

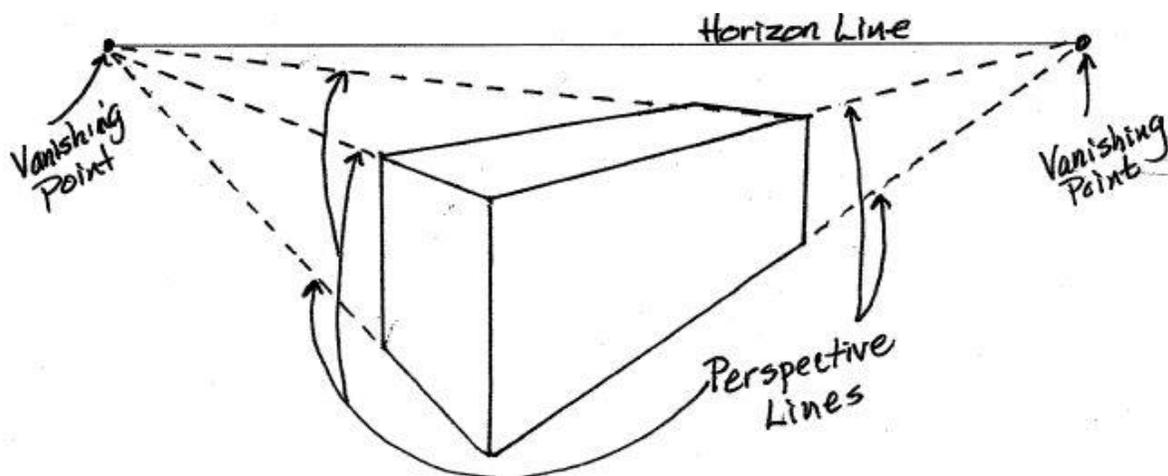
College Guild
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FUNDAMENTALS OF DRAWING

Unit 3 of 4

Two-Point Perspective

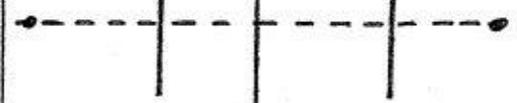
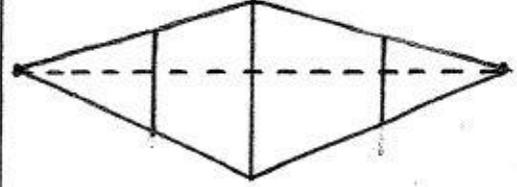
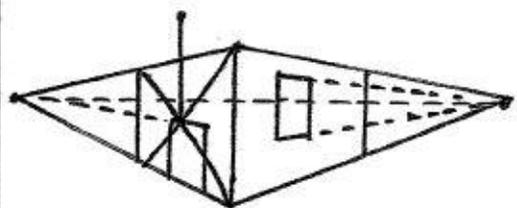
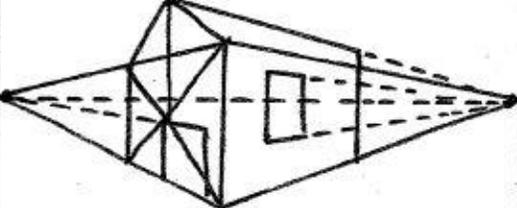
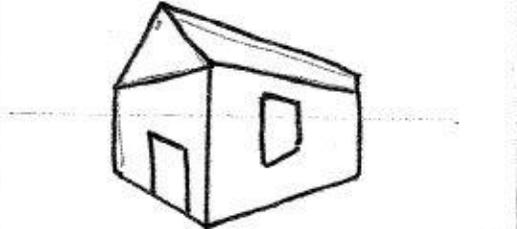
In this unit we'll continue our study of drawing in perspective by moving to what is known as "Two-Point Perspective". As you learned in Unit 2, in one-point perspective you see the front or face of an object you are drawing. In two-point perspective, the object will be positioned so that you're looking first at the corner of the object rather than its front or face. The edges of the two sides lead back to two vanishing points on the same horizon line. All other aspects of this are the same, however. You will still have a horizon line and perspective lines, but you'll now have two vanishing points. All vertical lines will still remain vertical.



Above is a simple drawing of a box with the corner facing forward as it sits below the horizon line. The dotted lines designate the perspective lines receding to the vanishing points. The solid lines designate the actual box. Once the perspective lines are drawn, when you do this, you can then erase them, leaving only the solid lines for the box itself.

