

## The History of Perspective

The History of Perspective in Art

Renaissance Painting



Perugino, Pietro Giving of the Keys to St. Peter, 1481-82

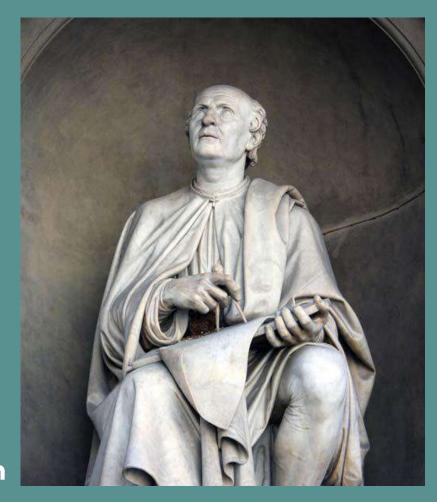
2) Perspective drawing was first used during the Renaissance Period.

The Renaissance was a cultural movement that spanned roughly in the 14th to the 17th centuries in Europe.

The Greeks and Romans understood perspective, but over time, their knowledge was lost.

It was 15th Century Italian architect and engineer Filippo Brunelleschi who re-discovered the laws of perspective.

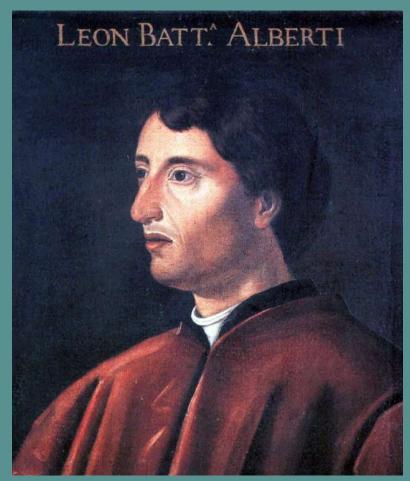
He demonstrated a mathematical approach that proved how forms and space shrink in size according to their location and distance from the eye.

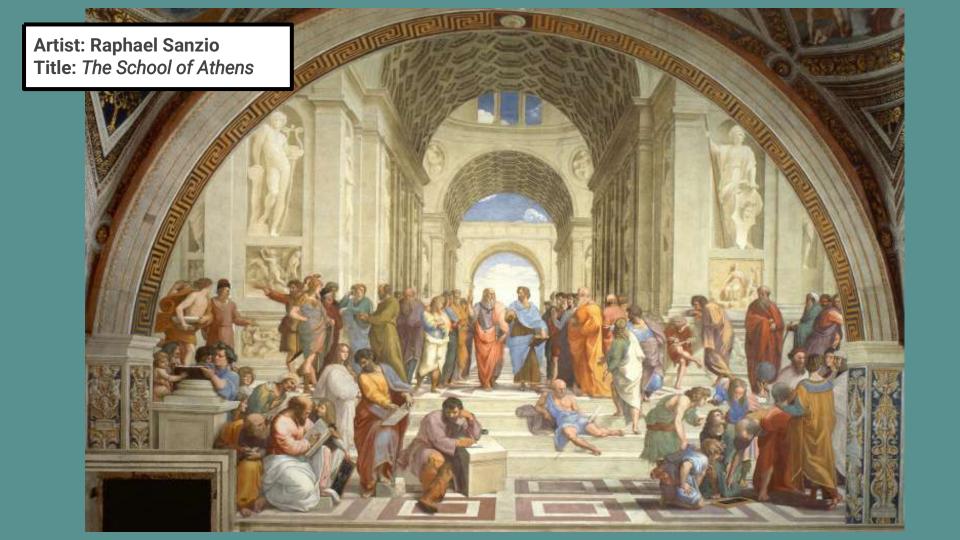


Then, in 1435 Leon Battista
Alberti discovered the first
theory of linear perspective.

He published his treatise Della Pictura (On Painting) in which he too relied on mathematics as the common ground of art and science.

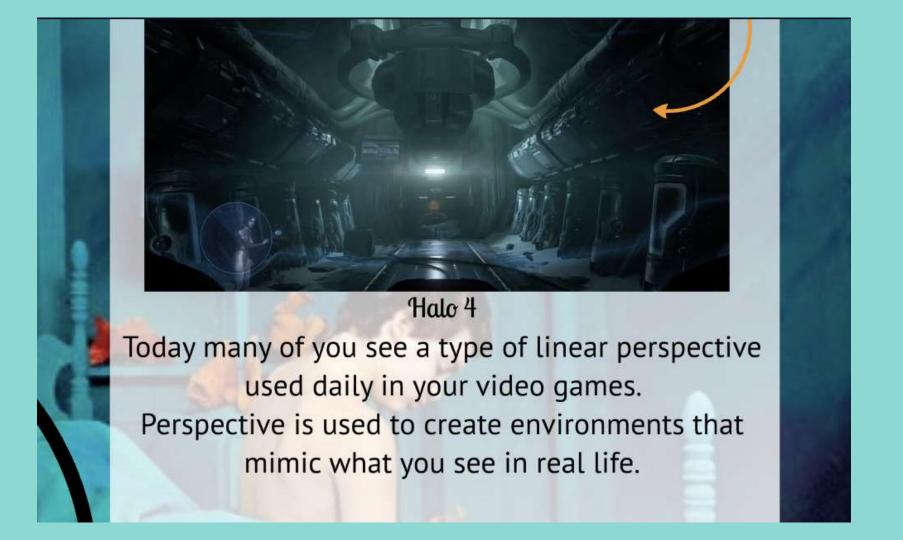
Alberti's discovery had an enormous impact on European artists and is still used by artists, designers and architects today.



