

Lesson 3

Seeing in linear perspective

What we'll ignore

What we'll ignore

- Binocular vision: instead, we are cyclops (one-eyed).
- Focus: model will not explain sharp vs. blurry images.
- Round Earth: instead, Earth is flat, modeled as the **ground plane**.*

* Good approximation for observers drawing pictures or taking photos near Earth's surface.

Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:



Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:



- **Parallel lines**: two lines pointing in the same direction

Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:



- **Parallel lines**: two lines pointing in the same direction

Like this:



parallel lines lying on the same plane

Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:

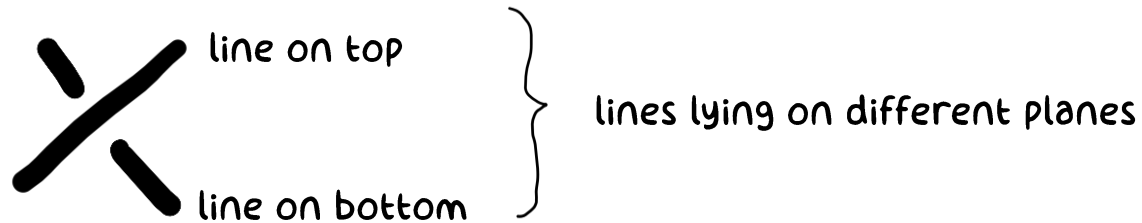


- **Parallel lines**: two lines pointing in the same direction

Like this:



Not like this:



Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:



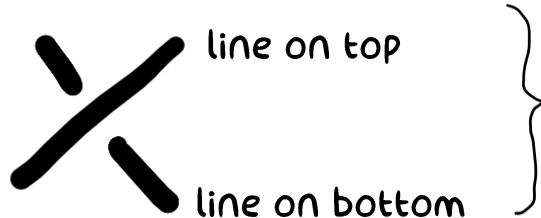
- **Parallel lines**: two lines pointing in the same direction

Like this:



} parallel lines lying on the same plane

Not like this:



} lines lying on different planes

- **Plane**: flat surface

Terms about 3D space

- (Infinite straight) **line**:



- **Line segment**:

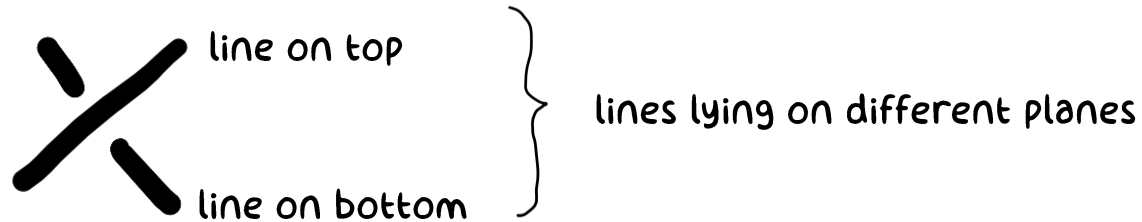


- **Parallel lines**: two lines pointing in the same direction

Like this:



Not like this:



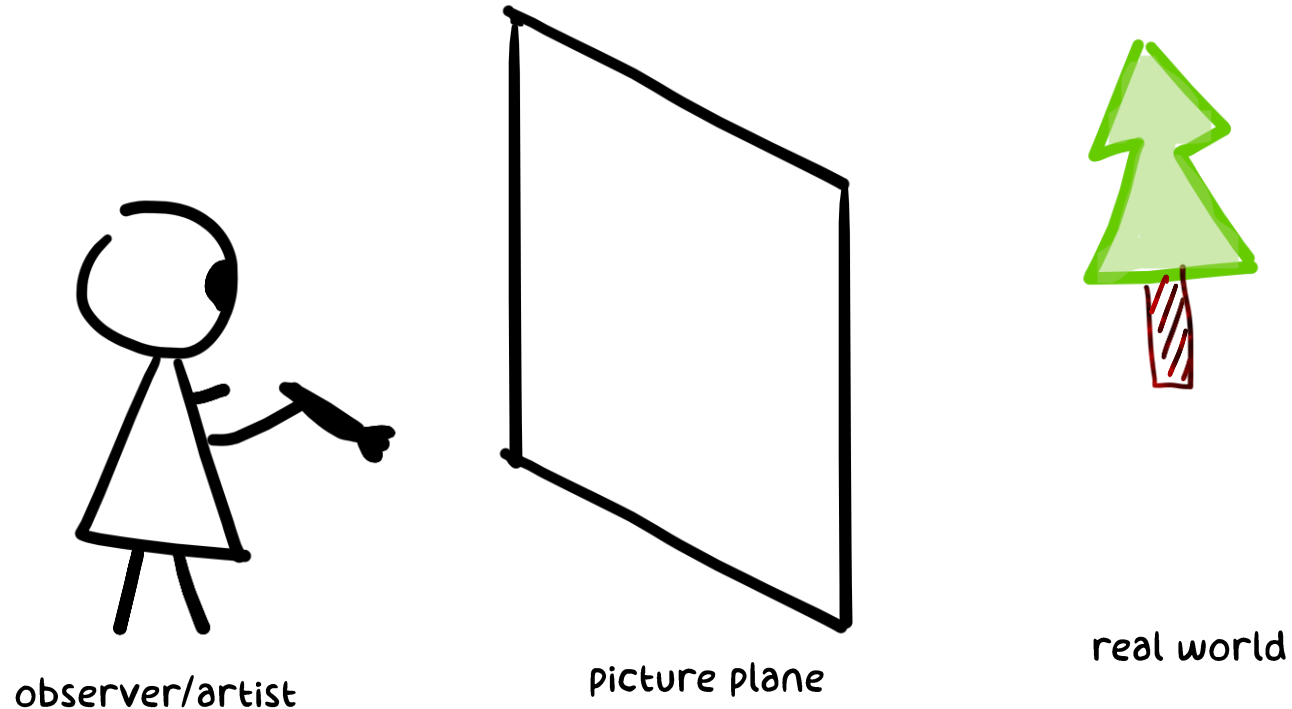
- **Plane**: flat surface
- **Parallel planes**: two planes that don't intersect.

The setup (the artist)

The **observer** or **artist** draws a scene from the **real world** to the **picture plane**.

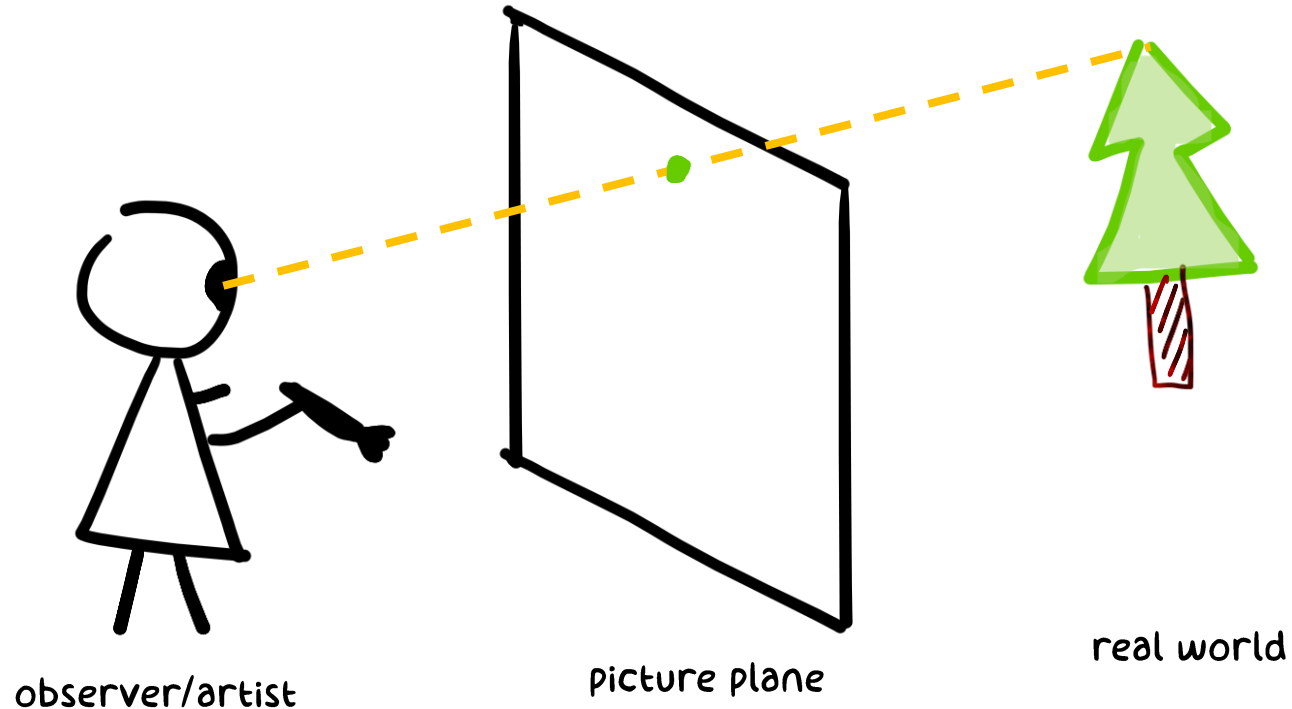
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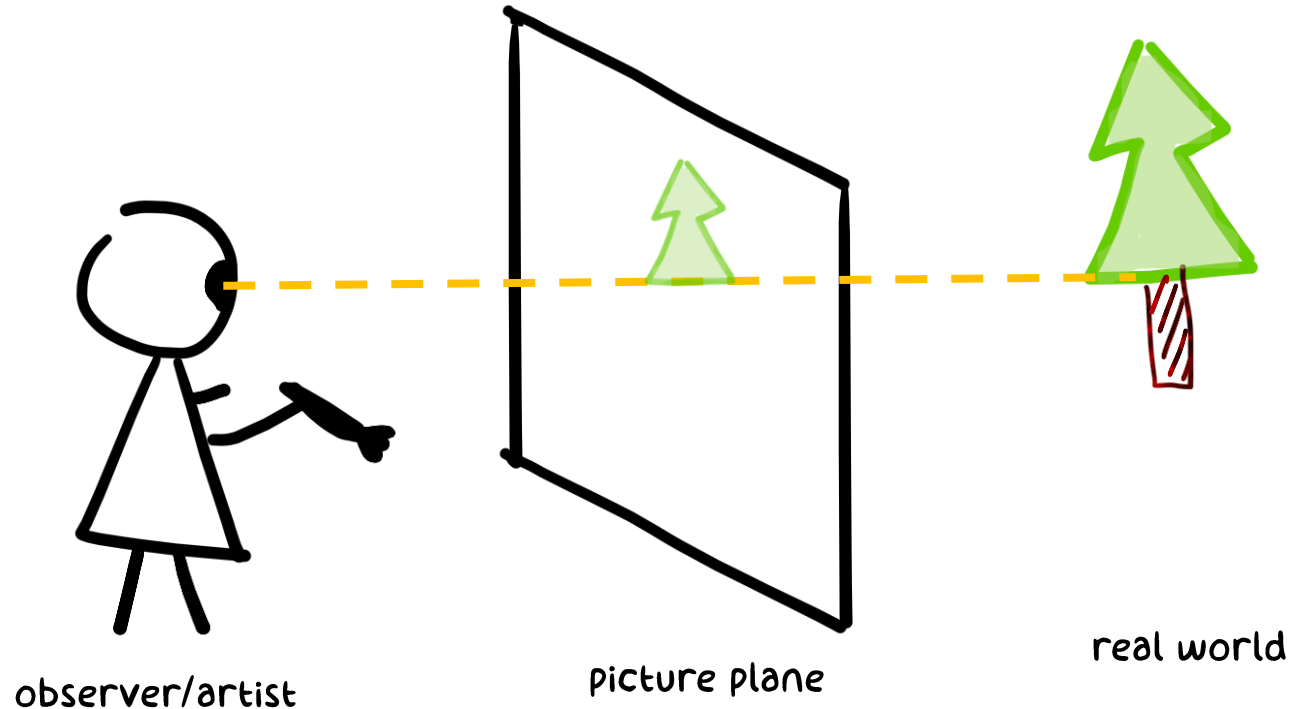
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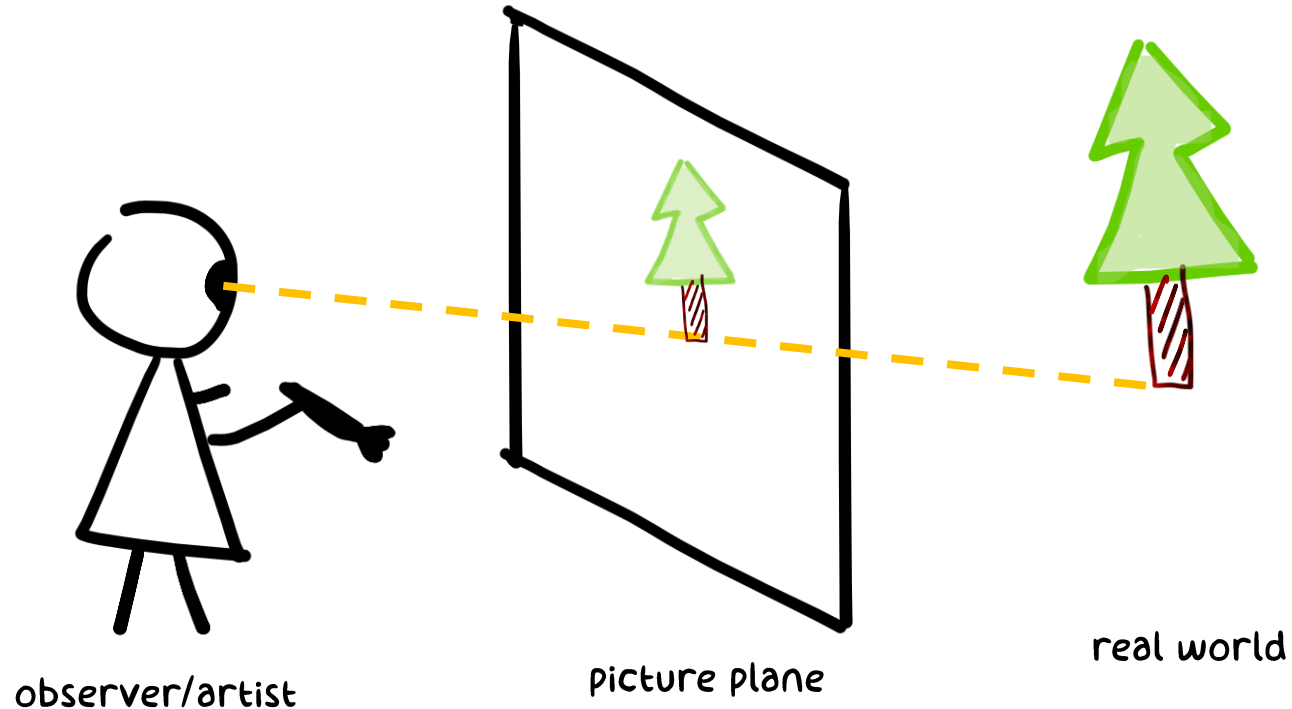
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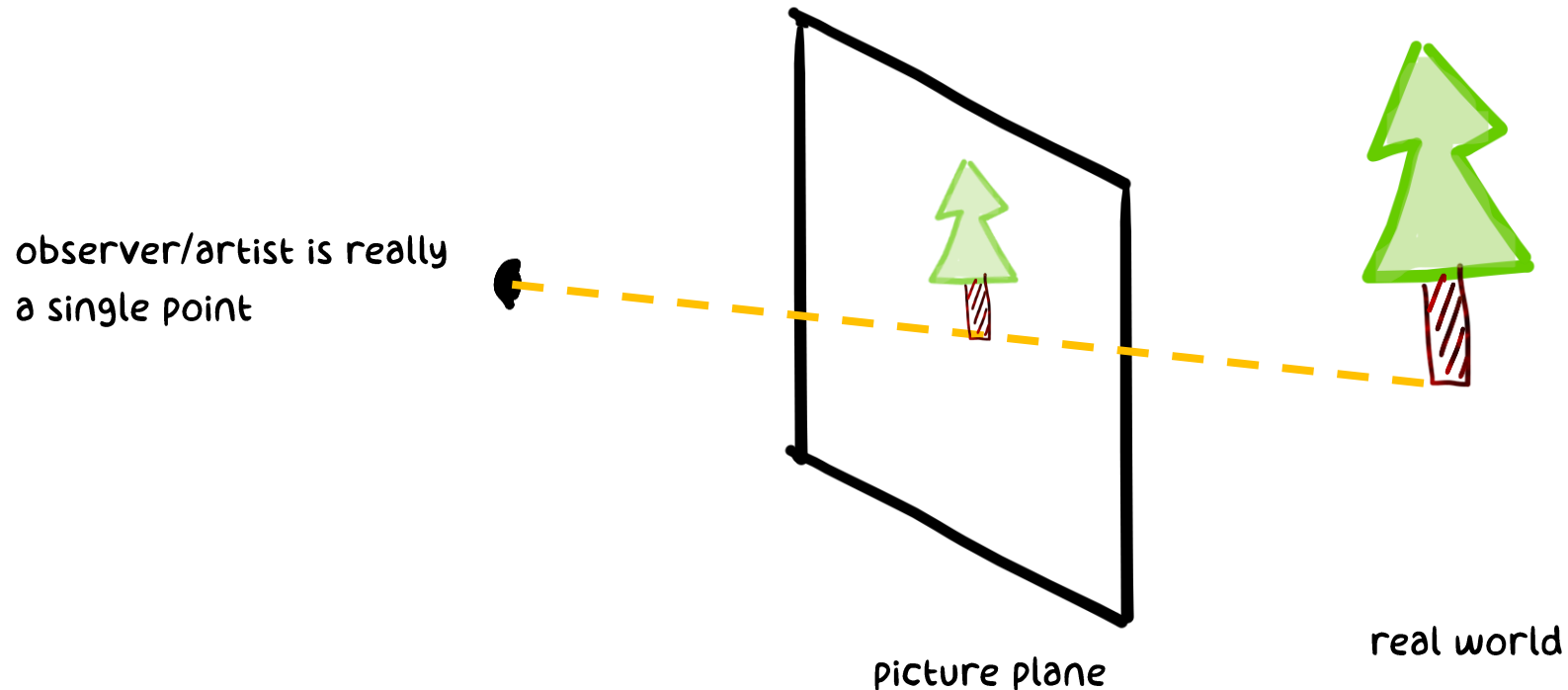
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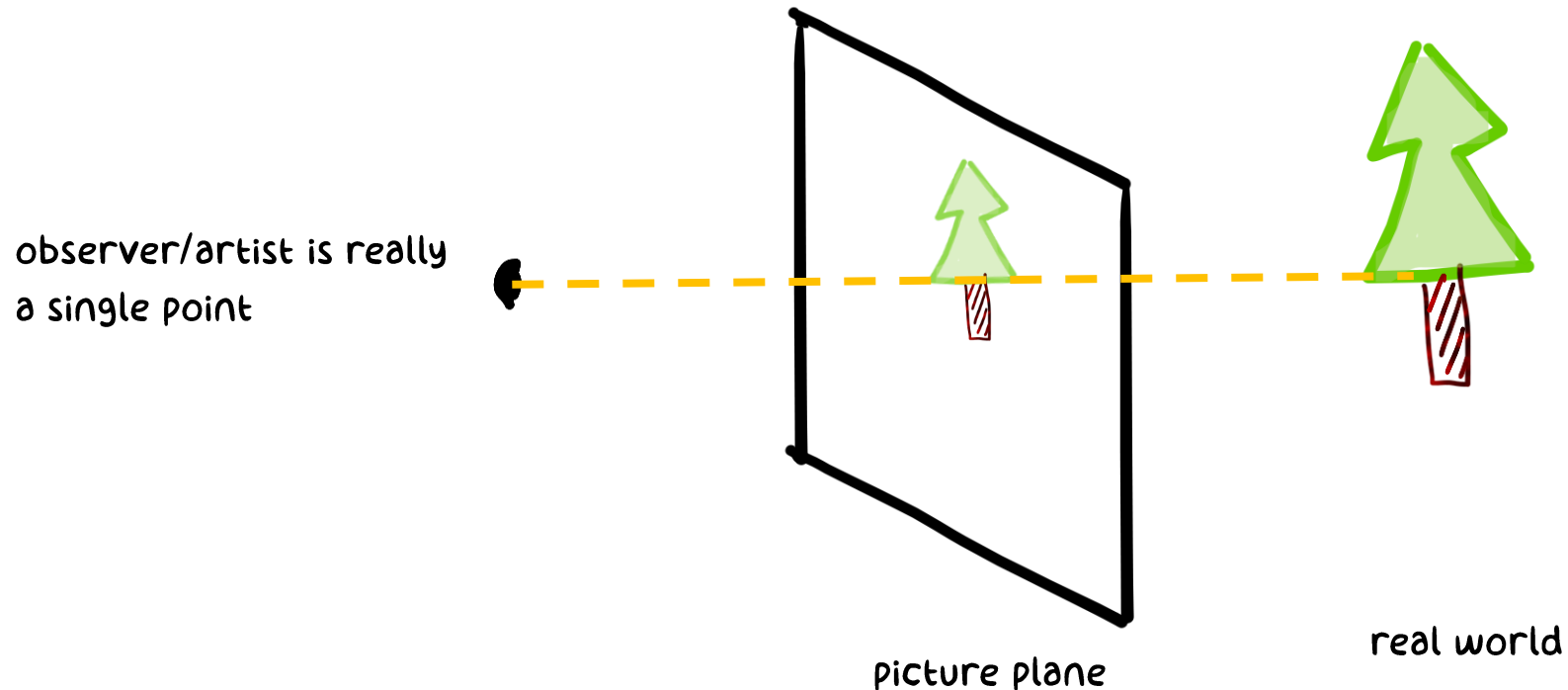
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The **observer** or **artist** draws a scene from the **real world** to the **picture plane**.



