

Chapter 5: Two-Point Perspective

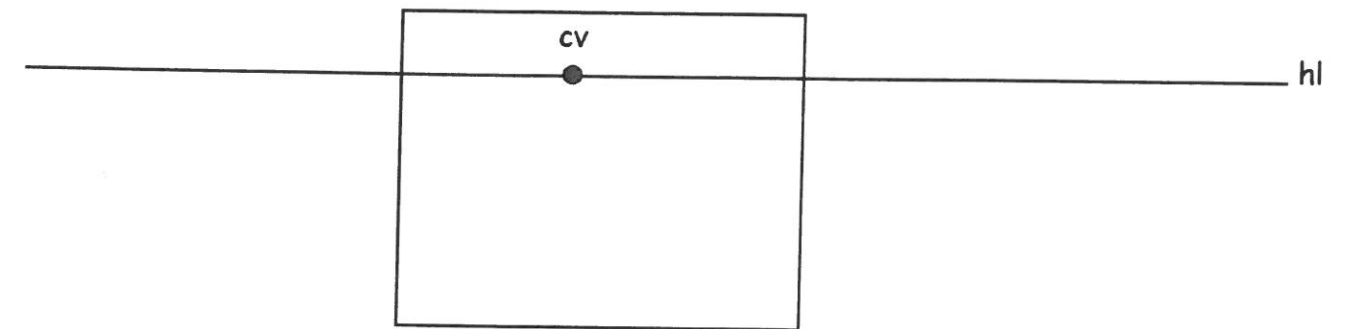


The world is Turning...

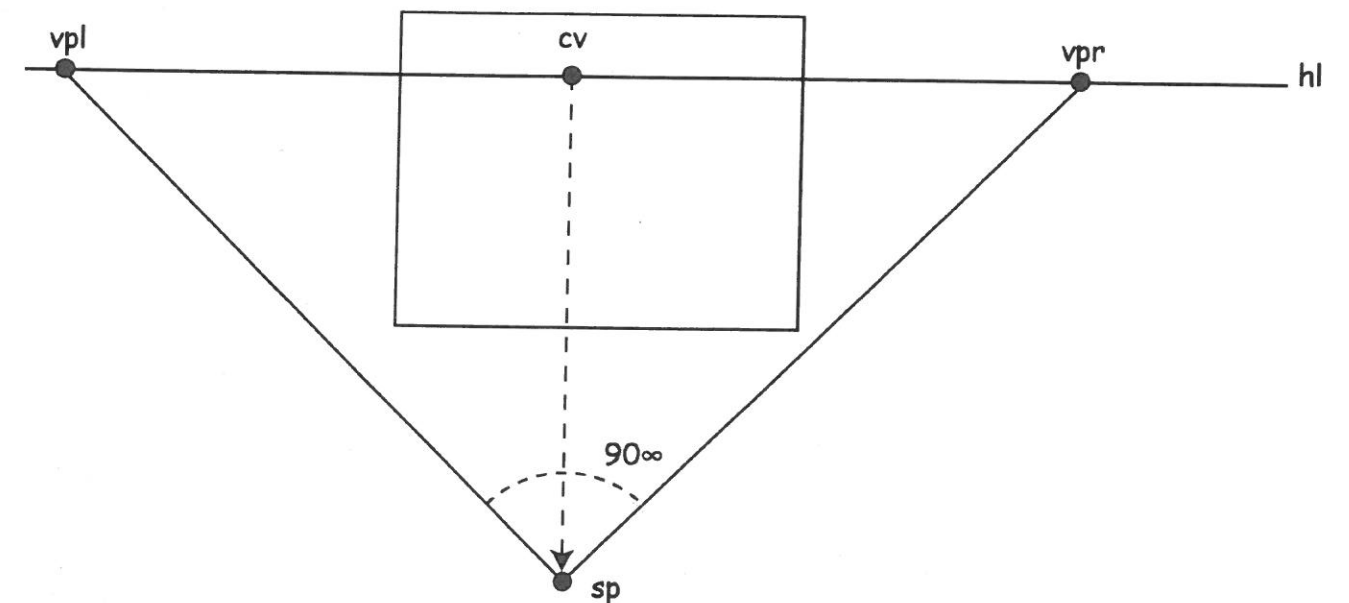
Two-Point Linear Perspective

Two-Point Perspective: Direct Drawing Method

Draw a Horizon Line (hl) and place a center of vision (cv) point on your Horizon line.



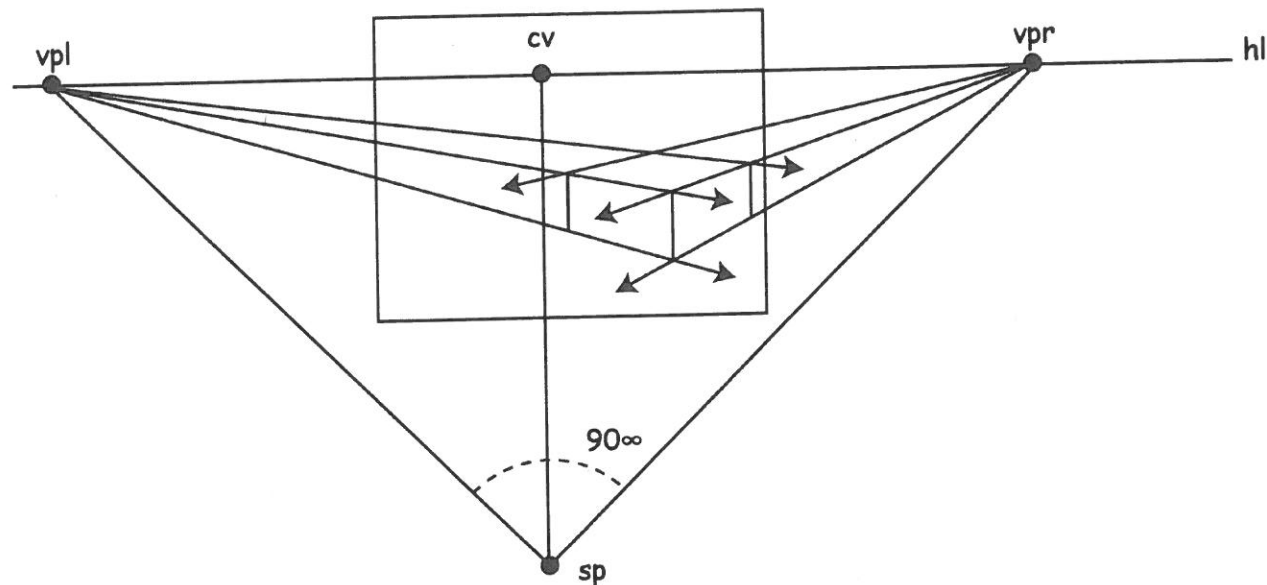
Draw a line straight down from your cv to some point below your drawing, where you end it is your Station Point (sp). Use the 90° angle on your triangle from the Station Point, and draw lines out toward the Horizon Line, where they cross the Horizon Line determines your left and right Vanishing Points (vpl & vpr).



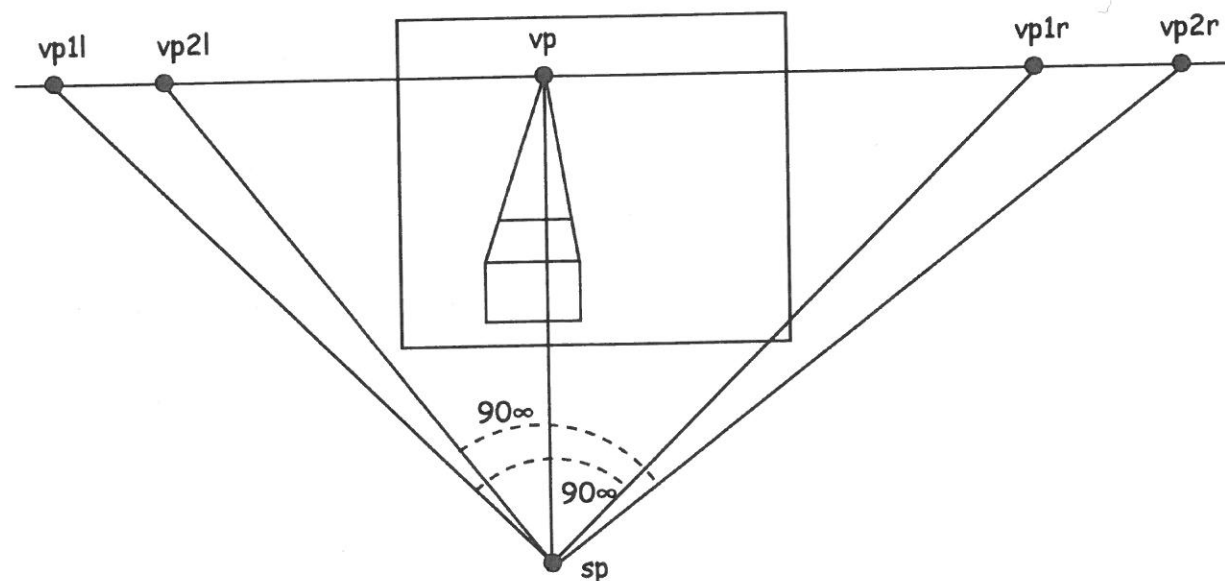
Chapter 5

Two-Point Perspective: Direct Drawing Method

Use the Vanishing Points to create your two-point perspective drawing. All parallel lines will go to their respective vanishing points, vertical lines will remain perfectly parallel.



