

Perspective Basics

Art & Design

Horizon, vanishing points and the cone of vision, in the order they matter.

Linear perspective draws parallel edges converging on a vanishing point. The horizon line sits at your eye level, wherever your eye happens to be.

HORIZON
= eye level

CONE OF VISION
about 60°

- The horizon line is always at eye level.
- Each set of parallel edges shares one vanishing point.
- Verticals stay vertical in one- and two-point.
- Above the horizon, planes are seen from below.
- Keep the subject inside a cone of about 60°.
- Outside that cone, shapes stretch and read as wrong.

LOOK FOR IT

Sit down and the horizon drops with you. Every table top you could see into now closes up.

Perspective is a construction, not a description. It models one fixed eye, which is not how anybody actually looks.