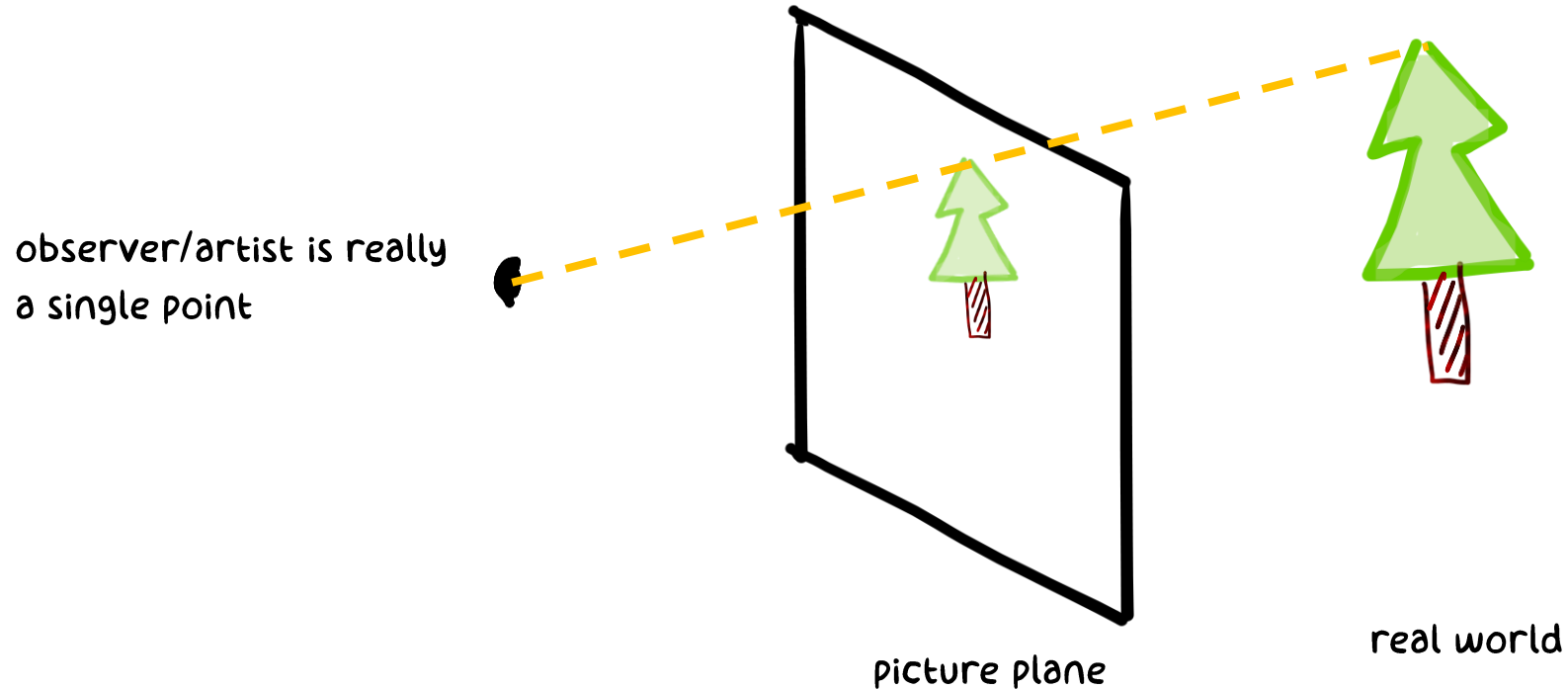
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The setup (the artist)

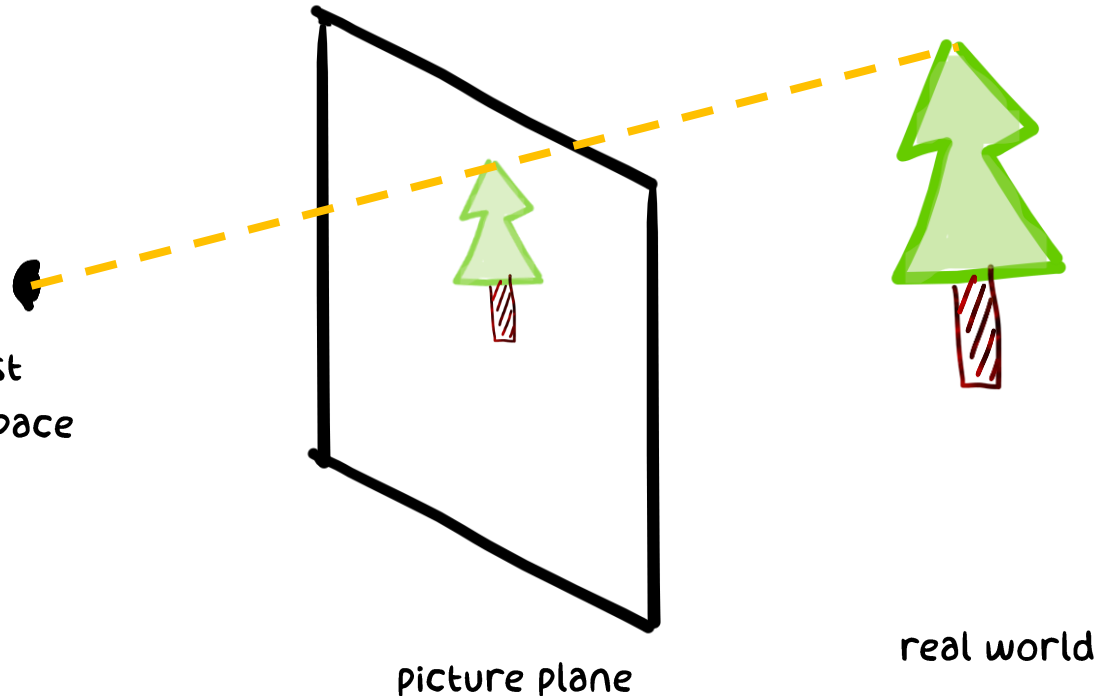
The **observer** or **artist** draws a scene from the **real world** to the **picture plane**.



The setup (the artist)

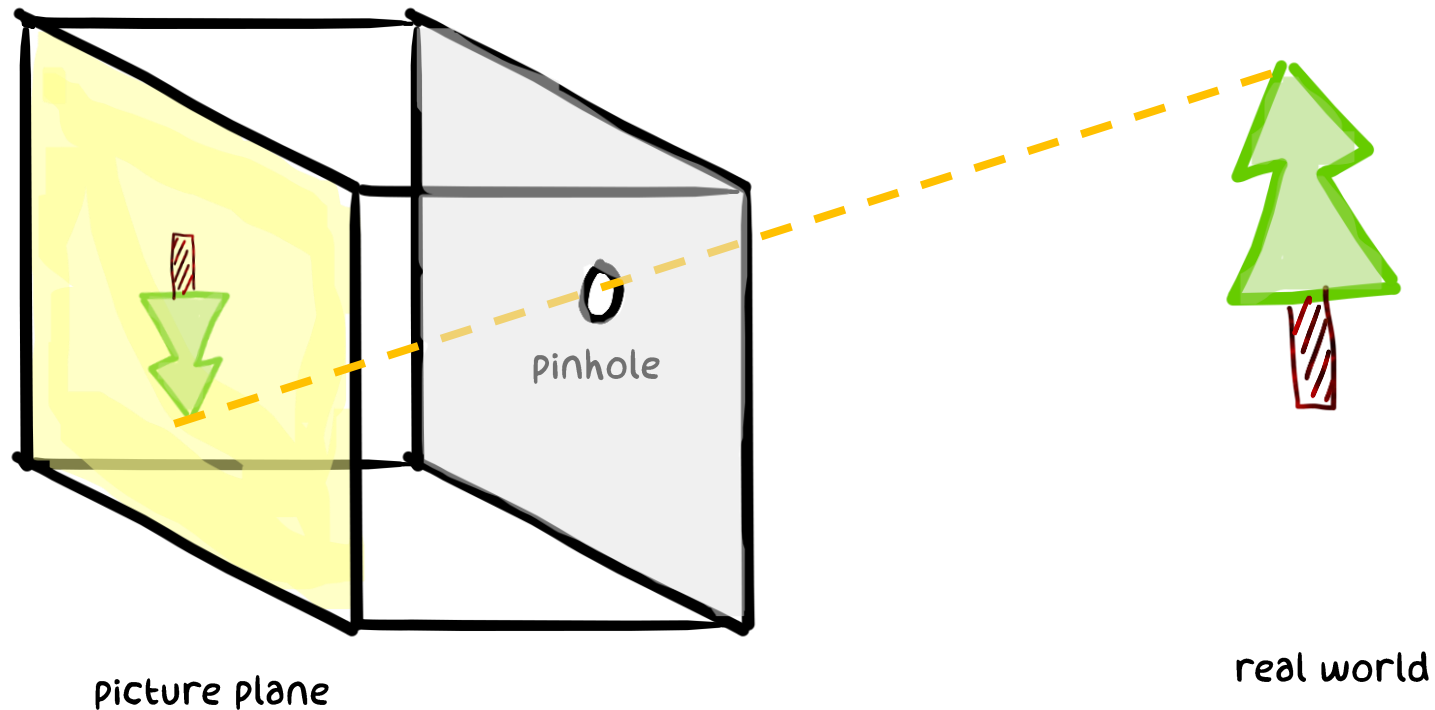
The **observer** or **artist** draws a scene from the **real world** to the **picture plane**.

observer/artist is really
a single point,
so linear perspective is just
a point projection of 3D space
onto a plane.



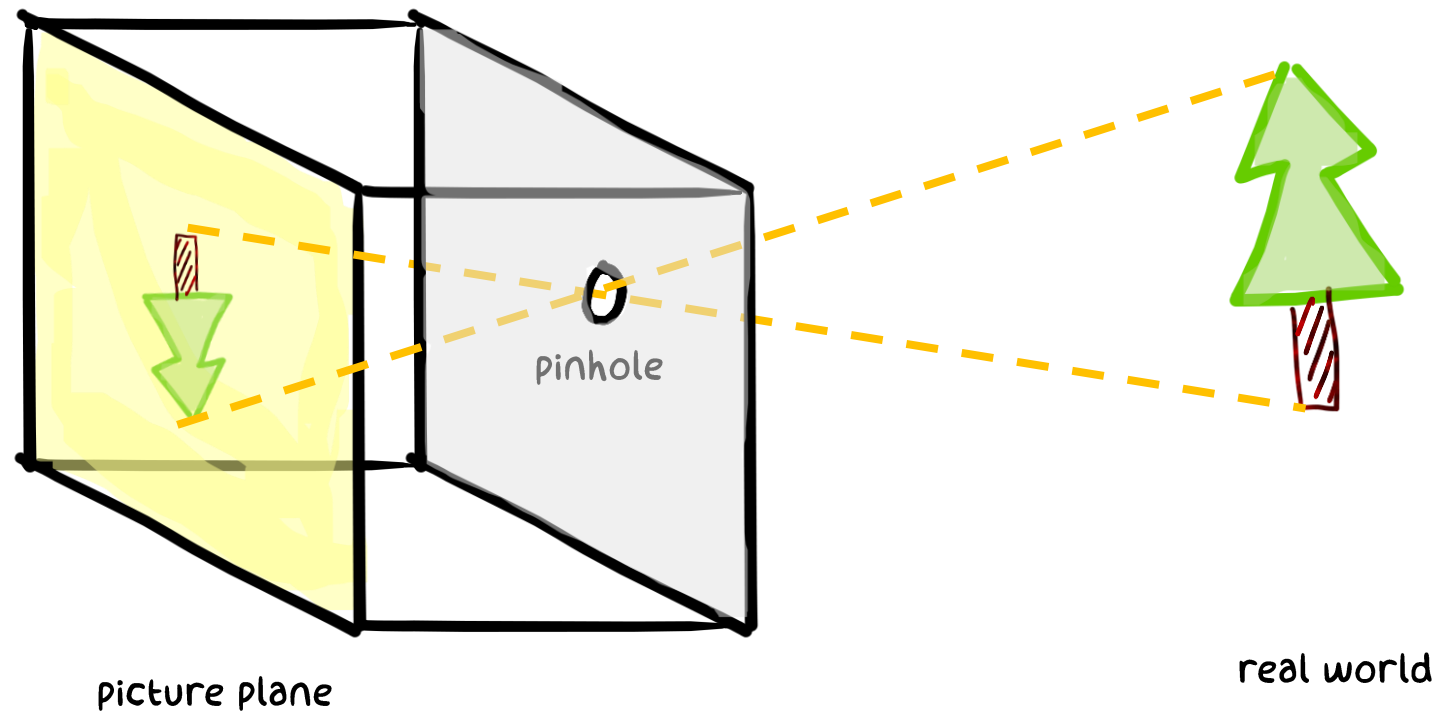
The setup (the camera)

Light enters a pinhole and hits the sensor panel in the back.

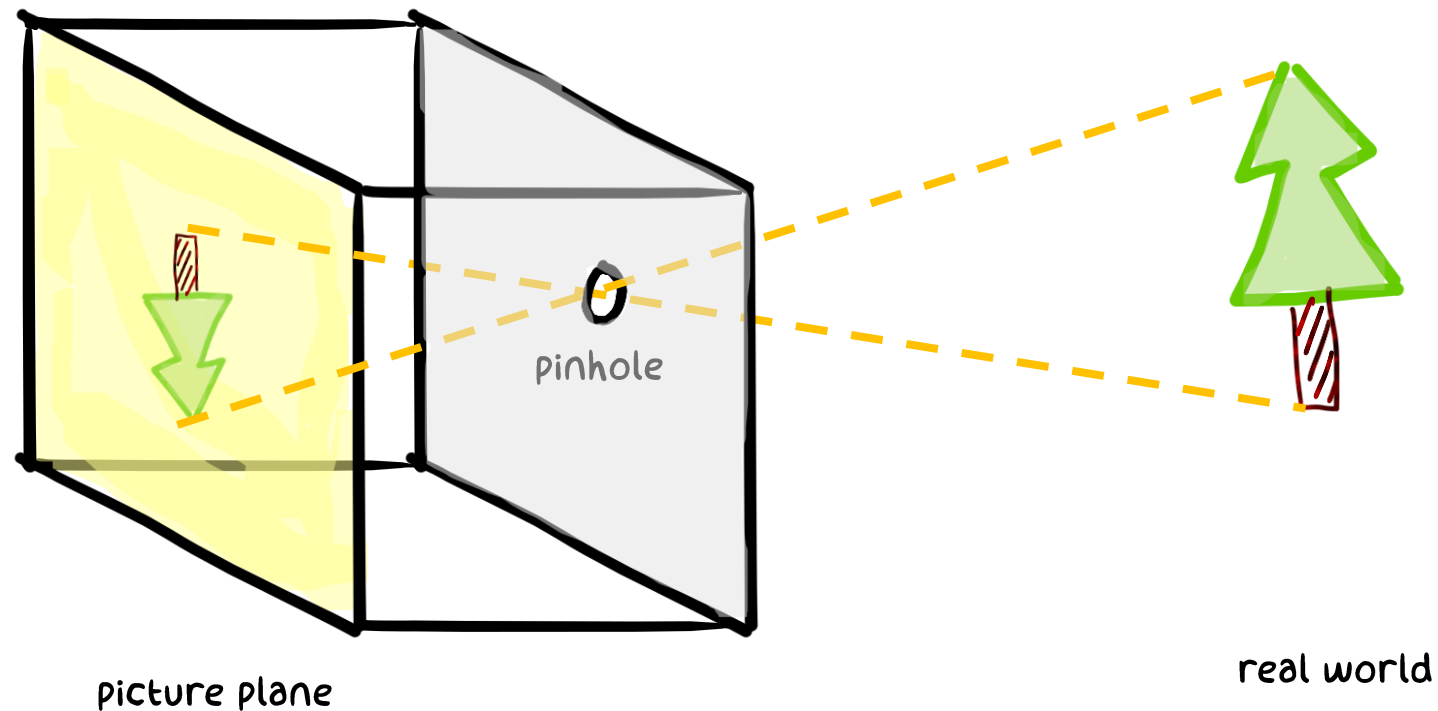


The setup (the camera)

Light enters a pinhole and hits the sensor panel in the back.

