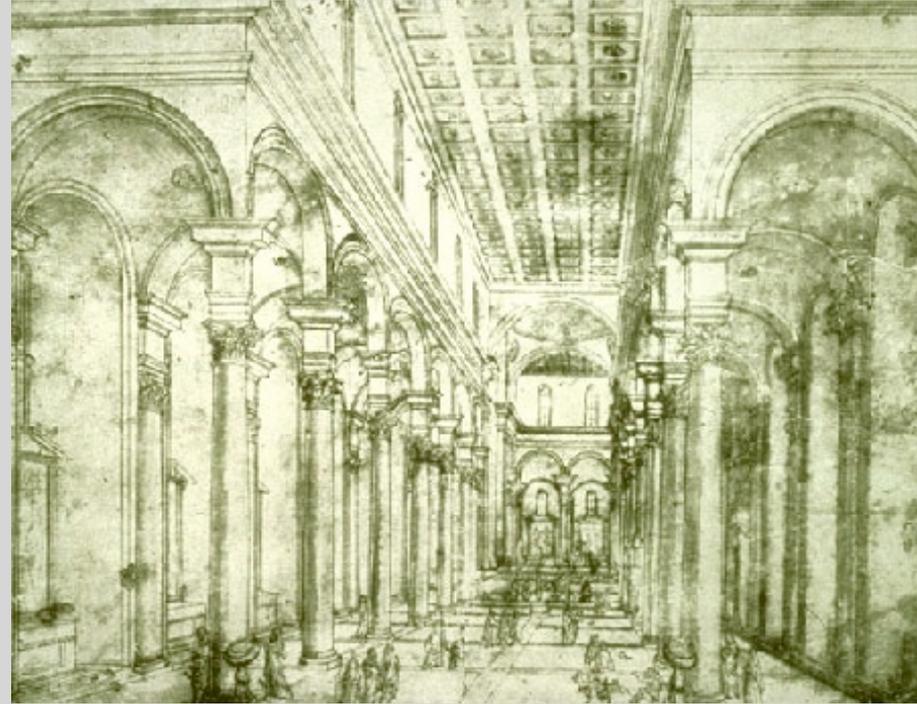
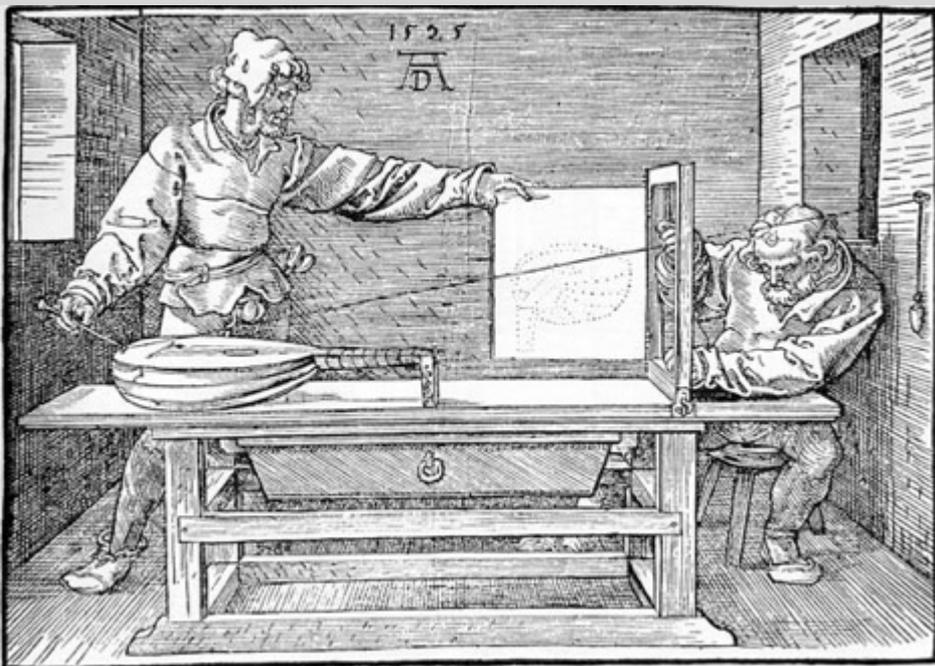


**Linear Perspective:**  
**One Point**  
**Two Point**  
**Multiple Point**

Linear Perspective is a particularly Western convention developed during the Italian Renaissance.

Historically, a shift was taking place from a world view based on Religion to one based on Science.

Including in this was curiosity about the natural world and the self-determination of Human Beings.



One Point Perspective.

The first image is an engraving by Albrecht Durer showing a machine he invented to help render perspective. The second is a drawing by Leonardo da Vinci showing how the space appears to recede when things in the back are drawn smaller along angled sight lines.



This earlier painting of the Virgin with Christ Child shows figures overlapping but no attempt to create an illusion of 3 dimensional space.

In fact, it would have been considered sacrilegious. Can you imagine why?

Virgin (Theotokos) and Child between Saints Theodore and George, icon, sixth or early seventh century. Encaustic on wood, 2' 3" X 1' 7 3/8". Monastery of Saint Catherine, Mount Sinai, Egypt.



Likewise, earlier Egyptian art, while depicting a wide array of elements from nature, represents all elements on a flat plane. There is no illusion of space other than overlapping forms. The shift in size of the figures is not due to their being farther away, but less important. The pharaoh is the largest figure, with size related to their status in society.

Fowling scene, from the tomb of Nebamun, Thebes, Egypt, Dynasty XVIII, ca. 1400–1350 BCE. Fresco on dry plaster, approx. 2' 8" high. British Museum, London.



In non-western art, like this Japanese print, there was no interest in trying to reproduce the 3 dimensional world, but rather to indicate the importance of nature, including human beings.

