

3.3 Two-Point and Three-Point Perspective

Name: _____ Class: _____ Date: _____ **Total: 11 marks**

KEY WORDS two-point 两点透视 • three-point 三点透视 • vanishing point 灭点

Objective

Draw corner-on and steep views with **two-point** 两点透视 and **three-point** 三点透视 perspective.

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

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ 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.

■ Keep points far apart

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

■ Three-point

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

2 Practice

2.1 In two-point perspective, vertical edges [1]



A converge upward

B stay vertical

C bend outward

D disappear

2.2 Why keep the two vanishing points far apart? [2]

2.3 What kind of view needs a third vanishing point? [1]

3 Studio & portfolio tasks

3.1 Make a **two-point perspective** drawing of a box-based object seen at a corner.

(a) Set a horizon and two far-apart points; construct a box, verticals vertical. [3]

(b) Build a real object (a book, box, or building) on the box scaffold. [2]

3.2

() Sketch the same box in **three-point** perspective, looking steeply up or down. [2]

