

HOW TO A CUBE IN THREE POINT PERSPECTIVE

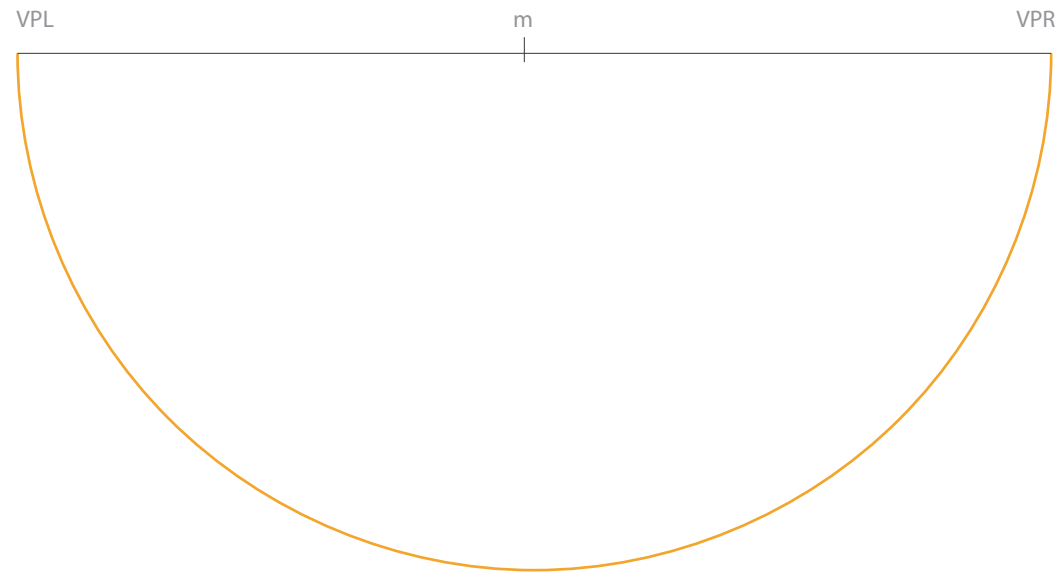
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step 1
Establish the H/EL and VP1 and VP2.

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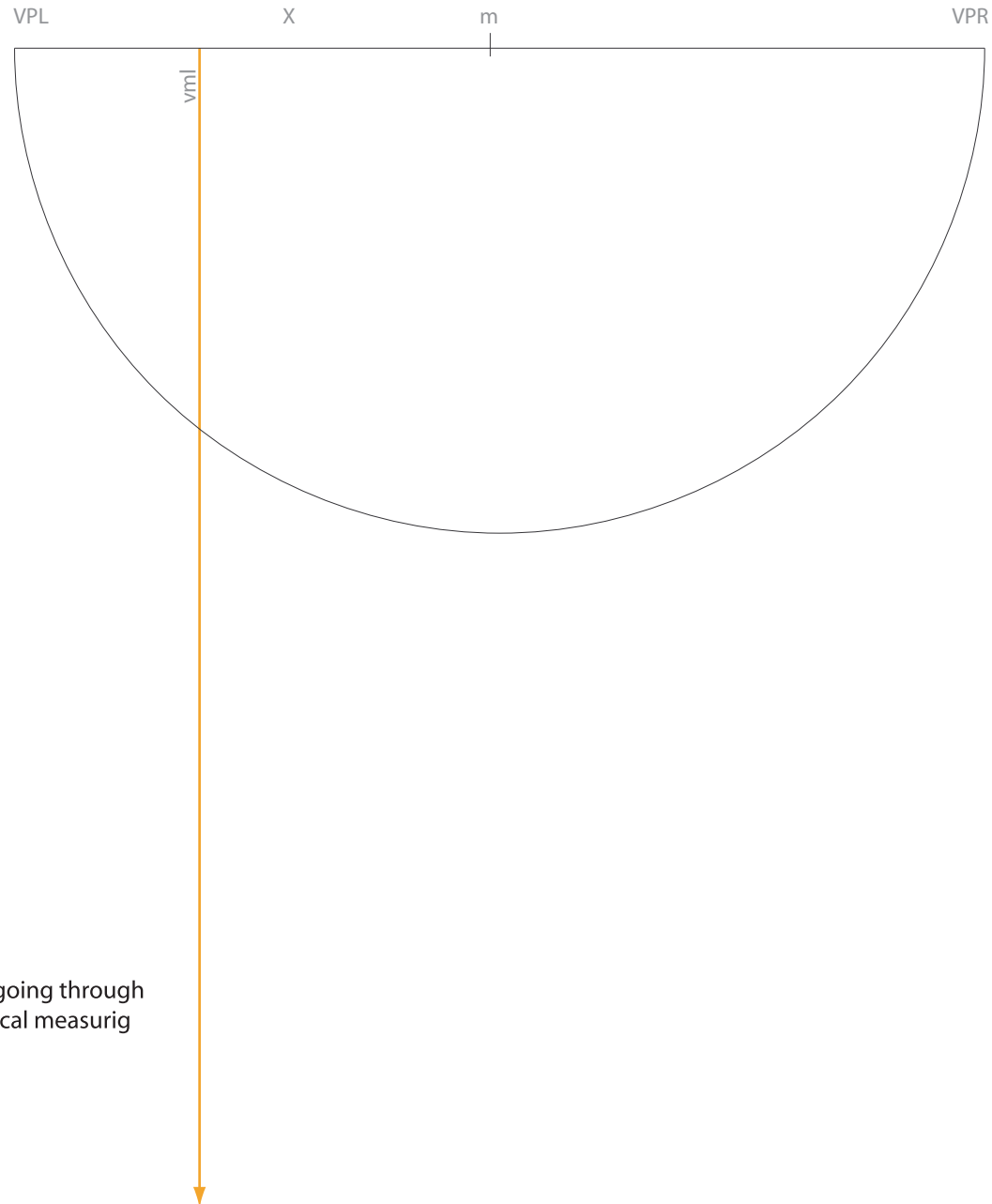
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step 2
Find the center of this line ("m") and draw a half circle from VP1 to VP2.

