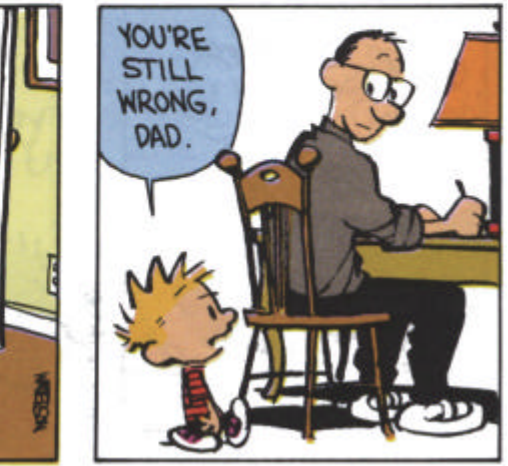
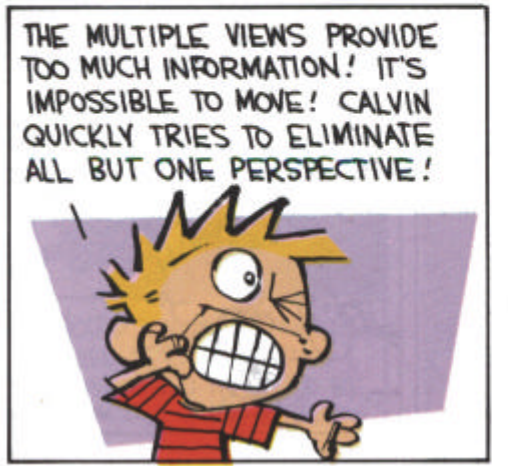
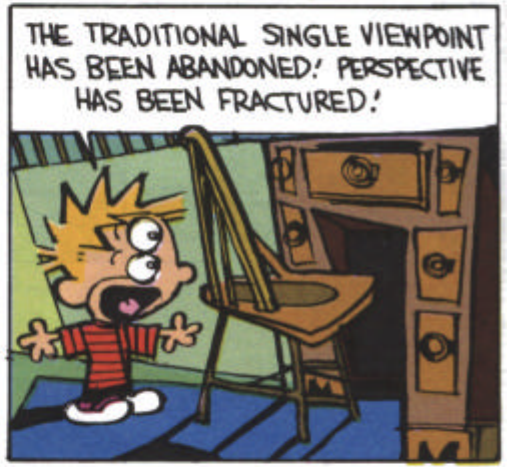
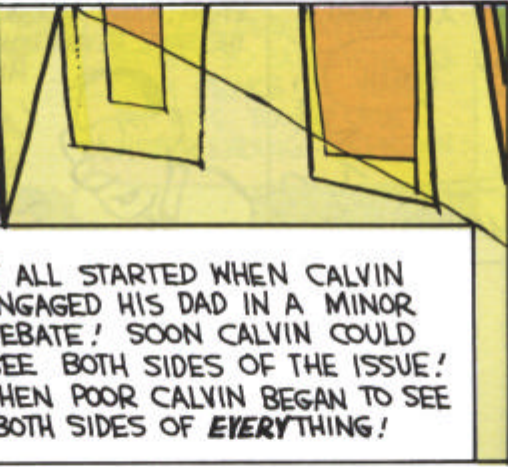
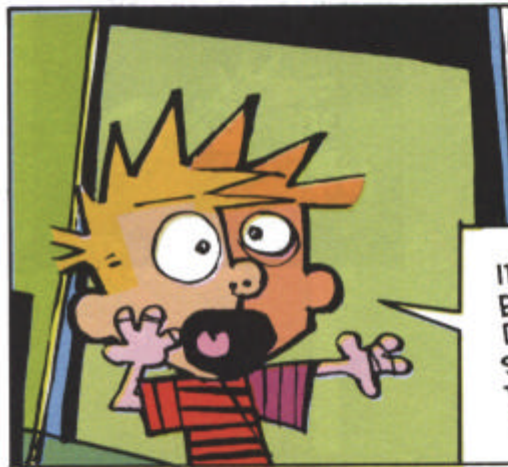
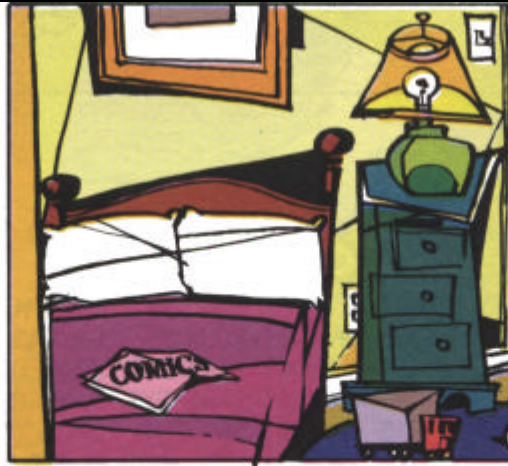
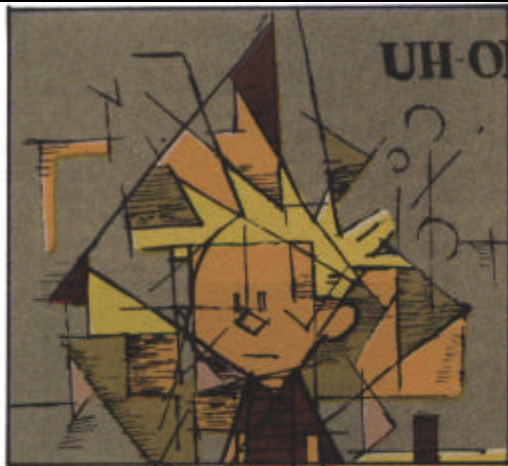
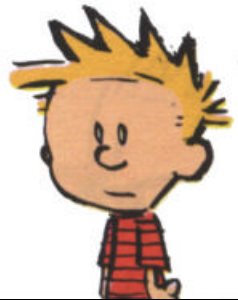


The Art and Science of Depiction

Drawing systems

Fredo Durand
MIT- Lab for Computer Science



Assignments for Monday 30.

- *Solso Cognition and the Visual Arts*
 - Chapter 8 & 9
- Final project
 - Firm subject

Plan

- Drawing and projection
 - Linear perspective & the Renaissance
 - Drawing systems
 - Catalogue of “all” drawing systems
 - Advantage/disadvantages
 - Distortion and constraints
- Denotation
- Tone & color

Issues

- Place of the spectator
- Intrinsic/extrinsic (essential/accidental)
- Unified space
- Shape representation
- Error/distortion/choice

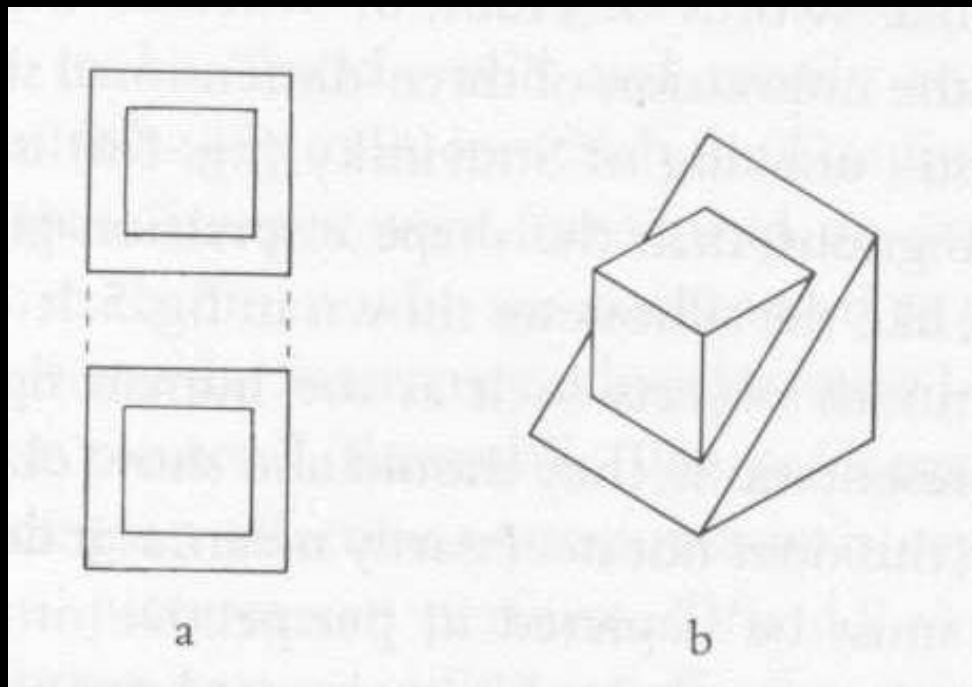
- Child development
- No cultural judgment!

Context

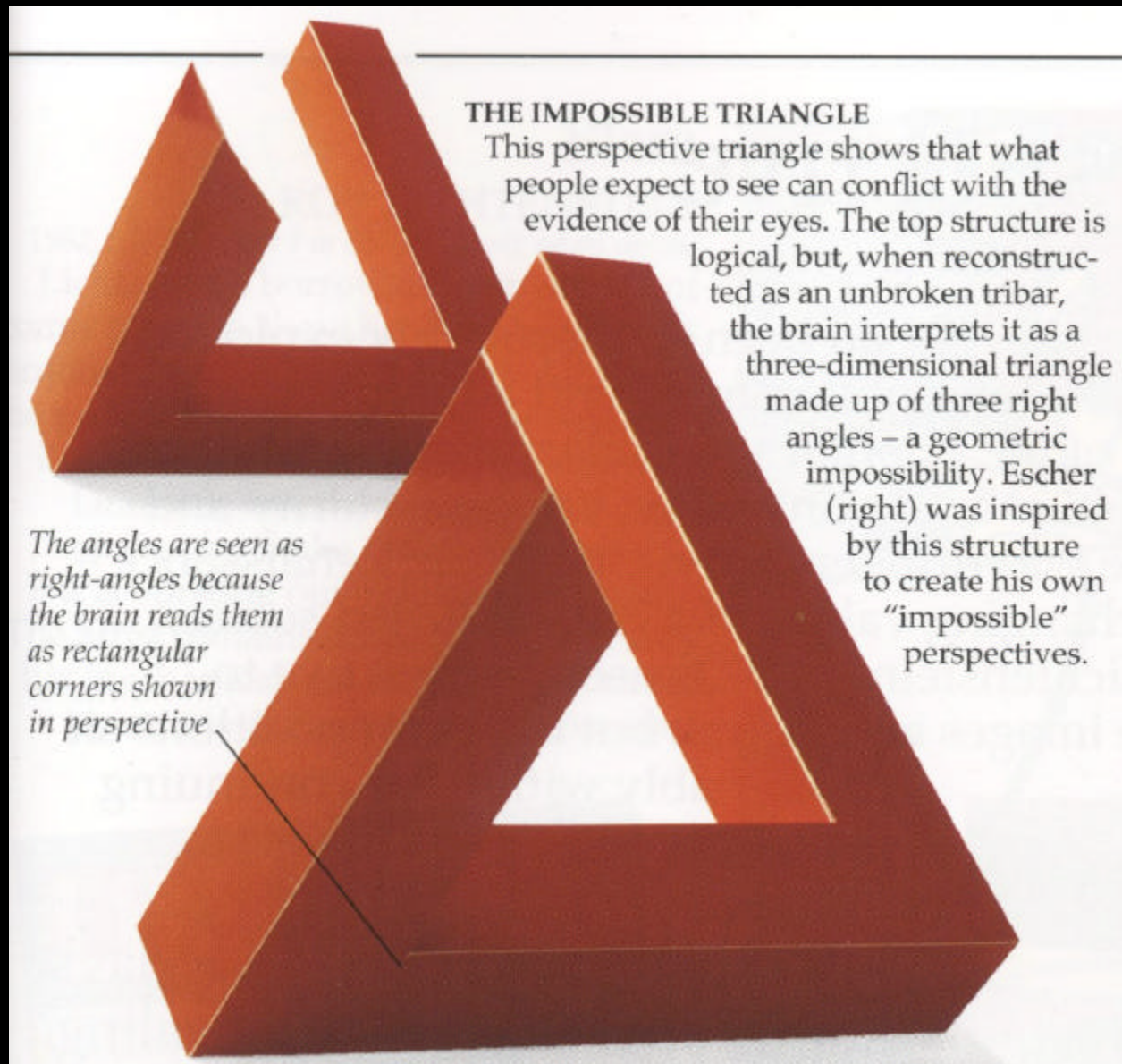
- Importance of the notion of front/top/side
- Presence of lines and planes or not
- Orthogonals
 - Lines orthogonal to the picture plane
 - I.e. lines that converge in the center of the image in central perspective
- Picture plane/curved picture

Efficient shape representation

- True shape
- 3D layout
- Canonical view
- General/accidental view



Generic vs. accidental viewpoint



Generic vs. accidental viewpoint

- Accidental alignment of trash and sea



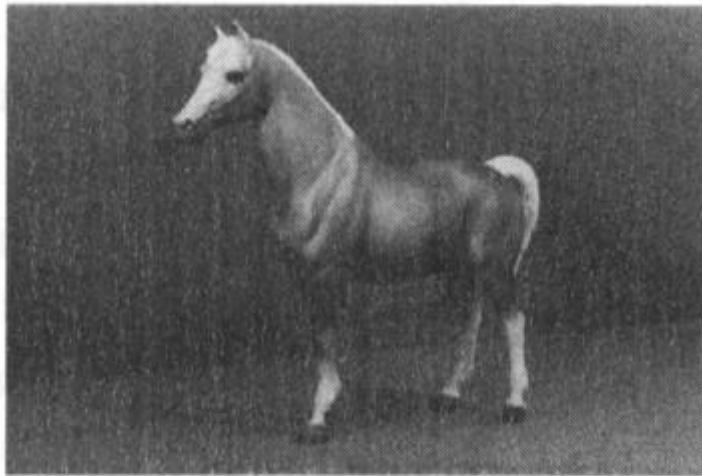
Photo
Peter Turner

Generic vs. accidental viewpoint



Canonical view

- Rate views



BEST (1.60)



BEST (1.60)



SIDE (1.84)



FRONT-SIDE (2.12)



FRONT-SIDE-TOP (2.80)



SIDE-TOP (3.48)



FRONT (3.72)



BACK-SIDE (4.12)



BACK-SIDE-TOP (4.29)



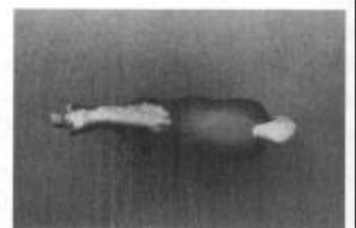
FRONT-TOP (4.80)



BACK-TOP (5.56)



BACK (5.68)



TOP (6.36)

Canonical view

- Rate views
- Features must be salient
- General view
- Front view
- $\frac{3}{4}$ up view



HORSE



PIANO



TEAPOT



CAR



CHAIR



CAMERA



CLOCK



TELEPHONE



HOUSE



PENCIL SHARPENER



SHOE



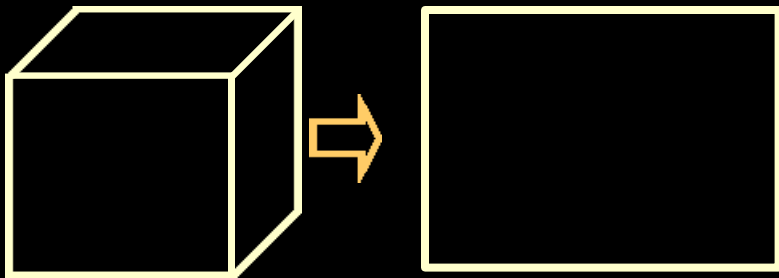
IRON

Invariants

- Invariants
 - Alignments
 - Angles
 - Shape
 - Symmetry
- Property mapping
- Each system here assumes a unified space. Can be mixed up though

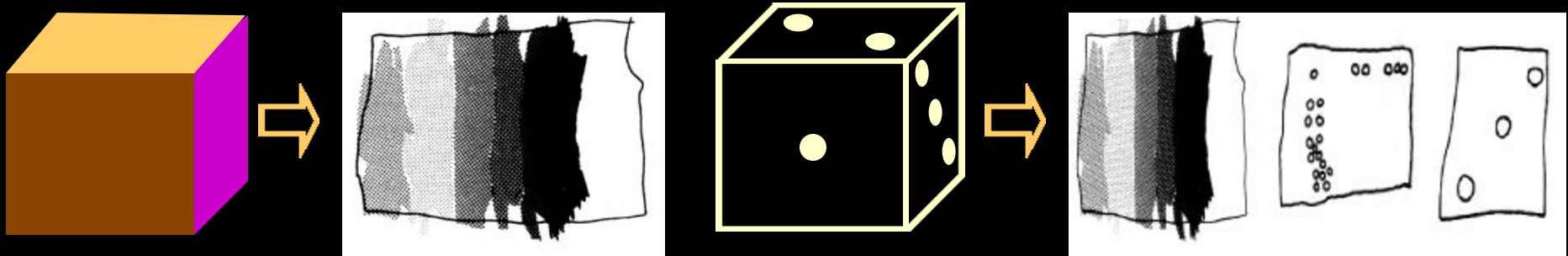
3D and 2D attributes

- Show a dice to children (~6-7)
- They usually draw a rectangle
- The rectangle can stand for one face