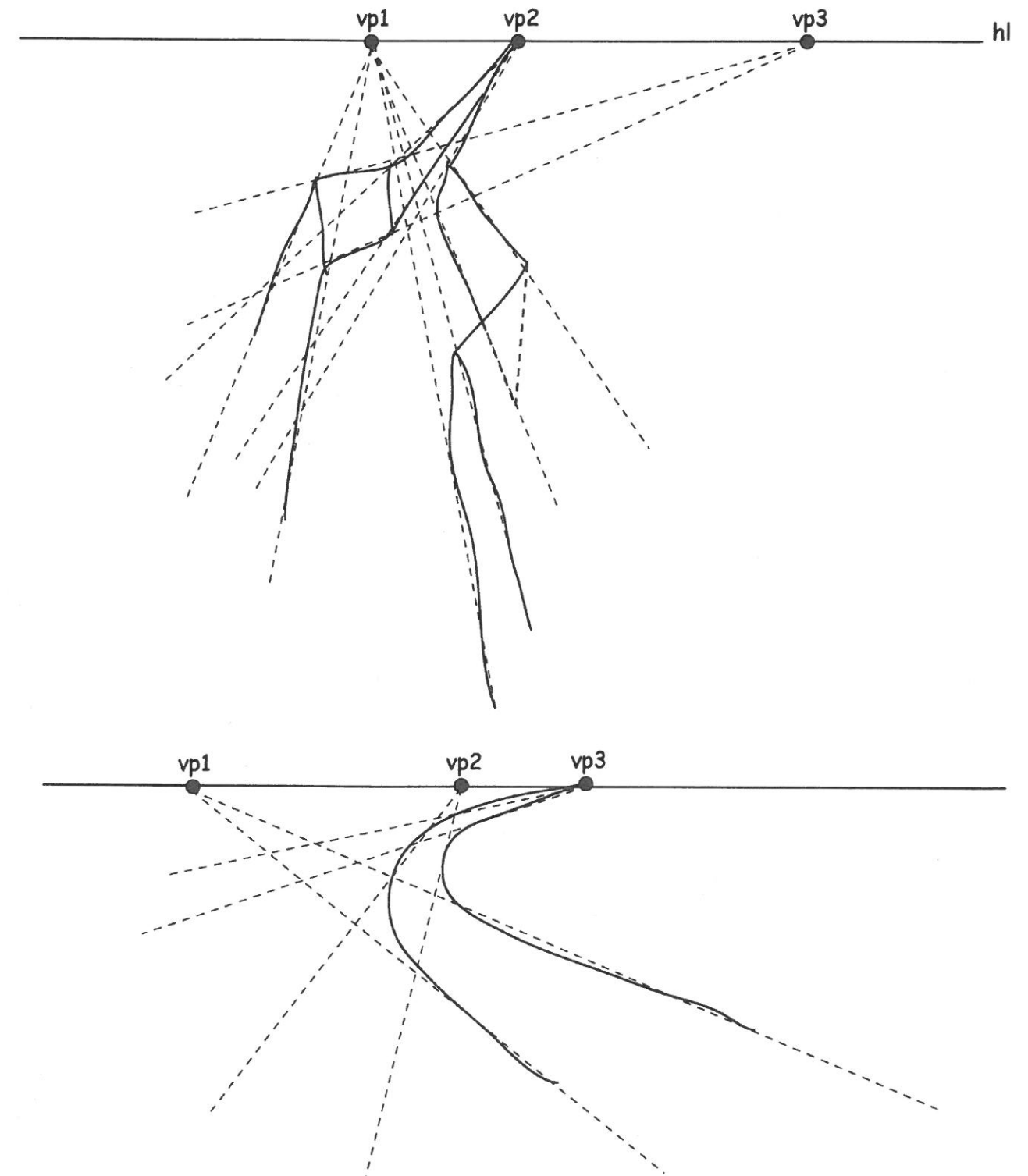
You can use the Center of Vision (cv) as 1pt perspective Vanishing Point (vp).
You can make multiple 2pt perspectives by creating additional sets of vanishing points (vp1 & vp2) as long as they are 90° from the Station Point (sp).



Two-Point Linear Perspective

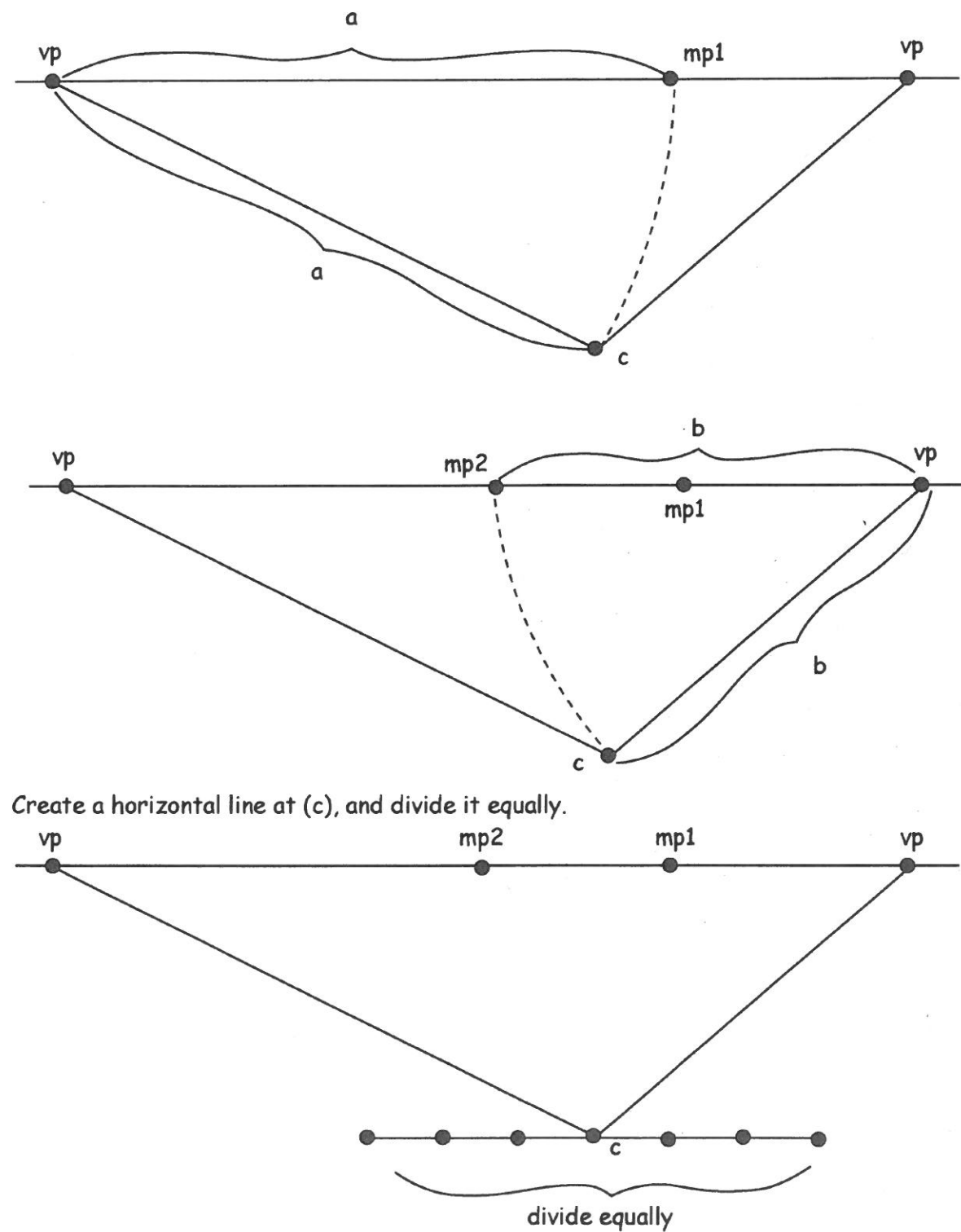
Two-Point Perspective: Direct Drawing Method, Organic

You can use multiple sets of vanishing points, one-point and two-point perspective in drawings of organic shapes, like this canyon, to create convincing perspective.



Two-Point Perspective: Equal Division and Measurement

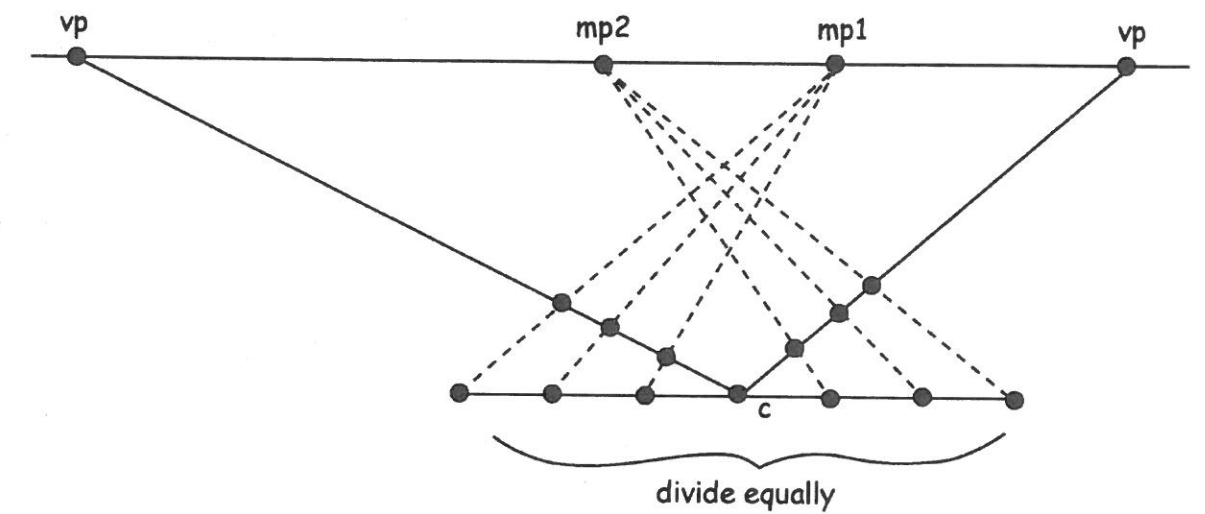
To measure equal distances in two-point perspective, first create equal distant Measuring Points (mp) from (c), as indicated by (a) and (b) below.