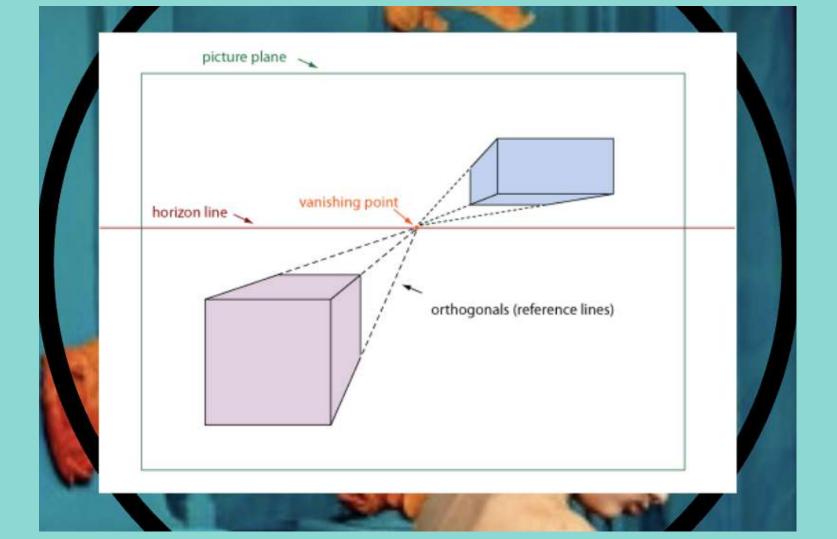


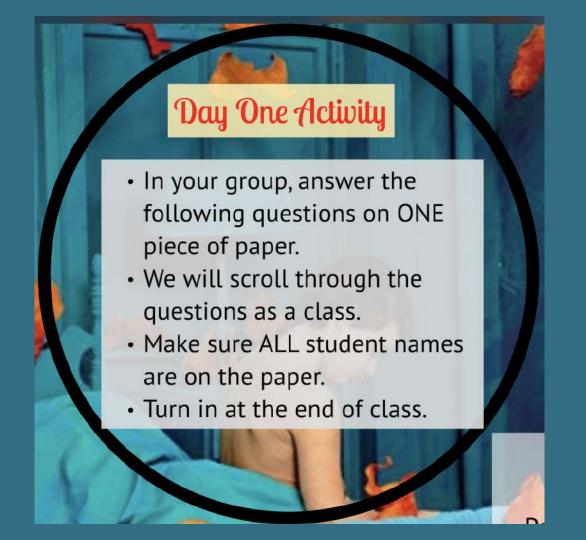






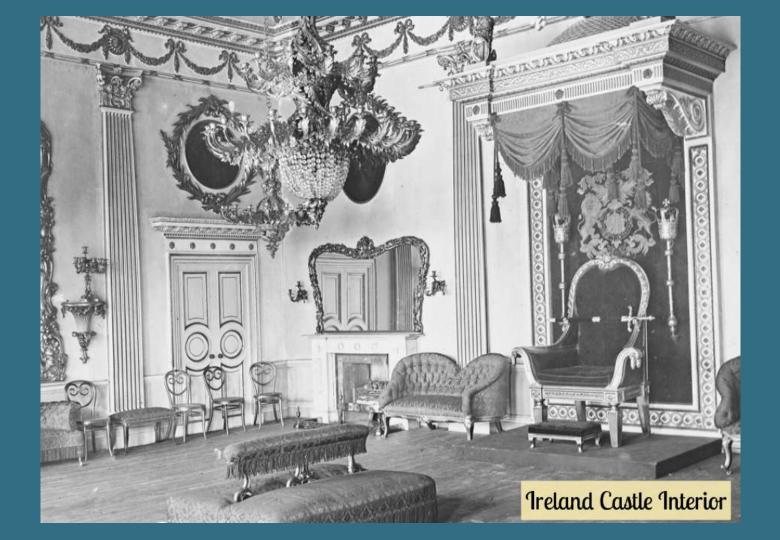


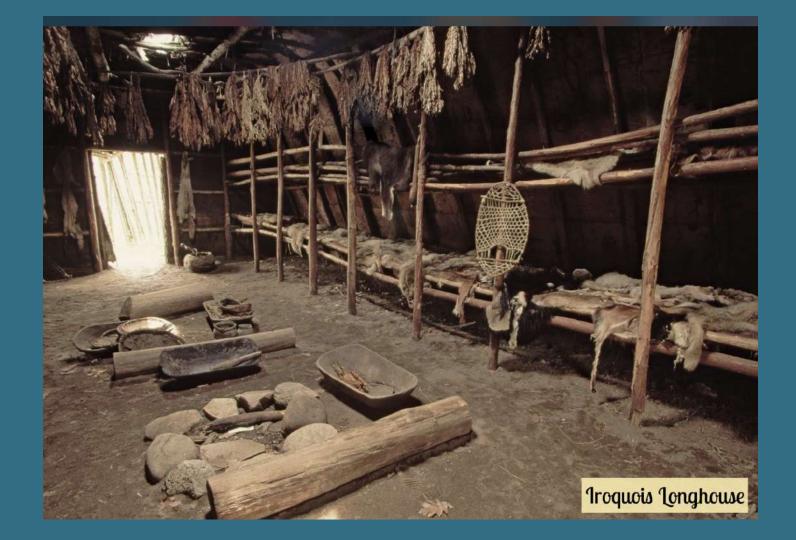


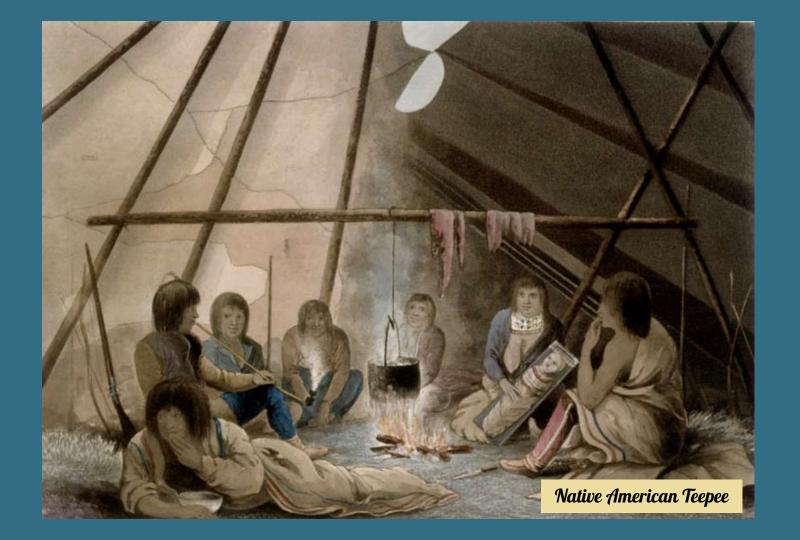








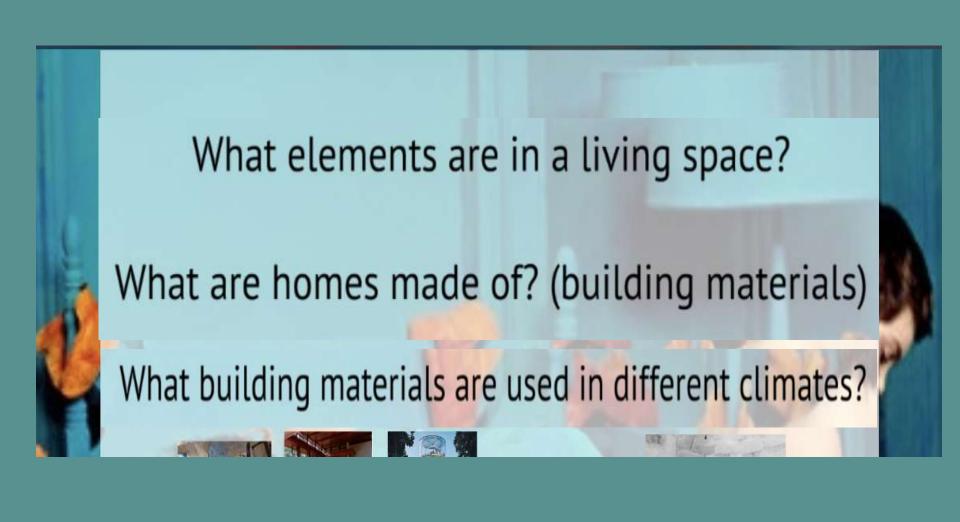








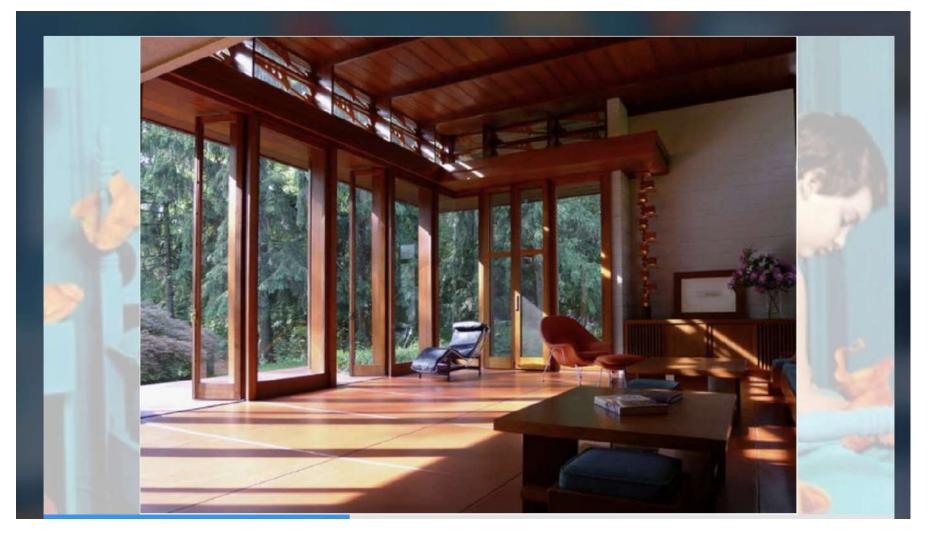
Contemporary Kitchen