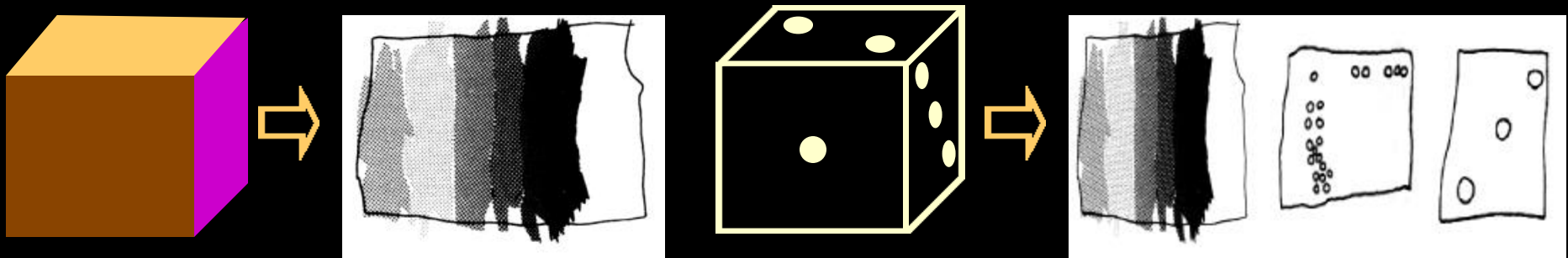
3D and 2D attributes

- Show colored or numbered dice to children (6-7)
- The still draw a rectangle
- But different colors or many points



3D and 2D attributes

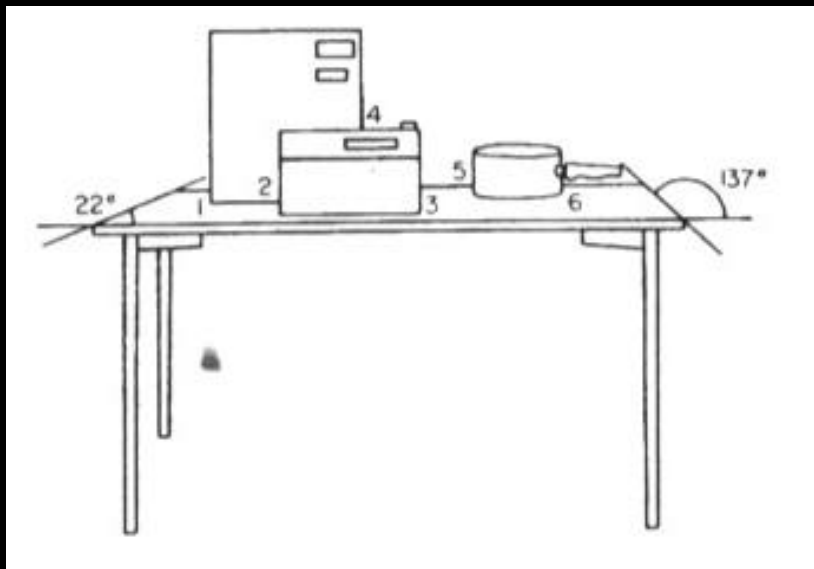
- Show colored or numbered dice to children (6-7)
- The still draw a rectangle
- But different colors or many points
- The rectangle stands for the whole dice
- The notion of 3D object with corners is translated as a 2D object with corners



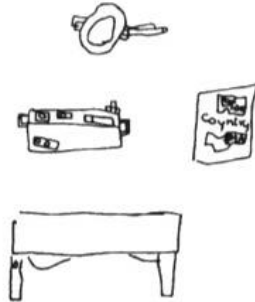




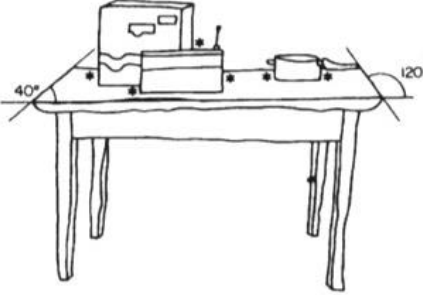
Evolution of children's drawings

- Asked to draw a table

Child's view

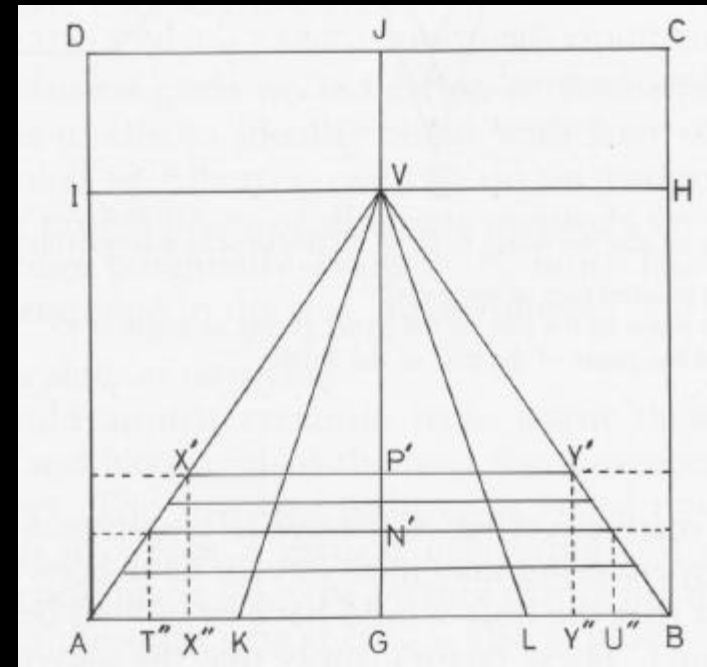
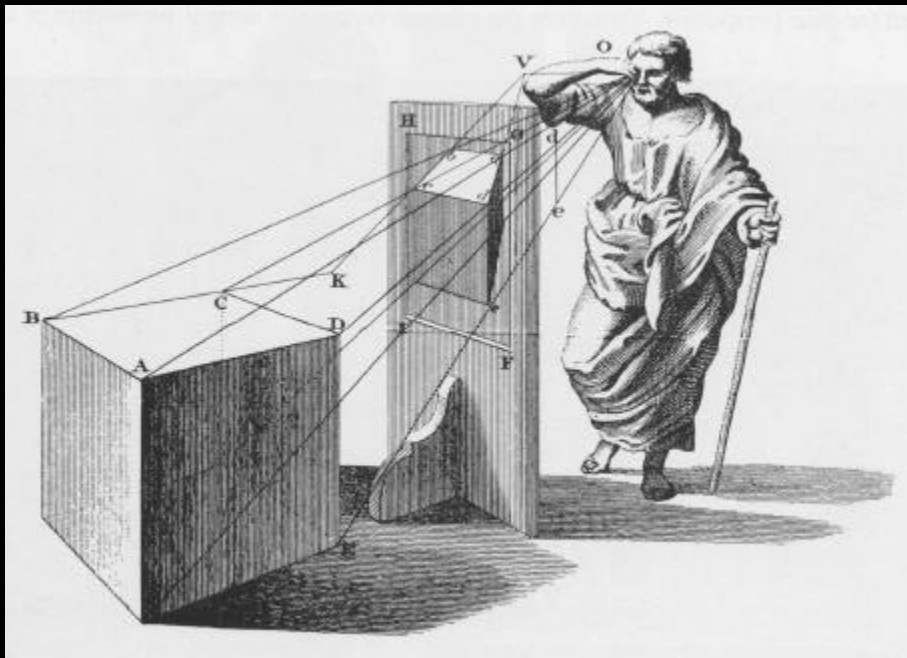


Drawing systems

		Class of drawing & average age
		
7.4		9.7
		
11.9		13.6
		
14.3		13.7

Primary/secondary geometry

- Primary geometry
 - Description in 3D object-space
- Secondary geometry
 - Description in 2D image-space



Primary/secondary geometry

- Primary geometry
 - Description in 3D object-space
- Secondary geometry
 - Description in 2D image-space
 - Permits the description of more drawing systems
 - Often better corresponds to the drawing approach

British standard classification

- Primary geometry

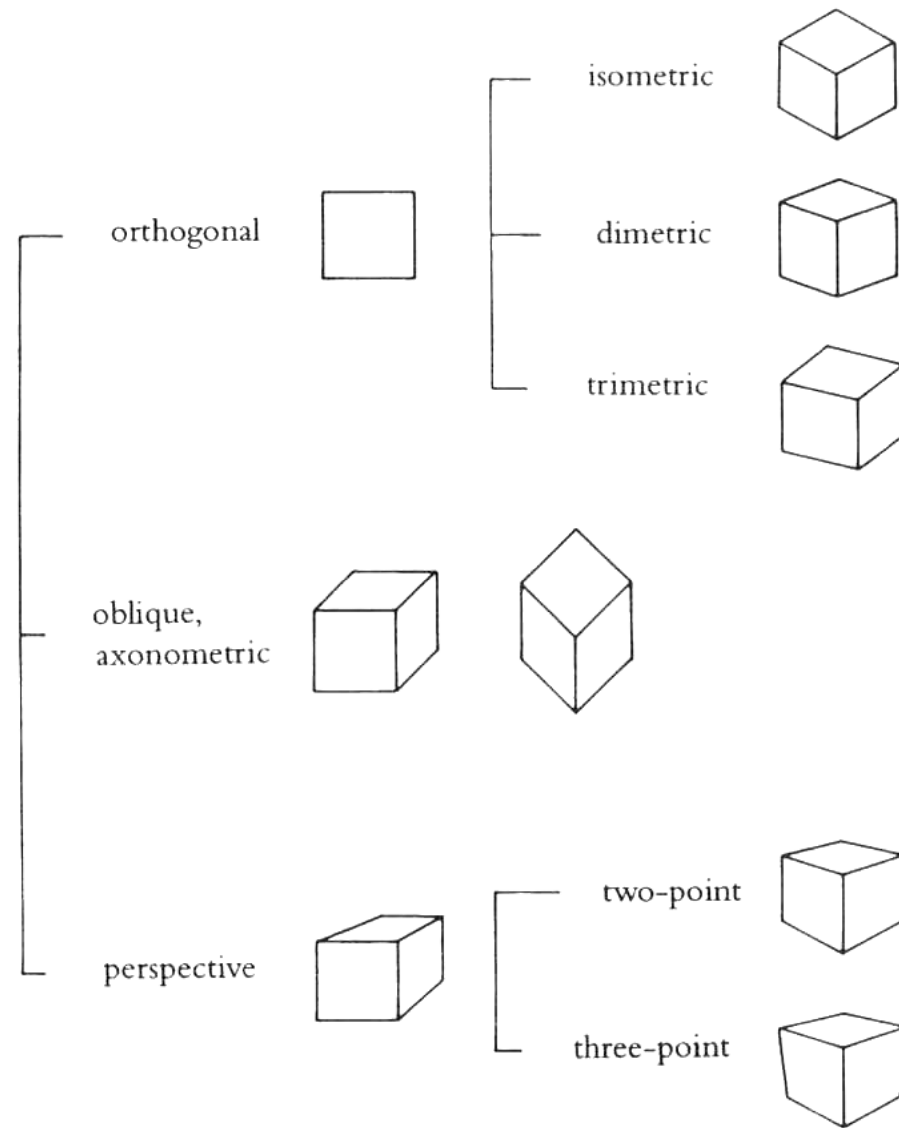


FIG. 2.1. Classification scheme for projection systems, based on primary geometry. Adapted from British Standard 1192 (1969).

Willats's classification

- Secondary geometry

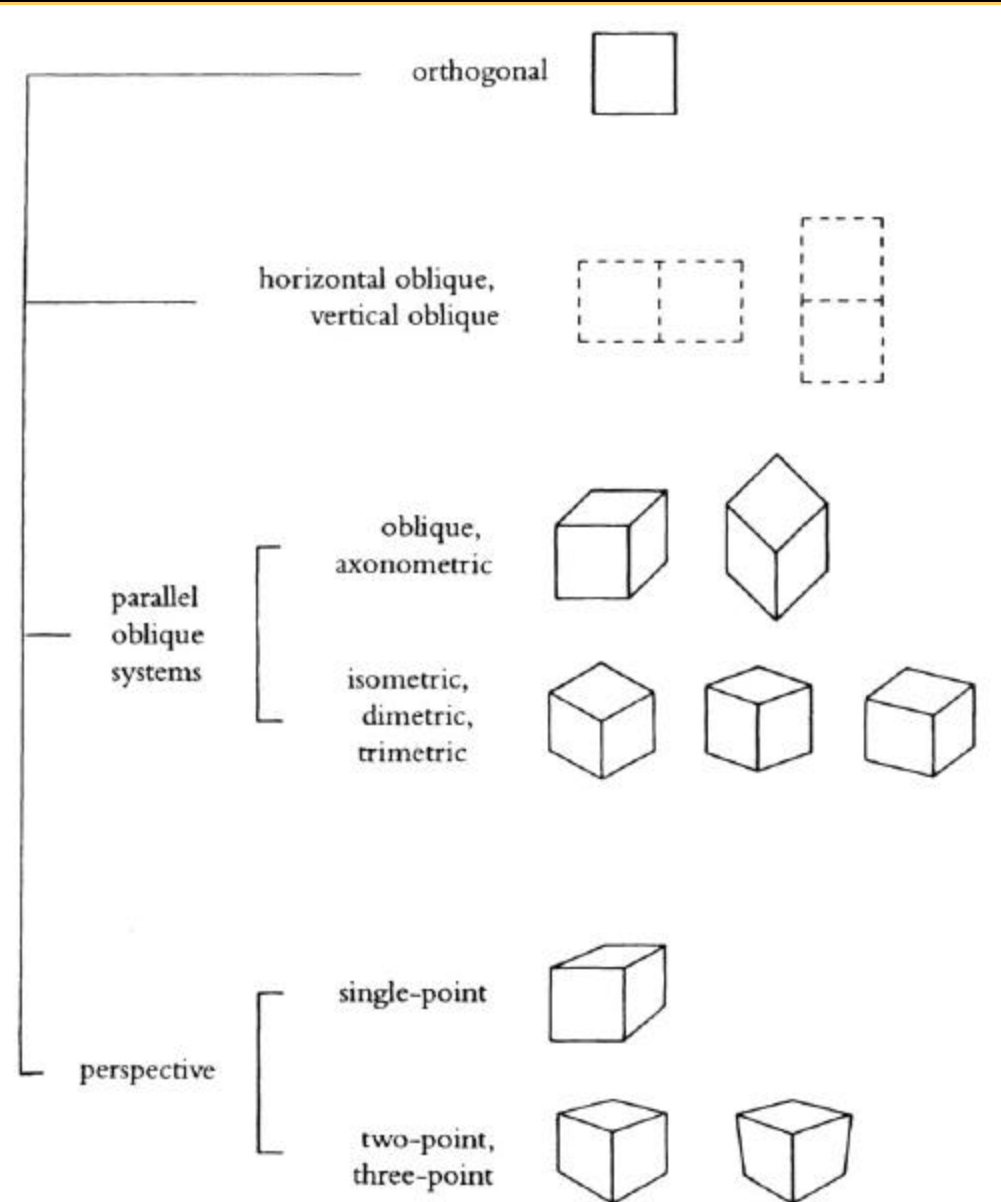


FIG. 2.2. Classification scheme for projection systems, based on secondary geometry.

