

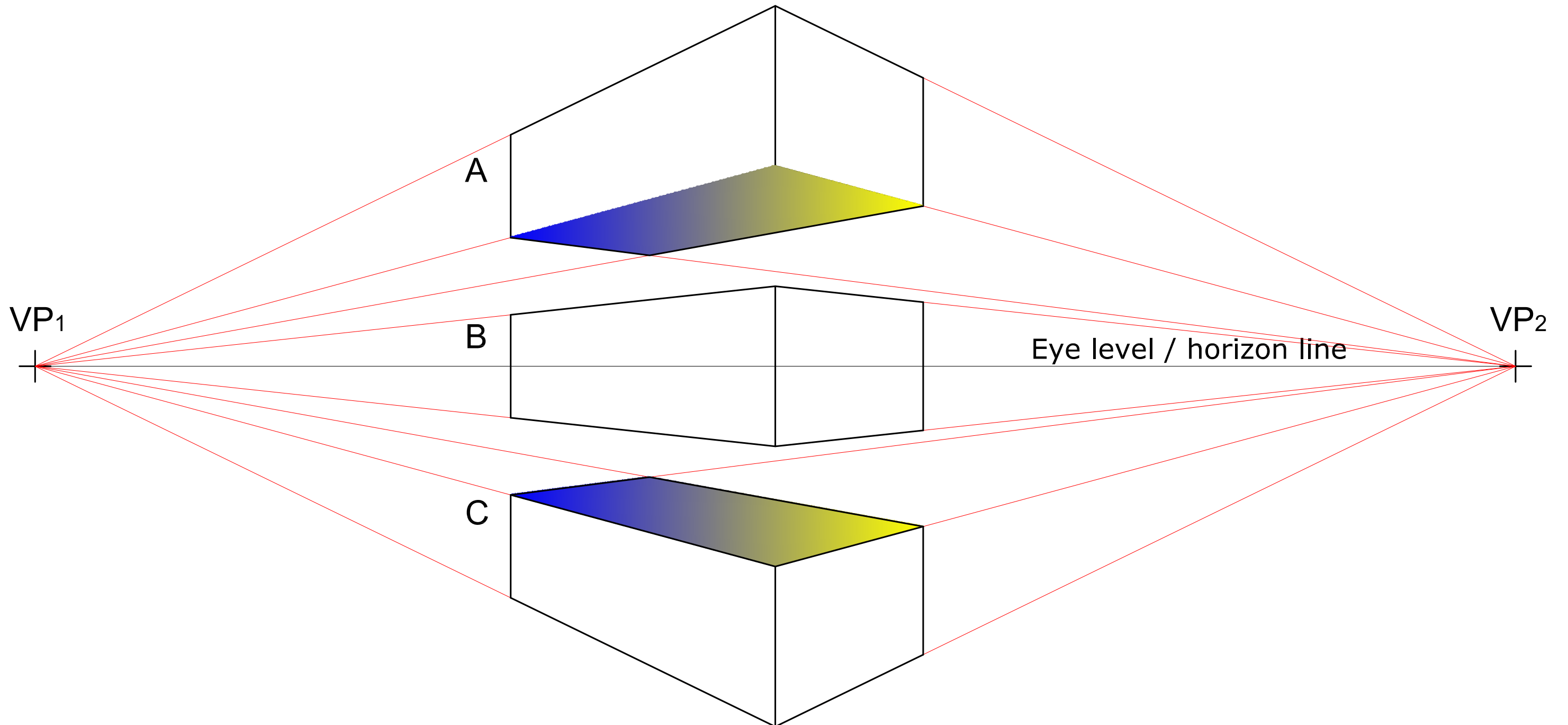
TWO - POINT PERSPECTIVE

One of the most useful forms of perspective drawing is called two - point perspective. We have examples of this below. Two vanishing points (VP) are used and these are on the eye level or horizon line (Note: that the eye level is the position of the eye of the viewer). In the drawing below the vanishing points are at an equal distance either side of the drawing. All horizontal lines on the drawing are drawn towards one of the vanishing points. The raising or lowering of the eye level affects the positioning of the vanishing points and makes a great deal of difference to the view drawn.

Object A: The drawing is above the eye level , consequently it is viewed from below (worm's eye view).