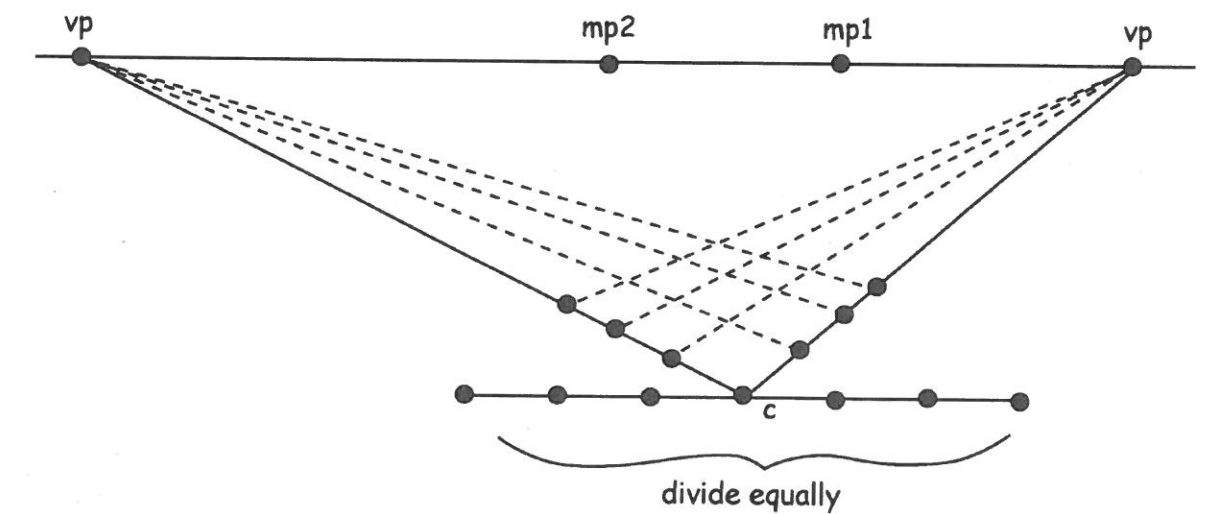
Create a horizontal line at (c), and divide it equally.

Two-Point Perspective: Equal Division and Measurement

Connect points to measuring points, where it crosses projection lines to (vp) are equal measurements in perspective.

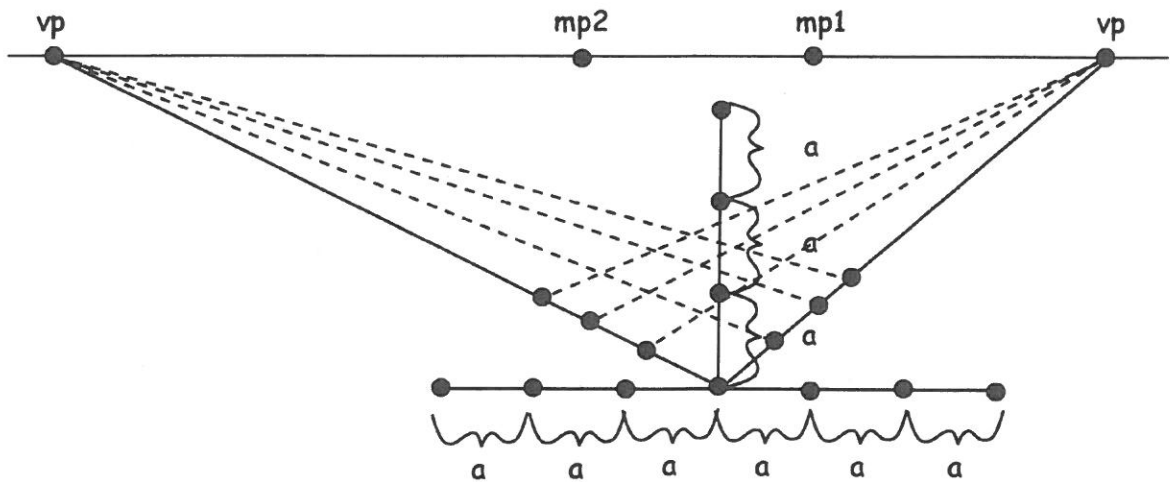


From these equal measurement points, connect lines to vanishing points.

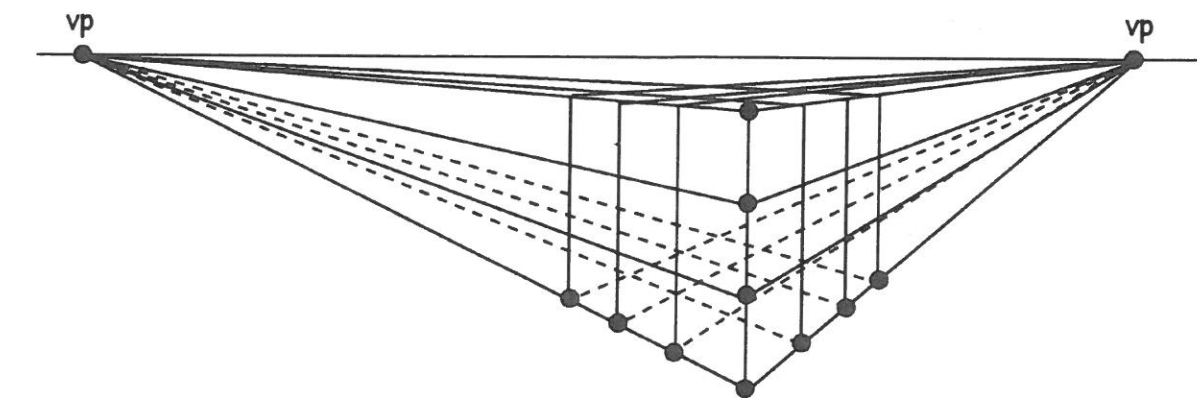


Two-Point Perspective: Equal Division and Measurement

Vertical division is equal to horizontal division.



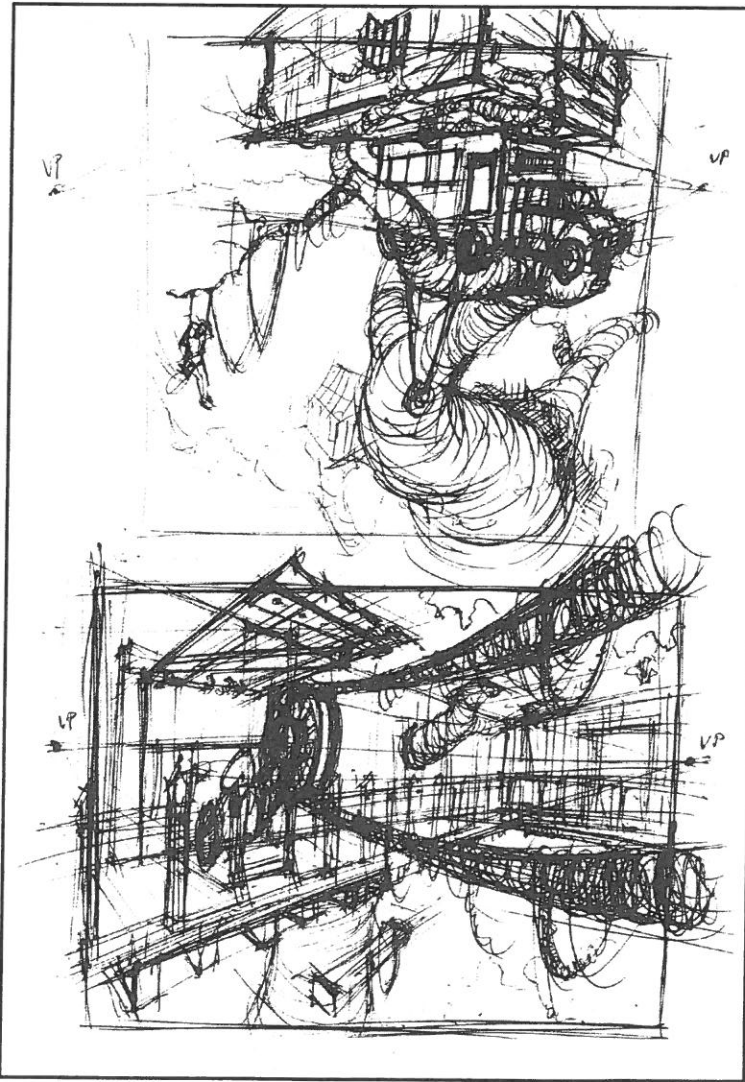
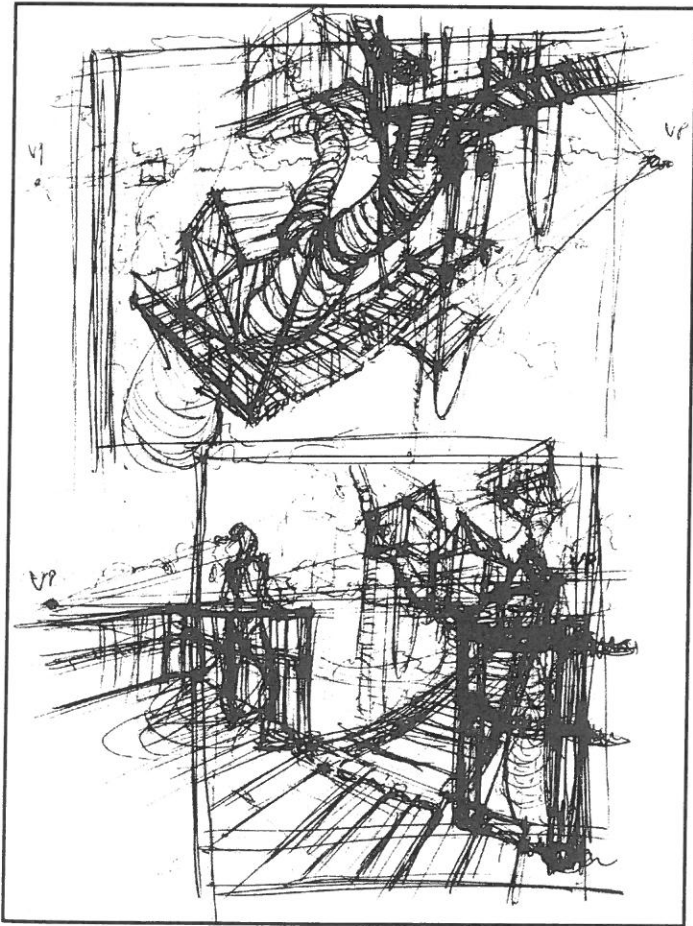
Now all divisions are perfectly equal in perspective.