Classification of drawing systems

- Linear
 - Parallel
 - Linear perspective
 - Divergent perspective
- Non Linear
 - Quasi linear
 - Curved projections
 - Topological
 - Split views, fold-out
 - Multiple viewpoints

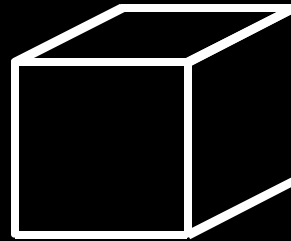
Classification of drawing systems

- Linear
 - Parallel
 - Orthogonal
 - Fold-out oblique
 - Horizontal oblique
 - Vertical oblique
 - Orthographic
 - Isometric
 - Others
 - Non orthogonal
 - Oblique
 - Axonometric
 - Linear perspective
 - One point
 - Two points
 - Three points
 - Divergent perspective
- Non Linear
 - Quasi linear
 - Naïve perspective
 - Expressionist perspective
 - Importance-driven
 - Cell panorama
 - Curved projections
 - Panorama
 - Fish-eye
 - Topological
 - Split views, fold-out
 - Multiple viewpoints

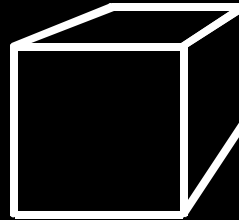
Linear projections

- Straight lines and alignments are preserved
- Can be expressed in primary geometry
 - Ray-image intersections
 - A matrix

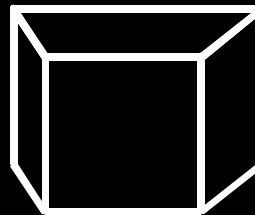
- Parallel



- Linear perspective



- Divergent perspective



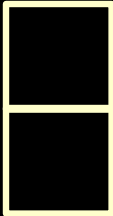



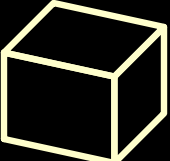


Parallel projections

- No foreshortening
- Can represent true shape
- Some are poor shape representations

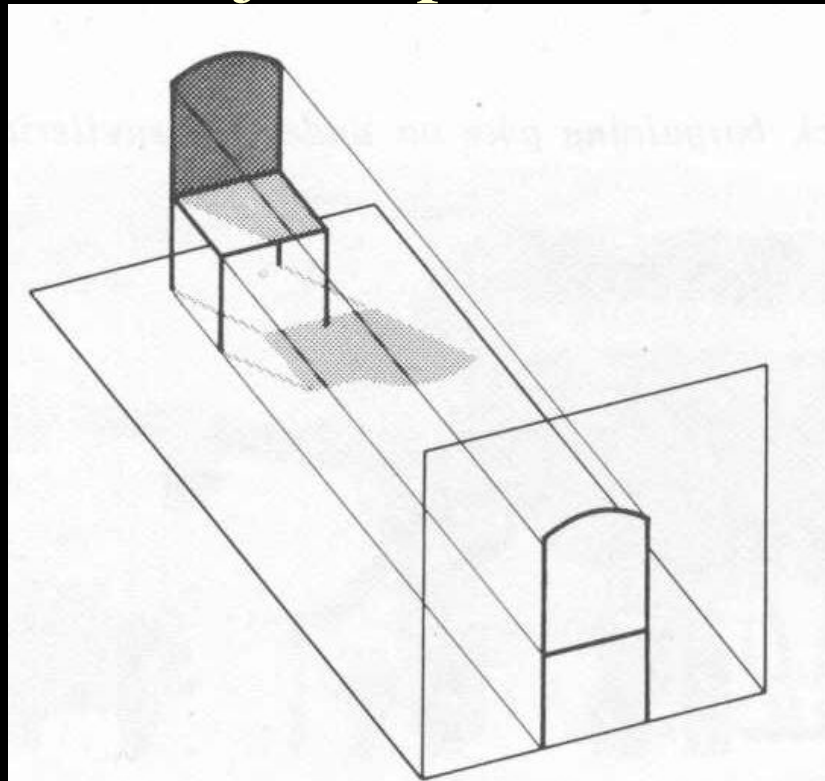
- Projection direction
 - Orthogonal to image plane or not
 - Along one principal direction or not
- “Stretching” or not

Parallel projections

- Orthogonal 
- Fold-out oblique
 - Horizontal oblique 
 - Vertical oblique 
- Non orthogonal
 - Oblique 
 - Axonometric 
- Orthographic
 - Isometric 
 - Others 

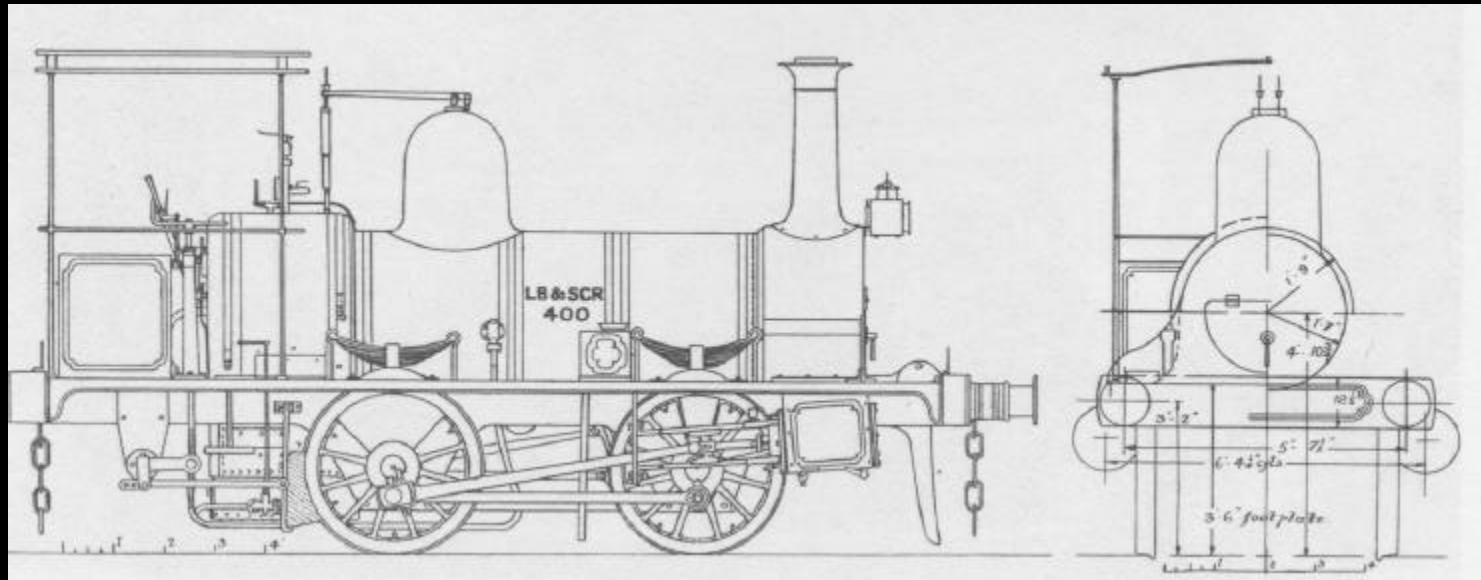
Orthogonal

- Direction
 - Perpendicular to image plane
 - Along one principal direction
- True shape for objects parallel to image plane



Orthogonal

- Direction
 - Perpendicular to image plane
 - Along one principal direction
- True shape for objects parallel to image plane
- Typically engineering



Orthogonal

- Amphora, 6th century BC



Orthogonal

- Bayeux Tapestry 1080



Orthogonal

- Telephoto

As the hijack bargaining goes on under the sweltering sun...



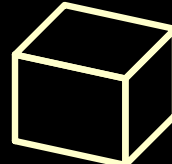
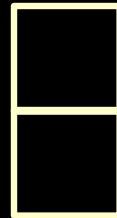
Orthogonal

- Child drawing


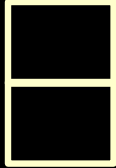


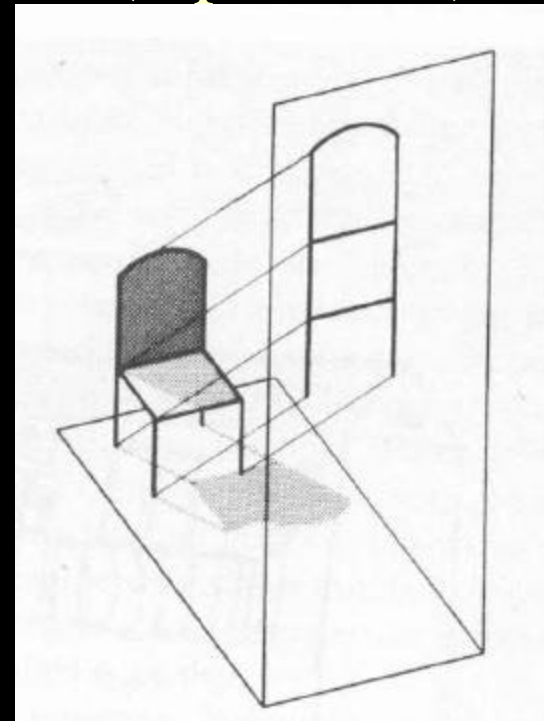
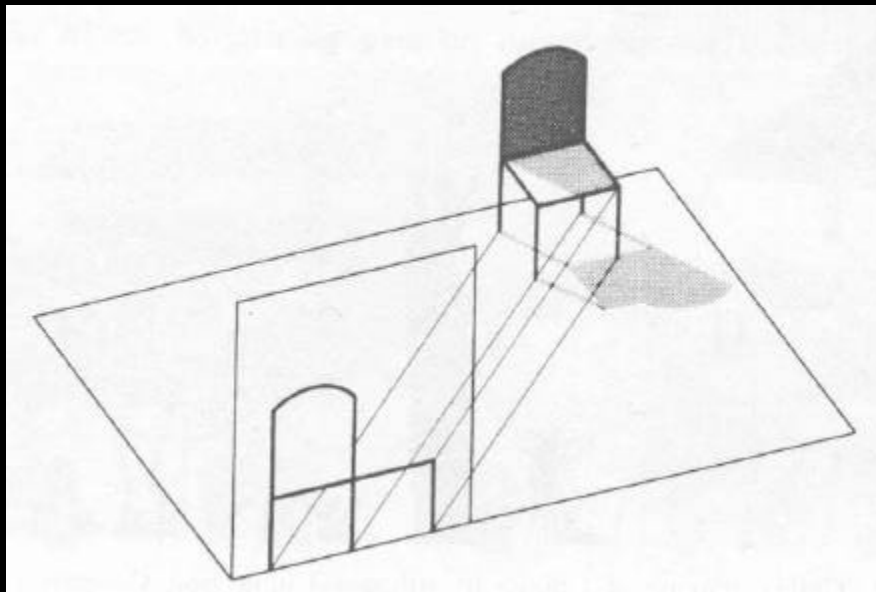
Parallel projections

- Orthogonal
- Fold-out oblique
 - Horizontal oblique
 - Vertical oblique
- Non orthogonal
 - Oblique
 - Axonometric
- Orthographic
 - Isometric
 - Others


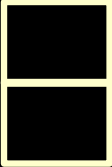
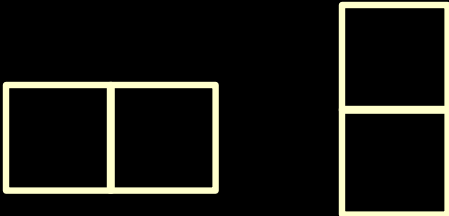


Fold-out oblique

- Horizontal oblique 
- Vertical oblique 
- Direction
 - 45°, parallel to one principal face (top or side)



Fold-out oblique

- Horizontal oblique 
- Vertical oblique 
- Direction
 - 45°, parallel to one principal face (top or side)
- Can be stretched for fold-out
 - True shape for 2 directions 
- Mainly interesting for secondary geometry

Horizontal oblique

- Folk art

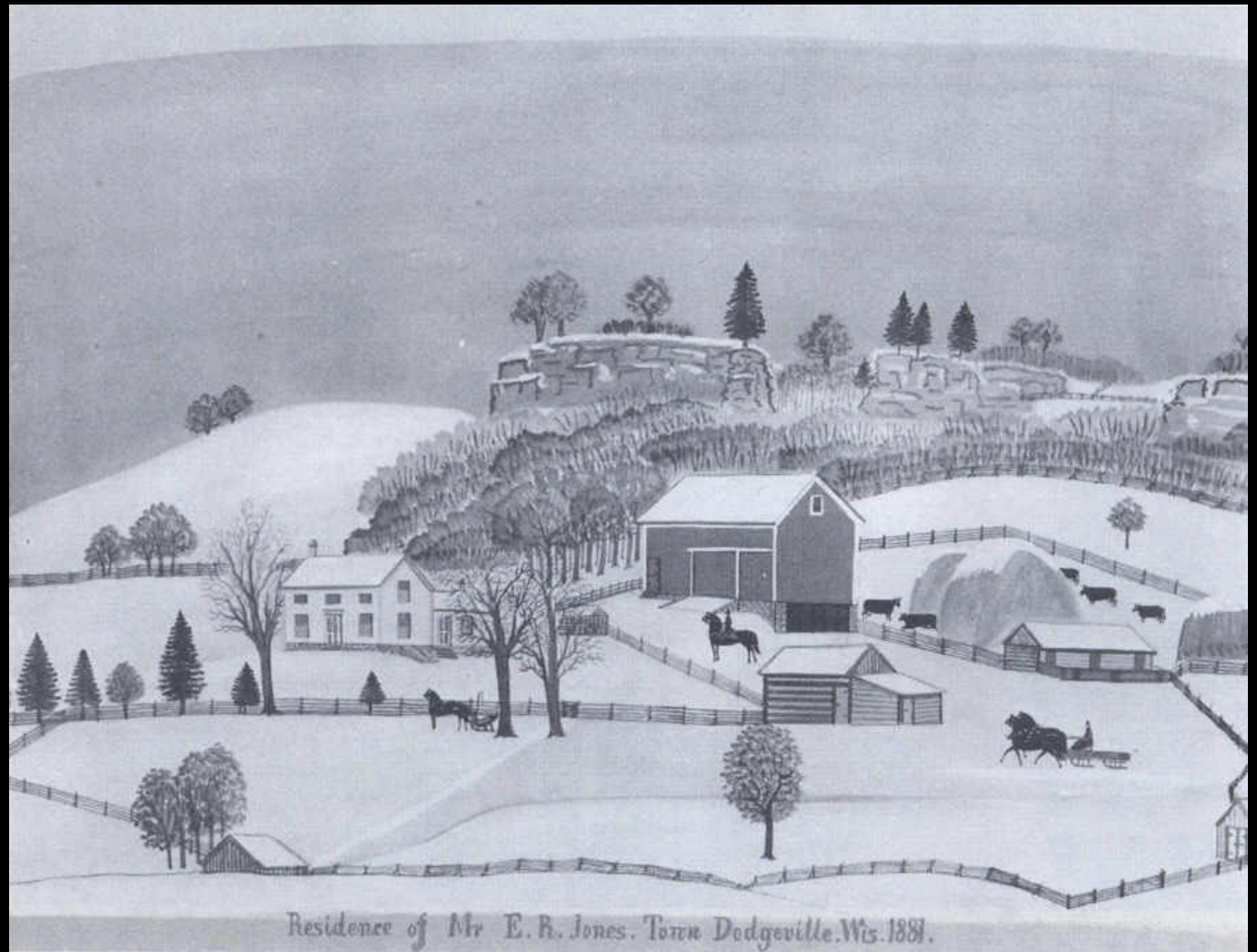


FIG. 2.8. Paul A. Seifert, *Residence of Mr. E. R. Jones*, 1881. Watercolor, 54.6 × 69.9 cm. New York State Historical Association, Cooperstown, New York.