Object B: The viewer (eye level) has been raised so that s/he cannot see the top or the bottom of the object (horizon view)

Object C: The viewer (eye level) has been raised up further so now s/he can view the drawing from above (bird's eye view)

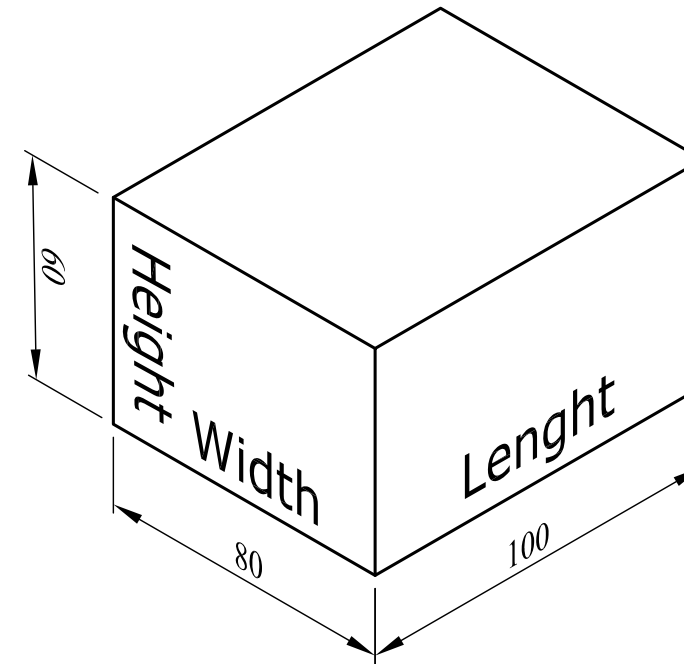


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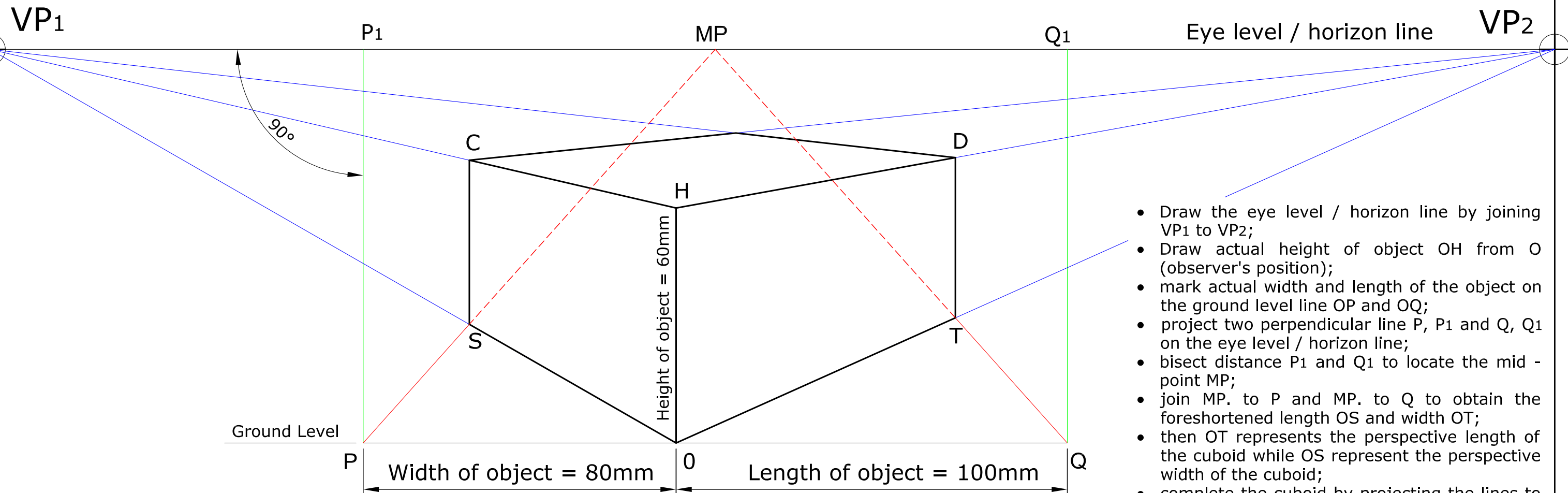
Two - Point Perspective is used when you look at into the corner of the object. There are two vanishing point since the two sets of sides are receding in two different directions. In the real world vanishing points are very far apart. Imagine strings streaming out from the edges of a cuboid going to the horizon. The horizon is miles away so that the vanishing points are many miles apart. When you draw them only a few centimetres apart on a drawing paper there is going to be some distortion in the image produced. For this reason the vanishing points are placed at the extreme edges on the drawing paper.

