

# Implied Depth: Value & Space



# Treachery of Images ("This is Not a Pipe")

Magritte



*Ceci n'est pas une pipe.*

Magritte

# VALUE



Geodesic Dome

Buckminster Fuller

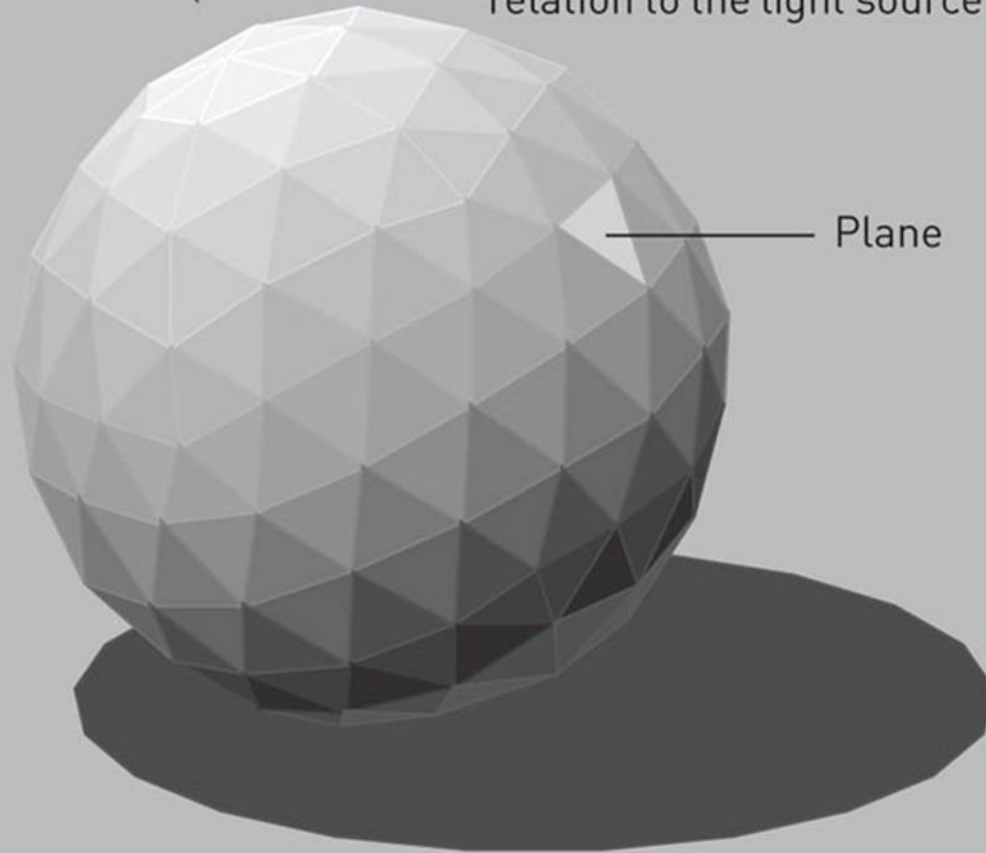




Light source



Triangular planes make up the surface of this geodesic sphere. Each of these planes is illuminated differently depending on its location in relation to the light source