**So, even though Religious subject matter was still predominant, artists were trying to show the images of the Holy family as if they existed, not only in real space but in the real space of the viewer.**

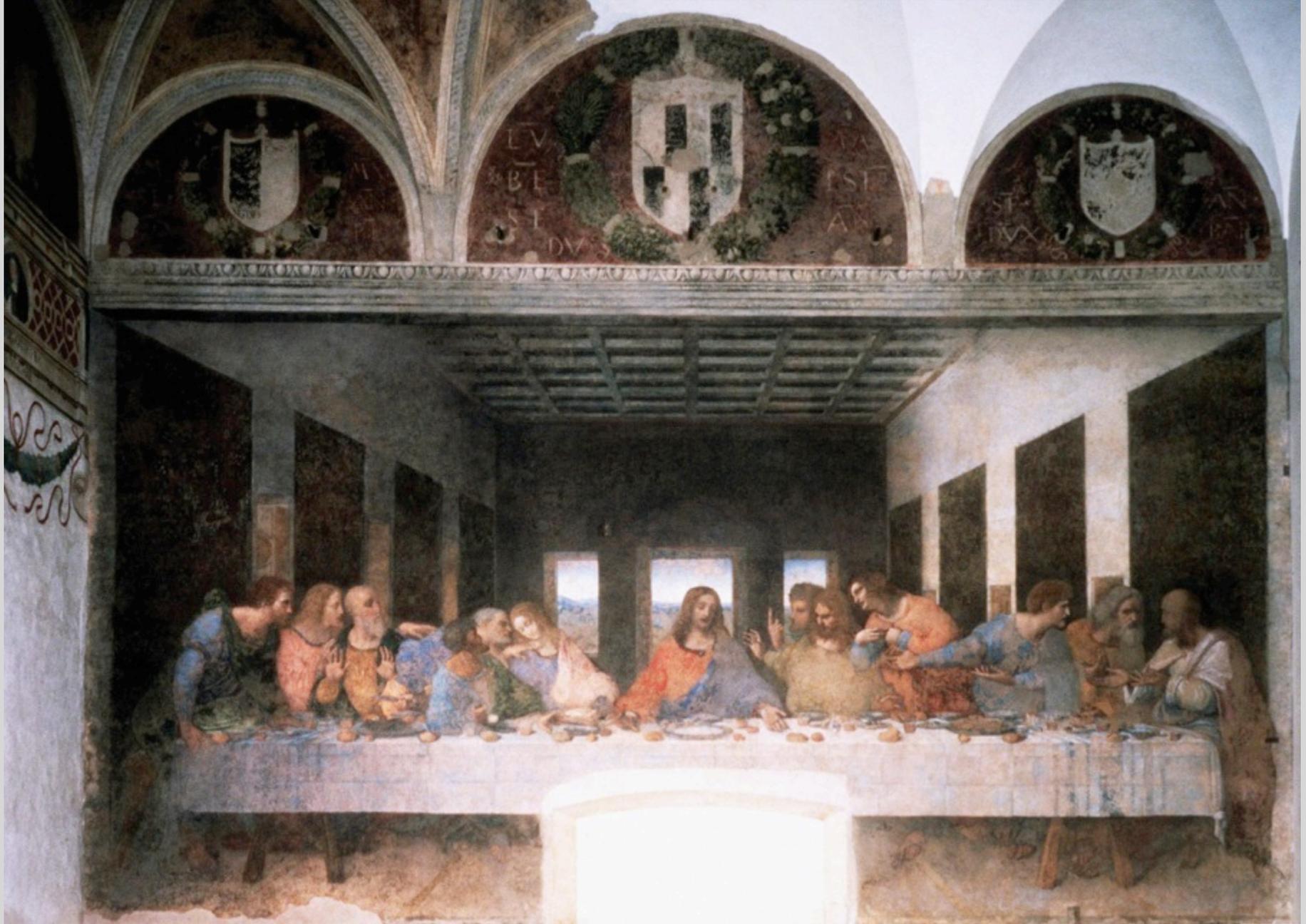
**The painting was designed to look like the figures in the painting were in the real world.**



MASACCIO, Holy Trinity, Santa Maria Novella, Florence, Italy, ca. 1428. Fresco, 21' x 10' 5".

