

# *Perspective*

---

- Does linear perspective “occur” in nature
  - E.g. we “experience” foreshortening
- Perspective or perspectives?

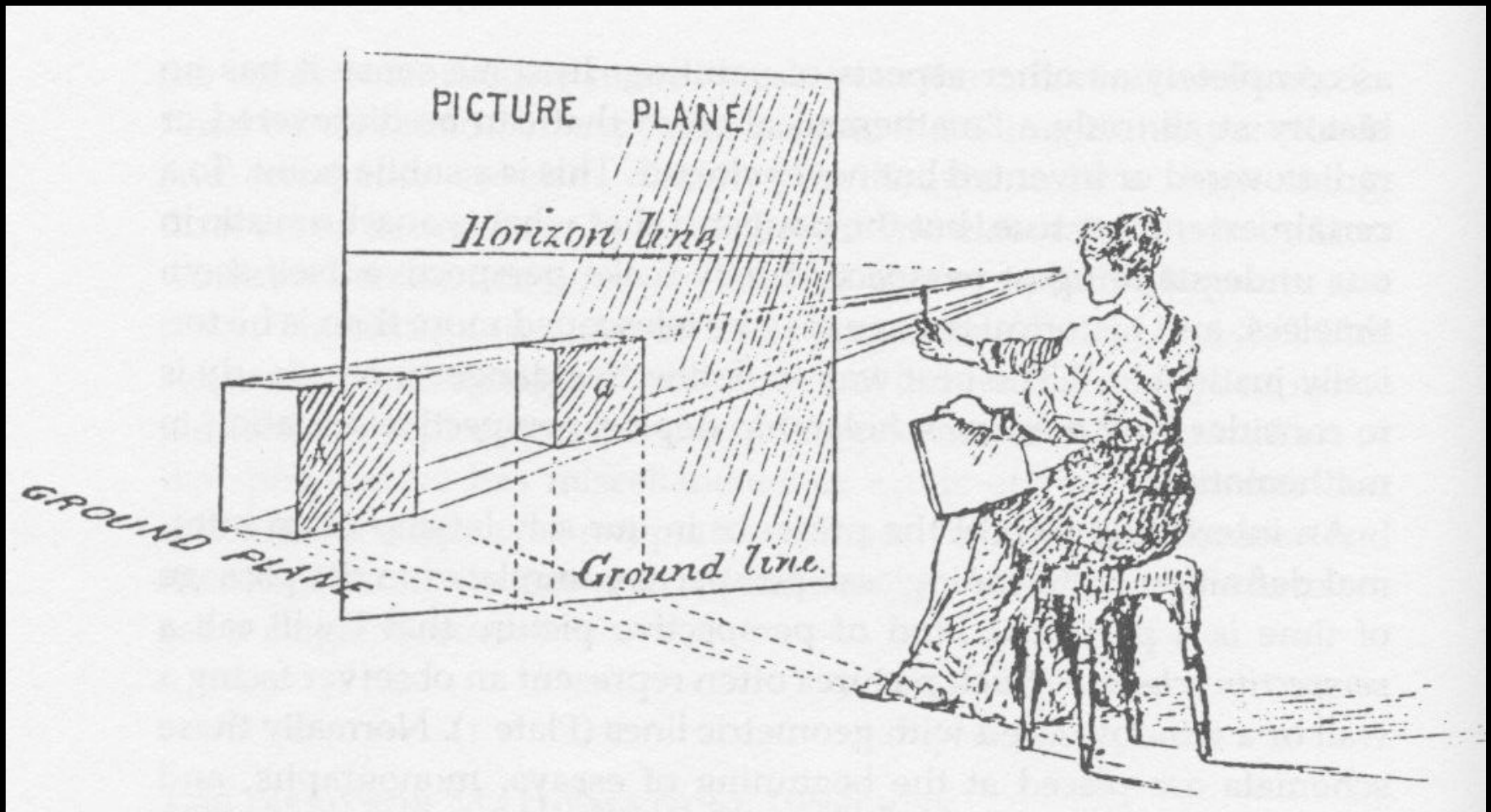
# *Pictorial depth cues*

---

- Occlusion
- Size
- Position relative to the horizon
- Convergence of parallels, linear perspective
- Shading, shadow
- Texture gradient
- Aerial perspective

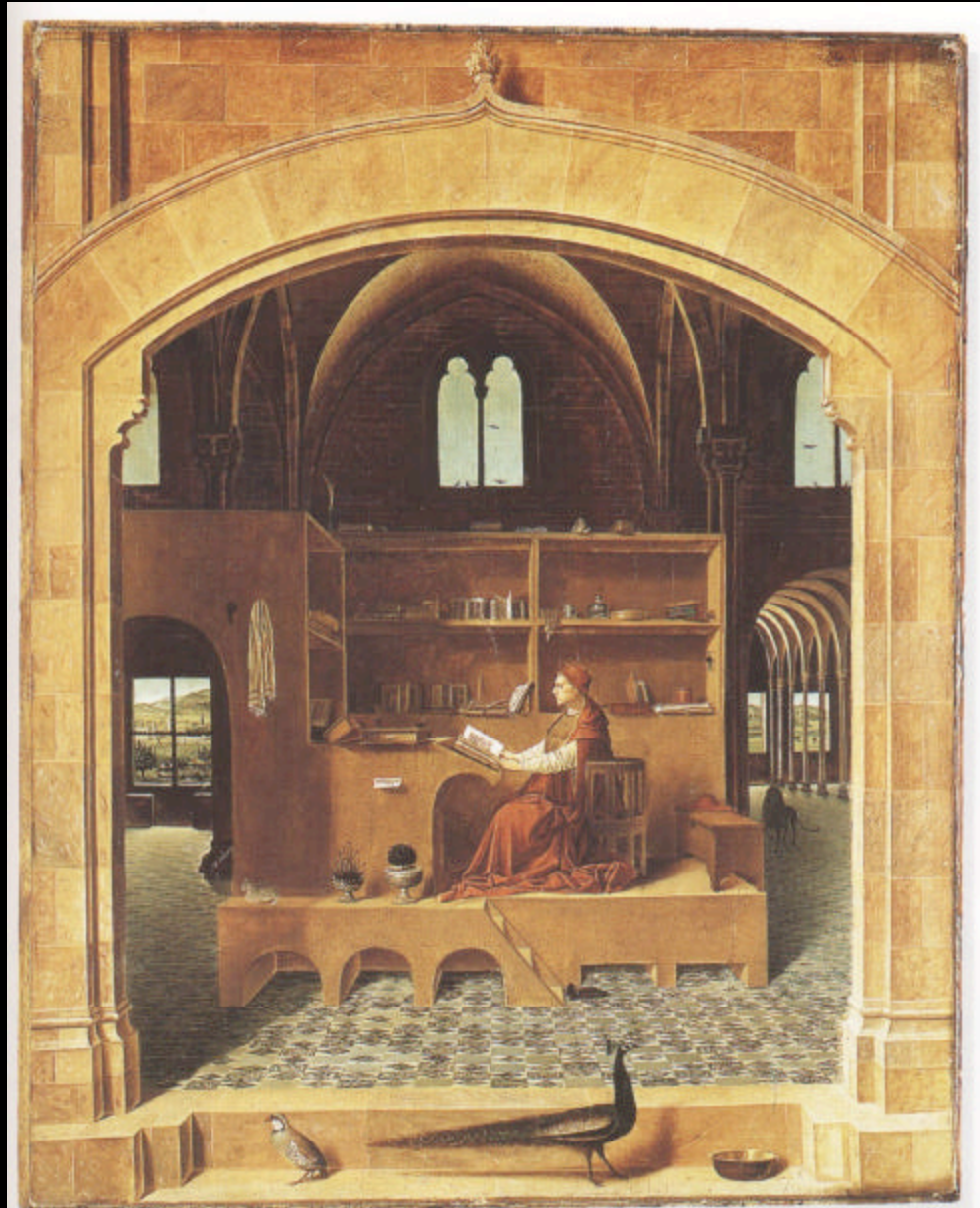
# *Introduction to Perspective*

- Importance of the single viewpoint



# *Linear Perspective*

- Image as a window
- *St Jerome In His Study*  
Antonello da  
Messina 1475



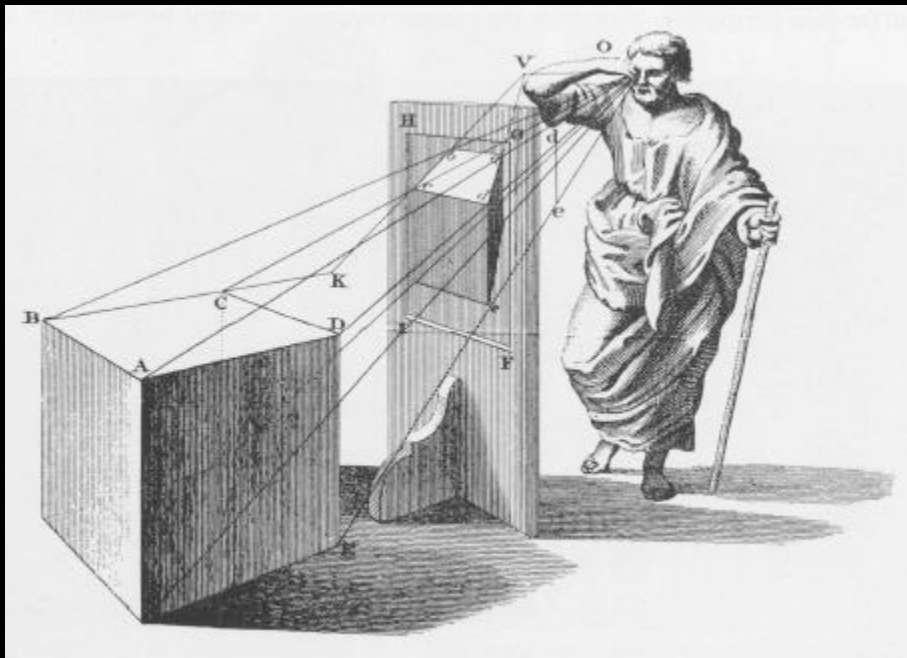
# *Some accompanying concepts*

---

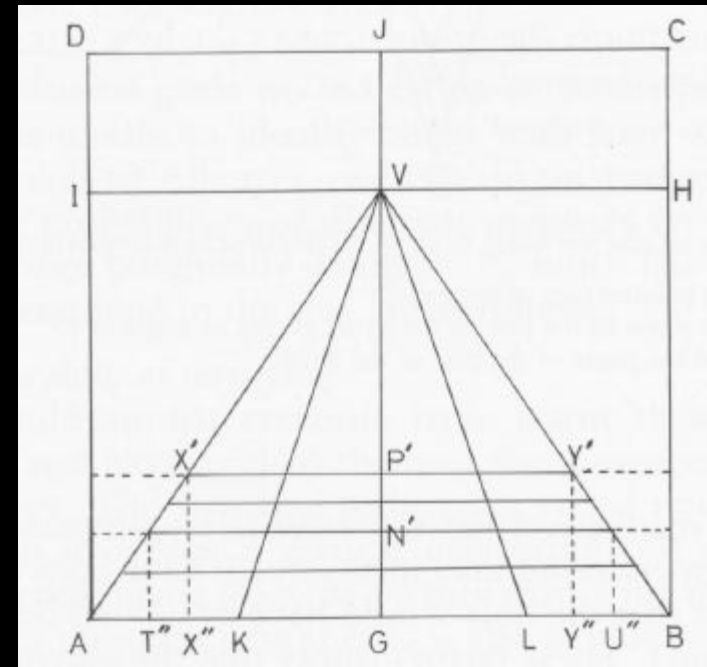
- Viewpoint
- Foreshortening
- Vanishing point
  
- Very linked to architectural spaces

# *Primary/secondary geometry*

- Primary geometry
  - Description in 3D object-space
- Secondary geometry
  - Description in 2D image-space



