Masaccio’s *Trinity* (1427) is the first painting known to use Brunelleschi’s system.

The difference between this work and the previous examples in this Unit is simple, yet striking. Can you see the converging lines?

The red lines show the **vanishing lines** (see next page) converging to a single point (**vanishing point**) along a **horizon line**. A horizon line is another imaginary line that represents, essentially, eye level. In this example, the horizon line is the second concrete line above the skeleton, where the vanishing lines converge. A single vanishing point unifies the image and ties everything together, insuring that as objects get further away, their proper proportions will be maintained.

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**RED LINES ARE THOSE THAT ARE IN PERSPECTIVE.**

**Single vanishing point.** In 1413, Italian architect Filippo Brunelleschi created the modern form of rendering perspective, known as **linear perspective**. He realized that not only do objects get smaller with distance, but they also seem to get closer together. Edges and angled lines don’t simply disappear off the picture plane, but actually converge at the same point in space. His system of lines used to determine exactly how objects diminish and converge with distance is linear perspective.