

Drawing — A sense of depth

There are several visual cues to show depth:

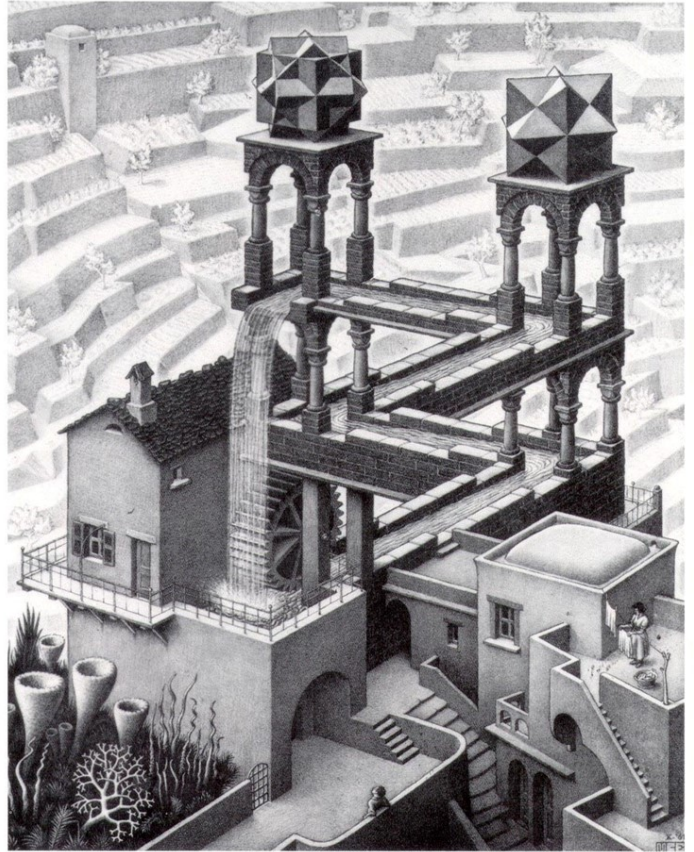
- Contrast
- Detail
- Distance from bottom
- Overlapping
- Perspective lines
- Shadows
- Size



Drawing — M.C. Escher's sense of depth

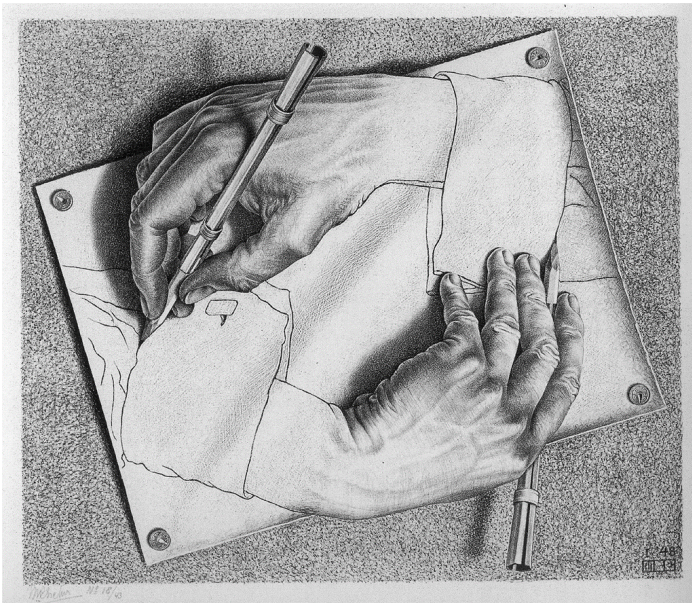
M.C. Escher is most famous for creating artworks that seem to be impossible. They are deeply loved by mathematicians for their precision, geometry, and the way they often contradict themselves.

They also have a remarkable sense of depth. Escher is an expert at using **perspective**. But he also uses changes in **detail**, **contrast**, and **size** to create a dramatic sense of near and far.

