

Creating Depth and Space

**Atmospheric Perspective
and
1 & 2 Point Perspective**

Part 1 - Atmospheric Perspective



Atmospheric Perspective

- Atmospheric interference (haze, clouds, etc) with visual perception (or looking at things) causes loss of contrast, detail and sharp focus
- This effect tends to make objects seem to take on a blue-gray, middle value as they increase in distance



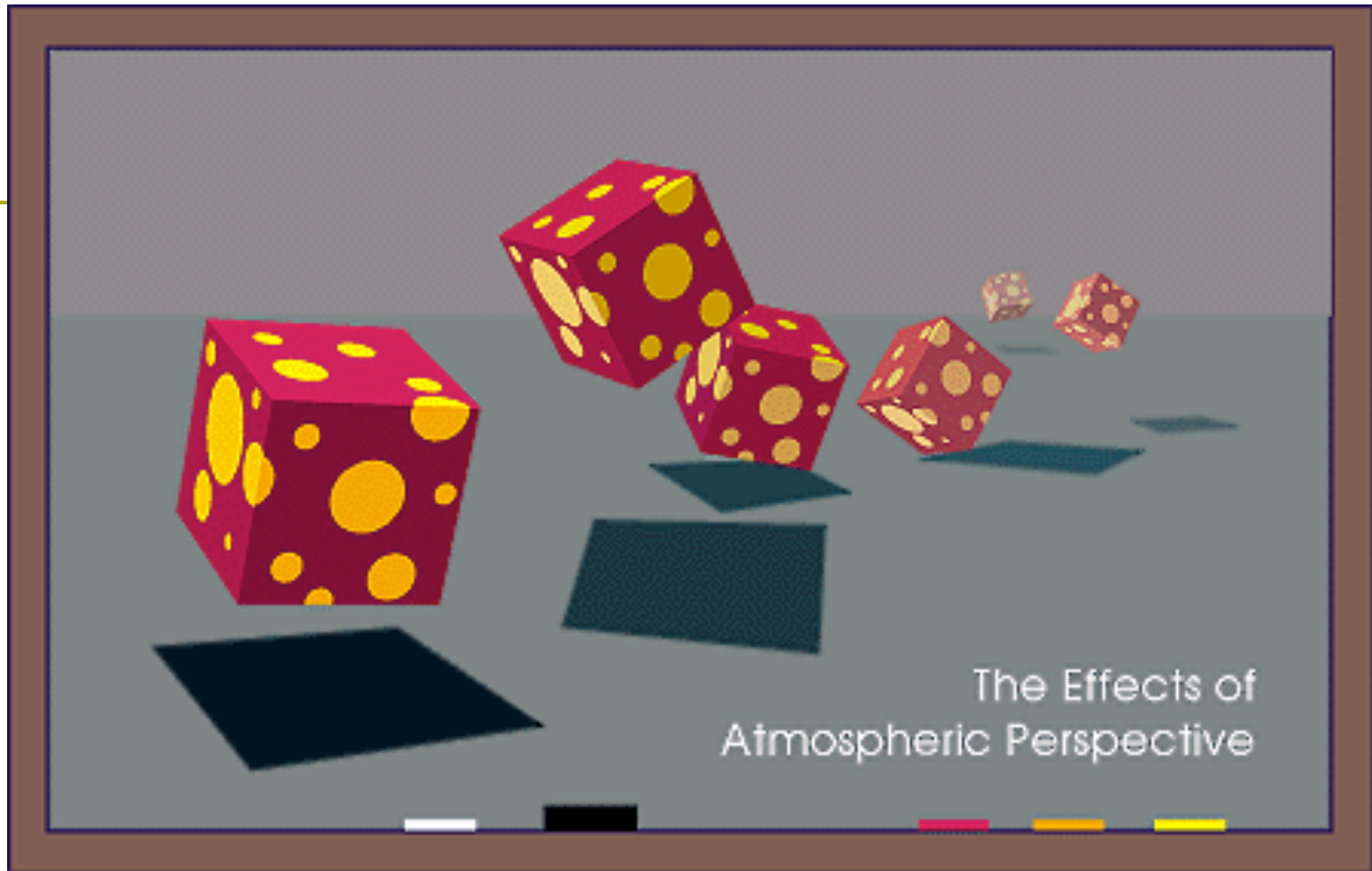
What does this mean?

- There is a loss of:
 - Color saturation
 - Contrast
 - Detail
 - Texture
- as objects get further away from the viewer.



Specifically....

- Remember the Space/Depth relationships that we talked about?
 - Size
 - Overlapping
 - Texture/detail
 - Position
 - Value/color



Size? Color? Value? Detail? Position?

SIZE

- Smaller objects seem further away

OVERLAPPING

- An object overlapping another appears closer

TEXTURE/DETAIL

- Objects lost detail and texture becomes less apparent (flat) as objects get further away

POSITION

- ▣ Objects higher on the page appear to be further away

VALUE/COLOR

- ▣ Objects or shadows that are darker in value or brighter/more intense in color appear closer

A TRICK!

- Show FOREGROUND, MID-GROUND, and BACKGROUND in your drawing and this will IMMEDIATELY create a sense of depth!



Part 2 – 1 Point

Perspective

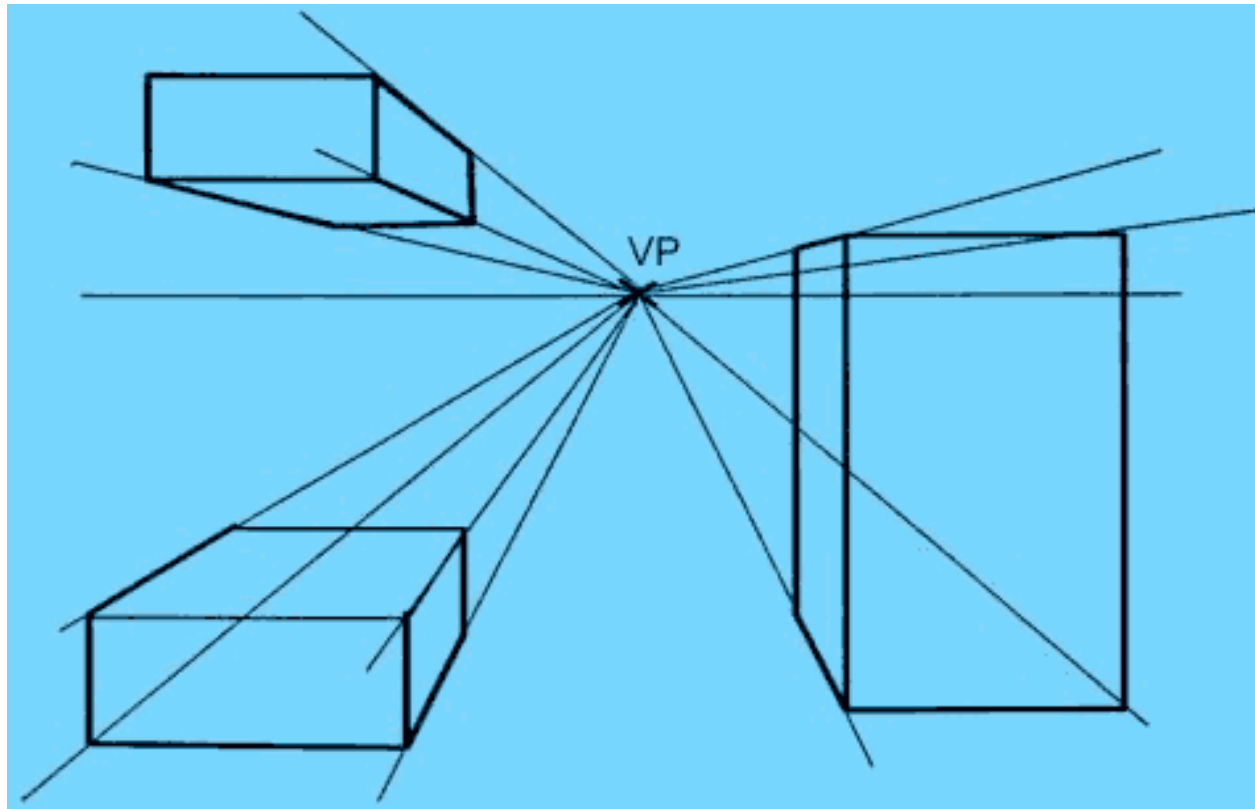




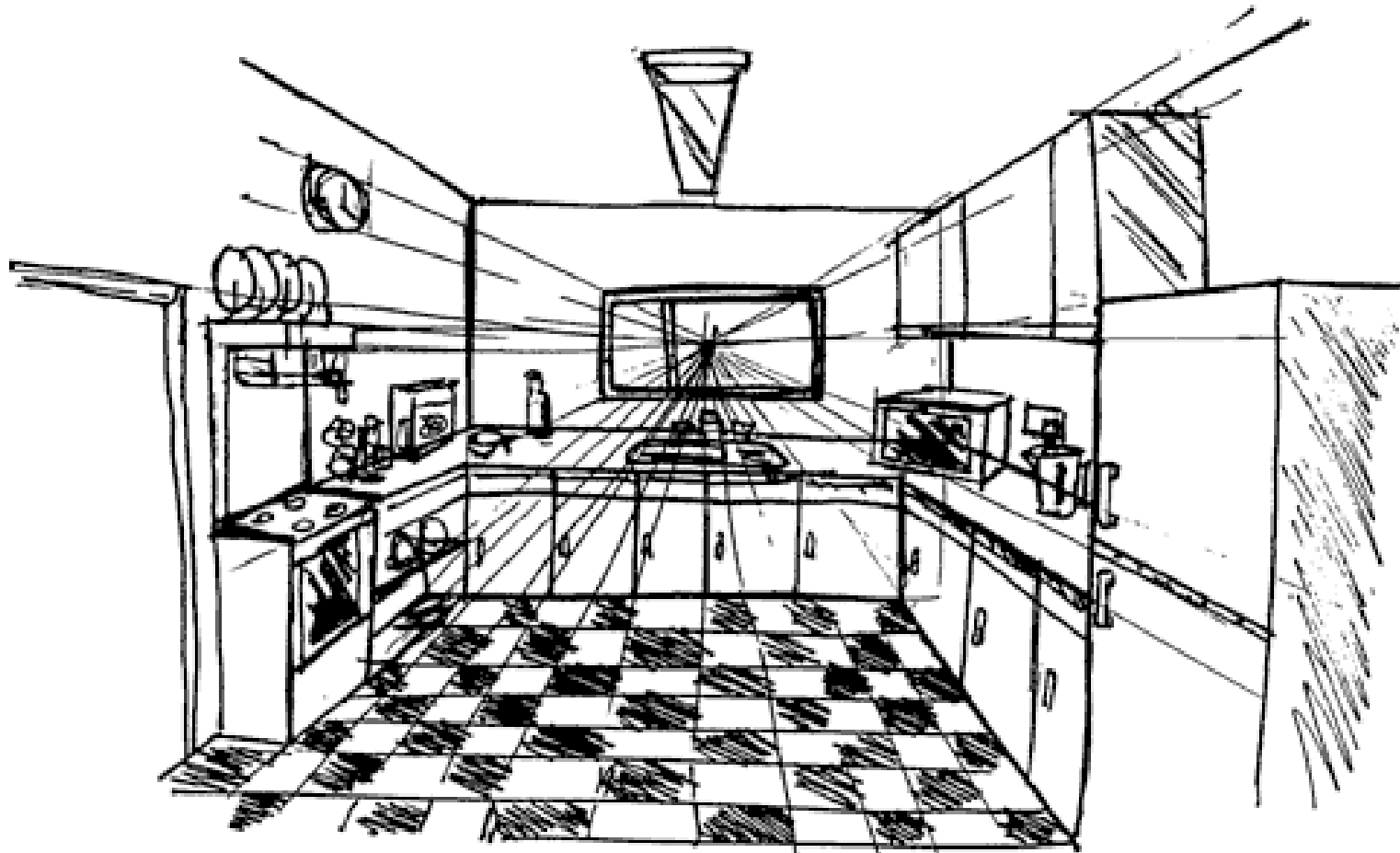
The School of Athens, 1509
Raphael

Using **one-point perspective**, parallel lines converge to one point somewhere in the distance. This point is called the vanishing point (VP). This gives objects an impression of depth.

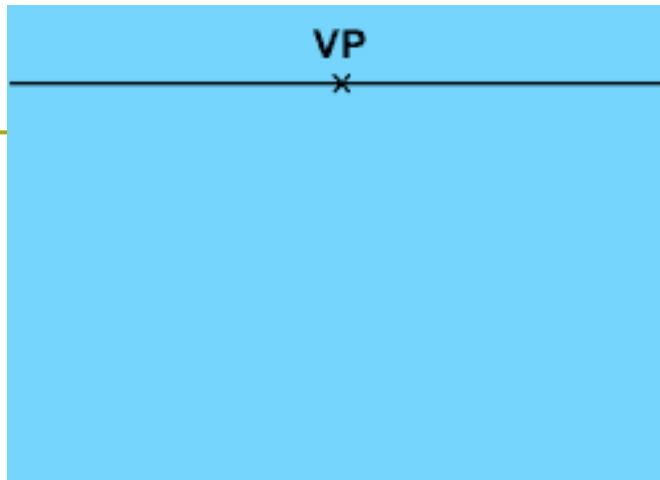
When drawing using one point perspective, all objects vanish to one common point somewhere on the horizon.



