

# Perspective prep test

All information is on my site: [http://juliannakunstler.com/art1\\_ea\\_space.html](http://juliannakunstler.com/art1_ea_space.html)

## History

You are going to be asked a basic historical facts and information about the development of Linear perspective. You can use my web site to study, or any other sources available.

Perspective, from the Latin words meaning "to look through", is a system for representing the illusion of depth, for replacing 3-D objects on a 2-D surface.

It was developed in 15th century by Renaissance artist and architect Filippo Brunelleschi. Using his geometrical system, an artist is able to draw figures and objects so that they seem to move deeper into a work rather than across it. Slanting the lines of buildings and other objects in the picture inwards makes them appear to extend back into space. If these lines are lengthened, they will eventually meet at a point along an imaginary horizontal line representing the eye level (horizon line). The point at which these lines meet is called a vanishing point.



Filippo Brunelleschi  
1377 – 1446



## question 1

**Who invented linear perspective?**

- Louis de Funès
- Filippo Brunelleschi
- Alexander III
- Charles Dickens

## question 2

**Linear perspective was developed in**

- the 20th century
- the 21st century
- the 1st century
- the 15th century










## question 3



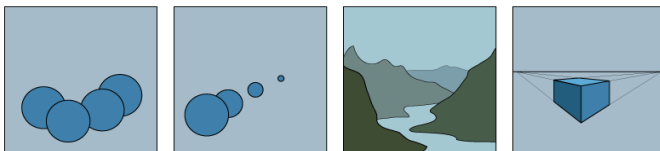
**Filippo Brunelleschi was**

- French comedian
- Renaissance architect
- Russian czar
- English writer

Artists use different techniques to create an illusion of depth on a flat 2-D surface: size relationship, placement of objects, overlapping, value change, details, atmospheric & linear perspective.

 <p><b>1. SIZE RELATIONSHIP</b></p> <p>As your eye moves back into a picture, objects become progressively smaller</p>	 <p><b>2. PLACEMENT OF OBJECTS</b></p> <p>Objects, placed higher than others in the drawing, appear to be further back.</p>	 <p><b>3. OVERLAPPING OF OBJECTS</b></p> <p>Overlapping objects is the basic technique for suggesting space. This means placing one object in front of another, partially concealing the object behind.</p>	 <p><b>4. VALUE CHANGE</b></p> <p>Value change is a form of Aerial Perspective. Artists gradually lessen value and value contrasts for objects that appear further back in a composition. In linear drawing you can change a thickness of your line.</p>	 <p><b>5. DETAILS</b></p> <p>Details of objects in the distance are less clear than those in the foreground.</p>	<p><b>6. ATMOSPHERIC PERSPECTIVE</b></p>  <p>Objects in the distance are painted with hues that appear bluer and less intense or bright. When their values change too – making these objects lighter – this technique creates the illusion of layers of atmosphere between the viewer and the distant objects.</p> 	<p><b>7. LINEAR PERSPECTIVE</b></p>  <p>Perspective, from the Latin words meaning "to look through", is a system for representing the illusion of depth, for replacing 3-D objects on a 2-D surface.</p> <p>It was developed in 15th century by Renaissance artist and architect Filippo Brunelleschi. Using his geometrical system, an artist is able to draw figures and objects so that they seem to move deeper into a work rather than across it. Slanting the lines of buildings and other objects in the picture inwards makes them appear to extend back into space. If these lines are lengthened, they will eventually meet at a point along an imaginary horizontal line representing the eye level (horizon line). The point at which these lines meet is called a vanishing point.</p>  <p>Filippo Brunelleschi 1377 – 1446</p>
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## question 4

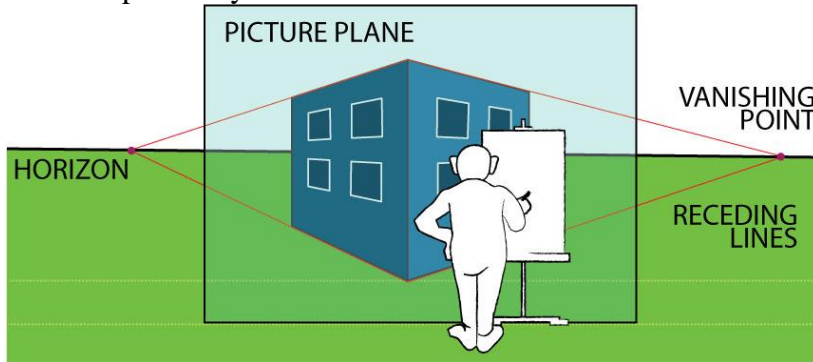


**To create an illusion of depth on a flat surface, artists use:**

- Overlapping
- Size relationship
- Aerial perspective
- Linear perspective
- All the above

