

I pt Perspective

Made EZ

Perspective Final Street/City

Made EZ

Perspective Terms and Abbreviations

Horizon Line - HL

Line that represents where the sky meets the land. Vanishing points will always be on the horizon line.

Vanishing Point - VP

Point at which all parallel lines converge. There are 1, 2, and 3 point perspectives. If you have more than 1 VP, label them VP 1, VP 2...

Ground Measure Line - GML

Baseline used for all measuring within perspective.

Centerline - CL

Line that represents the center of 1 point perspective or the place where 1 and 2 point perspectives meet.

Measuring Point - MP

Point used to measure to the GML. By drawing from the MP to a place on the GML, you can find where a measurement is in perspective.

Tips;

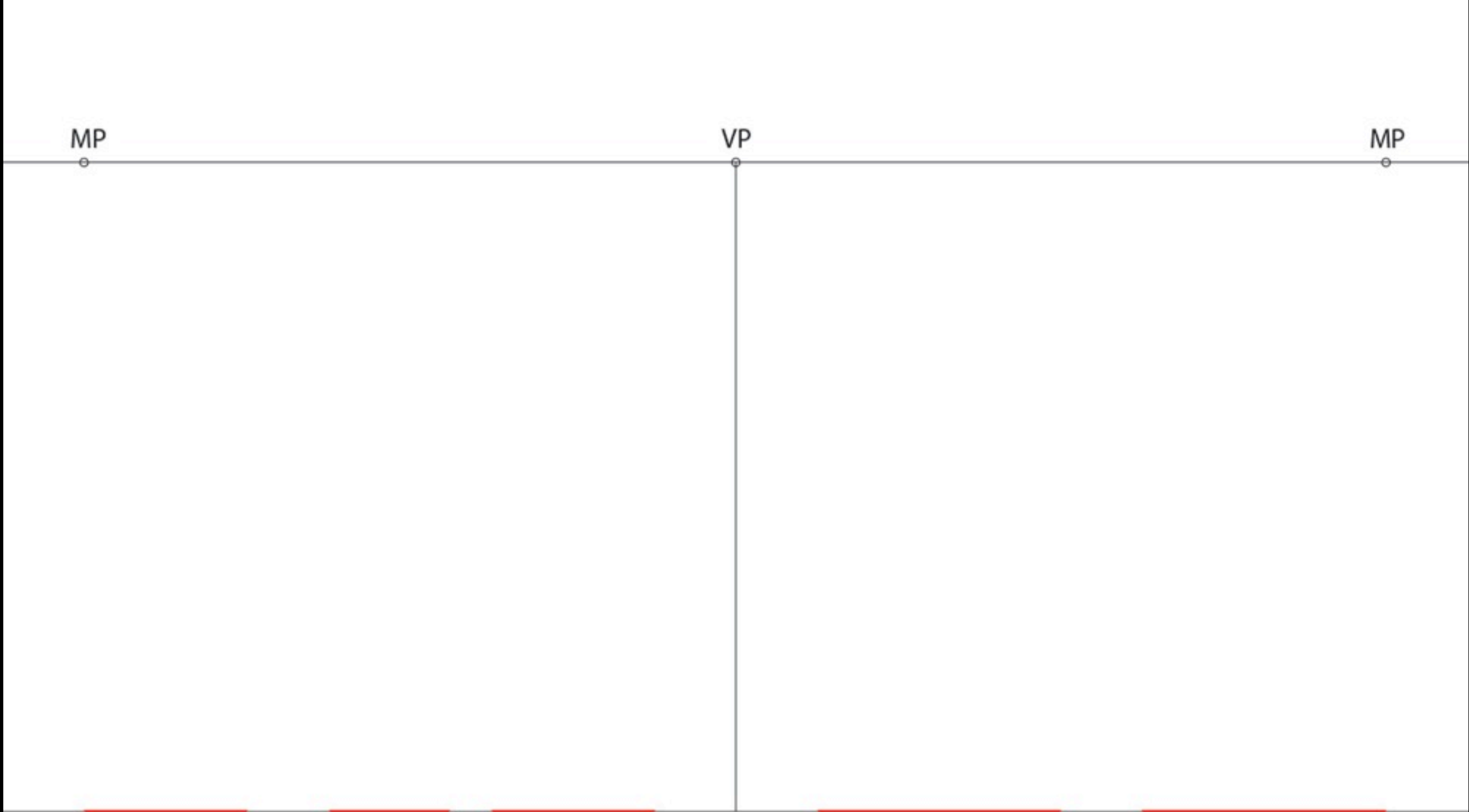
Work from back to front.

Work from the outside in.

Keep your lines light.

Use a bold color to outline shapes.

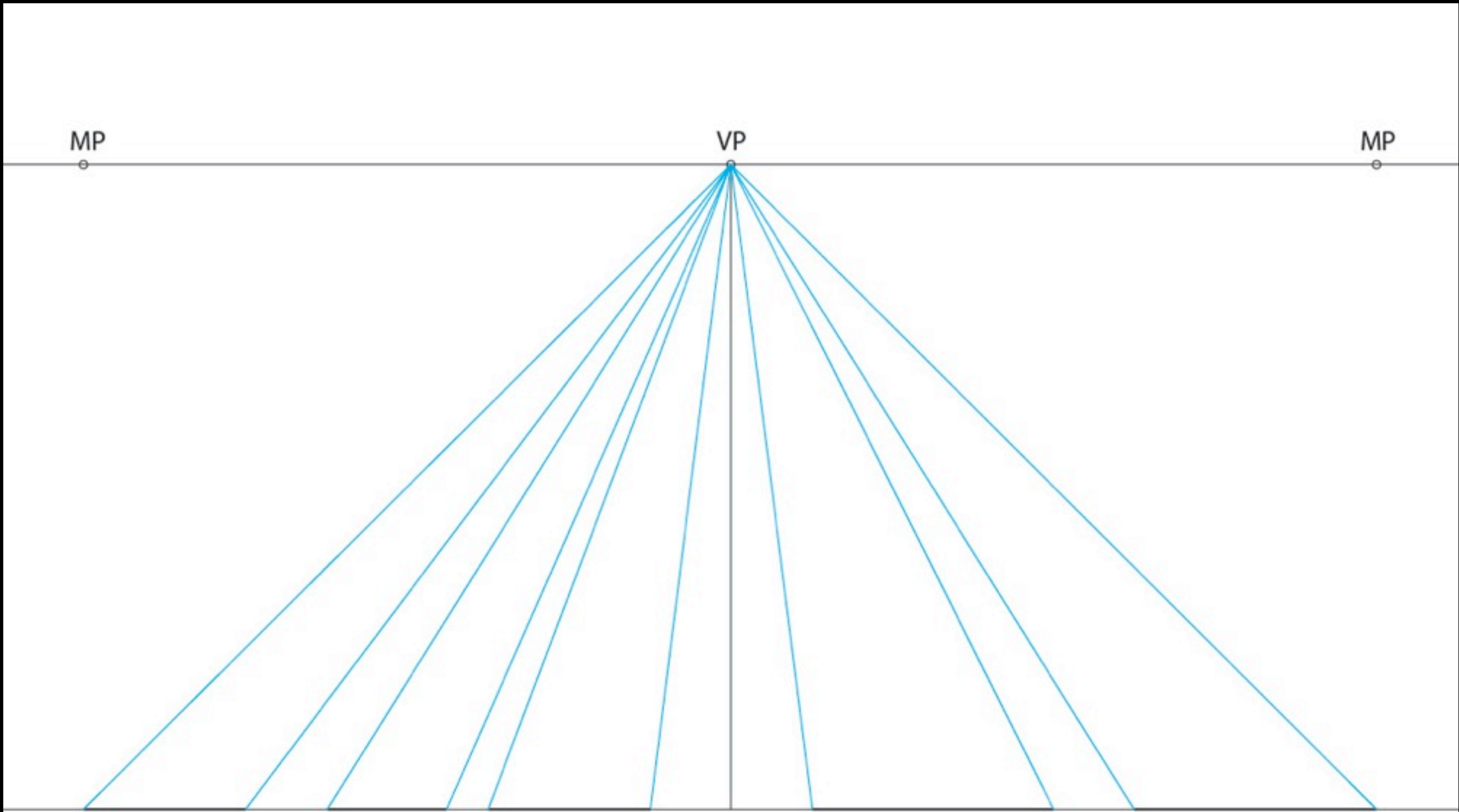
DO NOT PANIC, one line at a
time, it can be done!



GML

CL

Decide how wide to make your buildings



MP

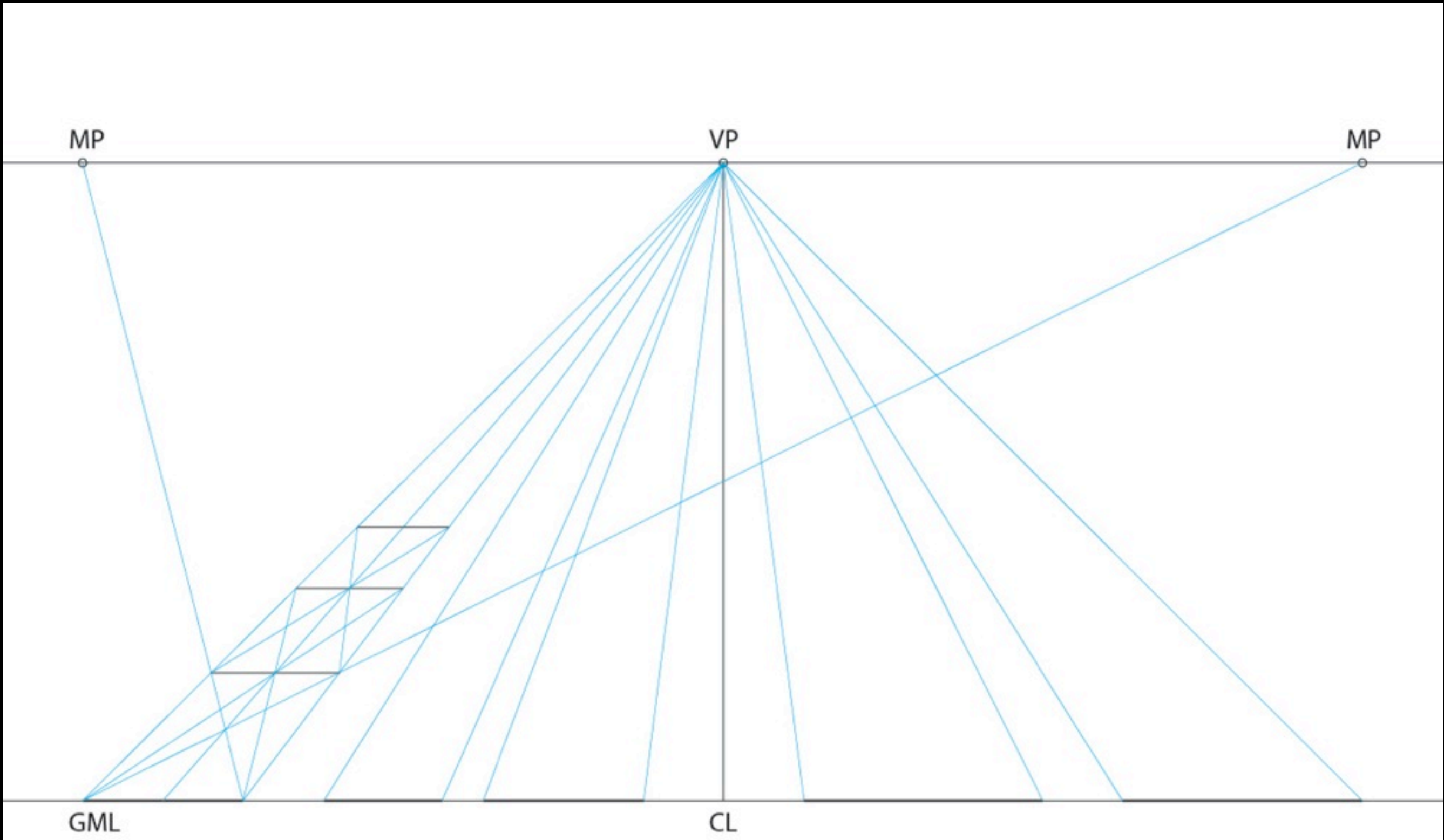
VP

MP

GML

CL

Take your lines back to perspective.



