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PERSPECTIVE AS CONVENTION OF THE SPATIAL OBJECTS REPRESENTATION

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The perspective as one from conventions of 3D objects on 2D plane representation has been reviewed. Historically, the first rules of imaging were formed in accordance with the rules of perspective – since the Antiquity to Middle Ages to Renaissance, which is to this day one of the canons of beauty. For an average viewer it is the most comprehensible way of transcription of the space, as it remains in consistence with the way the world is watched; although it is not a precise representation or an objective reconstruction of the vision.

Axonometric drawings, which give an illusion of three dimensions, are also used for illustrative representations. Method of objects presentation in rectangular projections was gleaned and systematised by G.Monge, who introduced it in descriptive geometry courses (end of XVIII century). This method is still commonly used in engineering. At schools traditional drawings with chalk are substituted with multimedia presentations, by using following programs as: ArchiCAD, AutoCAD, CorelDRAW, Photoshop, PowerPoint, Adobe Flash etc.

Computer presentations of issues of descriptive geometry characterize themselves with dynamics, the possibility to view them multiple times and to follow the lecture step by step, as well as adaptation of the pace to individual needs. The change in the workshop should not only lead to effectiveness in recreation of 3D objects but should also stimulate the creativity and the development of the ability for abstract thinking and individualization of ideas, which contributes to creating a modern and ready for any challenge specialist staff.