

## Perspective Vocabulary

**Horizon Line** - the artist's eye level.

**Parallel lines** - lines that are equal distance apart and never meet.

**Converging lines** - lines that appear to meet at a vanishing point on the horizon.

**Perpendicular lines** - line at a right angle to another line.

**Linear Perspective** - a geometric system of drawing that shows the illusion of depth on a flat surface.

**Atmospheric Perspective** - created by making objects closer, brighter and more detailed and objects at a distance lighter, duller and blurry.

**Diminishing size** - making objects closer larger and objects that recede in space increasingly smaller.

**Shading** - darkening sections of an object from light to medium gray and very dark to convey the three dimensional shape of the object.

**One point Perspective** - a work of art in which all lines appear to converge to one point as in "The Last Supper" by Leonardo Da Vinci.

**Two point perspective** - a work of art in which all the lines appear to converge to two points, as in the "Death of Socrates" by Jacques Louis David.

**Realism** - a style of art which strives to create images that are as close to reality as possible.

**Stylization** - is representing natural objects in a particular style that can be a popular style or an individual style. An example would be Edvard Munch's "The Scream" in which the facial features and objects in the painting are simplified and elongated.

**Renaissance** - means rebirth. It refers to the revival or interest in the arts of the classic Roman and Greek period. It occurred between the 14th and 17th centuries and saw the birth and development of perspective and shading to create the illusion of three dimensions on a two dimensional surface.