Materials







## Climate?











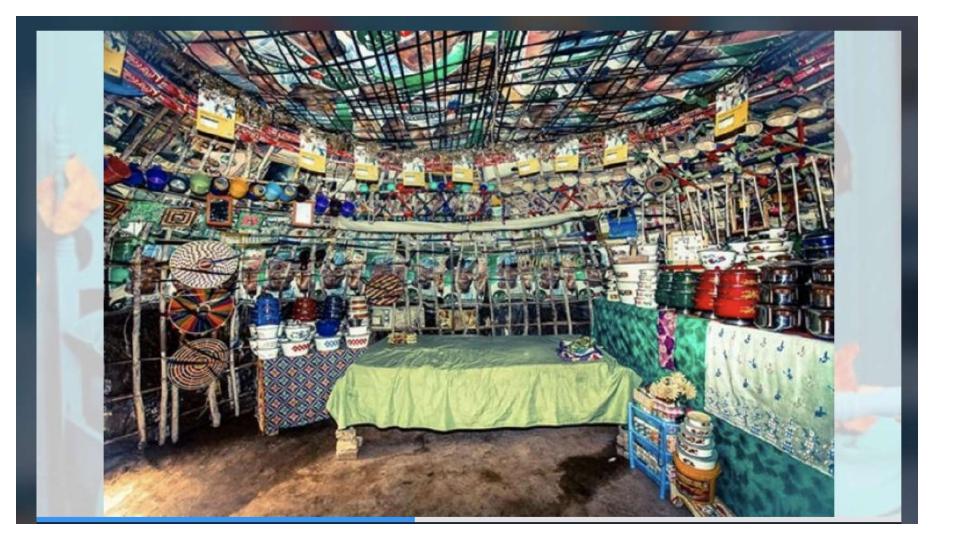


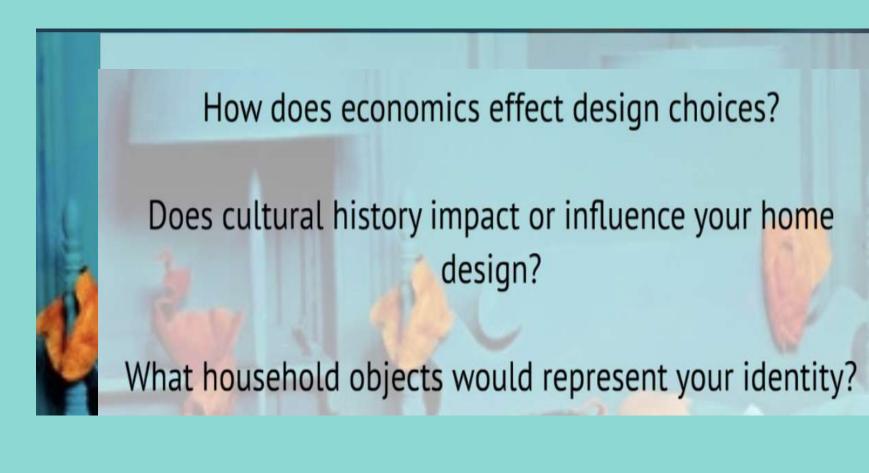












## Economics







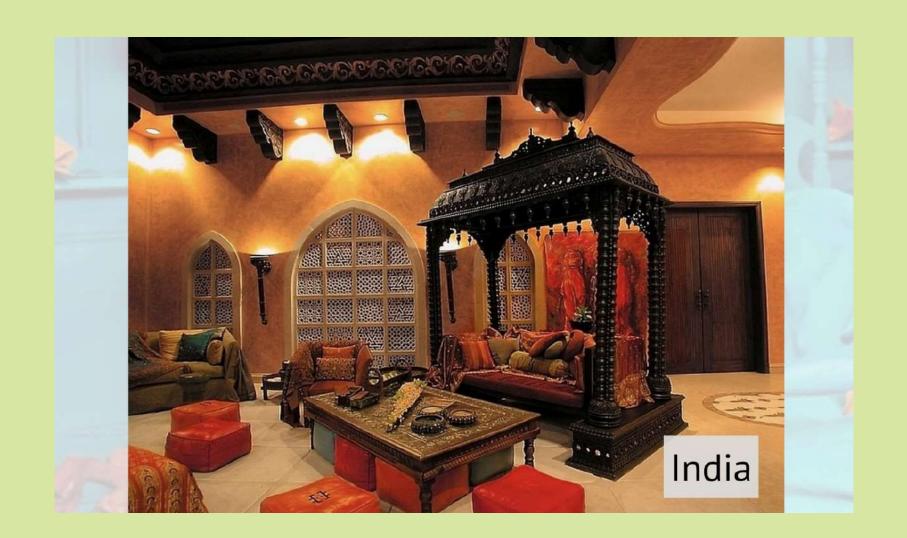




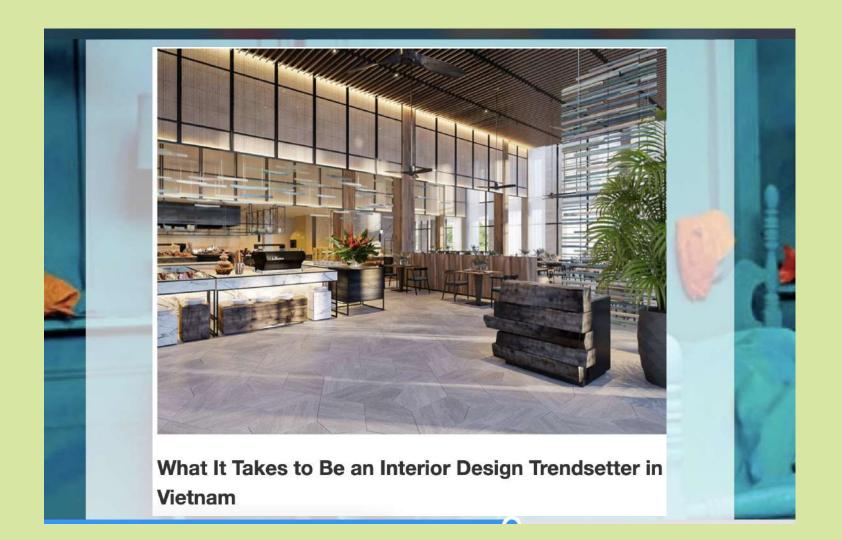
# Culture



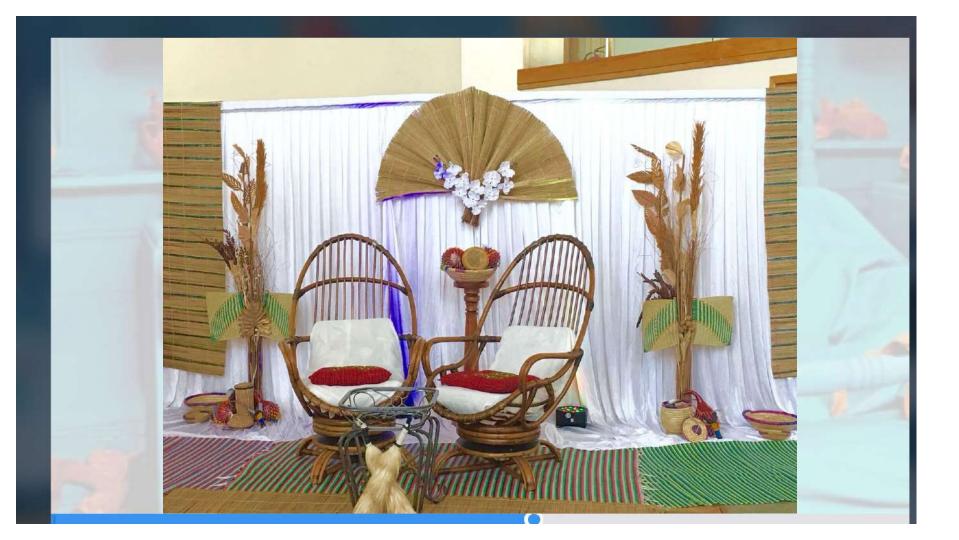






















# Identity

















## Last set of questions for today...

What's the difference between a home and a living space?

How does global perspective affect how we define our needs and wants.

# Vocabulary

### **Vocabulary Activity**

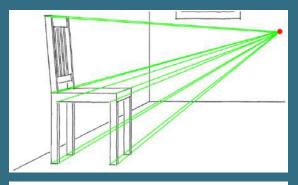
What I think it is	Drawing
Perspective (Perspectiva)	
Definition	
Perspective (Perspectiva)	

