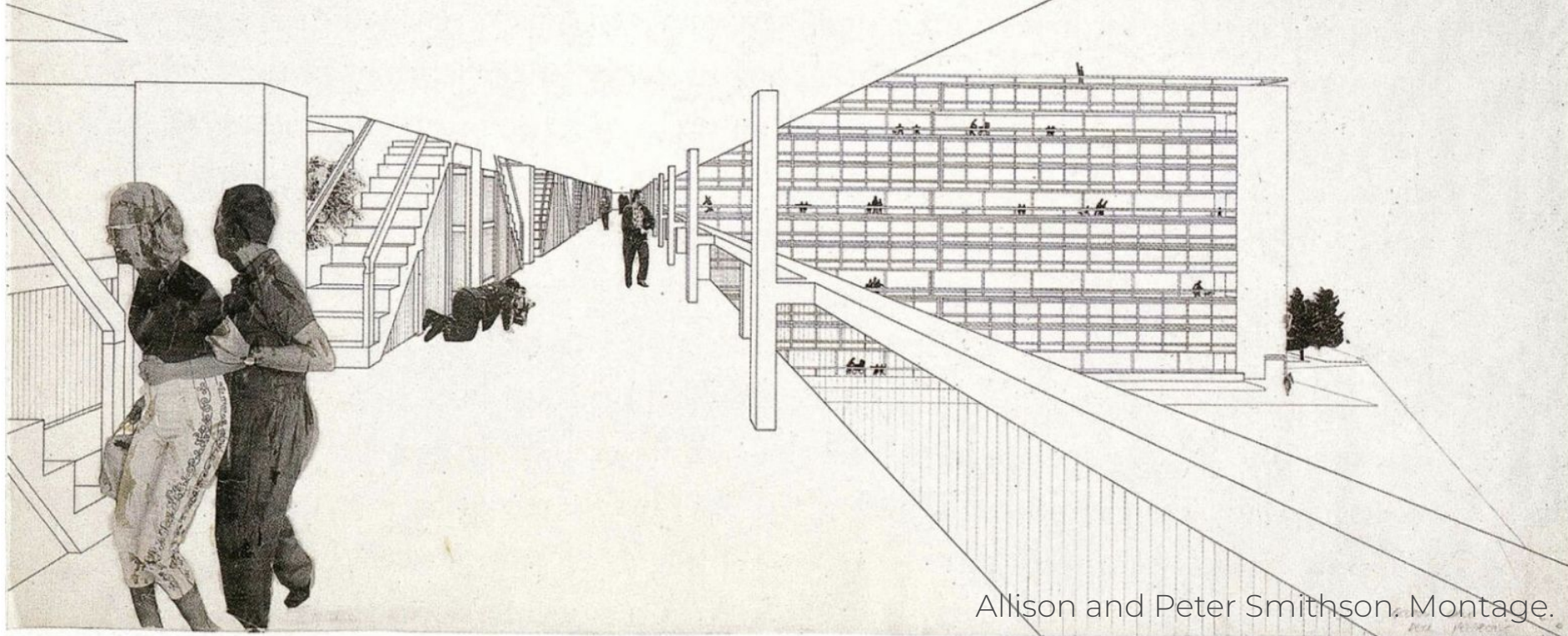


PERSPECTIVE DRAWING

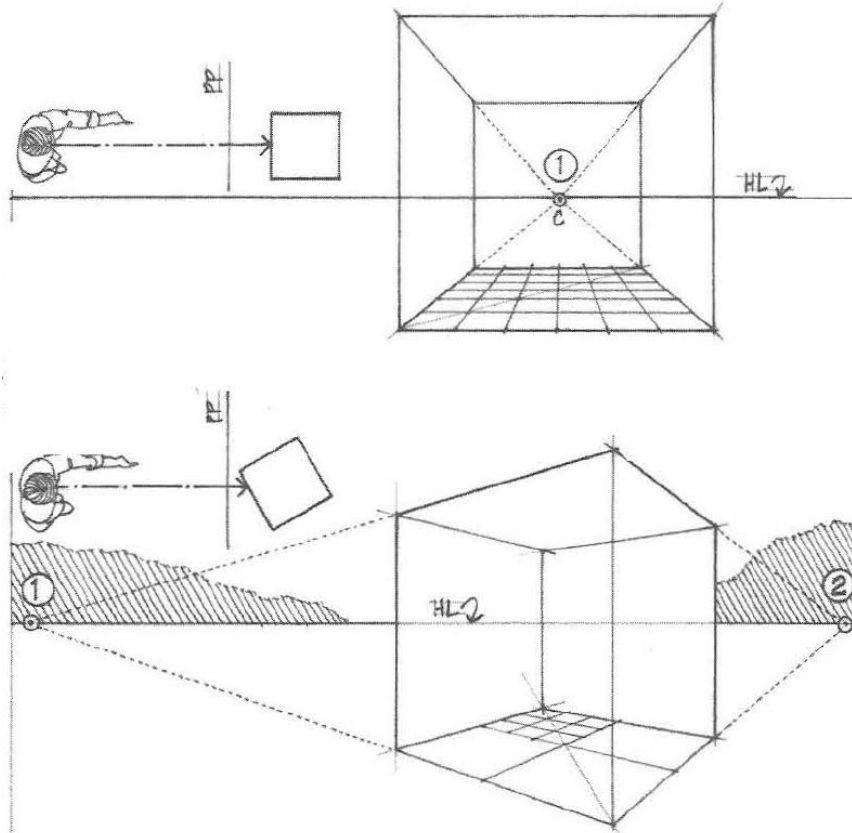


PERSPECTIVE DRAWING

Linear perspective is a technique for describing three-dimensional volumes and spatial relationships on a two-dimensional surface by means of lines that converge as they recede into the depth of a drawing. While multi view and para line drawings present views of an objective reality, linear perspective offers scenes of an optical reality. It depicts how a construction or environment might appear to the eye of an observer looking in a specific direction from a particular vantage point in space.

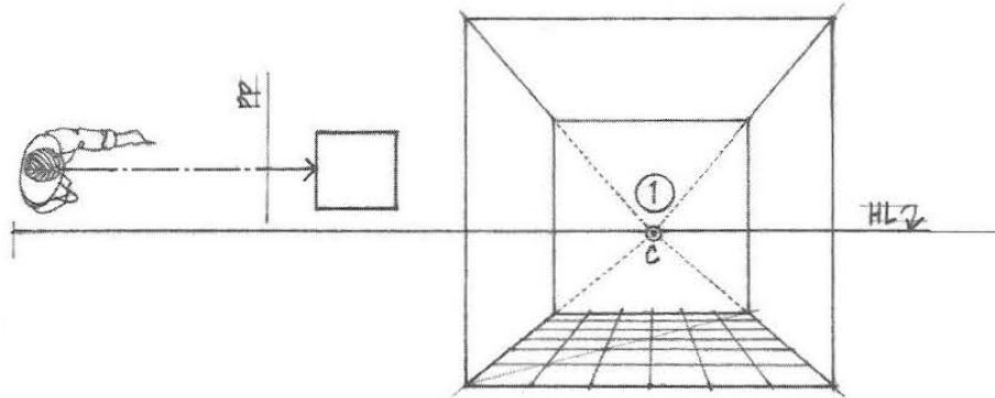
Francis Ching, Architectural Graphics

One-point perspective vs. two-point

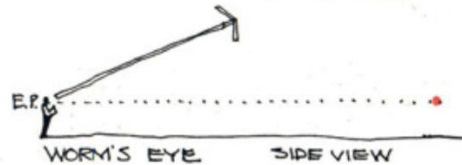
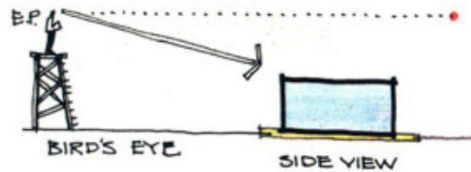
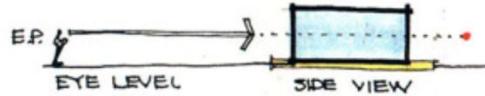
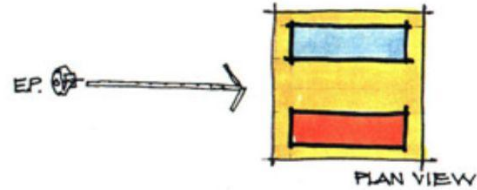


One-point perspective

- We are looking at an object or space with our axis of vision perpendicular to its face or side.
- There are three types of lines we can draw:
 - Vertical lines: representing all vertical lines parallel with the picture plane.
 - Horizontal lines: representing all horizontal lines parallel with the picture plane.
 - Vanishing lines: representing all lines perpendicular to the picture plane.

