

DRAWING

LANDSCAPES

How did ancient artists represent landscapes?



Altamira caves



Ancient Egypt



In China



In Ancient Rome



In Persia



In medieval Europe

Circa 1300 B.C. many artists were interested in showing depth, but the results were not always accurate.

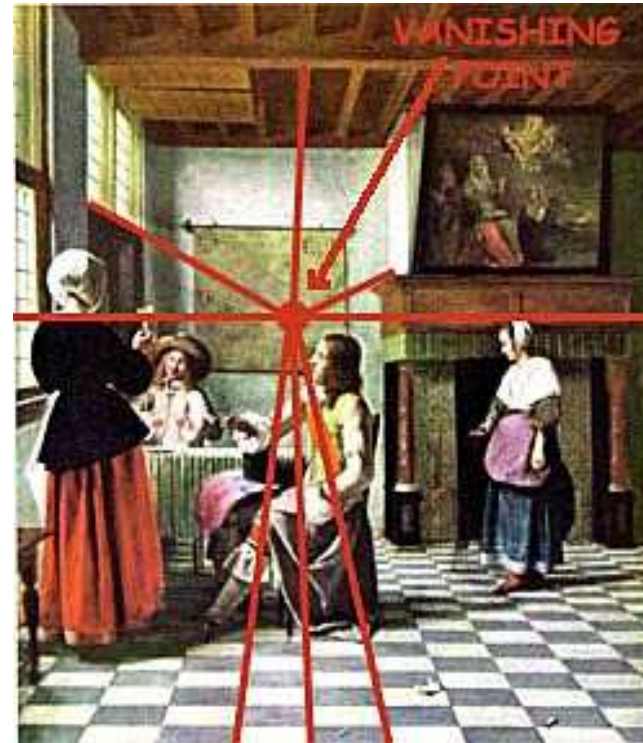


During the Renaissance artists were interested in making 2 dimensional work look 3 dimensional. They used mathematics and observation to invent linear perspective.



In this sketch for *Adoration of the Magi*, Leonardo da Vinci drew all the lines needed to create perspective. Look carefully and see if you can find the horizon line, orthogonals, and vanishing point.