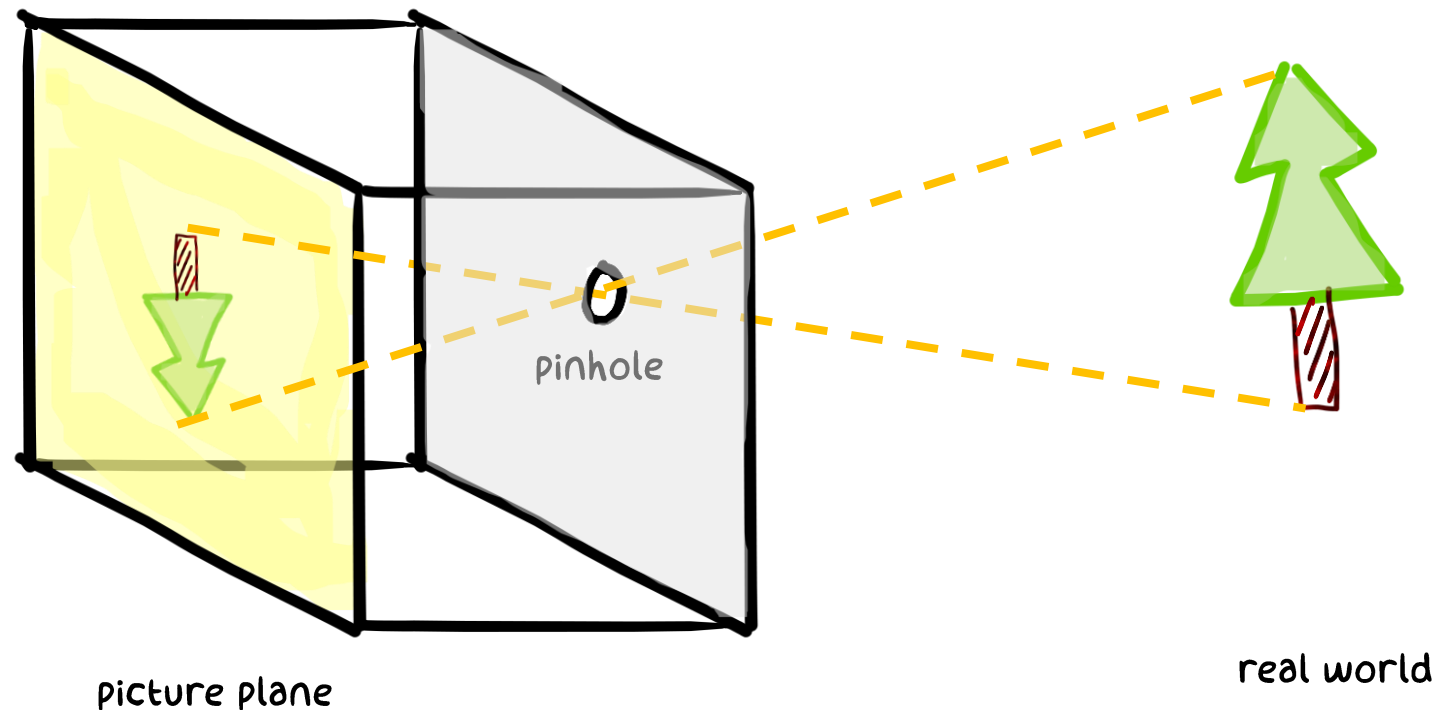


Both setups give the same result



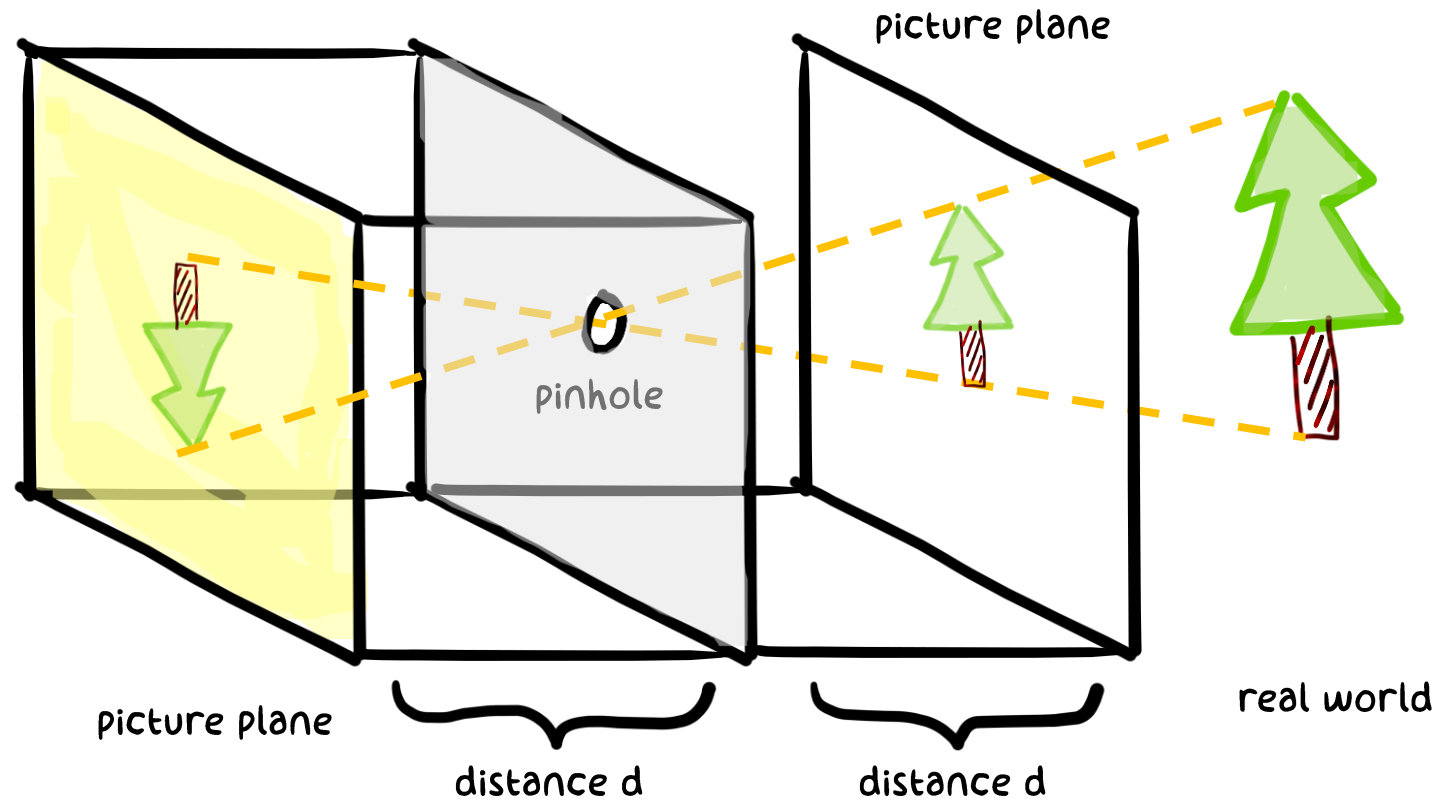
Both setups give the same result

Since we can replace real-world scene by picture plane:



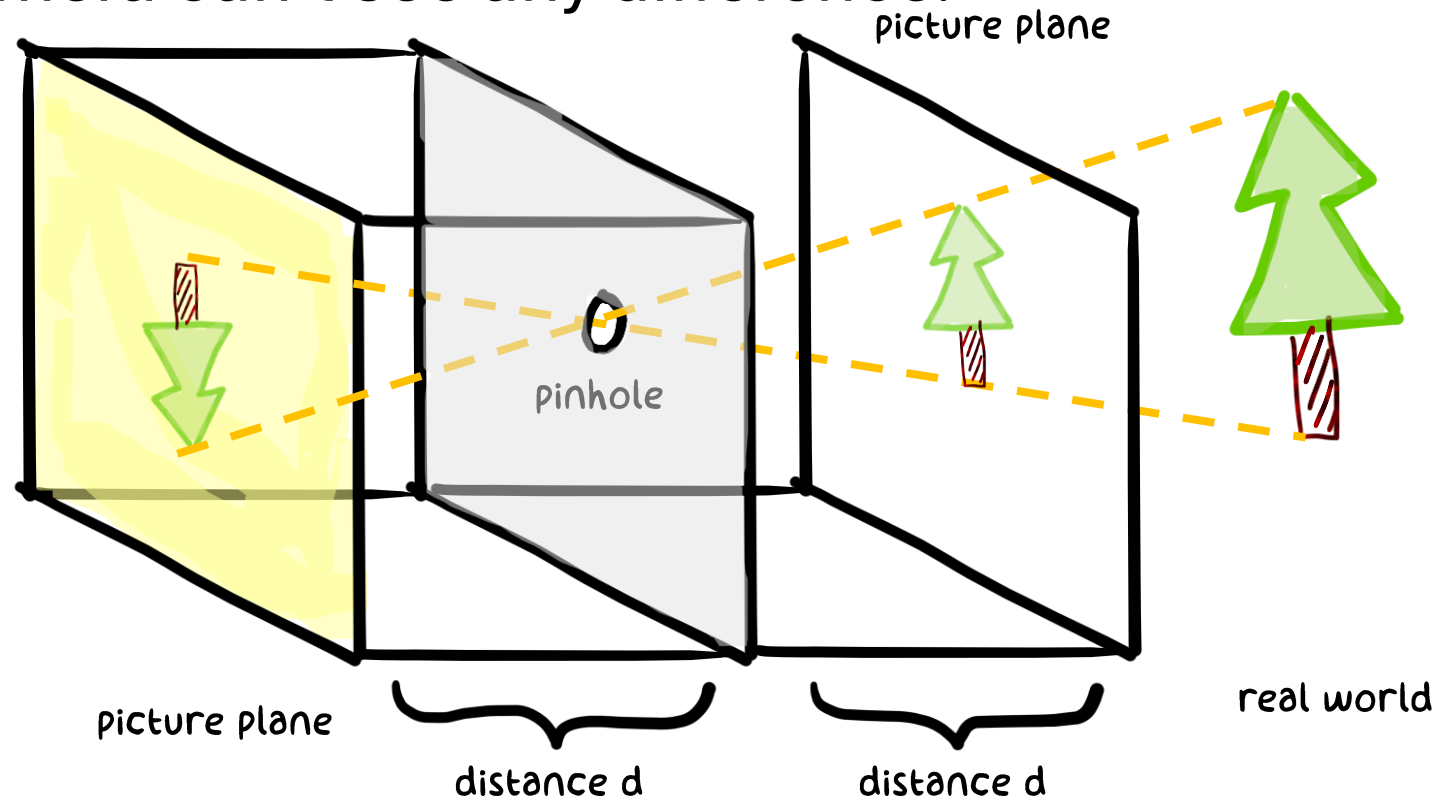
Both setups give the same result

Since we can replace real-world scene by picture plane:



Both setups give the same result

Since we can replace real-world scene by picture plane, and the camera can't see any difference.



Real world  Picture plane

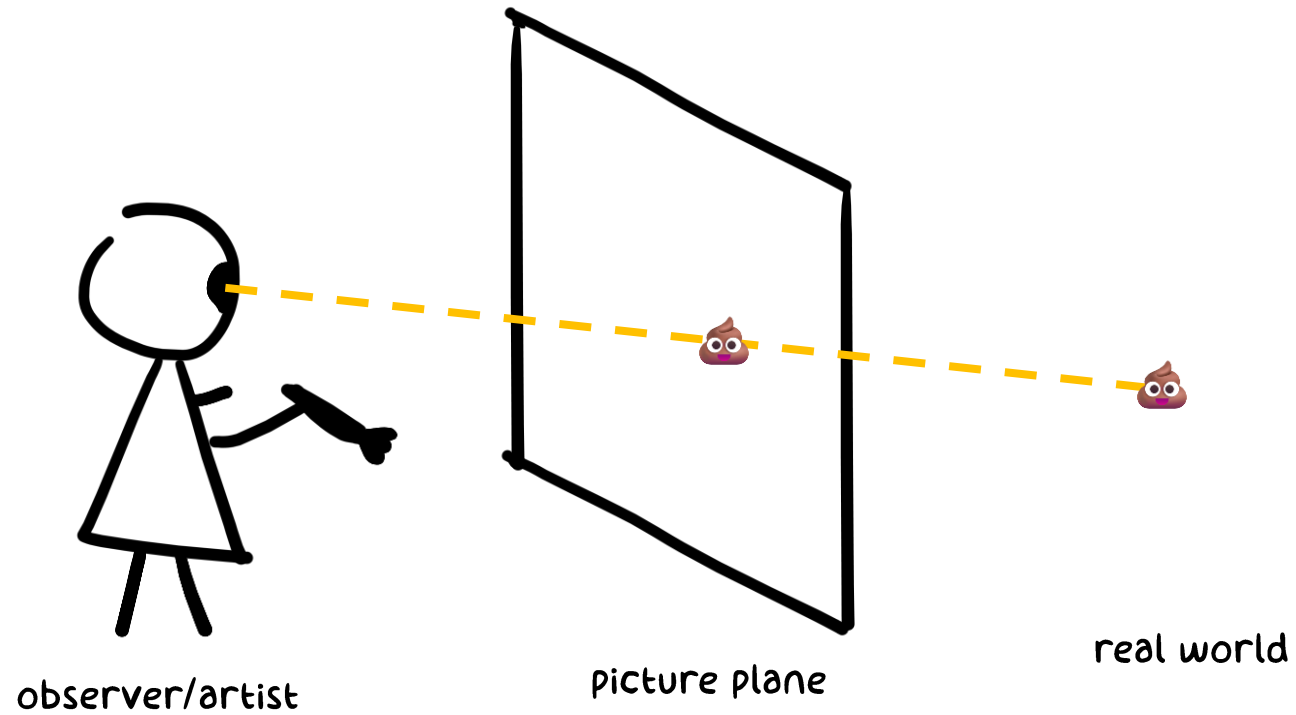
Dictionary

Real world

Point

Picture plane

Point



Dictionary

Real world

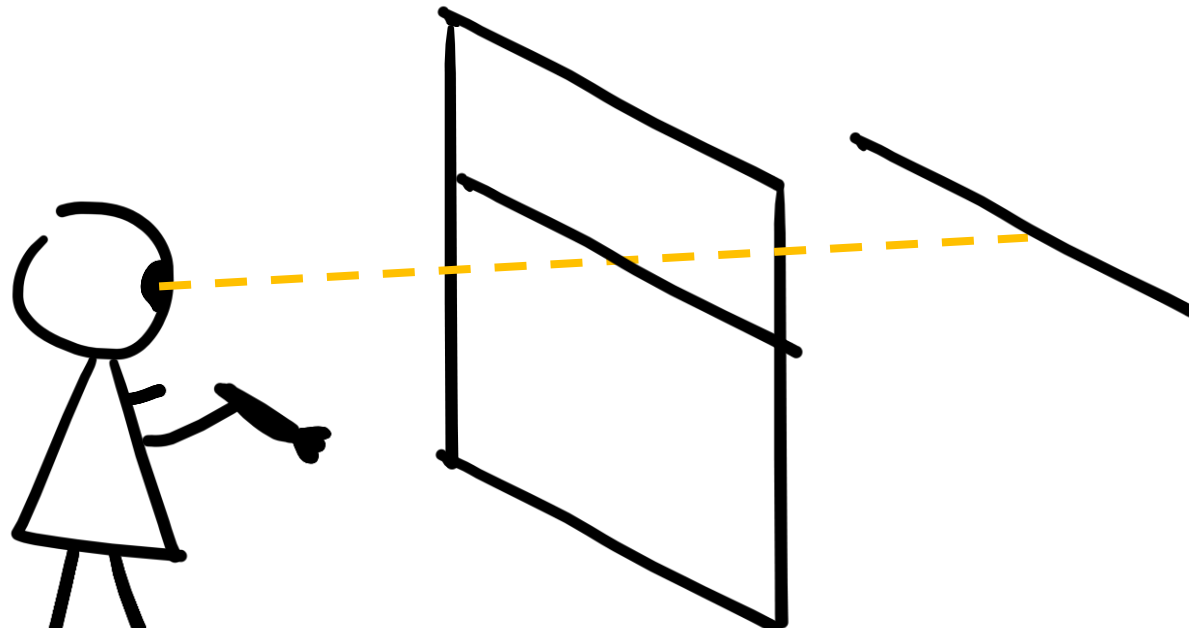
Point

Line parallel to picture plane

Picture plane

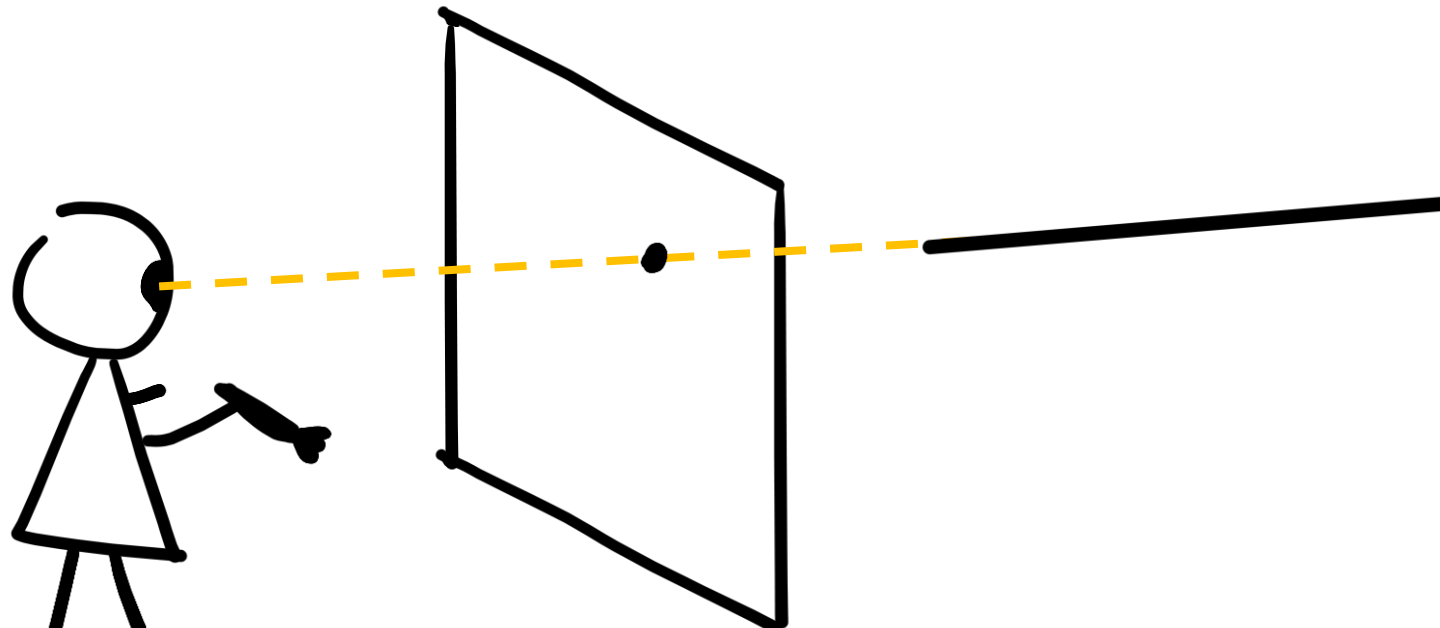
Point

Line



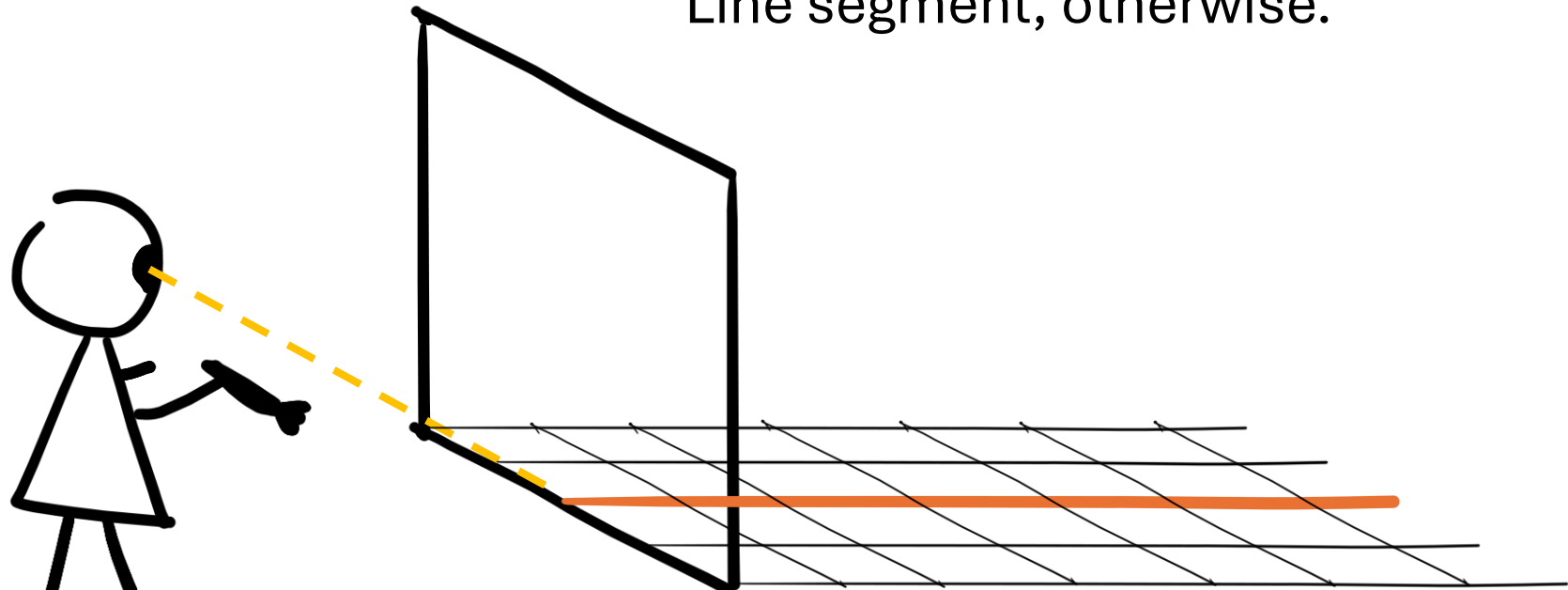
Dictionary

Real world	Picture plane
Point	Point
Line parallel to picture plane	Line
Line not parallel to picture plane	Point, if on line of sight.