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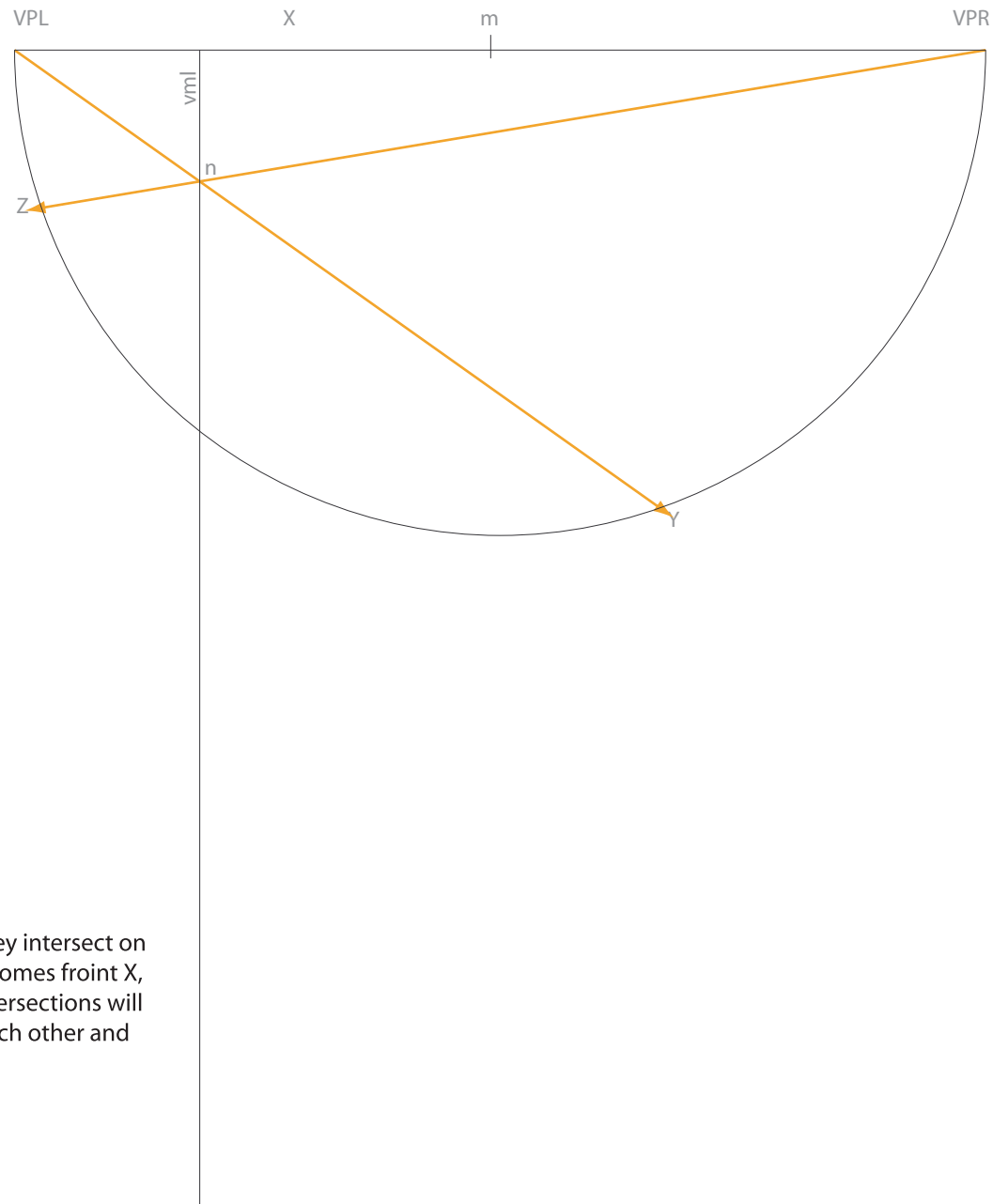
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step 3
Draft a line perpendicular to the H/EL going through the arbitrary (you decide) point. This is the vertical measuring line (vml).

