

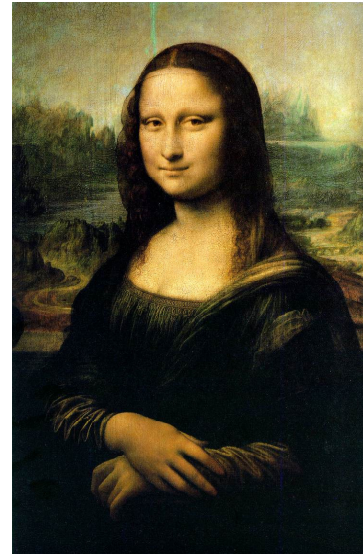
Name:  
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## Futuristic Cityscape: A Modern Renaissance

Artists are frequently faced with the challenge of creating the illusion of **space** or **depth** on a 2-D picture plane. (**Space** is \_\_\_\_\_.)

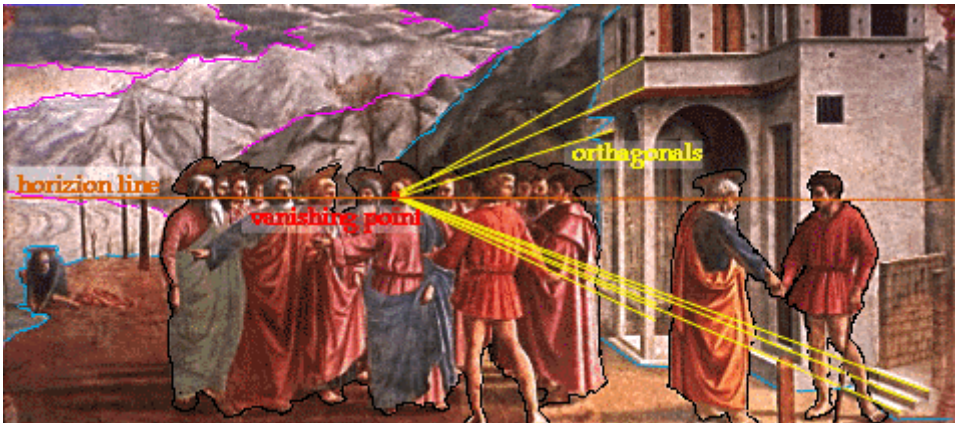
One very important tool, or trick, artists use to show space is **perspective**. Using perspective helps artists make something flat (2-D) look like it has depth (3-D).

Artists first developed perspective in the 1400's and 1500's during the **Italian Renaissance**. During the renaissance there was a focus on science and the natural world. This meant that artists were trying to portray the world as realistically as they could. Artists studied the human figure and perspective so they could accurately represent what they saw. Leonardo daVinci painted one of the world's most famous portraits during the renaissance. The *Mona Lisa* is a good example of how artists were paying close attention to proper facial proportions.



There are two main types of perspective. The first type of perspective is called **aerial** or **atmospheric perspective**. When using atmospheric perspective, artists make objects in the background of a painting appear fuzzy, cooler in color, and have less contrast.

**Linear perspective** is when objects appear to realistically recede into the background following lines that **converge** on a vanishing point. This is a more technical form of perspective, and will be the focus of this project. In "The Tribute Money" on the next page, the Italian renaissance painter Masaccio used perspective to create a realistic scene. The main tools of perspective are labeled for us. Can you pick out the vanishing point, the horizon line, and the orthogonals?

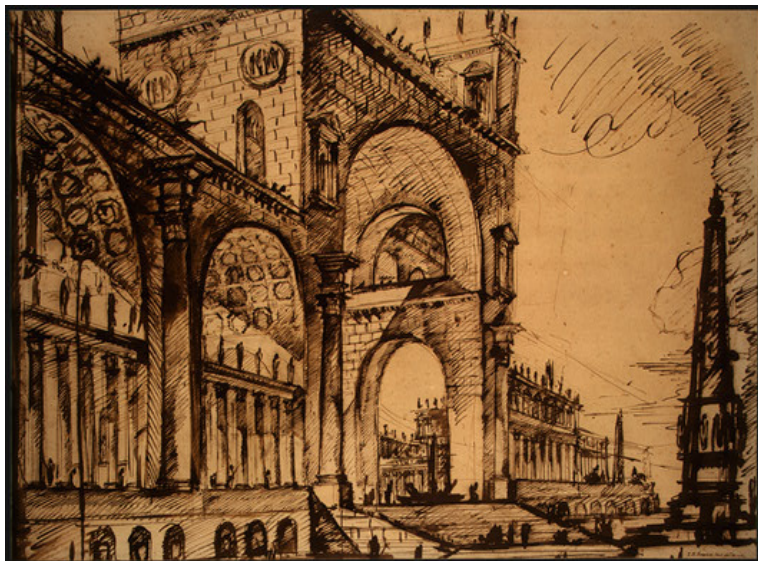


### Two-Point Perspective Vocabulary

Please follow along as we complete these notes on perspective as a class. (This information will show up on a quiz at the end of the semester!)

1. The \_\_\_\_\_ is the line that extends across the picture plane. It is the place where sky and land meet.
2. The \_\_\_\_\_ are imaginary points at which “parallel” lines converge on the horizon.
3. Convergence lines are the rays that recede towards the vanishing points. These are also called \_\_\_\_\_.

Giovanni Battista Piranesi made the drawing on the right, “Fantasy on a Magnificent Triumphal Arch,” in 1765 after the renaissance. It is a good example of linear perspective. Can you point out the horizon line and orthogonals? Where is the vanishing point?



## Practicing 2-Point Perspective

In the space below, practice 2-point perspective as demonstrated by the teacher.



## ASSIGNMENT

After a demonstration by the teacher, please follow these steps to successfully complete a drawing in 2-point perspective. You will be creating a futuristic city, so you have the opportunity to invent some very unique architecture! Please stretch your imagination to its limit and make some wild and crazy buildings!

\*\*Remember to use light pencil lines that can be easily erased and use a ruler to create perfect straight edges.

1. Draw a **horizon line** through the middle of the watercolor paper.
2. Draw two **vanishing points** on either end of the horizon line.
3. Draw a **vertical** line where you want to place a building. **LIGHTLY** draw **vanishing lines** back to the vanishing points.
4. Draw two more vertical lines on either side of the original vertical line. These are the outer edges of the building.
5. **REPEAT** steps 3 & 4 until you have filled your street.
6. **ADD** details like sidewalks, signs, lampposts, windows, flags, doors, people, spaceships, animals, etc. Everything should be in 2-point perspective!

**\*\*REMEMBER:** the details you add will make your futuristic street scene more interesting, so be creative!!

7. Erase any extra vanishing lines.

When your drawing is finished, you will be tracing over your pencil lines with black ink. The last step is to paint your futuristic cityscape with watercolor. Some watercolor techniques you will practice and can use are:

- Wet-on-wet
- Salt resist
- Plastic wrap
- Crayon/wax resist
- Blotting
- Dry brush/stippling
- Sponging
- Scratching/scraping back/graffito
- Straw/blowing
- Masking
- Spattering
- Hard and soft edges