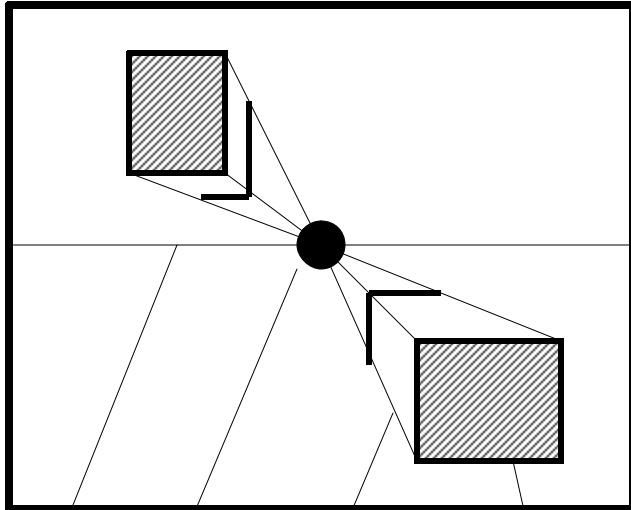


LINEAR PERSPECTIVE

ONE-POINT PERSPECTIVE is used when the base of the object we want to draw is PARALLEL to the horizon line.



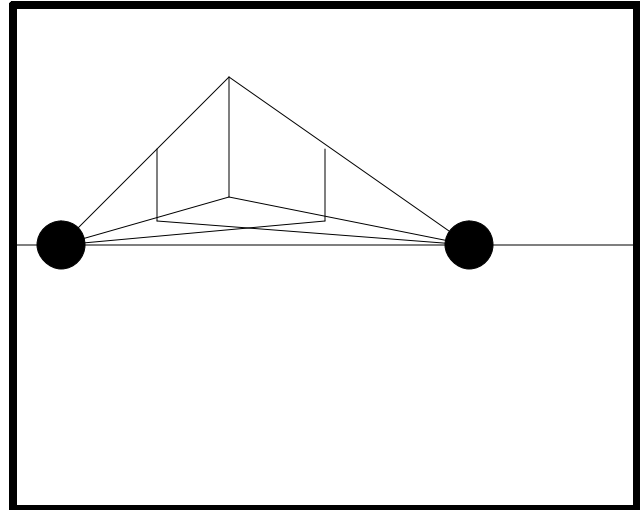
HORIZON LINE

VANISHING POINT

ORTHOGONAL

BASE

TWO-POINT PERSPECTIVE is used when the corner of the object we want to draw is closest to us and none of the base lines



In very early times, most art was depicted with a flat picture plane. While this art was meaningful and symbolic, it was not very visually accurate.



During the Renaissance, the period of “scientific and cultural re-birth”, scientists and scholars began engaging in different kinds of experiments. Some artists conducted careful observations of nature and even anatomical dissections to try to better understand the world around them. But it wasn’t until the early 15th Century that a Florentine architect and engineer named Filippo Brunelleschi developed a mathematical theory of perspective through a series of optical experiments. By analyzing and experimenting with visual lines and points of perception, Brunelleschi was able to understand the science behind perspective. Through his work, artists were able to manipulate a flat surface and create the illusion of 3 dimensions.