MP

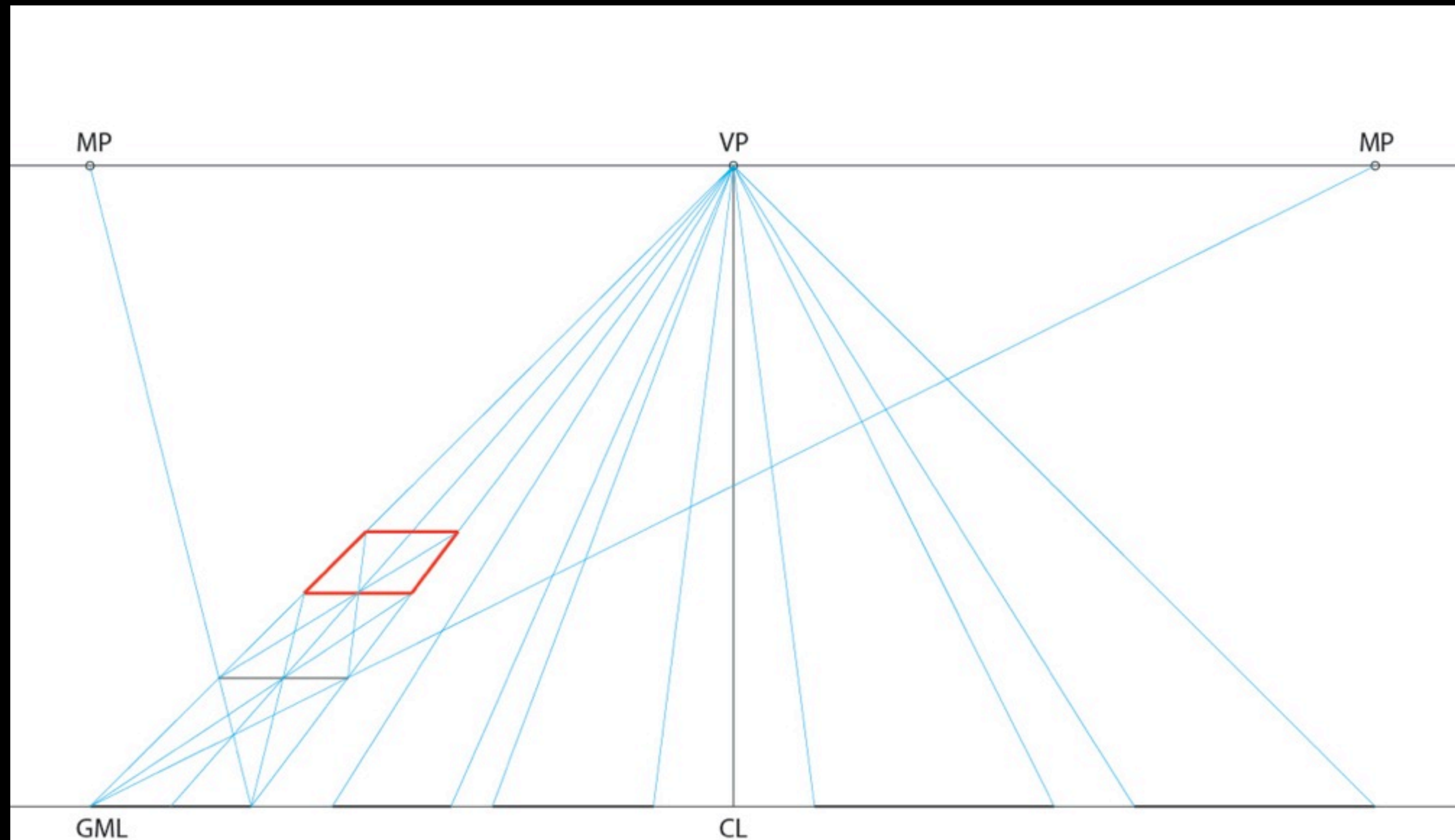
VP

MP

GML

CL

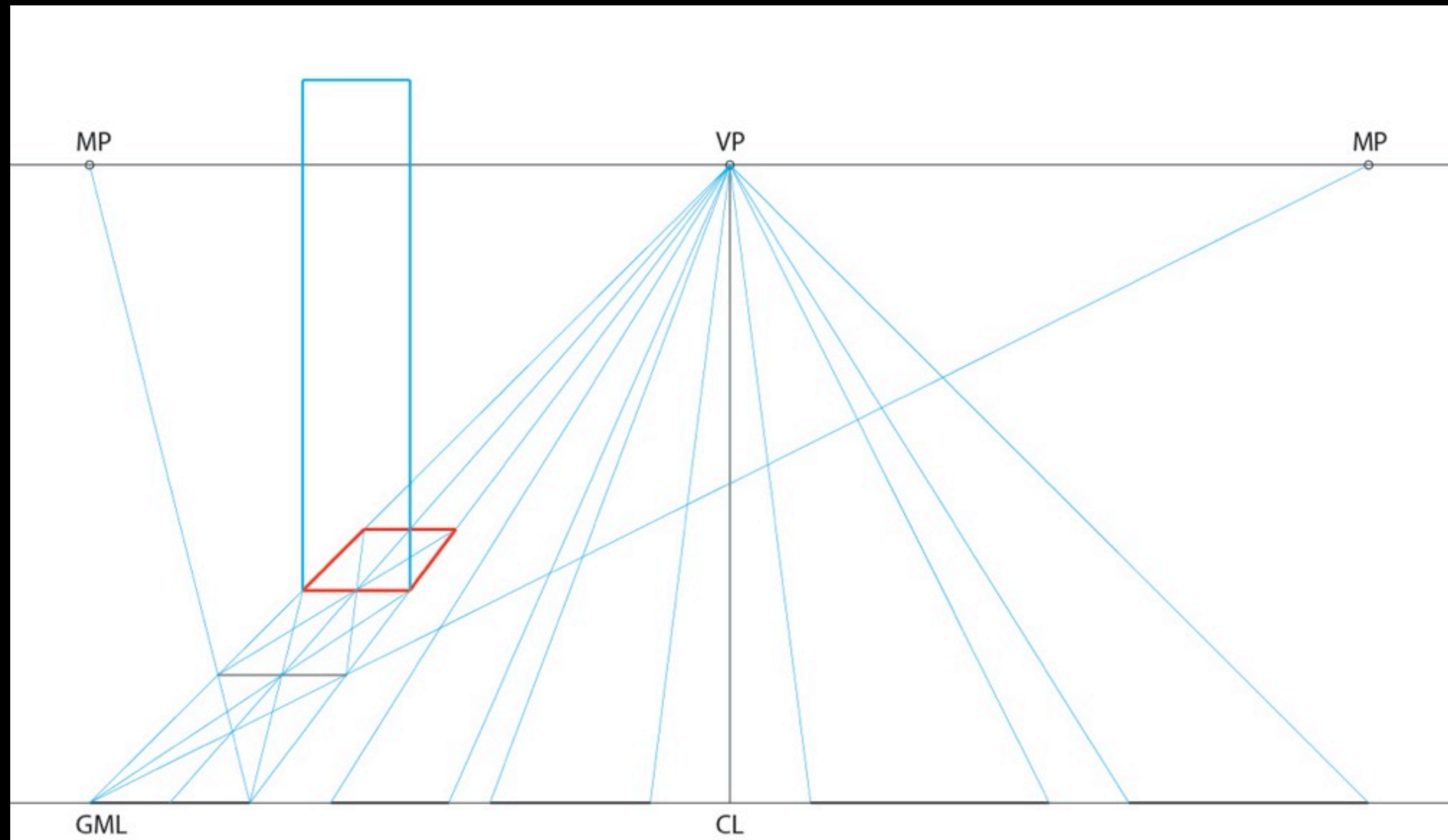
Scale the lines back to find the 2nd level.