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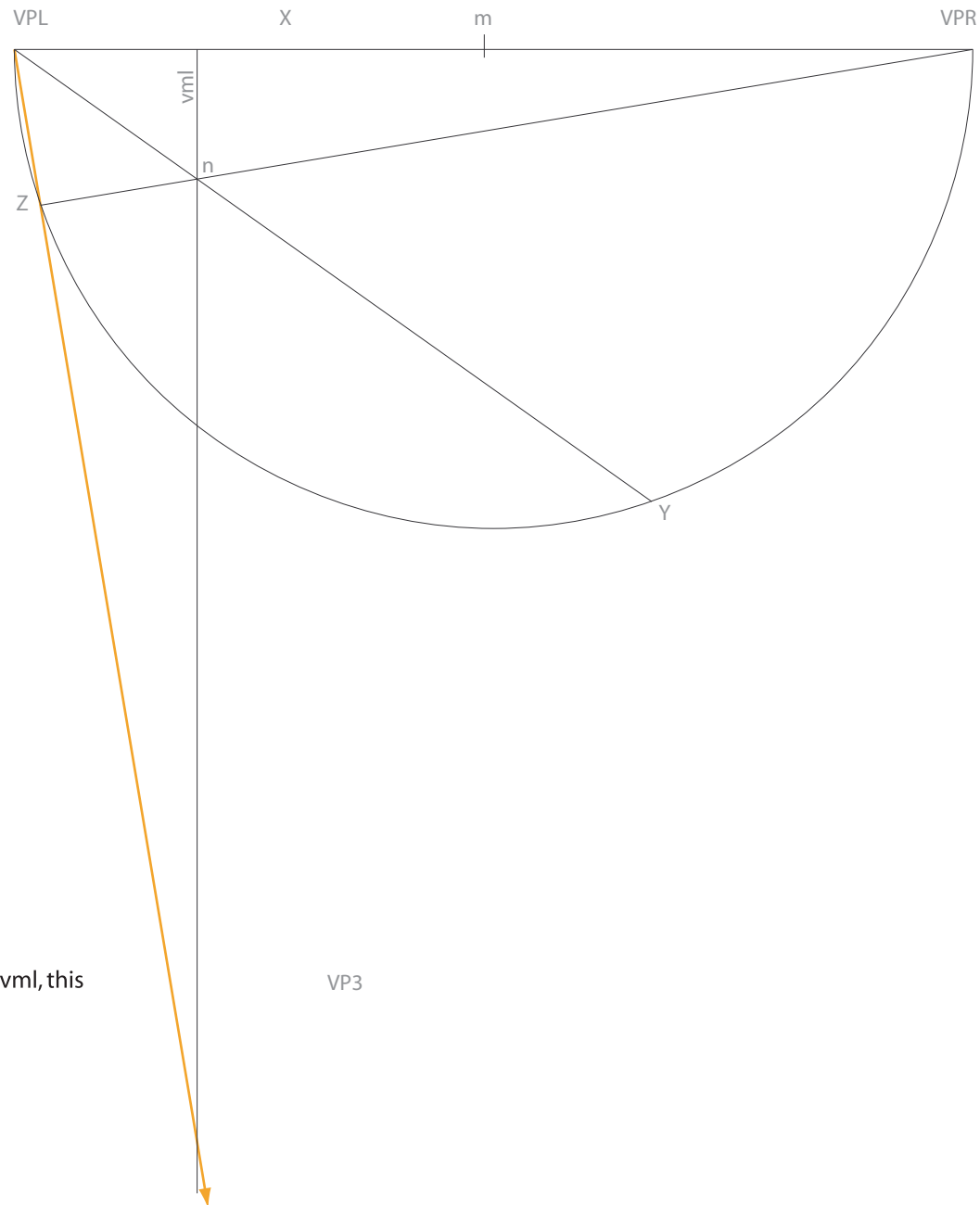


