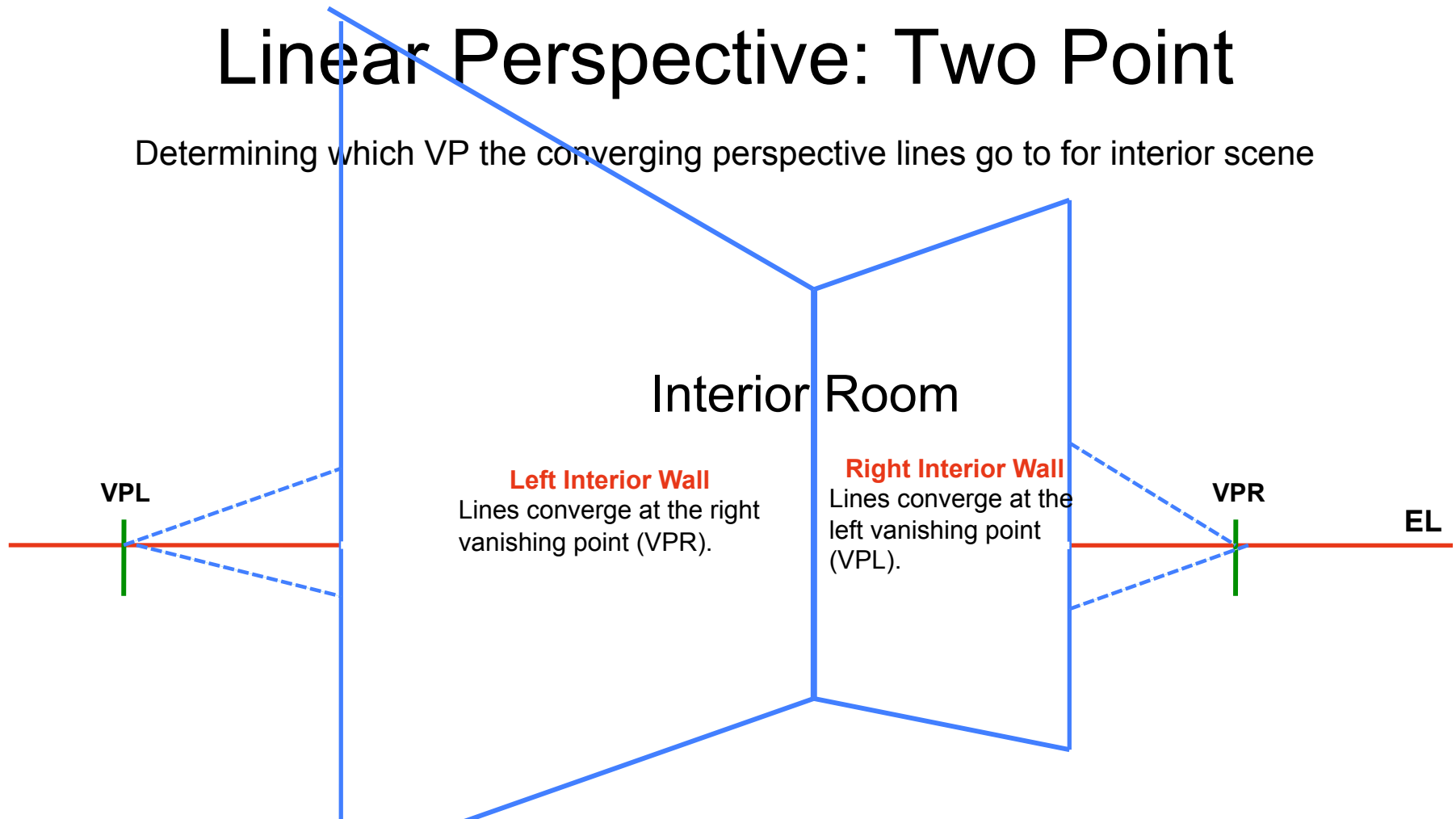
Determining which VP the converging perspective lines go to for an interior scene



Interior converging perspective lines converge in opposite directions than exterior walls do. Remember, check to see which direction the lines of a wall converge. Lines that converge leftward toward the horizon, converge at the left vanishing point (VPL). Lines that converge rightward toward the horizon, converge at the right vanishing point (VPR).

Linear Perspective: Two Point

Determining which VP the converging perspective lines go to for interior scene



Simply put, when you are viewing a structure from an angle (corner) and can see two sides (walls) of the structure, you are dealing with two-point perspective. Lines that converge leftward toward the horizon, converge at the left vanishing point (VPL). Lines that converge rightward toward the horizon, converge at the right vanishing point (VPR).