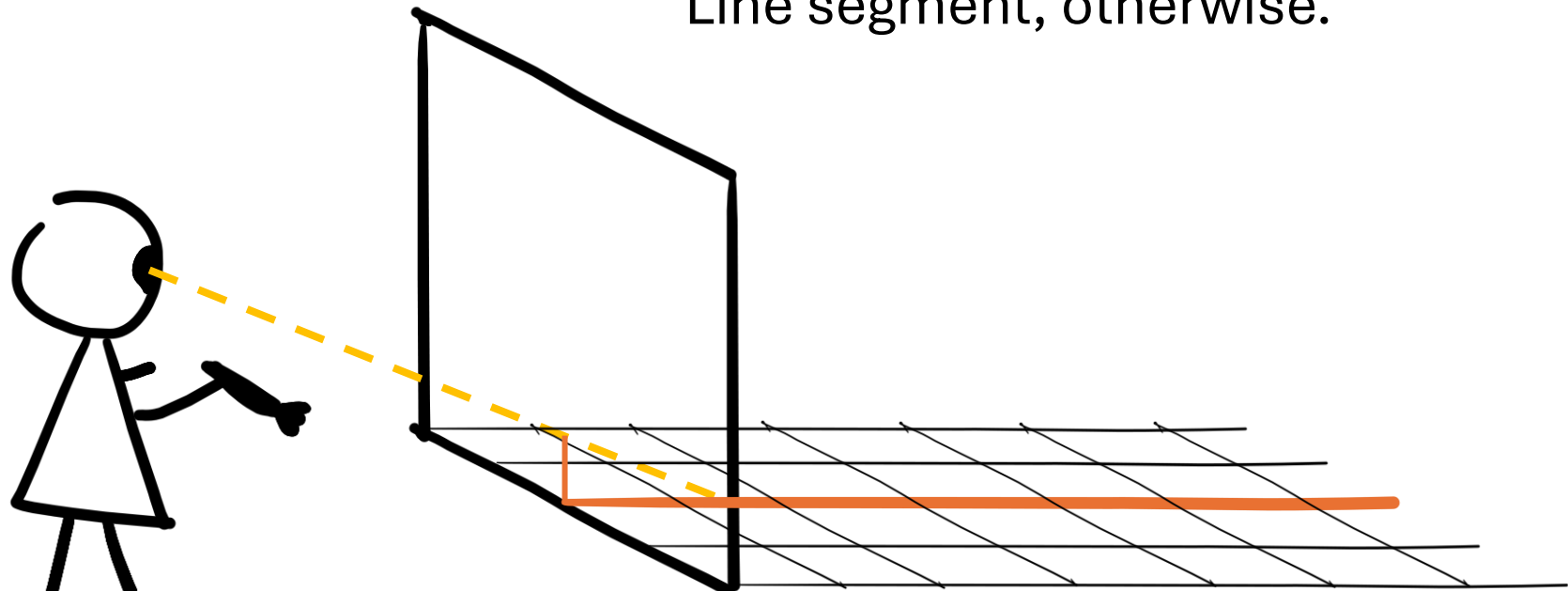
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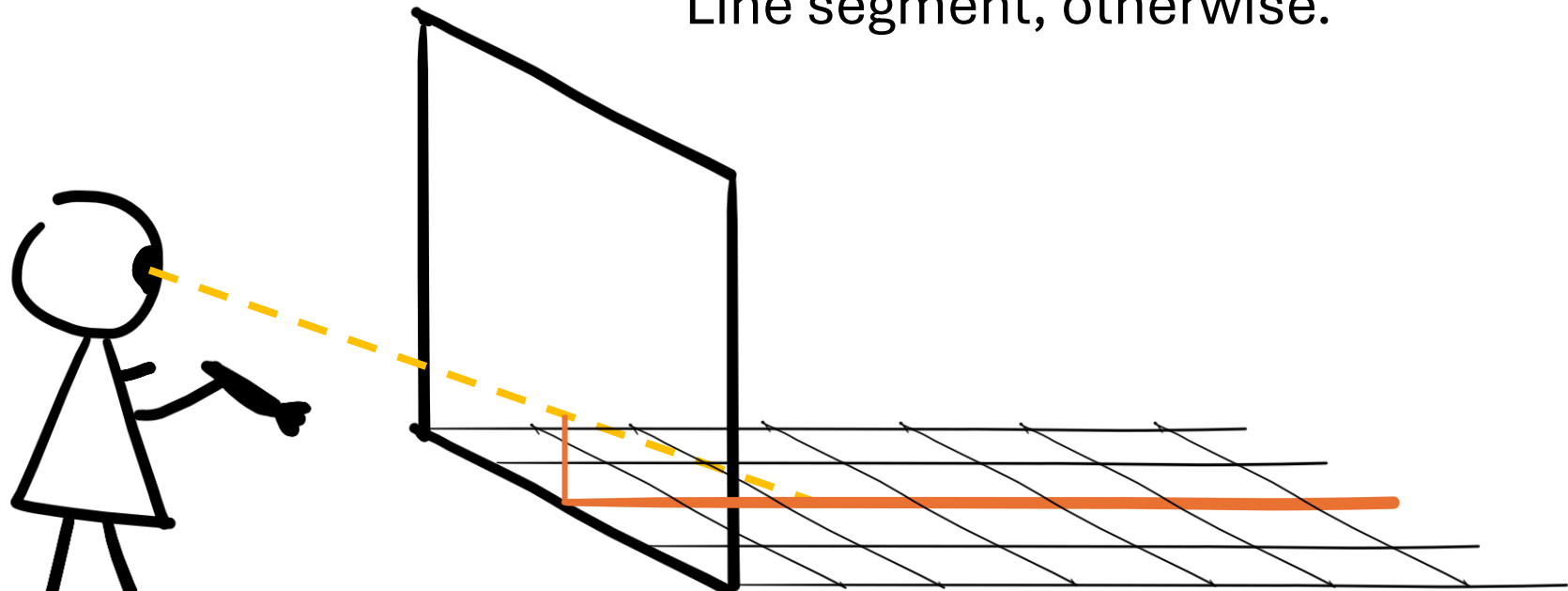
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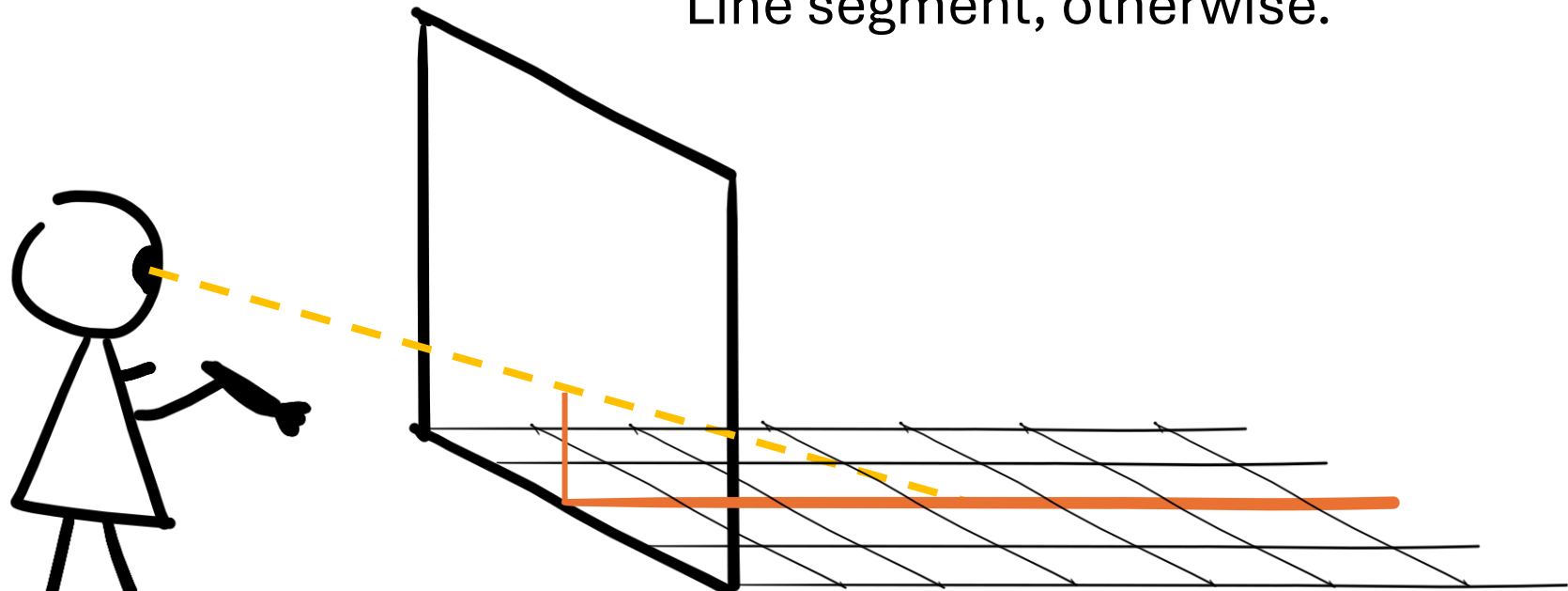
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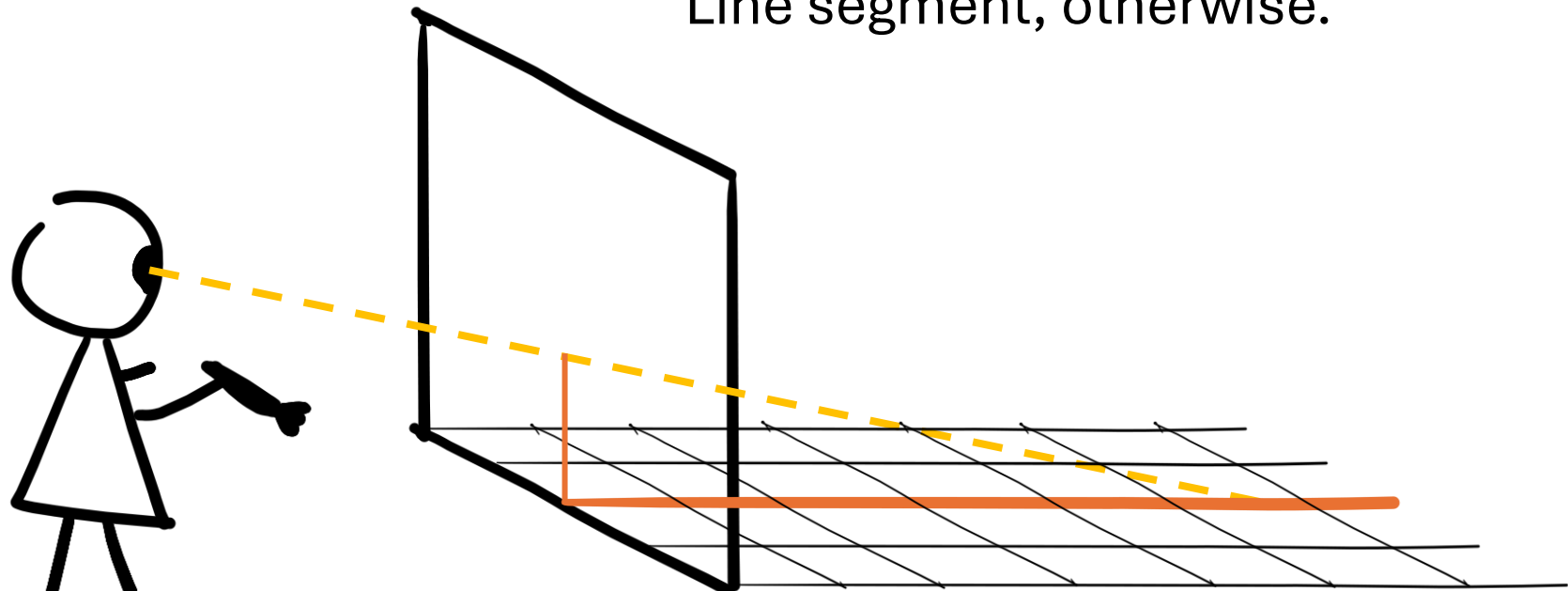
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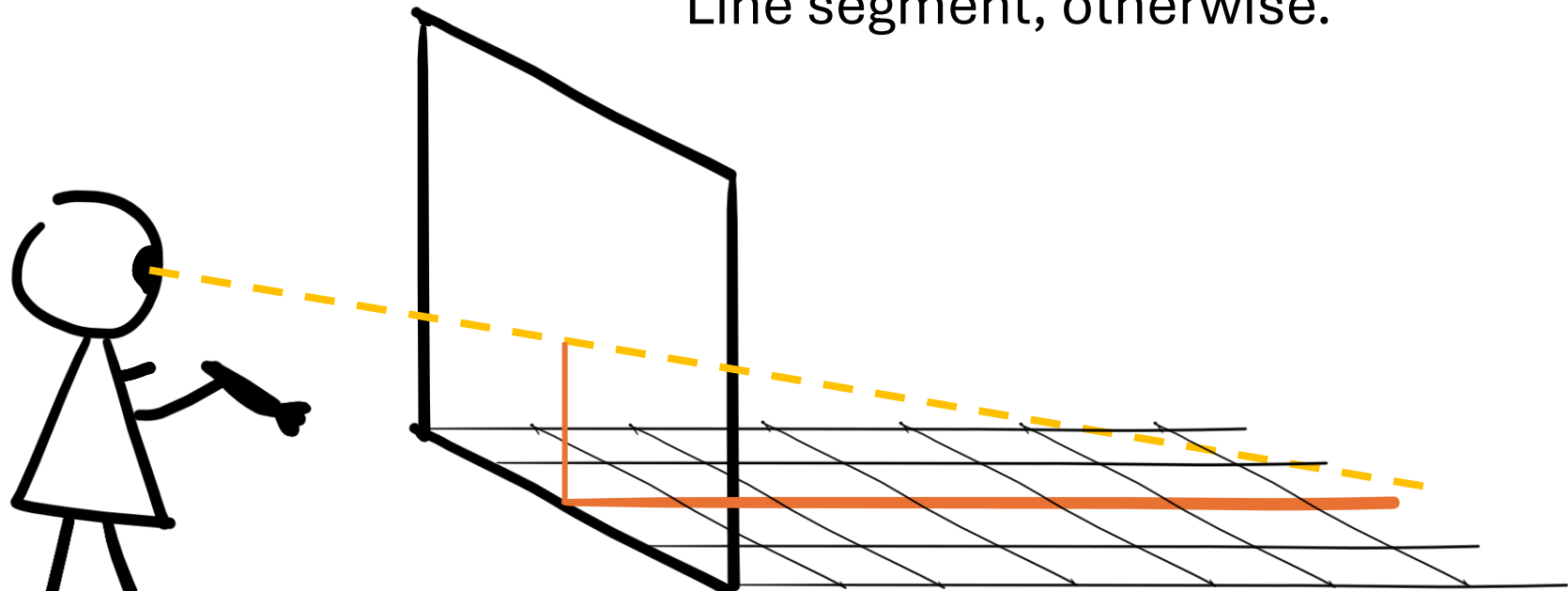
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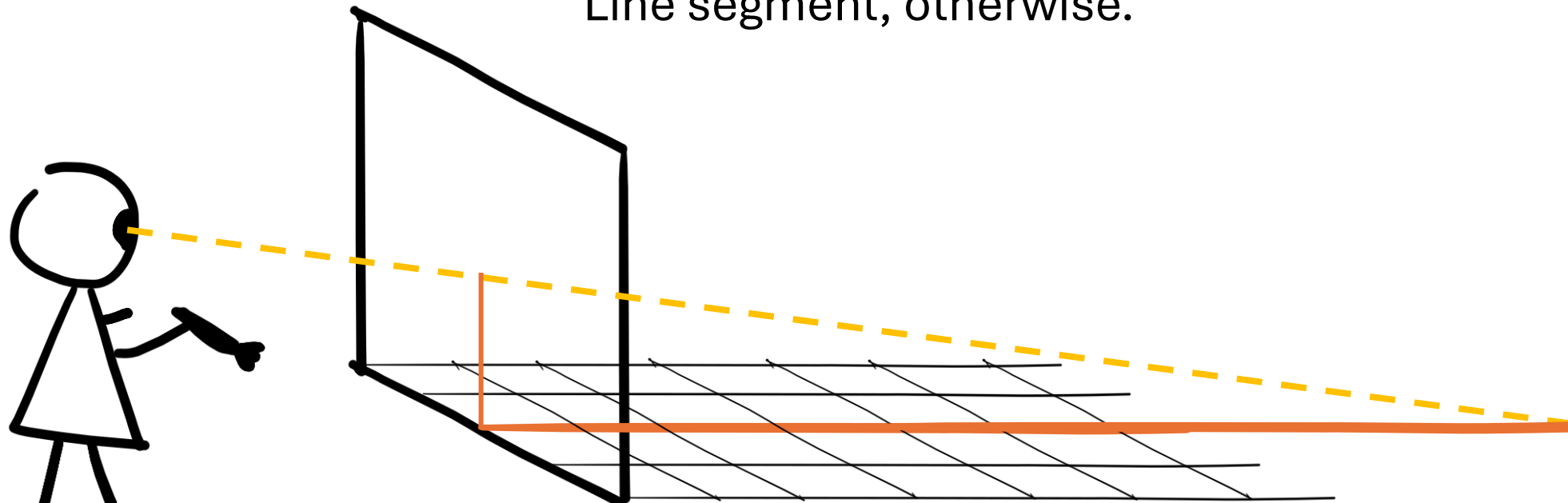
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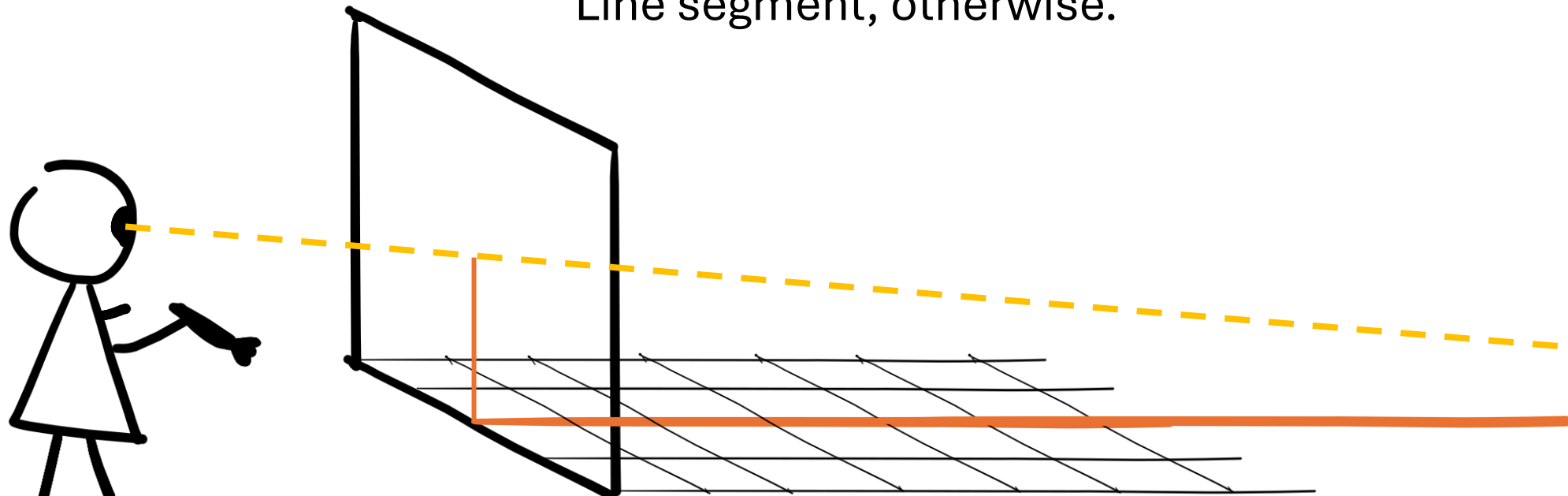
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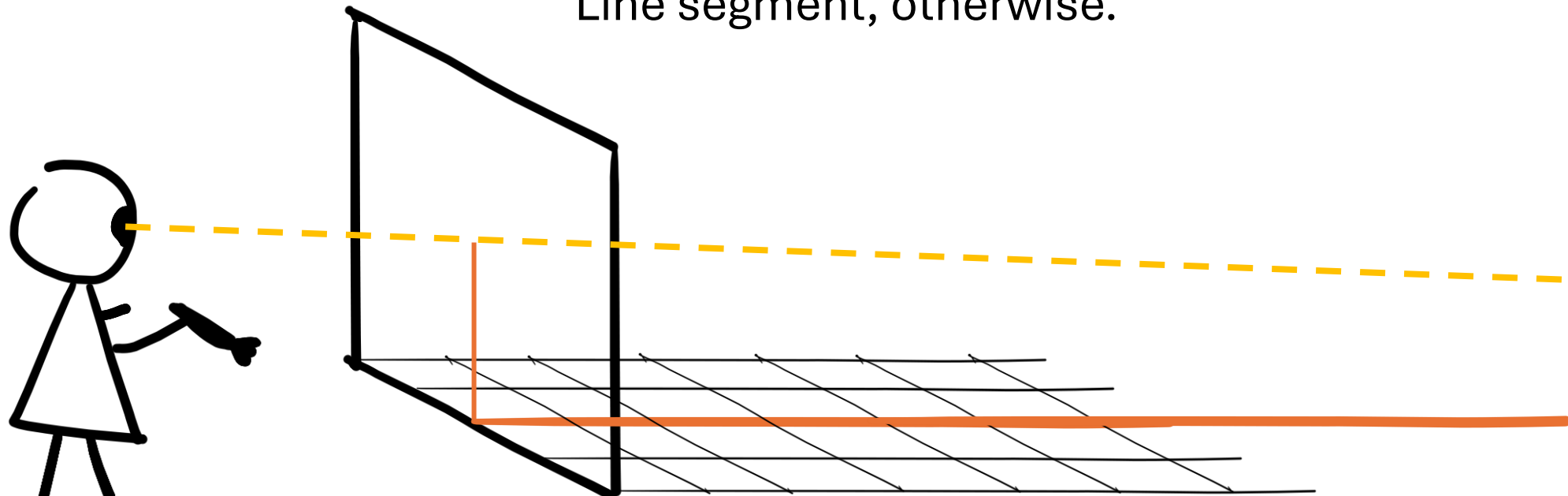
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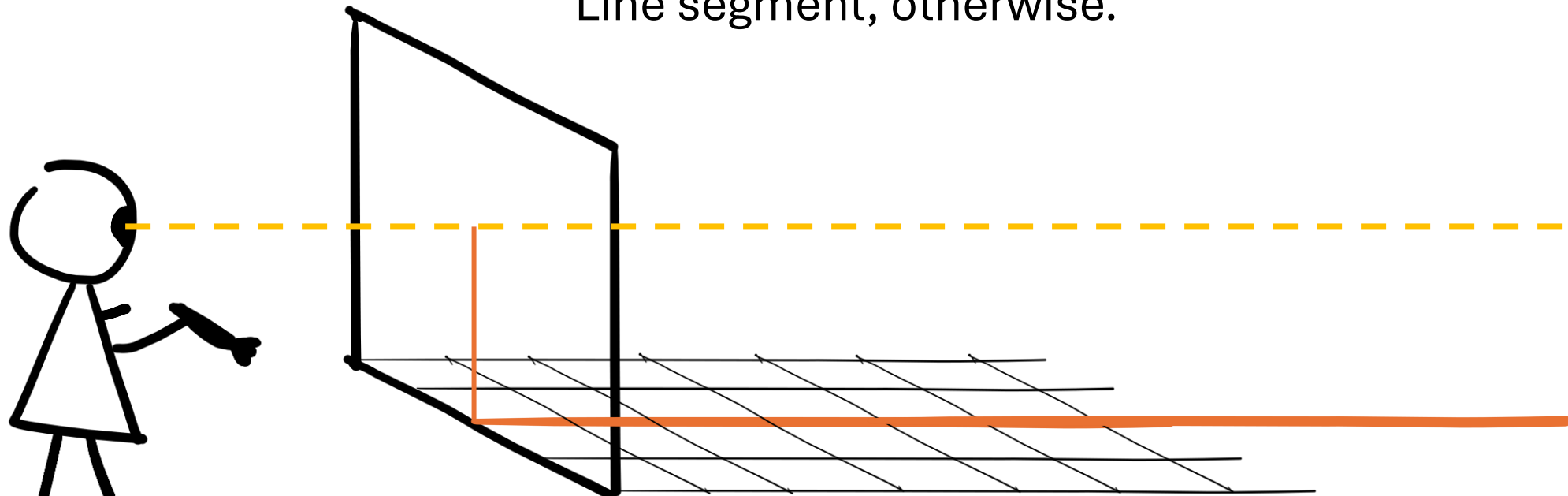
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Dictionary

