

MATH 121
(Day 3)

Alberti's Method of Perspective

Richard Hammack:

www.people.vcu.edu/~rhammack/Math121/



Filippo Lippi, c. 1560



Botticelli, 1490



Matteo di Giovanni, Flagellation of Saint Jerome 1476



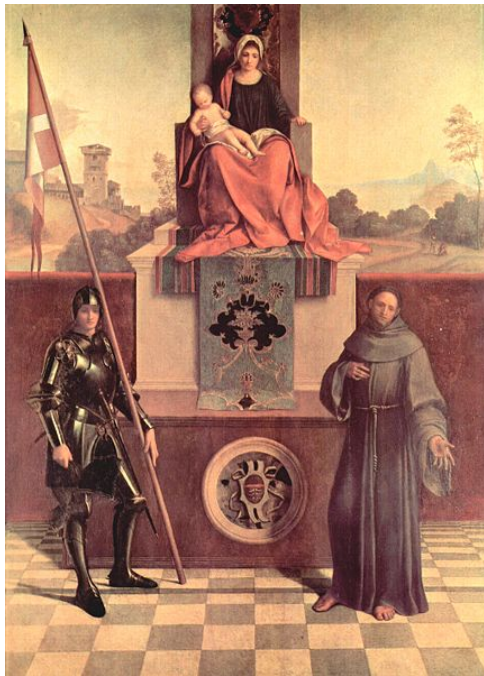
Giovanni Bellini, c. 1500



Andrea Mantegna, c. 1461



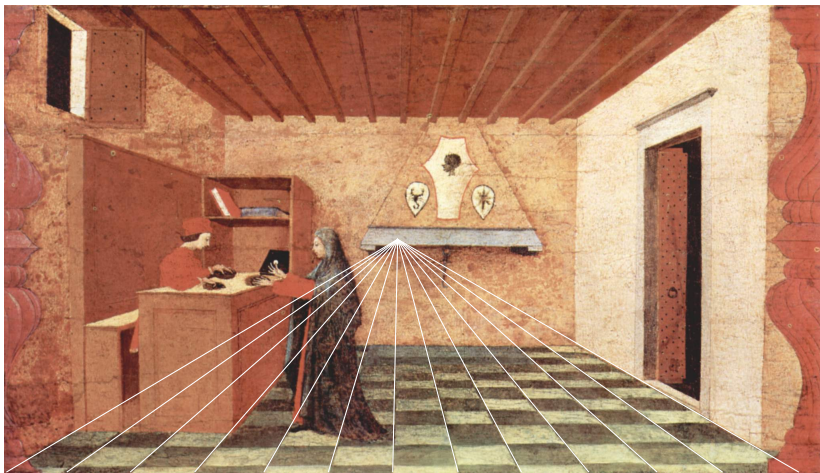
Vittore Carpaccio, c. 1506



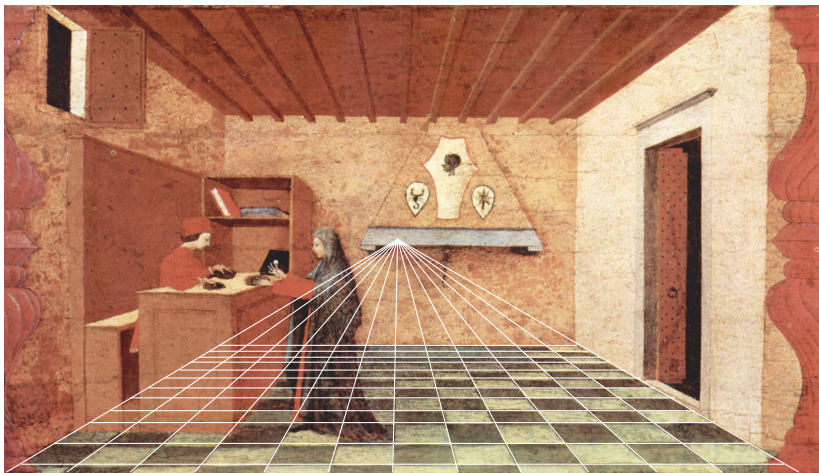
Giorgione, c. 1505



Paolo Uccello, c. 1466



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Leone Battista Alberti
1404–1472



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1404–1472



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to be learned in all the liberal arts, but
I wish him above all to have a good
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Leone Battista Alberti
1404–1472



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"I would especially ask [artists] as a reward for my labors to paint my portrait."

