

Linear Perspective:

One Point

Two Point

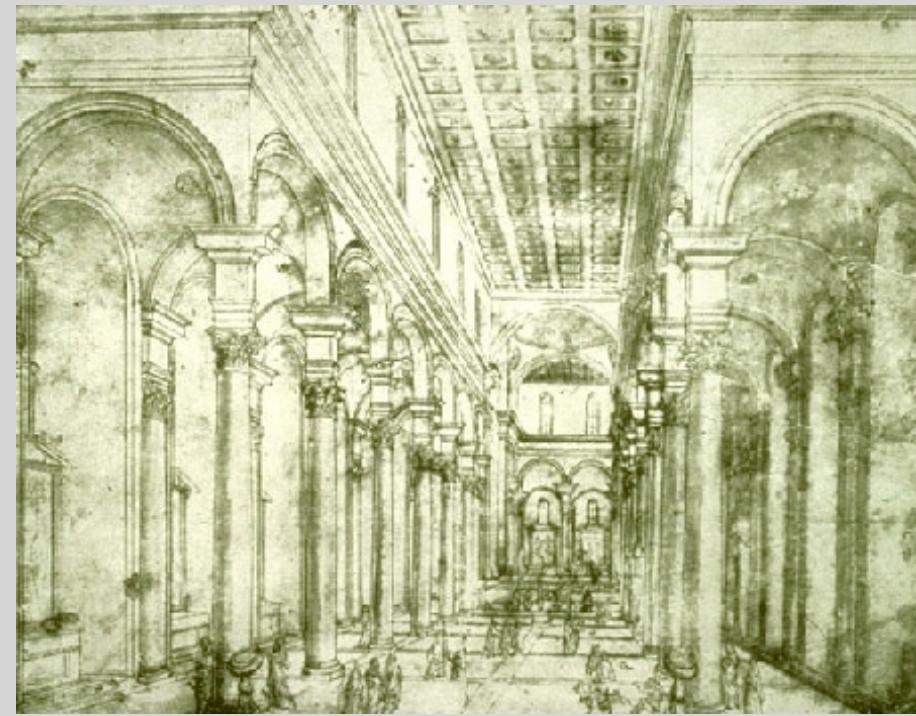
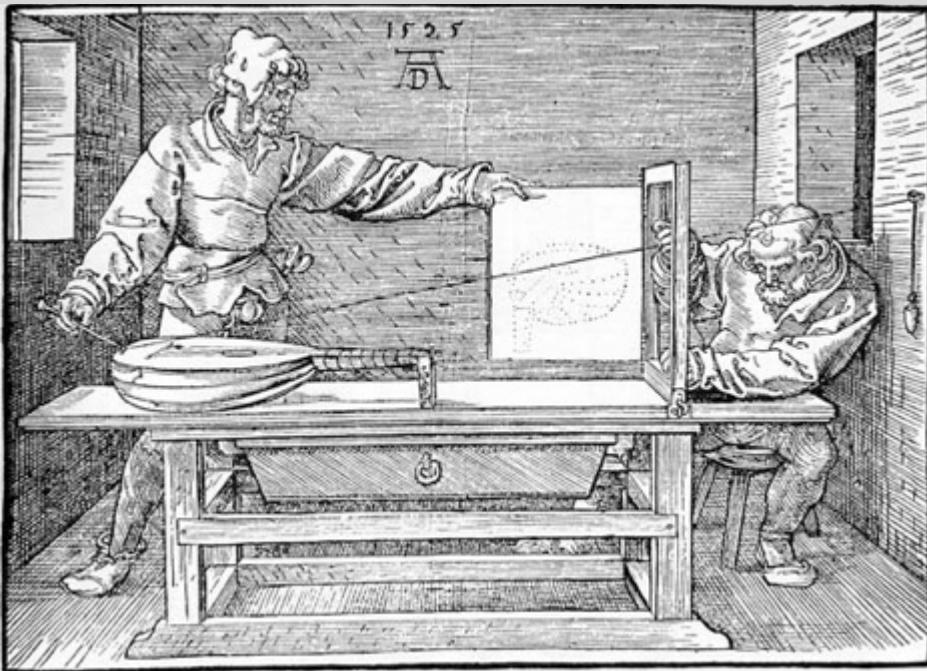
Multiple Point

Review:

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.



In general linear perspective in drawing, is an approximate representation, on a flat surface (such as paper), of an image as it is seen by the eye.