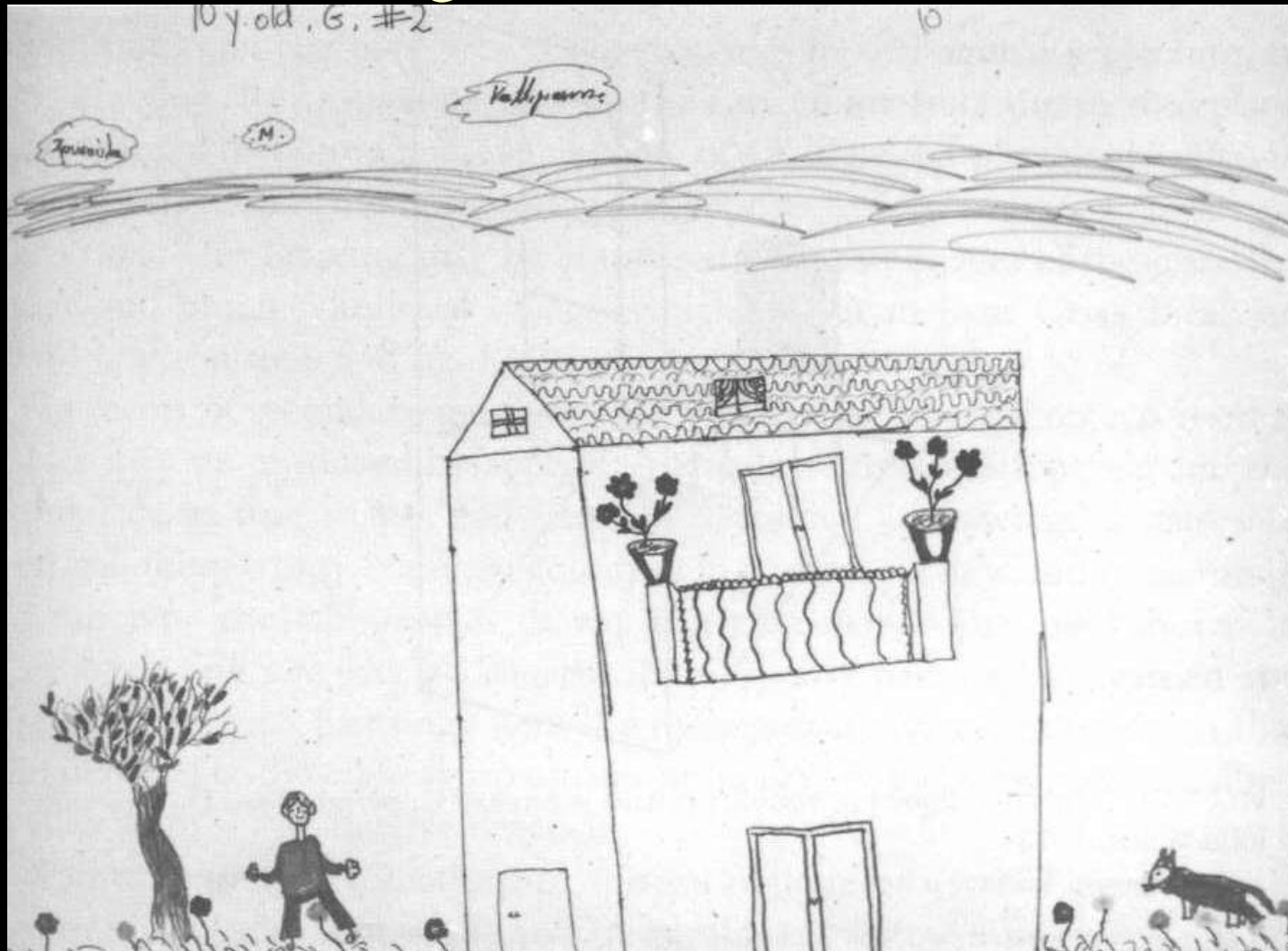
Horizontal oblique

- Icons



Horizontal oblique

- Child drawing

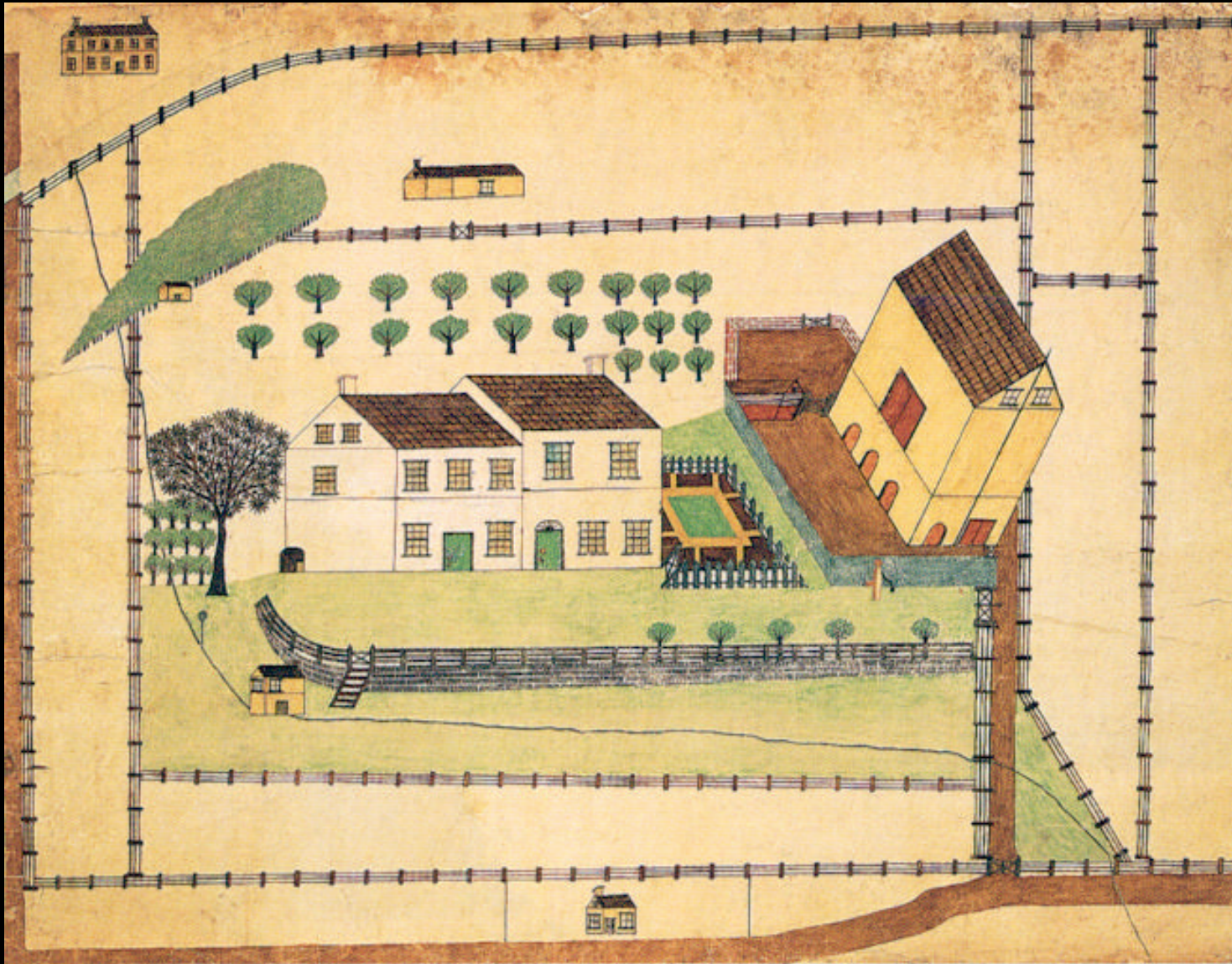


Horizontal oblique

- Cézanne Still life with a commode, 1887



Pushing the envelope



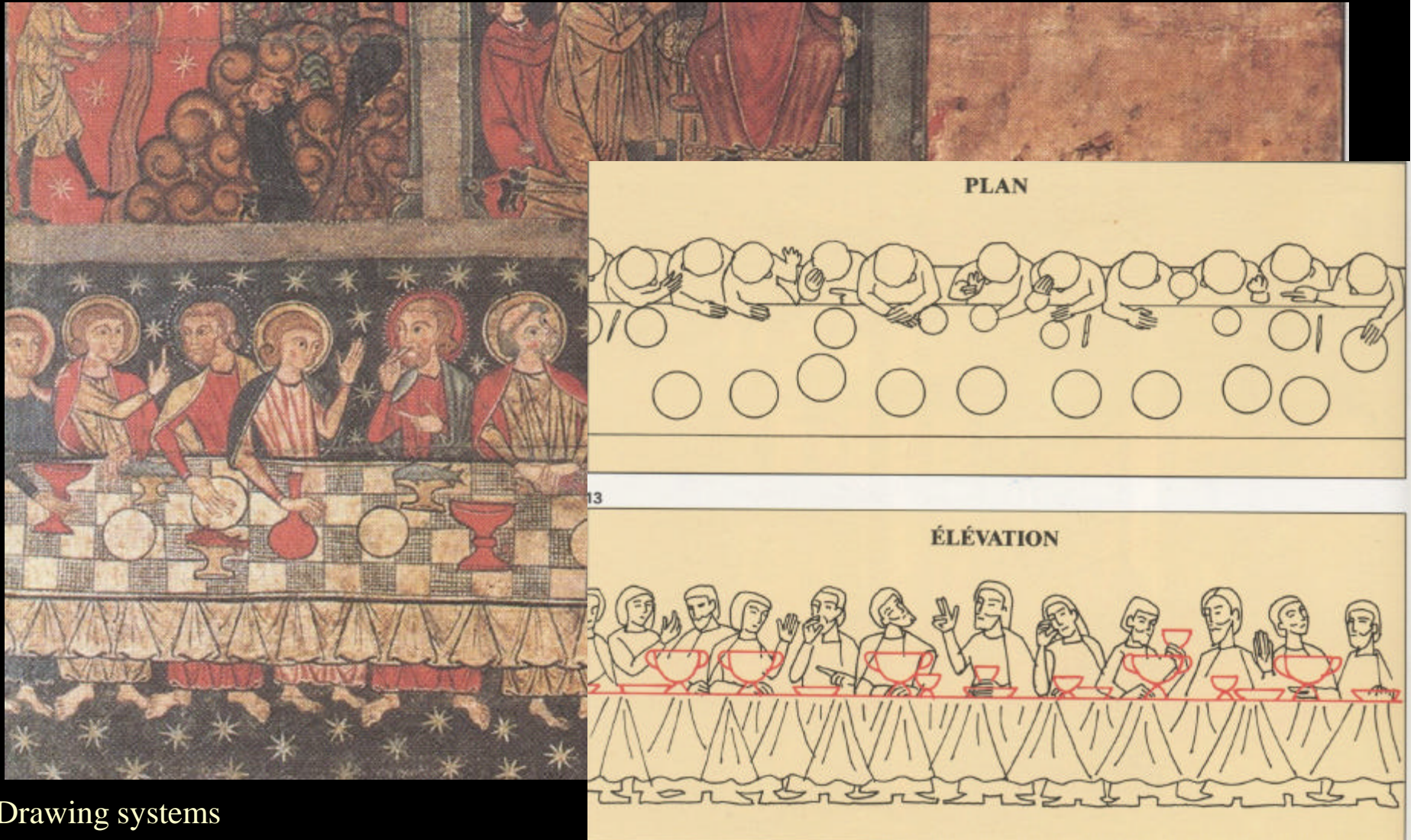
Vertical oblique

- Soriguerola, 13th



Vertical oblique

- Soriguerola, 13th



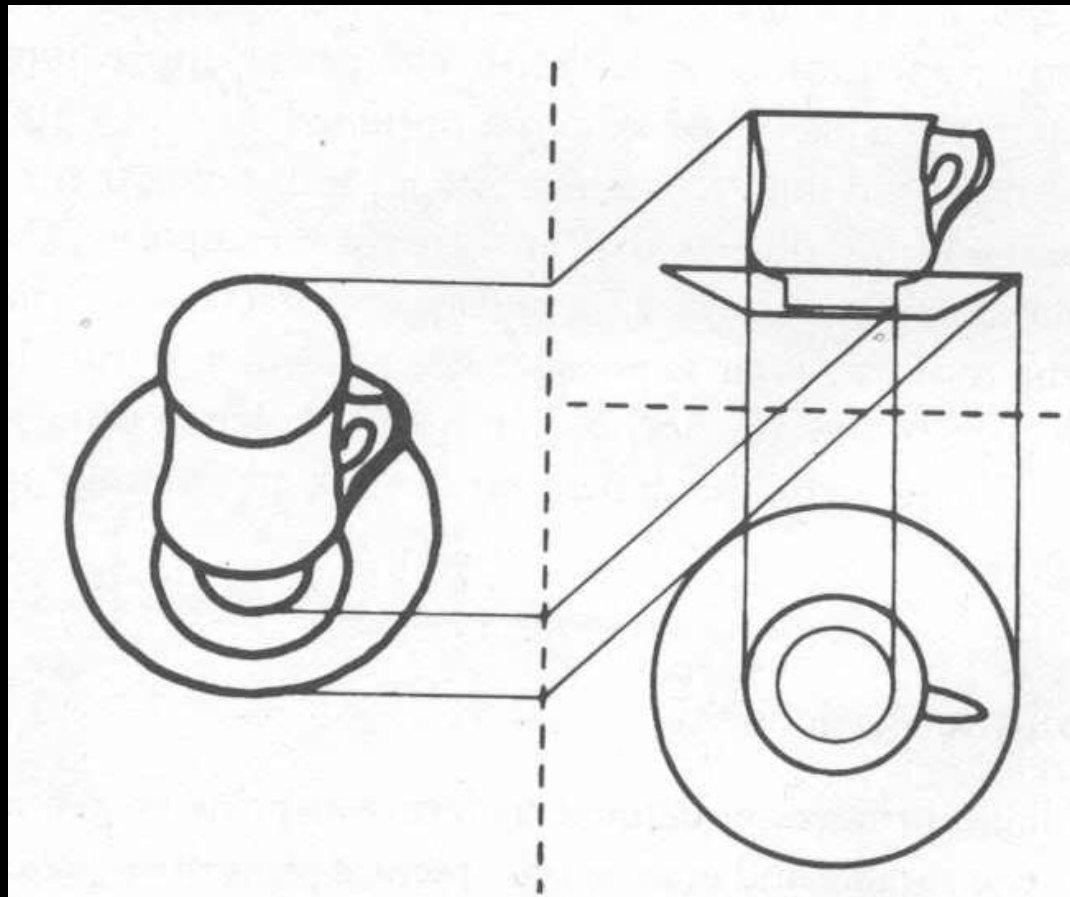
Drawing systems

Vertical oblique

- Juan Gris,
Breakfast,
1914



Vertical oblique



Vertical oblique

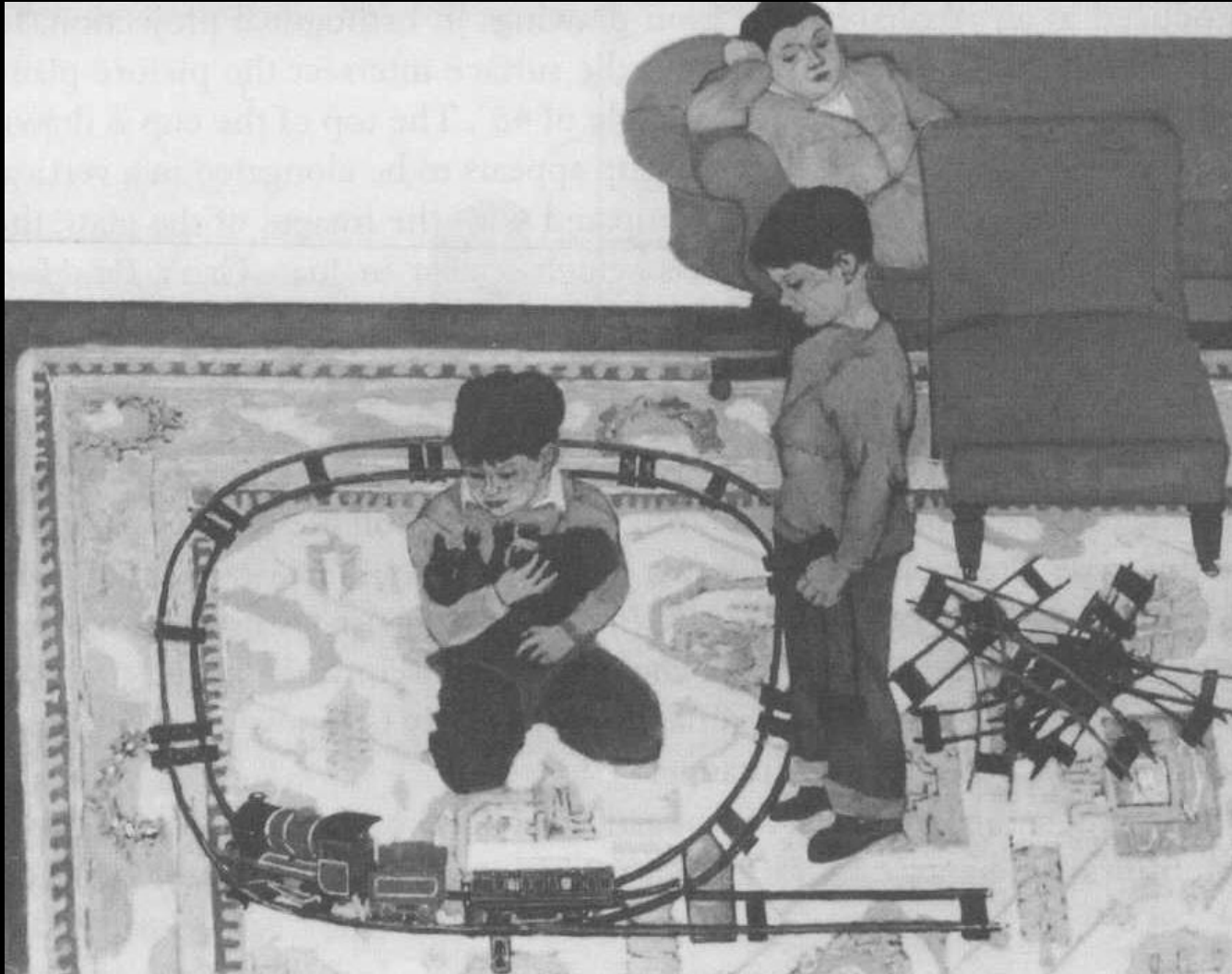
- Indian art, 1660



Drawing systems

Vertical oblique

- Claude Rogers, *The Hornby Train*, 1951-53

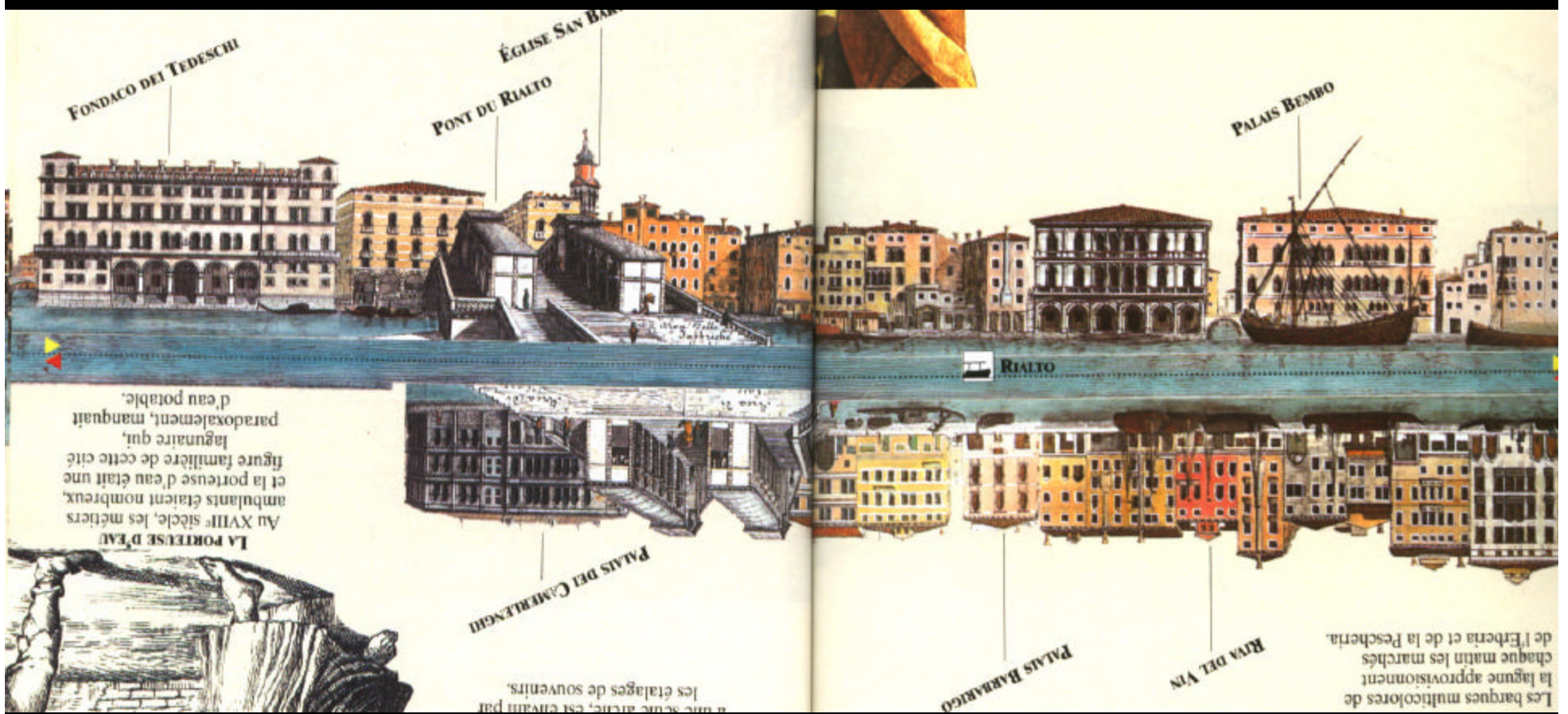


Vertical oblique

- Andre Kersteszt,
Tulipe Melancolique



Pushing the envelope



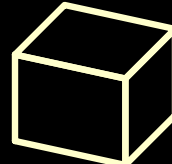
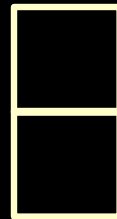
Pushing the envelope