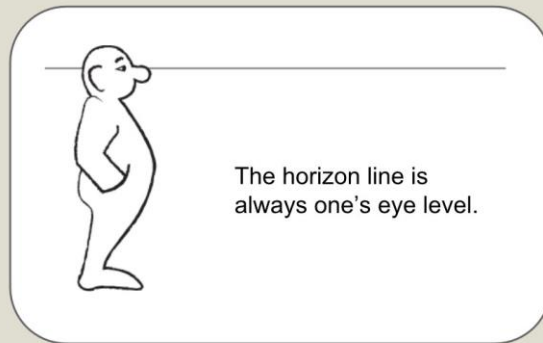
## Definitions

You need to be fluent in using the correct vocabulary of the elements of Linear perspective. There are four components you need to remember:

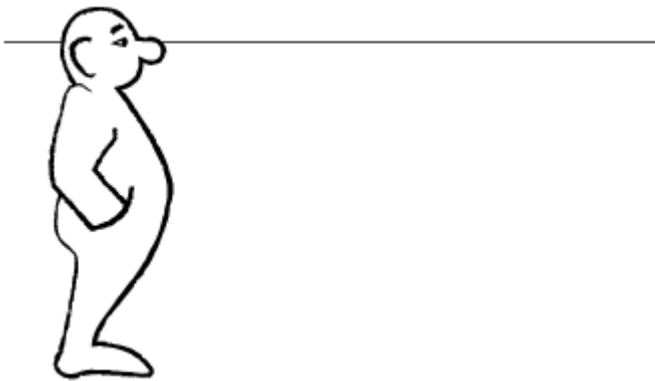


The horizon line is a line drawn across a picture.

It is essential for a picture to have a horizon line if a person wishes to communicate from what perspective a person is observing the picture (from above an object, below an object...etc).

