Projective Geometry

Fall 2022 - R. L. Herman

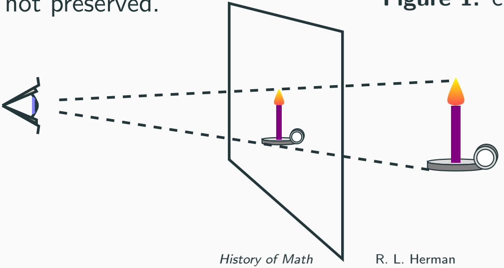
Perspective Drawing

- Art - Perspective Drawing
- Before Renaissance- no illusion of depth and space.
- 13th century Italian masters used shadowing.
- Mathematics of perspective

  Lengths not preserved.

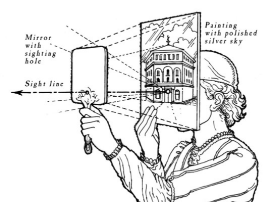
  Angles not preserved.

Figure 1: c.1308-1311



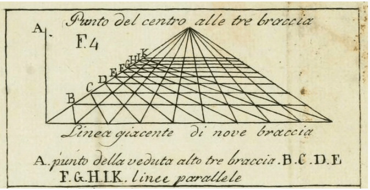
Filippo Brunelleschi (1377-1446)

- Architect
- First to describe linear perspective.
- Experimented (1415-1420) using a panel with a grid of squares and a plaque with a hole at eye level.
- Drawings of the Baptistry in Florence, Place San Giovanni and other Florence landmarks.
- Later his method was studied by Alberti and Da Vinci.



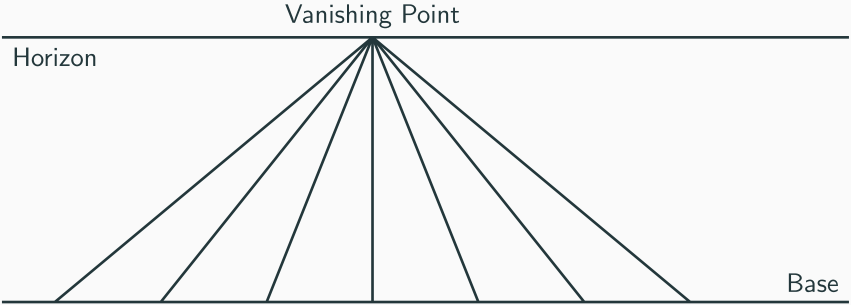
Leon Battista Alberti (1404-1472)

- Alberti's Veil
  Transparent cloth on a frame,
  Good for actual scenes not imaginary ones.
- Basic principles:
  1. A straight line in perspective remains straight.
  2. Parallel lines either remain parallel or converge to a point.
- Drawing a square-tiled floor, solved by Alberti (1436).



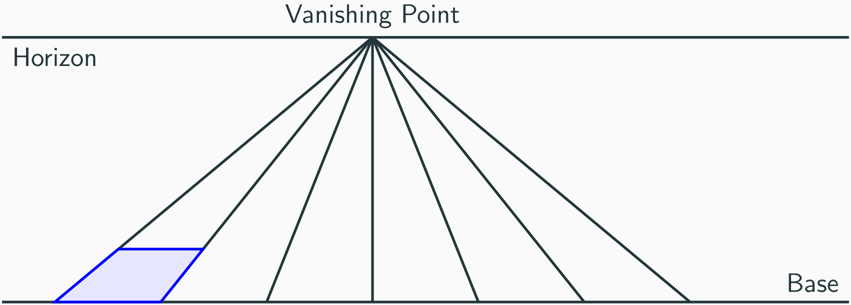
Alberti's Method

- Align nonhorizontal lines equally along base, converging to one point on the horizon.



Alberti's Method

- Align nonhorizontal lines equally along base, converging to one point on the horizon.
- Choose one tile.