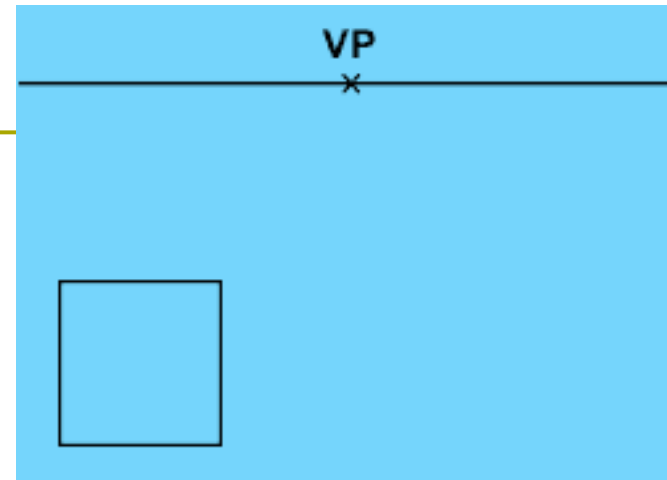
The sides of an object diminish towards the vanishing point. All **vertical** and **horizontal** lines though are drawn with no perspective. i.e. face on.



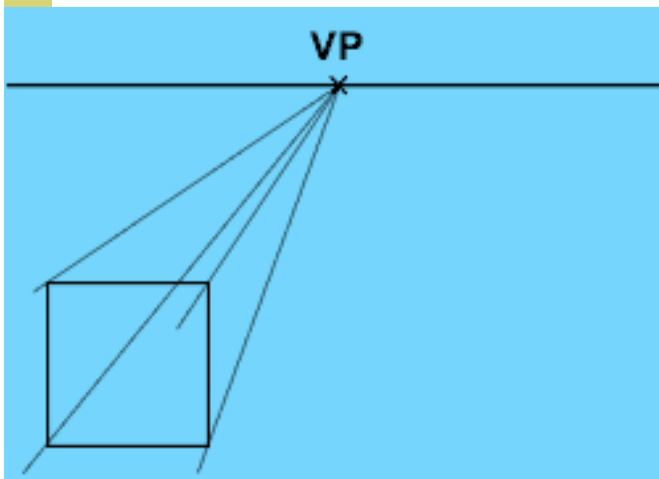
Constructing a box in one point perspective



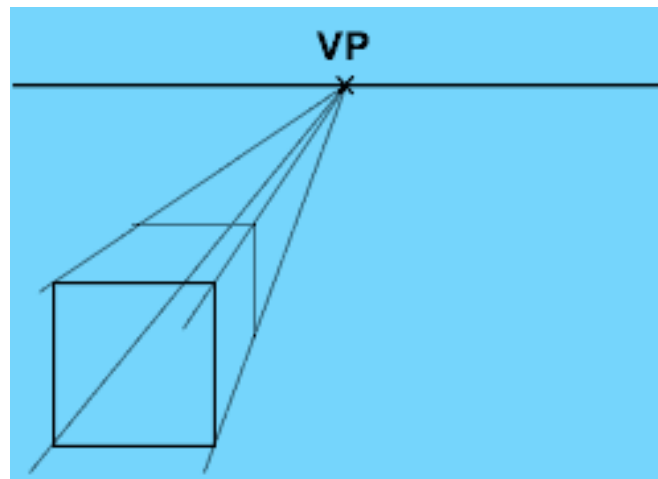
1. Draw a horizon and place a vanishing point (VP) somewhere on this line



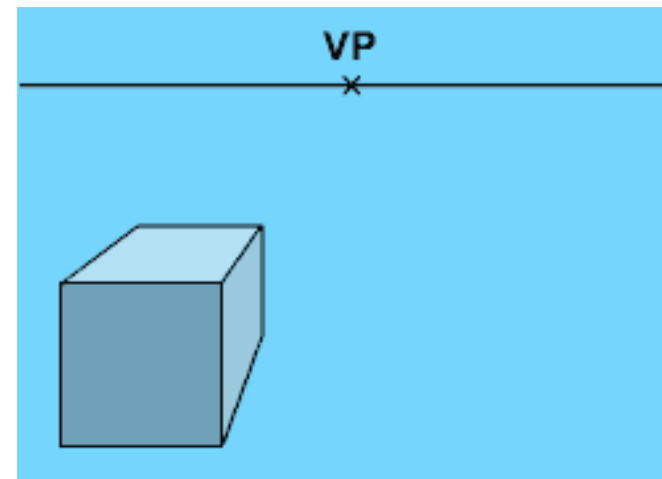
2. Draw a square somewhere beneath the horizon. This will be the front of your box