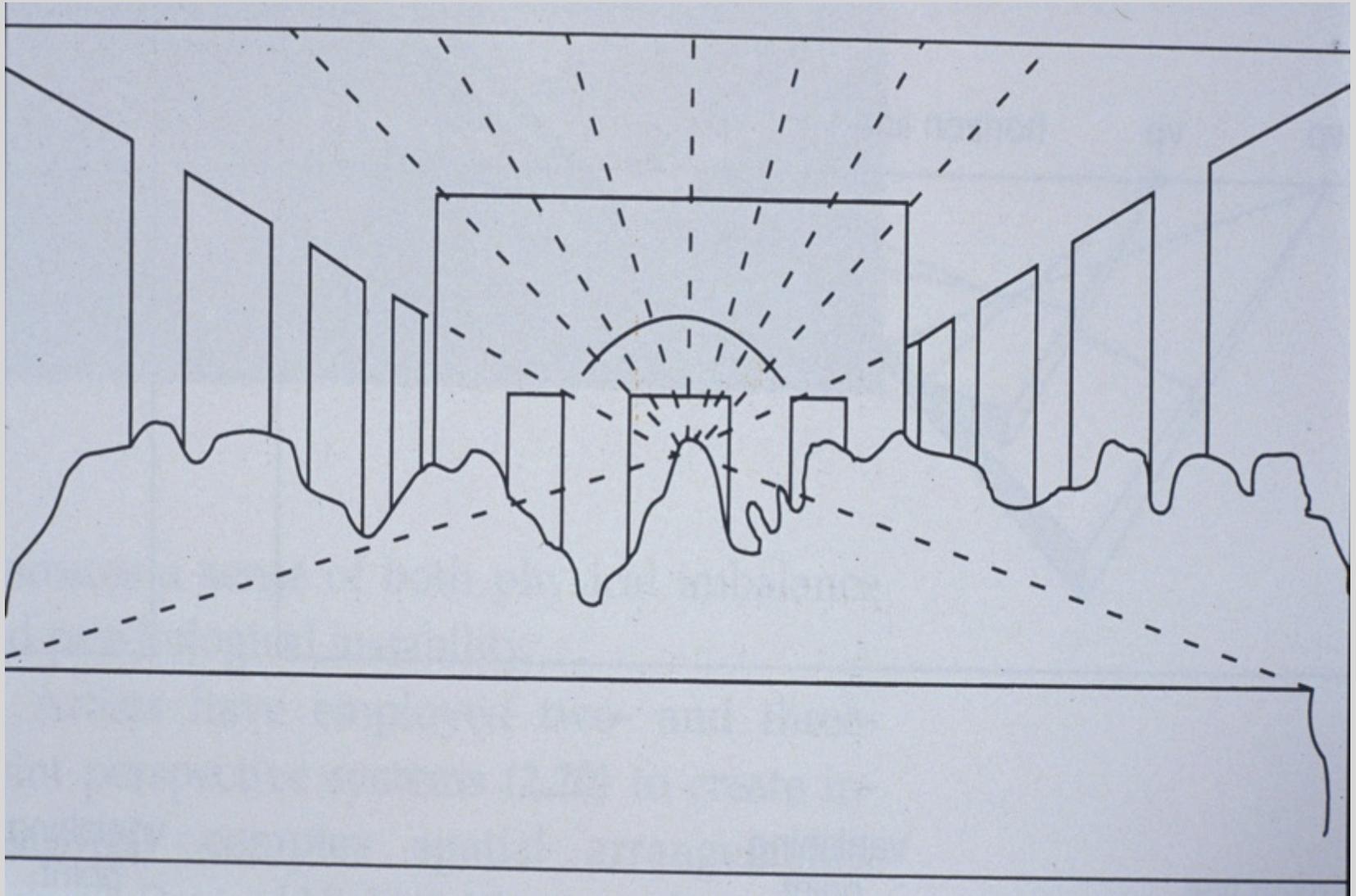


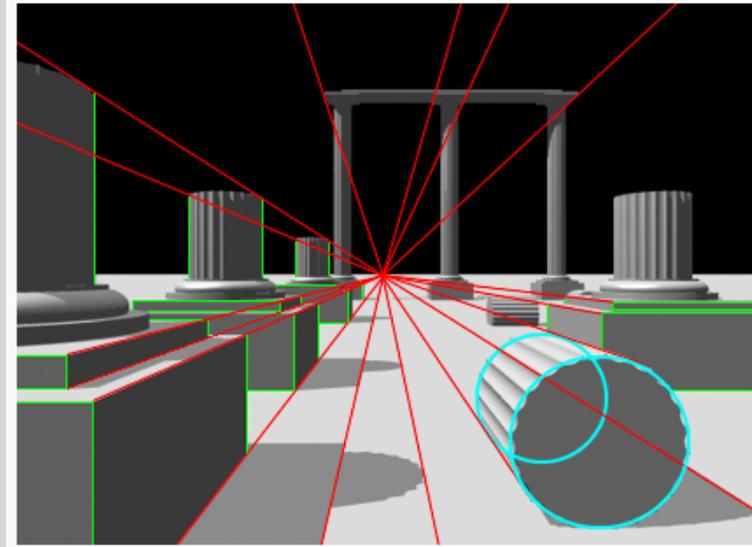
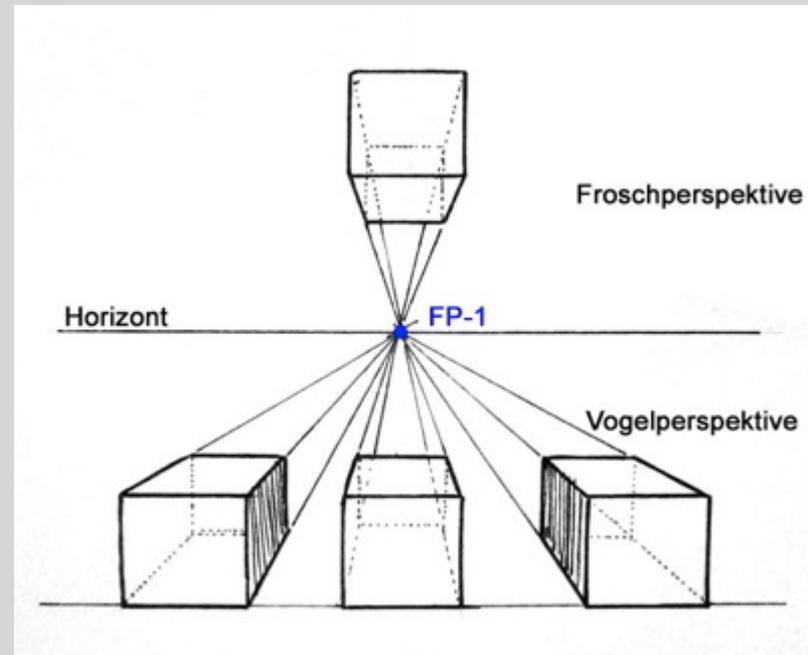
ANDREA MANTEGNA, *Dead Christ*, ca. 1501. Tempera on canvas, 2' 2 3/4" x 2' 7 7/8". Pinacoteca di Brera, Milan.



LEONARDO DA VINCI, Last Supper (cleaned), ca. 1495–1498. Fresco (oil and tempera on plaster), 29' 10" x 13' 9".  
Refectory, Santa Maria delle Grazie, Milan.