Alberti’s Method

- Align nonhorizontal lines equally along base, converging to one point on the horizon.
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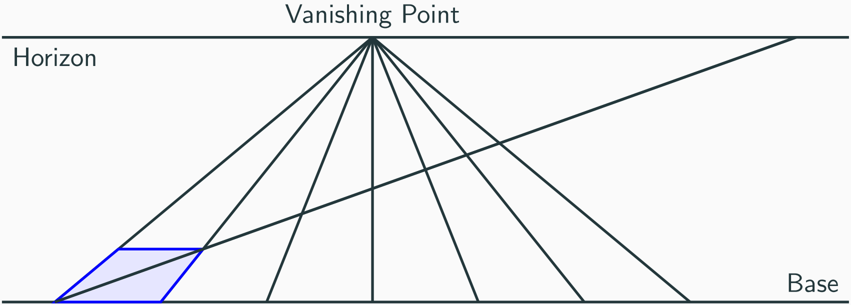
- Extend diagonal.



Alberti's Method

- Align nonhorizontal lines equally along base, converging to one point on the horizon.
- Choose one tile.
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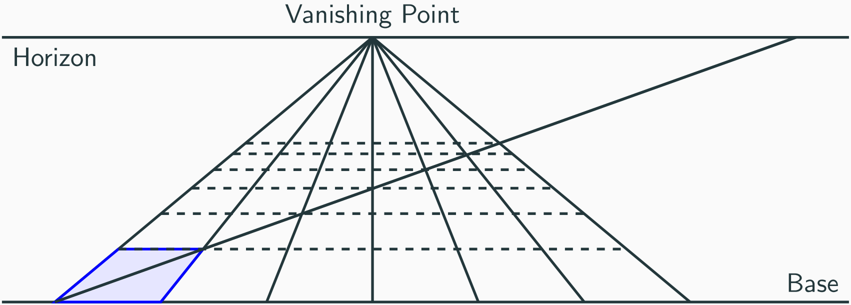
- Intersections determine the horizontals.



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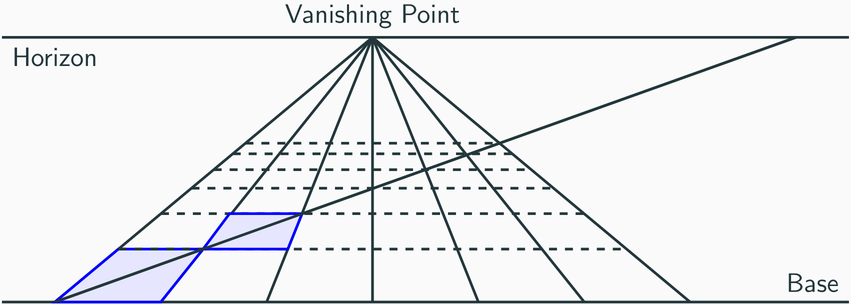

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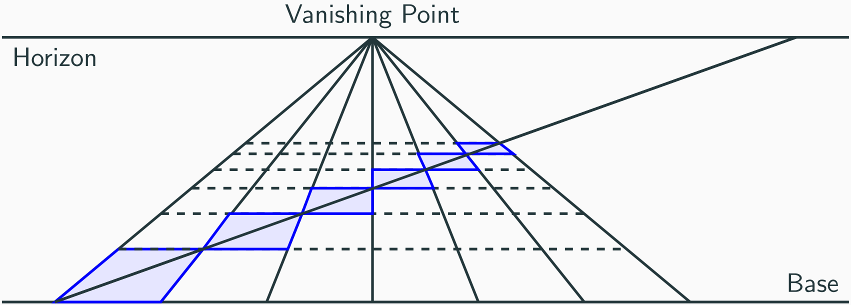

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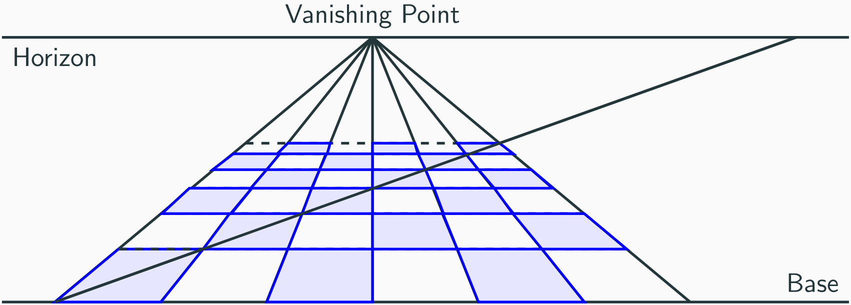