Real world

Point

Line parallel to picture plane

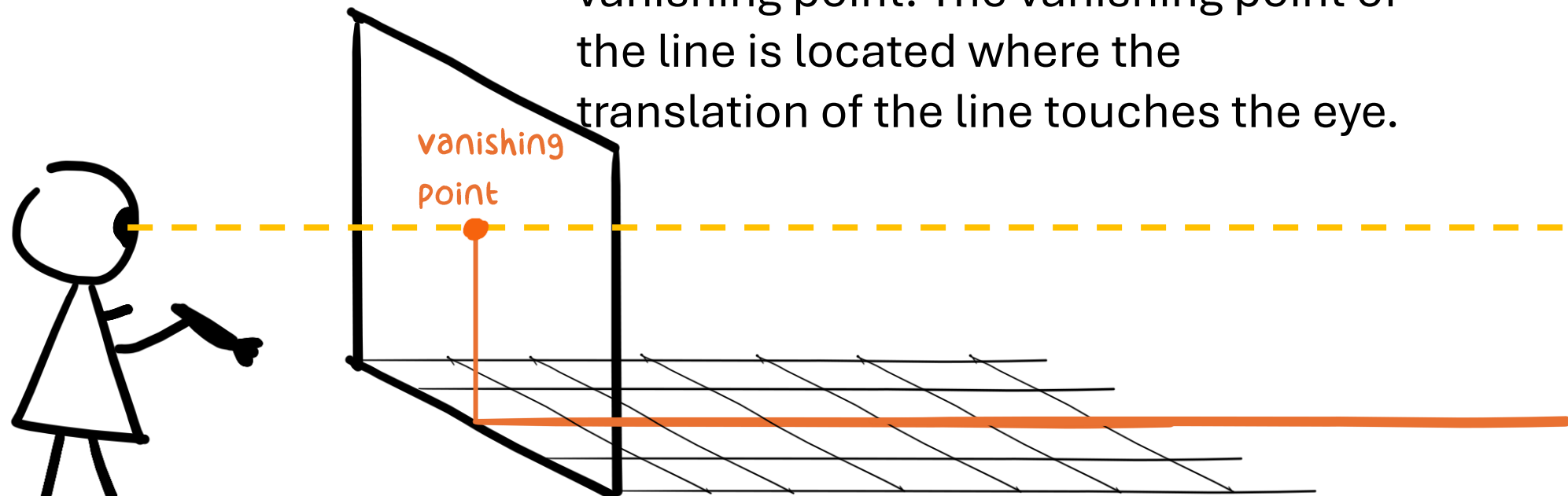
Line not parallel to picture plane

Picture plane

Point

Line

Line segment or point, together with a vanishing point. The vanishing point of the line is located where the translation of the line touches the eye.



Dictionary

Real world

Point

Line parallel to picture plane

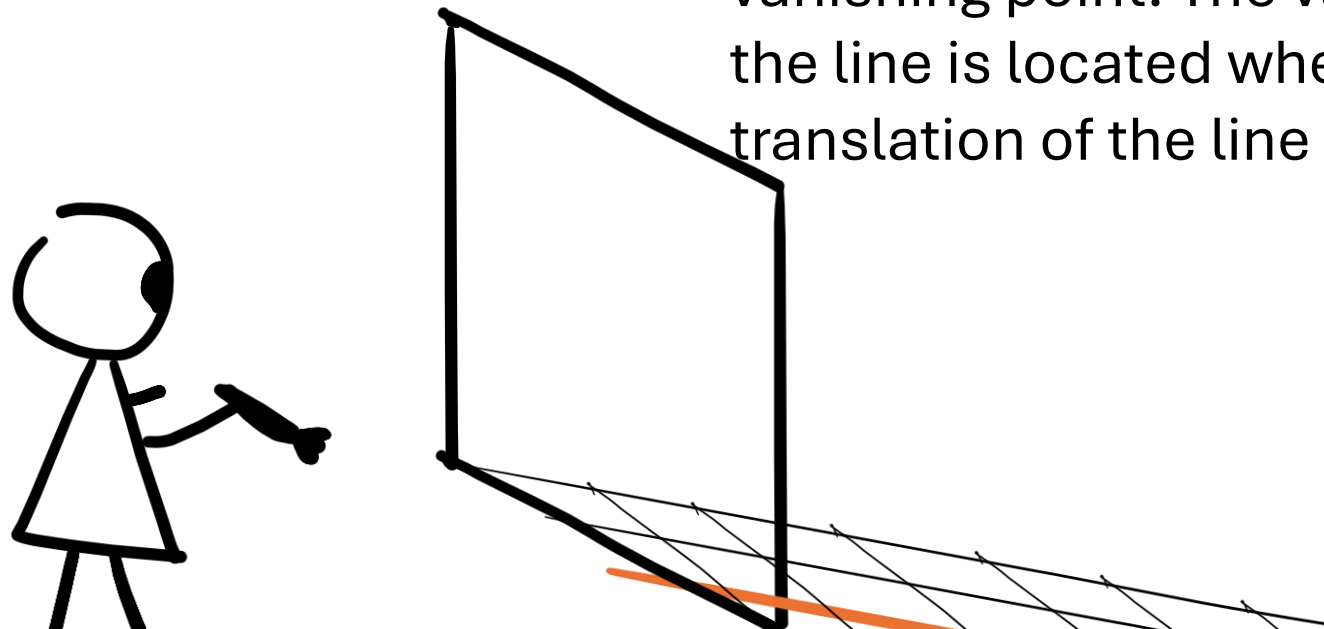
Line not parallel to picture plane

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Dictionary

Real world

Point

Line parallel to picture plane

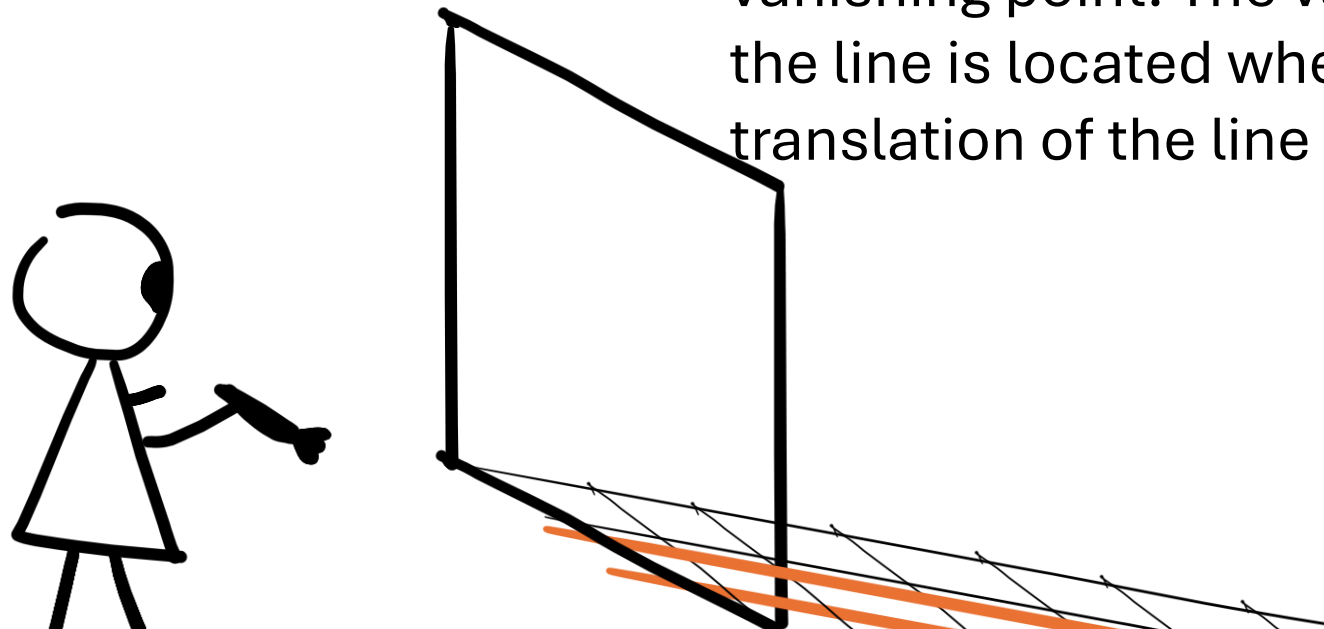
Line not parallel to picture plane

Picture plane

Point

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Dictionary

Real world

Point

Line parallel to picture plane

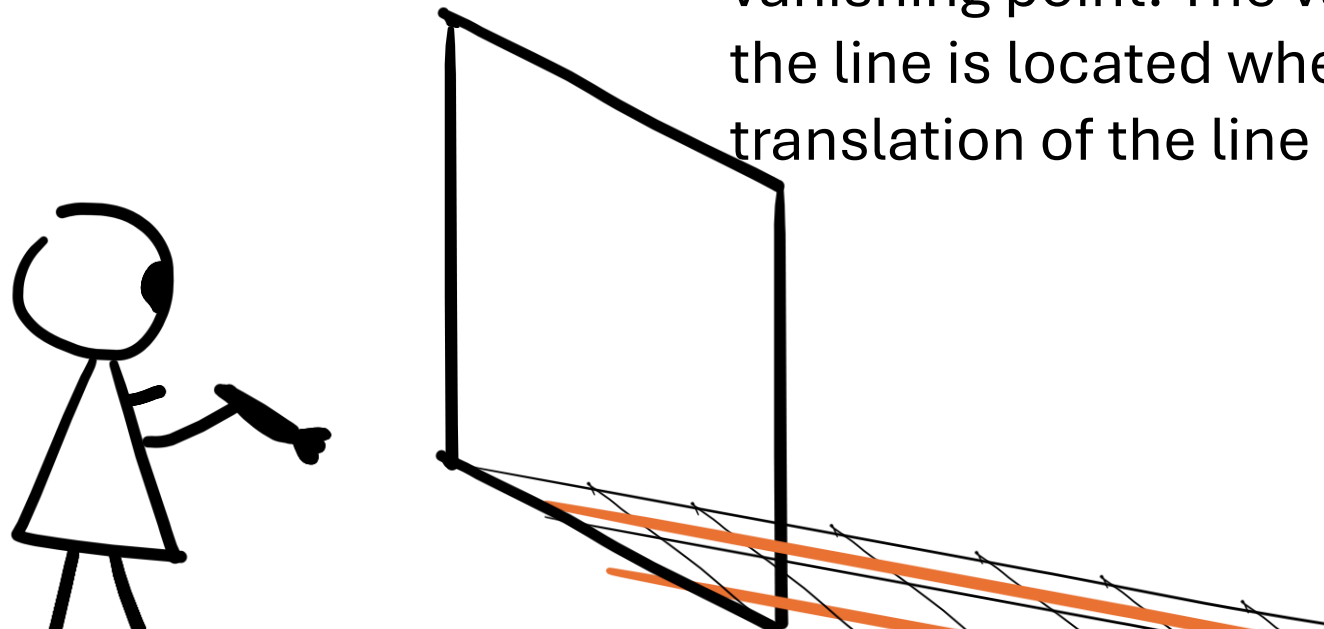
Line not parallel to picture plane

Picture plane

Point

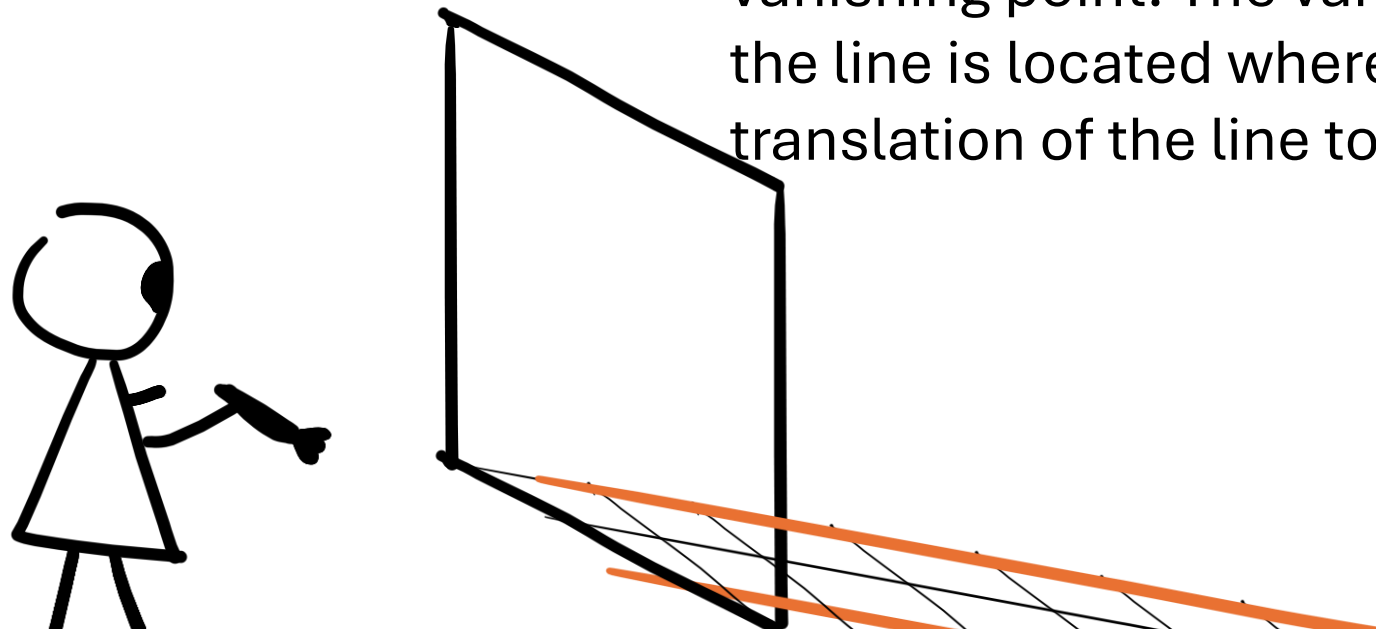
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Real world	Picture plane
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Dictionary

Real world

Point

Line parallel to picture plane

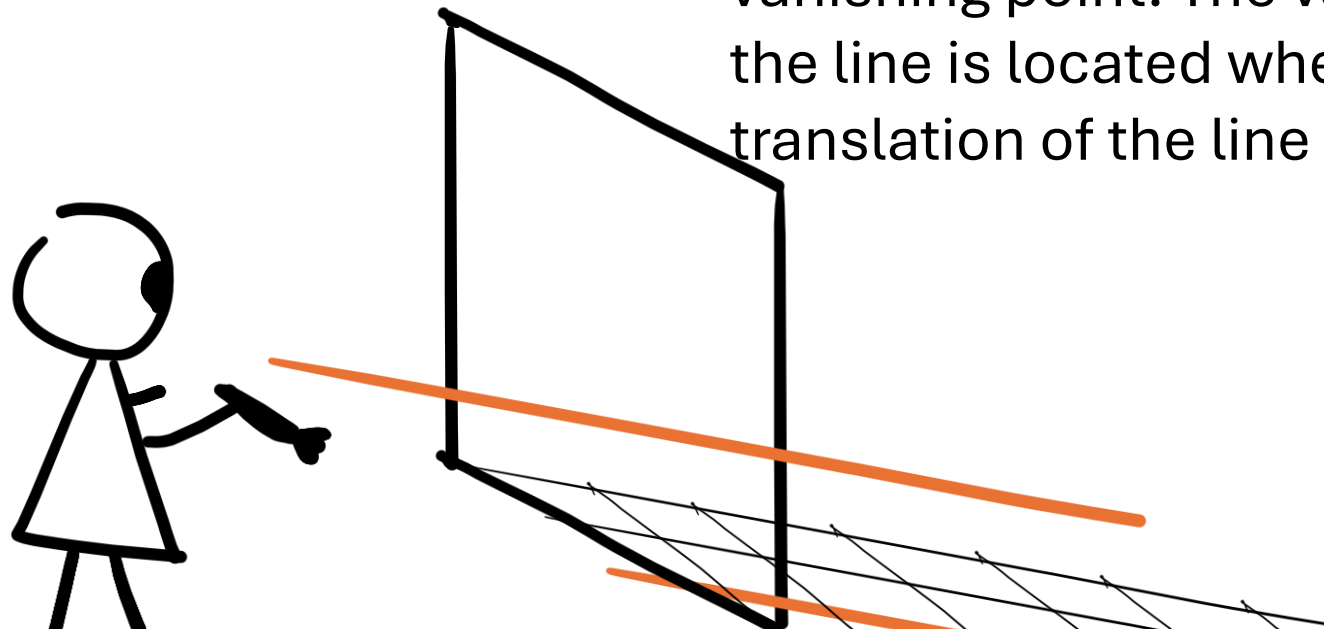
Line not parallel to picture plane

Picture plane

Point

Line

Line segment or point, together with a vanishing point. The vanishing point of the line is located where the translation of the line touches the eye.