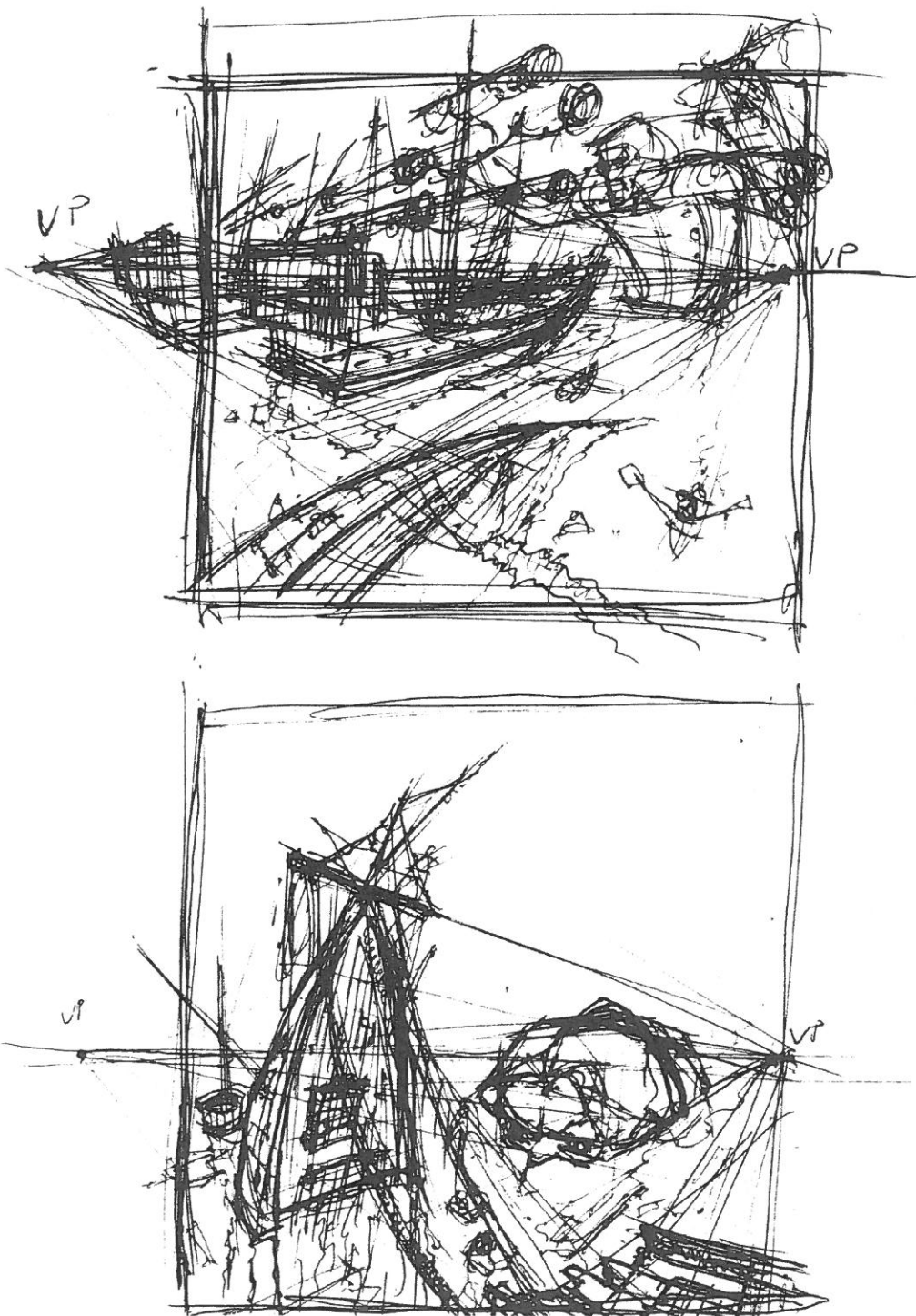
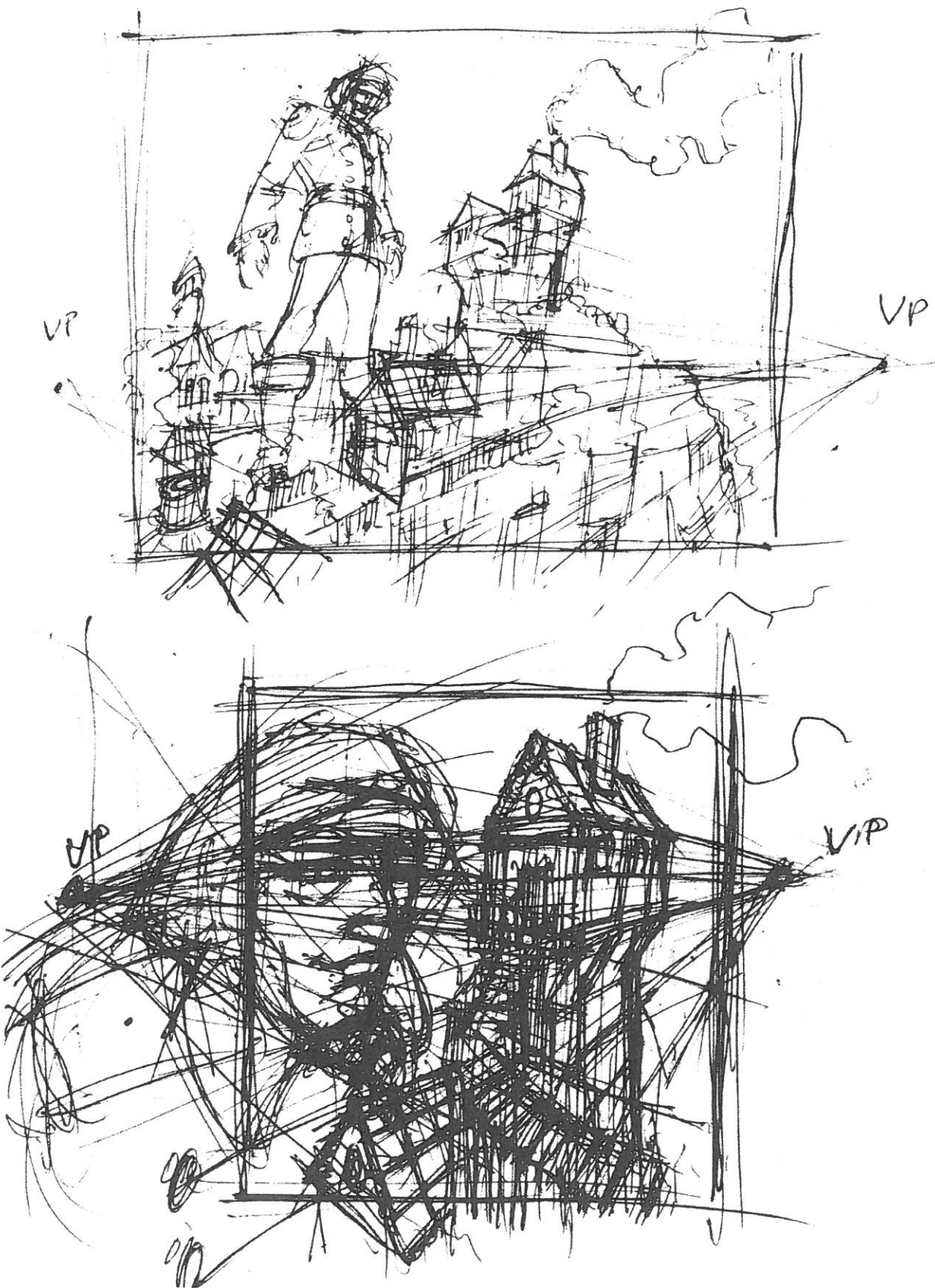


