Perspective Drawing

**Perspective Drawing** is a technique of space manipulation that consists of drawing three-dimensional images on a two-dimensional surface. 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 (yahoo.com and www.liveabout.com). The purpose of perspective drawing is to learn to create three-dimensional forms from a vanishing point. 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. There are four parts of a perspective drawing: the horizon line, vanishing point, orthogonal lines, and three-dimensional forms.

The origin of perspective drawing comes from Italy during the Renaissance era. Perspective was developed in the 15th century by the architects, Leon Baptista Alberti (1404-72) and Filippo Brunelleschi (1377-1446). For 500 years, perspective drawing remained one of the basic principles of Western art until it was challenged by the ideas of the Cubists at the start of the 20th century. The artist Masaccio took inspiration from the architectural drawings of Filippo Brunelleschi, who had rediscovered the concept of perspective, lost since Ancient Roman and Greek times, and applied it to painting, altering the course of Western art by taking the principles of perspective from architecture, and the study of light. The three founding artists of the perspective technique are **Masaccio, Alberti, and Brunelleschi** who developed a realistic style by being among the first to apply the rules of perspective. Other following artists are Ghiberti, Donatello, Michelangelo, Leonardo da Vinci, Johannes Vermeer, a Dutch artist whose carefully lighted interiors to make clever use of perspective; and Gustave Caillebotte, whose "Paris Street, Rainy Day" is a powerful demonstration of two-point perspective.

The Elements of perspective drawing: consists of two main elements: **linear** and **aerial**.

- **LINEAR PERSPECTIVE** (or geometric perspective) deals with the organization of shapes in space; a type of perspective used in which the size, shape, and position of objects are determined by drawn or imagined lines converging at a point on the horizon to give the illusion of depth and distance.

- **AERIAL PERSPECTIVE** (also called ATMOSPHERIC PERSPECTIVE) deals with the atmospheric effects on tones and colors; a technique of rendering depth or distance in
painting by modifying the tone or hue and distinctness of objects perceived as receding from the picture plane by reducing distinctive colors and contrasts of light and dark to a uniform light bluish-gray color.

- Aerial Perspective

![Aerial Perspective](image1)

- Linear Perspective

![Linear Perspective](image2)

→ **Parts of a perspective drawing:** Perspective consists of four parts: 1.) the horizon line, 2.) the vanishing point, 3.) orthogonal lines (diagonal, vertical, and horizontal lines); and 4.) three-dimensional forms.

→ **Types of a Perspective Drawing:** one-point perspective, two-point perspective, and three-point perspective.

**One-point perspective** – consists of drawing a picture from one vanishing point. The vanishing point is on the center or on one end of the horizon line. One-point is usually at eye-level. Therefore, draw the horizon line and vanishing point at eye level on your drawing paper.

**Two-point perspective** – consists of drawing a picture from two vanishing points. There is always a vanishing point on each end of the horizon line, and objects are seen from an angle.

**Three-point perspective** – consists of drawing a picture above or below eye-level. The horizon line and vanishing point have to be drawn at the very top or bottom of your paper first before drawing the other parts of a perspective.

**REMEMBER:** Key Takeaways of Perspective Drawing

- 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.**

- Mathematical perspective in art was developed during the Italian Renaissance during the 1400s.
Sources: [https://search.yahoo.com/yhs/search?hspart=itm&hsimp=yhs](https://search.yahoo.com/yhs/search?hspart=itm&hsimp=yhs)
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