Dictionary

Real world

Point

Line parallel to picture plane

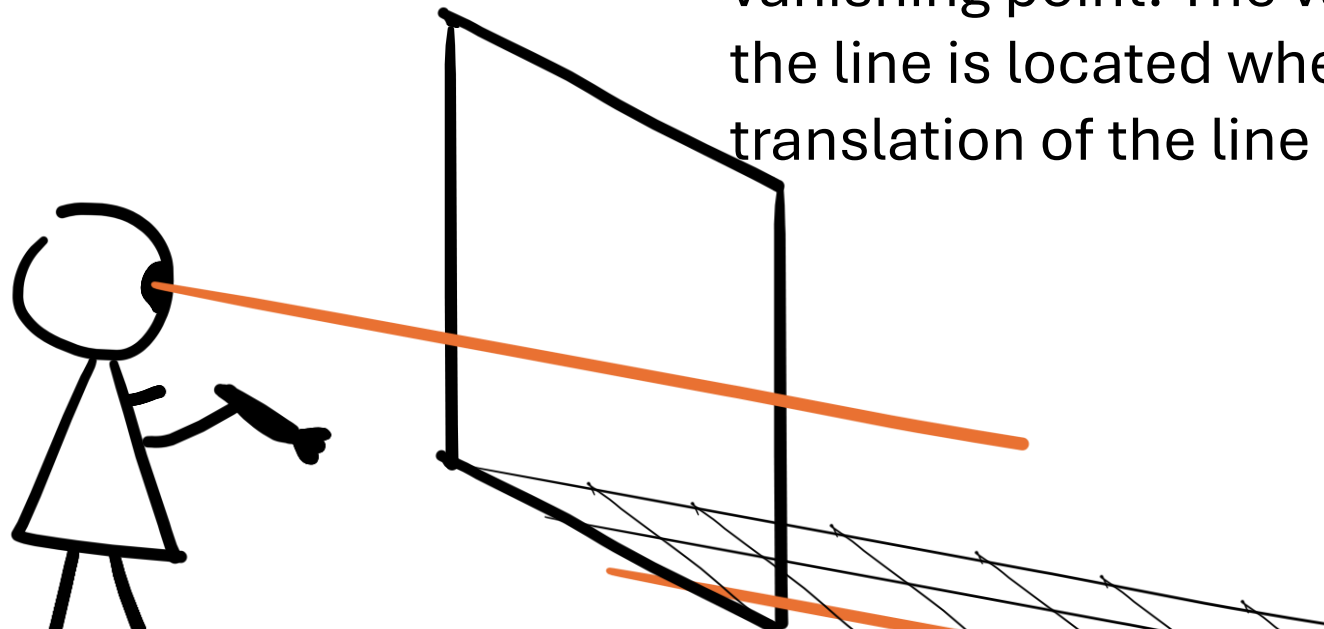
Line not parallel to picture plane

Picture plane

Point

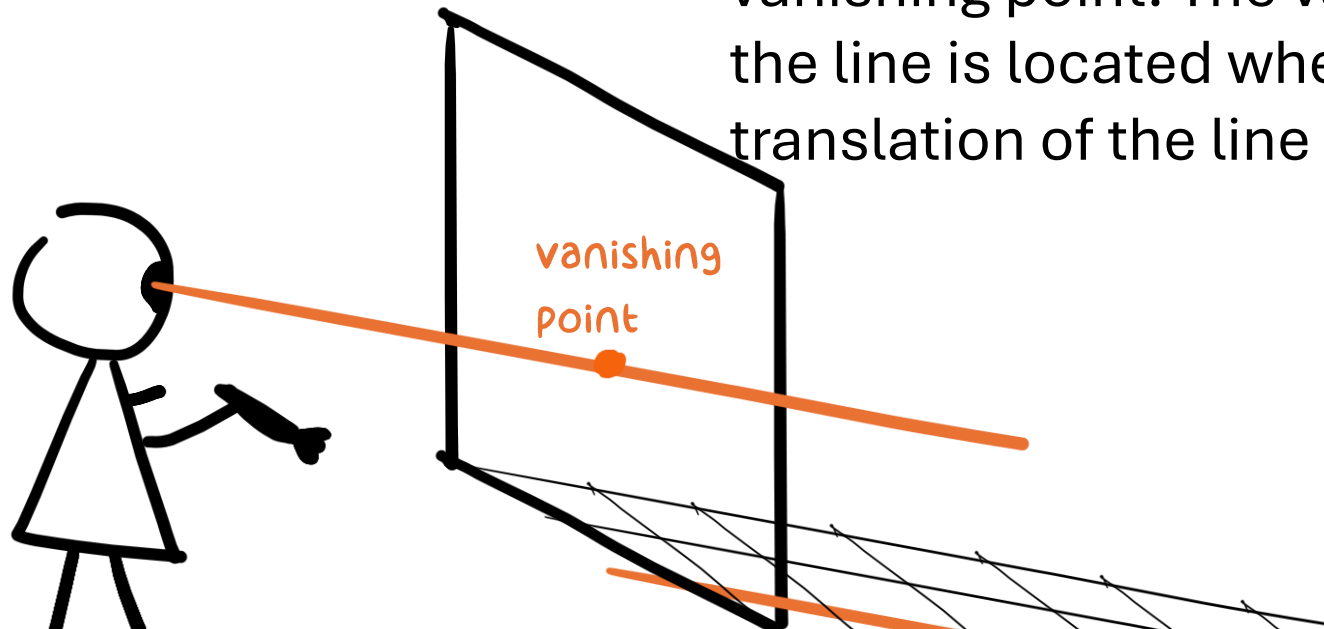
Line

Line segment or point, together with a vanishing point. The vanishing point of the line is located where the translation of the line touches the eye.



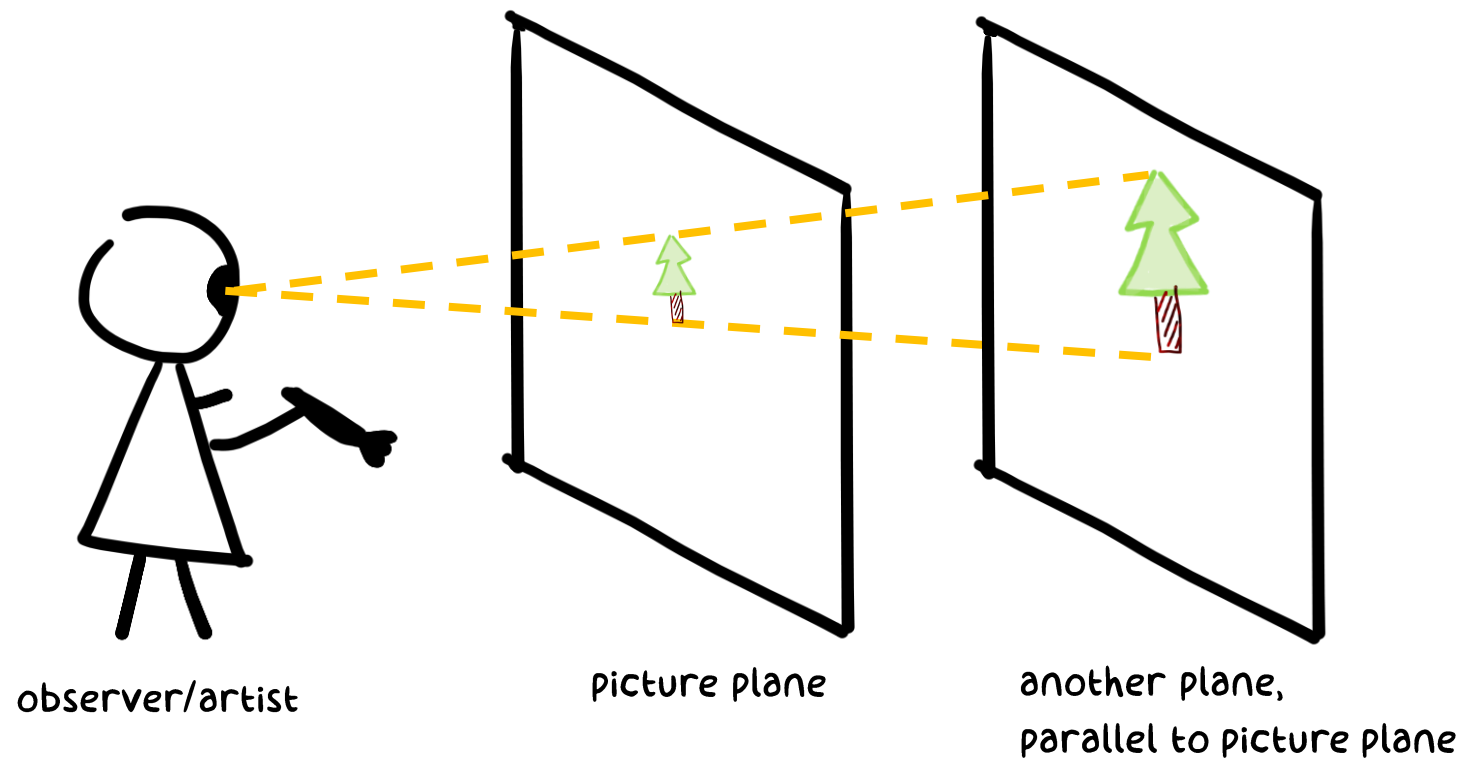
Dictionary

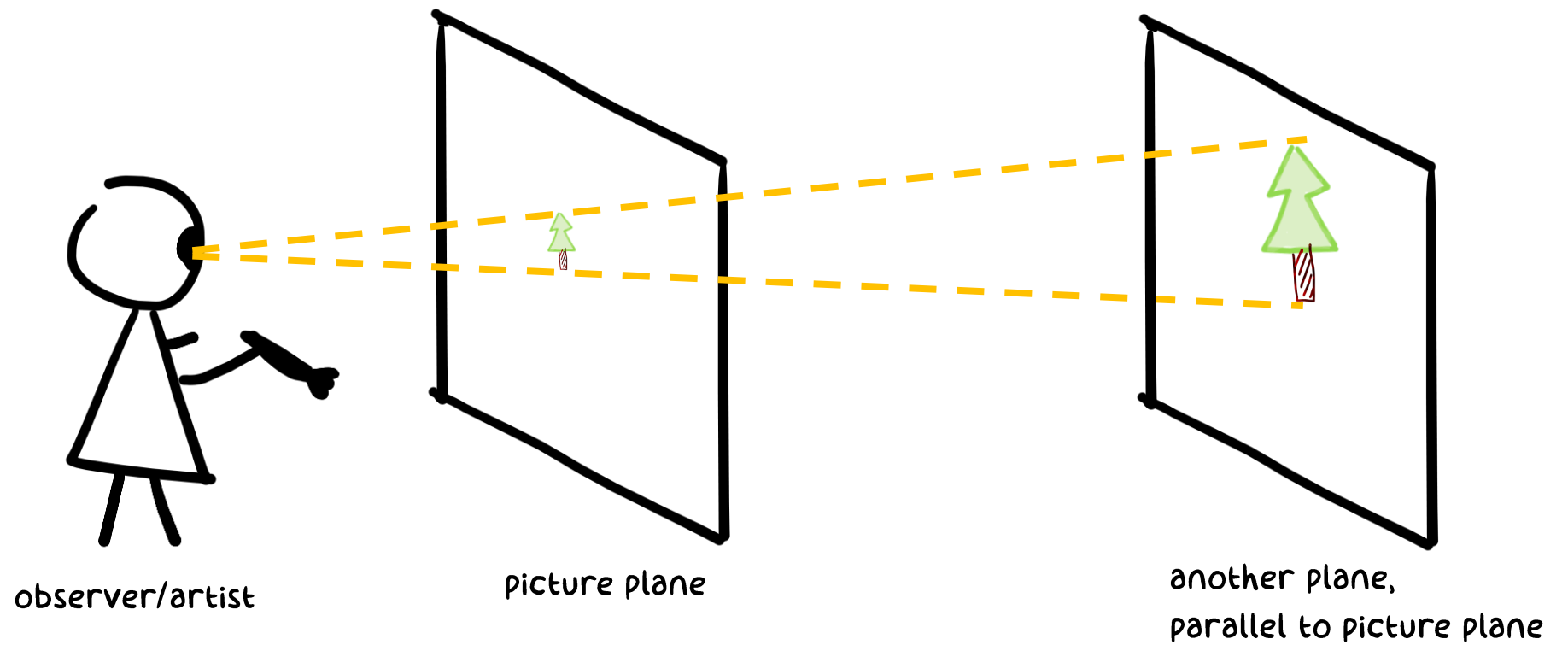
Real world	Picture plane
Point	Point
Line parallel to picture plane	Line
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Dictionary

Real world	Picture plane
Point	Point
Line parallel to picture plane	Line
Line not parallel to picture plane	Line segment or point, together with a vanishing point.
Plane parallel to picture plane	Plane, image looks smaller the further away it is from the observer





Dictionary

Real world	Picture plane
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Line not parallel to picture plane	Line segment or point, together with a vanishing point.
Plane parallel to picture plane	Plane

Dictionary

Real world	Picture plane
Point	Point
Line parallel to picture plane	Line
Line not parallel to picture plane	Line segment or point, together with a vanishing point.
Plane parallel to picture plane	Plane
Plane not parallel to picture plane	Line, or plane cut off by a horizon line



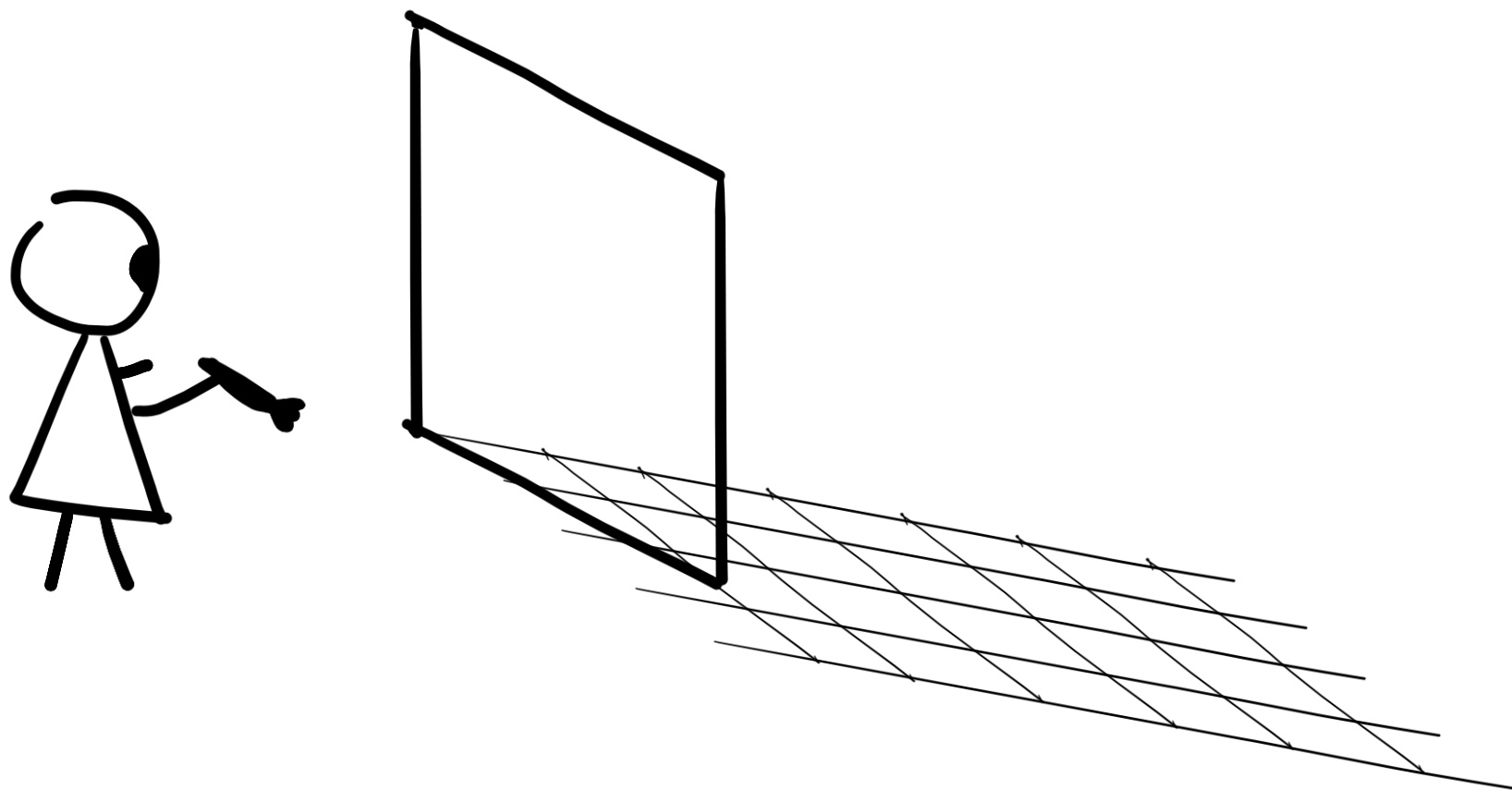
Ground plane with its horizon.

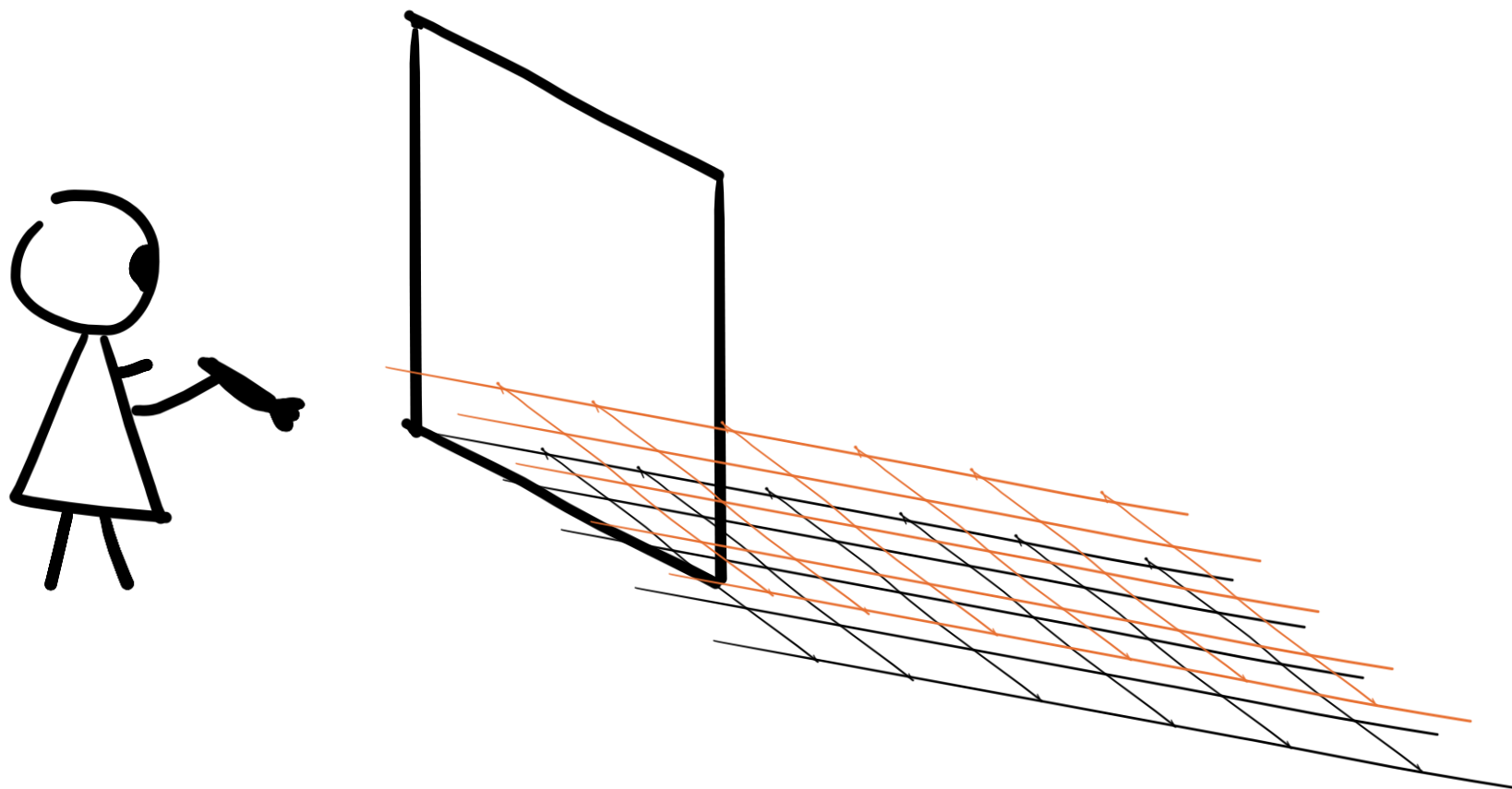


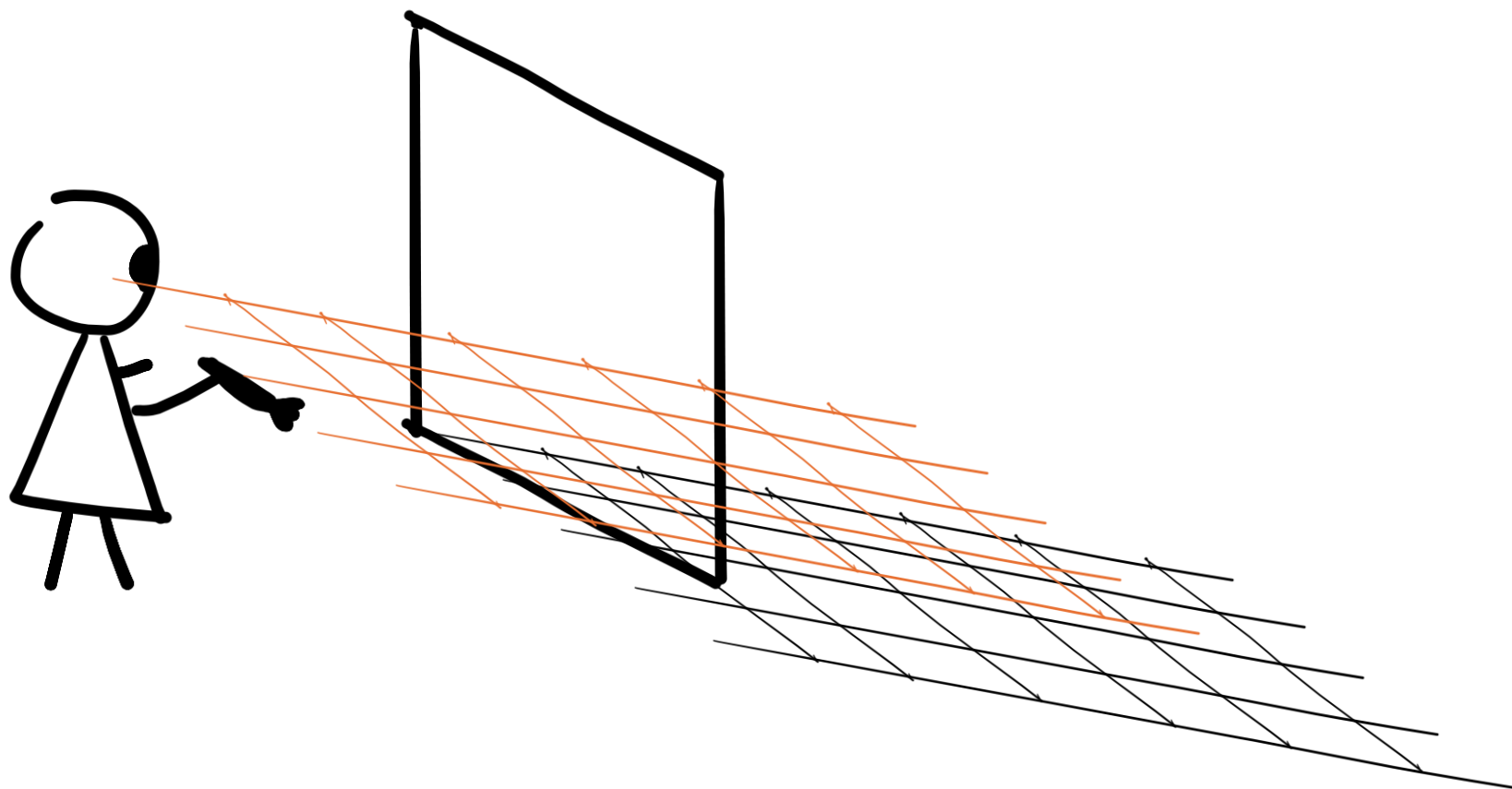
Ground plane with its horizon.