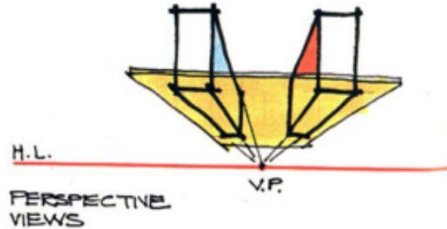
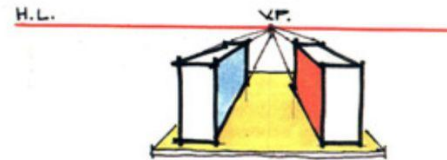
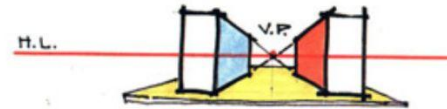


One-point perspective



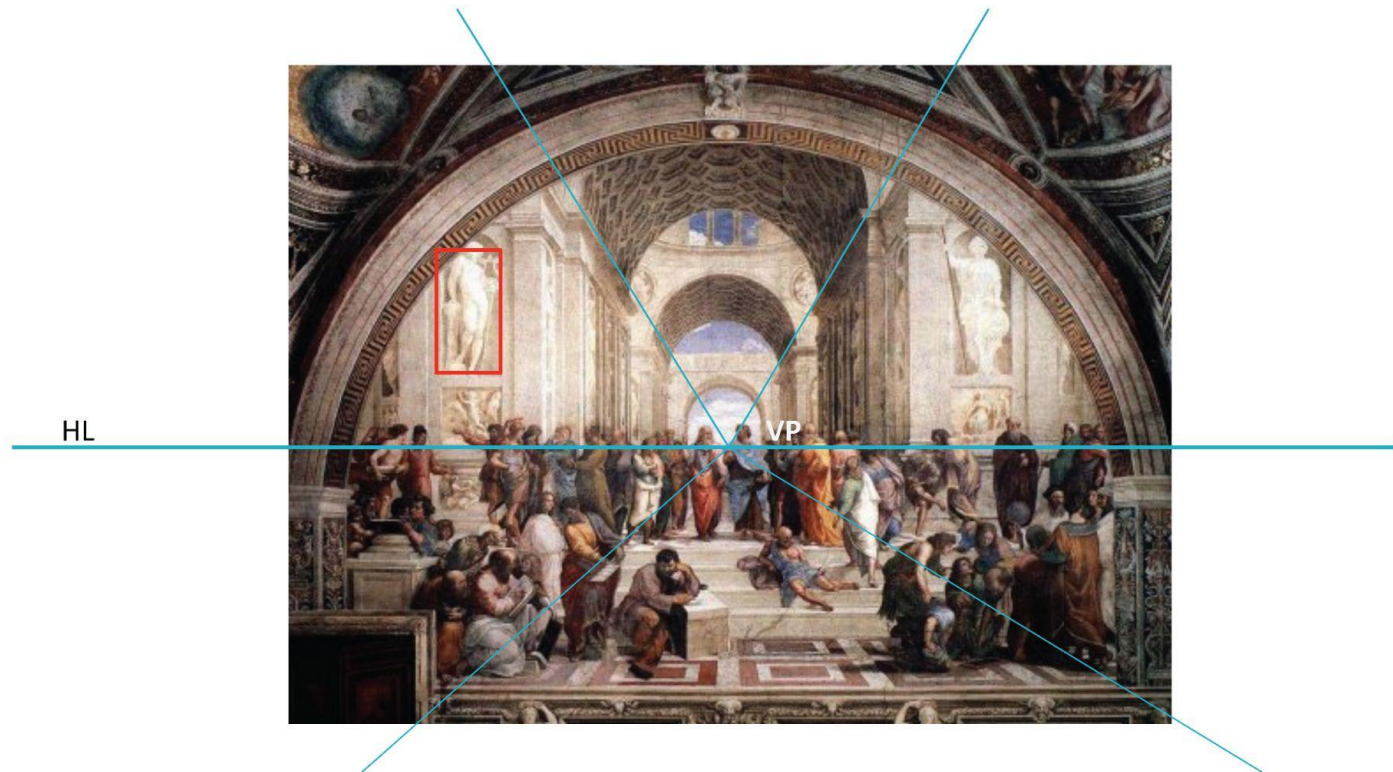
ONE POINT PERSPECTIVE

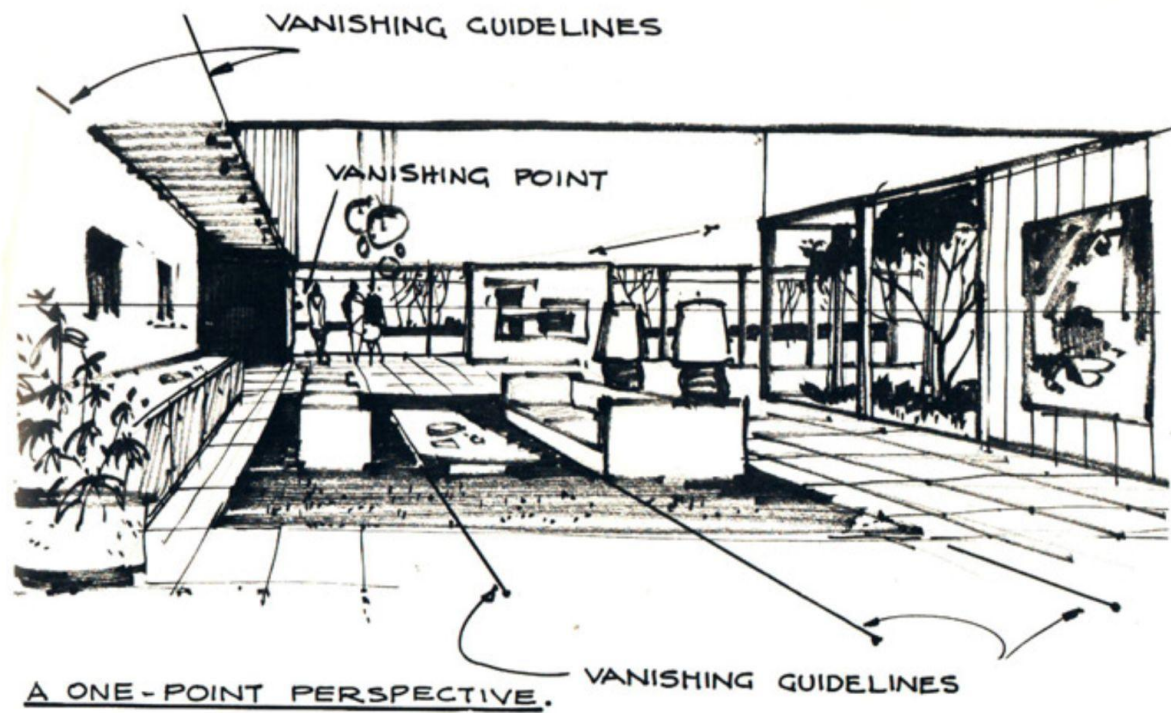
E.P. - EYE POINT
V.P. - VIEW POINT
H.L. - HORIZON LINE

