# Terminology

- **Ground line (GL)**: The ground line is primarily used as a measuring line. It is the intersection between the ground plane and the picture plane. The ground plane is often confused with the ground line. The ground plane is the horizontal reference from which vertical measurements are taken.

- **Horizon Line (HL)**: A horizontal line within the picture plane at the same height as the eye of the observer.

- **Vanishing Point (VP)**: A vanishing point is a point on the Horizon Line where all horizontal, parallel lines appear to be converging. Two-point perspectives have two VP's on the Horizon Line.

- **Station Point (SP)**: This is the position of the observer. It is also the place to measure the cone of vision.
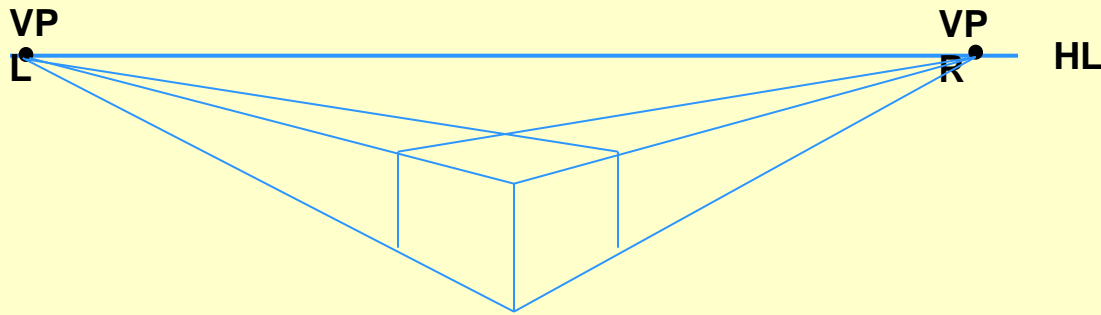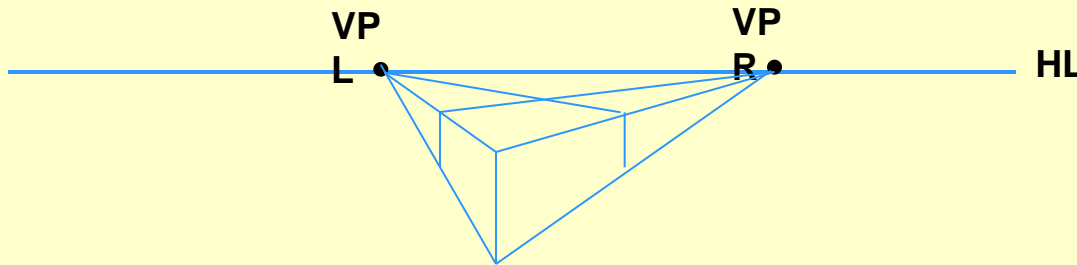
Effect of distance between vanishing points in 2 point perspective view
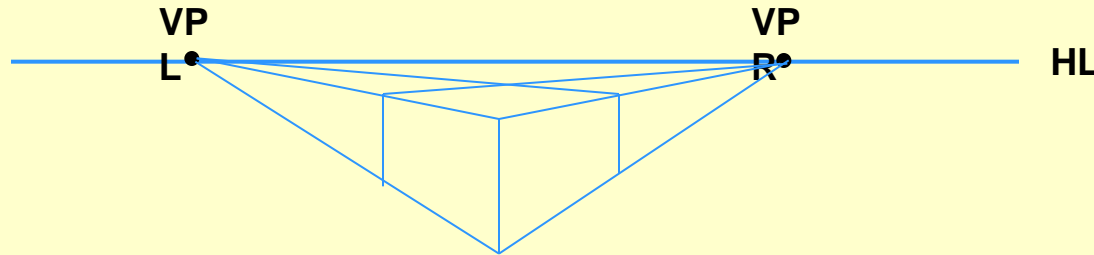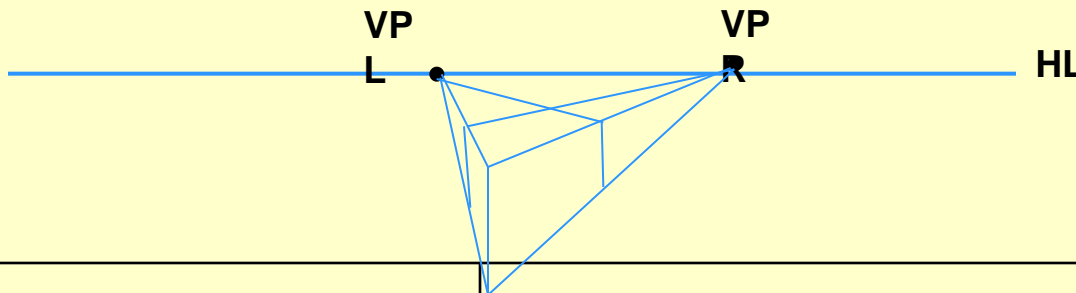
VPL: Left vanishing point
VPR: Right vanishing point
HL: Horizon Line