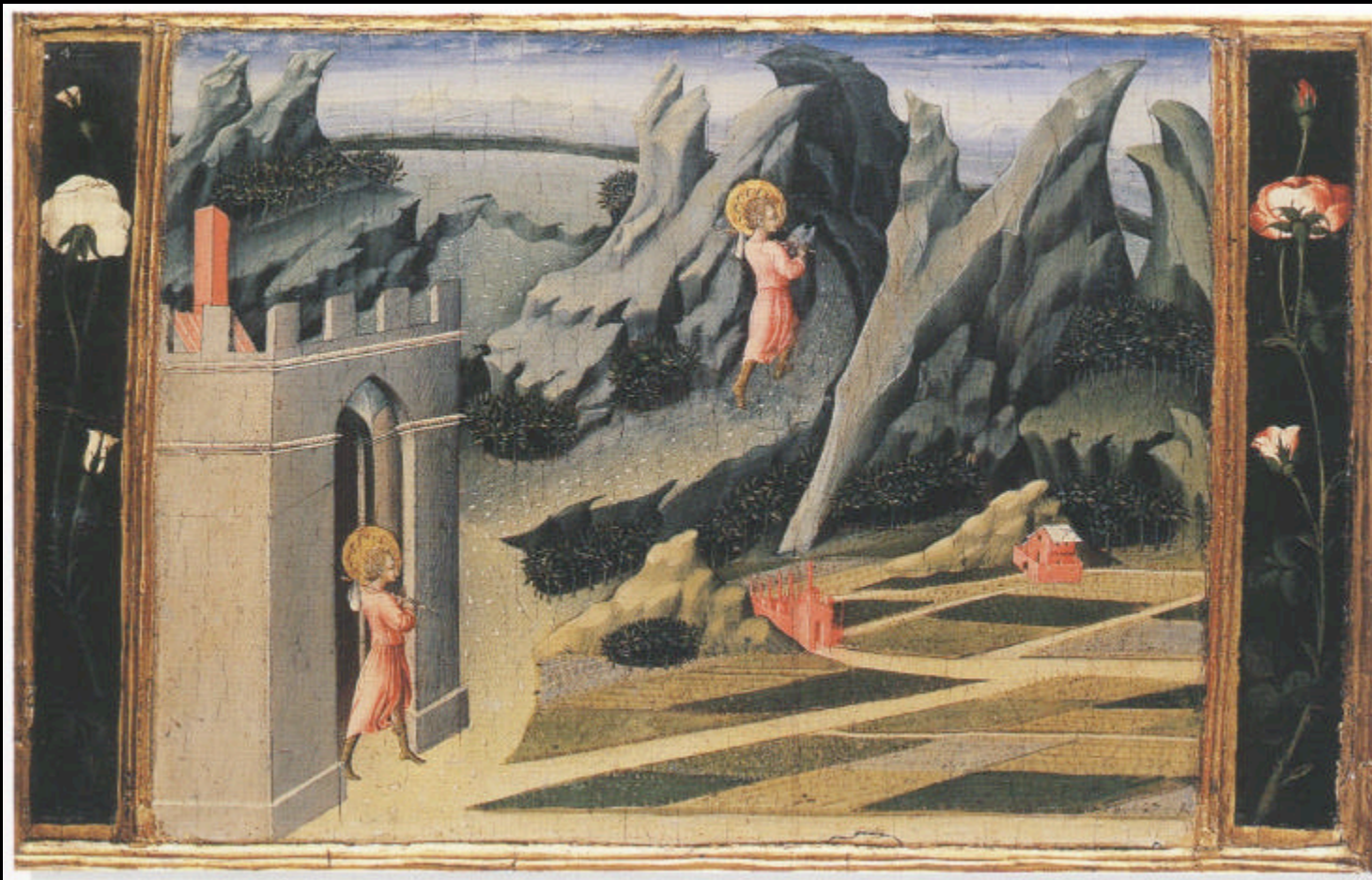
Perspective



# *Early attempts*

---

- St John the Baptist Retiring to the Desert  
Giovanni di Paolo 1454



# *Early attempts*

---

- Giotto, 1297-1299



Perspective



# *Early attempts*

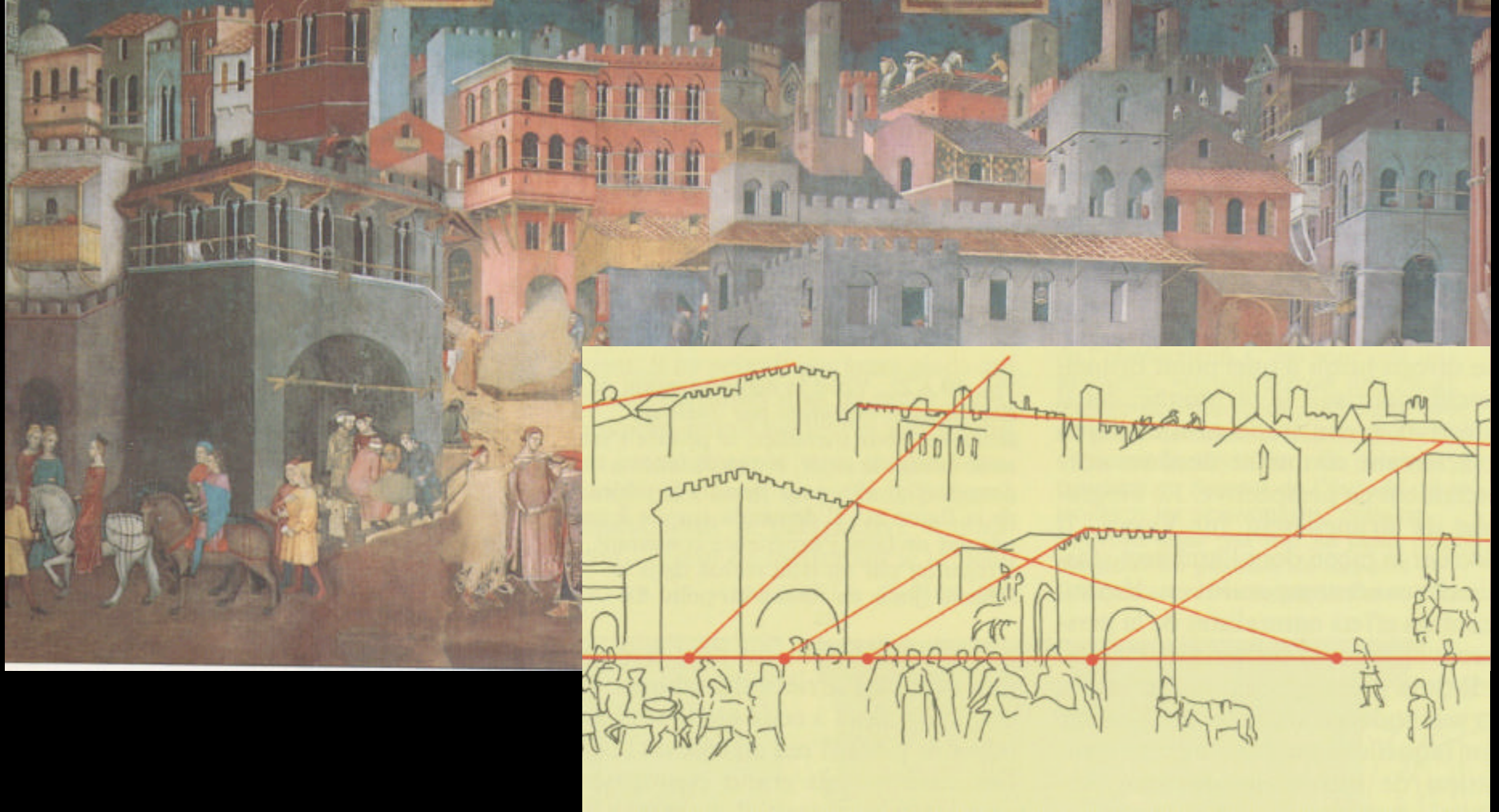
---

- Lorenzetti 1337-1340



# *Early attempts*

- Lorenzetti 1337-1340



# *Giotto's rules*

---

- Lines and planes above eye level incline downwards when they move away
- Below eye level upwards when they move away
- Lines to the left incline inwards to the right

# *Giotto*

---

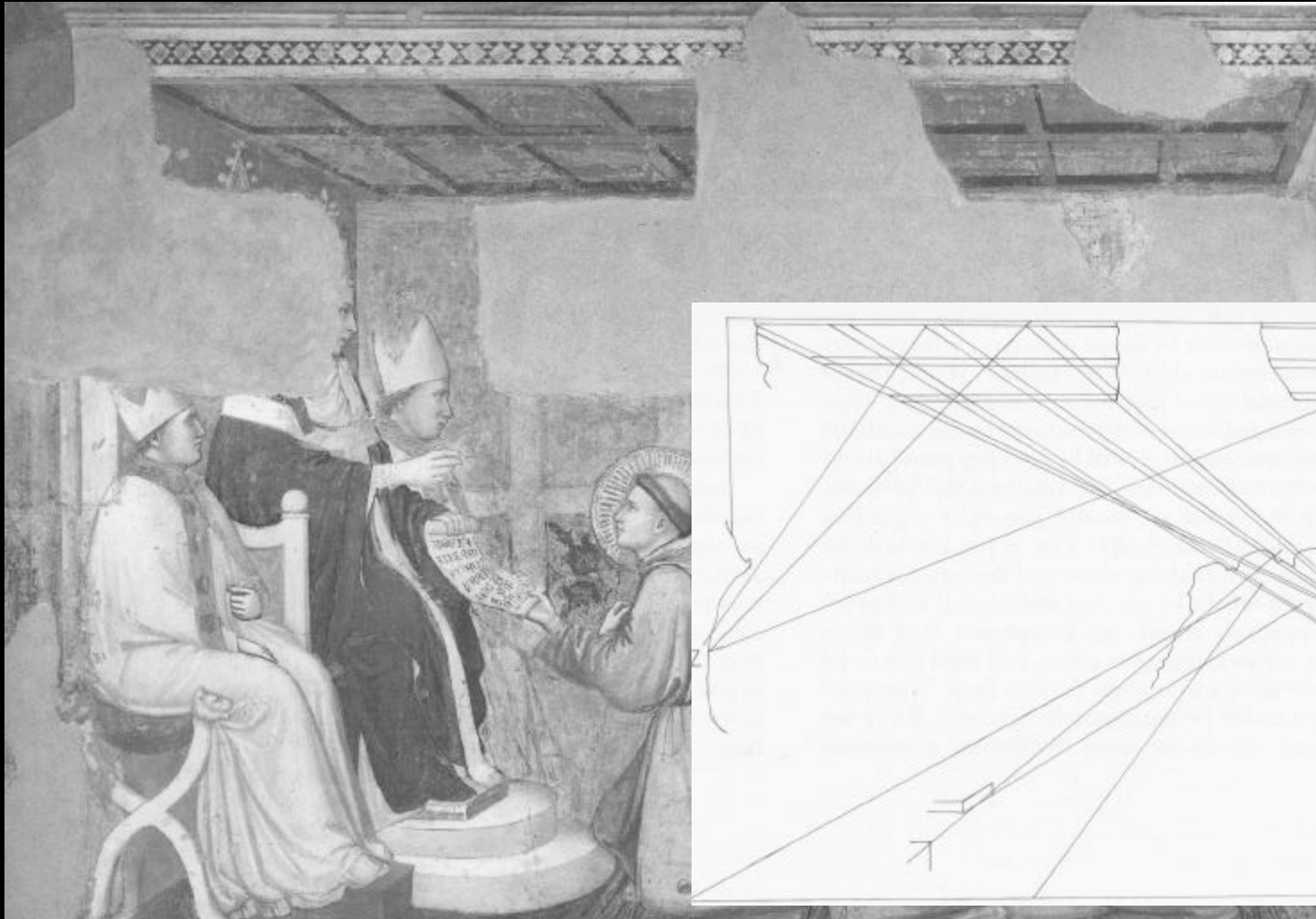
- Confirmation of the Rule of St Francis 1325



Perspective

# Giotto

- Confirmation of the Rule of St Francis 1325



# *Early attempts*

- Pietro Lorenzetti,  
*Birth of the Virgin*  
1342



# *Bruneleschi's experiments, 1413*

---

- Existing buildings
- Measurement, surveying
- Single viewpoint
- First scientific mimesis