- Non-linear
- Locally linear



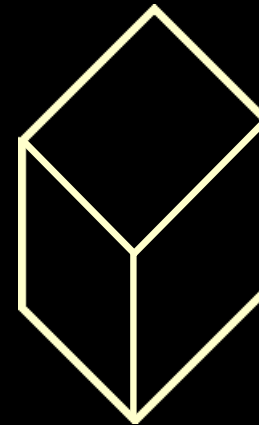
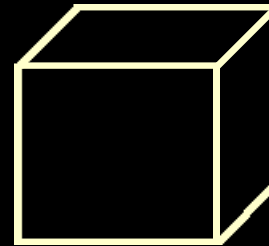
Parallel projections

- Orthogonal
- Fold-out oblique
 - Horizontal oblique
 - Vertical oblique
- Non orthogonal
 - Oblique
 - Axonometric
- Orthographic
 - Isometric
 - Others



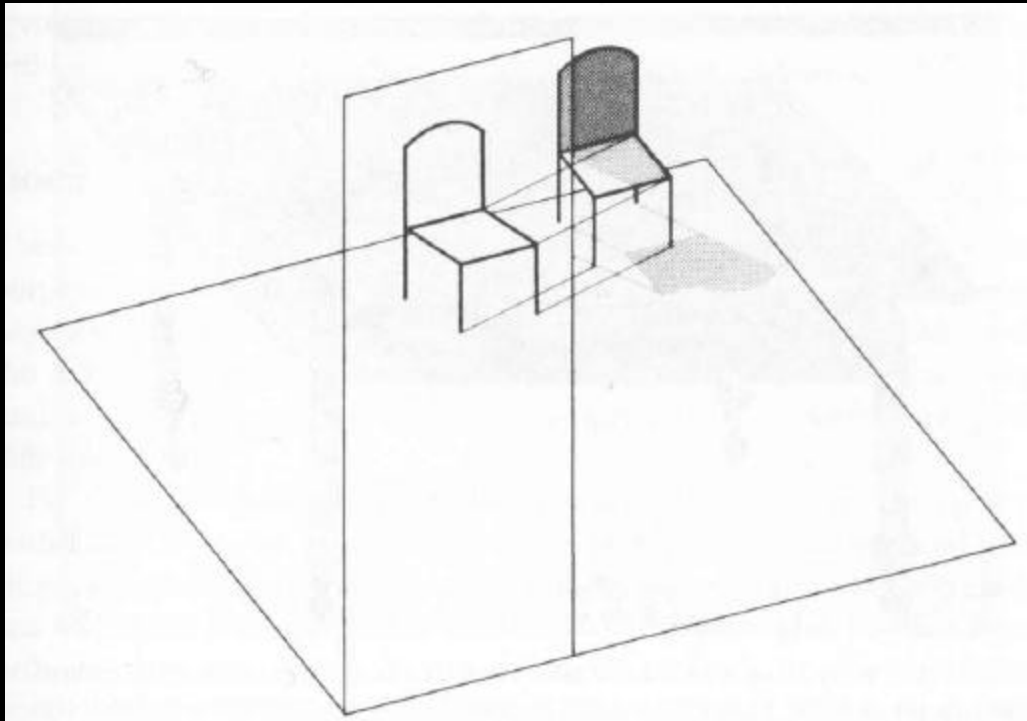
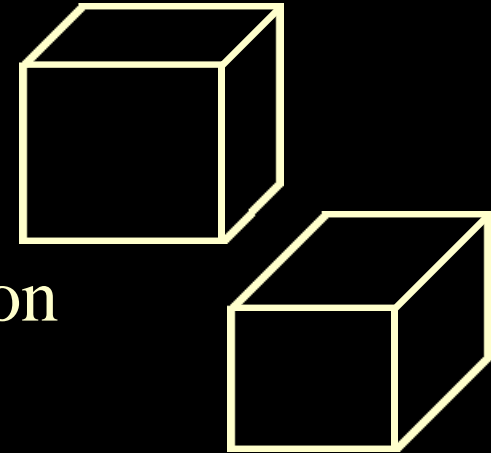
Non orthogonal

- **Direction**
 - non orthogonal to picture plane
- **Oblique**
 - Picture plane parallel to front
 - True shape for front face
- **Axonometric**
 - True shape for top face
 - True distance for up direction
 - Direction 45° of the picture plane



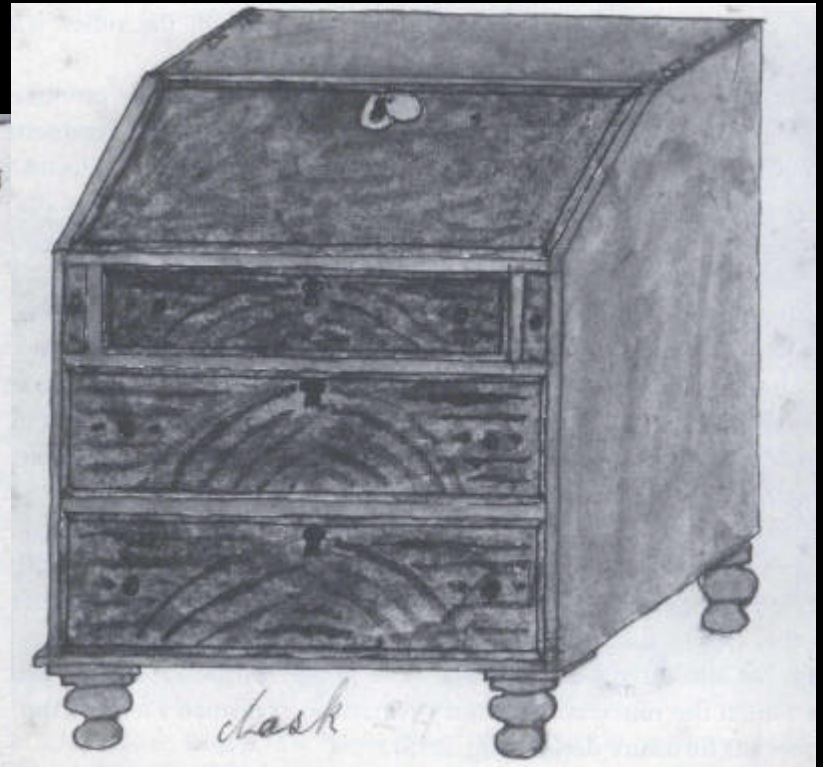
Oblique

- Picture plane parallel to front
- True shape for front face
- Can use true distance for 3rd direction



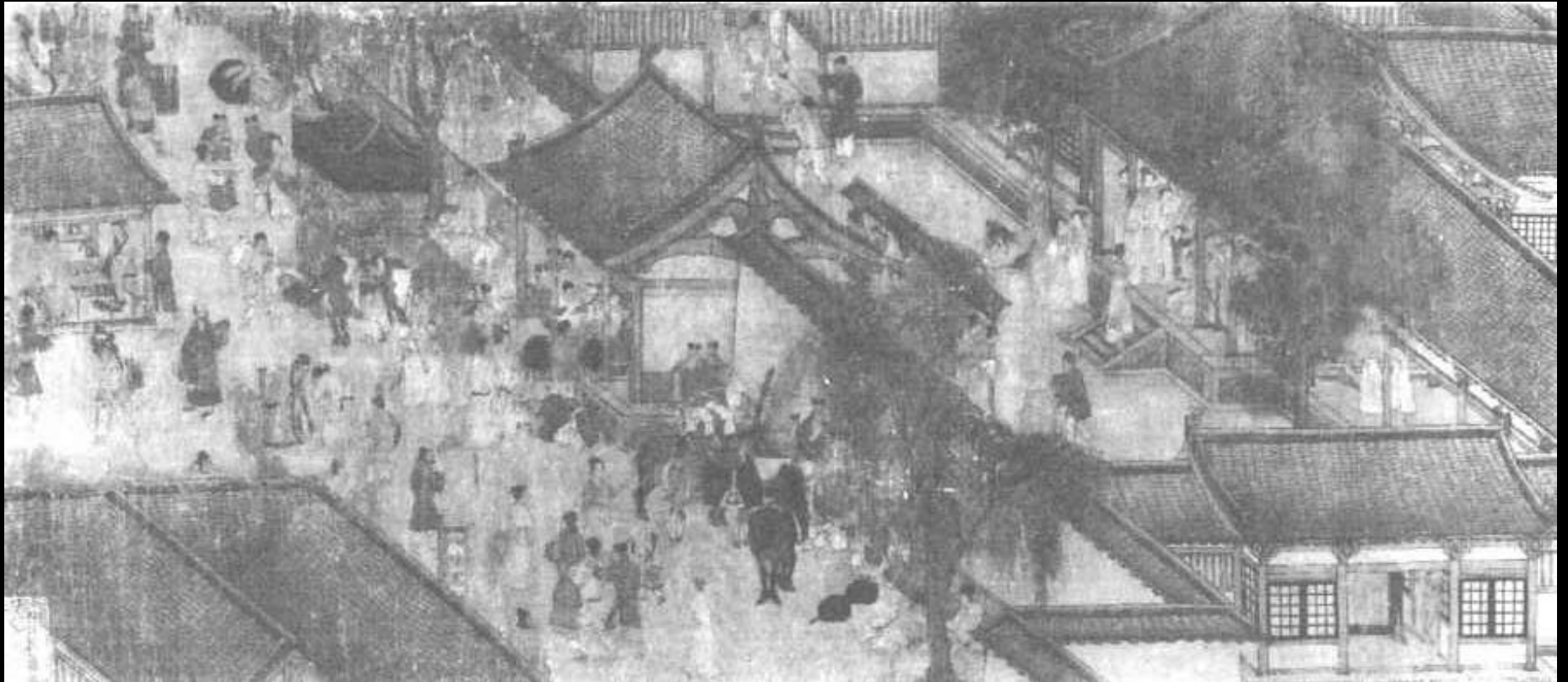
Oblique

- Henry Lapp, 19th century



Oblique

- Lady Wenji's Return to China, 12th century



Oblique



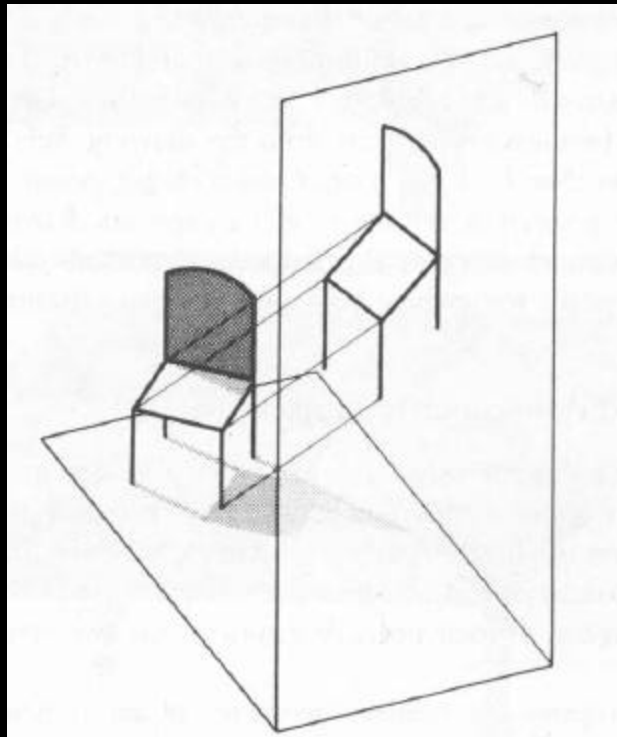
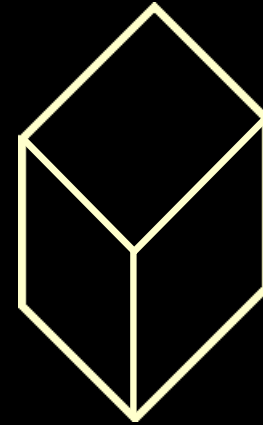
Oblique

- *Phoenix and Achilles*,
350-340 BC



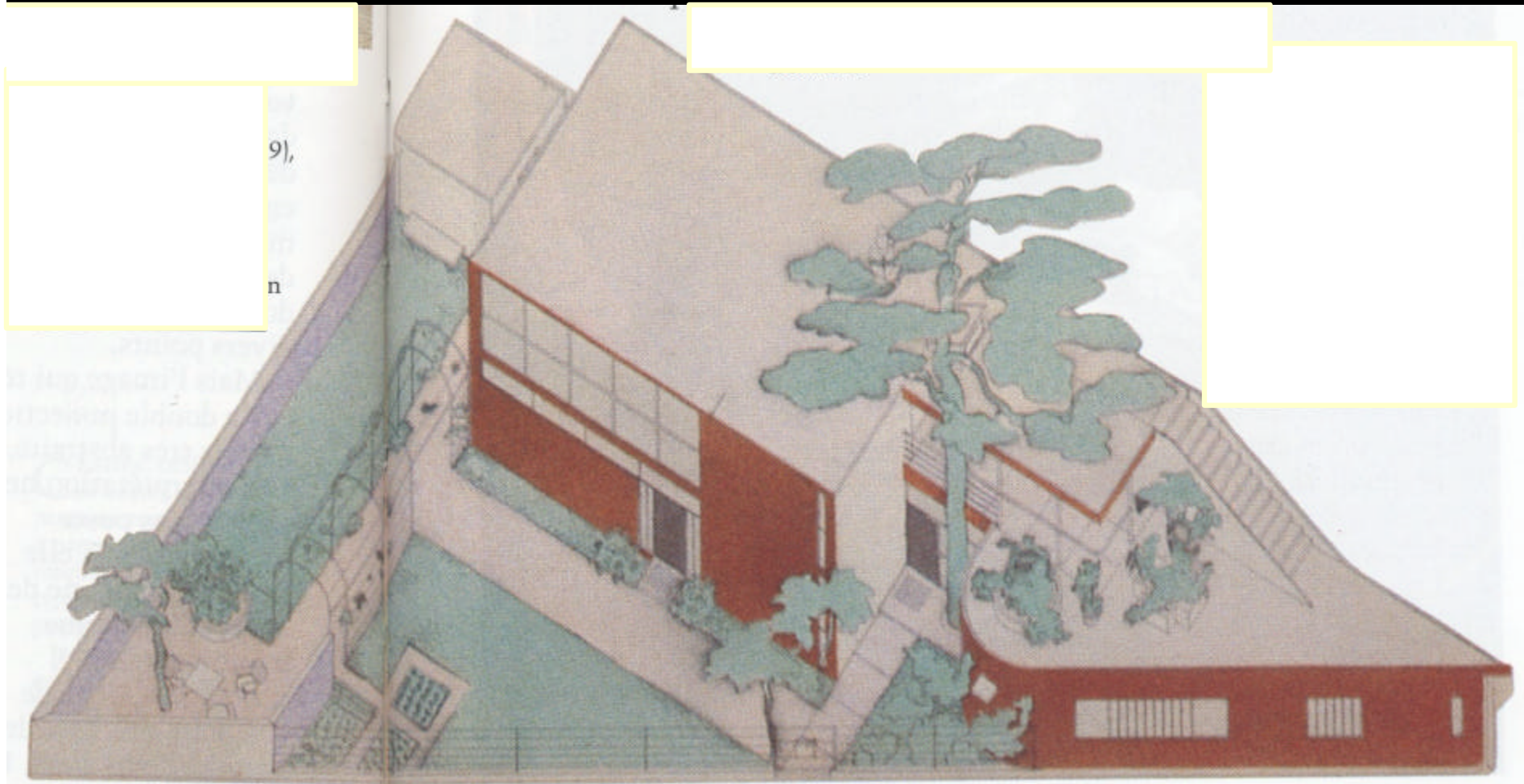
Axonometric

- Axonometric
 - True shape for top face
 - True distance for up direction
 - Direction 45° of the picture plane