Draw a cube below HL with varying decreasing distance between VPL and VPR

Mark Height (H), Width (W), and Depth (D) for each cube.

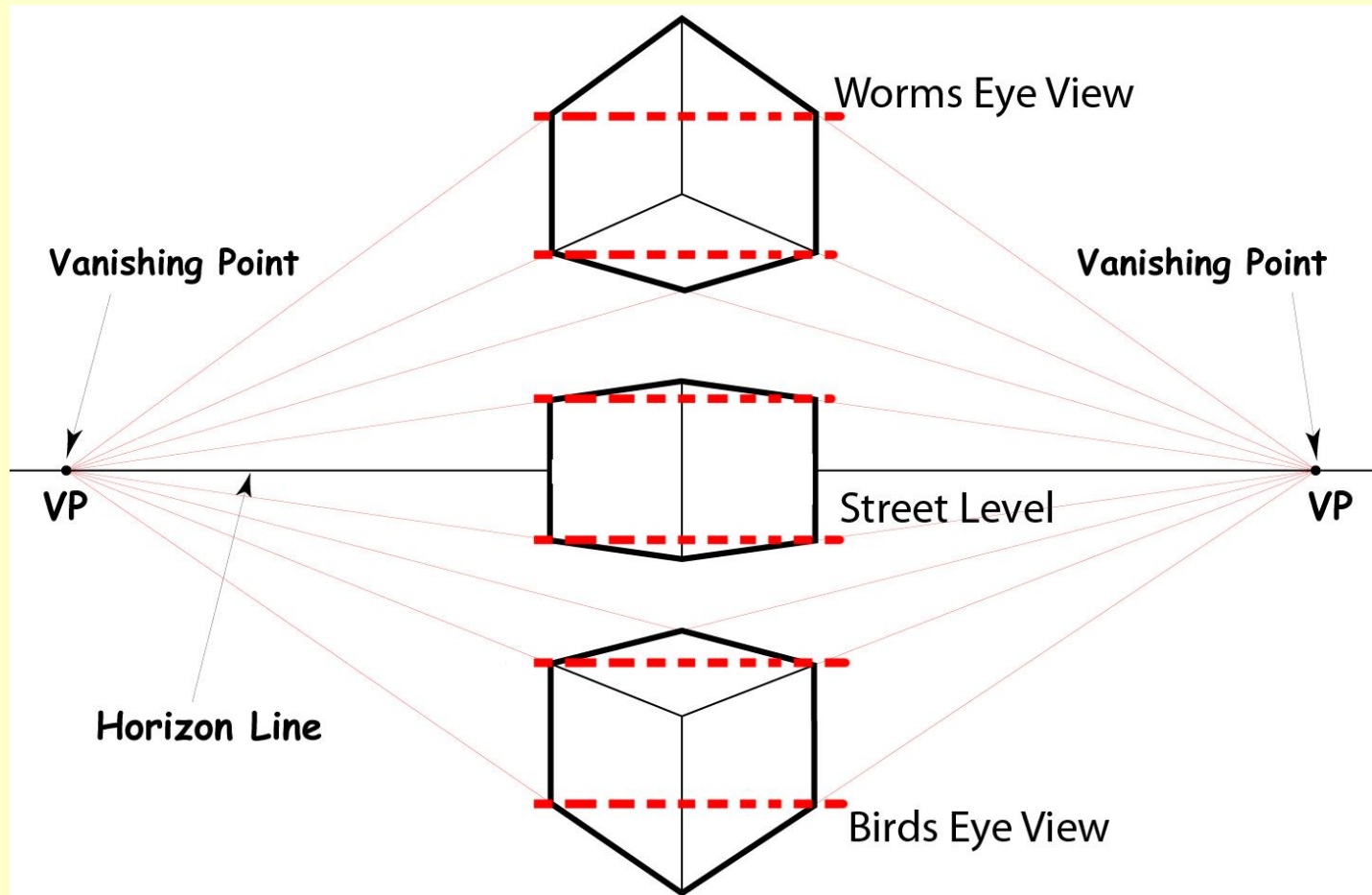Observe the changes to the 3D shape of the object