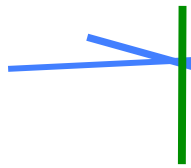
Two Point Perspective

- Find These:
 1. Left Set of Perspective Lines
 2. Right Set of Perspective Lines
 3. Horizon Line (EL)
 4. Left Vanishing Point (VPL)
 5. Right Vanishing Point (VPR)

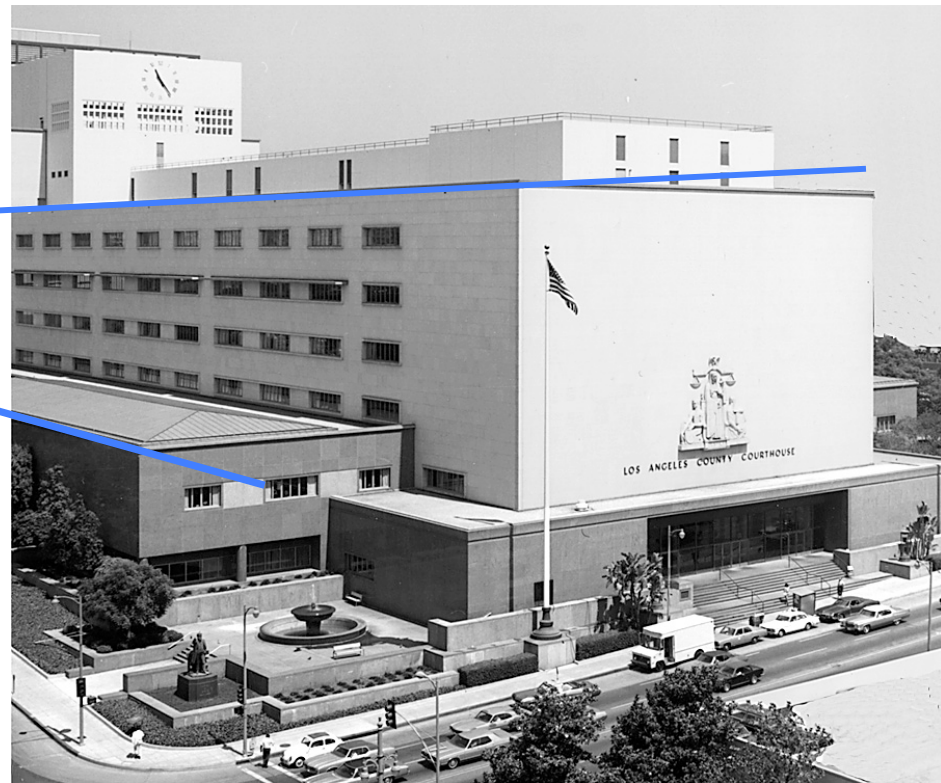


Two Point Perspective

VPL

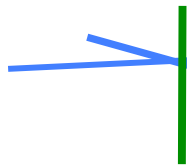


- Find These:
 1. Left Set of Perspective Lines
 2. Right Set of Perspective Lines
 3. Horizon Line (EL)
 4. Left Vanishing Point (VPL)
 5. Right Vanishing Point (VPR)