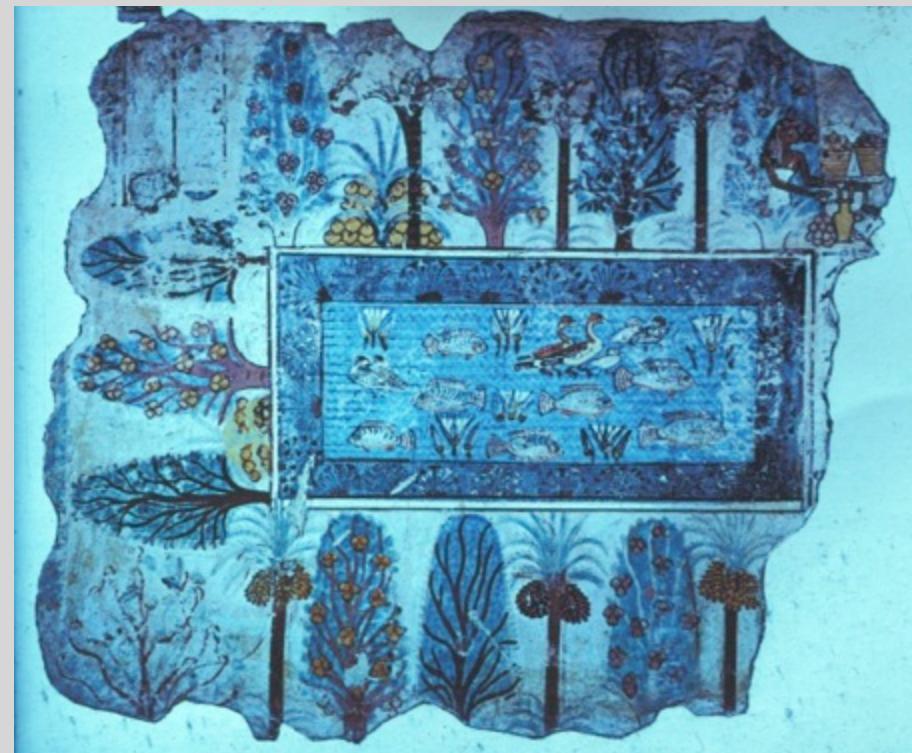
One Point --A drawing has one-point perspective when it contains only one vanishing point on the horizon line. This type of perspective is typically used for images of roads, railway tracks, hallways, or buildings viewed so that the front is directly facing the viewer. Any objects that are made up of lines either directly parallel with the viewer's line of sight or directly perpendicular (the railroad slats) can be represented with one-point perspective. These parallel lines converge at the vanishing point.

In pre-Renaissance Art especially that in the Byzantine tradition, it was thought to be sacrilegious to represent holy figures as real people.

As a result, figures were flat, layered, stylized, etc.

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.





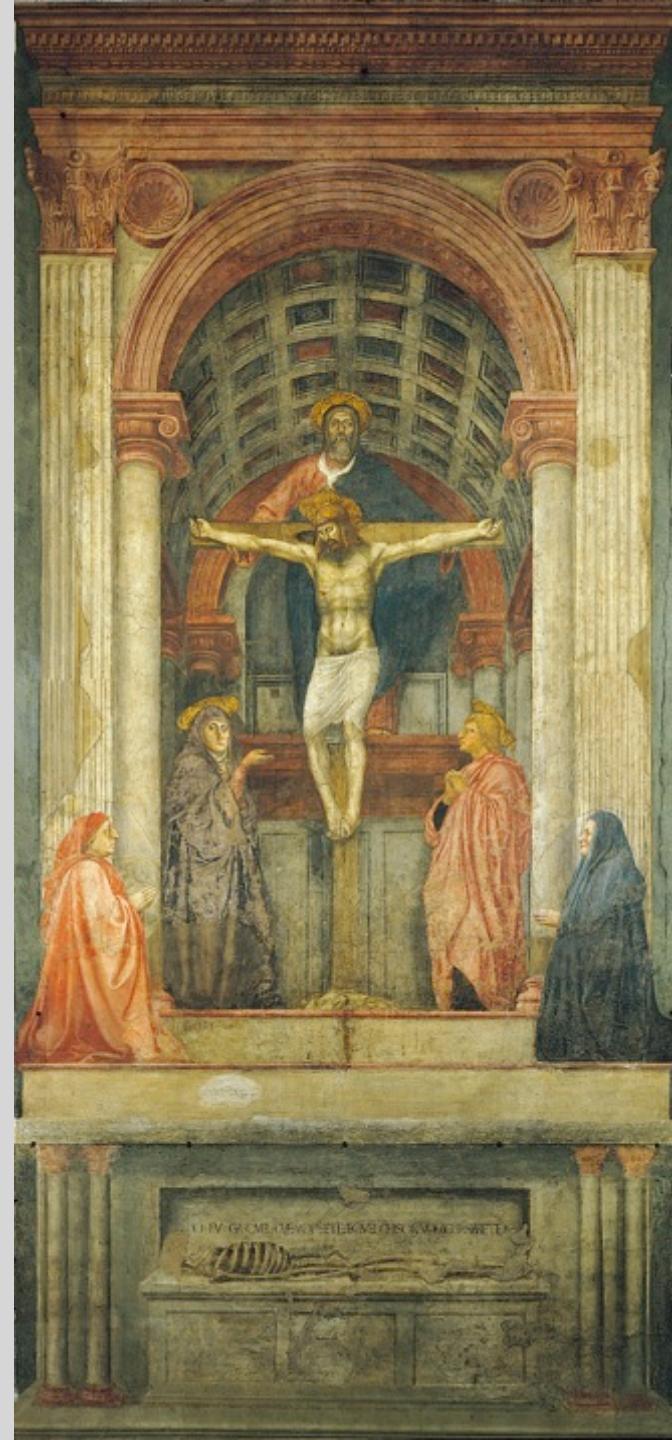
Similarly in Egyptian Art, there was no interest in representing things to appear like the real world. To them, it was about clarity of representation. How can we best show things to the viewer for visual understanding.