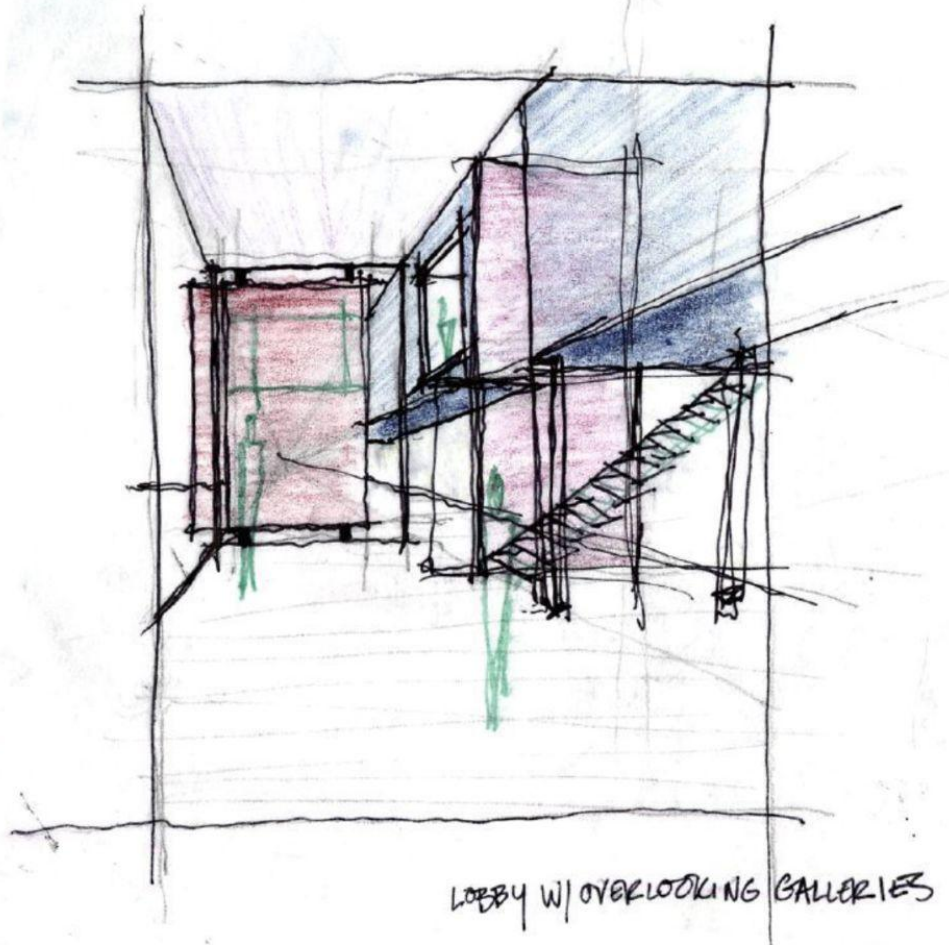




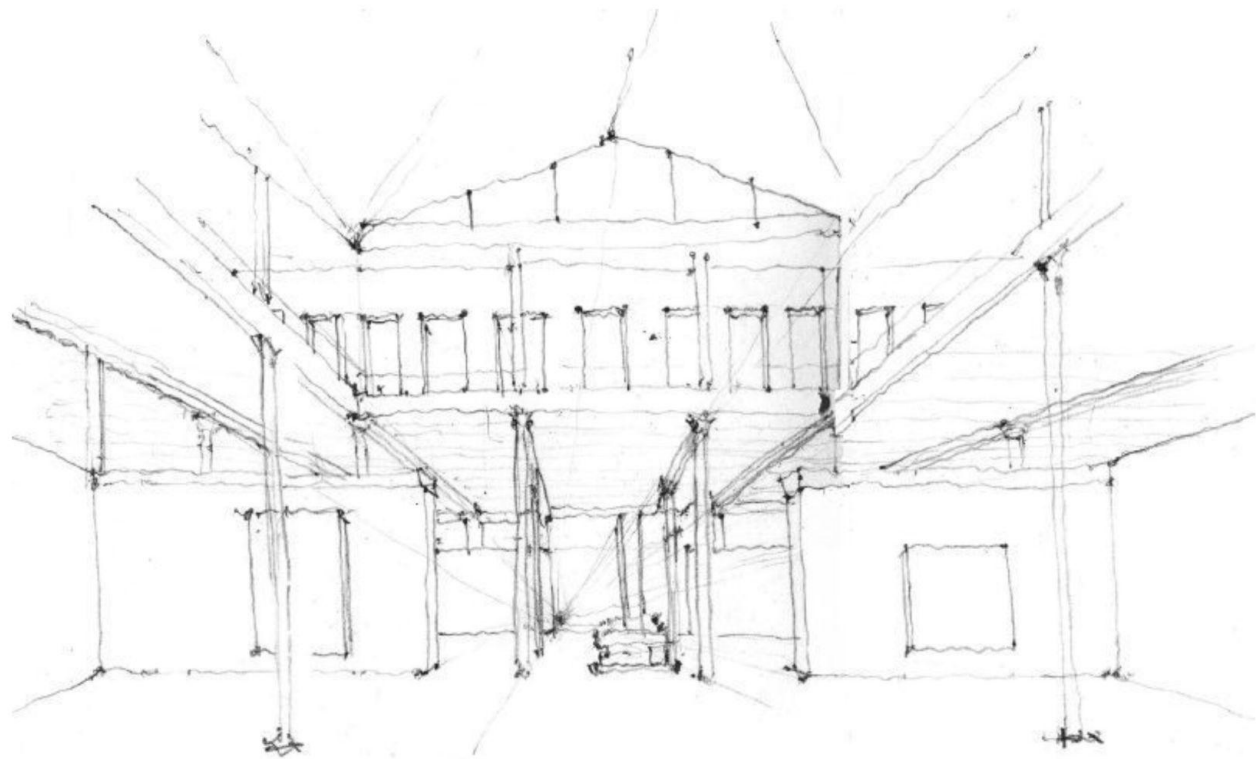
Raphael. School of Athens.

