Today's Topics

- Why Alberti’s Method works
- Importance of viewer’s distance from picture plane
- Alberti’s diagonal check
- A variation on Alberti’s Method
Topic 1: Why Alberti’s Method works
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**Topic 2:** Importance of the viewer’s distance QP from the picture plane
Topic 2: Importance of the viewer’s distance QP from the picture plane

Paolo Uccello, c. 1466, Tempera on wood
From Assignment #2:

\[ QP \] is the viewer’s distance from the picture plane
The importance of the viewer’s distance $QP$ from the picture plane.

$QP = 8$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 7$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 6$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 5$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 4$
The importance of the viewer's distance $QP$ from the picture plane

$QP = 3$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 2$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 1$
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$QP = 7$
The importance of the viewer’s distance $QP$ from the picture plane

$QP = 7$
Rough rule of thumb:
Viewer’s distance $QP$ from picture plane should not be shorter than the diagonal of the picture plane.
Topic 3: Alberti’s Diagonal Check

(To check the accuracy of a drawing of a square tiled floor.)
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Top view

Perspective view
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(To check the accuracy of a drawing of a **square** tiled floor.)
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(To check the accuracy of a drawing of a square tiled floor.)

To check that a perspective drawing of a square tiled region is correct, draw a diagonal from one corner to the other. It should cross the tiles at corners.
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Perspective circa 1490
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Perspective circa 1490
Perspective circa 1490

Perspective circa 2014
Perspective circa 1490

Perspective circa 2014
Topic 4: A variation on Alberti’s Method

Viewer looks into a room with a square floor. How to draw what the viewer sees:
Topic 4: A variation on Alberti’s Method

Viewer looks into a room with a square floor.

*How to draw what the viewer sees:*
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A variation on Alberti’s Method

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