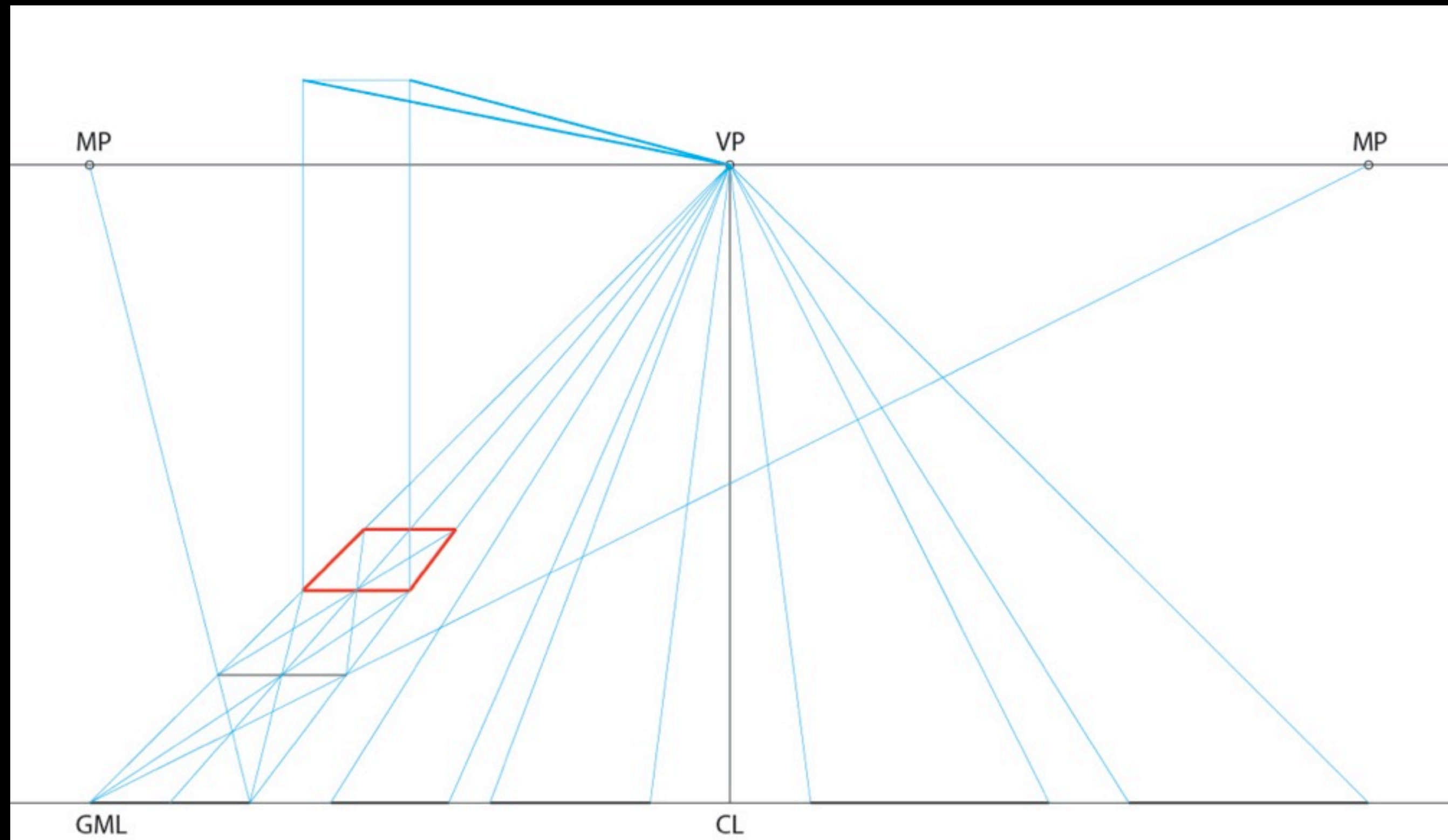
GML

CL

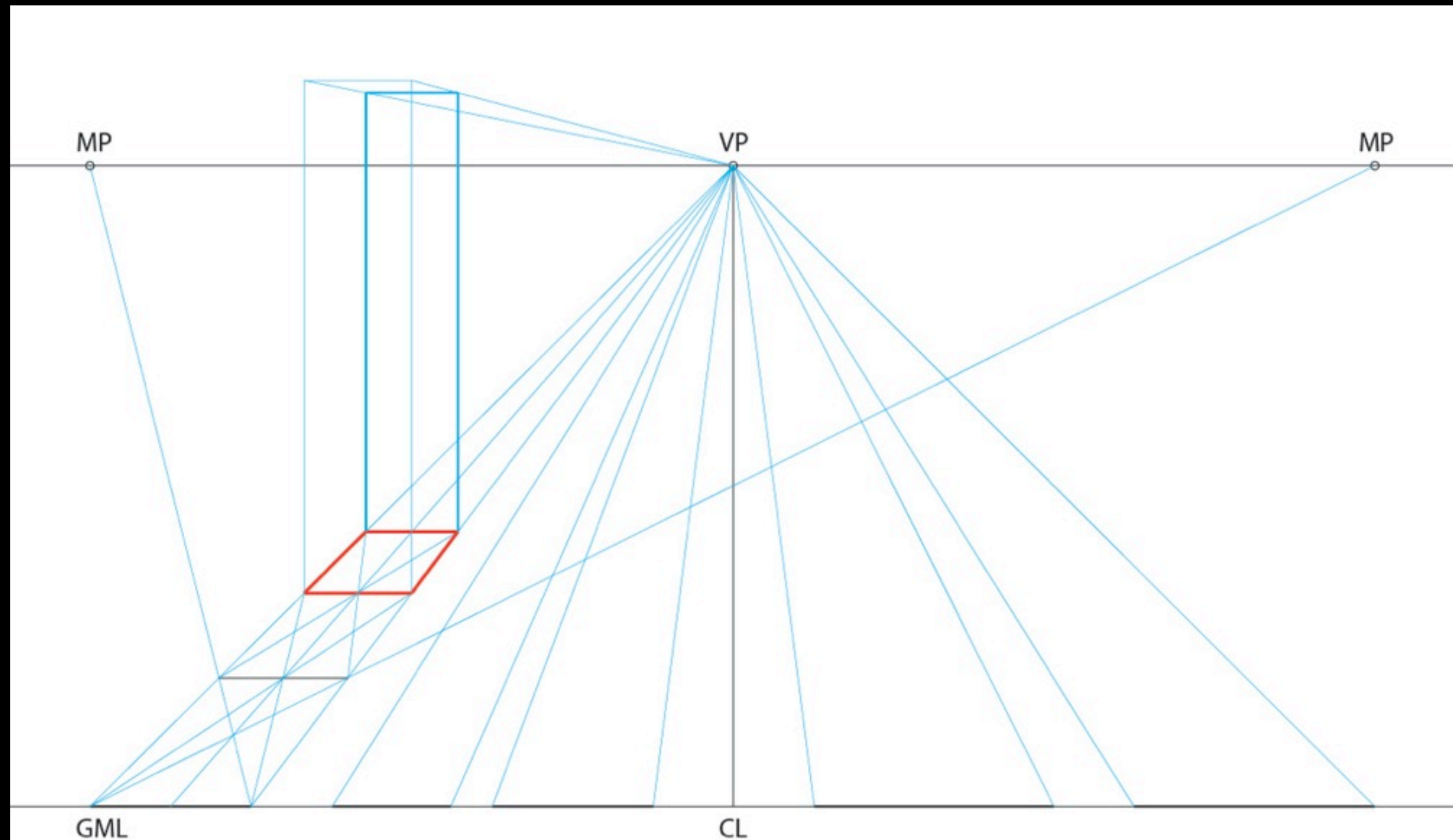
Use a colored pencil to mark out the base of your building.



From the front of the base draw up to any length.



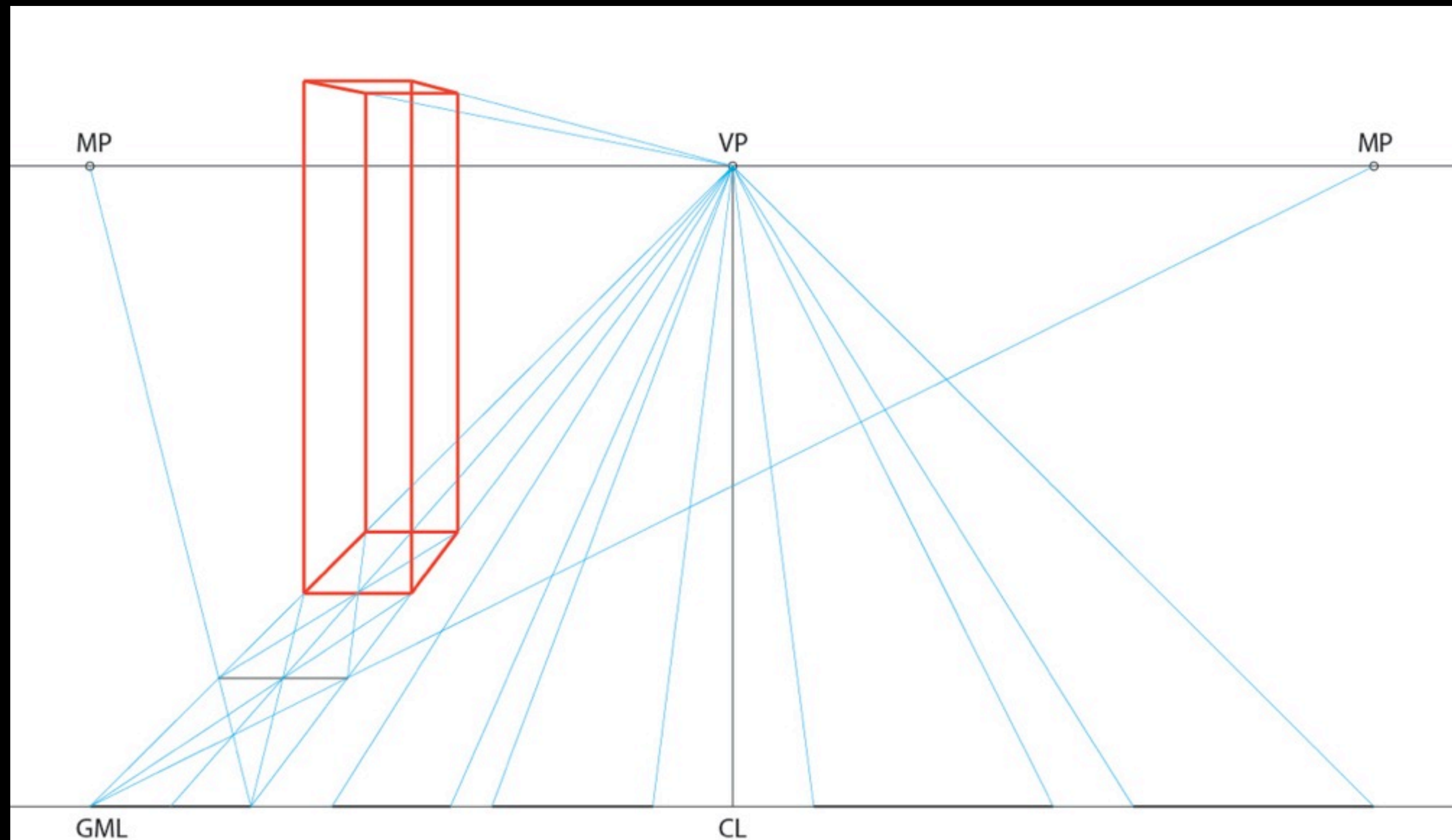
Take the corners from the front of the tower back to perspective.