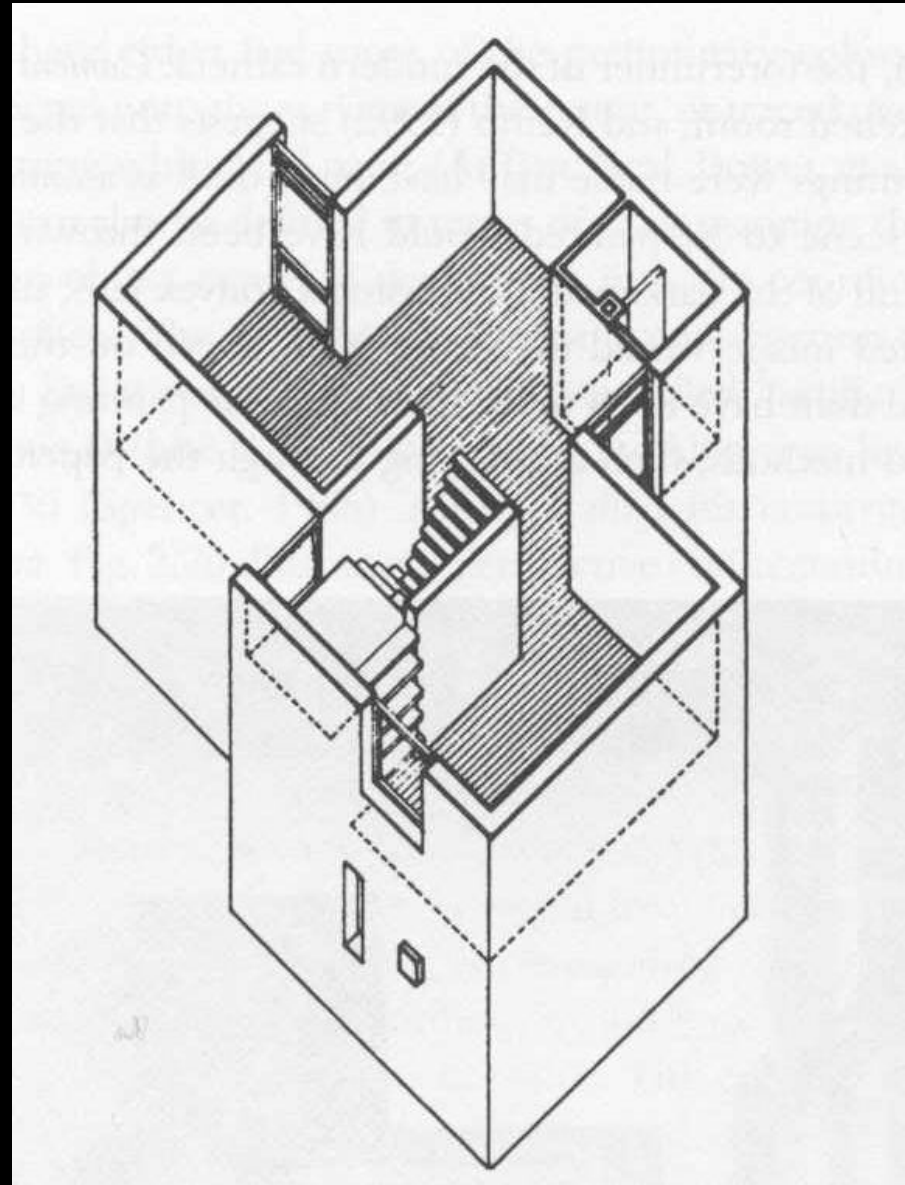
Axonometric

- Le Corbusier was a big fan



Axonometric

- James Stirling, 1953



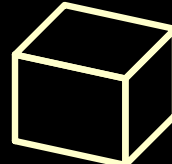
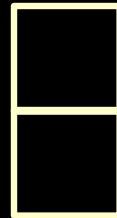
Axonometric

- Juan Gris,
Breakfast,
1914


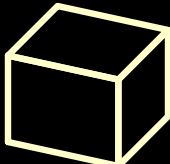


Parallel projections

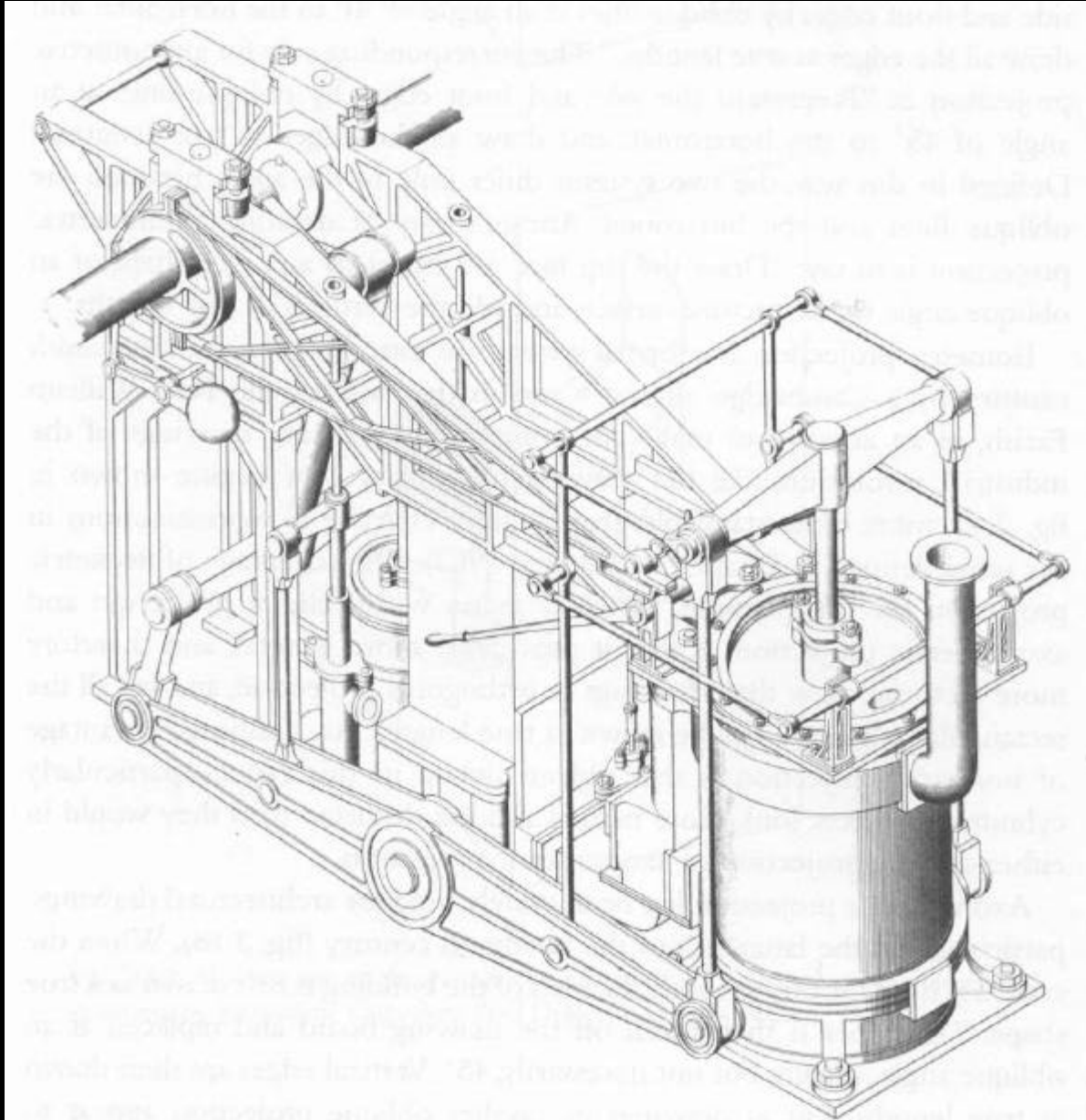
- Orthogonal
- Fold-out oblique
 - Horizontal oblique
 - Vertical oblique
- Non orthogonal
 - Oblique
 - Axonometric
- Orthographic
 - Isometric
 - Others



Orthographic

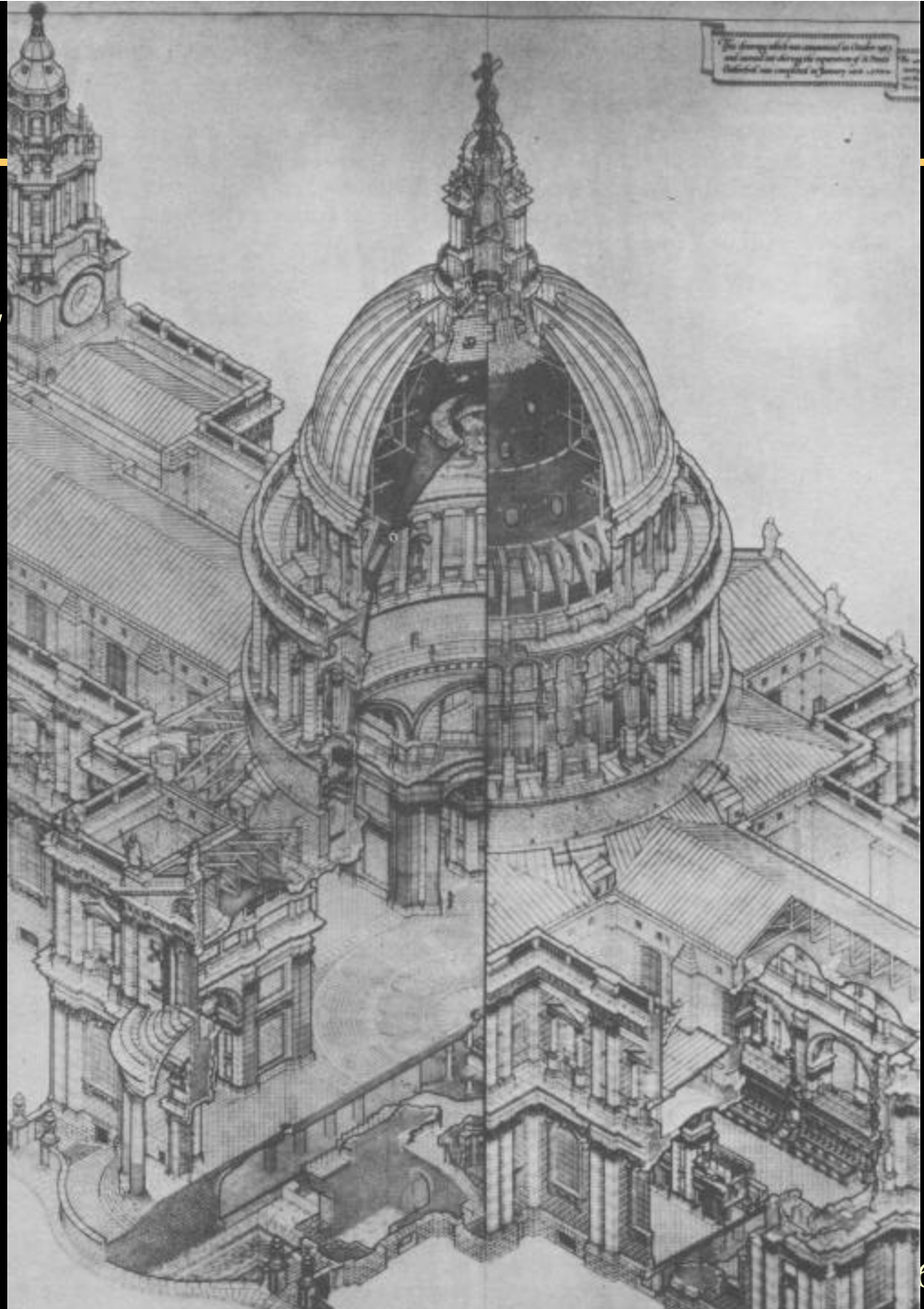
- Direction
 - Orthogonal to picture plane
 - Along no principal direction
- Isometric 
 - Direction along the average of the principal directions
 - True distances along 3 directions
- Others 
 - Generic orthographic

Isometric



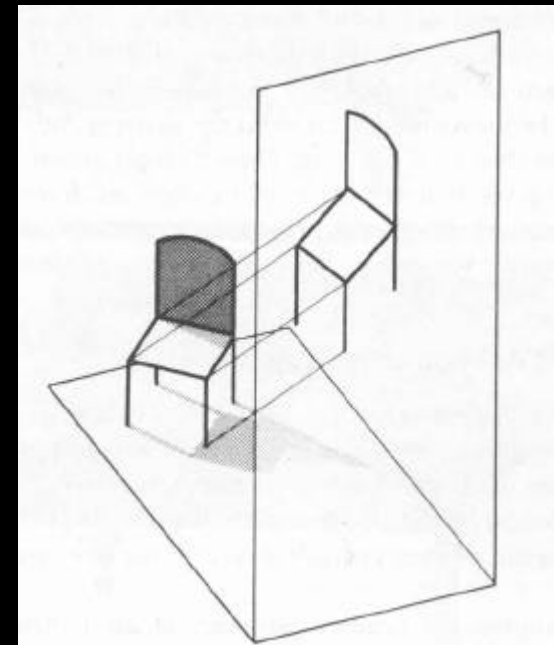
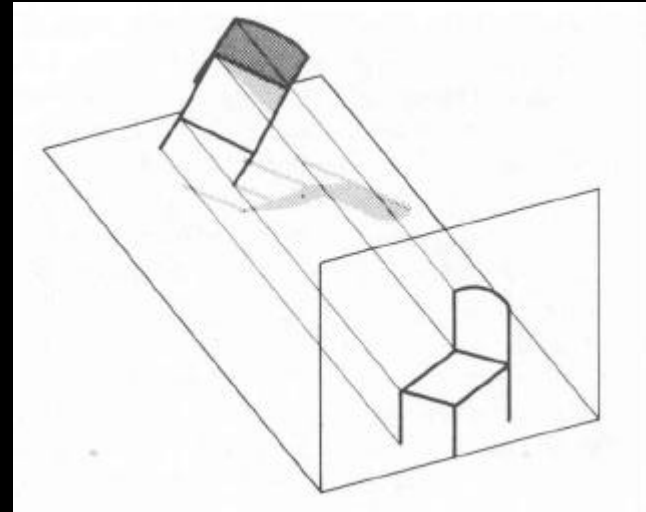
Isometric

- Brooks-Greaves
St Paul's Cathedral
1928



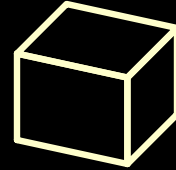
Isometric vs. Axonometric

- Isometric
 - No true shape
 - True distances in 3 directions
 - Little distortion
 - Direction average 2 principal directions
- Axonometric
 - True shape for top face
 - True distance for up direction
 - Direction 45° from picture plane



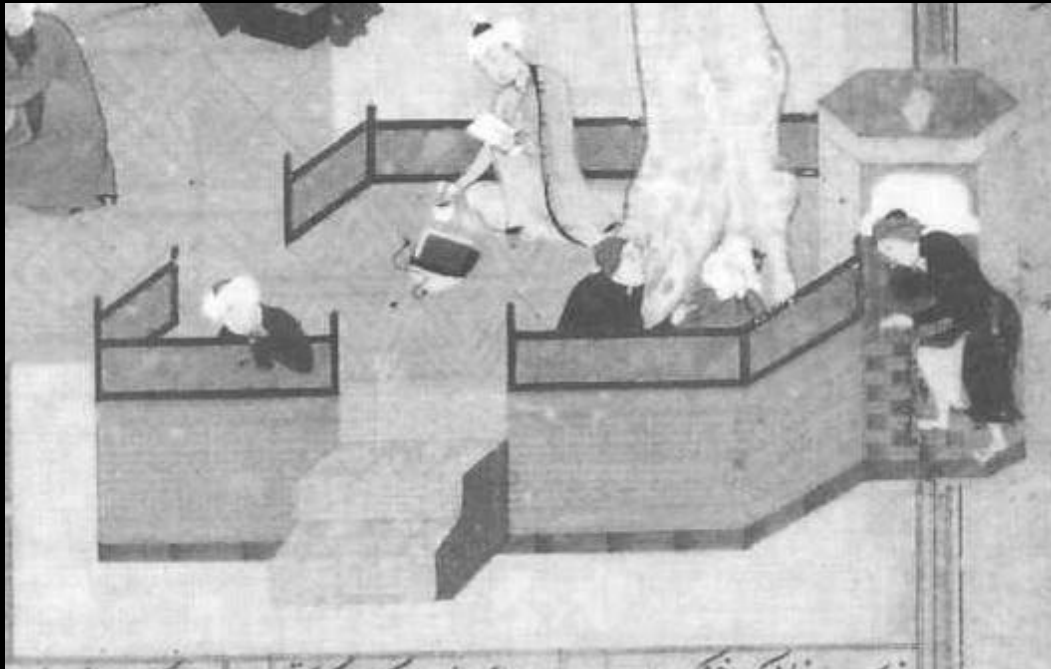
General Orthographic

- Seldom used!