# There are 3 main types of linear perspective:

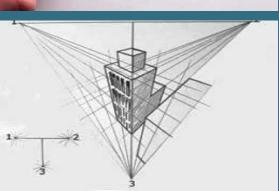
One-Point Perspective - 1pt

Two-Point Perspective - 2pt

Three-Point Perspective - 3pt





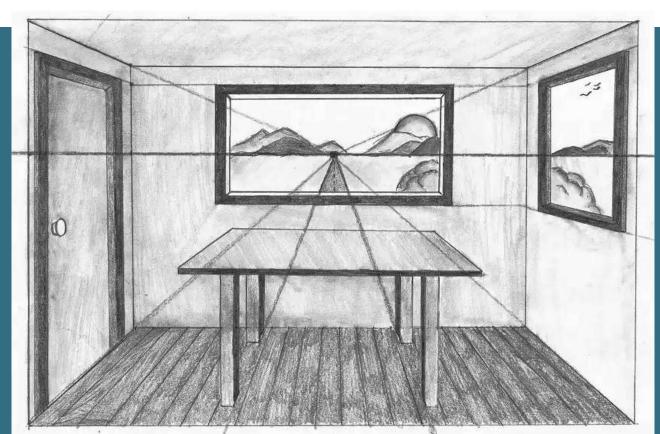


1pt

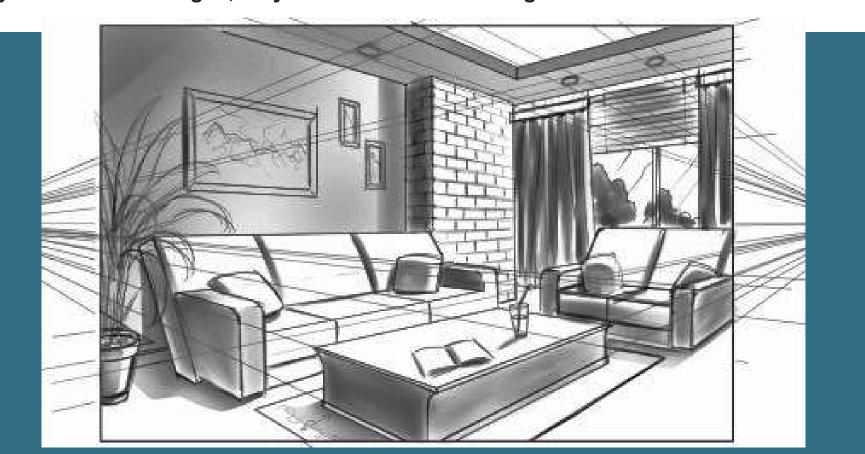
2pt

3pt

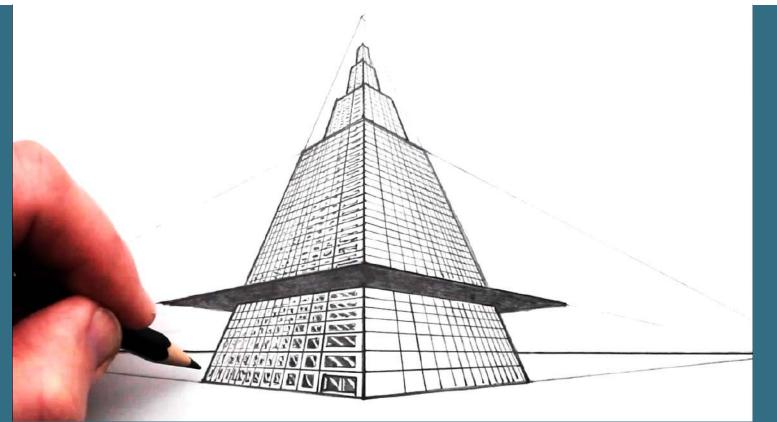
One-point perspective contains only one vanishing point on the horizon line. This type of perspective is typically used for images of roads, railway tracks, hallways, or buildings viewed so that the front is directly facing the viewer. ... These parallel lines converge at the vanishing point.



Two-point perspective occurs when you can see two vanishing points (VP) on horizon line from your point of view. Two-point perspective drawings are often used in architectural drawings and interior designs; they can be used for drawings of both interiors and exteriors.



Three-point perspective is a linear perspective in which parallel lines along the width of an object meet at two separate vanishing points (VP) on the horizon line and a 3<sup>rd</sup> VP on a vertical line where the object(s) meet at a vanishing point on the perpendicular bisector of the horizon line



#### PERSPECTIVE VOCABULARY

1. Perspective: the art of seeing an object as to shows depth or distance

- 1. Background: the distant part of a landscape: the surroundings behind something
- 1. Foreground: the part of the scene nearest to the viewer

1. Midground half-way between foreground and background

1. Overlapping: in front of one another; implying distance

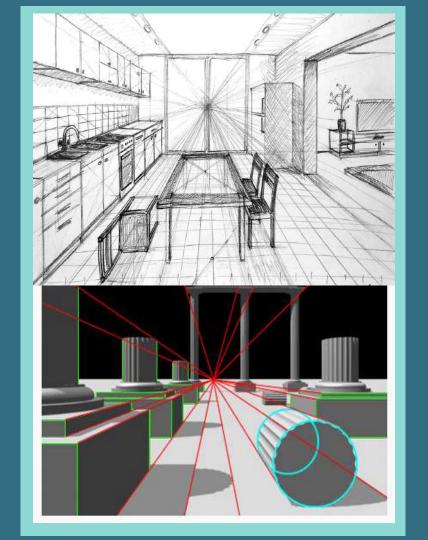
- ...continued perspective vocabulary
  6. Horizon Line: a straight level line where earth/water and sky seem to meet
- 7. Orthogonal Line: The term used to describe parallel lines which appear to converge in the system of linear perspective
- 8. Linear Perspective: the observation that the appearance of size diminishes with distance i.e railroad track
- 9. Atmospheric Perspective: expresses deep space, far distance, and tends to obscure vision i.e mountains in a distance appear foggy/obscured (seen in outdoor/exterior perspective

#### RELATED PERSPECTIVE VOCABULARY

- 1. Proportions: the comparison or size between things; the relationship to the whole i.e a hand holding an apple; how big is the apple compared to the hand?
- 1. Horizontal Lines: Straight lines parallel to the horizon.
- 1. Vertical Lines: Lines that are straight up and down that are drawn at right angles to the horizon
- 1. Diagonal Line: A straight line from a corner to the opposite (diagonal) corner of a cube, rectangle, parallelogram, etc.