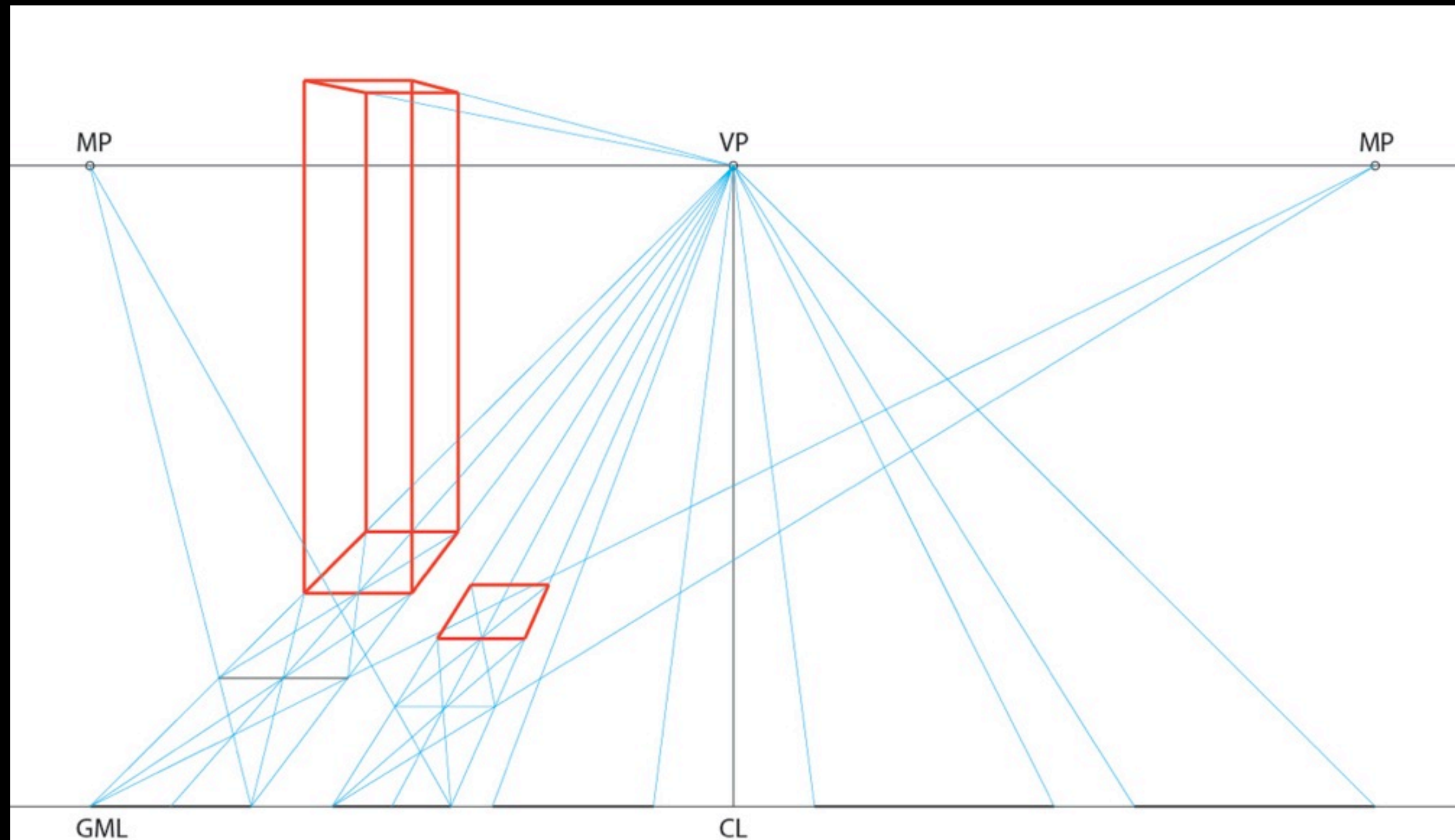
GML

CL

Draw lines from the bottom of the base of the tower up to the perspective lines. Then Connect the two lines.



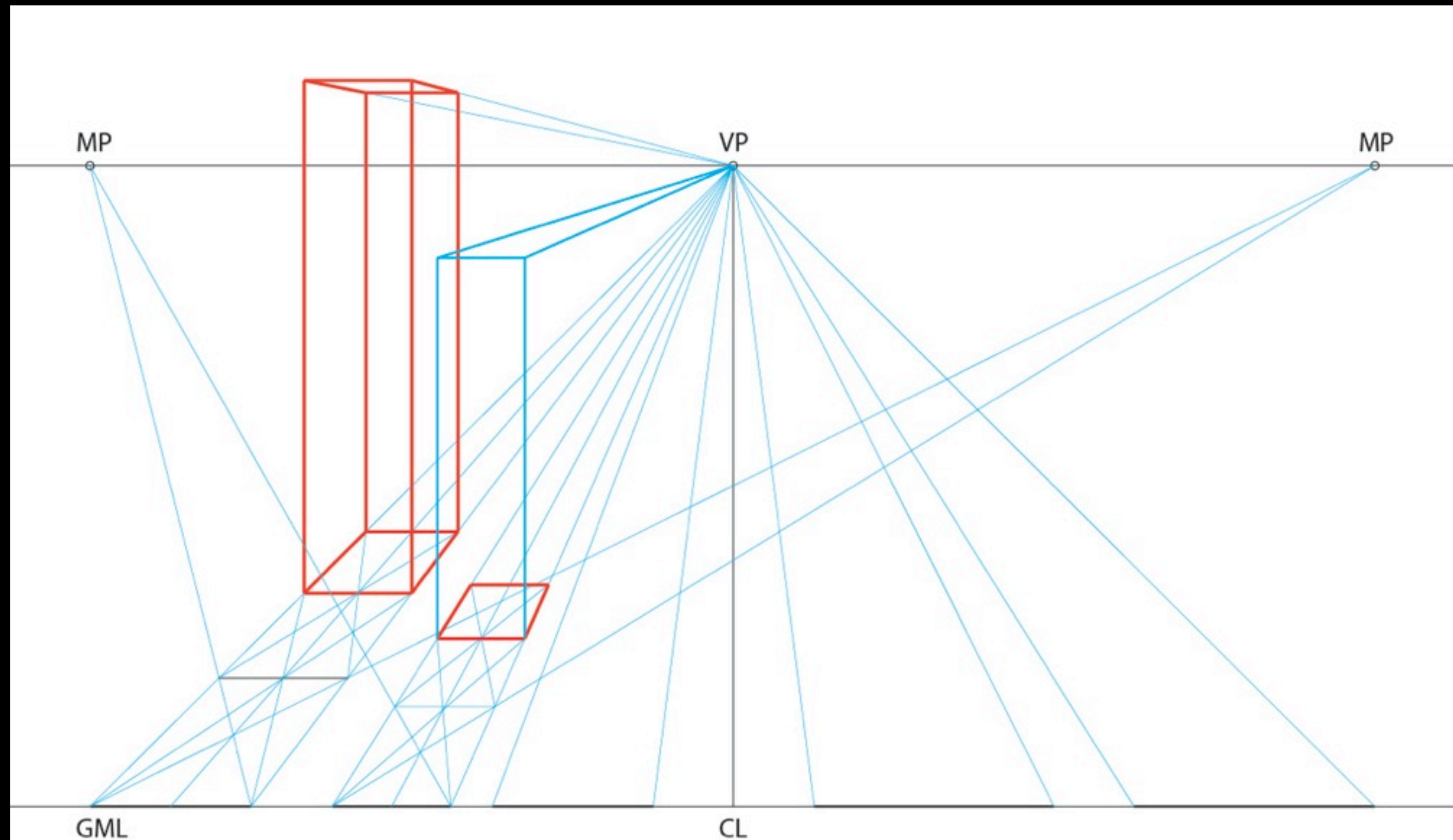
Color in all the edges of your tower with colored pencil.



GML

CL

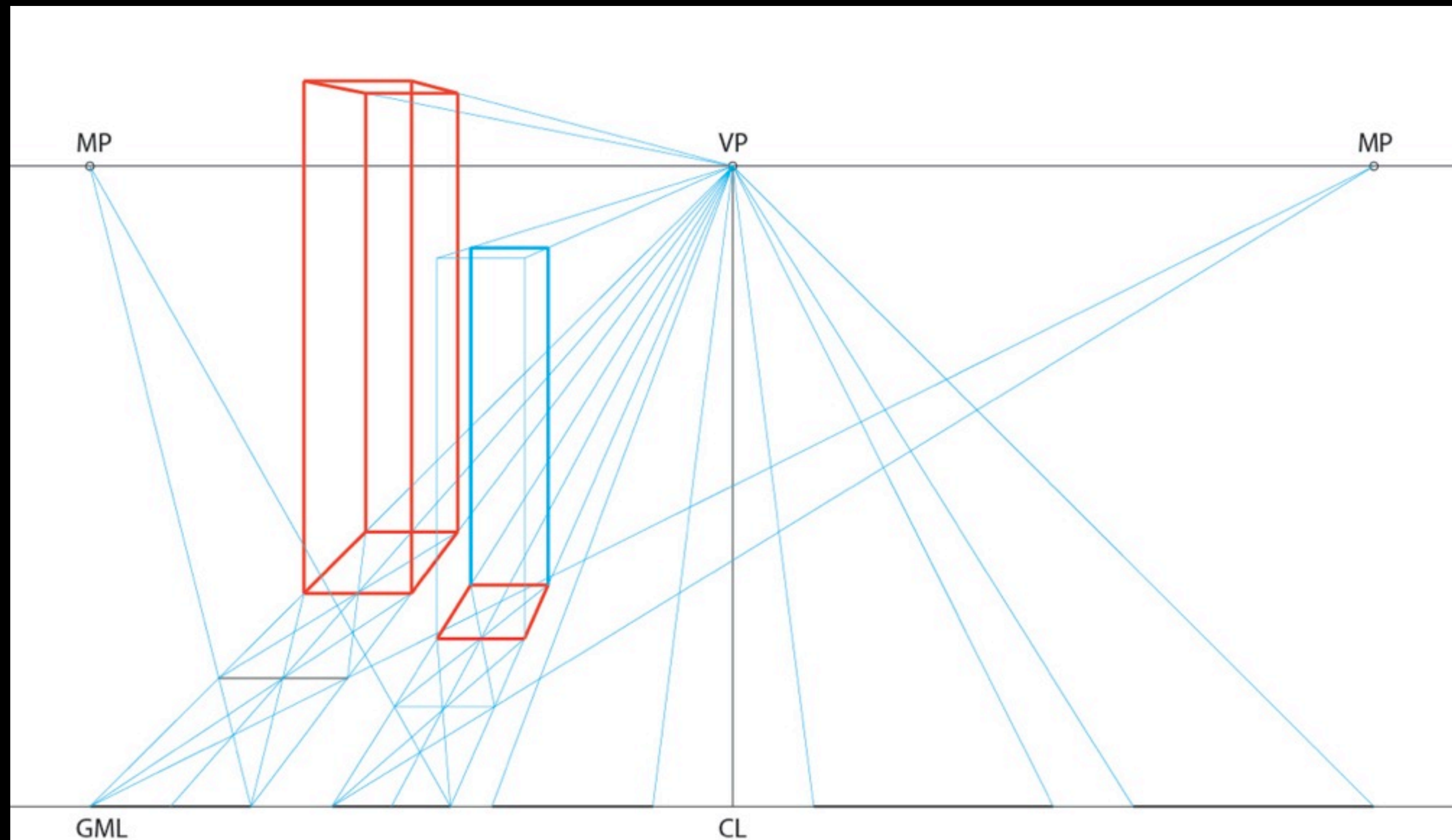
Use the measuring points to find the back of the front box and then use the orthographic scale to find the second box. Outline it in CP.



