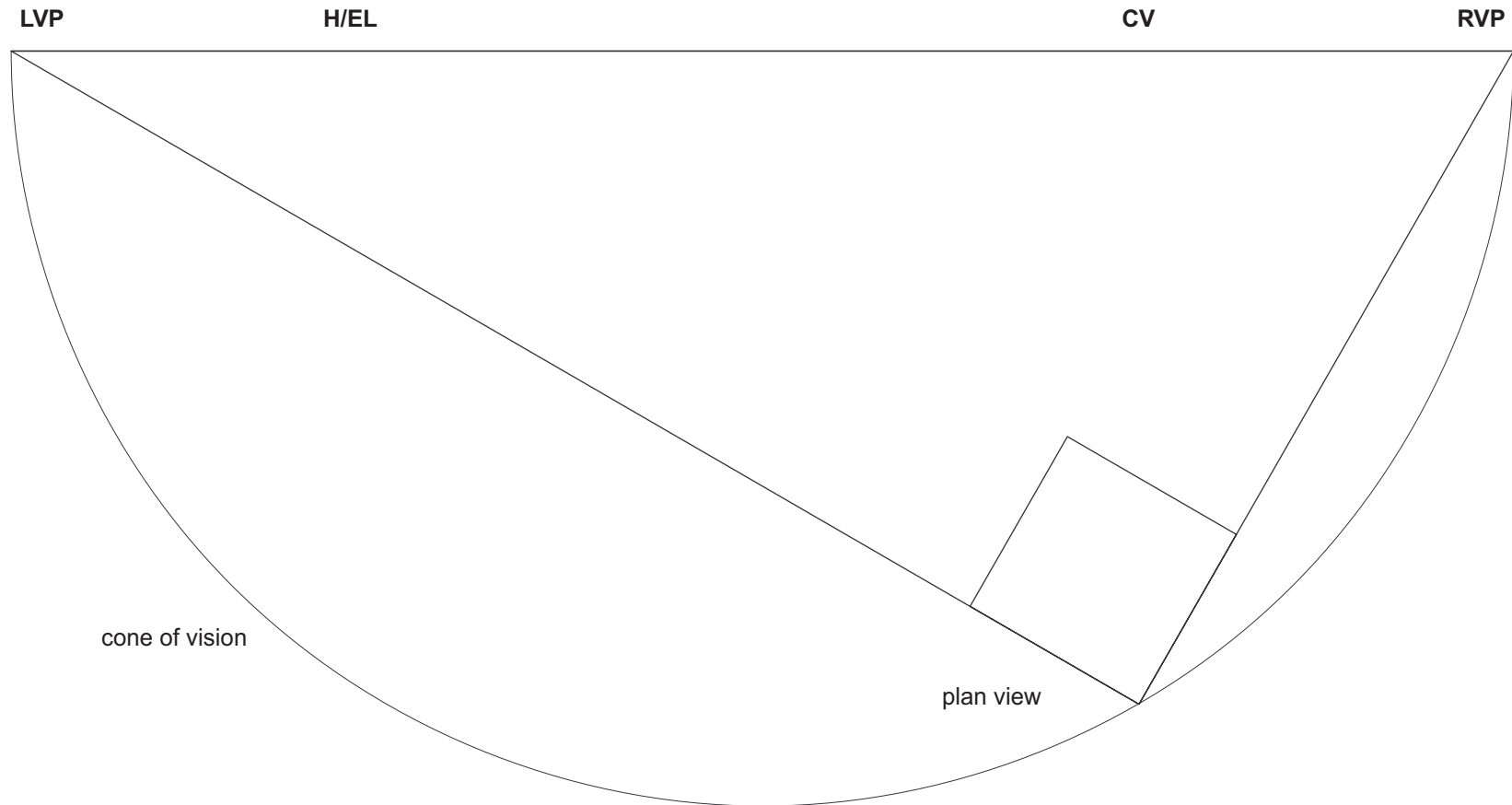


HOW TO DRAFT ONE CUBE IN TWO-POINT PERSPECTIVE

Rebecca B. Bennett



TERMS:

Two-Point Perspective: Of the three sets of parallel lines in a cube, two are shown to vanish.

