

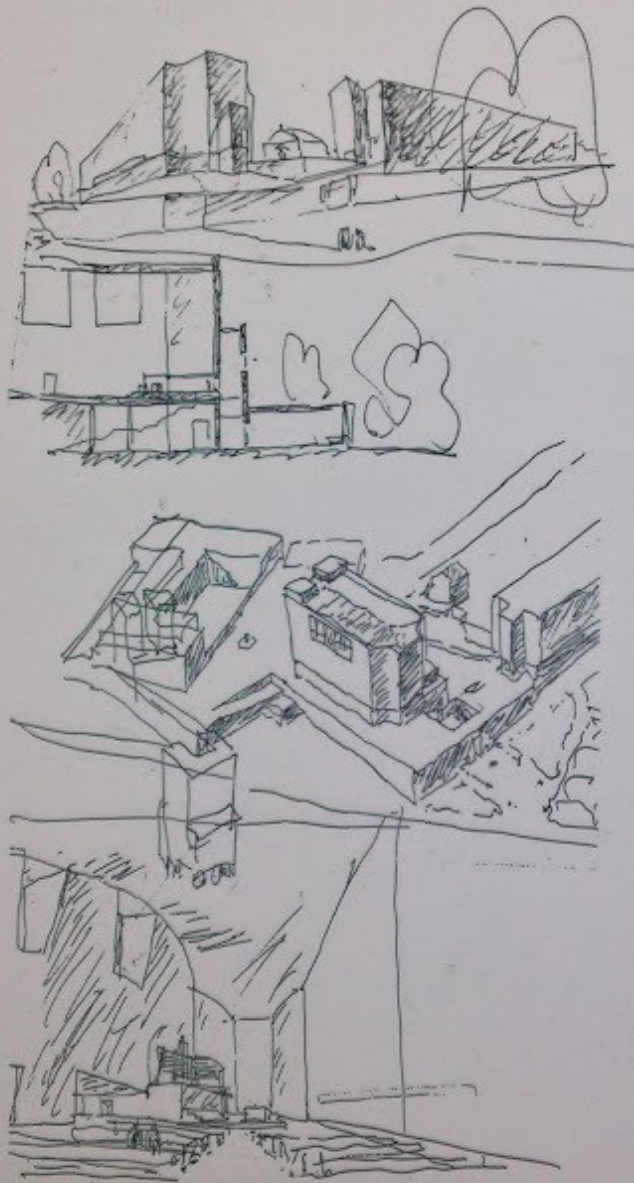
Course

DRAWING *the Space* AROUND ME

Winthrop University – Session 2

Raquel Pela
Faculdade de





THE visuals OF ...beeing there!



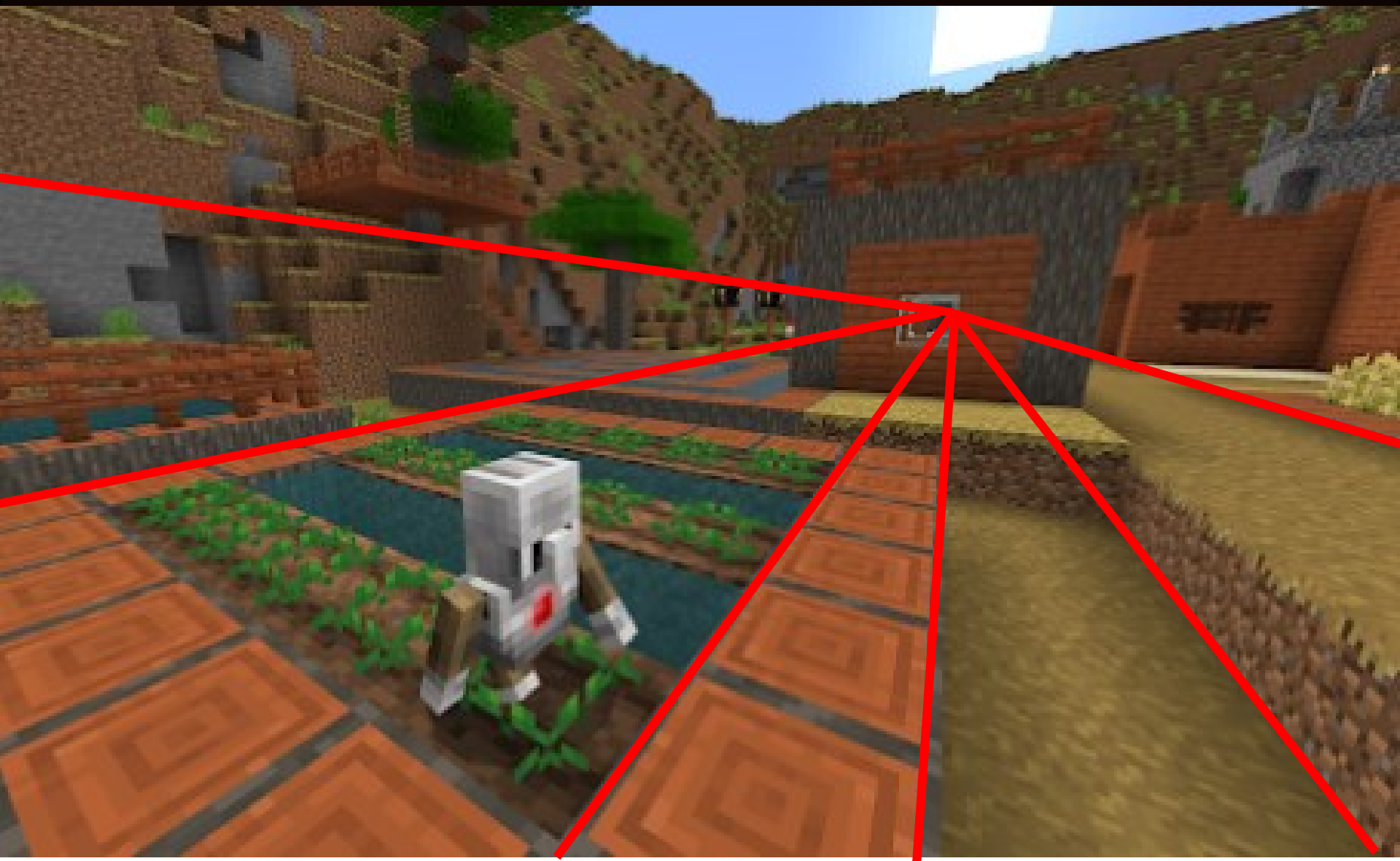
Things get smaller when going away from us.

- That's how we calculate and know how far they are, and where we are in space.
- In our visual sistem **distance** is in a mathematical correlation with **size**.

