

Name _____

7th Grade—UNIT 5: Space and Perspective

Essential Question: How do the elements of art create the illusion of distance?

Key ? : What are one-point and two-point perspective?

Key ? : What is atmospheric perspective?

Day 1--WARM-UP#1

What do you think artists can do to make objects look like they're far away in their drawings?

Day 1—Assignment—Read Art: A Personal Journey, pp. 236-237 and answer the questions

1. What is LINEAR PERSPECTIVE and why do artists use it?

System based on lines and geometry used to create the illusion of distance on a flat surface

2. What is the HORIZON LINE?

Line that divides the ground and the sky

3. What is the VANISHING POINT?

The furthest point from the viewer; where all lines appear to meet

ONE-POINT PERSPECTIVE uses ____1____ vanishing point/s.

TWO-POINT PERSPECTIVE uses ____2____ vanishing point/s.

*In the boxes below you will draw an example of one-point and two-point perspective.

*Label the horizon line (HL) and the vanishing point/s (VP)



One-point perspective



two-point perspective

Review: How does linear perspective create the illusion of distance?

ATMOSPHERIC PERSPECTIVE

Pay attention to how these concepts play out when you are looking at landscape. The same tree looks not only smaller in the distance (linear perspective) but also less leafy (contrast, detail and focus) and not as bright a green (color). As the trees get farther away they blend into the landscape and eventually all you see are rows of hills, flat as cutouts, receding to the horizon. This is especially true on a hazy day or when looking into the sun.

1. What is atmospheric perspective?
deals with how the appearance of an object is affected by looking at it through a layer of air
2. What natural things in the atmosphere create a filter (veil) of the visual information?
Moisture, dust and pollutants
3. How do colors on nearby objects look? How do colors on faraway objects look?
Bright dull, grayish
4. How does the focus change with near objects and far objects?
Clear and sharp when near; fuzzier when far
5. How does detail change with near objects and far objects?
More defined detail in near objects; less detail seen in far objects

*You will be creating a design with objects and shapes using linear and atmospheric perspective to create the illusion of space and distance. You will use colored pencil.

*First draw 30 shapes (they can be symbols, animals, logos, letters, etc.) Be sure to use one-point or two-point perspective when drawing the objects. Don't draw any in the center.

*Mark the vanishing point in the center, and use a ruler to create lines connecting the edges of your shapes to the vanishing point.

*You can stop some of the shapes before they reach the vanishing point to create more visual interest.

*Use atmospheric perspective by coloring the objects brightly and slowly fading the color as you reach the center.

Day 3: Warm-up

What is the difference between linear and atmospheric perspective?

*You will recreate the atmospheric perspective shown in the example below. See how the shapes fade like a value scale?? Recreate this! Think of the questions you answered in the previous assignment:

