

## **6 PERSPECTIVE PROJECTION**

### **WHAT IS PERSPECTIVE?**

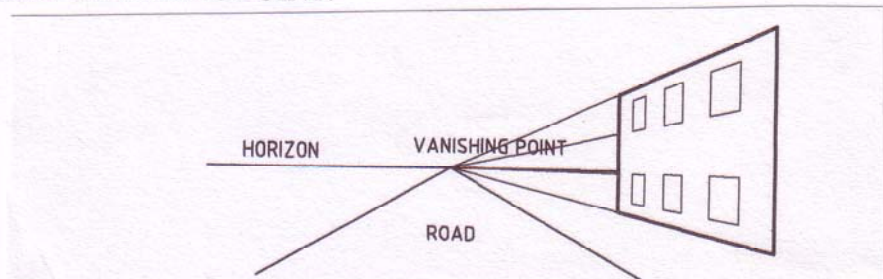
Perspective is the APPARENT tapering of the sides (and sizes) of objects as they go away from you.

The objects appears to get smaller and the details on these objects seem to get closer to each other as well.

Look at any long building and note these effects. See how the top and bottom lines appear to converge to a single point on the horizon.

### **ESSENTIAL RULE OF PERSPECTIVE**

Objects or lines parallel to each other will appear to converge to a common point on the horizon. This is called a VANISHING POINT.



See how the road and the building both appear to vanish to the same point if they are parallel.

IF WE ARE LOOKING PARALLEL TO THESE OBJECTS, a line through our eye will be parallel to the objects and then WOULD VANISH TO THE SAME VANISHING POINT as the objects.

This is a very important point to remember.

### **MEASURING or SCALING OBJECTS IN PERSPECTIVE**

This generally cannot be done as no lines are true size or true angle.

### **VIEWPOINTS FOR PERSPECTIVES**

To see further, we climb high hills or buildings. This enables us to see a wider range of territory between us and the horizon.

Are you looking down to see the distant horizon? No it will be level with your eye no matter how high your eye is located above the ground.

If you are lying down the ground nearby appears to be horizon.