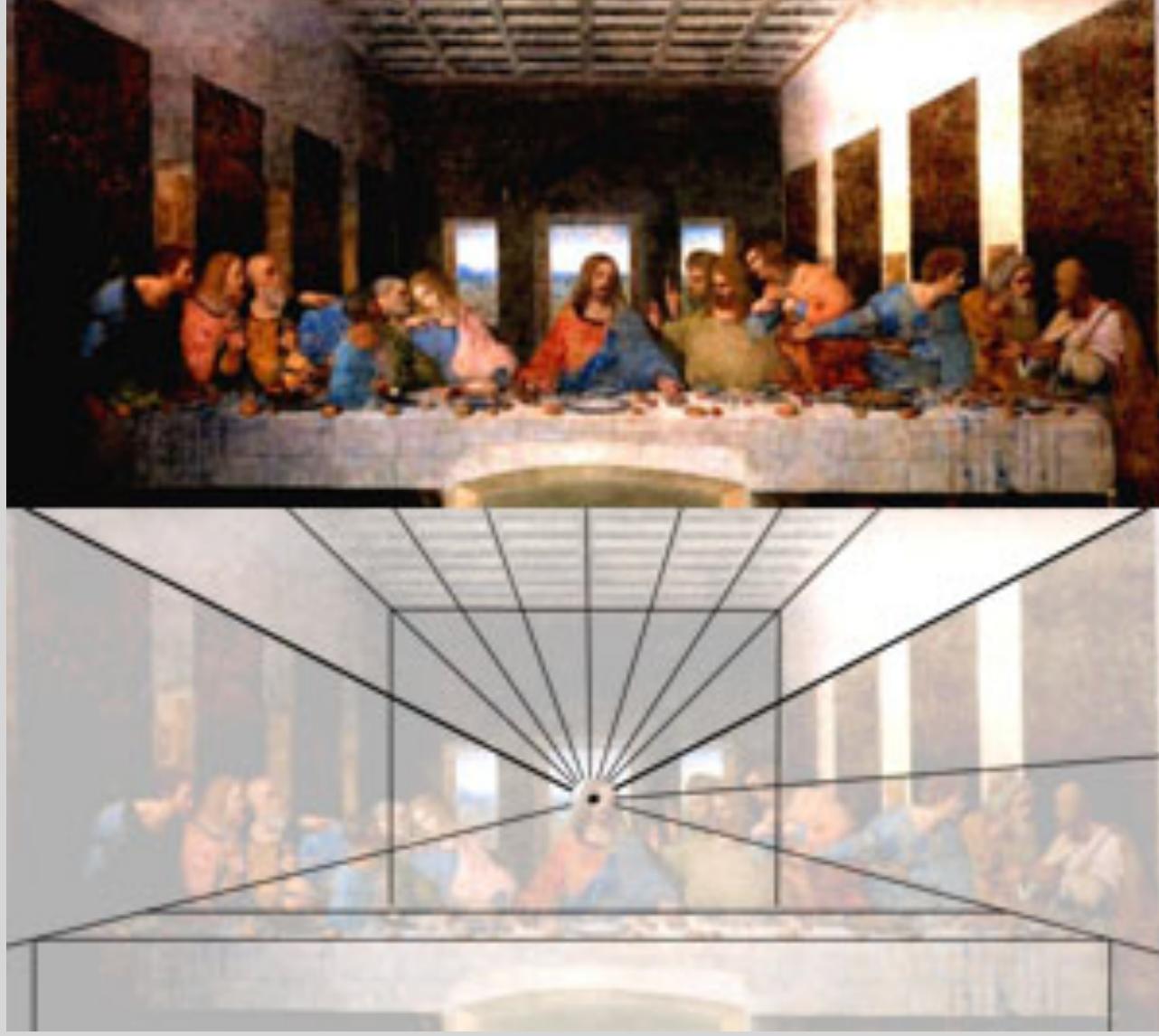
Fowling scene, from the tomb of Nebamun, Thebes, Egypt, Dynasty XVIII, ca. 1400–1350 BCE. Fresco on dry plaster, approx. 2' 8" high. British Museum, London.

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".