**One point perspective...**imagines a stopped moment in time.  
Seen by one person from one view.

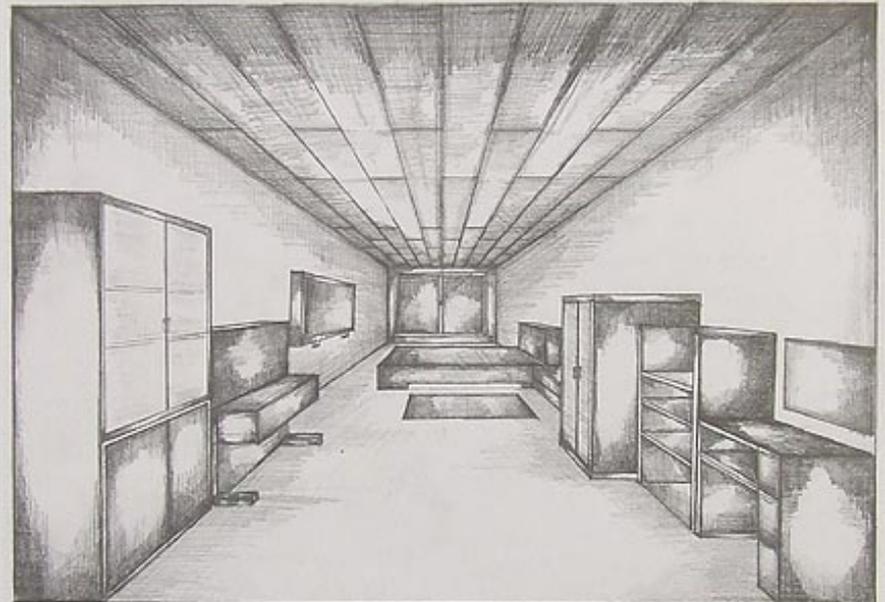
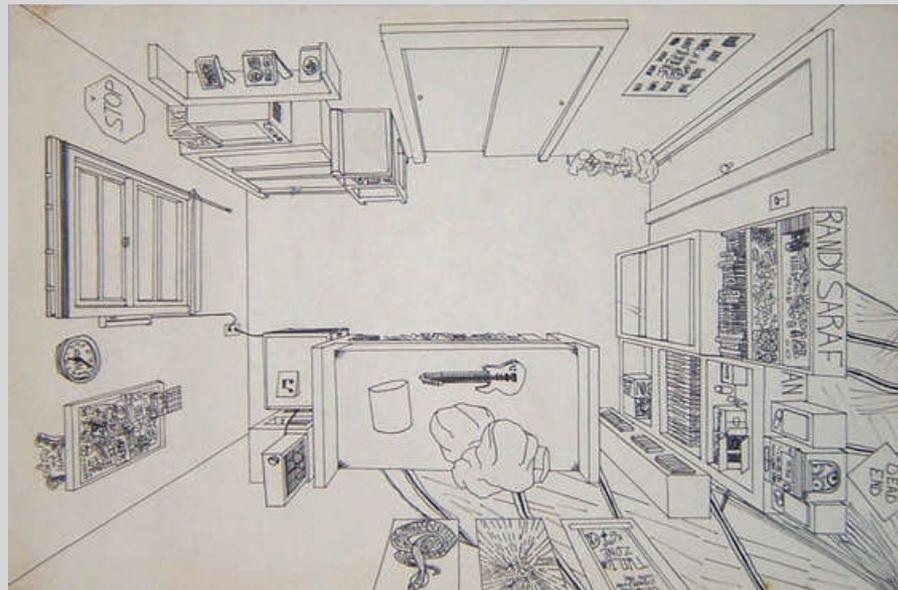
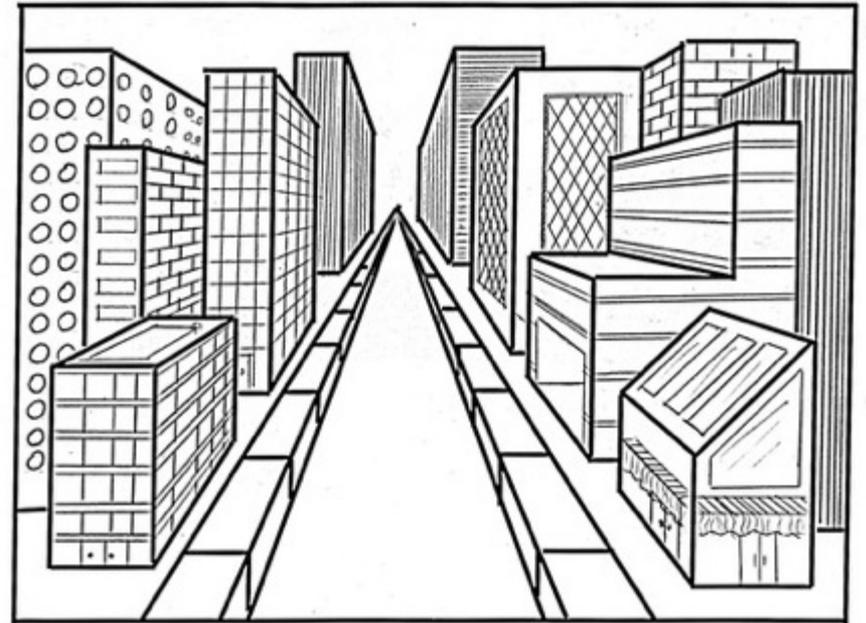




