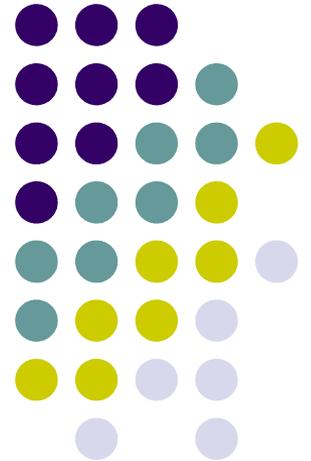
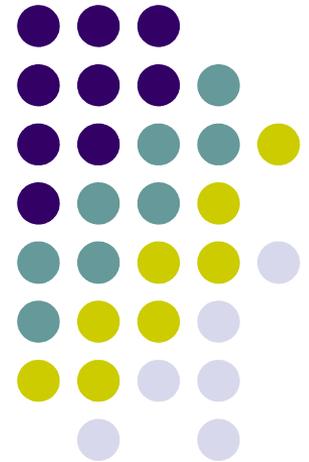


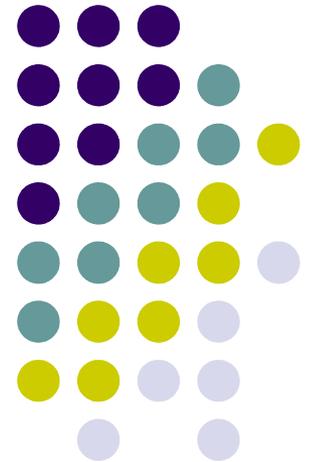
Observation : Regardez bien !



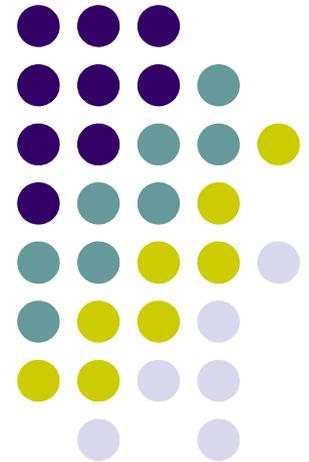
Que remarquez-vous ...



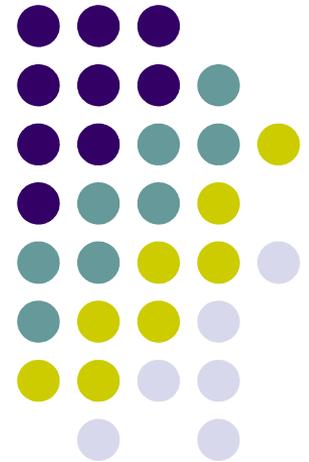
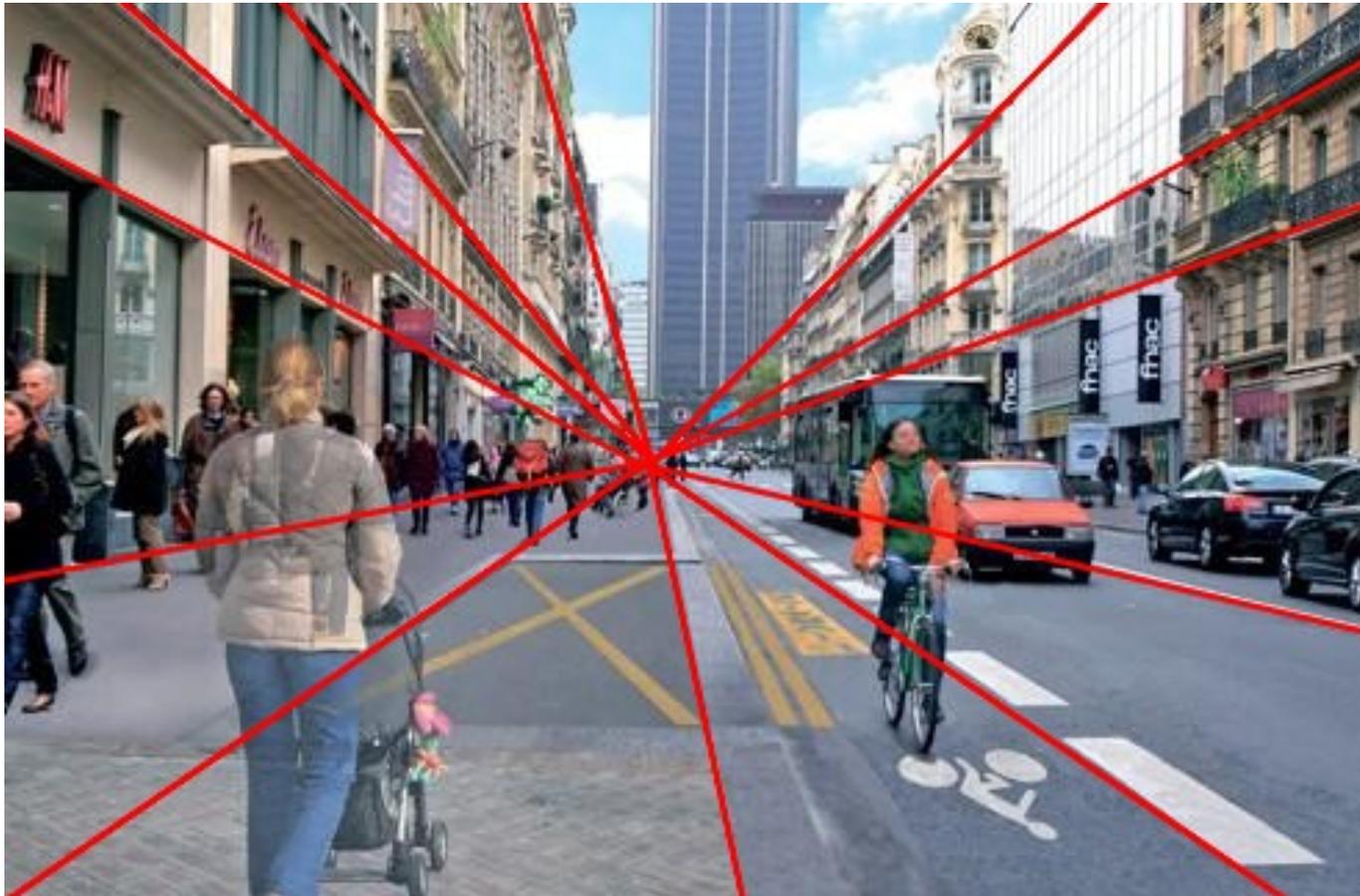
Sur ces quelques photographies ?



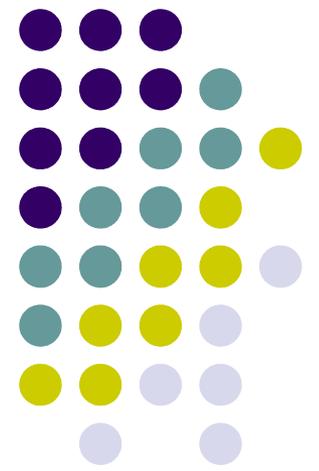
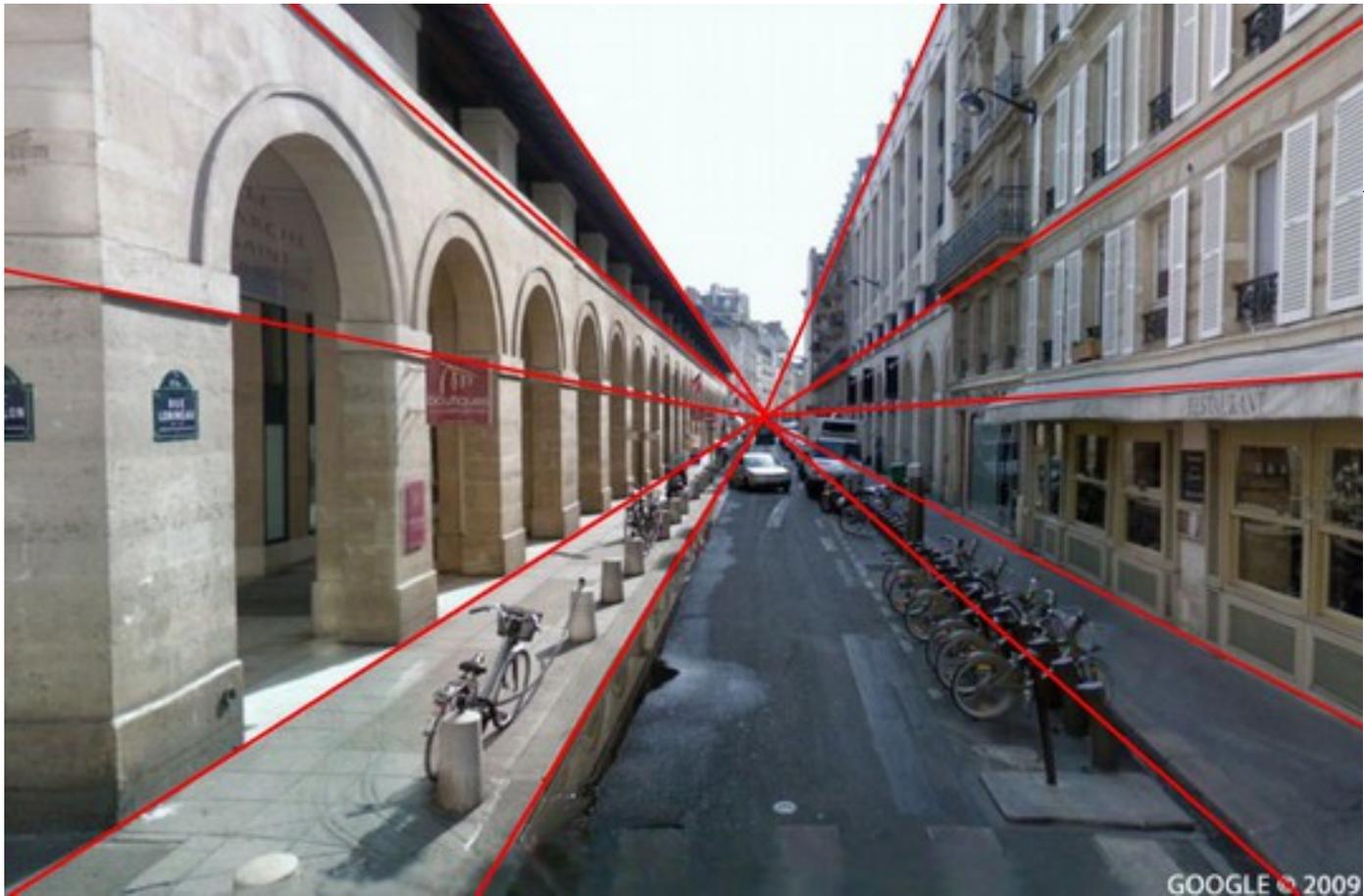
Qu'ont-elles en commun ?



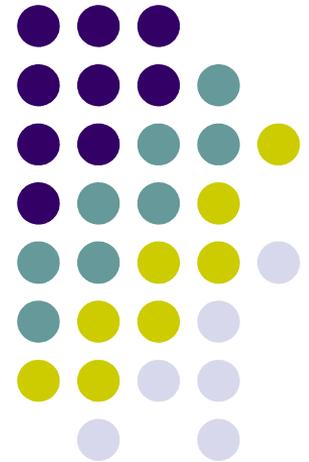
Réponse : Toutes les lignes vont vers un même point.



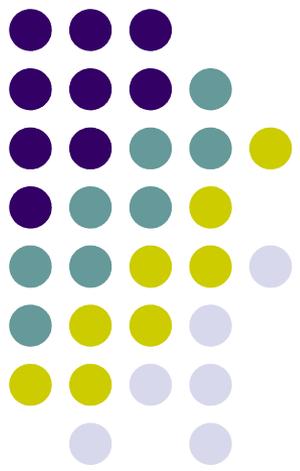
C'est un effet de perception
appelé **effet d'éloignement**.



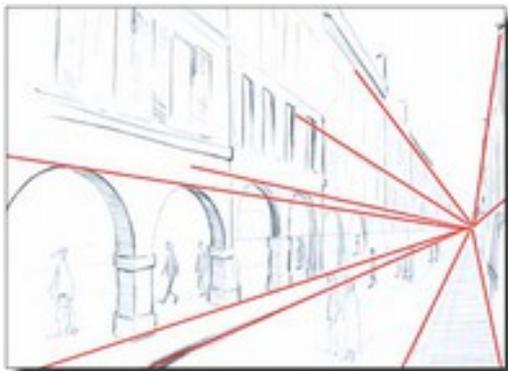
Plus les choses sont loin, plus elles semblent petites.



Les deux côtés de la route semblent même se toucher.

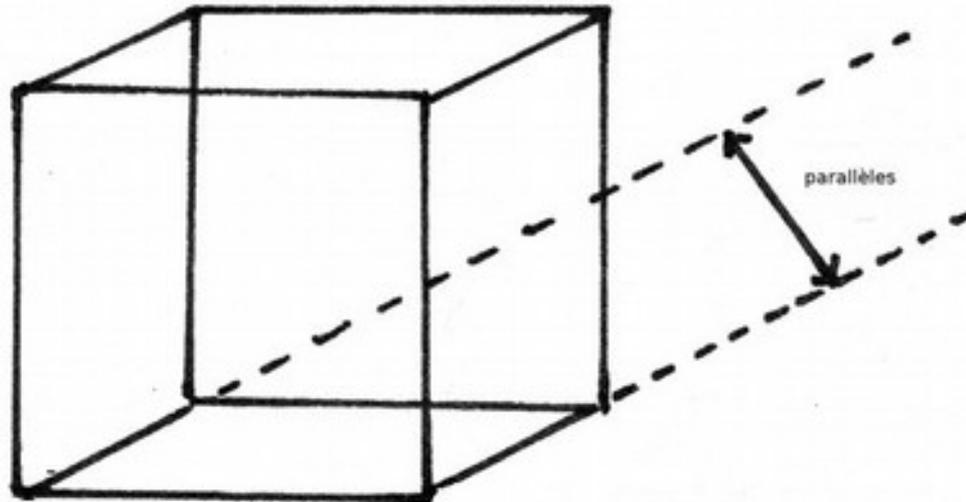


Comment peut-on reproduire cet effet **de profondeur** dans un dessin ?

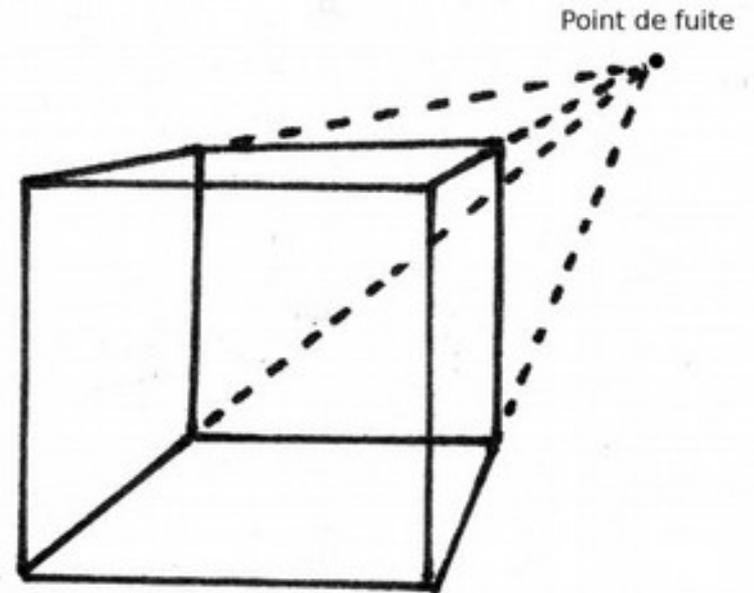


Grâce à la perspective linéaire.

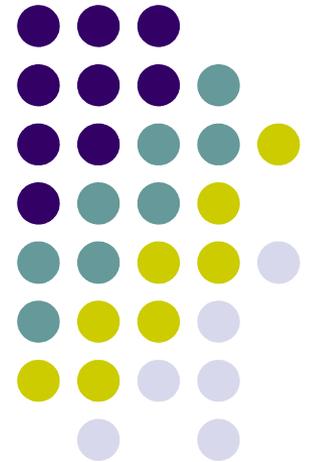
Perspective Cavalière



Perspective Linéaire



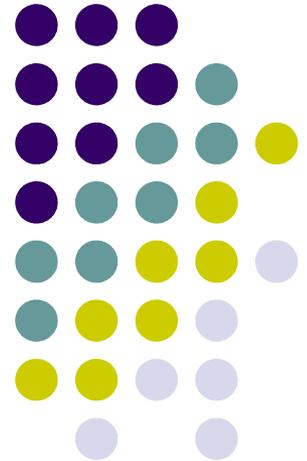
Comment construire une rue en **perspective** ?



Exercice : Trouver le point de fuite.



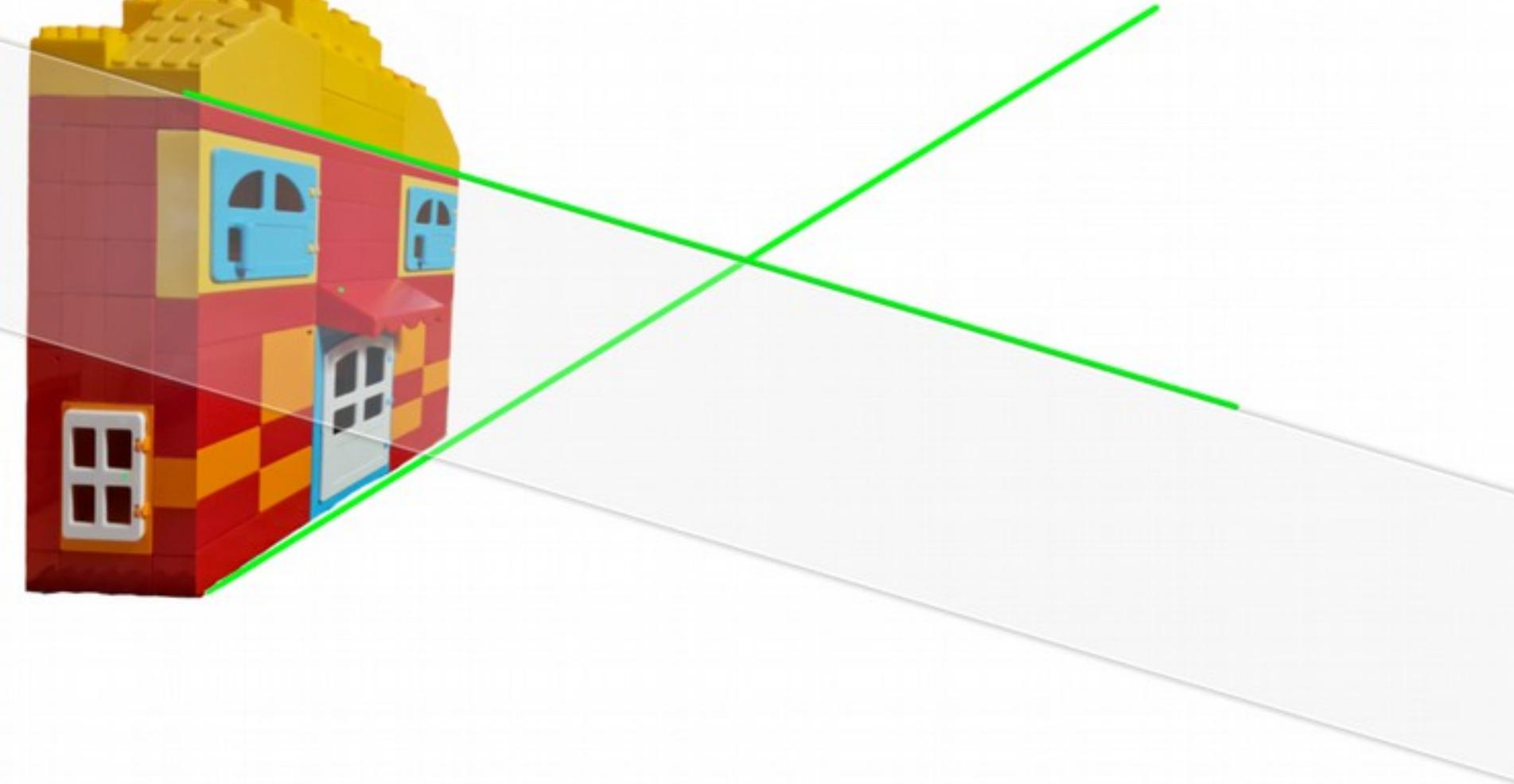
Comment trouver le point de fuite qui marque la profondeur de ce bâtiment ?



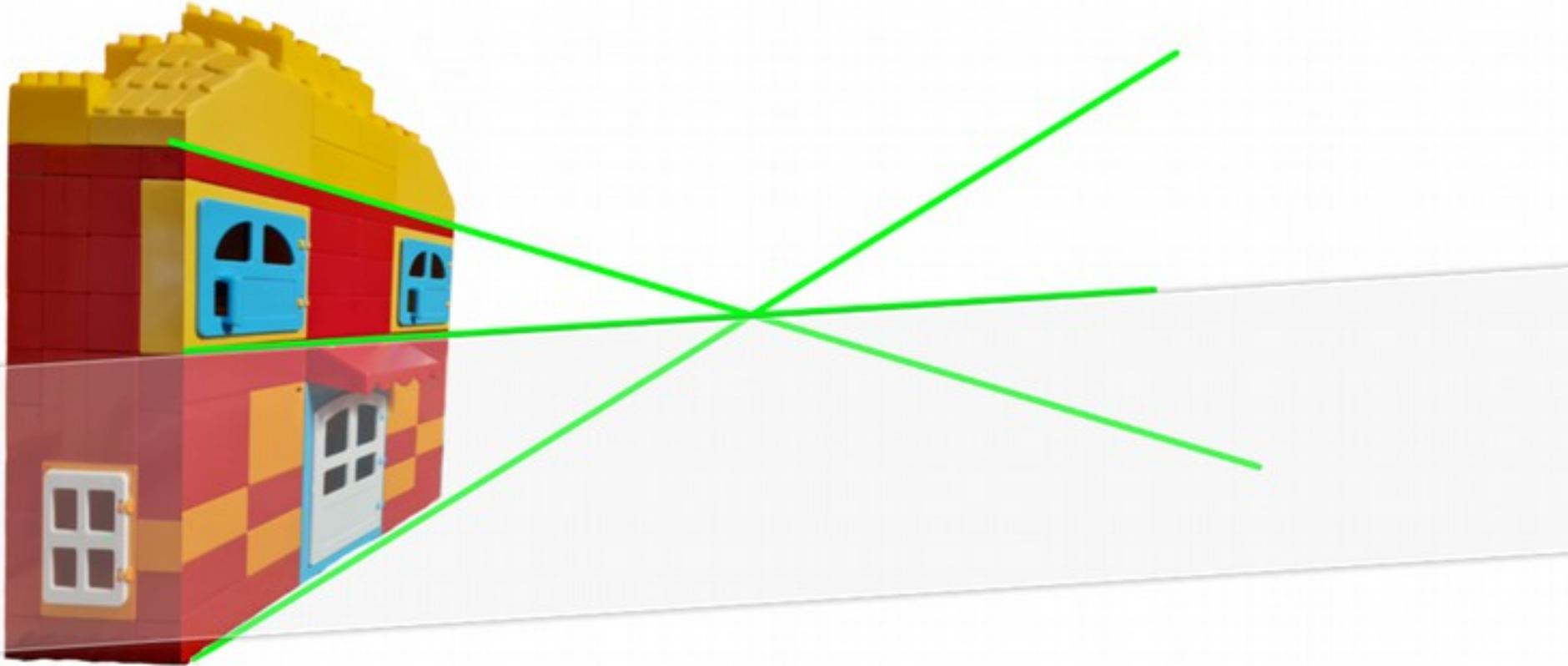
**Place ta règle sous le bâtiment
et trace.**



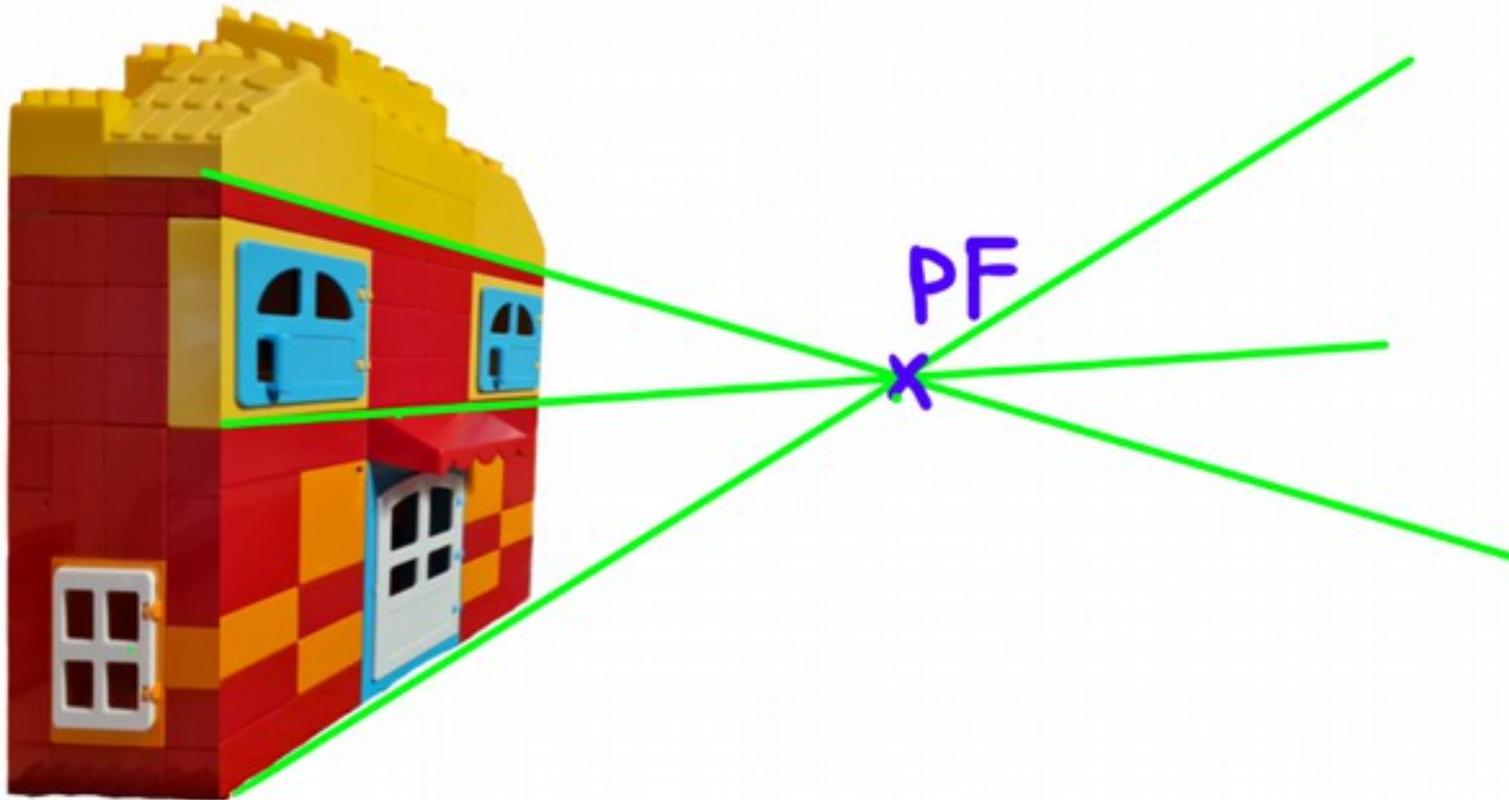
Même chose au dessus.



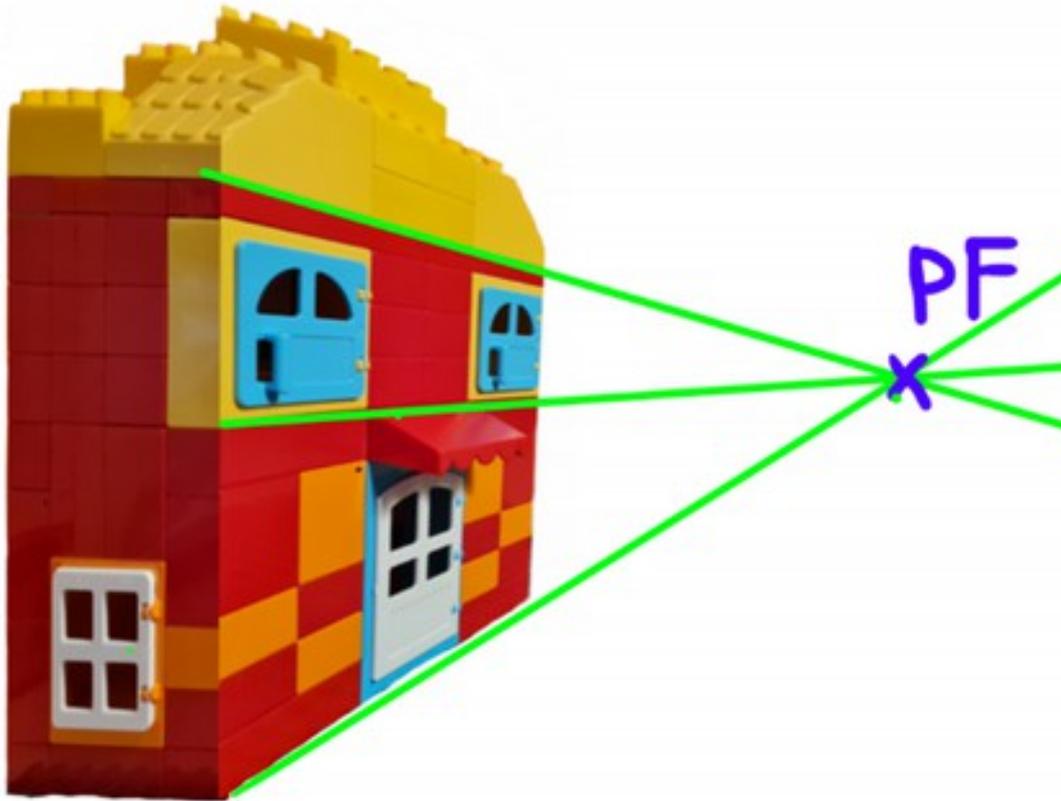
Tu peux ajouter une ligne en plus.



Les lignes se rejoignent en un point.



Et voilà, tu as trouvé...



Le point de fuite où viennent se rejoindre les lignes de fuite ou fuyantes qui ont servi à construire le bâtiment.

Exercice : Placer la ligne d'horizon.



PF
X

Comment trouver la
ligne d'horizon ?



Facile ! Elle passe par le Point de Fuite (PF).



PF
x

LH

Exercice : Construire un nouveau bâtiment.



Il devra être situé
juste à côté du
premier mais doit
être plus HAUT.



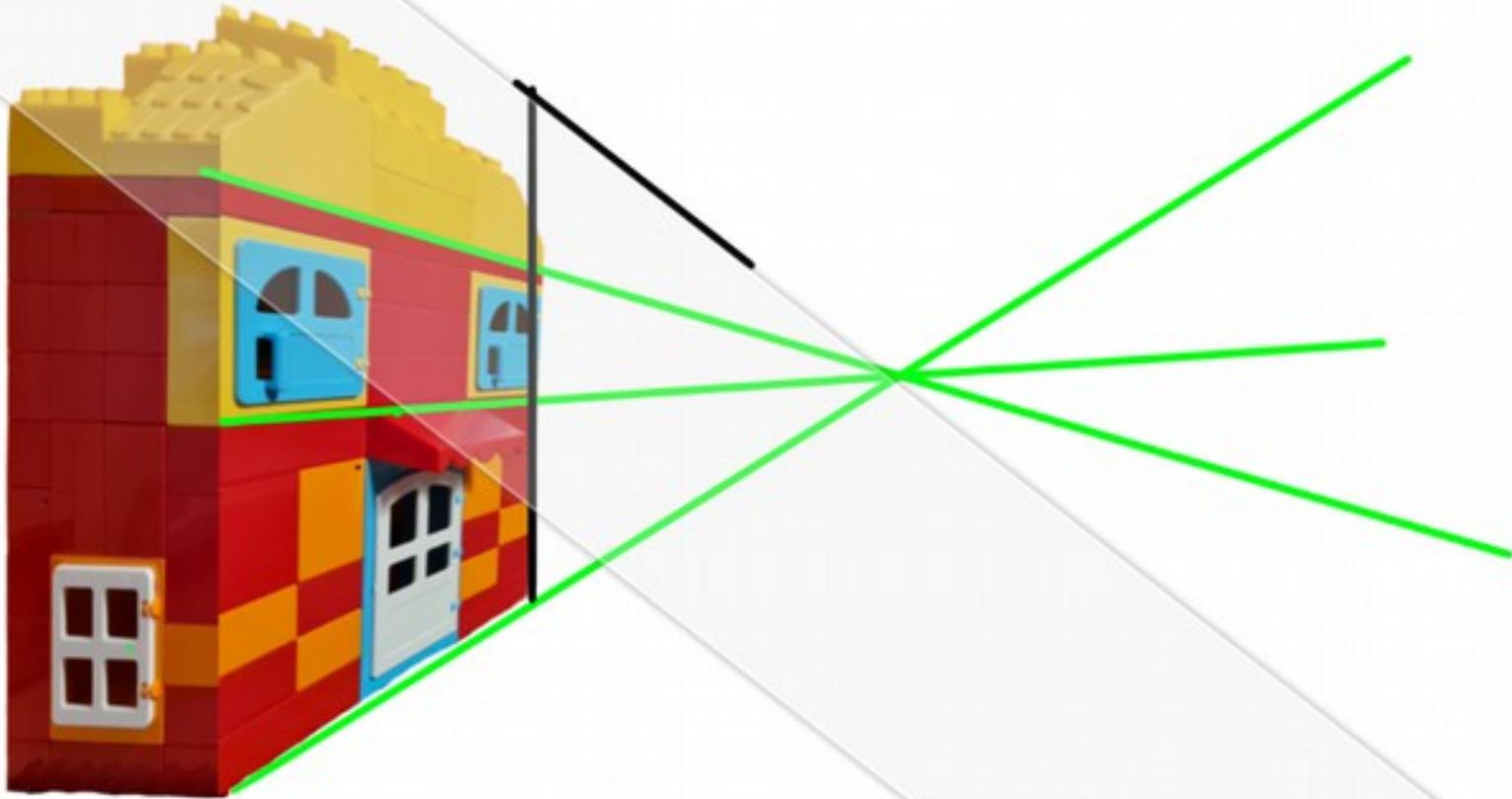
Trace la ligne plus haute.



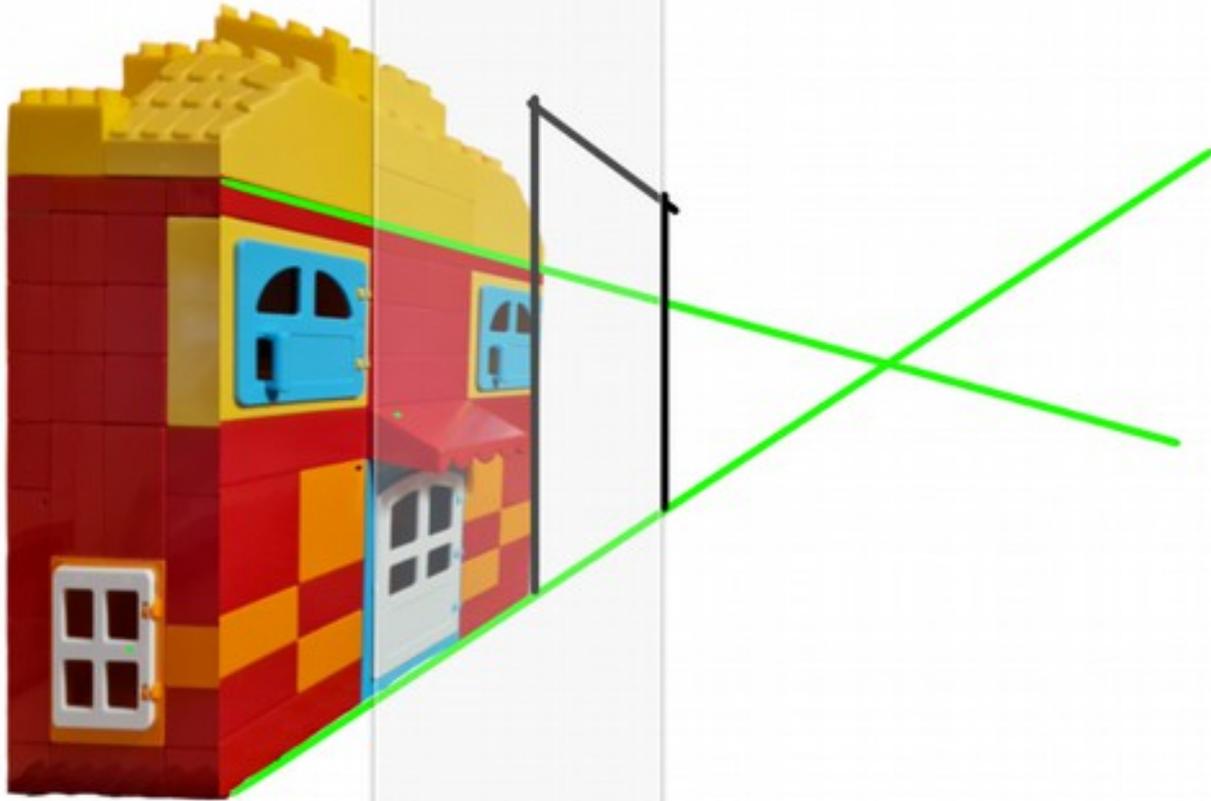
Attention à être
bien
perpendiculaire
au bas de ta

feuille !

