Basic Tutorials Series:
Basic Perspective

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Document #HWPRO0009

1 Basic Perspective

Creating Realistic Images

Creating images that have depth and realism, much like an actual photo takes a bit of work. Compare for example images 1A and 1B below. Both images have product applied to the regions of the home, however the second images has **shading**, **shine** and **perspective** applied as well.

Notice how much more realistic the second image looks. The shadows under the roof line are like the real house, the siding is slanted at the correct angle for the home. These little details make a big difference in your overall image.

One of the key tools that you will need to achieve these results is perspective.

Perspective

Perspective is an approximate representation, on a flat surface (such as your computer screen), of an image as it is perceived by the eye. The two most characteristic features of perspective are that objects are drawn:

♦ Smaller as their distance from the observer increases

♦ Foreshortened: the size of an object's dimensions along the line of sight are relatively shorter than dimensions across the line of sight.

To apply perspective, you must have already done some preperatory work for your project. You must have all the layers of your home already maksed. You also must have product applied to your layers. These steps MUST be completed before you can apply perspective.

Example 1A: House with only product applied

Example 1B: House with product, perspective, shading and shine applied.

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How to Apply Basic Perspective

1. **Open the project in which you would like to apply perspective.**

2. **Now lets set perspective on one layer.**

   a. I will start with the **light blue-green layer** on the very right of the picture (see Example 1A). On the original photo, this wall of the home has siding that appears as if it is moving back in the distance, we are going to replicate that look on our layer by setting the perspective.

   b. Ensure the region you would like to edit is **active** (it should have a black and white dotted box around it)

      i. If the region is **NOT** active:

         1. Click on the **Tools Tab**

         2. Click on the "**Select**" tool

         3. On your project window, click on the layer you would like to edit

         4. A black and white dotted box will now appear around the layer. This means the layer is active.

   c. Navigate to the **Layers Settings Palette**

   d. Click on **"Set Perspective"**

      i. When you first press the Set Perspective button, you will see a red box around the region you have activated. The corners of this box are designed to be dragged into place to mimic realism for products.

Example 1A: Home Masked

Example 1B: Home with Product Applied

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e. On Example 1C at right, we see one corner of the box matches with the home, while the other three corners do not. We can leave the matching corner in place, and use the other three corners to adjust the angles of the siding.

Example 1C: Active layer of the home

f. First, lets drag the **lower right hand corner** straight up to match the home as seen in Example 1D at right

g. You can see that the angle of the siding now changes to match this diagonal line. It now looks like it is receding into the distance.

h. While this is fine for the bottom of the home, we can see that the siding angle still does not match either of the windows at all.

Example 1D: Both lower corners of the perspective box in place

i.   We can fix this by dragging the **top right hand corner** of the box straight down, until the lines on the siding are parallel to the top of the upper window frame.

j.   Now as we see in Example 1E, the lines on the applied product reflect the lines of the original product, and match the lines of the windows and baseline of the home.

k.   Press "**Apply**" to set the perspective

l.   If you are unsure if the perspective is correct, you can always check the original image of the home to ensure you are getting the correct angle and line orientation

Example 1E: The siding now matches the lines of the home. We can now set the perspective by clicking on "Apply"

Example 1F: The siding now matches the lines of the home. We can now set the perspective by clicking on "Apply"

3. Let me now demonstrate the same technique on a second region of the home.

    a. As we can see in Example 1F above, the bottom right hand corner and the top right hand corner match the home, and the other two points are off

Example 1G: The bottom part of the siding now matches the bottom line of the home.

b. Let us first adjust the **bottom left hand corner** to match the angle of the home, by moving it straight up as in Example 1G.

c. Now the lower part of the siding matches the bottom angle of the home. The top angle is still off however as it does not match the line of the windows or the roof line.

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Example 1H: The top part of the siding now matches the top line of the home.

d. Now we can bring the top left hand corner straight down, to match the angle of the roof line. We can this that this looks pretty good, as the lines of the home match the features present.

e. Press "**Apply**" to set the perspective

Example 1G: Final Image With Product Applied

f. Continue to set the perspective for all other regions of your home. When you are finished you home should look similar to Example 1G above.

g. You can also set perspective on all the objects that you have applied to your project (like windows, doors, etc) to make them match the lines of your home as well.

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