# Bruneleschi's experiment, 1413

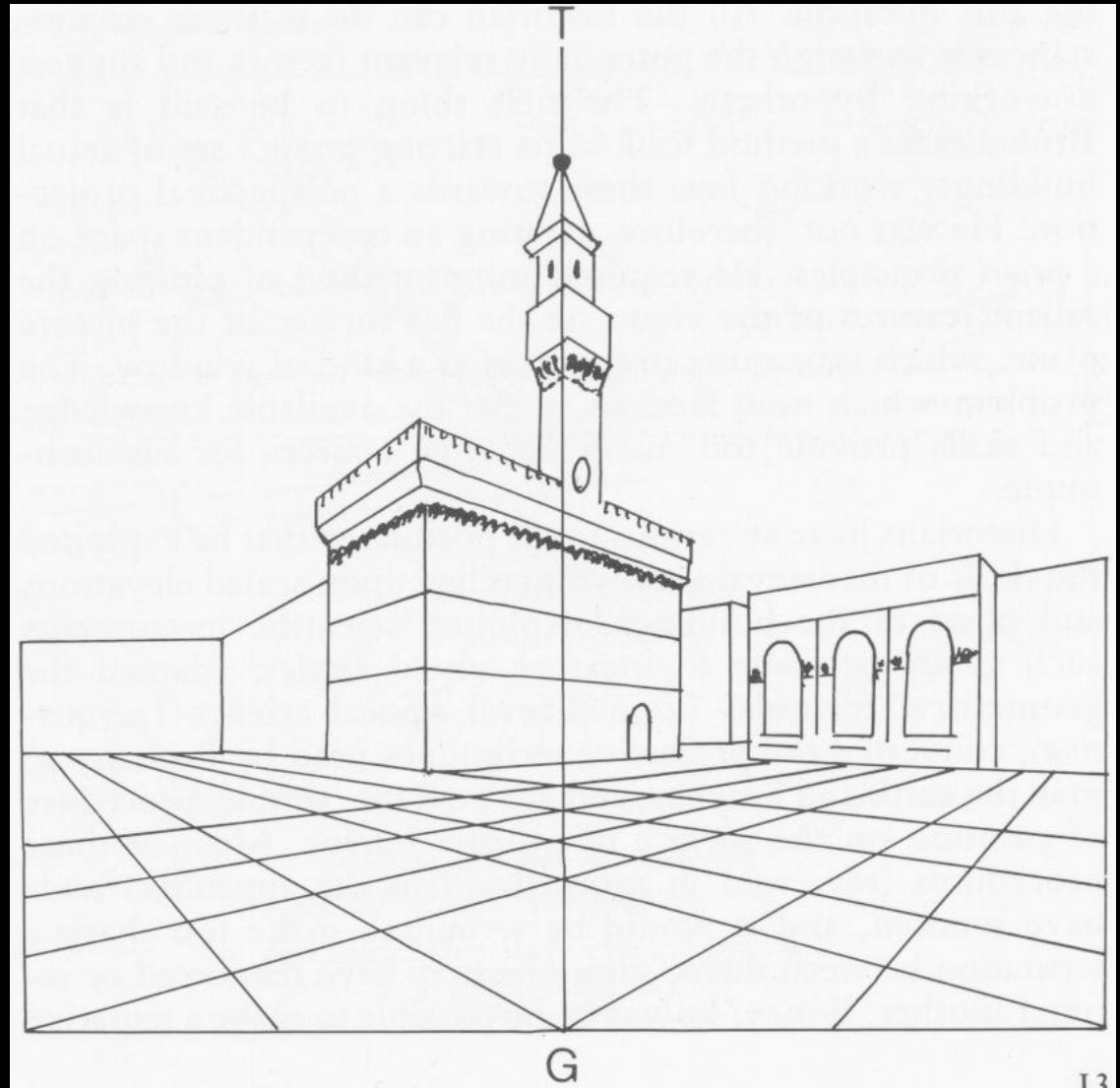




# *Bruneleschi's second experiment*

---

- Cut out
- Note that this is 2-point perspective



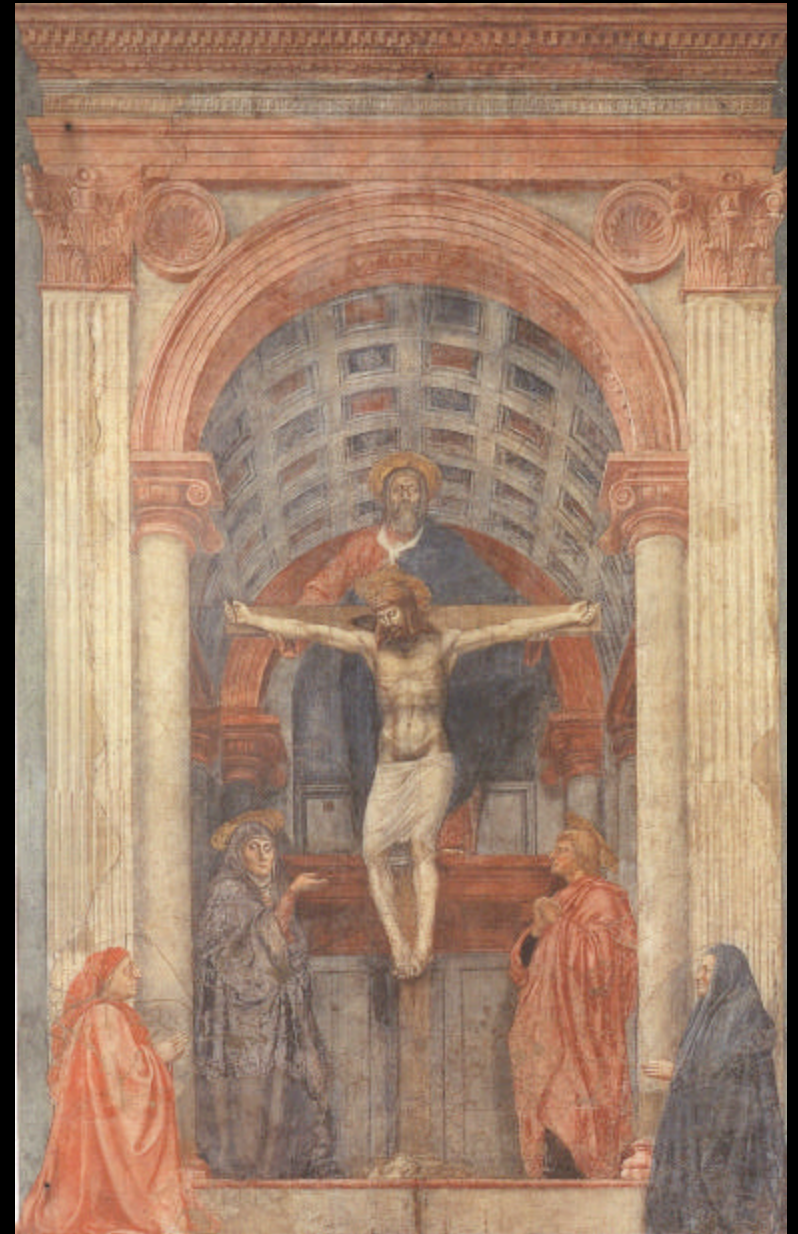
# *Limitations*

---

- Existing buildings
- Requires measurement

# *Masaccio, The Trinity, 1427*

- The oldest perspective painting
- Probably measurement
- Maybe helped by Brunelleschi

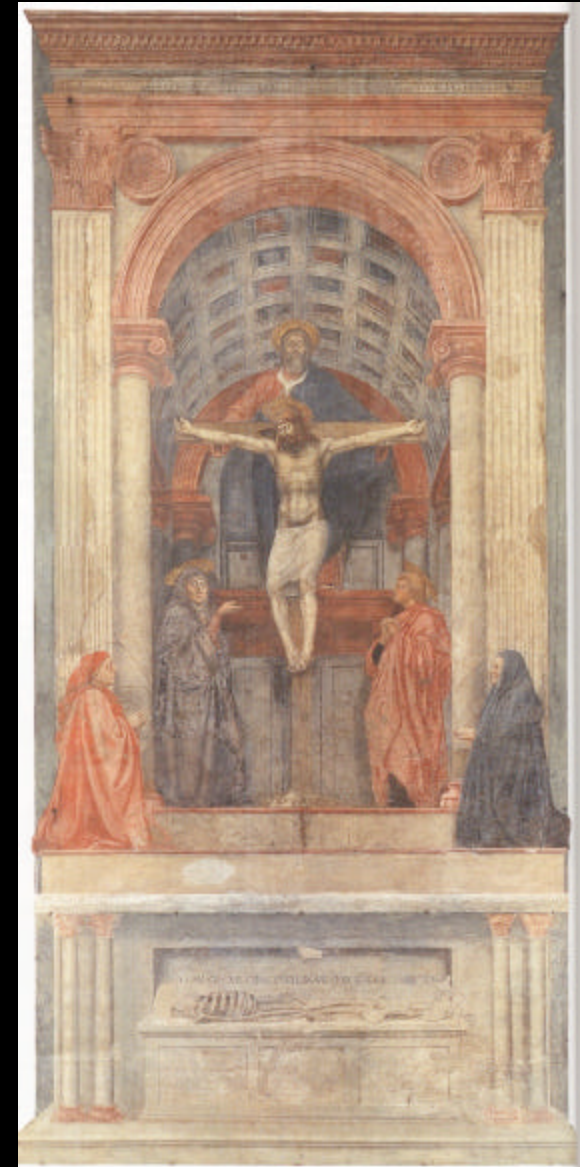


# *Masaccio, The Trinity, 1427*

- The oldest perspective painting
- Santa Maria Novella (Florence)

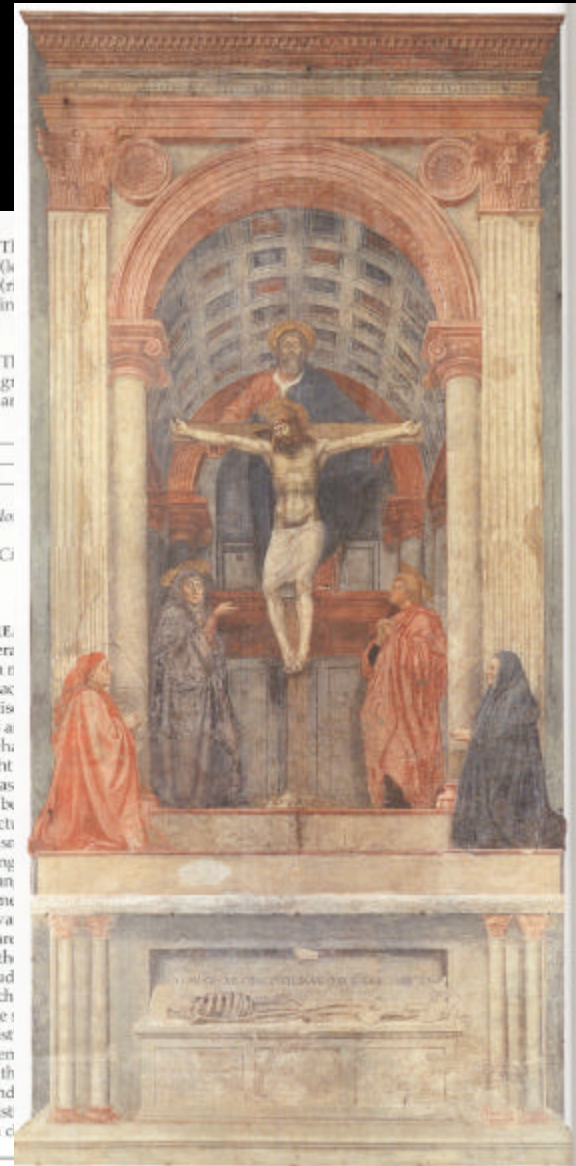
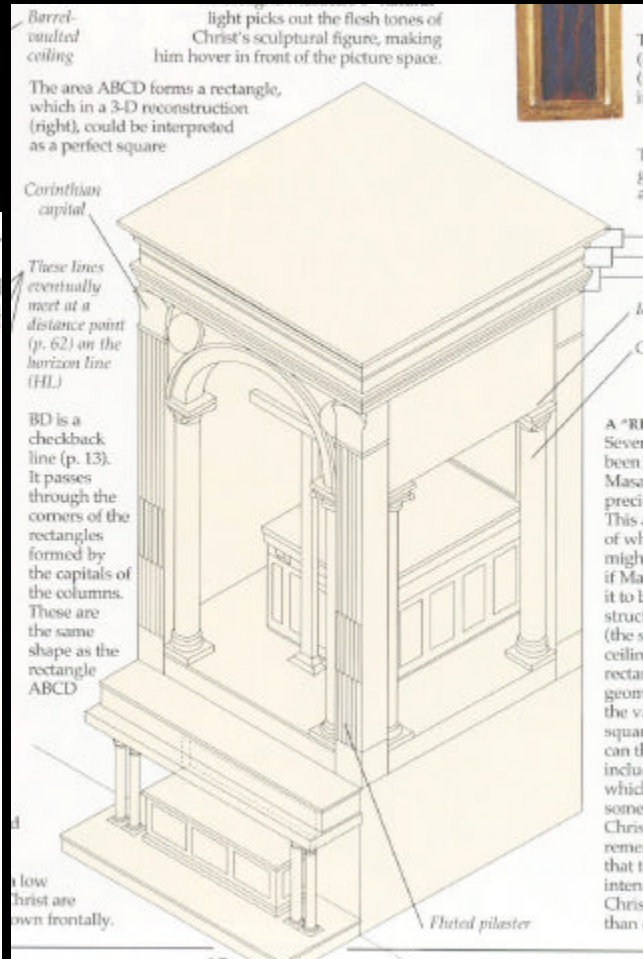
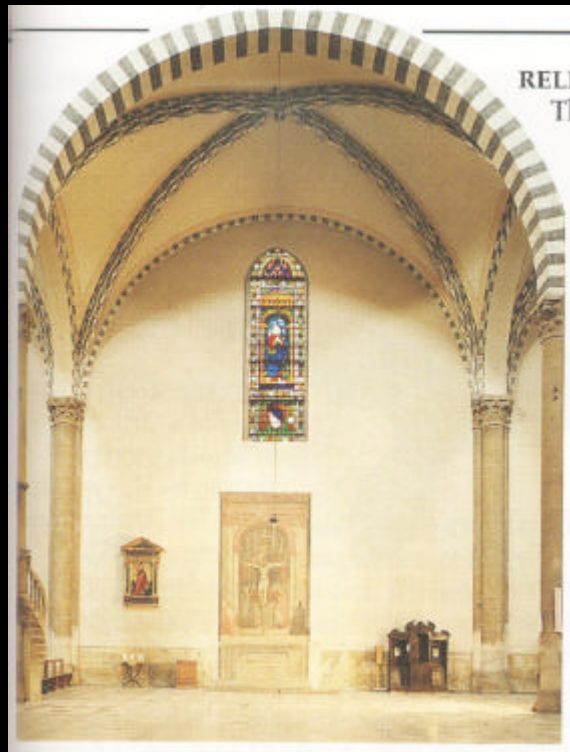


of  
rtion.