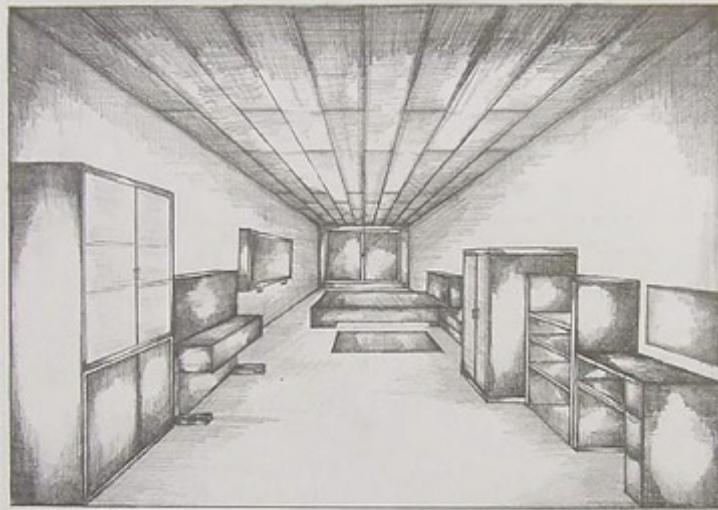
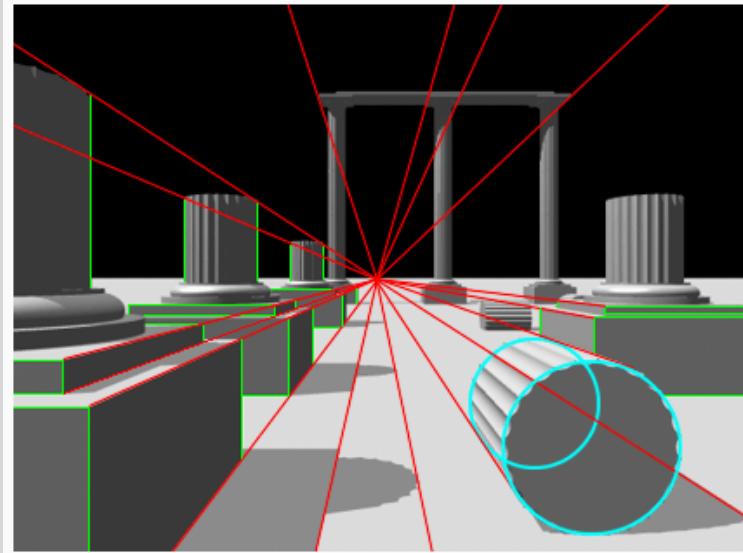
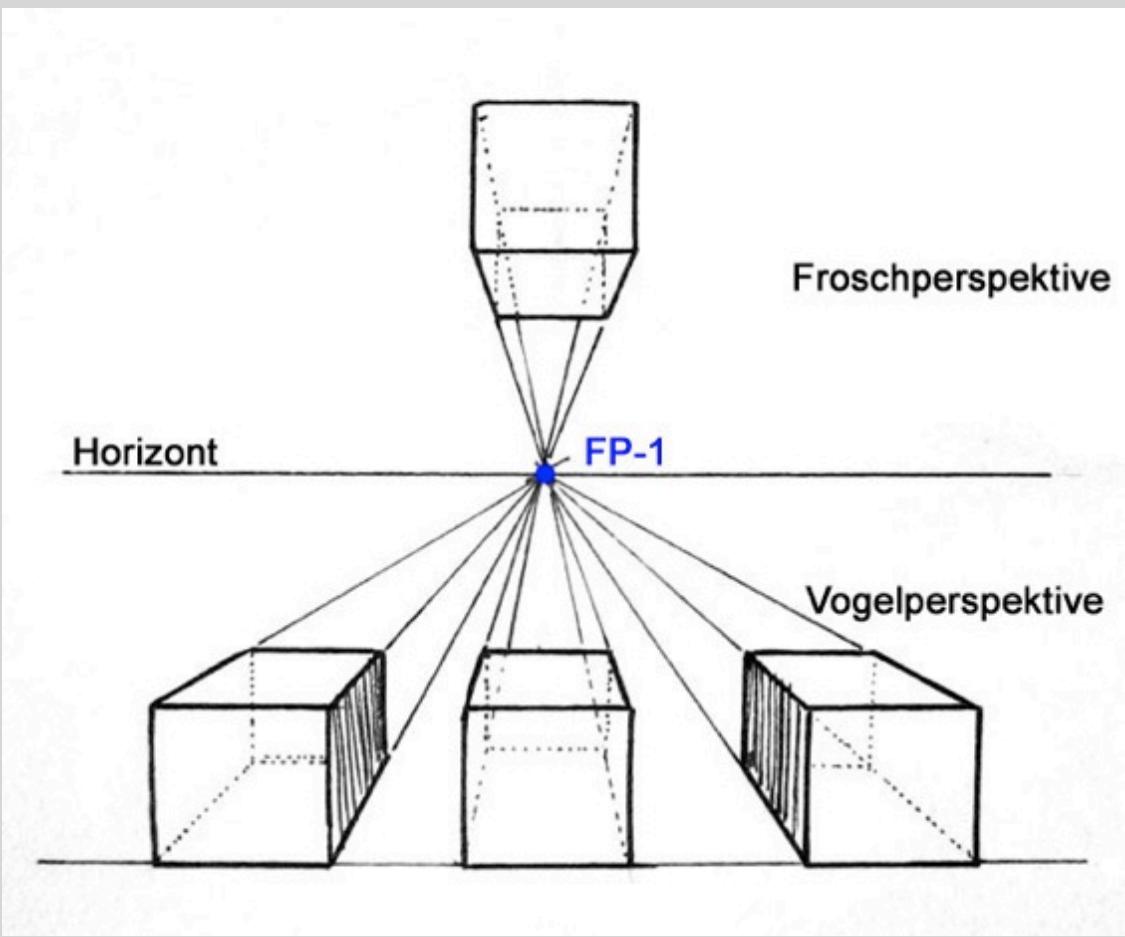


**One point perspective...imagines a stopped moment in time.
Seen by one person from one view.**

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.

