

Exercise walk-through

Atmospheric Perspective ■ 3.5

eXercise

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

Method — Distance fades

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

Method — Three bands

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

Method — Detail = depth

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

Practice 2.1 ■ 1 mark

With distance, forms appear lighter, softer, and

A more detailed

B less detailed

C darker

D sharper

Solution 2.1

Method: Distance fades

A more detailed

B less detailed 

C darker

D sharper

Worked steps

B. air scatters light and eats detail.

Practice 2.2 ■ 2 marks

Where should full black and full white be saved, and why?

Solution 2.2

Worked steps

the foreground **B1**; reserving strongest contrast for the front pushes it forward and keeps distance pale **B1**.

Practice 2.3 ■ 1 mark

How does detail density work as a depth cue?

Solution 2.3

Method: Detail = depth

Worked steps

more detail reads as nearer, less detail as further away **B1**.