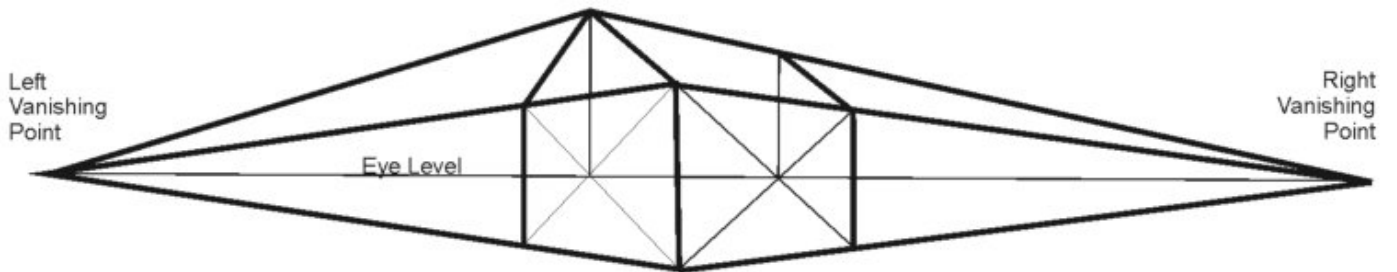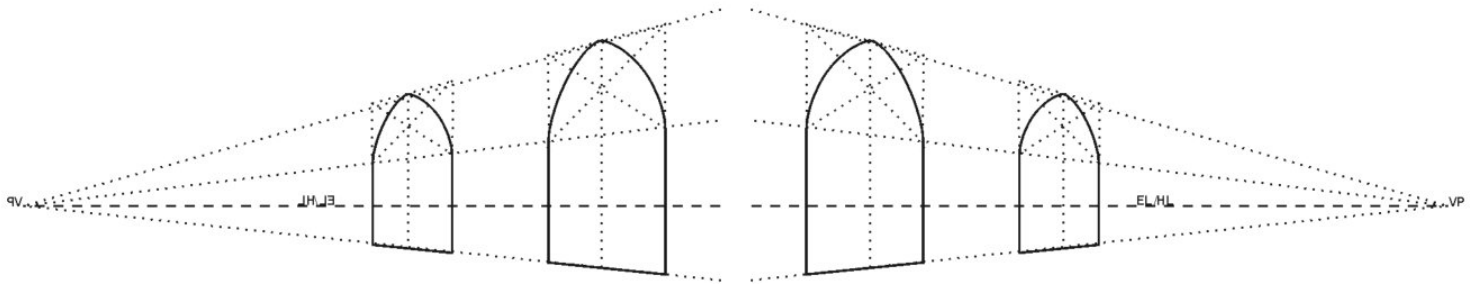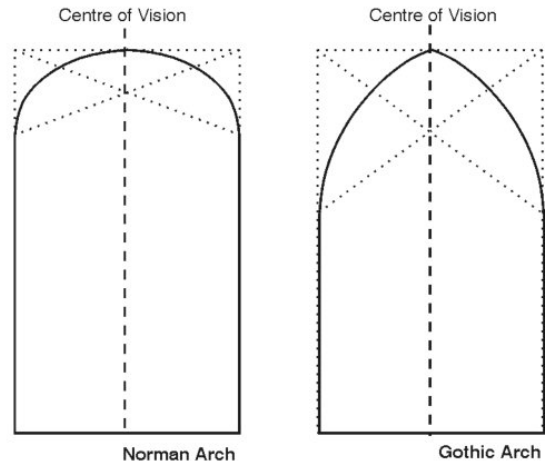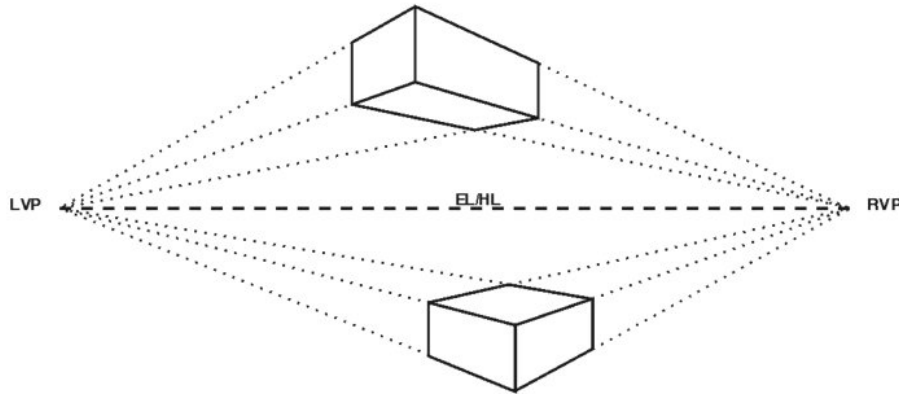**Perspective** is a means of creating a three dimensional effect on a flat surface.
The **vanishing point (VP)** is on the viewer's **eye level which is always on the horizon line (EL/HL)**
All parallel lines converge towards the vanishing point. The vanishing point is the point of infinity

**Parallel Perspective**

**Two Point Perspective - this relates to structures that can be seen on two sides i.e. buildings**

LVP      EL/HL      RVP

Centre of Vision      Centre of Vision

Norman Arch      Gothic Arch

VP      EL/HL      EL/HL      VP

Left Vanishing Point      Right Vanishing Point

Eye Level

**One Point Perspective - this relates to interior structures**

CV

EL

**Vertical Perspective - this relates to tall structures when seen from a close proximity**