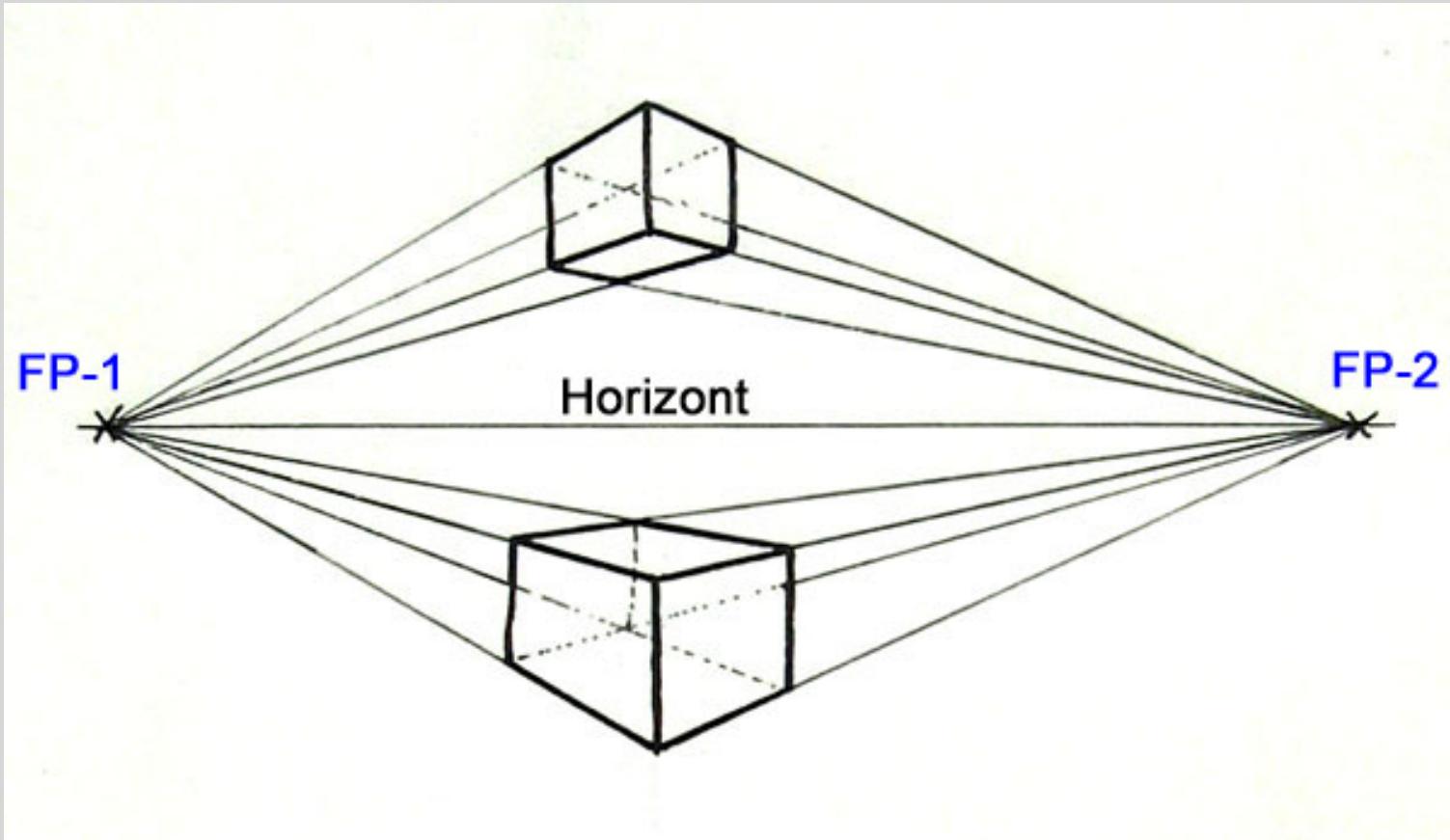


In Japanese art, there was no interest in trying to create the illusion of the real world.