Leone Battista Alberti
1404–1472



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Buildings by Alberti



Santa Maria Novella
Florence, Italy
1456 to 1470



Santa Andrea
Mantua, Italy
1470 to 1476

Books by Alberti

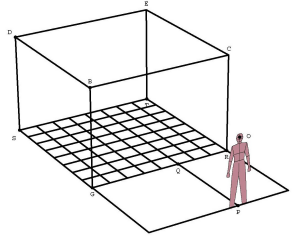
- ▶ *Re Aedificatoria*, 1450
(On the theory and practice of architecture.)
- ▶ *De pictura* (On painting), 1435
(A treatise on perspective in which he describes the mathematics of drawing a tiled floor in correct perspective.)

Books by Alberti

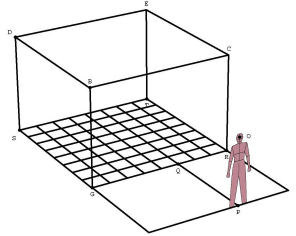
- ▶ *Re Aedificatoria*, 1450
(On the theory and practice of architecture.)
- ▶ *De pictura* (On painting), 1435
(A treatise on perspective in which he describes the mathematics of drawing a tiled floor in correct perspective.)

Today's goal: Learn Alberti's method for drawing a tiled floor in correct perspective

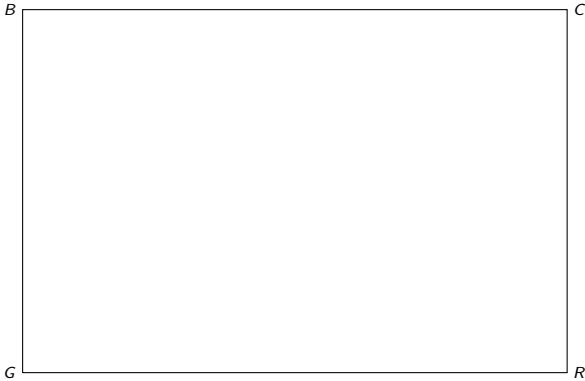
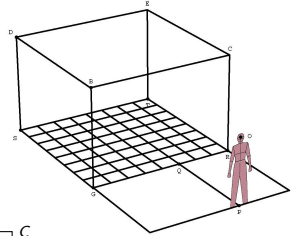
Viewer looks into a room with a **square** floor.



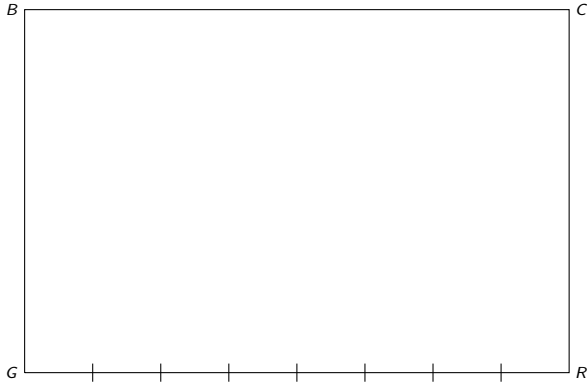
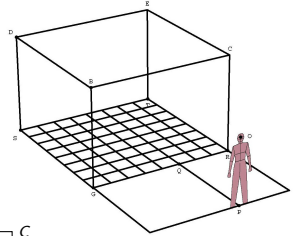
Viewer looks into a room with a **square** floor.
How to draw what the viewer sees:



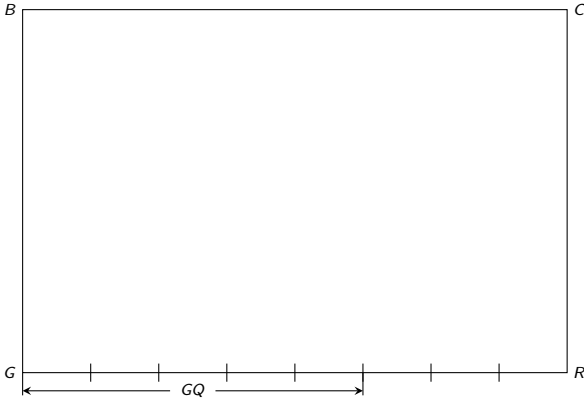
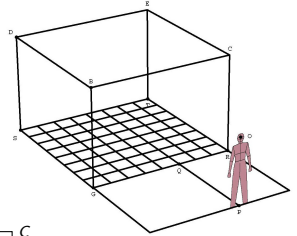
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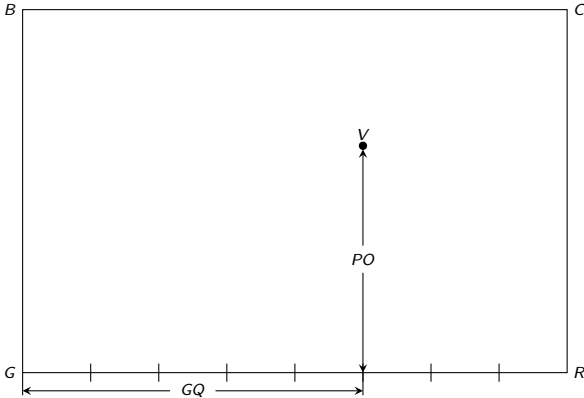
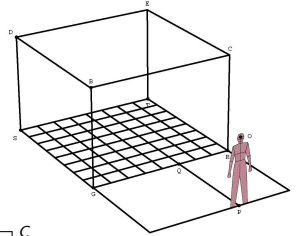
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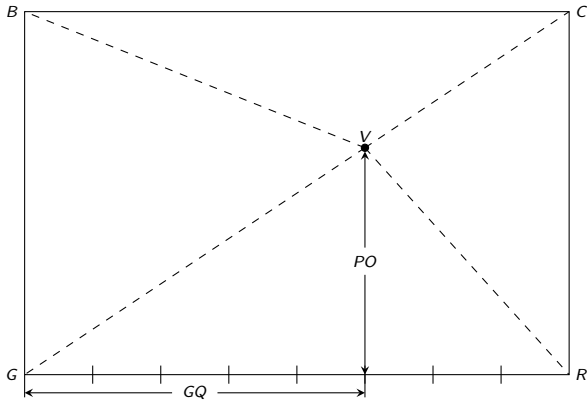
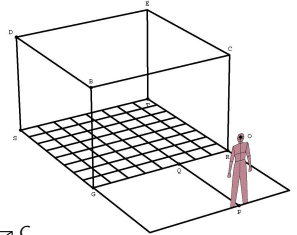
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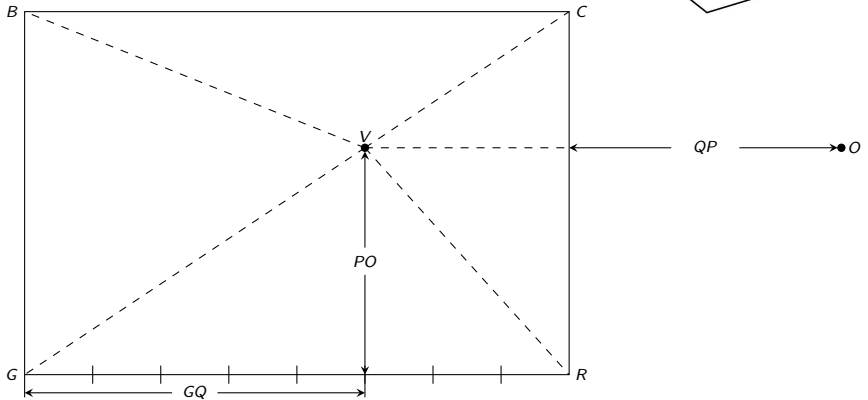