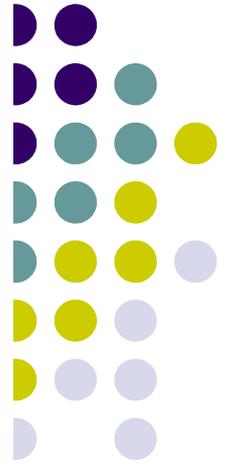
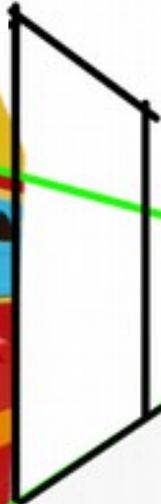
Fais fuir tes lignes au Point de fuite.



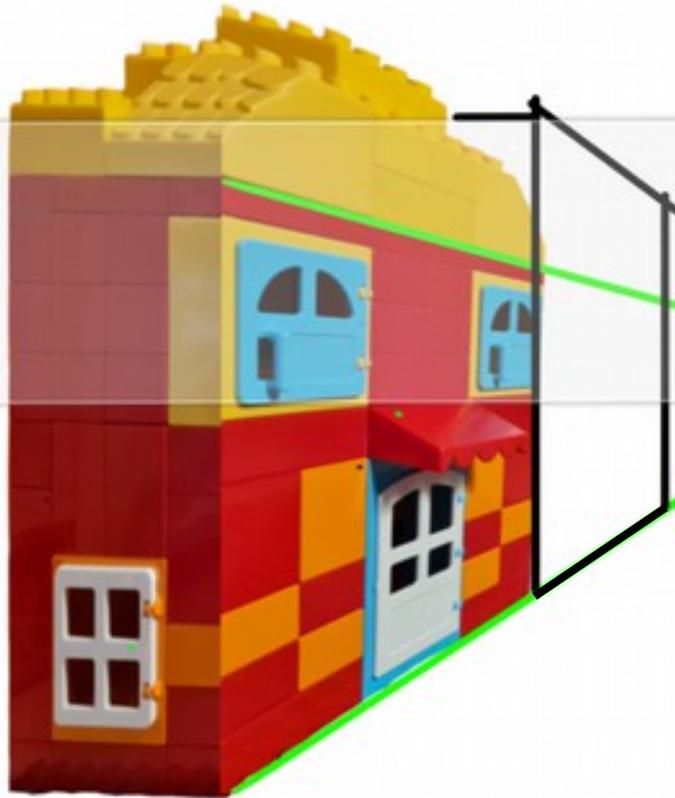
Toujours bien perpendiculaires ...



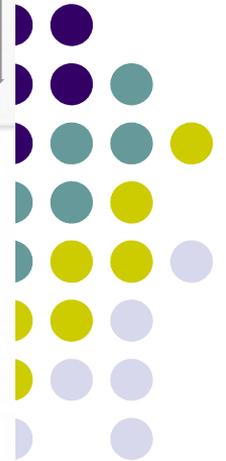
Trace la ligne fuyante du bas...



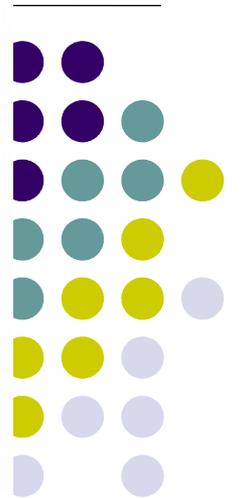
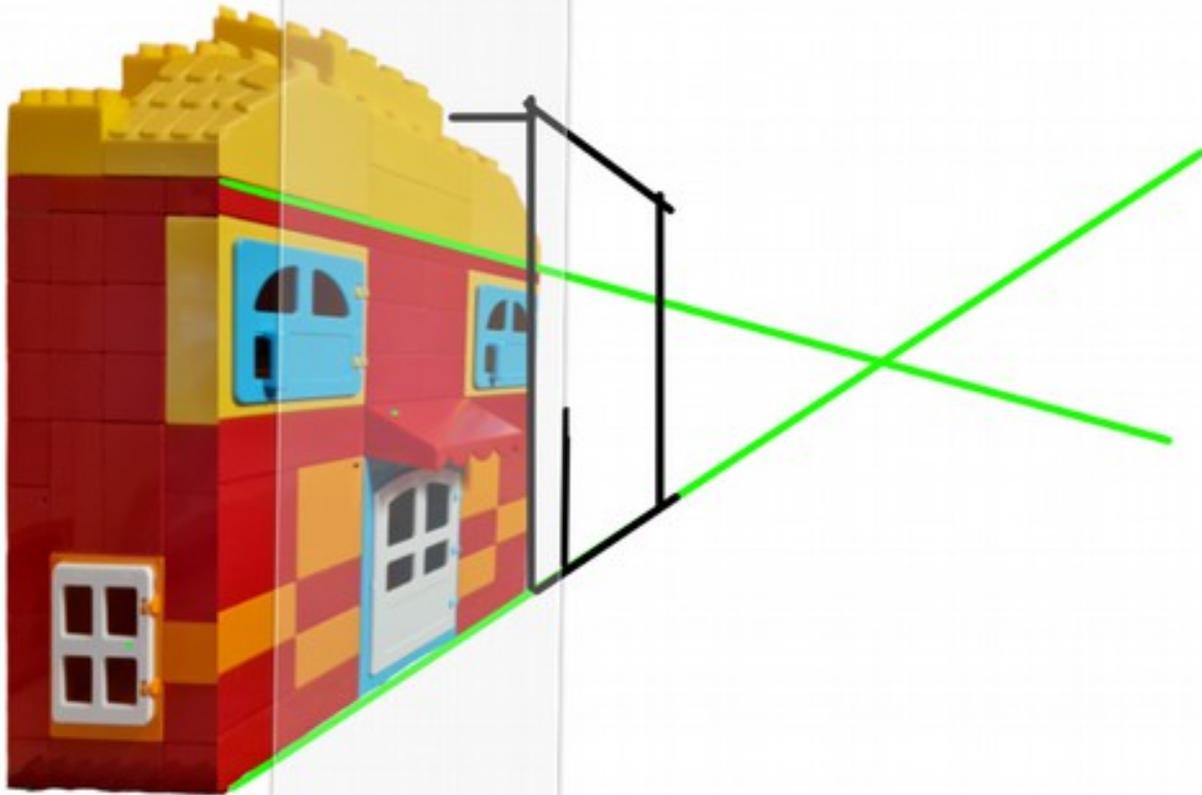
Puis marque la largeur du bâtiment...



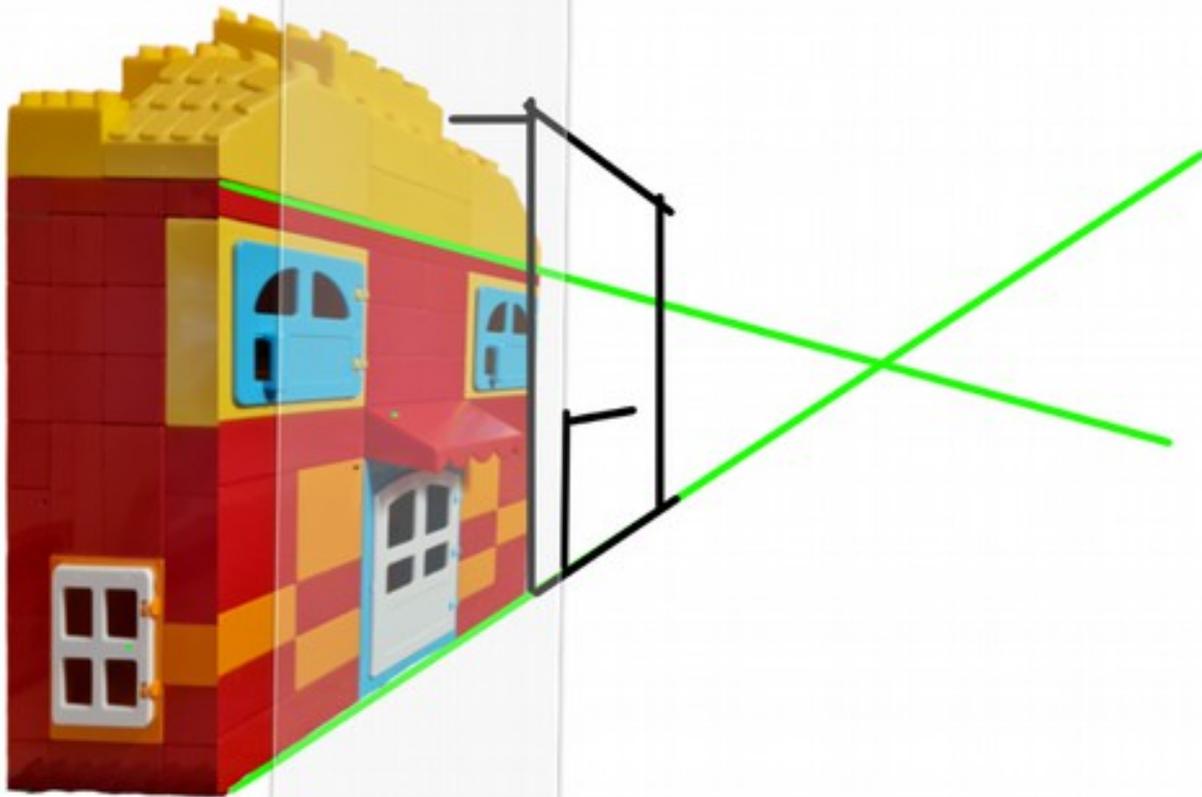
Attention à être bien perpendiculaire au côté de ta feuille !



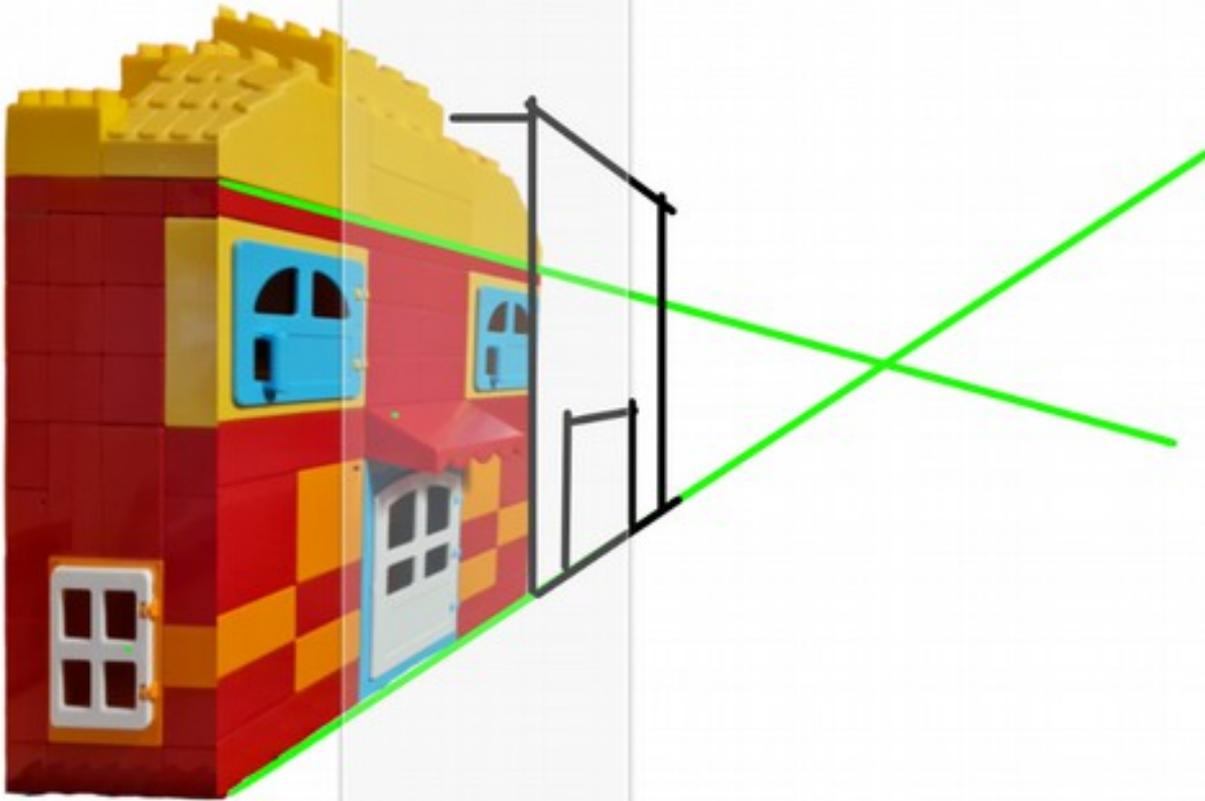
Puis la porte...



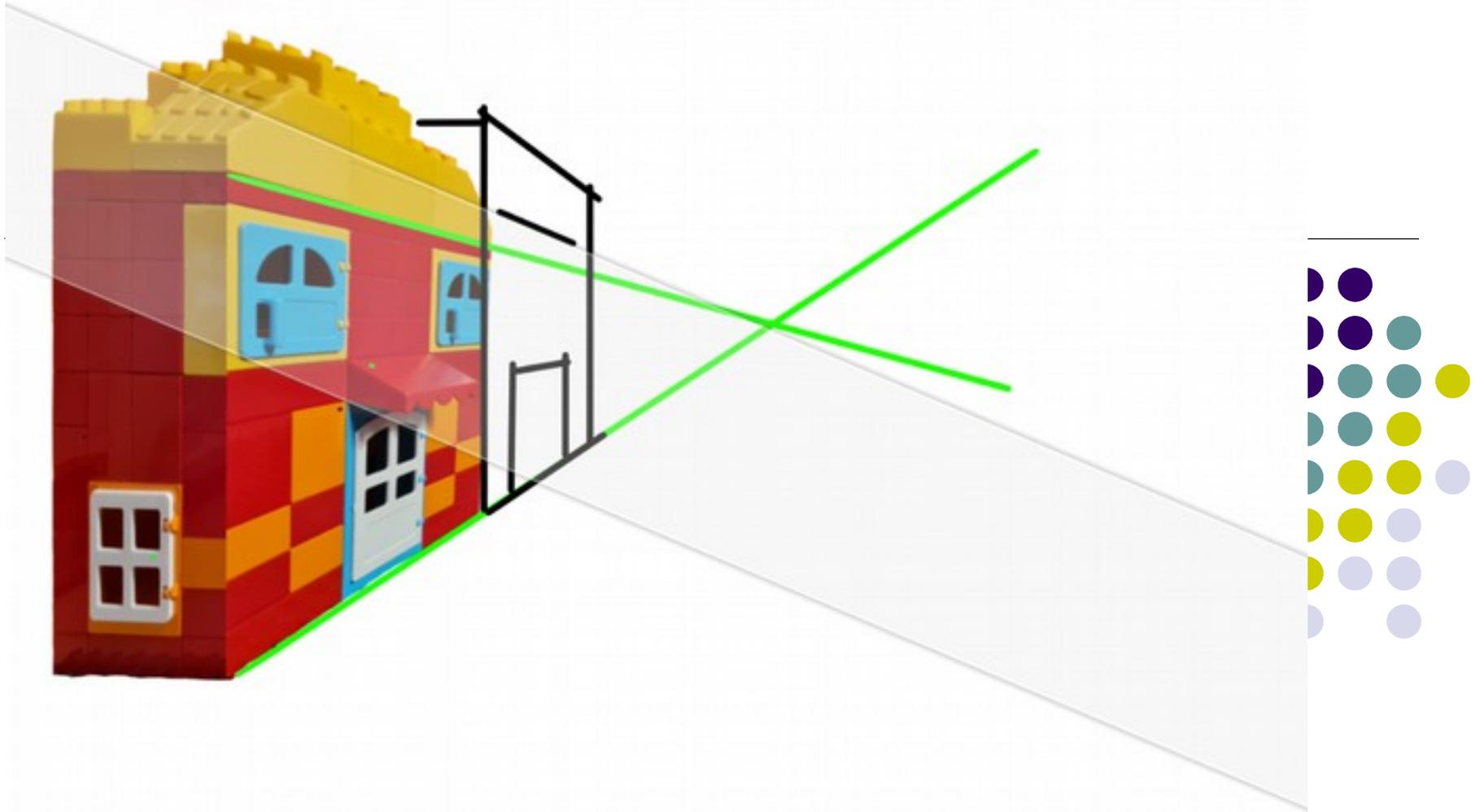
Le côté est perpendiculaire au bas de la feuille.



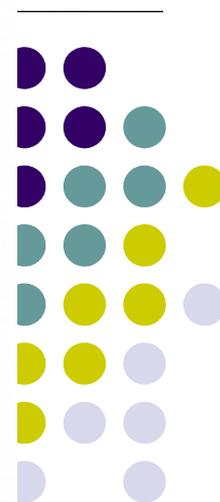
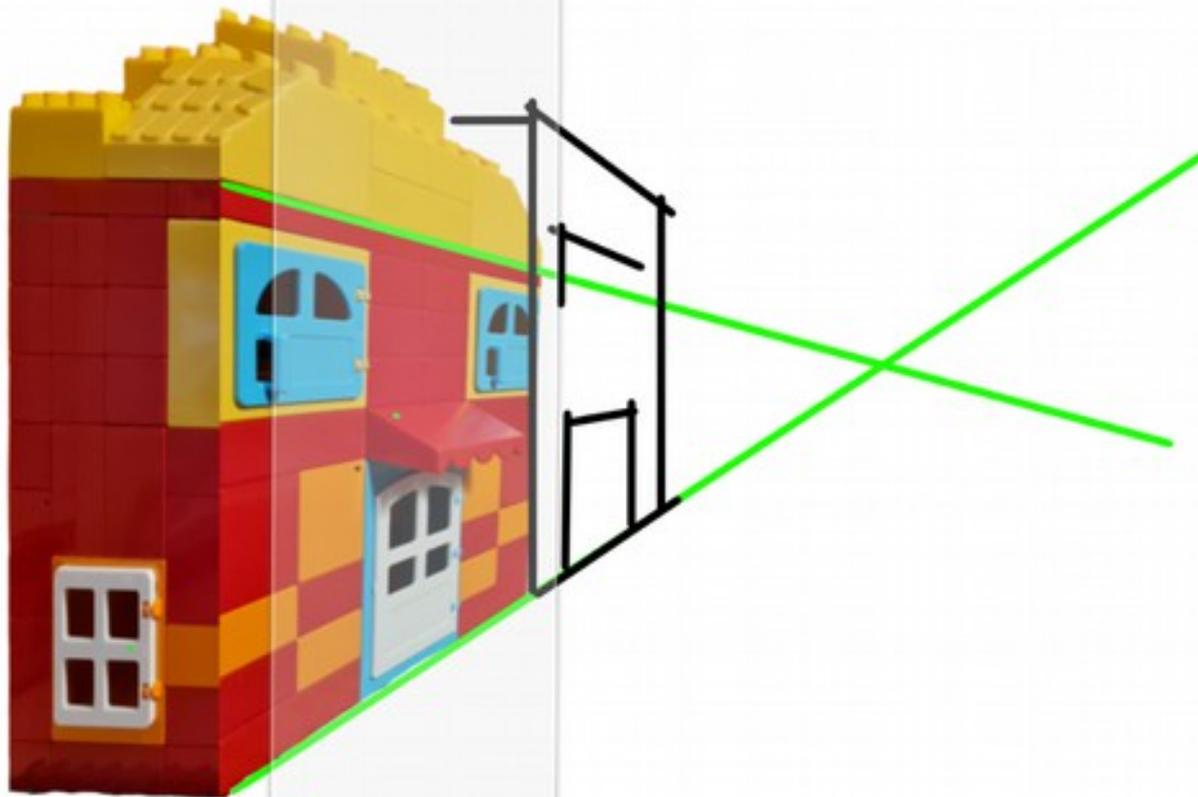
Et le haut va au point de fuite.



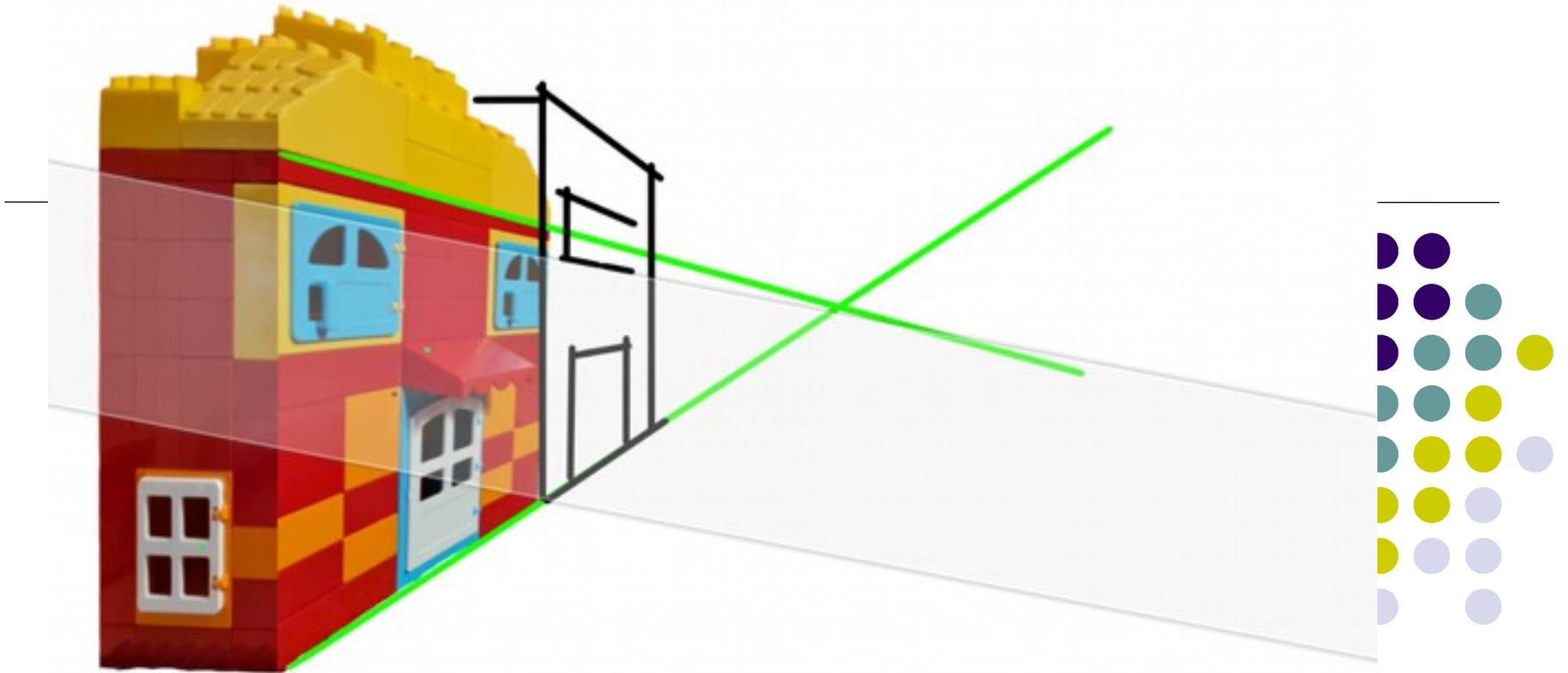
Et la fenêtre...



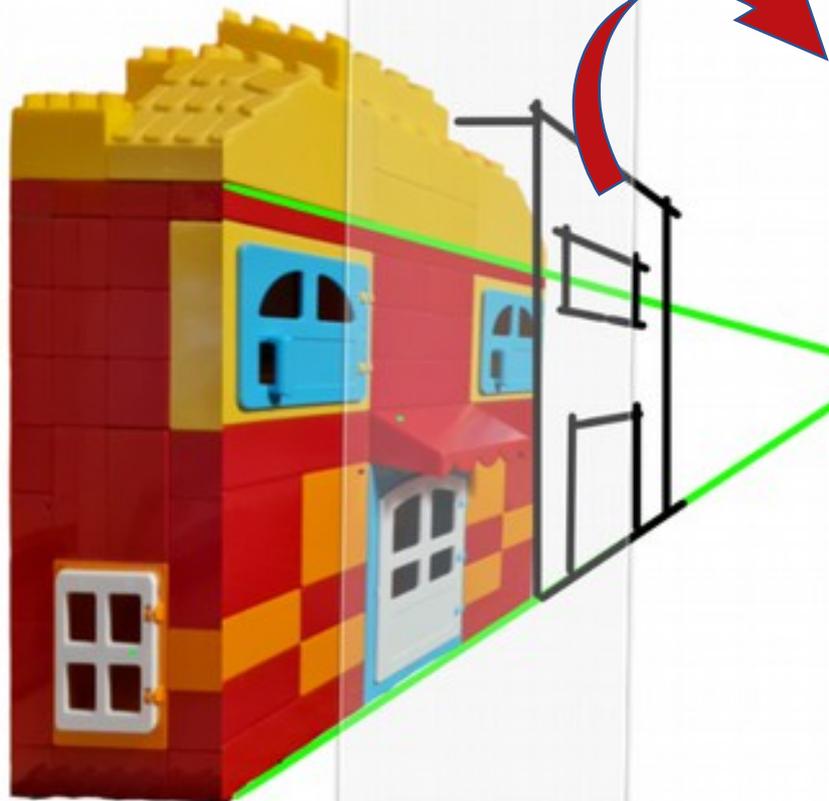
**Les côtés sont perpendiculaires
au bas de la feuille.**



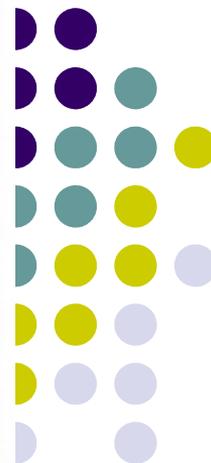
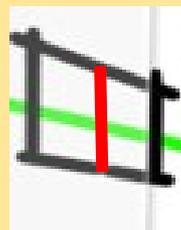
Le haut et le bas vont au point de fuite.



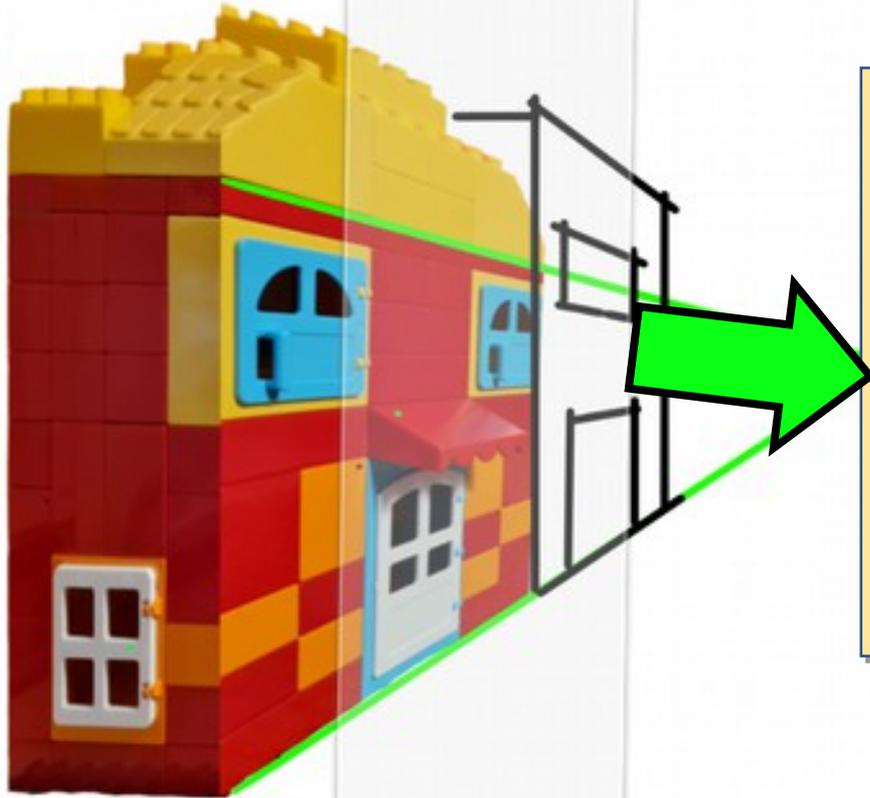
Et voilà !



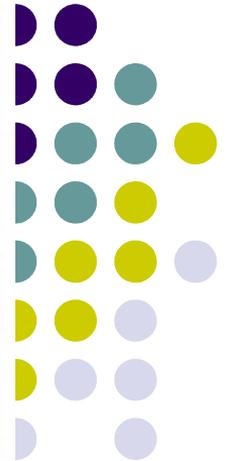
Tu peux la séparer
en deux si besoin.



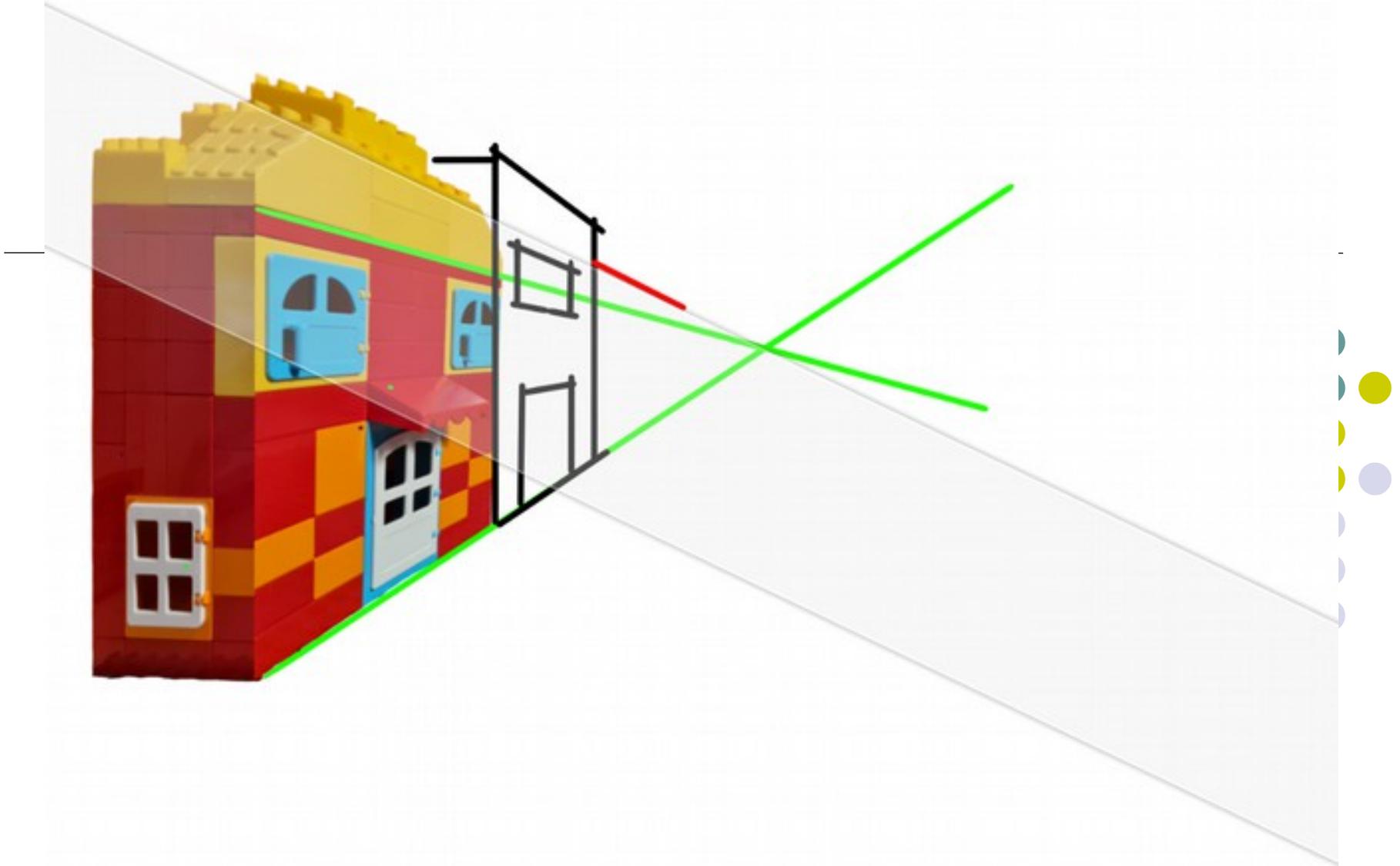
Exercice : Et on poursuit la rue...



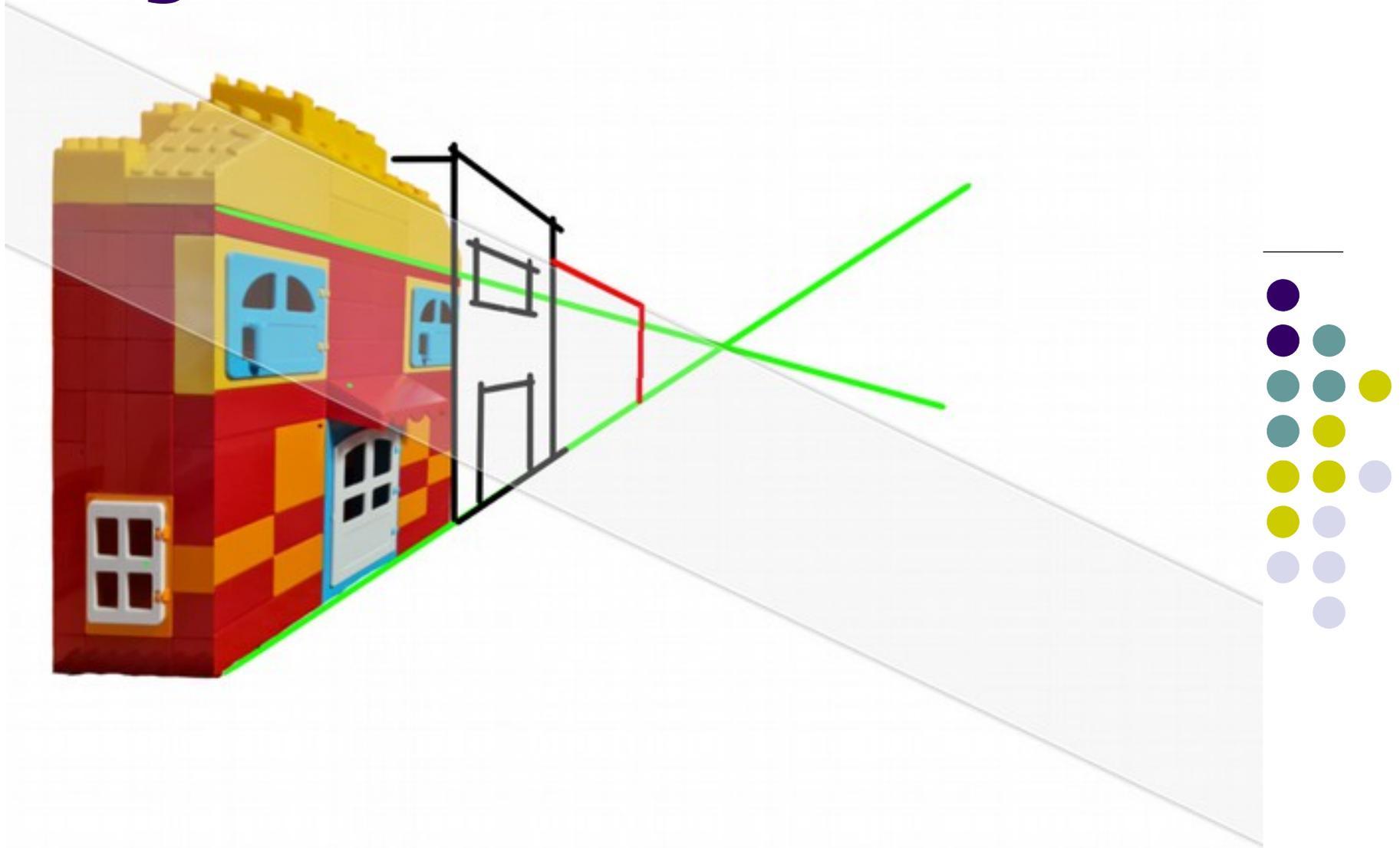
Continue de
construire des
bâtiments du côté
gauche de la rue.