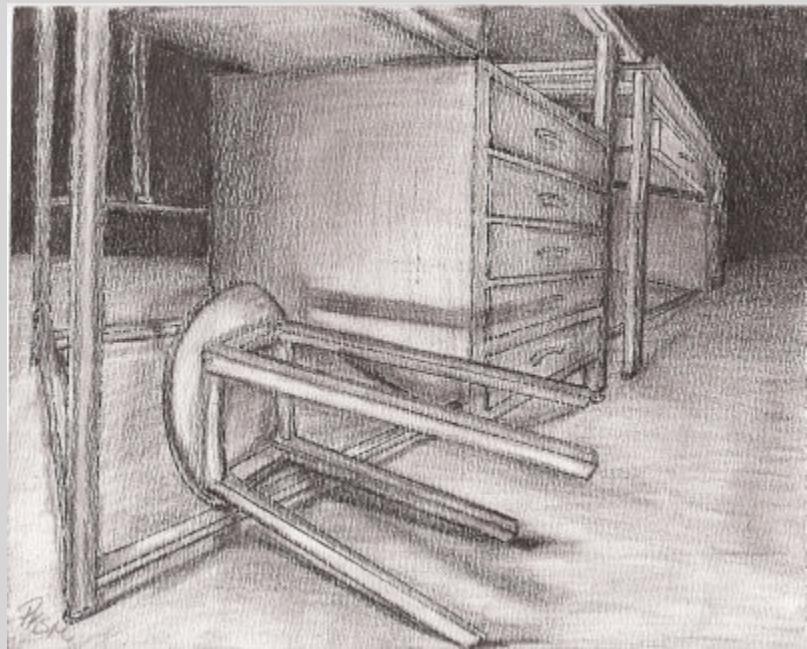
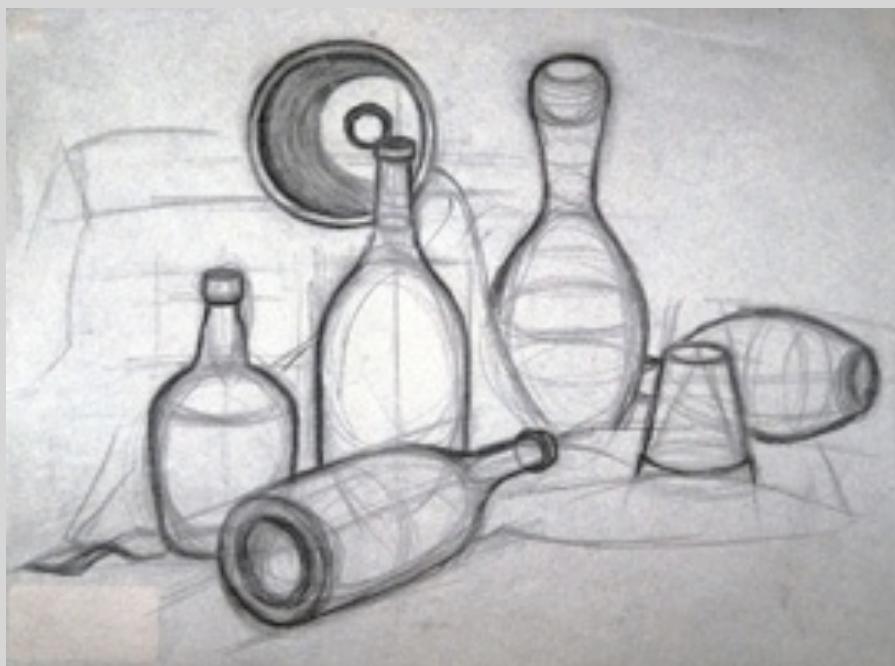
One point perspective— all lines converge to one point on the Horizon Line.

