

SUBJECT: BASIC TECHNOLOGY

CLASS: JSS 2

WEEK: TEN

TOPIC: PERSPECTIVE PROJECTION

PERSPECTIVE PROJECTION

This is the type of projection where great attempt is made to draw objects exactly as they appear to the observer. It is a real and a more naturalist method of representing three or two dimensional objects without distortions.

The vertical edges of the object are shown as vertical lines on the perspective drawing, but the other two parallel and horizontal edges are shown as lying in converging lines. One end of the converging lines towards the left is called LEFT VERNISHING POINT (LVP) and the other end towards the right is called RIGHT VERNISHING POINT (RVP). The distance between the LVP and RVP is called the HORIZON.

METHODS OF DESCRIBING PERSPECTIVE PROJECTION

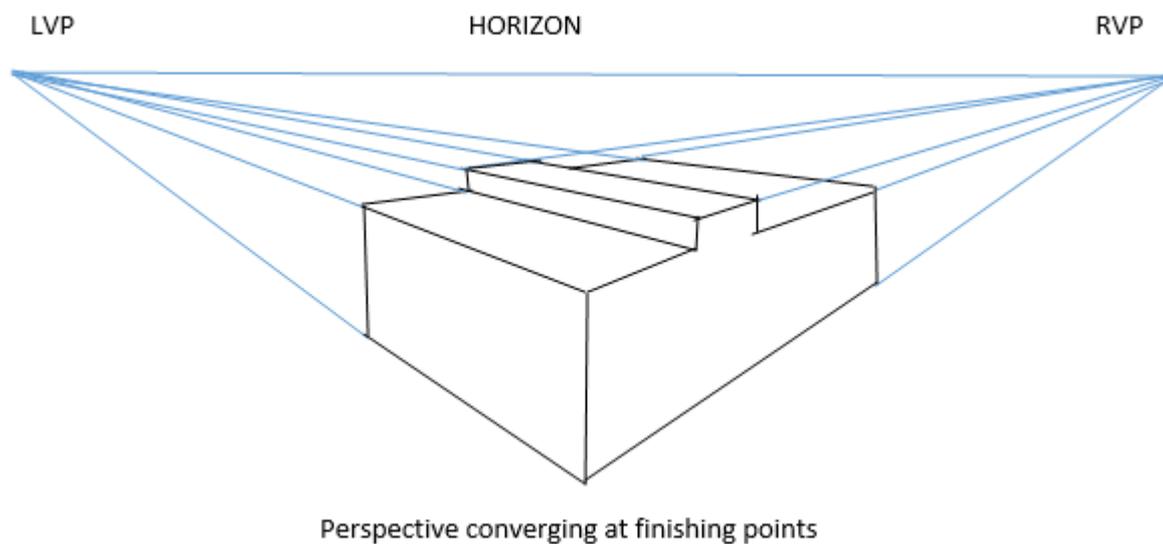
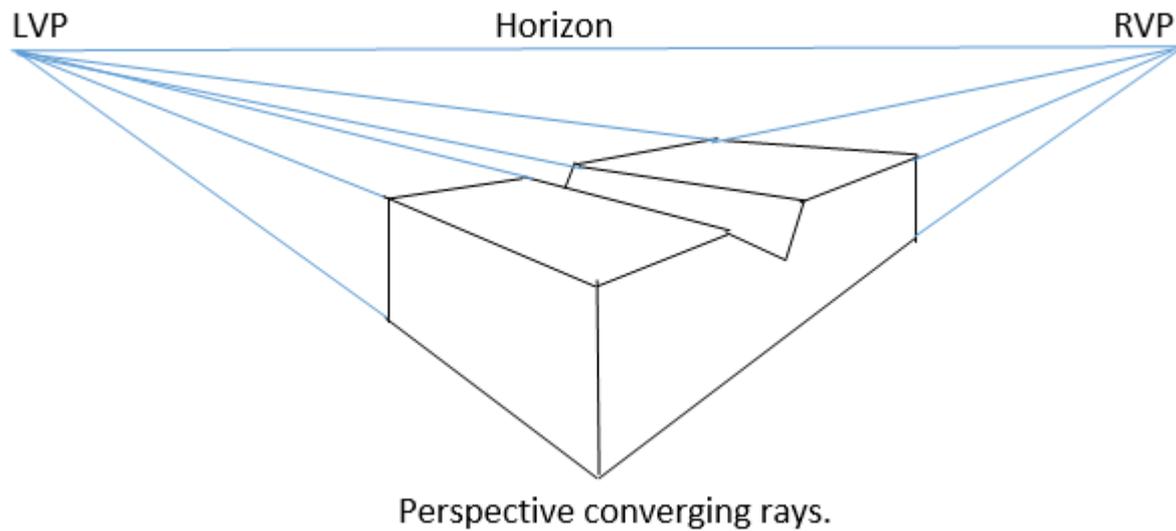
1. Single view or one-point pictorial drawing; which applies to V-block objects could show several faces at once exactly as they appear and;
2. Multi-view; which produces several views with each view showing its actual appearance from different viewpoints. This could be referred to as two or three point perspective. The combination of these separate views and their positions on the drawing relative to one another is based on multi-view projections.

TYPES OF PERSPECTIVES.

There are two types of perspectives commonly used; they are:

- A) Parallel perspective and
 - B) Angular perspective.
- A) PARALLEL PERSPECTIVE: This is when one of the principal faces of the drawing is placed parallel to the drawing. However, the other two faces assume a perpendicular portion.
- B) ANGULAR PERSPECTIVES: This is when the drawing is at right angle to the mirror plane.

CONSTRUCTION OF PERSPECTIVE PROJECTIONS.



ASSIGNMENT:

1. Make perspective sketch of a stool.