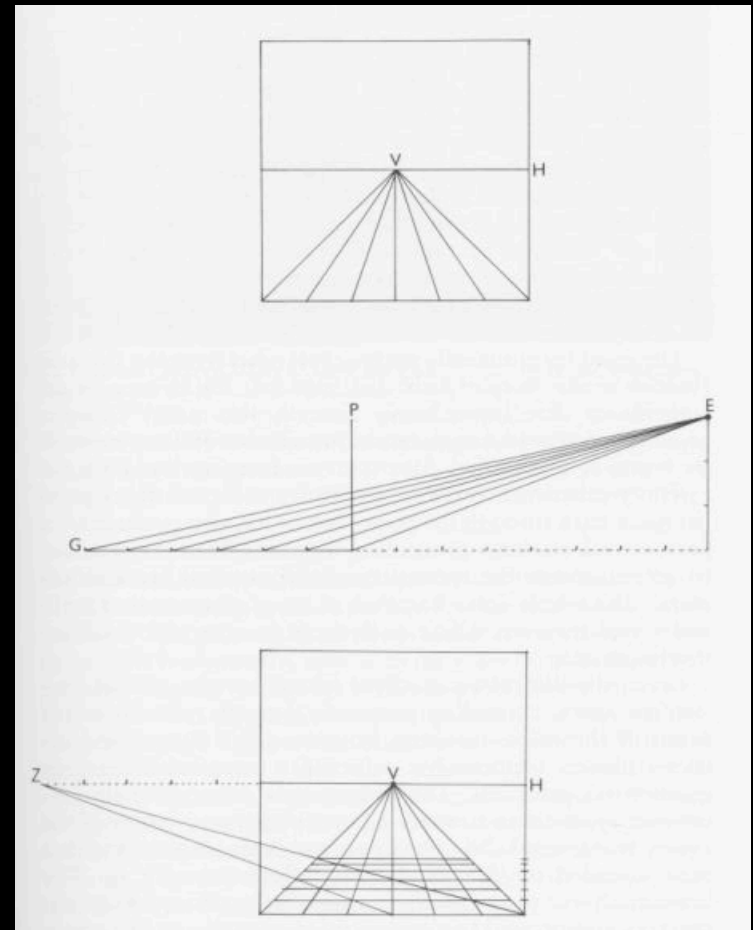
# Masaccio, *The Trinity*, 1427

- The oldest perspective painting



# *Leon Battista Alberti, On Painting*

- 1435
- Intersections of pyramids with image surface with image surface
- Proportional triangles
- Use side view for foreshortening
- Check with diagonal
- Use pavement as reference
- Center = prince of rays



# *Leon Battista Alberti, On Painting*

---

- Paolo Uccello, *The Selling of the Host*, 1468



# *Legitimate construction*

- Carlo Crivelli  
*Annunciation* 1486



Perspective



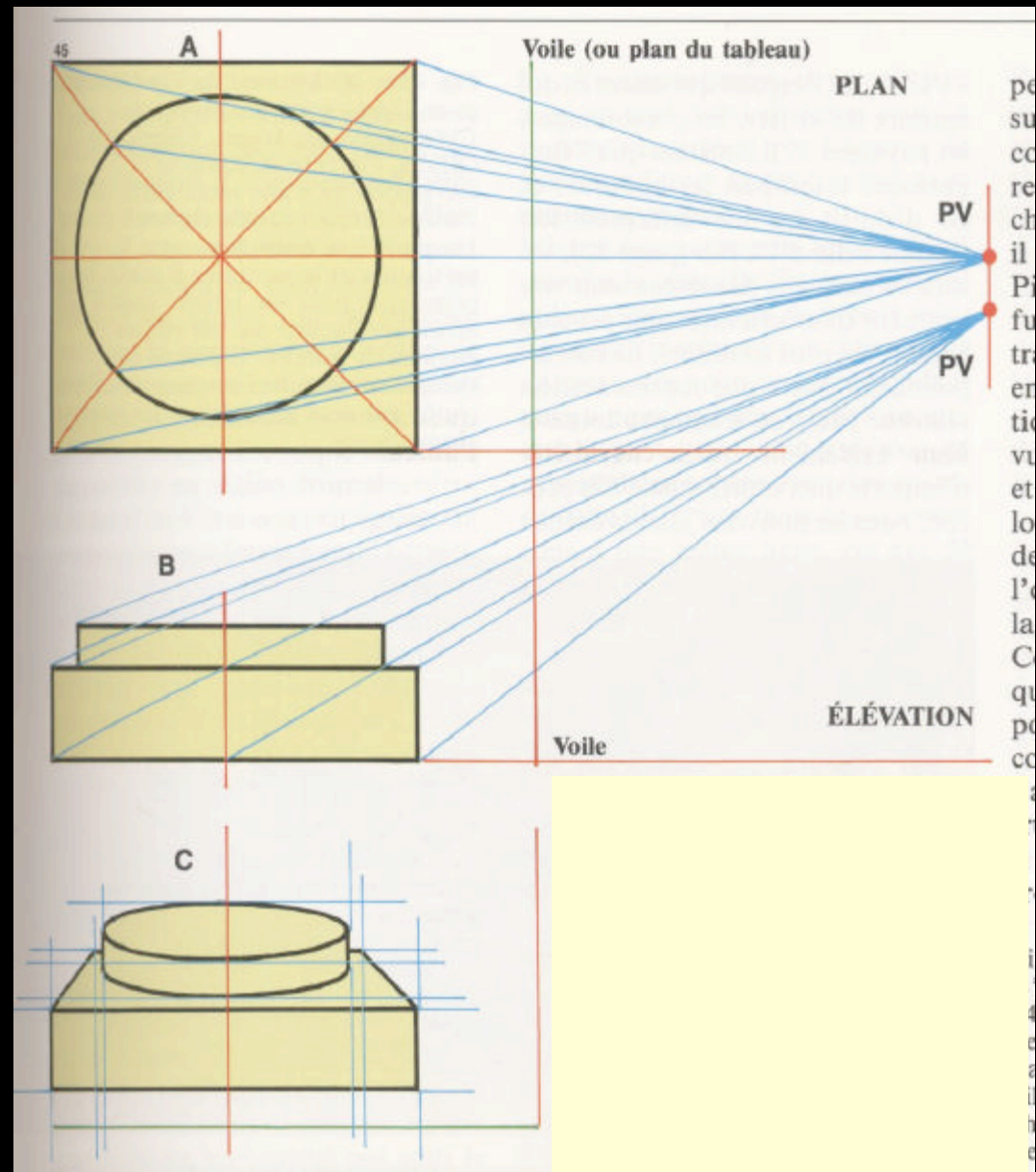
# *Piero de la Francesca*

---

- *De Prospectiva Pingendi*, 1474  
(On the perspective of painting)
- Ratios of distance and size
- Use plan and elevation view

# Piero de la Francesca

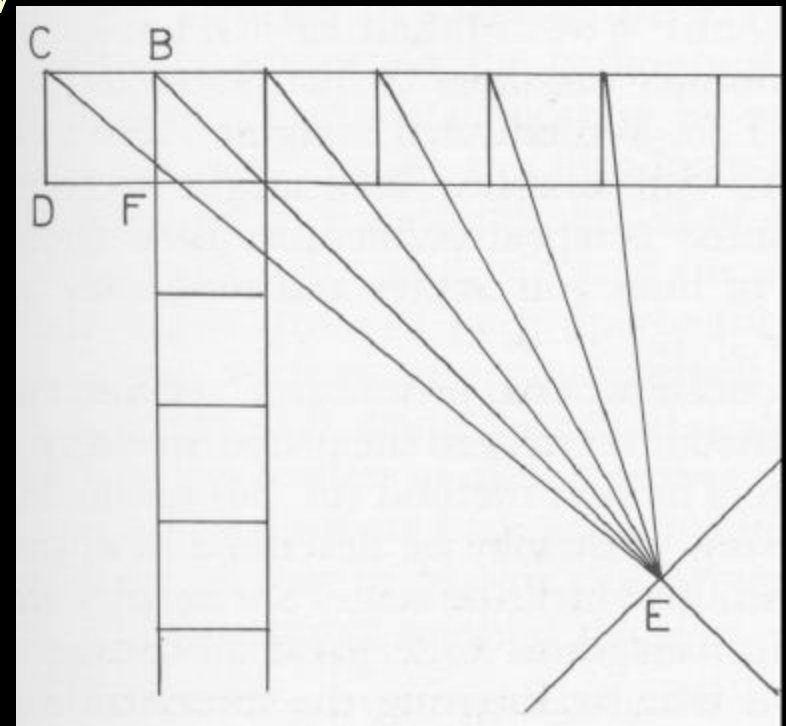
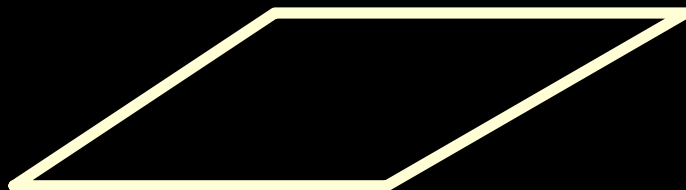
- Use plan and elevation view



# *Piero de la Francesca*

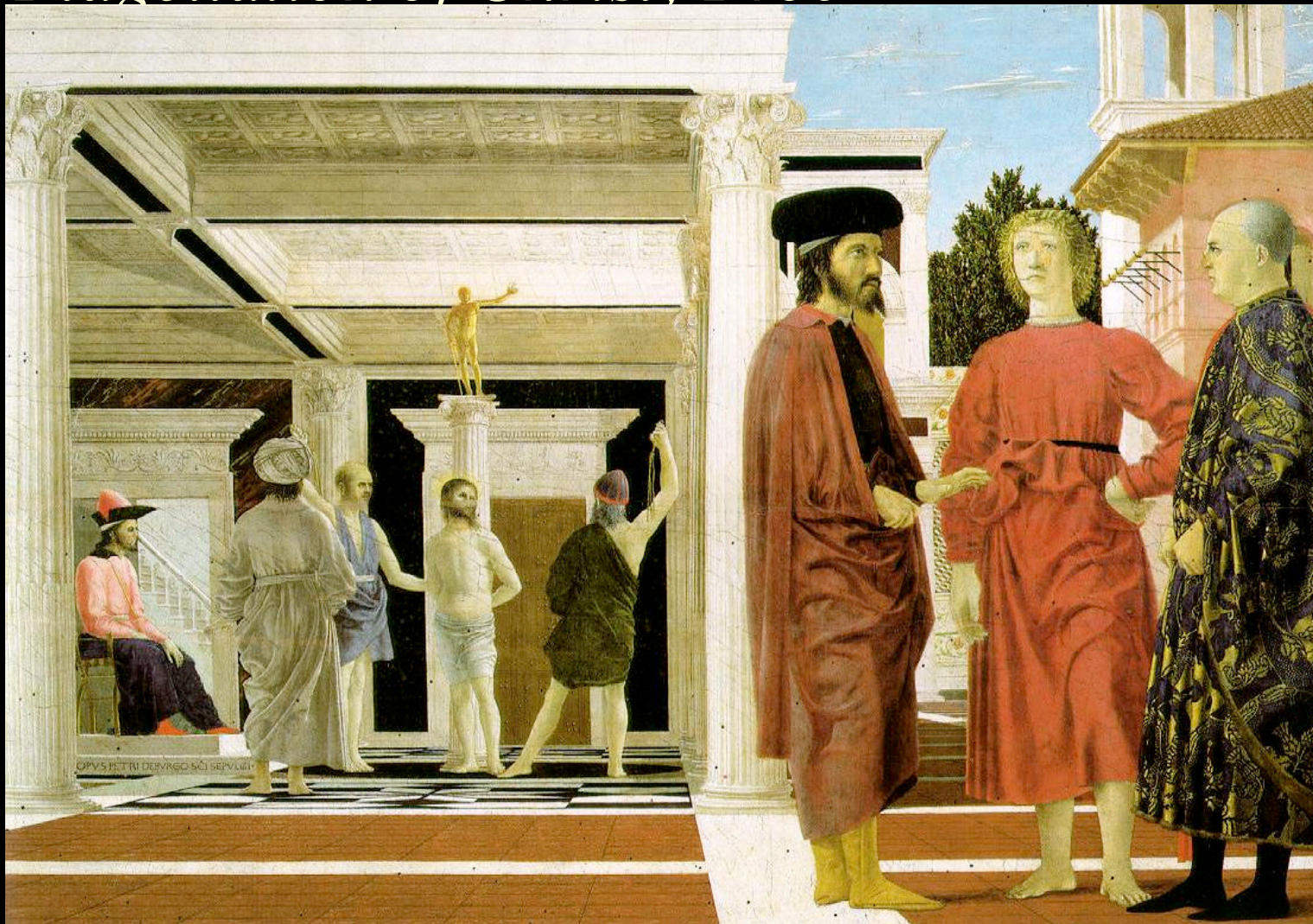
---

- *De Prospectiva Pingendi*, 1474  
(On the perspective of painting)
- Ratios of distance and size
- Use plan and elevation view
- Deformation of square
  - Angle of view less than  $90^\circ$