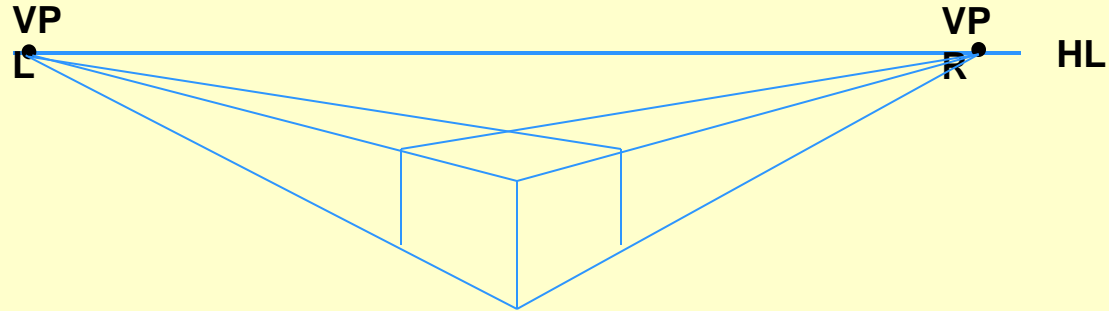How do you choose VPL and VPR?
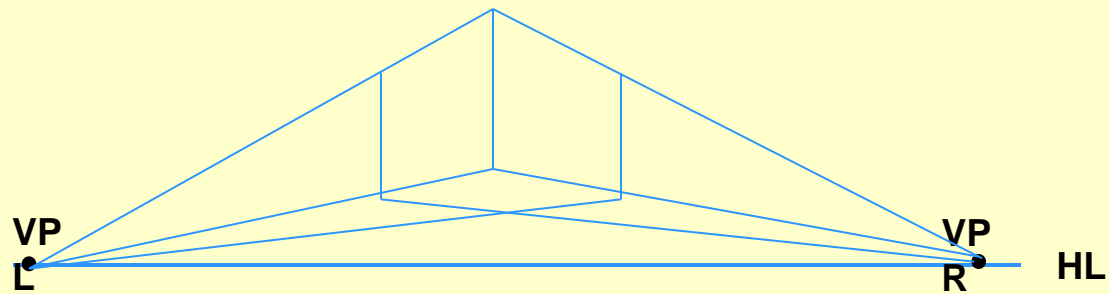
How do you choose HL?

Rotating in Perspective

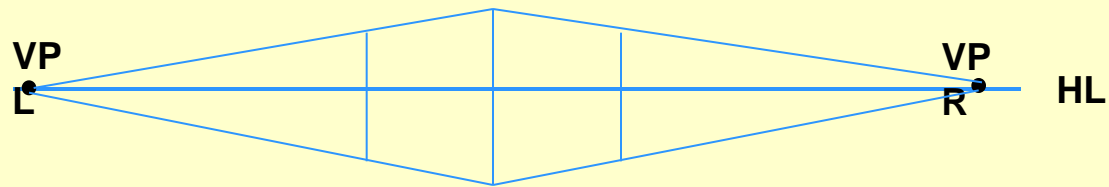About a horizontal axis, move cube up or down in relation to the horizon line