Desargues' Projective Geometry[1]

- Mathematics behind Alberti's Veil: Family of lines (light rays) through a point (eye) plus a plane (veil).
- Recall **Pappus' Theorem**: A_1, A_2, A_3, collinear; B_1, B_2, B_3, collinear; then, so are C_1, C_2, C_3.
- Blaise Pascal (1623-1662) at 16 generalized to conics.
- Desargues (1640) **Projective Geometry** only relies on a straight edge.
- Note: Piero della Francesca (c. 1415-1492) formalized rules of perspective, mid-1470s.

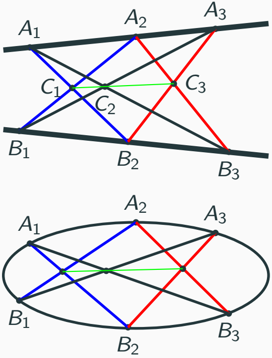

Figure 2: Pappus' and Pascal's Theorems.

[1] Two centuries ahead of his time.

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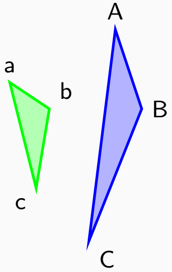

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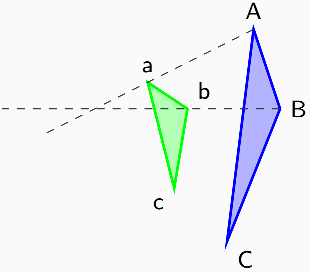

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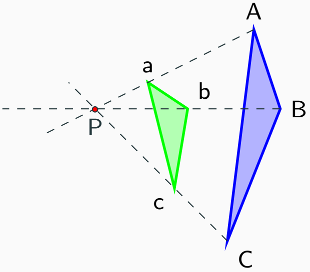

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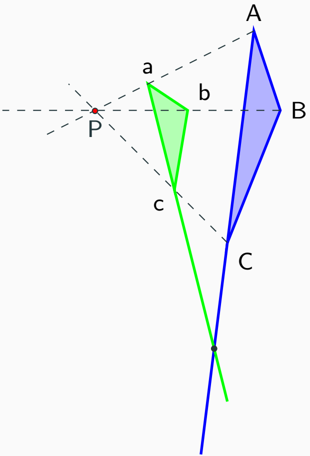

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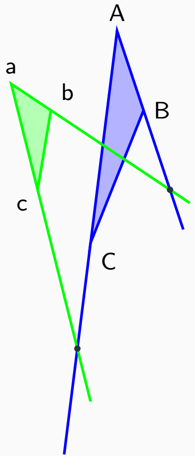

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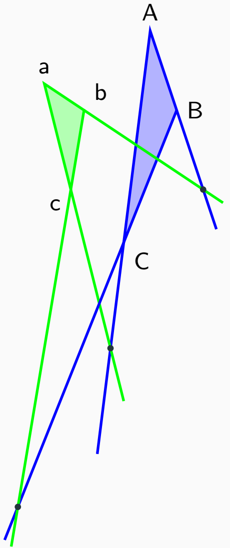

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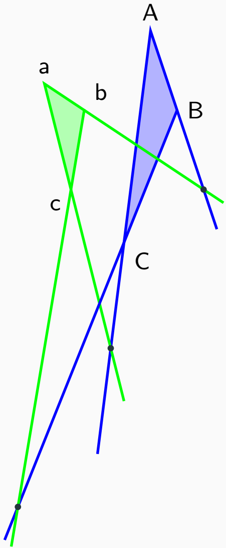

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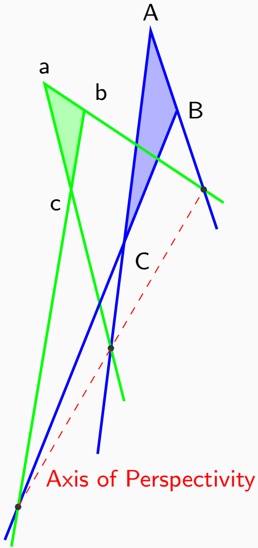
- Points are collinear.



