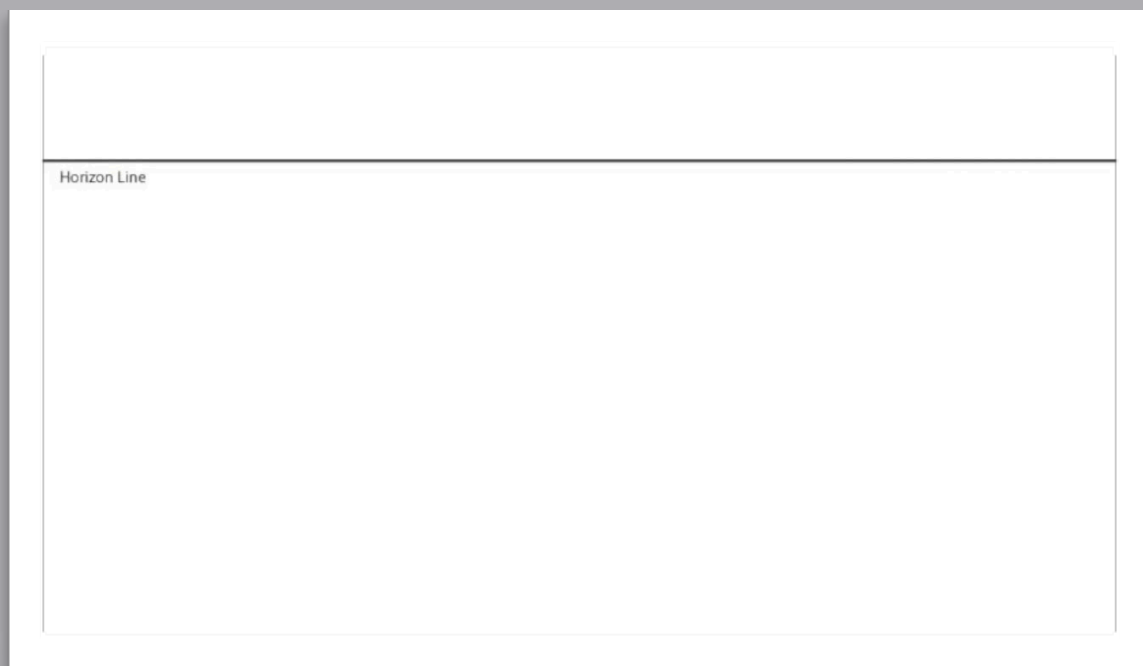


THE SECRETS TO DRAWING

VIDEO COURSE

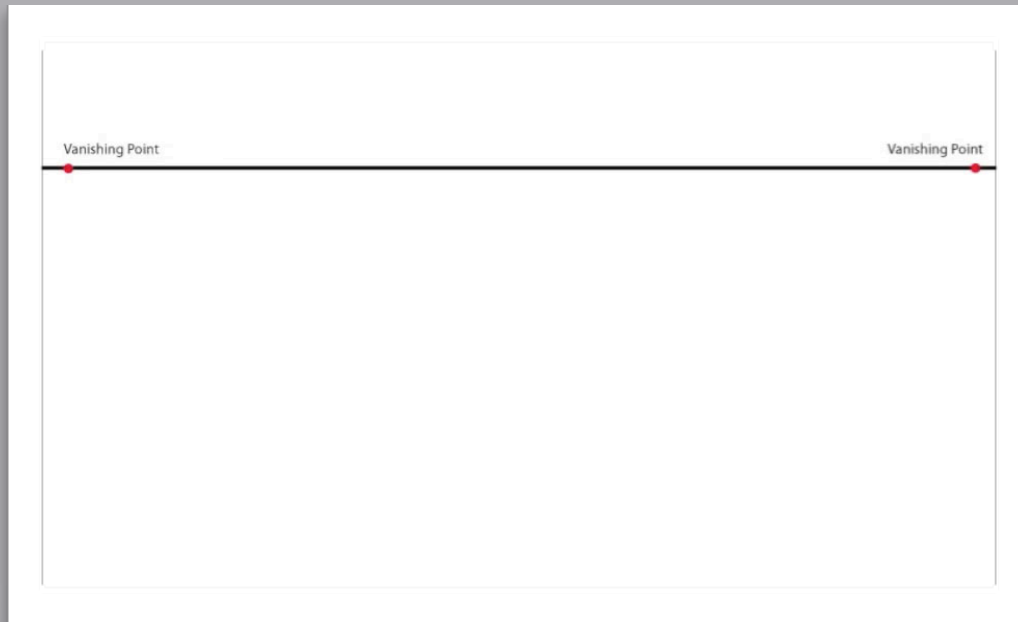
Video 8: 2 Point Perspective

Two point perspective is a drawing method using lines to create the illusion of space on a 2-Dimensional surface. Two point perspective is one of the six ways an artist can create the illusion of space in a drawing.

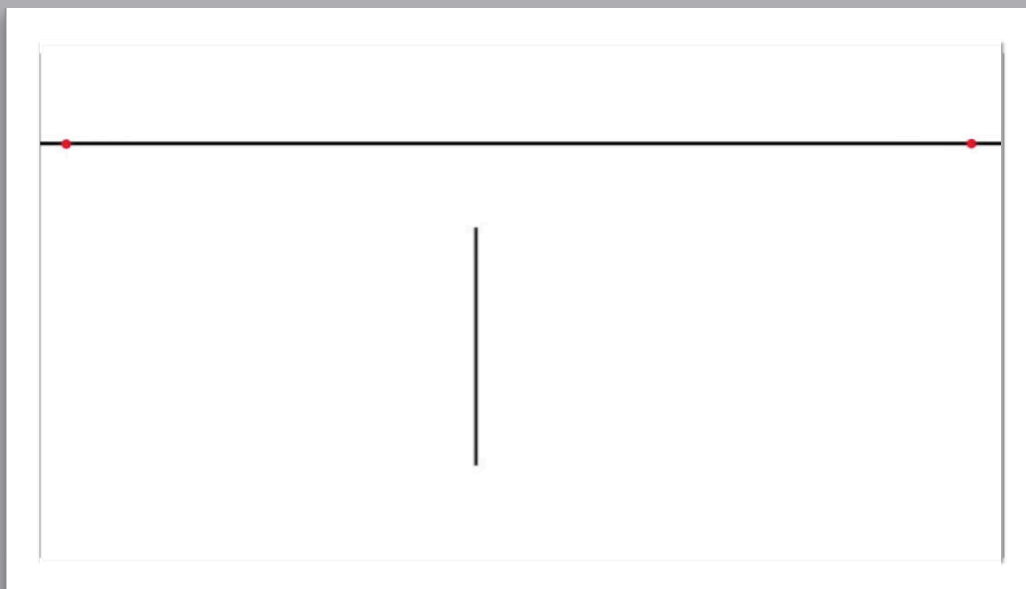


The first step in two point perspective is to define a **horizon line**. The horizon line is the line that divides the sky from the ground. It can also refer to a viewer's line of sight.

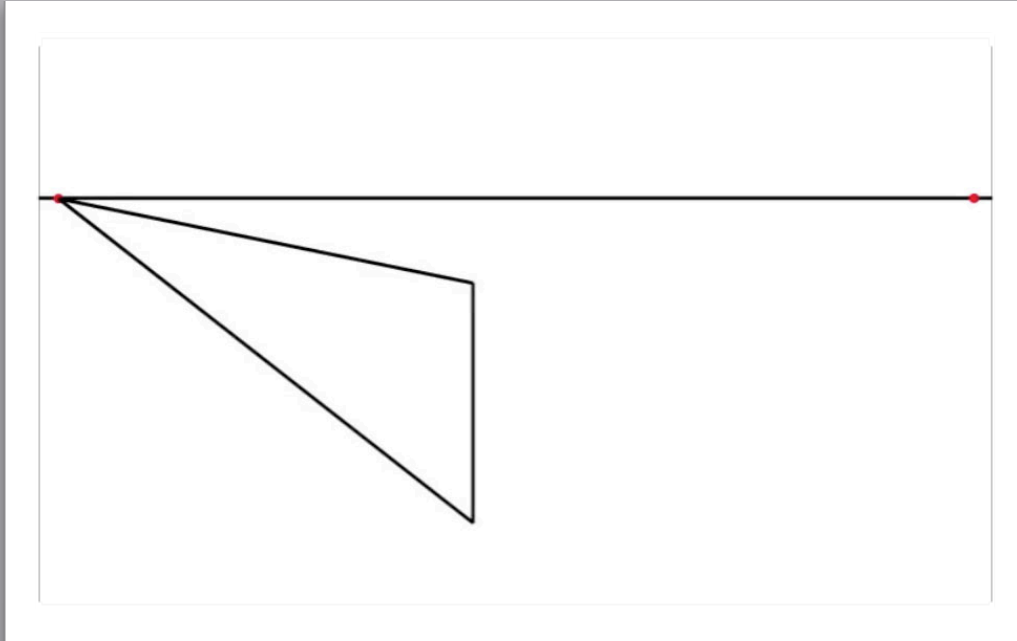
Just like with one point perspective, we'll need to define the vanishing points. Both of the vanishing points need to be on the horizon line. But unlike one point perspective, both of the vanishing points will need to be placed apart from each other. If you place the vanishing points too close to each other, your drawing will be distorted.



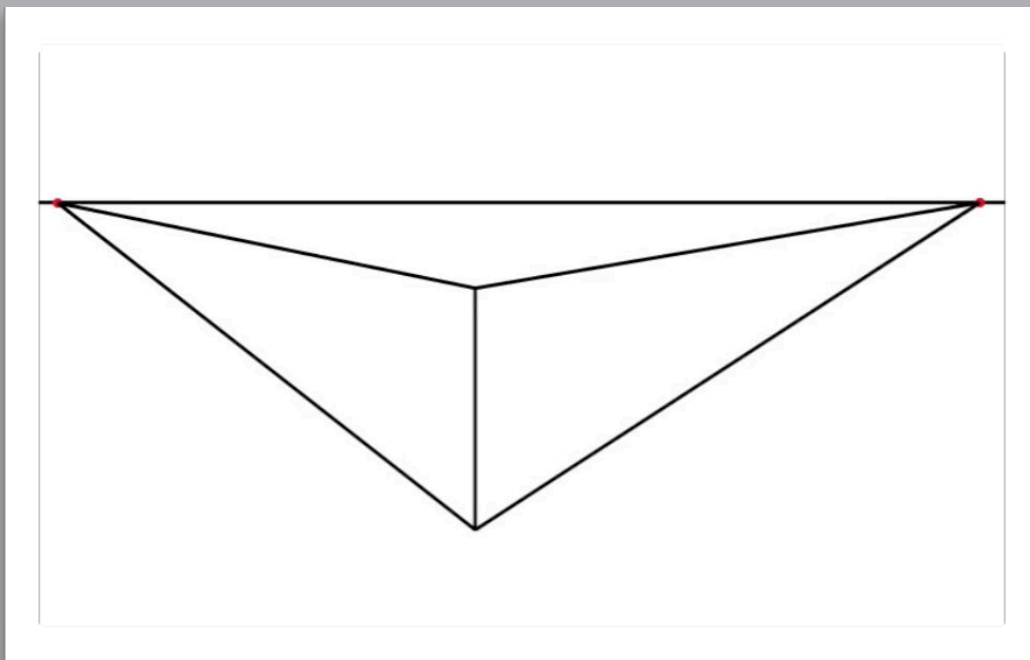
Next, we'll draw the corner of the object. Here again, this step is different from one point perspective. Be sure to draw the corner in between the vanishing points. Later in this demonstration, we'll take a look at how to handle forms that are outside of the two vanishing points.



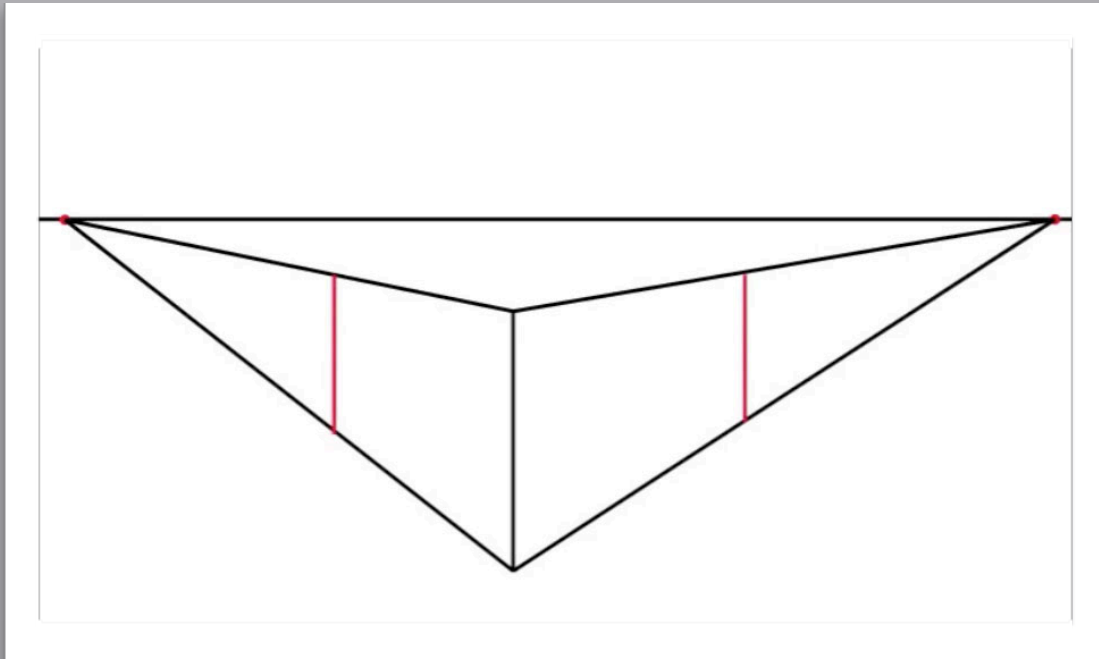
Next, draw two lines from each end of the line that you drew to one of the vanishing points.



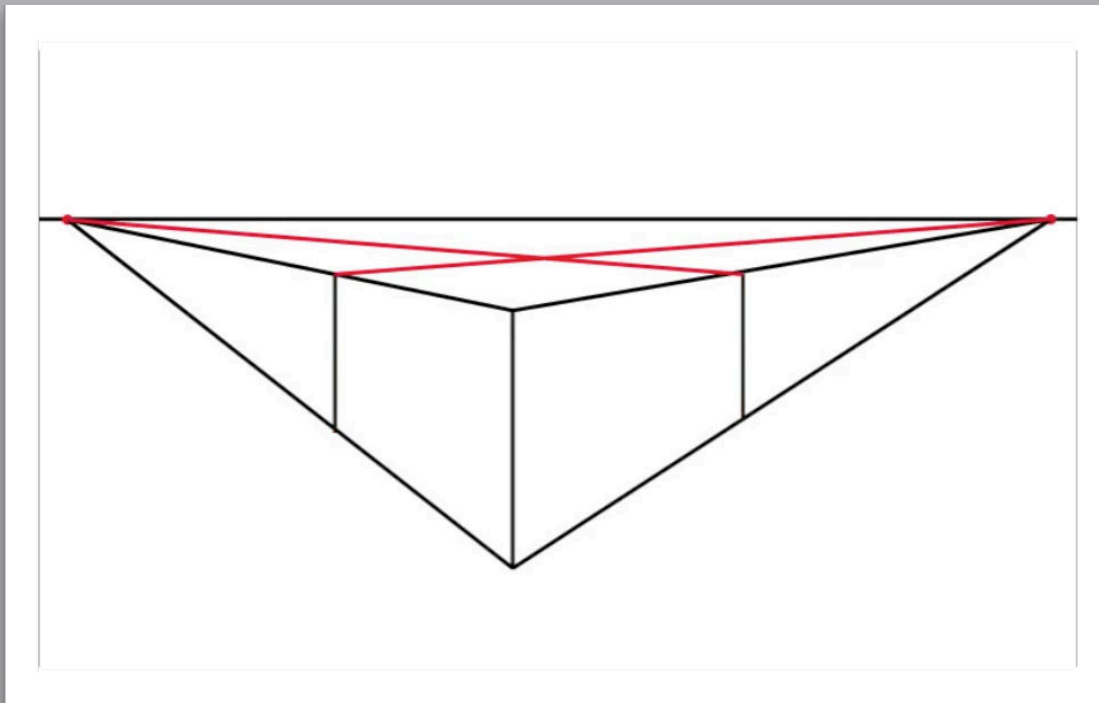
Now, draw two lines from the corner to the opposite vanishing point.



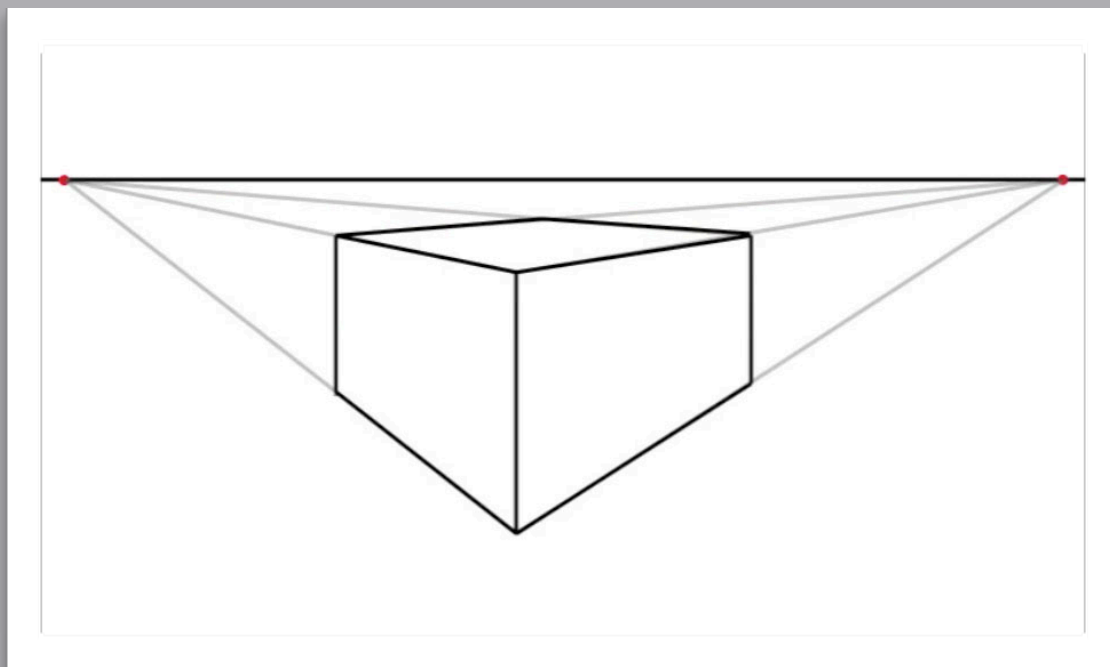
Draw two vertical lines to indicate where the form will end on either side of the original corner.



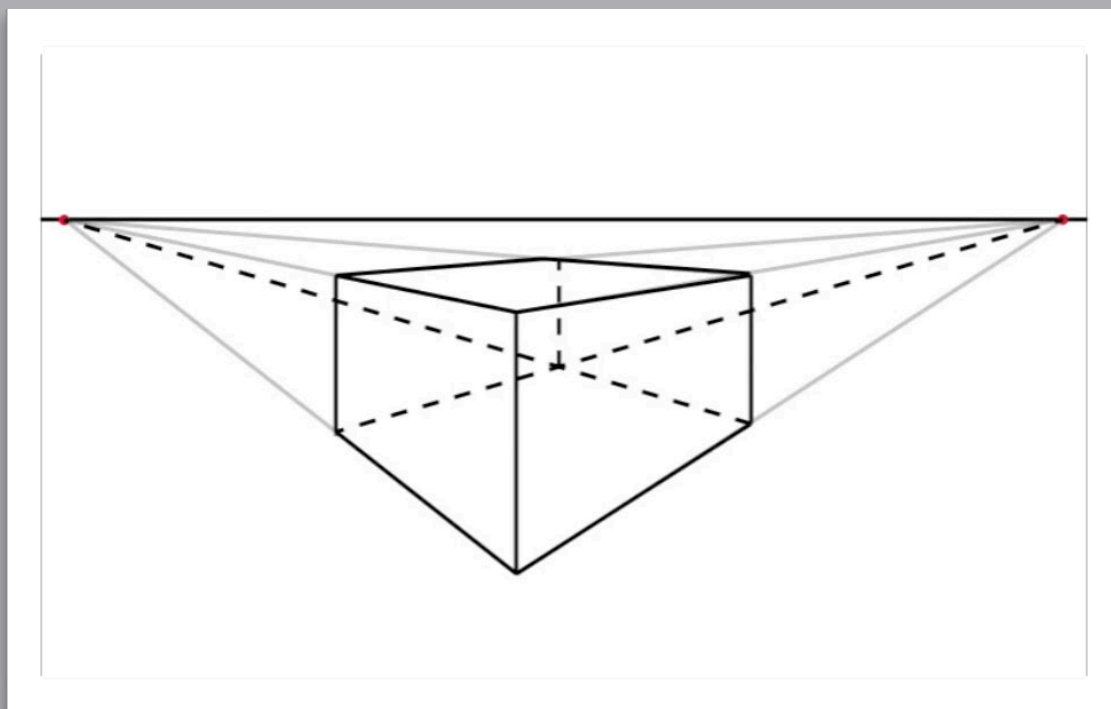
Now, draw two lines from the tops of the lines drawn in the previous step to the opposite vanishing point.



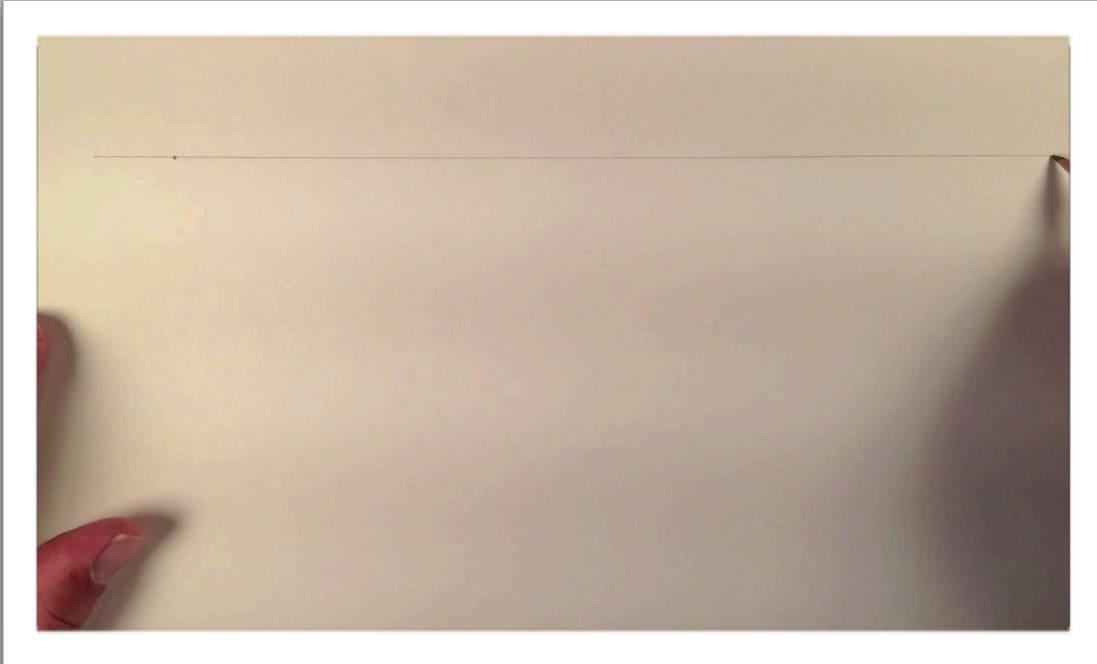
Erasing any lines that you no longer need will reveal a cube.



