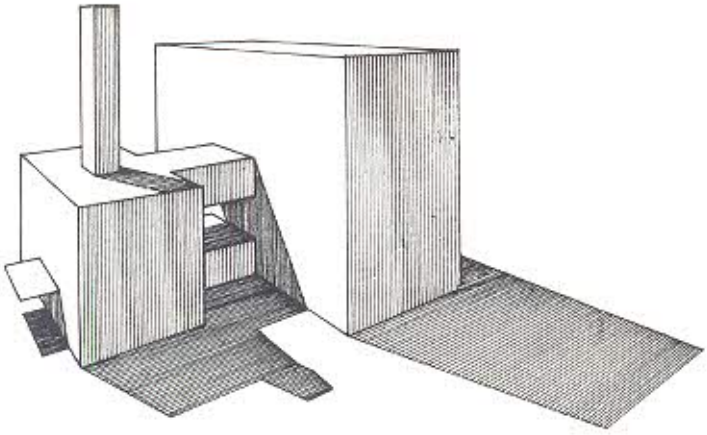
Basic Perspective

Robert W. Gill

with 83 illustrations



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Basic Perspective

Robert W. Gill With 83 drawings

It is impossible to look at an object or view without being aware of the existence of perspective, which gives a sense of distance and three-dimensional solidity to what is seen. It is equally impossible for the architectural draughtsman to work without a sound knowledge of the principles that govern perspective drawing. It is those principles that this book explains, so clearly and in such a logical progression of steps that it really merits the adjective 'basic'. Starting with an explanation (illustrated) of the technical terms, the author goes on to explain one-point and two-point perspective drawing, and three-point perspective with objects inclined to the ground plane (bird's-eye and worm's-eye views). Any architectural student who follows the author's lucid, expert guidance throughout will acquire the draughtsmanship and understanding that he needs. Robert Gill is Director of The Graphic Development Studio, Melbourne, and the author of a companion volume, *Creative Perspective*, and *The Thames and Hudson Manual of Rendering with Pen and Ink*.

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