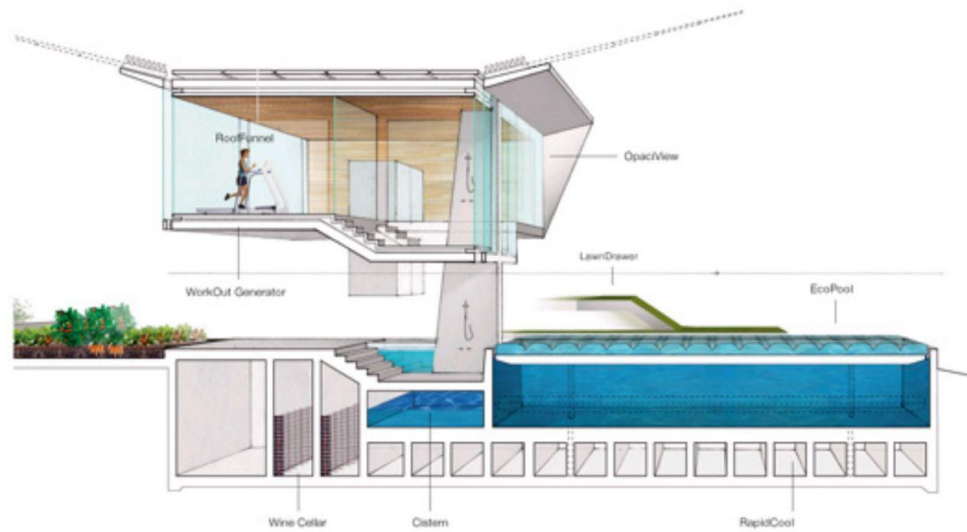


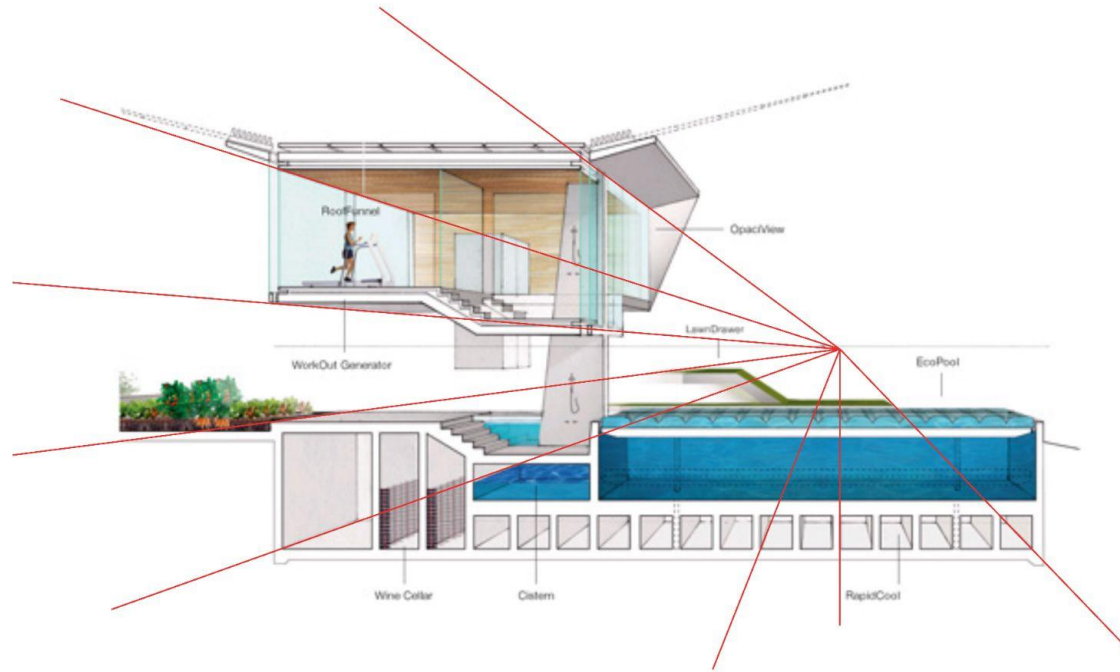




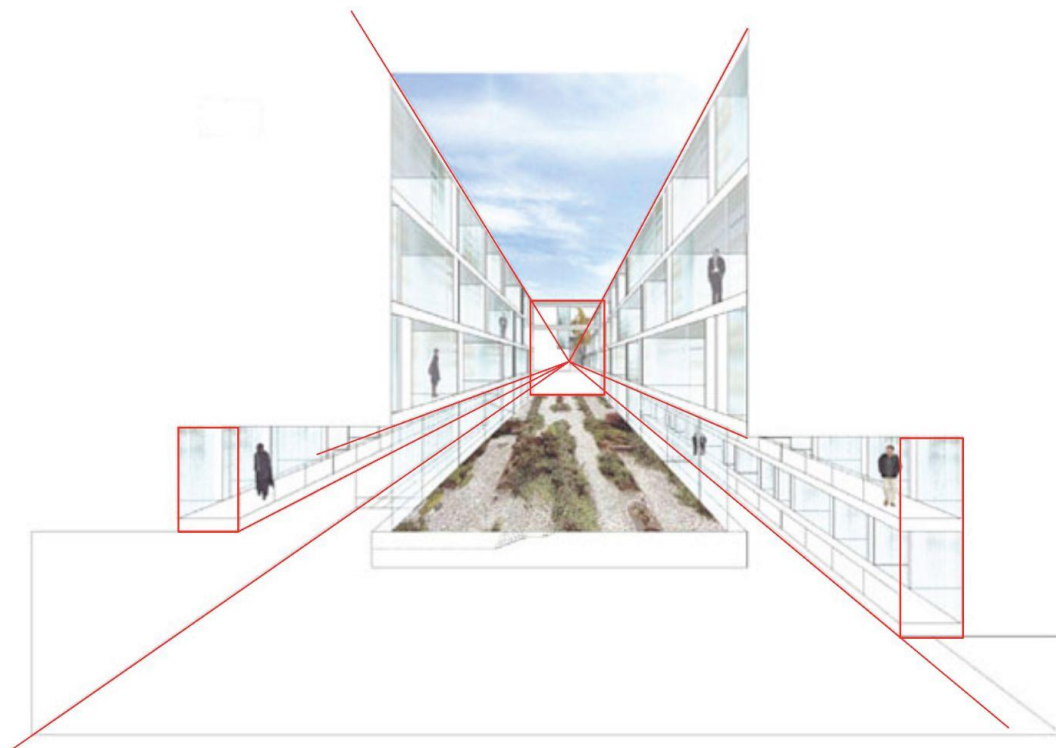
LOBBY W/ OVERLOOKING GALLERIES









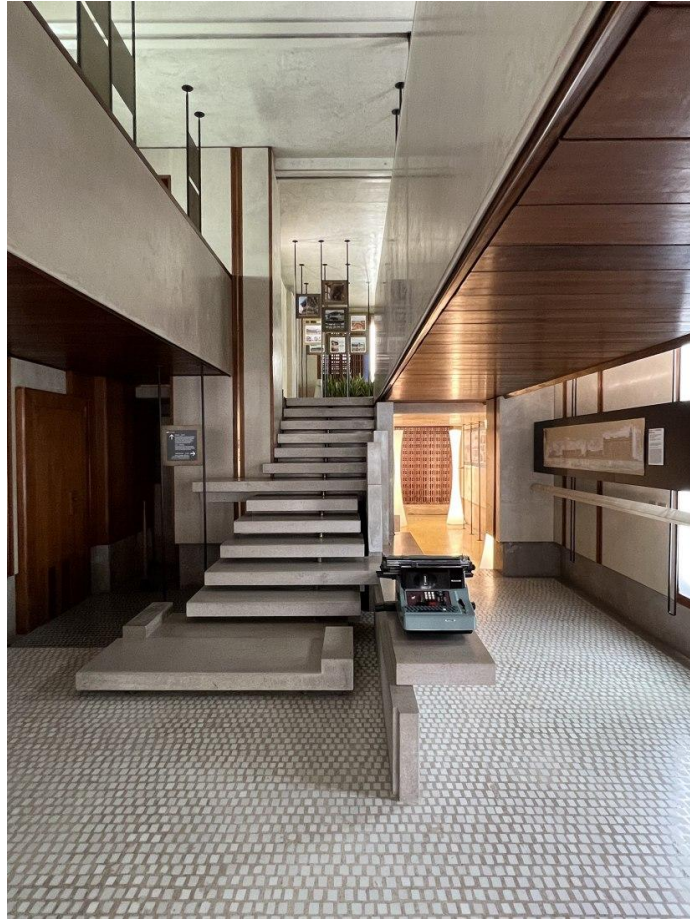








Louis Kahn. Salk Institute.

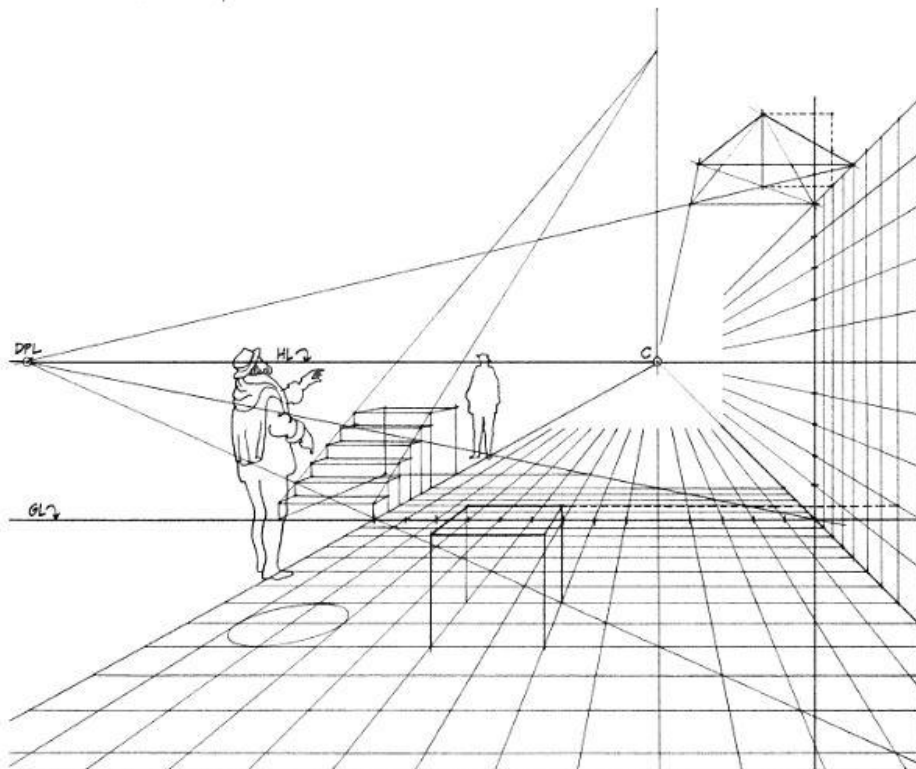


Carlo Scarpa. Olivetti showroom.

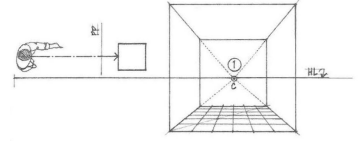
DIAGONAL POINT METHOD

We can lay a piece of tracing paper over this perspective grid and draw in the major architectural elements of the space. With the same grid, we can also locate the positions and relative sizes of other elements within the space, such as furniture and lighting fixtures.

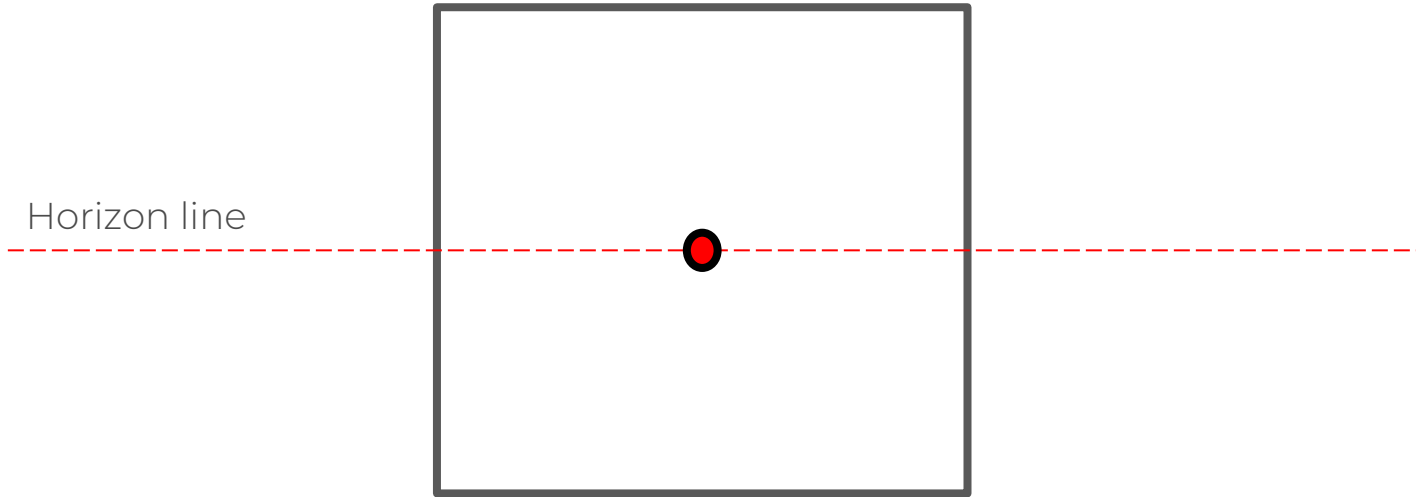
- We transfer measurements only along axial lines.
- For circles in perspective, see page 137.
- It's good practice to include people in our perspectives to indicate the function and scale of the space.



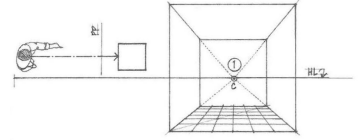
One-point perspective



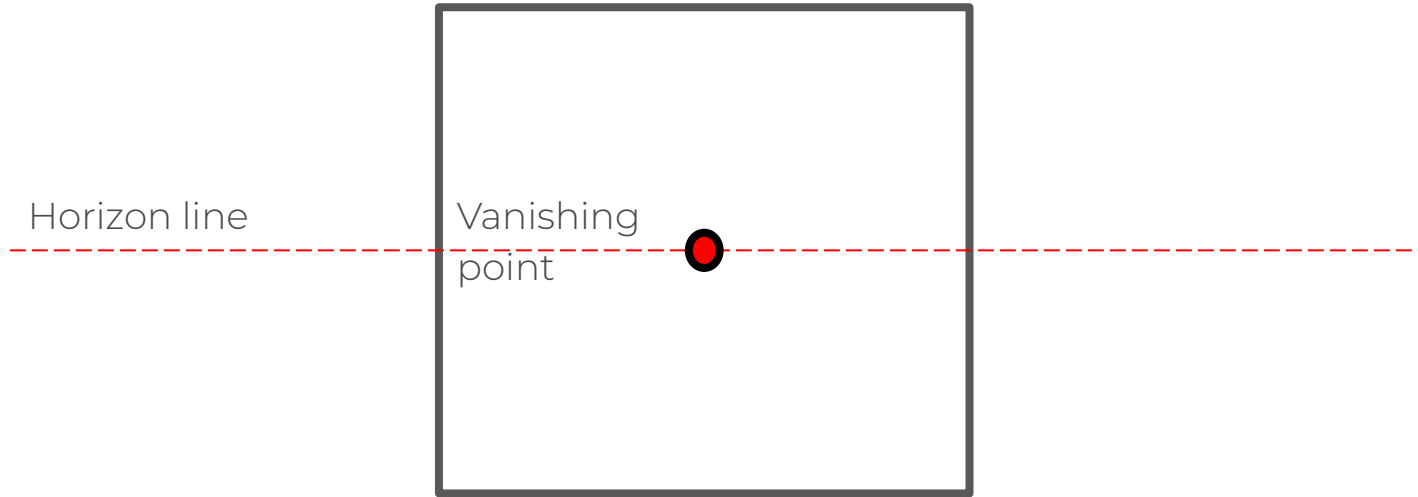
The location of the HL will determine where the viewer is positioned vertically in relationship to PP.