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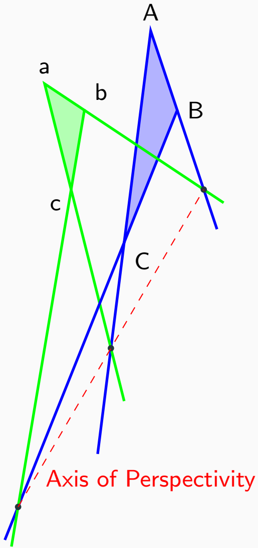
- What if two sides are parallel?



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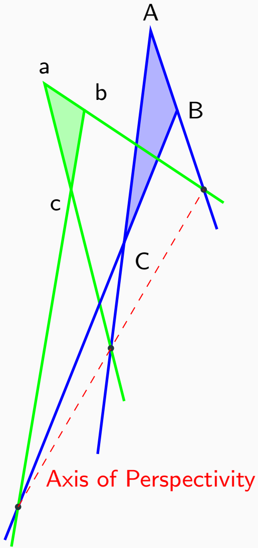
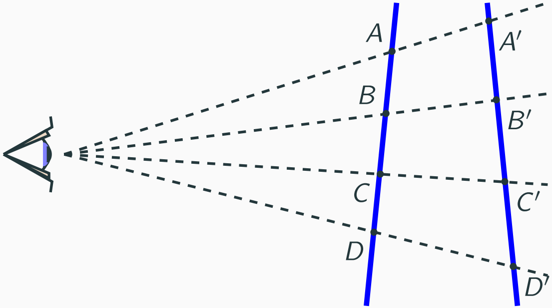
- Points are collinear.
- What if two sides are parallel?
- Need **Projective plane**.



Invariance of the Cross Ratio

Lengths and angles are not preserved.



For any four points on a line, $\frac{\overline{AC}}{\overline{BC}} : \frac{\overline{AD}}{\overline{BD}}$ is invariant, or

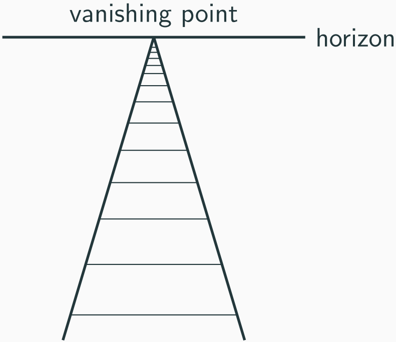
$$\frac{\overline{AC}}{\overline{BC}} : \frac{\overline{AD}}{\overline{BD}} = \frac{\overline{A'C'}}{\overline{B'C'}} : \frac{\overline{A'D'}}{\overline{B'D'}}.$$

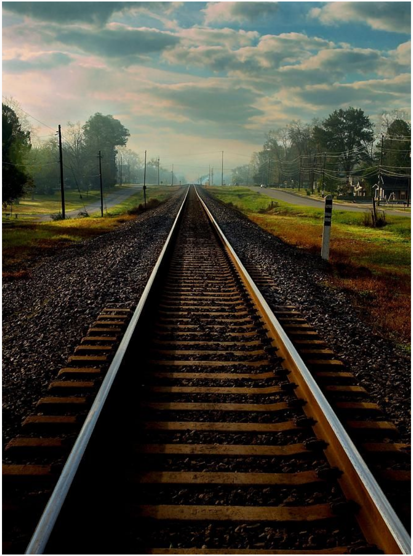
Projective Geometry Rebirth in 1800's.

Perspective

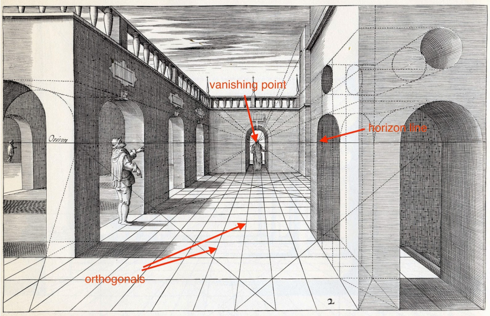
1. Parallel lines meet at a pt.
2. Lines map to lines.
3. Conics map to conics.