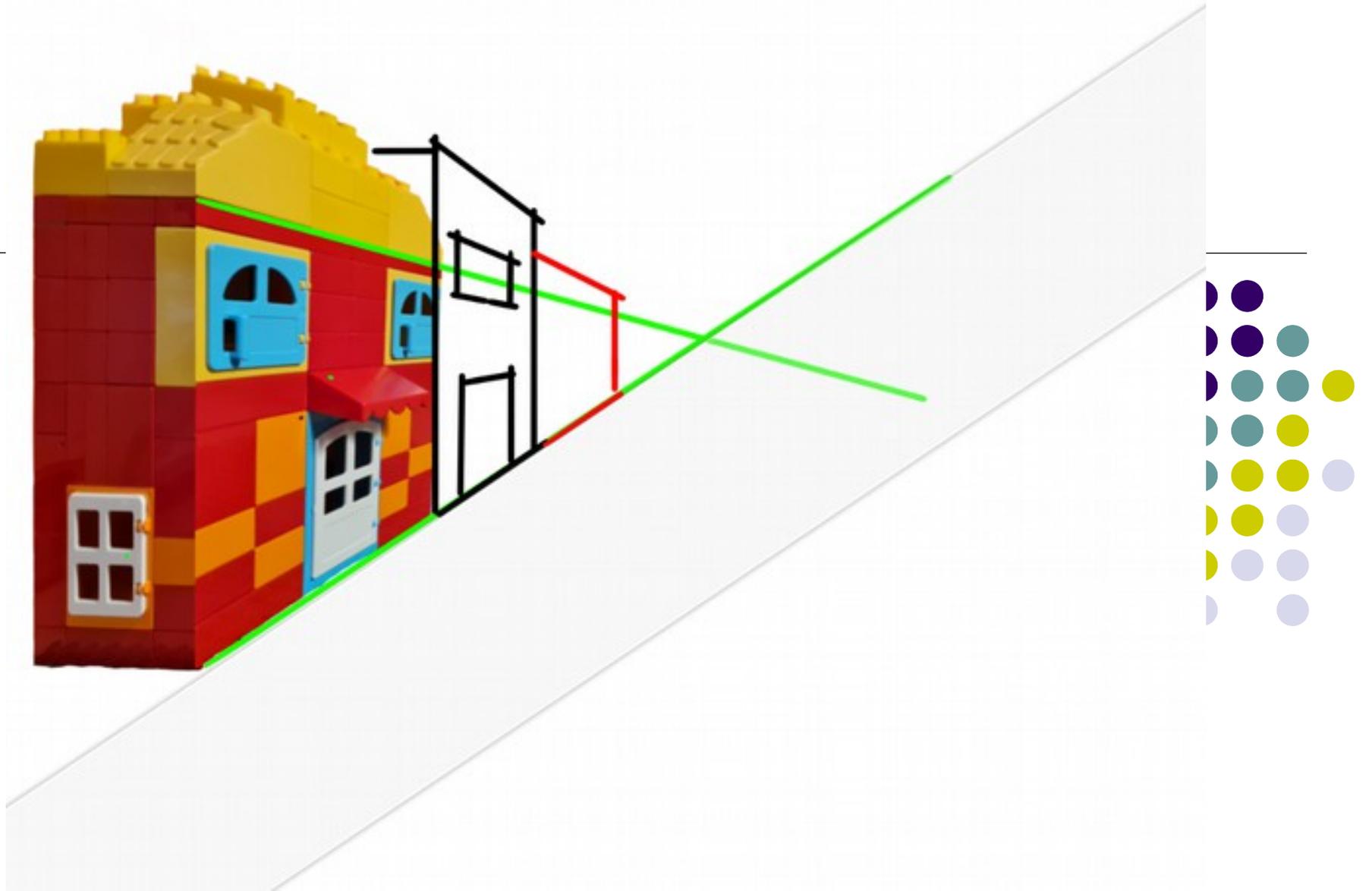


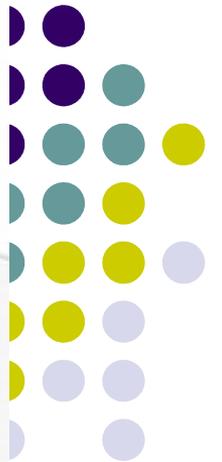
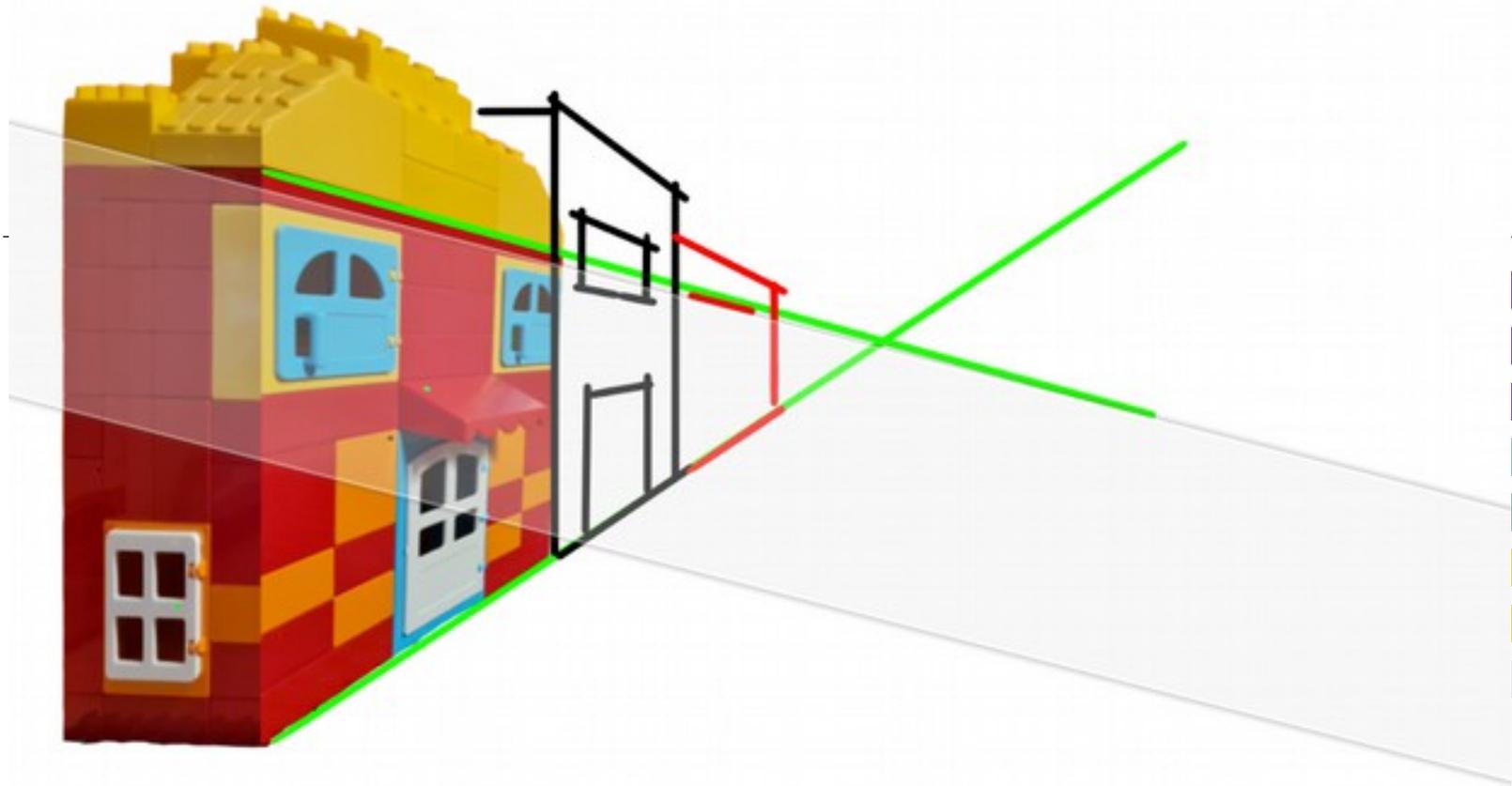
Pense à varier leur taille et leur forme.

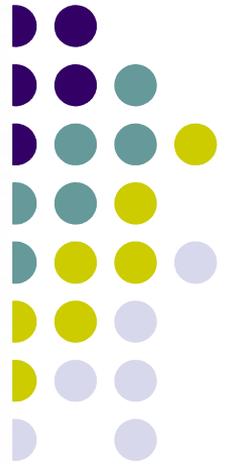
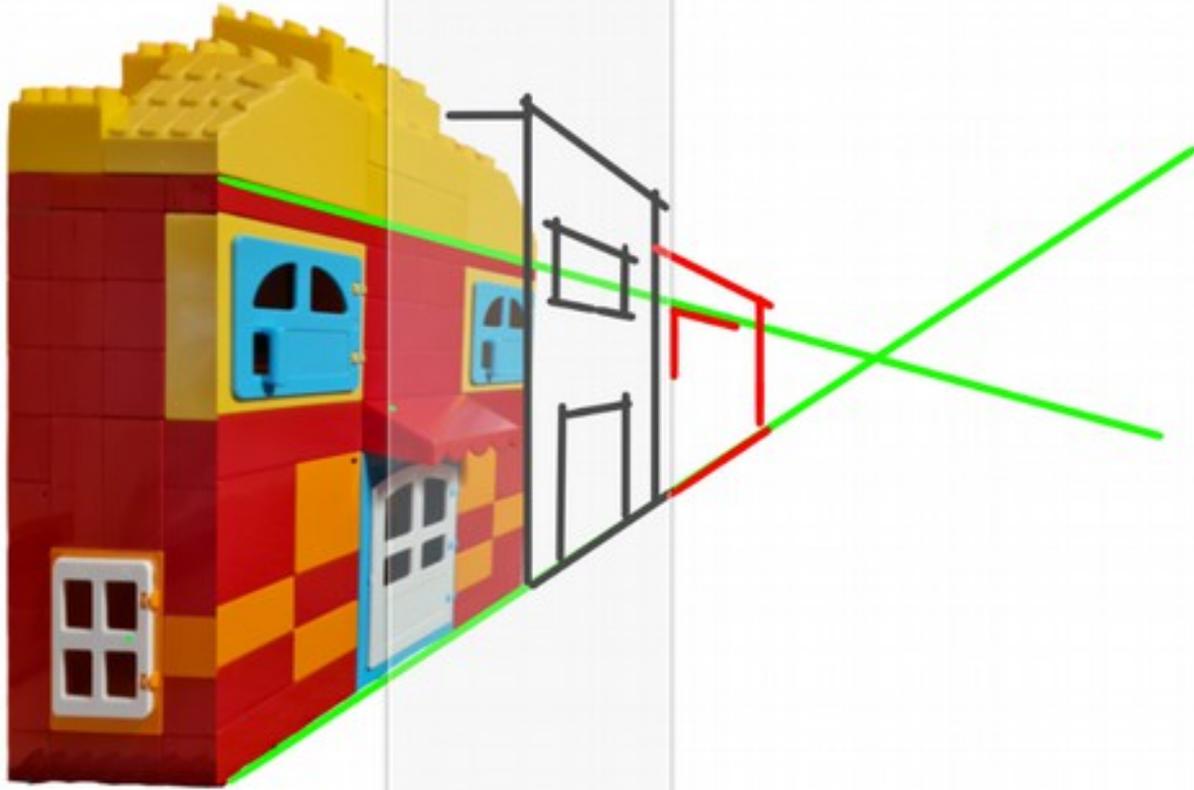


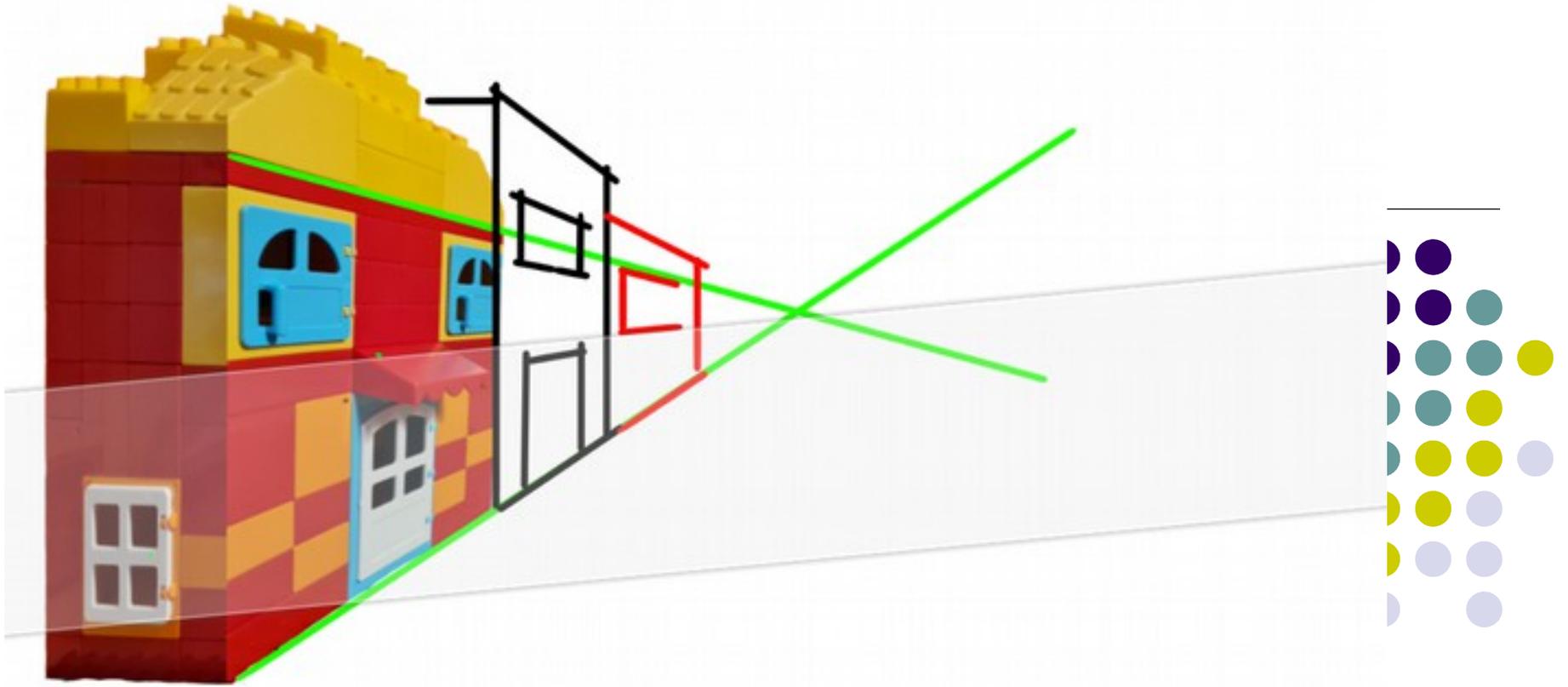
Plus petit, plus grand, plus large...

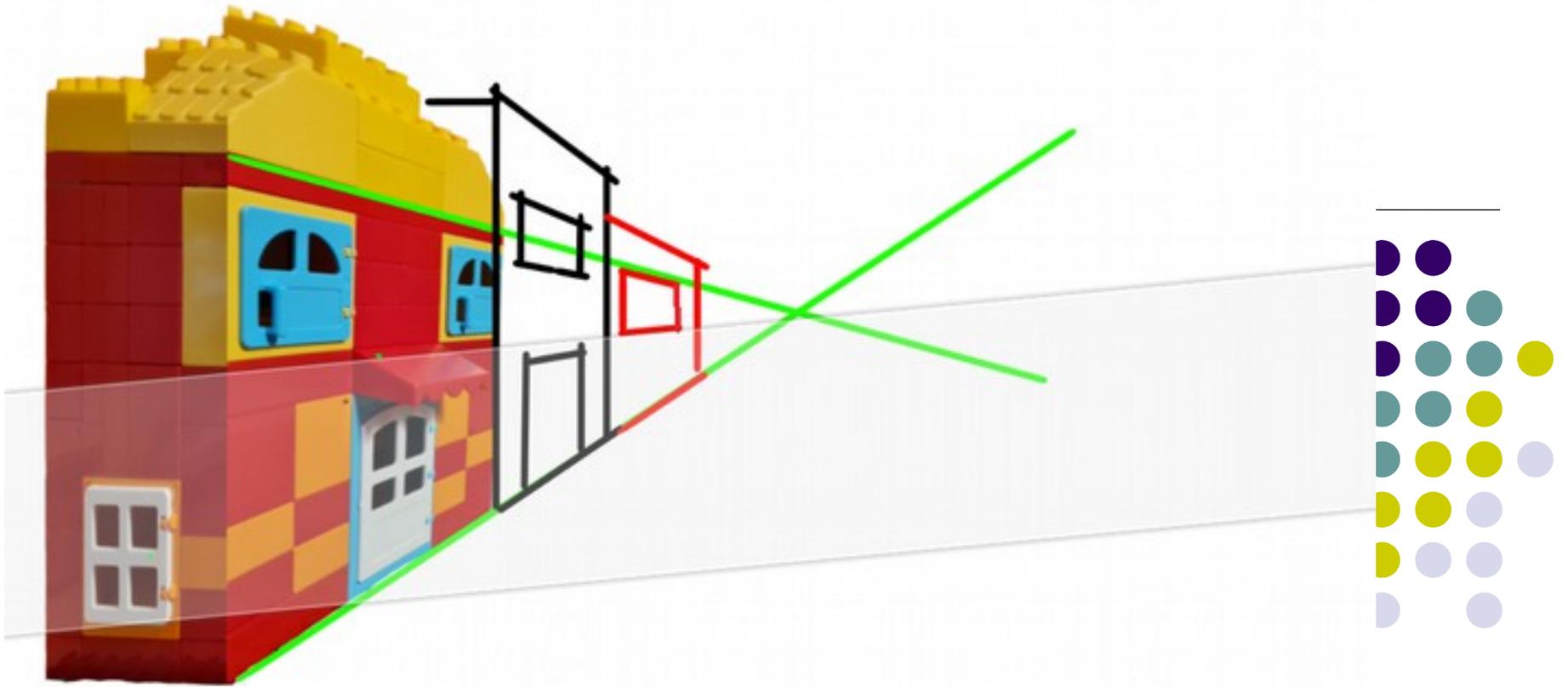


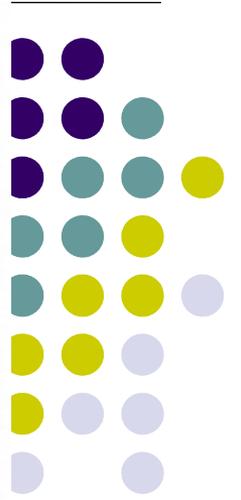
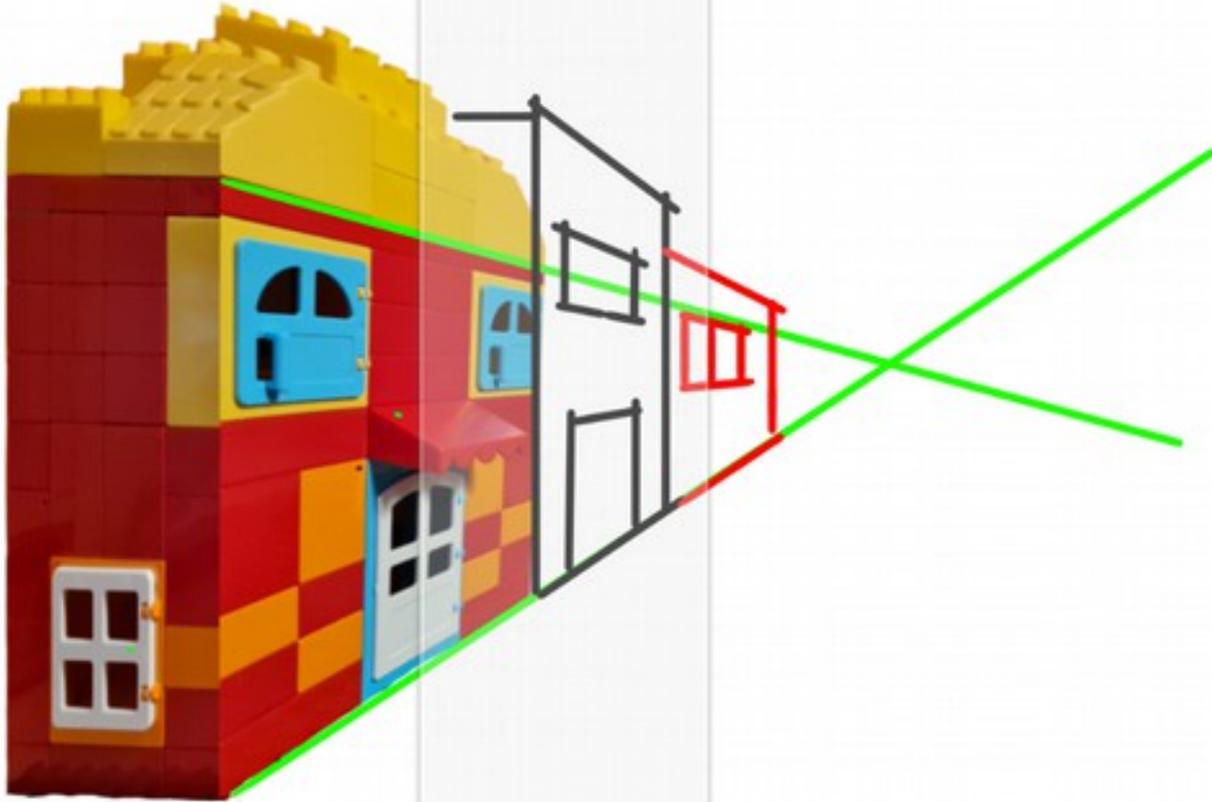




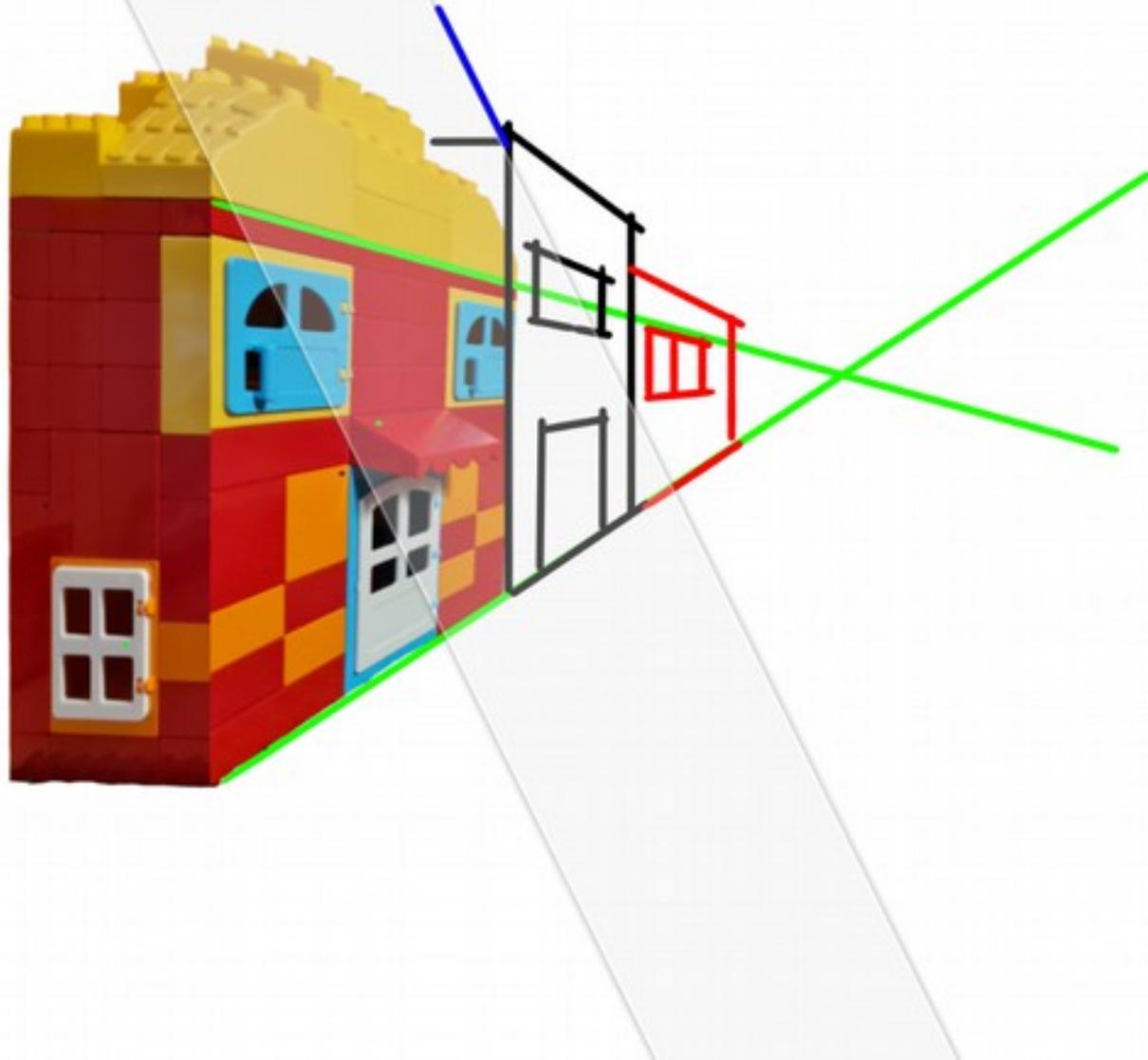




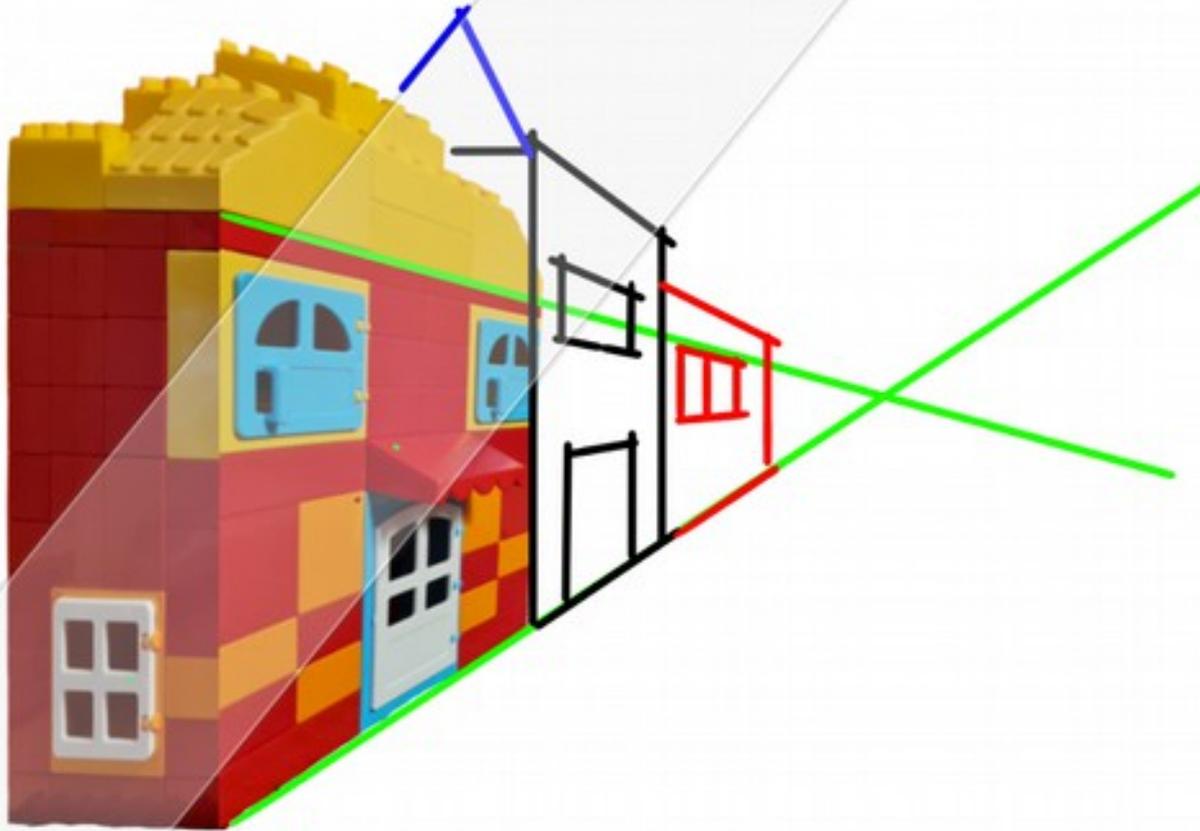


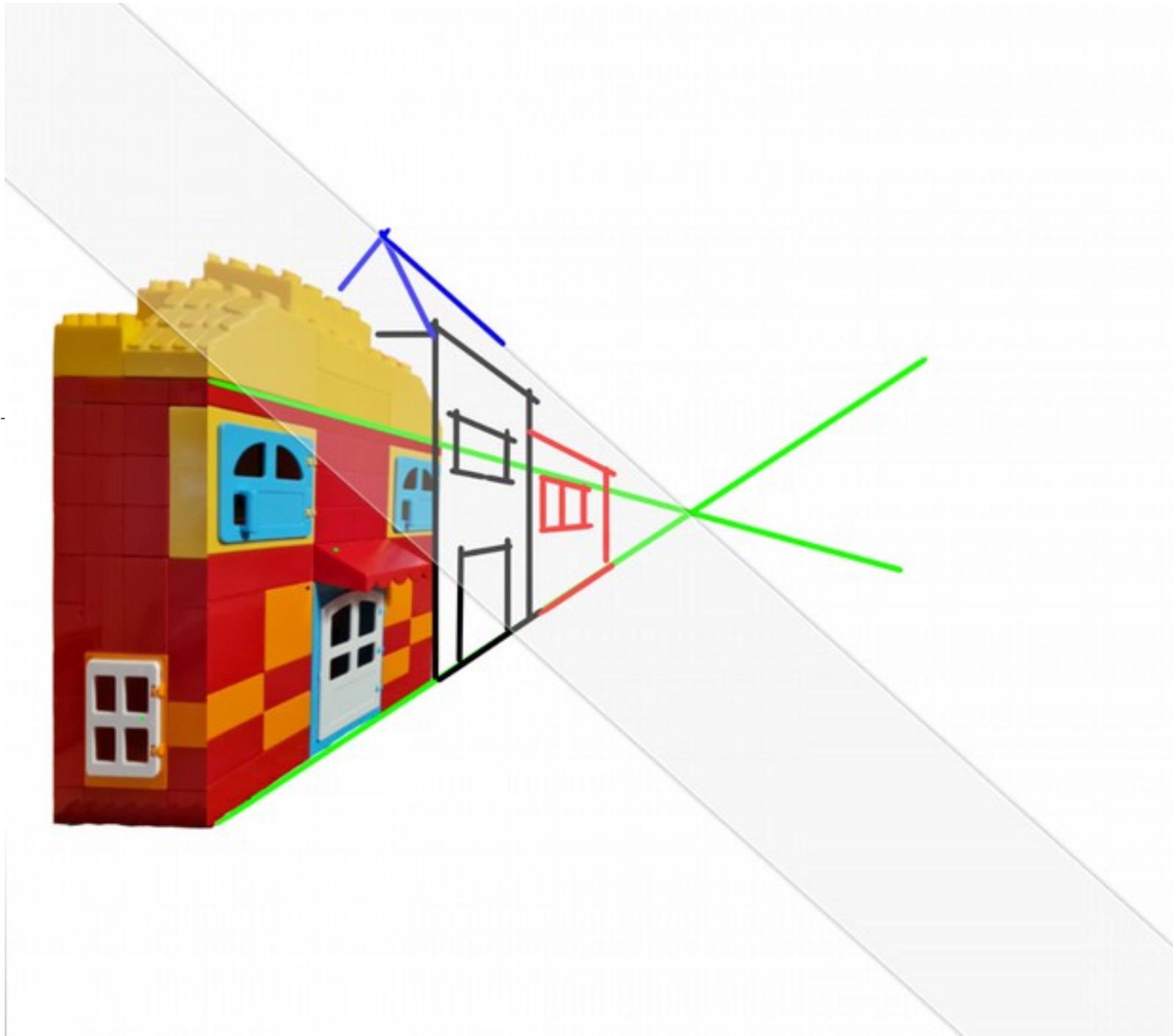


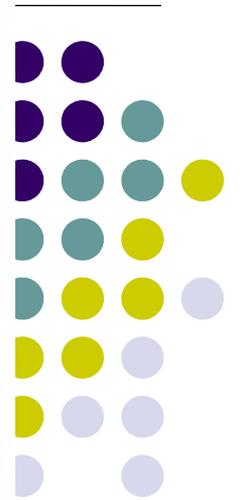
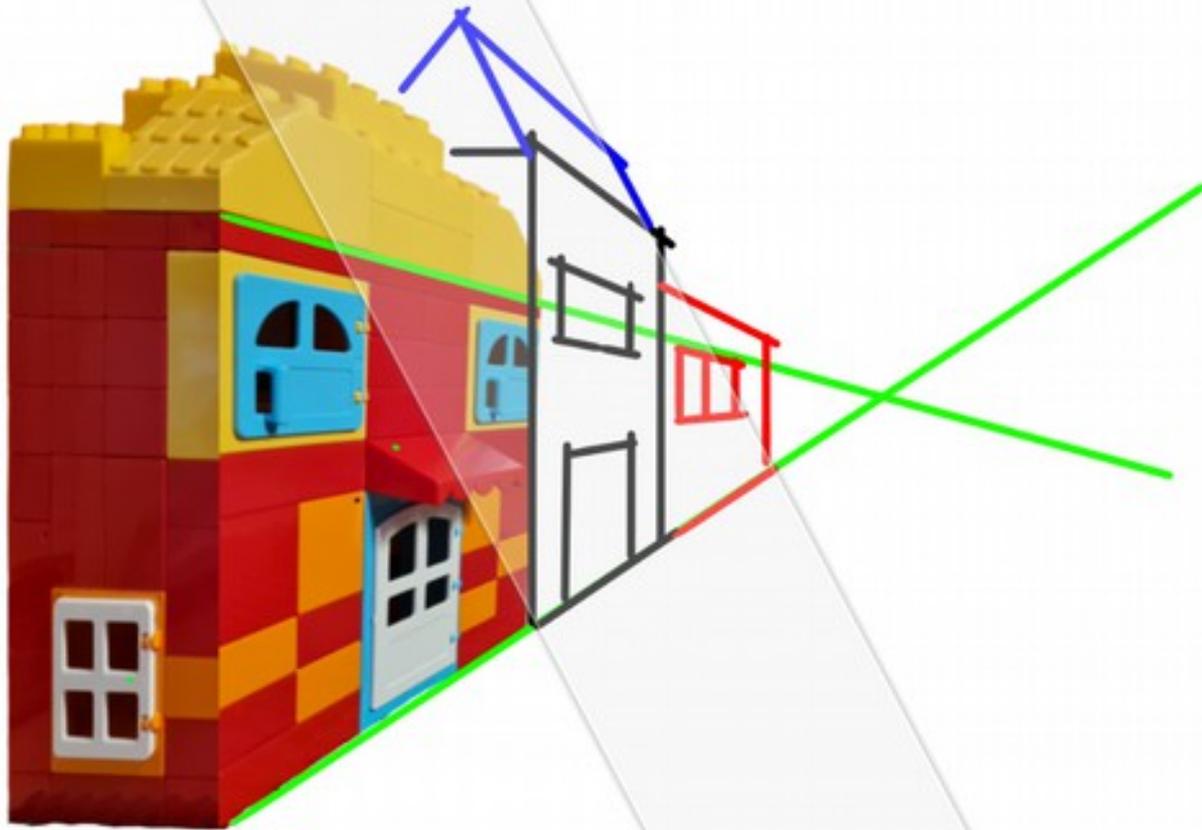
Et à varier les détails.