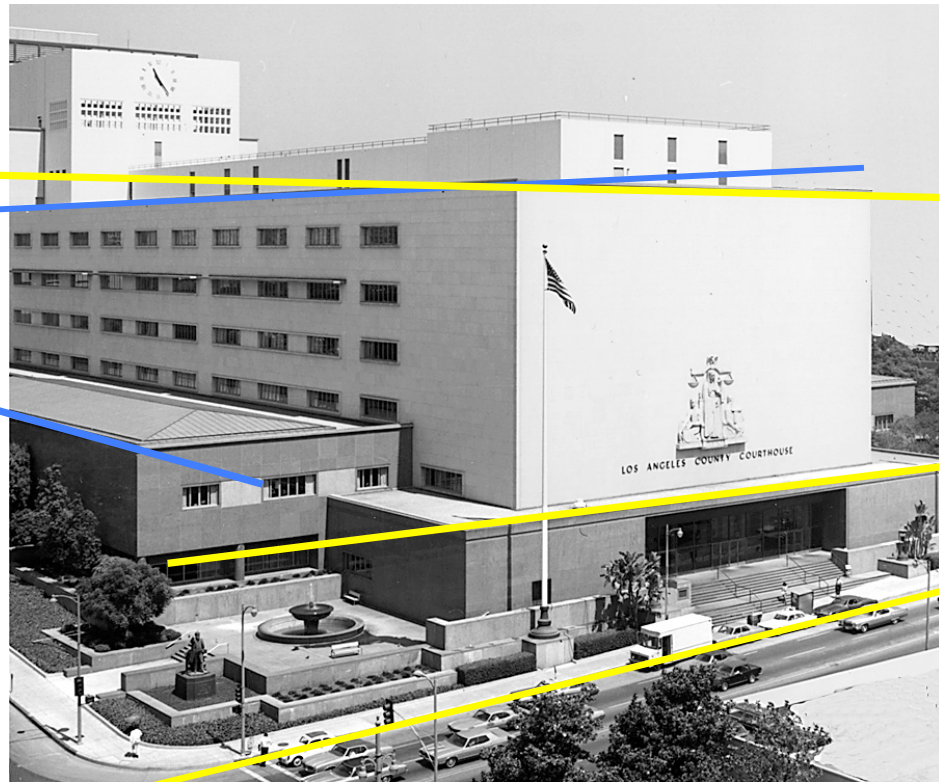


Two Point Perspective

VPL

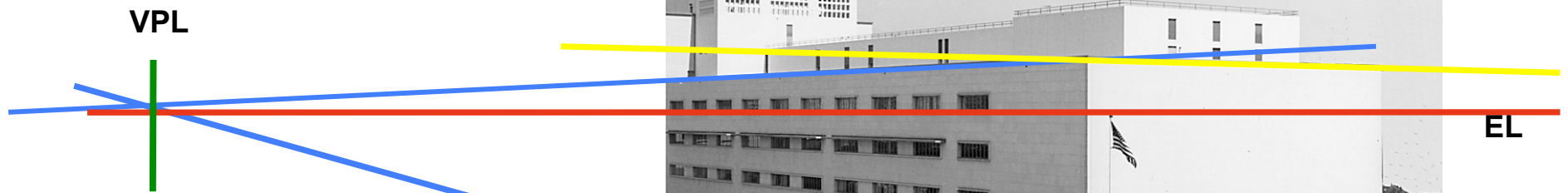


- Find These:
 1. Left Set of Perspective Lines
 2. Right Set of Perspective Lines
 3. Horizon Line (EL)
 4. Left Vanishing Point (VPL)
 5. Right Vanishing Point (VPR)

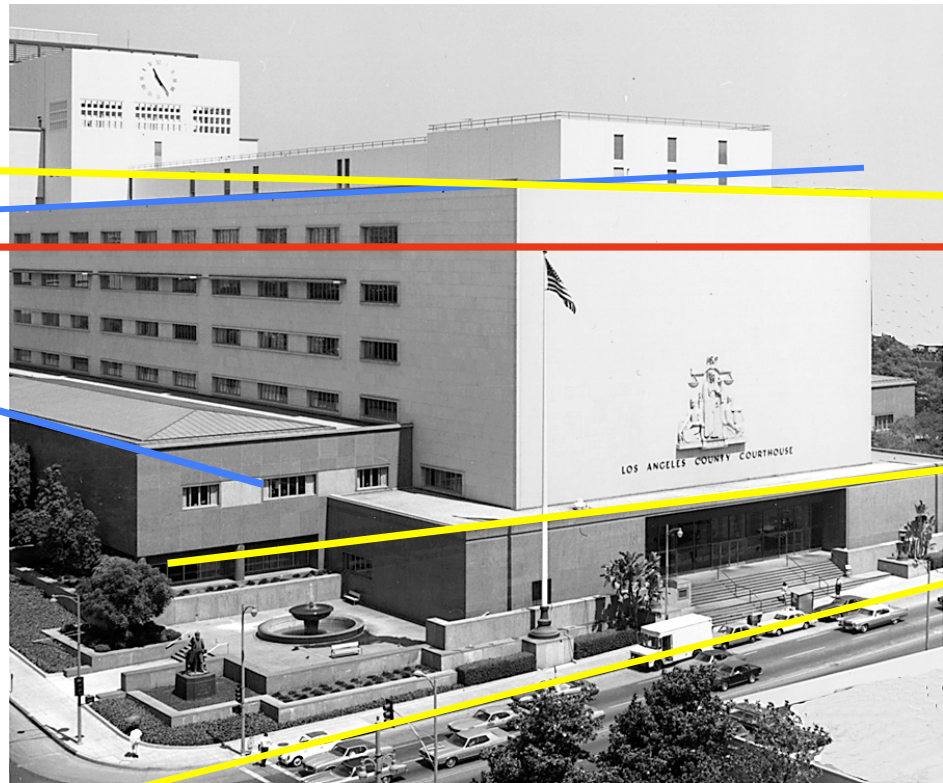


Lines that converge leftward to the horizon, converge at the left vanishing point (VPL). Lines that converge rightward to the horizon, converge at the right vanishing point (VPR).