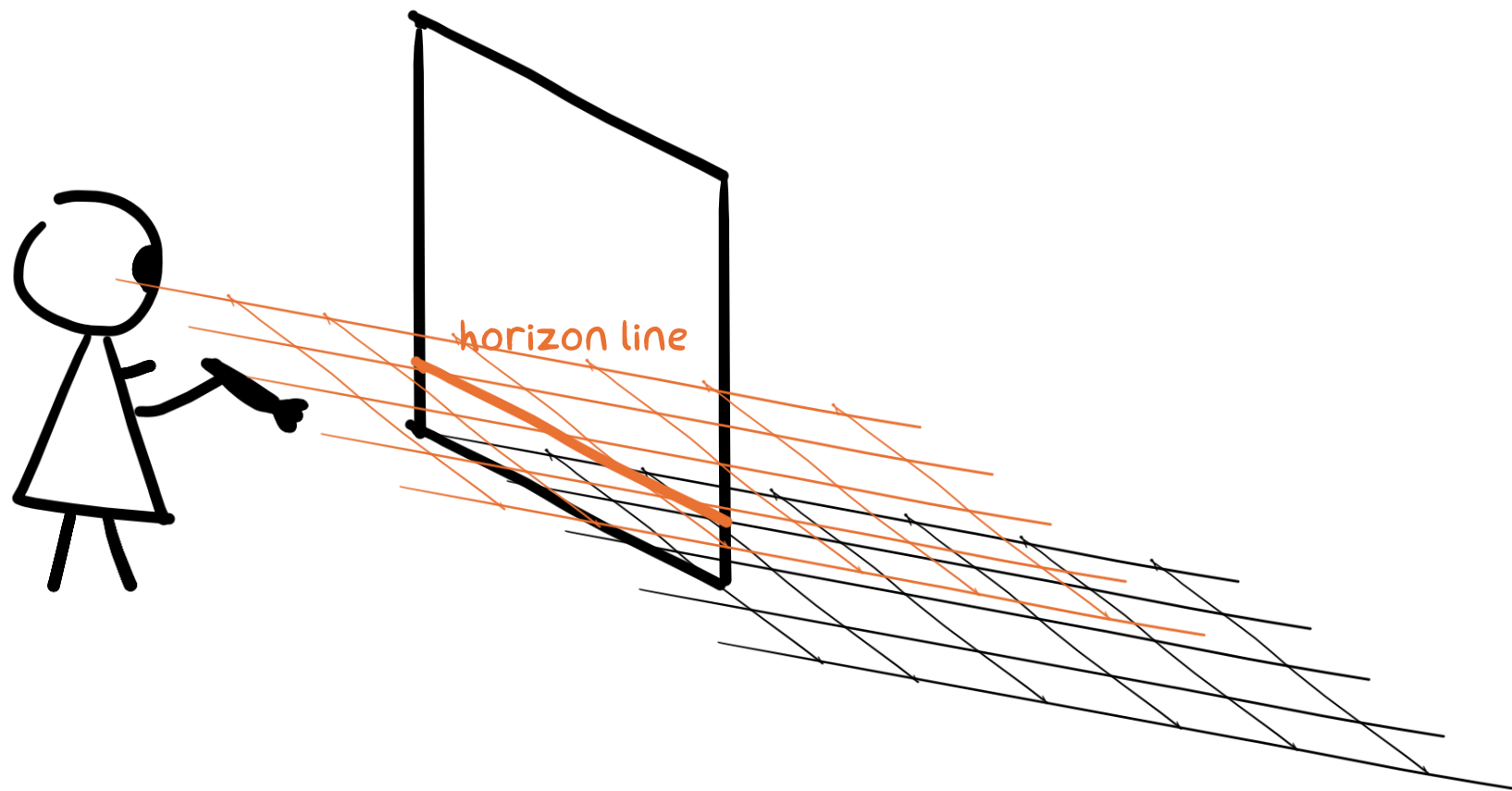
Dictionary

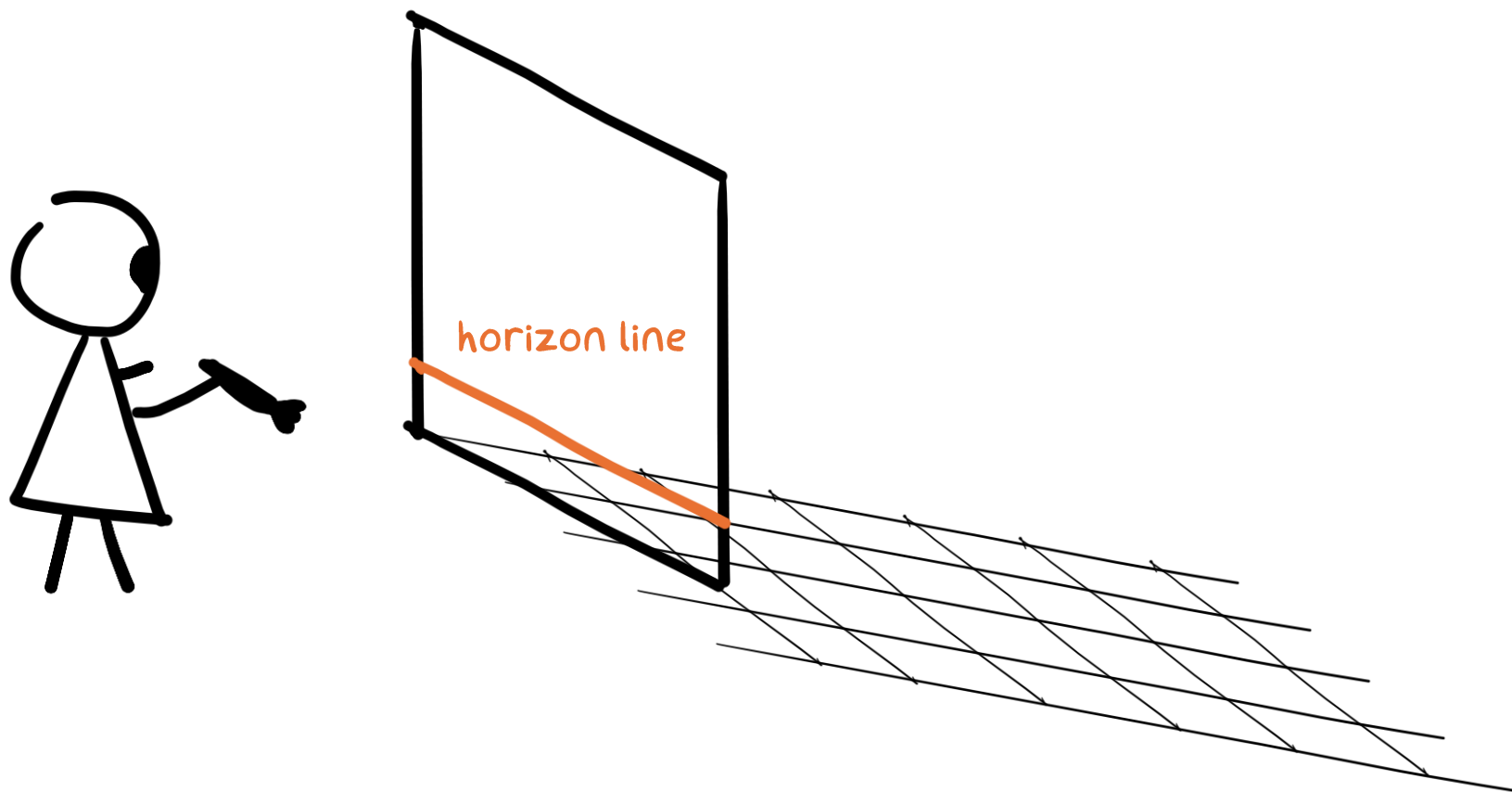
Real world	Picture plane
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Line parallel to picture plane	Line
Line not parallel to picture plane	Line segment or point, together with a vanishing point.
Plane parallel to picture plane	Plane
Plane not parallel to picture plane	Line, or plane cut off by a horizon line. Horizon line is located where a translation of the plane touches the eye.





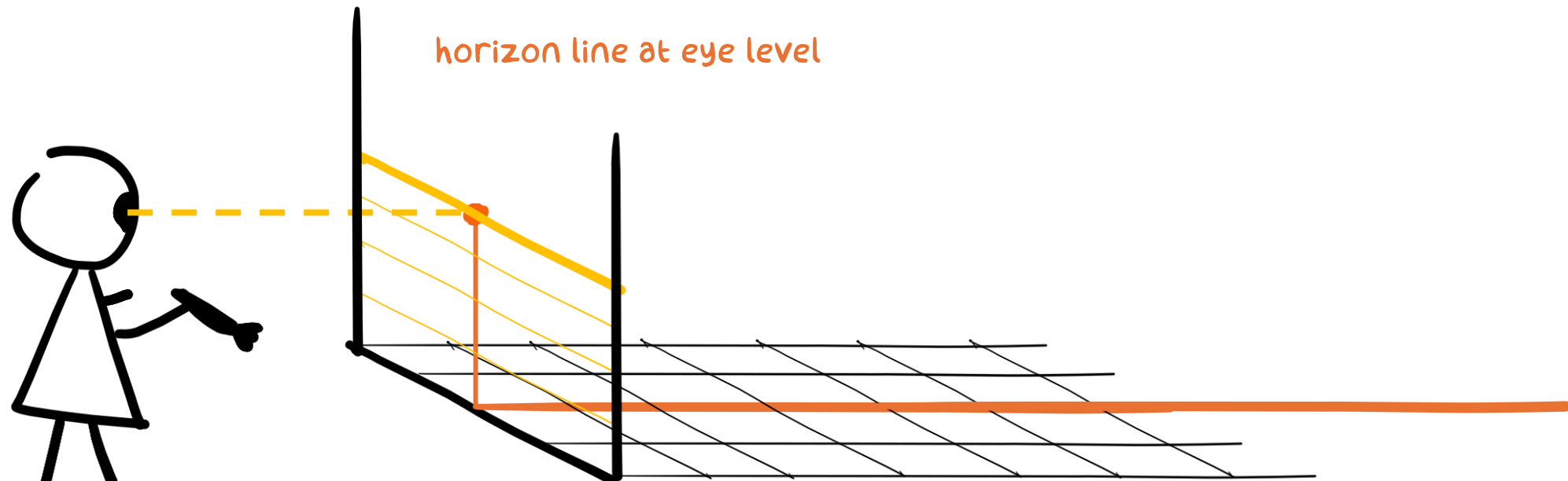






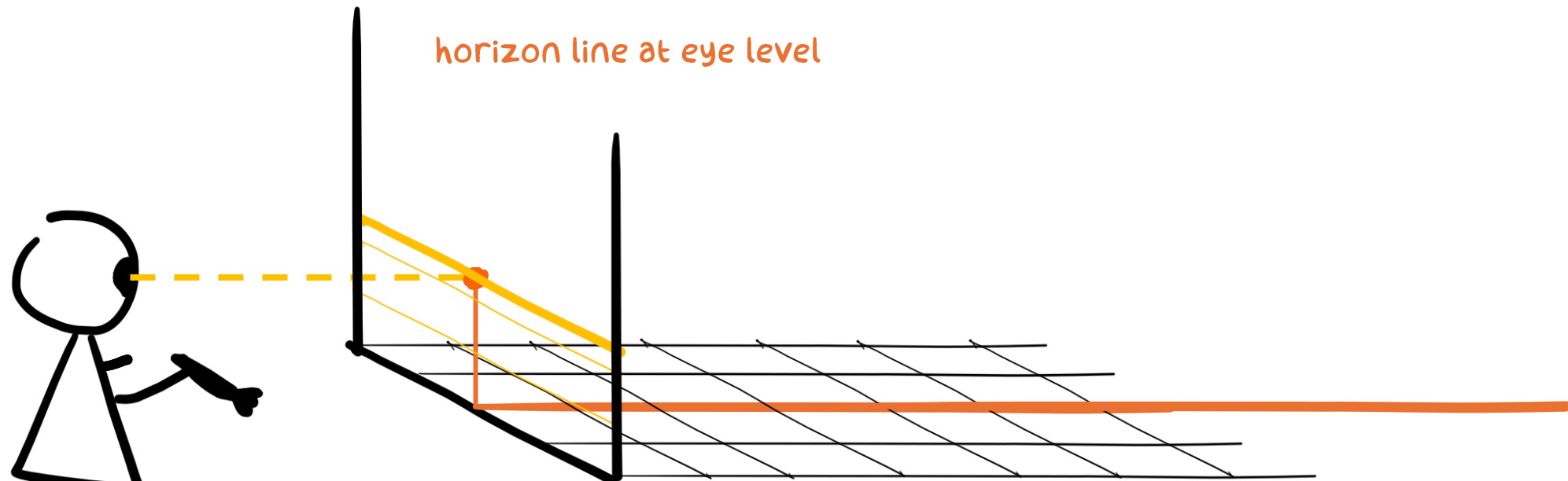
Useful consequences

- For a person standing upright and perpendicular to the ground plane, the horizon of the ground plane is at eye level.



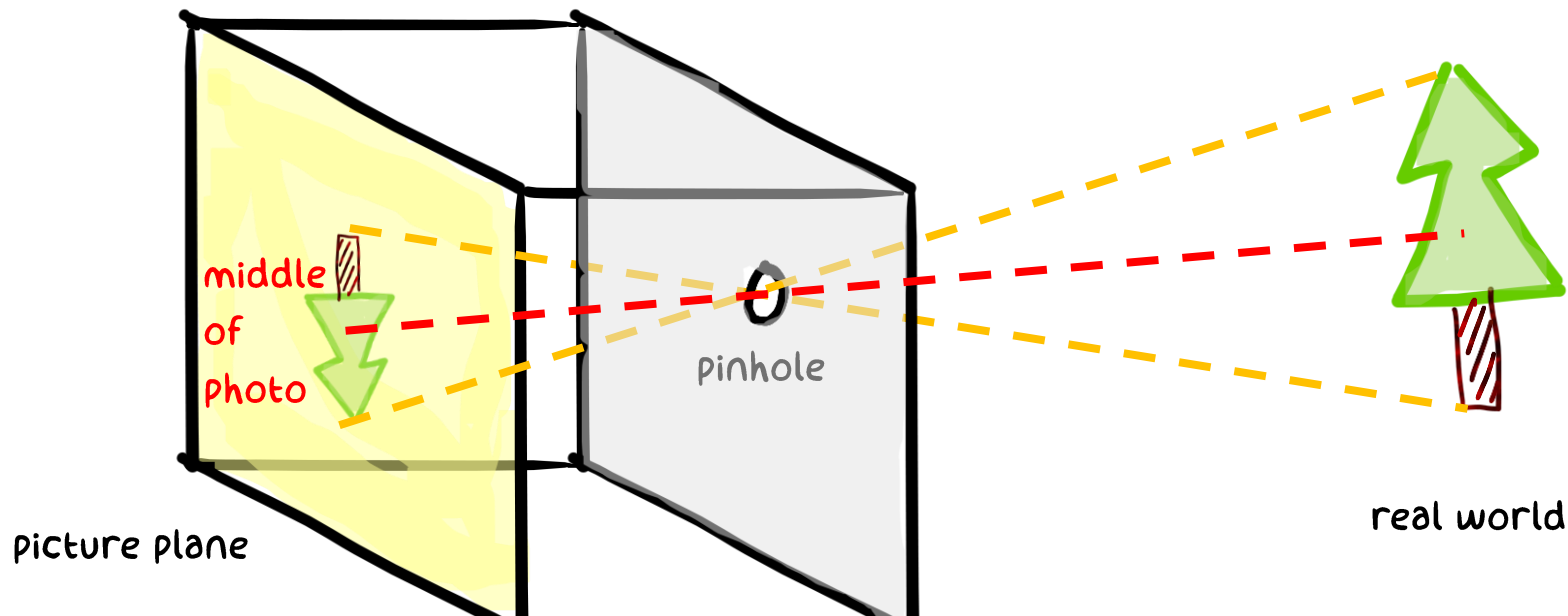
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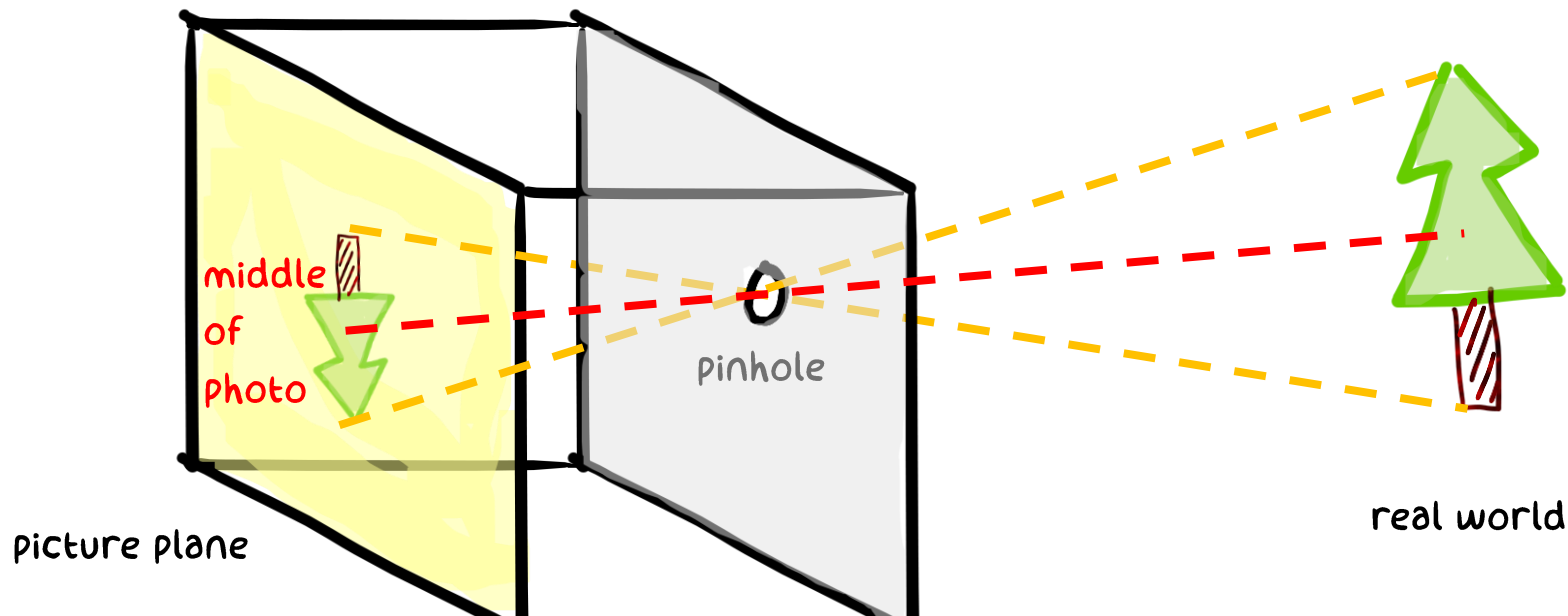
Useful consequences

- For a person standing upright and perpendicular to the ground plane, the horizon of the ground plane is at eye level.
- The viewing point (where the camera looks straight onto the photo) of an uncropped photo is in the middle of the photo.