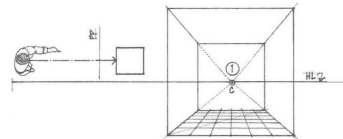
One-point perspective



The location of the VP will determine where the viewer is positioned horizontally in relationship to the PP

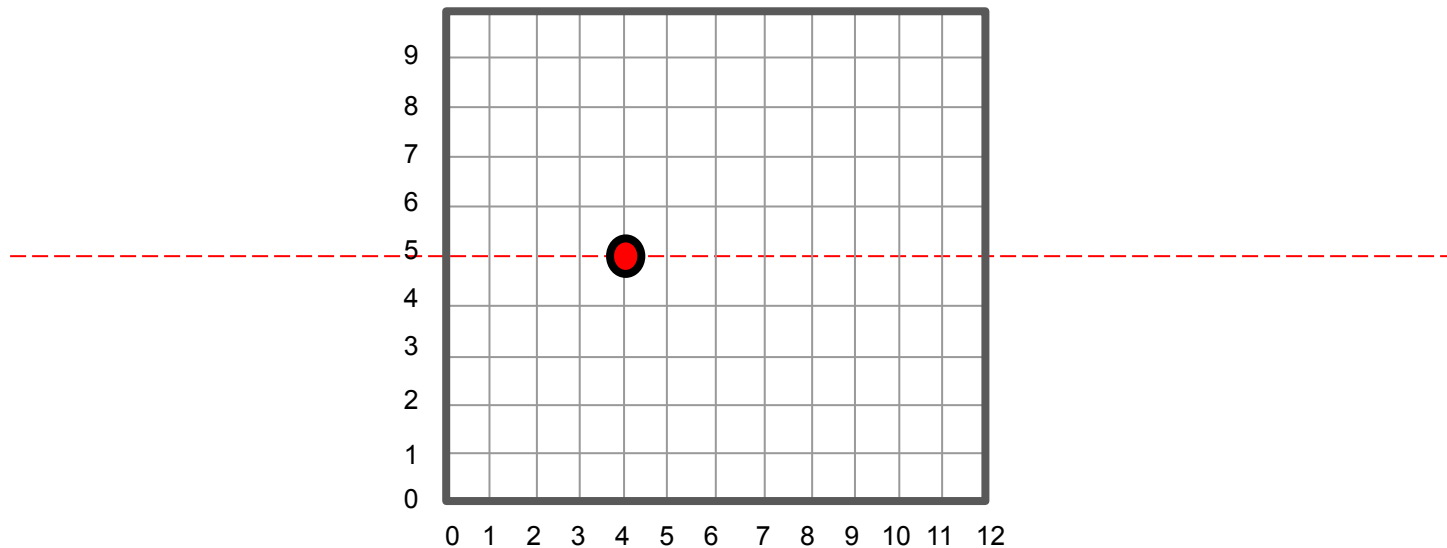


One-point perspective



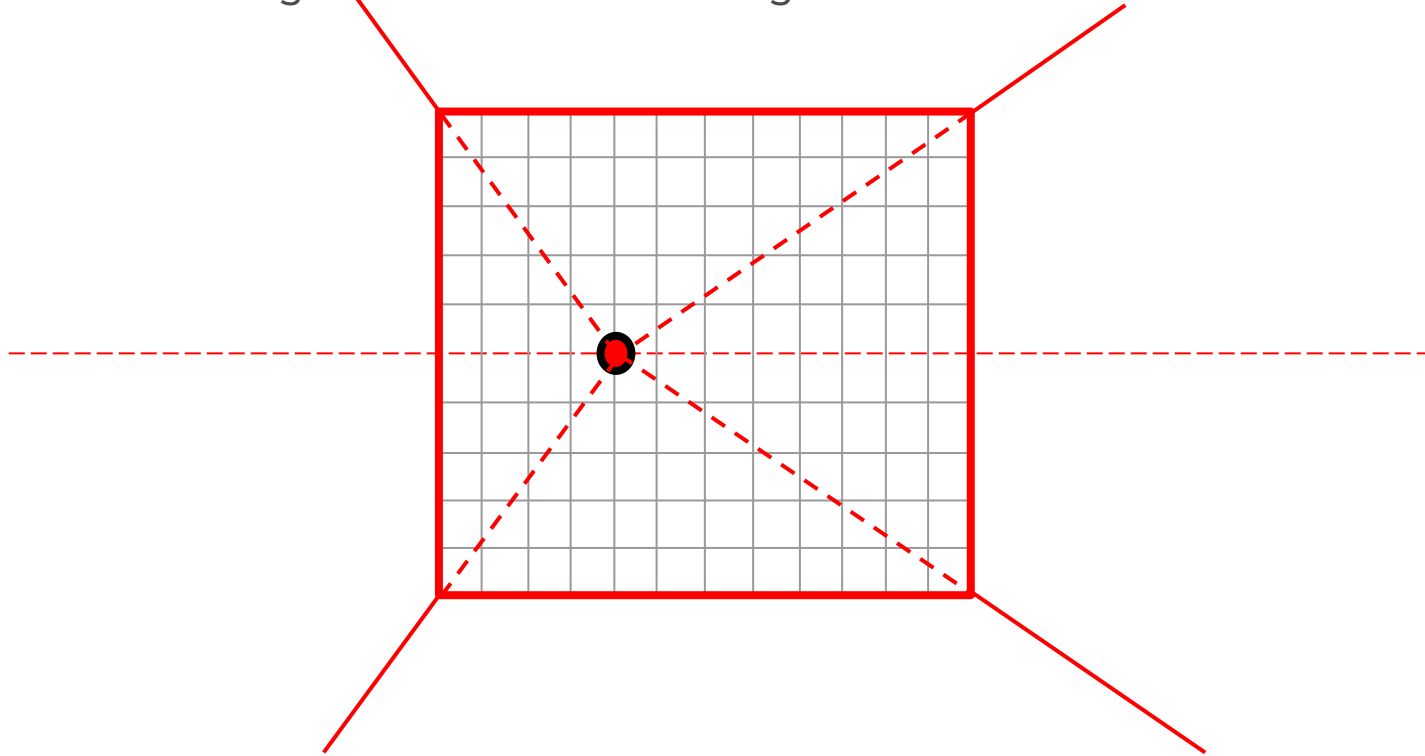
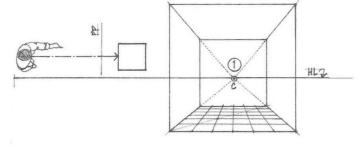
Place the VP to one side of the PP for a more interesting view.

You may divide the rear side of your view into a grid with actual dimensions.



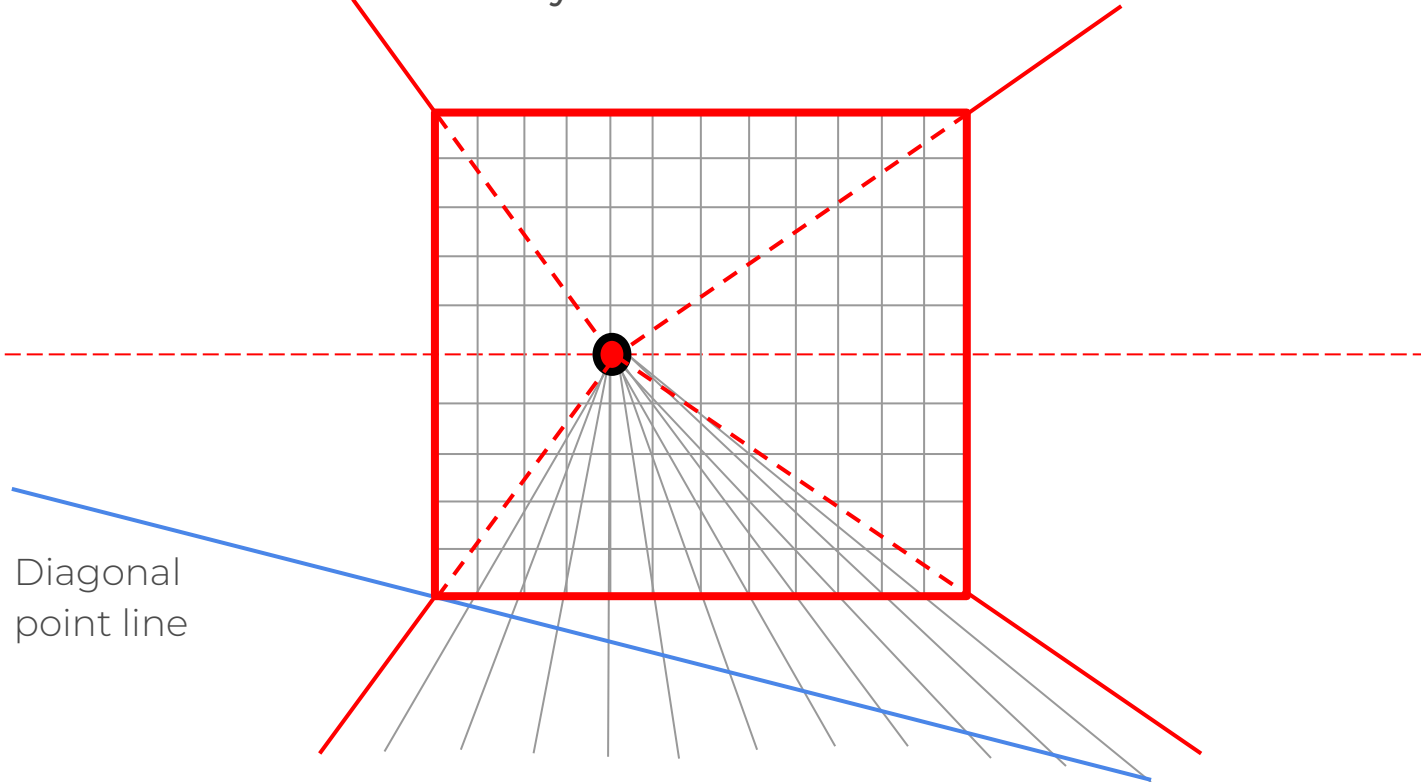
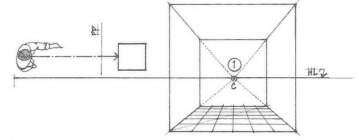
One-point perspective