Although you do not need these lines to draw a cube in this manner, there are two more lines that exist. These lines are shown in the image below. In some drawings, it may be necessary to include them.



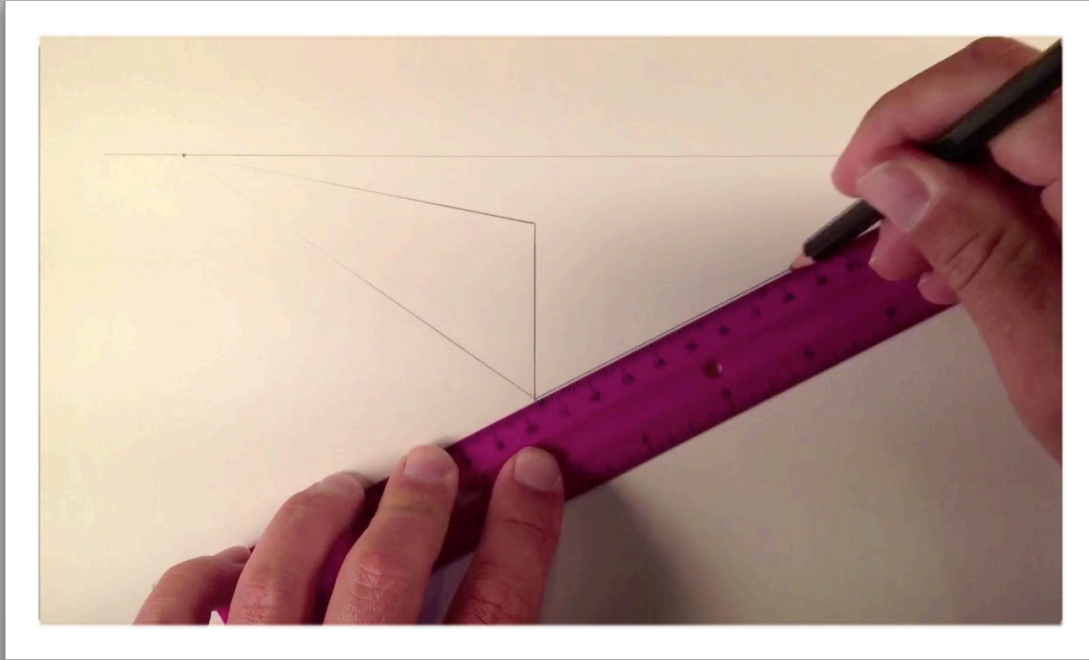
Now that we've discussed the basic steps, let's take a look at how to apply two point perspective to a drawing. Begin with a horizon line with two vanishing points.



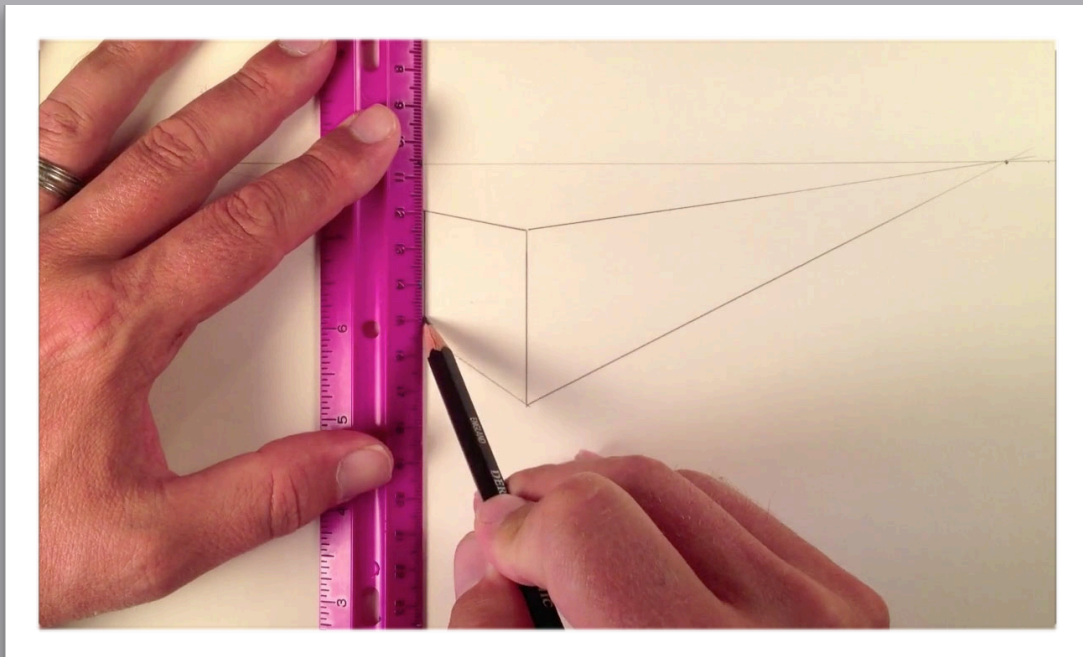
Next, draw the corner of the object between the two vanishing points. This line should be vertical.



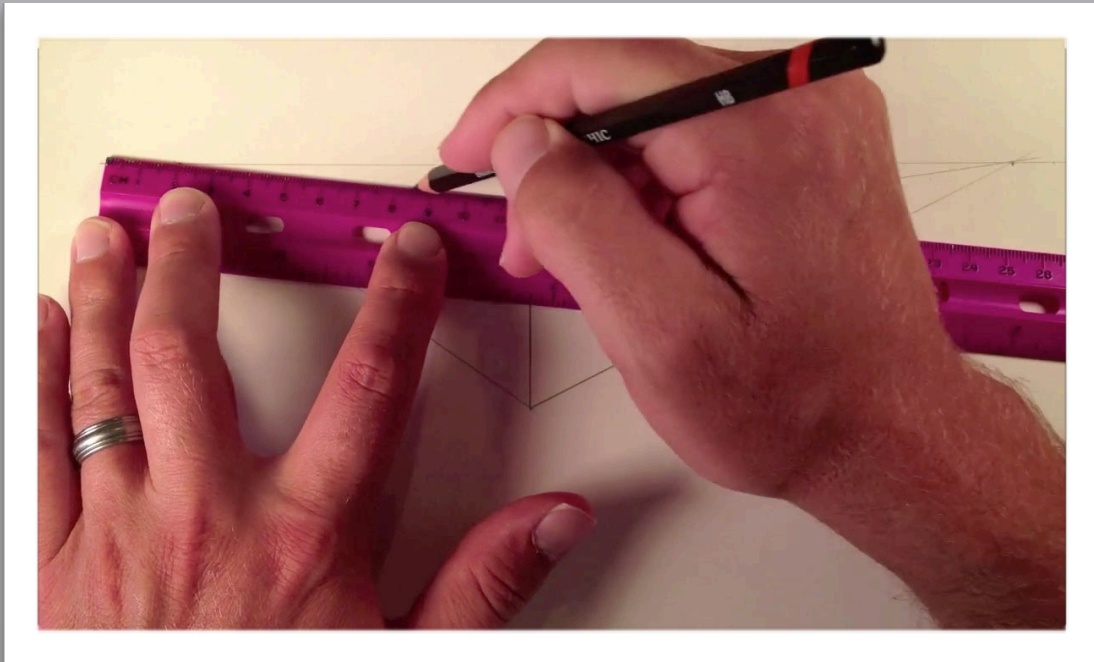
Next, draw two lines from each end of the corner to each of the vanishing points.