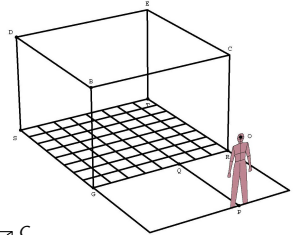
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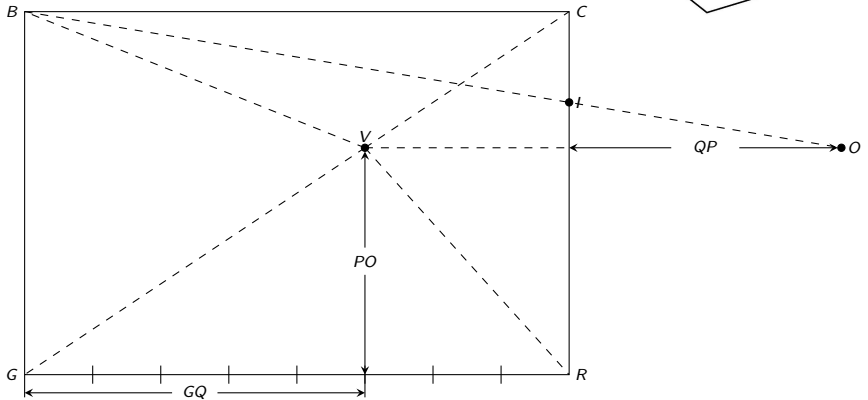
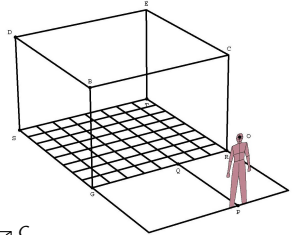
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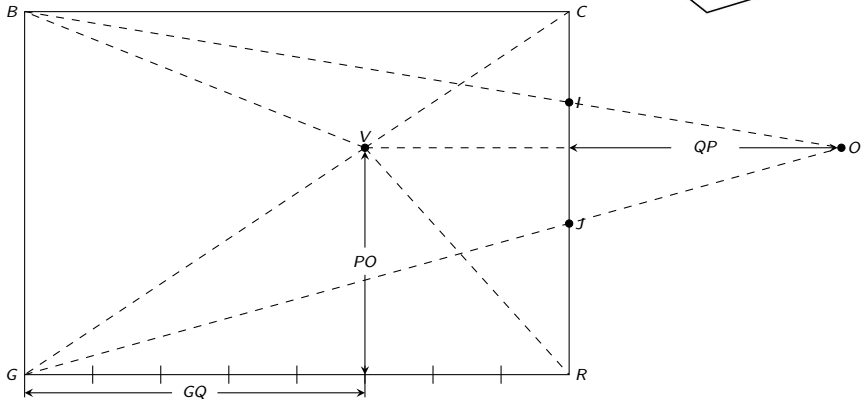
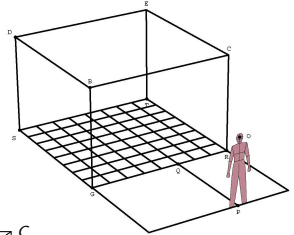
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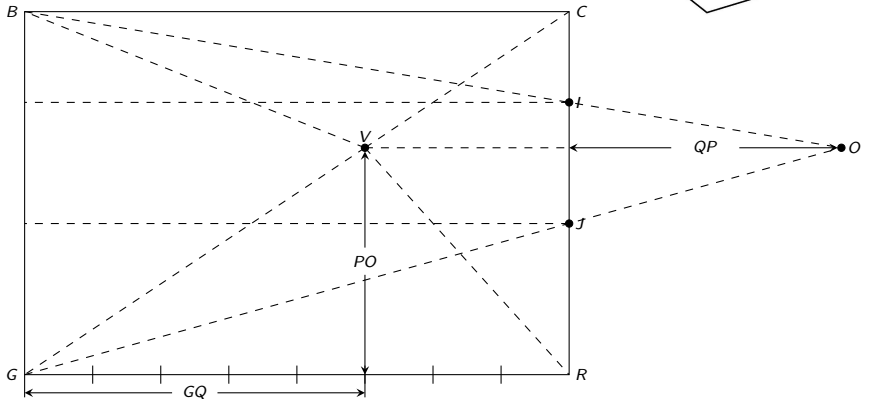
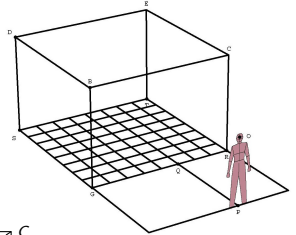
