

# Directional Reference Terminology Audit

## Targeted re-coding of the same 87-source perspective-teaching corpus

### Perspective Research Centre

Prepared 17 August 2026

| 87 sources   | 30 correct-direction sources | 19 explicit line/ray constructions | 57 no correct general equivalent |
|--------------|------------------------------|------------------------------------|----------------------------------|
| Fixed corpus | 34.48%                       | 21.84% of all 87                   | 65.52%                           |

**Principal finding.** The correct sources do not share a single established term equivalent to the PRC’s “Directional Reference Line”. Among the 30 sources that correctly teach the direction-dependent geometry, eight use a recognisable named line/ray term, eleven explicitly construct the same line/ray but call it only a line or ray, and eleven express the principle through direction, vectors, axes or points at infinity without naming an eye-through-direction line at all.

**Most important terminological finding.** ‘Sight line’ is ambiguous across the literature. D’Amelio uses a direction-specific sight line through the observer parallel to a particular line system, while also referring separately to a central visual ray. Ching likewise uses a sightline from the station point drawn parallel to a particular set. In those usages, ‘sight line’ performs substantially the function that PRC calls a Directional Reference Line; it does not simply mean the fixed central viewing axis.

## 1. Research question and scope

**Research question.** Within the same fixed 87-source evidence set, what terminology or mathematical formulation is used when a source correctly relates a vanishing point to the spatial direction of its corresponding family of parallel lines?

**Relationship to the previous audit.** This is a targeted terminology re-coding of the preserved source-by-source evidence from the 12 August 2026 One-Point Perspective Teaching Audit. It does not alter that audit’s 30/49/8 classifications. The present study asks a narrower question: how the 30 correct-direction sources name or express the direction-specific reference relationship. Representative primary texts were re-checked where terminology was especially important.

**Important limitation.** This is not a fresh word-for-word full-text search of every page of all 87 sources. It re-codes the exact passages and evidence already inspected in the earlier audit, supplemented by targeted primary-source verification. Findings therefore describe the terminology found in the audited teaching passages, not every term that may occur elsewhere in each source.

## 2. New terminology coding

**T1 — Named line/ray equivalent:** The source gives the direction-specific construction a recognisable term such as sight line, visual ray, eye ray, directing line, projector or parallel projection ray.

**T2 — Explicit but generically named line/ray:** The source explicitly constructs a line or ray through the eye/station/camera centre parallel to the relevant spatial direction, but the audited passage gives it no distinctive technical name.

**T3 — Direction/vector formulation:** The source teaches the correct directional principle through a spatial direction, axis, vector, point at infinity or projection equation without requiring a separately named eye-through-direction line.

**N — No correct general equivalent in the audited teaching:** The source belongs to the previous audit’s B or C class: the general direction-dependent relationship is omitted/substituted or explicitly misconstrued.

### 3. Results

| Code | Teaching/terminology form                 | Sources | Share of 87 | Share of 30 correct |
|------|-------------------------------------------|---------|-------------|---------------------|
| T1   | Named line/ray equivalent                 | 8       | 9.20%       | 26.67%              |
| T2   | Explicit generic line/ray construction    | 11      | 12.64%      | 36.67%              |
| T3   | Direction/vector/axis formulation         | 11      | 12.64%      | 36.67%              |
| N    | No correct general directional equivalent | 57      | 65.52%      | —                   |

**Combined result.** Nineteen of the 87 sources (21.84%) explicitly contain a line/ray construction corresponding to the line-level function of the PRC Directional Reference Line (T1 + T2). A further eleven (12.64%) teach the same direction-dependent geometry in a mathematically equivalent direction/vector form (T3). Thus all 30 sources previously classified as correct remain correct; the new audit shows that their terminology is heterogeneous rather than standardised.