# *Piero de la Francesca*

- *Flagellation of Christ, 1460*



# *Piero de la Francesca*

---

- Invention of the true cross 1452-59
- “wrong perspective on the left



Perspective

# *Piero de la Francesca*

---

- Invention of the true cross 1452-59
- “wrong perspective on the left



Perspective

# *Leonardo & perspective*

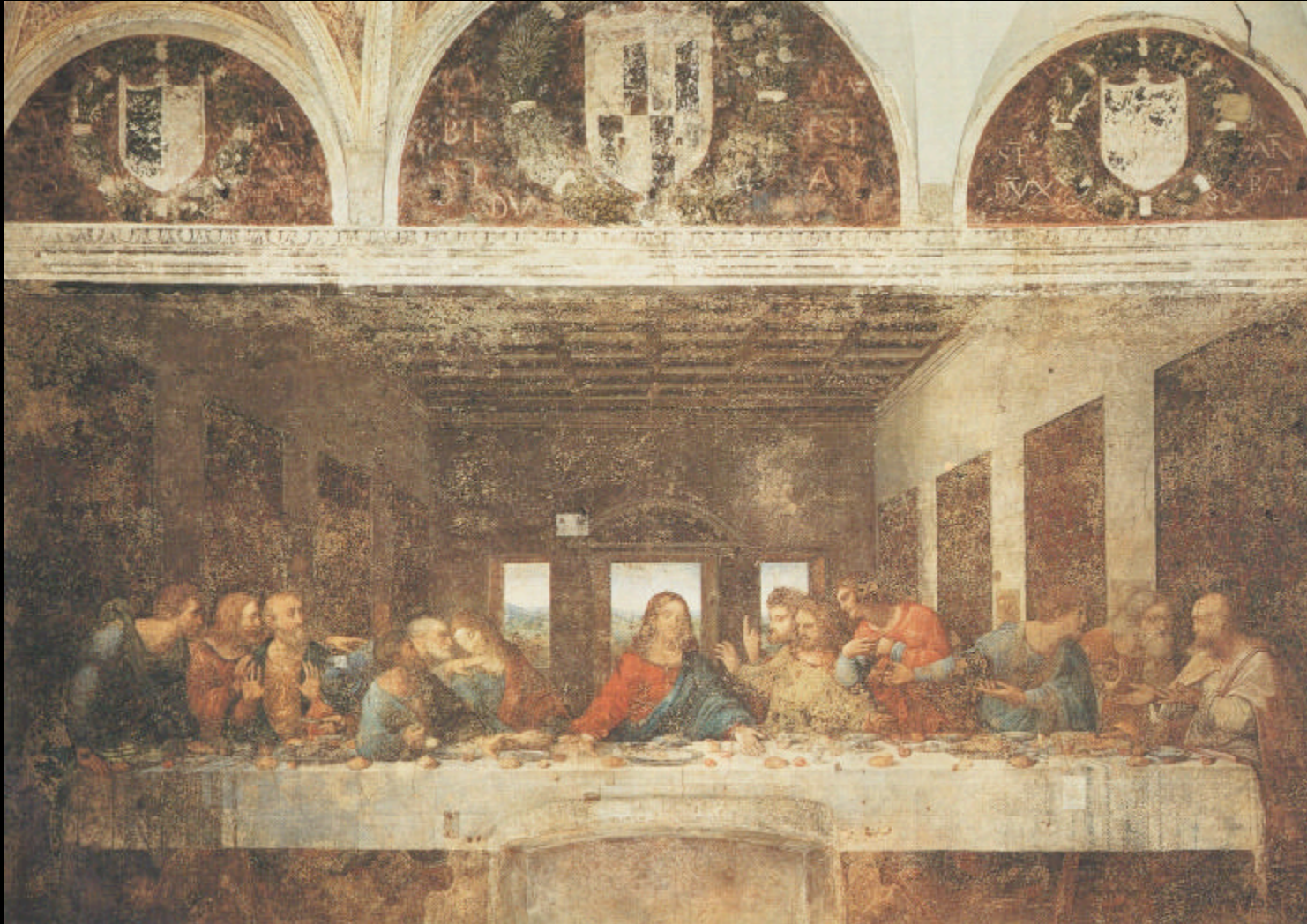
---

- Techniques of artists' perspective in theory and practice
- Geometry of visual rays
- Devices and instruments
- Optics and the eye
- Curiosities of vision (e.g. anamorphosis)
- Apparent contradictions

# Leonardo

---

- *Last Supper*, 1497

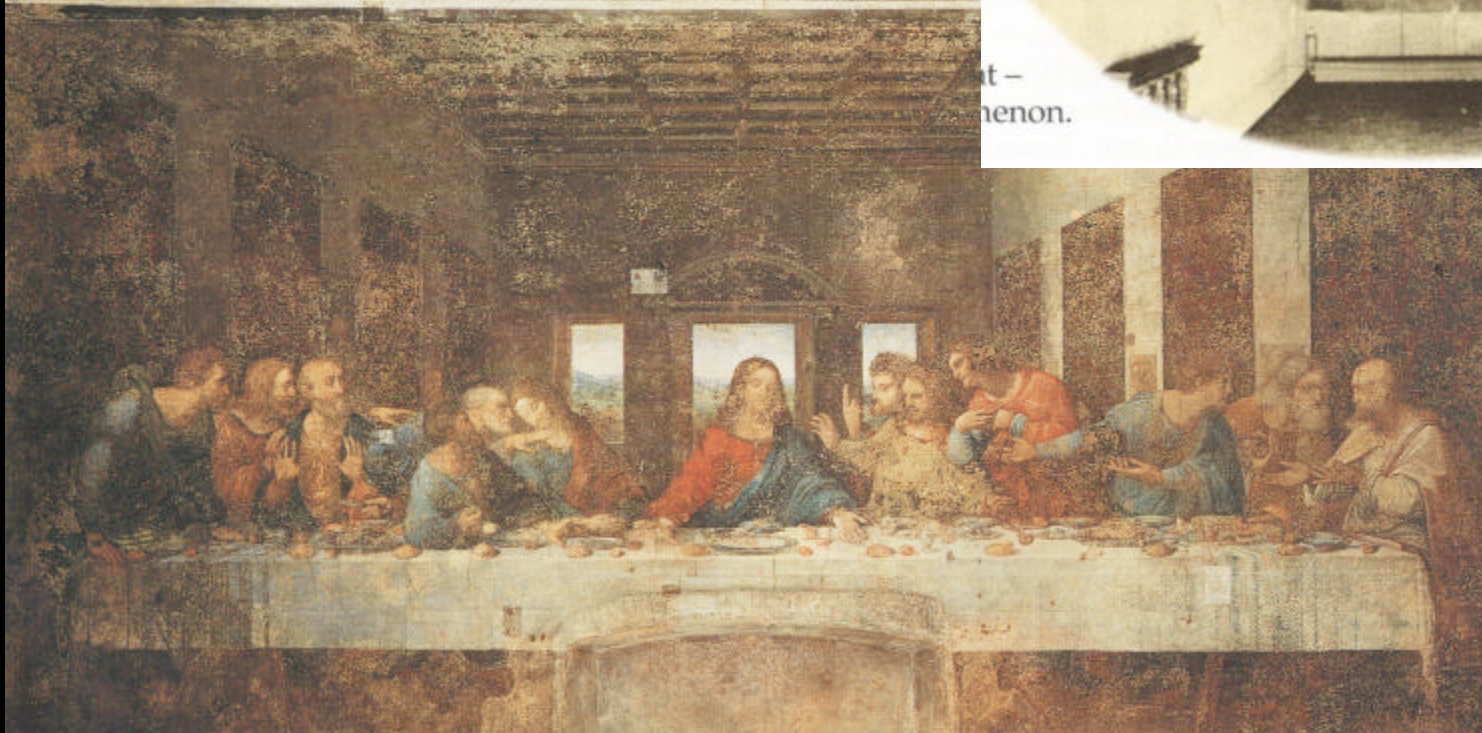


Perspective



# Leonardo

- *Last Supper*, 1497

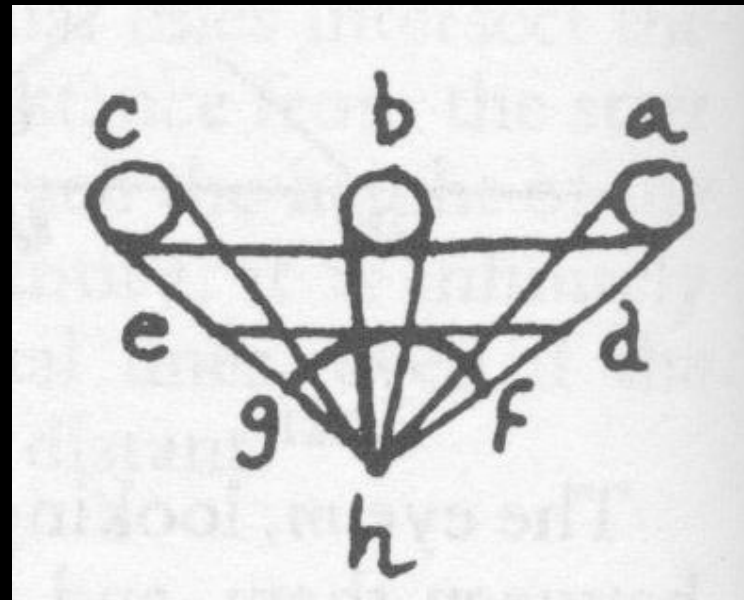
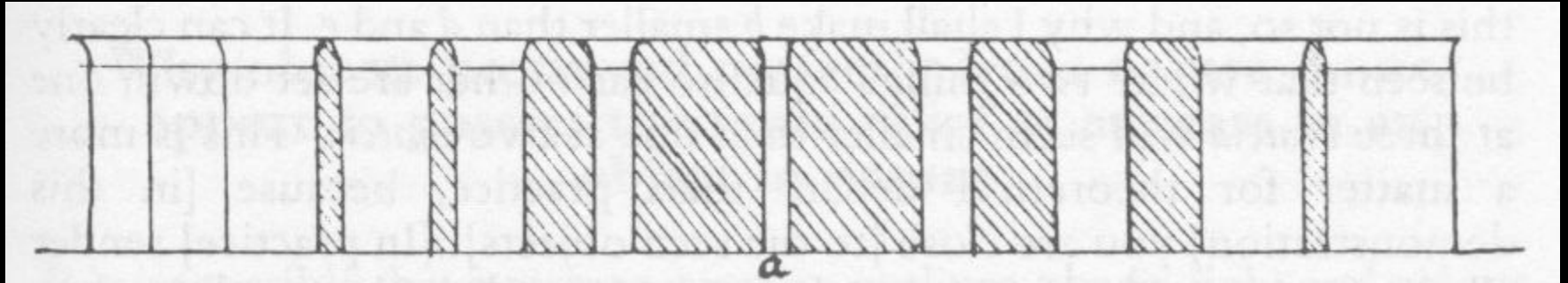