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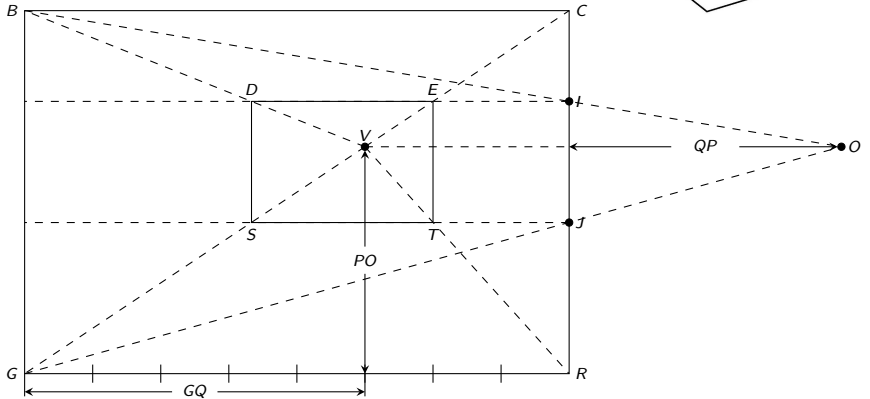
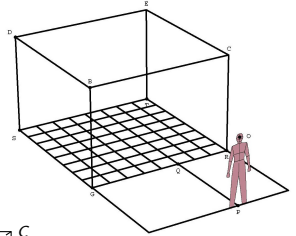
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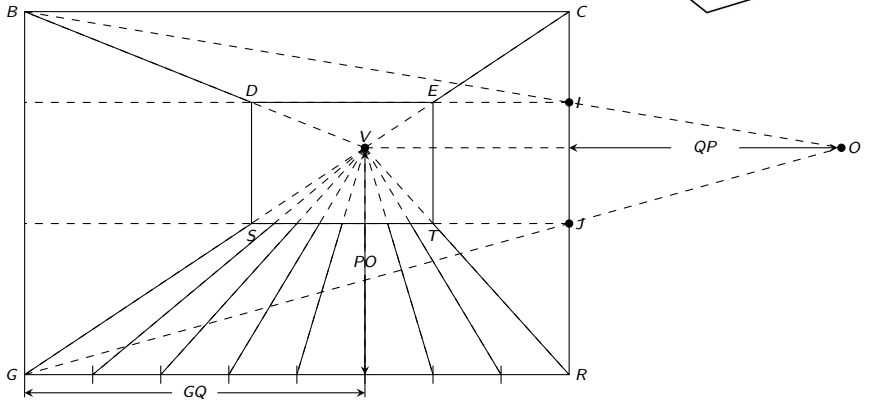
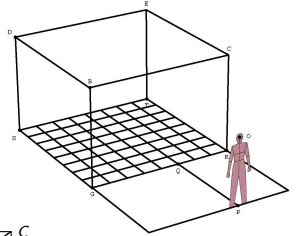
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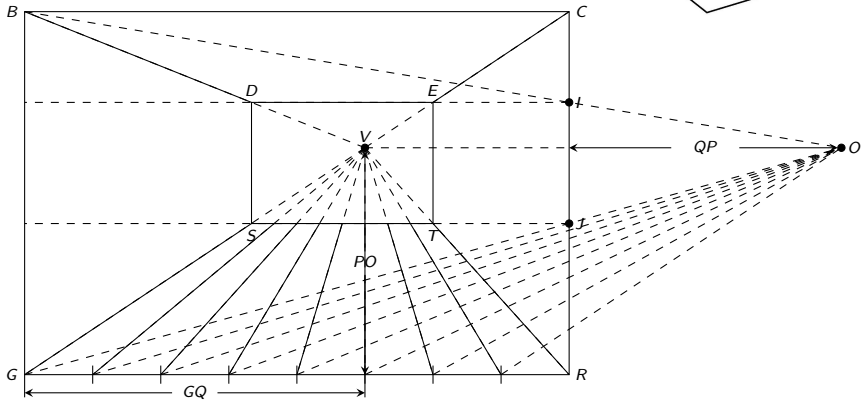
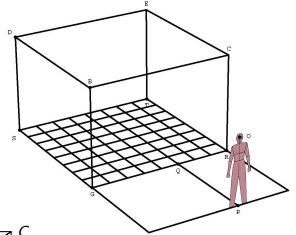
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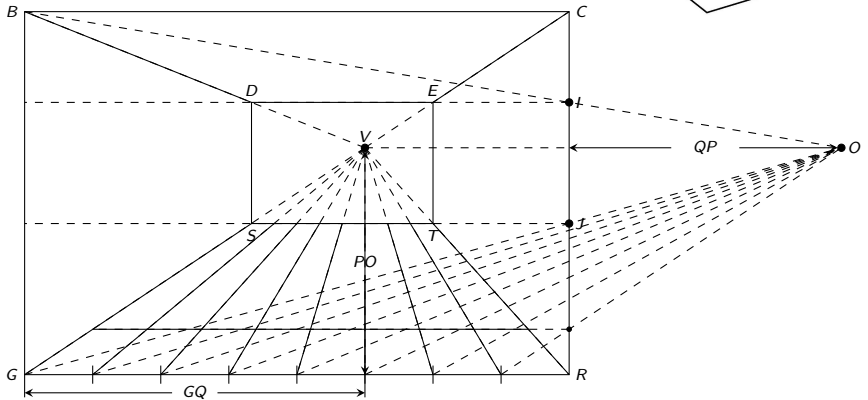
