

3.5 Atmospheric Perspective

Name: _____ Class: _____ Date: _____

Total: 11 marks

Objective

Create depth with value using **atmospheric perspective** 空气透视.

You must be able to:

- make distance lighter, cooler, softer, less detailed
- organise the page into three depth bands
- reserve full black and white for the foreground
- use detail density as a depth cue

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Distance fades

Air scatters light, so distant things become lighter, softer, and less detailed. The far mountain is a pale flat shape.

■ Three bands

Foreground: dark, sharp, detailed. Middle: medium. Background: pale, soft, simple.

■ Detail = depth

Render the near leaf, suggest the far tree. Detail density alone reads as distance.

2 Practice

2.1 With distance, forms appear lighter, softer, and

[1]

- **A** more detailed
 - **B** less detailed
 - **C** darker
 - **D** sharper
-

2.2 Where should full black and full white be saved, and why? [2]

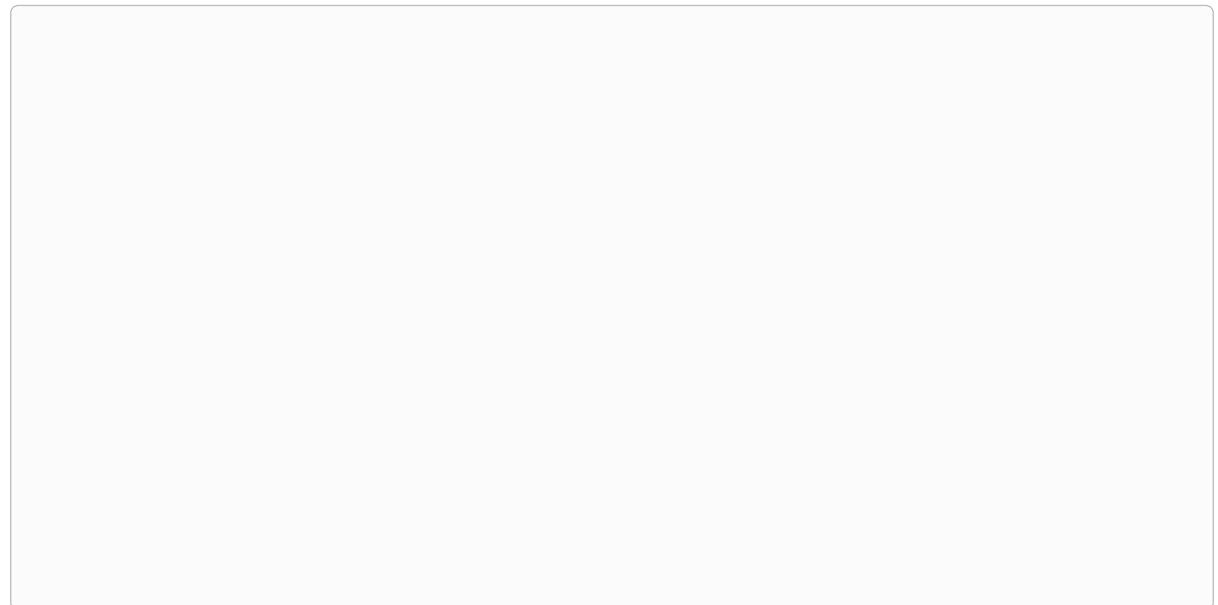
2.3 How does detail density work as a depth cue? [1]

3 Studio & portfolio tasks

3.1 Make a **landscape depth study** using atmospheric perspective.

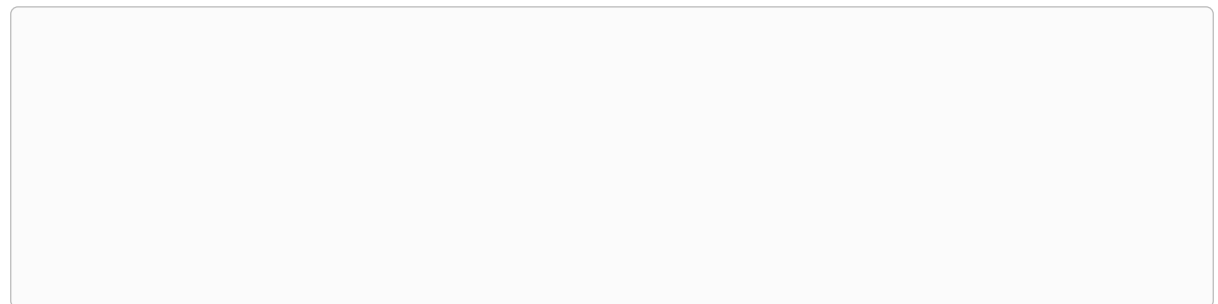
(a) Organise the scene into foreground, middle, and background bands. [3]

(b) Fade contrast, edges, and detail with distance. [2]



3.2

() Combine atmospheric with **linear** perspective in one small sketch. [2]



4 Go further

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- work through the **0305 Atmospheric Perspective** lesson on the **Learn** page;
 - read the **Space, Depth, and Proportion** section of the AP Drawing handout on the **Know** page.

Solutions

2.1 B. air scatters light and eats detail.

2.2 the foreground; reserving strongest contrast for the front pushes it forward and keeps distance pale.

2.3 more detail reads as nearer, less detail as further away.

3.1 three readable depth bands; foreground darkest/sharpest; background pale and soft; a strong sense of deep space.

3.2 converging lines set the space; value/edge fading deepens it.