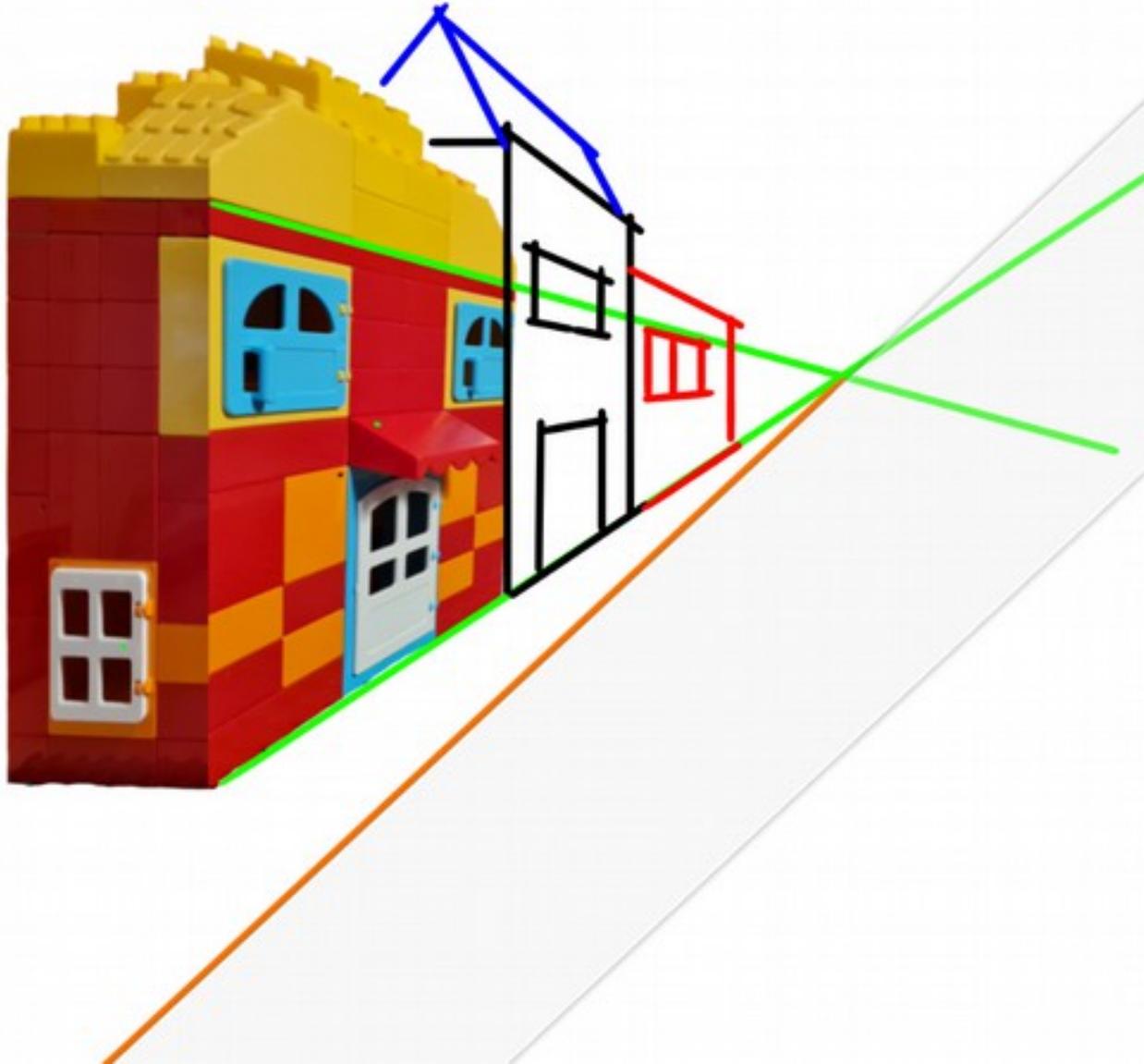
Un toit pentu par exemple.



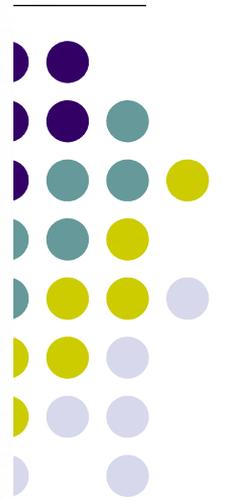
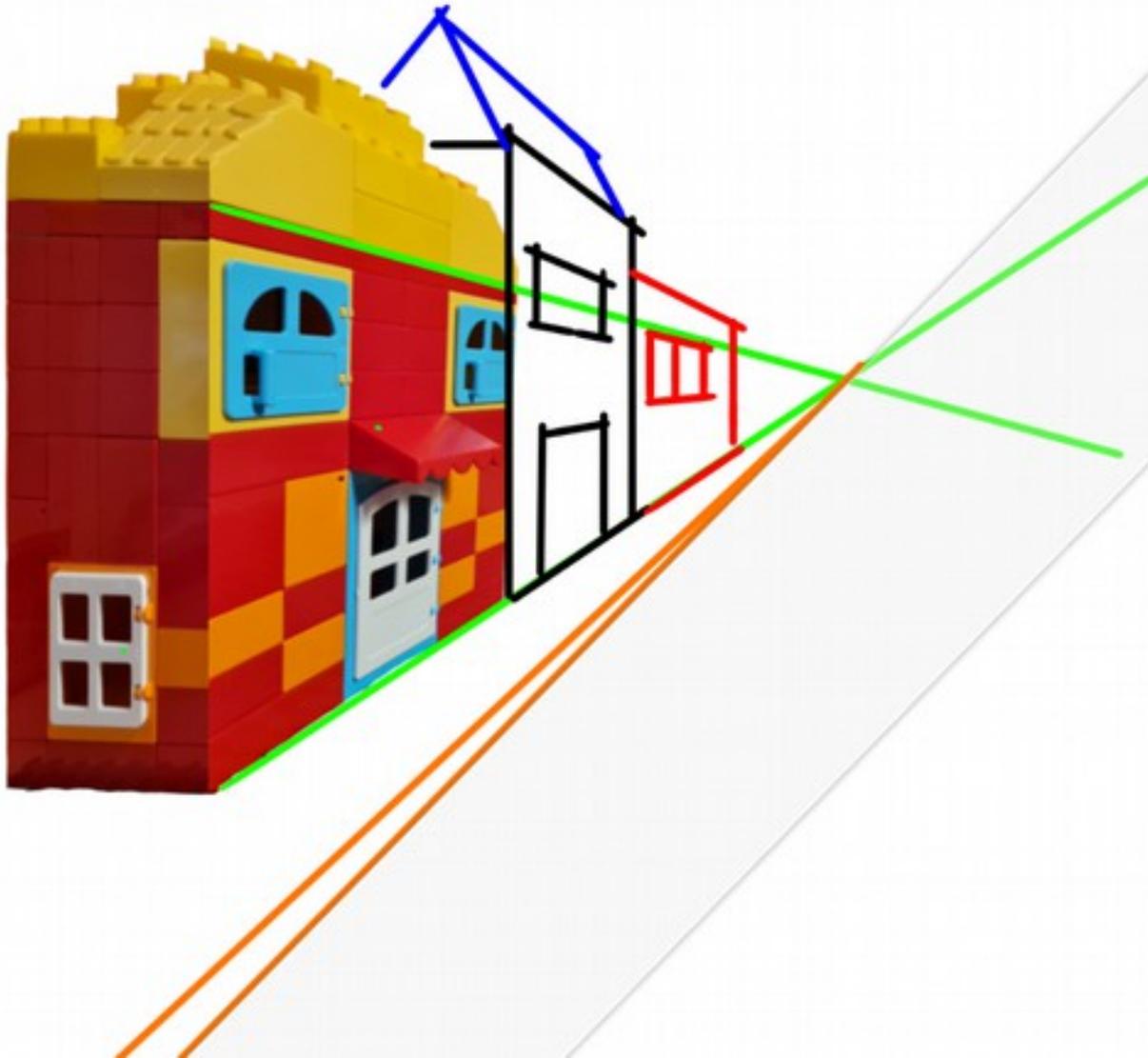




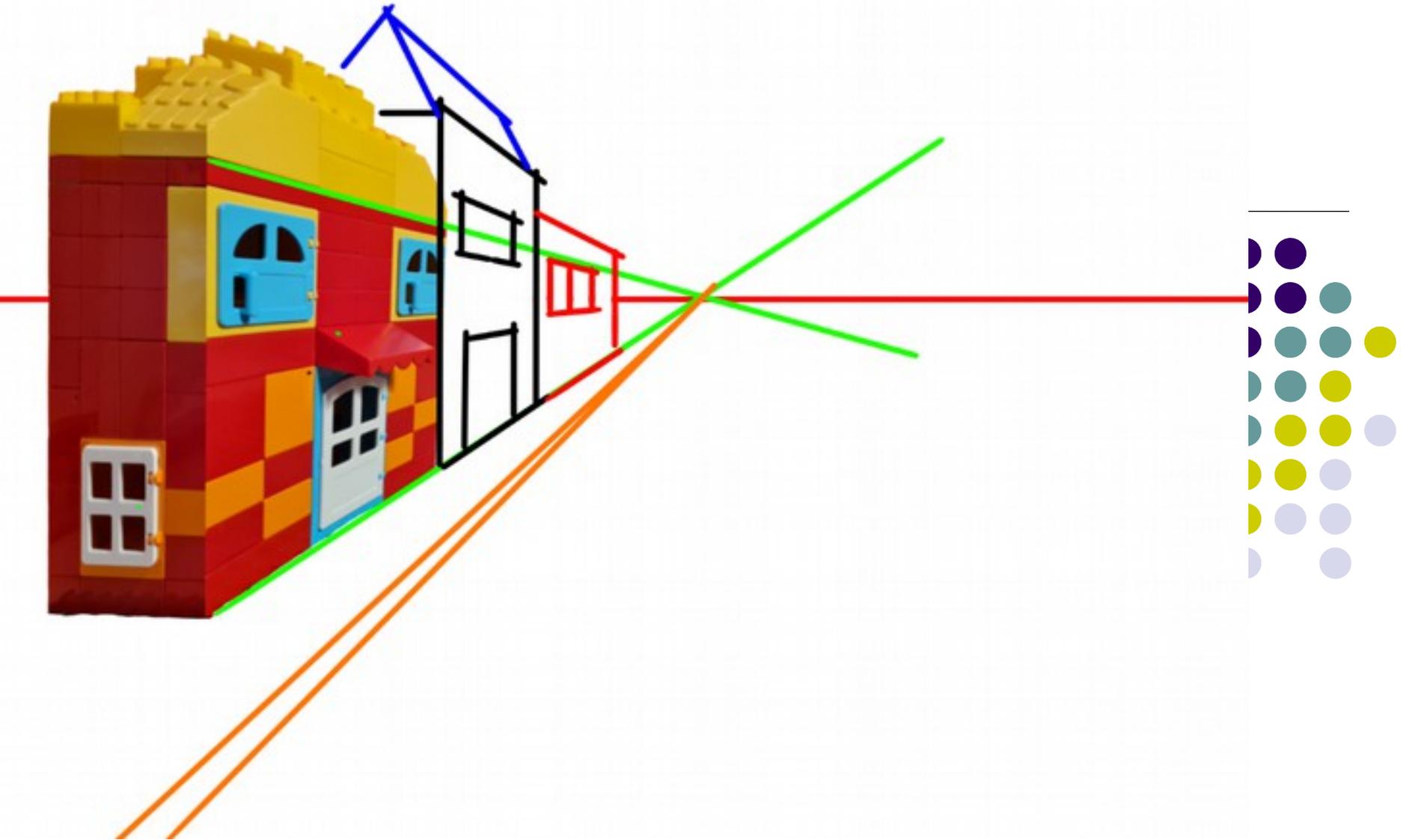
Puis trace la route.



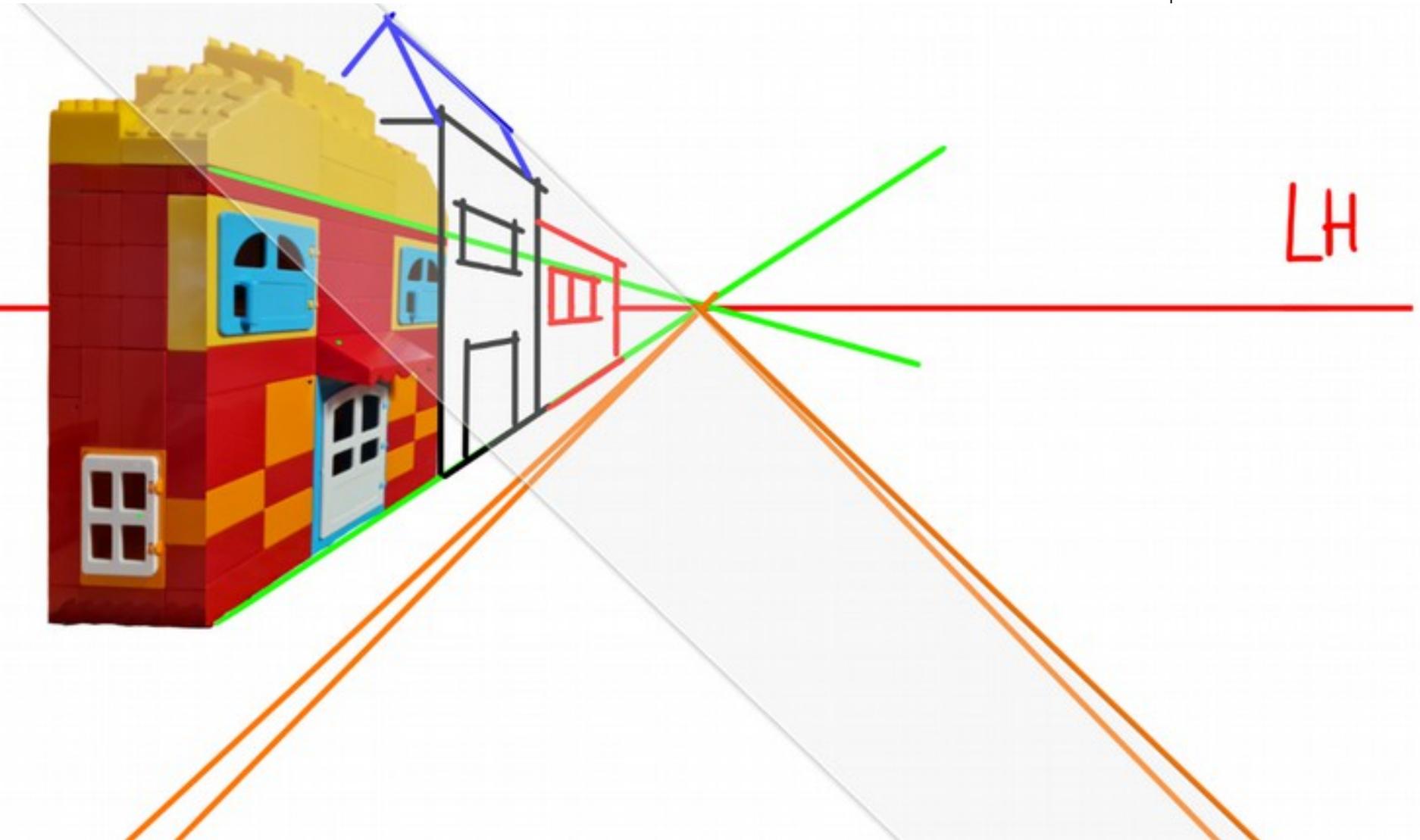
Avec l'épaisseur du trottoir.



Retrace un peu ta ligne d'horizon.



Avec l'épaisseur du trottoir.



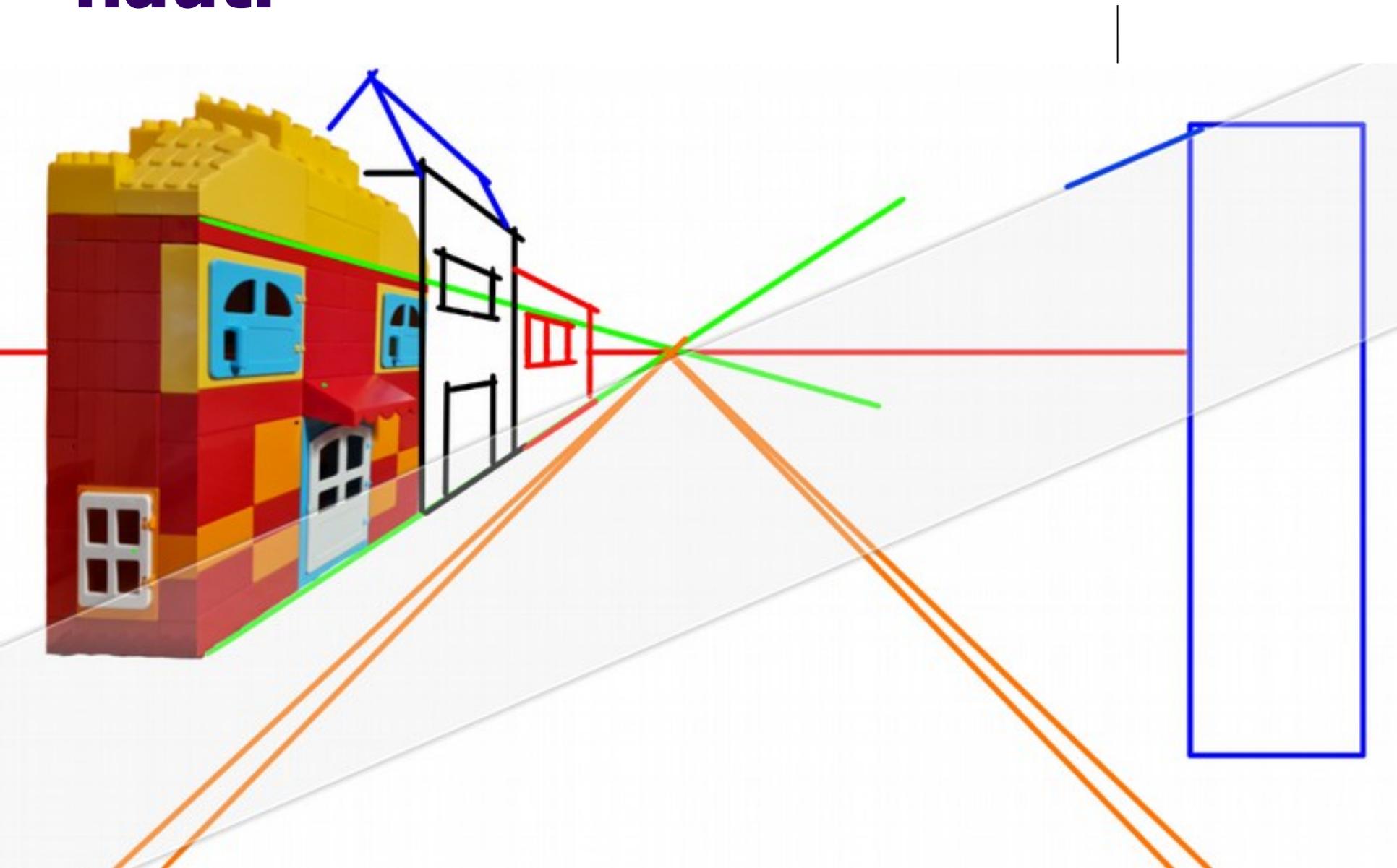
Et un nouveau bâtiment à droite.



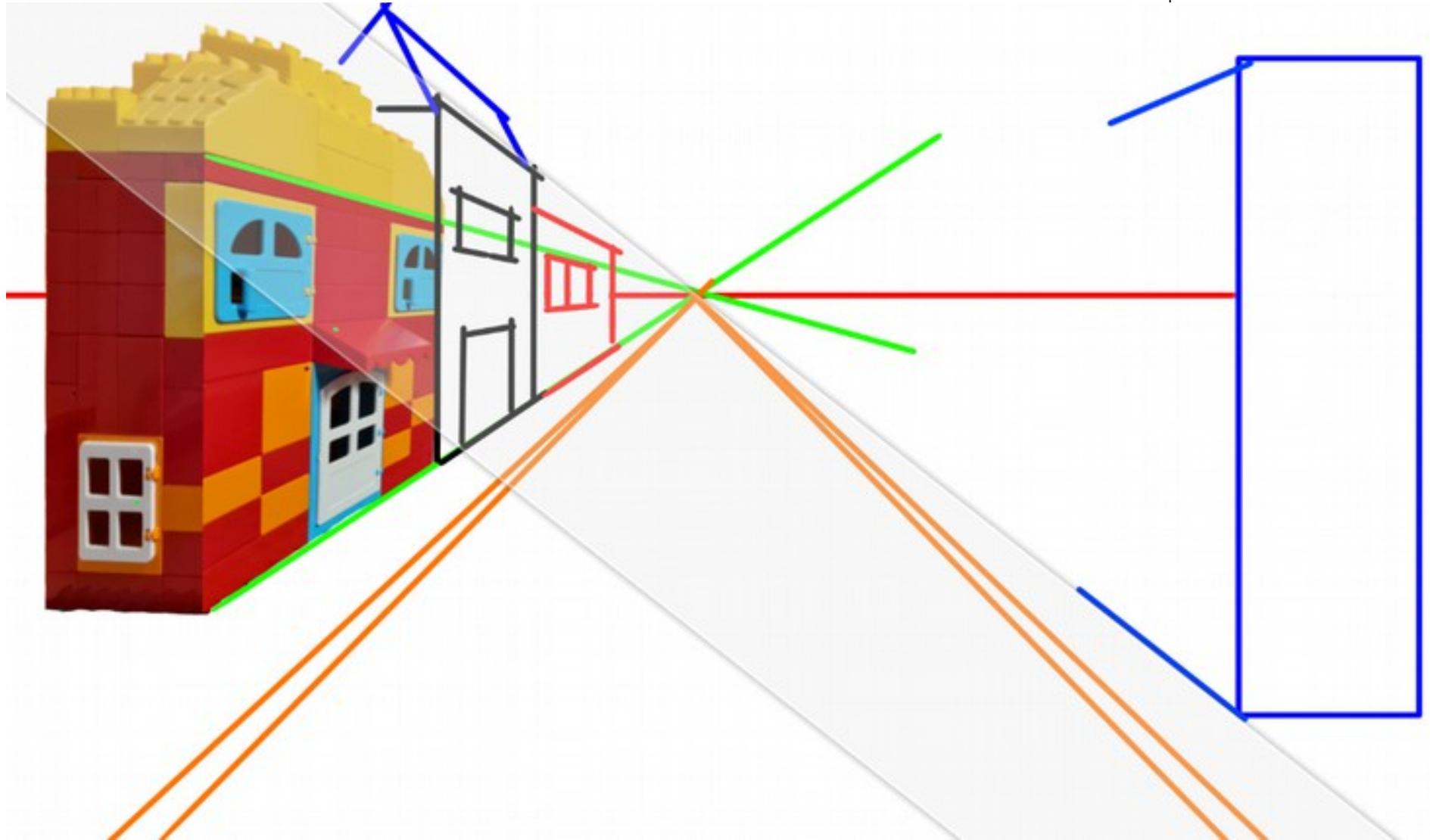
Trace juste un rectangle (bien perpendiculaire) pour le côté du bâtiment.



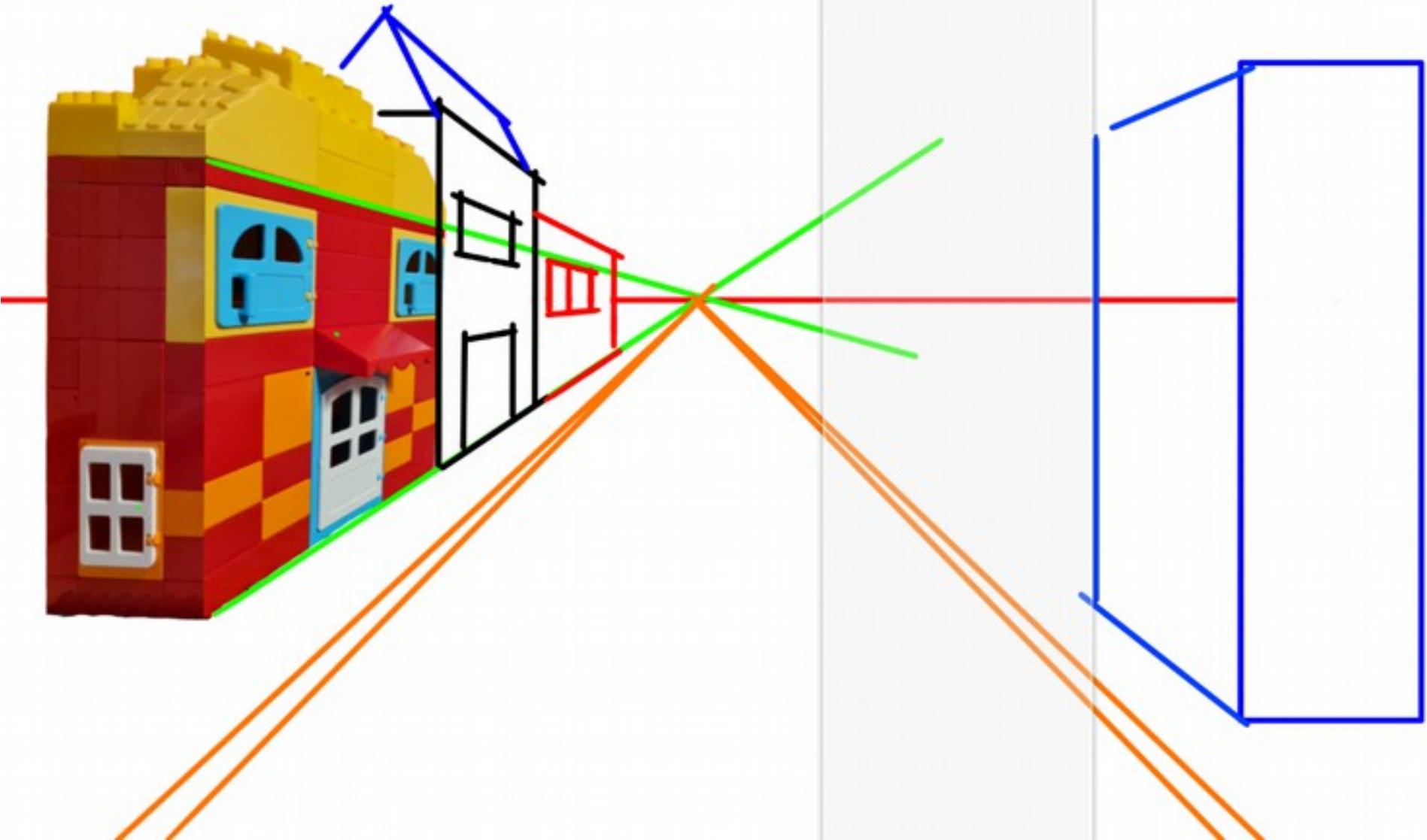
Puis trace les fuyantes en haut.



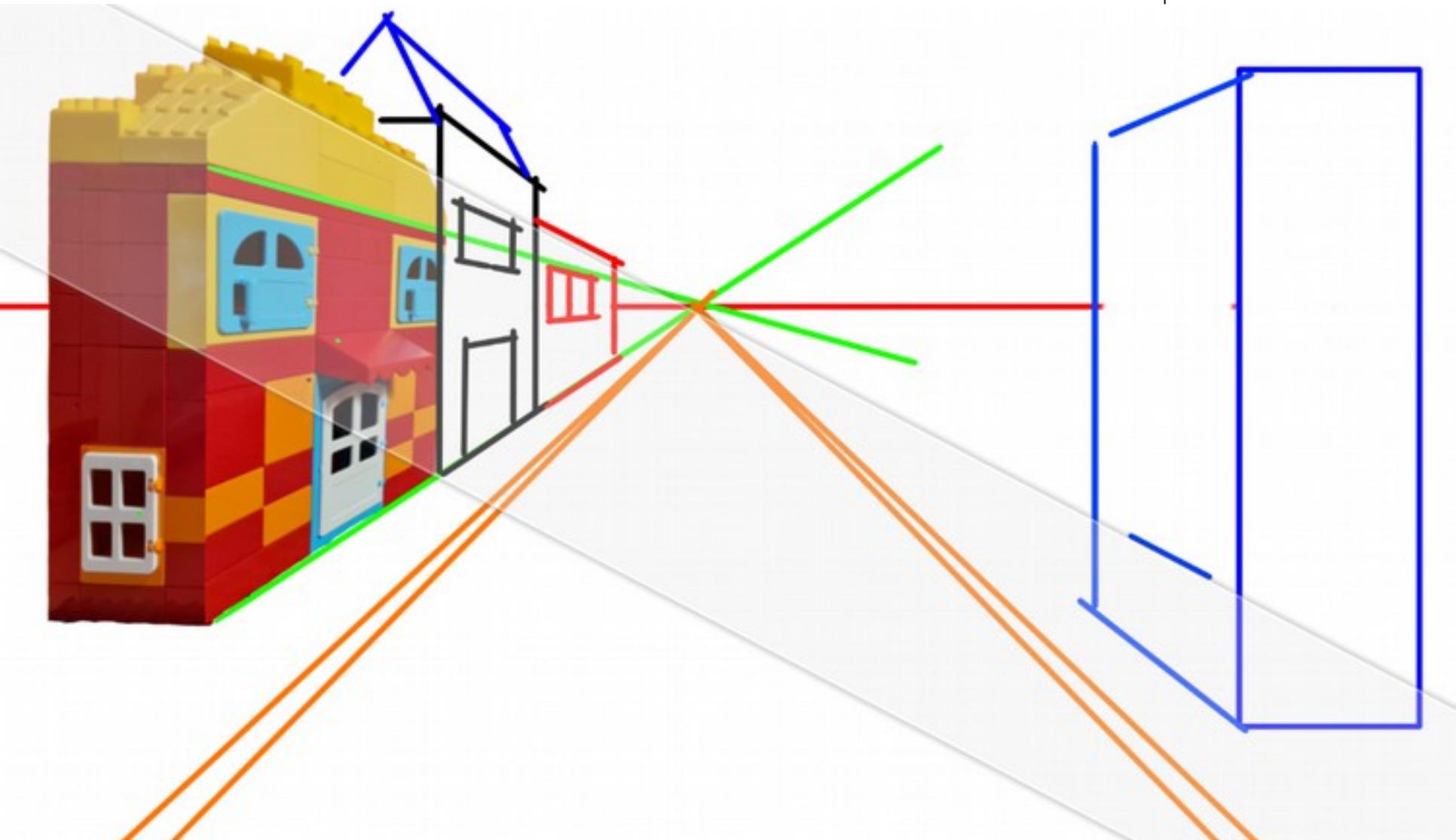
Et en bas du bâtiment.

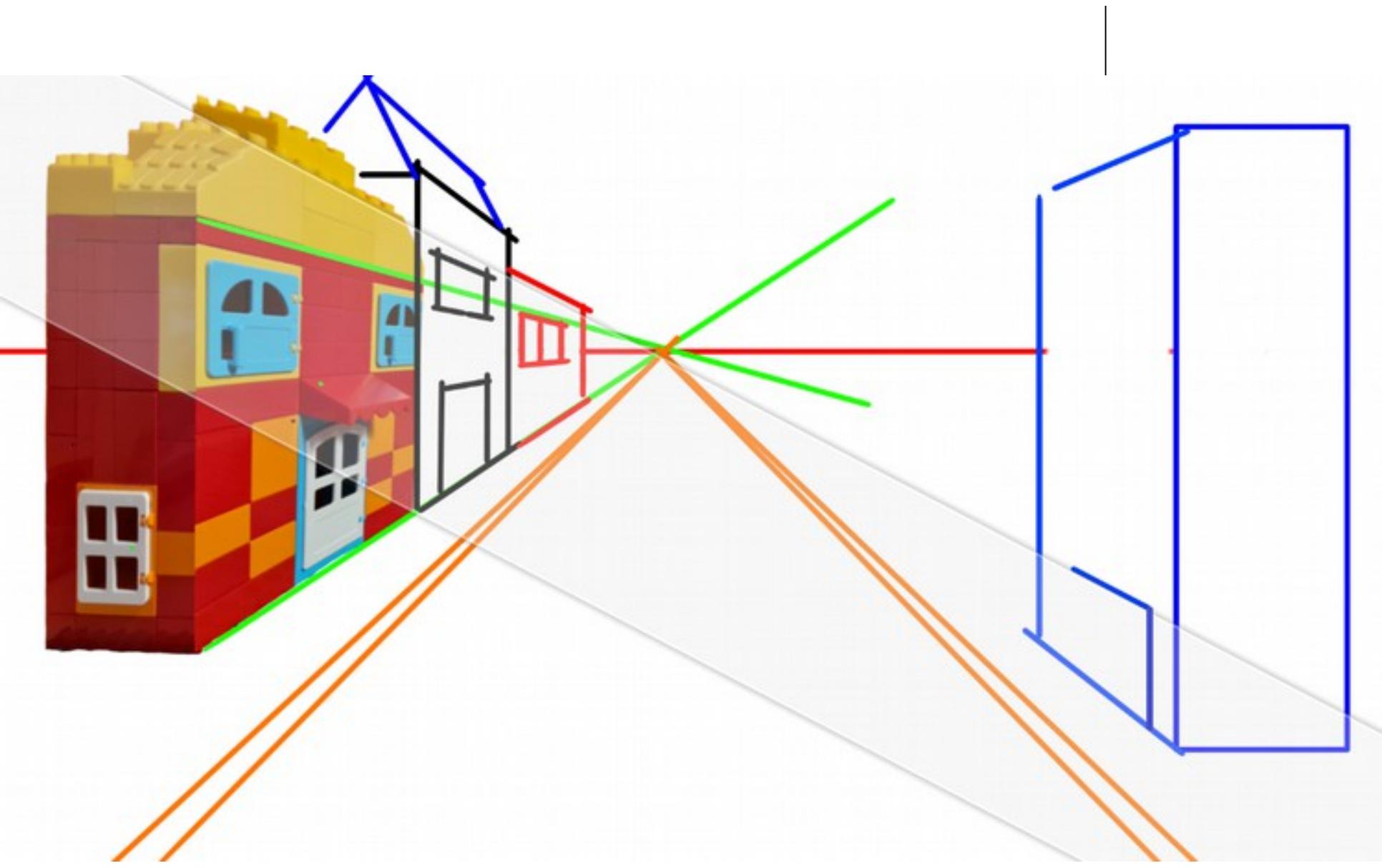


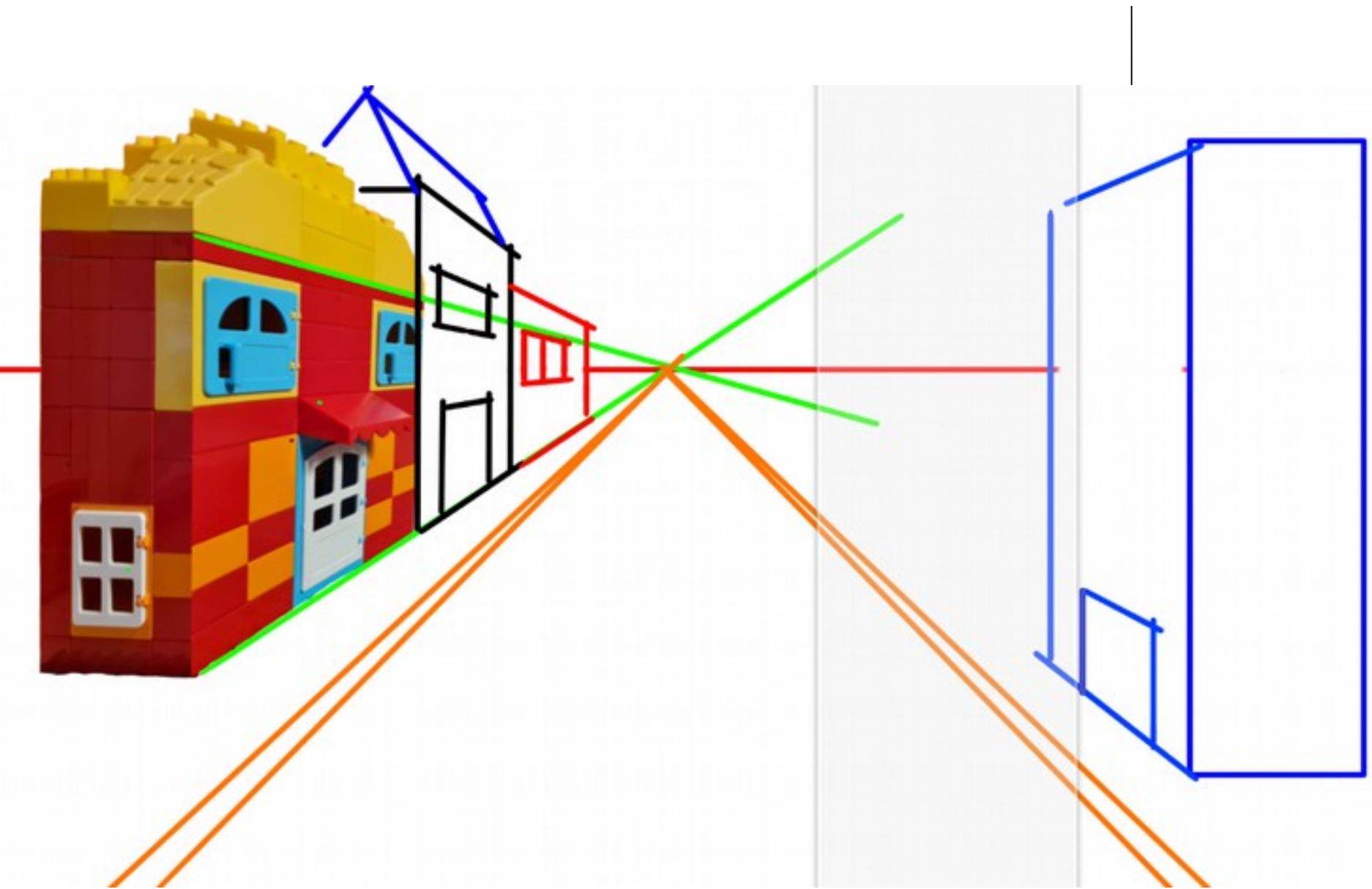
Et finalise ta façade.