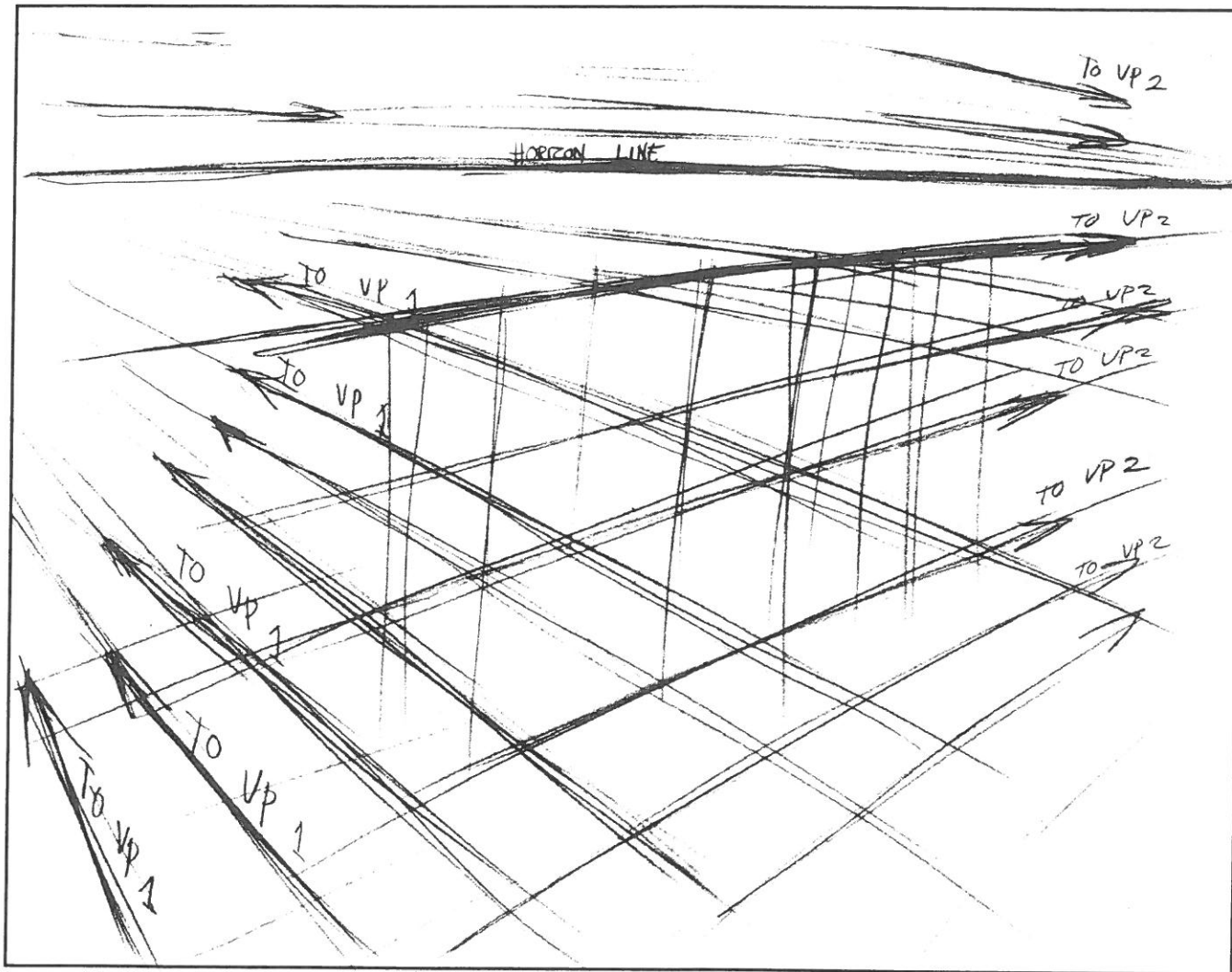
Thumbnail Sketches

Two-point perspective is the most commonly used method to create interesting drawings. It affords considerable flexibility in design while remaining relatively easy to calculate.

You'll note on the following pages these thumbnails put at least one of the vanishing points outside of the picture plane. The most common mistake in drawing two-point perspective is to put the vanishing points too close together thus making the drawing look distorted. By putting your station point far enough below the picture plane you can avoid distortion and have a convincing perspective drawing.



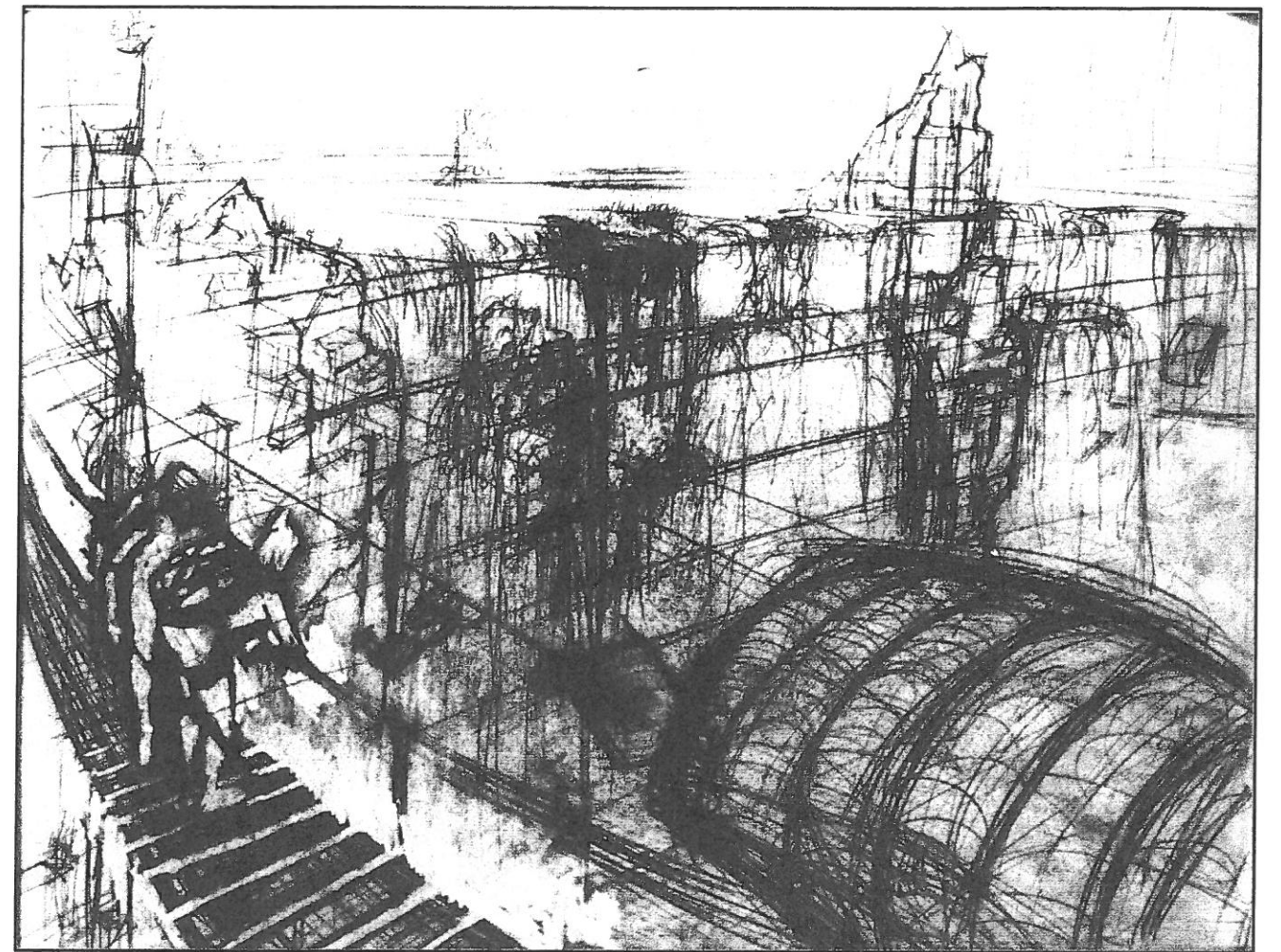




Two-Point Direct Drawing, Step 1- Perspective Grid

On a sheet of tracing paper use the direct drawing method, sketch in construction lines in pencil to aid you in establishing your perspective correctly. These construction lines are also valuable in designing your drawing, helping to create interesting shapes.

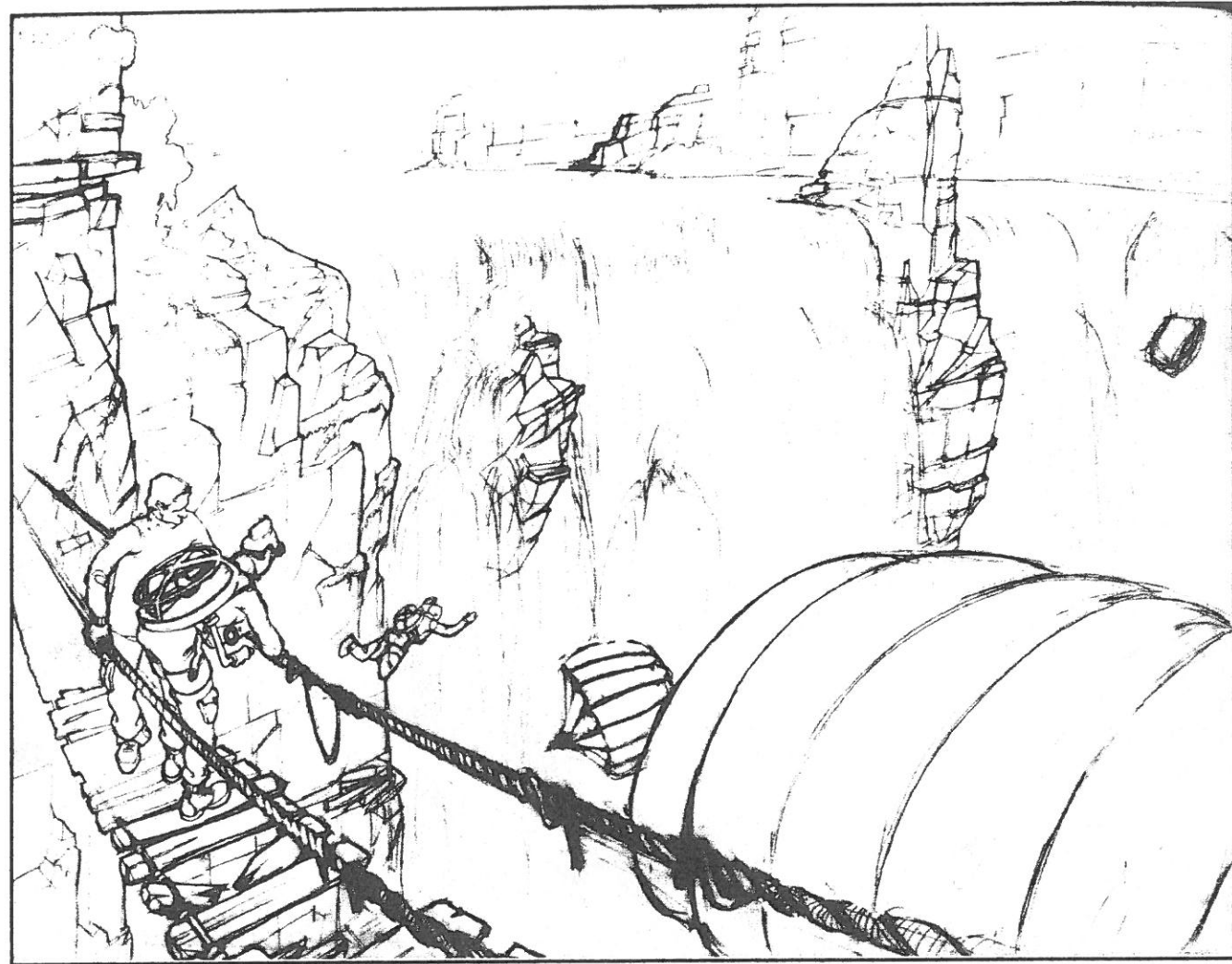
This reinforces the principle of perspective that all parallel lines go to the same point on the eye level.