### 4. Terms actually used by the correct sources

| Term/formulation                                          | Count | Sources                                                              |
|-----------------------------------------------------------|-------|----------------------------------------------------------------------|
| sight line / sightline                                    | 3     | 3 D'Amelio; 6 Ching, Design Drawing; 25 Wikipedia technical overview |
| visual ray / Visual Ray Method                            | 1     | 7 Robertson & Bertling                                               |
| directing line                                            | 1     | 8 Complete Perspective Course                                        |
| projector                                                 | 1     | 11 A Dictionary of Architecture and Building                         |
| parallel projection ray                                   | 1     | 12 SP 46                                                             |
| eye ray                                                   | 1     | 16 University of Illinois, Horizon and Zenith                        |
| generic line / line through eye or station point          | 7     | 1, 2, 4, 5, 10, 13, 14                                               |
| generic ray / camera-centre ray                           | 4     | 18, 21, 22, 83                                                       |
| direction / vector / axis / point-at-infinity formulation | 11    | 9, 15, 17, 19, 20, 23, 24, 84, 85, 86, 87                            |

**No source in the audited corpus was found to use the term “Directional Reference Line”.** The function exists under several names and, in many technically rigorous sources, under no special line-name at all.

### 5. Key case: D'Amelio and the ambiguity of ‘sight line’

D'Amelio is especially important because his terminology prevents a simple equation of ‘sight line’ with ‘central viewing axis’. In the inspected material he states that the vanishing point of any set of parallel lines is found where the observer’s sight line parallel to that set meets the picture plane, and he describes the observer as pointing in the same direction as the lines. He later distinguishes such direction-specific sight lines from the central visual ray. In one-point perspective the central visual ray points in the same direction as the relevant receding set; in two-point arrangements separate direction-specific constructions locate separate vanishing points.

**Interpretation.** Functionally, D'Amelio’s variable ‘sight line parallel to the set’ is a close line-level equivalent of the PRC Directional Reference Line. The terminology differs because PRC reserves the Directional Reference Line for the directional geometry of a specific line system, enabling it to be distinguished consistently from the general viewing axis/sight line.

## 6. Source-by-source terminology: 30 correct-direction sources

| #  | Source                                                             | Code | Term/formulation in audited evidence | Functional reading                                                                                                                      |
|----|--------------------------------------------------------------------|------|--------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| 1  | John Ruskin, The Elements of Perspective                           | T2   | line                                 | Line drawn from the station point parallel to the given spatial line.                                                                   |
| 2  | G. A. Storey, The Theory and Practice of Perspective               | T2   | line(s)                              | Lines from the station point parallel to corresponding sides/ directions in plan.                                                       |
| 3  | Joseph D'Amelio, Perspective Drawing Handbook                      | T1   | sight line / sight lines             | Direction-specific sight line through the observer, explicitly parallel to the relevant line set.                                       |
| 4  | Ernest Norling, Perspective Drawing (1969)                         | T2   | line(s) from the eye                 | Line from the eye to the picture plane parallel to the relevant object direction.                                                       |
| 5  | Francis D. K. Ching, Architectural Graphics, 6th ed.               | T2   | line                                 | Line from station point parallel to a set of parallels intersects the picture plane at the vanishing point.                             |
| 6  | Francis D. K. Ching, Design Drawing, 2nd ed.                       | T1   | sightline                            | Sightline from station point drawn parallel to the set; its intersection with the picture plane gives the vanishing point.              |
| 7  | Scott Robertson & Thomas Bertling, How to Draw                     | T1   | visual ray / Visual Ray Method       | Visual-ray construction used to transfer the relevant spatial direction through the station point.                                      |
| 8  | Complete Perspective Course                                        | T1   | directing line                       | A directing line through the station point is made parallel to the relevant spatial direction.                                          |
| 9  | The Essentials of Perspective                                      | T3   | parallel direction geometry          | Vanishing points are related to station point and parallel directions without a distinctive reference-line name in the audited passage. |
| 10 | Architectural Sketching and Drawing in Perspective                 | T2   | line(s) through the eye              | Lines through the eye parallel to the relevant plane/diagonal direction.                                                                |
| 11 | A Dictionary of Architecture and Building — Perspective entry      | T1   | projector                            | Projector through the station point parallel to the given line.                                                                         |
| 12 | SP 46: Engineering Drawing Practice for Schools and Colleges       | T1   | parallel projection ray              | Parallel projection ray whose intersection with the projection plane gives the vanishing point.                                         |
| 13 | CUNY City Tech, Creative Perspective — Ch. 4 One-Point Perspective | T2   | line                                 | Line from the station point parallel to the plan/direction used to project the vanishing point.                                         |
| 14 | Carnegie Mellon University, Central Projections                    | T2   | line through the station point       | Line through the station point in the same parallel family pierces the picture plane.                                                   |
| 15 | University of Utah, Mathematics of Perspective Drawing             | T3   | object-axis direction                | One-point perspective is expressed by which object-axis direction is non-parallel to the drawing plane.                                 |
| 16 | University of Illinois, Horizon and Zenith                         | T1   | eye ray                              | Defined as the line through the eye parallel to the spatial line.                                                                       |
| 17 | University of Illinois, Linear Perspective                         | T3   | spatial direction / parallel family  | Vanishing points are direction-dependent; parallel-to-picture-plane directions remain parallel.                                         |
| 18 | UC Berkeley CS184, Perspective / Vanishing Points                  | T2   | ray                                  | Ray is sent in the direction of the parallel bundle to meet the image plane.                                                            |