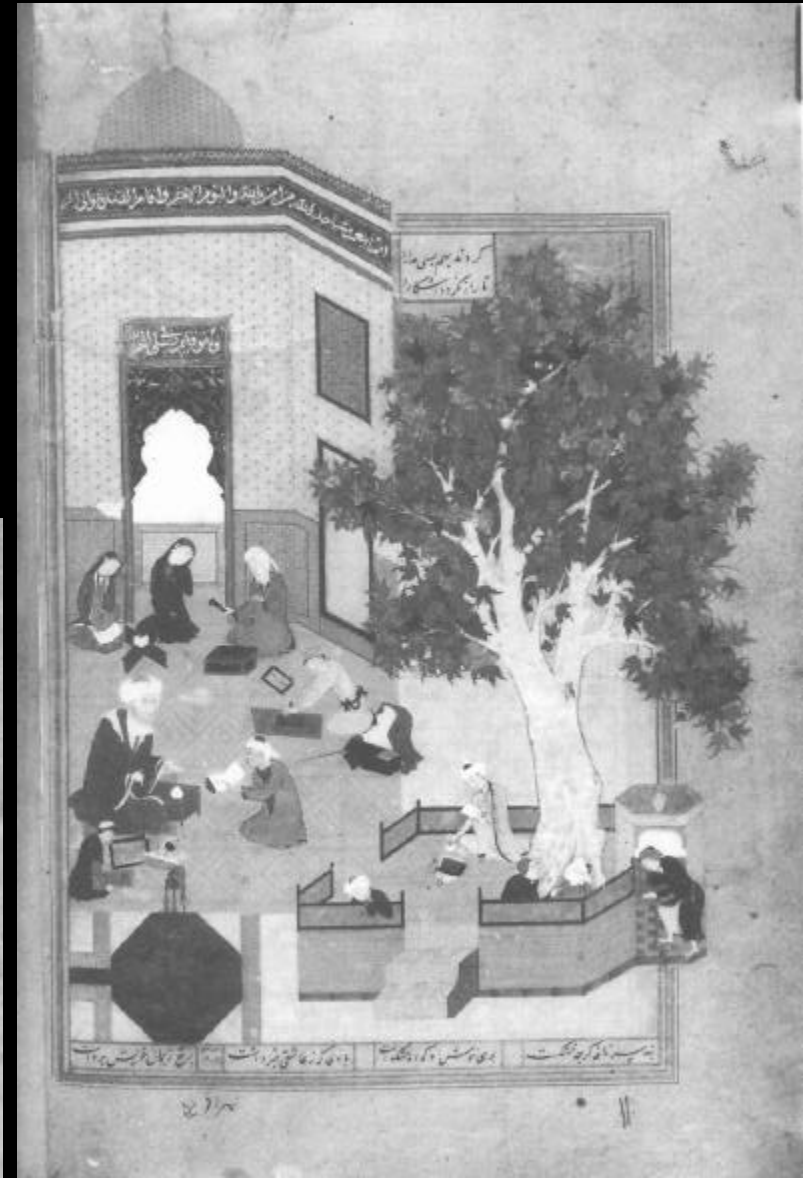


Mixed parallel system

- Persian miniature, 1494
- Oblique+vertical oblique

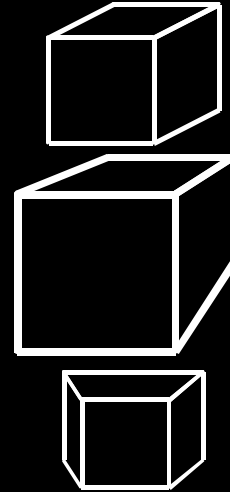


Drawing systems



Classification of drawing systems

- Linear
 - Parallel
 - Linear perspective
 - Divergent perspective
- Non Linear
 - Quasi linear
 - Curved projections
 - Topological
 - Split views, fold-out
 - Multiple viewpoints



Linear perspective

- Foreshortening
- The spectator is “immersed”
- Potential distortions

- One point
- Two points
- Three points

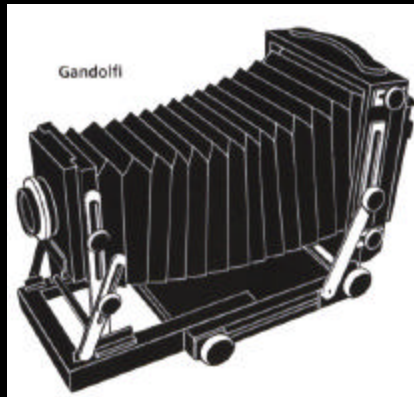
1-point perspective

- Central focus
- Preserves horizontals and verticals



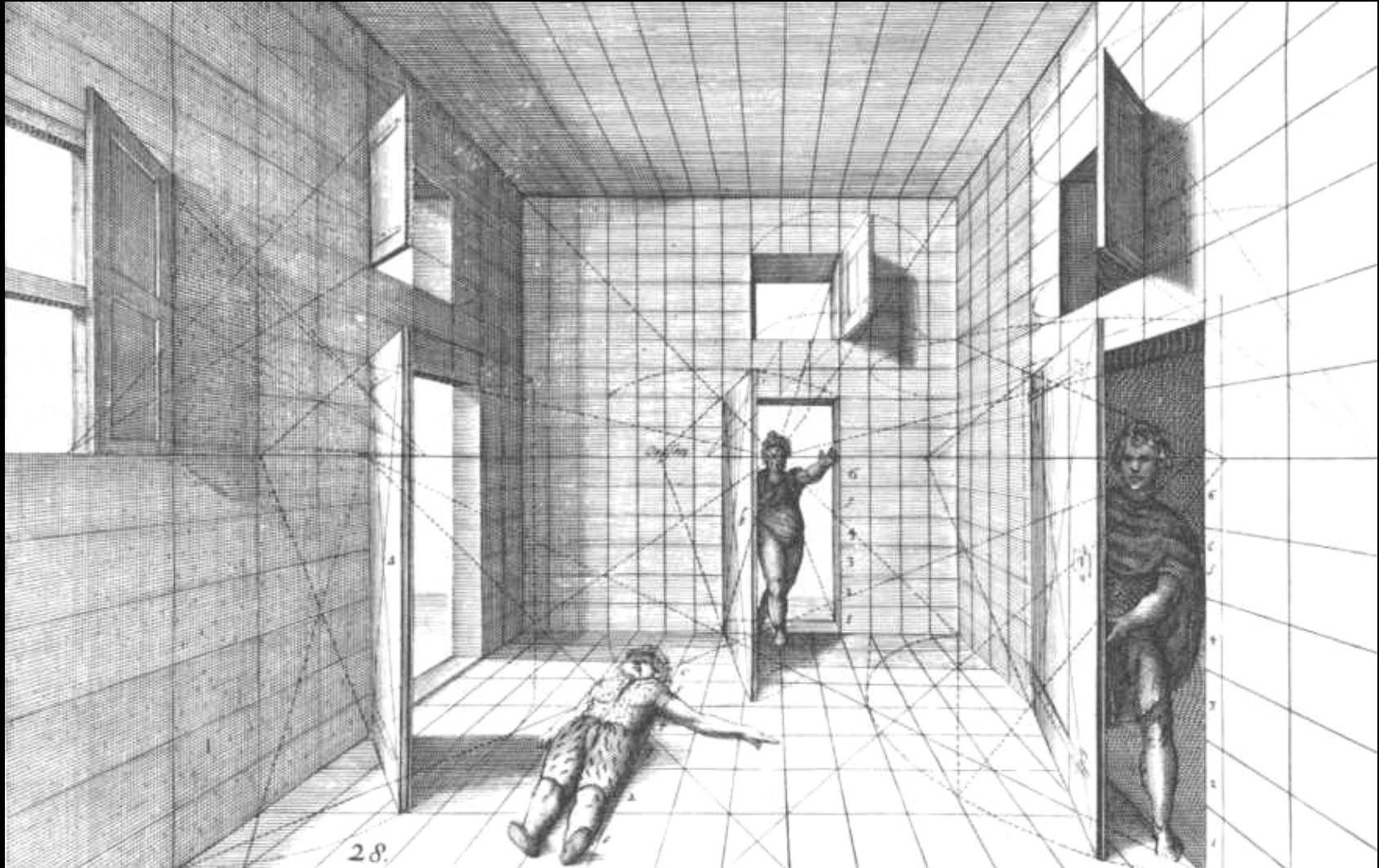
1-point perspective

- Central focus
- Preserves horizontals and verticals
- Can mean that the optical center is not the center of the image
 - View-camera



1-point perspective

- Jean Vredeman de Vries, 1604



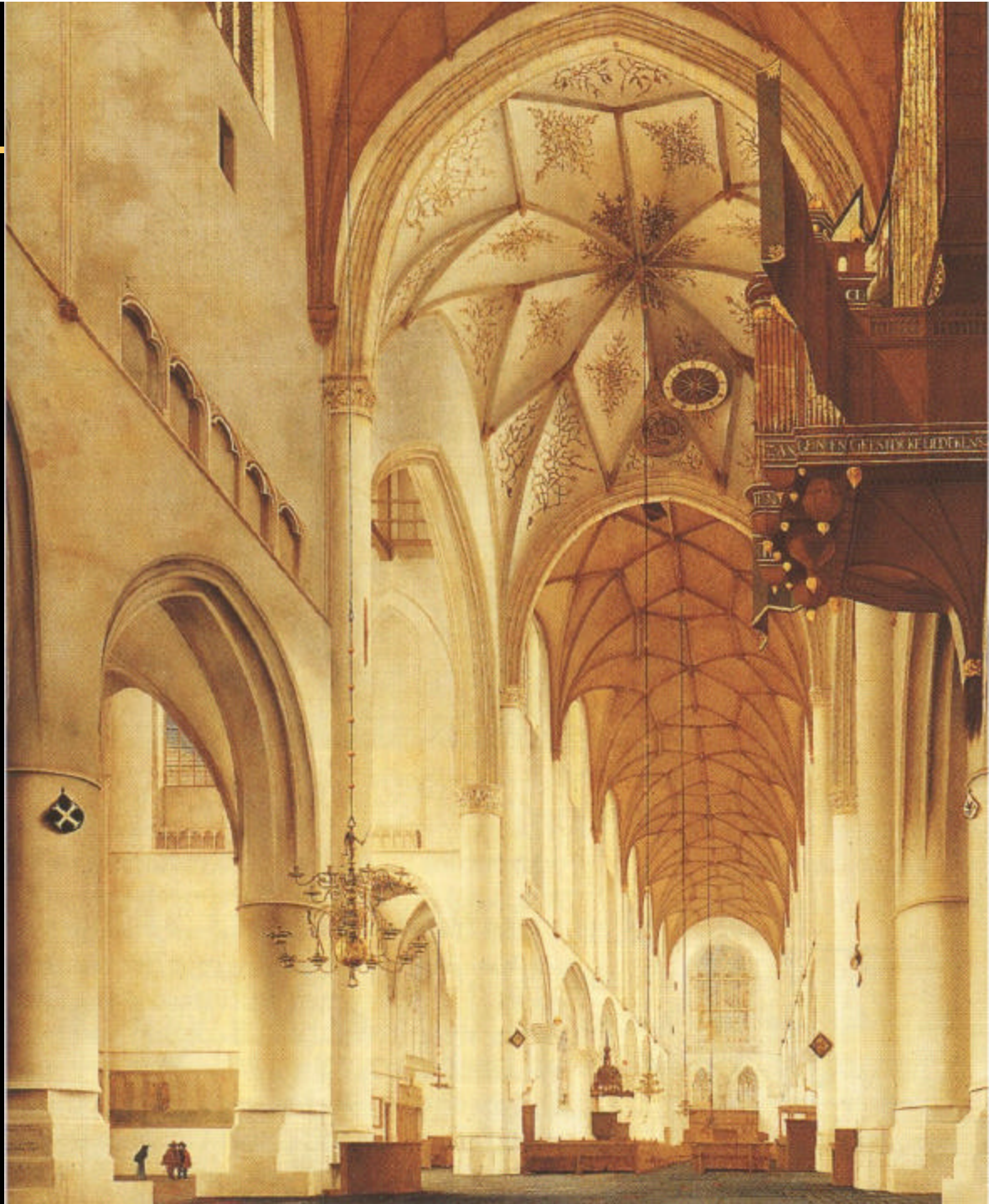
1-point perspective

- Unknown artist Ideal city, 15th



1-point

- *Interior of St Bavo's church at Haarlem, Pieter Jansz Saenredam, 1648*



1-point perspective

The Avenue Middelharnis, Meindert Obbema 1689



1-point perspective

Western perspective in a Japanese picture

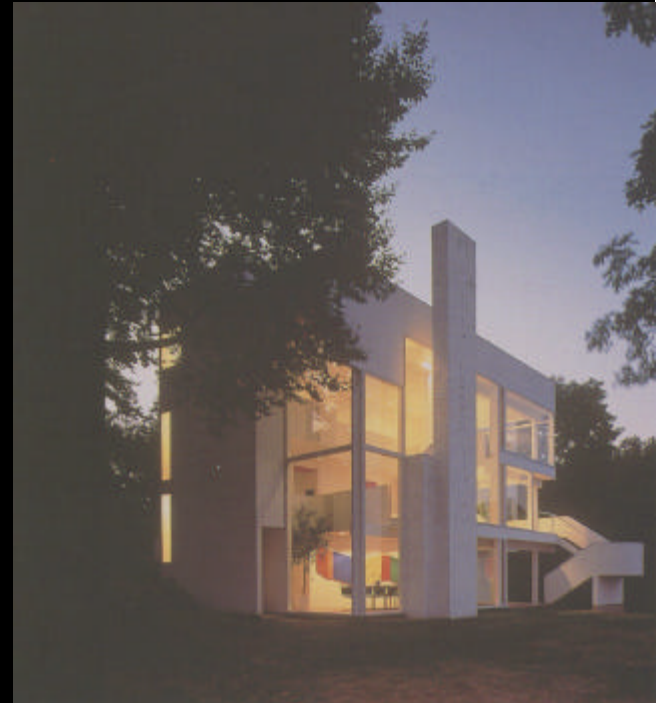


2-point perspective



2-point perspective

- Objects stand out of the picture
- Preserves verticals
- Can mean that the optical center is not the center of the image
 - Architecture lens



Old assignment

- Before: 3-point perspective



Old assignment

- After: 2-point perspective



3-point perspective



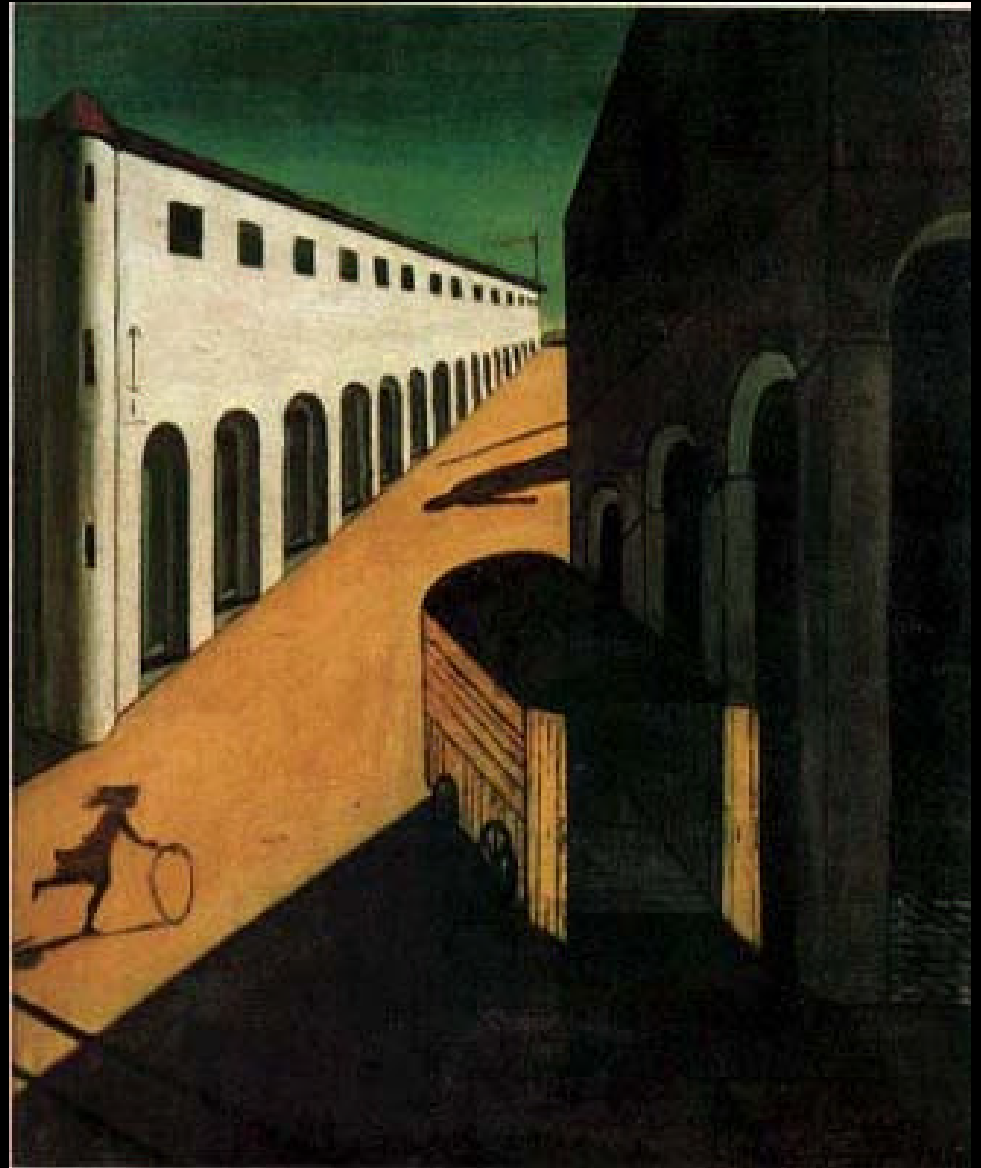
3-point perspective

- Dramatic 3D effect
- The generic case, nothing preserved
- seldom used through art history