Two-Point Direct Drawing, Step 2 - Block In

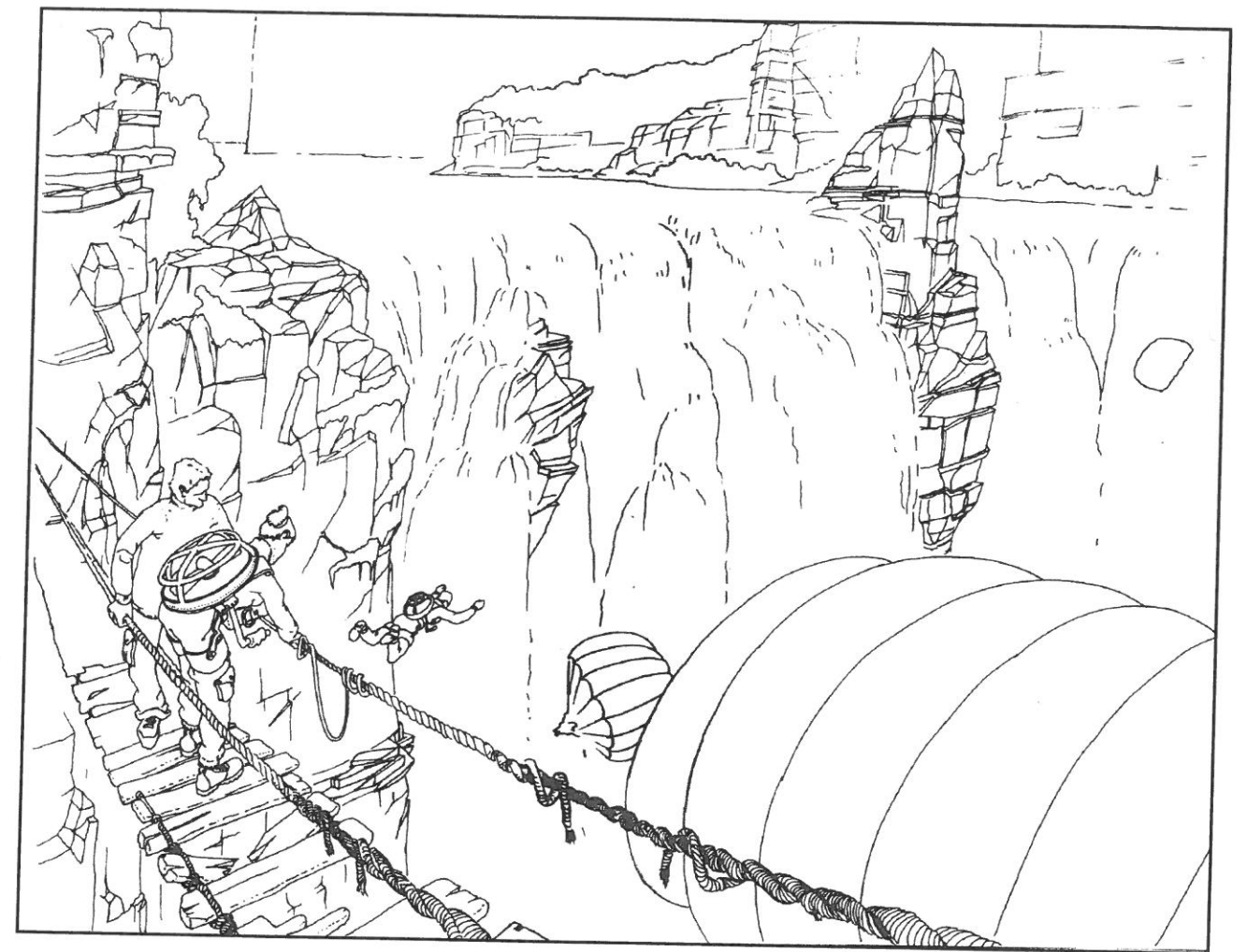
Block in your drawings. Be very sketchy at this stage by concerning yourself more with overall composition. If you focus in on the details too soon your design will fall apart, and it will be much harder to finish your drawing.

Work from large shapes to small shapes. The large shapes will help you put the smaller shapes in the correct place. It is much more difficult to work the other way around, if you go for the small shapes and details first they may look great individually, but as a whole will not be unified.



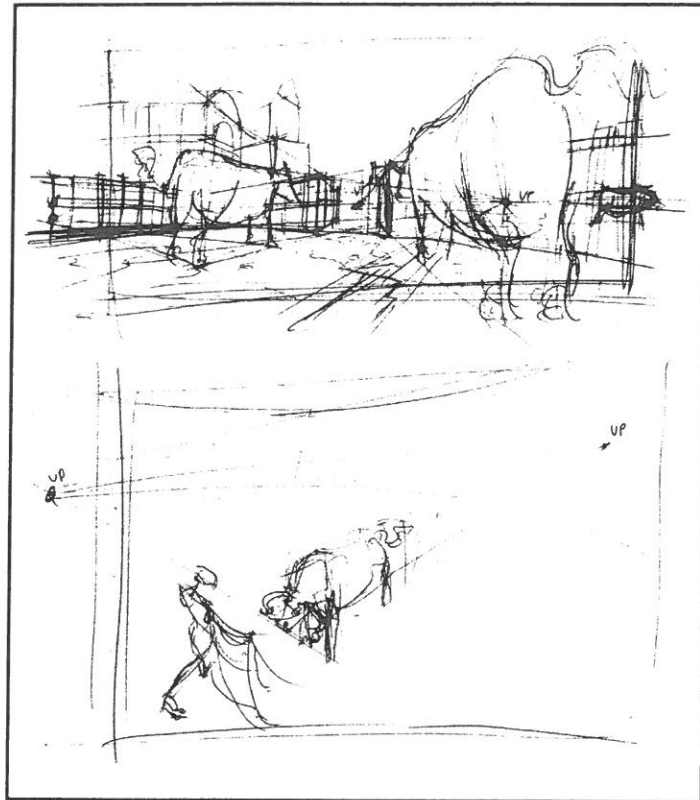
Two-Point Direct Drawing, Step 3 - Refine

After you've worked out your composition you can start refining your drawing. Clean up the lines and add more details. We are still working in pencil and on layers of tracing paper at this stage to keep our drawing clean so we don't want to put in too many details. Save that energy for the final, inked drawing. This refined drawing is too be a clear, strong layout that we can use to help us finish the drawing with confidence.