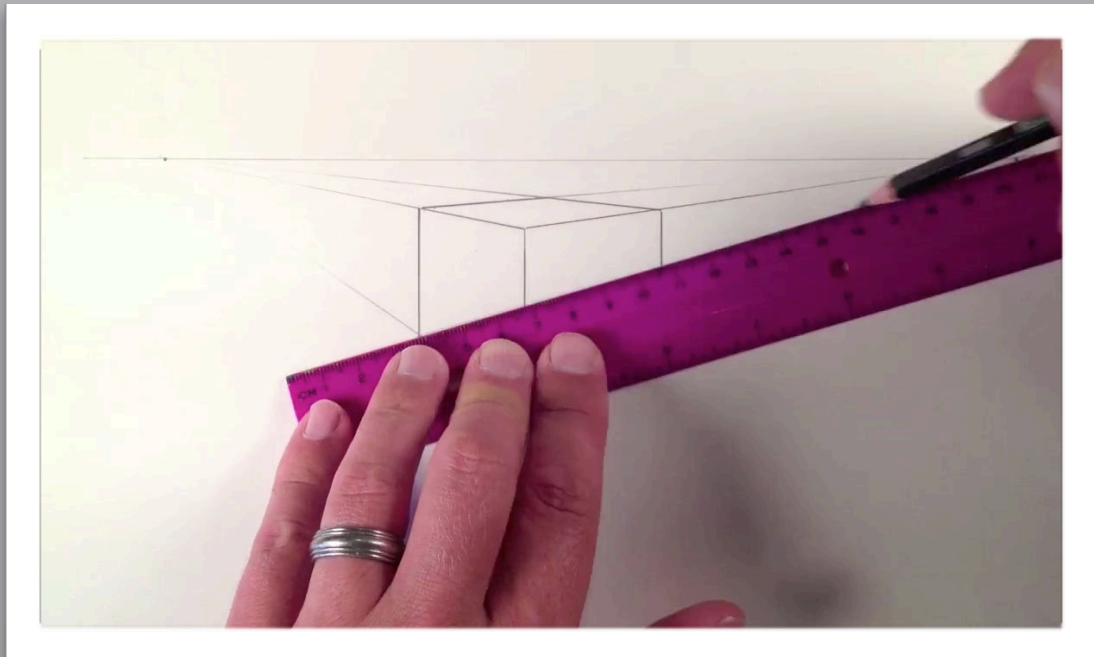
Next, draw a vertical line on both sides of the corner to indicate where the objects ends.



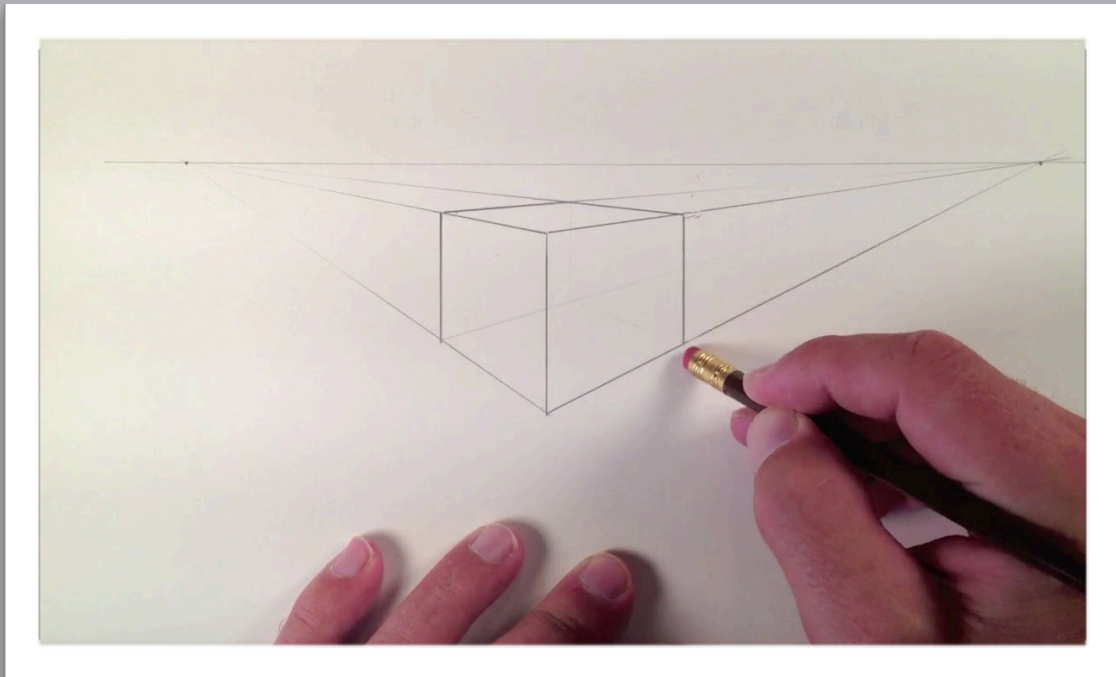
Draw a line from the top corners of the cube to the opposite vanishing points.



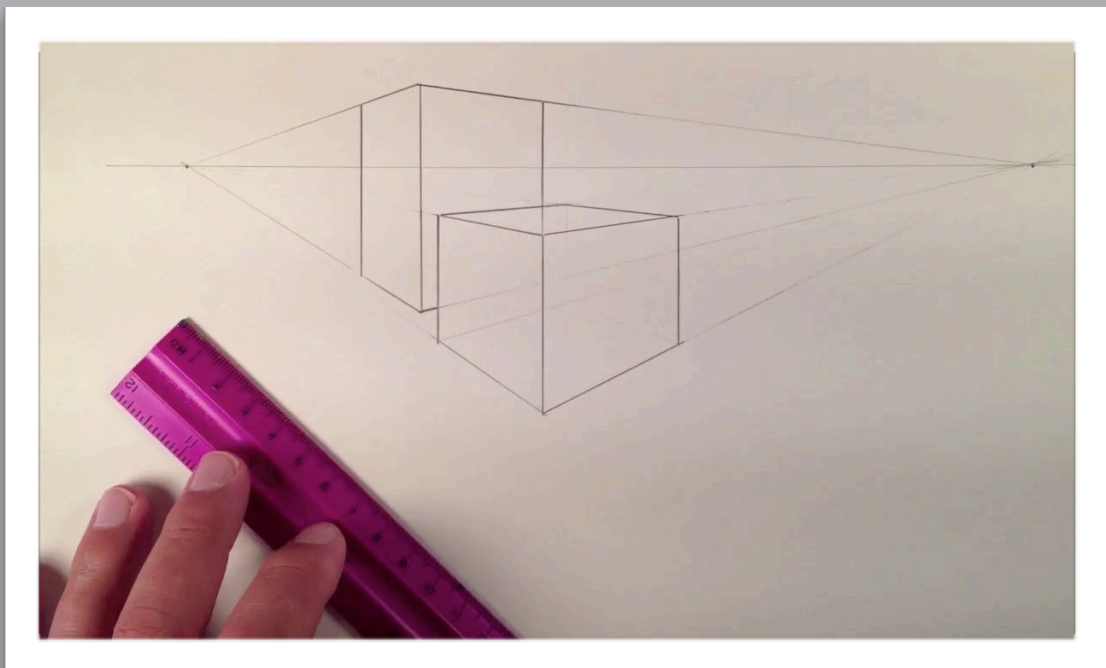
Draw lines from the bottom corners of the cube to the opposite vanishing points.



