PERSPECTIVE DRAWING

Perspective drawing is the art of representing the true appearance of an object from a specific view point on a flat plane, like paper. The principle involved is that the objects near the artist or the observer are big whereas those of the same size far away from him are smaller. This means that the objects in the foreground of the drawing are drawn bigger than those in the background. To achieve this point, you have two major types of perspective, namely: angular and parallel. Others are linear and aerial perspectives.

The area on which you are to do your drawing on the paper is known as a *Picture Plane* and this is usually represented with a rectangle if it is rectangular, square and so on.

If you are looking into the space, at a certain point, you will not see beyond it. The earth will tend to meet the sky. Such a place is represented in the picture plane with an imaginary line drawn across it. Such a line is known as the *Artist's Eye Level* or *the Horizon*.

Assuming you are standing in the centre of a wide and straight road. You are looking in front of you. You will notice that the road tends to meet at a point at the eye level or the horizon. Such a point is known as the *Vanishing Point (VP)* or *the Centre of Vision (CV)* and is represented with a dot in the eye level. The vanishing point could be in the picture plane or outside it.

All objects below the eye level slope up to the eye level and meet at the vanishing point or the centre of vision. In the same way, all objects above the eye level slope down to it and meet at the vanishing point.

If the object is both below and above the level, the angular line above the eye level slope down while the angular lines below the eye level slope up and all meet at the vanishing point.

Note. Eye level is not really where the sky meets the land in your drawing but it is the middle level of your drawing.

Other concepts

- Angular perspective
- Parallel perspective
- Linear perspective
- Foreshortening