

ART · Y3–Y6

Perspective & Composition

Knowledge Organiser — Y3–Y6

Perspective

1

Perspective

The technique of representing 3D space on a 2D surface so objects appear to recede into the distance.

Example: railway lines appearing to meet on the horizon

2

Horizon line

The line where the sky meets the ground. Eye level. Things above the horizon line are seen from below; below are seen from above.

3

Vanishing point

The point on the horizon line where parallel lines appear to meet.

Example: the end of a road or train track

4

One-point perspective

One vanishing point. Used for scenes viewed straight-on — corridors, roads going away from you.

5

Two-point perspective

Two vanishing points. Used for corners of buildings seen at an angle.

6

Foreshortening

Objects closer to the viewer appear larger; further away appear smaller.

Example: a hand pointing at you appears shorter than normal



Composition rules

How to arrange a drawing or picture

- **RULE OF THIRDS:** divide your image into a 3×3 grid — place key elements along the lines or at the intersections
- **FOCAL POINT:** where do you want the viewer's eye to go first? Make it the most detailed, coloured, or contrasting area
- **FRAMING:** use natural shapes (arches, trees, doorways) to frame your focal point
- **LEADING LINES:** use lines (paths, fences, rivers) to draw the viewer's eye into the picture
- **DEPTH:** include foreground, middle ground, and background for a sense of space
- **BALANCE:** use elements of similar visual weight on both sides — but don't make it symmetrical (that's boring)
- **NEGATIVE SPACE:** the space around and between subjects can be as important as the subjects themselves