Two Point Perspective

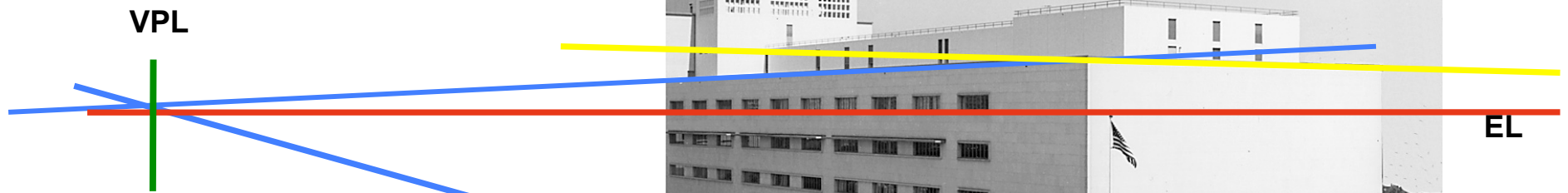


- Find These:
 1. Left Set of Perspective Lines
 2. Right Set of Perspective Lines
 3. Horizon Line (EL)
 4. Left Vanishing Point (VPL)
 5. Right Vanishing Point (VPR)

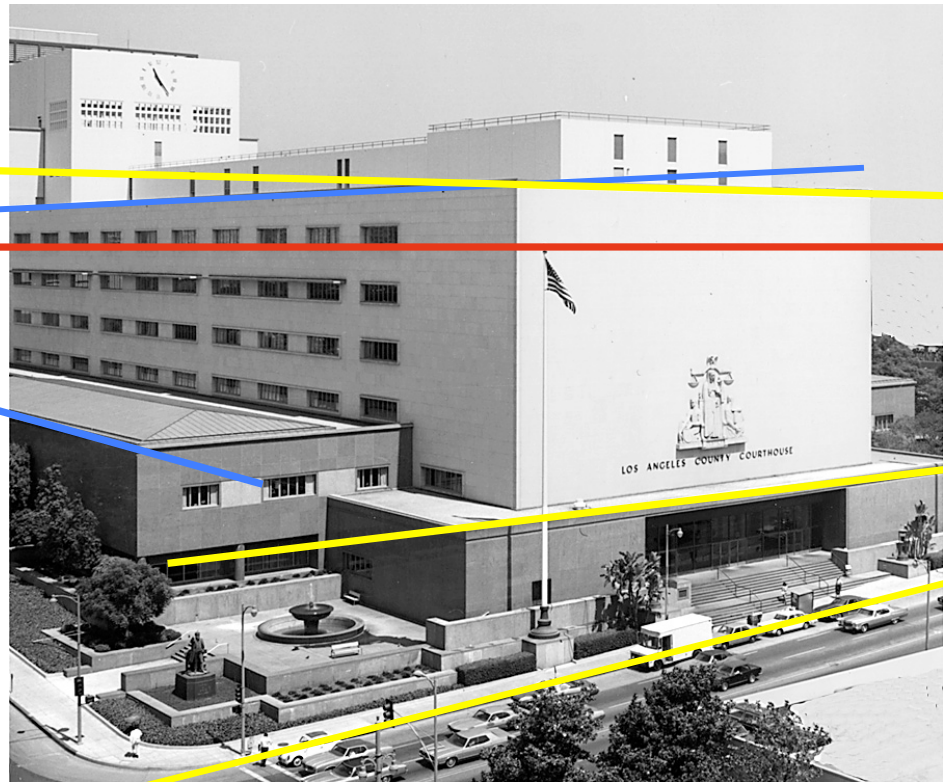


Lines that converge leftward to the horizon, converge at the left vanishing point (VPL). Lines that converge rightward to the horizon, converge at the right vanishing point (VPR).

Two Point Perspective



- Find These:
 1. Left Set of Perspective Lines
 2. Right Set of Perspective Lines
 3. Horizon Line (EL)
 4. Left Vanishing Point (VPL)
 5. Right Vanishing Point (VPR)



Lines that converge leftward to the horizon, converge at the left vanishing point (VPL). Lines that converge rightward to the horizon, converge at the right vanishing point (VPR).



Lines that converge leftward to the horizon, converge at the left vanishing point (VPL). Lines that converge rightward to the horizon, converge at the right vanishing point (VPR).