CV: Center of Vision - the center of the cone of vision.

LVP: Left Vanishing Point. Sometimes called "VP1."

RVP: Right Vanishing Point. Sometimes called "VP1."

H/EL: Horizon/Eye Level.

Cone of Vision: All that can be seen with one eye.

Vanishing Point: In perspective, where it appears that parallel lines meet.

Plan View: this is what the object looks like if you are looking down on it.

Ground Level: this is where the front of the object sits.

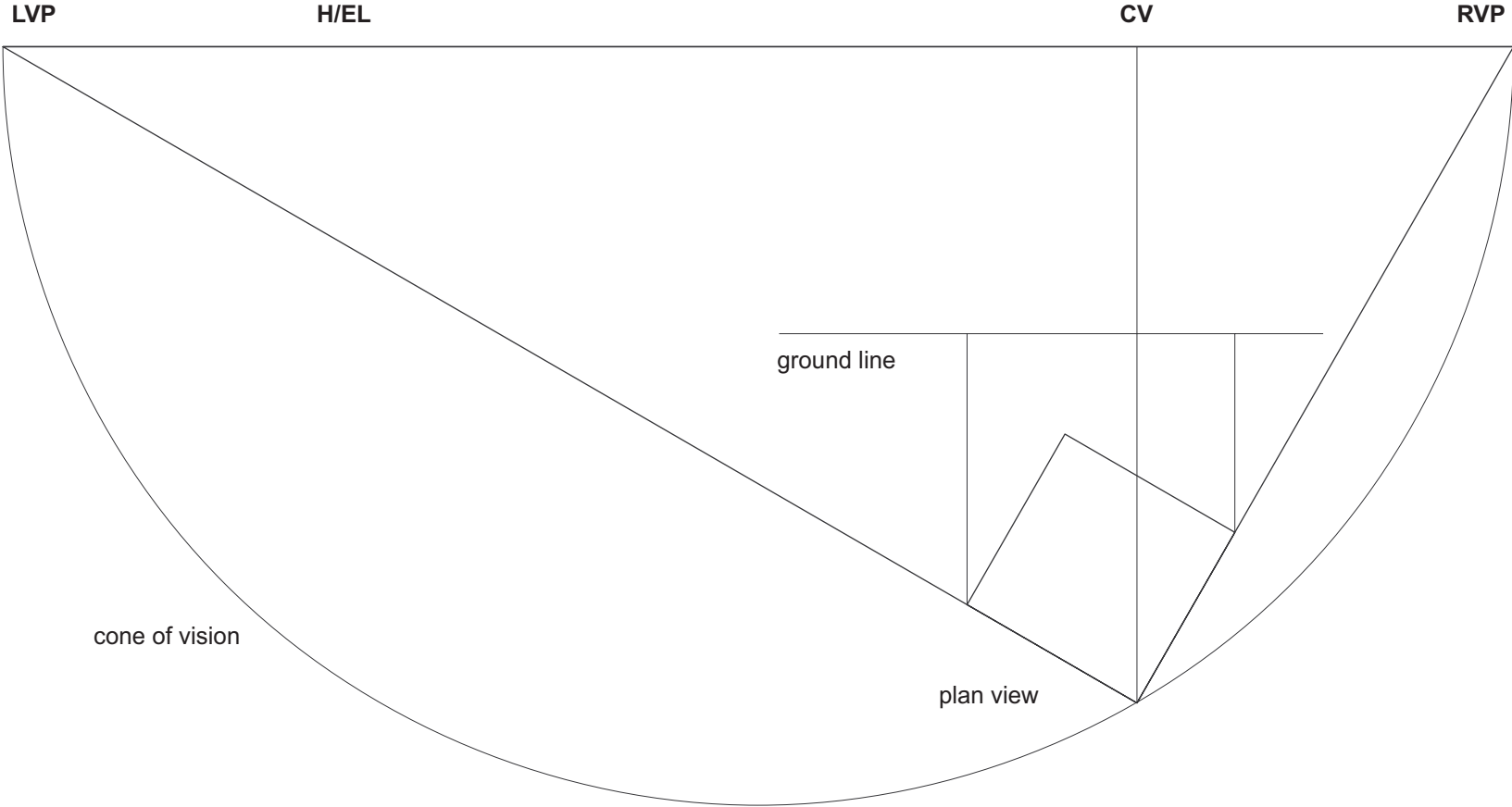
Orthogonal: Line that goes to the vanishing point.