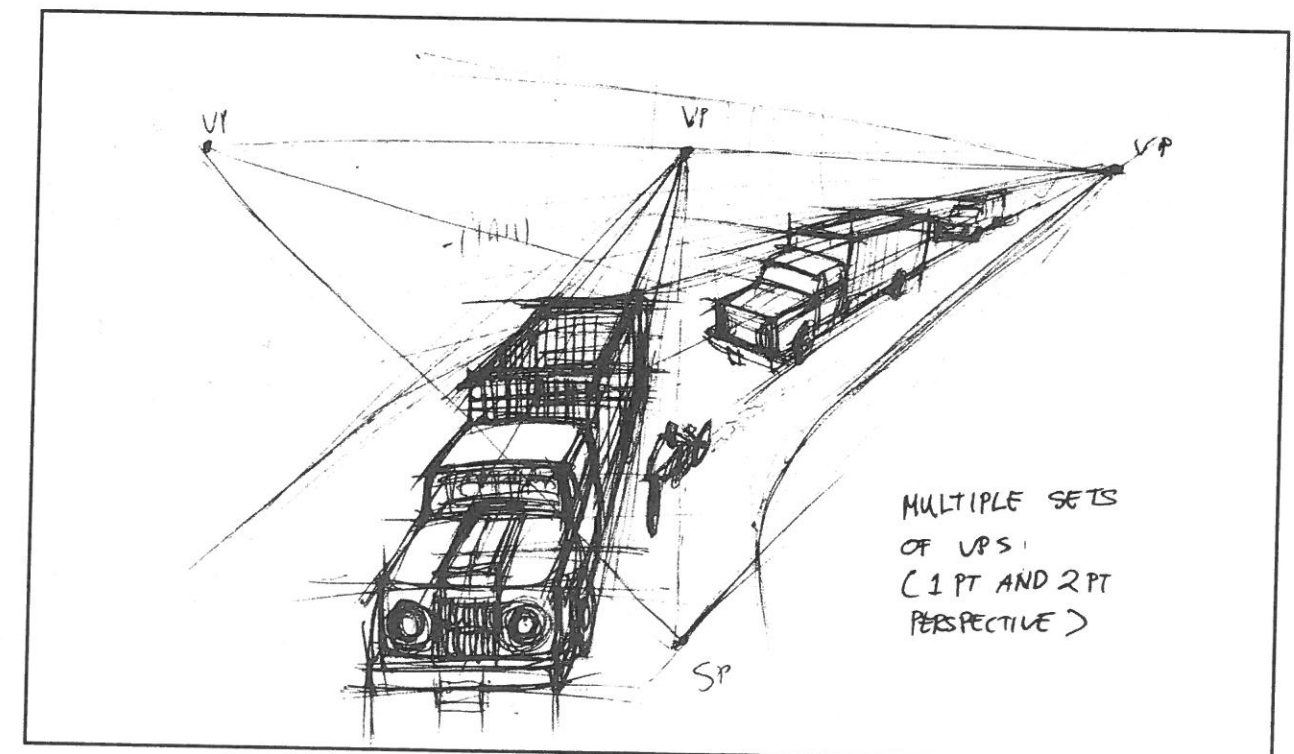
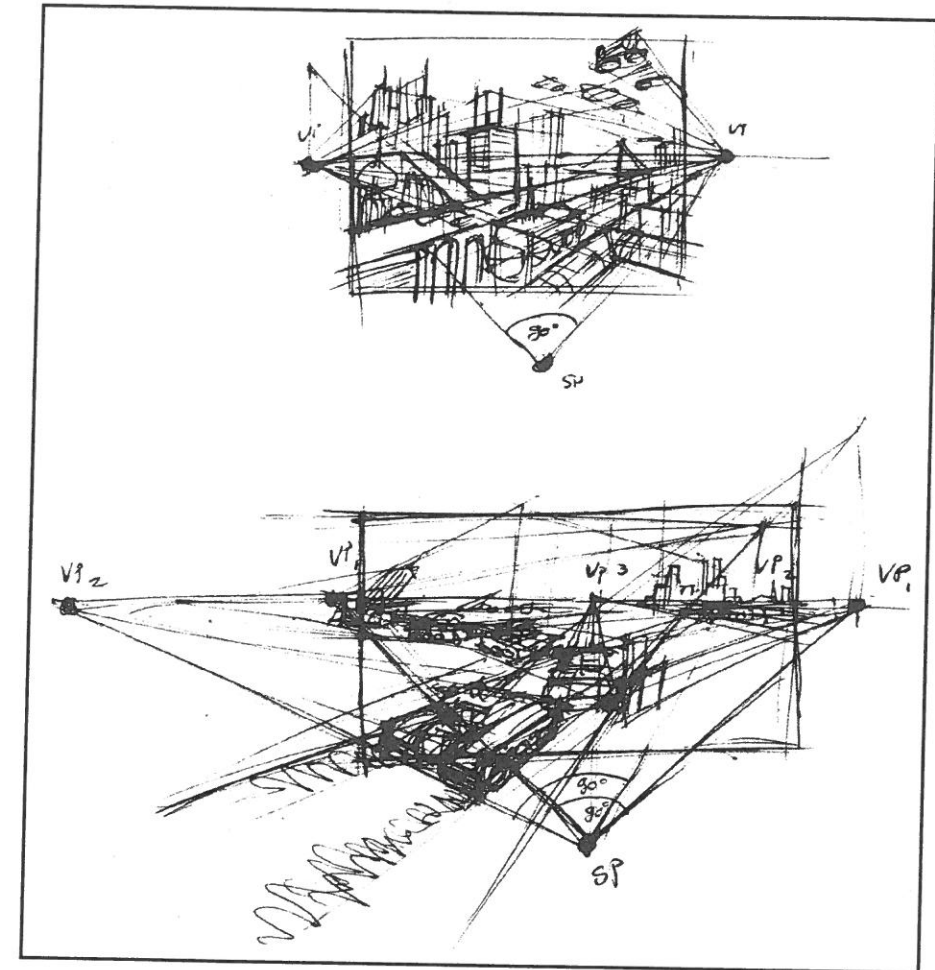
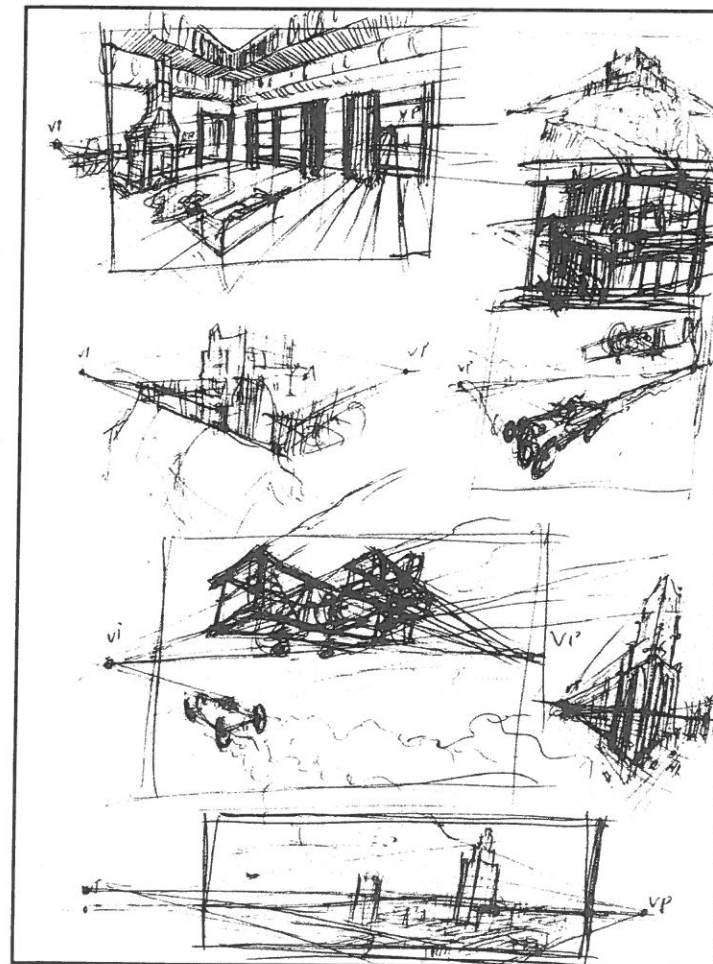
Two-Point Direct Drawing, Step 4 - Finish