Perspective

# Leonardo & contradictions

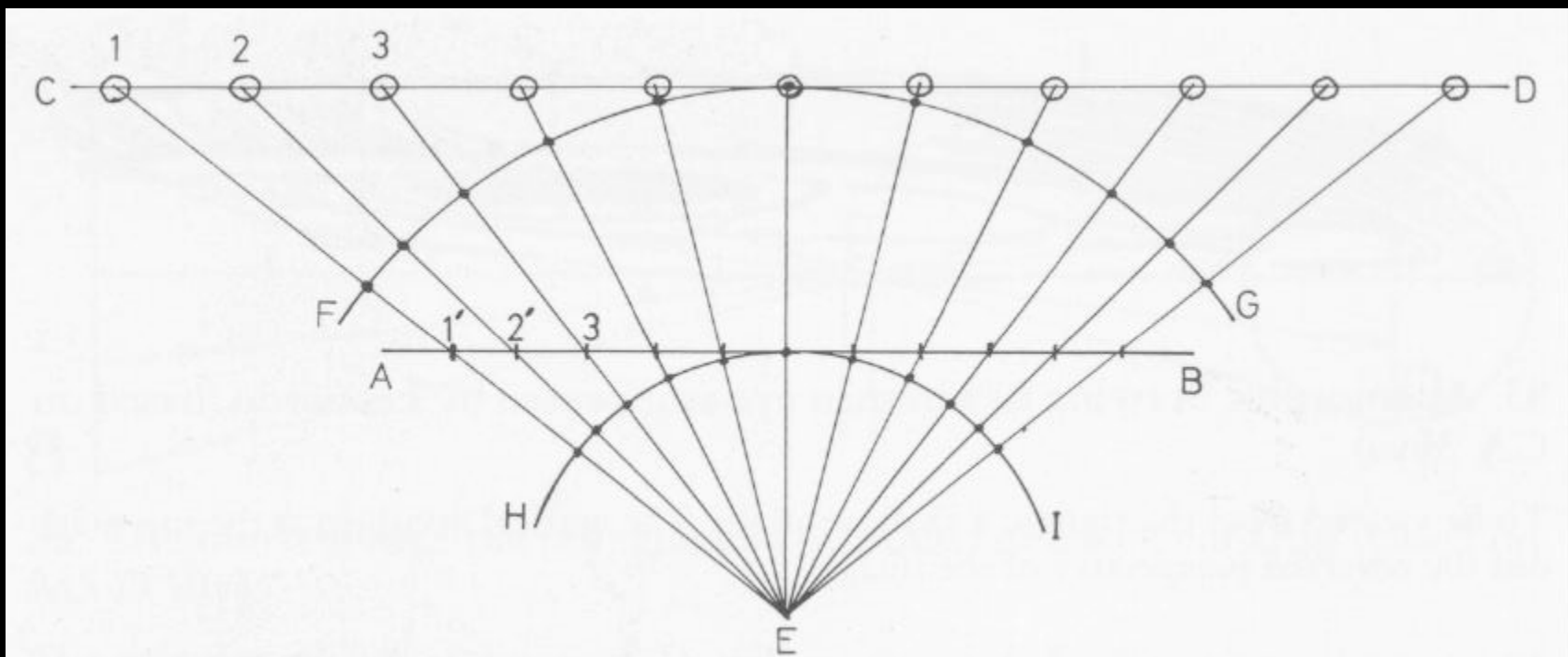
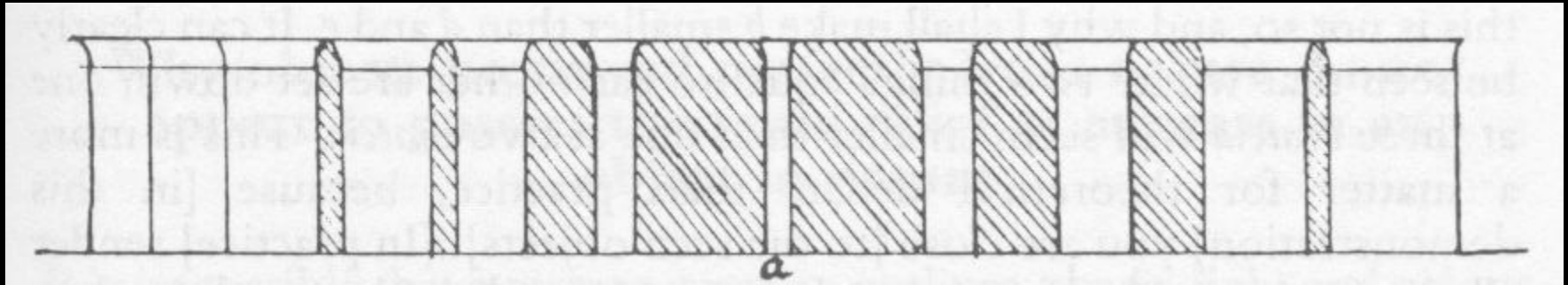
---

- Wide angle vision



# Leonardo & contradictions

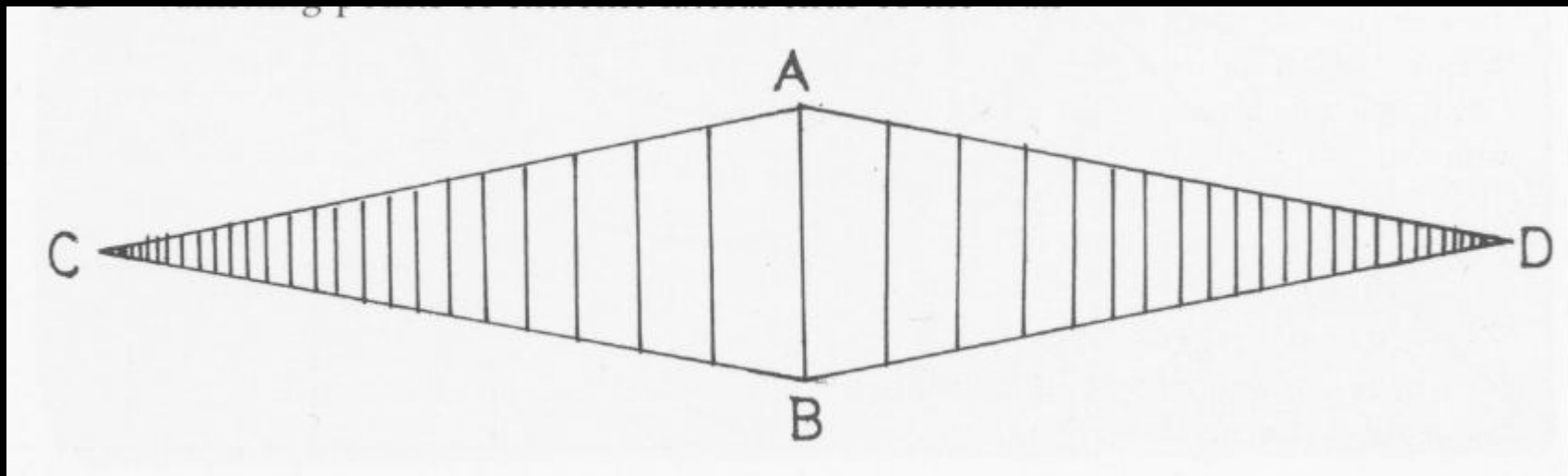
- Wide angle vision



# *Leonardo & contradictions*

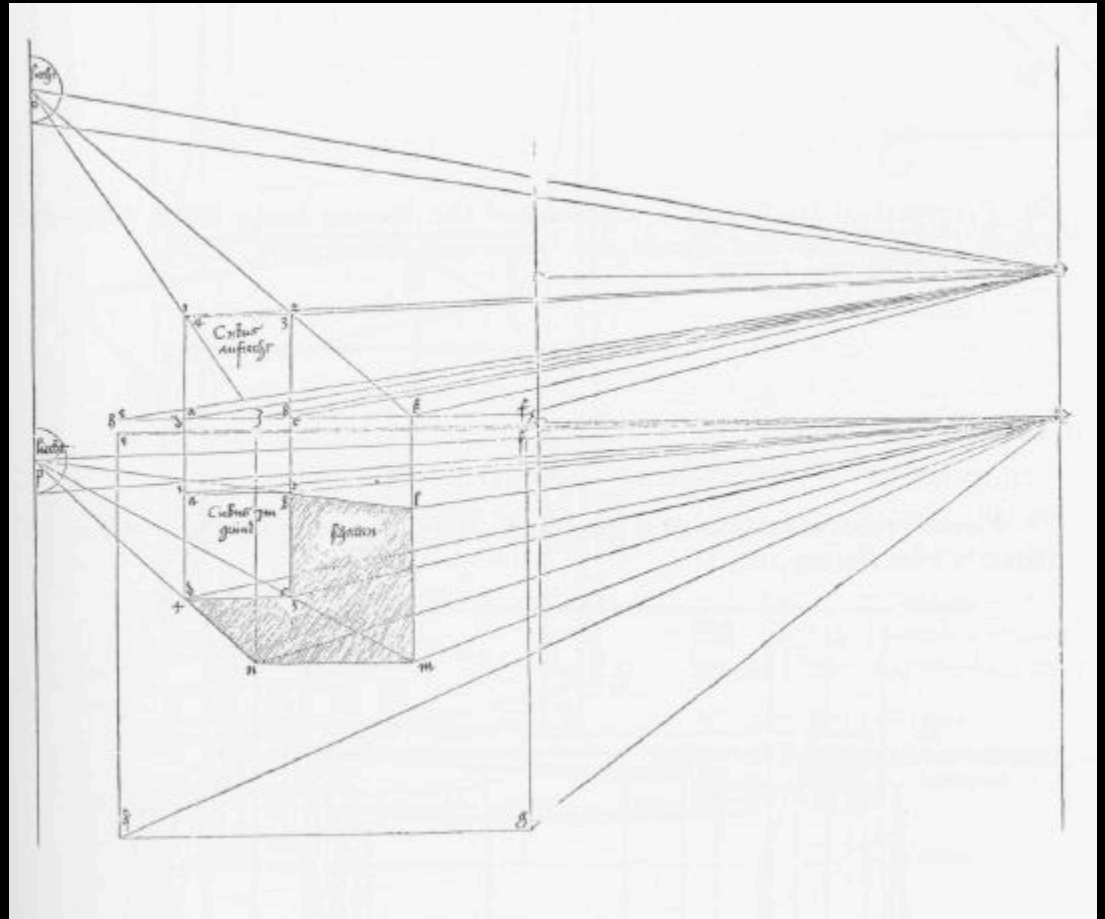
---

- Wide angle vision
- Lateral recession



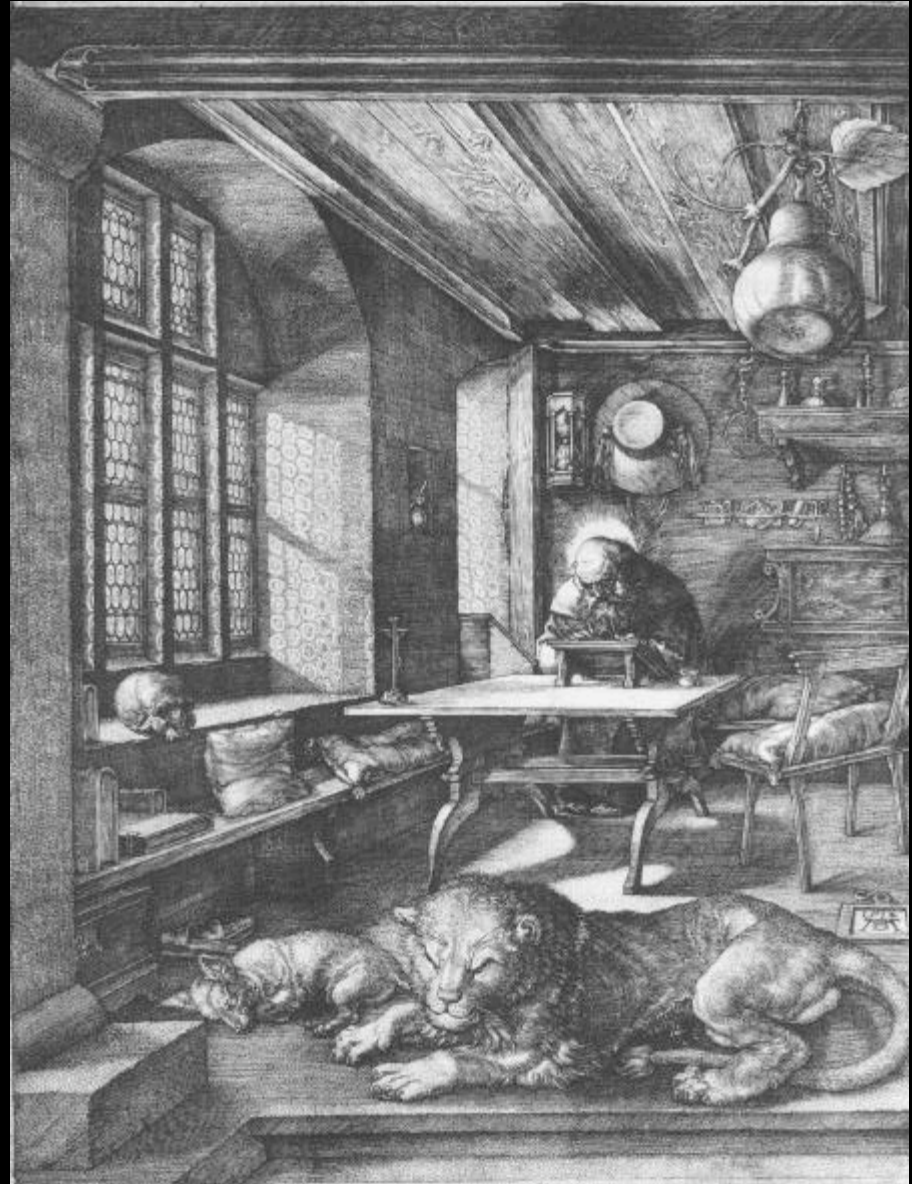
# Dürer

- Traveled to Italy
- Mainly influenced by de la Francesca
- *Instruction in Measurement with Compass and Ruler in Lines, Planes and Solid Bodies, 1525*