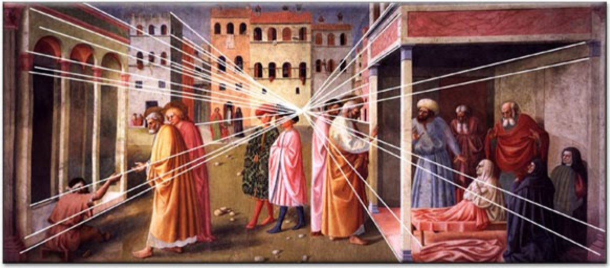
Example: Train tracks.





One Point Perspective - Find the Vanishing Points





Two Point Perspective - Find the Vanishing Points

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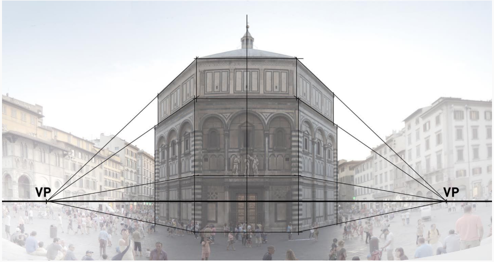

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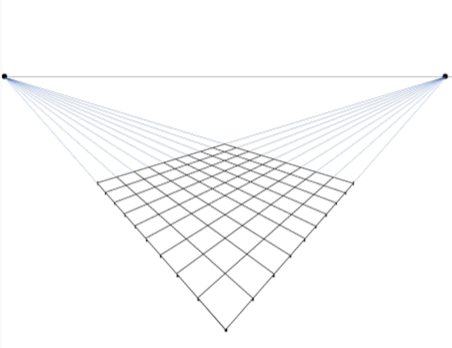
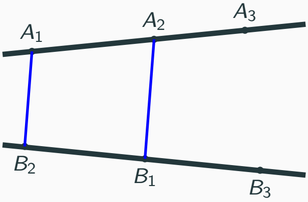


Points at Infinity

- Artists' use vanishing points.
- Pappus' Theorem -
  Consider parallel lines A_1B_2, A_2B_1.
  Does the theorem hold?



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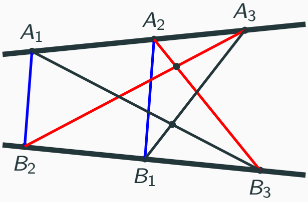

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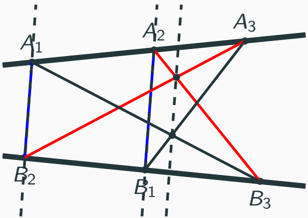

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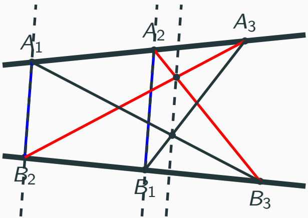

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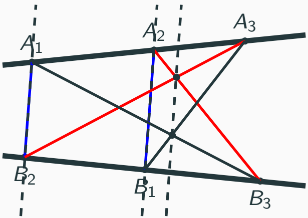

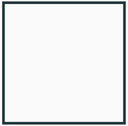

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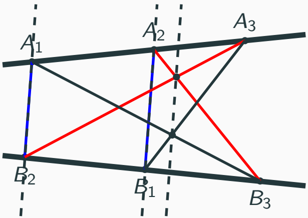

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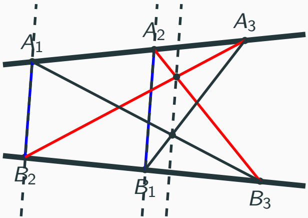
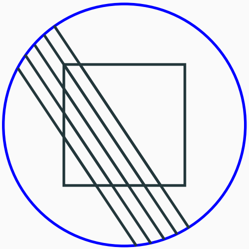
- Look at a plane
- Add parallel lines.
  Where do they go?
- Line at Infinity
- Plane + line at infinity =
  Projective Plane

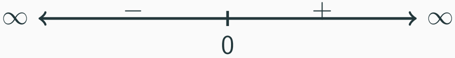




Line at infinity

Projective Line

- Consider the real line, $\mathbb{R}$.