GML

CL

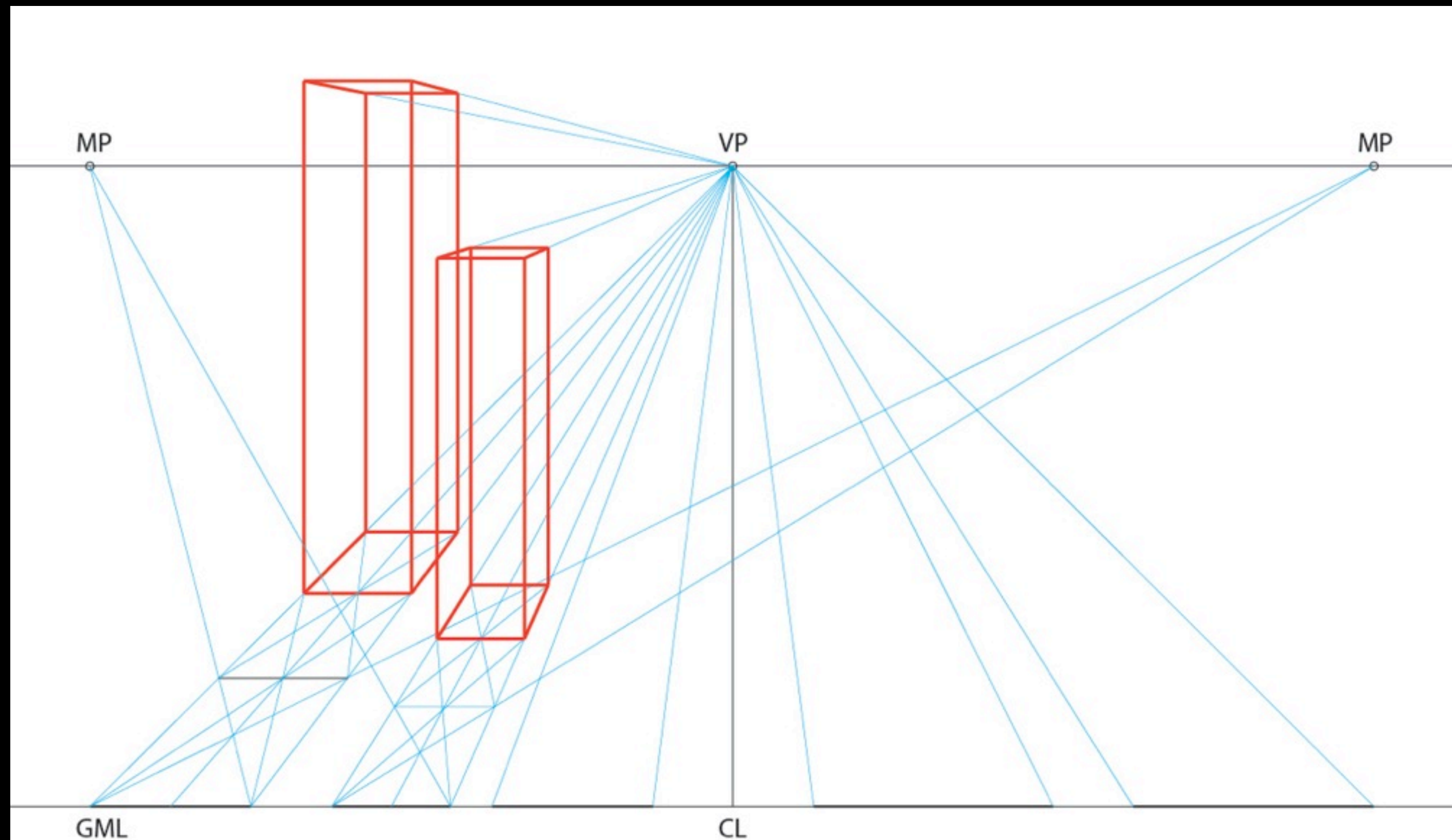
Draw lines up from the front of the box and then connect those lines and then take the front back to the VP.



GML

CL

Now connect the back of the base to the perspective lines and close the rectangle.



MP

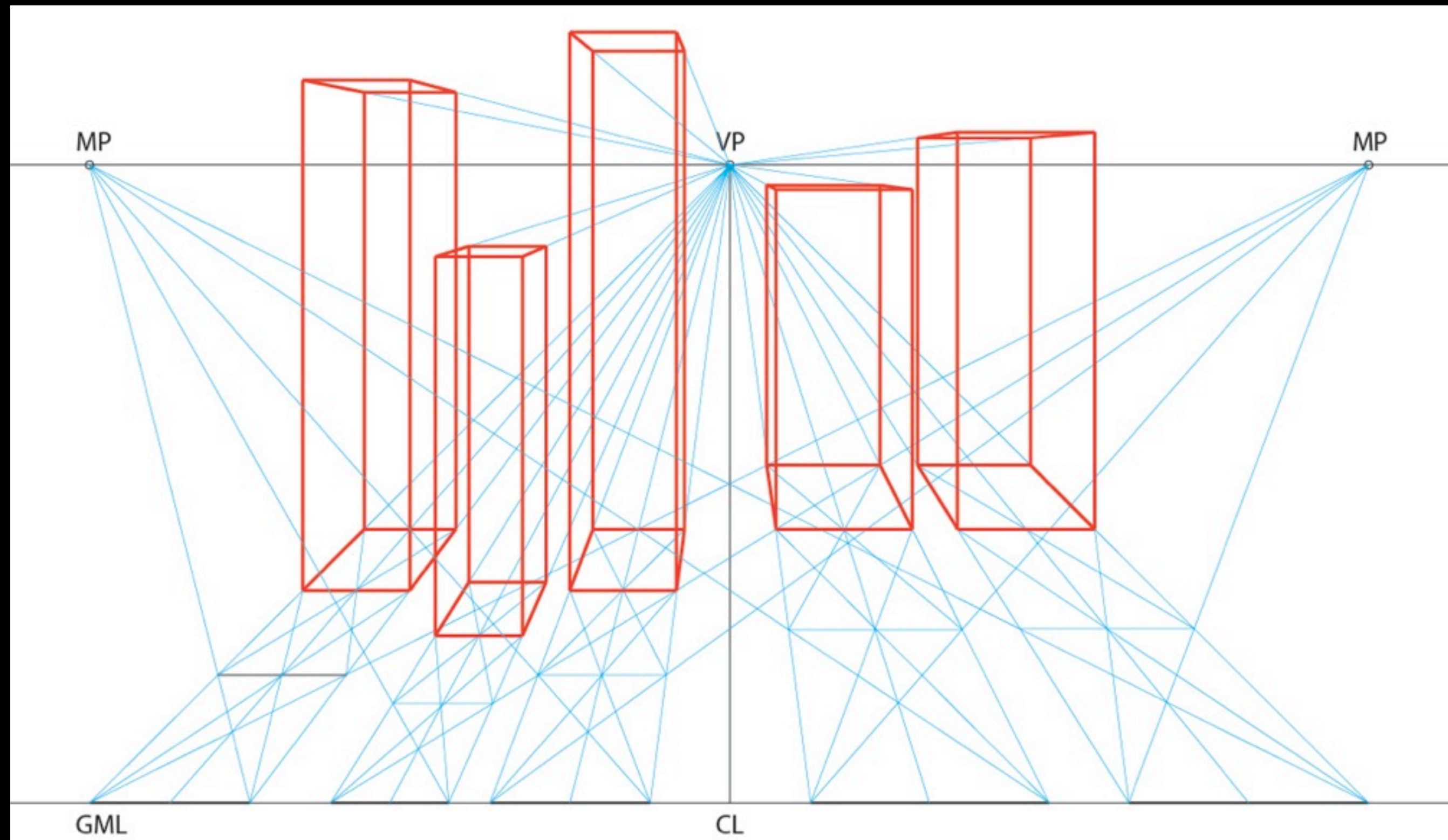
VP

MP

GML

CL

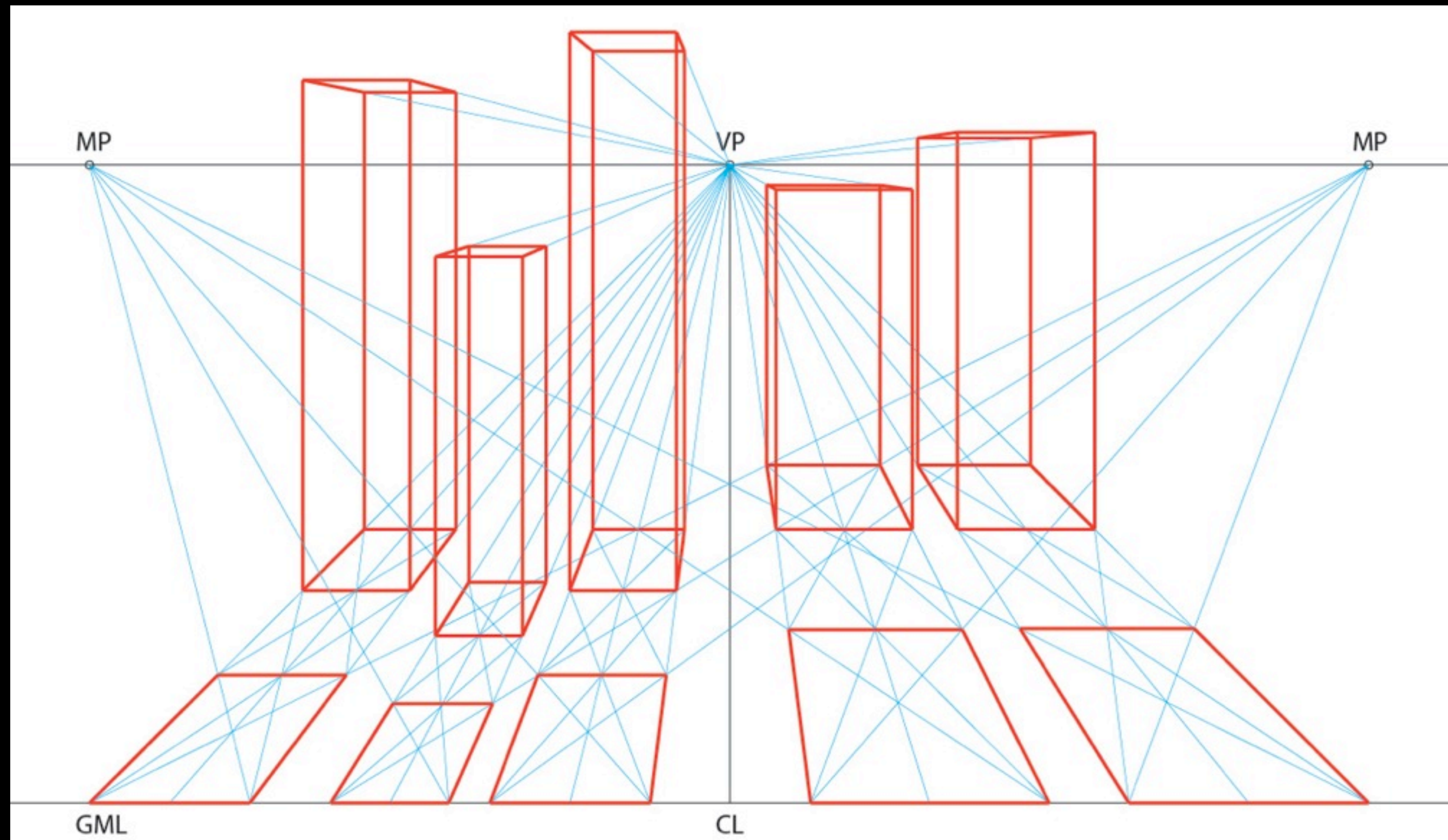
Outline your tower in colored pencil.



