Seven Laws of Perspective

1. **Surface** ~ things that are closer to the eye are drawn closer to the bottom of the picture

2. **Size** ~ things that are nearer to the eye should be drawn larger

3. **Surface lines** ~ these lines wrap around the object you are drawing to give it three dimensions
4. **Overlapping** ~ things that are closer to the eye overlap the further parts

5. **Shading** ~ this is used to give volume to the object that you draw

6. **Density** ~ things that are closer to the eye are drawn with more detail than things farther away
7. **Foreshortening** ~ the whole object is foreshortened, to give proper dimension