# Dürer

- *St Jerome in his Study* 1514
- Very off-center
- Note the verticals



# Dürer

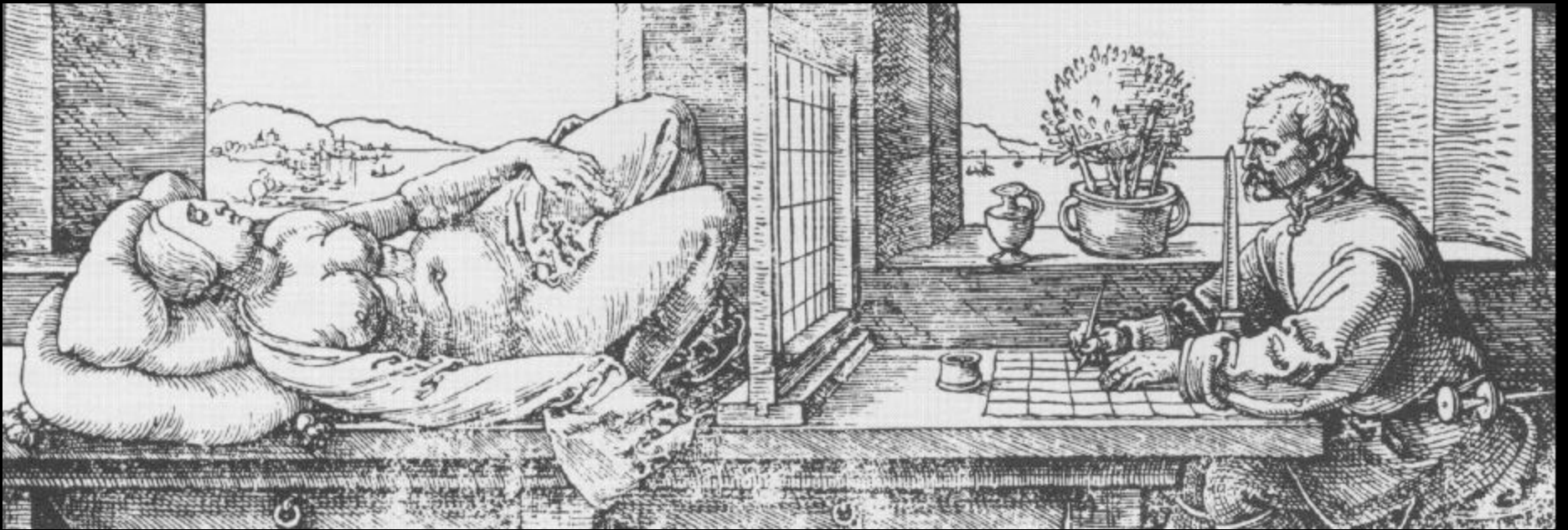
- The artist's glass



# *Dürer*

---

- The draftsman's net





# *Dürer*

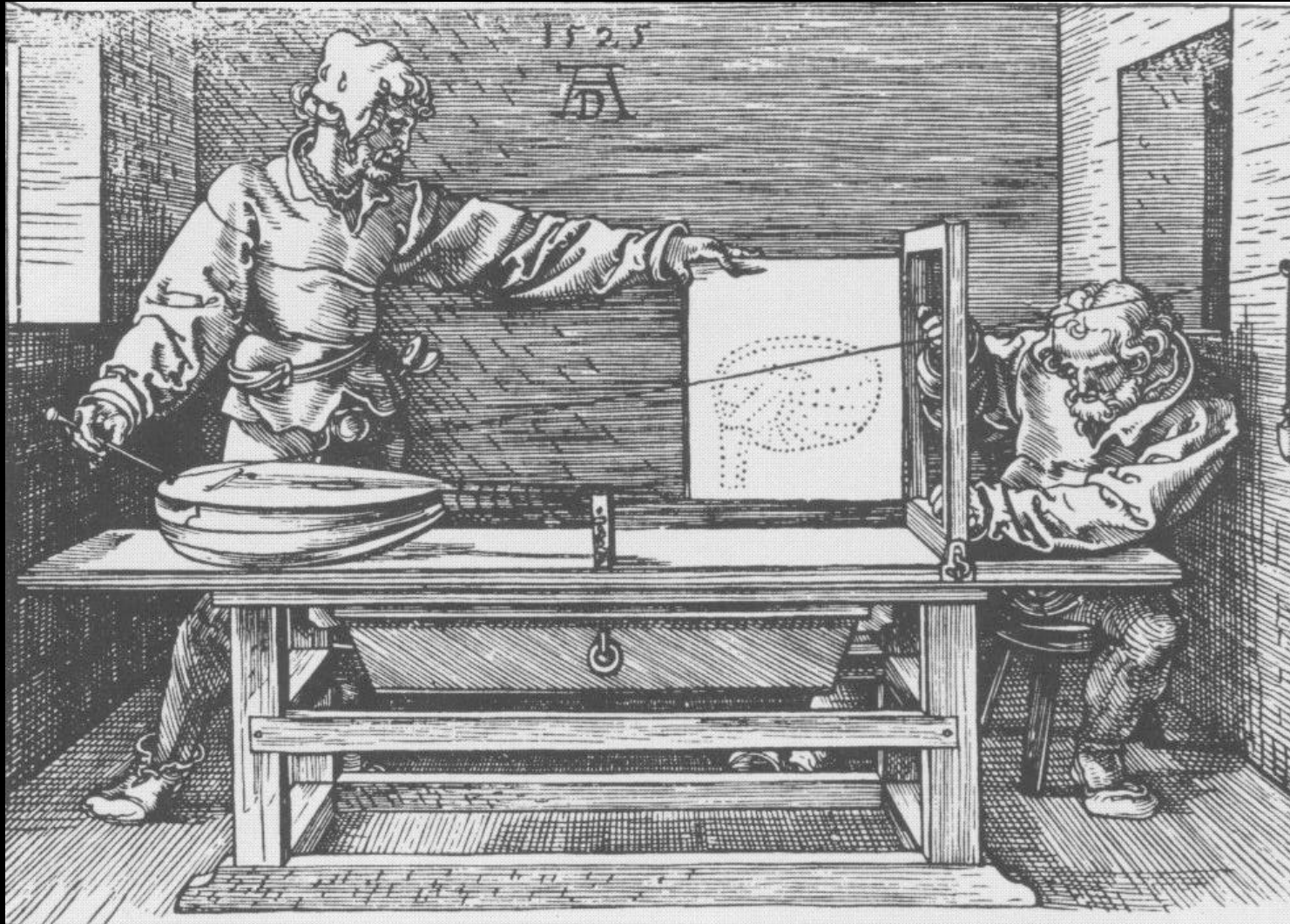
---

- Jacob de Keyser's invention



# Dürer

- Dürer's device



# *Conclusions about Renaissance*

---

- Different techniques, refinement
- Measurement
- Mainly central perspective
- No notion of infinity, no vanishing point
- Spiritual notion of mathematical harmony

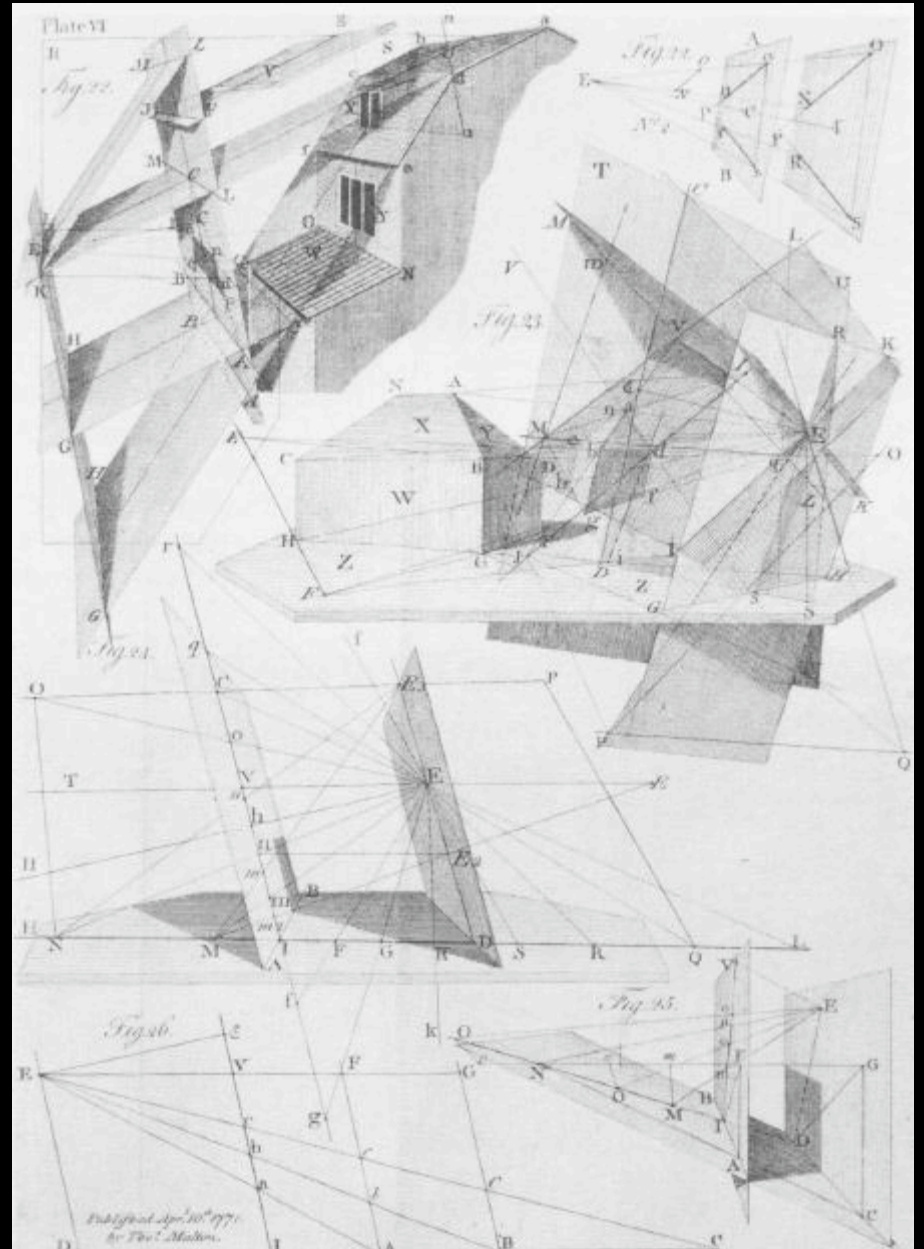
# *After Renaissance*

---

- 17th
  - Vanishing point
  - Abstraction
  - Desargues, Descartes
- Flourished until 19<sup>th</sup>
- 20<sup>th</sup> century
  - Come-back for computer graphics and computer vision

# *After Renaissance*

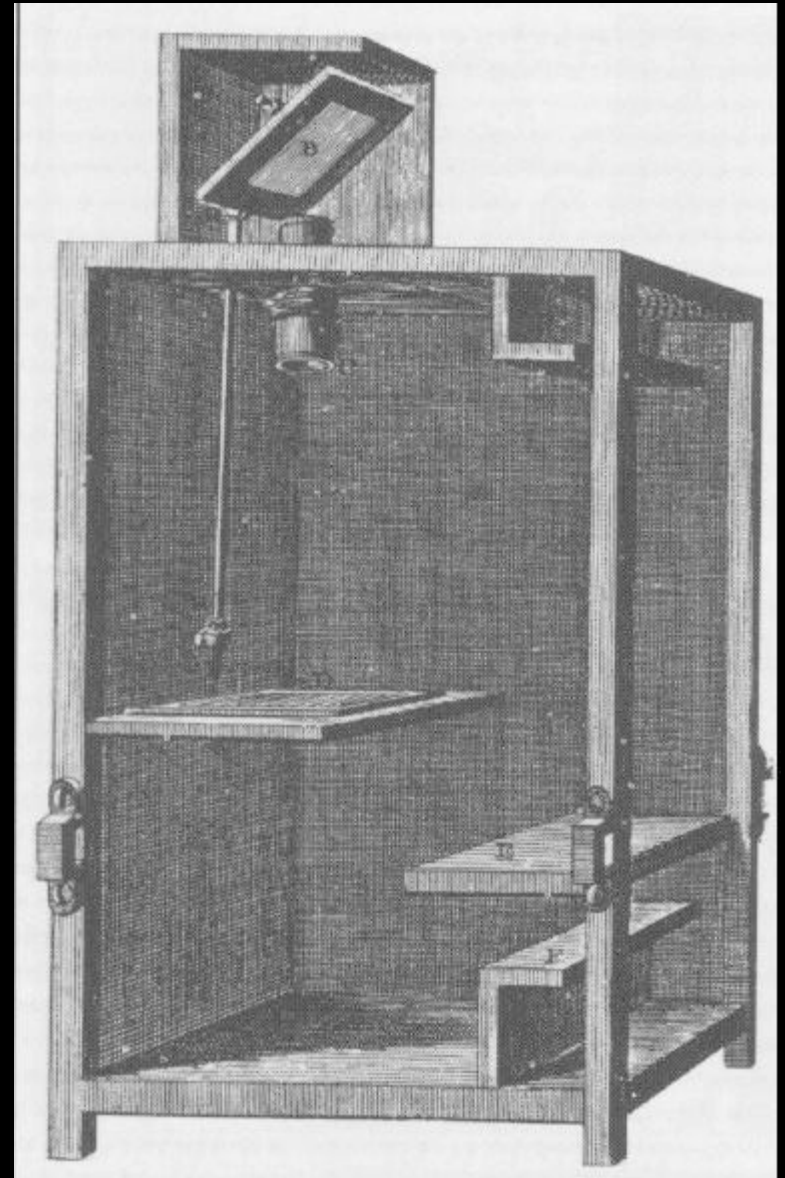
- Thomas Malton  
*A Complete Treatise  
on Perspective, 1779*