Projective Line

- Consider the real line, $\mathbb{R}$.
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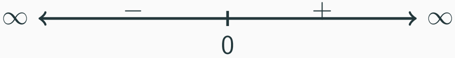

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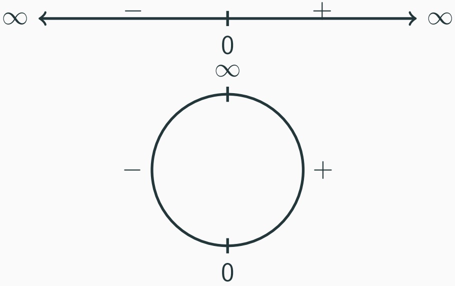
- Topologically a circle!



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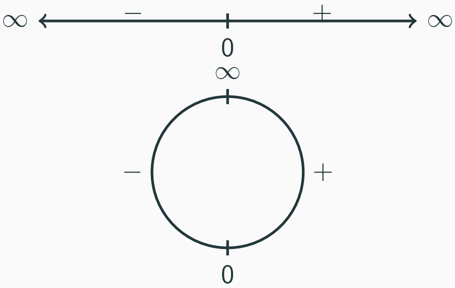

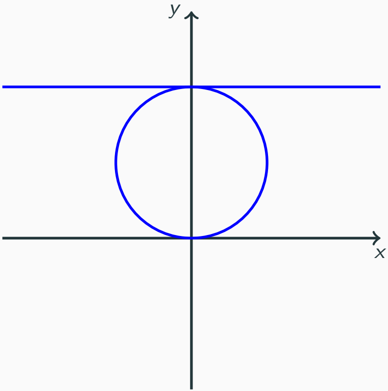

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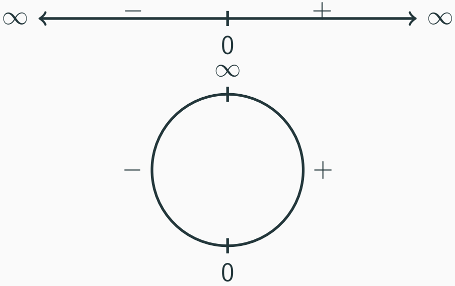

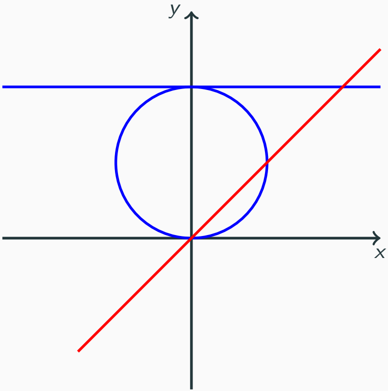

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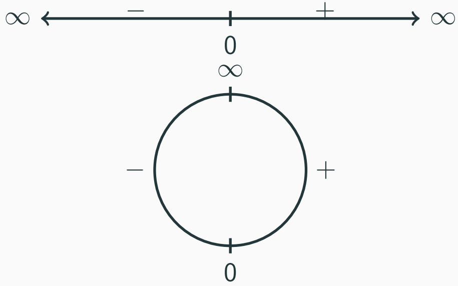

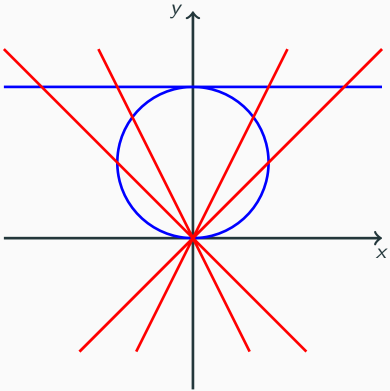

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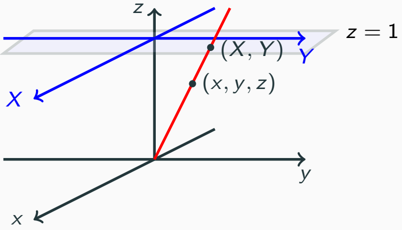
Homogeneous Coordinates