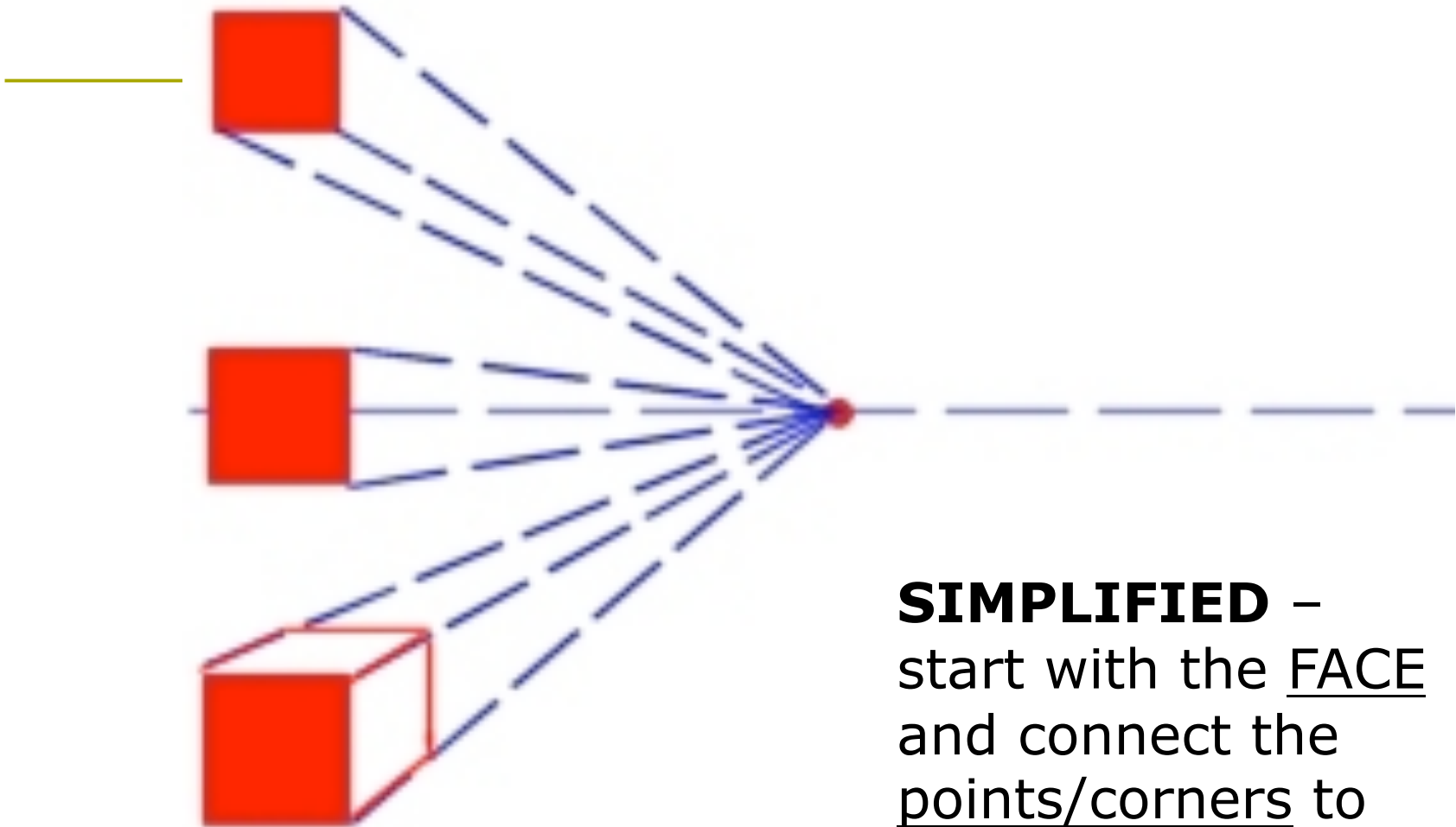
3. Draw four lines, one from each corner of the square which also pass through the vanishing point.



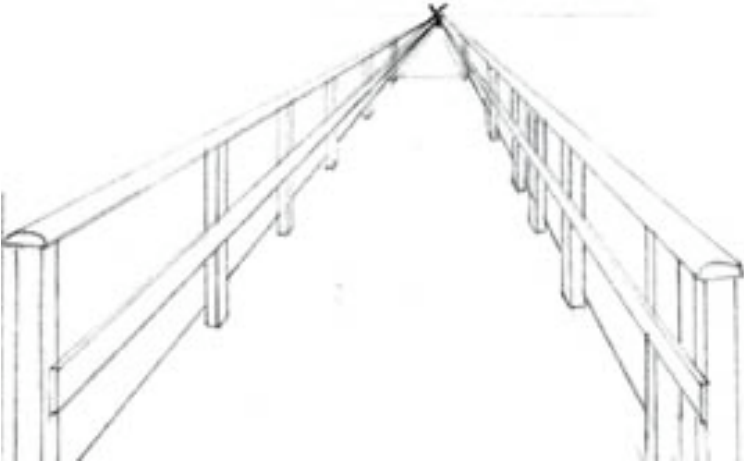
4. To complete the box, draw in the back vertical and an horizontal



The final box in all its glory



SIMPLIFIED –
start with the FACE
and connect the
points/corners to
the VP!!





Part 3 – 2 Point Perspective



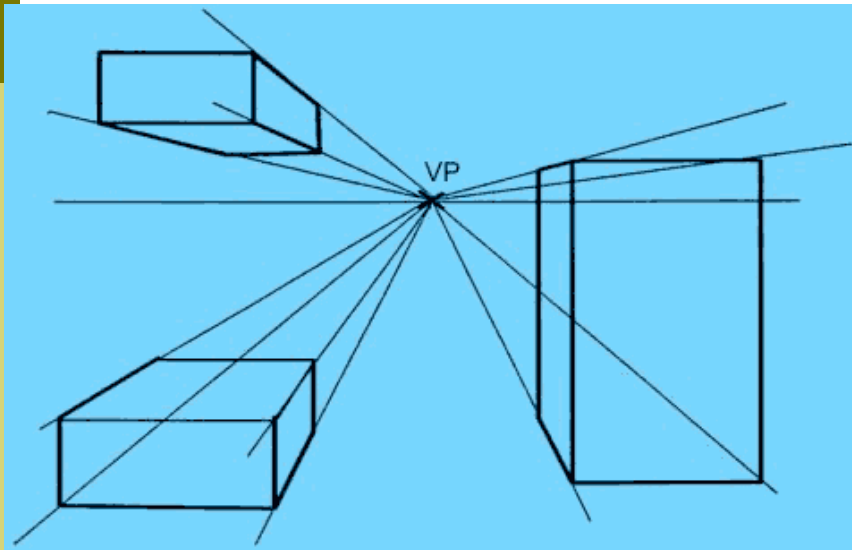


The School of Athens,
1509
Raphael

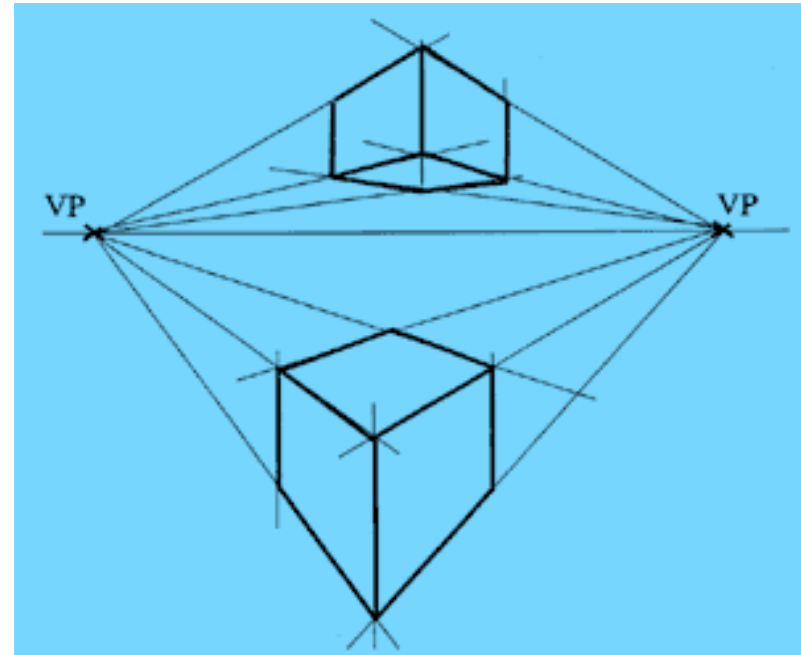


Yellow House, Arles,
1888
Van Gogh

- **Two Point Perspective** is a much more useful drawing system than the more simple One Point Perspective.
- Objects drawn in two point perspective have a more natural look.