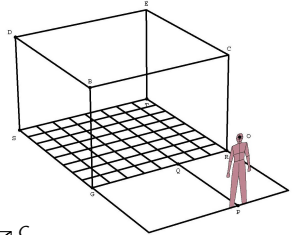
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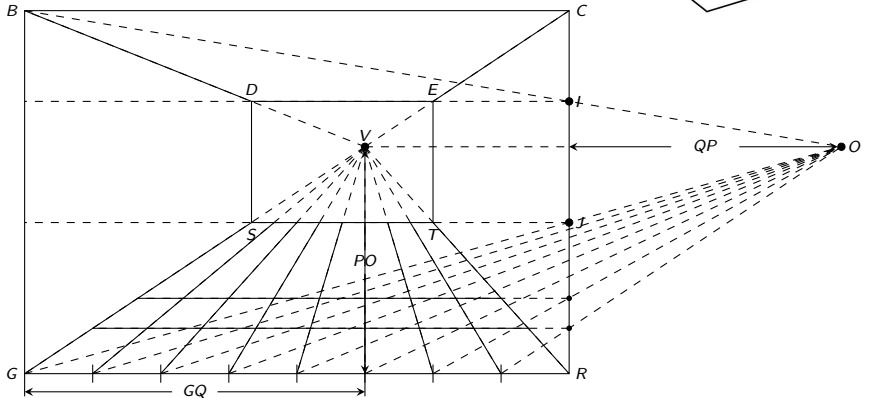
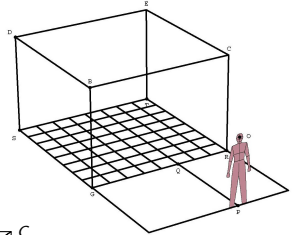
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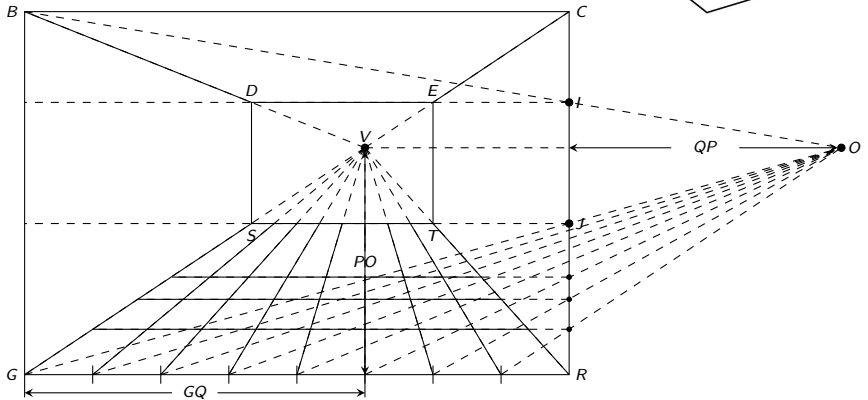
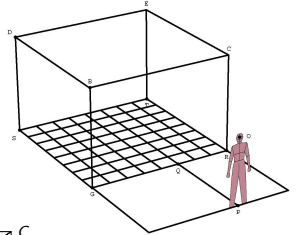
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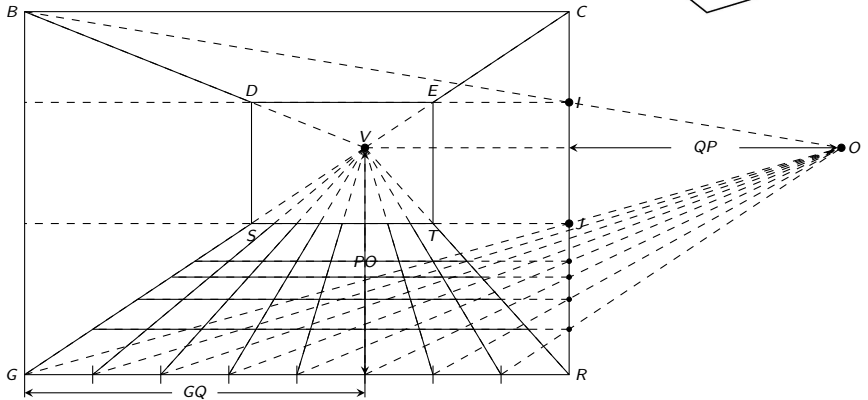
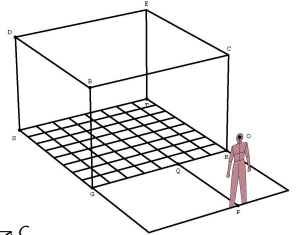
