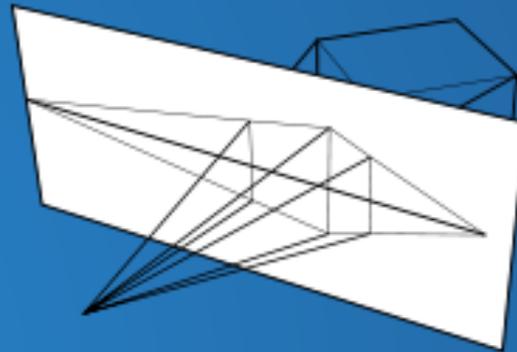


Perspective Drawings, a View of Math, Art, and Science in the Phenomena

A Guide Written By Andrew Nassif himself in a presentable form for his fellow colleagues and scientist.

Linear Perspective

Linear Perspective allows you the ability to work by representing light passing through a scene in a rectangular base, this method is often used in some paintings or modern day sketches. This image here shows a picture of a cuboid in a modern 2-point perspective:



In AutoCad

In 3D graphics or image manipulation programs such as Gimp or Autodesk Inventor, you can manipulate the perspective view of the image and change the graphical perspective. This is a form of bypassing descriptive Geometry.



Example of One Point Perspective



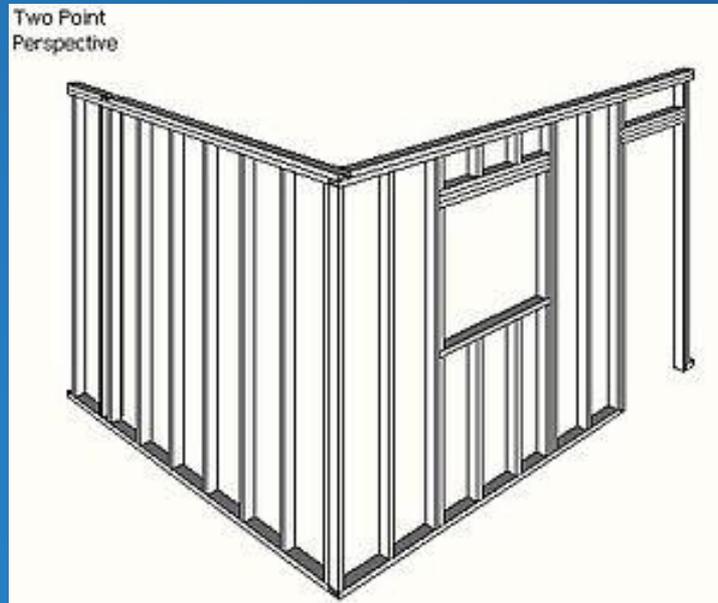
In a One Point Perspective

In a one point perspective it is in the view of the linear transgressions, causing an optical view of a 3D object such as a cuboid. This causes you to see a point of imagery upon the image such as this:



Two Point Perspective

Two point perspectives are the same idea behind one point perspective but the object is rotated to show the corner of a one point perspective.



Three Point Perspective

Three point perspective shows the X, Y, and Z coordinates and shows two points upon each wall as seen here:



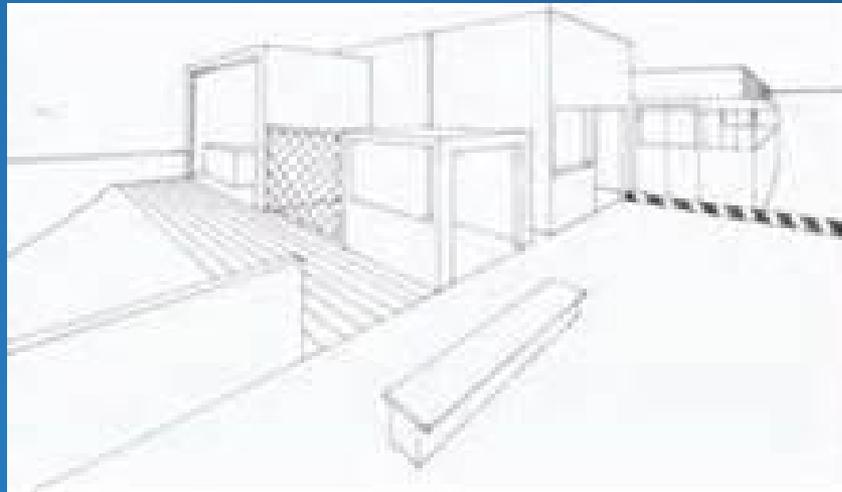
Four Point Perspective

A four point perspective shows a bird's eye four point view such as a 3D panorama or a 360 Degree view of an object or image.



Example of Zero Point Perspective

This image shows vanishing lines as in a zero-point parallel perspective:



Sources:

^Panofsky, Erwin (1960). *Renaissance and Renascences in Western Art*. Stockholm: Almqvist & Wiksell. ISBN 0-06-430026-9.

^ "Pompeii. House of the Vettii. Fauces and Priapus". SUNY Buffalo. http://wings.buffalo.edu/AandL/Maecenas/italy_except_rome_and_sicily/pompeii/ac880907.html. Retrieved 2007-12-27.