step 1

draft cone of vision,
plan view

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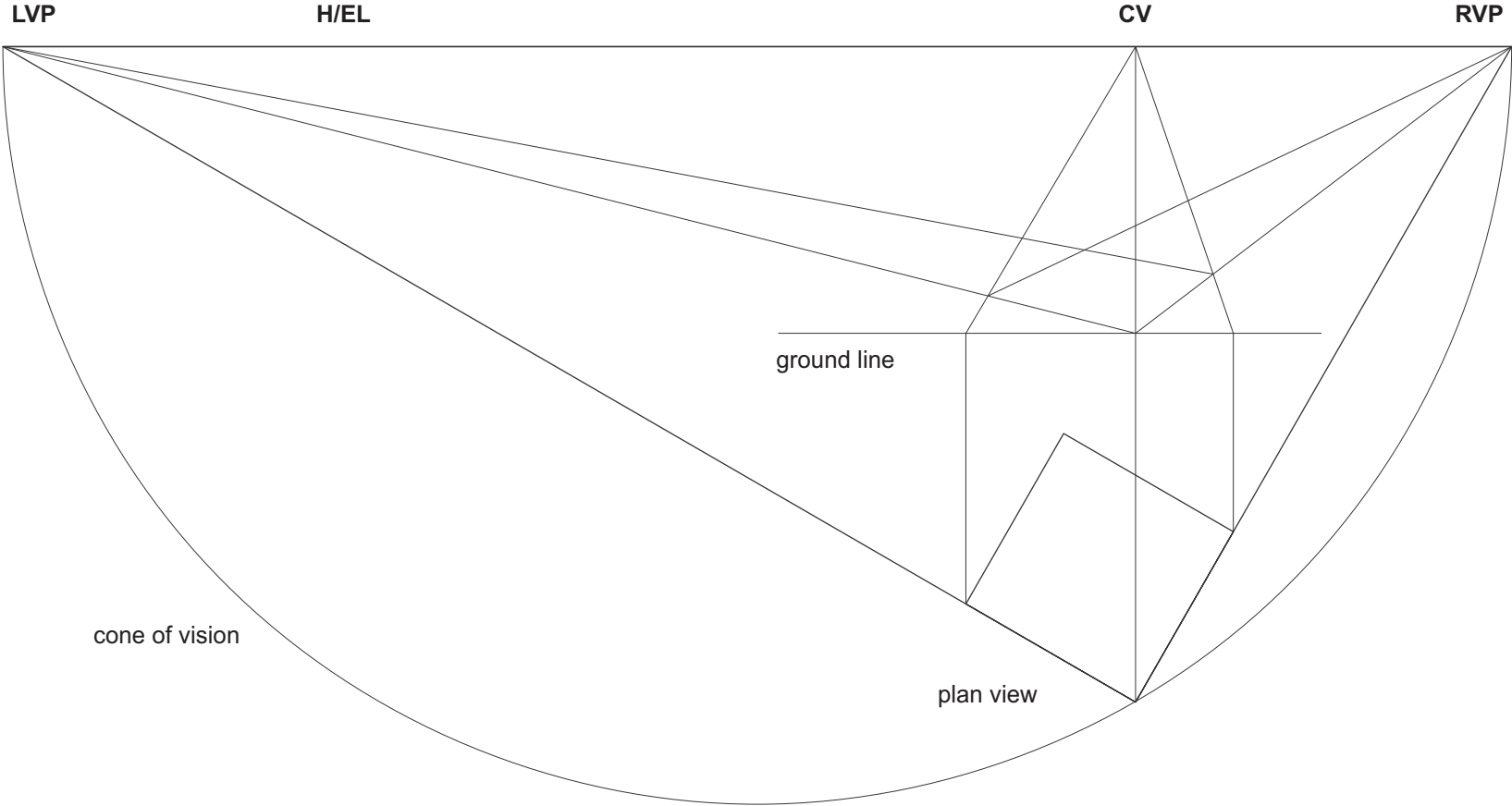