Worms Eye View

Vanishing Point

Vanishing Point

VP

Street Level

VP

Horizon Line

Birds Eye View
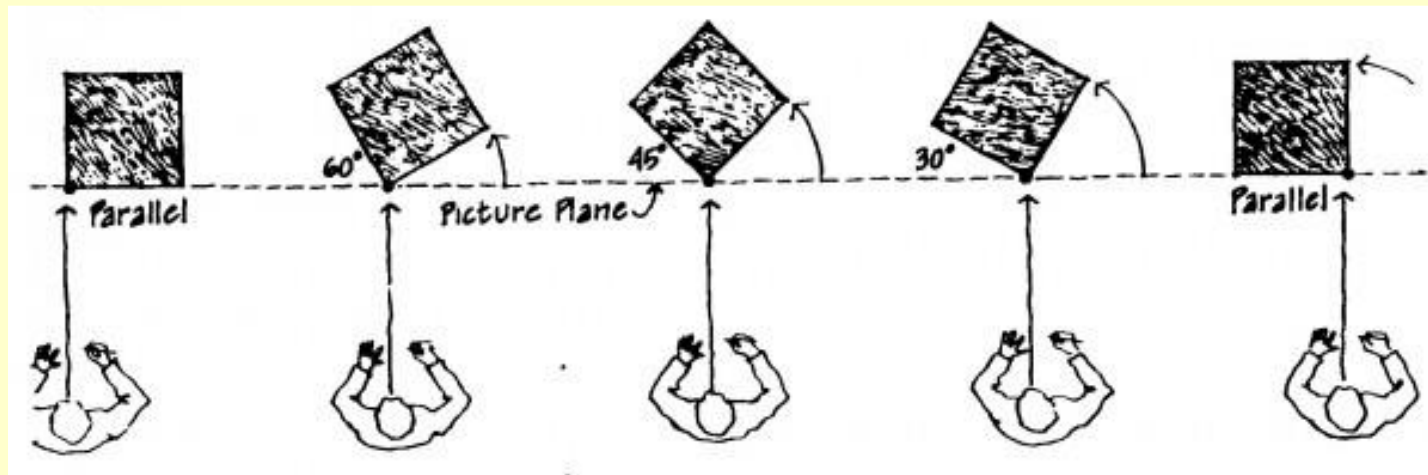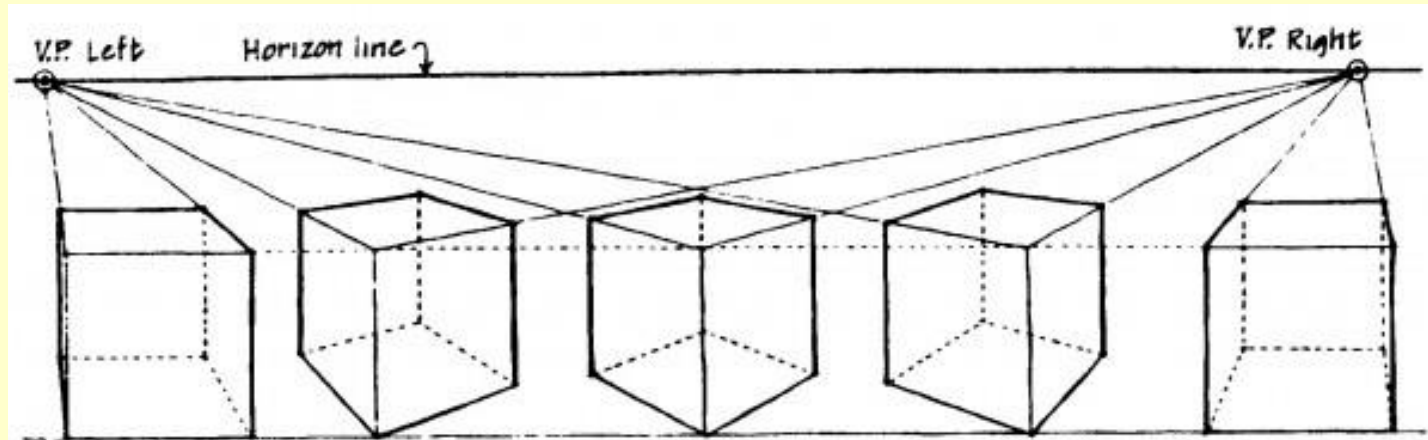
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VP
L