These are the vanishing lines. These lines converge at the VP.

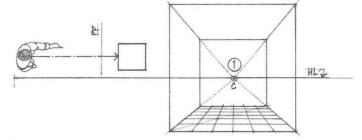


One-point perspective

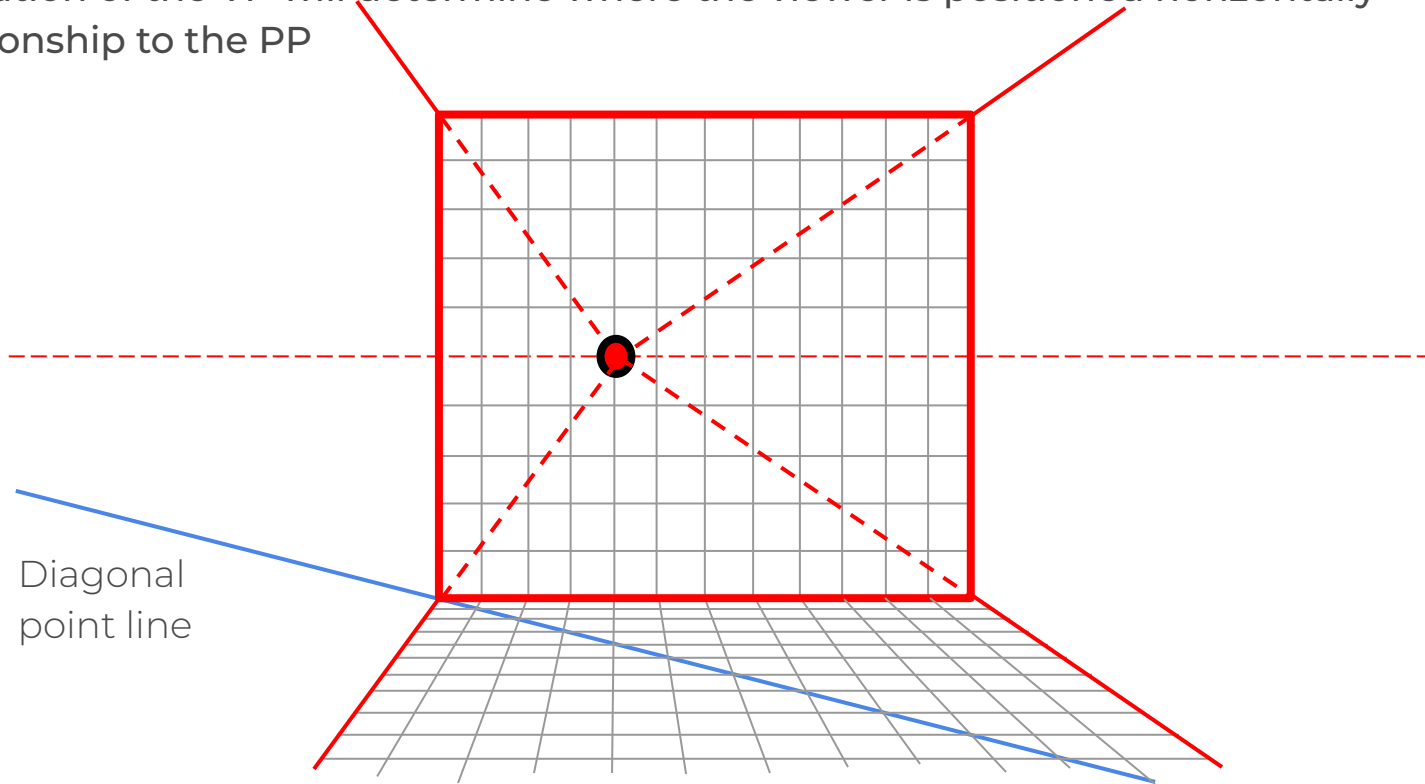
The DPL establishes how close or far you are from the PP.



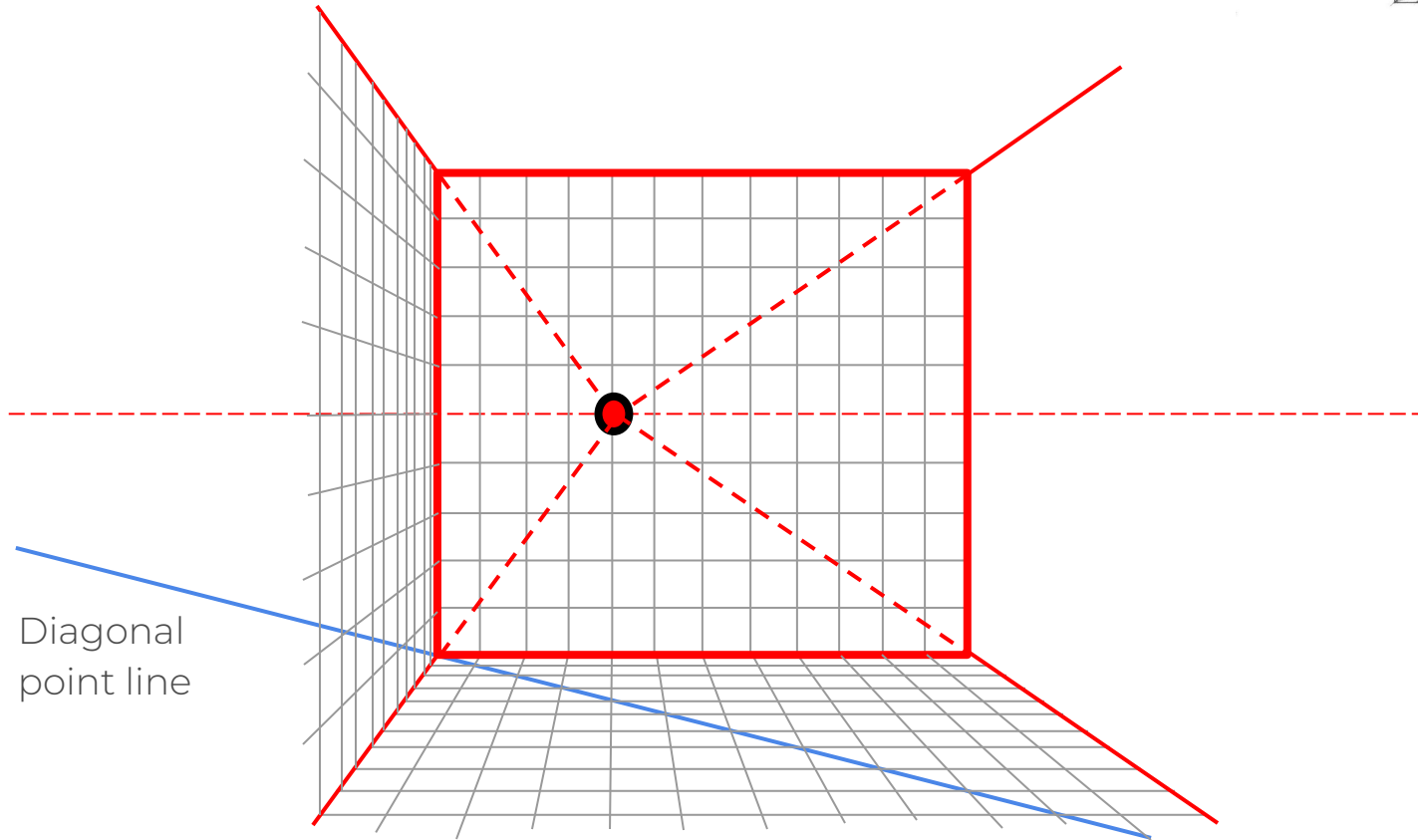
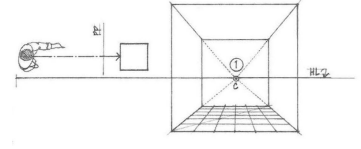
One-point perspective