GML

CL

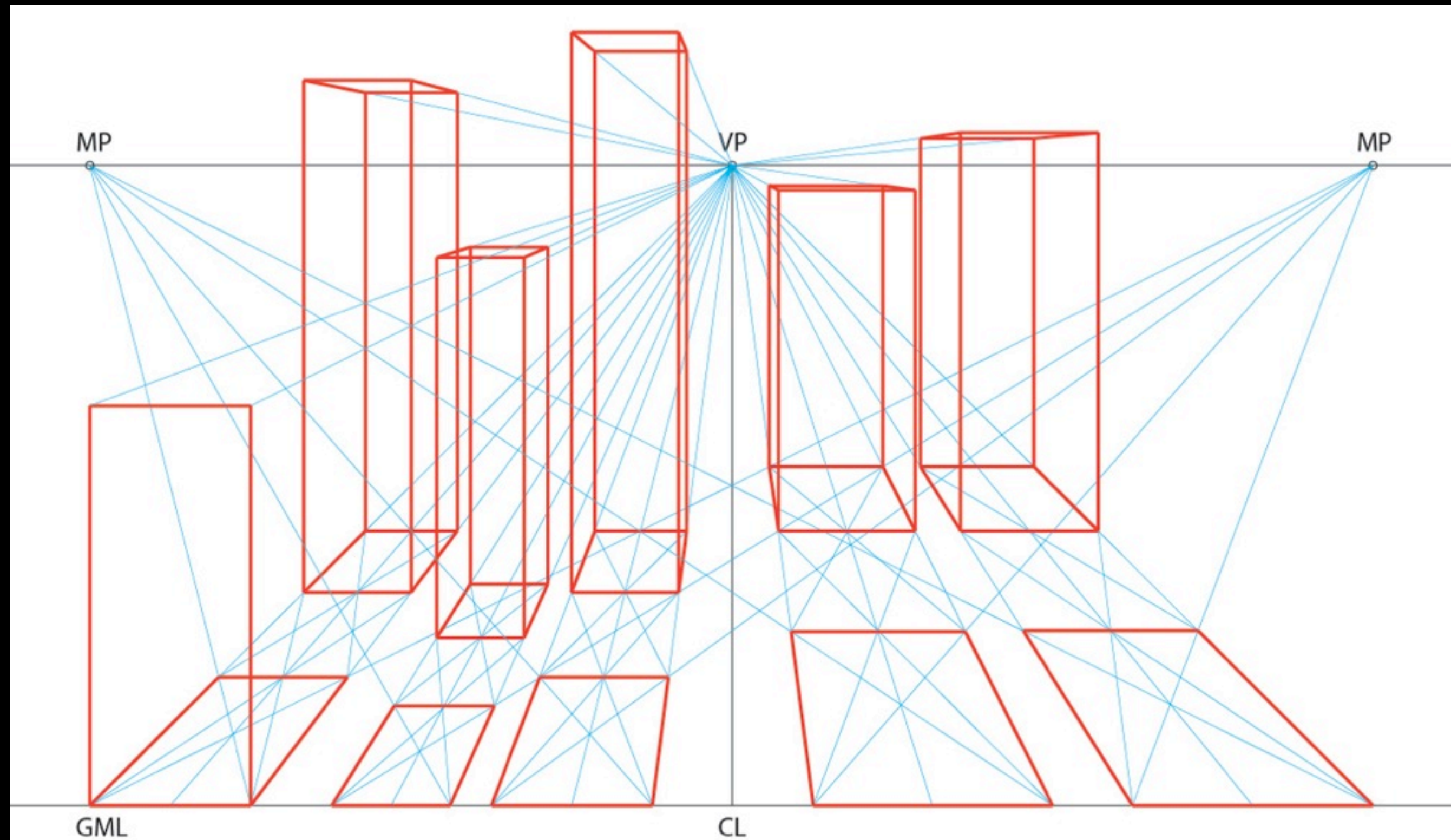
Draw all the other structures on the second level.



GML

CL

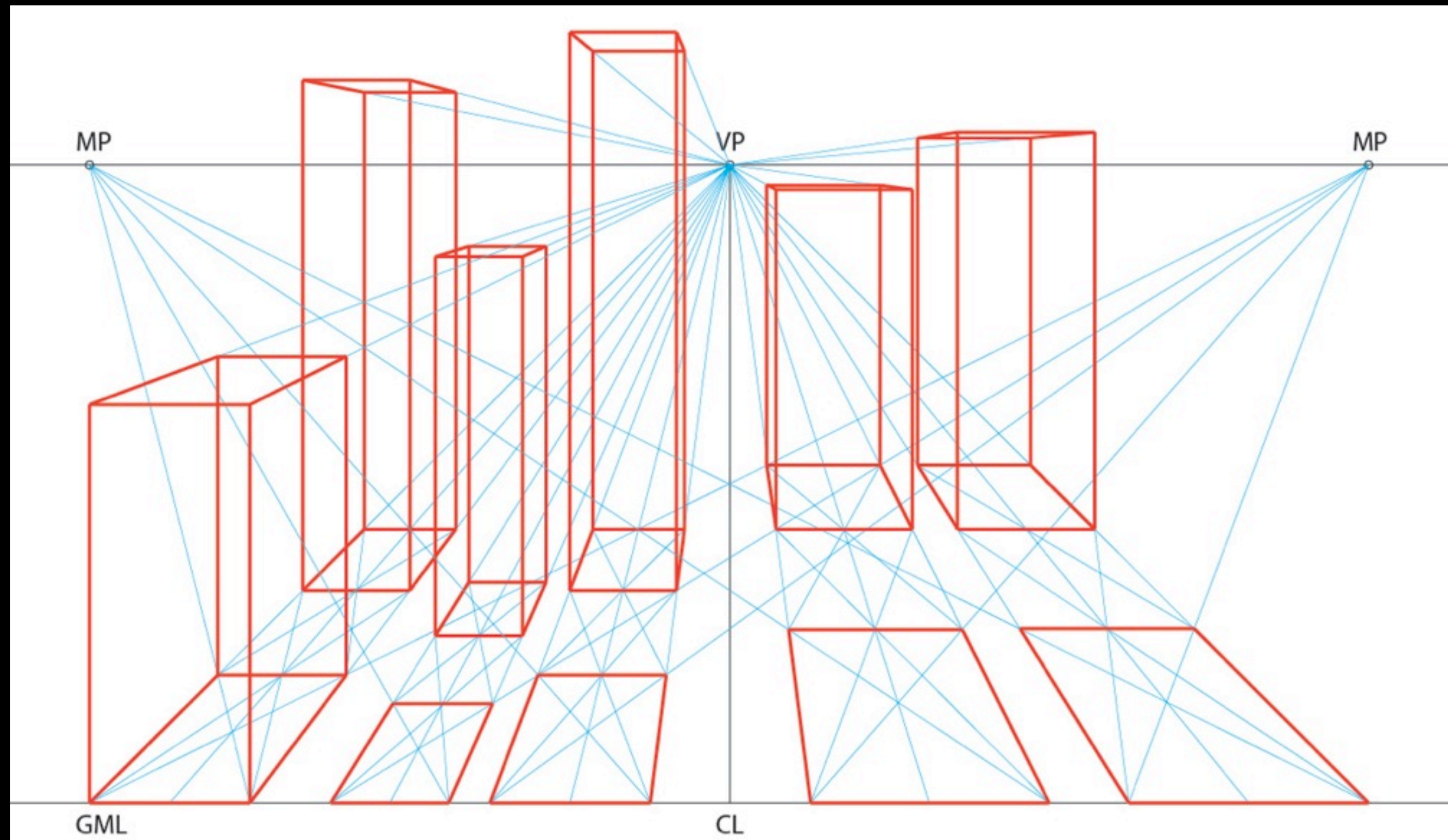
Find the bases of all the towers on the first level.