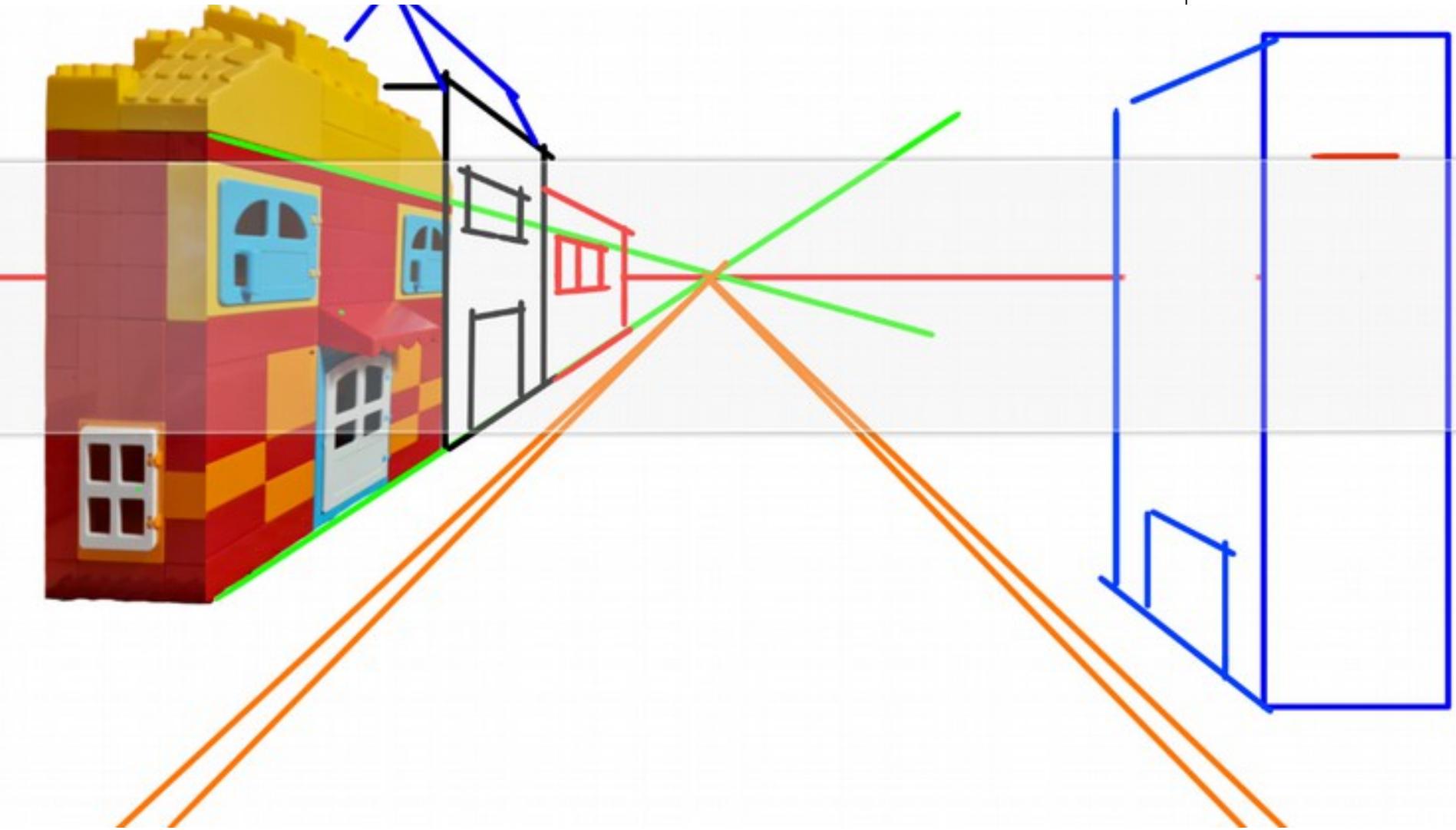
Puis ajoute portes et fenêtres.



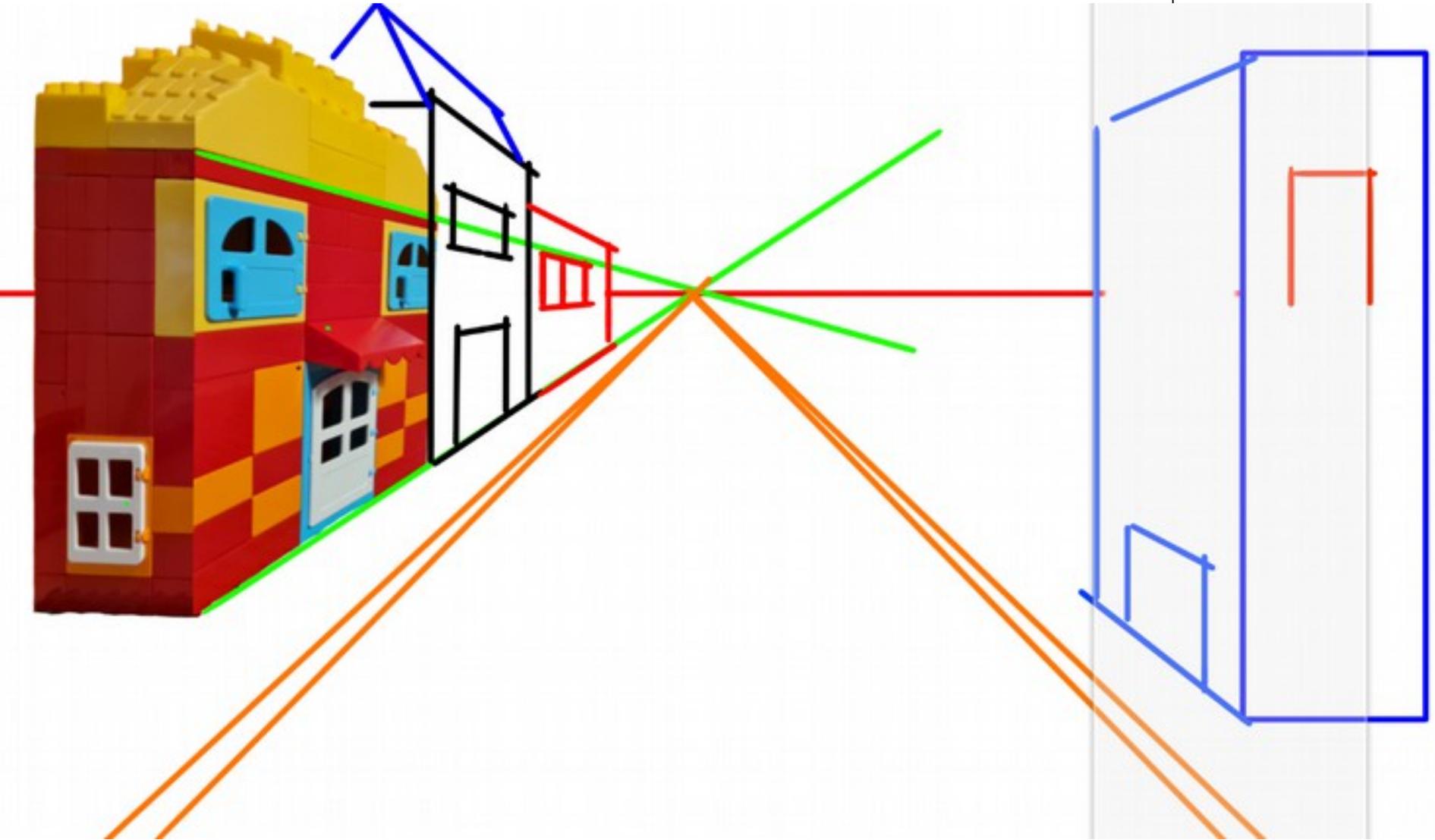




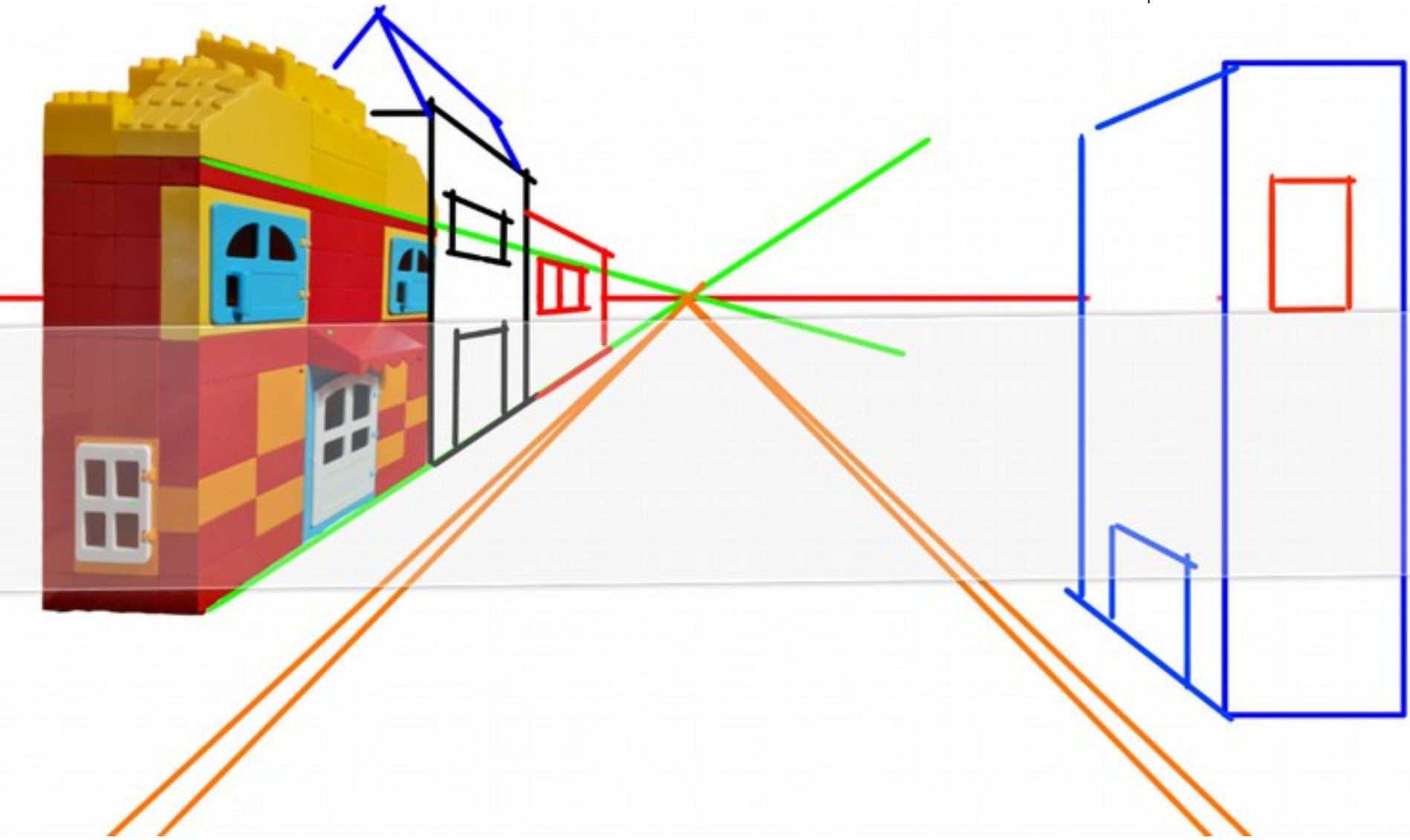
Tu peux en mettre une sur le côté.



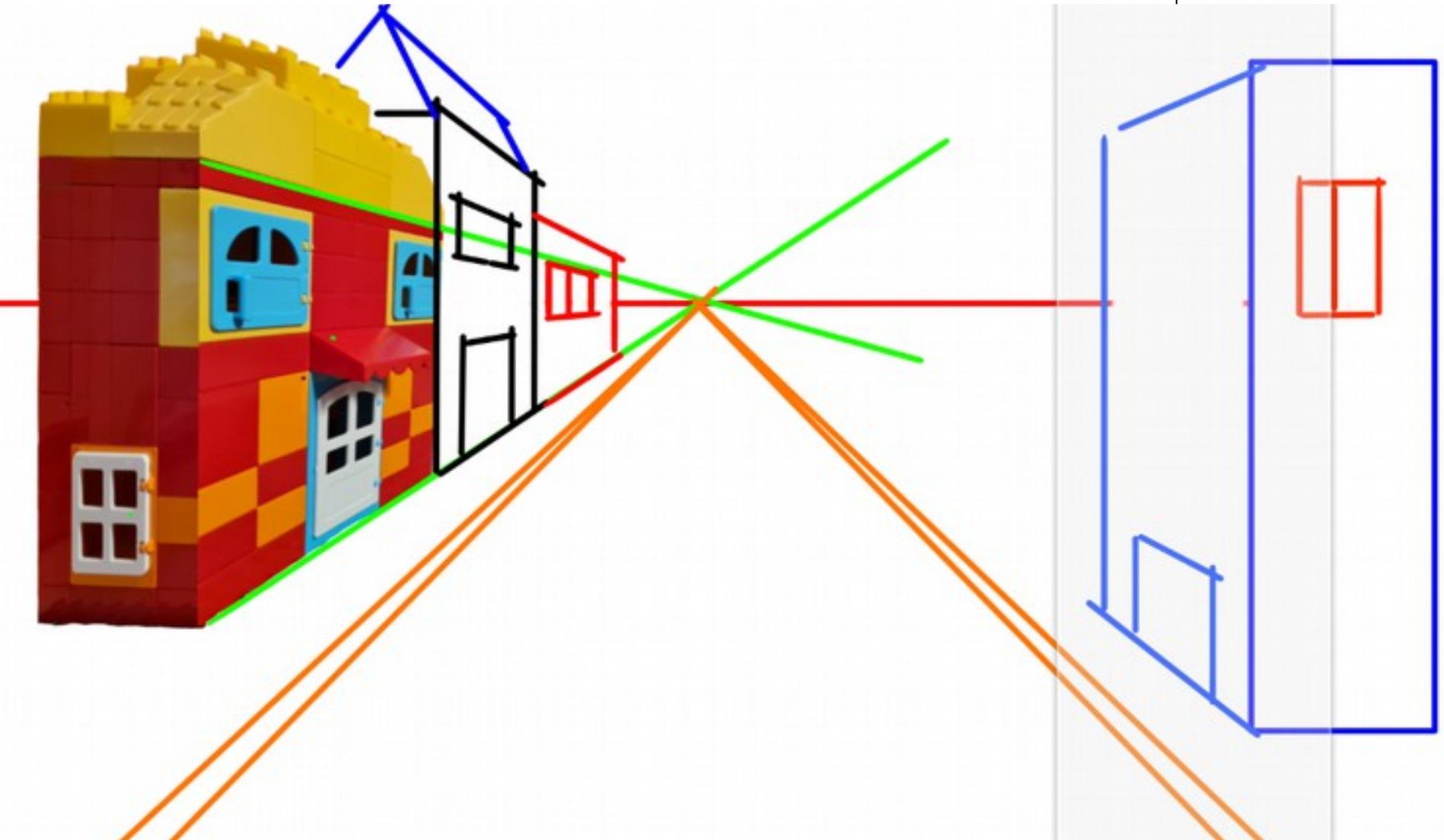
Elle ne va pas au point de fuite.



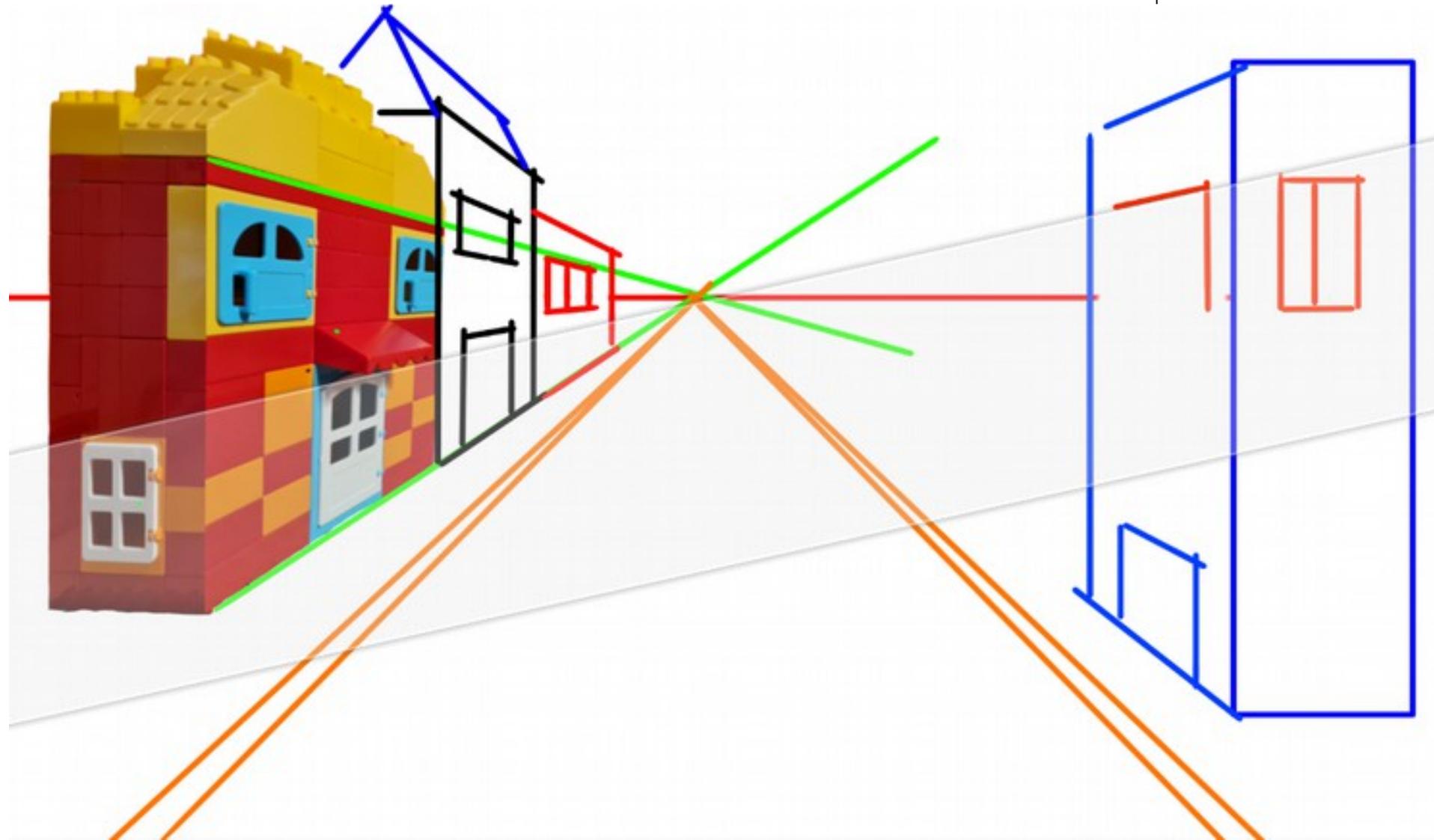
C'est un simple rectangle.



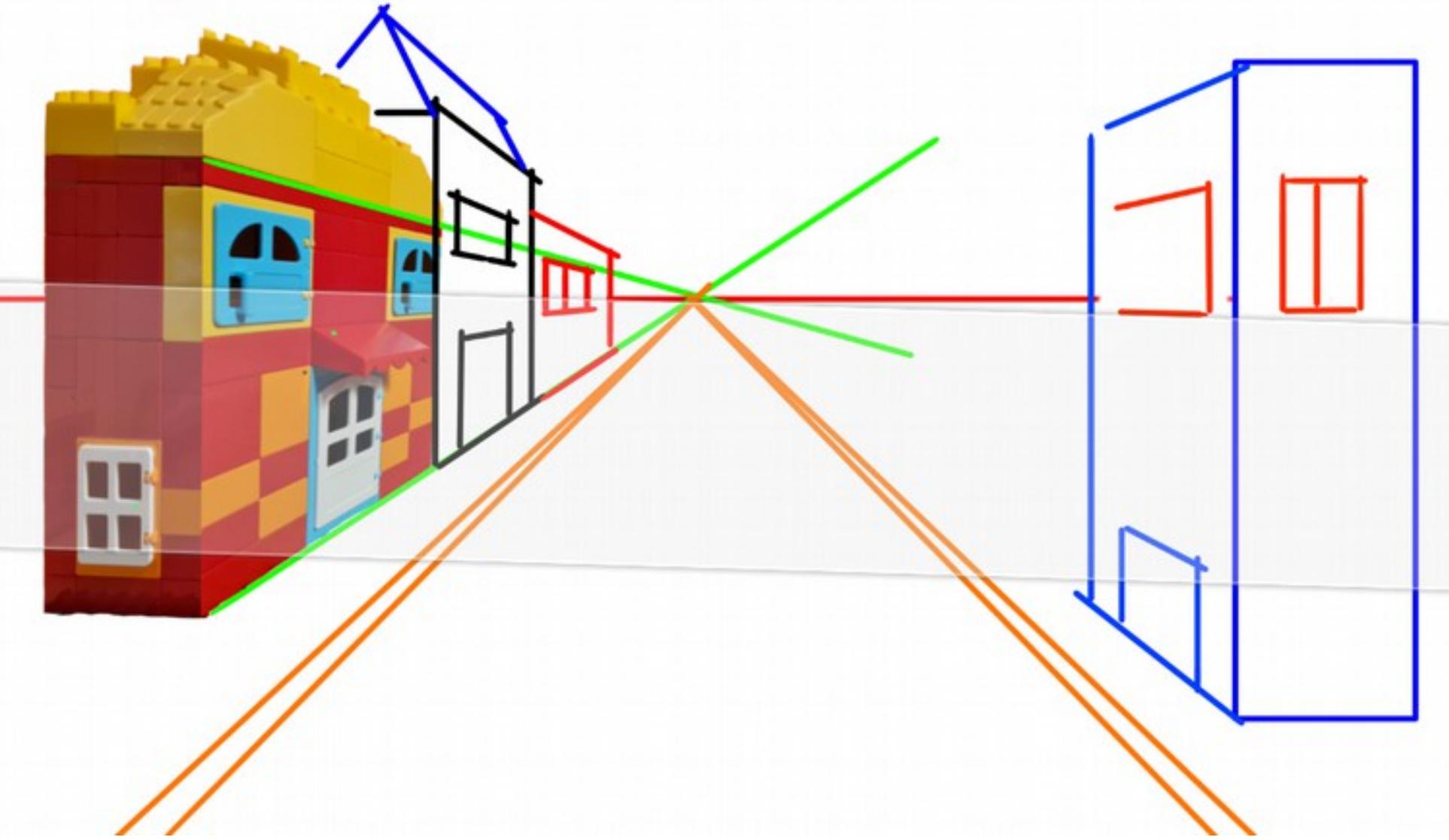
Tu peux ajouter un trait au centre.



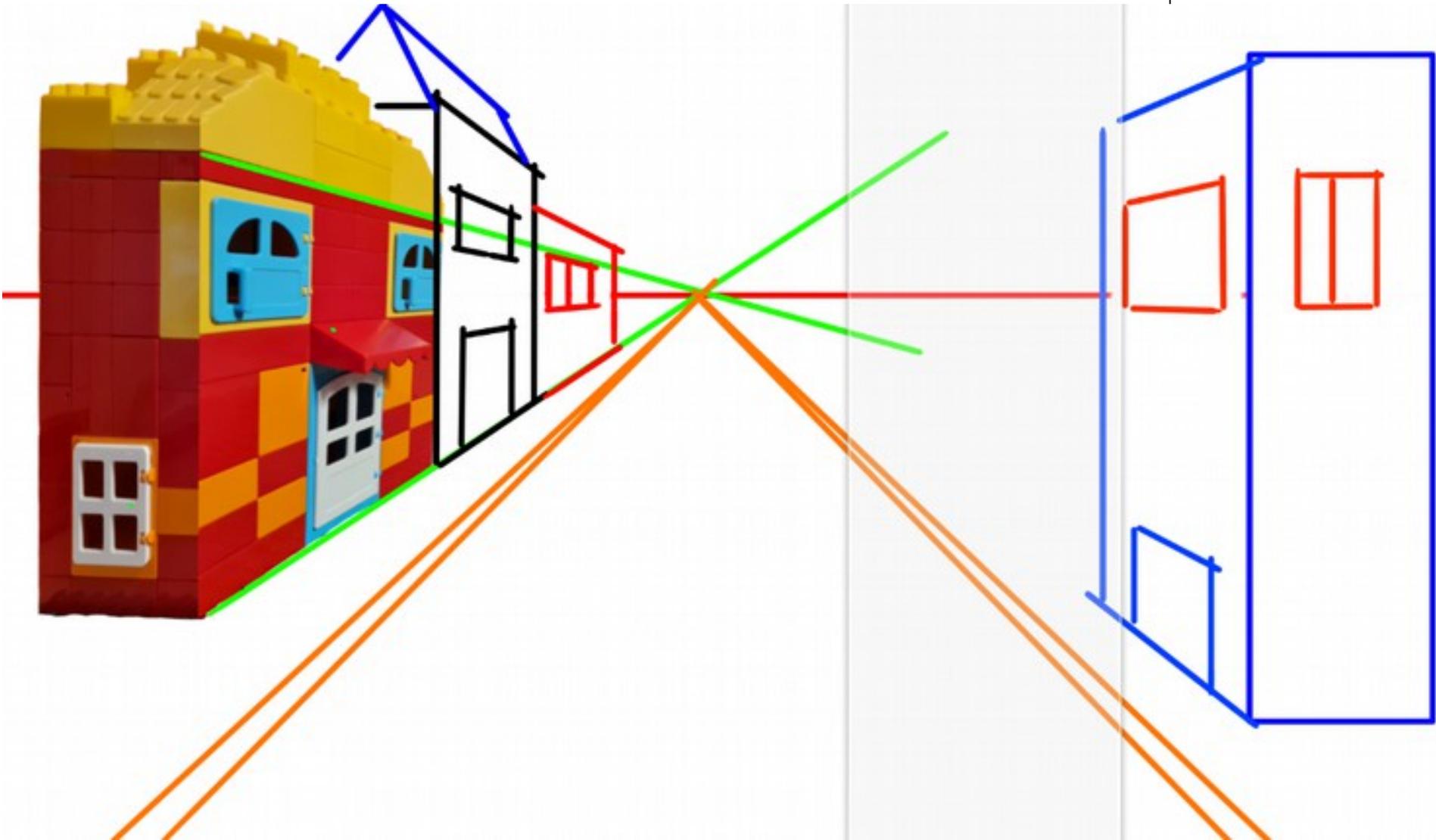
Est vue dans la profondeur.



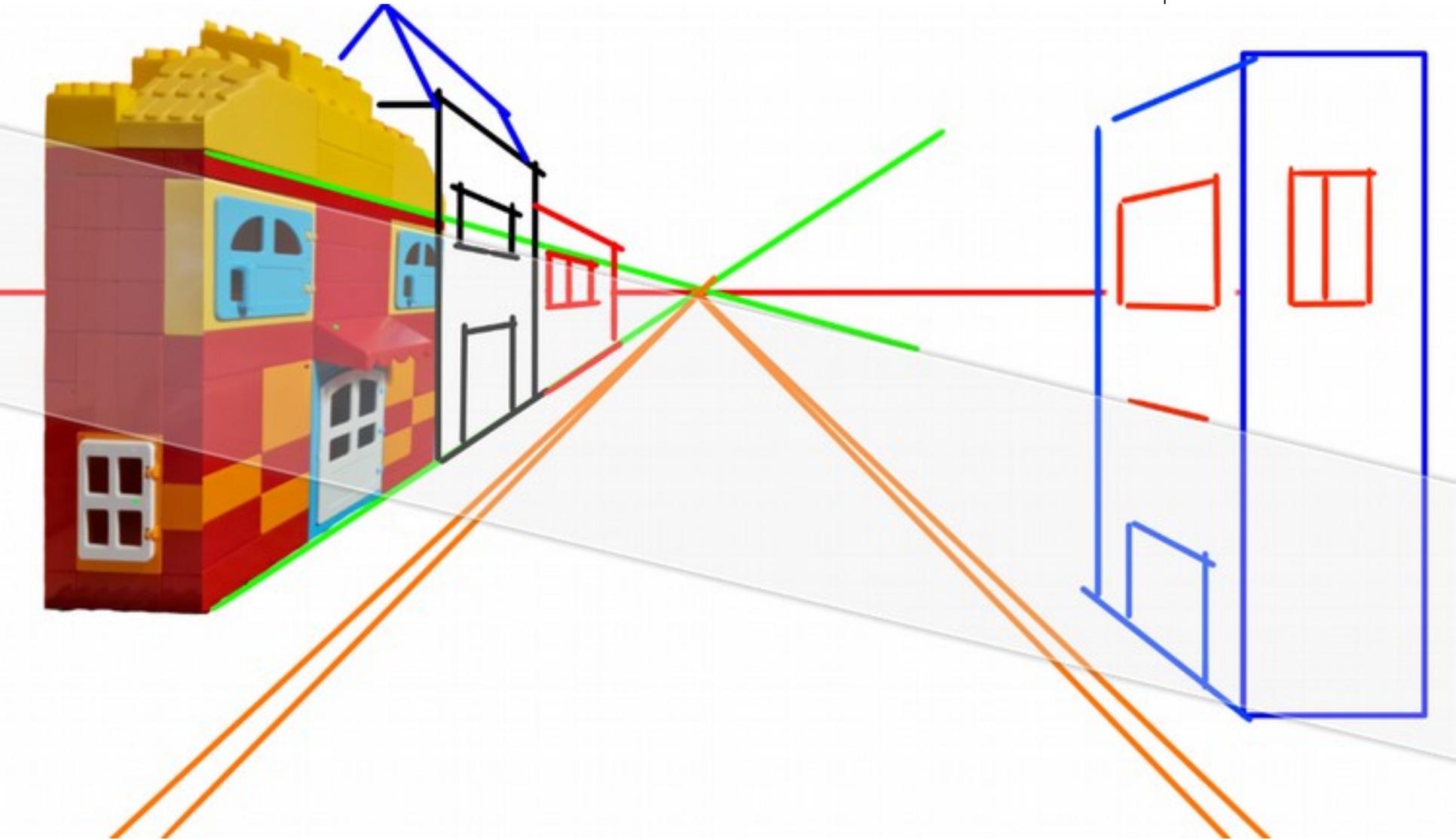
Les lignes du haut et du bas,

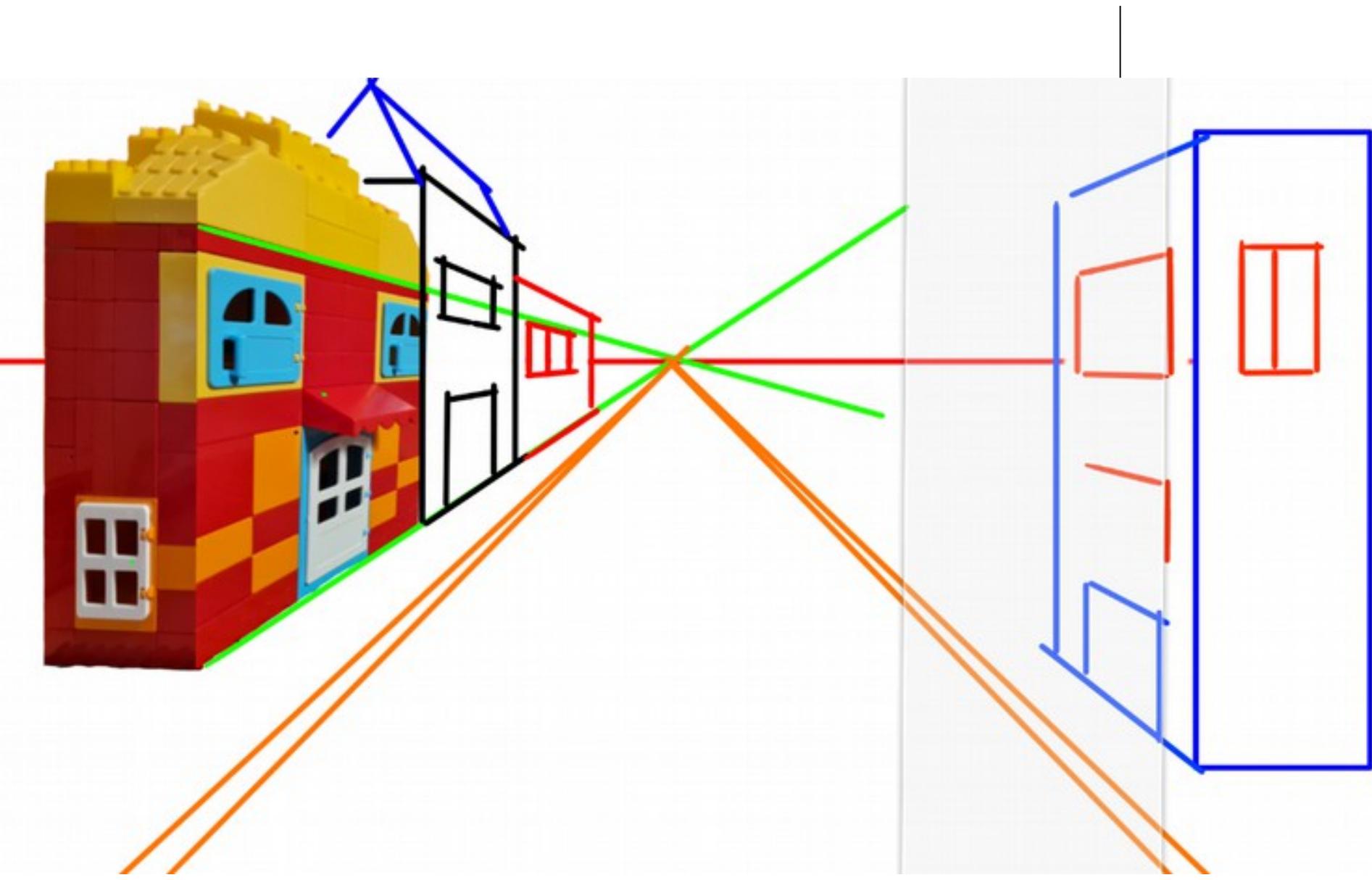


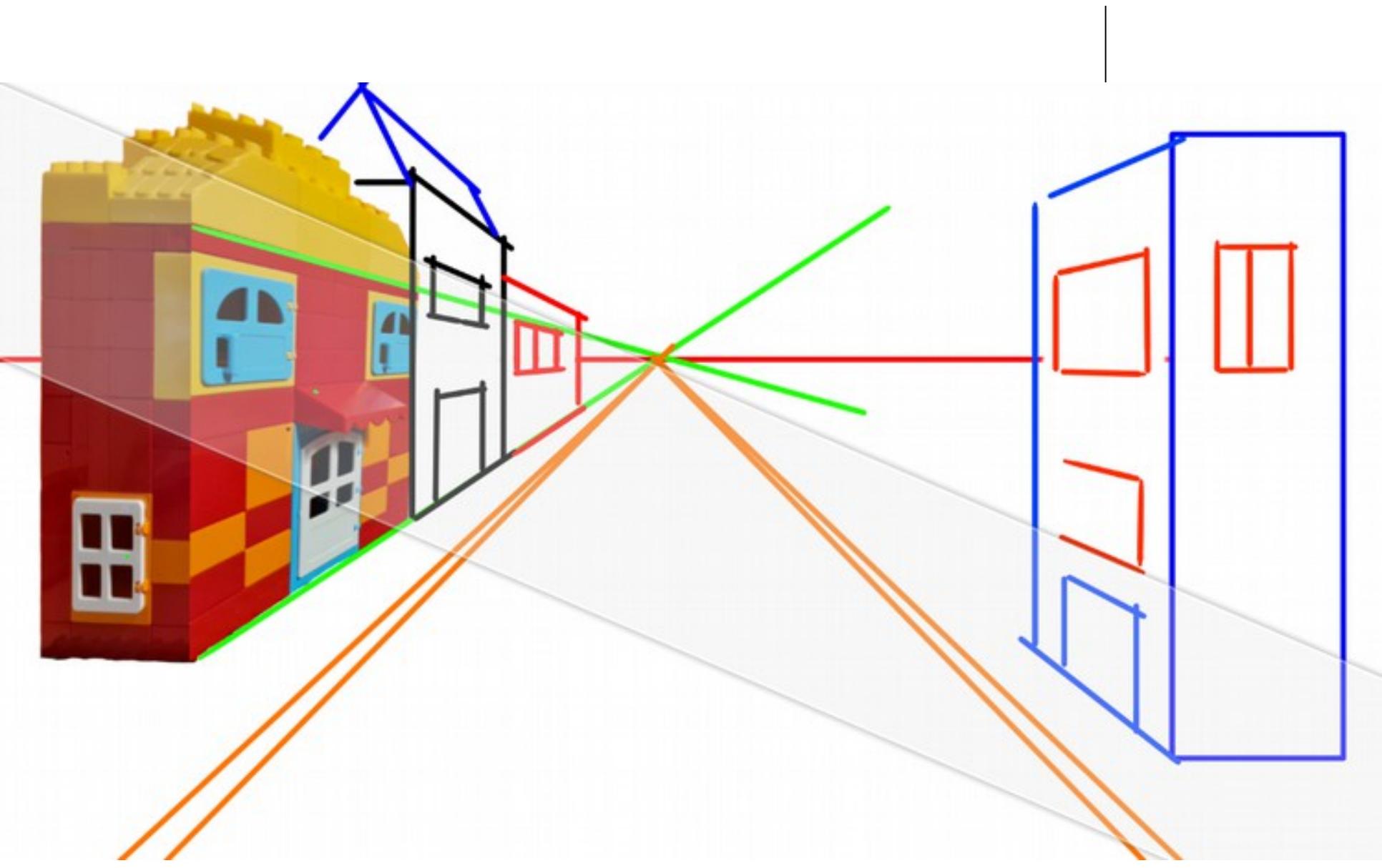
vont donc au point de fuite.