NOTES:

step 2
draft Ground Line, bring
“front” corner of plan
view to H/EL, bring sides
to GL

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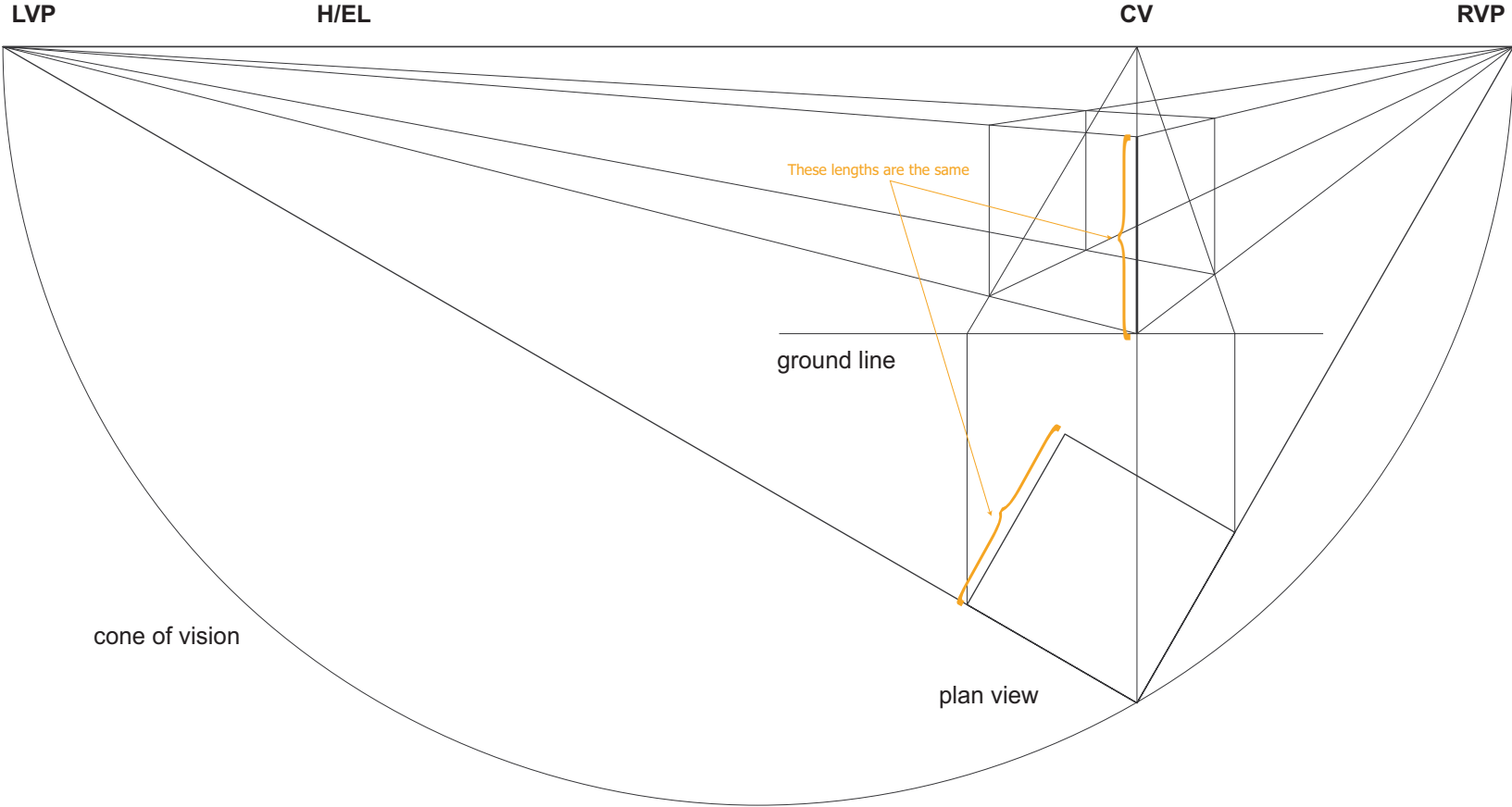


