

Solutions

Each answer shows the steps, then the **result**.

2.1 B

- only the two horizontal edge-sets converge

2.2

- close points splay the corners past 90 degrees and create a fisheye distortion

2.3

- a steep view looking sharply up or down

3.1

- corner-on box with two points; verticals stay vertical; points far enough apart, no fisheye; a believable object on the scaffold

3.2

- verticals converge to a third point; the steep view reads correctly