Exercise #1: Step by step, draw a box like the one above. You don't have to draw the perspective lines as dotted lines. Draw them lightly so they can be easily erased.

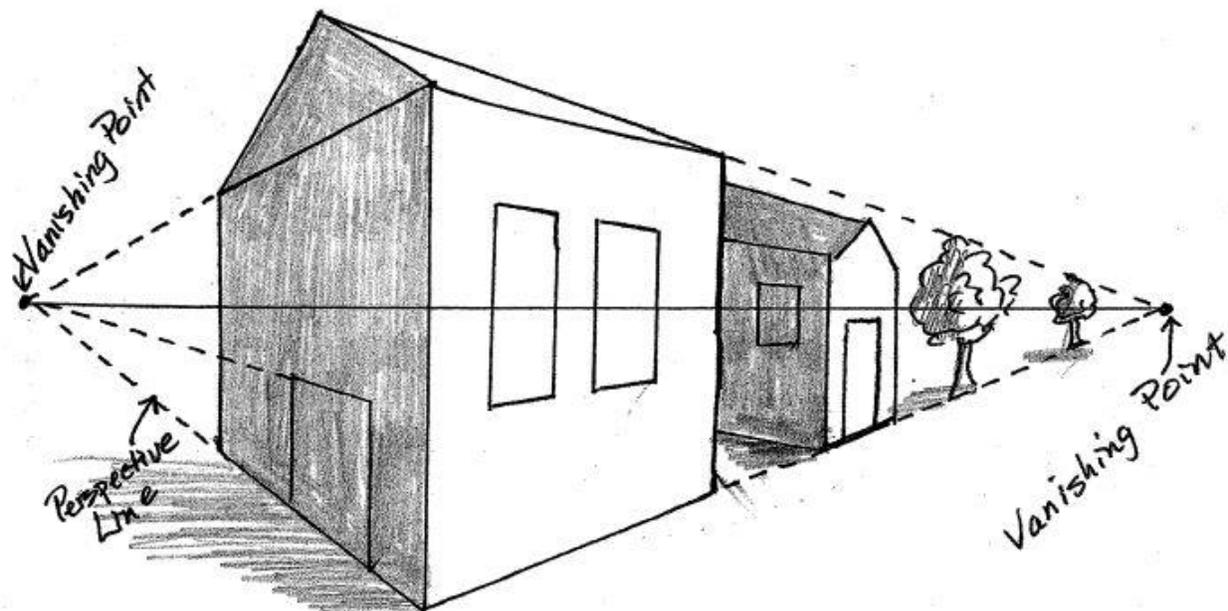
On the next page is a simple drawing of a house with the corner facing the viewer and sitting on the horizon line. Look carefully as it's drawn step by step:

| Step | |
|---|--|
| <p>Draw the horizon line with two vanishing points</p> |  |
| <p>Draw three vertical lines a couple inches apart crossing the horizon line; make them different heights with the middle line the longest</p> |  |
| <p>Connect the tops and bottoms of the three vertical lines to the vanishing points</p> |  |
| <p>Add a door and a window, connecting the tops and bottoms to the vanishing points</p> |  |
| <p>To identify where the roof peak should be, draw an X in the front of the house; then go straight up from the center of the X to find a point</p> |  |
| <p>Add the front of the roof by connecting the peak to the vertical lines of the front of the house; then draw the peak to the right side vanishing point; draw a vertical line to identify the side of the roof</p> |  |
| <p>Erase all the lines that you no longer need – you've drawn a house in perspective!</p> |  |

As you saw the house drawn step by step, did you notice these things:

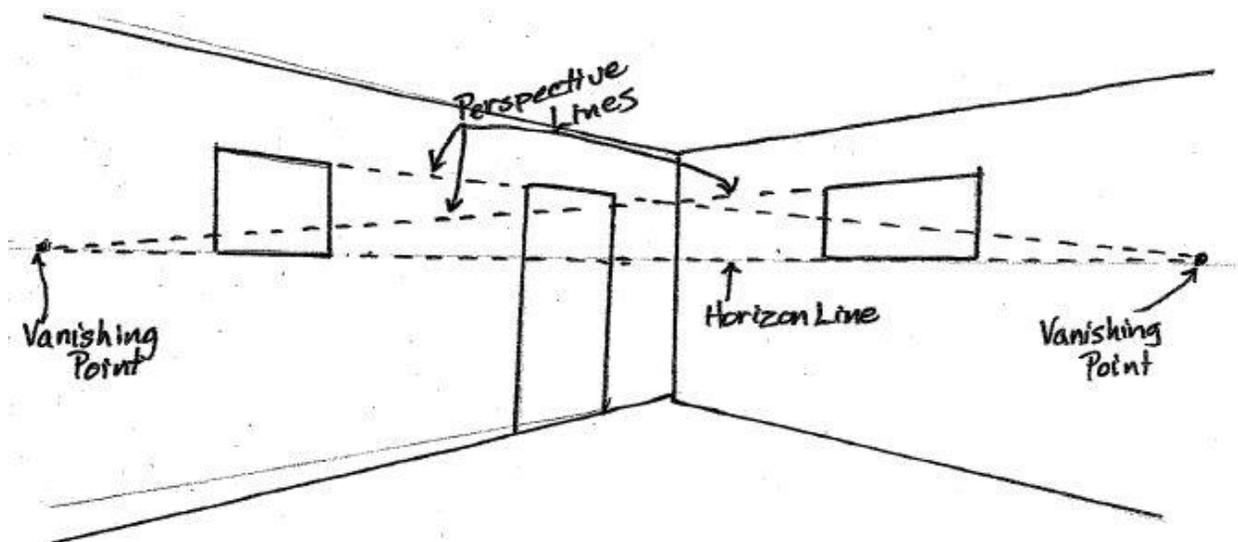
- There are two vanishing points
- Both vanishing points are on the horizon line
- The roofs are drawn correctly with the process illustrated above

Now here's the same drawing, but now there are two houses and some trees. The houses and trees are crossing the horizon line. Notice how the houses and trees get smaller as they retreat into the distance, but still fit within the perspective lines as they converge onto the vanishing point. Shading has been added so you can see that the light source is coming from the right.

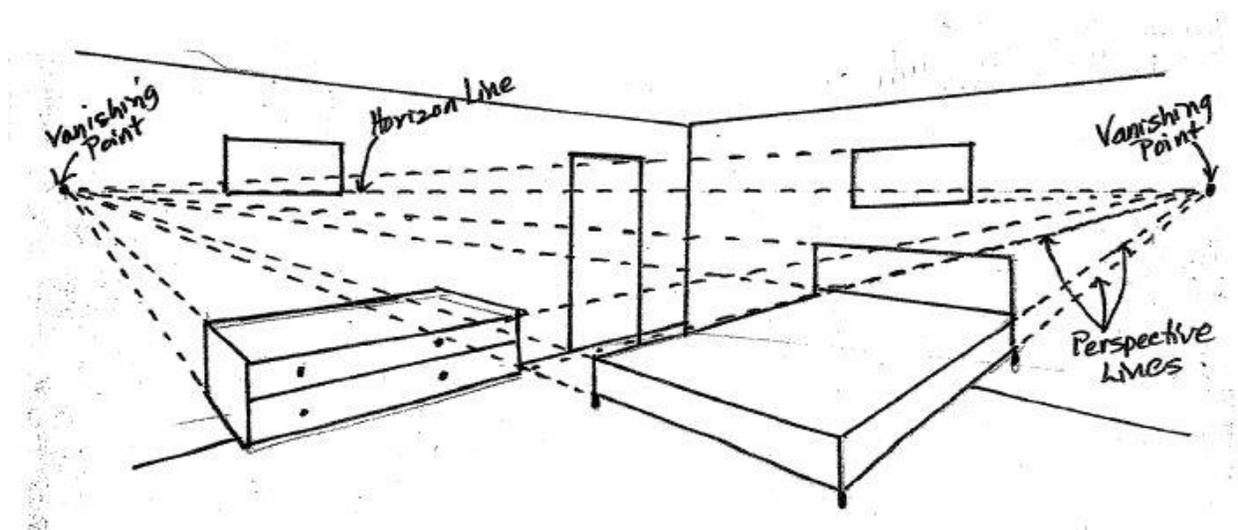


Exercise #2: Draw a different scene with houses and trees, but this time have them HIGHER on the horizon line. Think about where your light source (the sun perhaps?) is coming from and shade your objects so that they appear more realistic and three-dimensional. Add shadows on the ground, too.

