

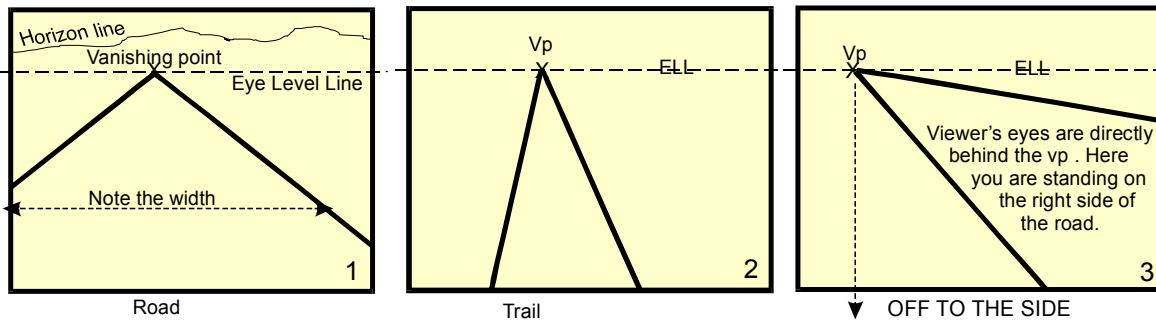
# PAINTER'S PERSPECTIVE for GOING DOWN THE ROAD

Many well executed paintings have been ruined because of an error in lineal perspective. If you are going to use it, let's get it right.

You can create roads and trails and streams that have the illusion of distance, turns, dips, hills and valleys once you understand how one-point perspective works. Remember, there are many ways to create the illusion of distance in a painting (overlapping objects, changing the size and location of an object on the page, aerial perspective where colours change hue, purity and value, etc.) but this is an important one if man-made structures -building, roads, trails and even rivers and beaches, are involved. One-point perspective will help you understand what you are seeing in the real world and assist you in your compositions so that distance is portrayed accurately.

First, the basics of ONE-POINT PERSPECTIVE.

All this means is that shapes and objects in the picture appear to gradually get smaller as they move into the distance. At some point all the edges converge at a single point. We call this the **Vanishing Point (Vp)**



## EYE LEVEL LINE (ELL)

Every painting depicting realism has an eye level line. (Whether the artist realizes it or not.) This is the **imaginary** line that represents the level of our eyes (Head) in relationship to the subject. More on this later.

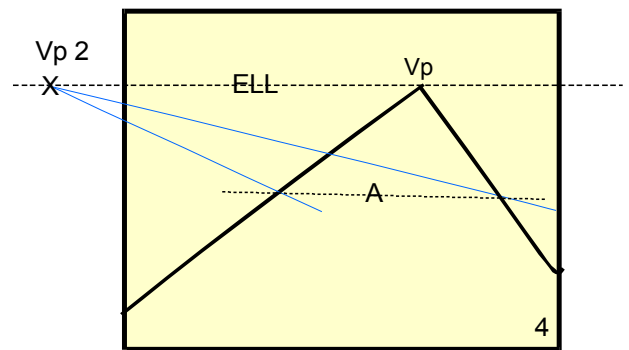
NOTE: The ELL is NOT the horizon which is visible and only indicates where the sky meets the land. The only time they coincide is when the Horizon is a large body of water or large flat plain. There are times when the ELL is higher than the horizon, as we will see later. The important thing right now is that the Vp's are on the ELL. ( We'll also break that rule later.)

## THE ENDLESS ROAD. (Above)

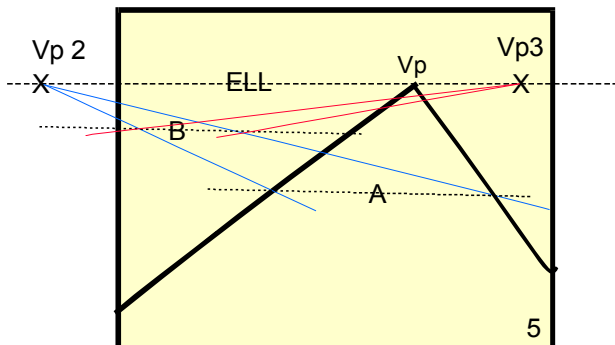
The distance between the lines indicates whether it is a road or a trail. Note how the road lines go out the side of our picture and how changing the location of the Vp and lines can change where the viewer is standing.

## TWISTS AND TURNS

We can put bend in our road by extending our ELL and then lightly drawing a horizontal line(A) across our road. By hooking up the two intersections with a second Vp located on the extended ELL we create a **new direction** for our road.



We can create another bend by repeating this process with another horizontal line B and more lines to a 3rd VP



Now soften the sharp corners for a smooth flowing zig-zag.