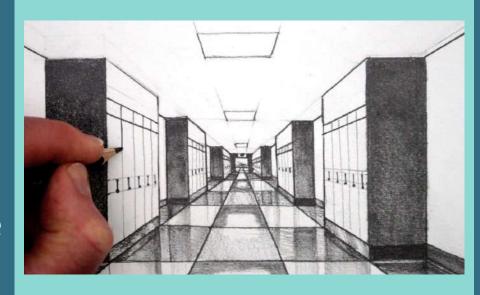
## **Perspective**

the art of drawing an object as to show depth or distance



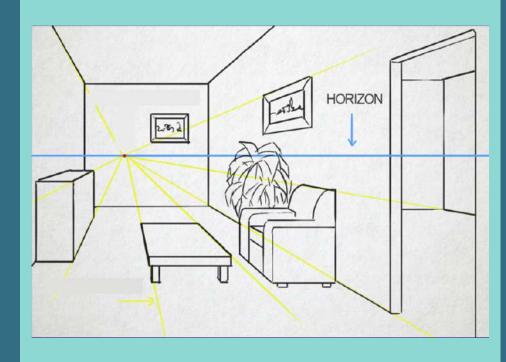
## Linear Perspective

the observation that the appearance of size diminishes with distance



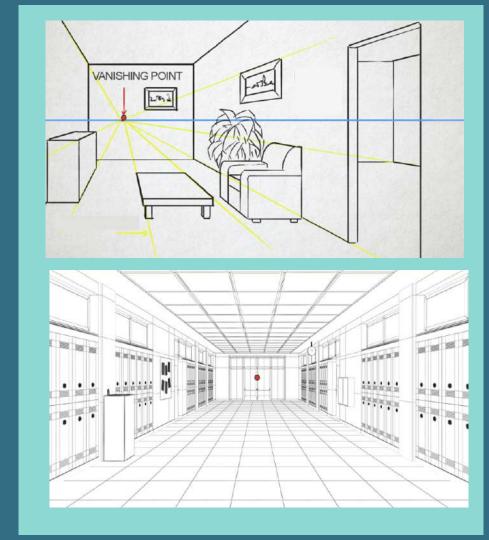
### **Horizon Line**

a straight level line where earth/water and sky seem to meet



## Vanishing Point

VP is the point to which all lines recede, located on the horizon line

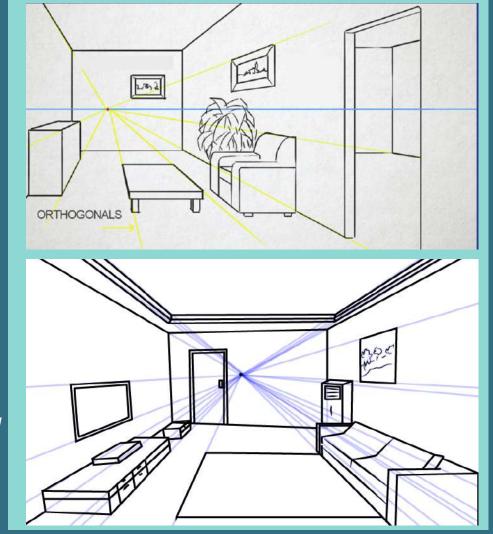


# Orthogonal Lines

Also can be called construction lines.

They are lines that will be erased once you have drawn an object

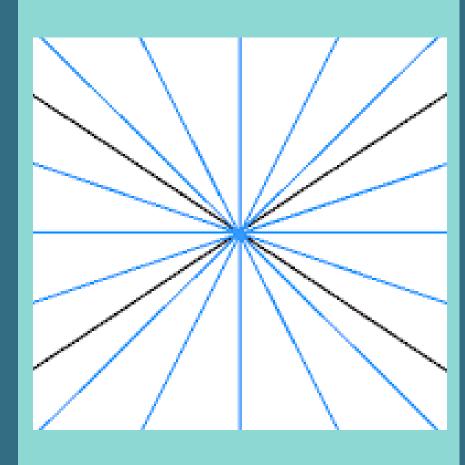
\*Tip/Hint draw orthogonal lines very very lightly!

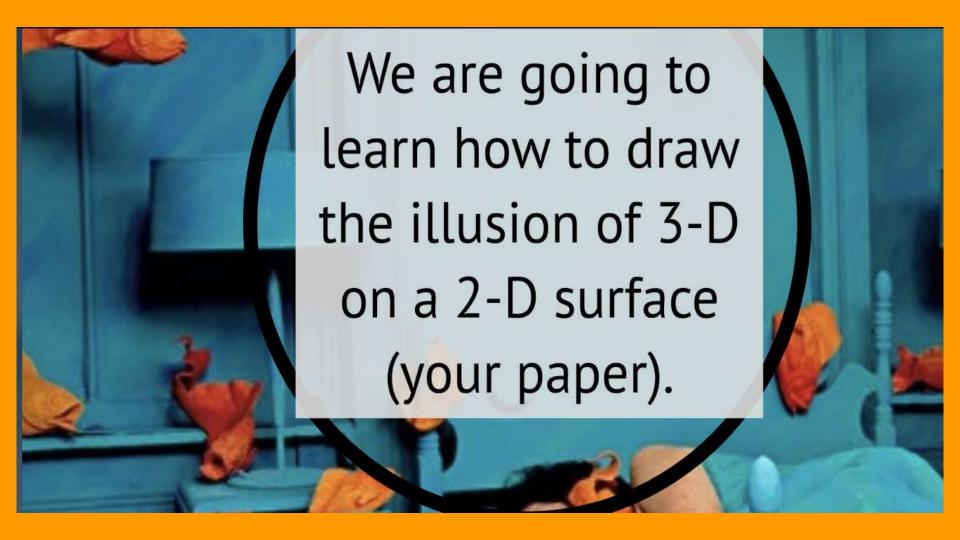


#### ...continued Orthogonal Line

In a linear perspective drawing, orthogonal lines are the diagonal lines that can be drawn along receding parallel lines (or rows of objects) to the vanishing point.

These imaginary lines help the artist maintain perspective in their drawings and paintings to ensure a realistic view of the object.