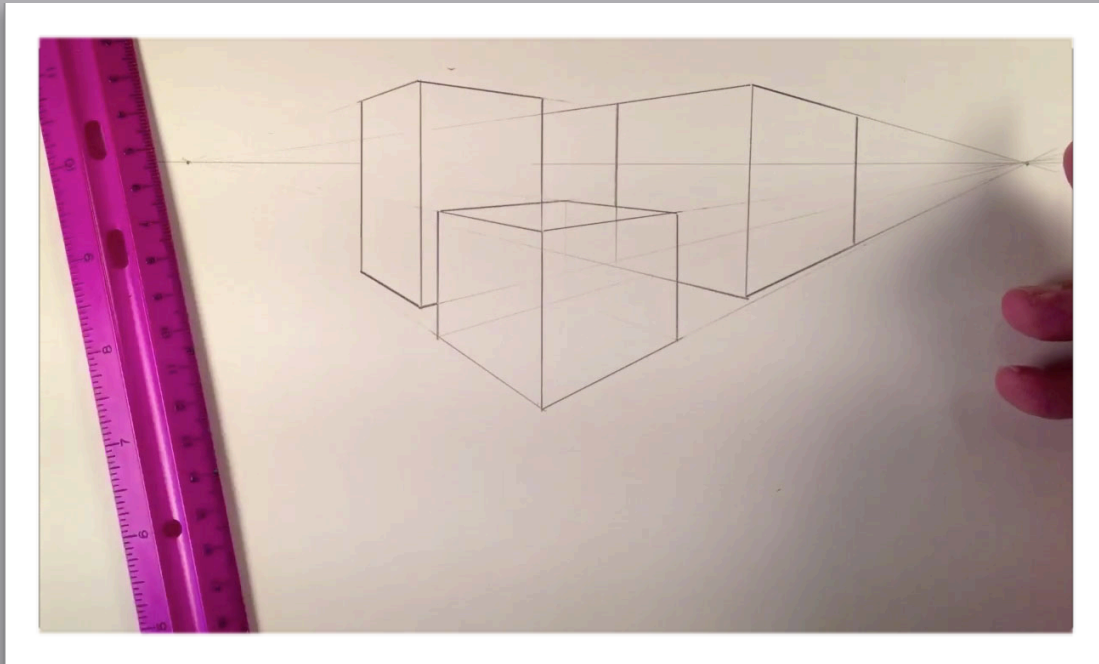
Erase any lines that you no longer need to reveal a cube.



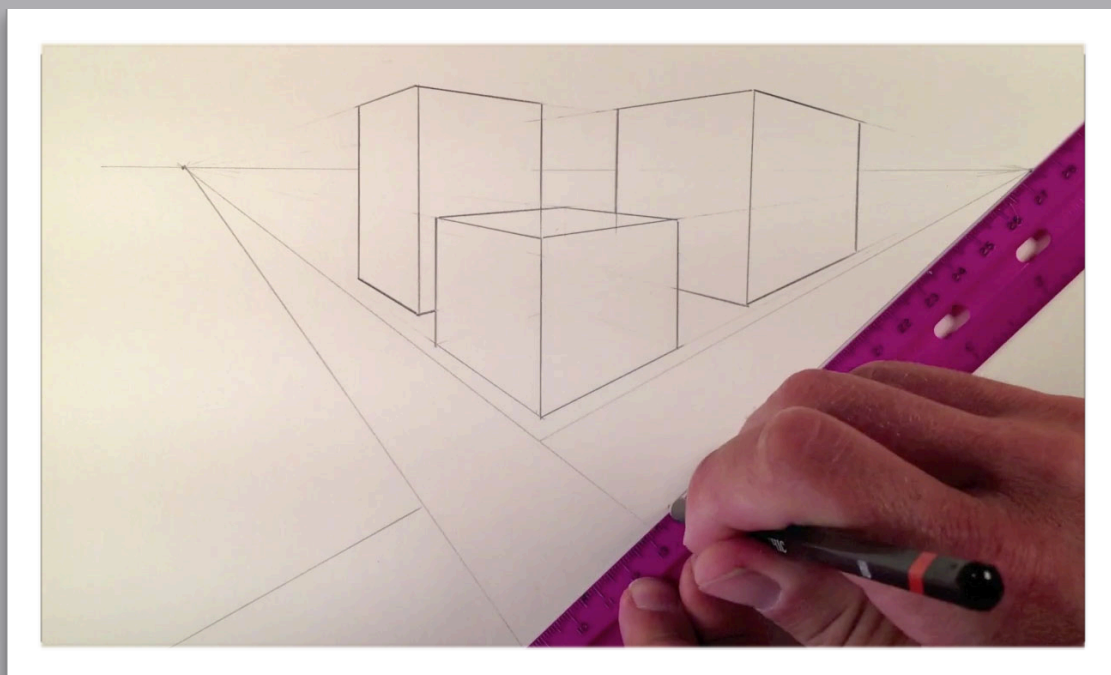
Follow the same steps to create another cube. Be sure to use the same two vanishing points for every form in the image.



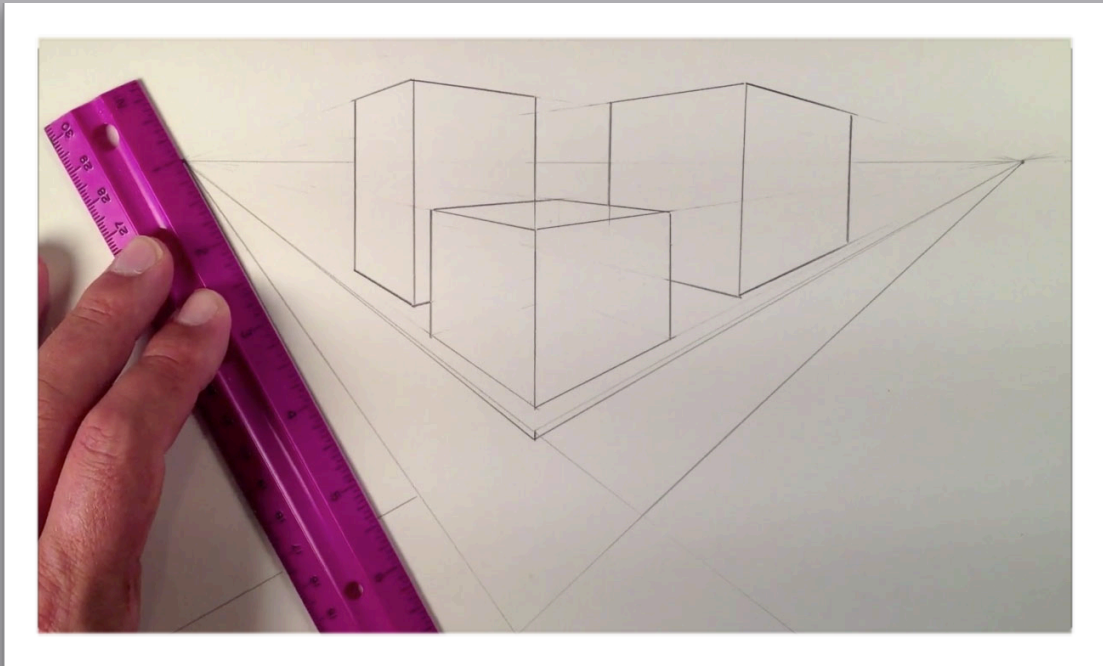
As many cubes as desired can be added to the scene using the same steps and vanishing points.