Perspective anomaly and expression

- Giorgio de Chirico,
*Mystery and Melancholy of
a Street*,
1914



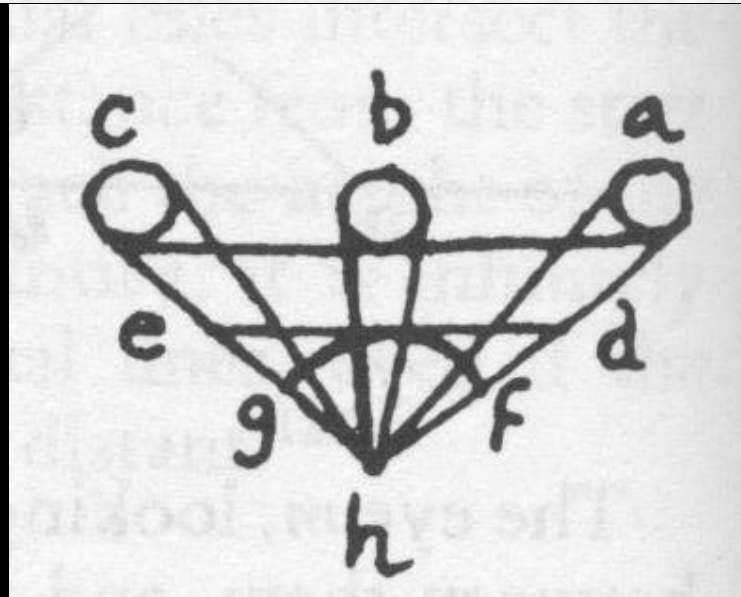
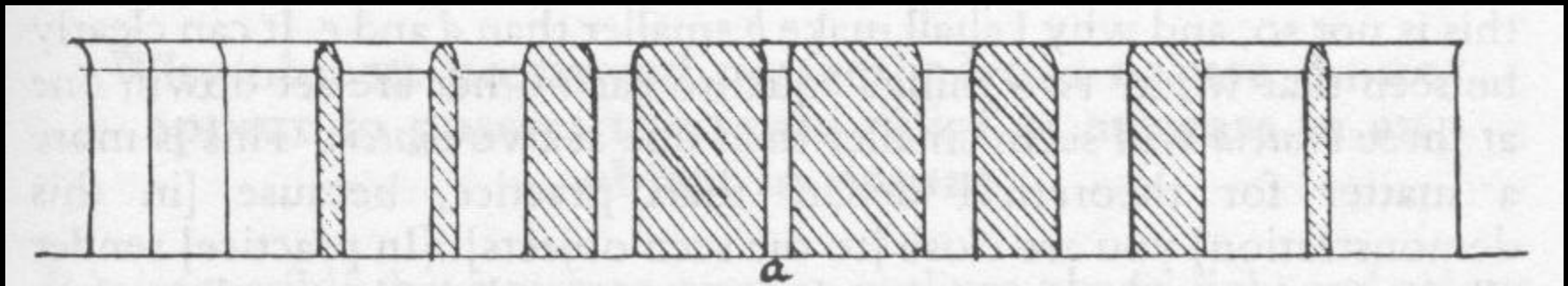
Perspective anomaly and expression

- Giorgio de Chirico
Les Muses Inquietantes
1925



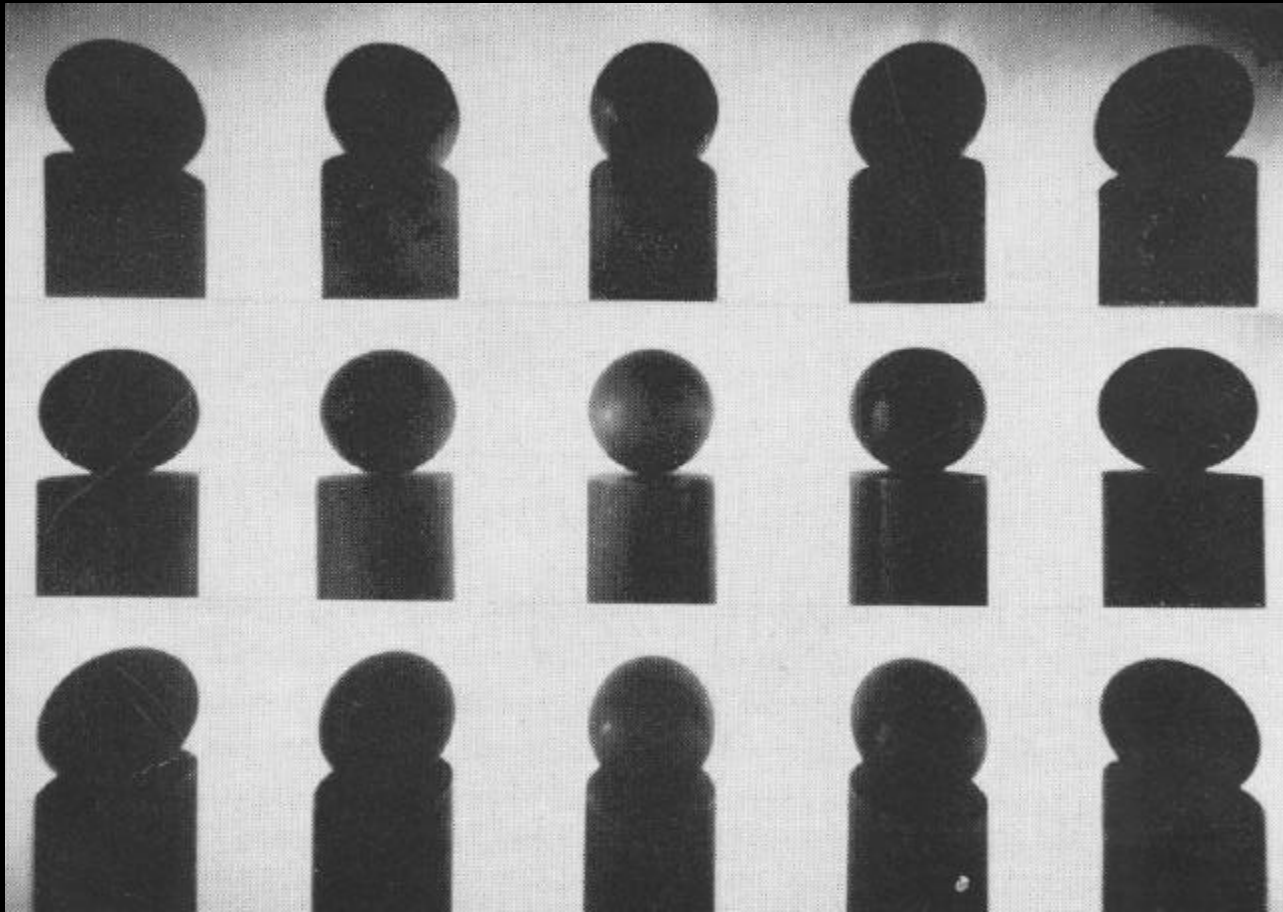
Perspective distortion

- Wide angle projection
- Does not preserve subjective size



Perspective distortion

- Wide angle projection
- Does not preserve subjective size



Perspective distortion

- Wide angle projection
- Distorts shape



Perspective distortion

- Portrait: distortion with wide angle



Wide angle



Standard



Telephoto

Perspective distortion

- The sphere is projected as an ellipse
- Symmetry is not preserved
- Some perspective manuals claim that the projection of a sphere is a circle



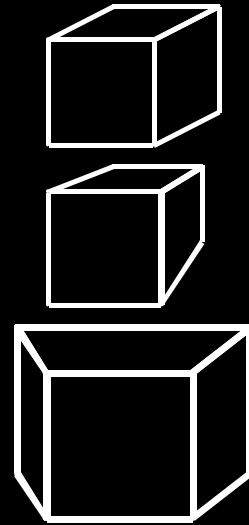
Perspective distortion

- The sphere should be projected as an ellipse
- But a circle is used



Classification of drawing systems

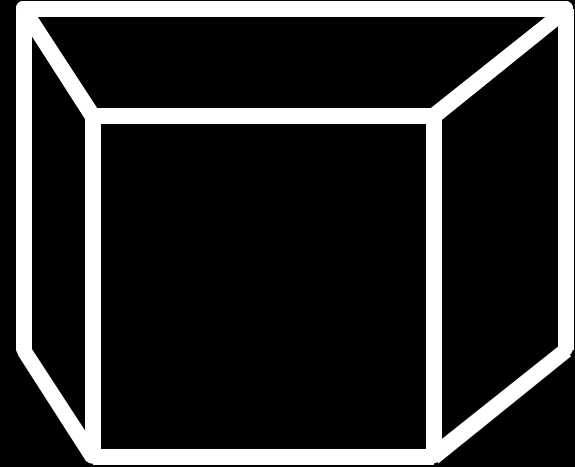
- Linear
 - Parallel
 - Linear perspective
 - Divergent perspective
- Non Linear
 - Quasi linear
 - Curved projections
 - Topological
 - Split views, fold-out
 - Multiple viewpoints



Divergent perspective

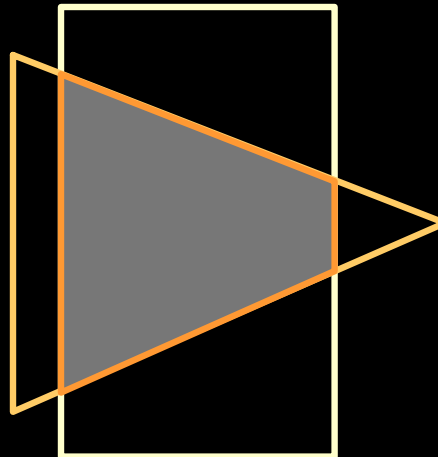
- A.k.a. inverted perspective
- Subject of quarrel,
hard to include in a theory

- Icons
- Asian
- Cubism
- Children



Divergent perspective: explanations

- Does not exist!
- Lack of skill
- Represents more faces
- Fear of idolatry
- Perceptual over-compensation
- Perceptual effect of field of view and size constancy



Divergent perspective

- *The Four Gospels, Luke, 1380, Byzantine*



Divergent perspective

- *Mark,*
15th century,
Byzantine



Divergent perspective

- Andrei Rublev,
The Holy Trinity,
1408~1425



Divergent perspective

- Hasadera Enji (Japanese)



Divergent perspective

- Georges Braque, *Still Life: The Table*, 1928



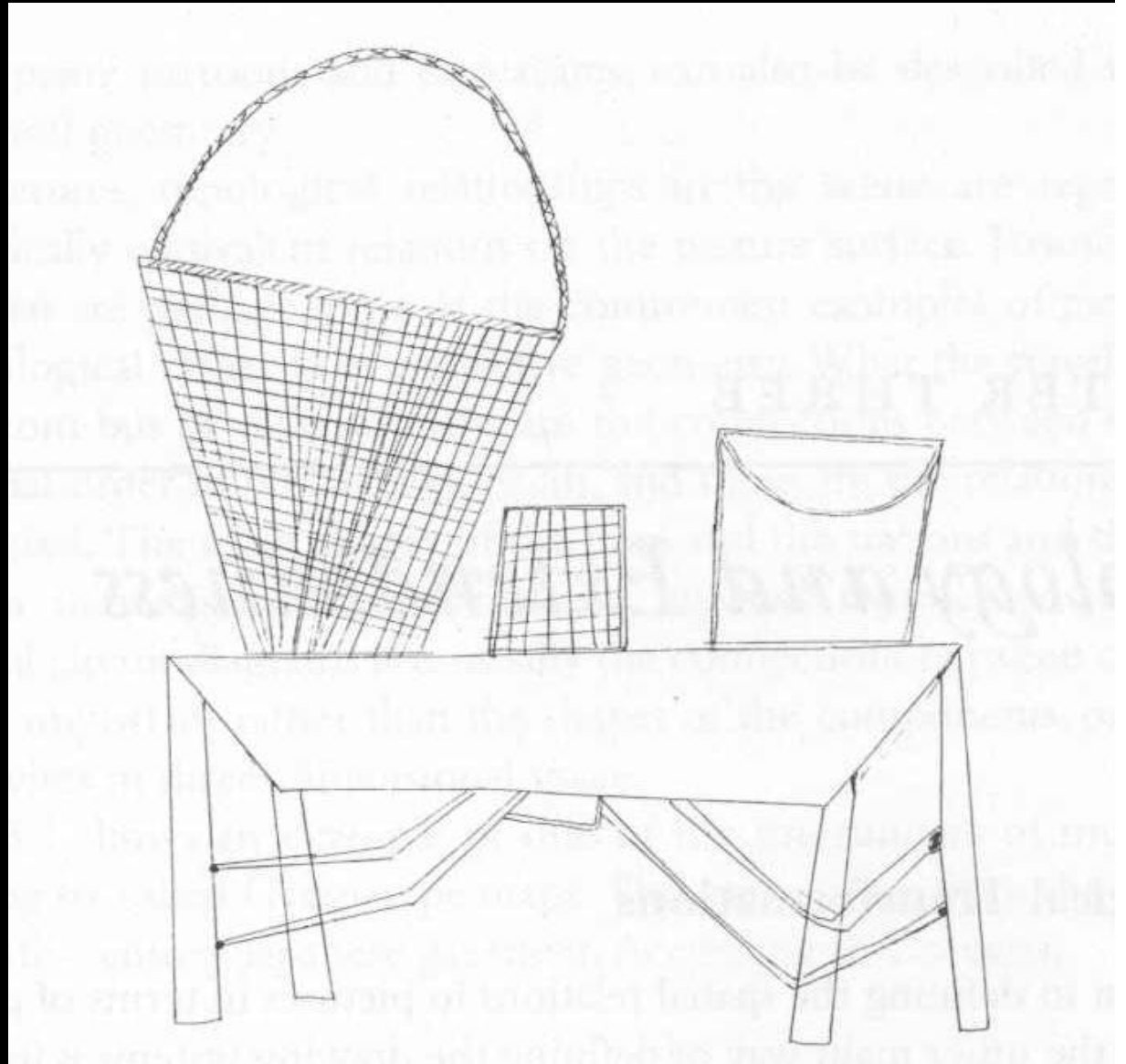
Divergent perspective

- David Hockney, *Chair*



Divergent perspective

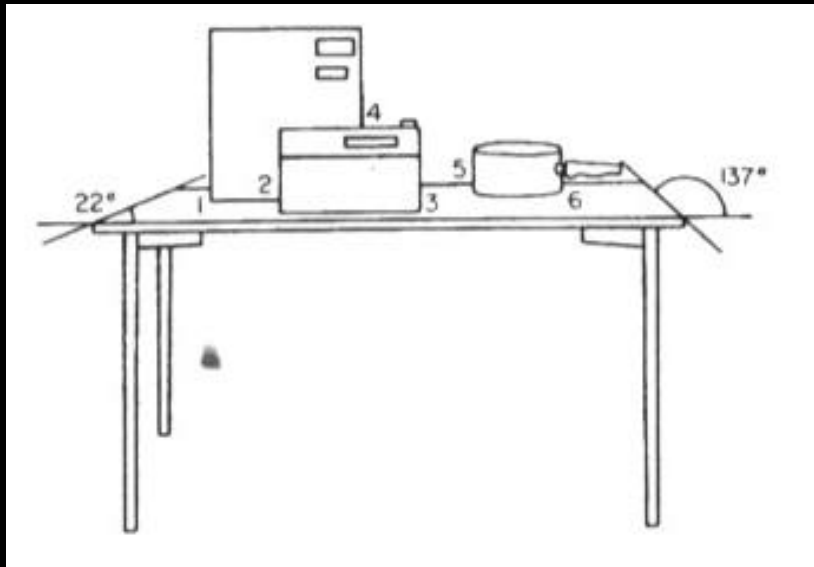
- Child drawing
(Kenyan here)



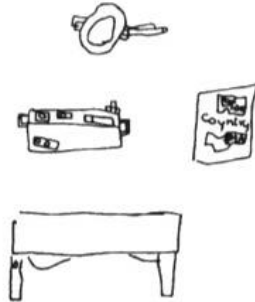




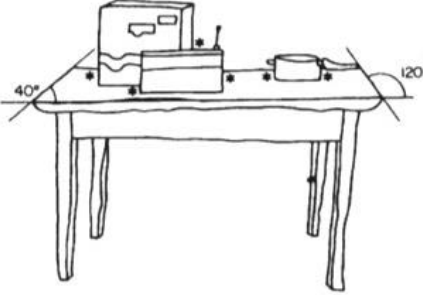
Evolution of children's drawings

- Asked to draw a table

Child's view



Drawing systems

		Class of drawing & average age
		
7.4	9.7	
		
11.9	13.6	
		
14.3	13.7	