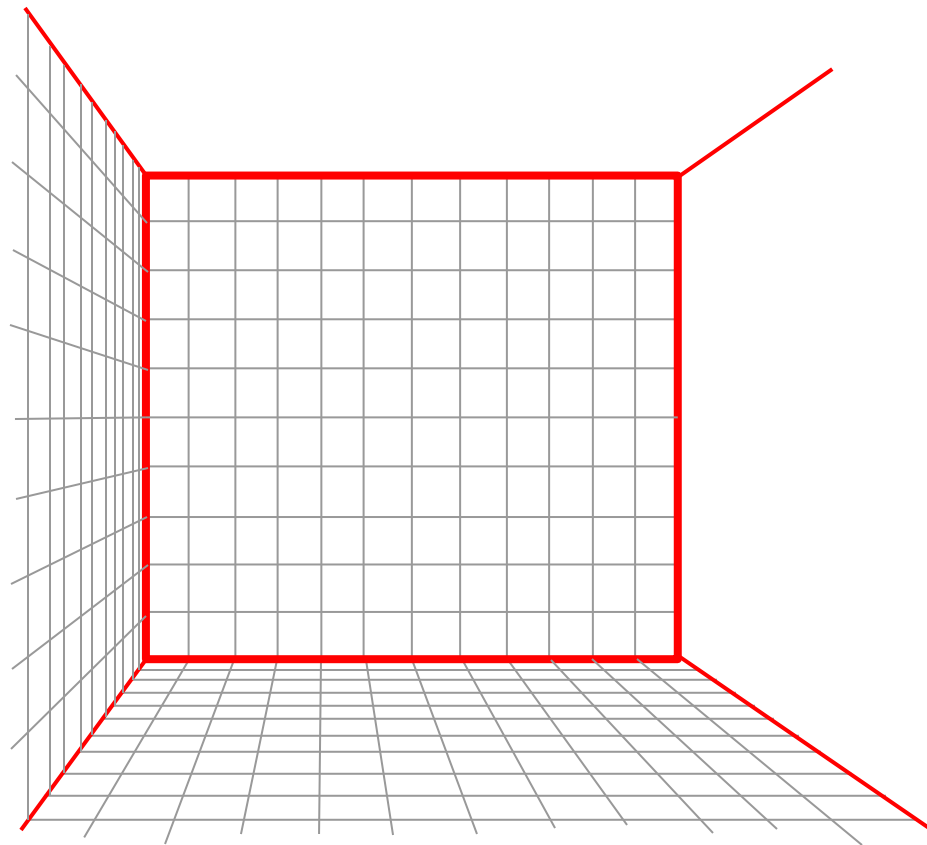
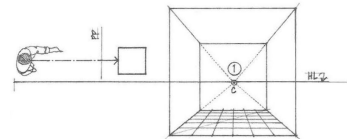
The location of the VP will determine where the viewer is positioned horizontally in relationship to the PP



One-point perspective

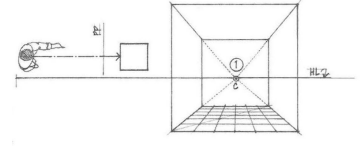


One-point perspective

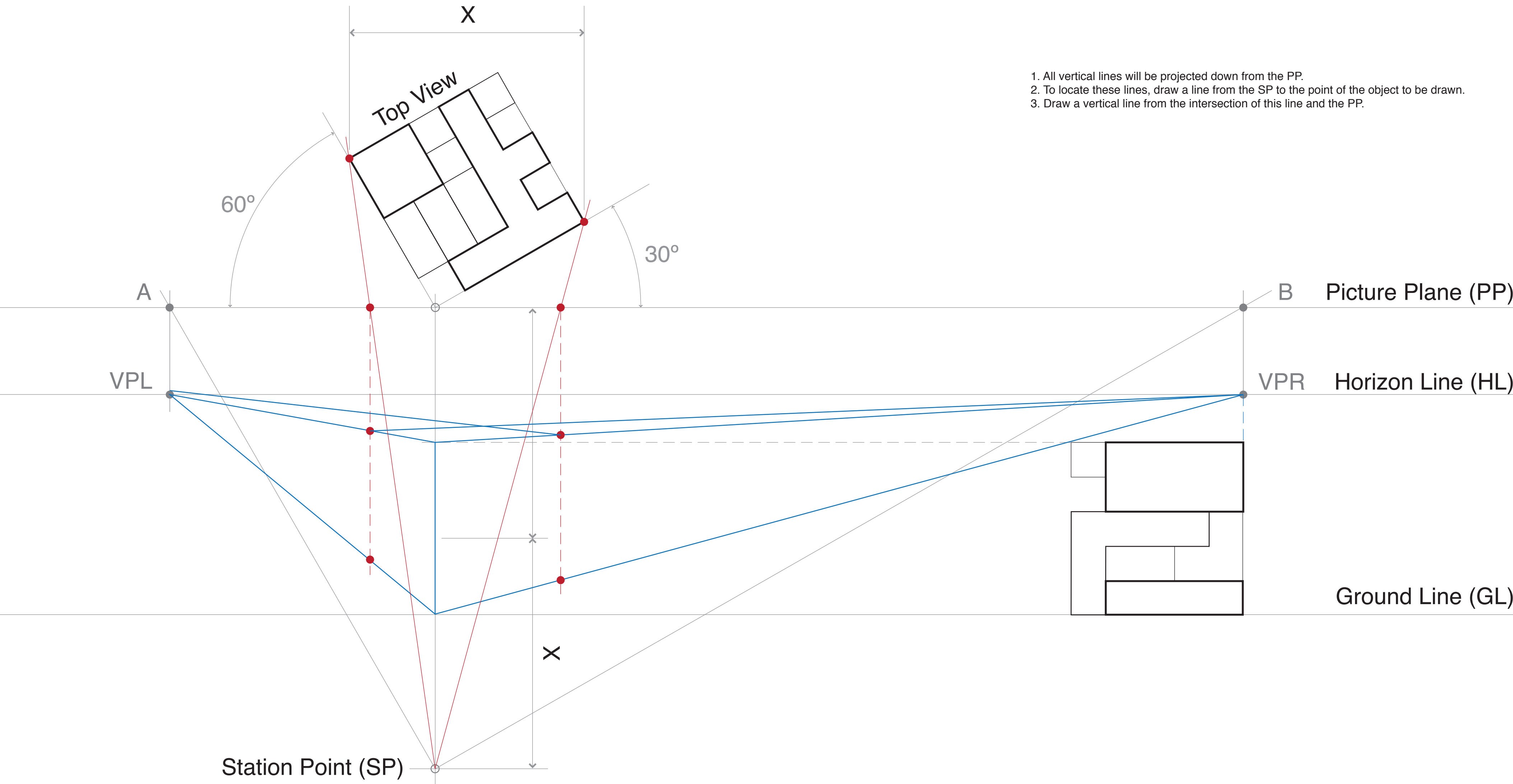
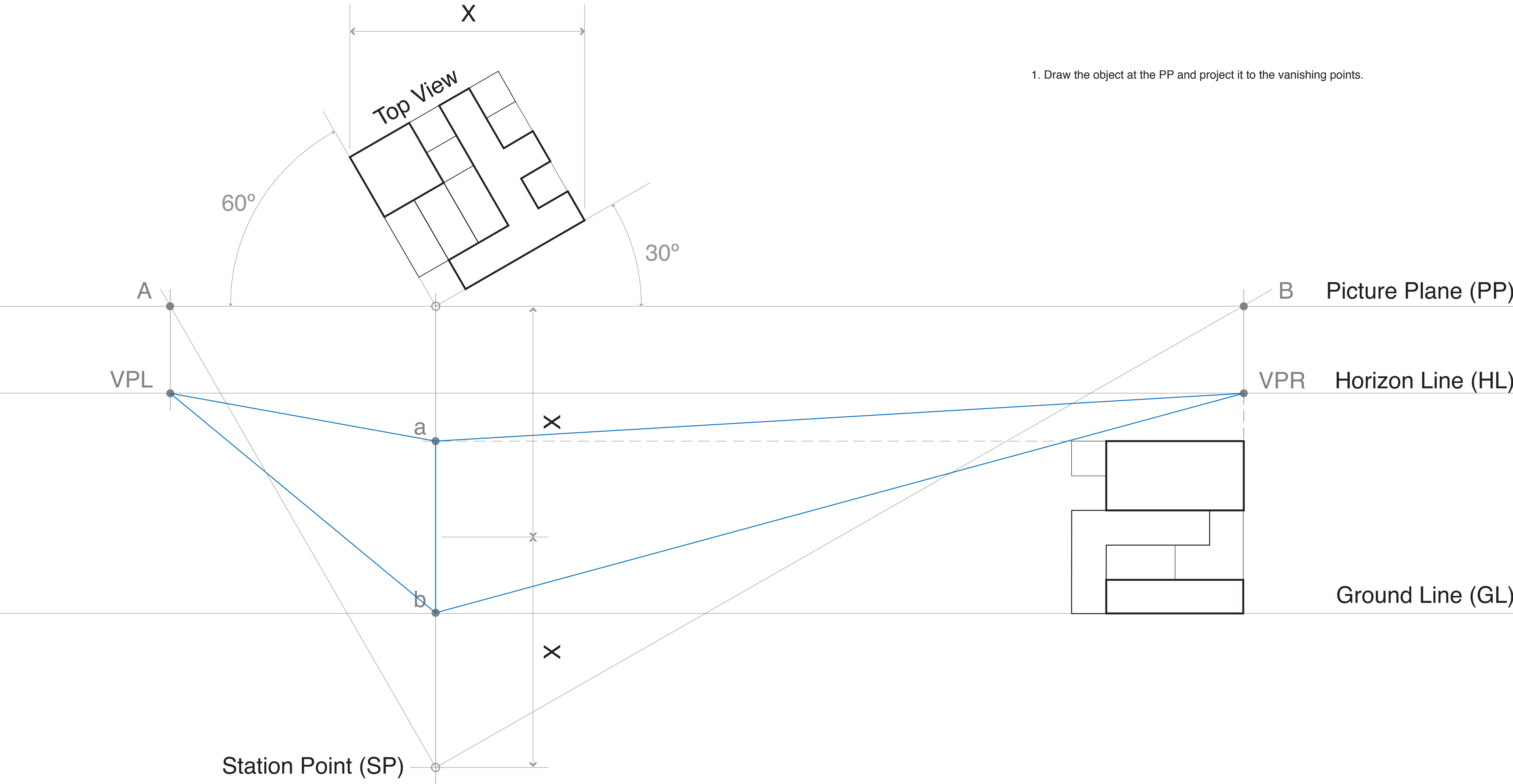


