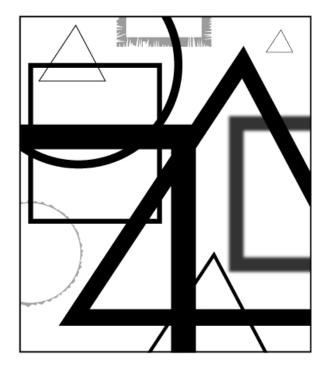
Project #10

SPATIAL ILLUSION

Example



Atmospheric Perspective (One Part)

You are required to create a dramatic spatial illusion by using the principles of <u>atmospheric</u> <u>perspective</u> **without** relying on linear perspective.

You must use shapes and lines that are "parallel to the picture plane."

You must use a white groundsheet (cardstock), sized 8.5 x 11 in.

KEY CONCEPTS

Methods to create the illusion of spatial depth: Early applications of spatial concerns dealt primarily with the concept of "proximity", or the distance between design elements. A couple of concepts can be used to create the illusion, such as

- ✓ Linear Perspective: the concept of space was explored in Project 09 when you took a flat shape (letter form) and transitioned the shape into a form. Linear perspective was used to create this illusion of depth in the picture.
- ✓ **Atmospheric Perspective**: such as relative size, overlapping, bending, value change, using textures, etc. Atmospheric perspective works on two premises:
 - 1. The first premise is that objects seen at ever increasing distances will appear smaller and lose the clarity of their contours.
 - 2. The second premise is that their surface qualities (texture, color, value) will also lose clarity the further the viewer is from the objects.

In this project, please use atmospheric perspective only, do not use linear perspective.