After the Renaissance all the artists applied the perspective, indoors

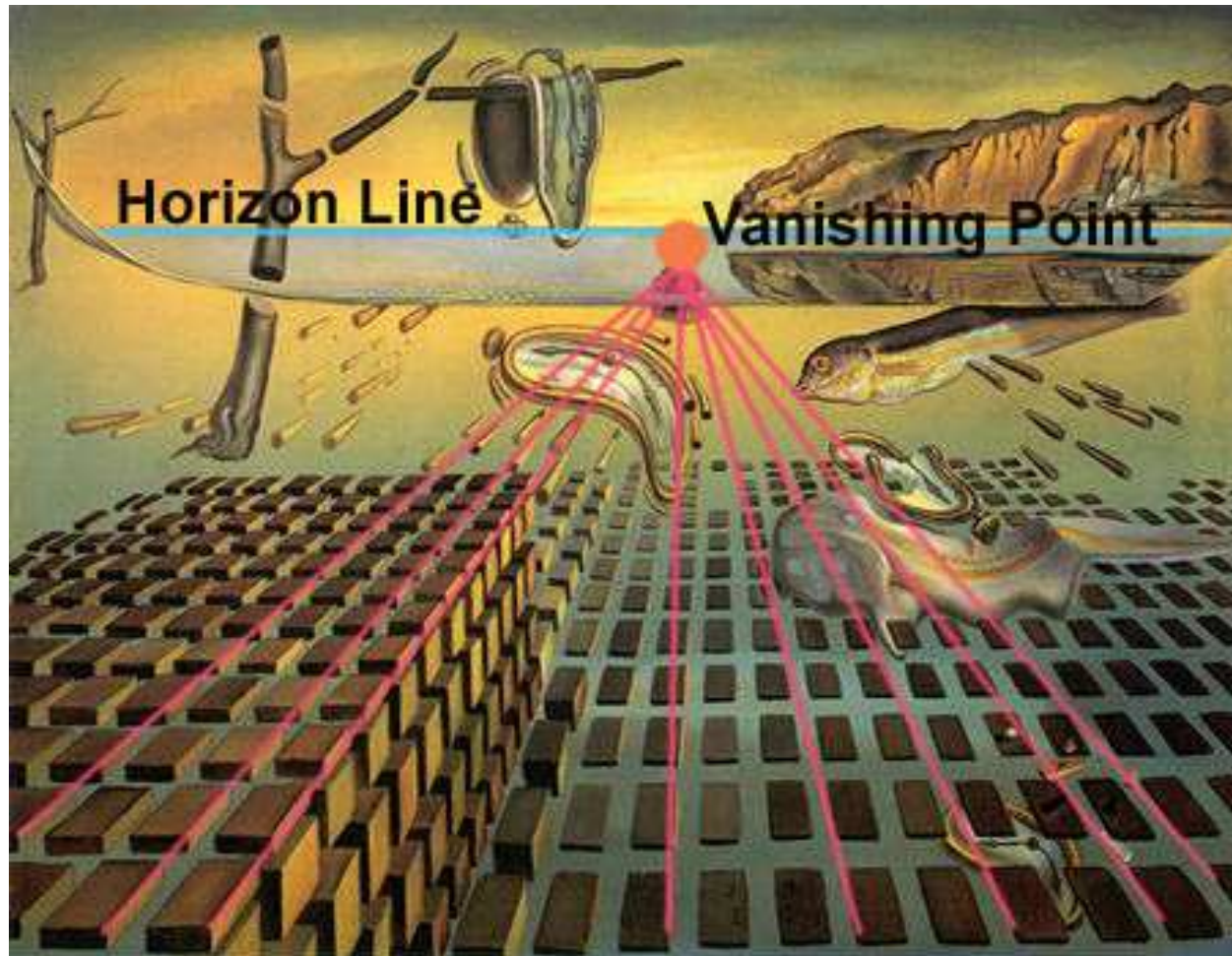


Artwork of Jan Vermeer

and outdoors, in landscapes



One point perspective on a work by Dalí

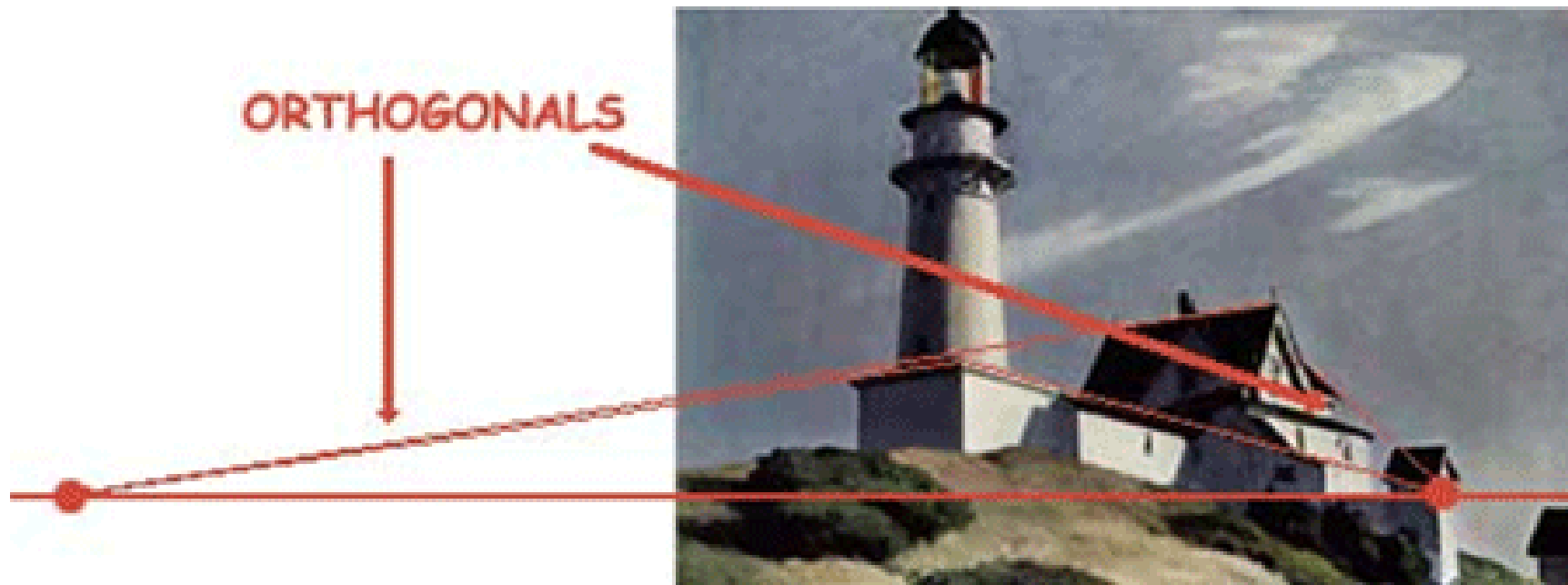


Objects seen at an angle would be drawn with two-point perspective using **two vanishing points**. Often these vanishing points are "off the page".