Plane

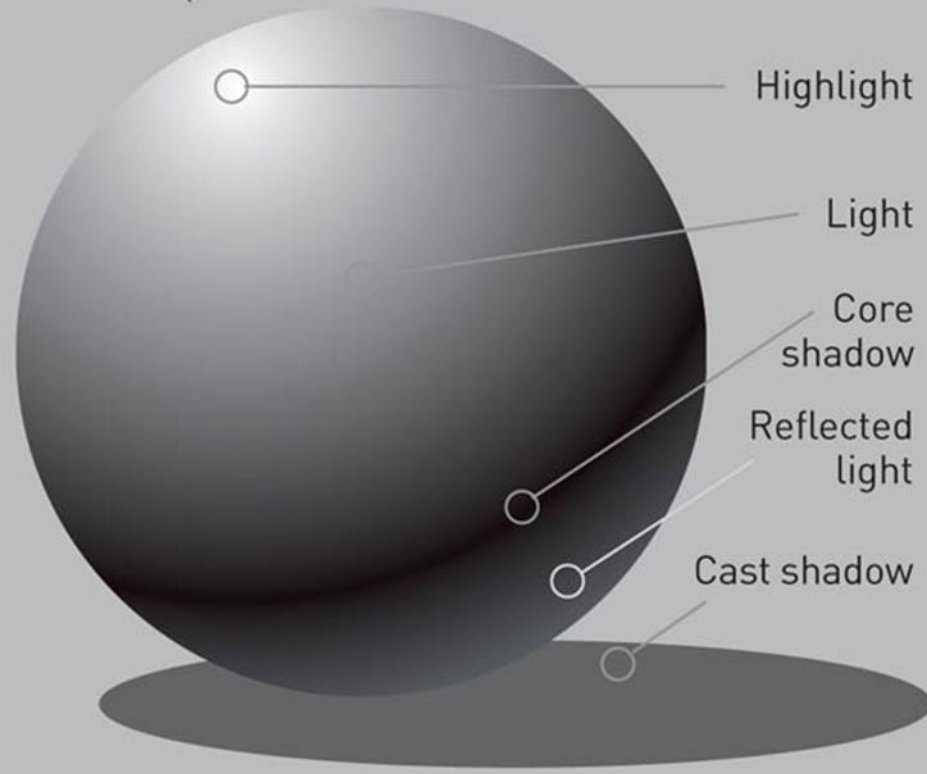
# Chiaroscuro

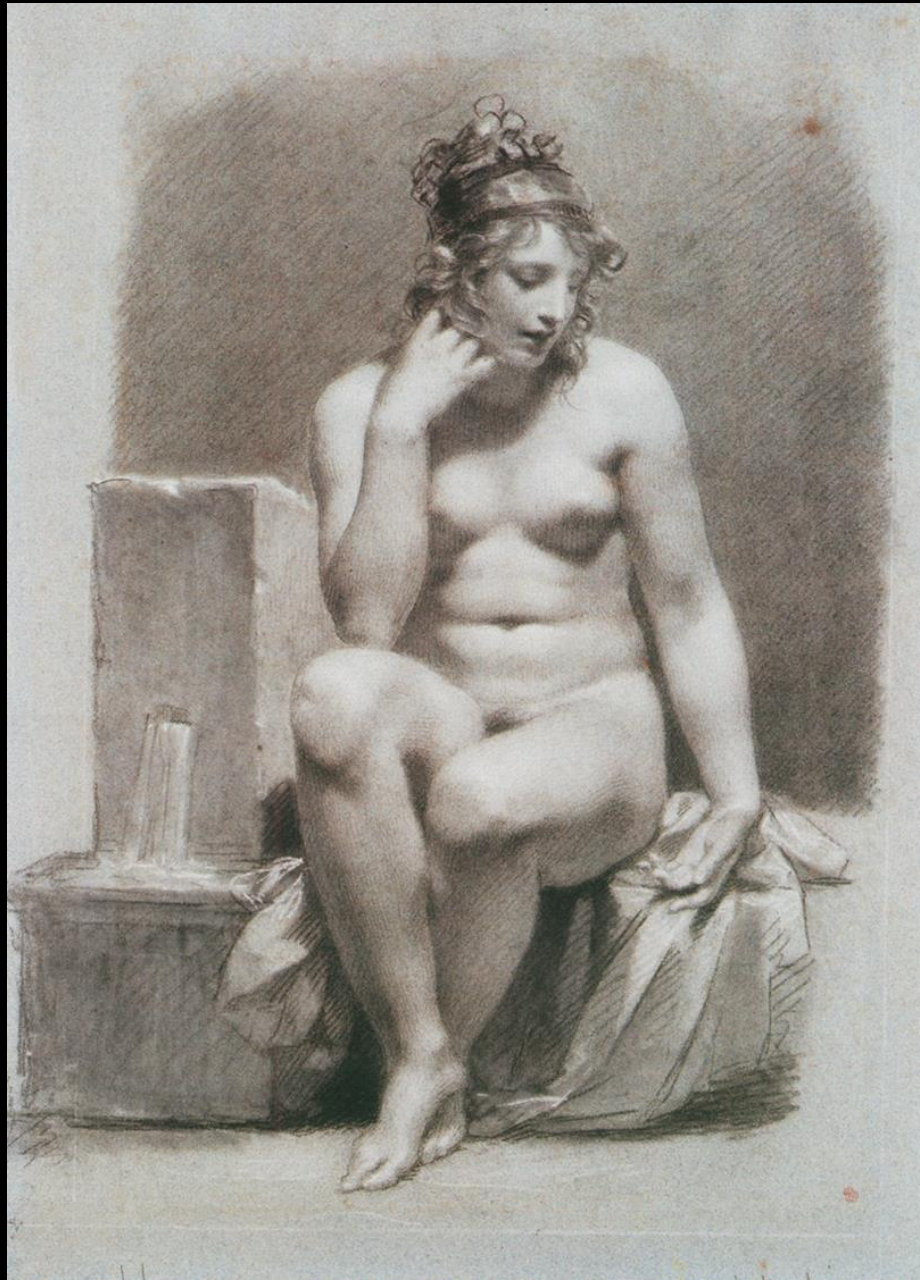




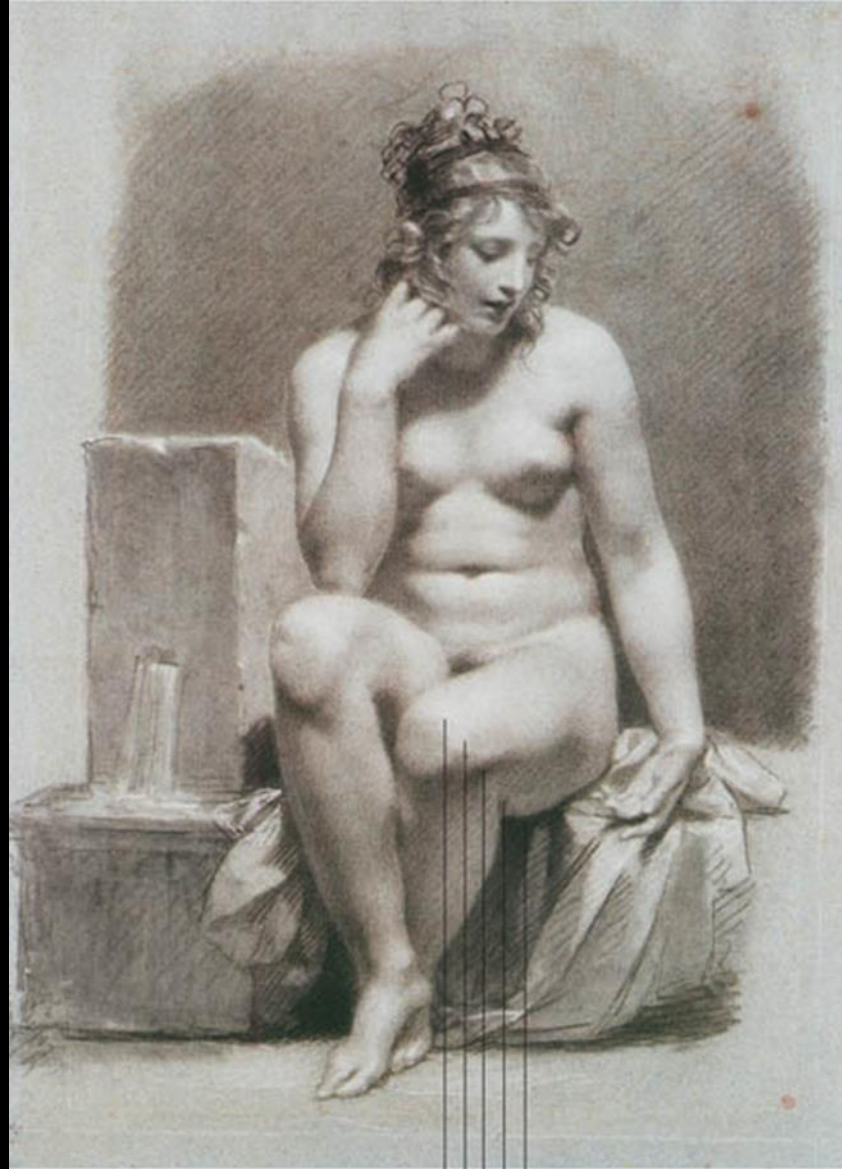
Light source

Chiaroscuro is an effect that creates an illusion of solidity and depth by using five defined values









- Highlight
- Light
- Core shadow
- Reflected light
- Cast shadow

# Calling of St. Matthew

Caravaggio



# Hatching & Cross-Hatching

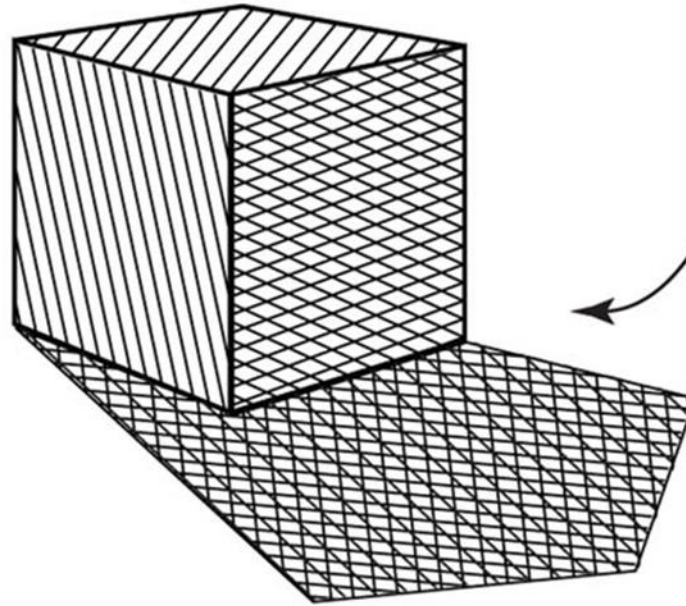


# Cross-hatching



Increasing frequency of hatch lines implies darker value

Overlapping lines, or cross-hatching, intensifies the darkness of the value



# Head of a Satyr

Michelangelo



SPACE



# Size, Overlapping & Position

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# Great Wave Off-Shore at Kanagawa