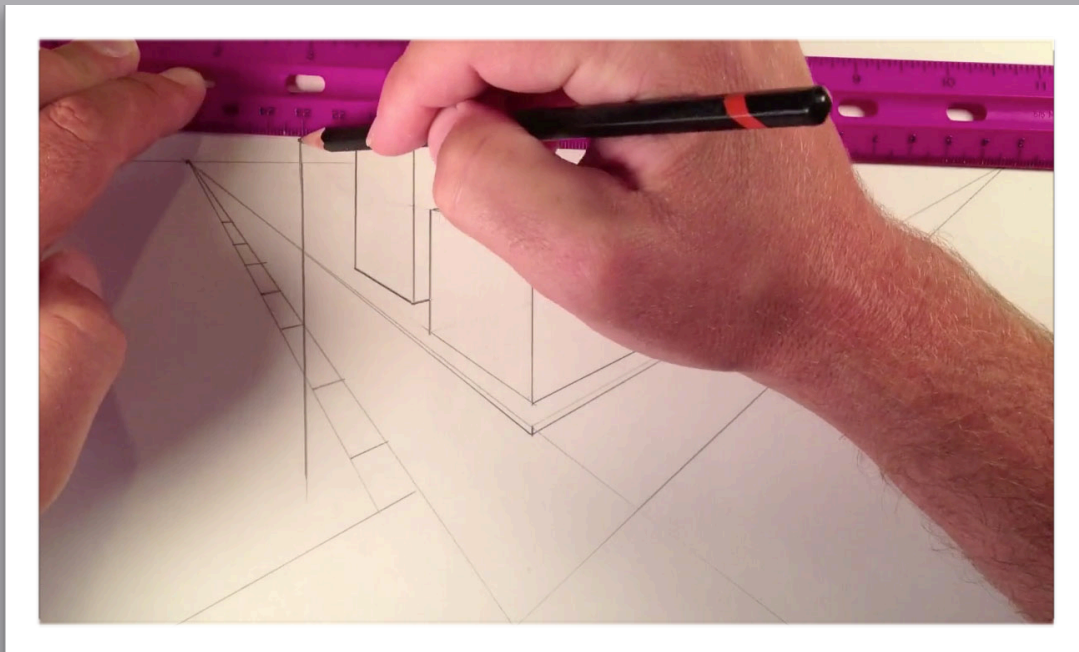
Roads can be added to the scene using the vanishing points as reference.



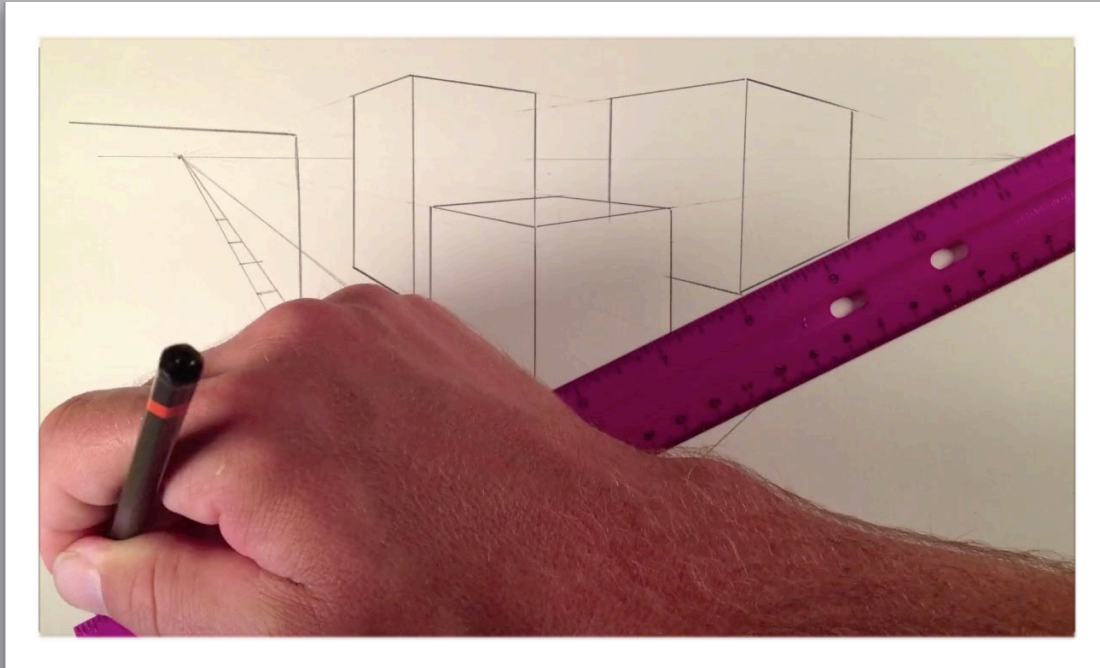
A curb and a sidewalk can be added as well. Remember to use the vanishing points as a reference.



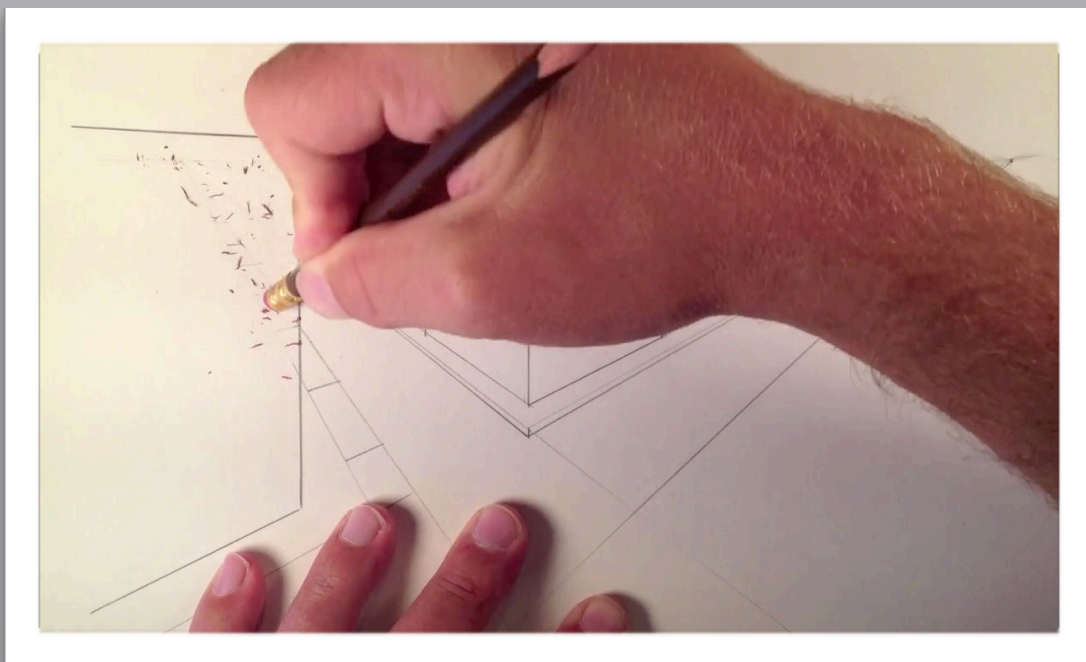
To draw a form (cube) that extends outside of the two vanishing points, begin by drawing a vertical line for the corner.