MINECRAFT



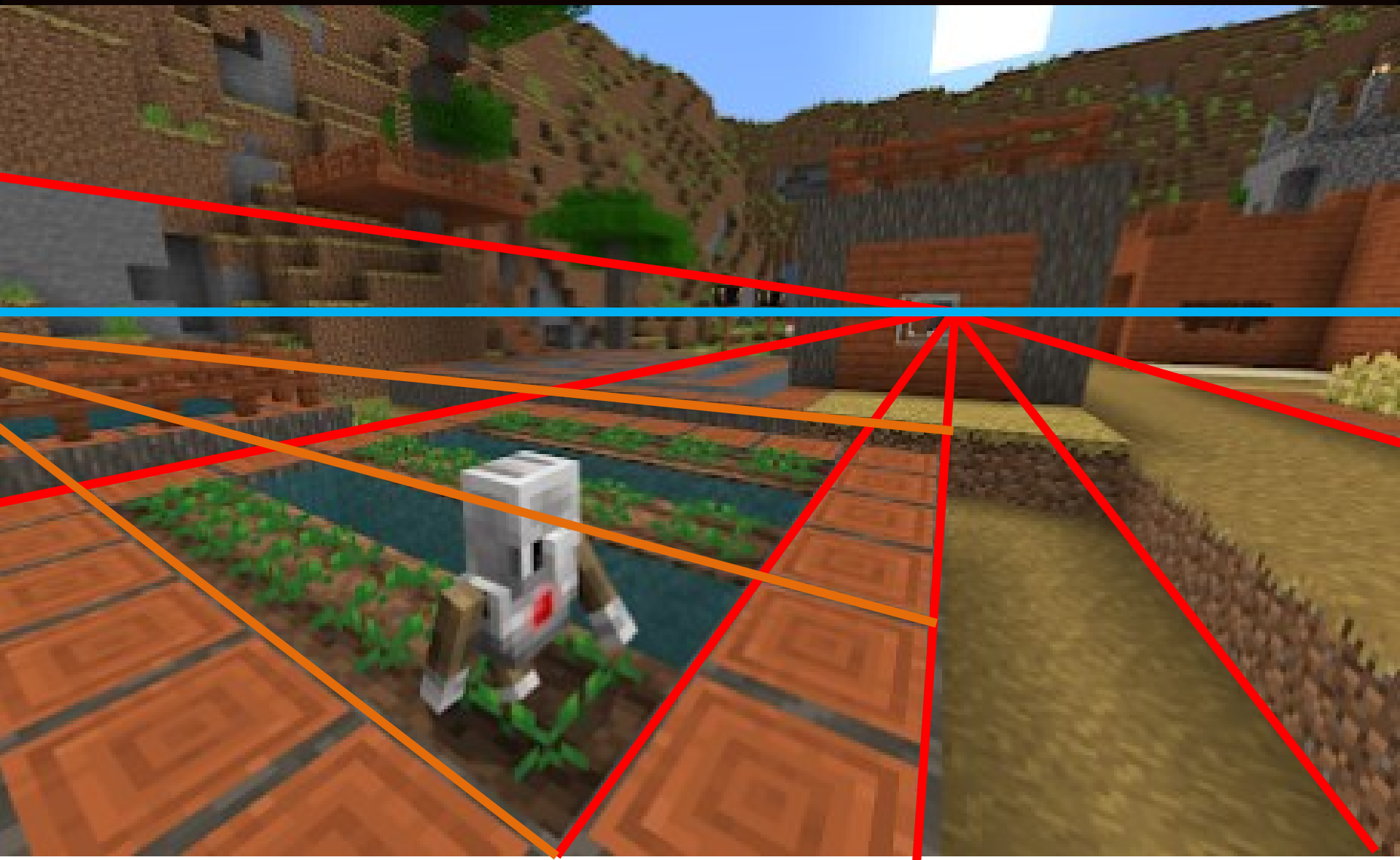
MINECRAFT



MINECRAFT



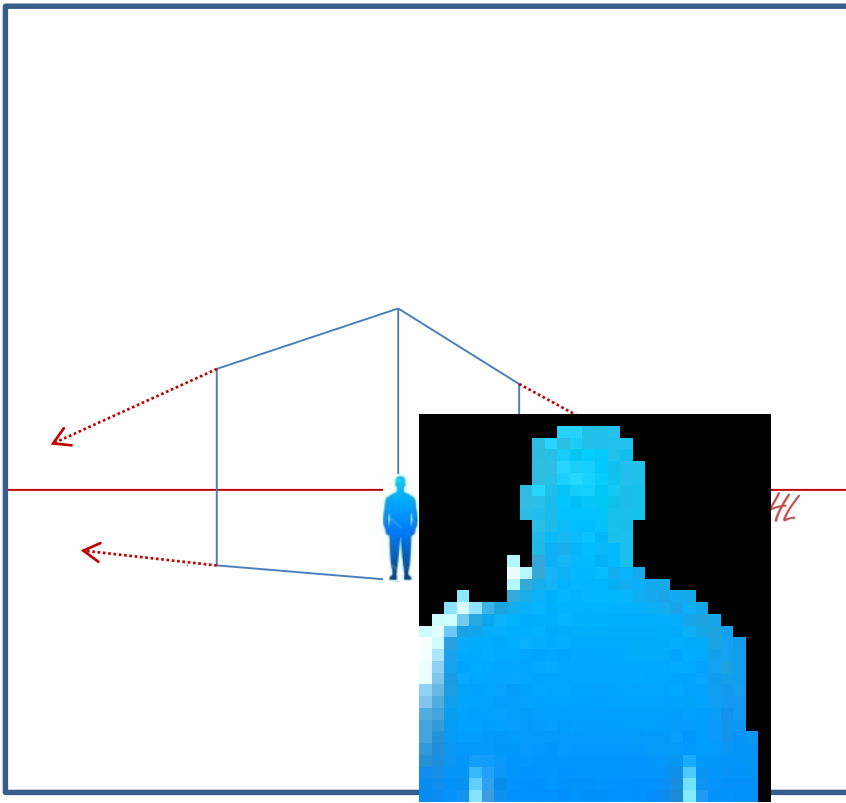
MINECRAFT



Outside a box

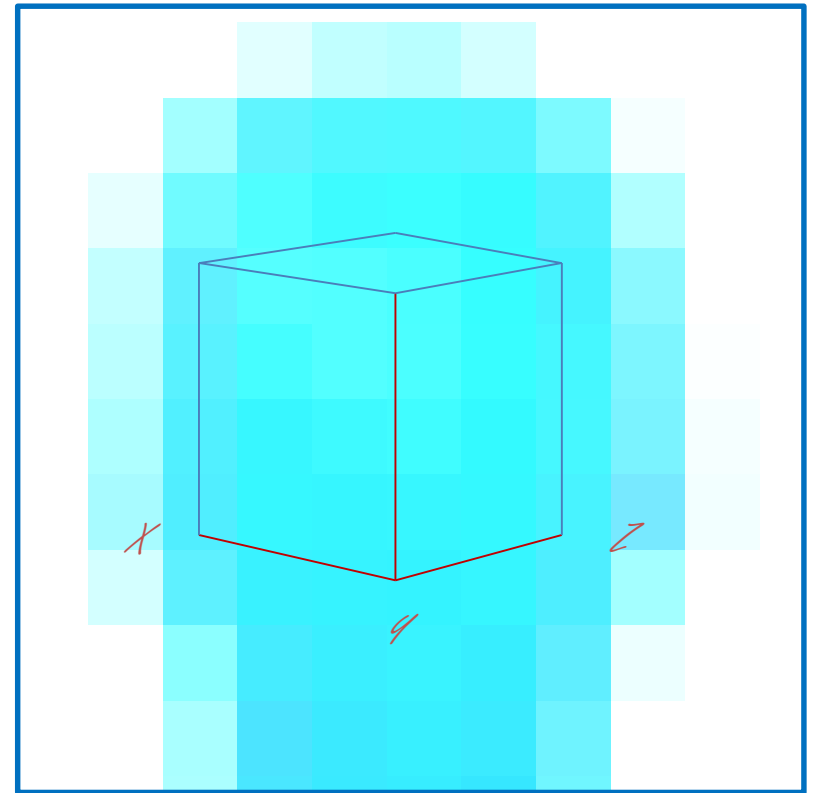
What we see....

Viewer centered image
Geometry system reference:
Linear Perspective



What we deduce...

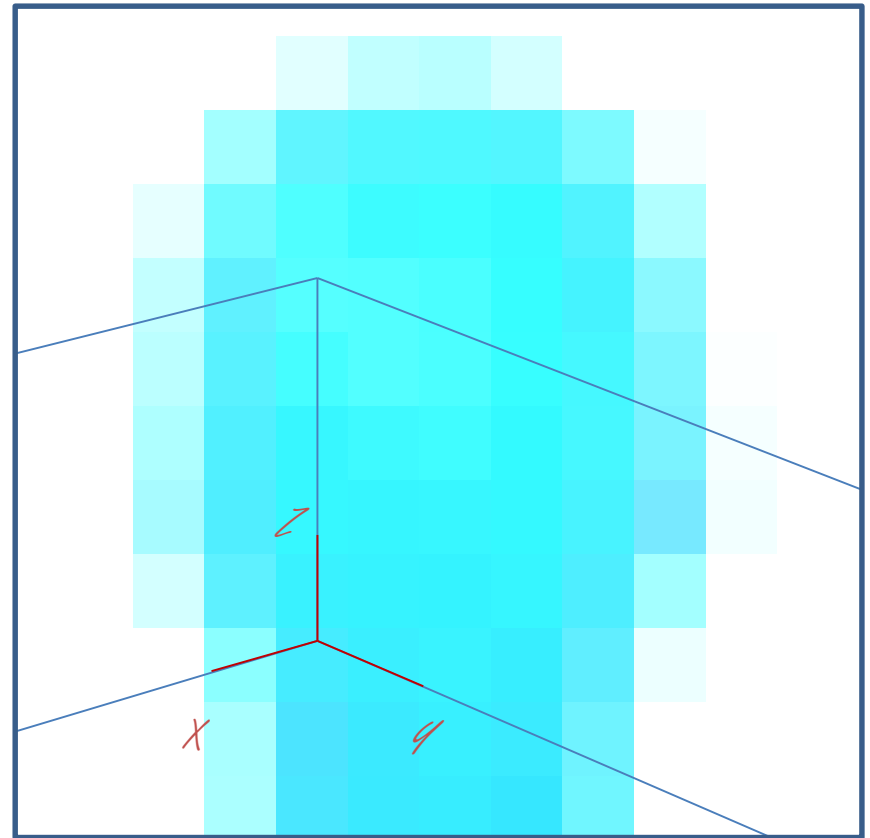
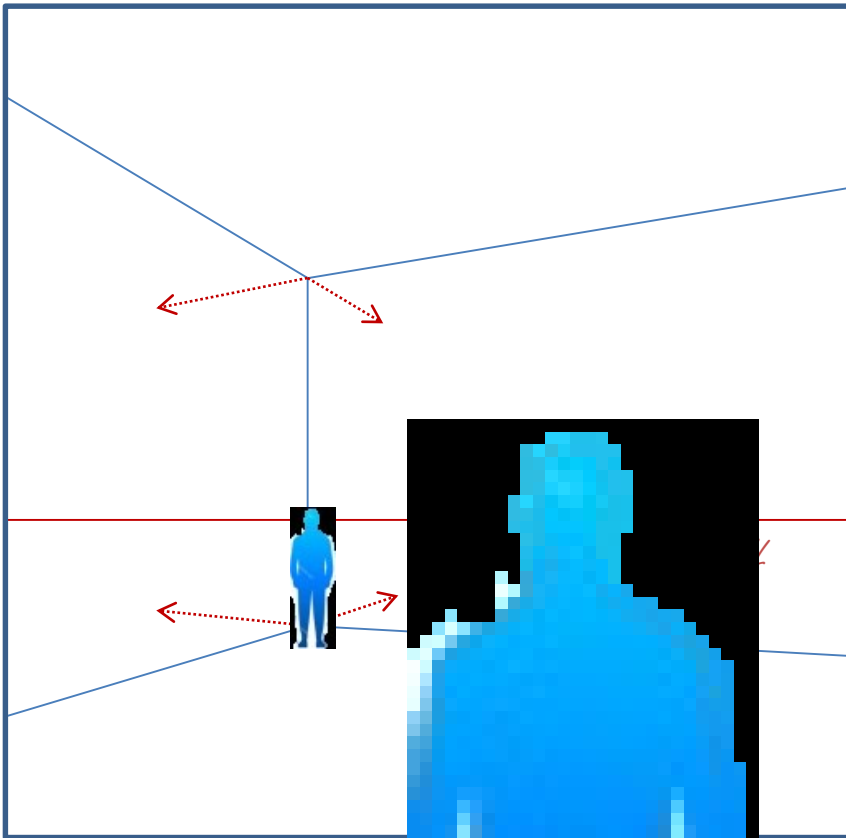
Object centered image
Geometry system reference:
Axonometry

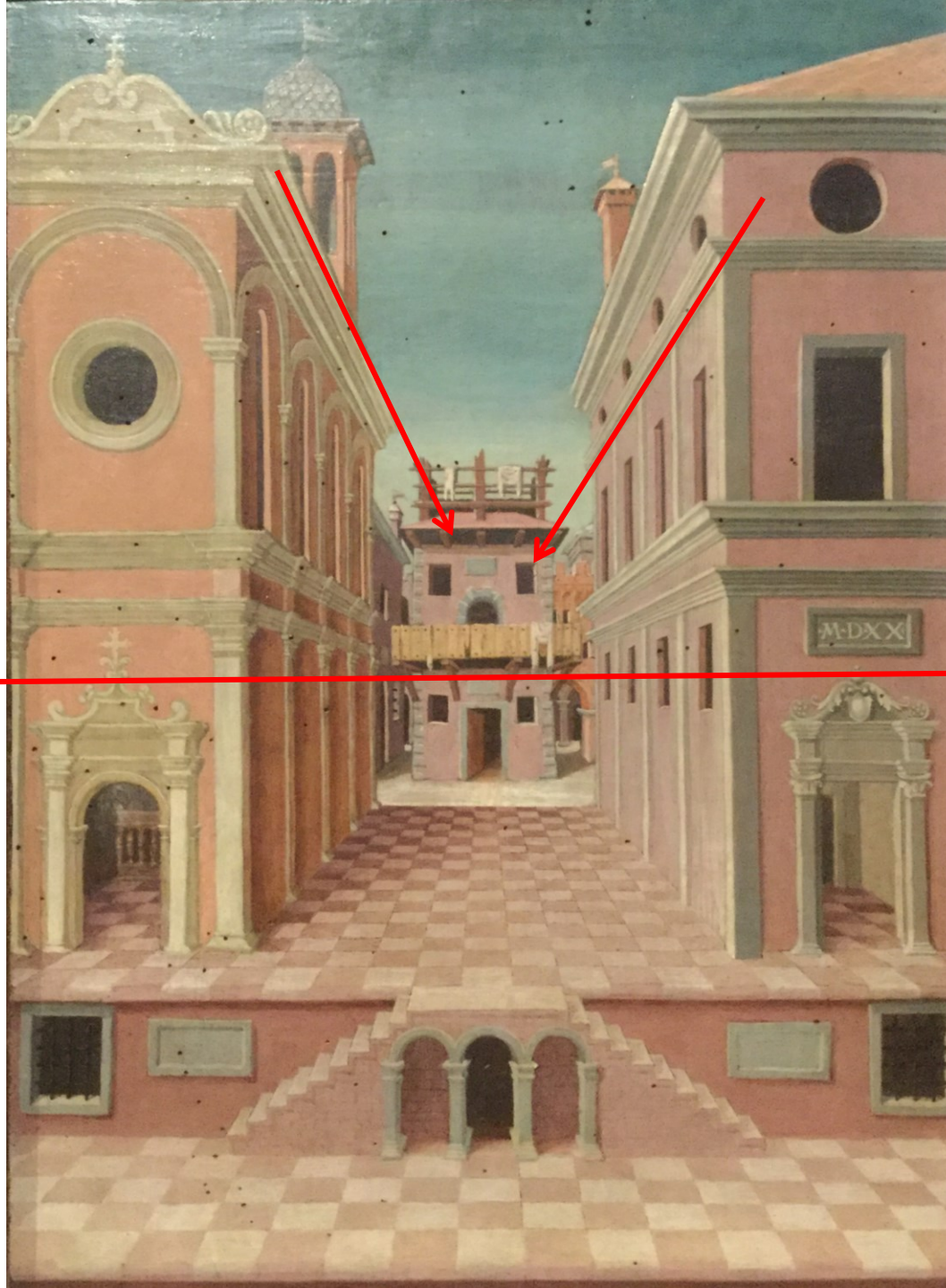


Inside a box

Viewer centered image
Geometry sistem reference:
Linear Perspective

Object centered image
Geometry sistem reference:
Axonometry





If you want to draw from observation, you
must rely on a system that manages the
directions of lines...

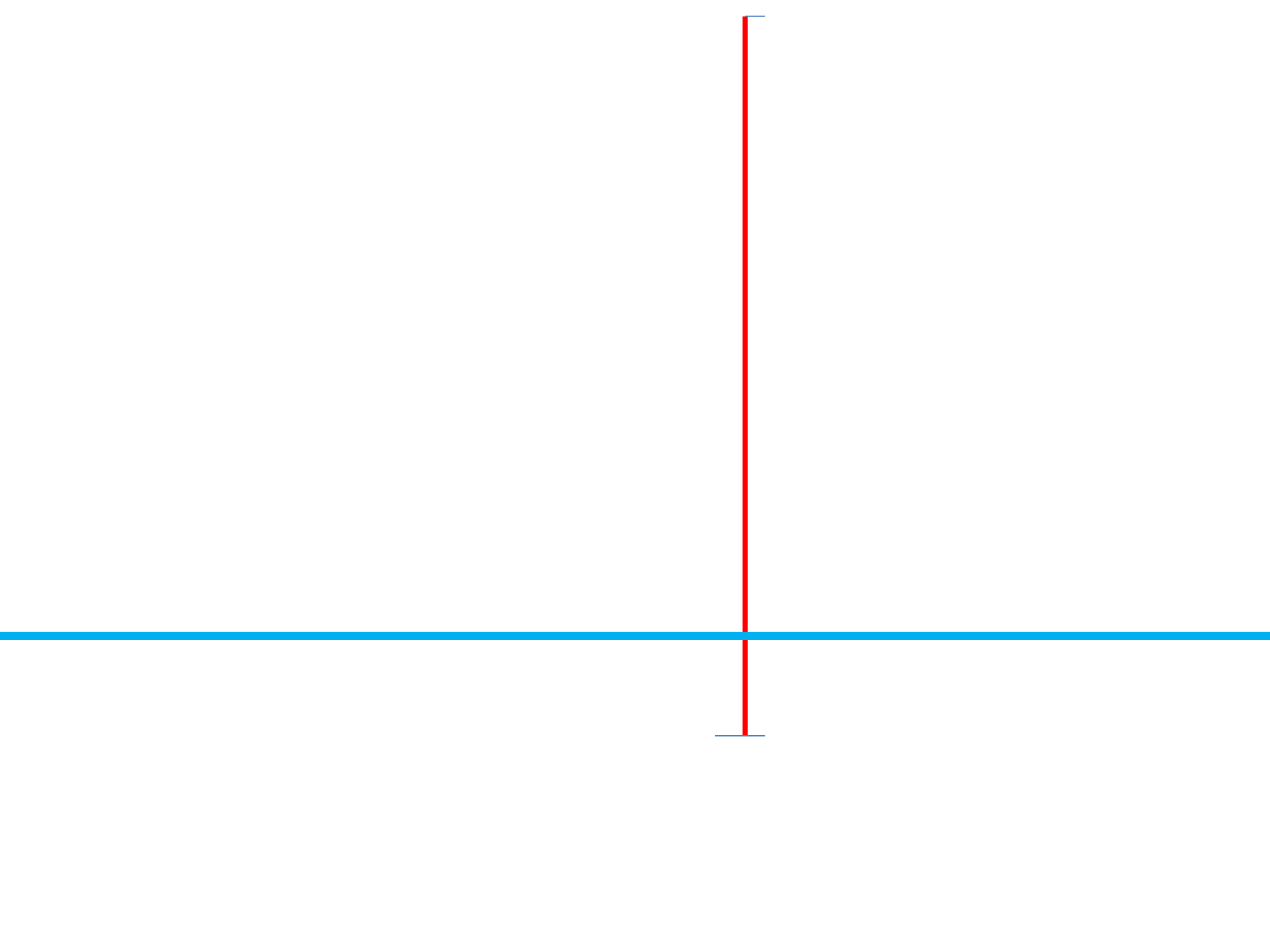
...or get confused 😞

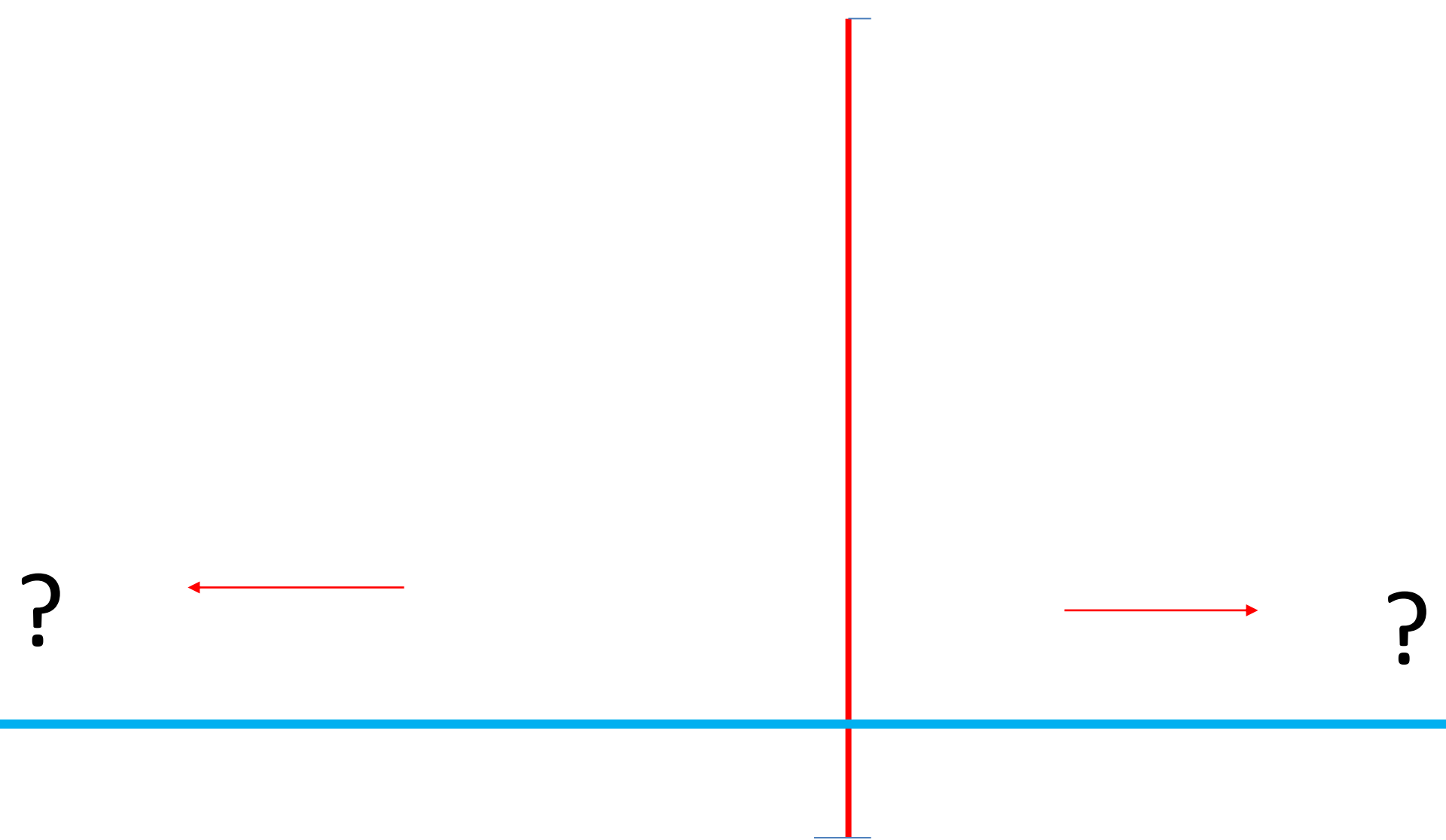
Let's train ourselves on finding the
horizon line calculating the
position of the observer towards
the scene