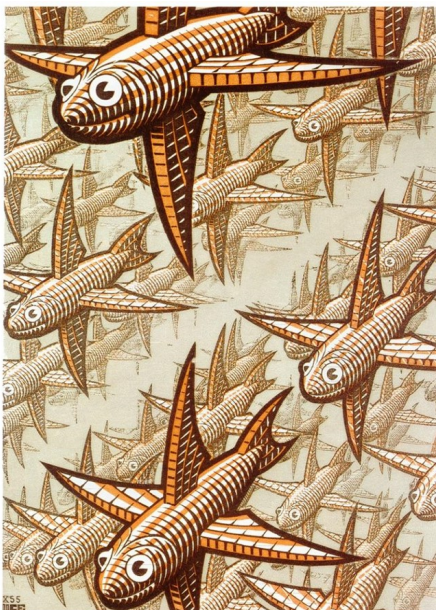


M.C. Escher, **Waterfall**, 1961

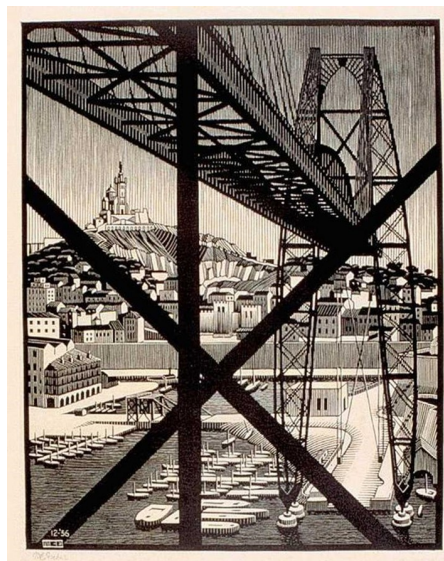
Notice that the sense of depth is exaggerated: this will seem strange to you when you do this in your own artworks, but it is very effective!



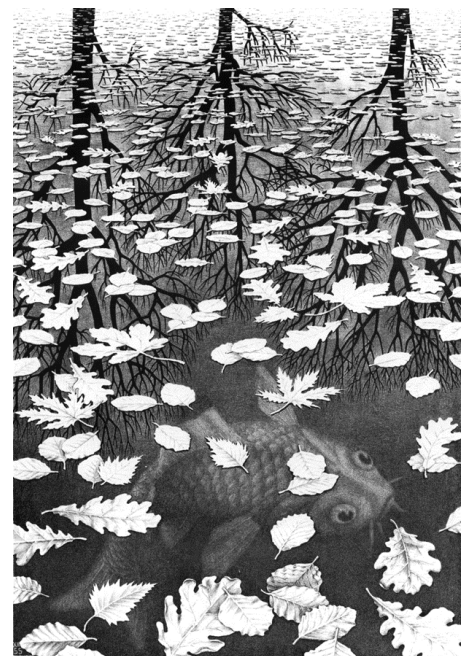
M.C. Escher, **Drawing Hands**, 1948



M.C. Escher, **Dream**, 1955



M.C. Escher, **Marseilles**, 1936



M.C. Escher, **Three Worlds**, 1965

Drawing — Improving a sense of depth



The original photo



Reduce the **contrast** in the background

Artists not only show reality, they improve it.

When you are creating a sense of depth in your art-works, you should improve it as well. This means changing reality to make the sense of depth clearer.

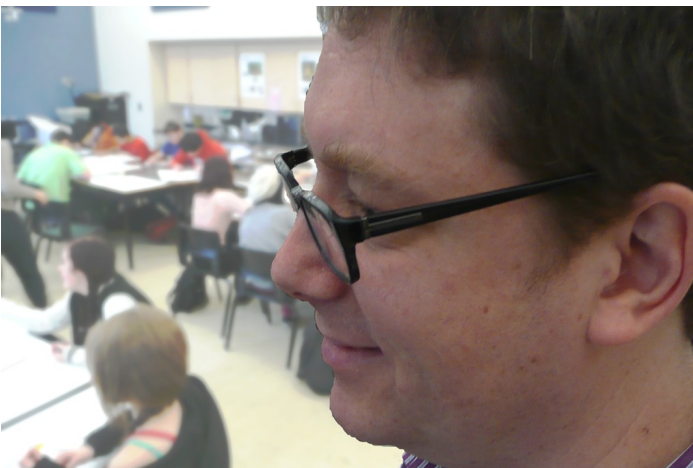
Part of this is because humans use binocular vision to perceive a sense of depth in the three dimensional world. Of course, this does not work when you are looking at a flat piece of paper.

In this example, we:

- Reduce the contrast of the background
- Reduce the detail in the background
- Increase the size of the foreground



Reduce the **detail** in the background



*The photo with an **improved sense of depth***



Increase the **size** of things that are near