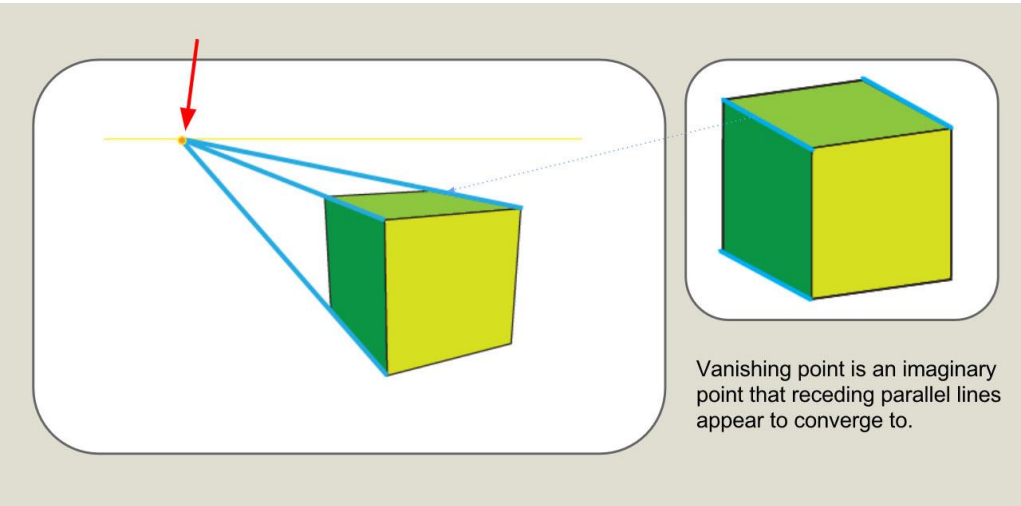


## question 5



An imaginary line that is level to the artist's eyes is called

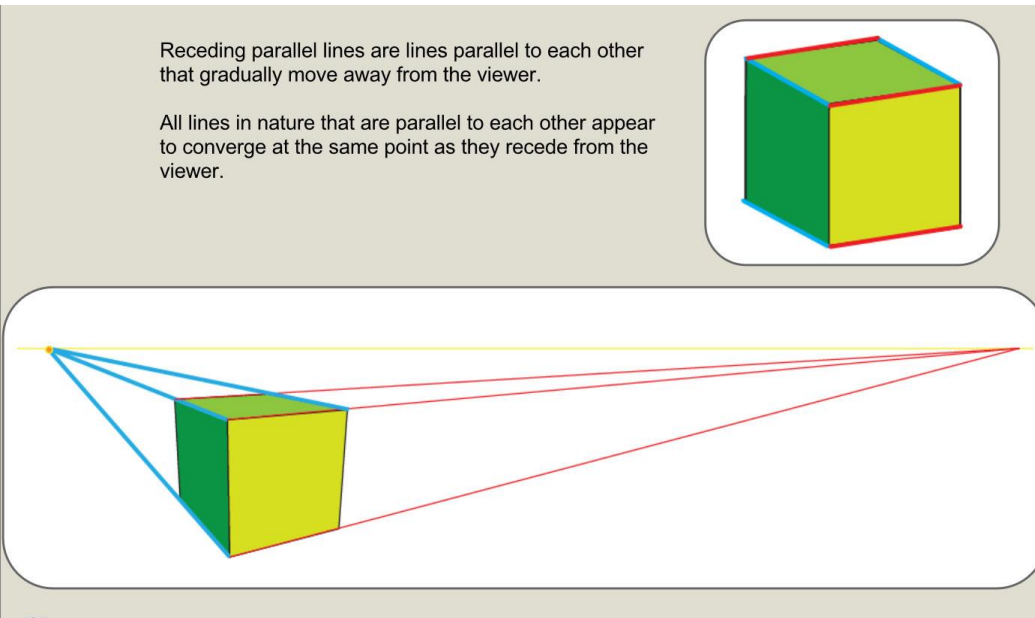
- the line
- the artist line
- the horizon
- the border line



## question 6

### Vanishing point is

- Imaginary point, where all receding lines meet
- erasable dot on a paper
- a point that vanishes if you stare at it
- none of the above

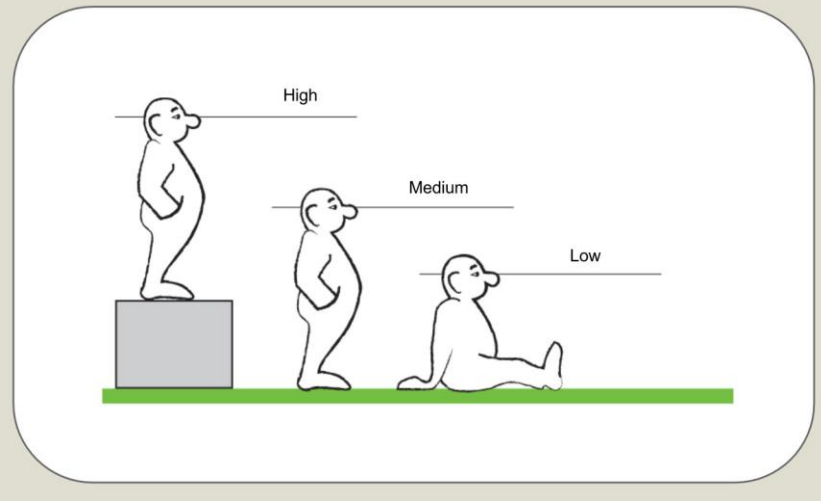


## question 7

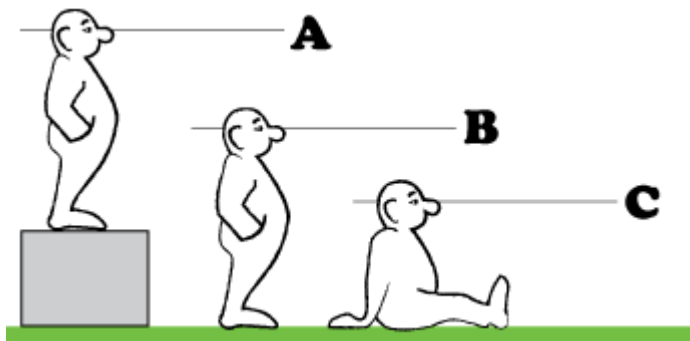
### Receding lines in linear perspective are the lines that in real life are

- diagonal
- perpendicular
- parallel
- curved

Depending on the level of the artist's eyes - horizon can be:



## question 8

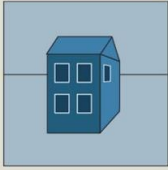
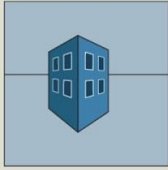
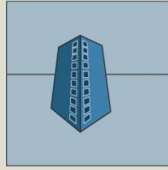
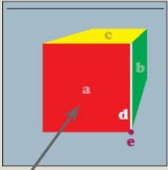
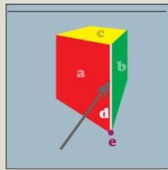
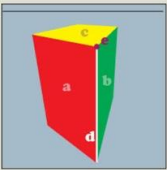


Which horizon line is called "high horizon"?

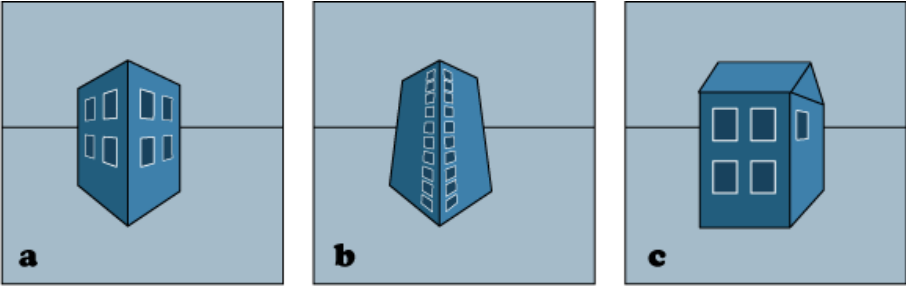
- a
- b
- c

## Identification

In this section you will need to identify the perspective elements, apply perspective rules, and recognize the types of perspective.

1-point perspective	2-point perspective	3-point perspective
We use a 1pt. perspective when the object is parallel to our picture plane.	We use a 2pt. perspective when the object is at an angle to our picture plane.	We use a 3pt. perspective for tall or deep objects.
		
		
You always start drawing your object with the closest part.	You always start drawing your object with the closest part.	You always start drawing your object with the closest part.
The closest part of a box in 1-pt. perspective is the RED side (a).	The closest part of a box in 2-pt. perspective is the WHITE corner (d).	The closest part of a box in 3-pt. perspective is the PURPLE dot (e).

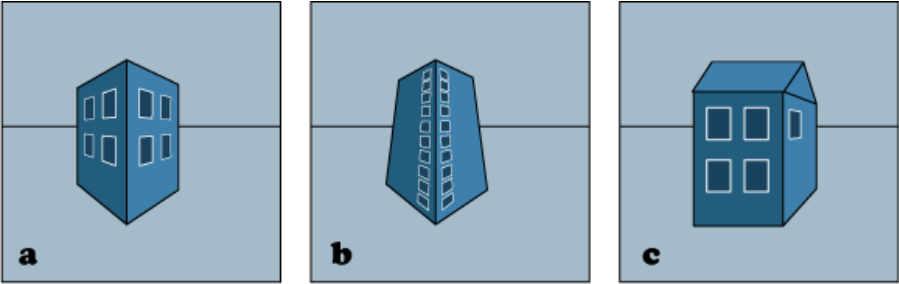
**question 9**



Which building is shown in 1-point perspective?

- a
- b
- c

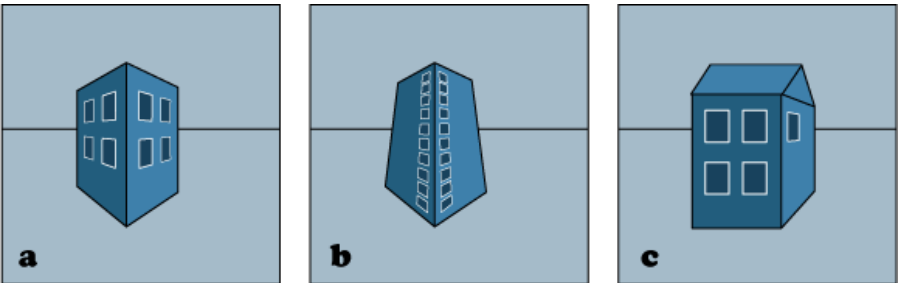
**question 10**



Which building is shown in 2-point perspective?

- a
- b
- c

**question 11**

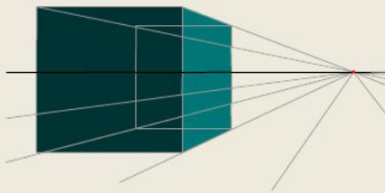


Which building is shown in 3-point perspective?

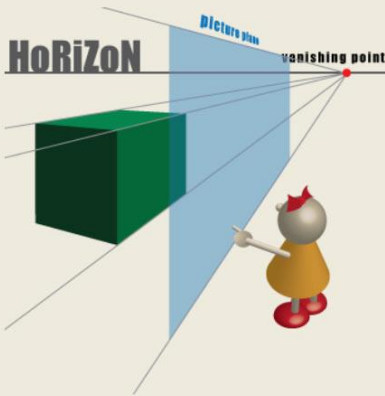
- a
- b
- c



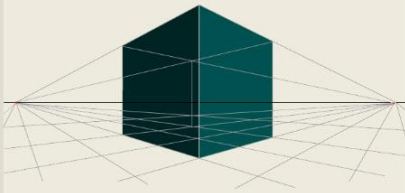
### 1-point perspective



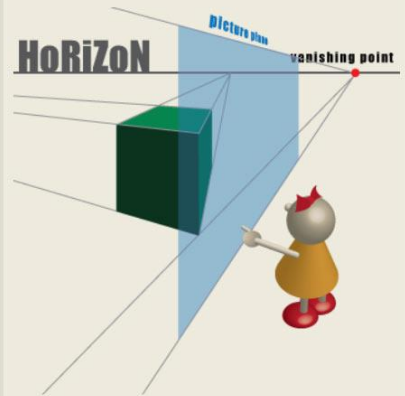
We use a 1pt. perspective when the object is parallel to our picture plane.



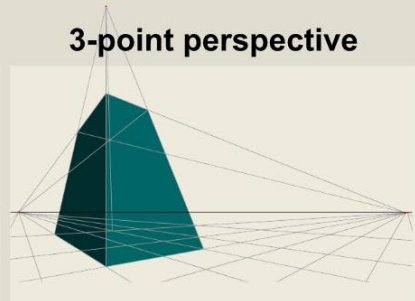
### 2-point perspective



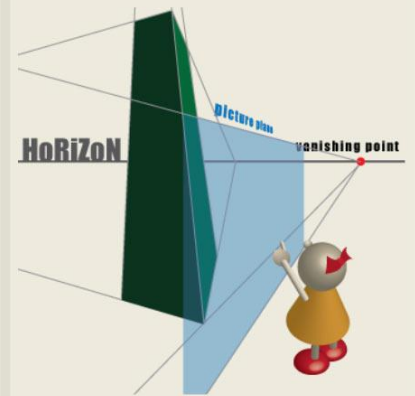
We use a 2pt. perspective when the object is at an angle to our picture plane.



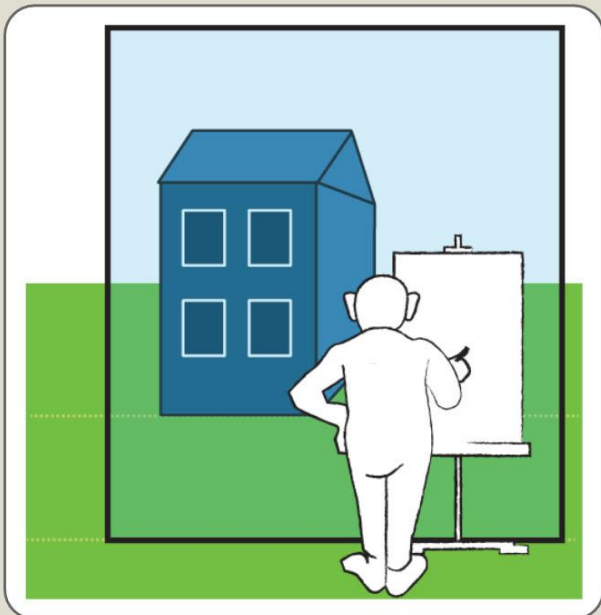
### 3-point perspective



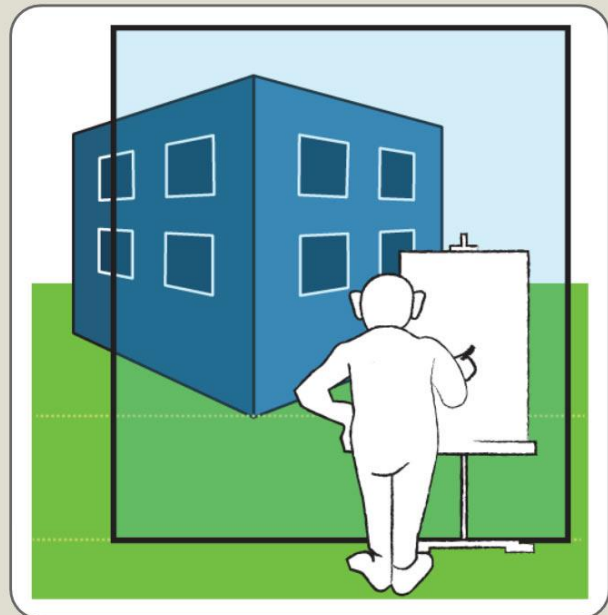
We use a 3pt. perspective for tall or deep objects.



## Picture plane and perspective



We use a 1pt. perspective when the object is parallel to our picture plane.



We use a 2pt. perspective when the object is at an angle to our picture plane.

## question 12



**In the image above - the picture plane and the building are:**

- perpendicular
- at an angle
- parallel
- none of the above

## question 13



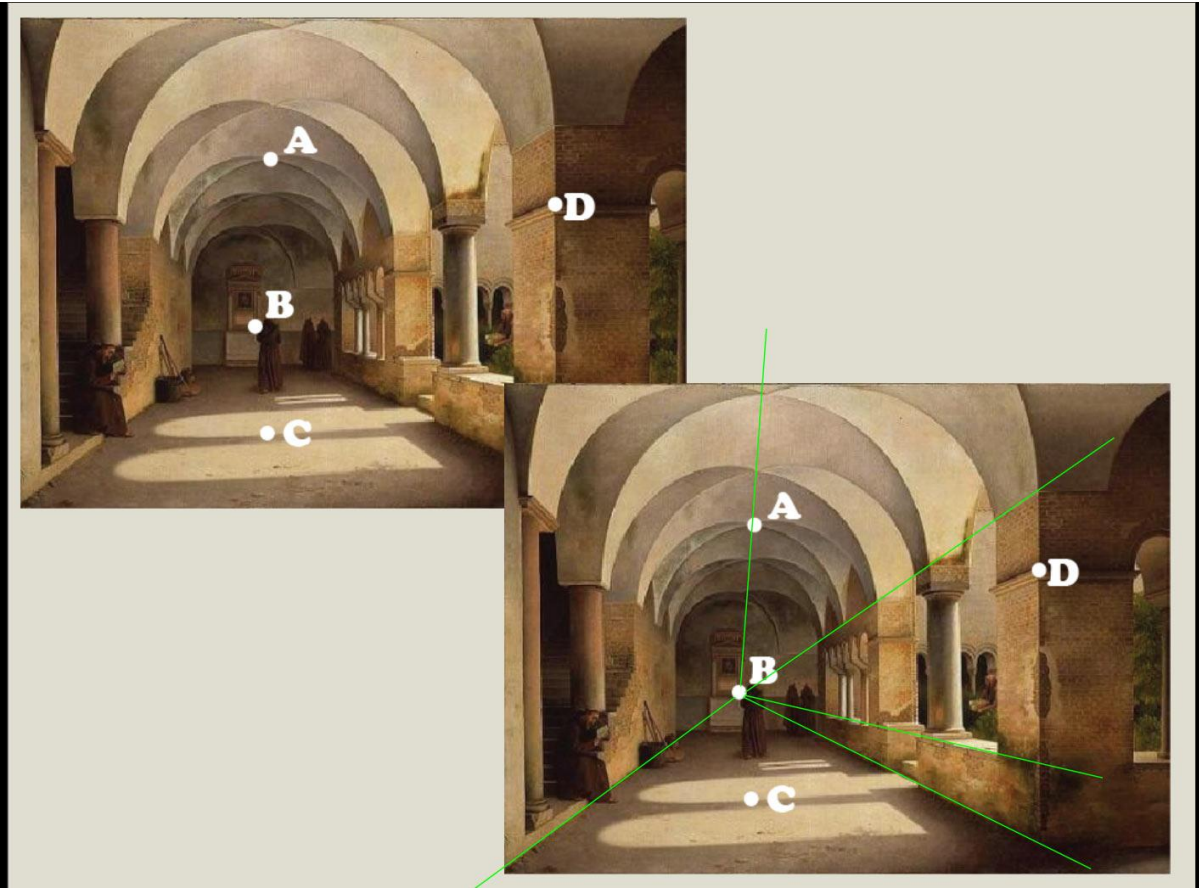
**In the image above - the picture plane and the building are:**

- perpendicular
- at an angle
- parallel
- none of the above

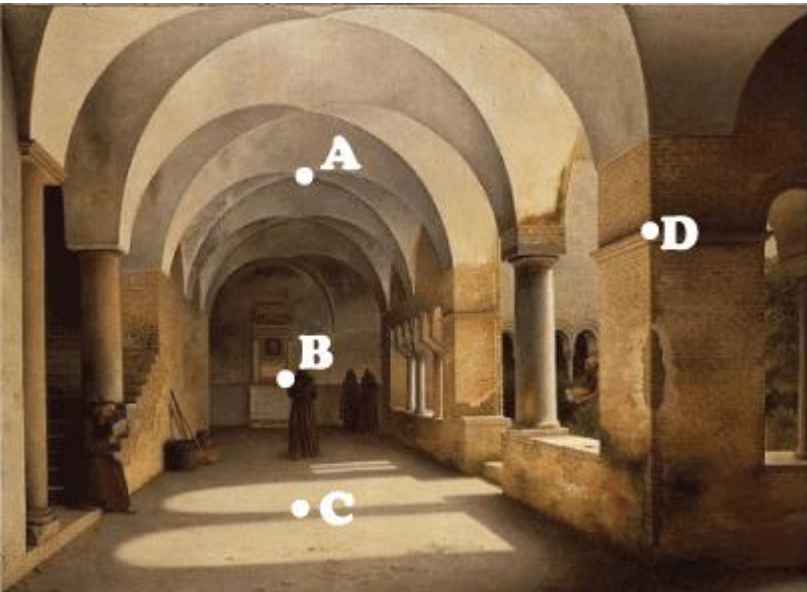
## Application

The last section: You need to apply what you know about the linear perspective. Take your time, don't rush.



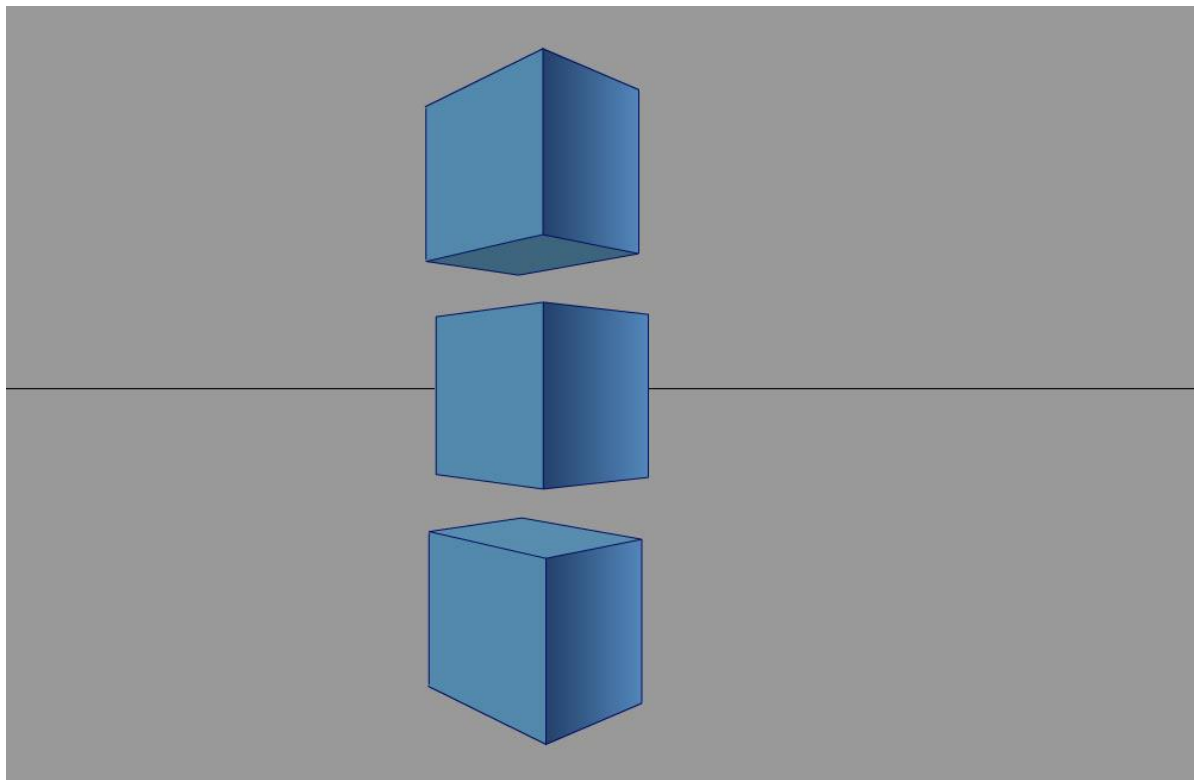


question 14



Where is the vanishing point?

- a
- b
- c
- d



## question 15

A box is above the horizon in 2-point perspective. How many sides will you see?

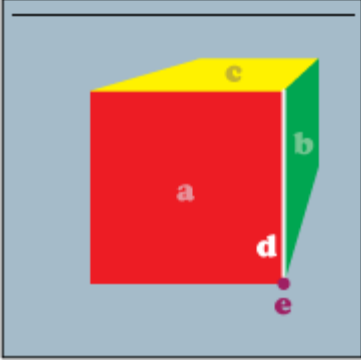
- 1
- 2
- 3
- 4

1-point perspective	2-point perspective	3-point perspective
<p>We use a 1pt. perspective when the object is parallel to our picture plane.</p>	<p>We use a 2pt. perspective when the object is at an angle to our picture plane.</p>	<p>We use a 3pt. perspective for tall or deep objects.</p>
<p>You always start drawing your object with the closest part.</p> <p>The closest part of a box in 1-pt. perspective is the RED side (a).</p>	<p>You always start drawing your object with the closest part.</p> <p>The closest part of a box in 2-pt. perspective is the WHITE corner (d).</p>	<p>You always start drawing your object with the closest part.</p> <p>The closest part of a box in 3-pt. perspective is the PURPLE dot (e).</p>

# question 16

You START drawing this box with:

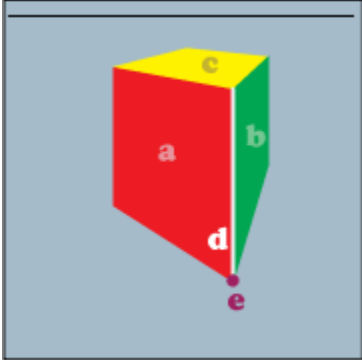
- red side (a)
- green side (b)
- yellow side (c)
- white line (d)
- purple dot (e)



# question 17

You START drawing this box with:

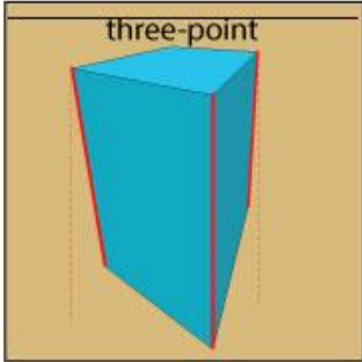
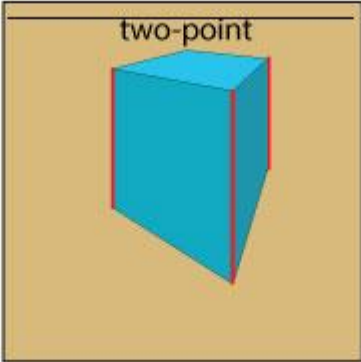
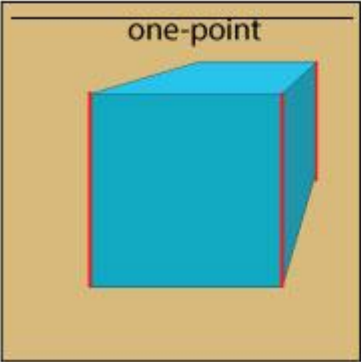
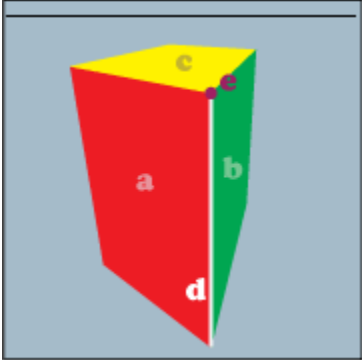
- red side (a)
- green side (b)
- yellow side (c)
- white line (d)
- purple dot (e)



# question 18

You START drawing this box with:

- red side (a)
- green side (b)
- yellow side (c)
- white line (d)
- purple dot (e)



## question 19

**In 2-point perspective all VERTICAL lines...**

- stay vertical
- become receding lines
- become horizontal
- disappear

## question 20

**In 3-point perspective all VERTICAL lines...**

- stay vertical
- become receding lines
- become horizontal
- disappear

Answers:

1(2); 2(4); 3(2); 4(5); 5(3); 6(1); 7(3); 8(a); 9(c);  
10(a); 11(b); 12(3); 13(2); 14(b); 15(3); 16(a);  
17(d); 18(e); 19(1); 20(2)