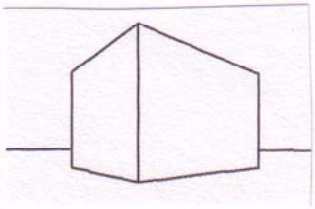
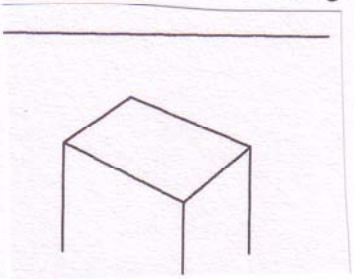
As you stand, the horizon appears higher



On top of a tower the horizon is huge distances away and all the detail of buildings and landforms between us and the horizon is seen.



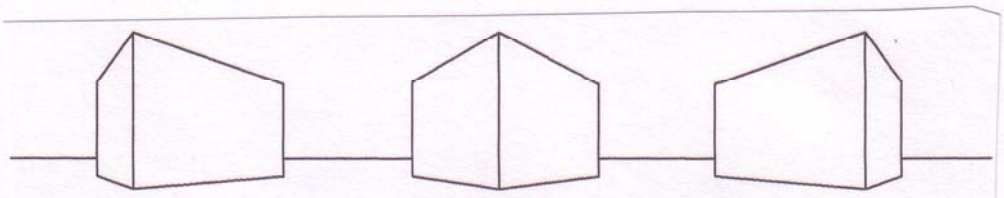
The first example is a "worm's eye" view
The second is a "standard" view as it is the most common to us when moving around and is the most commonly expected as a perspective view.
The third is a "bird's eye" view and is great for showing roofs and lots of extra surrounding things but it is not a view commonly seen by most people.

In all cases, the point from which we are looking will be called the EYE or the OBSERVER.

VIEWPOINT ANGLES FOR PERSPECTIVES

When viewing objects, they are either to our right, in front or to the left.

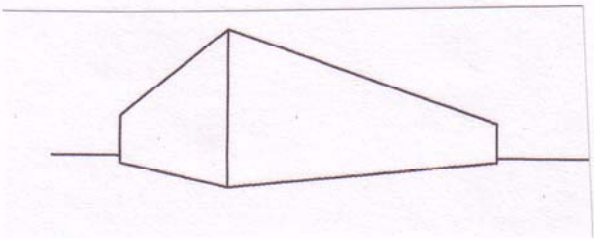
Whichever view is chosen will set the angle at which we will be looking at this object.



Once we have chosen the desired angle of view, we can assume the observer's eye can be moved to a more direct location in front of the object to make the drawing setup easier….more about this later.

DEPTH OF FIELD OF VIEW IN PERSPECTIVE PROJECTIONS

By locating the Eye close to the plan will generate distortion in our perspective with savage angles of convergence and grossly-elongated sides of the building which distorts the proportion of the building.



By locating the eye about 18m (at 1:100 scale) from the plan (you will judge the best distances to use once you have drawn and evaluated the best choice), you get a fairly normal degree of taper and retain the object proportions.