Hokusai





# Alternating Value & Texture



# Travelers among Mountains and Streams

Fan Kuan



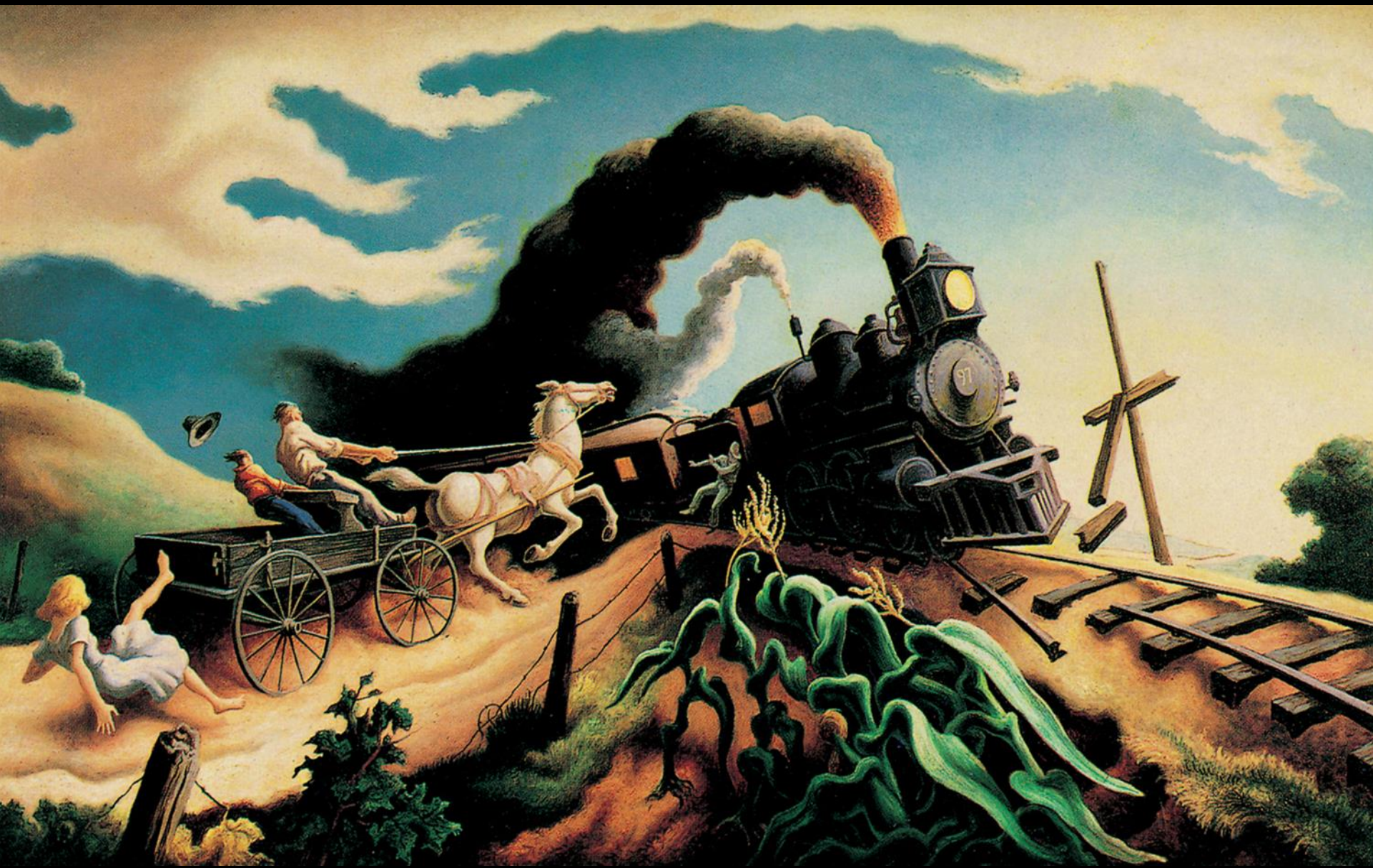
# Brightness & Color

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# The Wreck of the Ole '97

Thomas Hart Benton

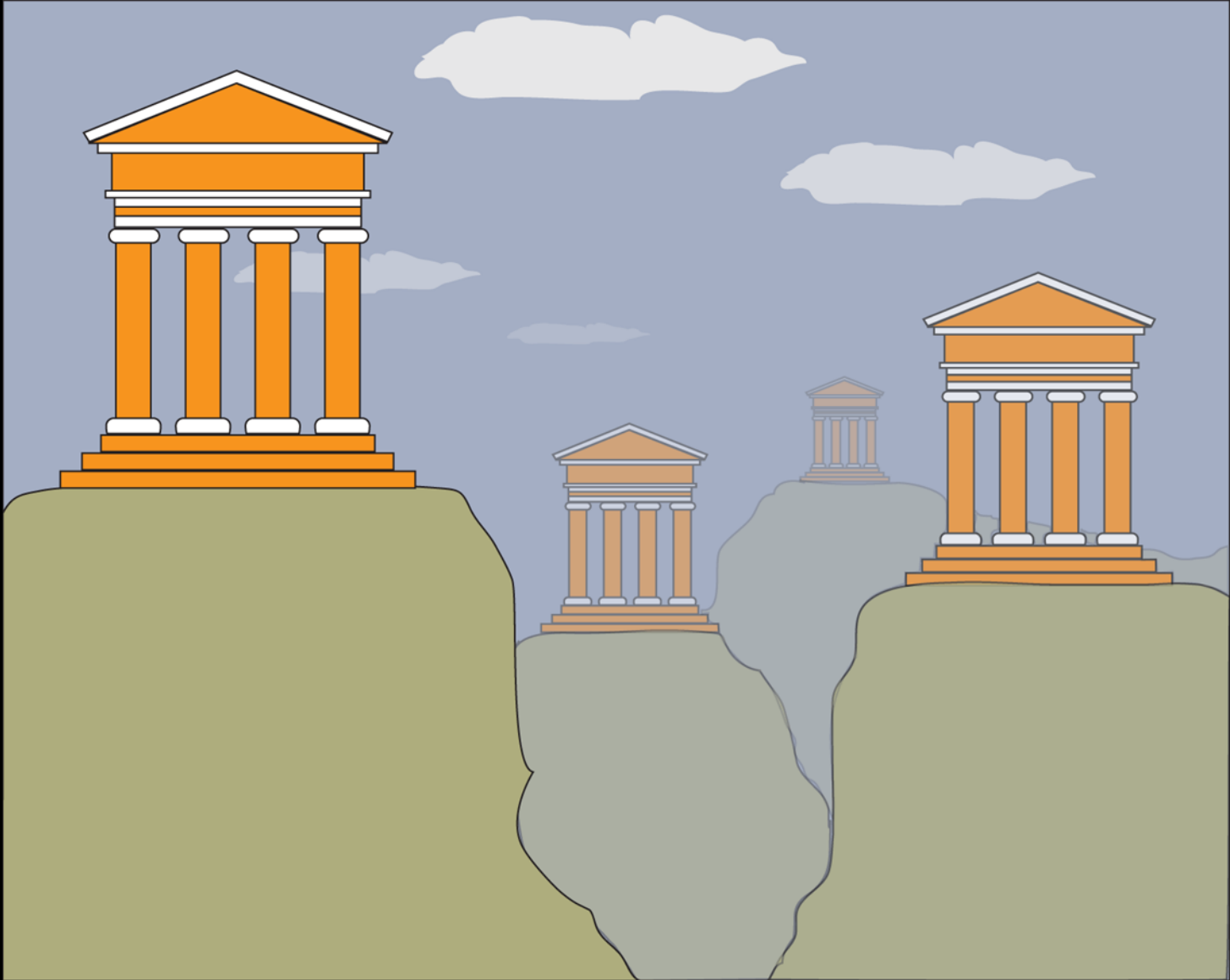


# Perspective



# Atmospheric Perspective









# Isometric Perspective



# Qianlong Emperor's Southern Inspection Tour

Xu Yang





# Screenshot from *The Sims*



Gameplay controls including icons for Live, Buy, and Build, a clock showing 9:09 AM, and a money display showing \$677.

Character portrait and a grid of icons representing various game functions and settings.

Needs panel showing Hunger, Comfort, Hygiene, Bladder, Energy, Fun, Social, and Room meters.

