

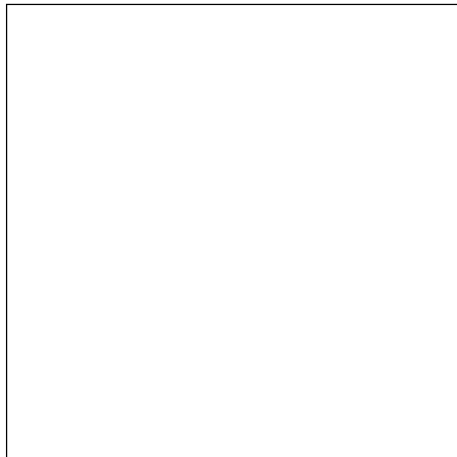
# Basic Rules of Perspective

- ▶ The farther an object is from the drawing plane, the smaller its perspective image in the drawing plane.
- ▶ Lines that are mutually parallel and parallel to the drawing plane are depicted as parallel.
- ▶ Mutually parallel lines that are not parallel to the drawing plane are depicted as intersecting lines. The intersection point is called the *vanishing point*.

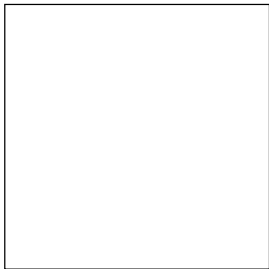
## Basic Rules of Perspective continued

- ▶ If three or more classes of parallel lines are all parallel to a fixed plane that is not parallel to the drawing plane, and if these classes of parallel lines determine three or more vanishing points, then all of these vanishing points occur on a single line. Moreover, if all lines are horizontal, the line is called the *horizon line*.

Perspective - box in 1 point perspective



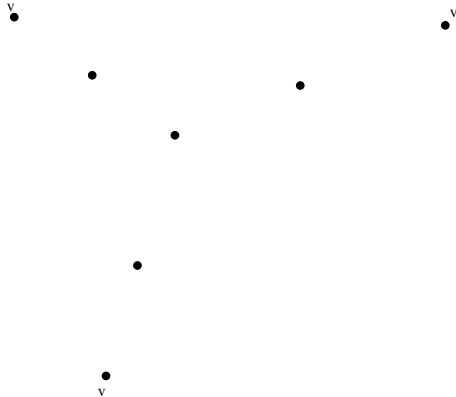
Perspective - box in 1 point perspective (Again)



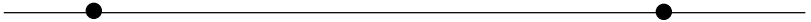
## Perspective - box in 2 point perspective



# Perspective - box in 3 point perspective



A square in 2 point perspective



A  $2 \times 2$  checkerboard





A  $4 \times 4$  checkerboard



A  $3 \times 3$  checkerboard