# *Gadgets*

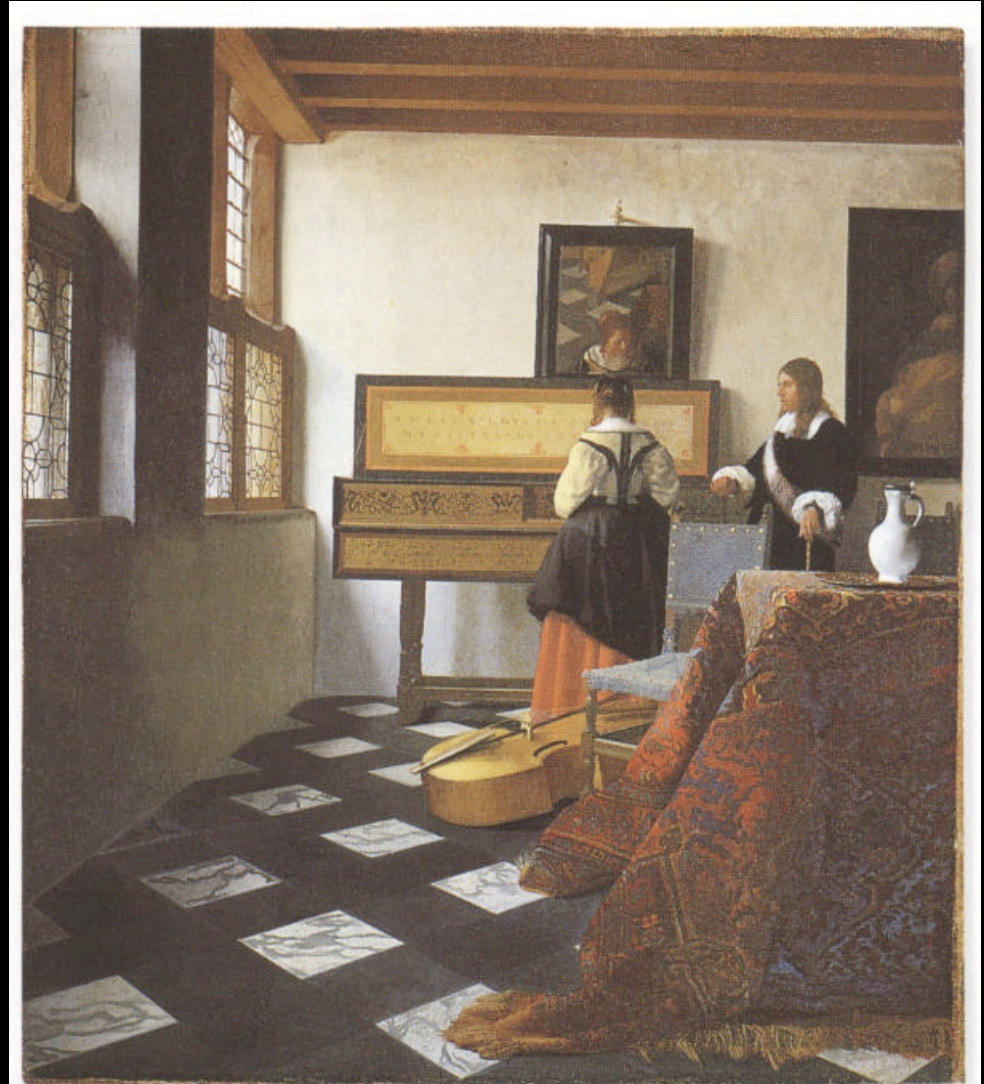
---

- Camera obscura



# *Vermeer 1660*

- Camera obscura



# Gadgets

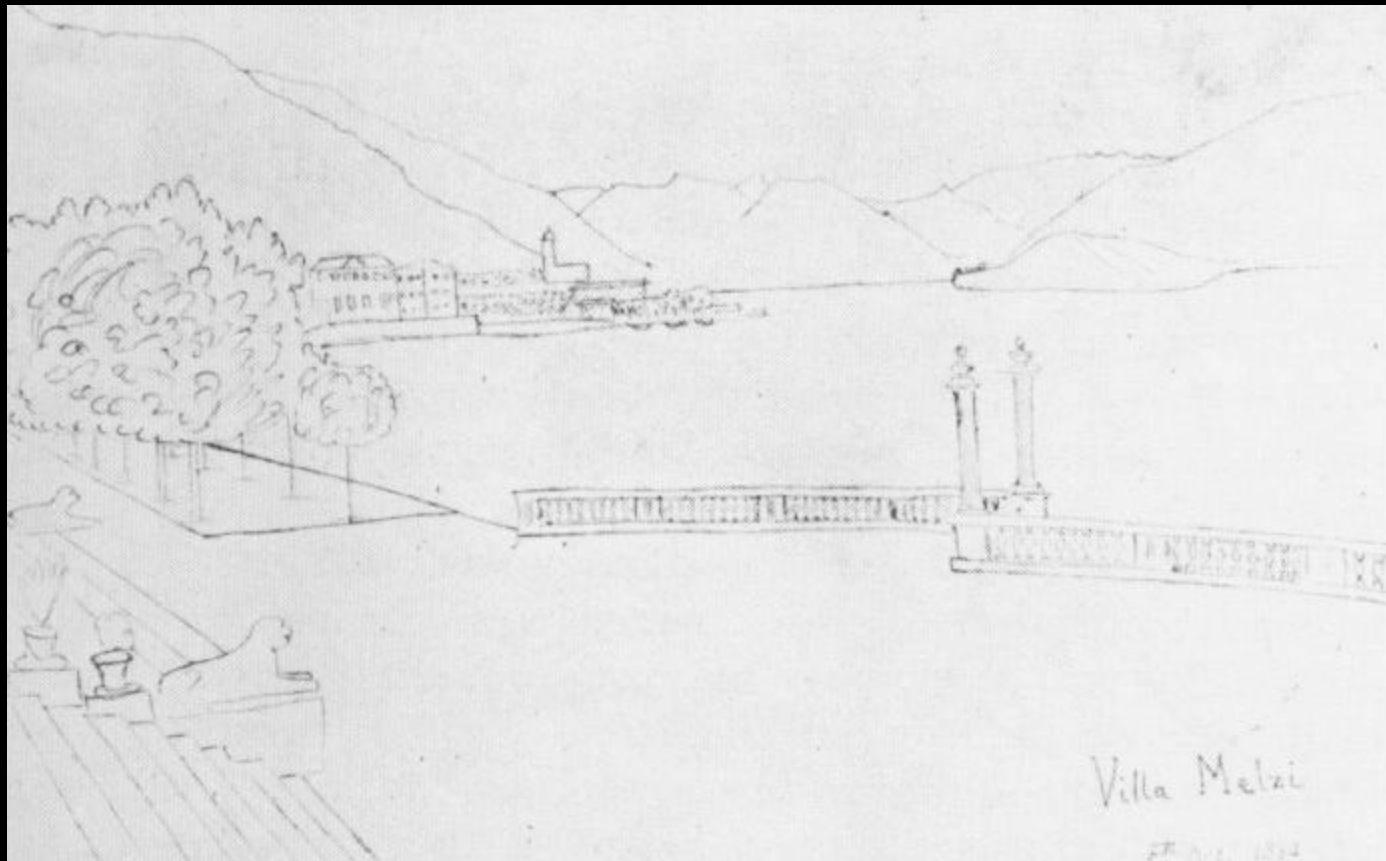
- Baldassare Lanci's universal instrument for surveying and perspective 1557





# Gadgets

- Camera Lucida
- E.g. Talbot



Perspective



THE CAMERA LUCIDA *left*  
W.H. Wollaston's Camera Lucida, patented in 1806, was a precise aid to perspective drawing. Closing one eye and looking down and over the edge of a four-sided prism, the artist could see the object in front of the apparatus, as well as the "three-dimensional" image of the object projected onto the drawing paper below.

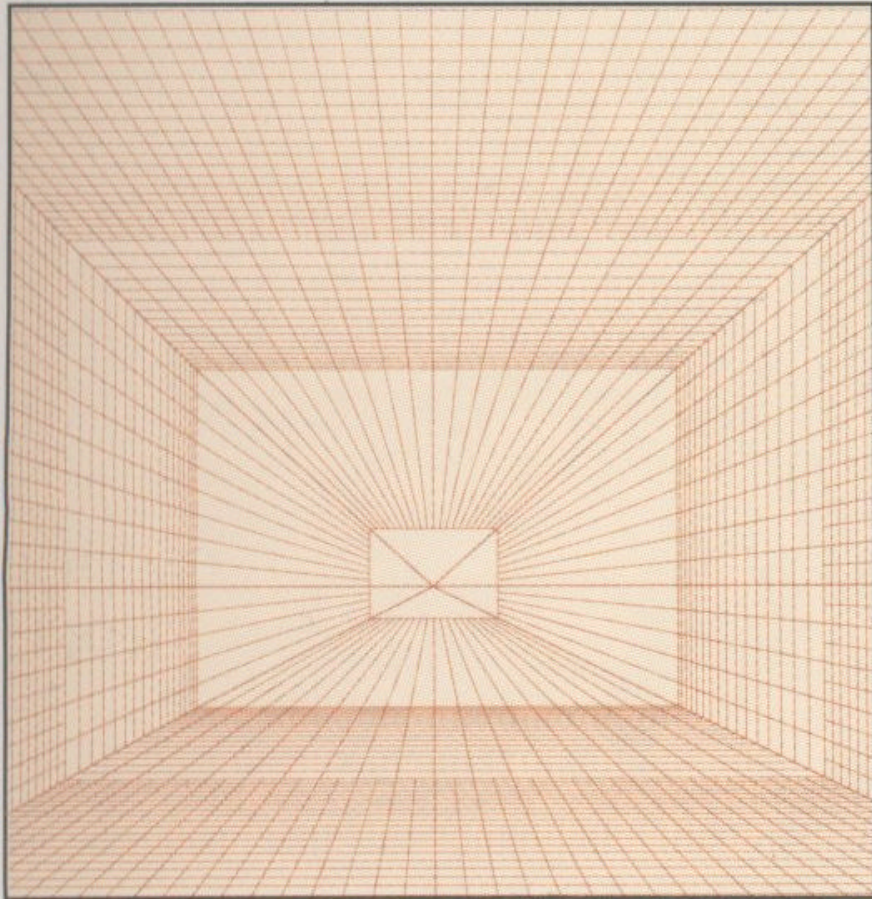
(1765)  
use.  
d.  
piece  
nd  
ng  
am  
lly  
his  
er the  
ct  
rted  
raced  
outline  
per,  
f  
ot the  
rtions

Eye-piece - this can be adjusted so that the viewer can focus the image

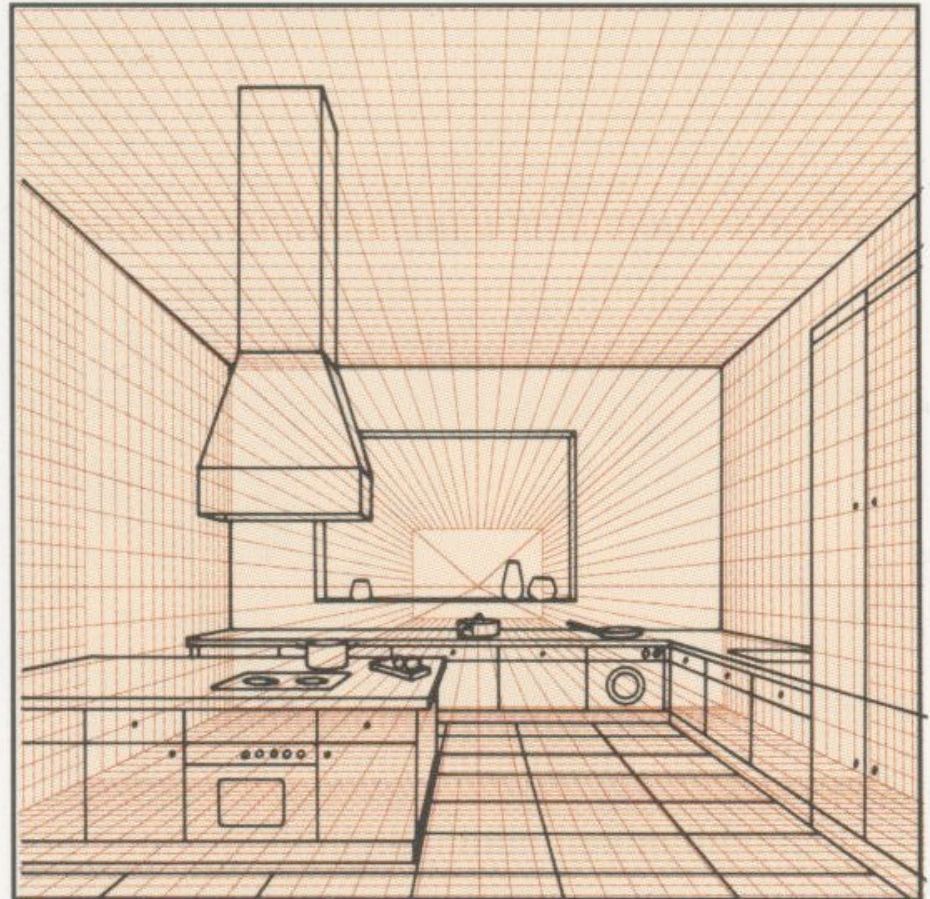
# *Perspective grids*

---

42



43



# *Perspective distortion*

---

- The sphere is projected as an ellipse



# *Perspective distortion*

---

- The sphere is projected as an ellipse

