

## PERSPECTIVE

### DEFINITION:

-the use of lines and other methods to create the illusion of depth on a two-dimensional picture plane

### SIX METHODS FOR CREATING DEPTH OR PERSPECTIVE

#### 1. OVERLAPPING

-objects in front are closer and overlap objects which are behind and farther away

#### 2. SIZE

-larger objects are closer to the viewer; smaller objects are farther away

#### 3. DETAIL

-objects in the foreground are more detailed; objects in the background have less detail

#### 4. PLACEMENT

-objects near the bottom of the page appear closer than objects at the top of the page

#### 5. COLOUR / SHADING

-Shade objects to make them appear three-dimensional. Objects in the foreground are distinct, clear and bright. Colours get lighter and hazier in the background (aerial or atmospheric perspective).

#### 6. GRADATION

-objects gradually change in size, colour or shape as they recede into the distance (fenceposts, railroad tracks.....)