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

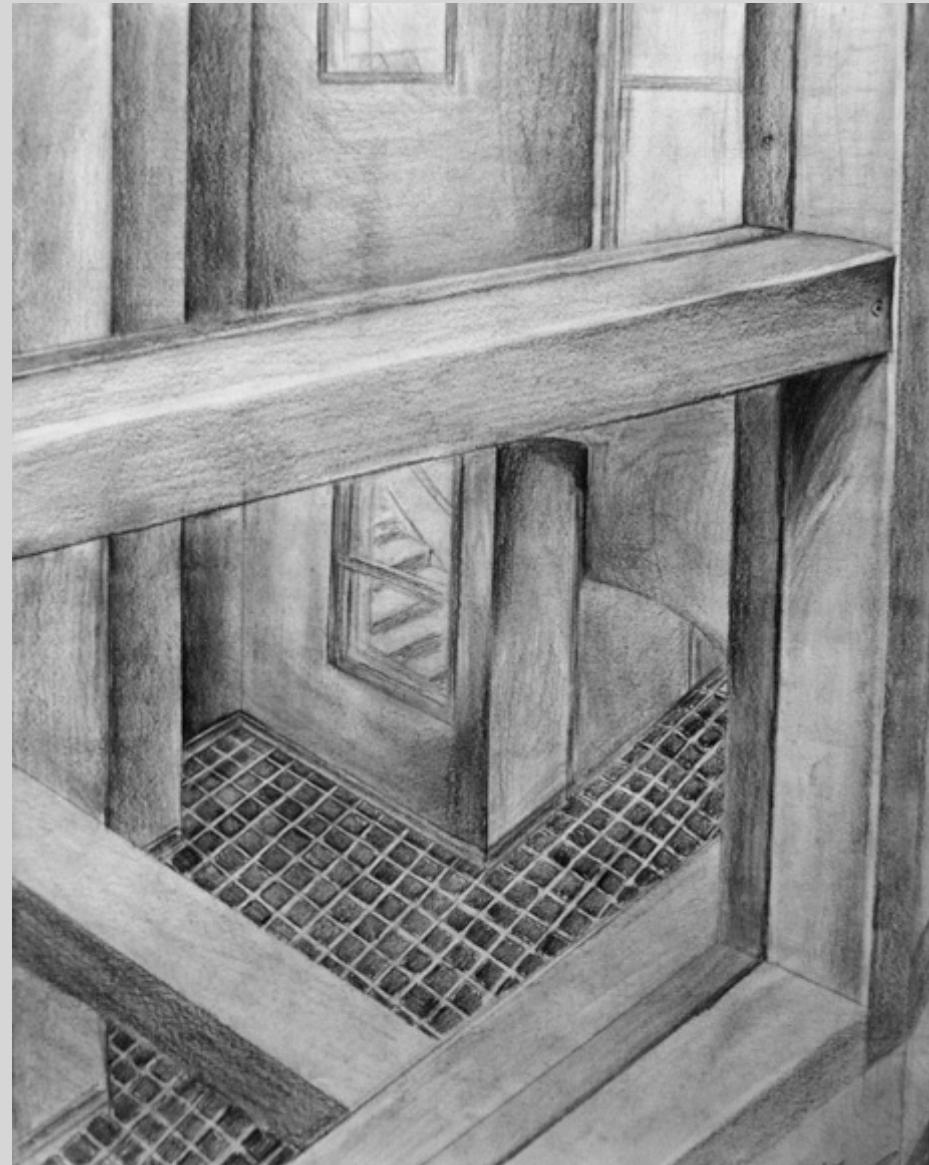
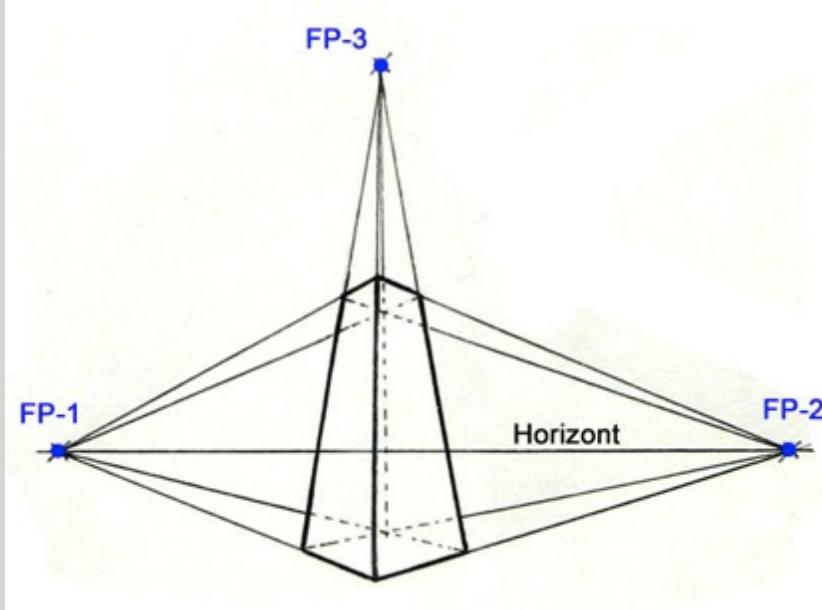