There are only three different kinds of lines needed to draw in two point - perspective:

1. Vertical edges are drawn as vertical lines
2. Edges of side that recede toward the right are on lines converging at the right vanishing point.
3. Edges of side that recede toward the left are on lines converging at the left vanishing point.

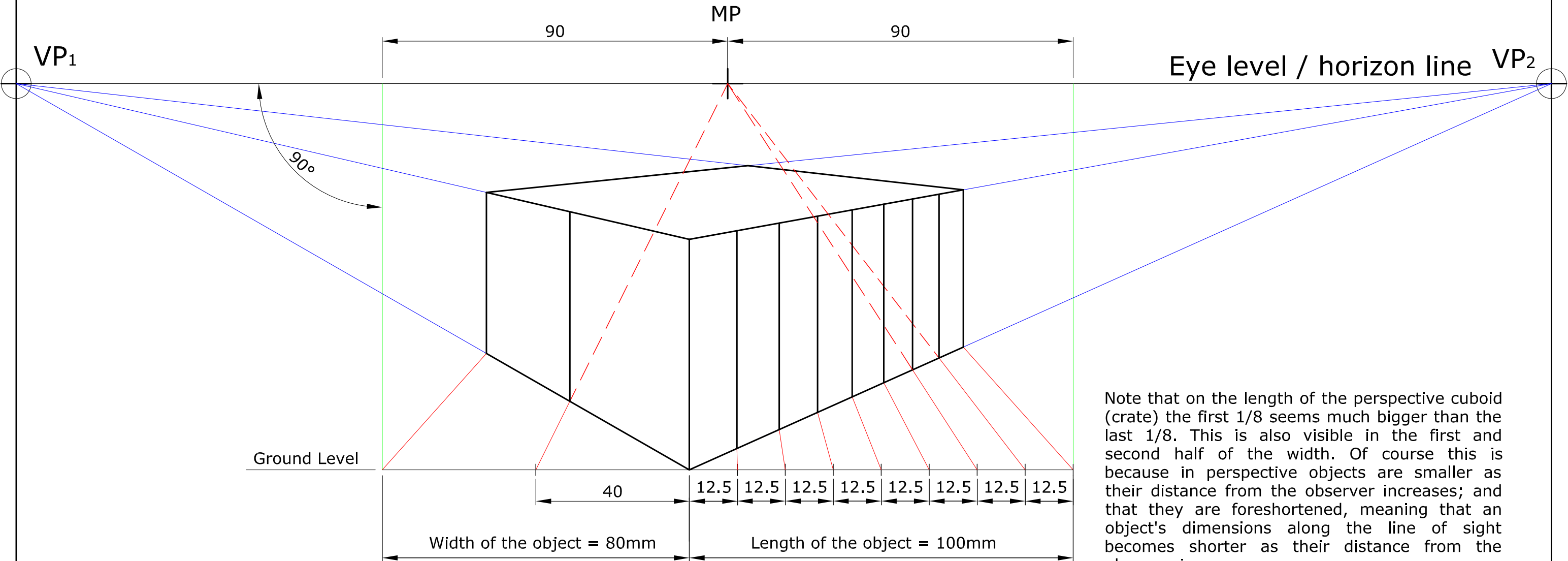


Lets start, we are going to draw the above isometric cuboid (not to scale) using estimated two - point perspective:



- Draw the eye level / horizon line by joining VP_1 to VP_2 ;
- Draw actual height of object OH from O (observer's position);
- mark actual width and length of the object on the ground level line OP and OQ ;
- project two perpendicular line P, P_1 and Q, Q_1 on the eye level / horizon line;
- bisect distance P_1 and Q_1 to locate the mid - point MP ;
- join $MP.$ to P and $MP.$ to Q to obtain the foreshortened length OS and width OT ;
- then OT represents the perspective length of the cuboid while OS represent the perspective width of the cuboid;
- complete the cuboid by projecting the lines to the given VP 's

To divide the length of the perspective cuboid (crate) into eight equal parts and the width into 2 equal parts using the mid -point method (perspective scale);



Note that on the length of the perspective cuboid (crate) the first 1/8 seems much bigger than the last 1/8. This is also visible in the first and second half of the width. Of course this is because in perspective objects are smaller as their distance from the observer increases; and that they are foreshortened, meaning that an object's dimensions along the line of sight becomes shorter as their distance from the observer increases.

- divide the length (100mm) on the ground level into 8 equal parts (you can use division of a line);
- project these division to the mid - point (MP) on the eye level / horizon line stopping at the bottom of the cuboid (crate);
- Project vertical orthogonal lines to obtain 8 divisions (partitions).