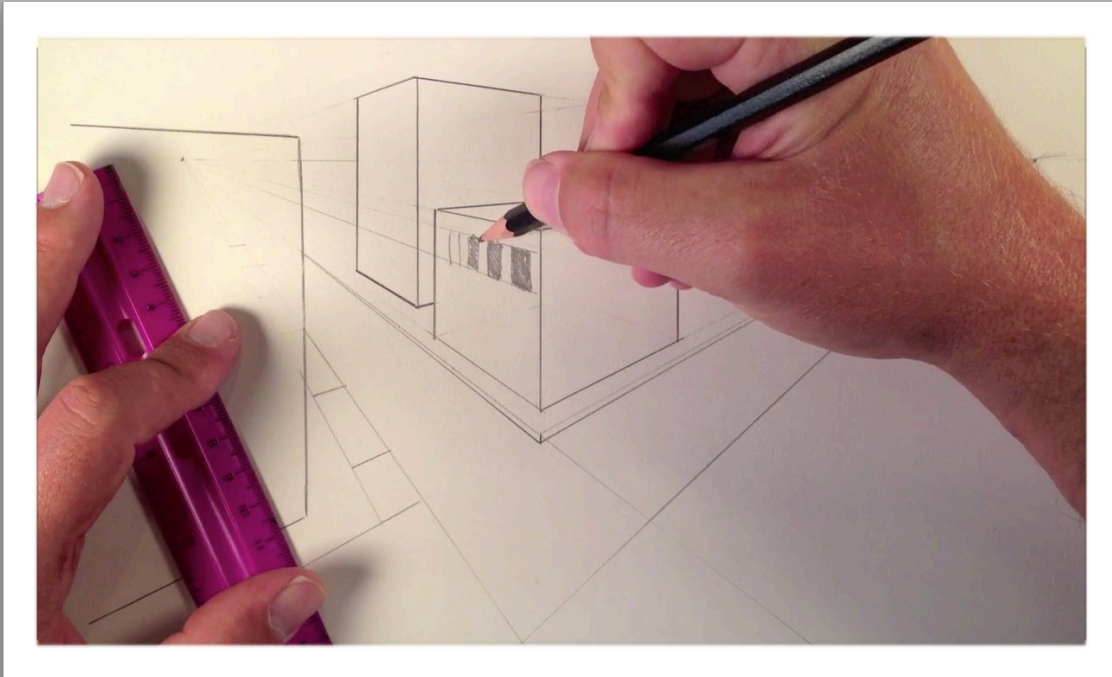
Next, draw lines to the opposite vanishing point on one side of the building only.



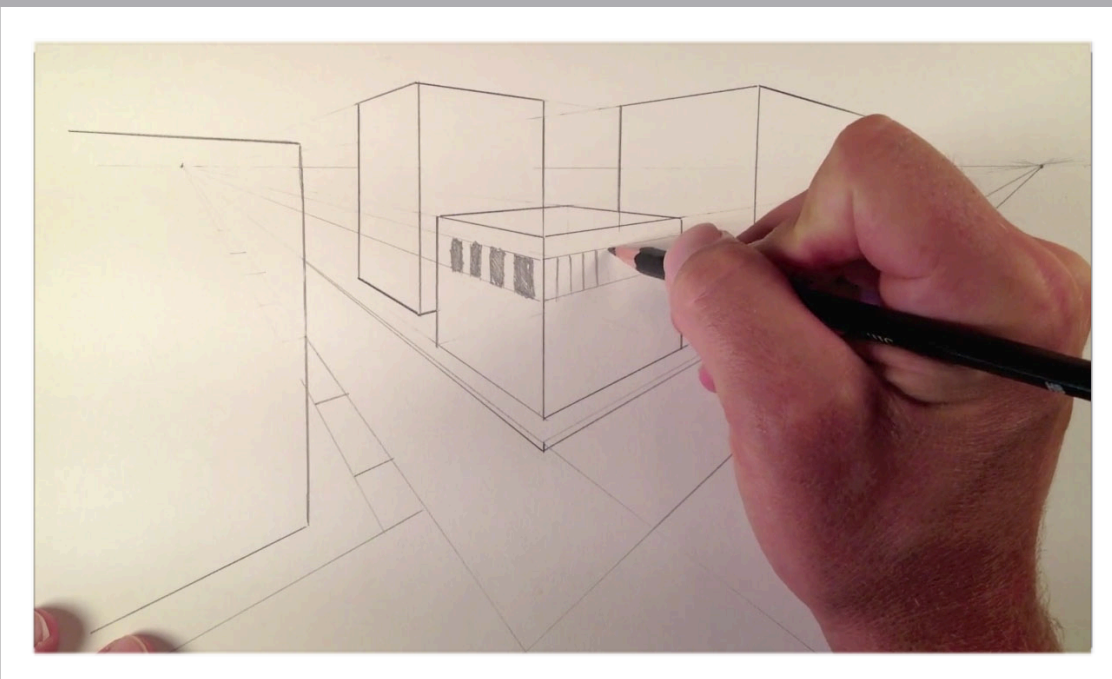
Erase anything that will be blocked from view. In this case, part of the sidewalk and part of the horizon line will not be seen because of the building.



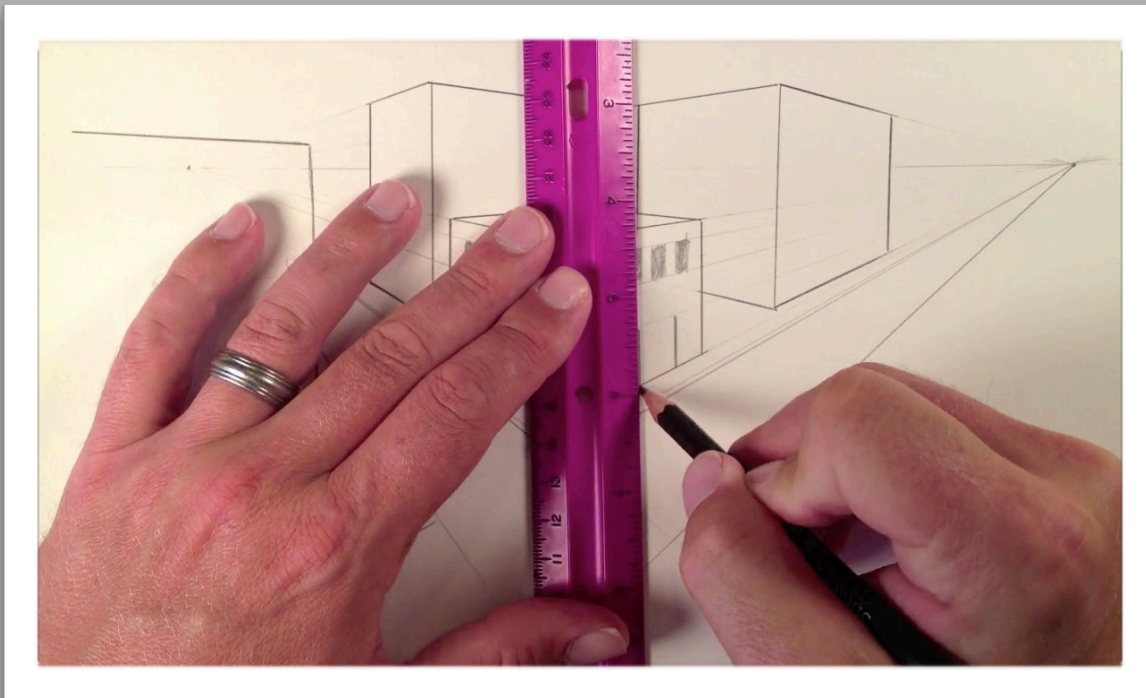
The cubes can become buildings by adding windows, doors, and other details. Details on the left side of the building's corner should use the left vanishing point for reference.



Details on the right side of the building's corner should use the right vanishing point for reference.



Adding a door can be accomplished in the same manner as the windows. Doors added to the right side of the building should use the right vanishing point for reference.



The scene can become as complex as desired. Additional roads and details can be added using the two vanishing points as reference.