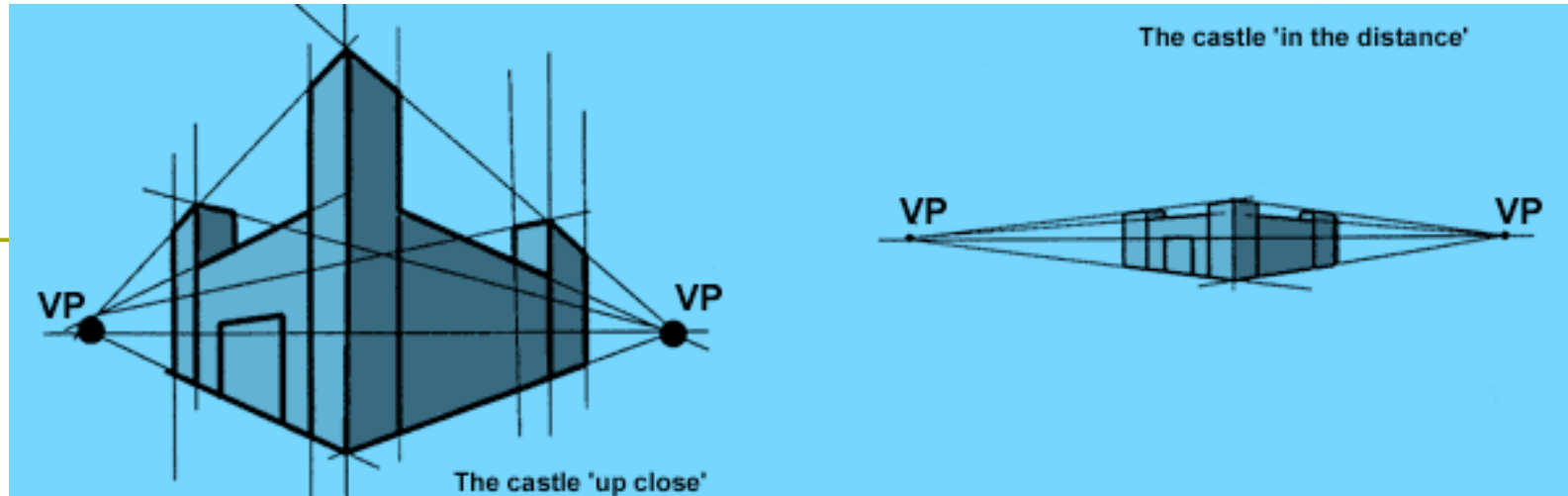


One Point Perspective



Two Point Perspective

- In two point perspective, the sides of the object vanish to one of **two** vanishing points on the horizon.
- **Vertical** lines in the object have no perspective applied to them.



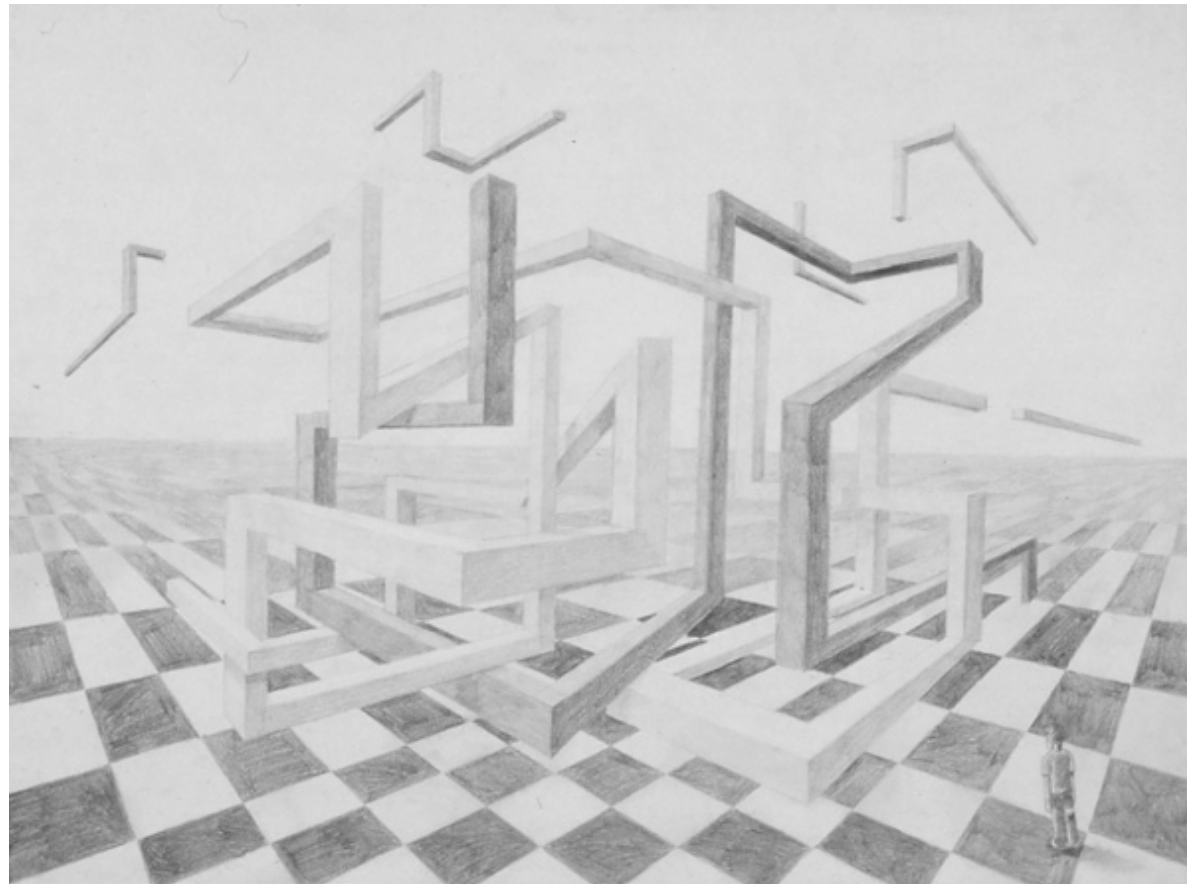
1. Put **two** vanishing (VP) points at opposite ends of the horizontal line.
2. Start by drawing the front **vertical** of the box.
 - Drawing the line below the horizontal will create a view from above.
 - To look at the object from below, draw the front vertical above the horizontal.
3. Next draw lines from the top of the vertical which disappear back to both of the vanishing points.
4. To complete both of the sides draw in the back verticals.
5. To draw the top of the box, draw lines from the back verticals to the opposite vanishing points.