Interior rooms can also have two-point perspective, or two vanishing points, if you're looking at the corner of the room. On the next page you'll see a simple line drawing illustrating this. You can tell where the horizon line is by identifying a perfectly horizontal line. In this case, it's the bottom of the windows. NOTE: If you were drawing an actual room, the ceiling and floor lines would have to be drawn correctly, but for the purposes of exercise 3, simply draw them in any way you choose as long as they meet at the corner.



Now let's put some furniture in the room, making sure all vertical lines stay vertical.

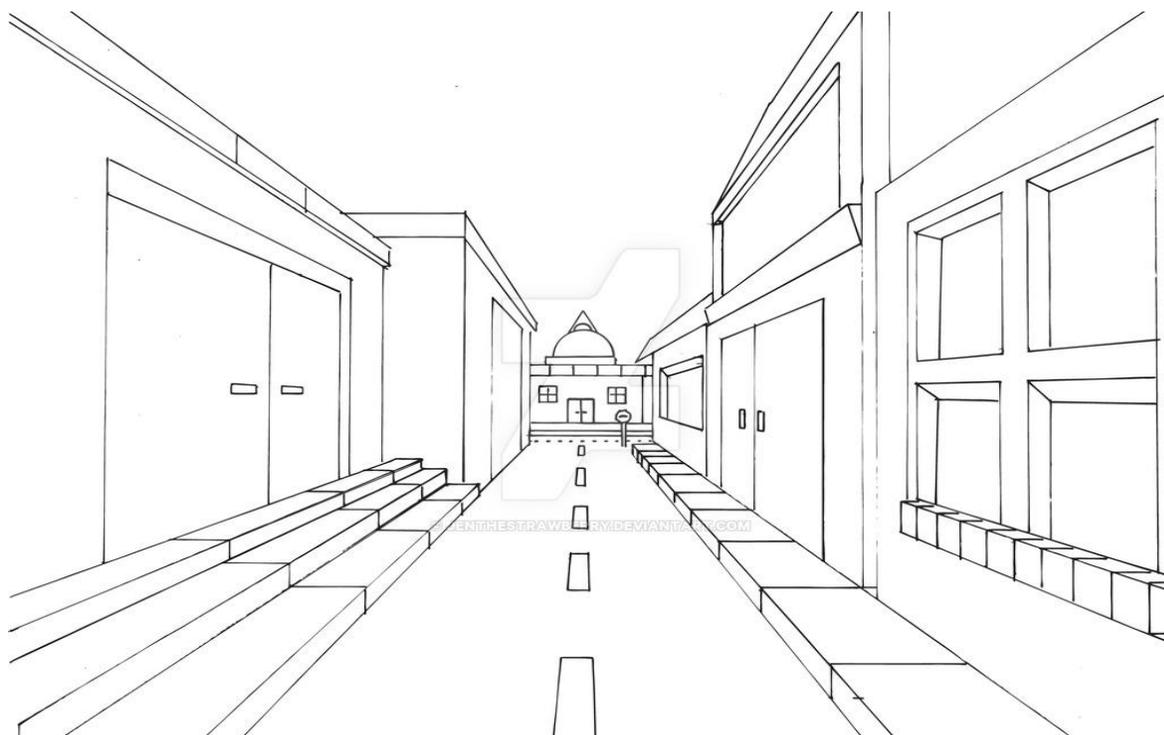


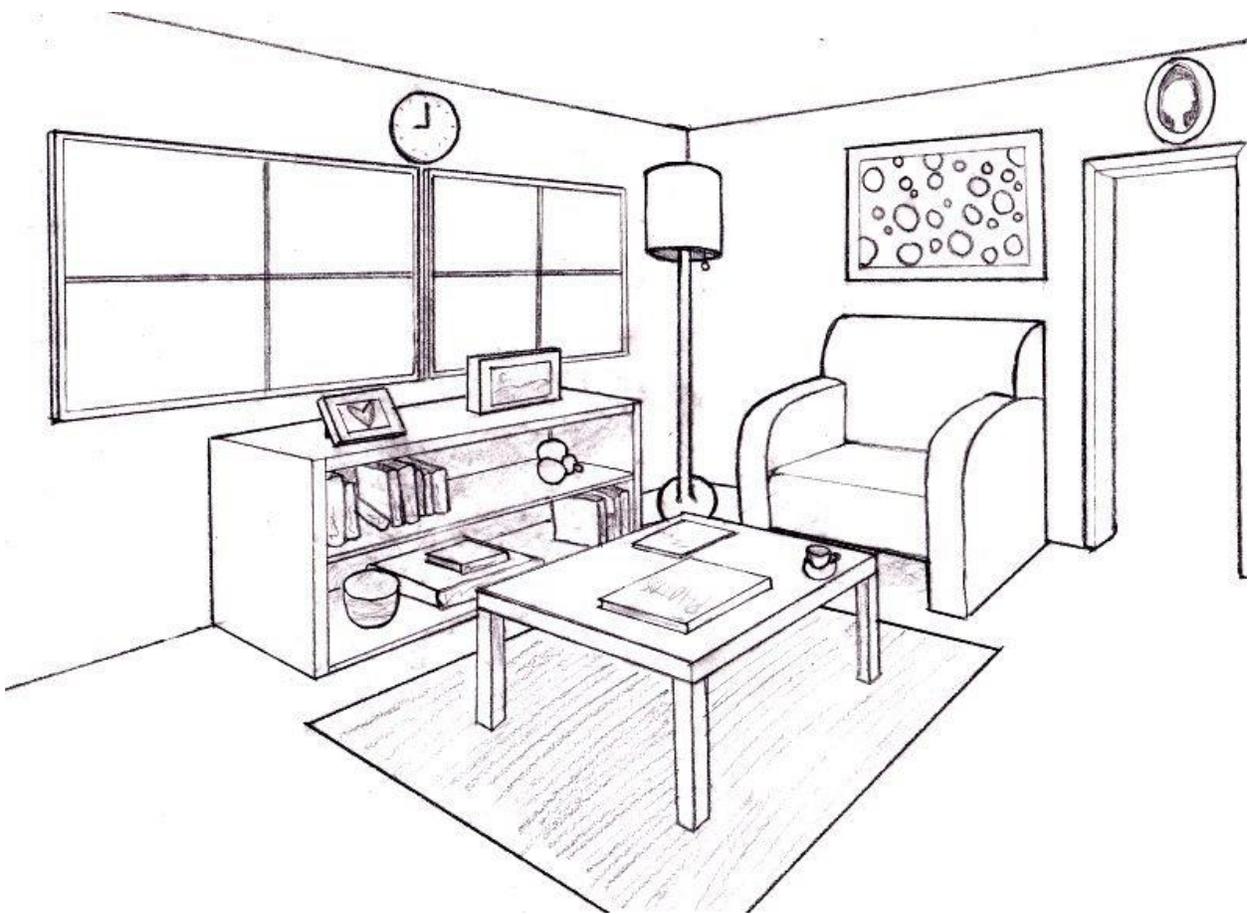
Exercise #3: Draw a room with two walls converging into a corner. Add furniture of your own and decorate the room as you choose. Add a lamp or ceiling light so that you can identify the source of light and add shadows and shading.

Next you will see two drawings: one of an interior room and one of an area of a city. The one of the city has one vanishing point, but the interior room has two since you're looking at the corner of the room.

Remember that you can always identify the horizon line, even if you can't see it, by looking for perfectly horizontal lines, whether it's a photograph, a drawing or a painting. Sometimes you'll look at another artist's work and find out that she or he didn't draw correctly, that all perspective lines don't go to one or two vanishing points. This will always be incorrect and the more you train your eye, the better you'll be able to pick up these discrepancies. Now that you know the basic fundamental rules of perspective, you will avoid those errors.

Exercise #4: With your straight edge, find the horizon lines in the two following drawings. Describe where they are. Then, still using your straight edge, follow all the perspective lines to see where they converge. Mark that spot – it's the vanishing point! Remember, the vanishing point will always be the spot on the horizon line on which the perspective lines converge.





It's recommended that while you're waiting for the next unit of this course, you keep drawing and sketching. Design some additional rooms or landscapes using one or two-point perspective. Practice shading and sketching. Your eyes and eye-hand coordination can be developed like any other muscle or part of your body, and the more practicing you do, the more you'll be pleased with the results.

Remember: First names only & please let us know if your address changes