The drawings show a front elevation, a side elevation and an isometric view of the main details of a garage.

The door on the front consists of four equal sized panels.

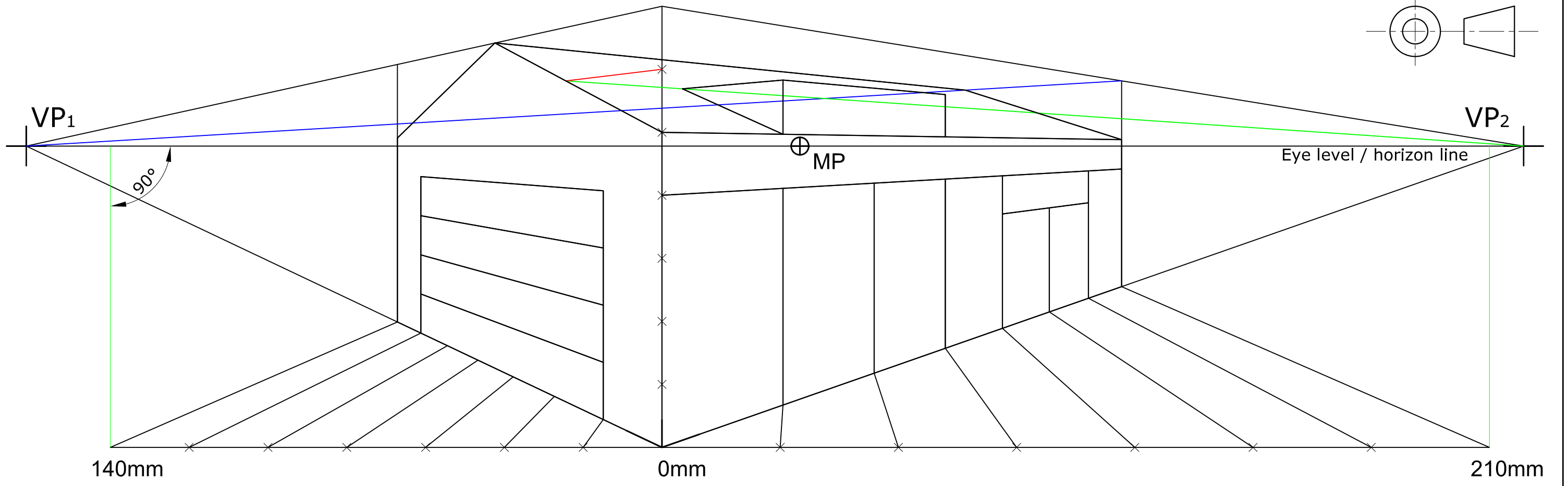
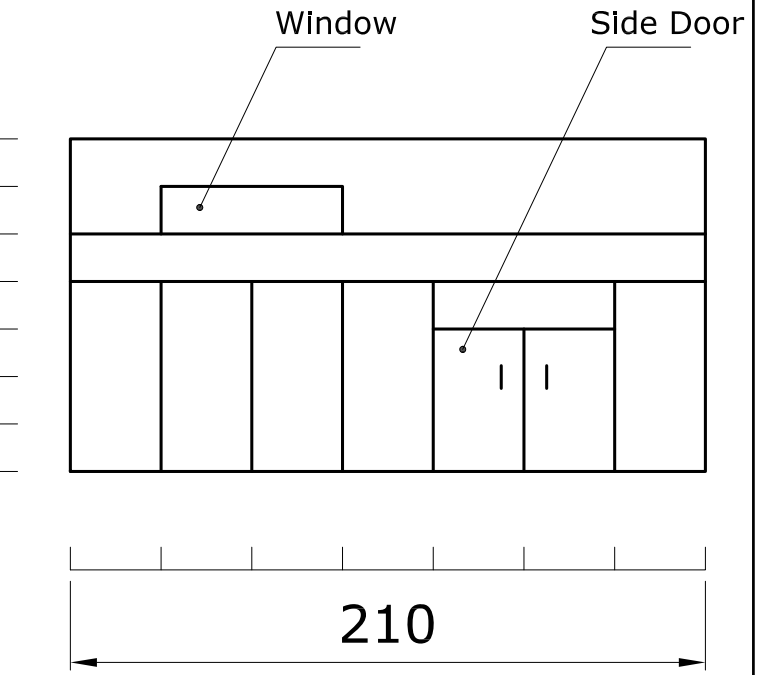
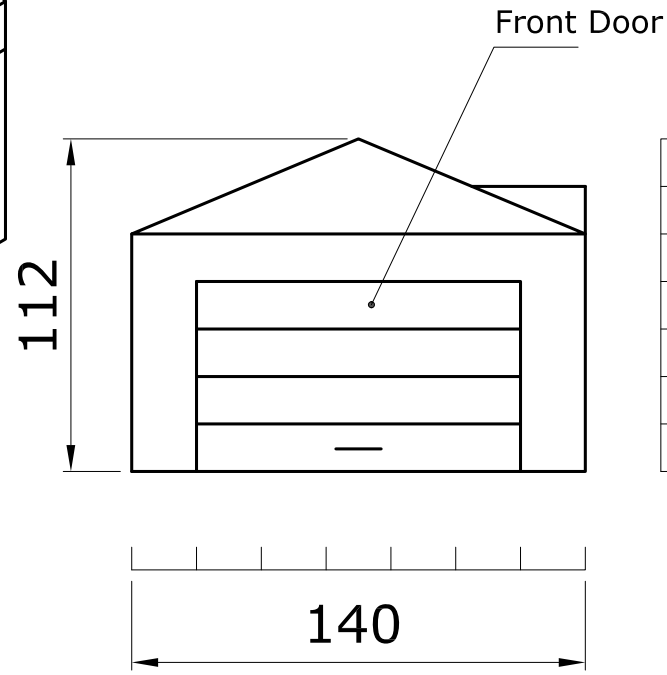
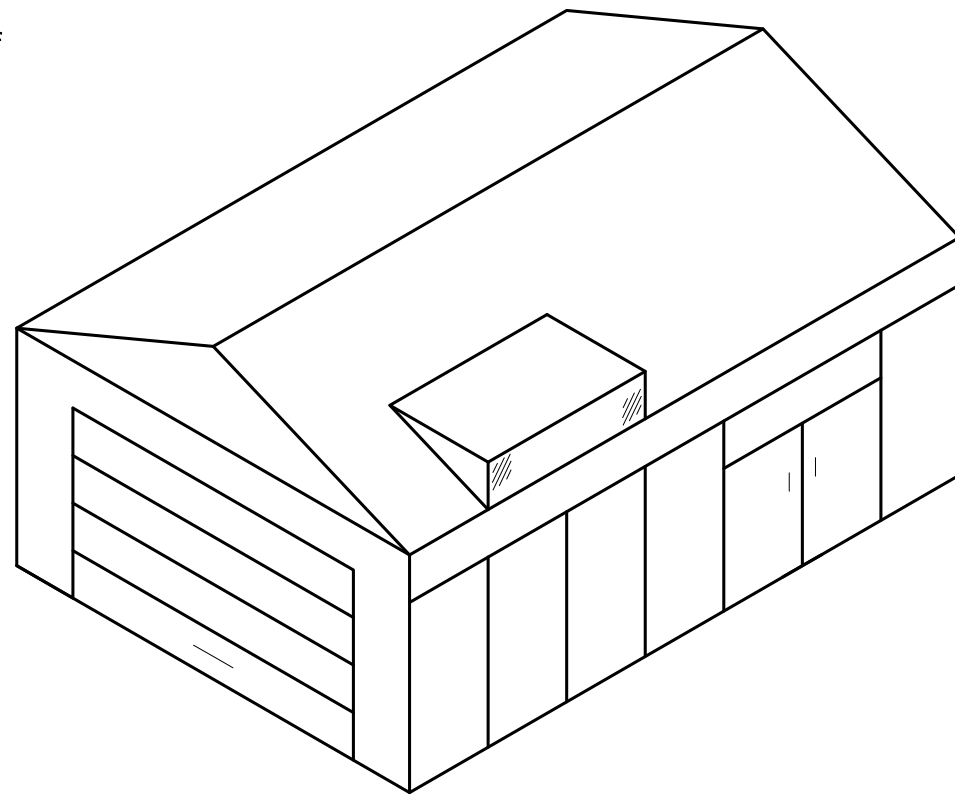
The side consists of seven equal sized panels, including the side door.

Complete the **two point estimated perspective** view of the garage, using the given VP's and start lines.

Use appropriate methods for:

1. The panels of the front door;
2. The side panels including the door;
3. The apex of the roof;
4. The side window.

Do not use colour or shading to your drawing.



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Let's revise using the mid -point method (perspective scale)
You can continue the holes.....