step 4

Draft two lines from the VPs so that they intersect on the vml (vertical measuring line) that comes from X, and continue to the half circle. The intersections will be "Z" and "Y". Where they intersect each other and vml will be called *n*.

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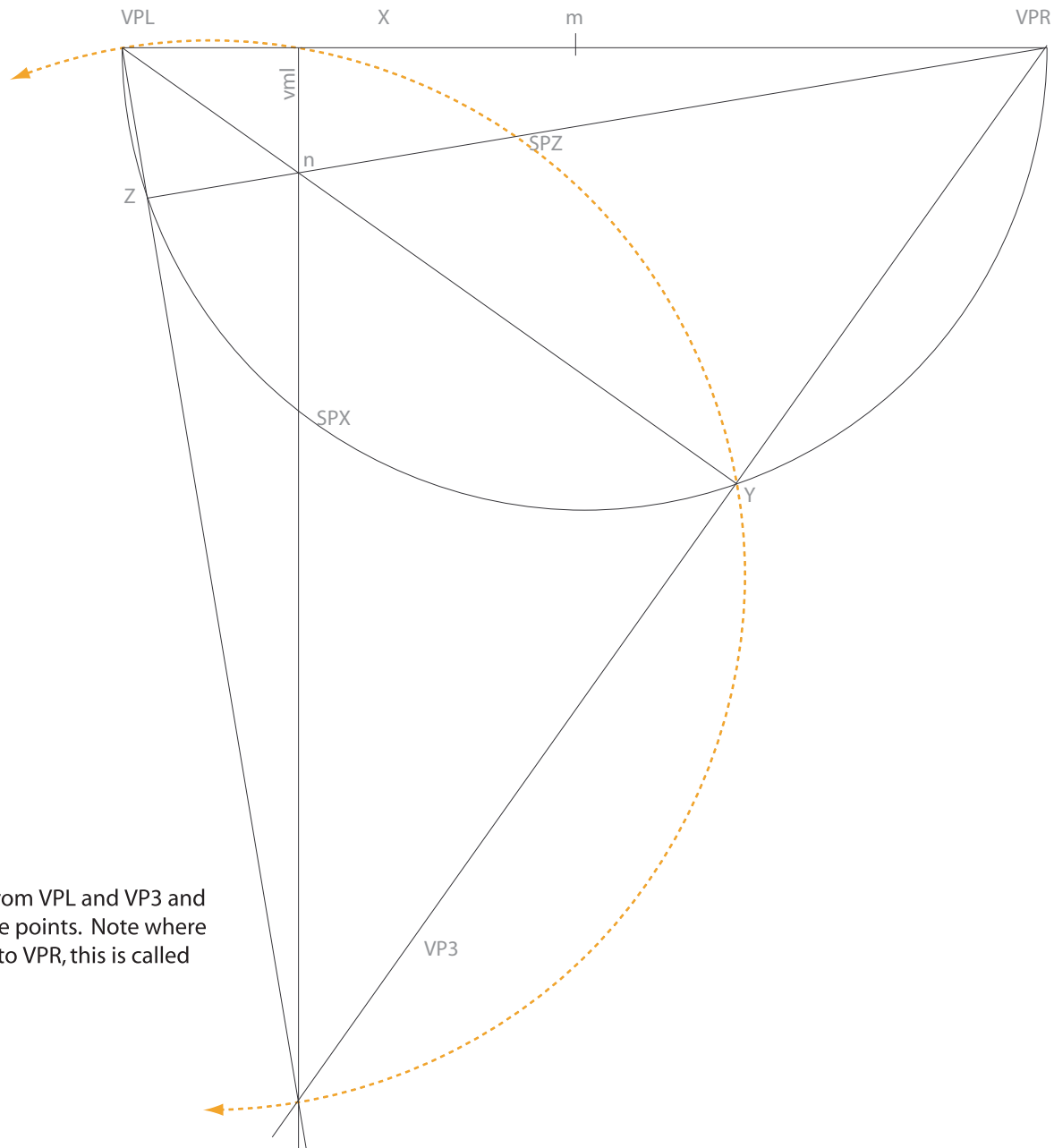
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step 5
From VPL draw a line through Z to the vml, this intersection is VP3.

