

PROJECTING IN PARALLEL

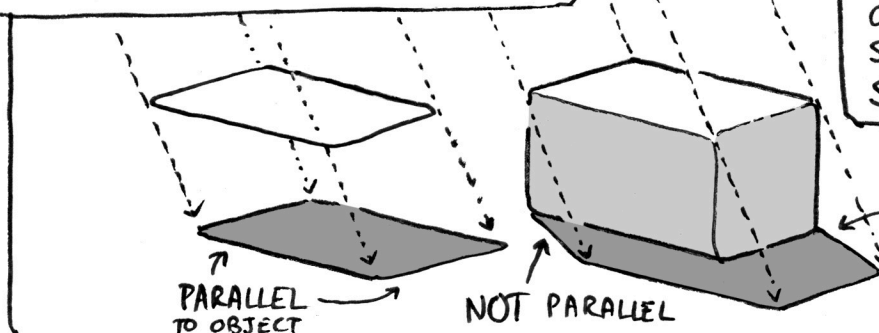
A PERSPECTIVE TUTORIAL
BY MARK SIMMONS



IN CERTAIN SITUATIONS, THE EDGE OF A SHADOW WILL BE PARALLEL TO THE OBJECT CASTING IT. THIS IS A HANDY PRINCIPLE, BUT WHEN CAN WE USE IT?



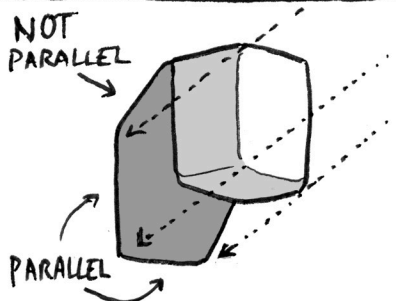
SUNLIGHT TRAVELS IN (ROUGHLY) PARALLEL LINES, PROJECTING A HORIZONTAL SHAPE EXACTLY ONTO A HORIZONTAL SURFACE.



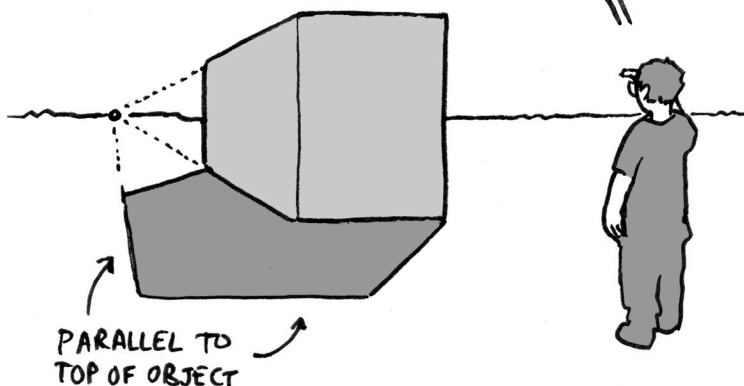
THIS WORKS JUST THE SAME FOR THE TOP OF A BLOCK. ONLY THE VERTICAL SIDES WILL APPEAR SKEWED.

NOT PARALLEL TO OBJECT

IF WE'RE CASTING A SHADOW ONTO A WALL, THEN THE VERTICAL SURFACE WILL BE PROJECTED INSTEAD.



OF COURSE, THESE PARALLEL LINES NEED TO BE DRAWN IN PERSPECTIVE.



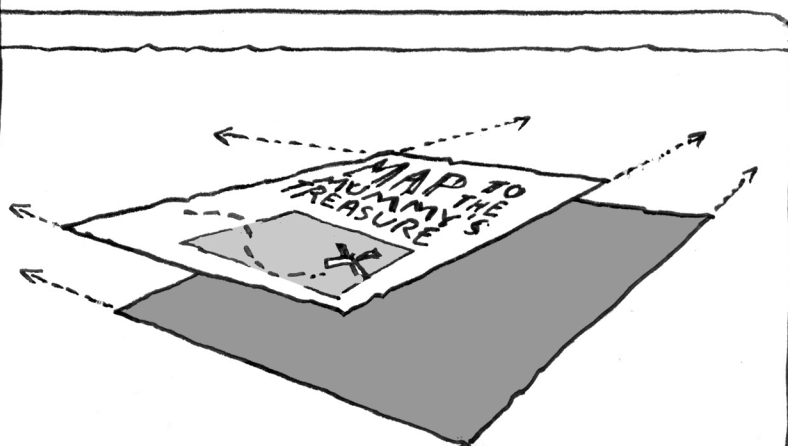
WITH AN ARTIFICIAL LIGHT SOURCE, THE PRINCIPLE IS THE SAME, BUT THE PROJECTION WILL BE ENLARGED.

SPOOKY!

YIP
YIP



IN TWO-POINT PERSPECTIVE, ANY PARALLEL LINES THAT RUN HORIZONTALLY WILL GO TO THE SAME VANISHING POINTS.



HERE'S A MORE ELABORATE EXAMPLE FOR YOU.

REMEMBER TO LOCATE A NEW BASE POINT TO PLOT SHADOW ON STEP.

FOR COMPLEX SHAPES, PLOT A BUNCH OF POINTS AND JOIN THE DOTS.

FOLLOWING DIRECTION LINE

CLOSER TO LIGHT SOURCE, BIGGER SHADOW

PARALLEL TO TOP