| #  | Source                                                                                 | Code | Term/formulation in audited evidence       | Functional reading                                                                                                       |
|----|----------------------------------------------------------------------------------------|------|--------------------------------------------|--------------------------------------------------------------------------------------------------------------------------|
| 19 | California State University Northridge, Perspective notes                              | T3   | parallel direction sets                    | One-point is the special orientation leaving one finite vanishing direction.                                             |
| 20 | University of New Mexico, Perspective Viewing                                          | T3   | direction sets relative to view plane      | Parallel-to-plane sets remain parallel; other direction sets converge.                                                   |
| 21 | University of Wisconsin, Image Formation / Vanishing Points                            | T2   | ray from C / camera centre                 | Ray from the camera centre through the vanishing point is parallel to the corresponding spatial lines.                   |
| 22 | Cornell University, Single-View Modeling / Vanishing Points                            | T2   | ray from C                                 | Ray from camera centre through the vanishing point is parallel to the spatial line family.                               |
| 23 | Open University / OpenLearn, Types of Perspective                                      | T3   | depth direction / orientation              | One-point is described as an orientation in which the depth direction recedes to one vanishing point.                    |
| 24 | Perspective Resources, Principles                                                      | T3   | grid direction through viewpoint           | Vanishing point is established operationally by carrying the relevant grid direction through the viewpoint.              |
| 25 | Wikipedia, Vanishing point — technical overview                                        | T1   | sightline                                  | Sightline through the vanishing point is parallel to the corresponding spatial direction.                                |
| 83 | Princeton University COS 429, Lecture 2: Image Formation and Capture                   | T2   | ray / camera-centre direction construction | Vanishing point is uniquely determined by spatial direction and constructed from the camera centre along that direction. |
| 84 | MIT 6.869, Image Formation lecture notes (2022)                                        | T3   | direction                                  | Each set of parallel lines is treated as a direction having its own vanishing point.                                     |
| 85 | Stanford University CS231A, Single-View Metrology lecture notes                        | T3   | 3D direction vector $d$                    | Vanishing point is the image of the 3D line direction; expressed algebraically.                                          |
| 86 | University of Oxford AIMS CDT, Exercises from Lecture 3 (HT 2017)                      | T3   | direction $D$ / point at infinity          | Parallel-line family is represented by a 3D line direction or point at infinity and projected to its vanishing point.    |
| 87 | University of Cambridge Engineering Tripos Part IIB 4F12, Computer Vision and Robotics | T3   | world-axis direction / projection matrix   | Vanishing point is derived from a specified world-axis direction using camera projection geometry.                       |

## 7. The remaining 57 sources

**Forty-nine sources retain the previous B classification:** the conventional one-point construction or definition is taught without the general direction-derived principle. Eight retain the previous C classification: the inspected wording contains an explicit conflation or materially false causal rule. Because these sources do not correctly establish the line-system direction relationship, they cannot supply a valid functional term for the Directional Reference Line within the audited teaching passage.

**Important nuance.** A negative source may still contain words such as sight line, viewpoint, horizon or vanishing point. The N code means that those terms are not used in the audited passage to establish the correct general direction-specific relationship. In one C source, for example, “sight-lines” are explicitly conflated with convergence to the single horizon vanishing point; this is not counted as a Directional Reference Line equivalent.