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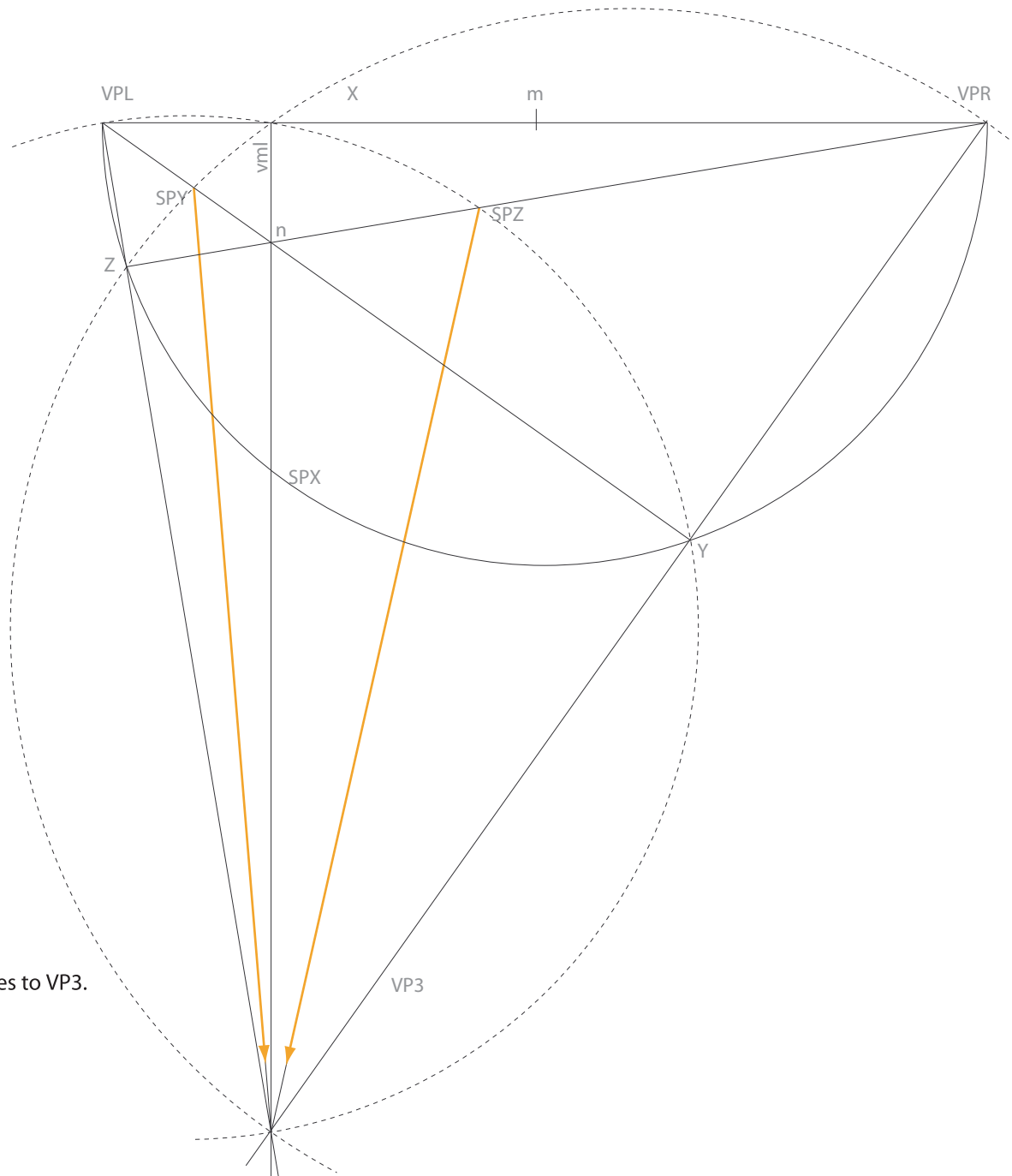
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step 7
Find the center of the line from VPL and VP3 and make a half circle from these points. Note where it intersects the line from Z to VPR, this is called SPZ (station point Z).