#### 2D

Two dimensions: length and width

#### **3D**

Three dimensions: length, width, and height/depth = volume



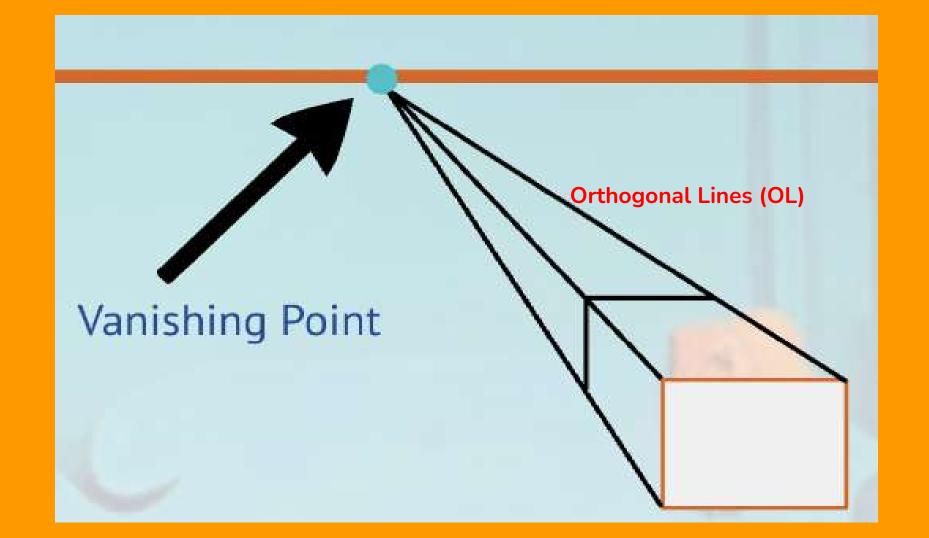
### One-Point Perspective

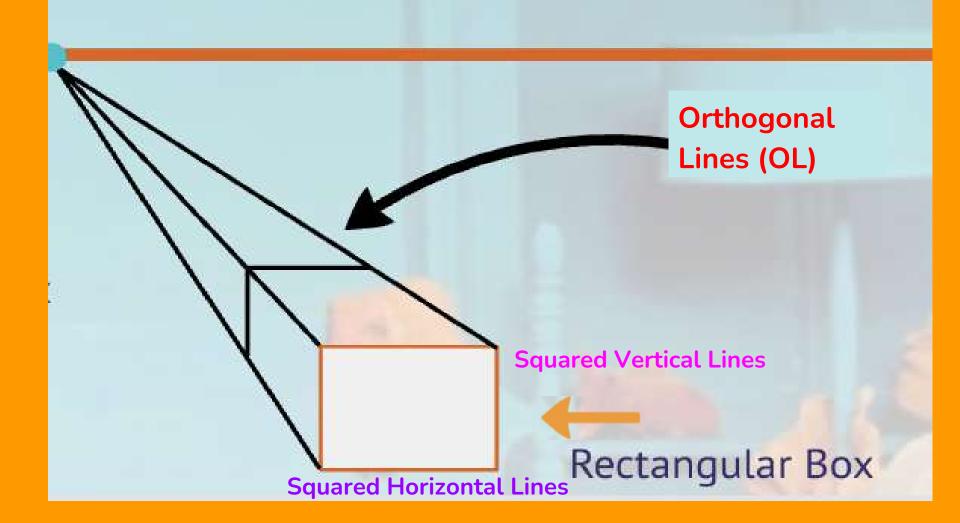
The simplest method of perspective drawing which uses:

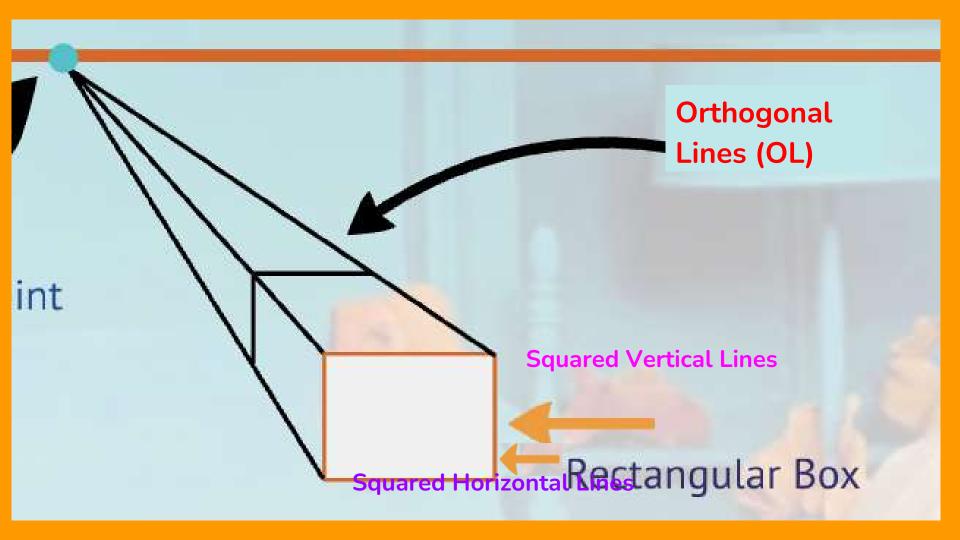
- Vanishing Point (VP)
- Horizon Line
- Orthogonal Lines (OL)
- Squared Horizontal Lines
- Squared Vertical Lines

#### Vanishing Point







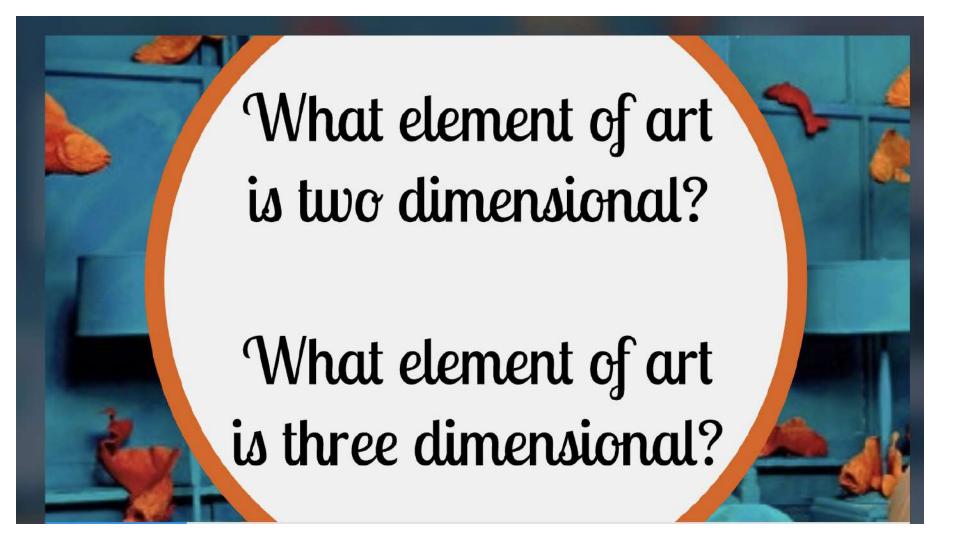


#### **Recap Questions**

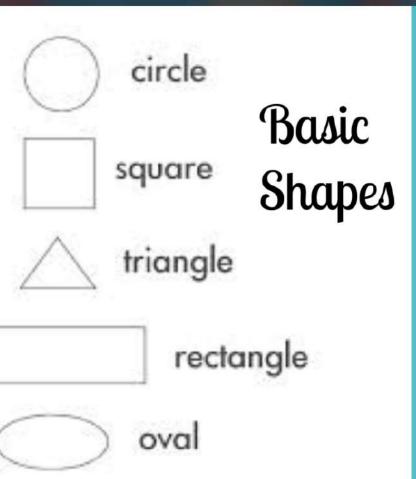
1. In your own words define one point perspective?