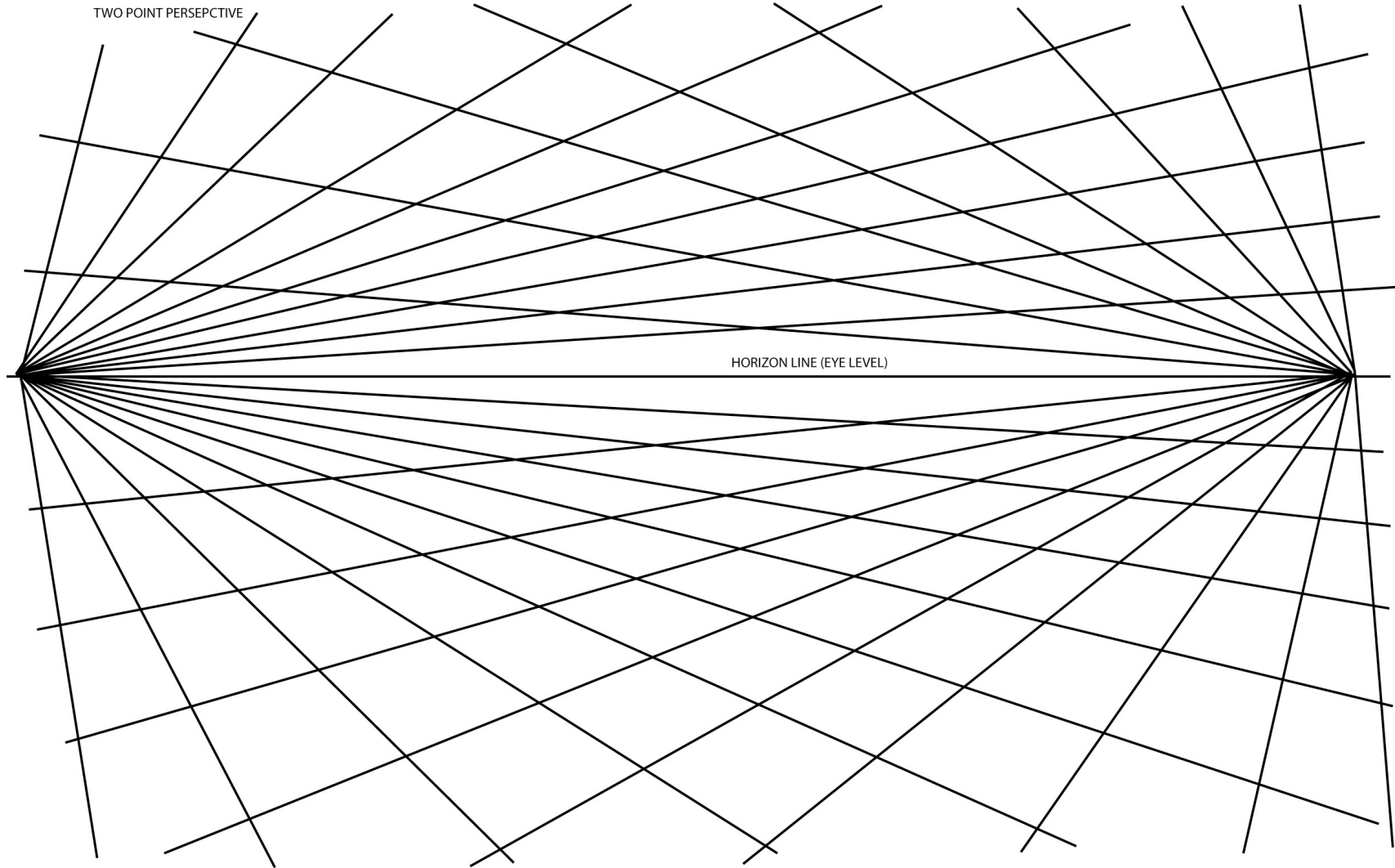


Lines that converge leftward to the horizon (**blue lines**), converge at the left vanishing point (VPL). Lines that converge rightward to the horizon (**green lines**), converge at the right vanishing point (VPR).



