ASSIGNMENT 6

**Submitted by: Princepreet Singh**

**COMPUTER ILLUSTRATION**

**What is a perspective grid? Explain in detail.**

 Adobe Illustrator incorporated a new tool known as the Perspective Grid, this tool allows us to easily create artwork in different perspectives, essentially when we start creating vectors in our Adobe Illustrator artboard. It will stick to the perspective planes. it is good at showing items disappearing into the background. With the perspective grid tool, we have three vanishing point perspectives, and we can draw directly on to each one. The rules of perspective are many but are based on the assumption that a single eye, from a fixed point of view, is looking at the subject being drawn.

To activate the Perspective Grid, follow the below steps:

* Click in View>Perspective Grid>Show Grid or just click on the perspective grid tool in the Adobe Illustrator toolbar.

Drawing in perspective makes our sketches look more realistic and helps communicate our design in a much more successful way. To get the grid up in our canvas, we must go to the toolbar which is usually in the left side of the interface. By default, the perspective grid with two vanishing points is displayed. To be able to adjust it, we need to select the Perspective Grid tool from the toolbox. To draw a shape based on one of the perspective planes, select the desired plane in the change plane widget, then draw the shape on the plane. To draw another shape on the other plane, change the plane in the widget and draw the second plane.

To modify a shape drawn on a perspective plane, use the Perspective Selection tool and make the desired changes. It is possible to display a perspective grid with one, two or three vanishing points. To do this, choose the desired grid in the display / perspective grid menu.

* **Below explained are steps of drawing a perspective:**

The crucial decision is the placement of the horizon line in relation to the important characters and elements such as objects, furniture, or buildings in the scene. It's useful to remember that the horizon is on the same level as the imagined.

When you place the horizon line above the characters, it gives the viewer the impression that they're in a position higher up, looking down from a platform, say. If we imagine that our viewer is standing on the same surface as the other characters in the scene, then all standing figures in the scene will also have their head on the horizon line, except for particularly tall or short characters.

If the horizon line is low, and the characters stretch high above the horizon, then it appears as if the viewer is lying down on the same surface or standing on a lower platform looking up.

Below image describes the perspective plane:

Chart, radar chart

Description automatically generated

A. Plane switching widget

B. Left Vanishing Point

C. Vertical Grid Extent

D. Perspective Grid Ruler

E. Right Vanishing Point

F. Horizon Line

G. Horizon Height

H. Ground Level

I. Horizon Level

J. Extent of Grid

K. Grid Cell Size

L. Ground Level

M. Extent of Grid

N. Right Grid Plane Control

O. Horizontal Grid Plane Control

P. Left Grid Plane Control

Q. Origin