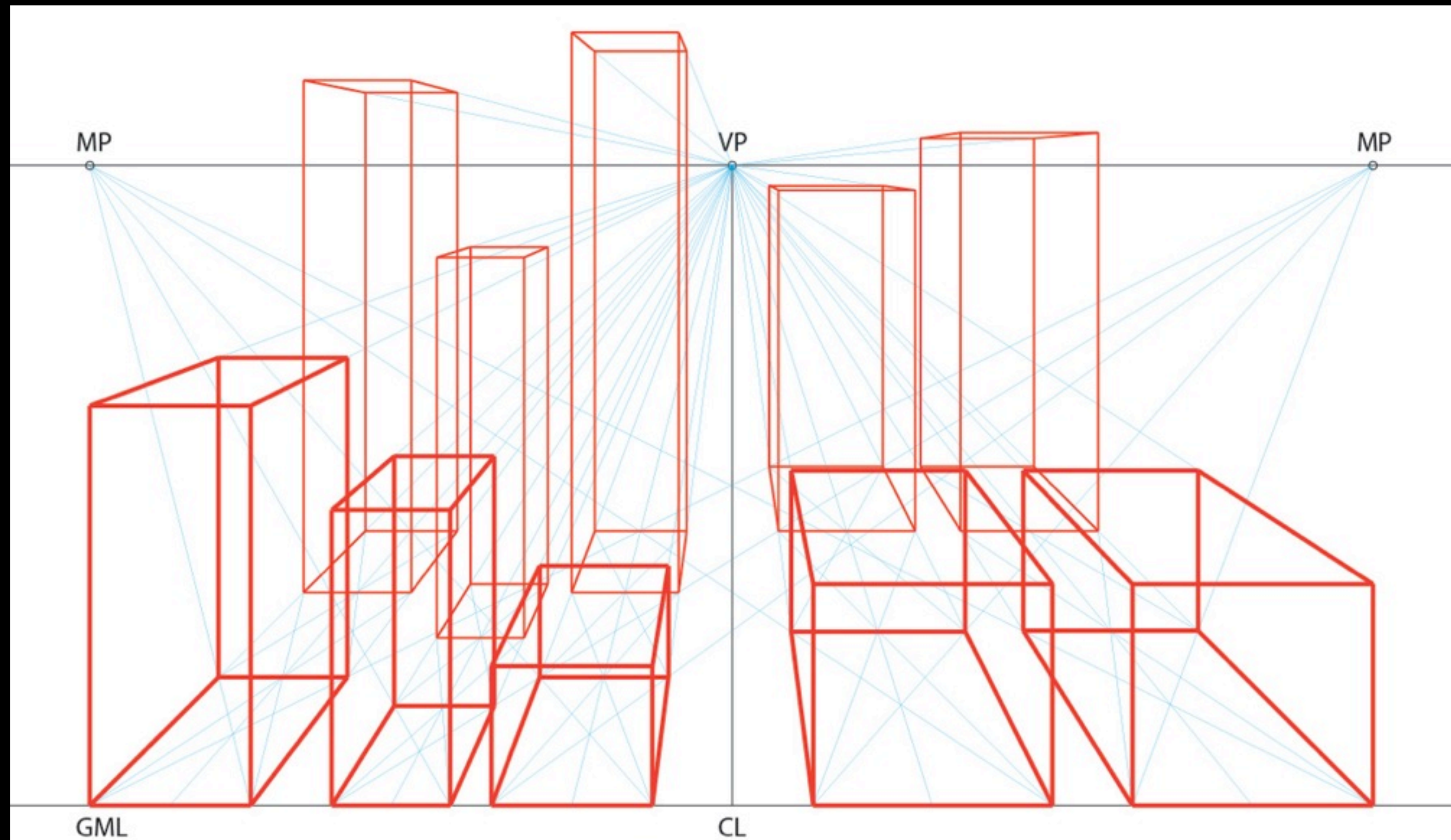
GML

CL

Draw the front of your tower and then connect back to perspective.



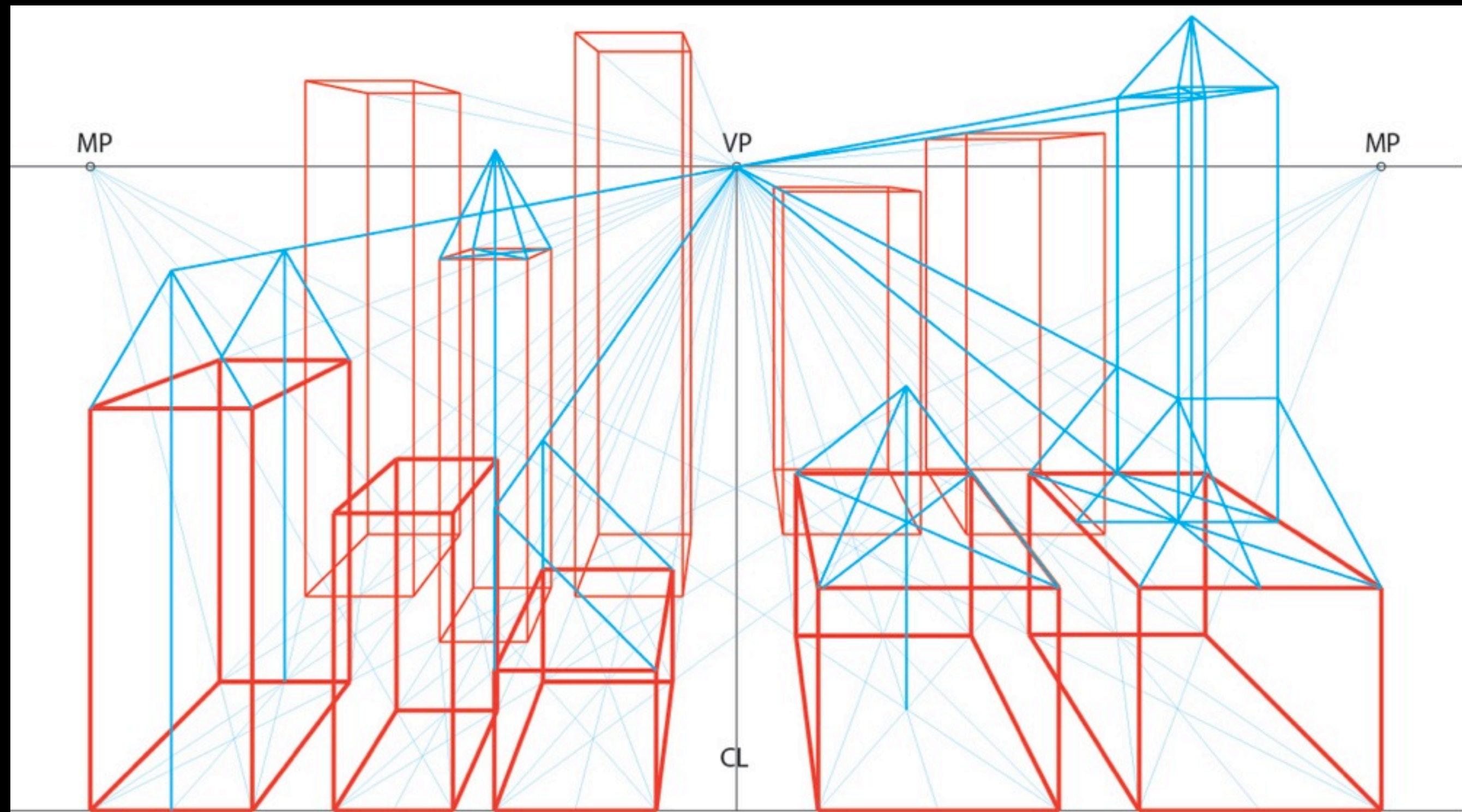
Draw the back and then outline all the edges in colored pencil.