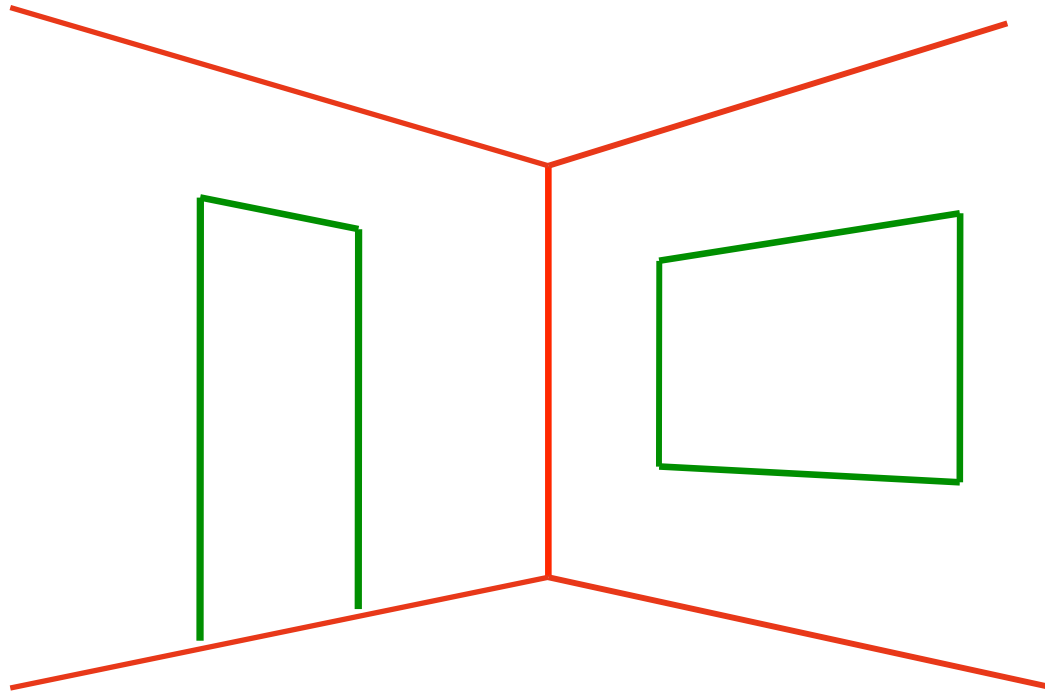
Lines that converge leftward to the horizon (**blue lines**), converge at the left vanishing point (VPL). Lines that converge rightward to the horizon (**green lines**), converge at the right vanishing point (VPR).