NOTES:

step 5
create orthogonal lines

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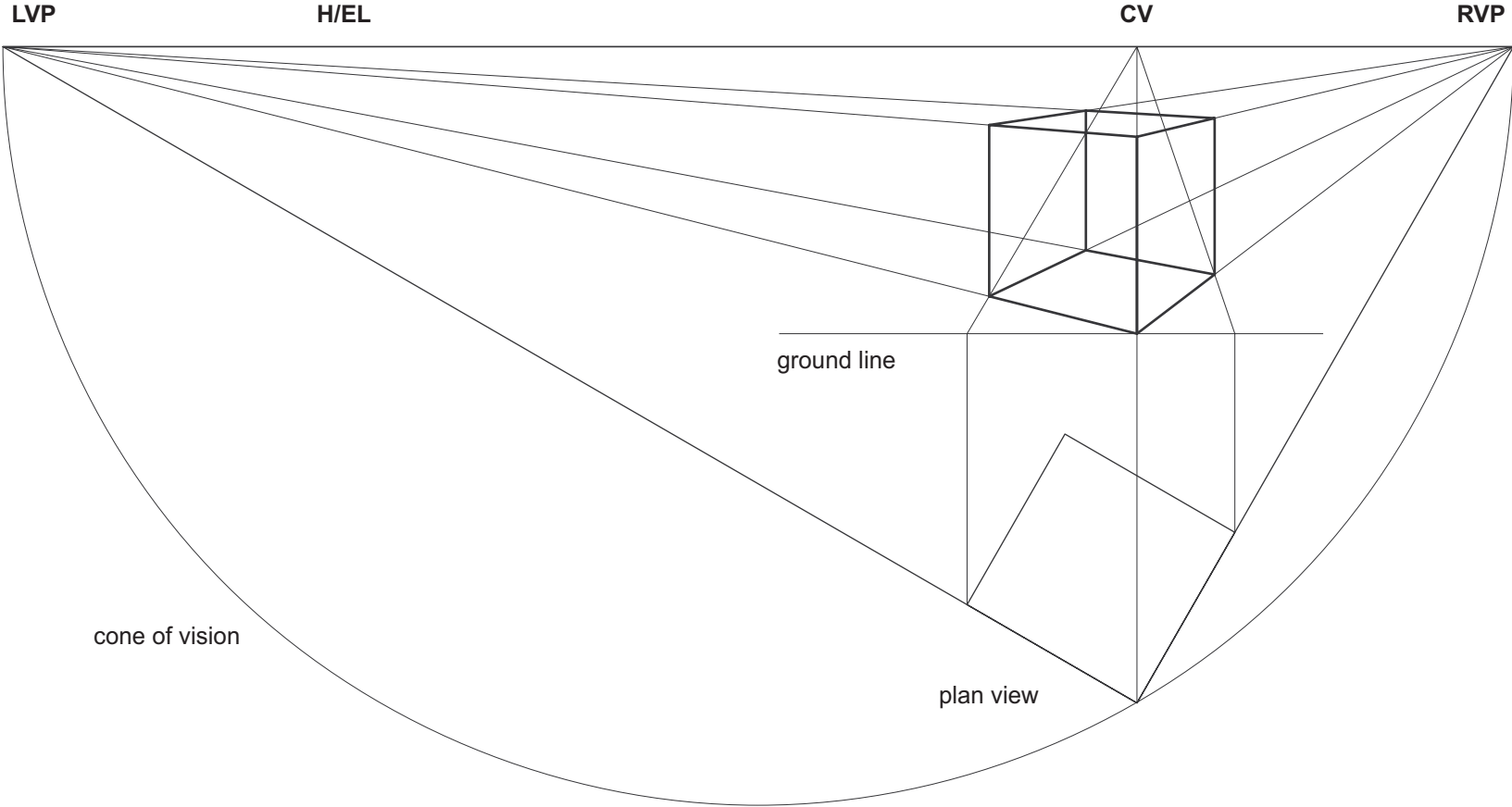


NOTES:

- step 6**
using the length of one edge of the square in the plan view, determine height of cube
- create remaining orthogonal lines and back line of cube

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NOTES:

step 7
adjust line weight