One-point perspective

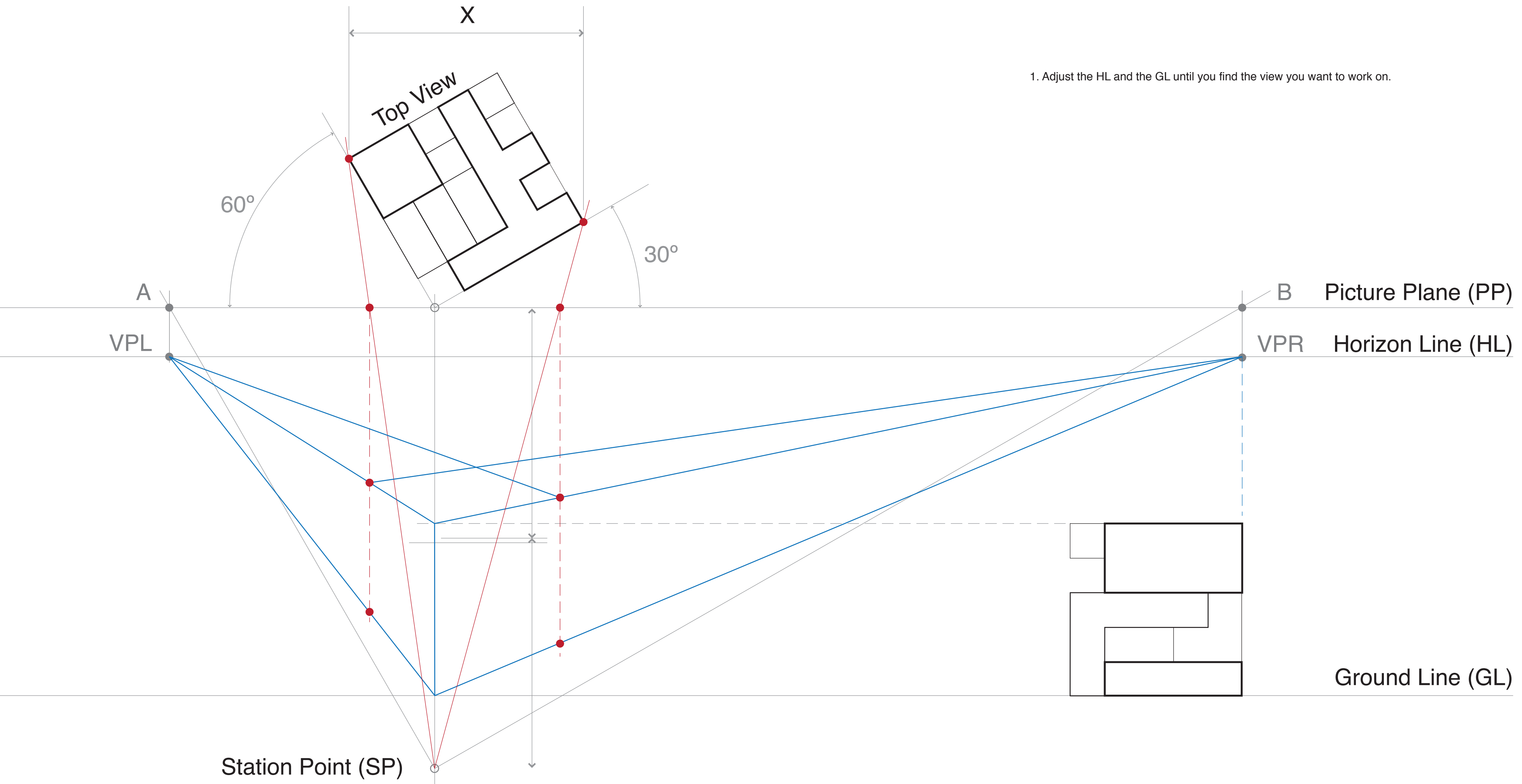
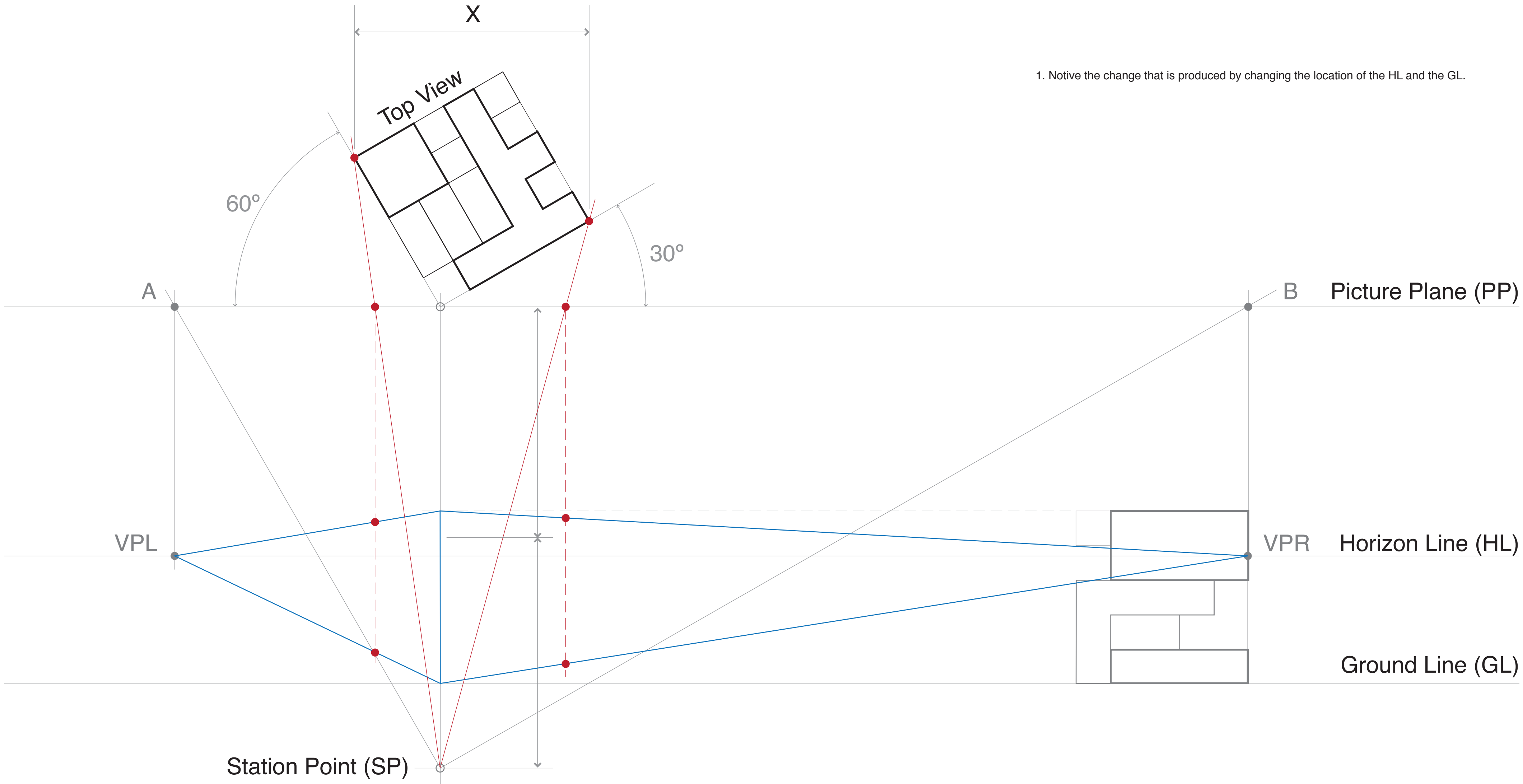
1. Use this grid to draw a 6' tall person to scale.
2. Use this grid to draw a 4' x 4' opening on the side wall, with a 4' sill.
3. Use this grid to draw a 6' x 3' bench along the back wall.



2-point perspective drawing



2-point perspective drawing



2-point perspective drawing

