

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]