VP
R

HL

VP
L

VP
R

HL

VP
L

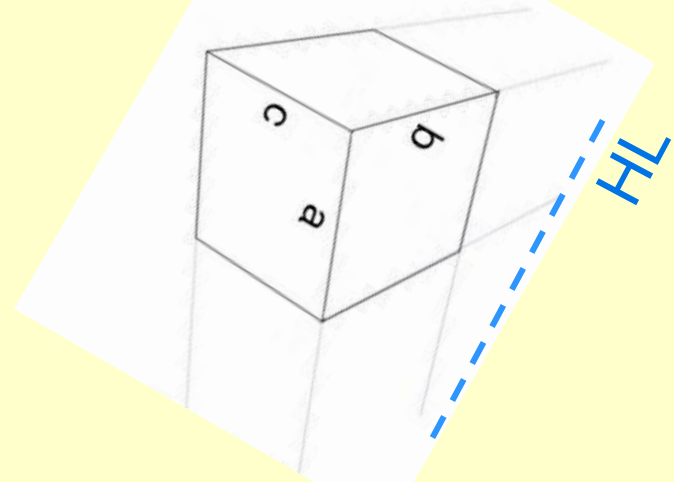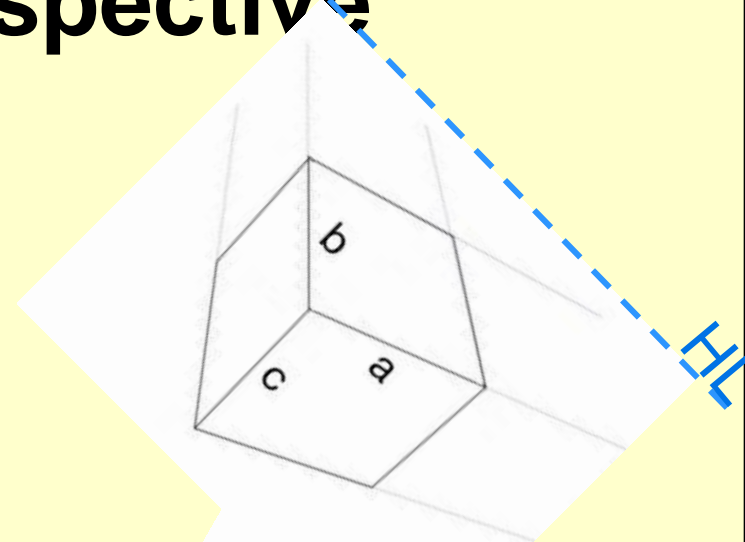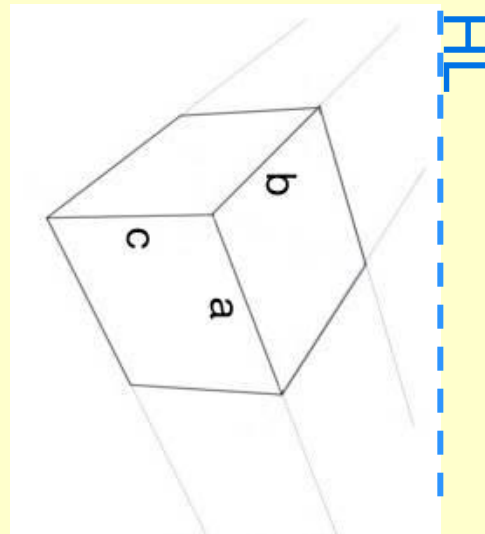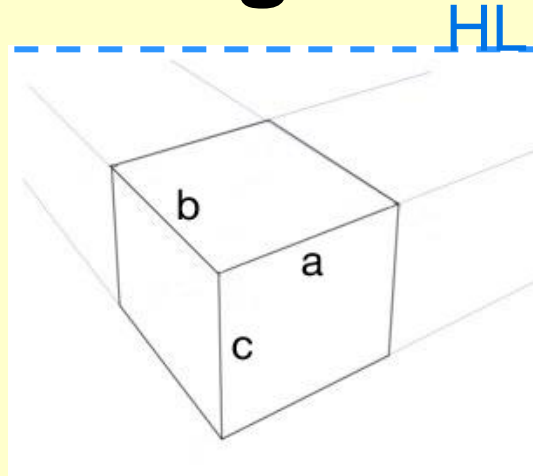VP
R

HL

Rotating in Perspective

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- About the vertical axis, move cube left or right in relation to vanishing points