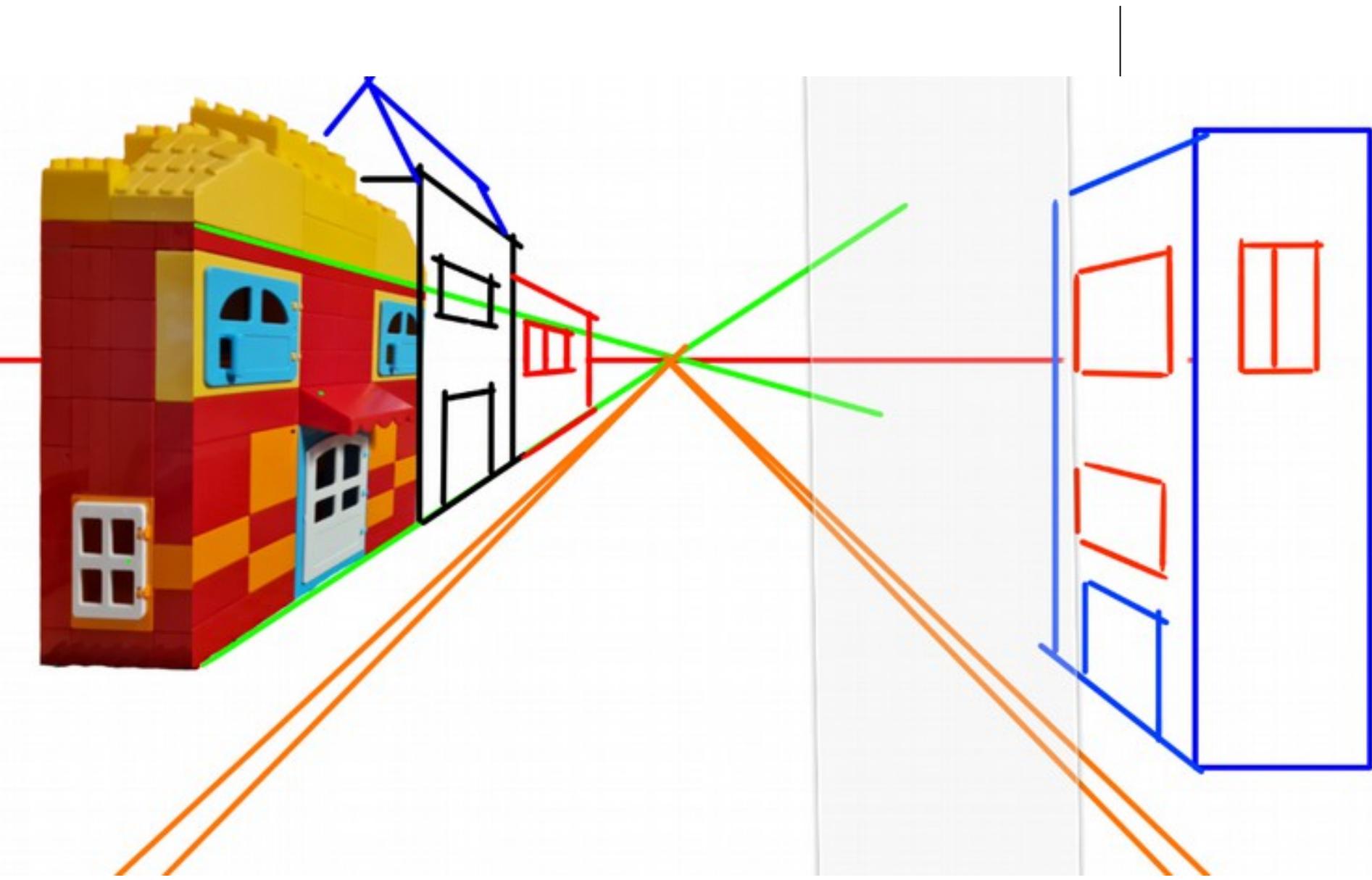


Même chose pour celle du bas.

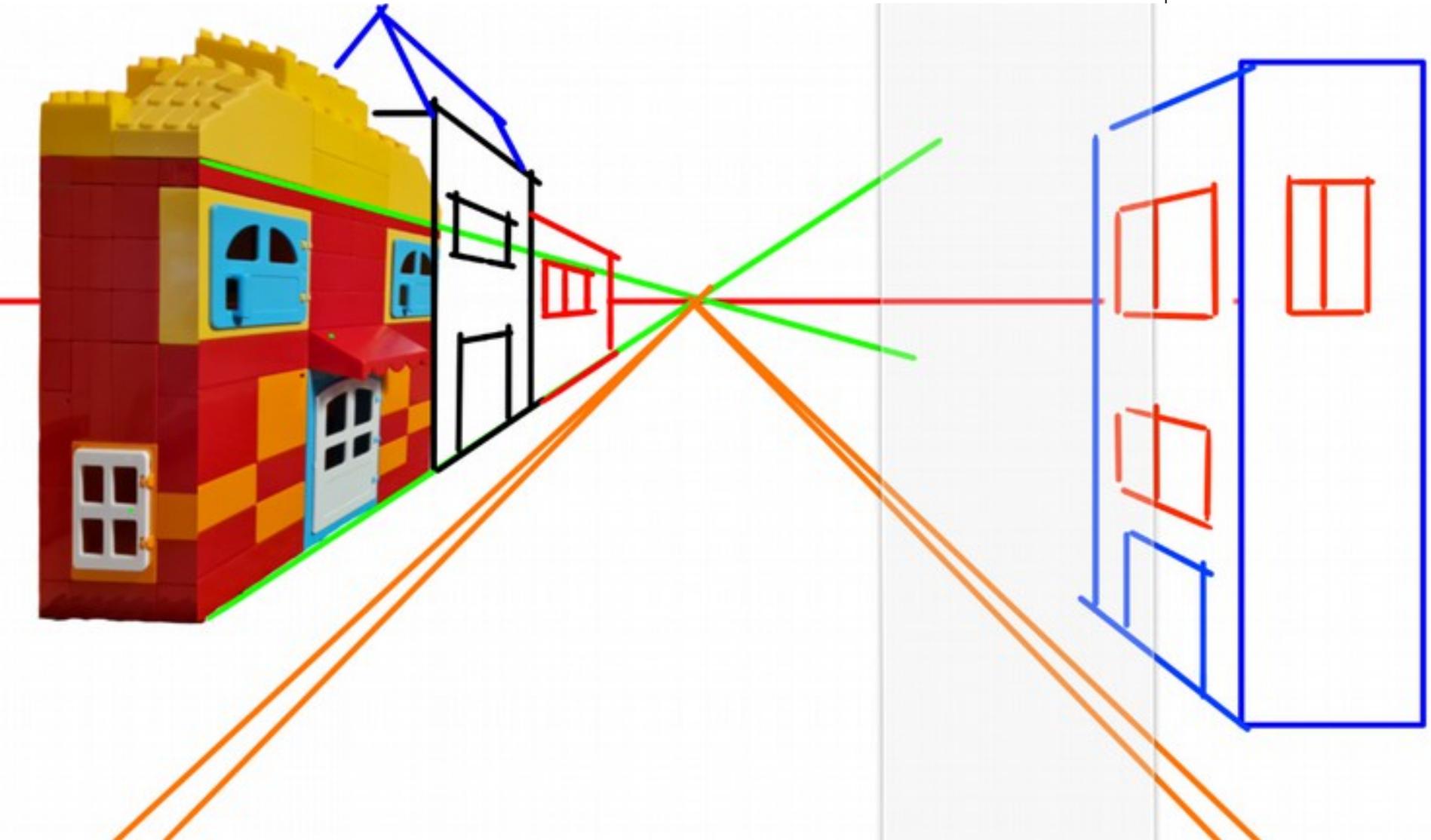




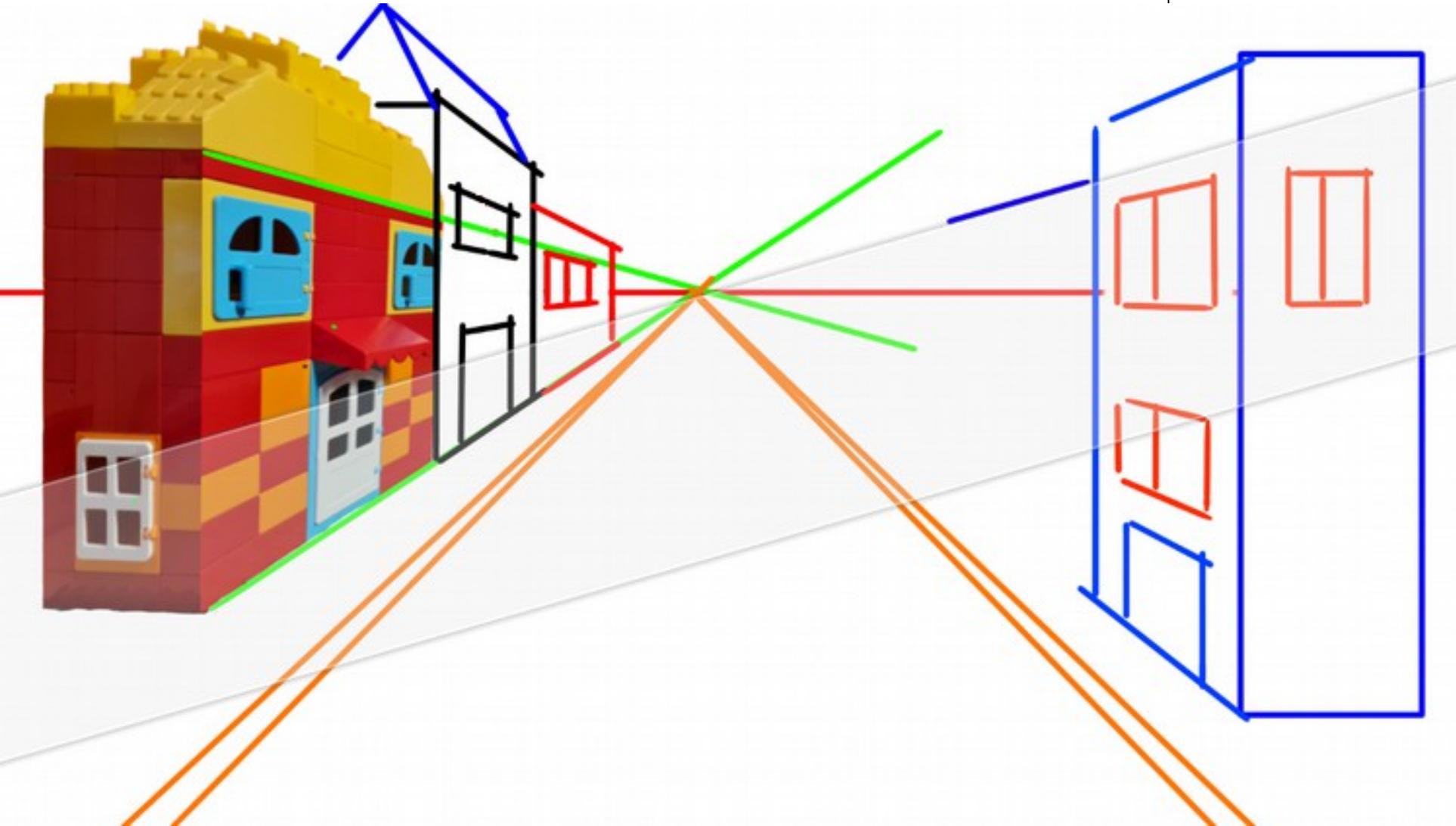




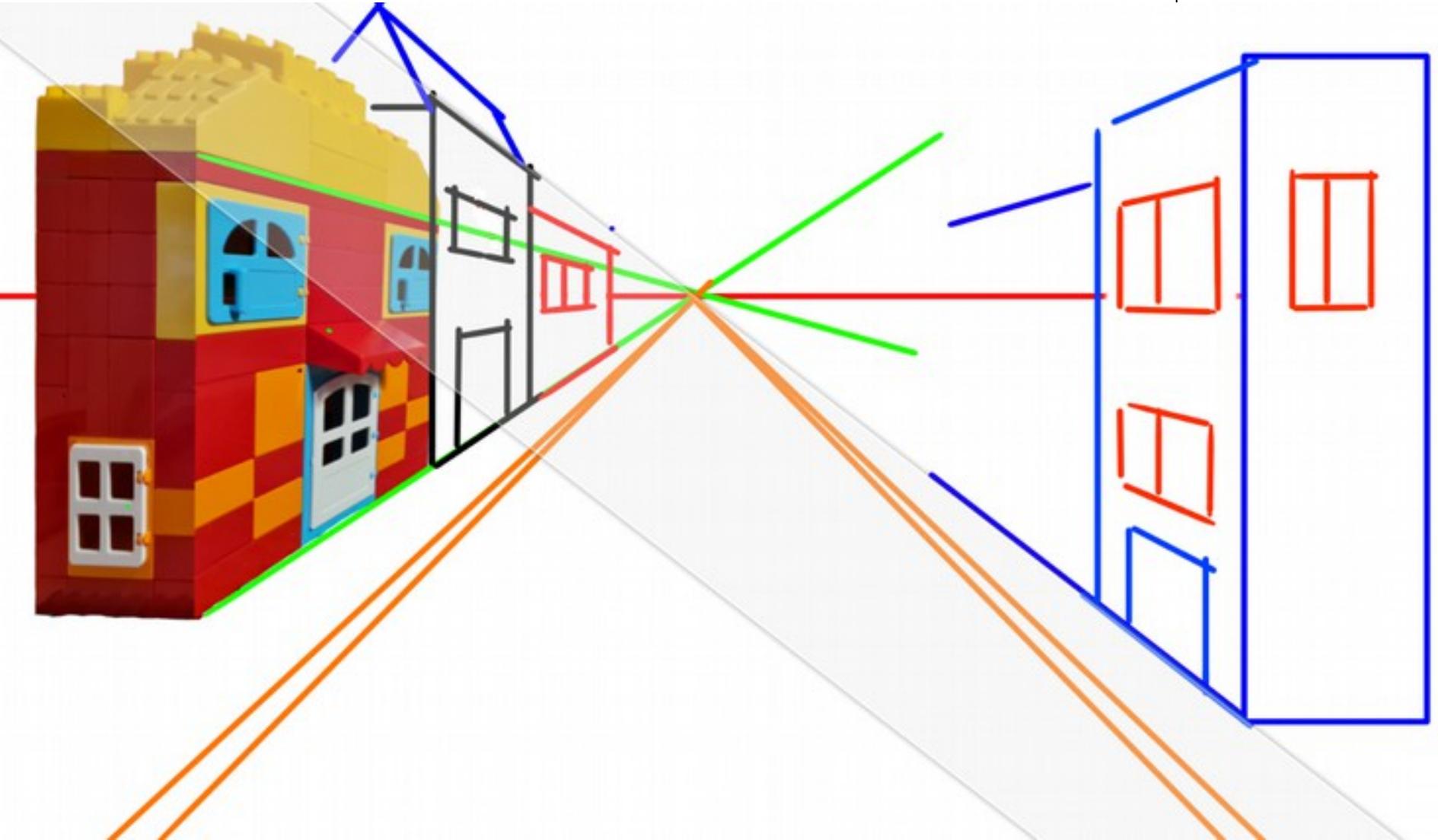
Tu peux les séparer en deux.



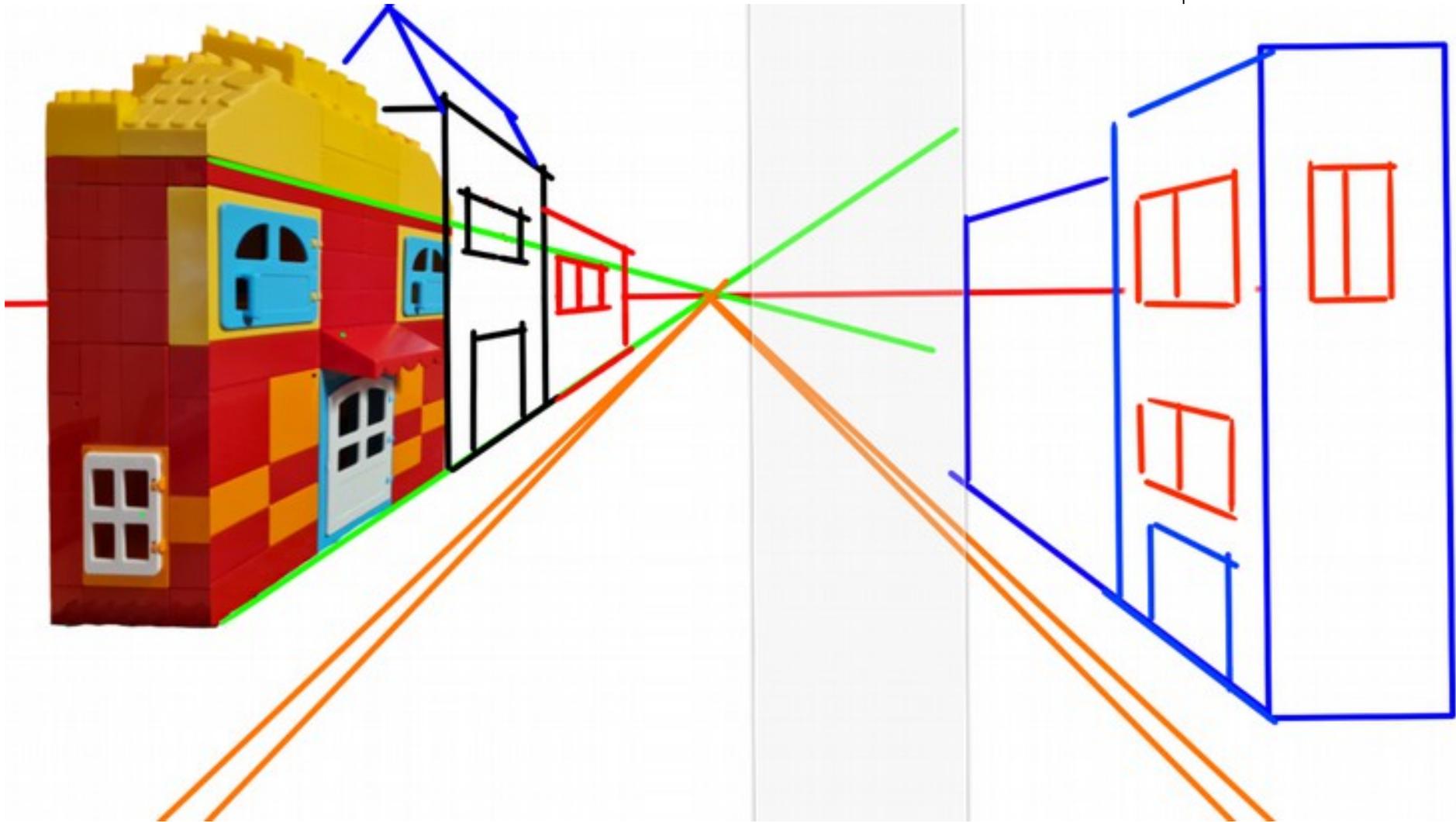
Pense à varier la taille et la forme de tes bâtiments.



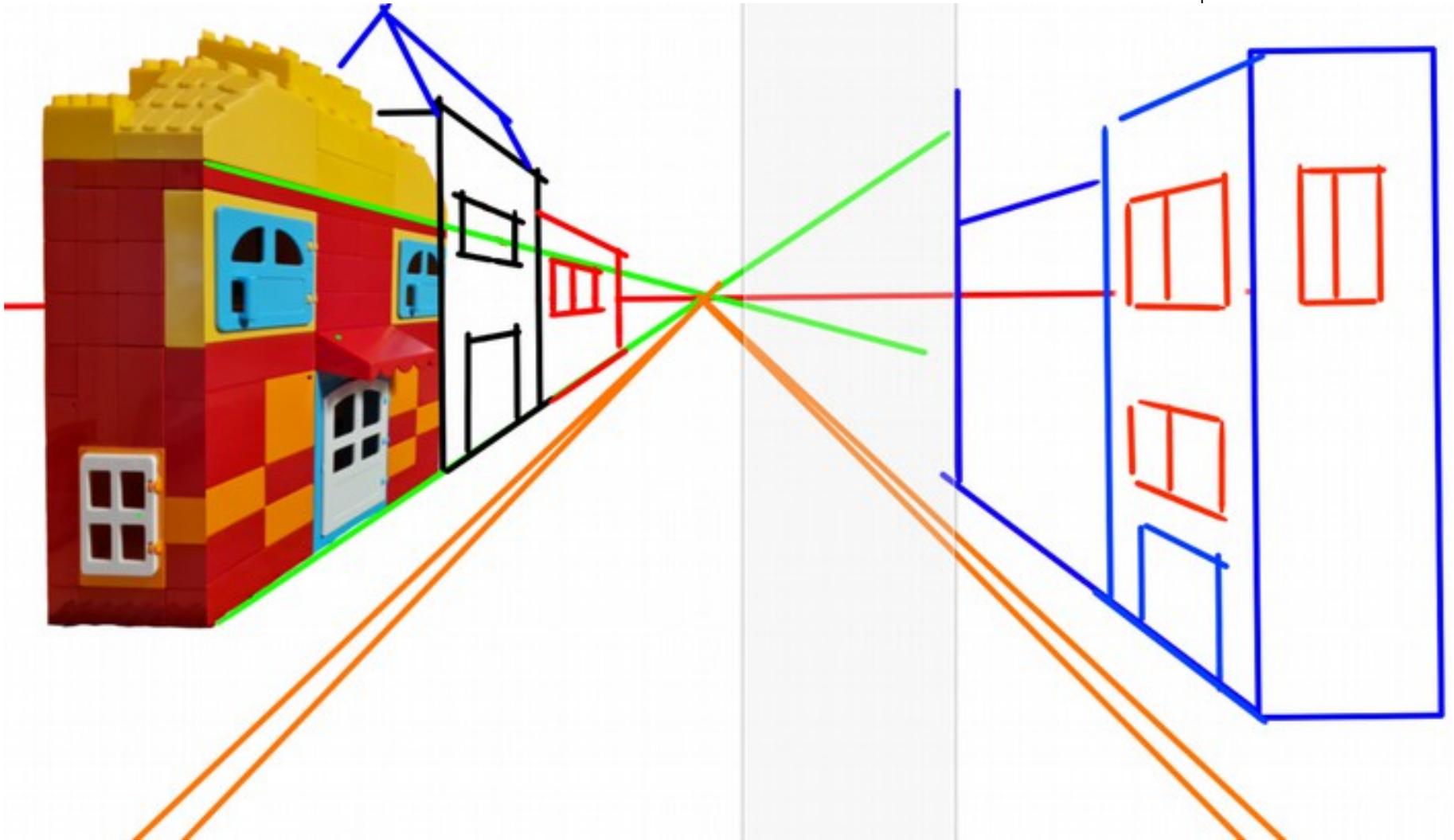
Ta rue sera plus variée.



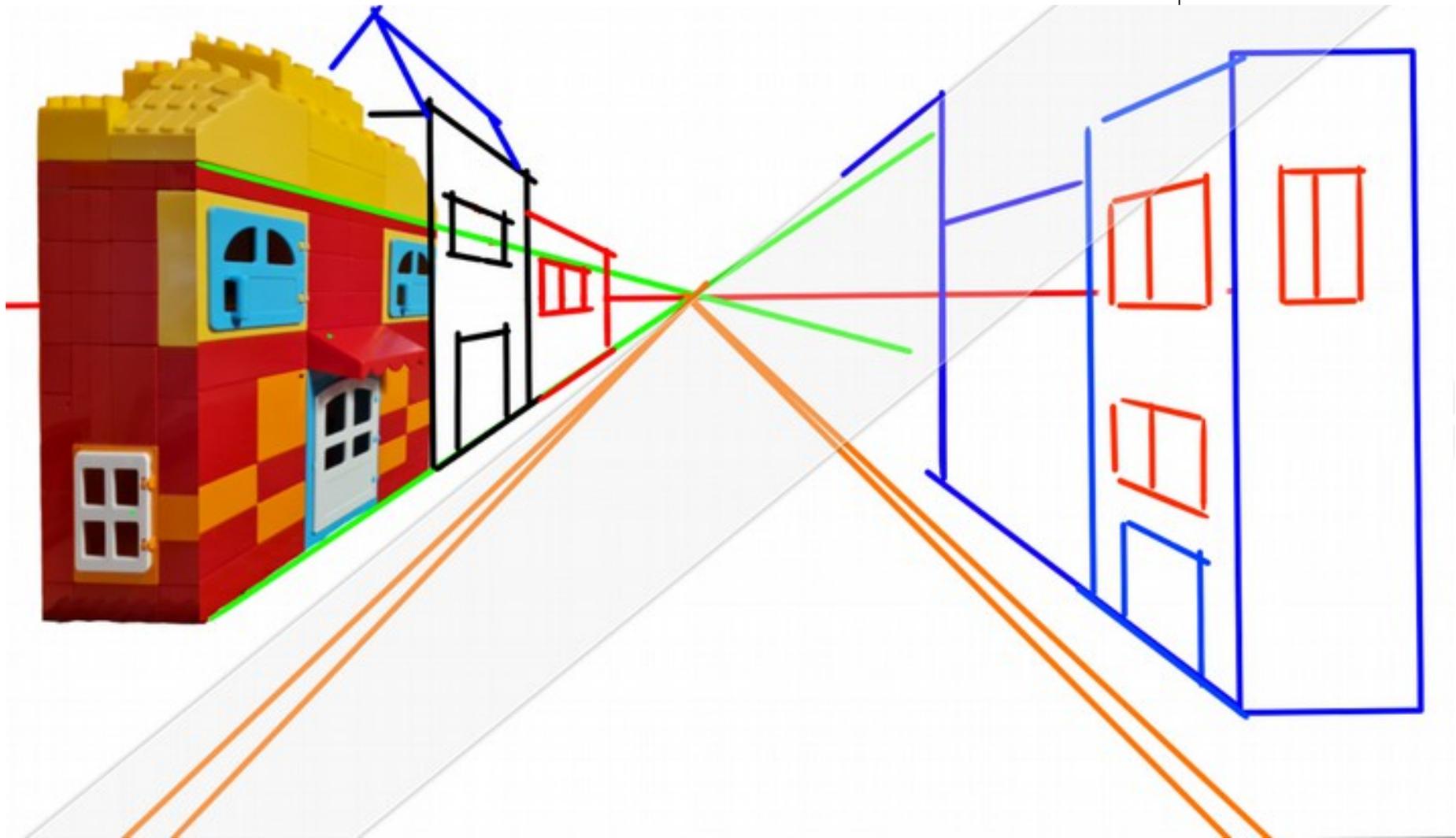
Et donc plus originale.



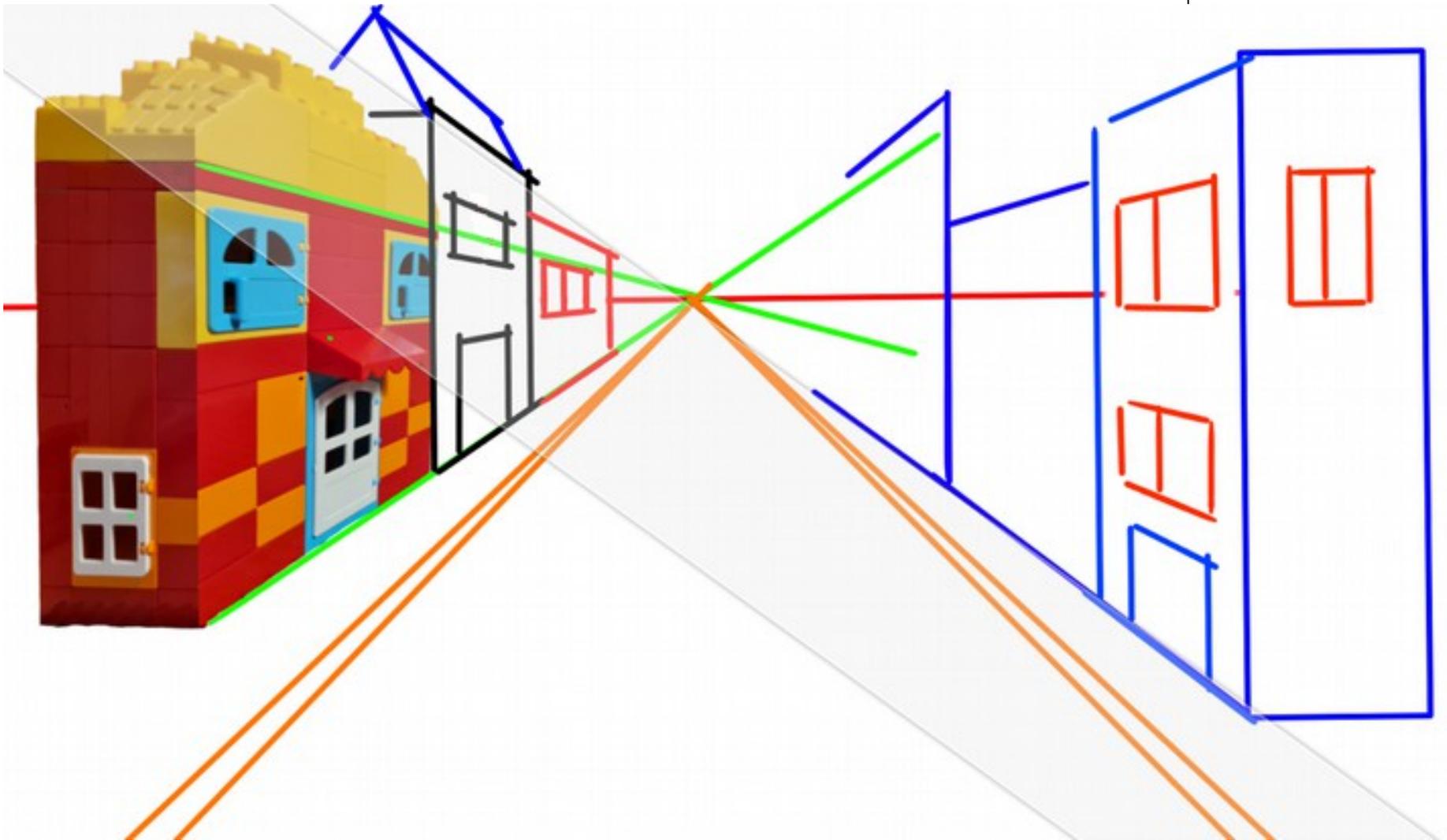
**Tu peux mettre 3 ou 4
bâtiments.**



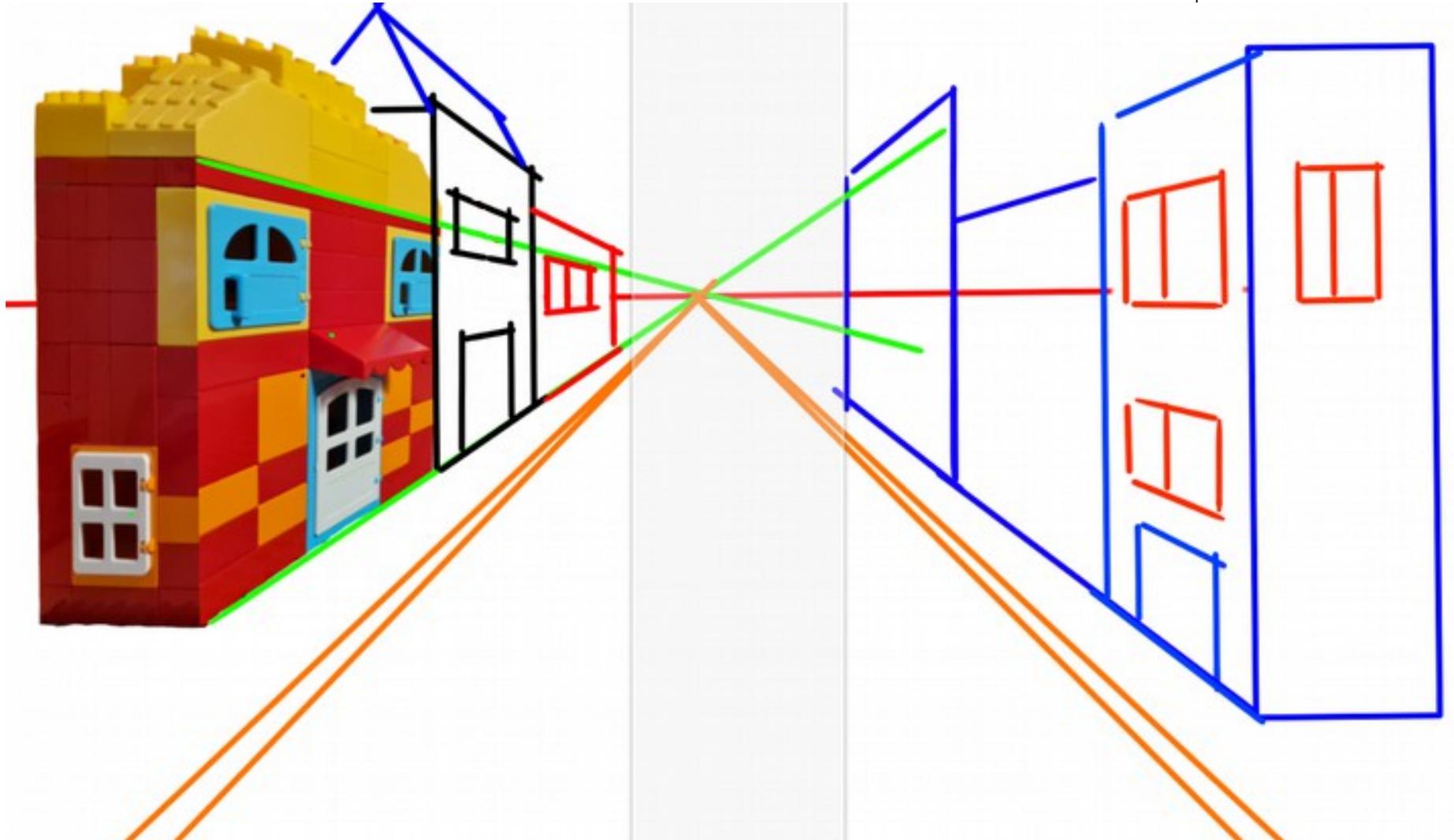
De chaque côté de la rue.



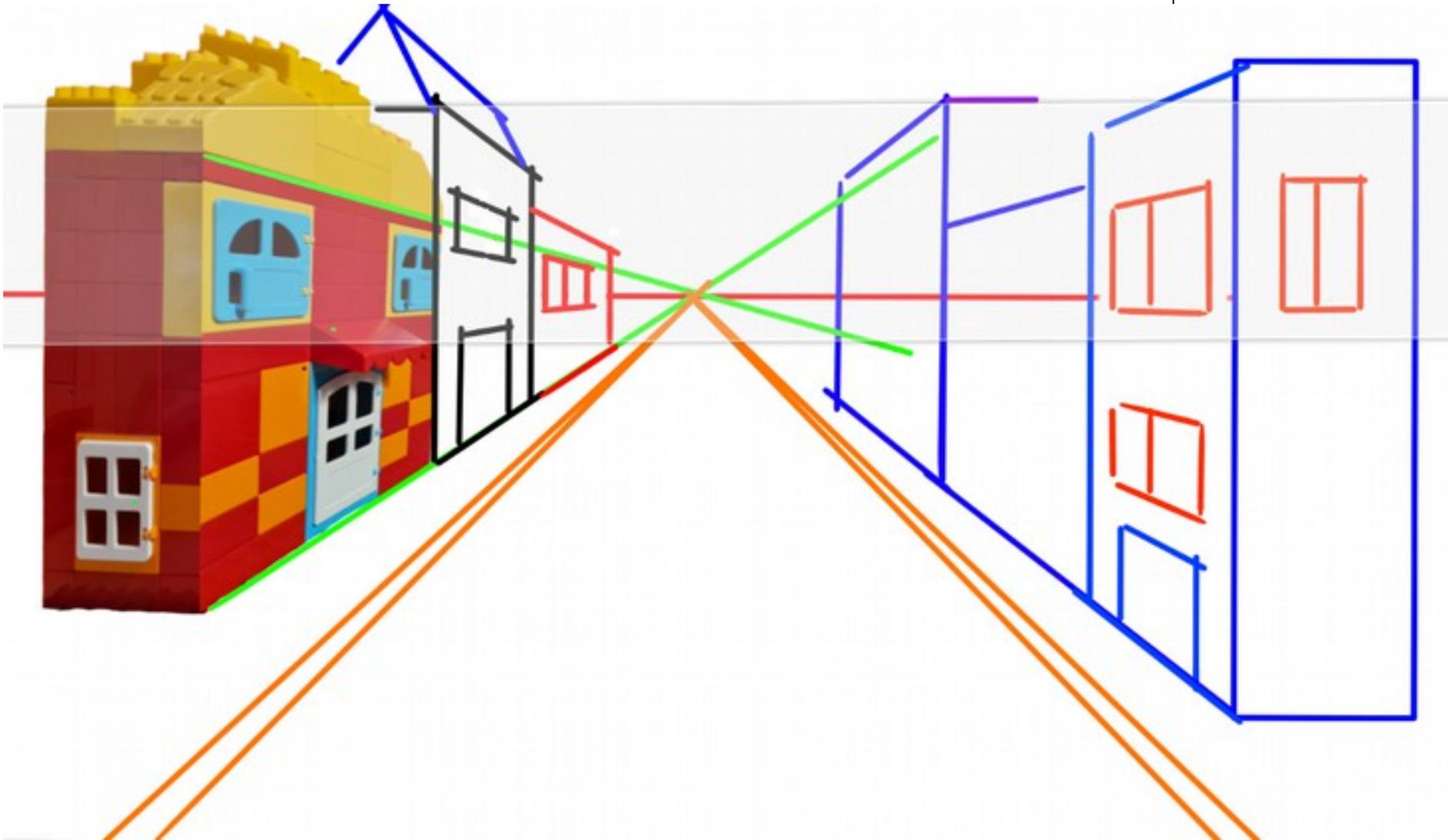
Ne les fais pas trop longs.



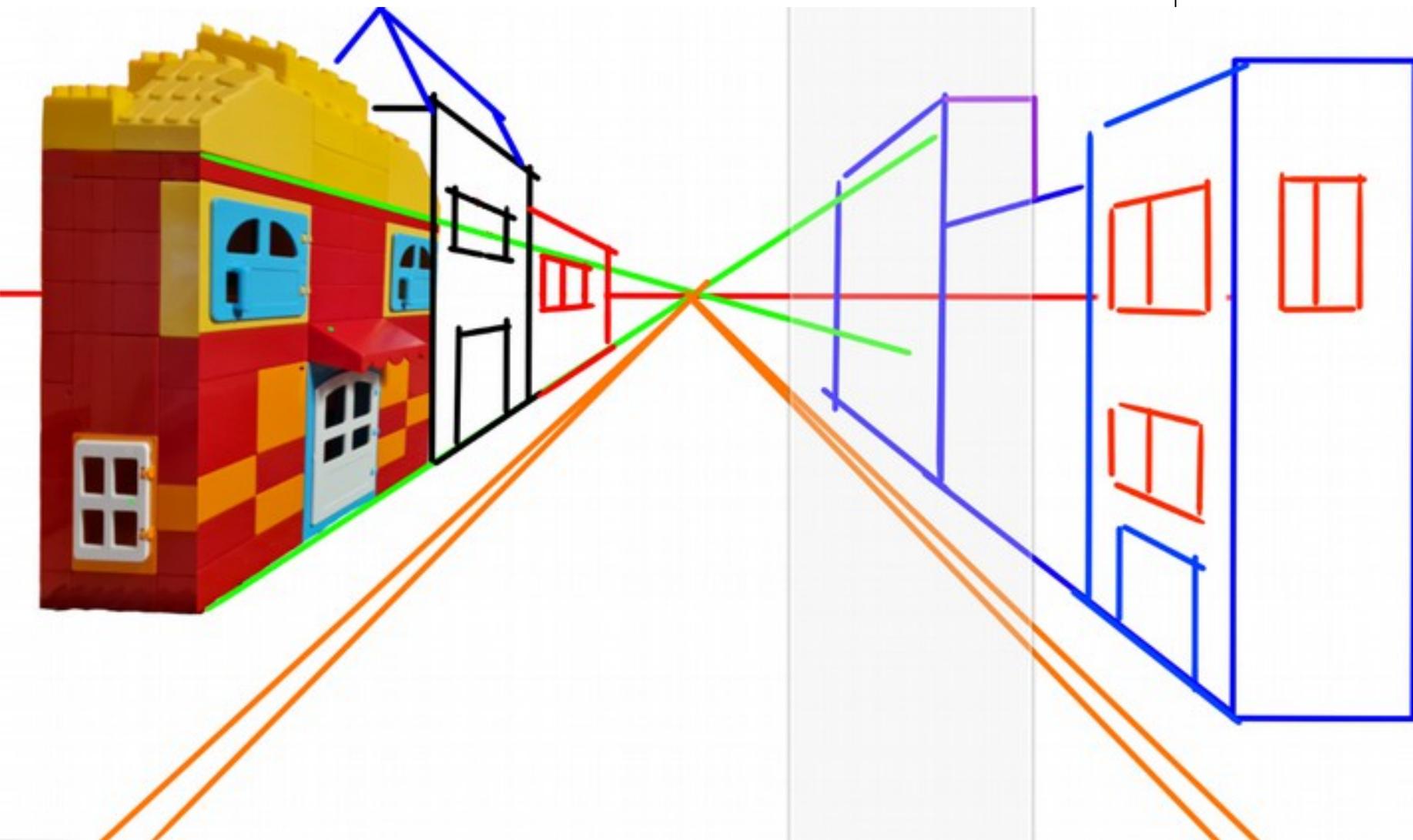
Ce serait peu réaliste.



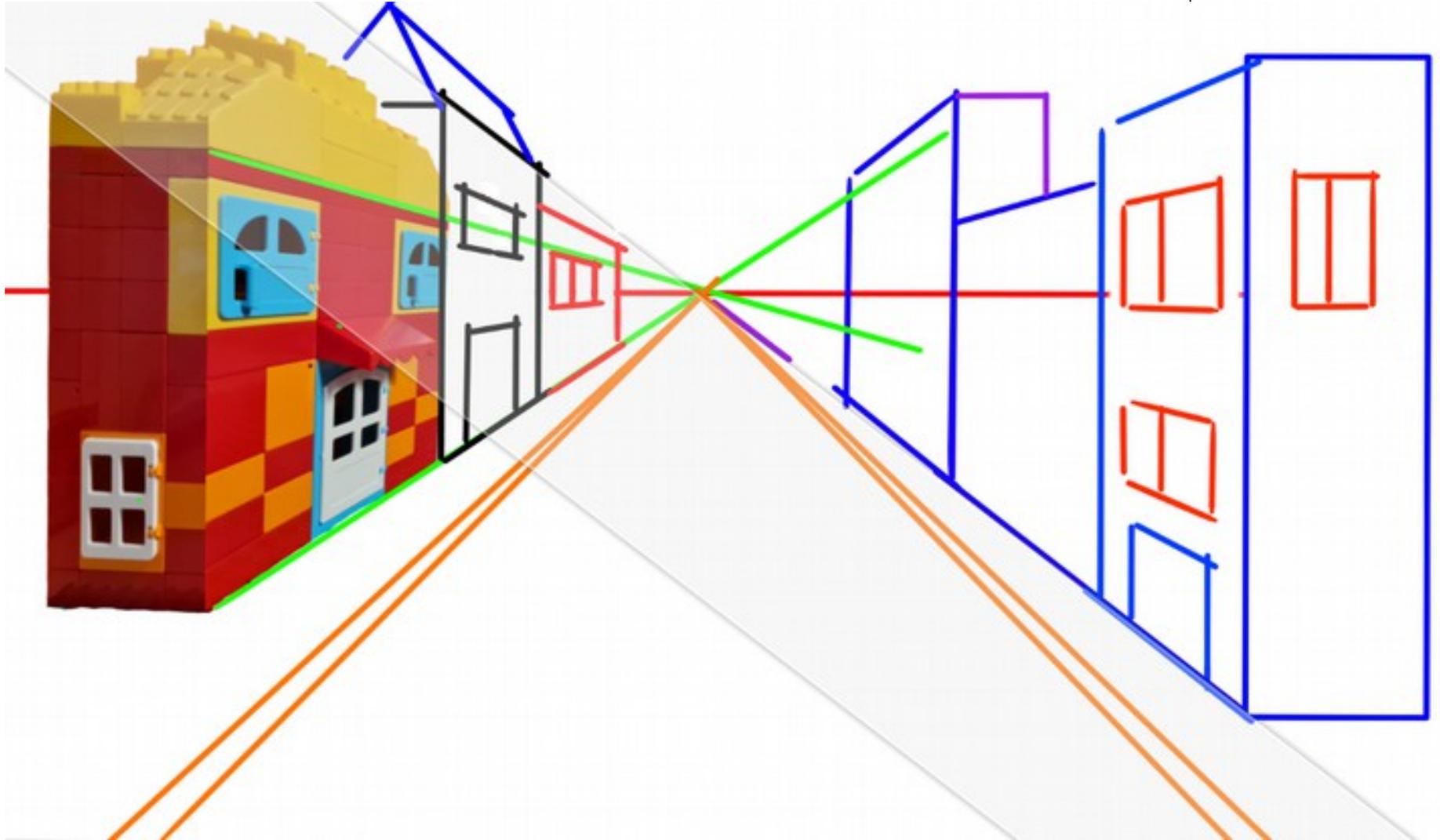
Pense à la largeur du bâtiment.



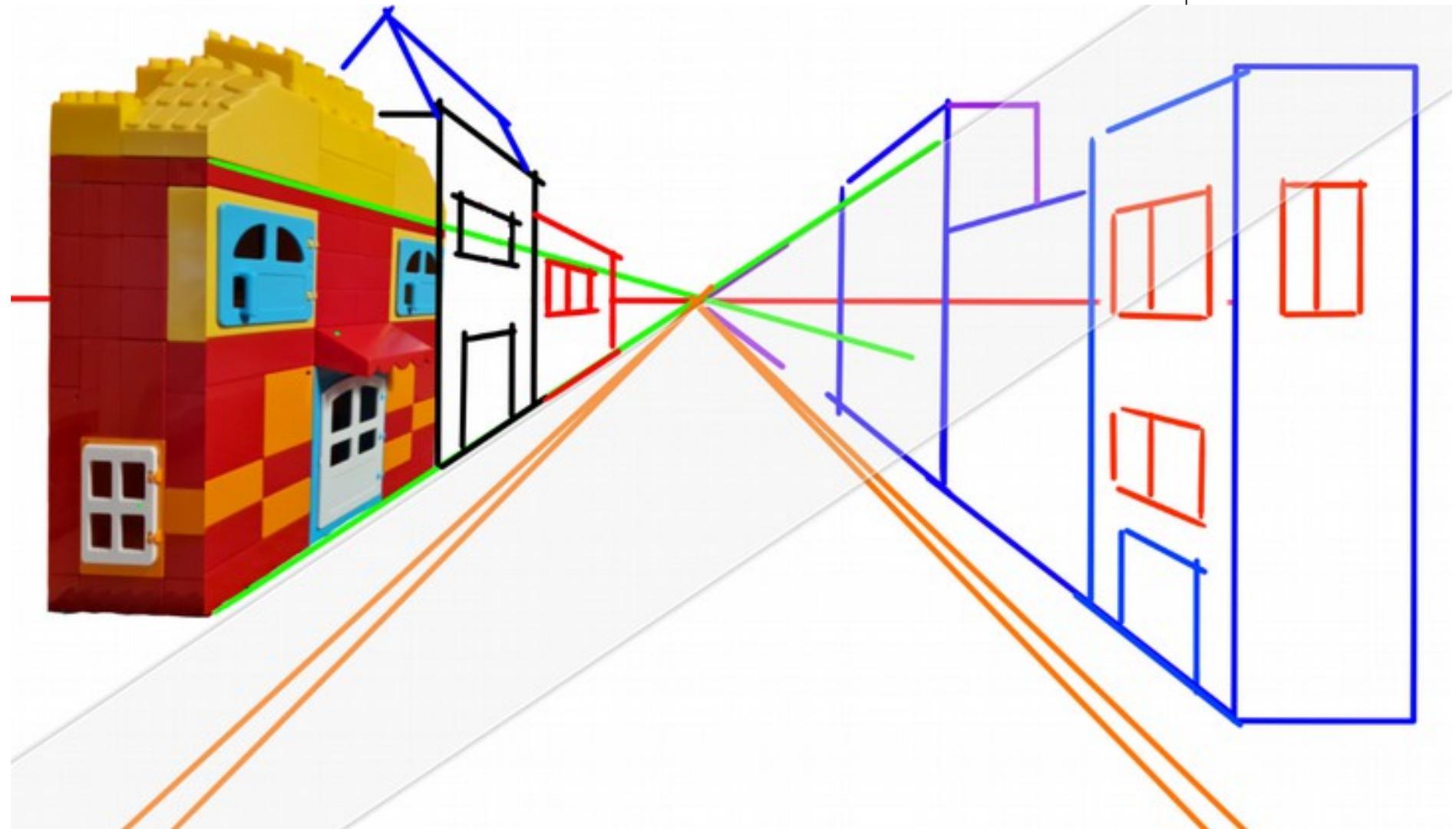
Elle est visible sur les plus hauts.



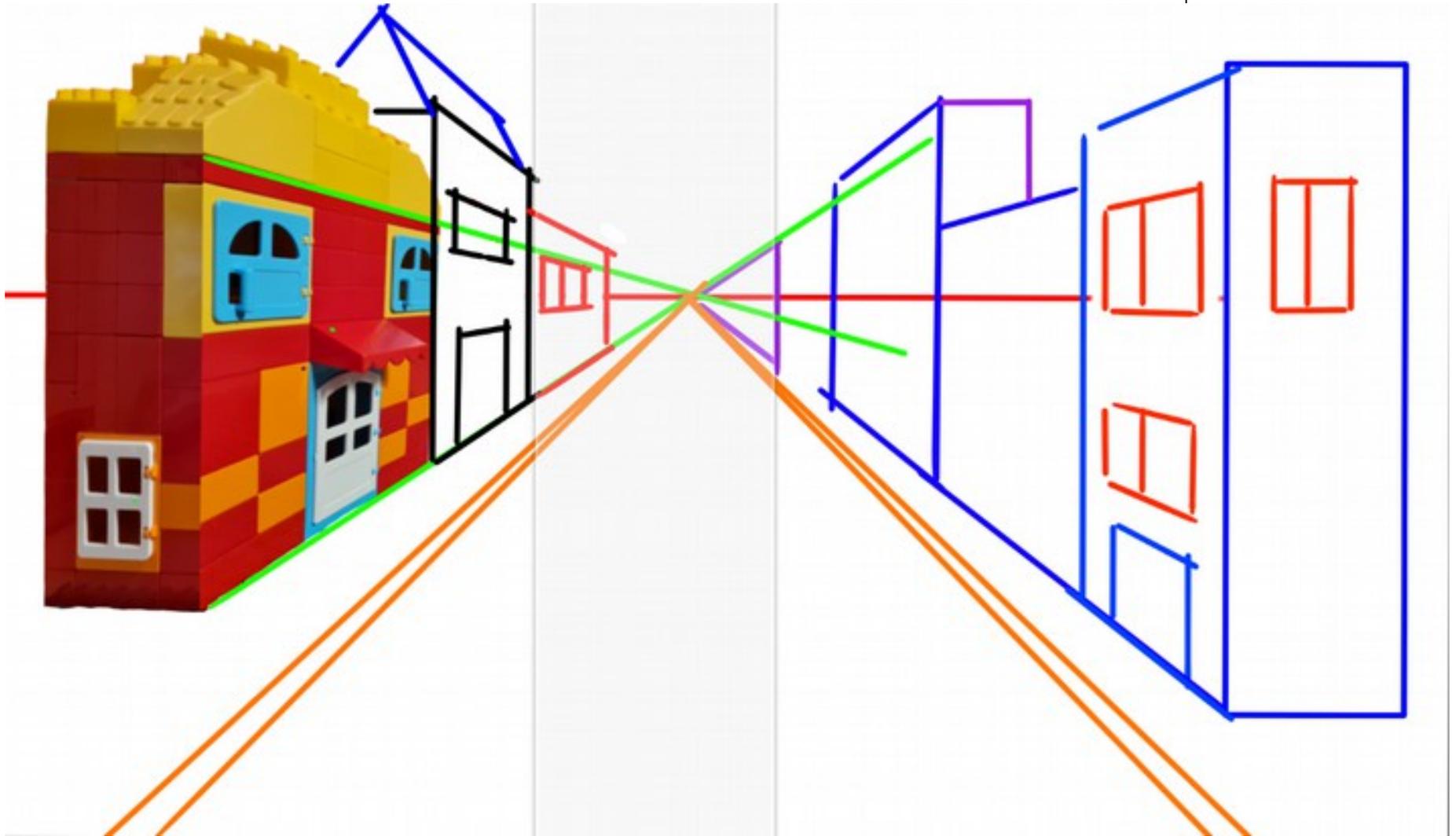
Tu peux laisser un espace entre deux.



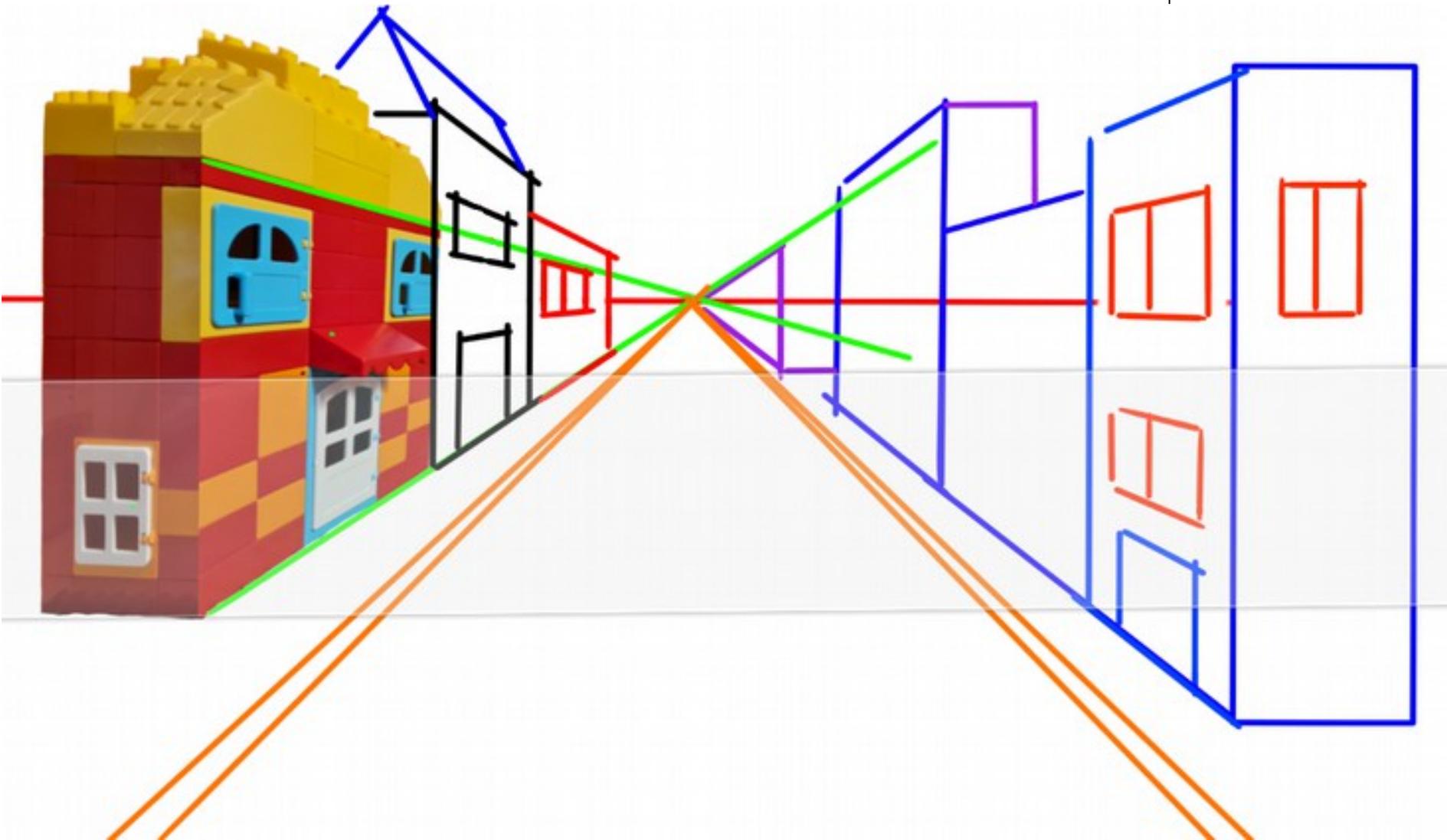
De manière à créer une rue sur le côté.



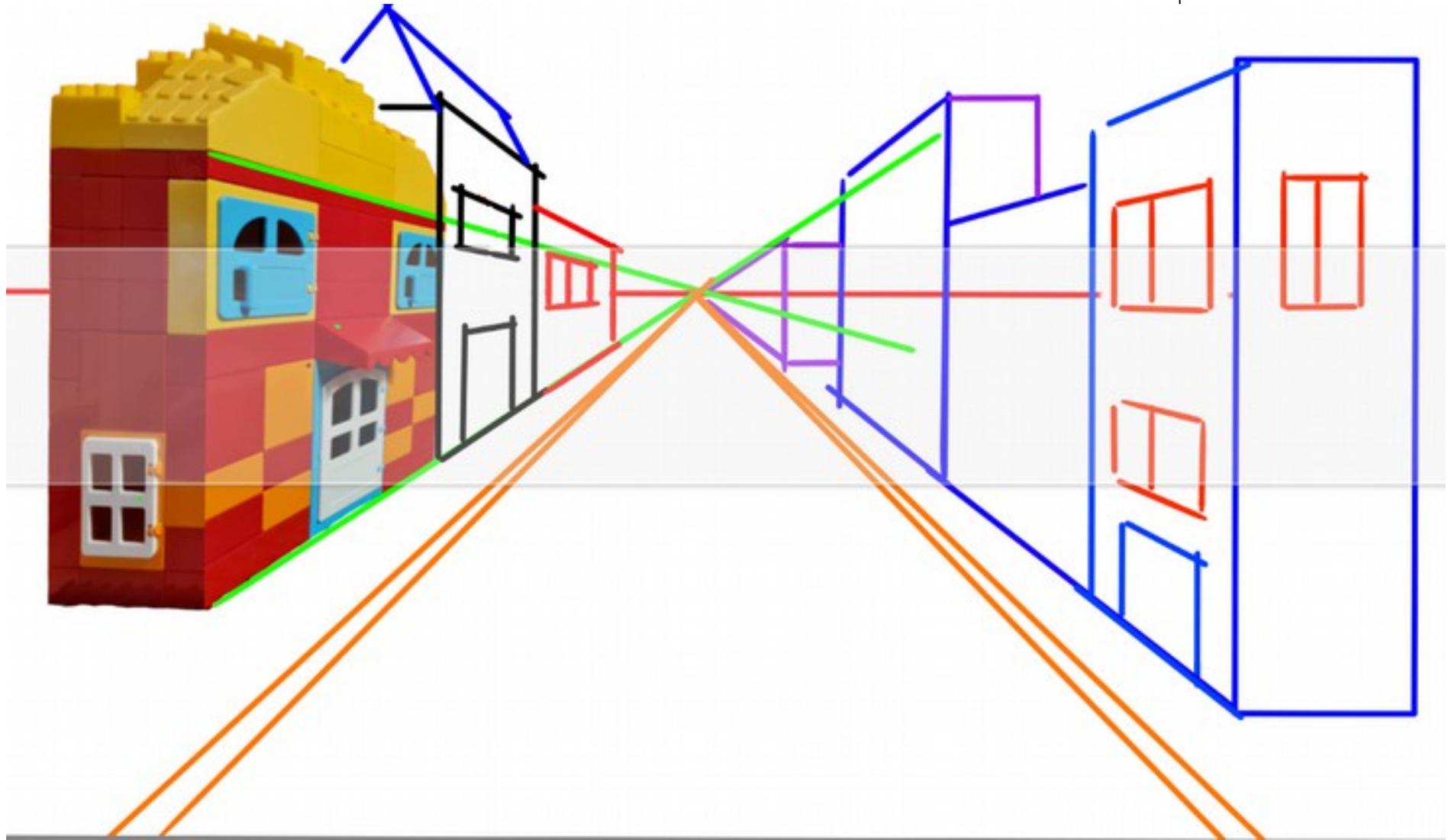
Le bâtiment du fond paraît petit.



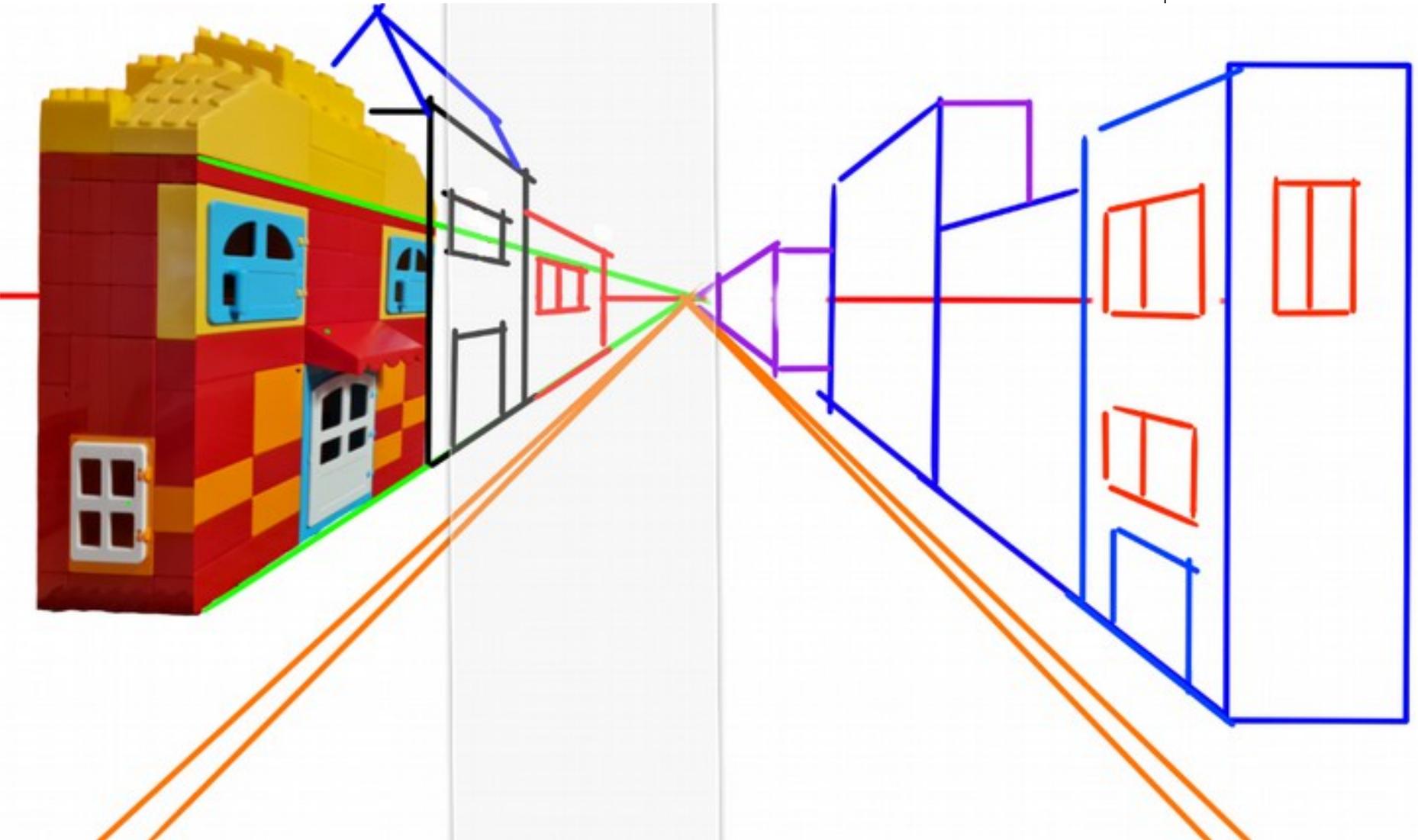
C'est l'effet d'éloignement.



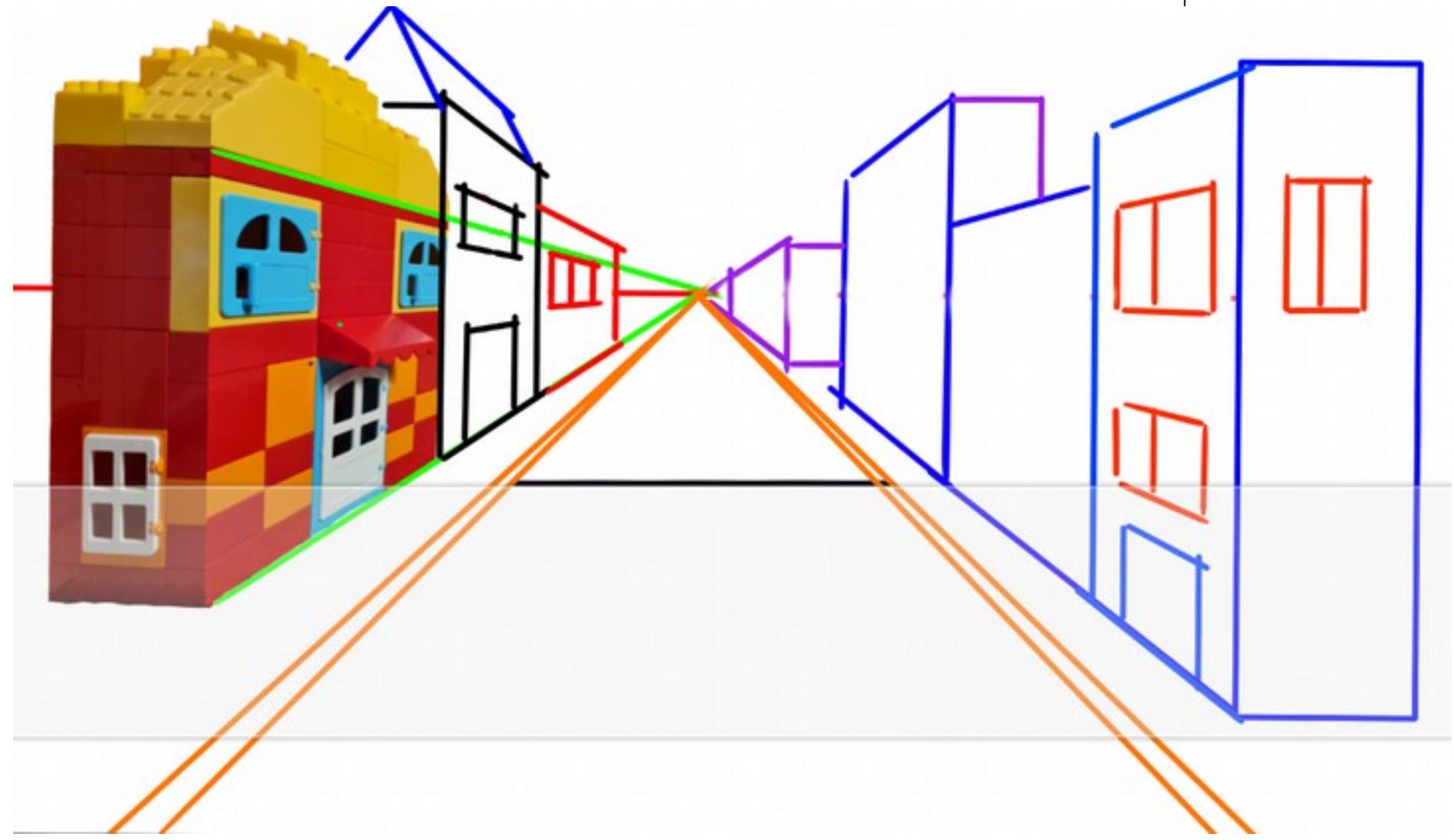
Que l'on observe dans la réalité.



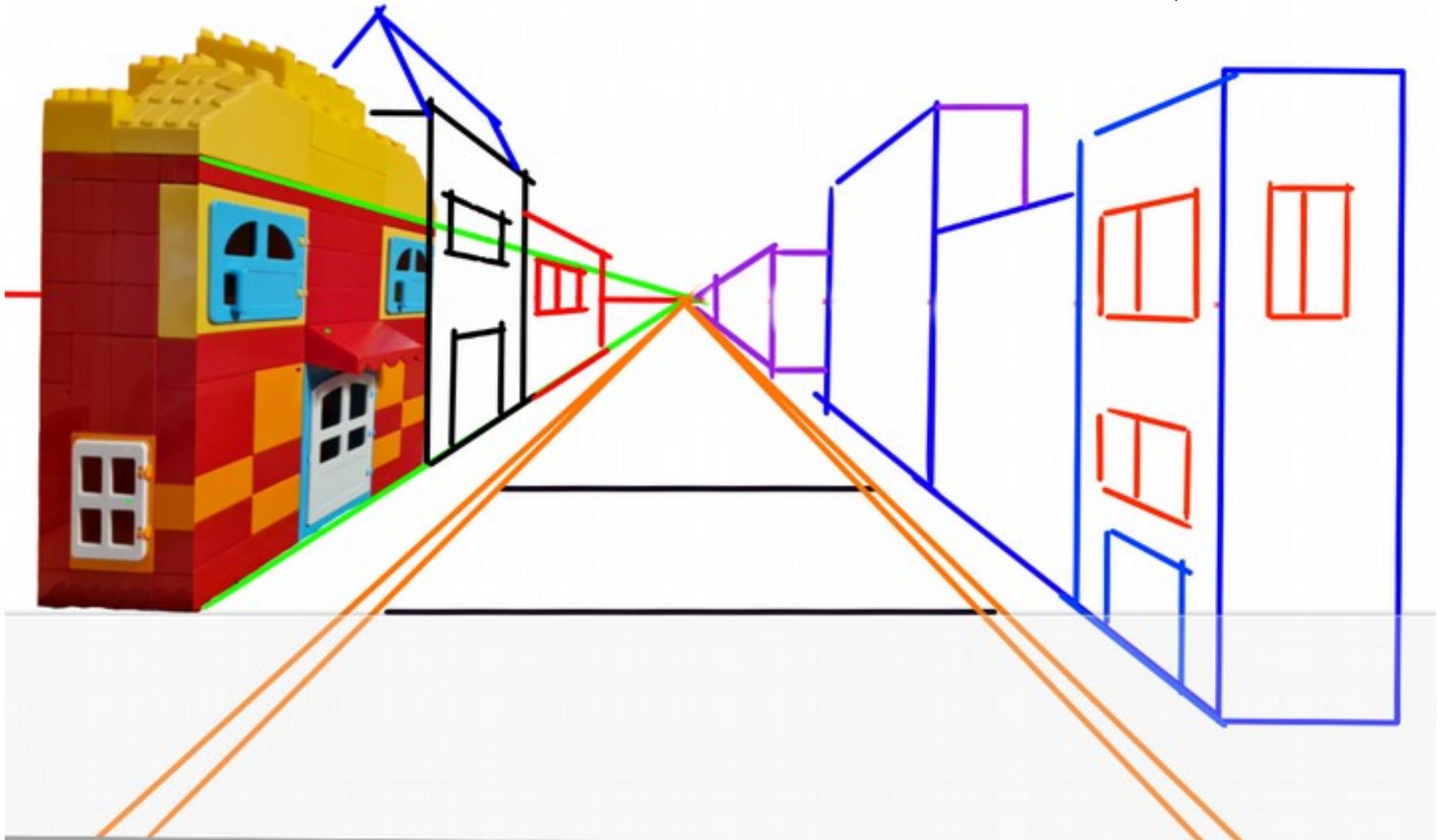
Il donne sa profondeur à la rue.



Et les passages piétons ?



Trace deux lignes horizontales et parallèles.



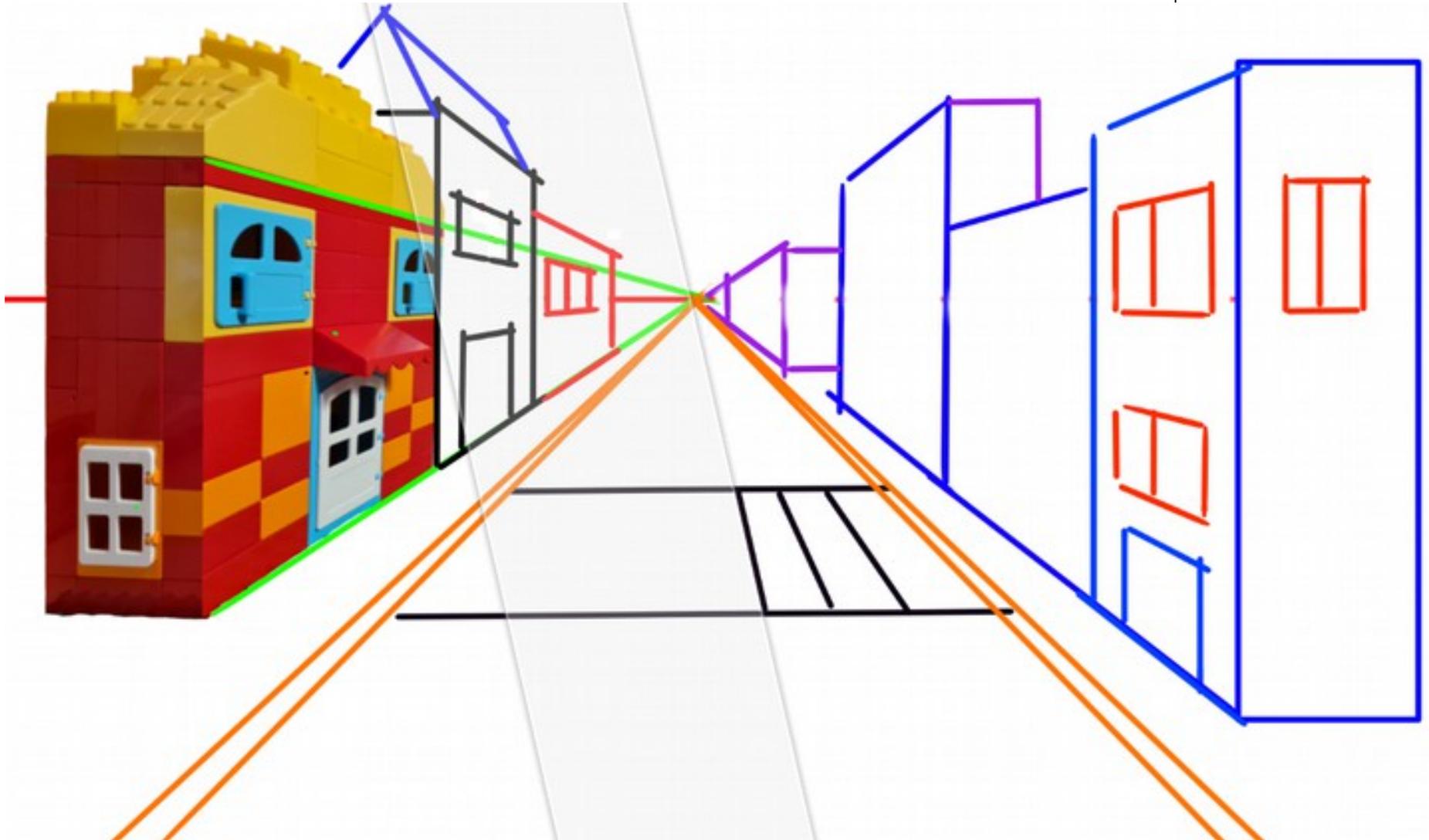
Puis à intervalles réguliers.



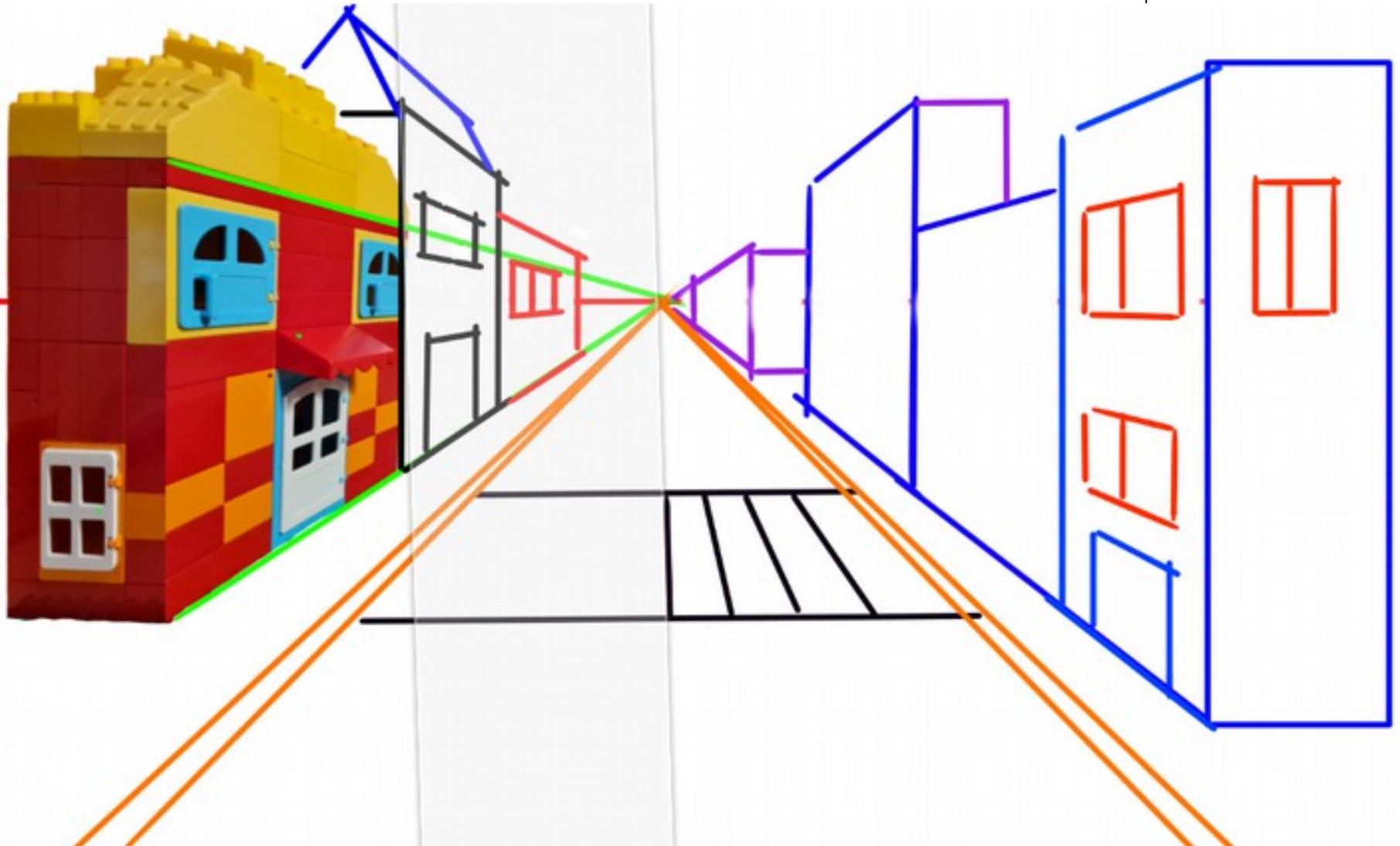
Mets des marques tous les 0,5 à 1 cm.



Et trace tes fuyantes,



jusqu'au point de fuite.



On dirait qu'elles rayonnent,



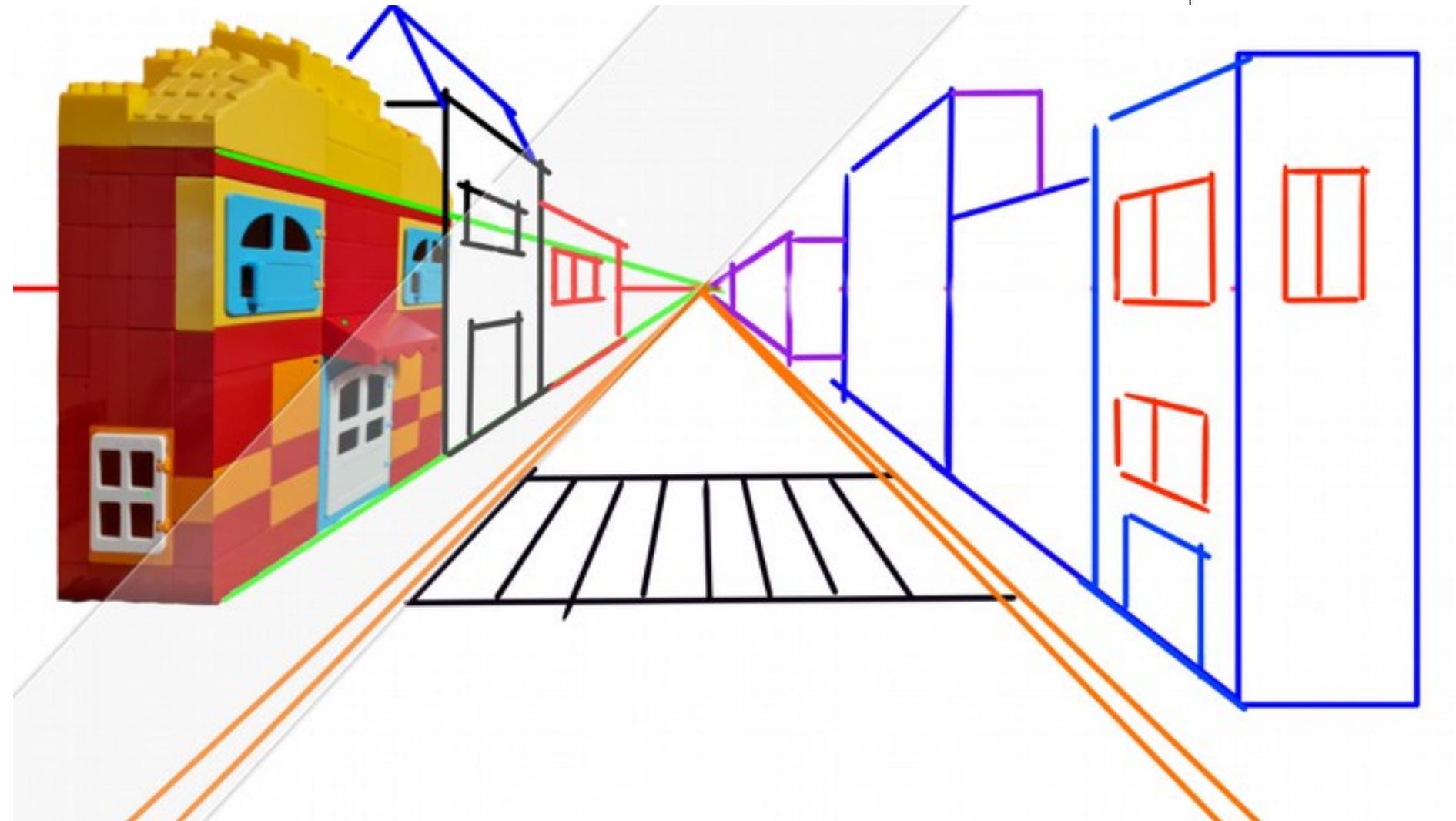
autour du point.



Une fois les lignes tracées,



Pense à les gommer une sur deux.



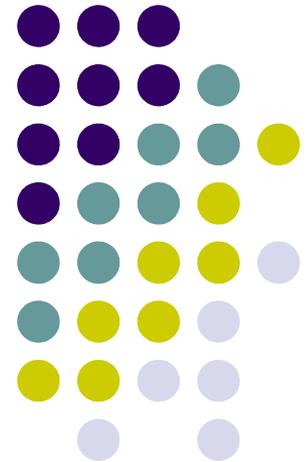
La base du dessin est terminée.



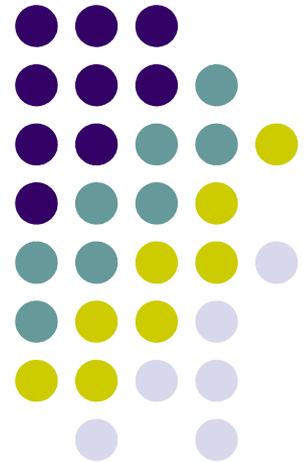
Voici une idée du résultat.



Petit récapitulatif.

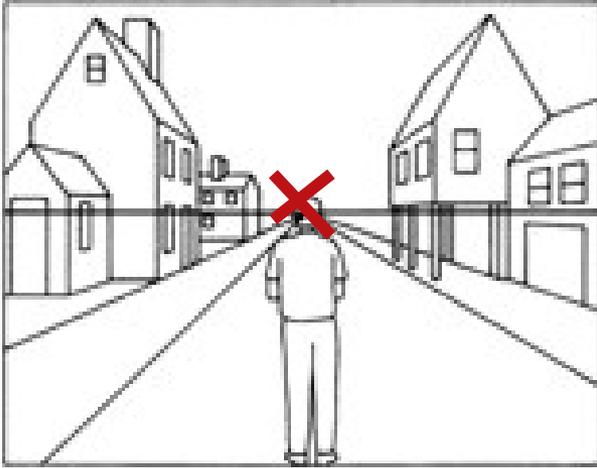


ETAPE 1 : Le point de fuite.

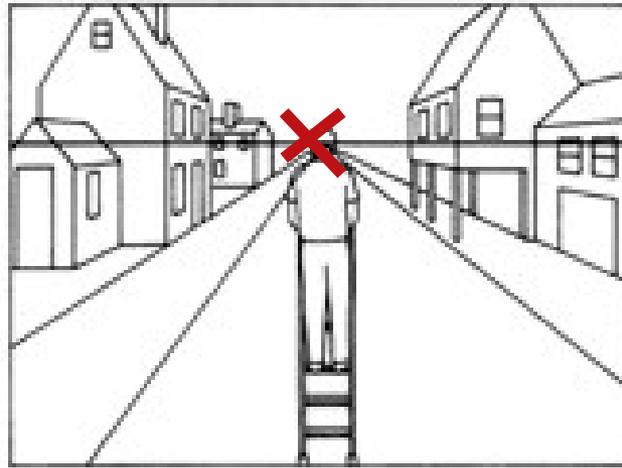


Le point de fuite détermine le point de vue du spectateur.

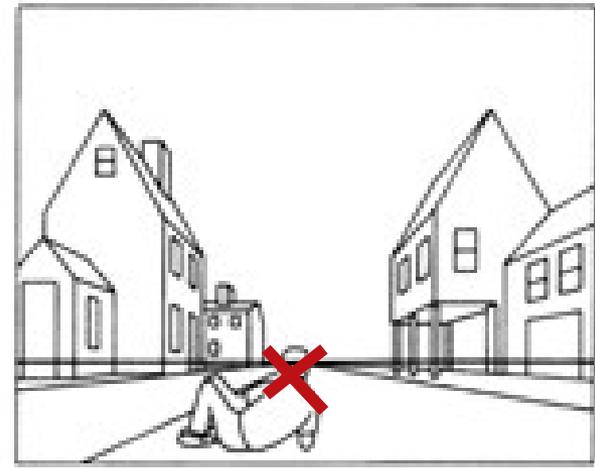
NORMAL



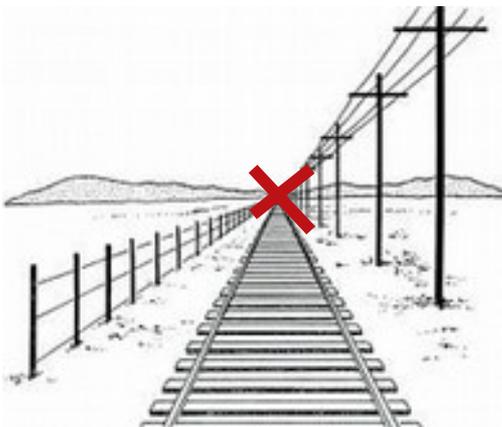
HAUT



BAS



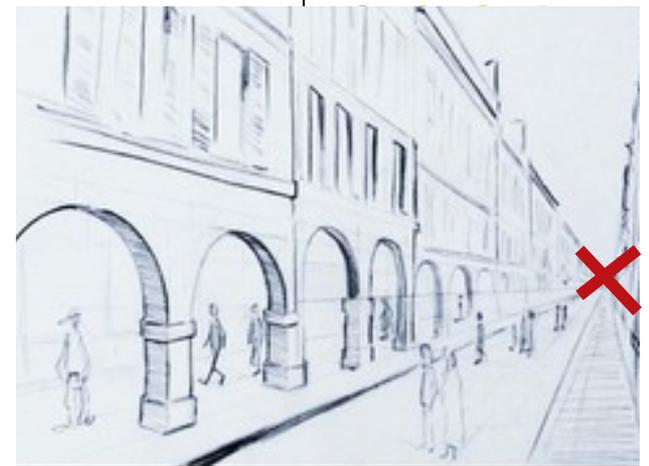
CENTRE



GAUCHE

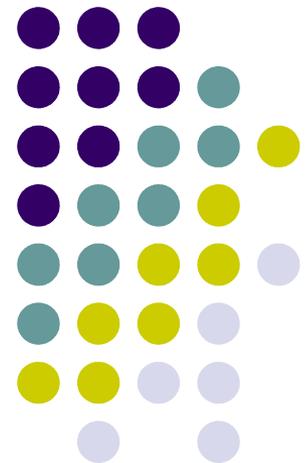


DROITE

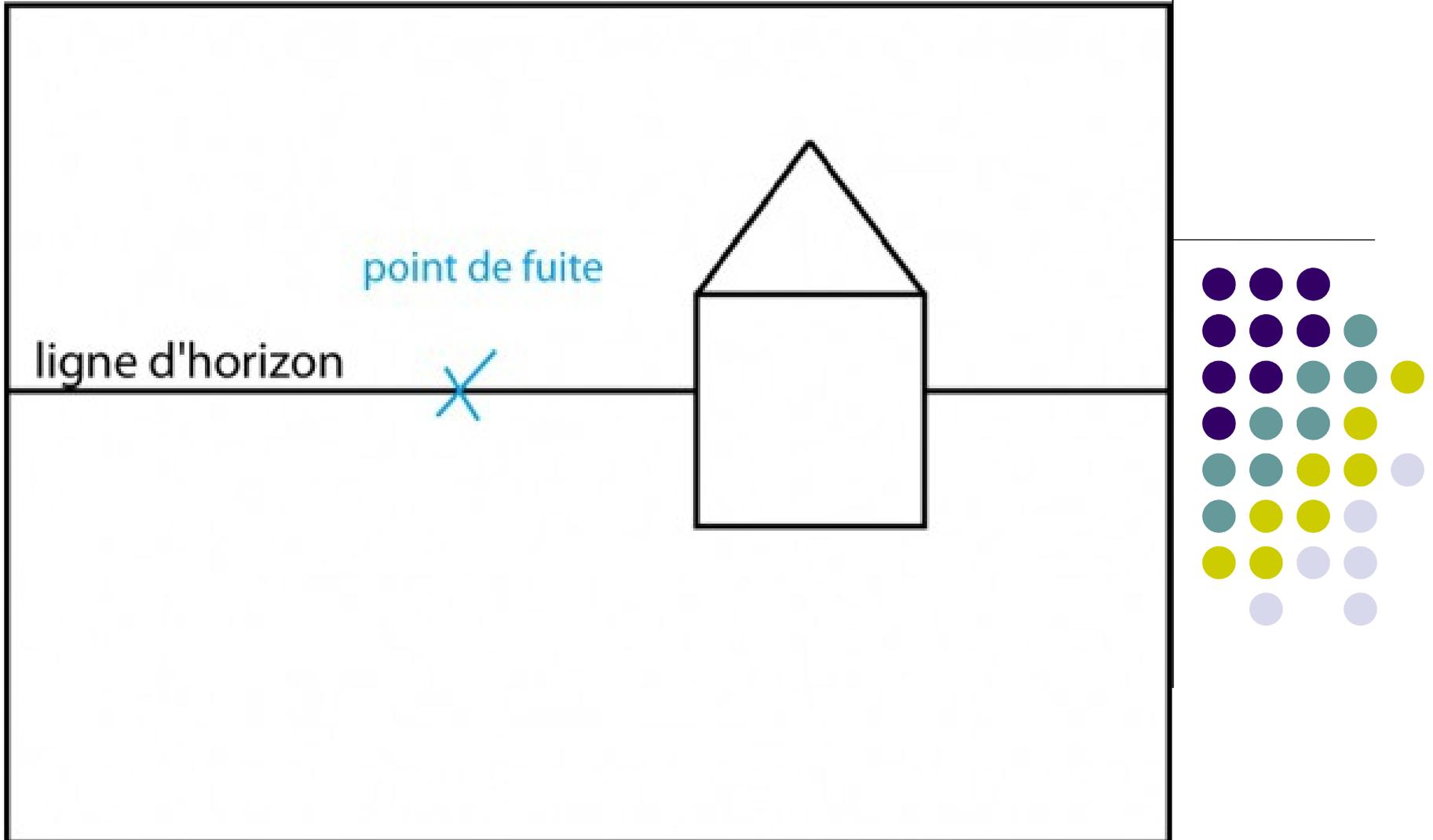


ETAPE 2 : La ligne d'horizon.

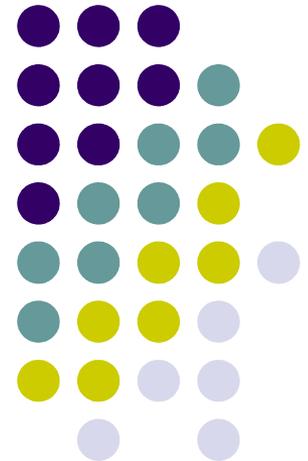
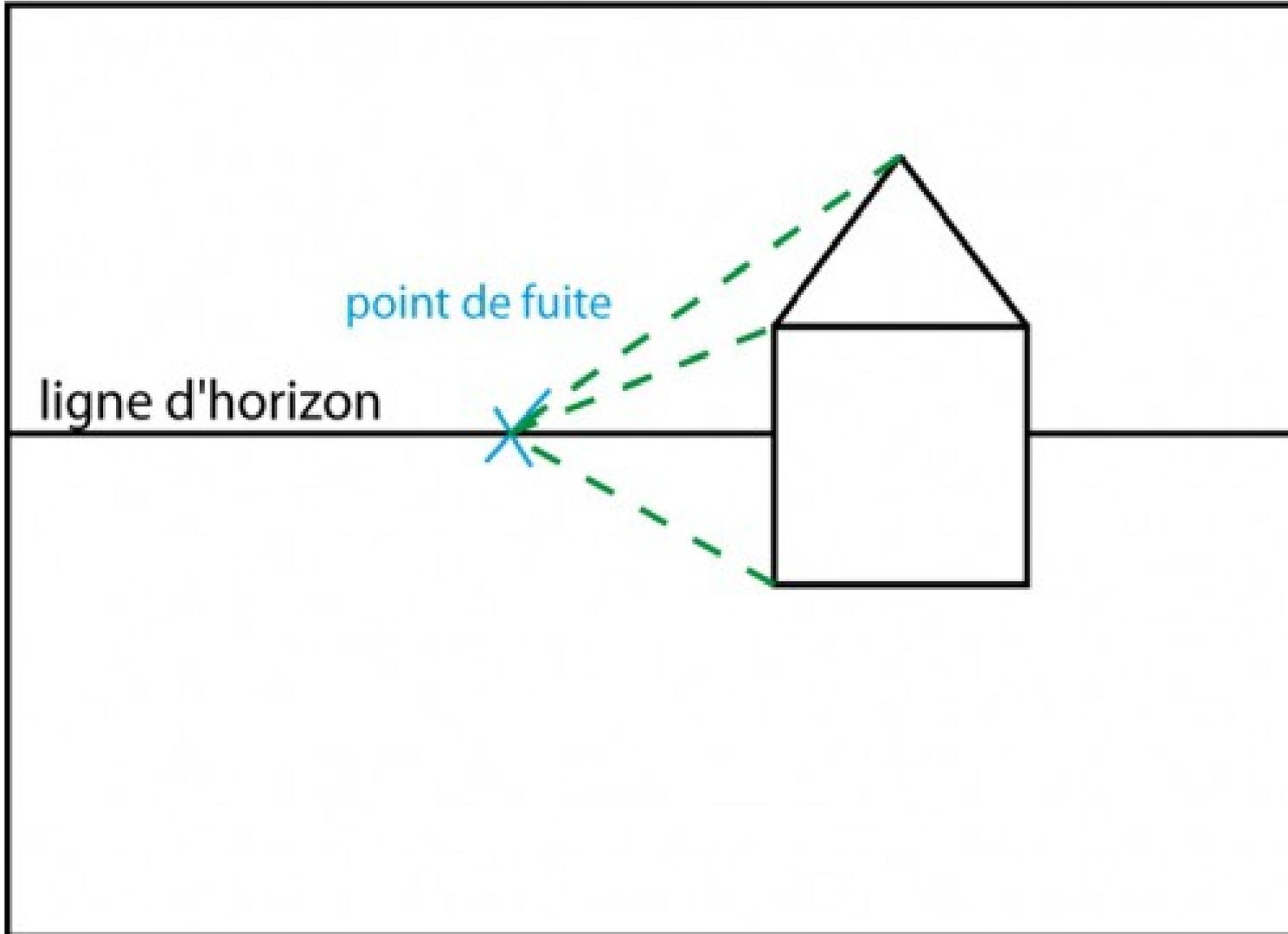
ligne d'horizon



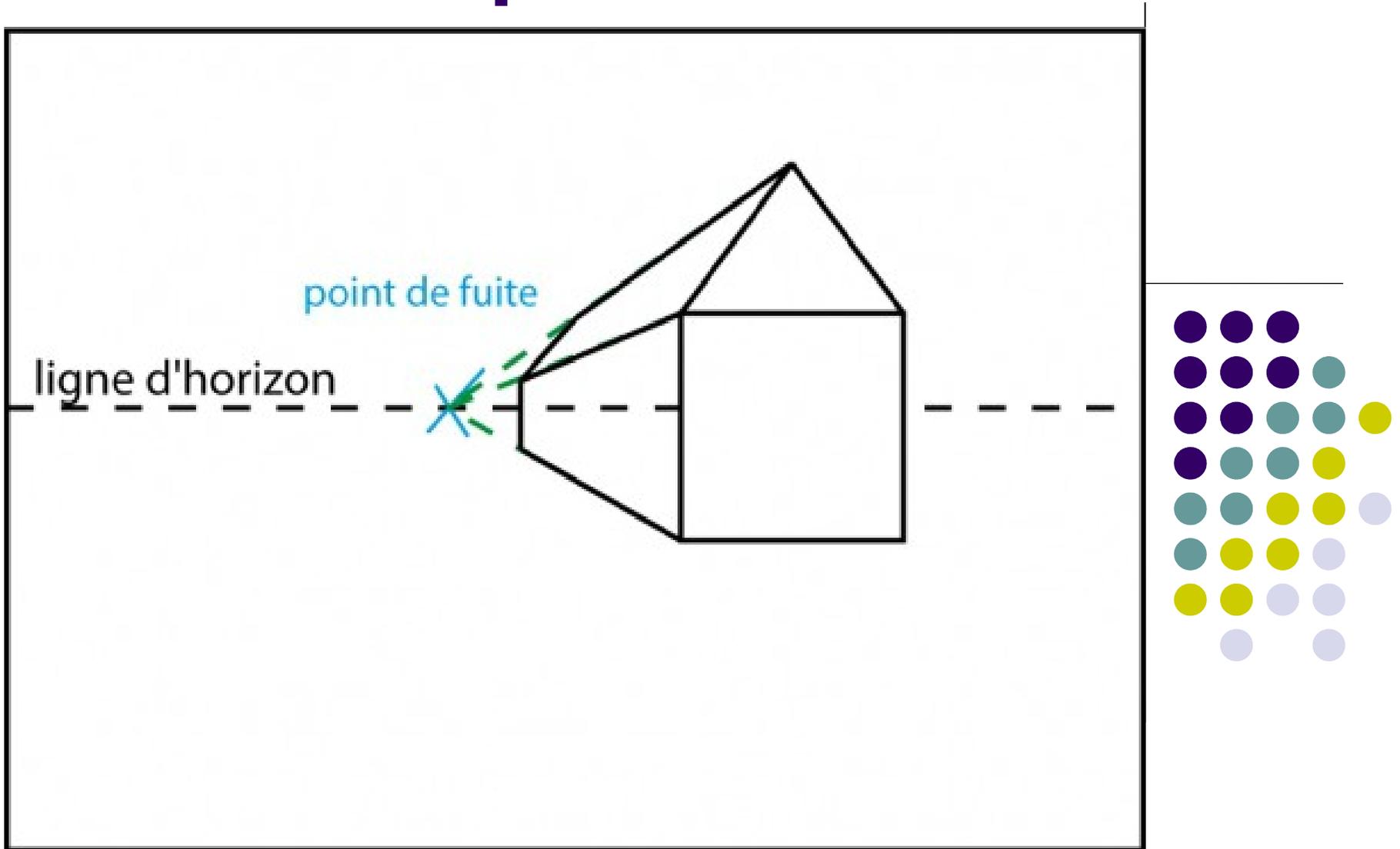
ETAPE 3 : La partie vue de face



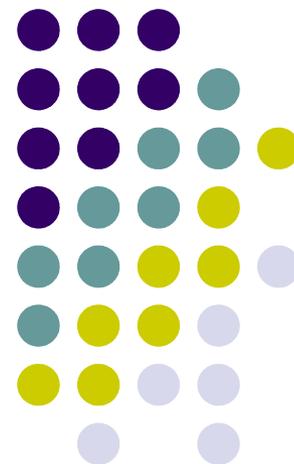
ETAPE 4 : Les fuyantes.



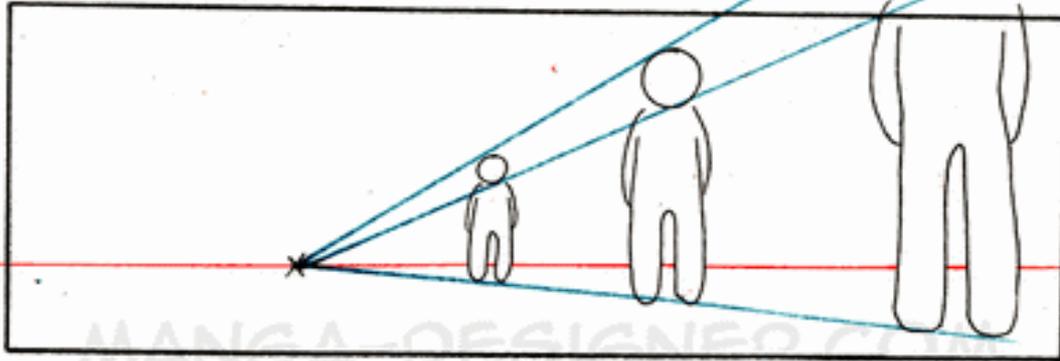
ETAPE 5 : La profondeur.



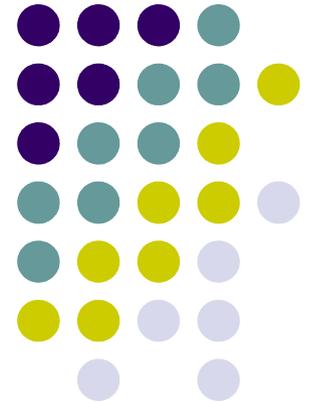
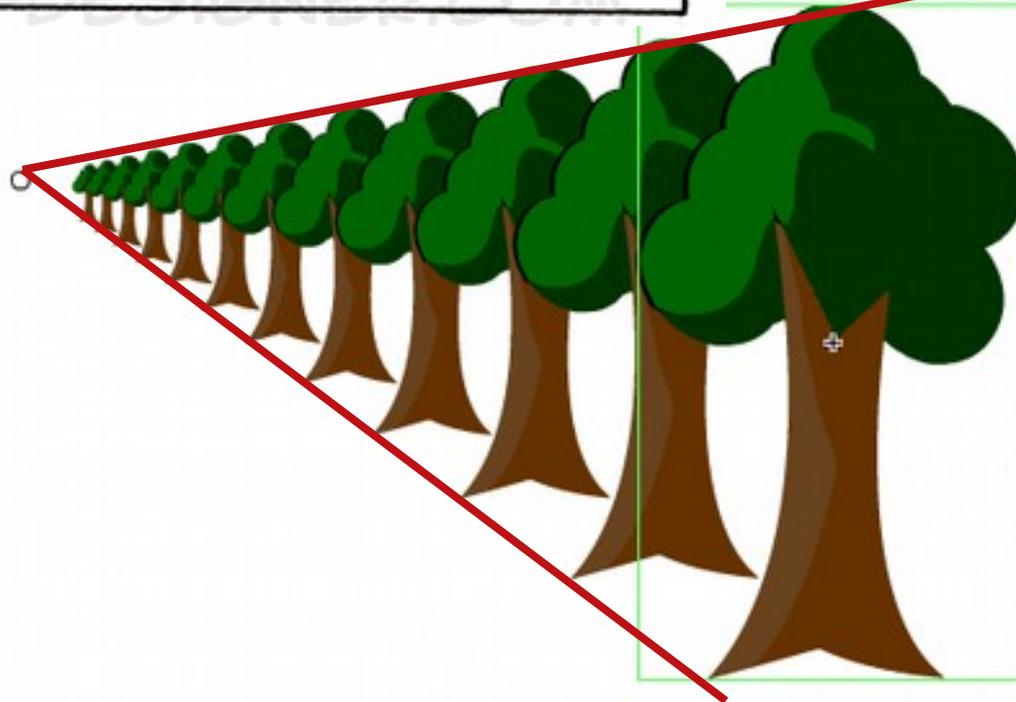
Et voici le résultat !

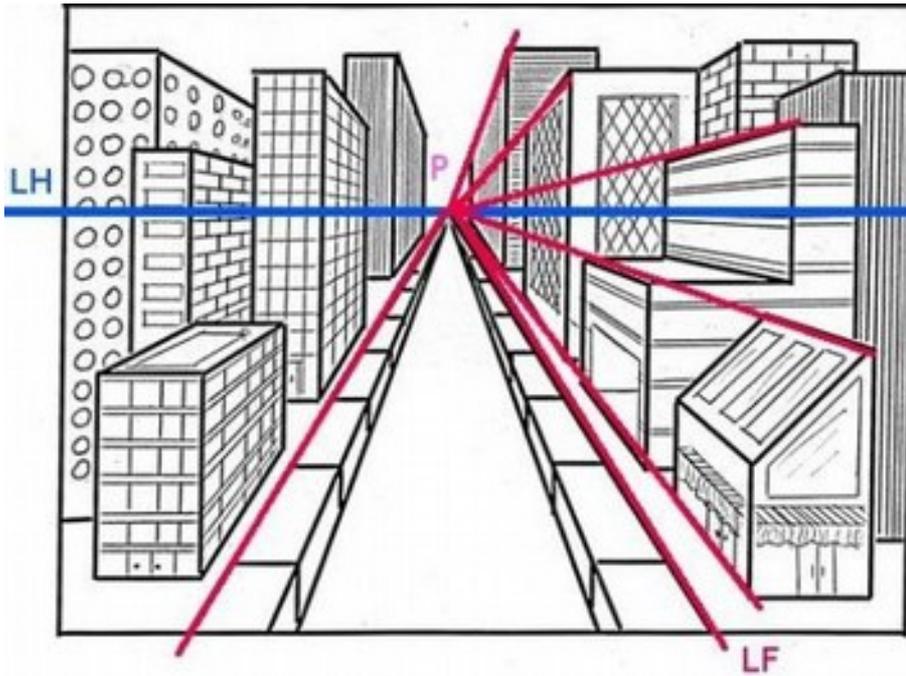


L'effet d'éloignement.



Plus l'élément s'éloigne plus il rétrécit. Tu peux définir sa taille en traçant les fuyantes.





Perspective à un point de fuite.

Et à deux points de fuite.