Two-point Perspective Grid



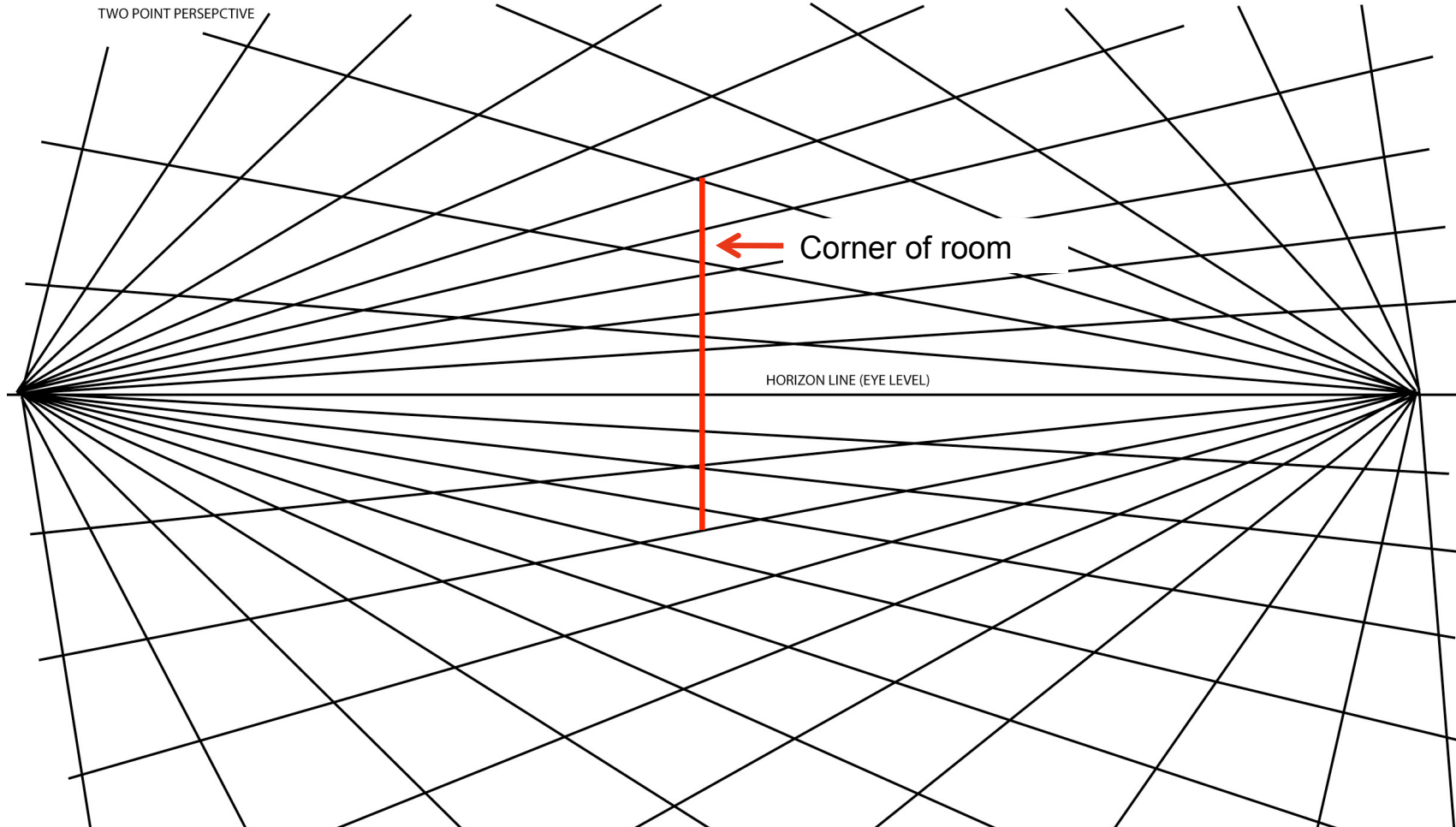
Two-point Perspective Grid

Interior Exercise



Two-point Perspective Grid

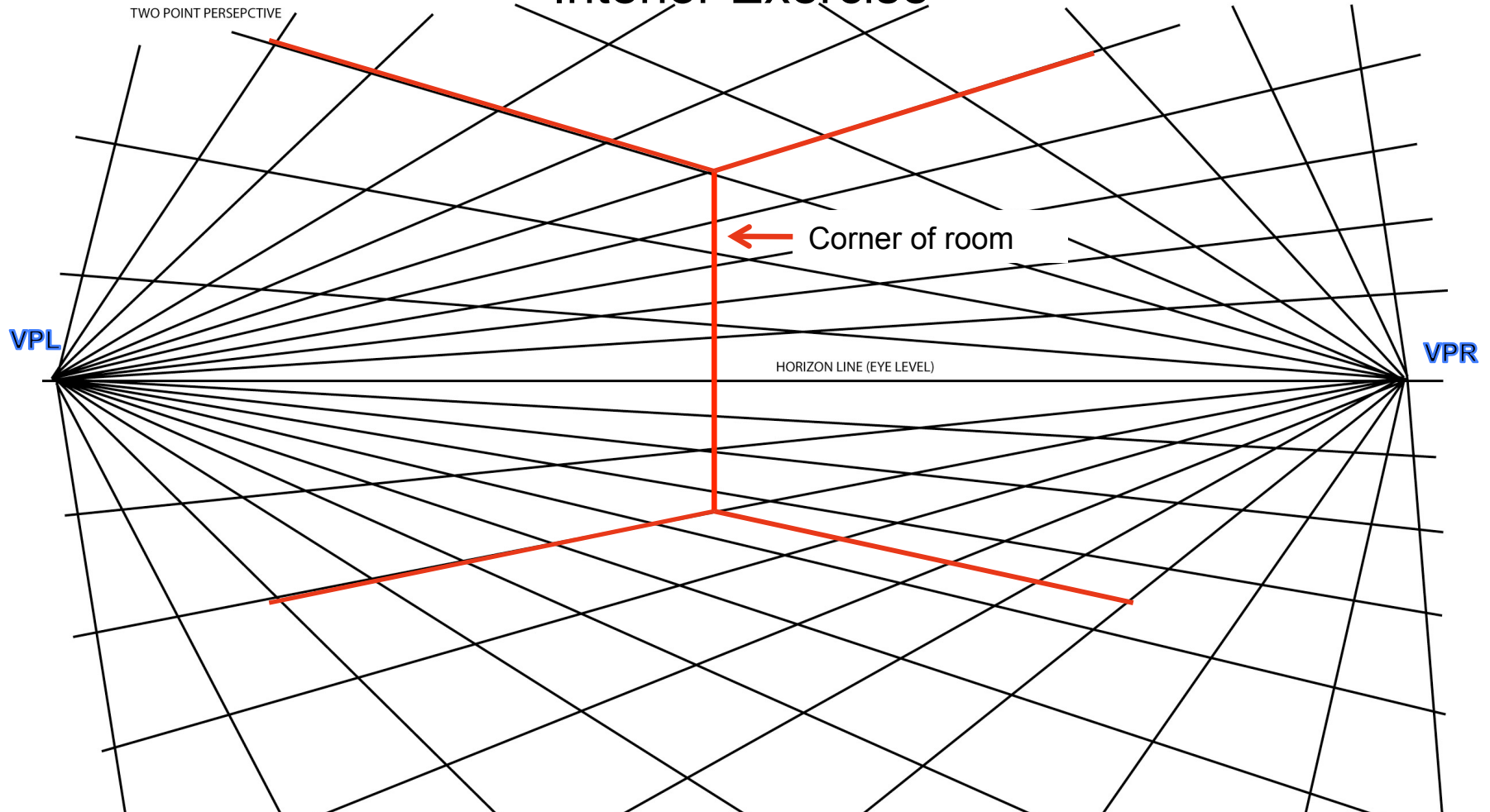
Interior Exercise



Determine where your corner is. Determine how far above and below EL the corner is positioned. Best to start the first vertical line at the foot of the corner.

