Linear Perspective



Perspective in Chinese Painting Artists in ancient China created sophisticated drawings and paintings using parallel diagonal lines to create the illusion of 3-D space. This technique is similar to the *isometric projections* still common in engineering and design today.





Isometric Projection



A contemporary isometric drawing by Drawing Architecture Studio

Linear Perspective vs Isometric Perspective



Linear Perspective

Linear Perspective is a technique for representing 3-dimensional space on a 2dimensional (paper) surface. Linear perspective is based on the way the human eye sees the world. Things that are closer to us appear larger and things that are farther away appear smaller. To create this illusion the artist creates a vanishing point on the horizon line. Objects are drawn using orthogonal lines or convergence lines, which lead to the vanishing point(s).

Things that are seen face on, which means you are looking at the front of them directly, are drawn in **one-point perspective** with a single vanishing point.





One Point Perspective

Developed or perhaps re-discovered during the Italian Renaissance, when artists were trying to draw and paint as realistically as possible.

Two-Point Perspective

Things that are seen at an angle, which means you aren't looking at the front of something but rather at the angle or corner, are drawn in **two-point perspective** using two vanishing points.







Giovanni Battista Piranesi 1720-1778

Piranesi creatively used two-point perspective in a famous series of imagined prisons







Three-Point Perspective

M.C. Escher



Atmospheric/Aerial Perspective

Aerial perspective or atmospheric perspective refers to the effect the atmosphere has on the appearance of an object as it is viewed from a distance.









Atmospheric/Aerial Perspective