- Point on line: (x, y, z)
- All points on line map to (X, Y) in the plane.
- (X, Y) are called homogeneous coordinates.
- Points on line are multiples, $(x', y', z') = \lambda(x, y, z)$.
- Point on plane: $(\frac{x}{z}, \frac{y}{z}, 1)$, or

$$X = \frac{x}{z}, \quad Y = \frac{y}{z}.$$



Curves

- Curve in plane, $Y = X^2$.
- Translates to

$$\frac{y}{z} = \left(\frac{x}{z}\right)^2.$$

- This is a surface in (x, y, z)-space,

$$x^2 = yz.$$

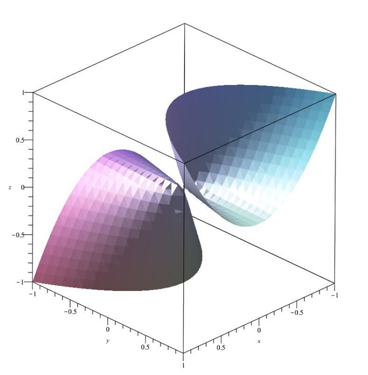


Figure 3: Surface $x^2 - yz$.

Curves

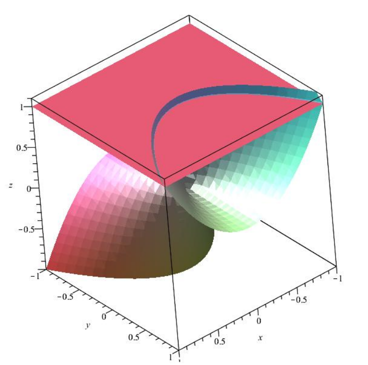
- Curve in plane, $Y = X^2$.
- Translates to

$$\frac{y}{z} = \left(\frac{x}{z}\right)^2.$$

- This is a surface in (x, y, z)-space,

$$x^2 = yz.$$

- Slicing with planes, like Alberti's veil, one gets projections of the curve.



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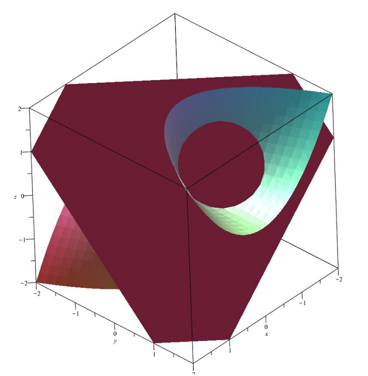


Figure 3: Surface $x^2 - yz$.

Projective Sphere

- Map points on a plane to points on surface of unit sphere, $\mathbb{S}^2$.
- Lines through South Pole uniquely intersect the plane and sphere.
- All points mapped except $(0,0,0)$. This point can be mapped to the line at infinity.
- Lines through origin are points of the real projective plane, $\mathbb{RP}^2$.

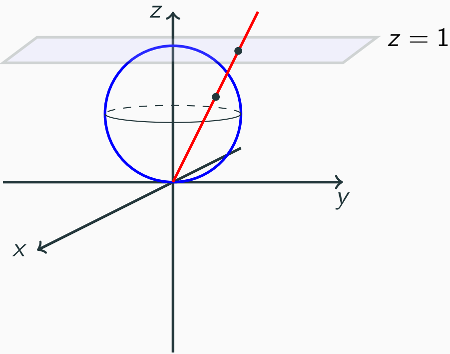
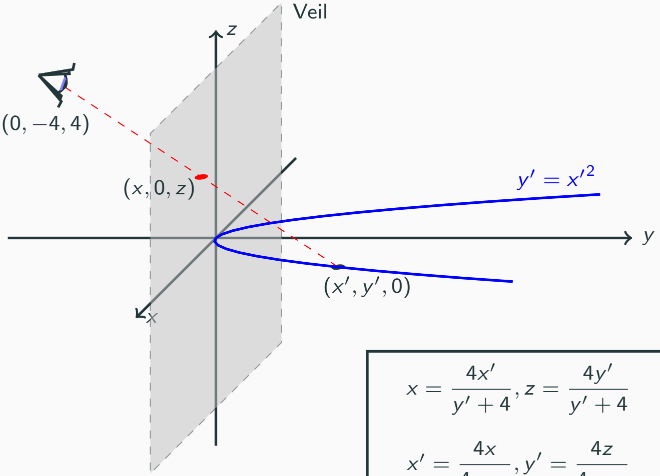