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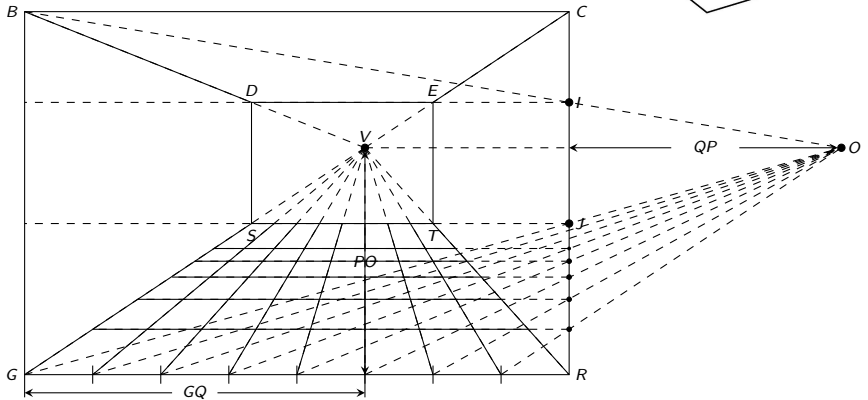
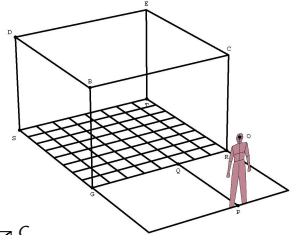
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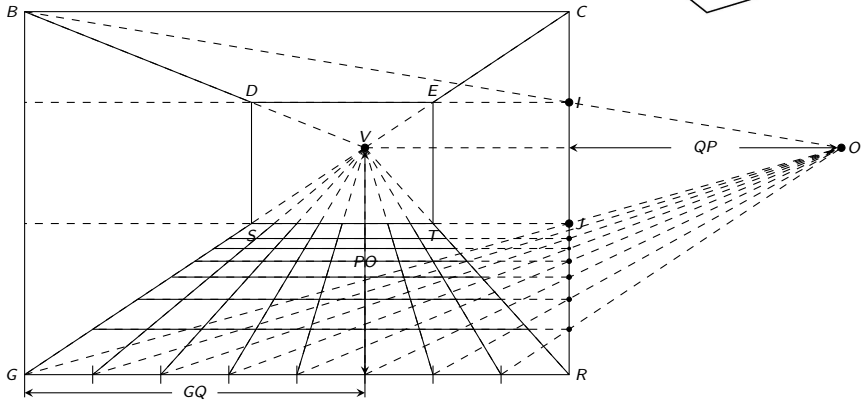
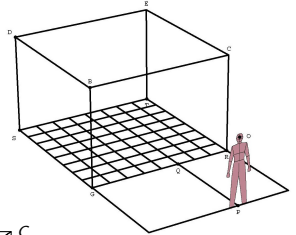
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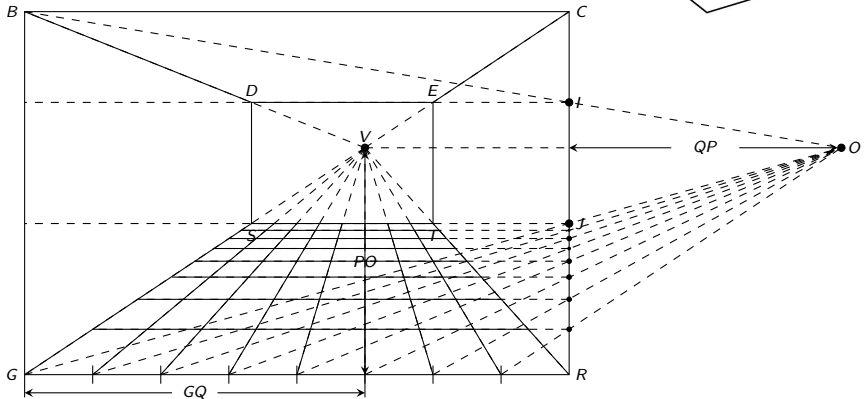
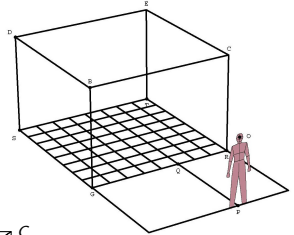
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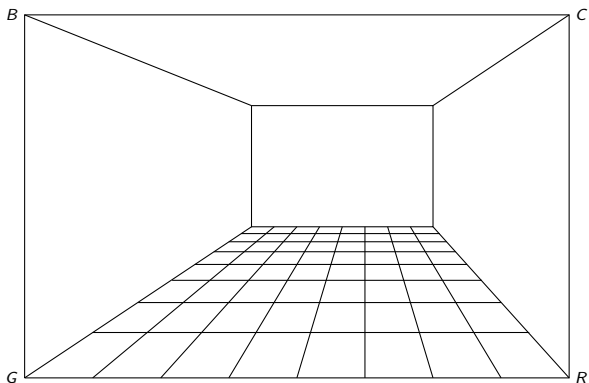
