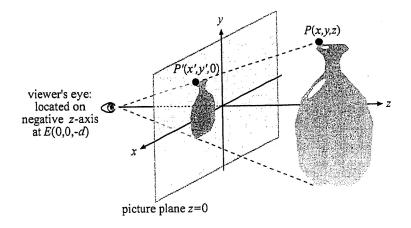
Perspective Theorem

Set-up:



Perspective Theorem

Set-up:

- Artist wants to represent object on canvas so that looking at canvas is like looking thru window at object.
- Canvas/window = picture plane. Lies between artist and object.
- ▶ Let the *xy*-plane= **picture plane**.
- ▶ Place origin so artist is located on **negative** *z*-axis.
- ▶ d = distance from artist's eye to origin. Artist's eye is at (0,0,-d).
- ▶ P(x, y, z) = any point on object. z > 0
- Let P' = image of P on picture plane= where line of sight from artist's eye to P crosses picture plane.
- ▶ P' on the picture plane= xy-plane $\Rightarrow z$ -coordinate= 0. That is, P' has coordinates (x', y', 0).

Perspective Theorem

Let the xy-plane represent the picture plane, and assume the artist's (or viewer's) eye is located at the point (0,0,-d) (so that d, a positive number, is the distance from the artist's or viewer's eye to the picture plane.)

Given a point P(x,y,z) on an object, with z>0 (that is, the object is beyond the picture plane), the coordinates x' and y' of its perspective image P'(x',y',0) on the picture plane are given by

$$x' = \frac{dx}{d+z}$$
 $y' = \frac{dy}{d+z}$

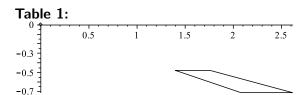
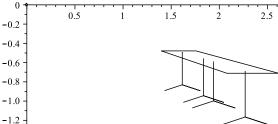
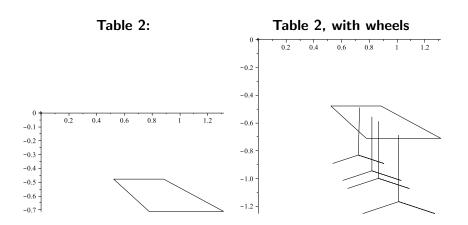
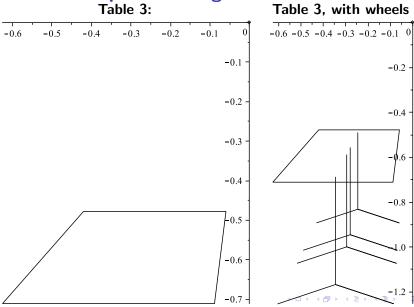


Table 1, with wheels



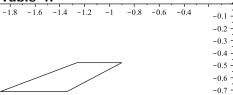


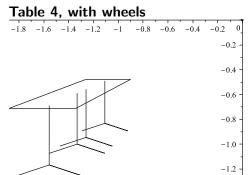
Math 122 Math in Art (Sklensky)

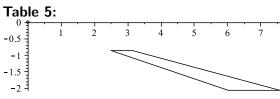


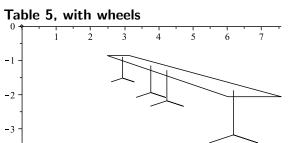
In-Class Work

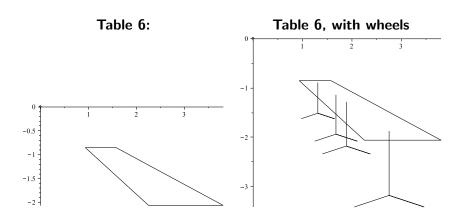
Table 4:











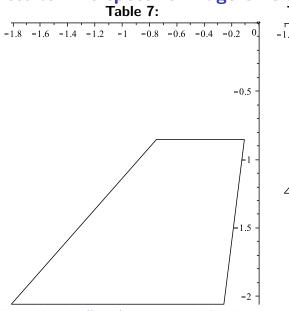
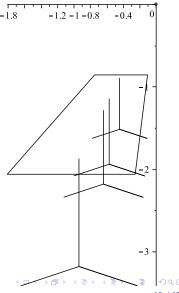
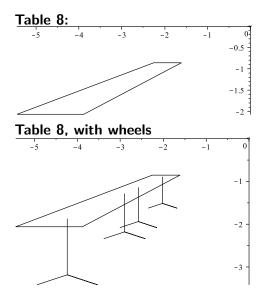
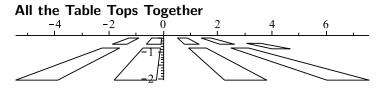
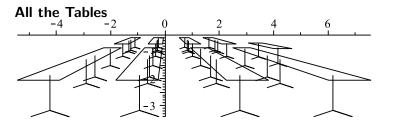


Table 7, with wheels









The Whole Room