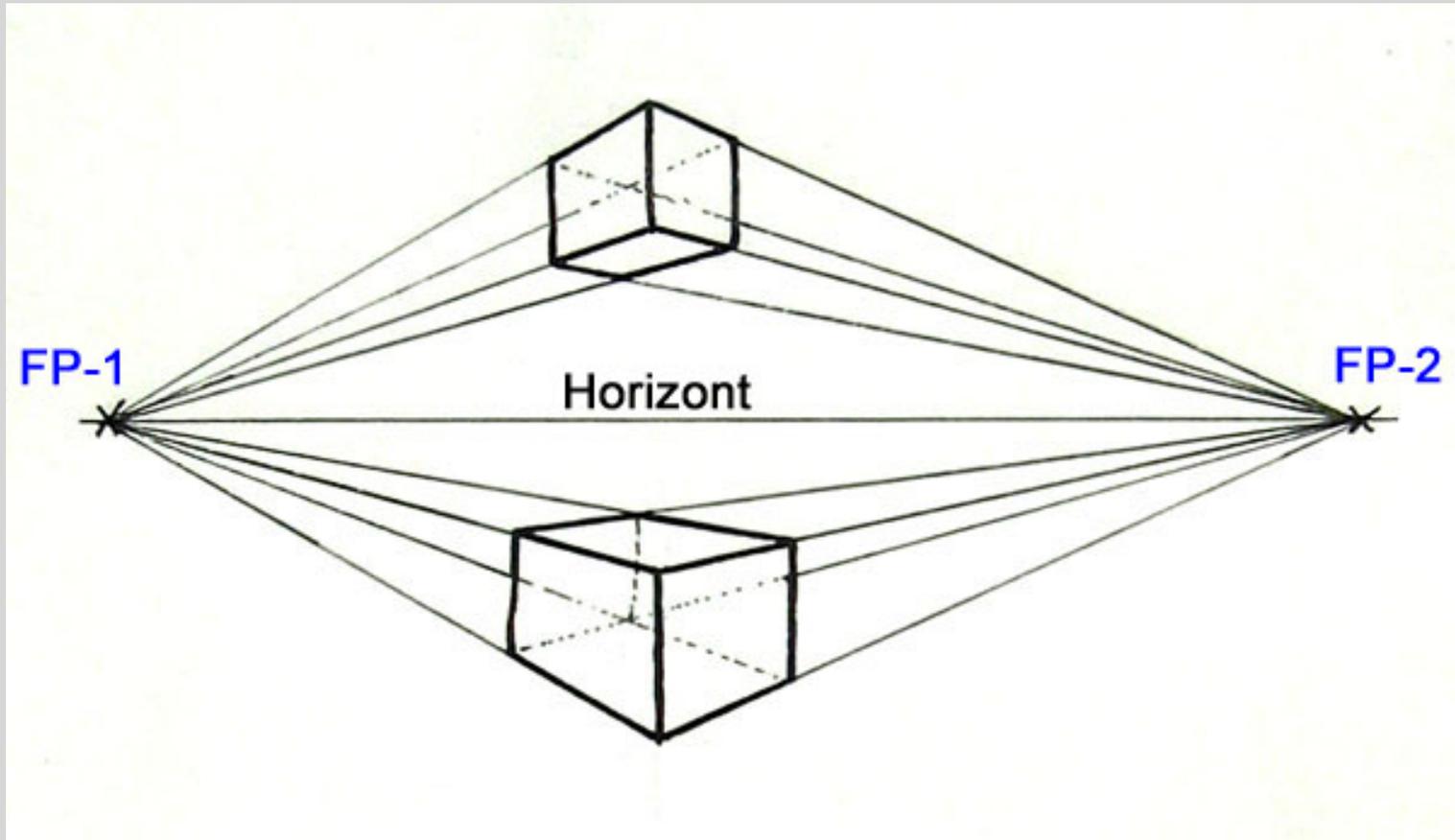
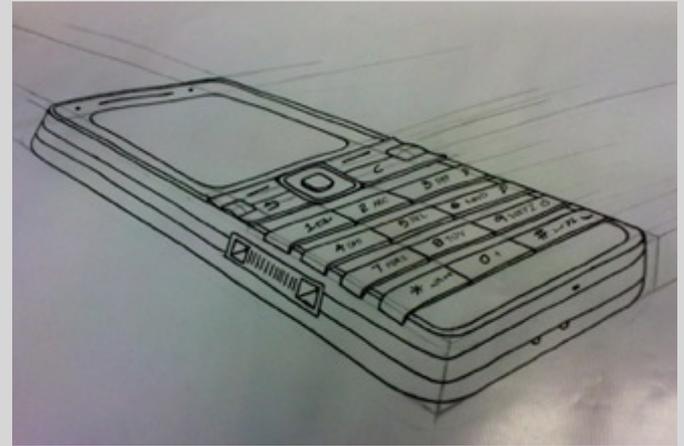
One point perspective— all lines converge to one point on the **Horizon Line**.