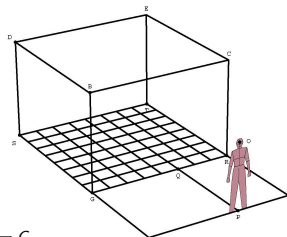
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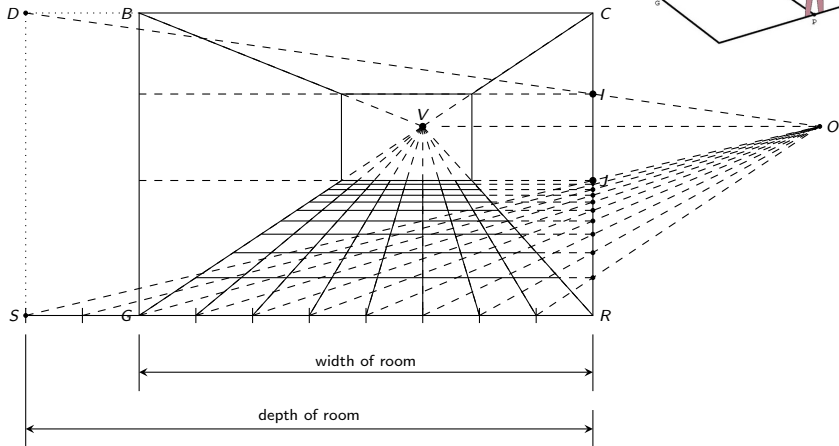
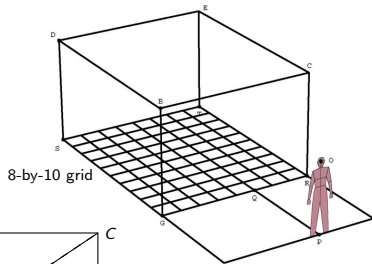
Viewer looks into a room with a **square** floor.
How to draw what the viewer sees:



Viewer looks into a room with a **square** floor.
How to draw what the viewer sees:



Adaptation to a rectangular floor-plan



Assignment #2

Drawing what the viewer sees:

