AP 2-D ART AND DESIGN • EXERCISE SHEET

1.6 Space

Name: _____ Class: _____ Date: _____ **Total: 11 marks**

Objective

Build the skills to create the illusion of **space** 空间 and depth on a flat surface.

You must be able to:

- distinguish **positive** 正空间 and **negative space** 负空间
- use **overlap** 重叠, **size** 大小, and **placement** 位置 to show depth
- explain **linear perspective** 线性透视 and the **vanishing point** 灭点
- use **atmospheric perspective** 空气透视

1 Worked examples

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

■ Positive and negative space

Positive space is the subject; **negative space** is the area around it. Both shape a strong composition.

■ Depth cues

Overlapping, making distant things **smaller** and higher, and **linear perspective** (lines receding to a **vanishing point**) all create depth.

■ Atmospheric perspective

Atmospheric perspective shows distance by making far objects paler, bluer, and less detailed —as haze does in real landscapes.

2 Practice

2.1 Lines that recede toward a single point on the horizon show [1]

- **A** atmospheric perspective
- **B** linear perspective
- **C** actual texture
- **D** high-key value

2.2 State two techniques that make an object look farther away. [2]

2.3 Define a vanishing point. [1]

3 Studio & portfolio tasks

3.1 Draw a simple **one-point perspective** scene.

(a) Mark a horizon line and one vanishing point. [1]

(b) Draw a road or room receding correctly to that point. [3]

3.2 Plan depth for a portfolio landscape.

(a) Name two depth cues you will use. [1]

(b) Thumbnail a fore-, mid-, and background. [2]

4 Go further

- work through the **1.6 Space** lesson on the **Learn** page;
- read the **Elements of Art** section of the AP 2-D Art and Design handout on the **Know** page.

Solutions

2.1 B. receding lines to a point = linear perspective.

2.2 any two of: make it smaller, place it higher, overlap it behind others, make it paler/less detailed.

2.3 the point on the horizon where parallel receding lines appear to meet.

3.1 Look for: a clear horizon and single vanishing point (1); parallel edges converge accurately, sizes diminish with distance (2).

3.2 Look for: two named, appropriate depth cues (1); thumbnail shows three clear depth planes (2).