Two-point Perspective Grid

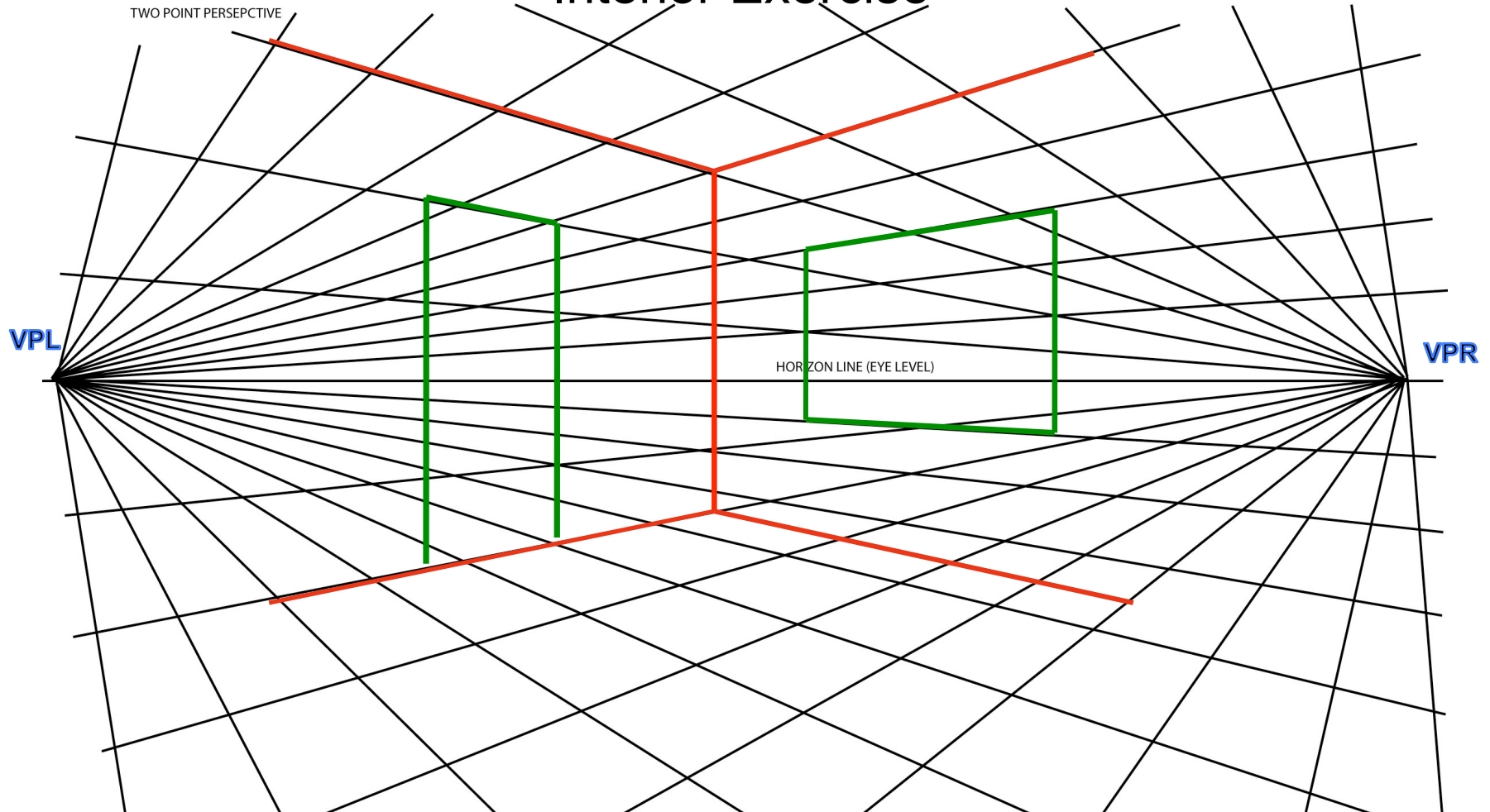
Interior Exercise



Determine how long your left and right walls are. Draw converging perspective lines to indicate where walls meet ceiling and floor. Remember, left wall converges to VPR and right wall converges to VPL.

Two-point Perspective Grid

Interior Exercise



Let's put in a window and a door. Use the same converging method to the VPs. Notice that the window converges to VPL and the door converges to VPR.

Two-point Perspective Grid

Interior Exercise