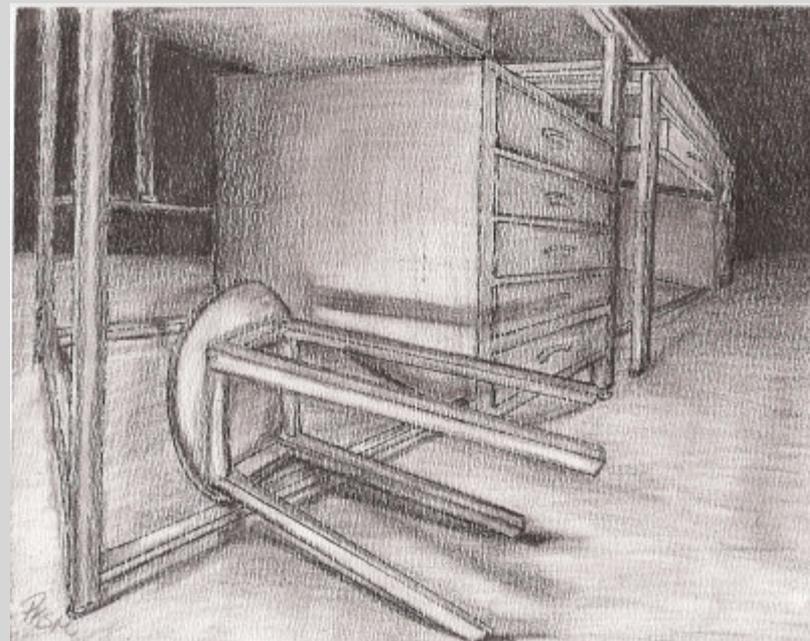
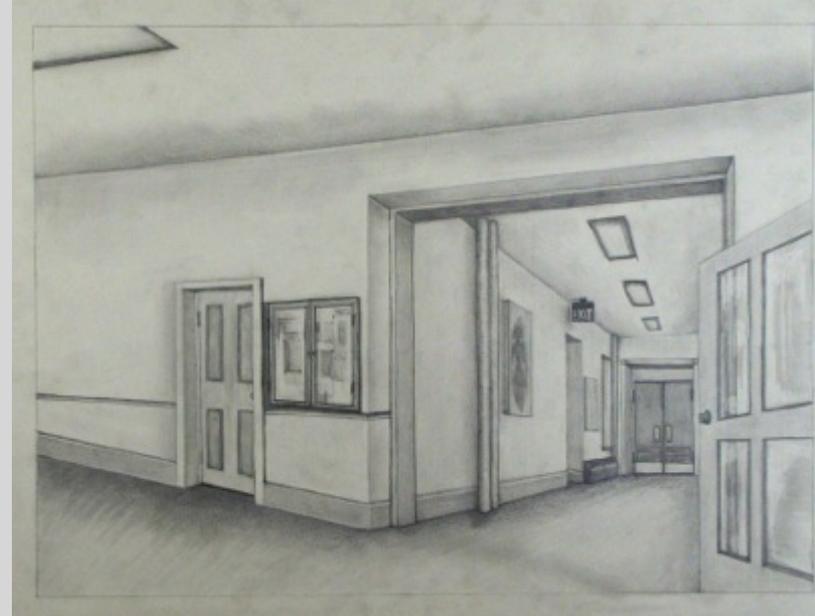