By altering the proximity of the vanishing points to the object, you can make the object look big or small.

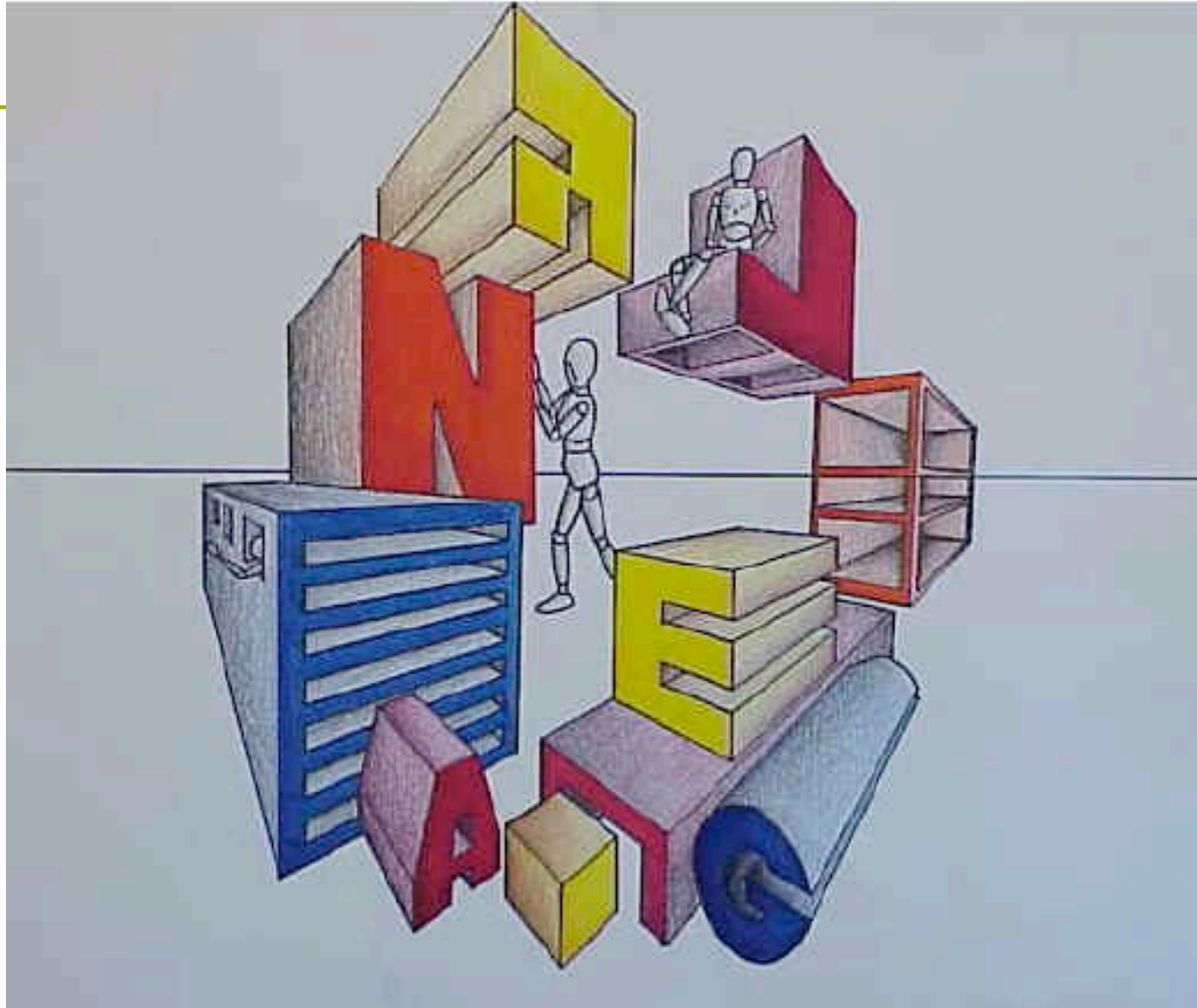
SIMPLIFIED -

- This time, start with an EDGE
- Connect the top and bottom of the edge to each VP
- Create the sides
- Connect the tops and bottoms of those sides to each VP