Figure 4: Stereographic Projection

Looking into the Veil - Parabola Projected



$$x=\frac{4x'}{y'+4},\ z=\frac{4y'}{y'+4}$$

$$x'=\frac{4x}{4-z},\ y'=\frac{4z}{4-z}$$

Figure 5: Problems 8.4.2-8.4.4

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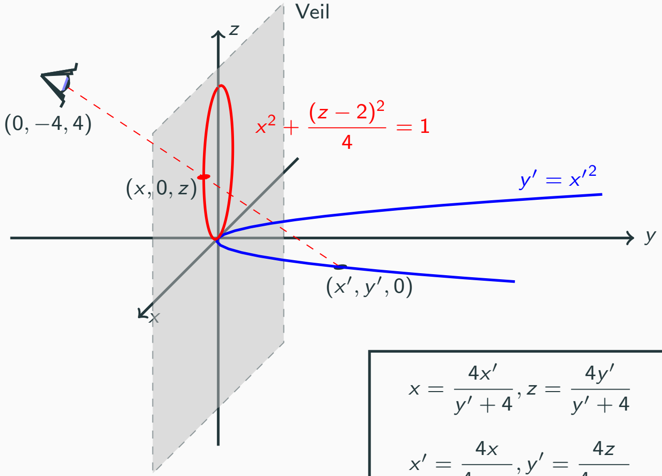

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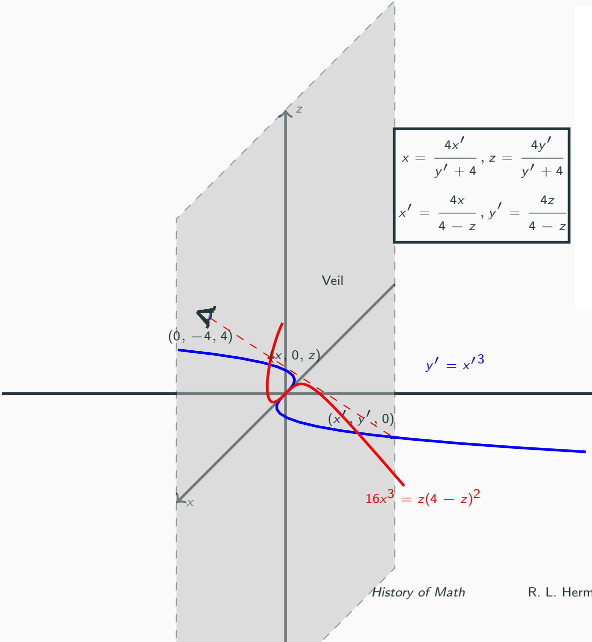
Viewing A Cubic in the Veil



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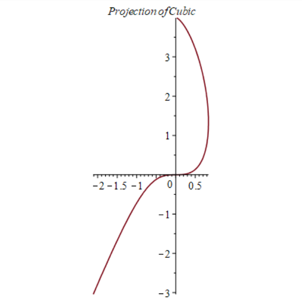
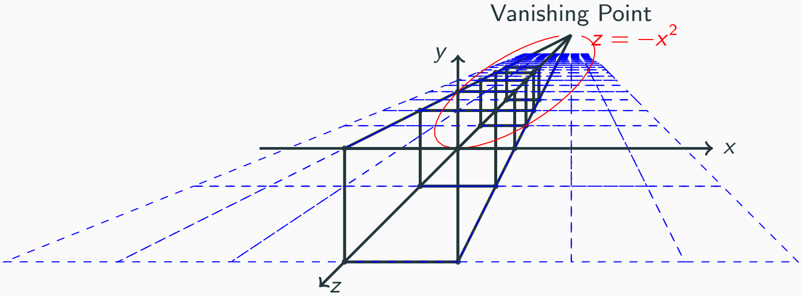


Above: Maple plot of projected cubic to the veil.

Perspective Drawing

Looking at conics from a different perspective: The parabola $z = -x^2$ looks like an ellipse.



In the 1600's mathematicians had other mathematics to attend to. So, we return to geometry in the 1800's.