Needs	
Hunger	Energy
Comfort	Fun
Hygiene	Social
Bladder	Room

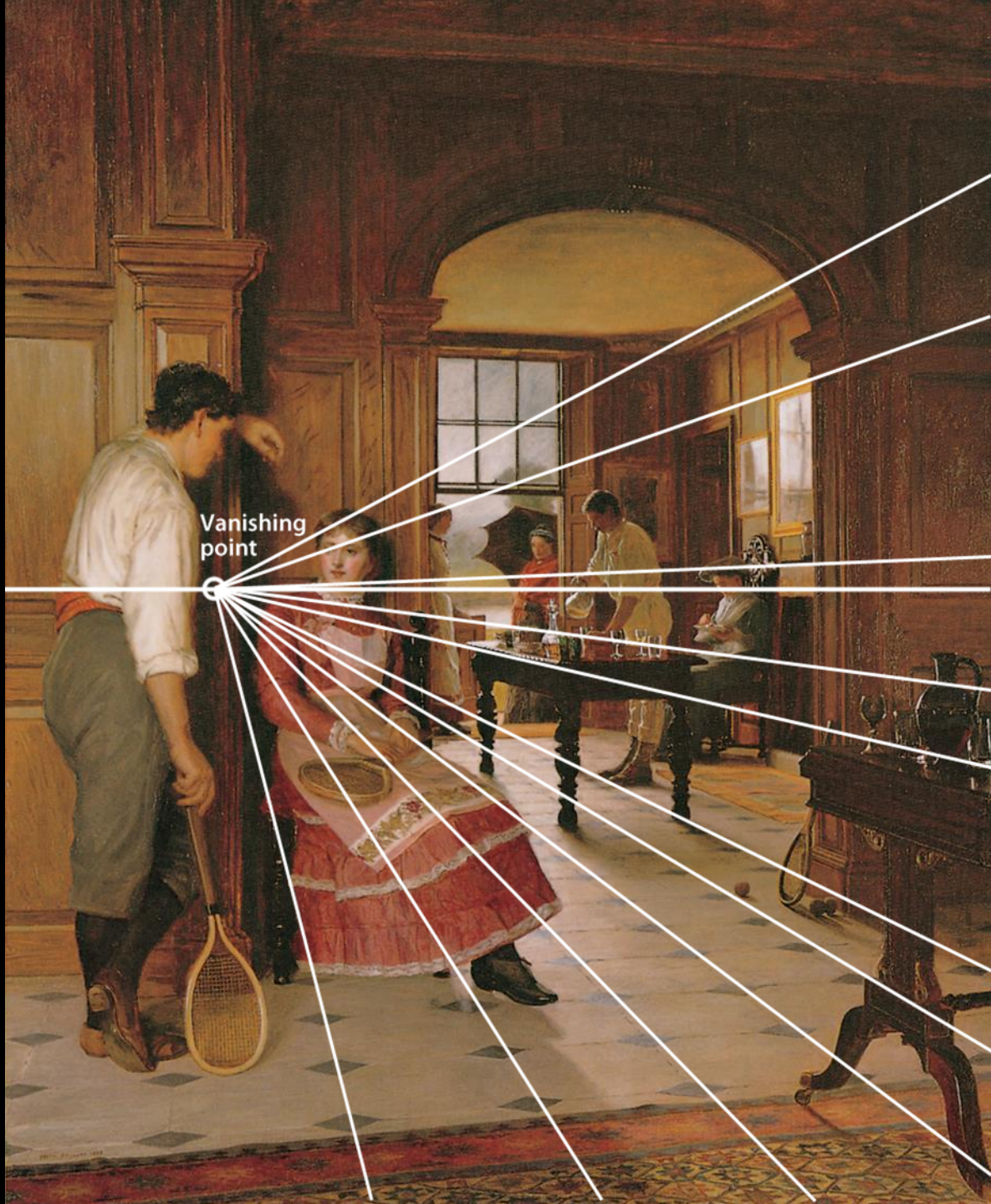
# Linear Perspective



# A Summer Shower

Hayllar





Vanishing point

Convergence lines

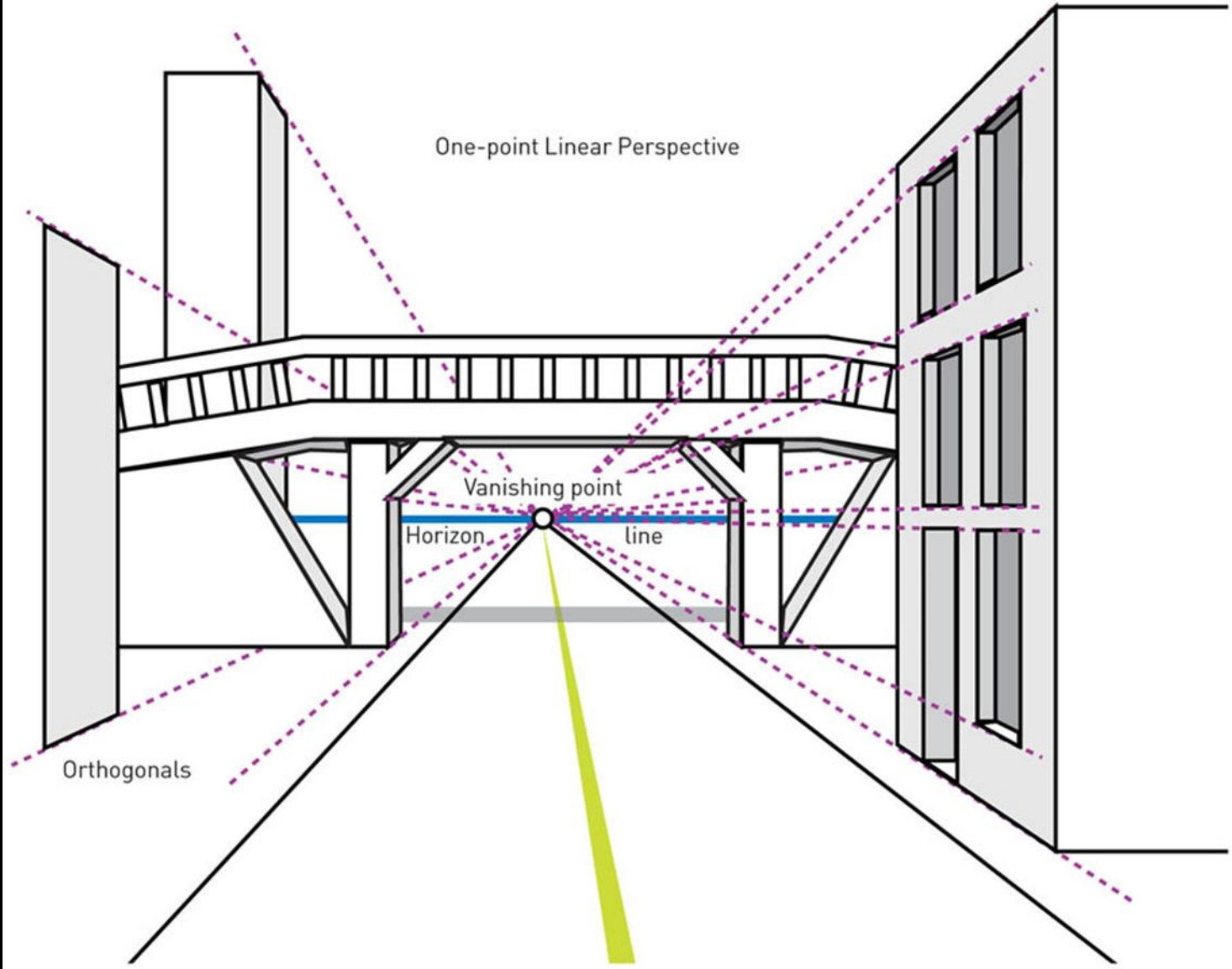
Horizon line

# One-Point Perspective





One-point Linear Perspective

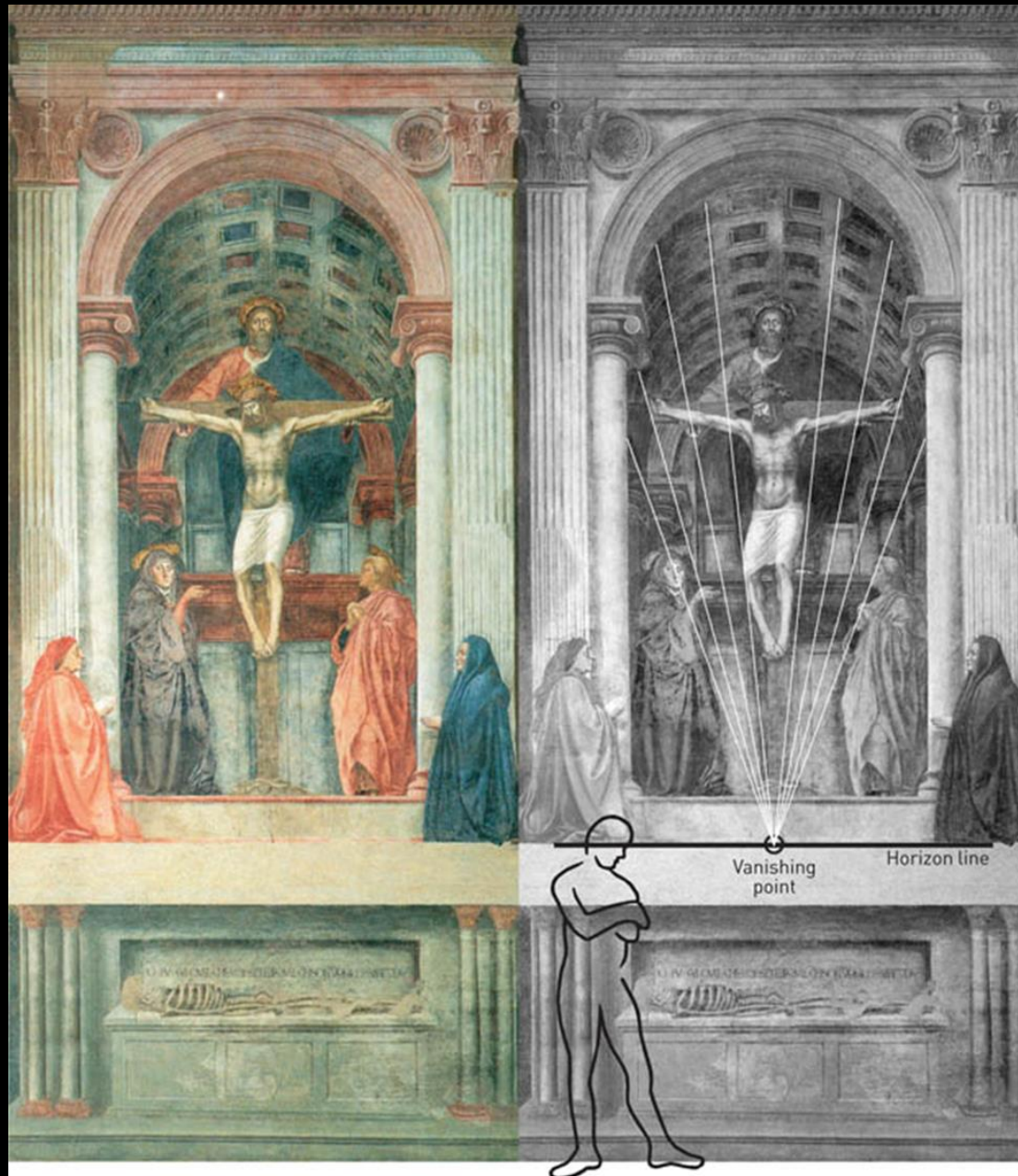


Vanishing point

Horizon

line

Orthogonals



# Two-Point Perspective





Left vanishing point

Horizon line

Right vanishing point

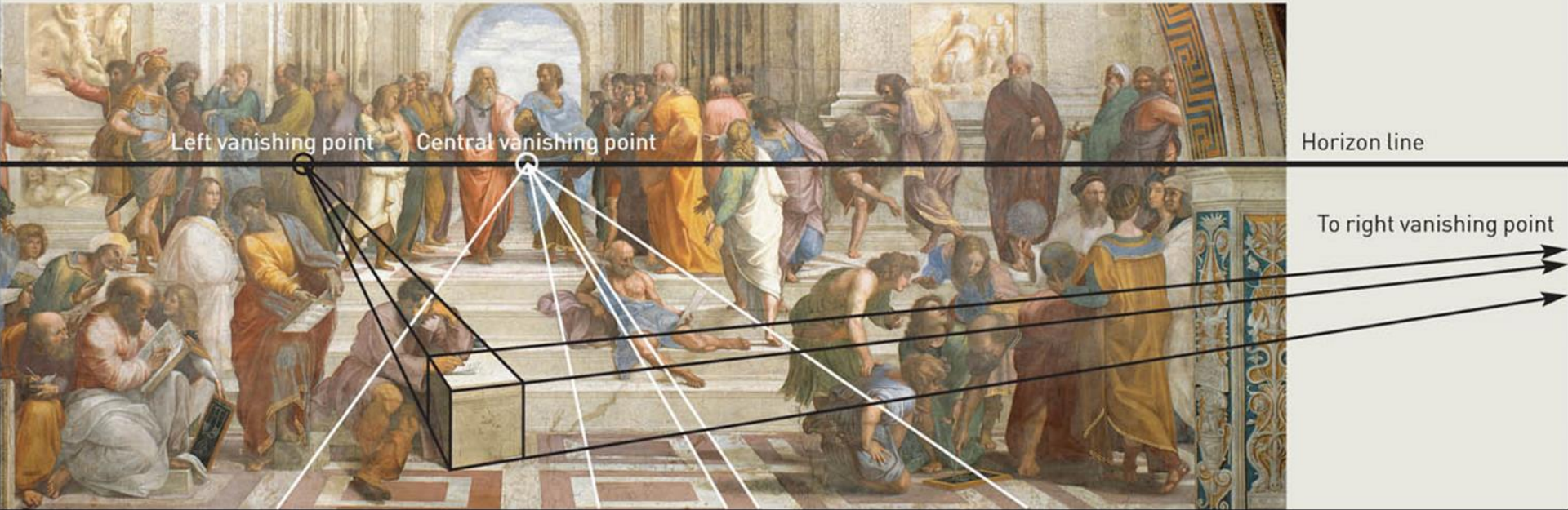


Left vanishing point

Central vanishing point

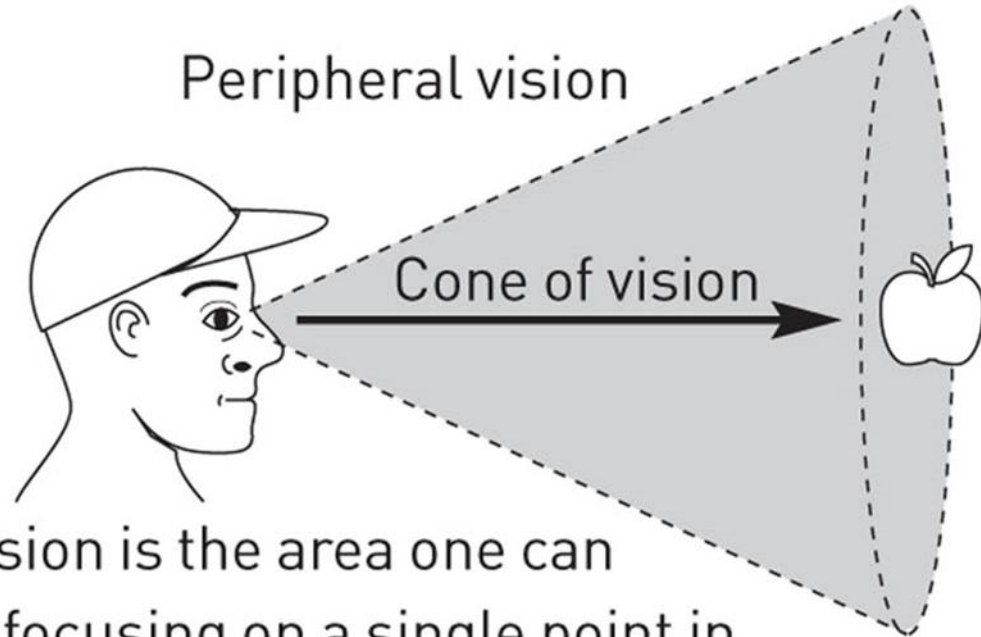
Horizon line

To right vanishing point



# Multi-Point Perspective

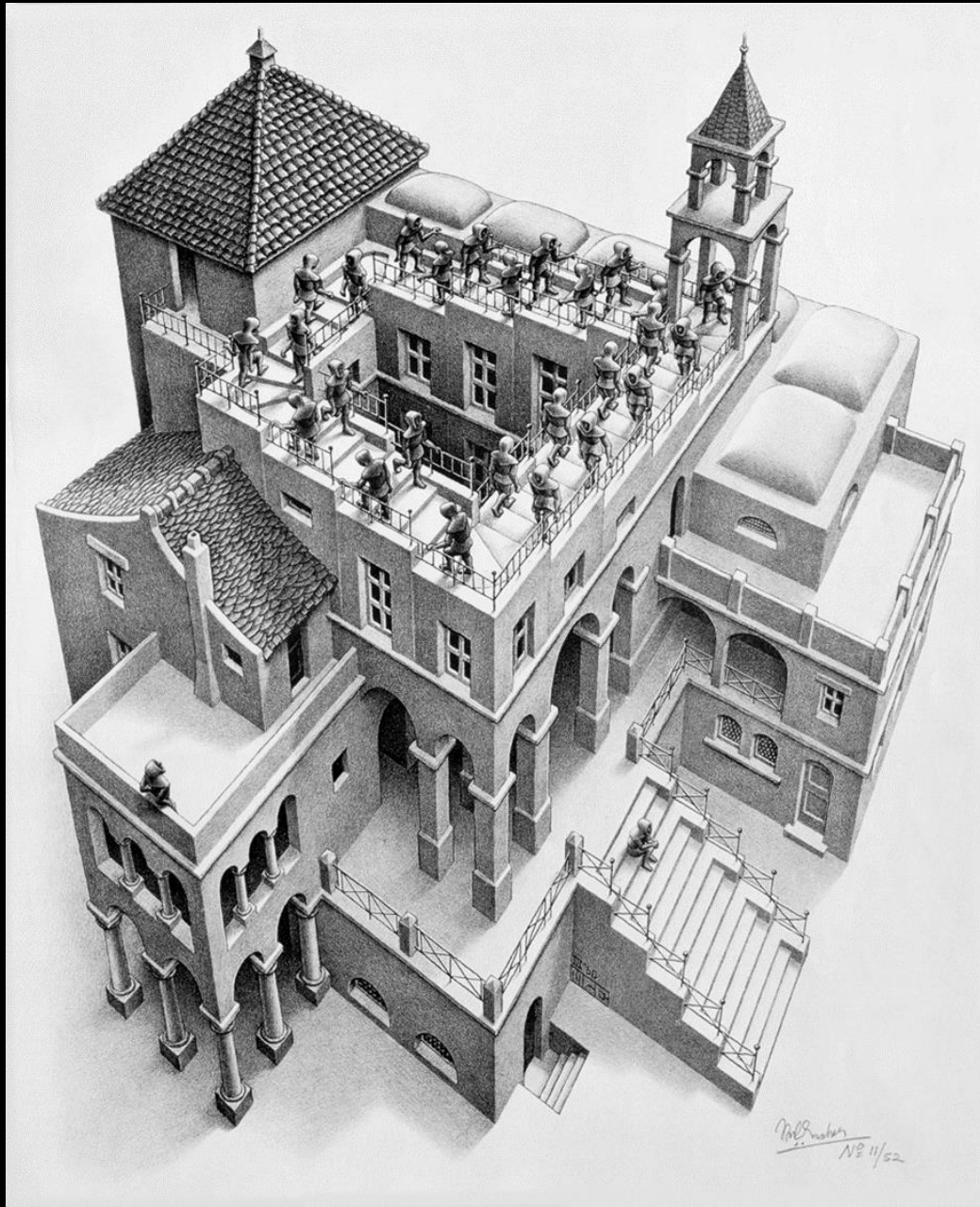