1. Why is one point perspective important?

1. What are the three key parts of one point perspective?

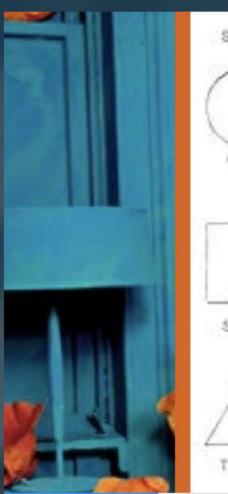
















Square



Triangle



Basic Forms







Pyramid





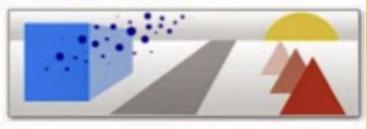


## Elements of Art



#### SPACE / PERSPECTIVE

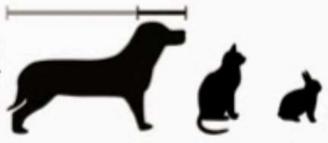
Space refers to the area in which art is organized. Perspective is representing a volume of space or a 3-dimensional object on a flat surface.



#### Principles of Art & Design

#### PROPORTION / SCALE

Proportion is the size relationship of parts to a whole and to one another. Scale refers to relating size to a constant, such as a human body.



# RHYTHM / MOVEMENT

Rhythm or movement refers to the suggestion of motion through the use of various elements.



# Statement of Inquiry

Living spaces can be designed to tell the story of individuals' personal and cultural expression.

# One Point Perspective Interior Dream Room/Space

#### Incorporating

- Innovation
- Culture
- Dream Design



#### Culture

- What is culture?
- What does culture look like in your life?



#### Community

- What is community?
- What does community look like in your life?



#### Innovative

"Unique"

introducing new ideas; original and creative in thinking.

- What does this mean for the project?
- What does this look like?

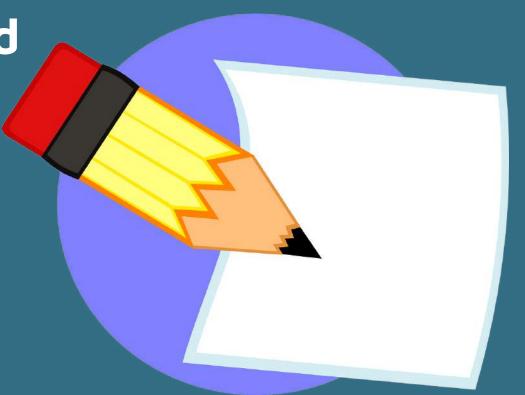


Revise or Expand

What does this word revise mean?

What does the word expand mean?

Why is it important to make revisions?



# Our Project

Now that we've thought about many different aspects of housing and interiors, we are going to start thinking about our project.

YOU are going to design a creative interior space. Your space will reflect your culture and identity. It should be designed for a specific location/environment. You will use perspective: Focal point, scale, detail. It will have a light source.

You will draw at least four household objects that add to your personal story. You will draw one innovative object and three pieces of furniture.

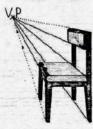


How to draw furniture, using one point perspective





Draw the side view of a chair and mark with an X the single vanishing point. Note the position of the vanishing point. You may need to experiment a little with the position of the vanishing until you find what you consider to be the right place.



 Draw faint lines from each corner/edge of the chair projecting them back to the vanishing point. Add the width to the chair and shade/colour. How to draw furniture, using one point perspective



1. Draw a side or front view of the table.



2. Mark a vanishing point on the paper and start projecting faint lines from each of the corners/edges of the front/side view of the



 The most difficult part is ensuring that the back legs line up with the frost legs.
 One way of ensuring that this happens is to project first lines as shown on the drawing opposition.



4. When you have completed the drawing acid some shade. On this example a grey fett pen has be used for most of the beckground colour, a black pen for the deliver does and for the region of the wood.





# Think about COLOR!

#### Make it UNIQUE!











### Project Requirements Student Examples

#### **One-Point Perspective Room Criteria:**

- 1. Specific Location/Environment
- 1. Perspective is accurate and correct throughout the drawing: Focal Point, Scale, Detail, Light Source
- 1. 1 window
- 1. 1 door
- 1. 1 innovative/unique/creative
- 1. 3 cultural, community, or identity items
- 1. 4 household objects besides furniture
- 1. 3 added textures/patterns (Principles of Art)
- 1. 5 pieces of furniture.
- 1. 5 added details
- 1. Furniture is in proportion to the room and the other objects in the room.
- 1. Furniture has appropriate details, such as rounded-off couch cushions and edges of tables or shelves.
- 1. Space (Element of Art) is used well; there are not any big empty spaces where nothing is happening.

#### Now, get peer feedback... What is the best sketch?

Sketch your best idea.

Get the design approved by the teacher.

When you get your final paper:

Sketch LIGHTLY first!

Make sure you have all the requirements.

# **Room Practice**

Name: Example #2

Image # 2 Furniture

Descriptions of your reference picture: Talk about

1. What do you like about the image?

The shape

What part will you use?

Whole couch and a dog

3. How will you make it your own, original

Add different pillows, change arm shape

#### Example Slide: Furniture



## One Point Perspective Dream Room Design Basic Criteria

- 1 Window (W)
- 1 Door (D)
- 1 Innovative Item (I)
- 3 Cultural Items (C)
- 4 Household Items (H)
- 3 Textures/Patterns (T)
- **5 Pieces of Furniture (F)**
- 5 Added Details (D)
- **5 Colors/Values**

\*All Accurately Drawn to Perspective



# Interior Room Examples Your Personal Story

- Cultural
- Identity
- Community















