

## 3.5 Atmospheric Perspective

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Name: \_\_\_\_\_ Class: \_\_\_\_\_ Date: \_\_\_\_\_

**Total: 11 marks**

**KEY WORDS** atmospheric perspective 空气透视

### Objective

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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

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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

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**2.1** With distance, forms appear lighter, softer, and

[1]

- **A** more detailed
  - **B** less detailed
  - **C** darker
  - **D** sharper
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**2.2** Where should full black and full white be saved, and why? [2]

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

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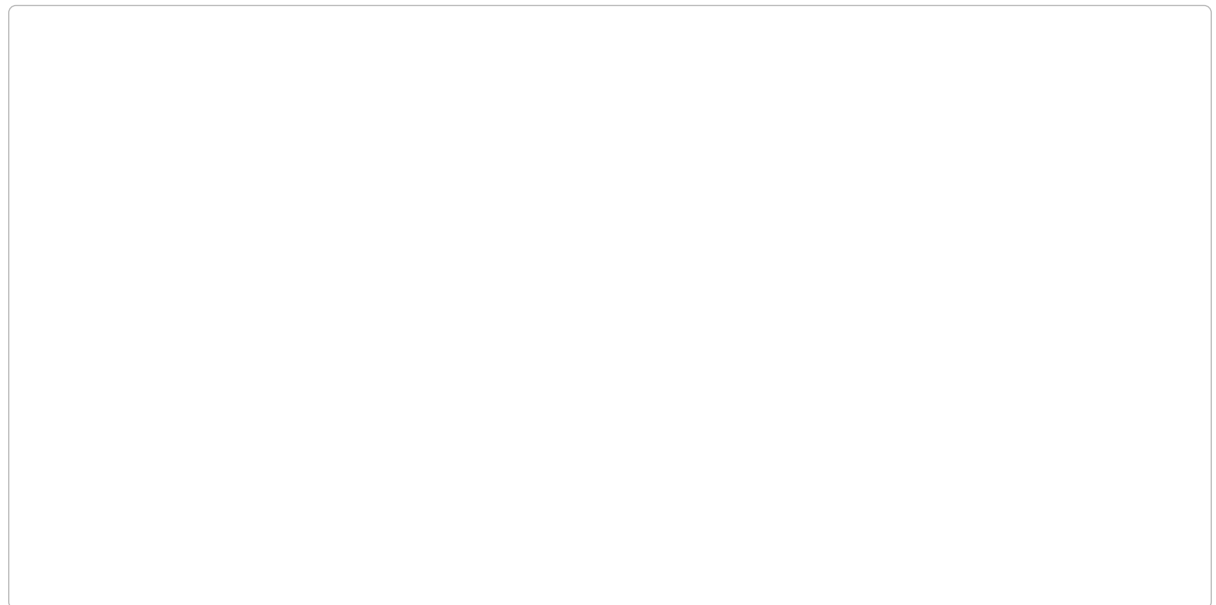
### 3 Studio & portfolio tasks

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

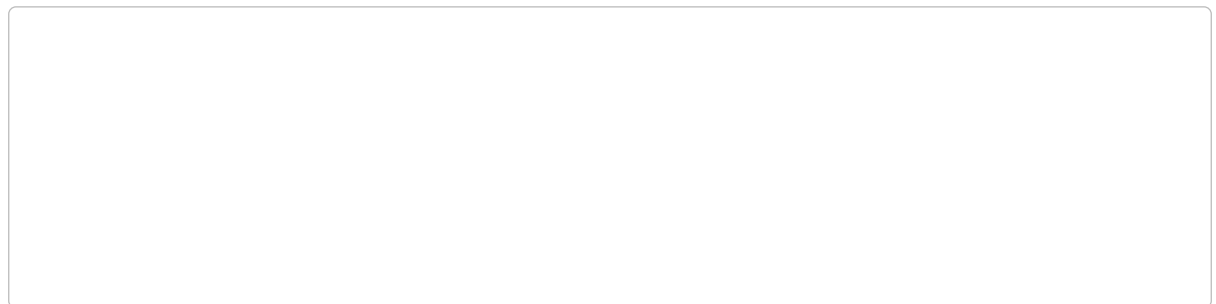
(a) Organise the scene into foreground, middle, and background bands. [3]

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



#### 3.2

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



## Solutions

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**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.