

# A Foundation for Perspective

Sighting and Measuring

Why so many Pencils???

6H-4H-2H-HB-2B-4B-6B

Hard

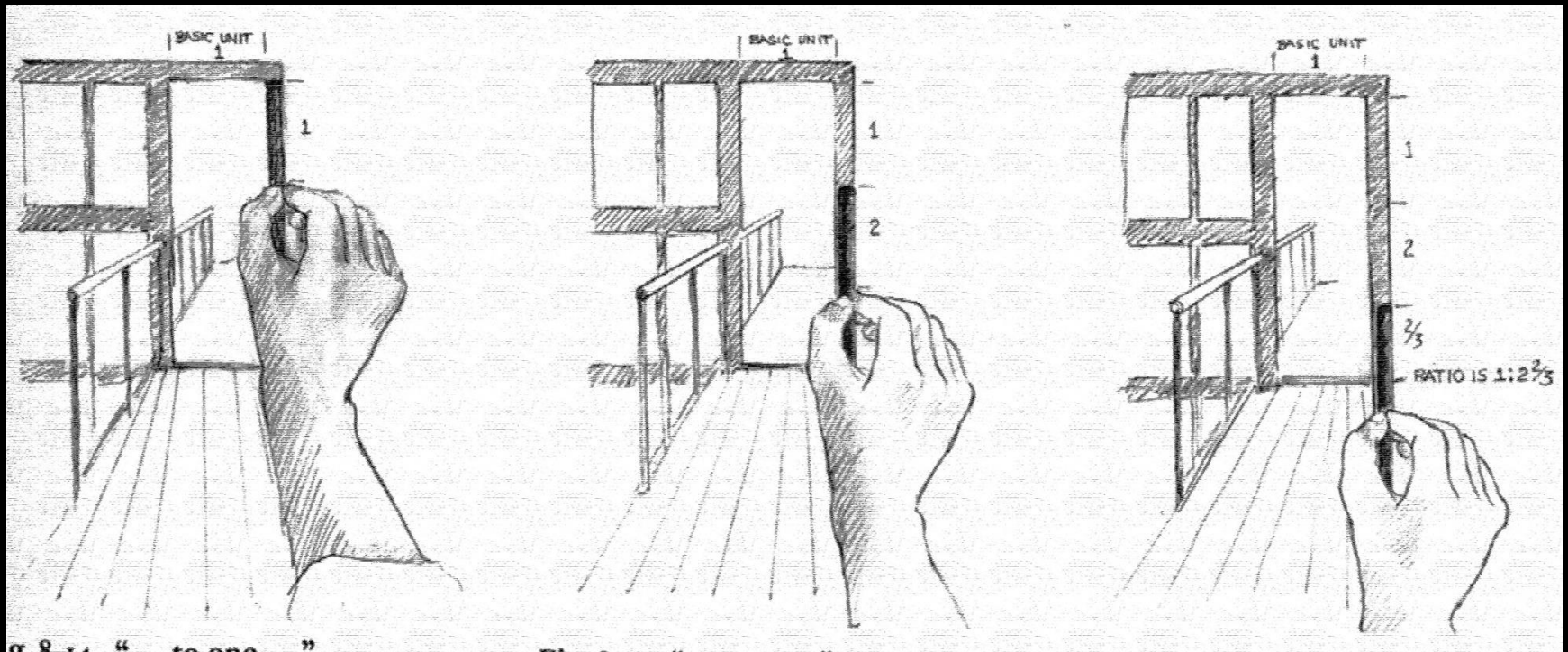
Soft

Light

Dark

# “Sighting and Measuring”

## The Basic Unit



# Things to Remember While Sighting and Measuring

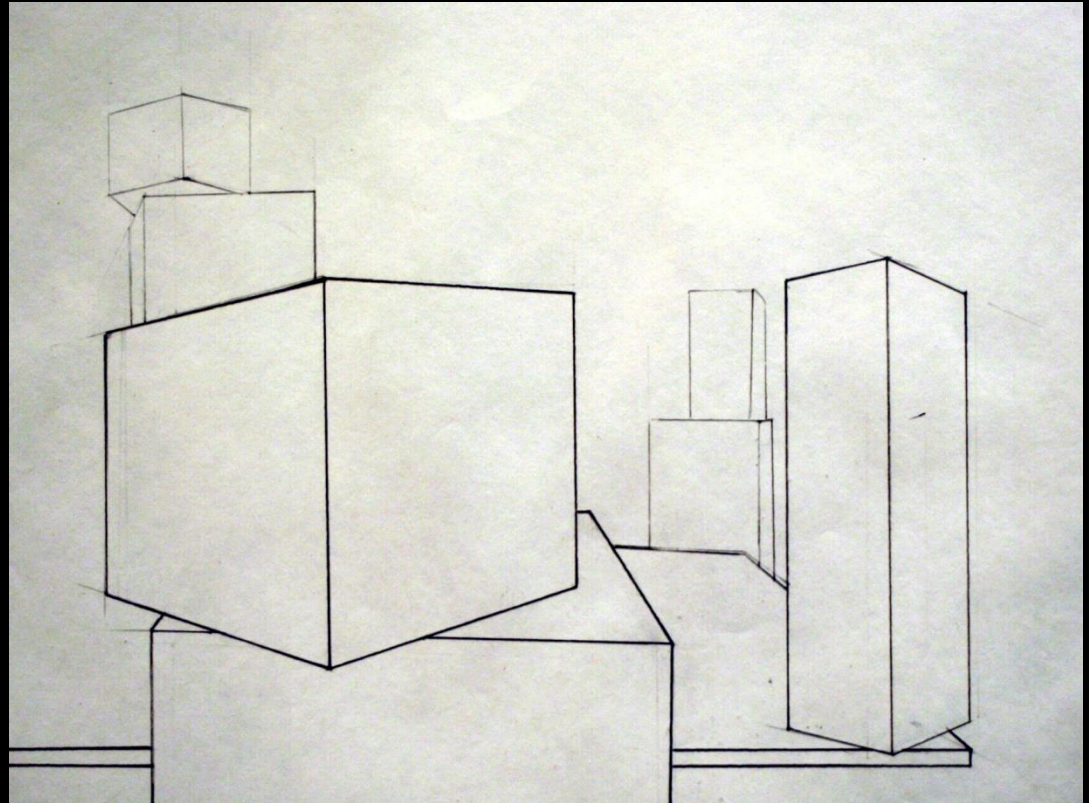
- **Closing one eye** to reduce depth perception is a useful trick when looking at your subject. You will see in 2-D instead of 3-D binocular vision.

- When measuring diagonals, remember to **keep your pencil parallel to your eyes**. Your angles will not be accurate if you “poke through the drawing”

- Keep your **elbow locked** when you sight and measure to keep things consistent

- Angles may vary , **only true verticals and horizontals are reliable** as units of measurements.