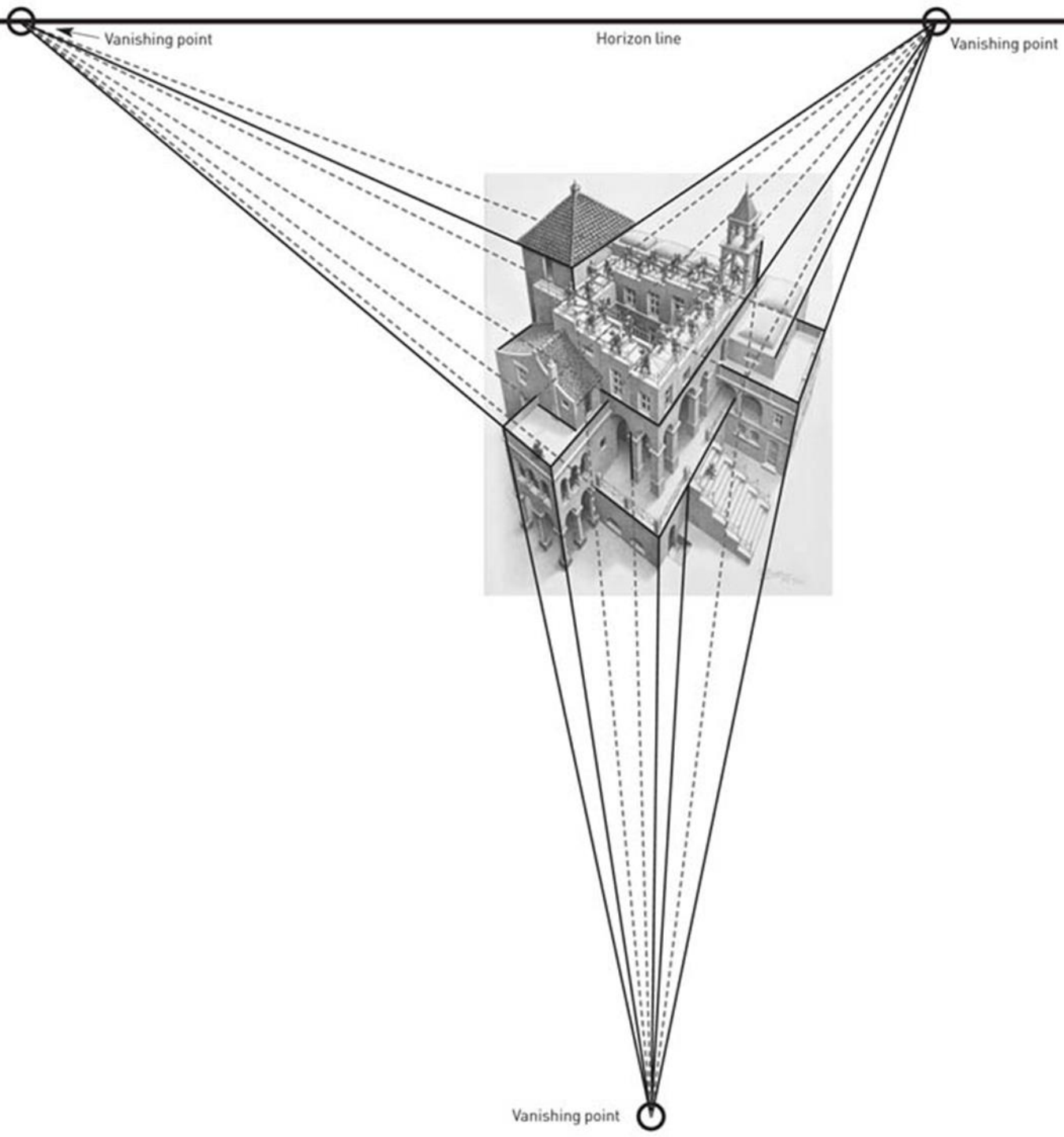
Cone of vision is the area one can see when focusing on a single point in space. The brim of a man's hat is outside of the cone of vision in an area of peripheral vision. He can only see things in this area if he moves his eyes.

# Ascending and Descending

Escher







# Foreshortening



# Draftsman Drawing a Recumbent Woman

Durer



# Lamentation Over the Dead Christ

Mantegna



In *The Treachery of Images*, Magritte tells us that painting is:

- a. a visual trick
- b. a matter of romance
- c. a window to the soul
- d. a political tool
- e. a rectangle



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- a. Dark gray and light gray
- b. White and dark gray