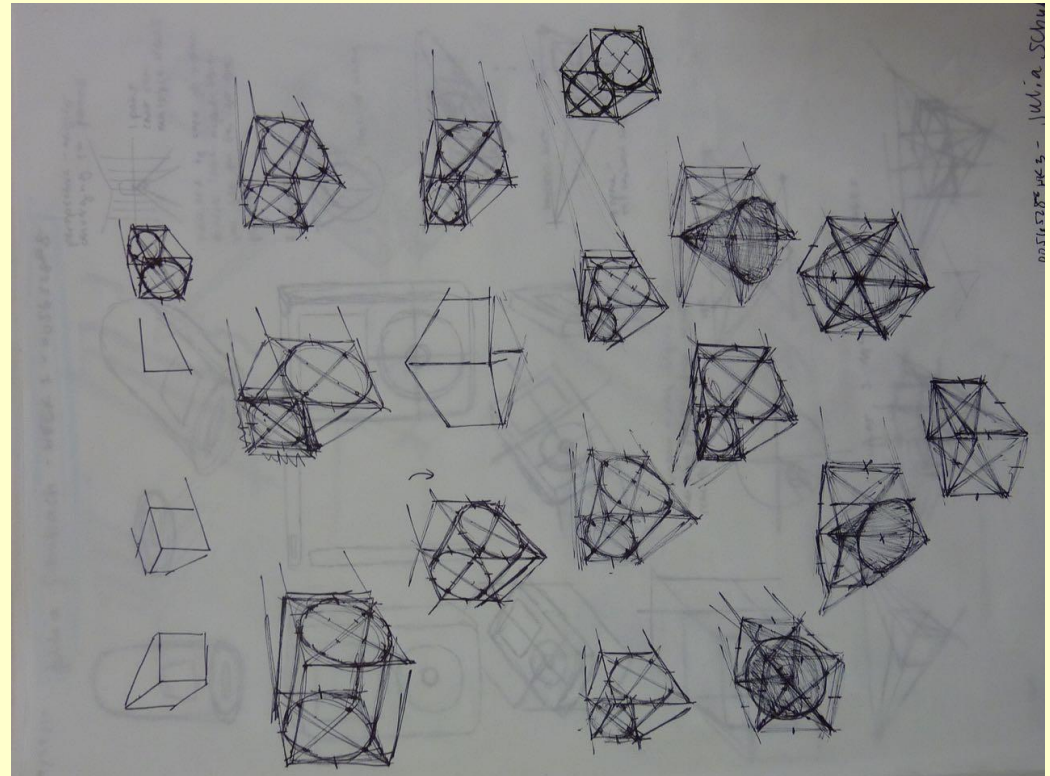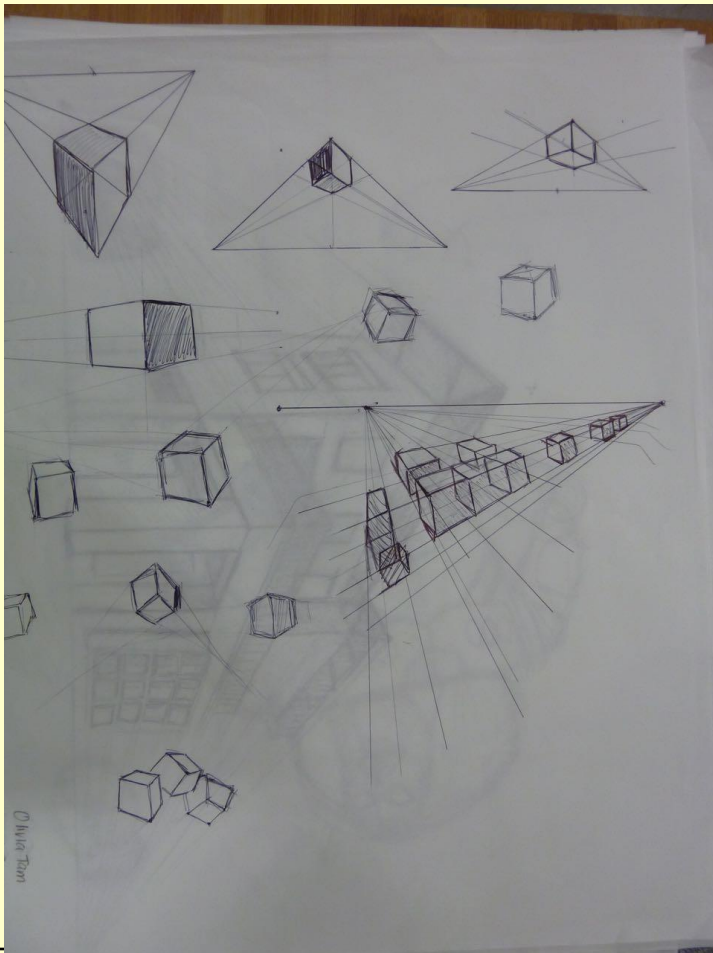- Another way to think about it – uniformly move the vanishing points

