

## **Elements of Perspective**

Definition of Terms and some rules of thumb

***Perspective:*** the science of painting and drawing so that objects represented have apparent depth and distance...

*The Merriam-Webster Dictionary*

Picture Plane – the imaginary window that frames the things you are attempting to draw or paint

Horizon Line – where the sky meets the earth

Eye Level - the horizontal level in line with your eyes when you're looking straight ahead

Vanishing Point – the point at which all parallel lines meet and or vanish as they recede into the distance

Converging Lines – parallel lines that appear to approach the same point on the horizon

Overlap – the placement of one object in front of another to create the illusion of depth

Size and Space Variation – the drawing of objects that are in reality equally sized and spaced objects so that they get smaller and closer together as they approach the horizon

Modeling – the shading and texturing of an object in a drawing or painting so that it appears to have form, depth, a front, sides and a back, there is something behind it if you could only see.

Color and Value Change – the use of a lighter value of color in the areas you want to appear further in the distance

### **Rules of Thumb**

- Things appear to grow smaller as they recede into the distance
- All horizontal parallel lines that are above the Eye Level line appear to go downward as they recede into the distance
- All horizontal parallel lines that are below the Eye Level line appear to go upward as they recede into the distance
- Vertical lines in 1point and 2 point perspective will always be parallel to the sides of your picture plane
- Horizontal lines will only be parallel to the top and bottom of the page in 1 point perspective