

Exercise walk-through

Two-Point and Three-Point Perspective ■ 3.3

eXercise

You must be able to

- use two vanishing points for a corner-on view
- keep the two points far apart to avoid distortion
- add a vertical vanishing point for steep views
- use boxes as scaffolding for objects

Method — Two-point

Turn the subject to a corner: verticals stay vertical; the two horizontal edge-sets converge to a left and a right point on the horizon.

Method — Keep points far apart

Points placed too close together create a fisheye distortion — let them live off the paper.

Method — Three-point

Steep up or down views make verticals converge too, adding a third vanishing point above or below.

Practice 2.1 ■ 1 mark

In two-point perspective, vertical edges

A converge upward

B stay vertical

C bend outward

D disappear

Solution 2.1

Method: Two-point

A converge upward

B stay vertical 

C bend outward

D disappear

Worked steps

B. only the two horizontal edge-sets converge.

Practice 2.2 ■ 2 marks

Why keep the two vanishing points far apart?

Solution 2.2

Method: Keep points far apart

Worked steps

close points splay the corners past 90 degrees **B1** and create a fisheye distortion **B1**.

Practice 2.3 ■ 1 mark

What kind of view needs a third vanishing point?

Solution 2.3

Method: Three-point

Worked steps

a steep view looking sharply up or down **B1**.