## 8. Implications for PRC terminology and the homepage argument

- The direction-based geometrical principle itself is established rather than historically unique to PRC. Historical, architectural, mathematical and computer-vision sources all contain functional equivalents.
- There is no single stable traditional name for the direction-specific eye-through-line-system relationship. Terminology ranges from sight line, visual ray and eye ray to directing line, projector and generic line/ray, while many modern technical sources bypass the line terminology entirely and use directions, vectors or points at infinity.
- The strongest defensible PRC contribution is therefore not the claim that earlier perspective theory never used this geometry. It is the consistent naming, separation and systematisation of the function as the Directional Reference Line; its distinction from the central sight line/viewing axis; its extension to the Directional Reference Plane; and its integration with the Visual Element and the PRC taxonomy of vanishing.
- The homepage should avoid implying that every source using “sight line” is confusing the central visual axis with the determining directional line. Some sources use “sight line” for the direction-specific line itself. The pedagogical criticism should instead focus on sources that fail to distinguish the two functions or omit the direction-derived relationship altogether.

## 9. Recommended evidence-based formulation

A concise formulation supported by this audit is:

*“Established perspective sources do not use a single consistent term for the direction-specific line through the eye parallel to a family of spatial parallels. Functional equivalents are variously described as a sight line, visual ray, eye ray, directing line, projector, projection ray, or simply a line or ray; modern mathematical and computer-vision sources often express the same relationship through a spatial direction or vector. PRC uses Directional Reference Line to give this geometrical function a consistent name and to distinguish it from the central sight line or viewing axis.”*

## Appendix A — Complete 87-source terminology coding

The source numbering is identical to the previous PRC One-Point Perspective Teaching Audit. T1–T3 identify the new terminology code. N-B and N-C preserve the previous audit’s negative sub-classification.

| #  | Source                                               | New code  | Short terminology note         |
|----|------------------------------------------------------|-----------|--------------------------------|
| 1  | John Ruskin, The Elements of Perspective             | <b>T2</b> | line                           |
| 2  | G. A. Storey, The Theory and Practice of Perspective | <b>T2</b> | line(s)                        |
| 3  | Joseph D’Amelio, Perspective Drawing Handbook        | <b>T1</b> | sight line / sight lines       |
| 4  | Ernest Norling, Perspective Drawing (1969)           | <b>T2</b> | line(s) from the eye           |
| 5  | Francis D. K. Ching, Architectural Graphics, 6th ed. | <b>T2</b> | line                           |
| 6  | Francis D. K. Ching, Design Drawing, 2nd ed.         | <b>T1</b> | sightline                      |
| 7  | Scott Robertson & Thomas Bertling, How to Draw       | <b>T1</b> | visual ray / Visual Ray Method |
| 8  | Complete Perspective Course                          | <b>T1</b> | directing line                 |
| 9  | The Essentials of Perspective                        | <b>T3</b> | parallel direction geometry    |
| 10 | Architectural Sketching and Drawing in Perspective   | <b>T2</b> | line(s) through the eye        |

| #  | Source                                                                   | New code   | Short terminology note                                       |
|----|--------------------------------------------------------------------------|------------|--------------------------------------------------------------|
| 11 | A Dictionary of Architecture and Building — Perspective entry            | <b>T1</b>  | projector                                                    |
| 12 | SP 46: Engineering Drawing Practice for Schools and Colleges             | <b>T1</b>  | parallel projection ray                                      |
| 13 | CUNY City Tech, Creative Perspective — Ch. 4 One-Point Perspective       | <b>T2</b>  | line                                                         |
| 14 | Carnegie Mellon University, Central Projections                          | <b>T2</b>  | line through the station point                               |
| 15 | University of Utah, Mathematics of Perspective Drawing                   | <b>T3</b>  | object-axis direction                                        |
| 16 | University of Illinois, Horizon and Zenith                               | <b>T1</b>  | eye ray                                                      |
| 17 | University of Illinois, Linear Perspective                               | <b>T3</b>  | spatial direction / parallel family                          |
| 18 | UC Berkeley CS184, Perspective / Vanishing Points                        | <b>T2</b>  | ray                                                          |
| 19 | California State University Northridge, Perspective notes                | <b>T3</b>  | parallel direction sets                                      |
| 20 | University of New Mexico, Perspective Viewing                            | <b>T3</b>  | direction sets relative to view plane                        |
| 21 | University of Wisconsin, Image Formation / Vanishing Points              | <b>T2</b>  | ray from C / camera centre                                   |
| 22 | Cornell University, Single-View Modeling / Vanishing Points              | <b>T2</b>  | ray from C                                                   |
| 23 | Open University / OpenLearn, Types of Perspective                        | <b>T3</b>  | depth direction / orientation                                |
| 24 | Perspective Resources, Principles                                        | <b>T3</b>  | grid direction through viewpoint                             |
| 25 | Wikipedia, Vanishing point — technical overview                          | <b>T1</b>  | sightline                                                    |
| 26 | Lemoore College, Drawing Perspectives Volume 2                           | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 27 | Bakersfield Museum of Art, Art Project: Perspective                      | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 28 | Museum of Latin American Art (MOLAA), 1 Point Perspective                | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 29 | University of Evansville Studio Chalkboard, Seeing One Point Perspective | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 30 | Studio Matrx, One-Point Perspective — Drawing Fundamentals               | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 31 | Westmoreland Museum of American Art, One-Point Perspective Drawing       | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 32 | District of Columbia Visual Arts Standards — glossary                    | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 33 | Getty Education, Pearlblossom Highway perspective lesson                 | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 34 | DIY.org, Draw in Perspective                                             | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 35 | Mennello Museum, One-Point Perspective Family Funday                     | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 36 | Oak National Academy, One Point Perspective KS3                          | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 37 | Student Art Guide, One Point Perspective Drawing: The Ultimate Guide     | <b>N-B</b> | No correct general directional equivalent in audited passage |