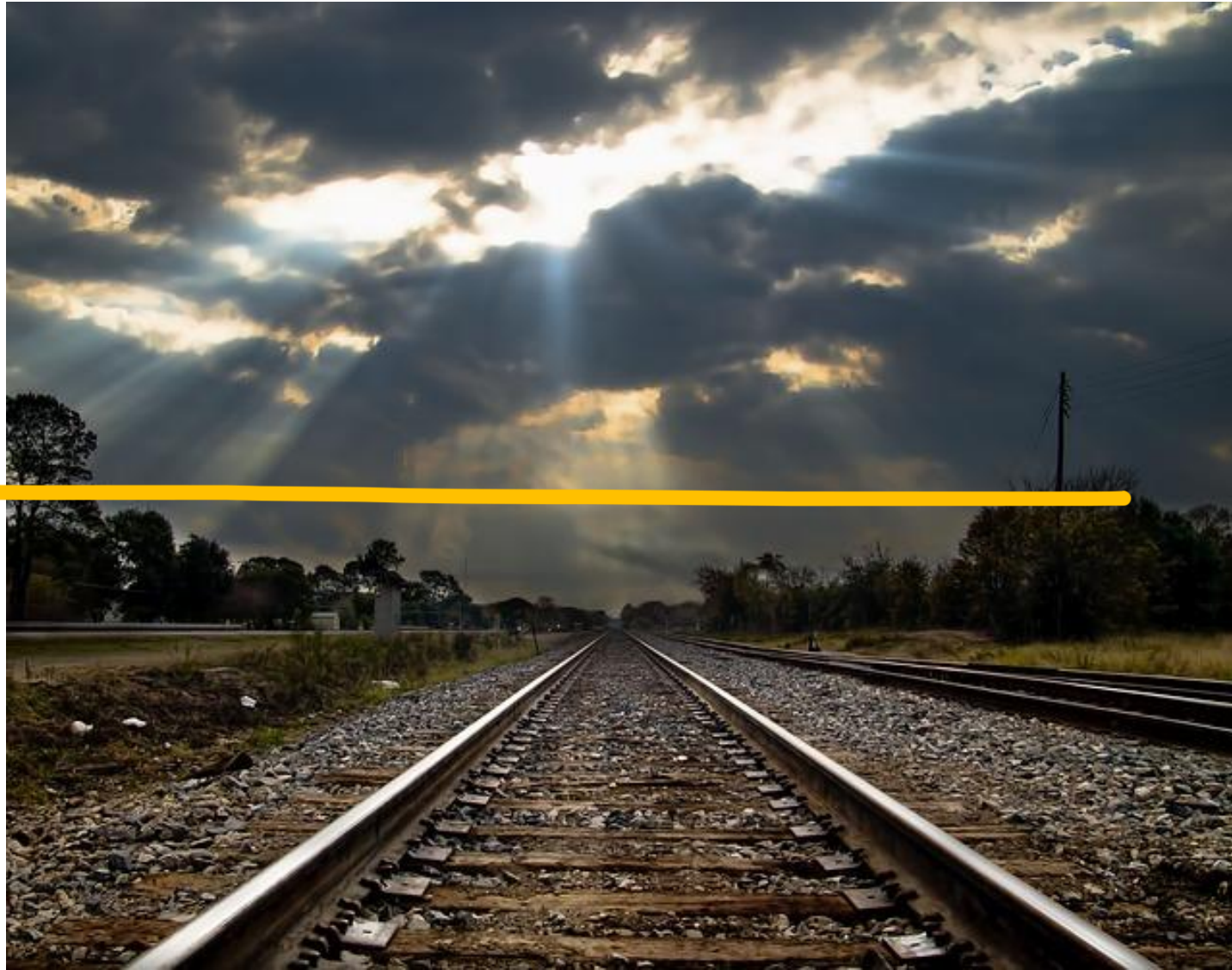
Useful consequences

- For a person standing upright and perpendicular to the ground plane, the horizon of the ground plane is at eye level.
- The viewing point (where the camera looks straight onto the photo) of an uncropped photo is in the middle of the photo.
(Reason: Camera sensor is in the middle behind the camera lens.)





Example: if this photo is uncropped and the camera is level, the horizon should be right in the middle.



Example: if this photo is uncropped and the camera is level, the horizon should be right in the middle.



Example: But it's not. So either:

- the photo is uncropped and camera is tilted up towards the sky
- or the photo is cropped.

Vanishing Point Theorem

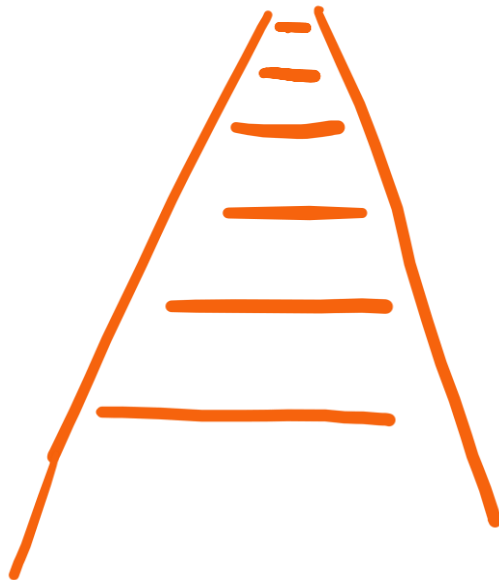
- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.

Vanishing Point Theorem

- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.
- Why? Imagine these lines are railroad tracks.

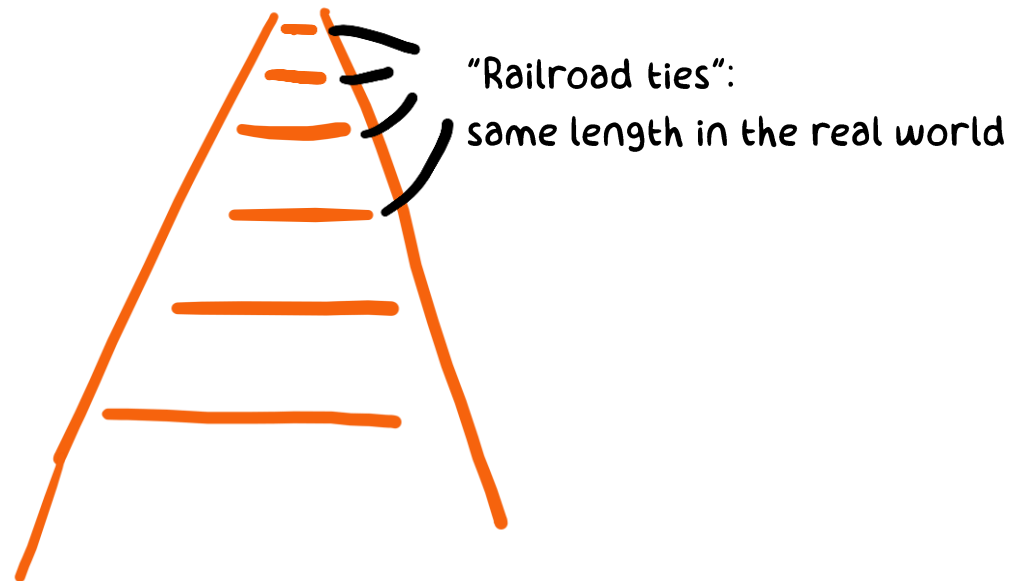
Vanishing Point Theorem

- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.
- Why? Imagine these lines are railroad tracks.



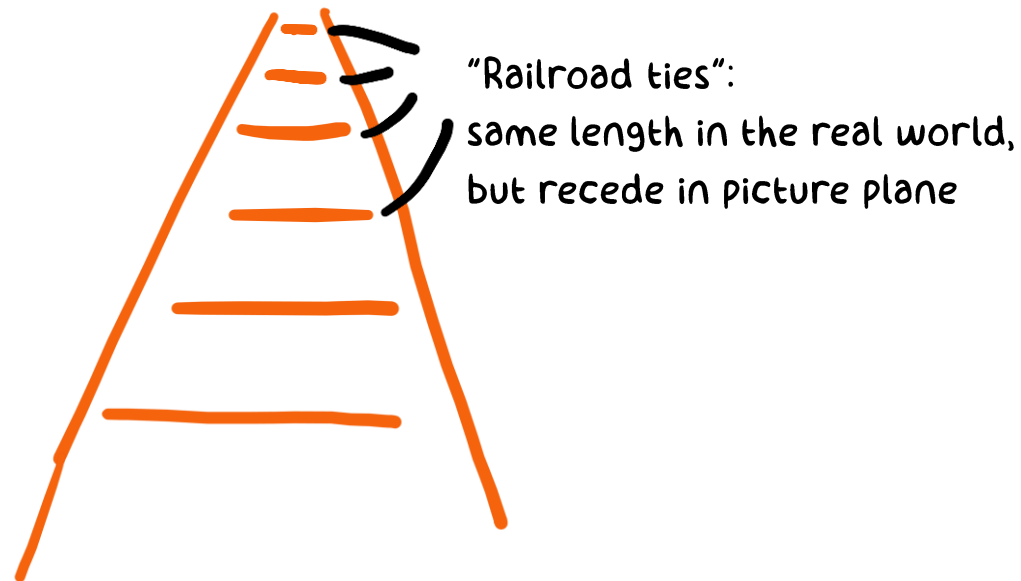
Vanishing Point Theorem

- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.
- Why? Imagine these lines are railroad tracks.



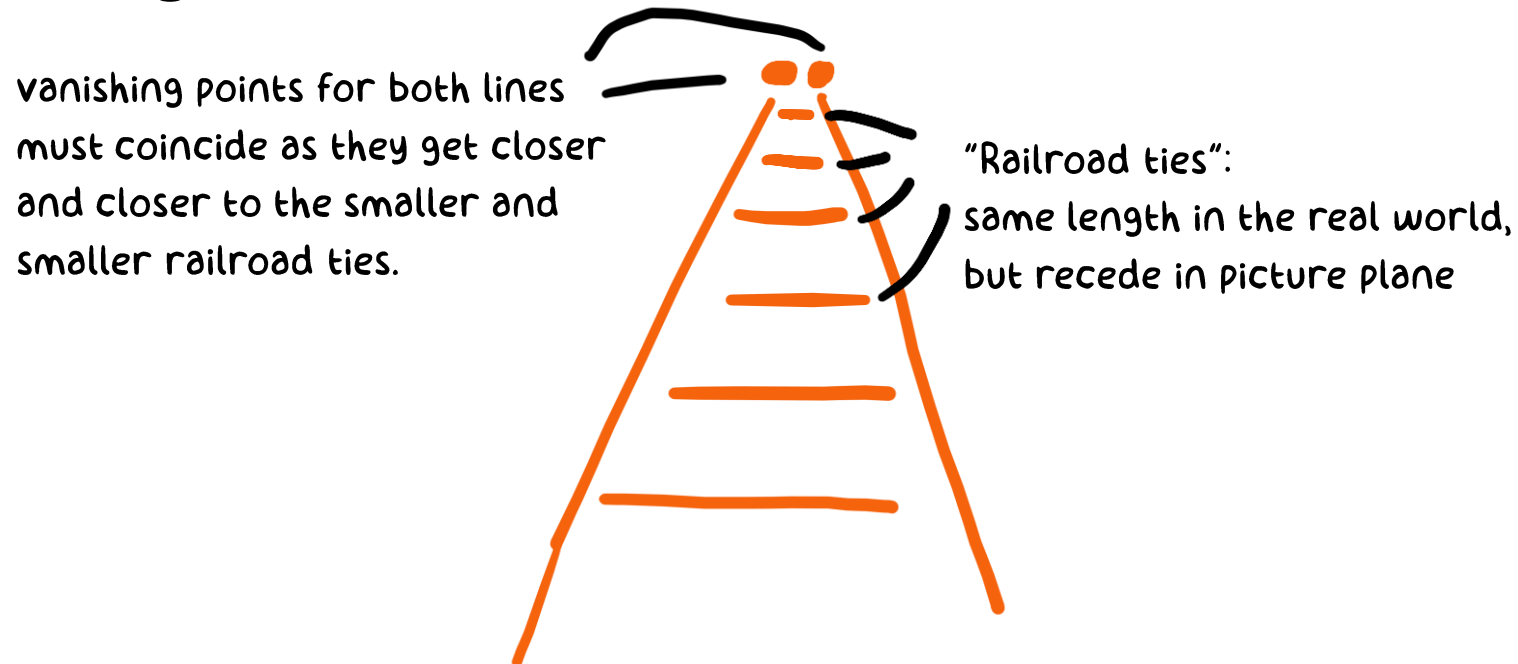
Vanishing Point Theorem

- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.
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Vanishing Point Theorem

- Suppose two lines in the real world are not parallel to the picture plane. Then the lines are parallel precisely when their images in the picture share the same vanishing point.
- Why? Imagine these lines are railroad tracks.





Parallel rails share the same vanishing points.



Parallel rails share the same vanishing points.



Parallel rails share the same vanishing points.



Parallel rails share the same vanishing points.



Parallel rails share the same vanishing points.



Parallel rails share the same vanishing points.
They lie on the ground plane so their vanishing points
are on the ground plane's horizon.



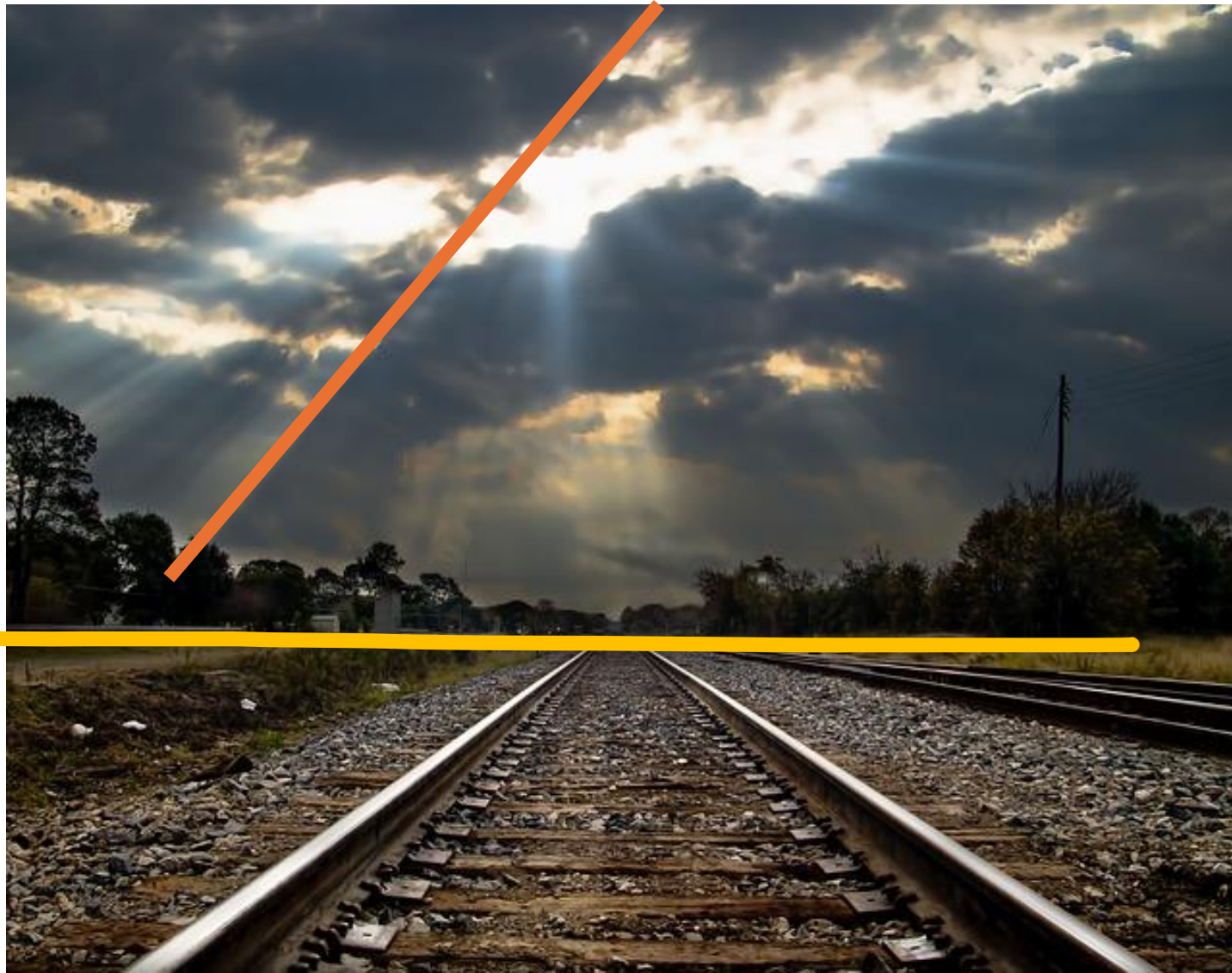
Parallel rails share the same vanishing points.
They lie on the ground plane so their vanishing points
are on the ground plane's horizon.

Do you see other vanishing points?





Because the sun is so far away, light rays are approximately parallel, with vanishing point at the sun.



Because the sun is so far away, light rays are approximately parallel, with vanishing point at the sun.



Because the sun is so far away, light rays are approximately parallel, with vanishing point at the sun.



Because the sun is so far away, light rays are approximately parallel, with vanishing point at the sun.



We found where the sun is even though it is obscured by clouds.



Edges of buildings are usually parallel, giving a vanishing point in the sky.



Edges of buildings are usually parallel, giving a vanishing point in the sky.



Problem 1

Look out the class window and see the four terraced seats.

Are they parallel?

Locate the horizon of this picture.



Problem 3

Consider the photo outside Business Building Room 223.

- (a) Locate the horizon of the ground plane.
- (b) Do you think this photo was cropped?



Problem 5 ([link](#))

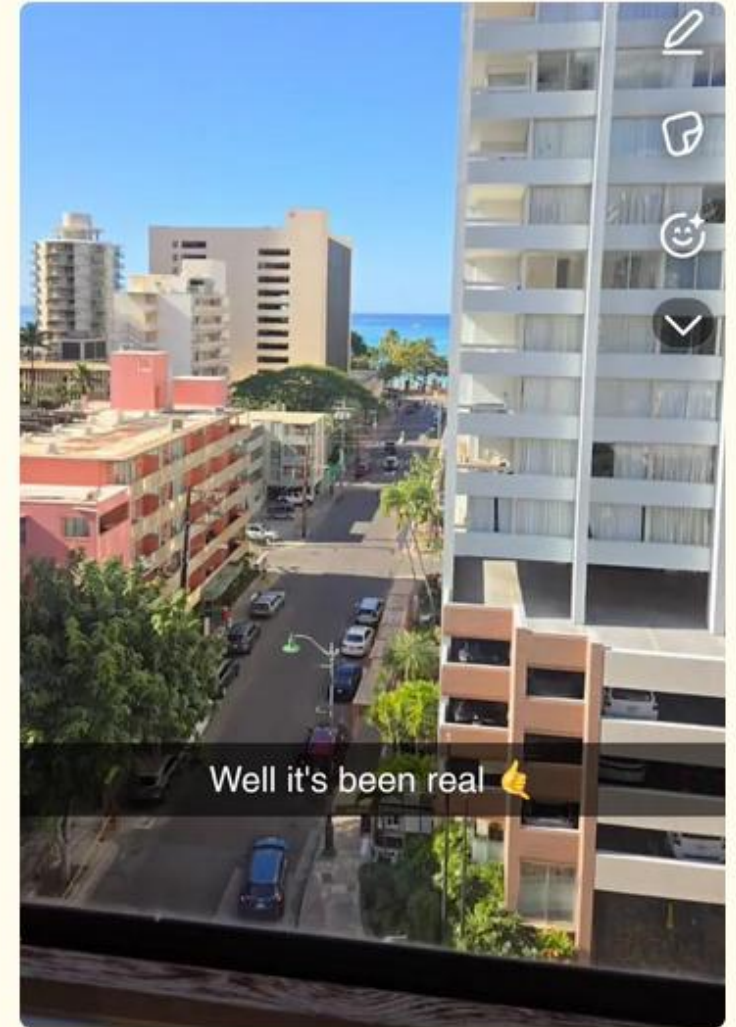
How many floors is The Neuss's room above LucidOnMC's room. What assumptions did you make to reach this conclusion?

←  **r/mildlyinfuriating** • 5 mo. ago
LucidOnMC

The "Ocean View" Hotel Room I booked



The_Nuess • 5mo ago



Well it's been real 🙌

This was my stay in January. I was honestly happy w
to everything, only like a minute or 2 walk to the b



10K



Reply



1



Share

Problem 6

Consider the two photos outside Business Building Room 223.

- (a) Locate the horizon of the ground plane.
- (b) Assume the photo is uncropped. Is the camera situated at a height above the girl?



Olivia Angelucci #780



Full set of homework problems are in a different file.