1 Point Perspective Drawings

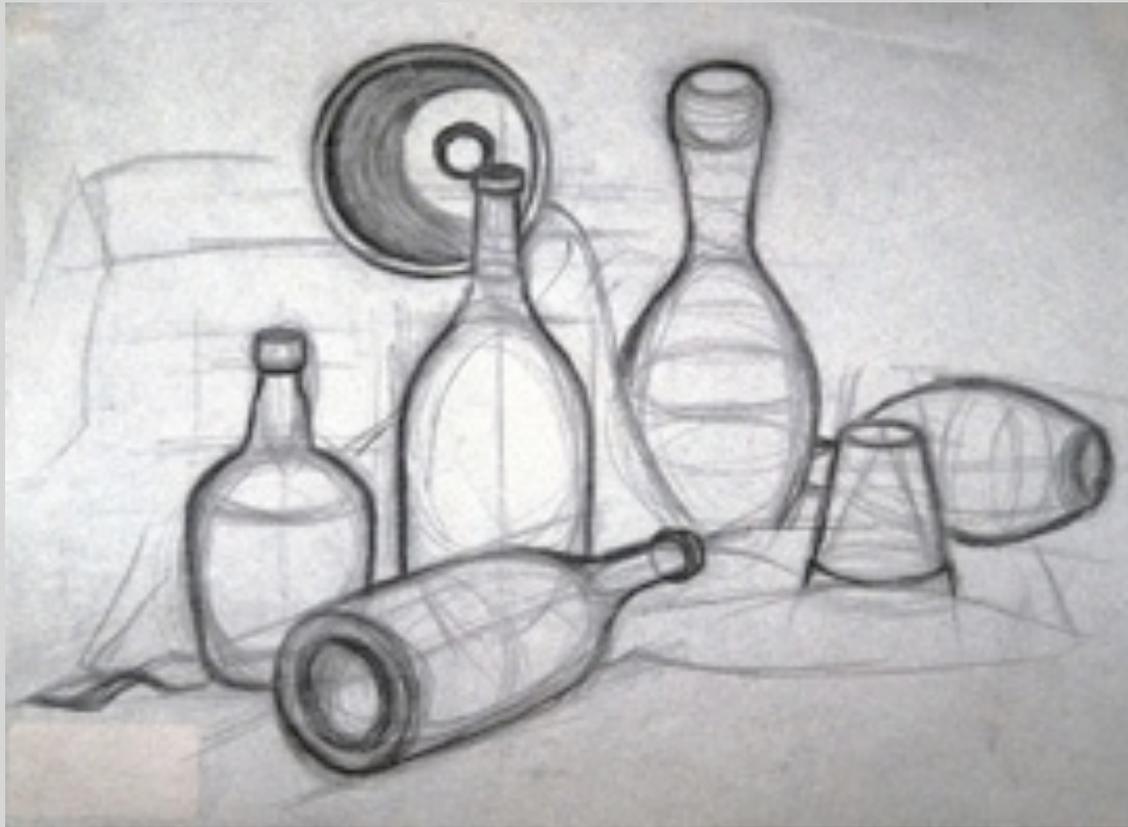


**2-Point Perspective**— here we see the lines converging in two directions toward an imaginary horizon line.



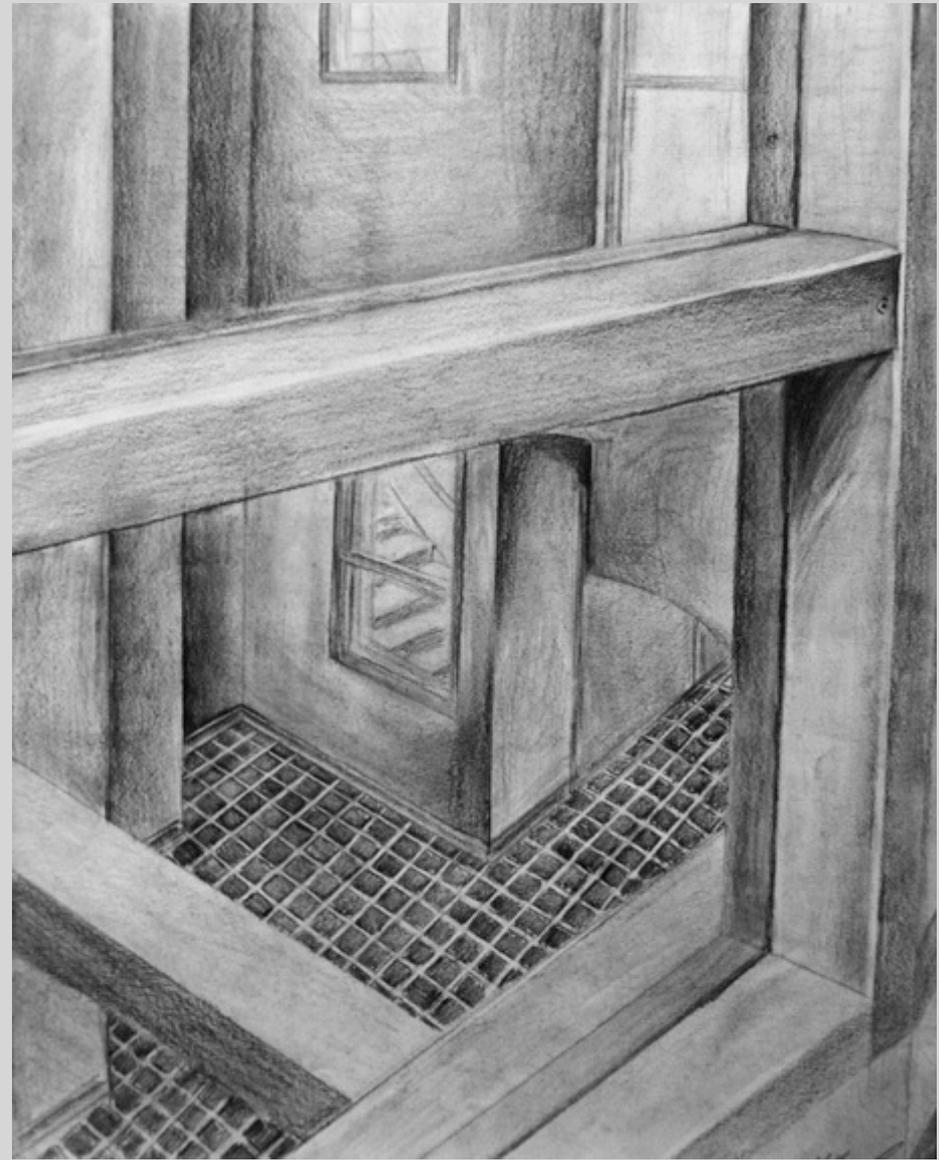
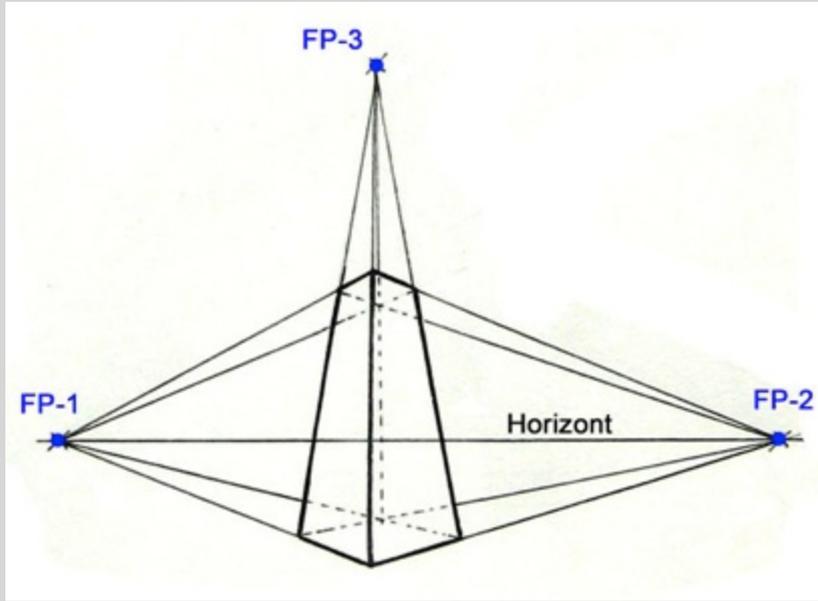


Examples of 2-point perspective.

