

## Week 5- Perspective

**Linear perspective** was developed during the Renaissance around 1420 by Filippo Brunelleschi.

For hundreds of years artists struggled to create a realistic depiction of space. This painting is an example of a painting before linear perspective was used. As you can see, there is no vanishing point and the lines are all angled in different directions. The table also looks like it is tilted forward rather than receding back in space. All of those plates should be falling right off the table!



Duccio di Buoninsegna, c. 1308–1311, Tempera on wood

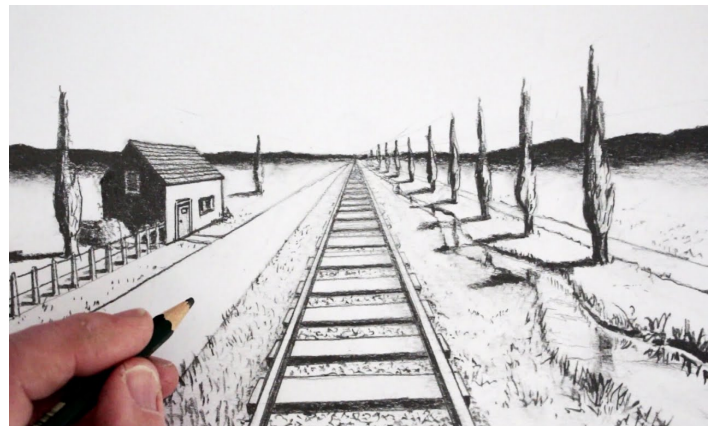


Linear perspective solved this problem. **Perspective** is a system of using lines and a vanishing point to create the illusion of space on a two-dimensional surface. This new development in the Renaissance allowed paintings to be like windows into the three-dimensional world.

With linear perspective, lines that we know to be parallel appear to converge at a vanishing point, as seen in this photograph of railroad tracks.

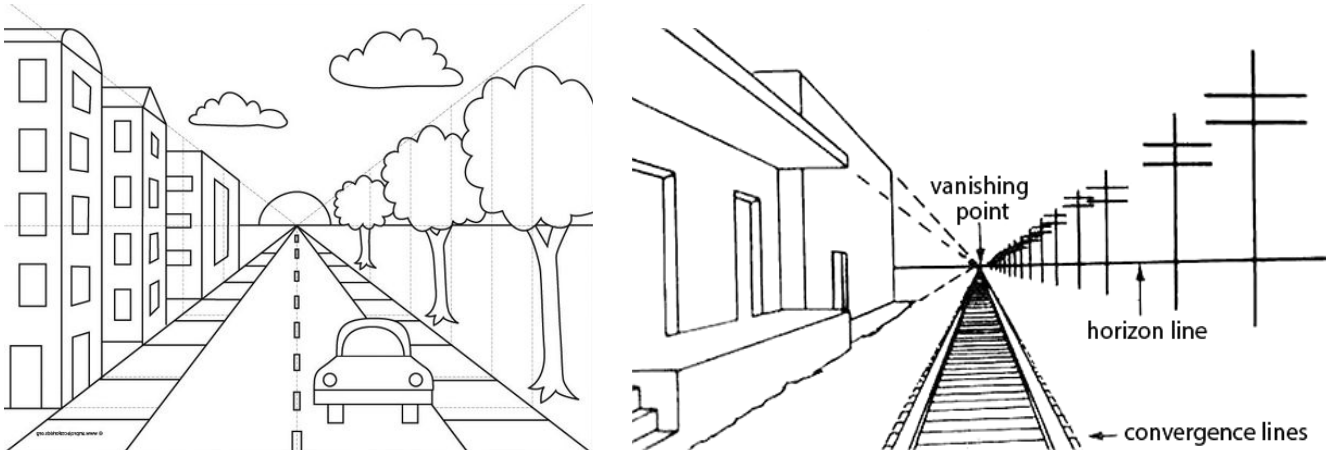
An important thing to remember when using perspective is that as objects recede in space – they get smaller and smaller. This adds to the illusion of space. This can be seen in the trees shown in this drawing. We know the trees are the same size, but the change in scale creates depth.

All angled lines are converging to the vanishing point at the end of the railroad tracks. Even the top of the tree line follows this rule.





When using linear perspective, remember that all lines are *horizontal*, *vertical*, or *recede to the vanishing point*. Using a ruler can be helpful to make sure that your lines are straight, and that they all go to the vanishing point.



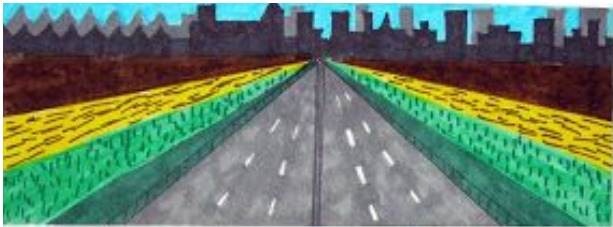
This Renaissance fresco is a great example of the early use of linear perspective in painting. The lines on the ground all recede to a vanishing point inside the central building. Perugino also changed the scale of the figures, making them smaller as they go back in space.



Pietro Perugino, *Christ Giving the Keys to St. Peter*, 1481-1482, fresco painting, Sistine Chapel, Rome, Italy



Here are a few student drawings using perspective. Can you find the vanishing point in each one? Now have your students create their own drawing using the system of perspective.



## The Five Core Habits:

Practice the *Five Core Habits of Grammar* with art - NAMES (found on pgs. 18-19 in the Foundation Guide).

### 5 CORE HABITS



#### NAMING

1. What do you call this?
2. Where does this name come from?
3. Are there any other names for this?



#### ATTENDING

1. What are the parts of this?
2. Where do you usually see this?
3. What makes this special?



#### MEMORIZING

1. What would help you memorize this? An acronym, a song, a chant, a picture, etc.
2. What did you already know about this?



#### EXPRESSING

1. Could you draw a picture of this or write a song about it? Could you act it out?
2. How does this make you feel?



#### STORYTELLING

1. Can you tell me a story about this?
2. Can I tell you a story about this?

N names (name things specifically)

A attending (look and listen carefully. Also- taste, smell, touch. Compare things.)

M memorizing (soak up facts and ideas. Memorize facts and relations of things to recall, connect, and expand new ideas to older ones from past memorizations.)

E expressing (express ideas creatively- reciting, drawing, singing, dancing)

S storytelling (hear and tell stories)

You can practice the 5 core habits in this art project:

#### N – Names:

- Name the elements of linear perspective used (horizontal line, vertical line, vanishing point, receding lines).
- Name the shapes in your drawing.
- Names the objects that get smaller as they go back in space.

#### A – Attending

- Listen carefully to understand linear perspective.
- Look carefully at the examples and by doing your own drawing.
- Compare the use of line. Compare the changes in scale of shape.
- Fine the vanishing point in each example above.

#### M – Memorize

- Memorize the elements of linear perspective

#### E – Express

- Express what you have learned about linear perspective by creating your own art.
- Express your thoughts and ideas about the art.
- Talk about how difficult it would be to create the illusion of space without linear perspective.

#### S – Story telling

- Tell the story about your art.