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Artists sometimes use this method of applying value to give a feeling of three-dimensionality

- a. Chiaroscuro
- b. Tinting
- c. Atmospheric perspective
- d. Smoothing
- e. Contrast



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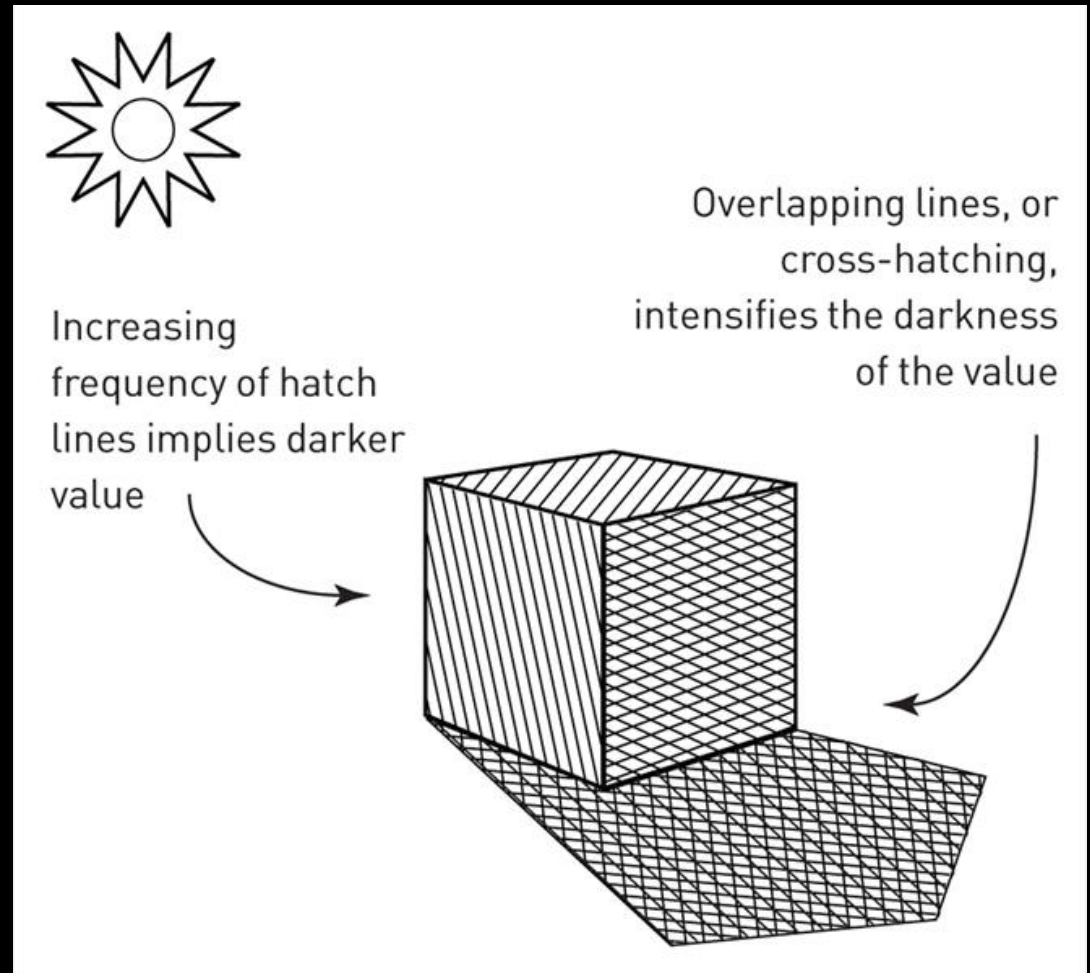


A series of closely arranged parallel lines that are overlapped by another set of parallel strokes to create a sense of value is called:

- a. Chiaroscuro
- b. Cross-hatching
- c. Isometric perspective
- d. pigment
- e. scumbling

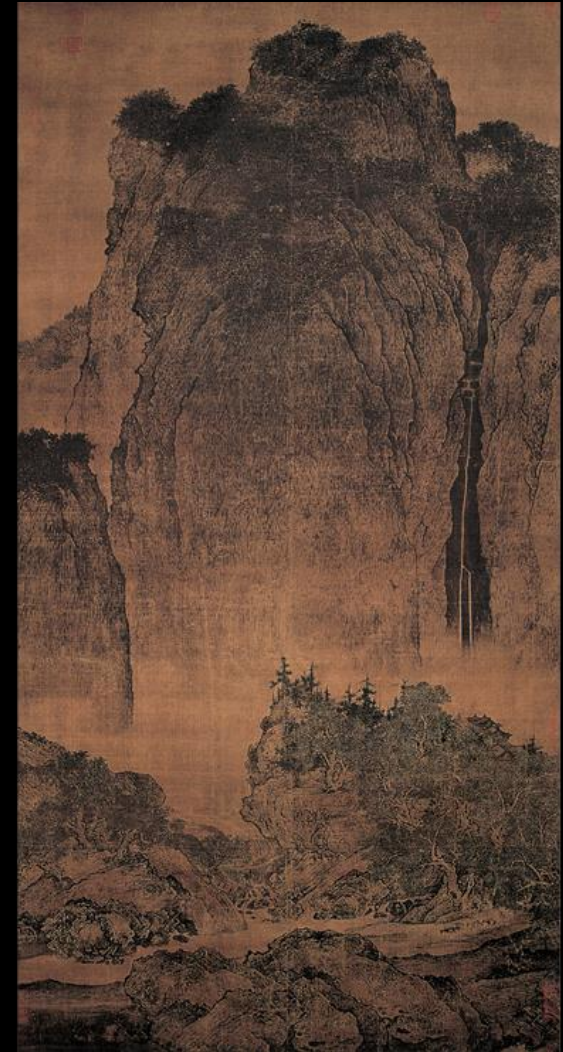
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Artists intersperse value and texture to create a sense of:

- a. relief
- b. disquiet
- c. mystery
- d. rhythm
- e. chaos



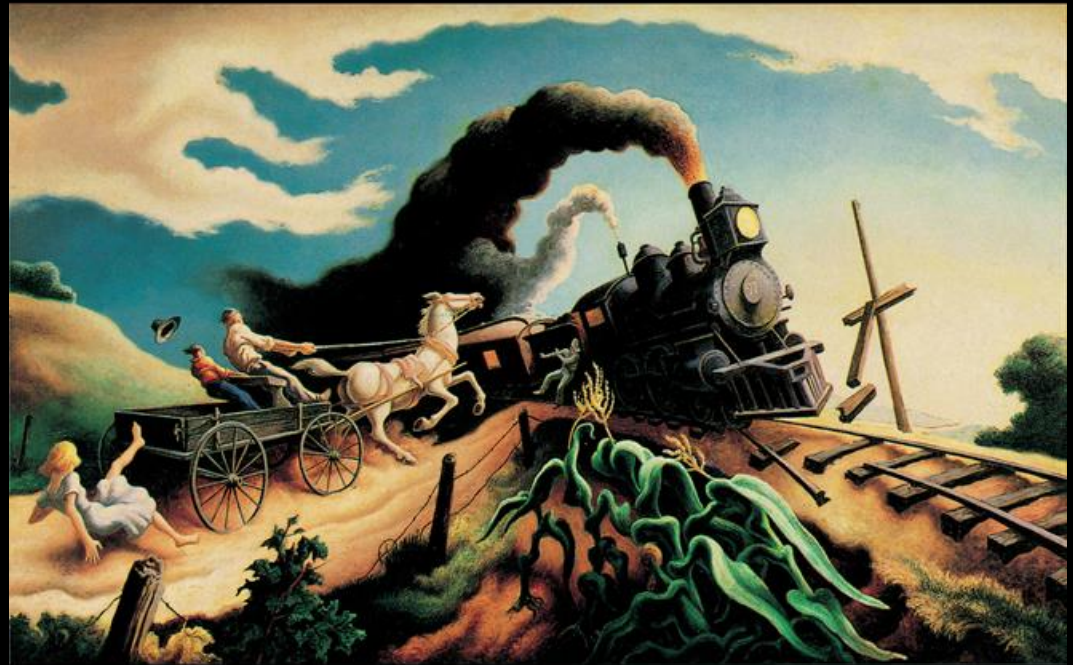
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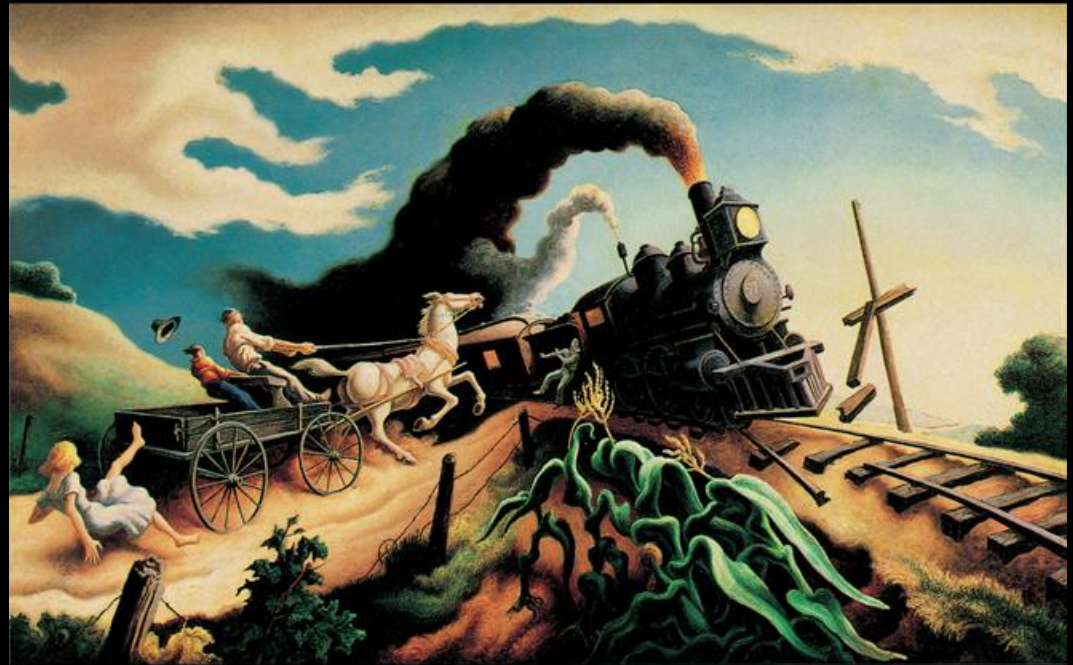
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- d. volume
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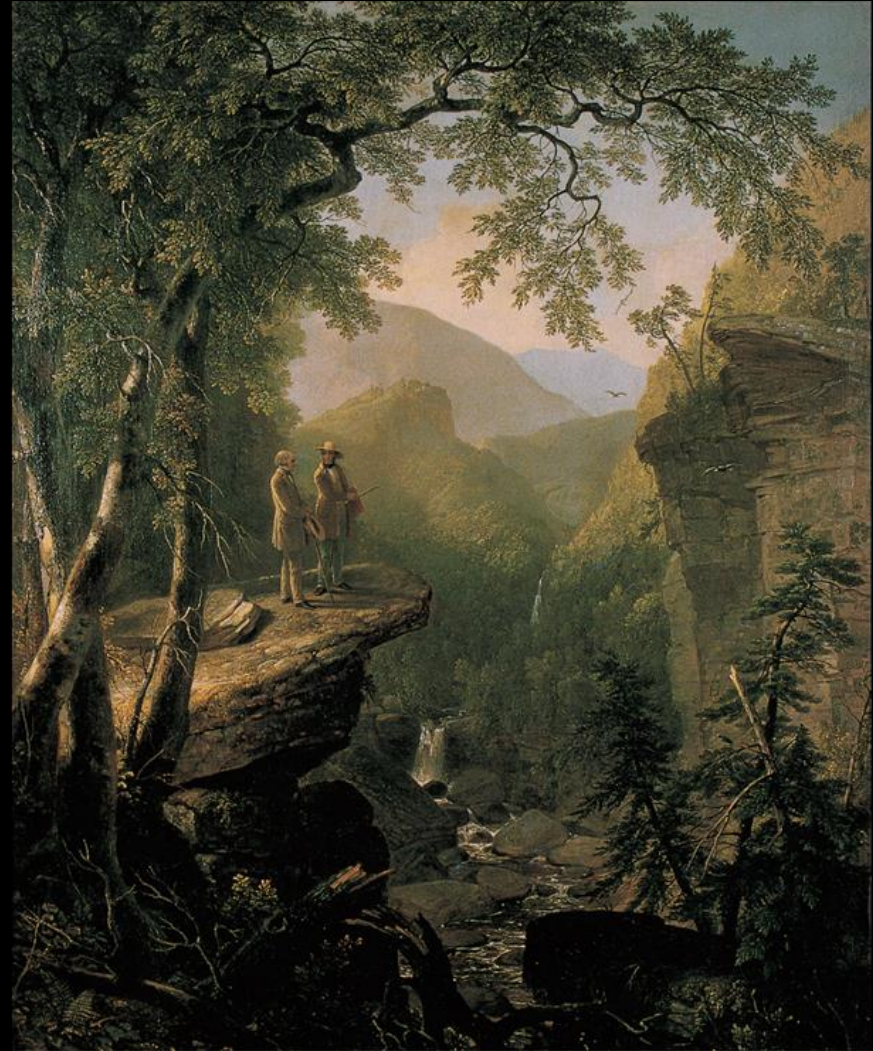
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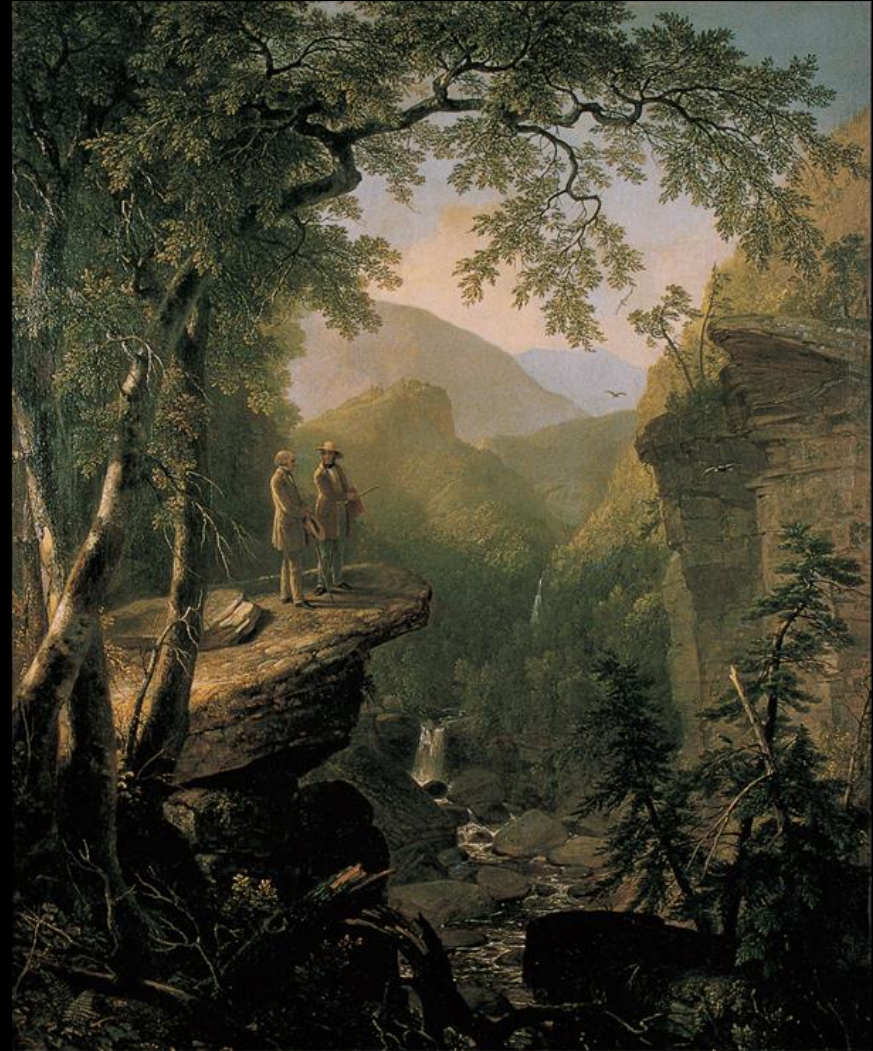
Contemporary filmmakers use this aerial effect to give the illusion of great depth, even when the scene is in a limited space:

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- c. atmospheric perspective
- d. shape
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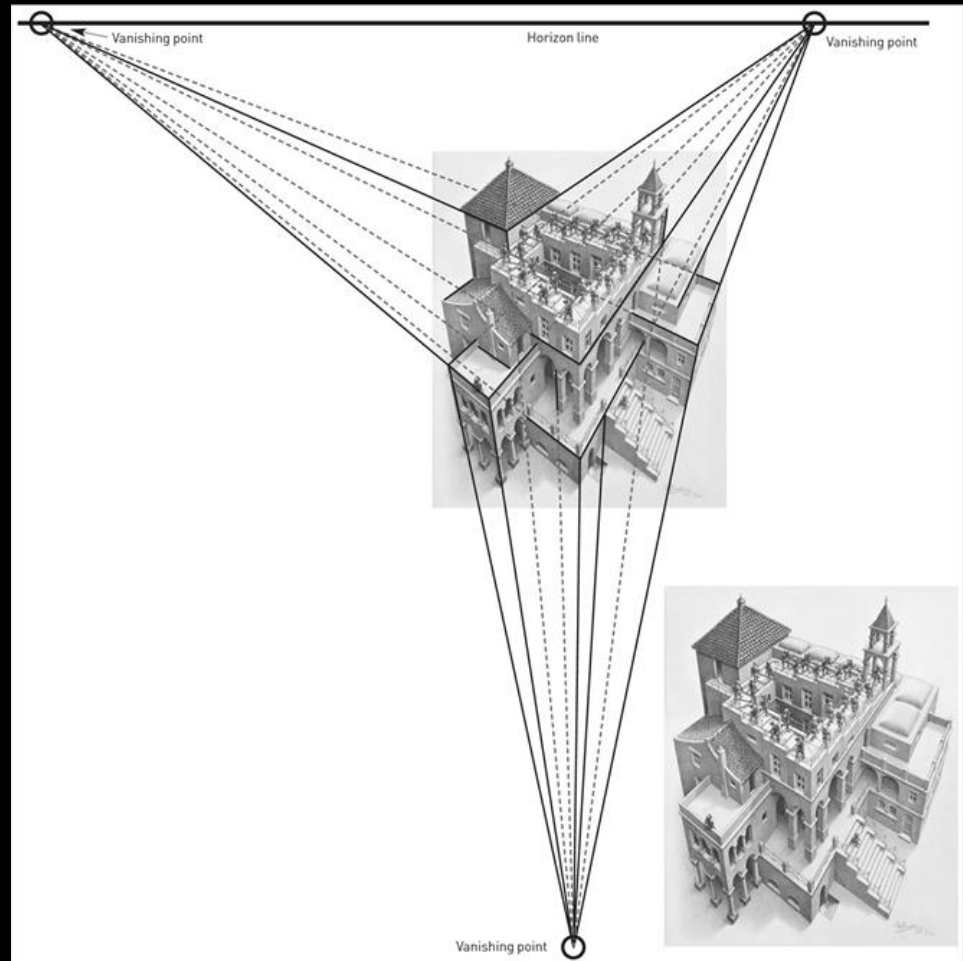
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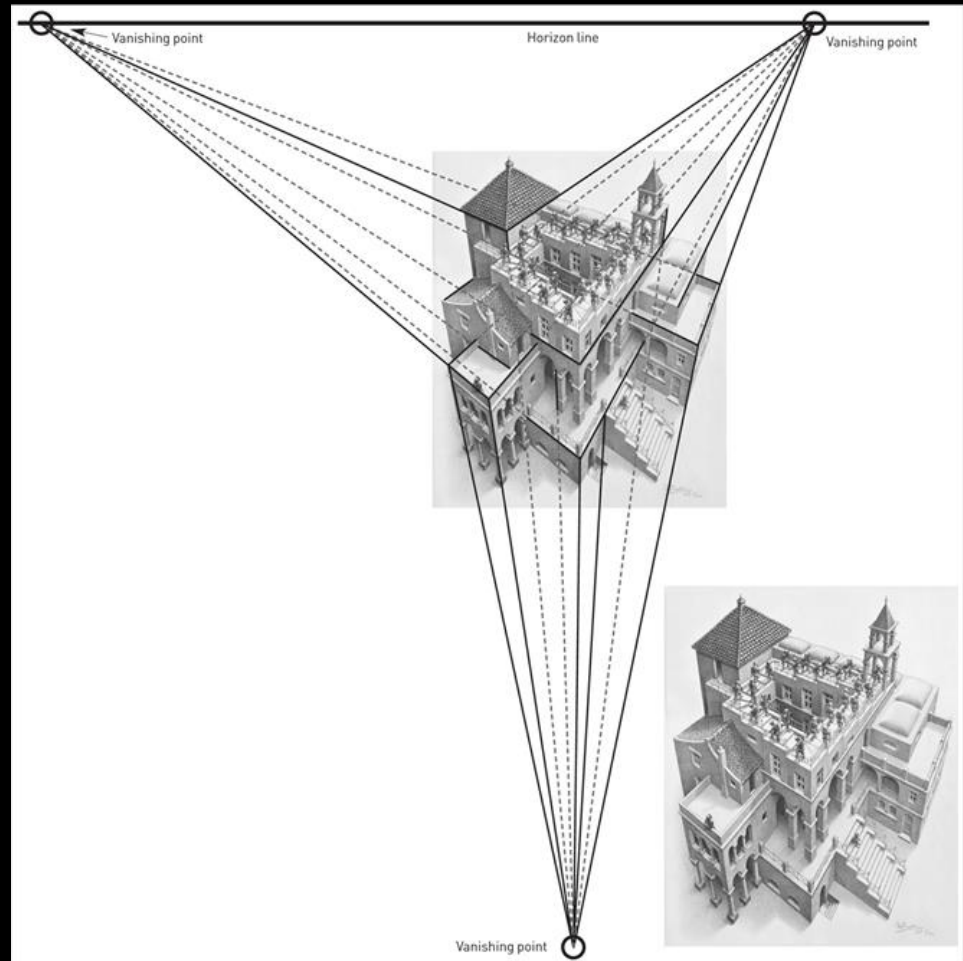
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- a. woodcutting
- b. variable angle
- c. coordinating
- d. foreshortening
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Template

Forget you ever saw this.