| #  | Source                                                                        | New code | Short terminology note                                       |
|----|-------------------------------------------------------------------------------|----------|--------------------------------------------------------------|
| 38 | Mrs. Chehrehsa Visual Arts, One-Point Perspective                             | N-B      | No correct general directional equivalent in audited passage |
| 39 | Ran Art Blog, Perspective Drawing Guide                                       | N-B      | No correct general directional equivalent in audited passage |
| 40 | Drawing Week Brussels, Perspective Drawing Tutorial                           | N-B      | No correct general directional equivalent in audited passage |
| 41 | Clip Studio Tips, Can you better draw a sense of three-dimensionality?        | N-B      | No correct general directional equivalent in audited passage |
| 42 | BibleMouse, Horizon Line and Vanishing Point                                  | N-B      | No correct general directional equivalent in audited passage |
| 43 | Arts Impact, Grade 8 One-Point Perspective                                    | N-B      | No correct general directional equivalent in audited passage |
| 44 | Primary School Art, One Point Perspective Bedroom                             | N-B      | No correct general directional equivalent in audited passage |
| 45 | Art Projects for Kids, City with One Point Perspective                        | N-B      | No correct general directional equivalent in audited passage |
| 46 | Erika Lancaster, Drawing a Room Using One-Point Perspective                   | N-B      | No correct general directional equivalent in audited passage |
| 47 | Clip Studio Tips, Basic Perspective — Vanishing Points and Simple Backgrounds | N-B      | No correct general directional equivalent in audited passage |
| 48 | Courtney Marie Taylor, Landscape Lesson in One Point Perspective              | N-B      | No correct general directional equivalent in audited passage |
| 49 | HelloArtsy, One Point Perspective Drawing                                     | N-B      | No correct general directional equivalent in audited passage |
| 50 | Muus Art, 4 Easy Steps for One Point Perspective                              | N-B      | No correct general directional equivalent in audited passage |
| 51 | Artistic Designers, Mastering One-Point Perspective                           | N-B      | No correct general directional equivalent in audited passage |
| 52 | Domestika, What Is the Vanishing Point and How to Use It?                     | N-B      | No correct general directional equivalent in audited passage |
| 53 | Study.com, One Point Perspective in Drawing                                   | N-B      | No correct general directional equivalent in audited passage |
| 54 | Alabama Art Supply, Perspective Drawing Series — One-Point                    | N-B      | No correct general directional equivalent in audited passage |
| 55 | Drawing and Painting (Wix), One-Point Perspective                             | N-B      | No correct general directional equivalent in audited passage |
| 56 | Grid Maker Pro, One Point Perspective Guide                                   | N-B      | No correct general directional equivalent in audited passage |
| 57 | XPPen, Perspective Drawing for Beginners                                      | N-B      | No correct general directional equivalent in audited passage |
| 58 | Pia's Art Blog, One Point Perspective                                         | N-B      | No correct general directional equivalent in audited passage |
| 59 | Craftsy, The Basics of Three Point Perspective (one-point recap)              | N-B      | No correct general directional equivalent in audited passage |
| 60 | Brigham Young University–Idaho ART 110, Basic Perspective: Converging Lines   | N-B      | No correct general directional equivalent in audited passage |
| 61 | Art Institute of Chicago archive, What Is Perspective?                        | N-B      | No correct general directional equivalent in audited passage |
| 62 | Brigham Young University–Idaho ART 110, Photograph exercise                   | N-B      | No correct general directional equivalent in audited passage |
| 63 | University of Houston teacher resource, Hands-on Geometry / Perspective       | N-B      | No correct general directional equivalent in audited passage |