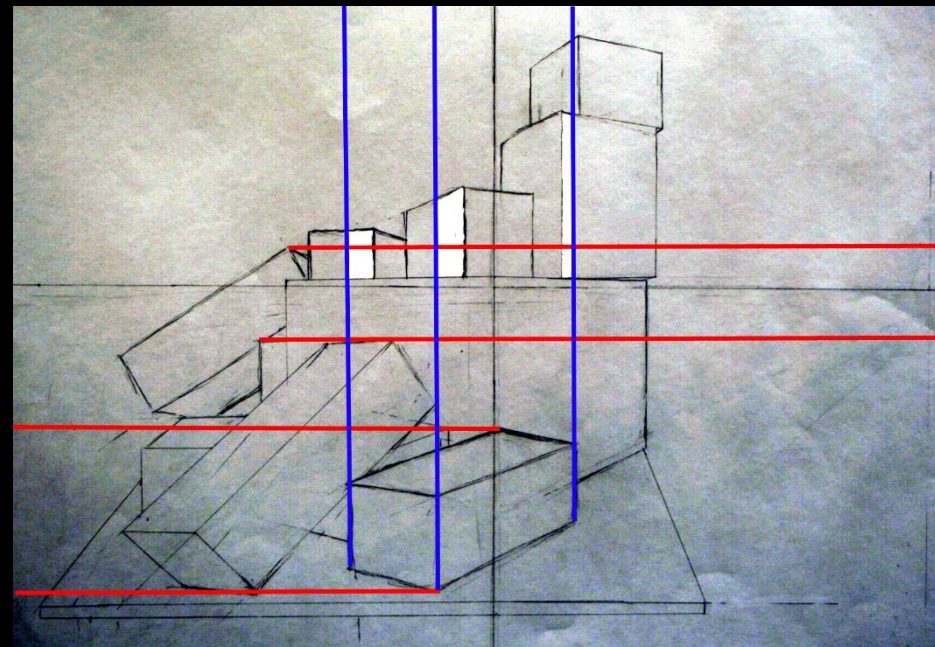
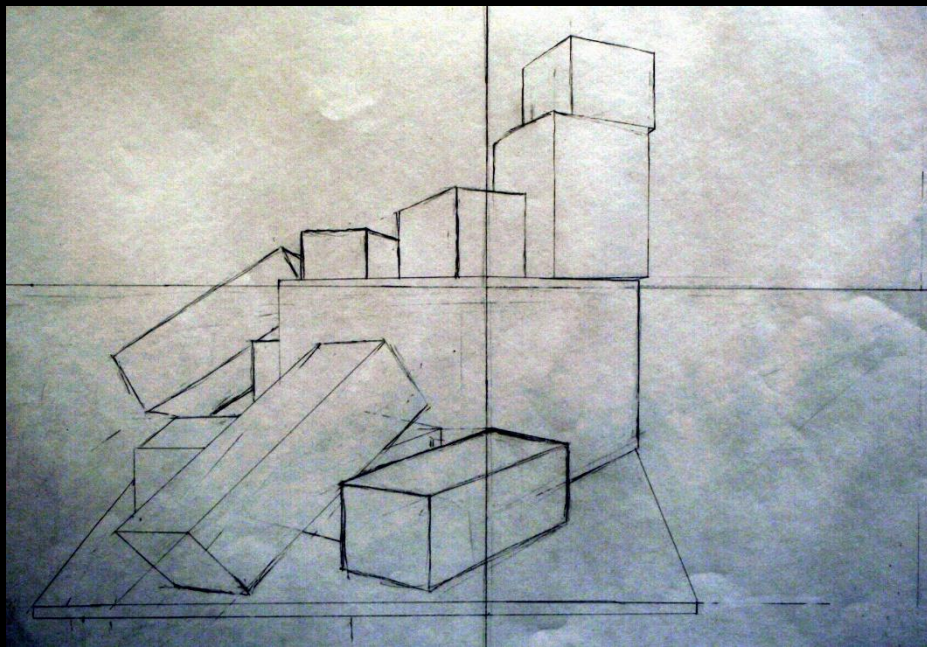
- Chose a unit of measurement that is either a true horizontal or vertical. Not a diagonal.



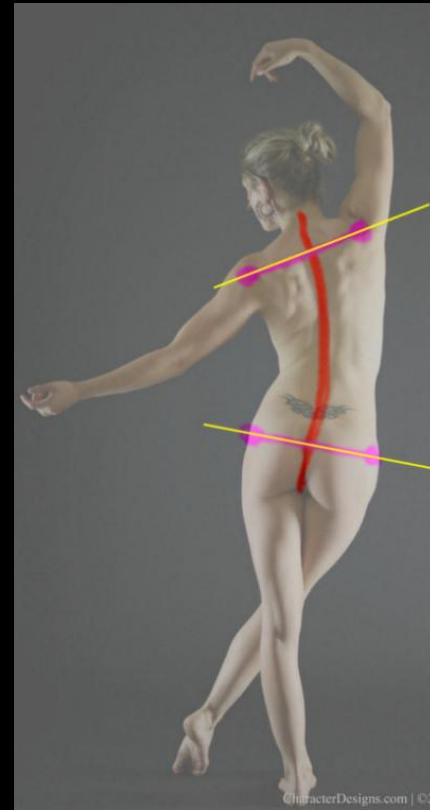


# Plumb lines

These are used to check the spatial relationship between objects. For our purposes, these lines can be used vertically and horizontally. Plumb lines often utilize “negative space” to make comparisons.



# Plumb lines







# Sometimes you have to simplify





# Checking the horizontal plumb lines



# Use a unit of measurement



Objects get bigger when they are closer (foreshortening).



# Switching units of measurement





•You must draw objects as you see them, not as you think they actually are. It is the only way to make them look real on the 2-D surface. “Draw what you see, not what you know.”

Even though we know that the tabletop is square, doesn't mean we can draw it as a square.