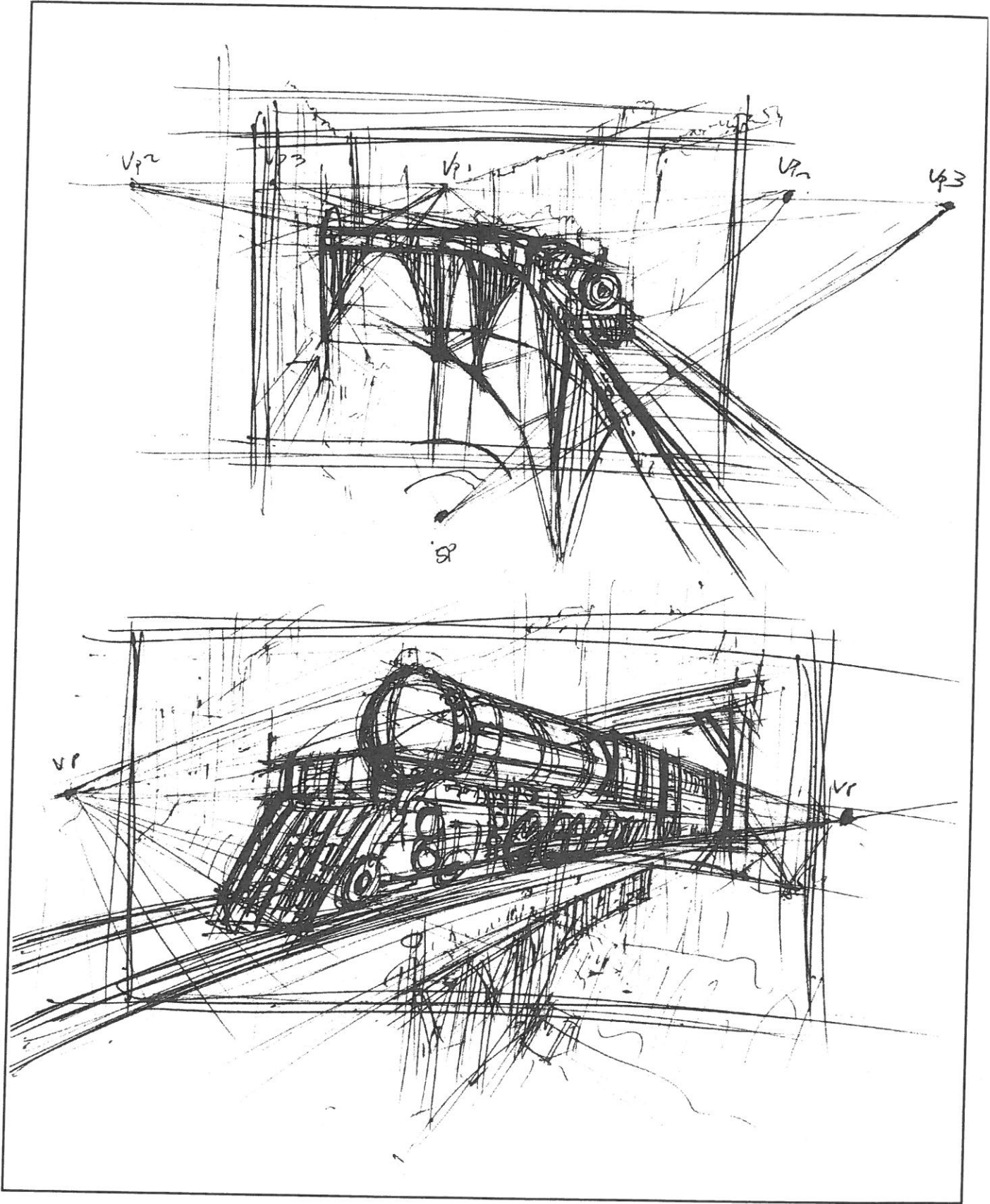
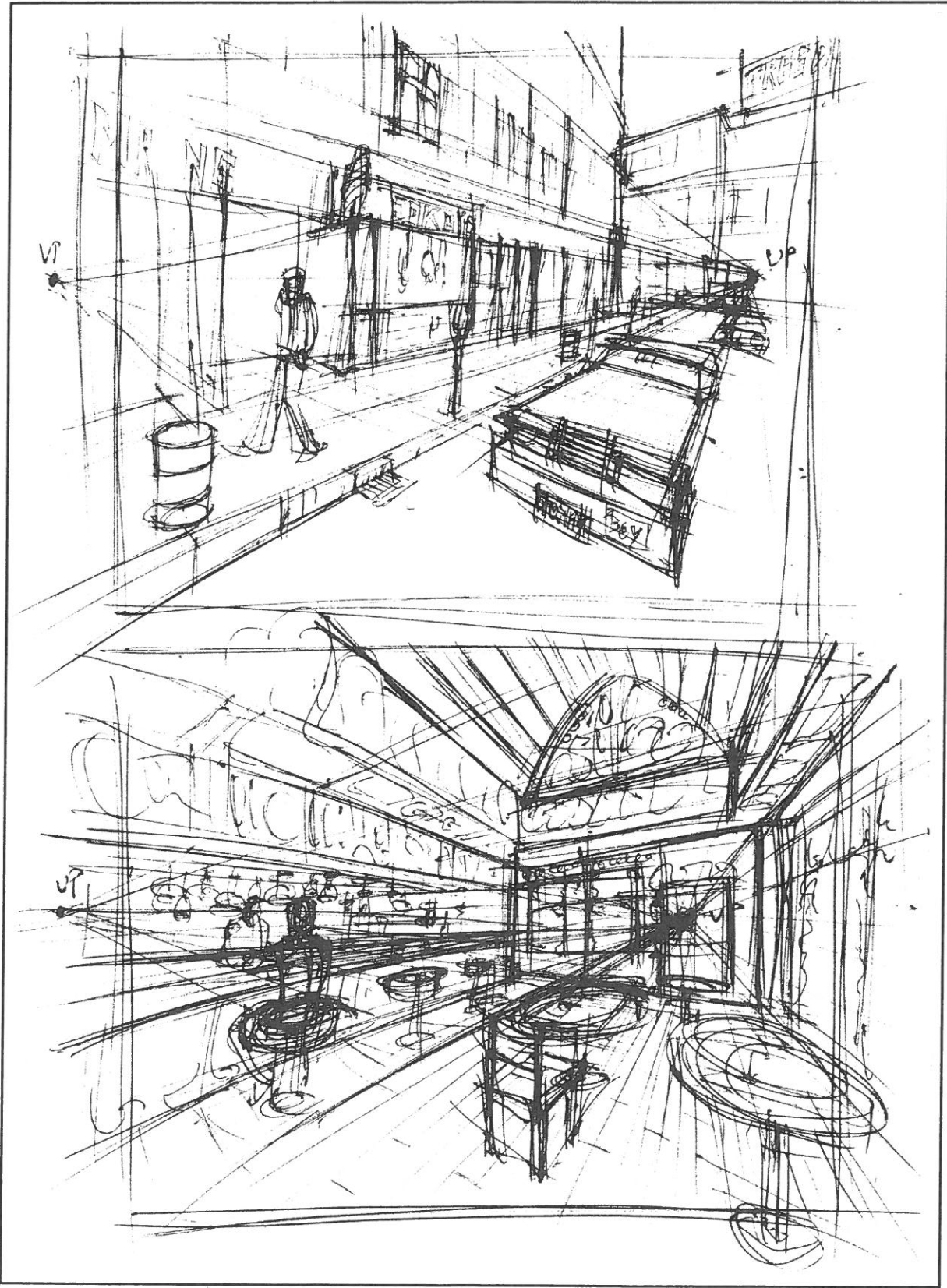
Ink your refined drawing. We like to use vellum or fine layout paper, not tracing paper for the final drawing. You can now apply atmospheric perspective to your line quality.

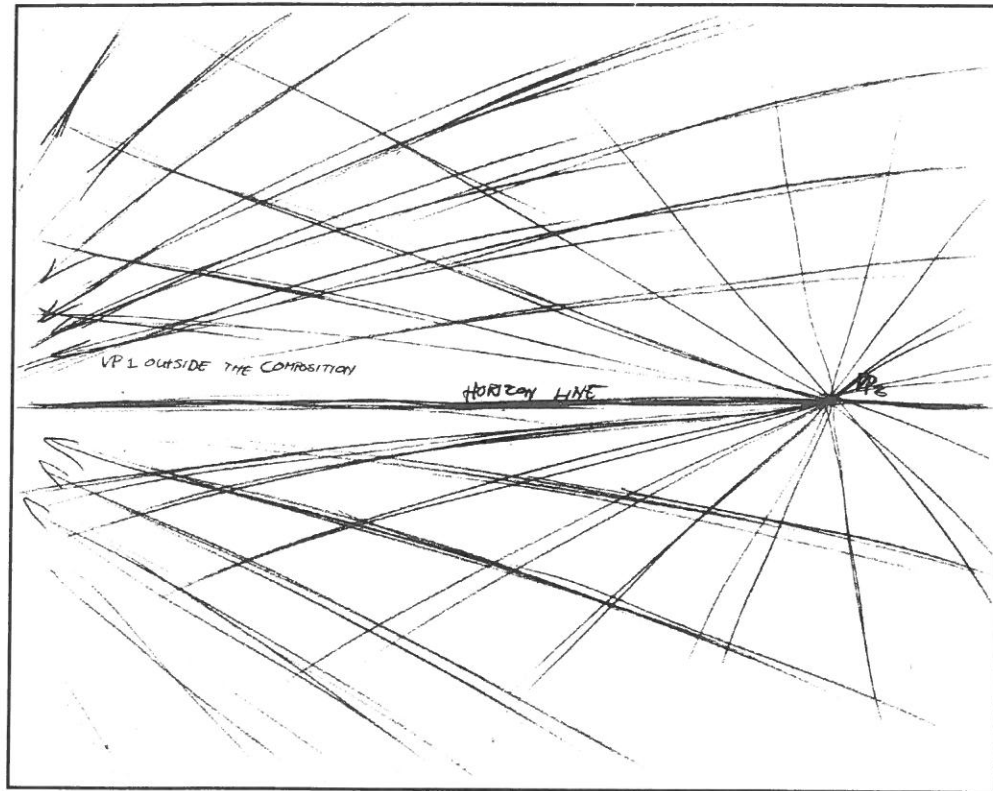


Get used to do a lot of thumbnails before you go to the finished drawing. Work out different concepts and find out solutions for problems you may find at this stage.

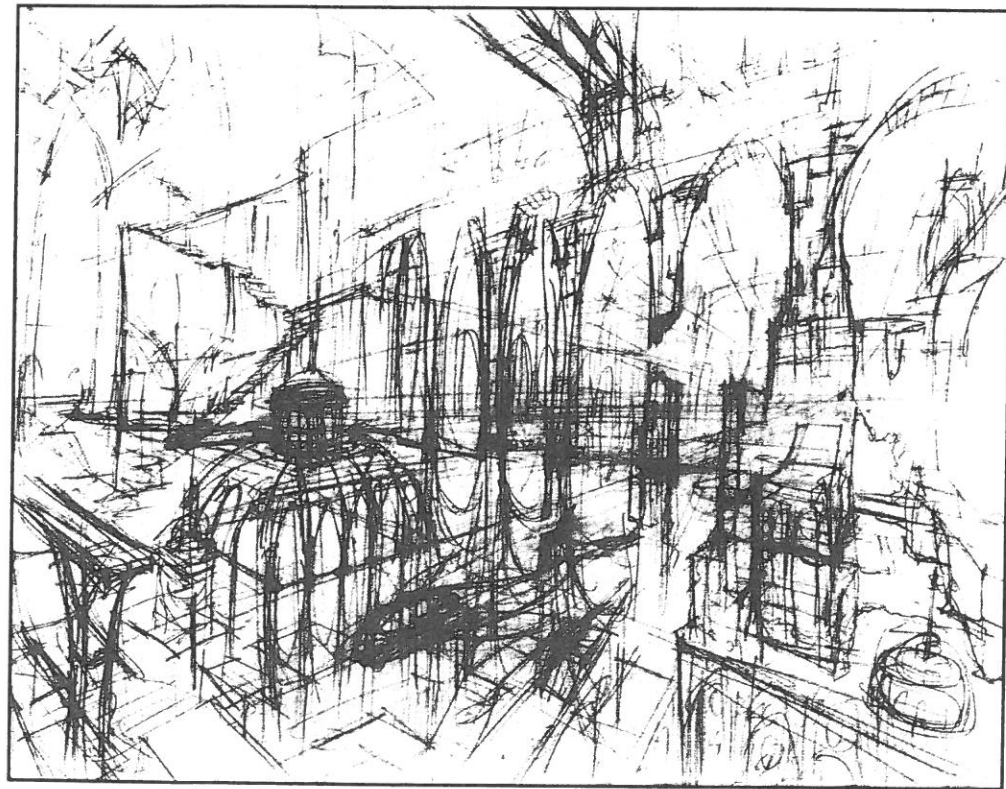
One of the advantages in doing thumbnails is that at this size, you can plot the vanishing points really far apart.







It is acceptable to put one of the vanishing points inside the composition, as long as it is not so much to the middle of the composition.



Notice that the right side area of the drawing, near the vanishing point is slightly distorted. This is acceptable because the distortion area does not cover a large space.



The distortion on the right side of the composition, in some ways actually enhances the overall feeling of the gigantic space.





Although It is not always mandatory to start a composition from the method of building construction lines and it's respective vanishing points (like a rough sketch for example), the artist should at least be aware of the approximate location of the vanishing points.

Two-Point Perspective Theory: Pulldown Technique