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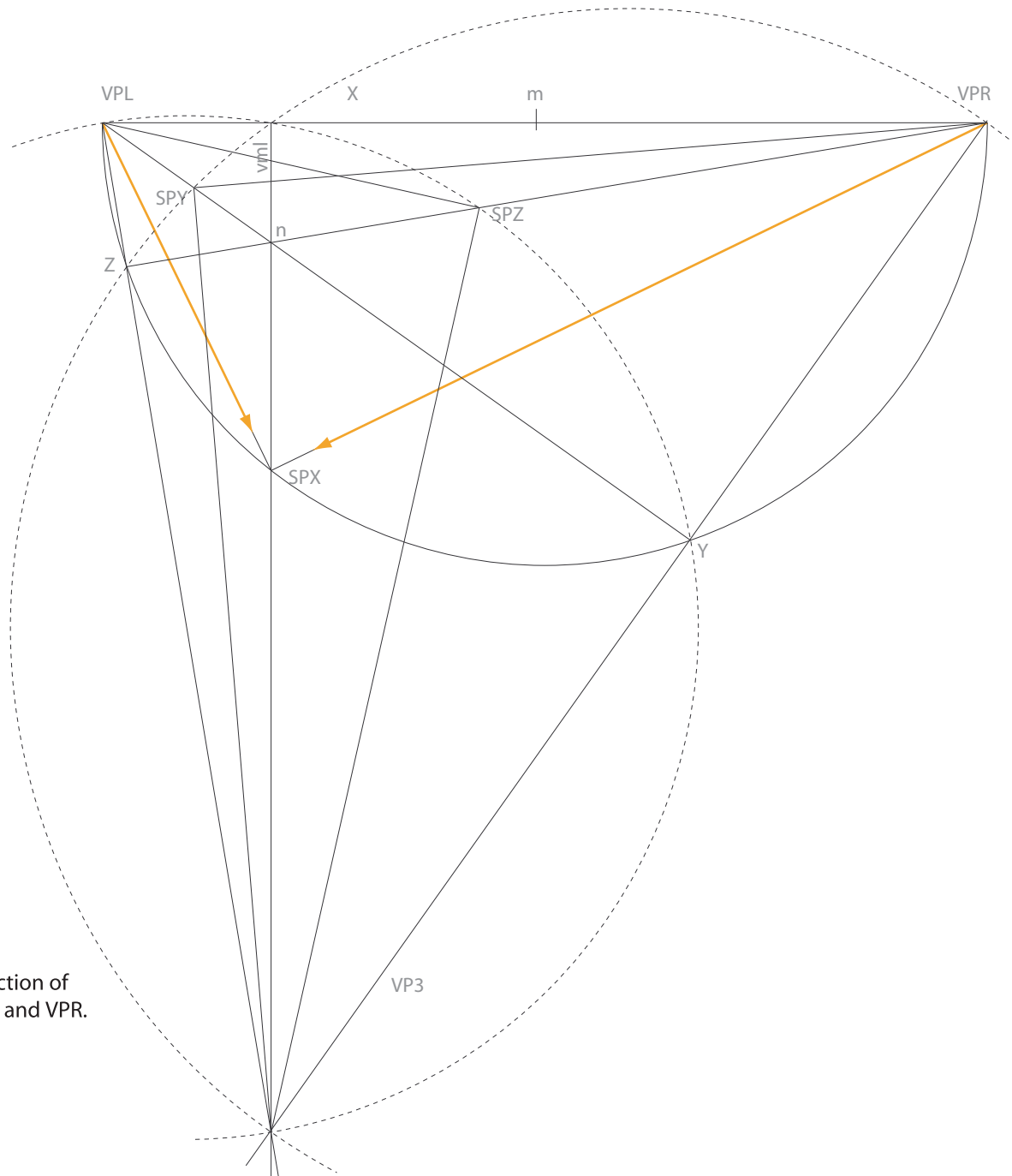
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step 9
From SPZ and SPY extend lines to VP3.

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step 11
Extend lines from the intersection of
vml with the 1/2 circle to VPL and VPR.

