

3.5 Atmospheric Perspective

Name: _____ Class: _____ Date: _____

Total: 11 marks

KEY WORDS atmospheric perspective 空气透视

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	B
C	D

A more detailed

B less detailed

C darker

D sharper

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

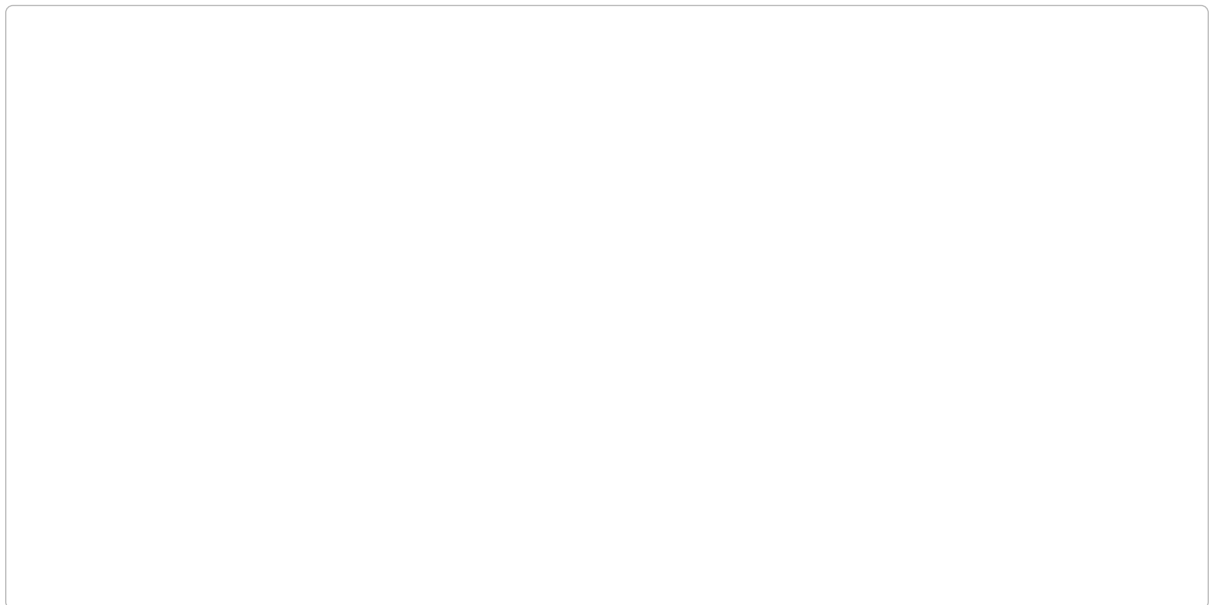
2.3 How does detail density work as a depth cue? [1]

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]