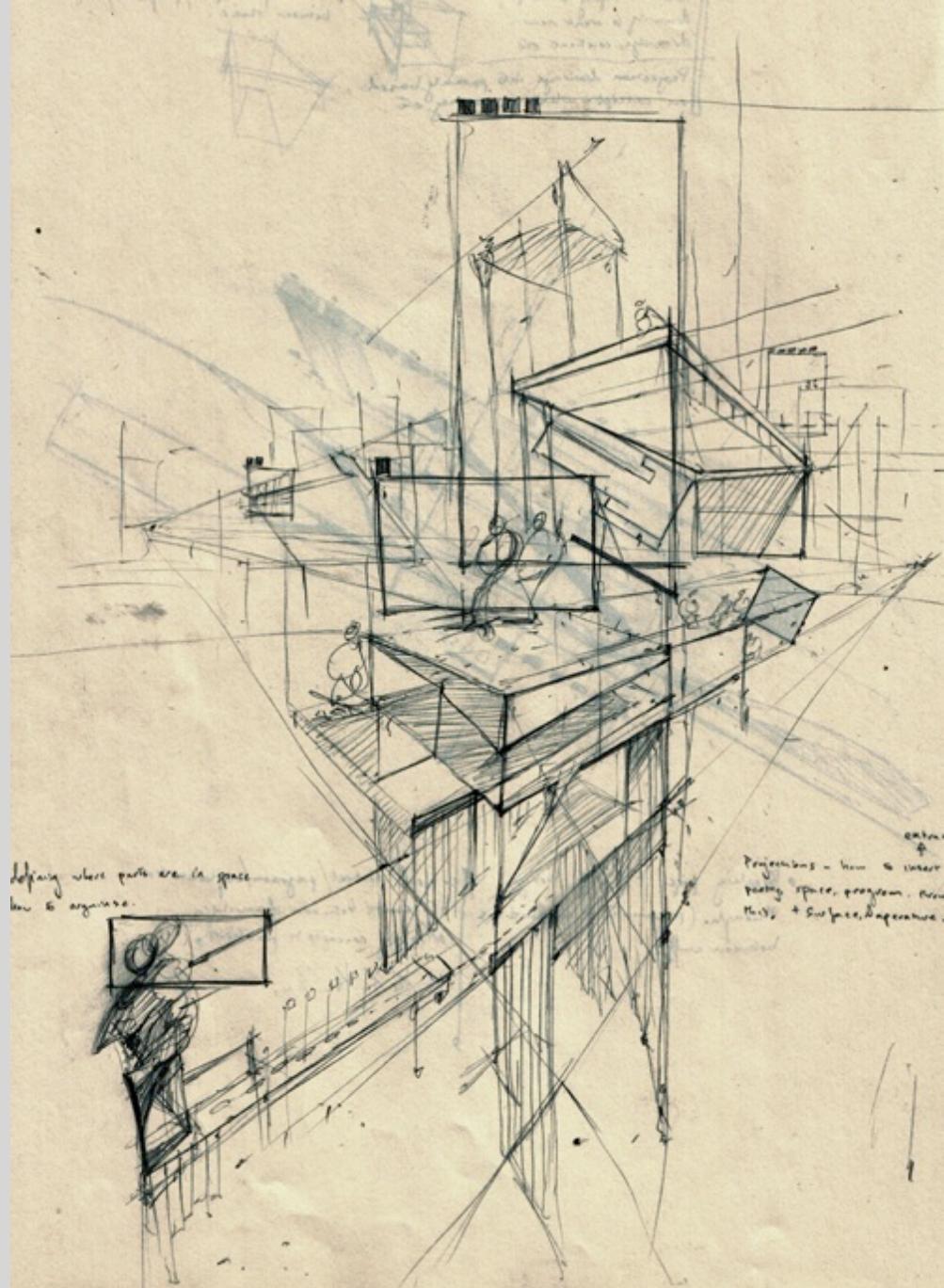
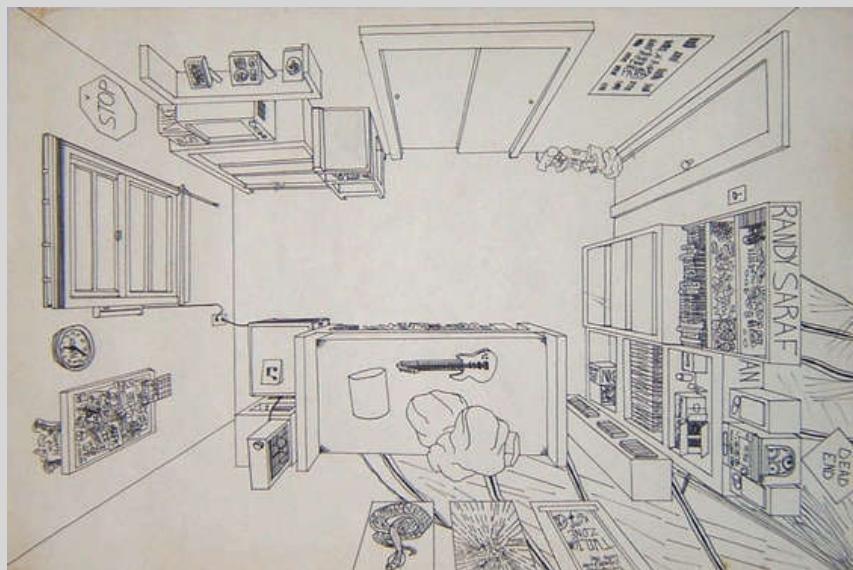
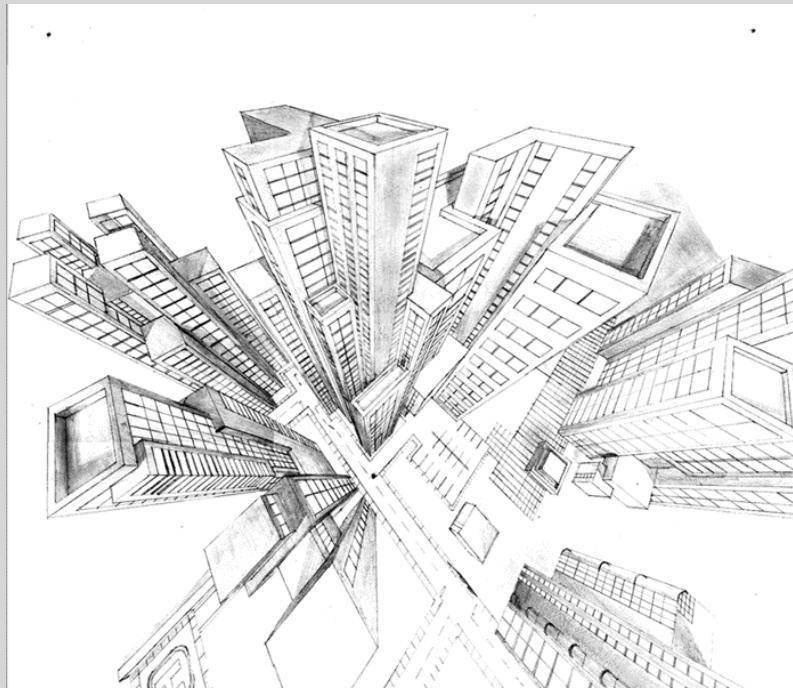
Masaccio, Renaissance painting with 2-point and atmospheric perspective



Multiple point--



Multiple point--



Atmospheric Perspective--