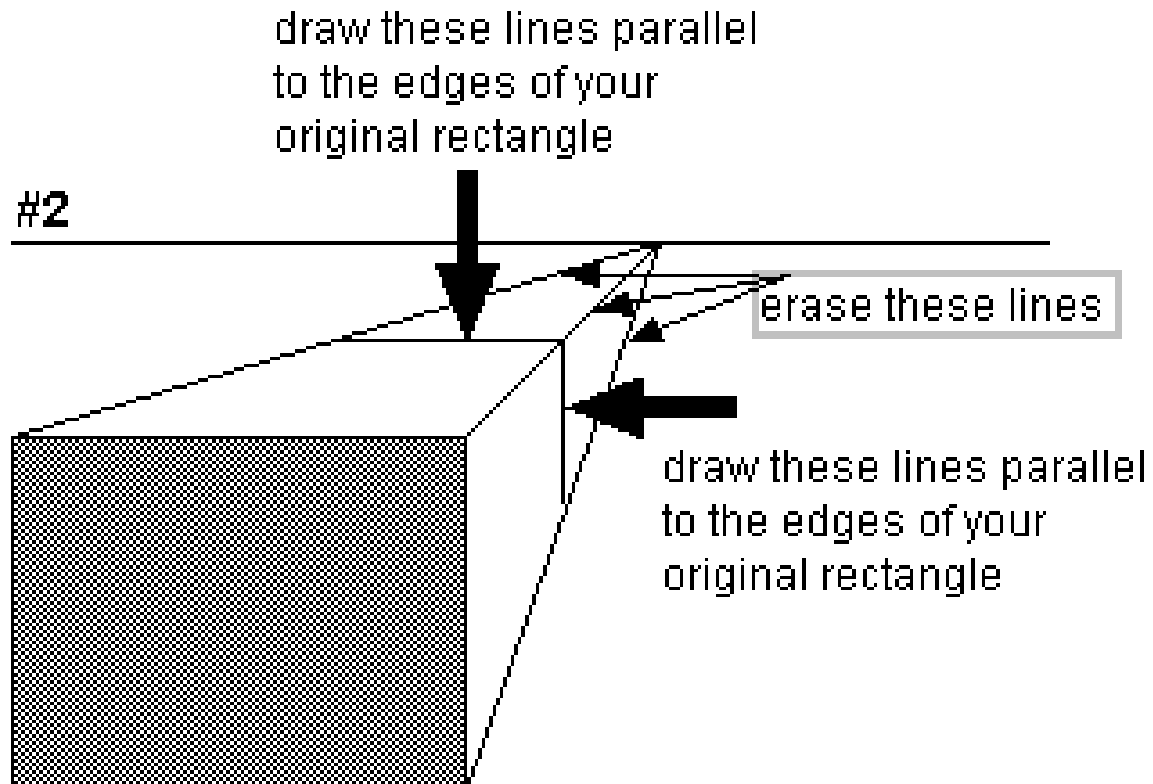


Artwork of Hopper

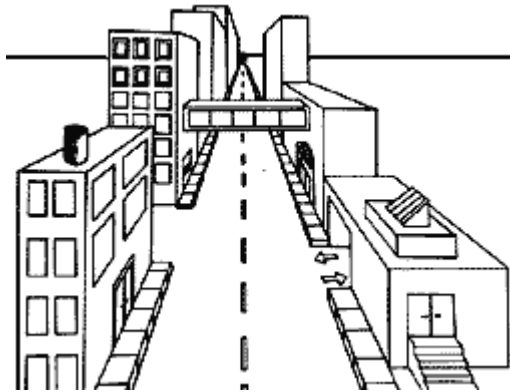
Two-point perspective imitates the way our eyes perceive space as disappearing to two points on the horizon



How to create volume in a rectangle



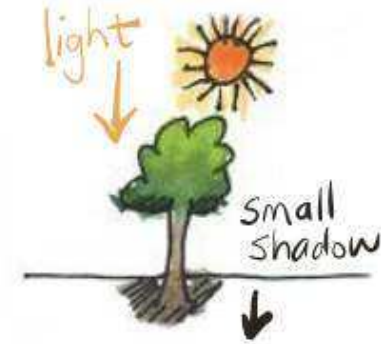
Drawings of cityscapes



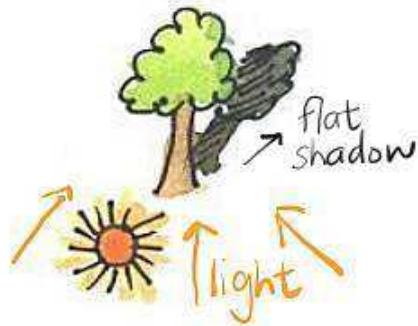
Light and shadow



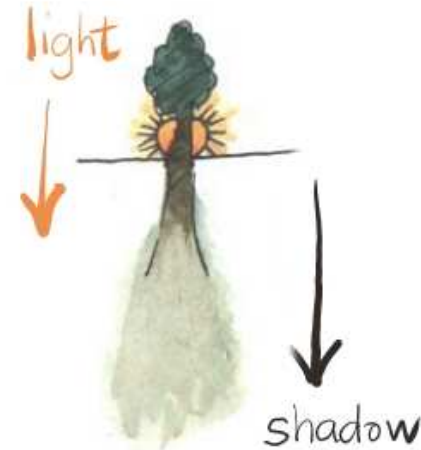
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How to shade shapes so they look like 3-D forms