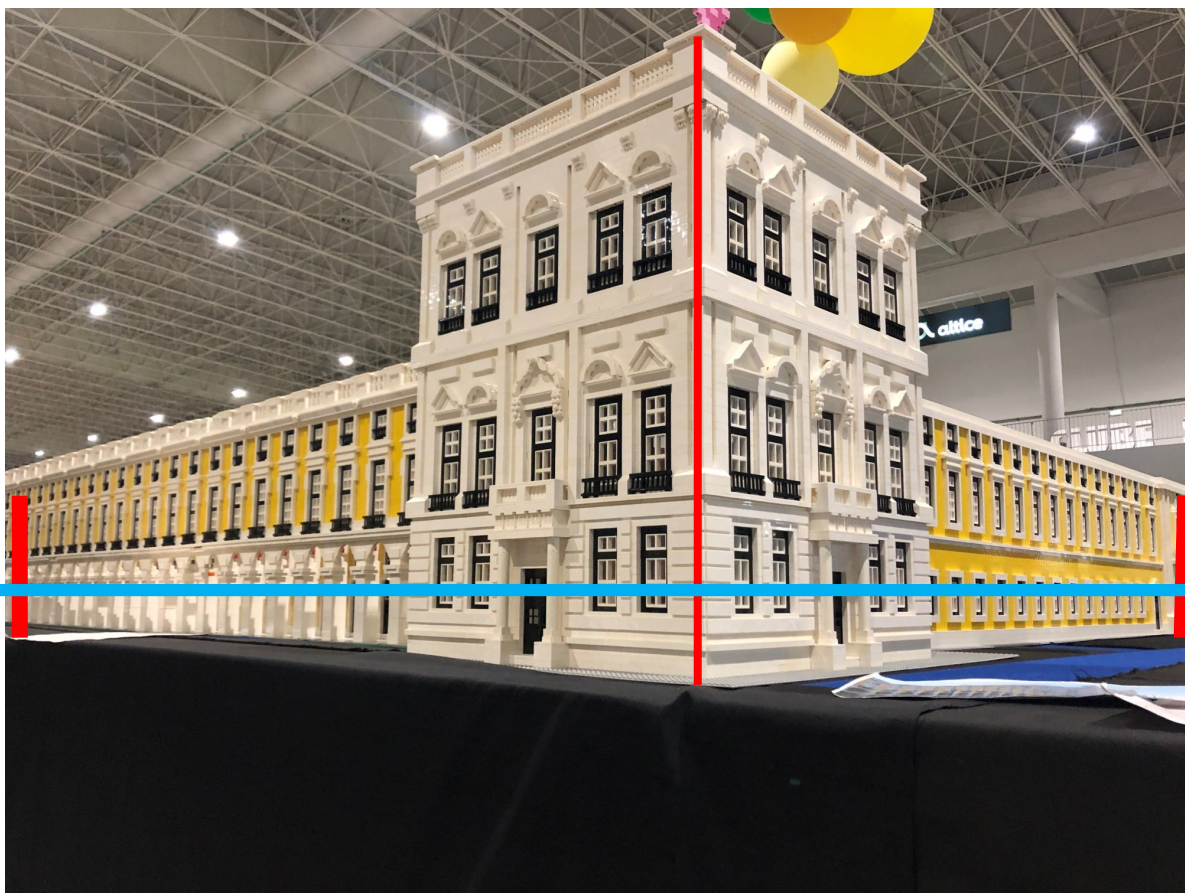


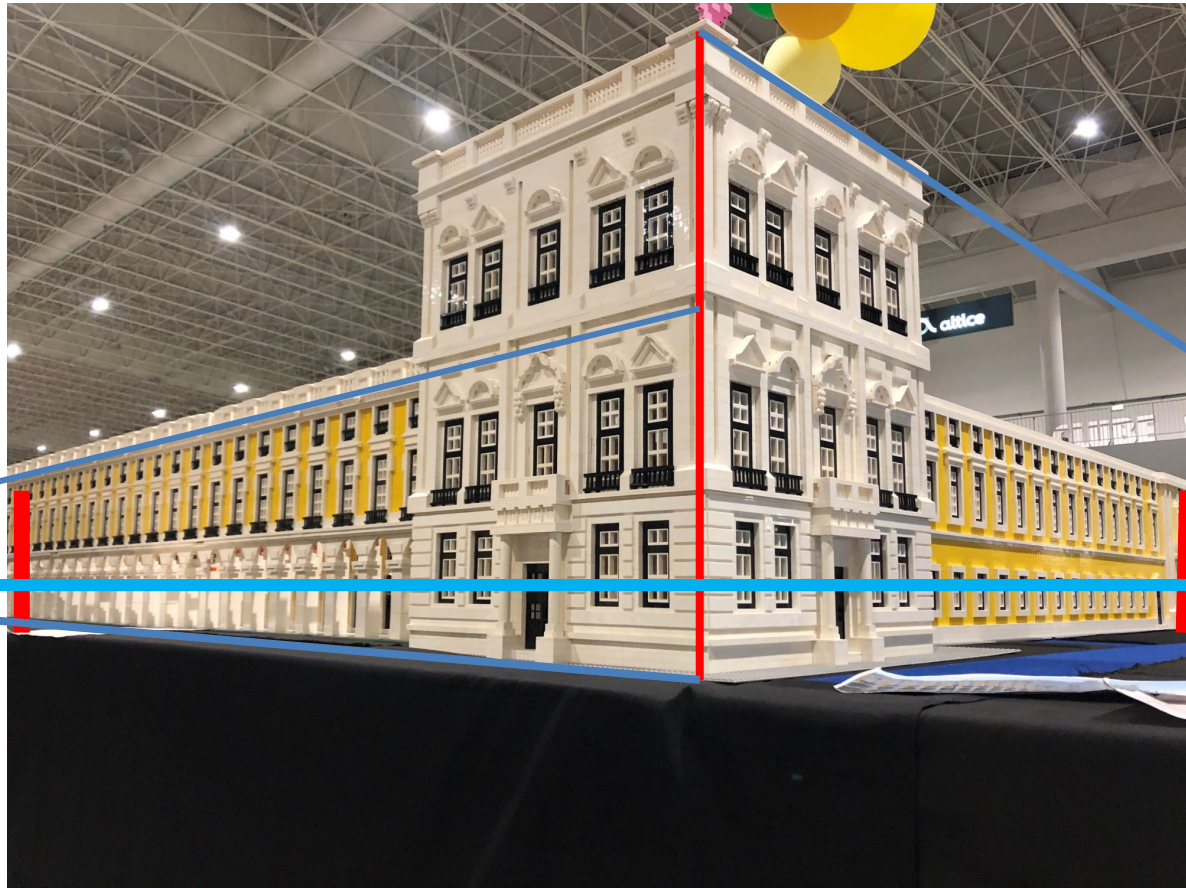
























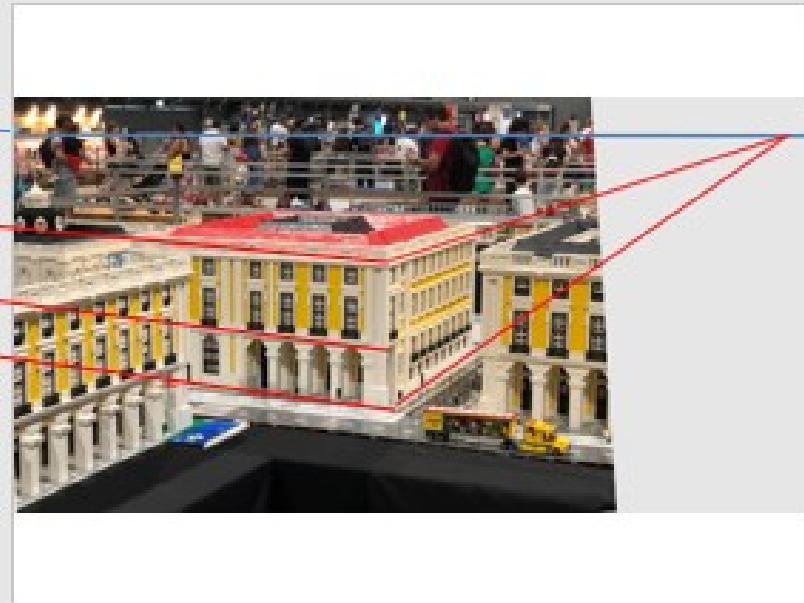








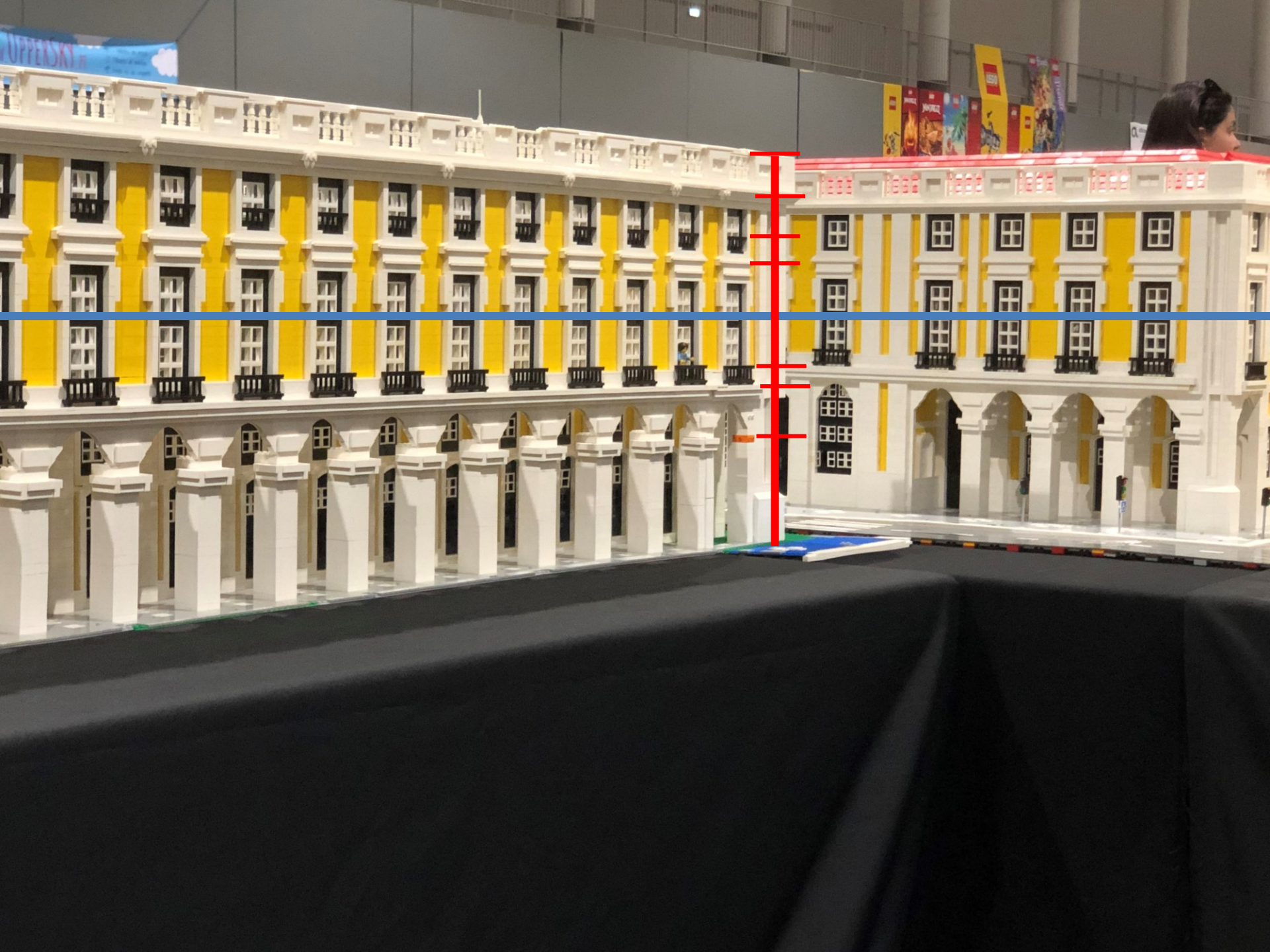


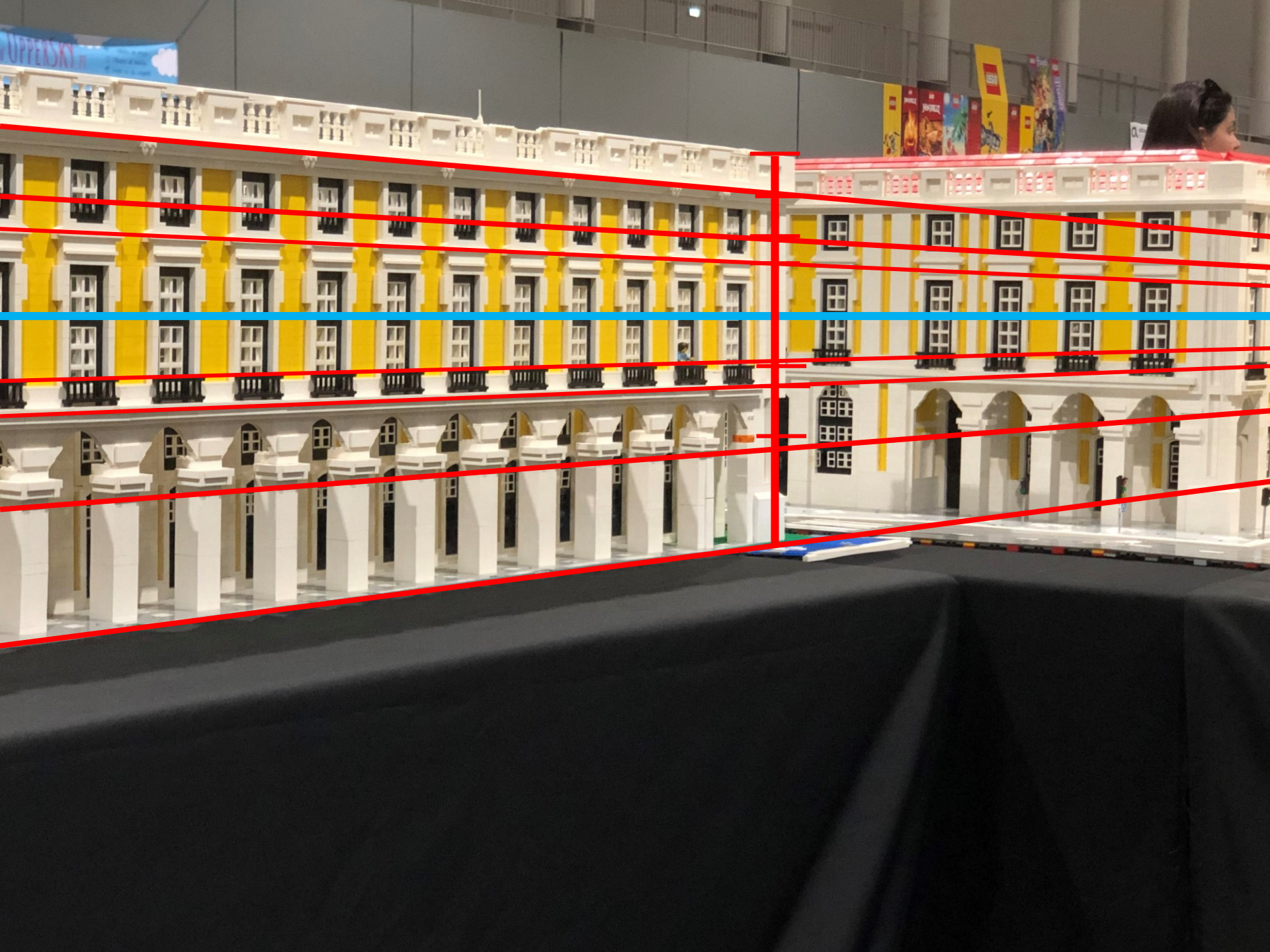


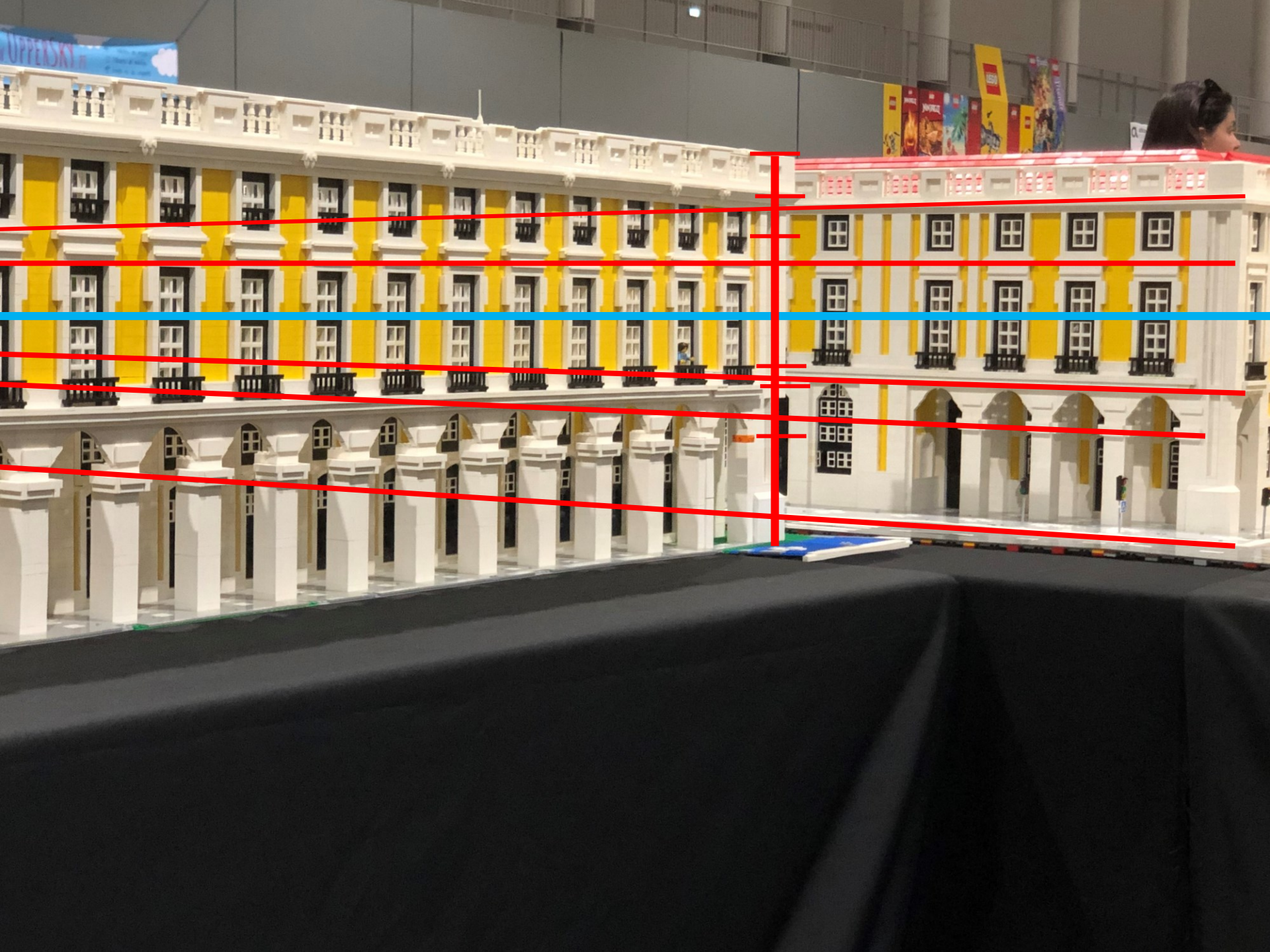












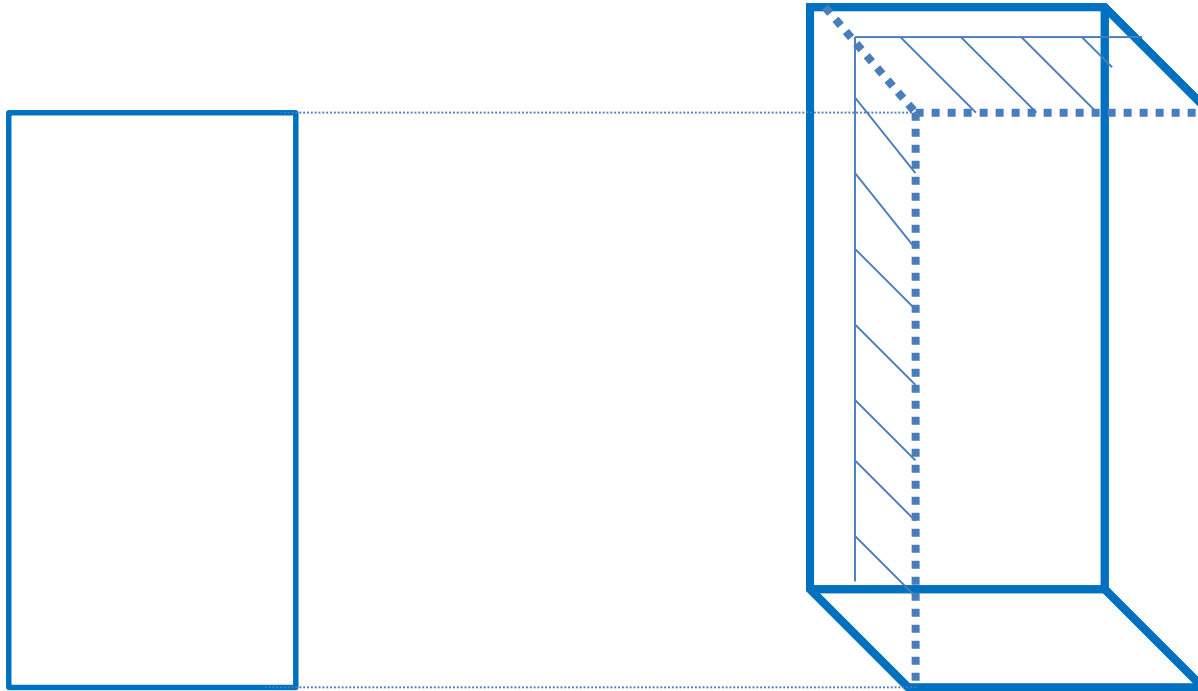




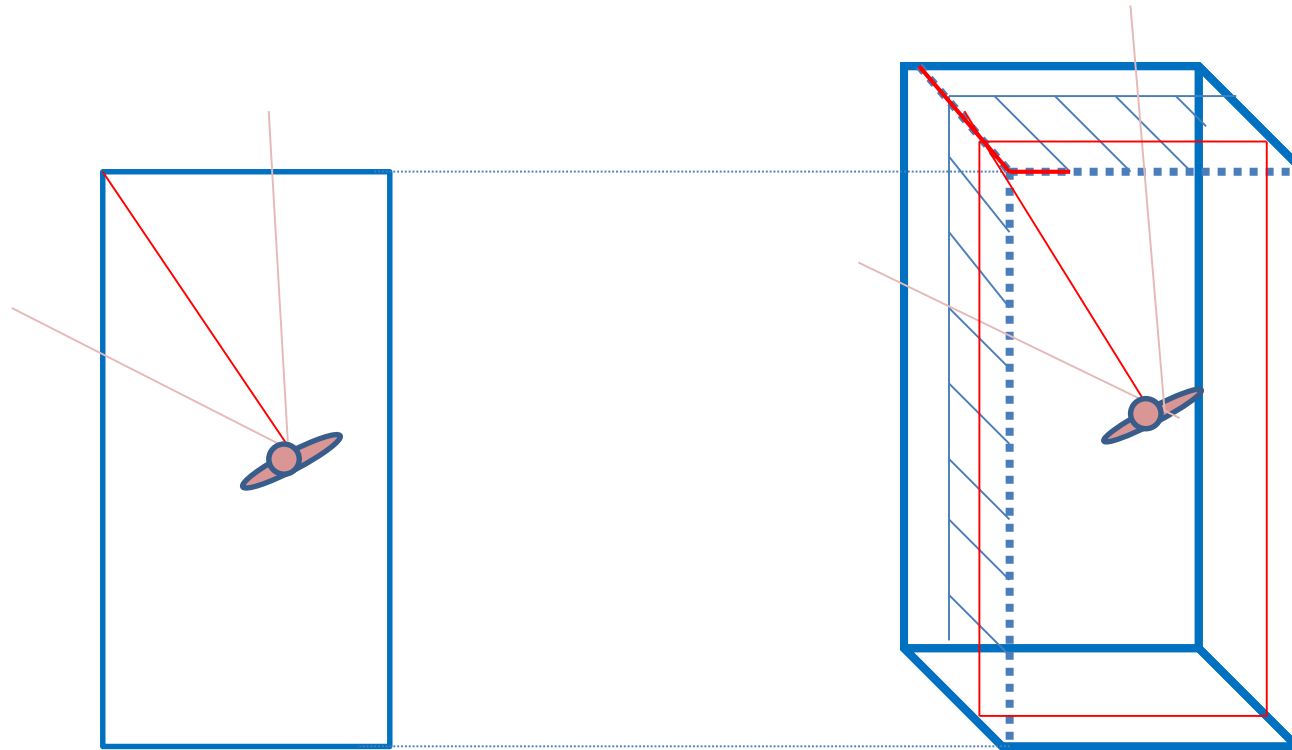
Let's draw
together now

Grab pencil and paper!

Imagine...



Imagine...



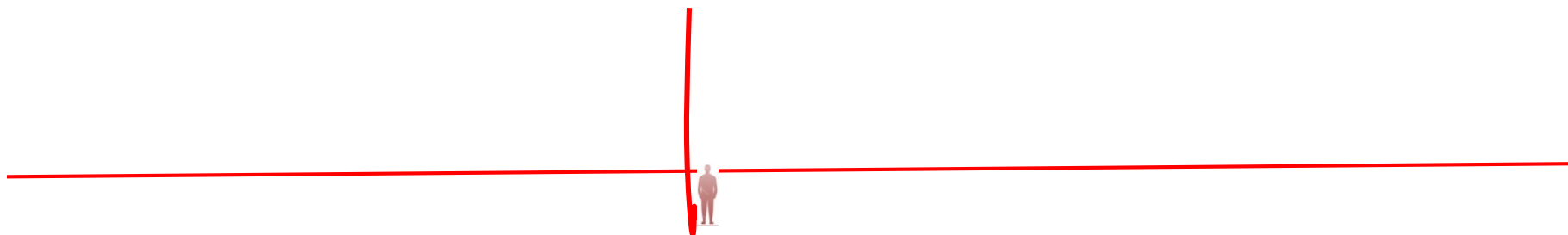


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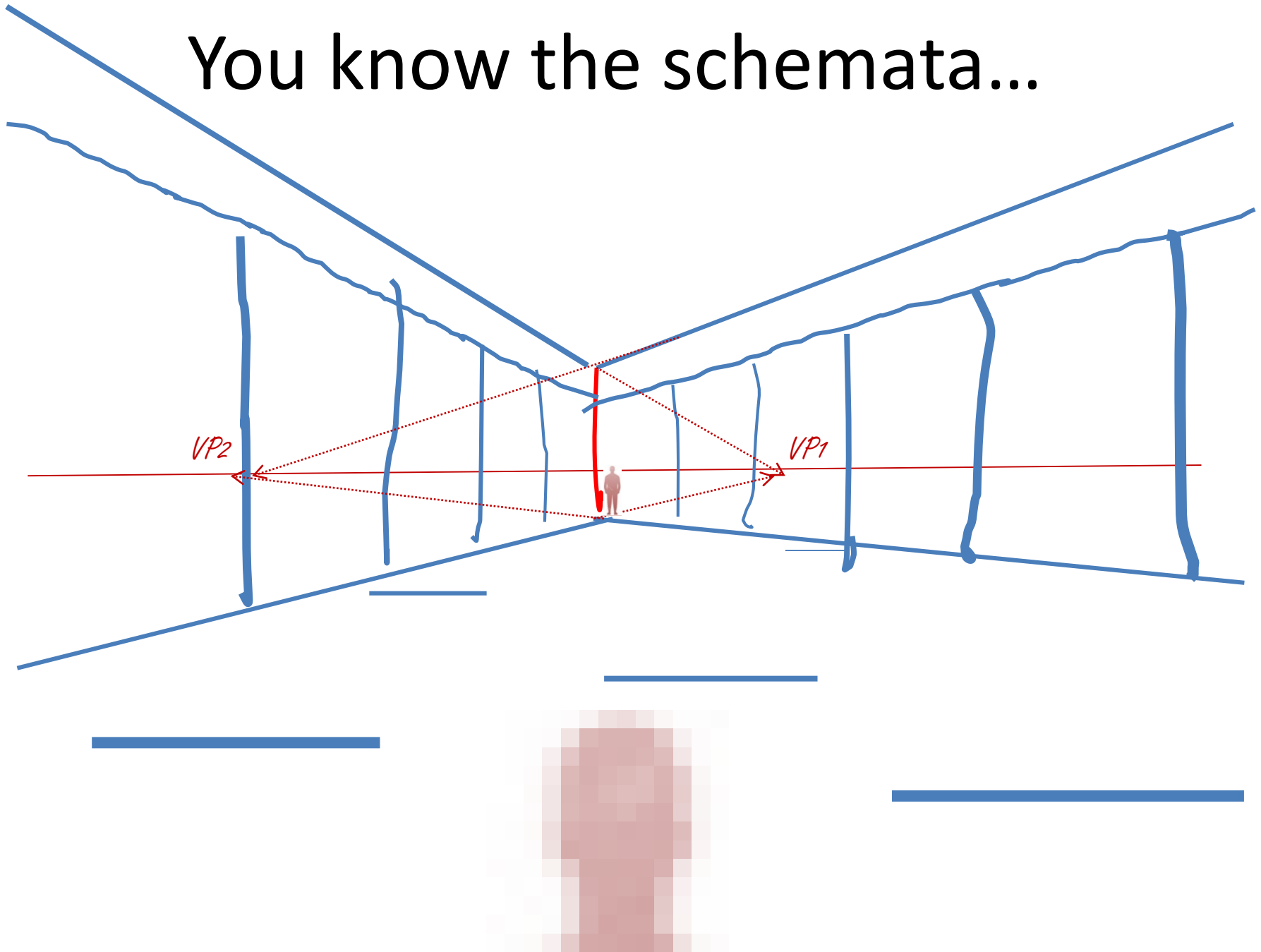


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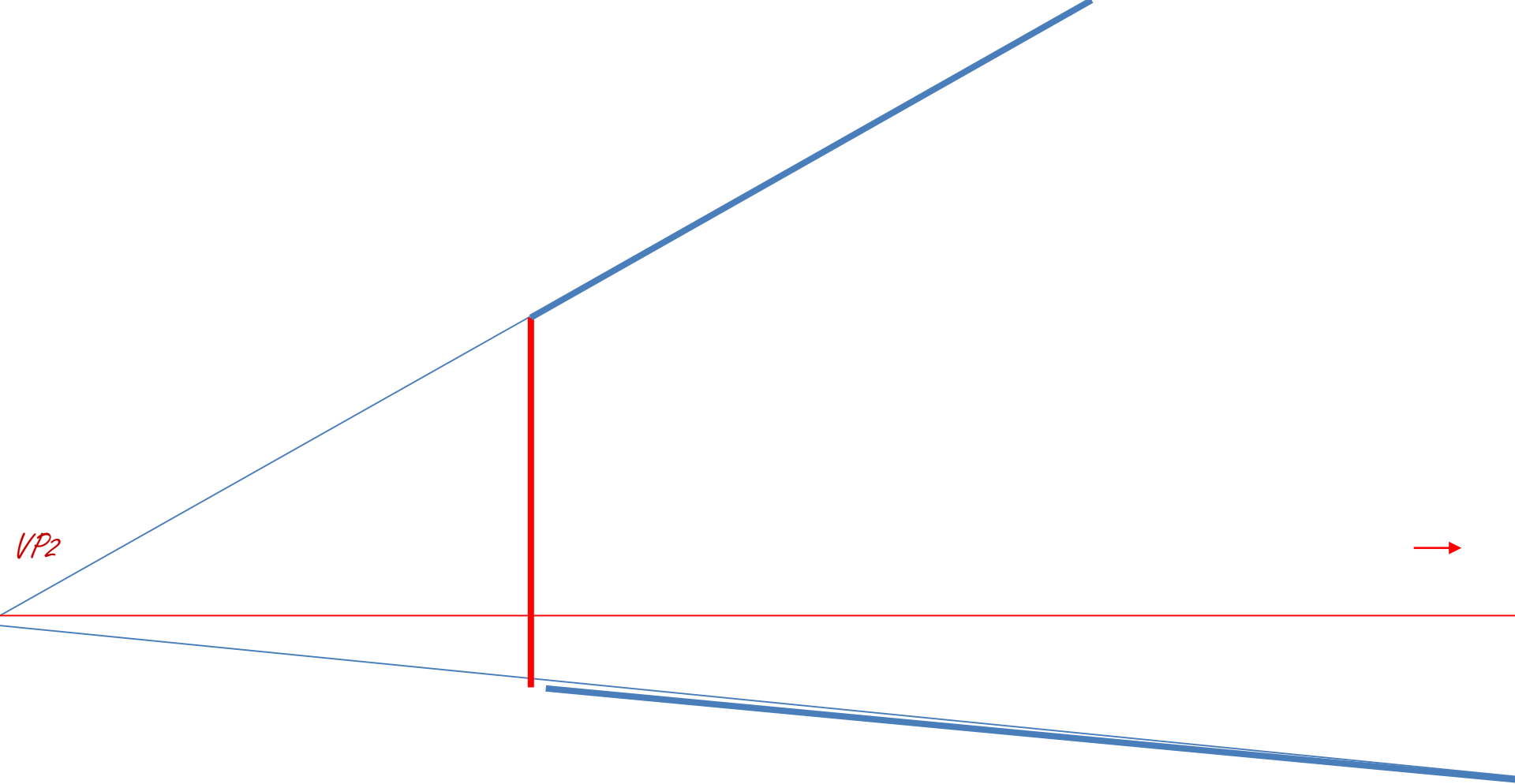


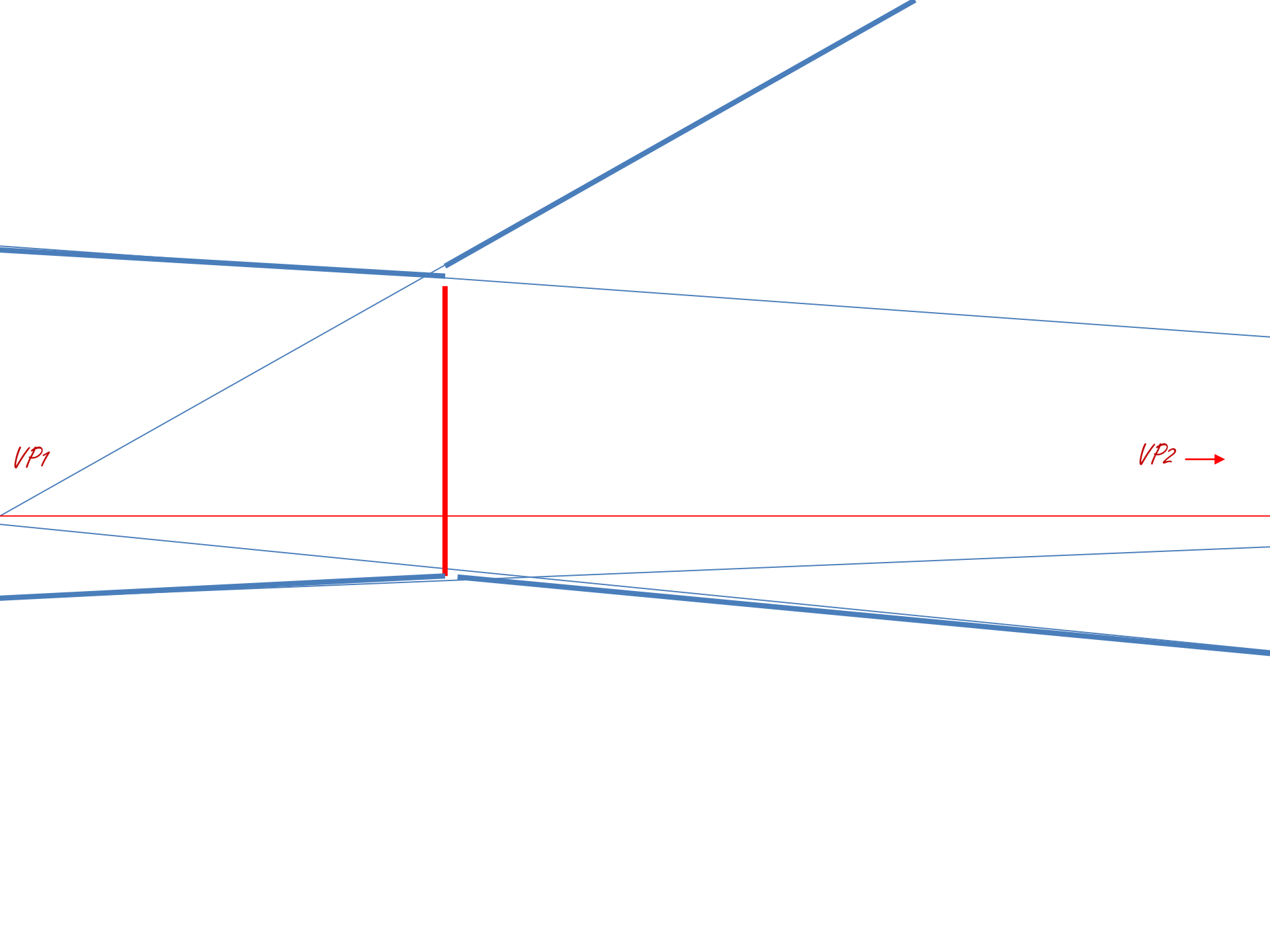


You know the schemata...



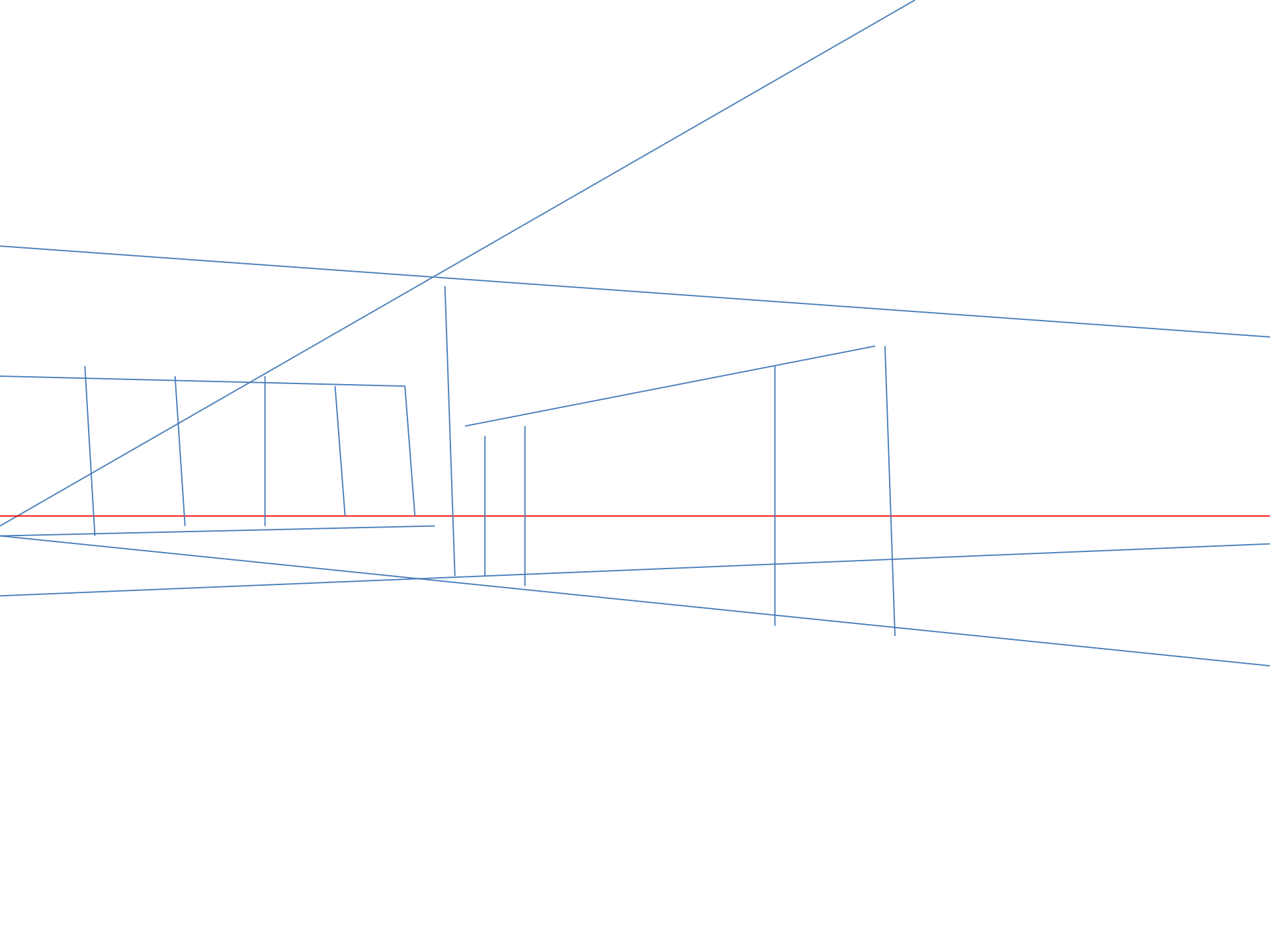


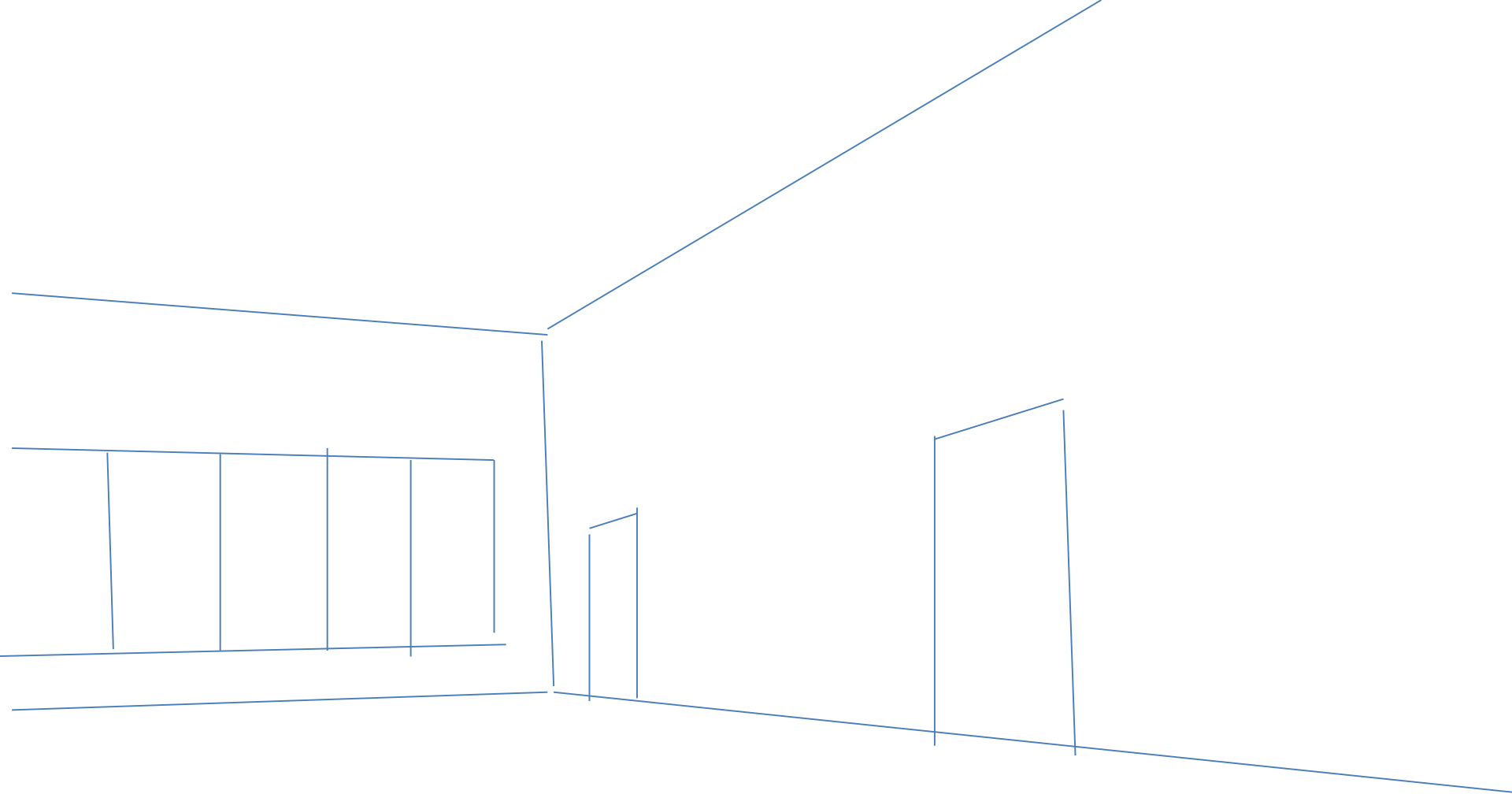












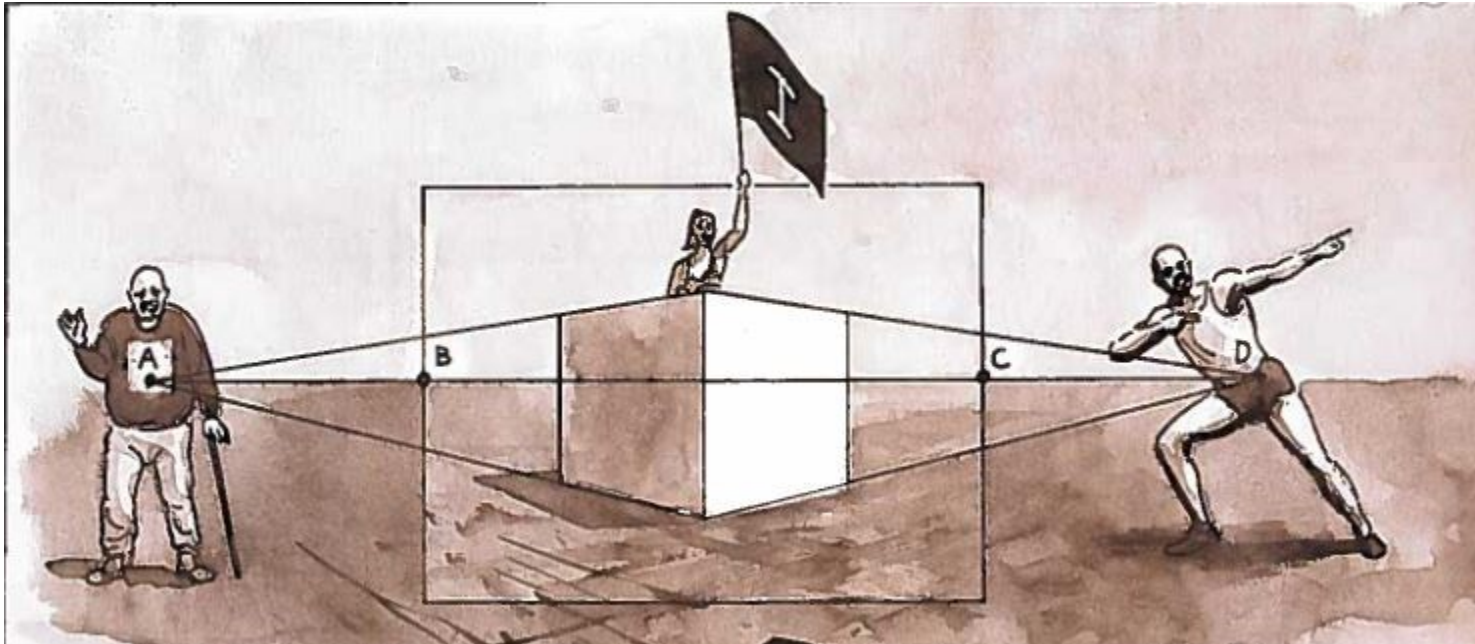




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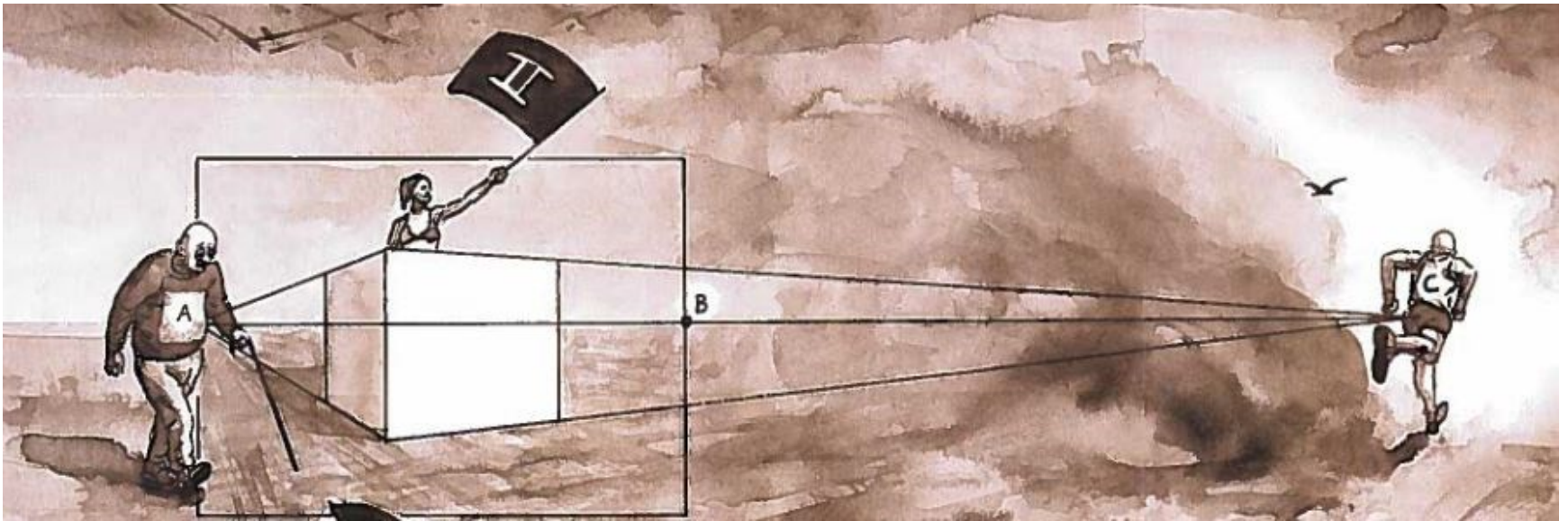


Perspective



From “Diapasão perspético”, Marco Mendes

Perspective



from “Diapasão perspético”, Marco Mendes



Raquel Pelayo, 2023