Detailed design with shapes in 1 or 2 point







– Atmospheric Persp. Drwg







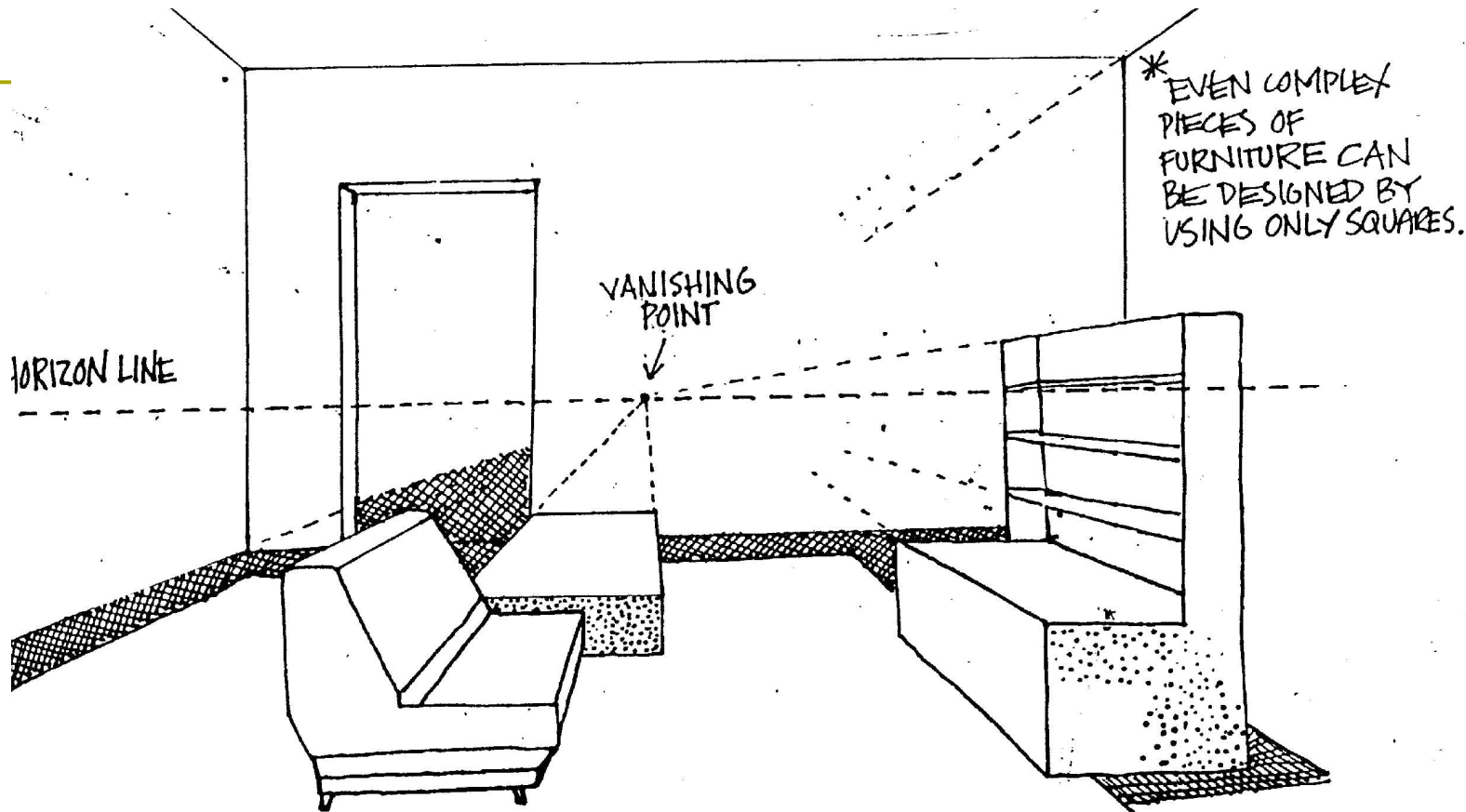
– Exterior Bldg





– Interior room

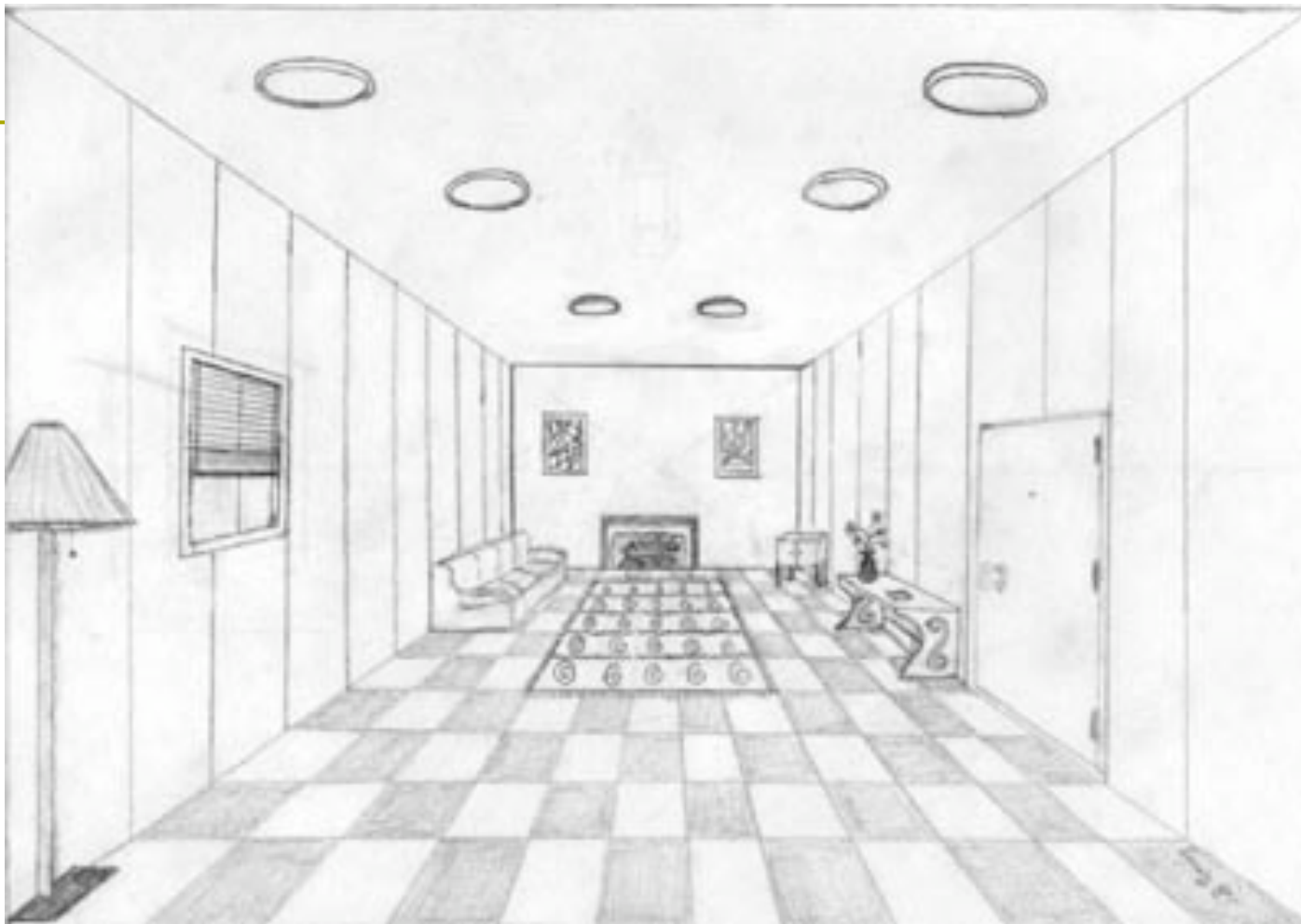




HORIZON LINE

