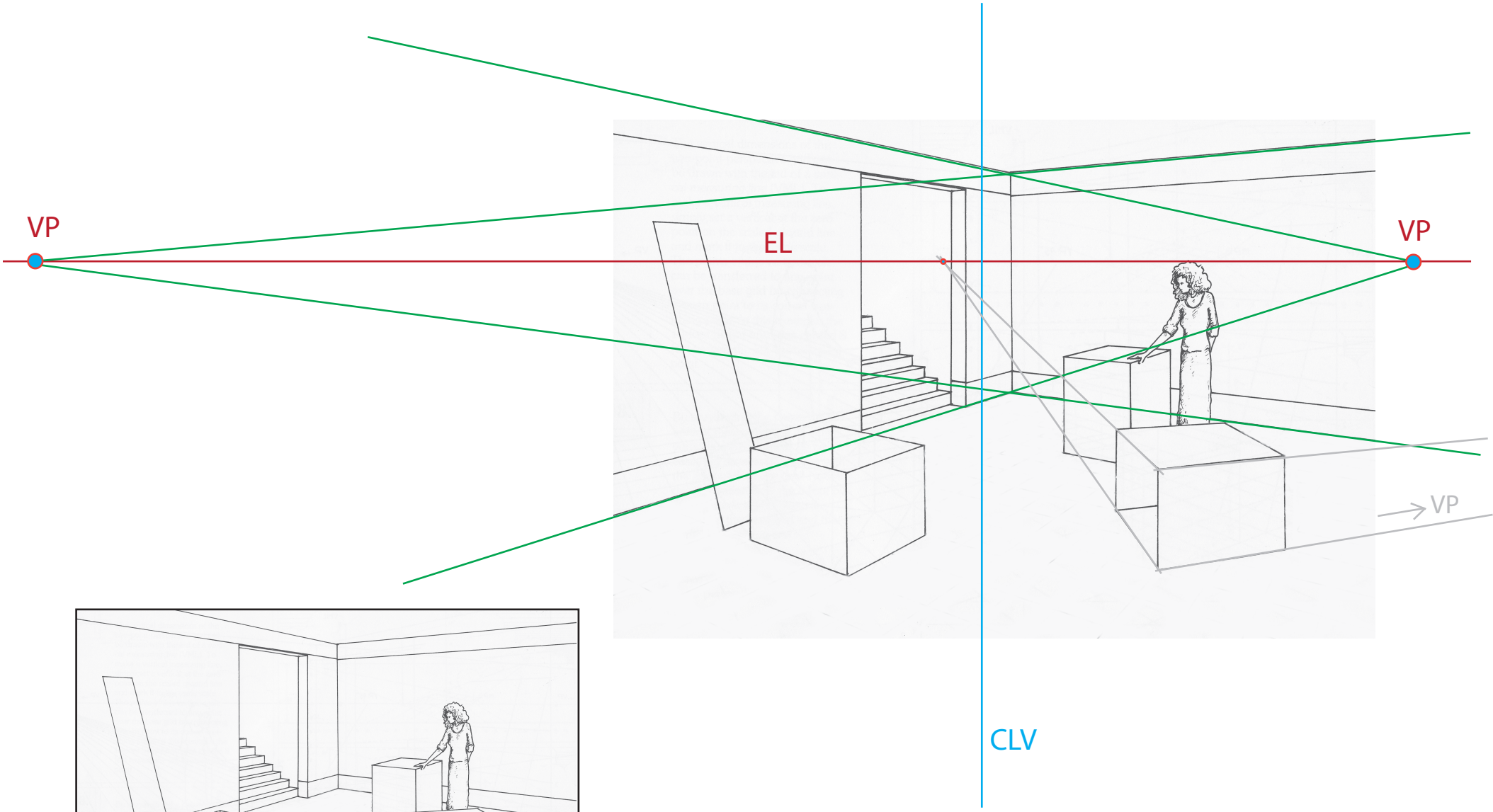
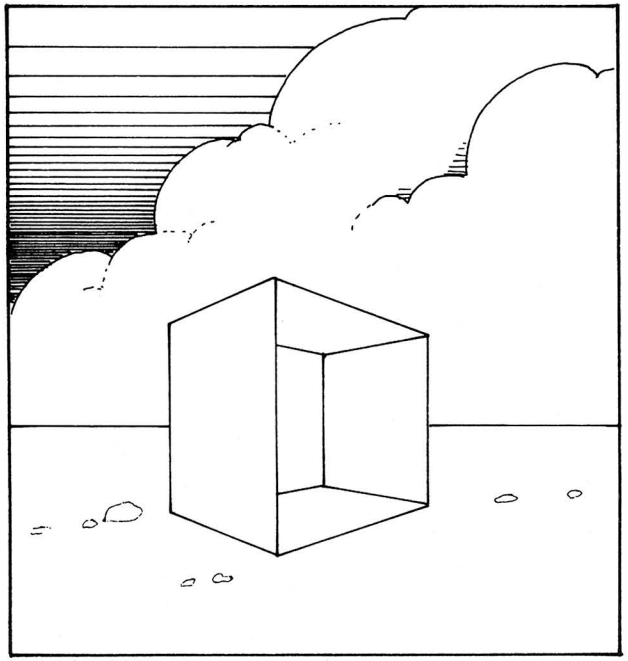
2-Point Perspective Interior Room Example





Drawing Two-Point Perspectives from Observed Reality

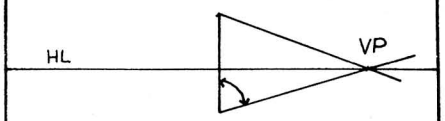
1.