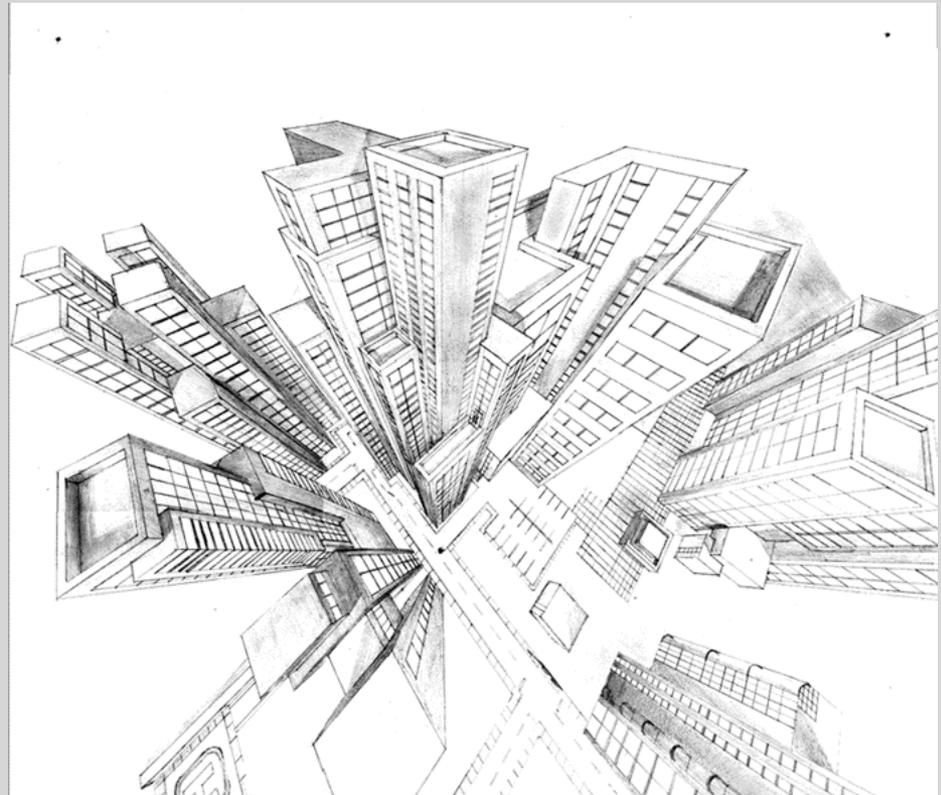
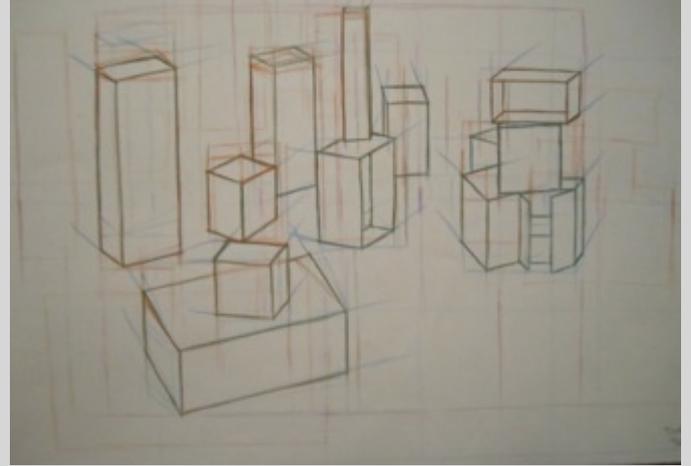
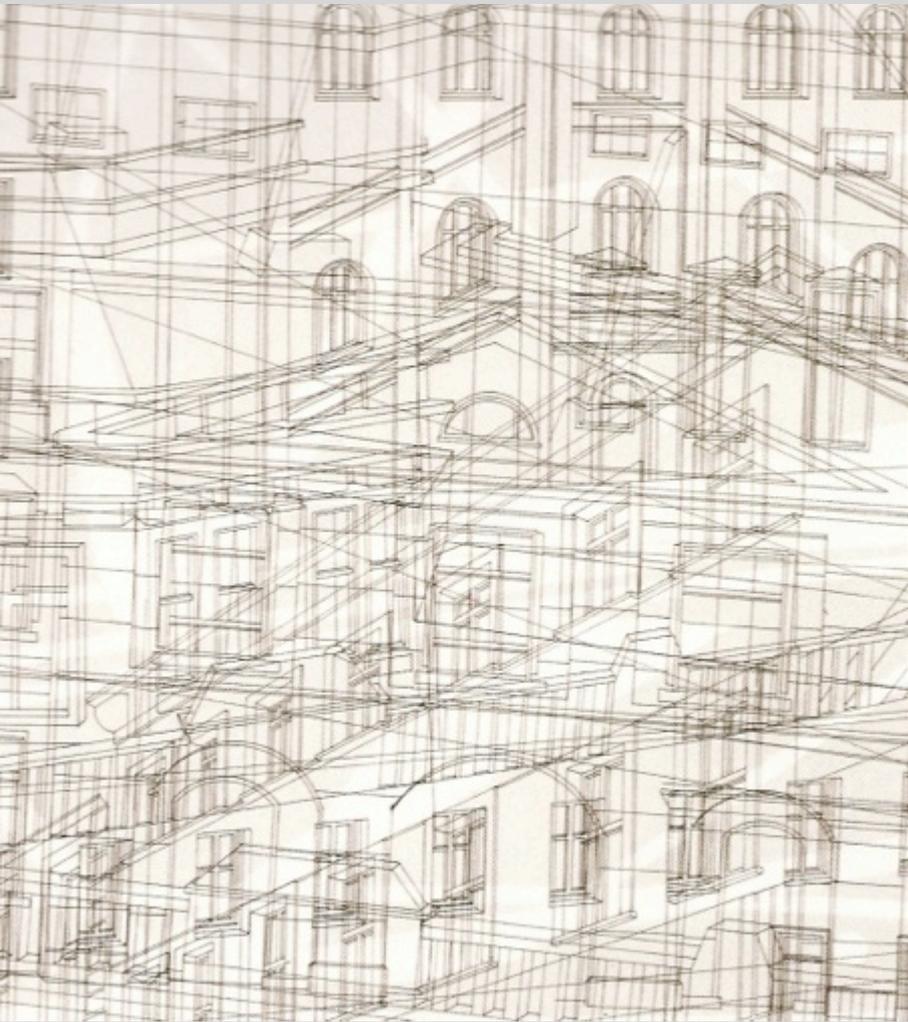


When we are working with curved objects, one and two point perspective are also observable.

Multiple point– just means a more complex consideration of organizing objectsspace is being used.



# Multiple point--



# Atmospheric Perspective--