| #  | Source                                                                                 | New code   | Short terminology note                                       |
|----|----------------------------------------------------------------------------------------|------------|--------------------------------------------------------------|
| 64 | San José State University, Drawing 1 glossary                                          | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 65 | KuraPlan, Observing and Perspective — Year 8                                           | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 66 | SlideShare, One Point Perspective                                                      | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 67 | Life Drawing Academy, 16 Types of Perspective                                          | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 68 | Cleveland Museum of Art, Perspective activity                                          | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 69 | Grinnell College Museum of Art, One-Point Perspective: Piranesi                        | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 70 | Contemporary Art Museum St. Louis, One-Point Perspective activity                      | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 71 | Ashmolean Museum, Focus on Perspective in Art — teacher notes                          | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 72 | Academy of Art University, Grade 4 One-Point Perspective Architecture                  | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 73 | University of California Riverside, Drawing the Landscape in One-Point Perspective     | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 74 | West Dean College, Perceptual Skills of Drawing                                        | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 75 | Craftsy, Drawing a One-Point Perspective Room                                          | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 76 | Concepts App, Learn to Draw Part 3                                                     | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 77 | Haydn Symons, Complete Perspective Guide                                               | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 78 | My Drawing Tutorials, One Point Perspective Definition                                 | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 79 | My Drawing Tutorials, Vanishing Points / Horizon / Cone of Vision                      | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 80 | Bellevue College, Traditional Types of Space Indication                                | <b>N-C</b> | Explicit conceptual error/conflation in audited passage      |
| 81 | Harvard University, A Guide to Writing in Art History                                  | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 82 | Yale-New Haven Teachers Institute, The Illusion of the Renaissance                     | <b>N-B</b> | No correct general directional equivalent in audited passage |
| 83 | Princeton University COS 429, Lecture 2: Image Formation and Capture                   | <b>T2</b>  | ray / camera-centre direction construction                   |
| 84 | MIT 6.869, Image Formation lecture notes (2022)                                        | <b>T3</b>  | direction                                                    |
| 85 | Stanford University CS231A, Single-View Metrology lecture notes                        | <b>T3</b>  | 3D direction vector d                                        |
| 86 | University of Oxford AIMS CDT, Exercises from Lecture 3 (HT 2017)                      | <b>T3</b>  | direction D / point at infinity                              |
| 87 | University of Cambridge Engineering Tripos Part IIB 4F12, Computer Vision and Robotics | <b>T3</b>  | world-axis direction / projection matrix                     |

## Appendix B — Primary-source verification notes

**D'Amelio, Perspective Drawing Handbook:** The source explicitly states the universal rule in terms of a ‘sight line parallel to the set’ meeting the picture plane, and distinguishes this from the central visual ray in later examples.

**Ching, Design Drawing, 2nd ed.:** Defines a set’s vanishing point using a sightline from the station point drawn parallel to the set.

**Ching, Architectural Graphics, 6th ed.:** Uses a line from the station point parallel to the set; no distinctive name is required for the line in the relevant rule.

**University of Illinois, Horizon and Zenith:** Explicitly defines the “eye ray” of a spatial line as the line through the eye parallel to it.

**University of Wisconsin / Cornell computer vision:** Use the camera-centre formulation: the ray from C through the vanishing point is parallel to the corresponding spatial lines.

**Princeton COS 429:** States that each spatial direction has its own vanishing point and derives the point from the line direction relative to the camera centre.

**Oxford AIMS / Cambridge engineering / Stanford / MIT:** Use direction, vector, axis or point-at-infinity formulations rather than a separately named directional reference line.

**Bottom line.** The new targeted audit changes the interpretation, not the original 30/49/8 result. Correct perspective sources do use the underlying directional geometry, but they do so under inconsistent terminology or through mathematical direction formulations. The PRC term “Directional Reference Line” is therefore best presented as a standardising and systematising term for an established geometrical function, rather than as a claim that the function itself was wholly absent from prior perspective theory.