

Subject Name: Perspective Drawing & Rendering.  
Subject Code: 68744



# **Chapter-01**

## **General Features Of Perspective Drawing.**

**1.1 Define the meaning of perspective drawing.**

**1.2 Explain classification of perspective drawing.**

Several white lines of varying lengths and slopes are drawn in the bottom right corner of the slide, creating a dynamic, abstract graphic element.

## What is Perspective Drawing?

Perspective is what gives a three-dimensional feeling to a flat image such as a drawing or a painting. In art, it is a system of representing the way that objects appear to get smaller and closer together the farther away they are from the viewer.

Perspective is key to almost any drawing or sketch as well as many paintings. It is one of the fundamentals that you need to understand in order to create realistic and believable scenes.



### Key Takeaways: Perspective

- Perspective is used to represent the ways objects appear smaller as they move farther into the distance. It adds depth and dimension to flat images.
- In art, there are three types of perspective: one-point, two-point, and three-point.

## Classification of Perspective Drawing:

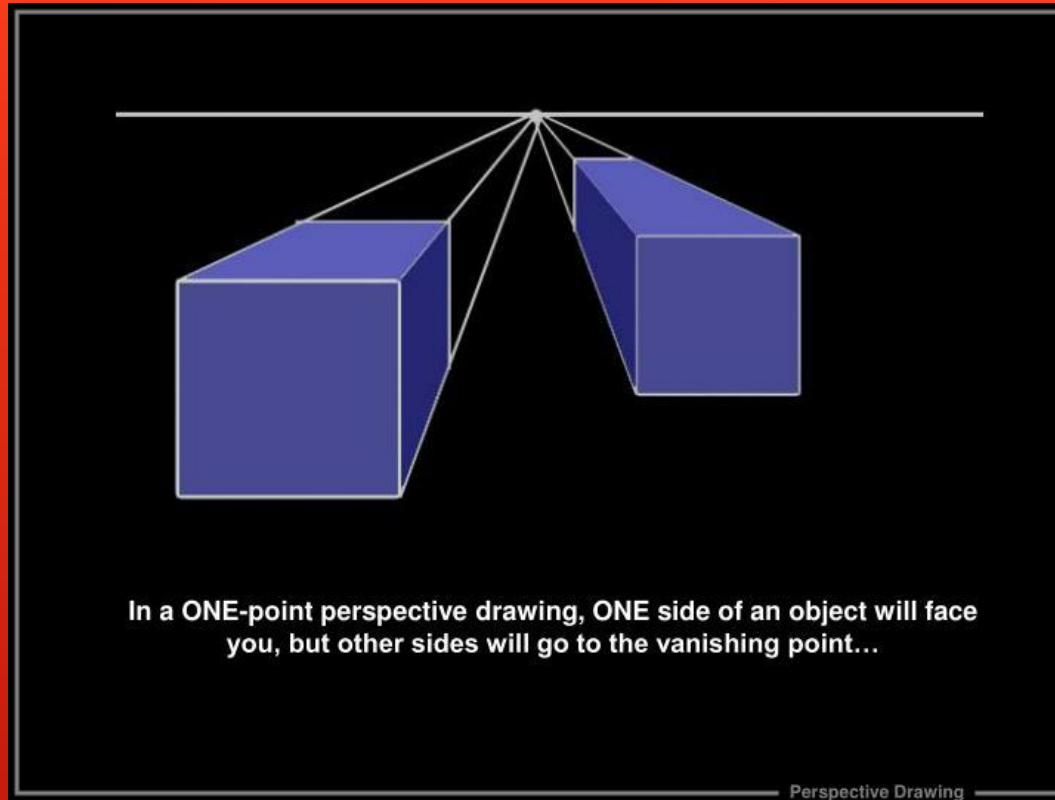
There are many types of perspective drawing. Linear perspective refers to using a set of rules that guide a drawing's lines towards various vanishing point(s). This converging of lines is what helps an artist achieve the illusion of depth within a drawing. You'll see exactly how an artist uses a vanishing point in the upcoming illustrations. You'll quickly be able to use what I'm about to share in your next drawing or painting. Whether still life or landscape, knowing which form of perspective to use will serve you extremely well.

**Linear Perspective helps us draw geometric, box-like forms and environments that appear grid-like.** As a result, linear perspective is most helpful for drawing architecture, interiors, and box-like still life objects. Perspective drawing is less helpful when drawing portraits and other organic objects.