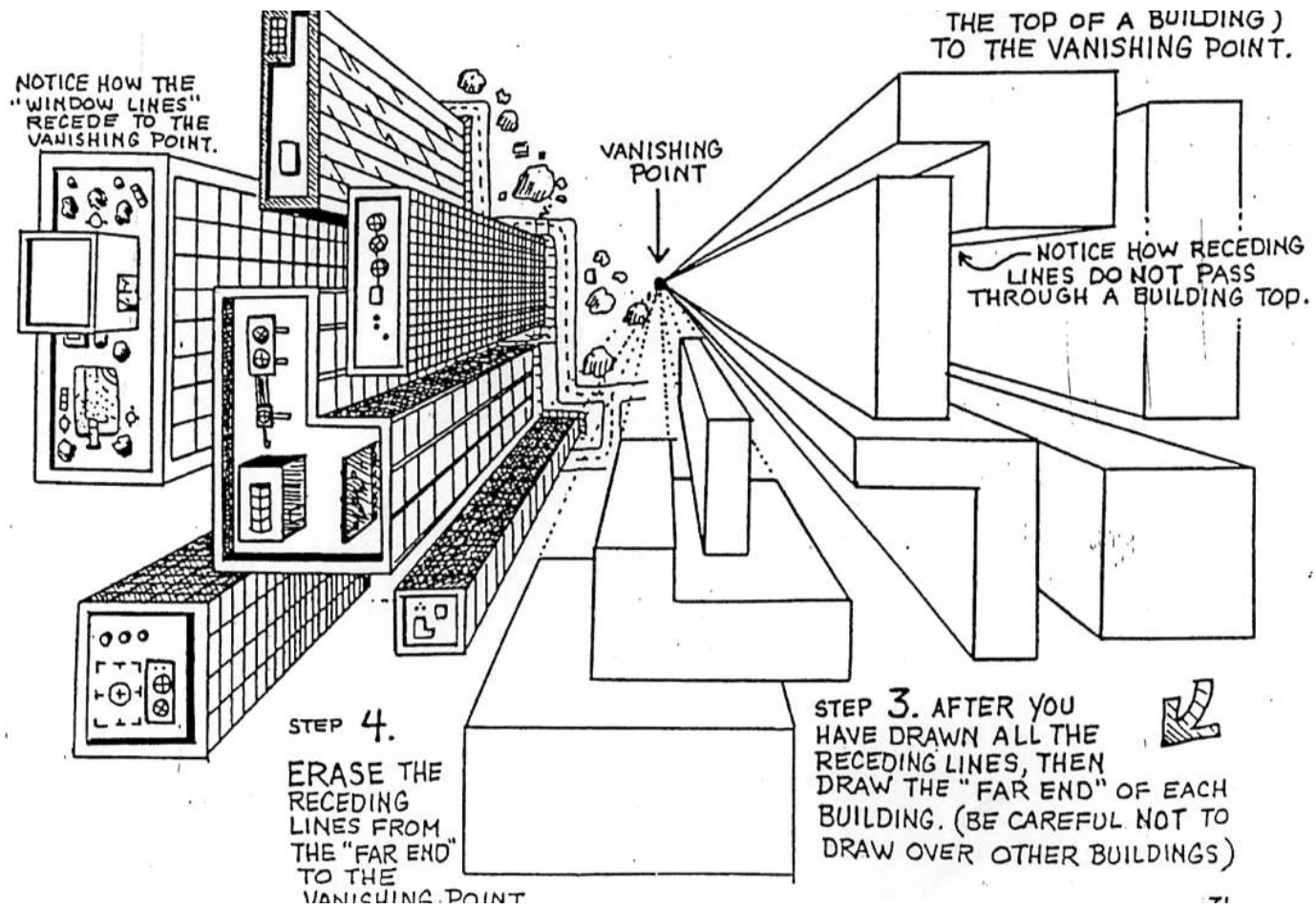
VANISHING POINT

* EVEN COMPLEX
PIECES OF
FURNITURE CAN
BE DESIGNED BY
USING ONLY SQUARES.

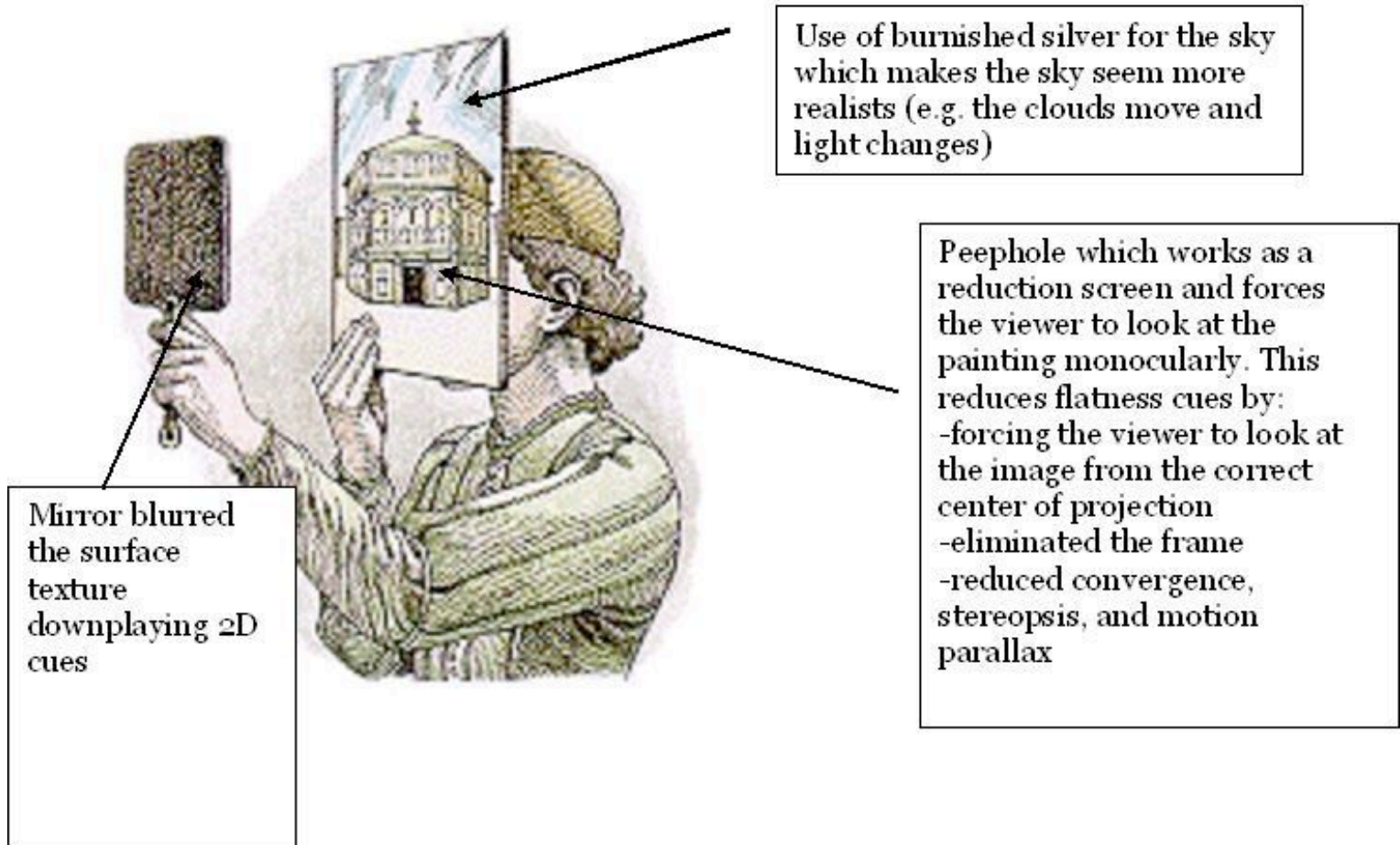




– “Above” view



Famous Brunelleschi mirror



Leonardo's perspective grid