GML

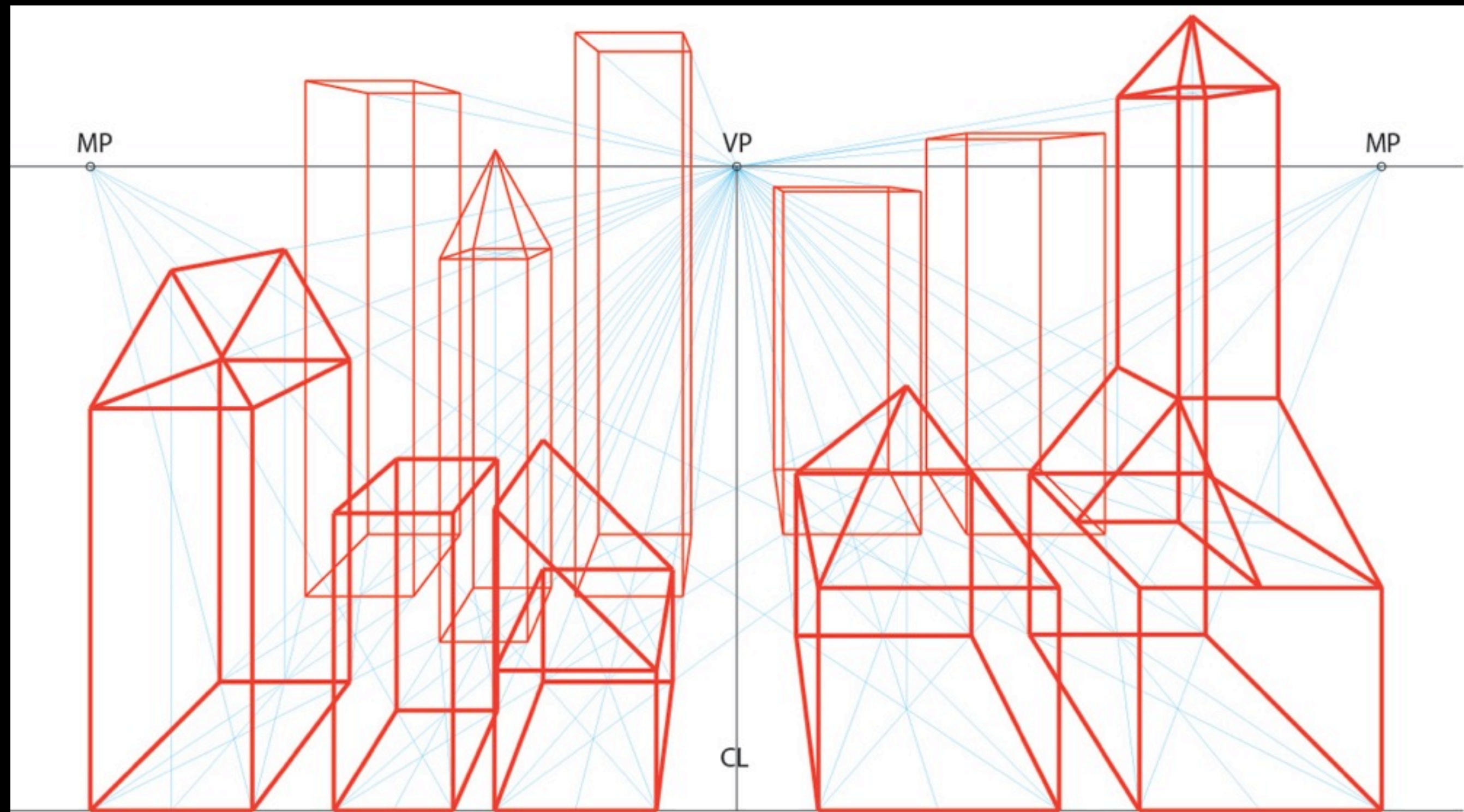
CL

Finish the rest of your towers and outline with CP



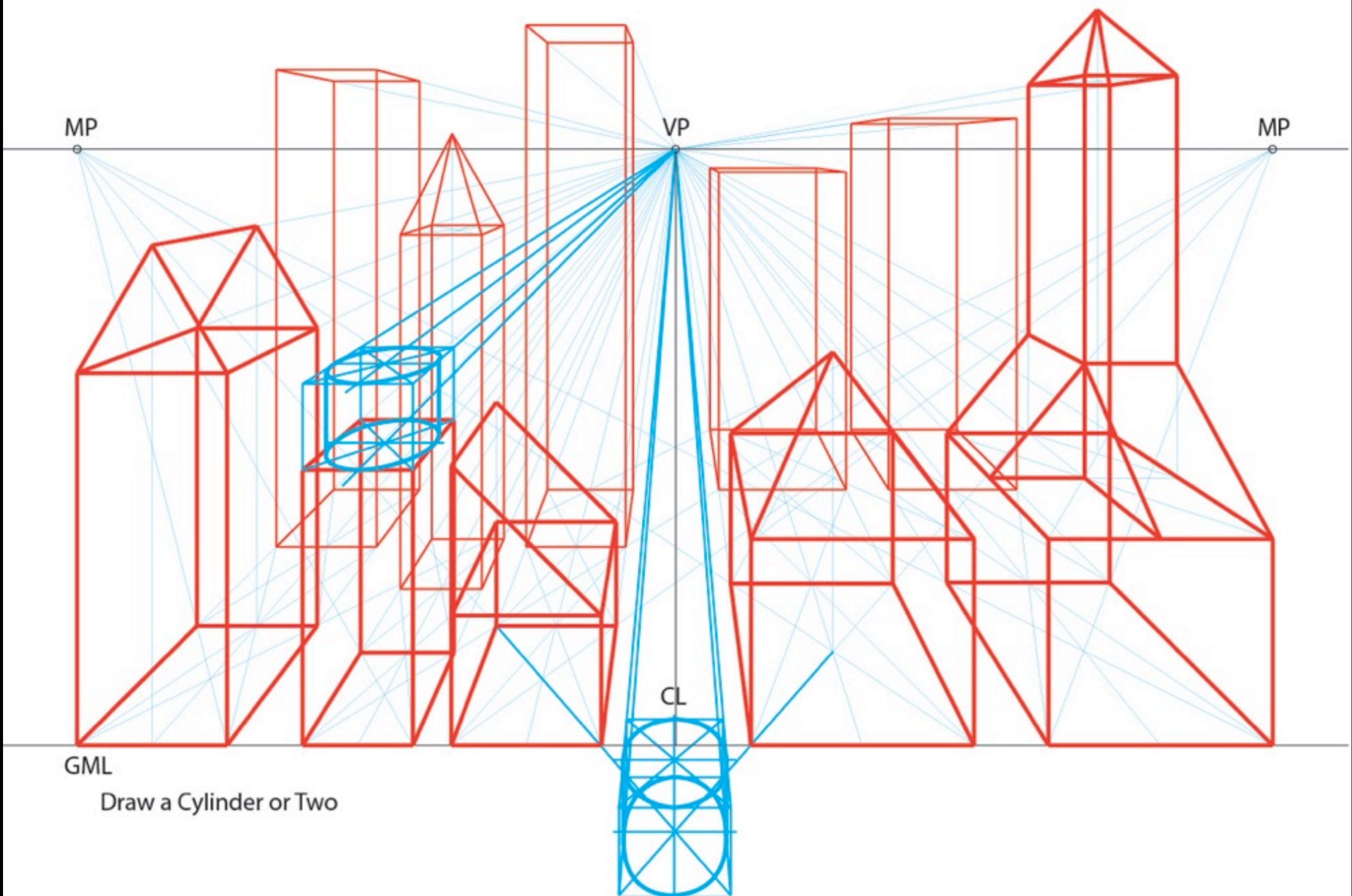
GML

Add Pyramid, triangle, and other roofs,



GML

Outline applicable edges in CP



MP

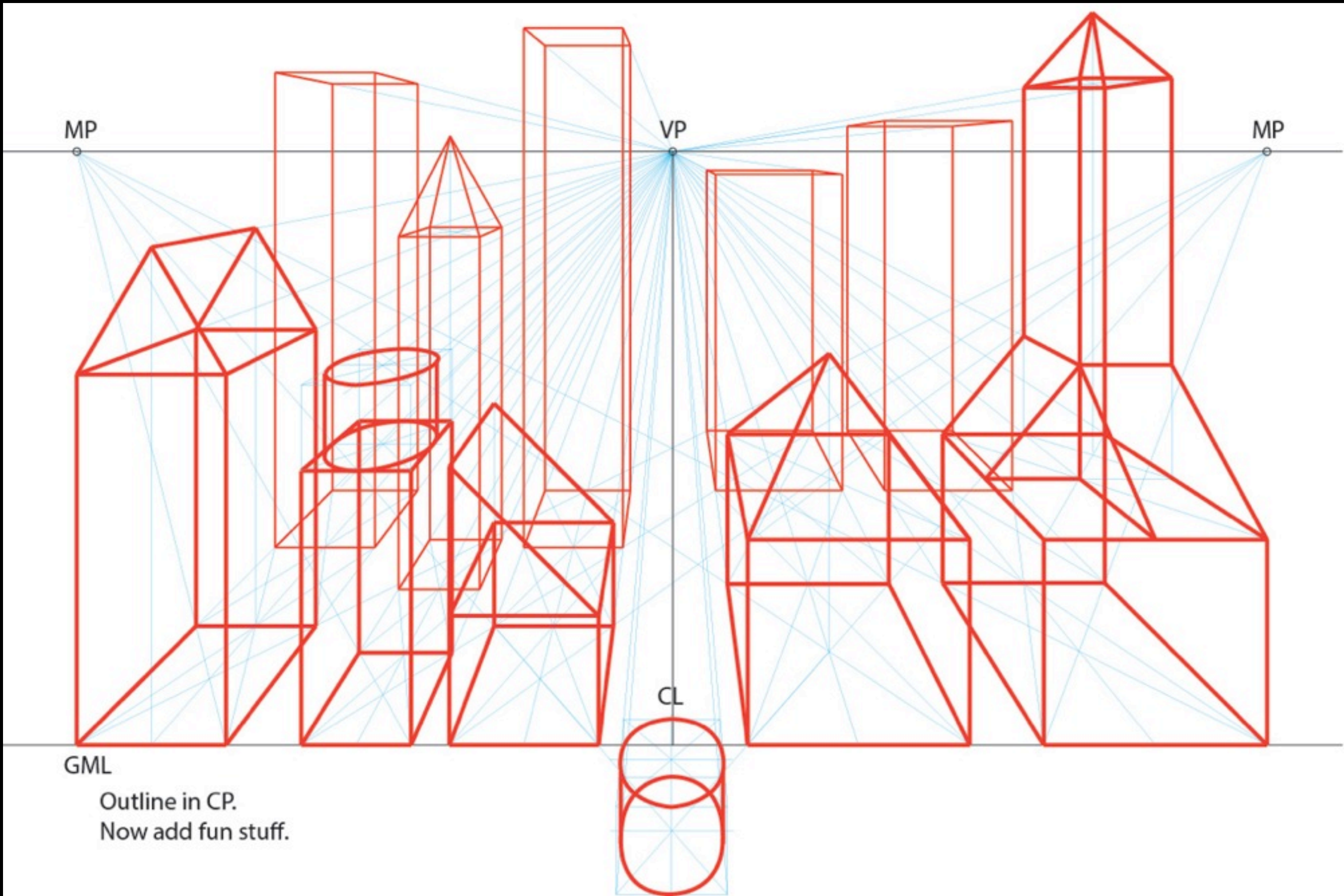
VP

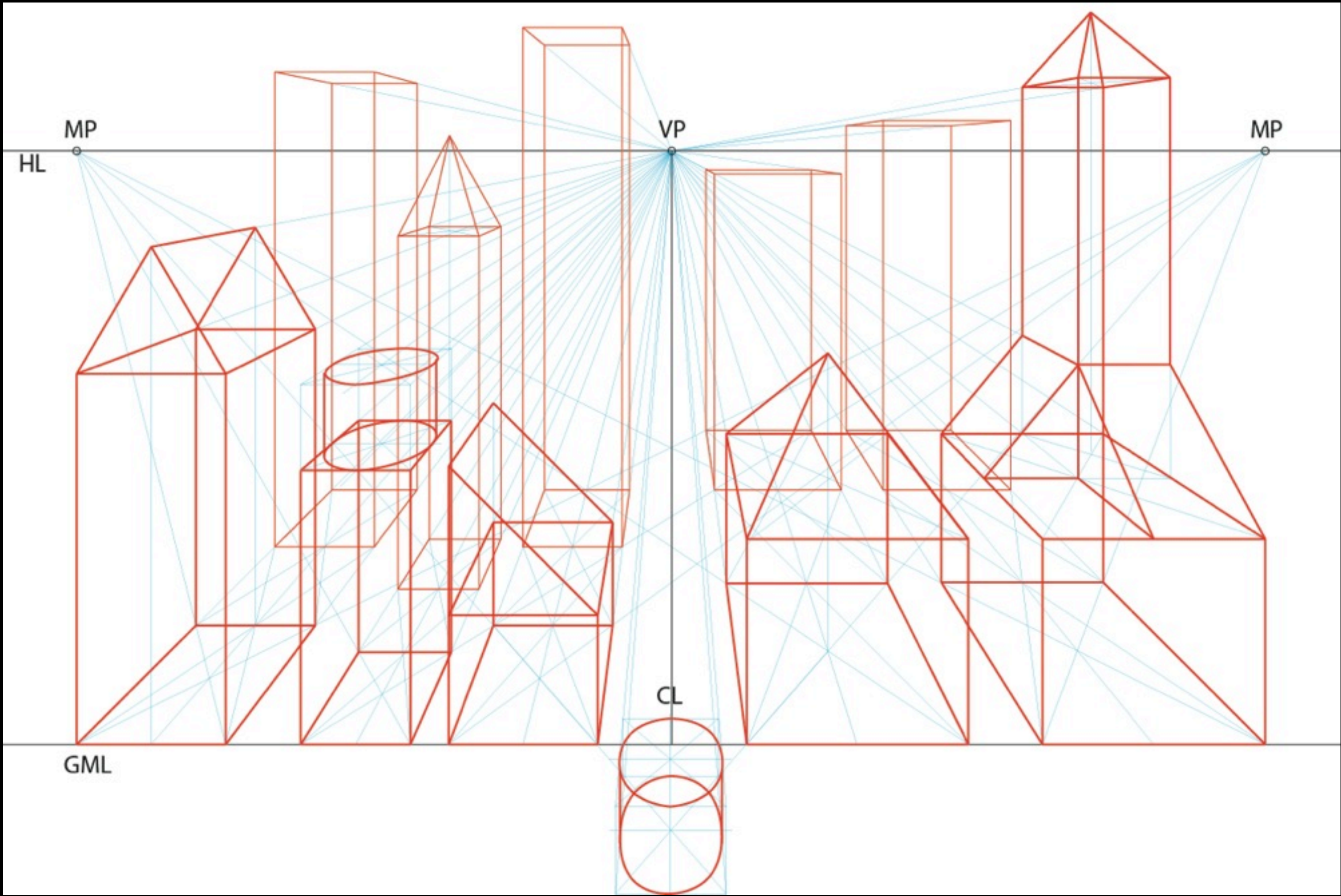
MP

GML

CL

Draw a Cylinder or Two





Tips;

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Work from the outside in.

Keep your lines light.

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