Tumbling in Perspective

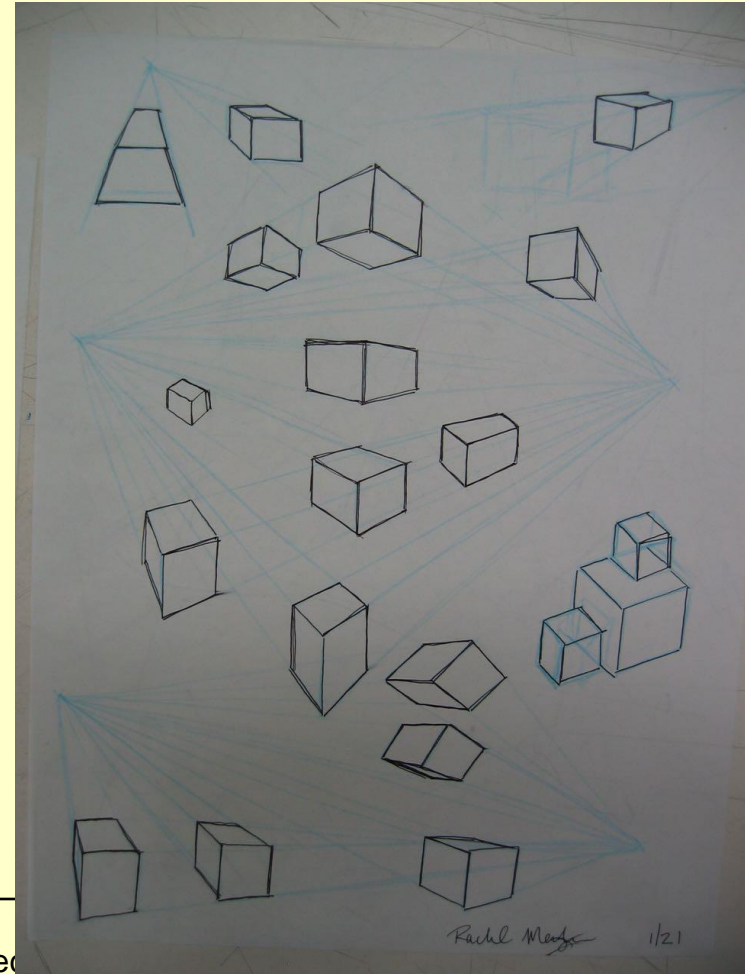About the axis coming out of the paper, rotate the horizon line clockwise or counter-clockwise
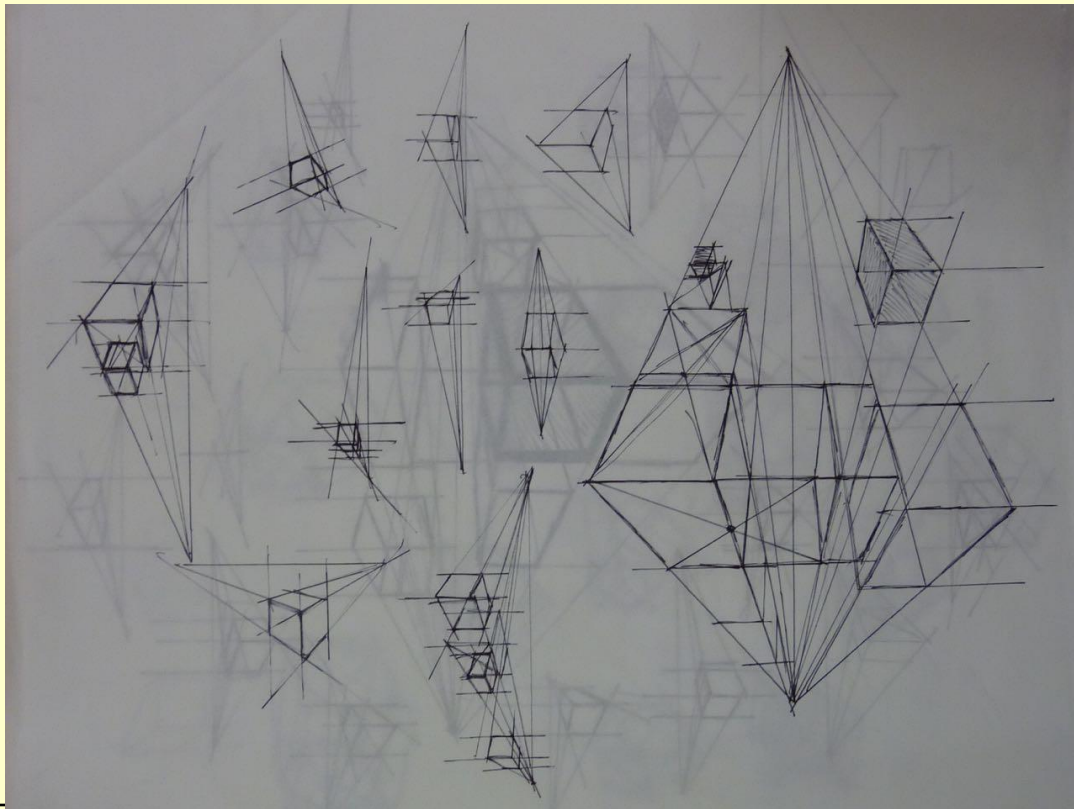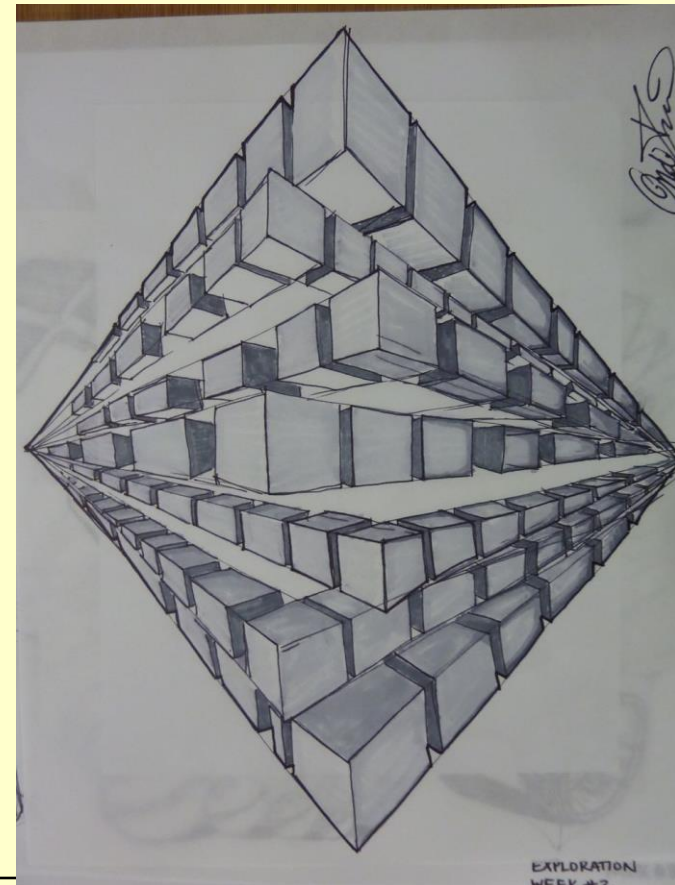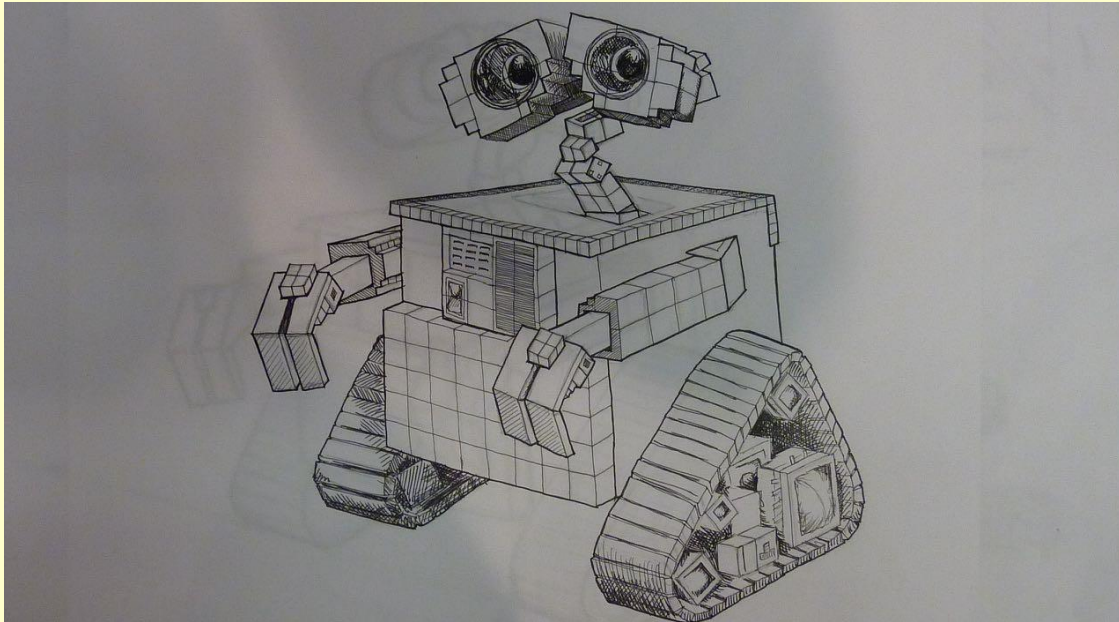
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Examples: Cube Exploration

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Examples: Cube Composition

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