### There are 3 main types of linear perspective (Depending on Vanishing Point):

1. One Point Perspective
2. Two Point perspective
3. Three Point Perspective

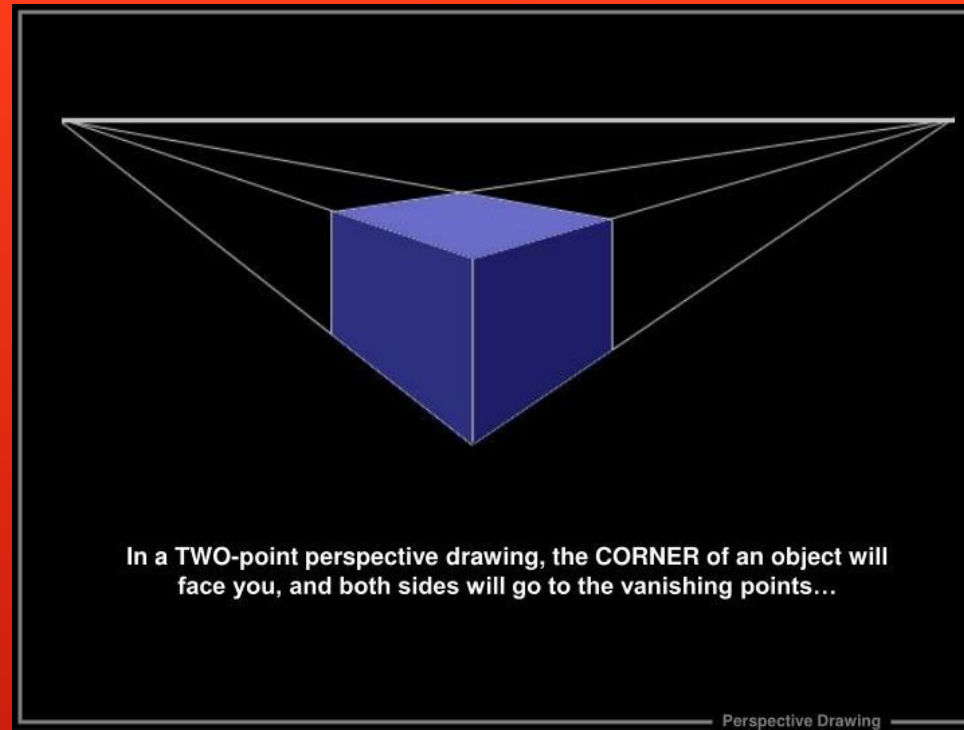
I'll be giving a brief overview of each type of linear perspective drawing. Most importantly I'll be describing the circumstances under which you should use each.



## One Point Perspective

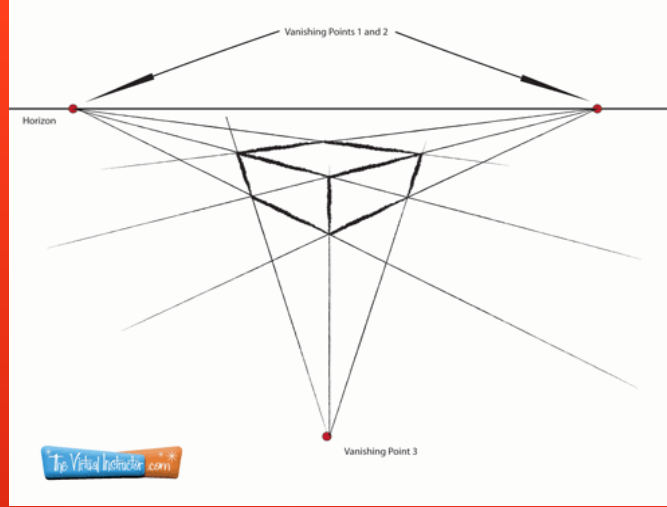
One point perspective is a type of linear perspective drawing that uses a single vanishing point to create the illusion of depth in an artist's drawing. Simply begin by drawing the closest side of any geometric object and connect its corners to a single vanishing point. The vanishing point represents a point infinitely far away. You'll want to end the object prior to reaching the actual vanishing point.





## Two Point Perspective

An artist will get a more realistic look to his drawing when using the two point perspective method of drawing. Under most circumstances you will want to include your vanishing points outside of your actual drawing, far away from the scene you are creating. Two point perspective is useful for any realistic drawing that is not intended to show any extreme height (low or high).



## Three Point Perspective

Once you understand two point perspective, three point perspective is a slight adaptation to the technique. By adding a third vanishing point either below or above one's drawing an artist can convey the illusion of height in their artwork. Notice in the illustration below how the vertical lines of the box are no longer parallel? That's precisely what differentiates three point perspective from two point perspective. Three point perspective accounts for the height of the scene being drawn.

### There are 3 main types of perspective View (In General):

1. Aerial or bird's eye or eye top or eye high
2. Normal or eye level perspective view
3. Insects or eye low perspective view

I'll perspective drawing. Most importantly I'll be describing the circumstances under which you be giving a brief overview of each type of linear should use each.

## Aerial or Birds eye or Eye top Perspective View:

The terms aerial view and aerial viewpoint are also sometimes used synonymous with bird's-eye view. The term aerial view can refer to any view from a great height, even at a wide angle, as for example when looking sideways from an airplane window or from a mountain top. Overhead view is fairly synonymous with bird's-eye view but tends to imply a less lofty vantage point than the latter term. For example, in computer and video games, an "overhead view" of a character or situation often places the vantage point only a few feet (a meter or two) above human height. A **bird's-eye view** is an elevated view of an object from above, with a perspective as though the observer were a bird, often used in the making of blueprints, floor plans, and maps.





## Normal or Eye level Perspective View:

Anyone who has ever been to the seaside will have seen a horizon (as long as it wasn't foggy). This is the line you see far away, out to sea. It's the line where the water stops and the sky starts. There are horizon lines everywhere, but usually you don't see them because something like a hill or a tree or a house is in the way. **Horizon line/eye level** refer to a physical/visual boundary where sky separates from land or water. It is the actual height of the viewer's eyes when looking at an object, interior scene, or an exterior scene.



## Insects Eye or Eye low Perspective view:

A low eye level can be used for great dramatic effect in landscape painting. By lowering the viewpoint, you emphasize the height and power of objects in the foreground. This has the effect of making the viewer feel very small and the landscape seem very powerful.

A low eye level is ideal for landscapes where the sky plays an important role in creating the mood of the work. Using a low eye level in perspective drawing creates the space for a large area of sky. This increased area of sky then becomes a major element which can impact upon the scale, tone, color and mood of the picture.