Find the vertical line closest to the picture plane.

2.

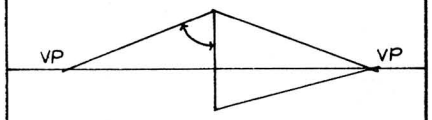
Find the angle of one of the receding planes to the vertical line.

3.



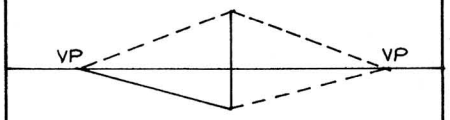
Find a second angle on the same side of the vertical line, as in step 2. The point at which they intersect establishes the vanishing point and the horizon line.

4.



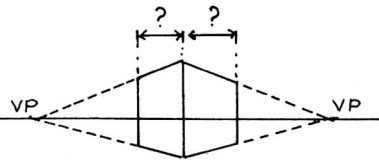
Now take an angle off the other side of the vertical line. The point at which the angle strikes the horizon is the second vanishing point.

5.



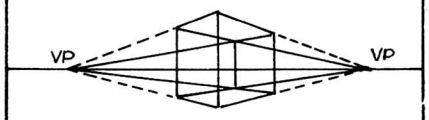
Connect the remaining corner to the second vanishing point.

6.

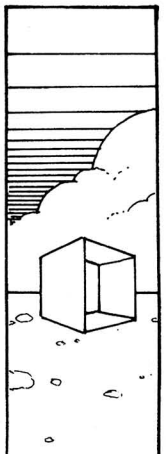


Take the proportional widths of each of the receding planes and mark with a vertical line to form the right and left corners.

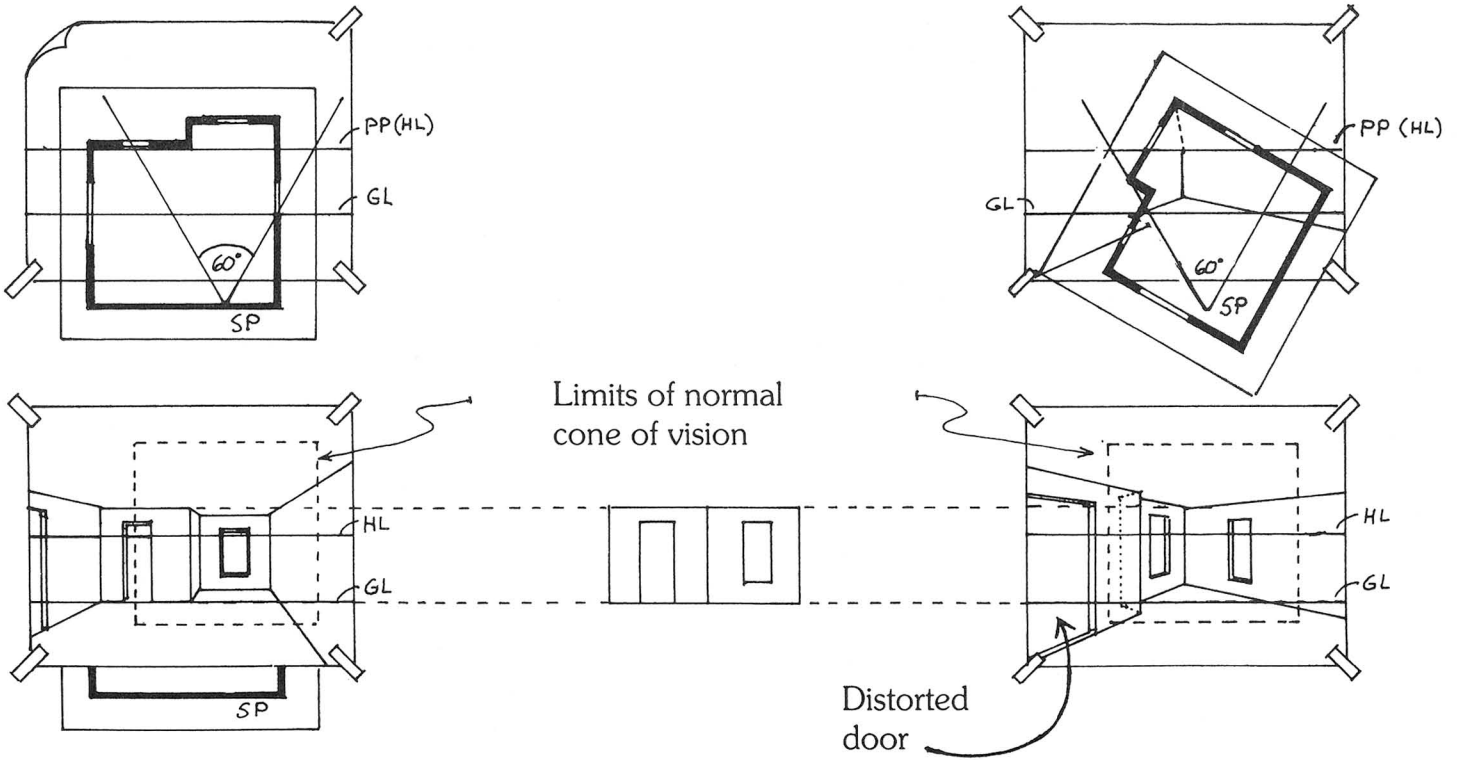
7.



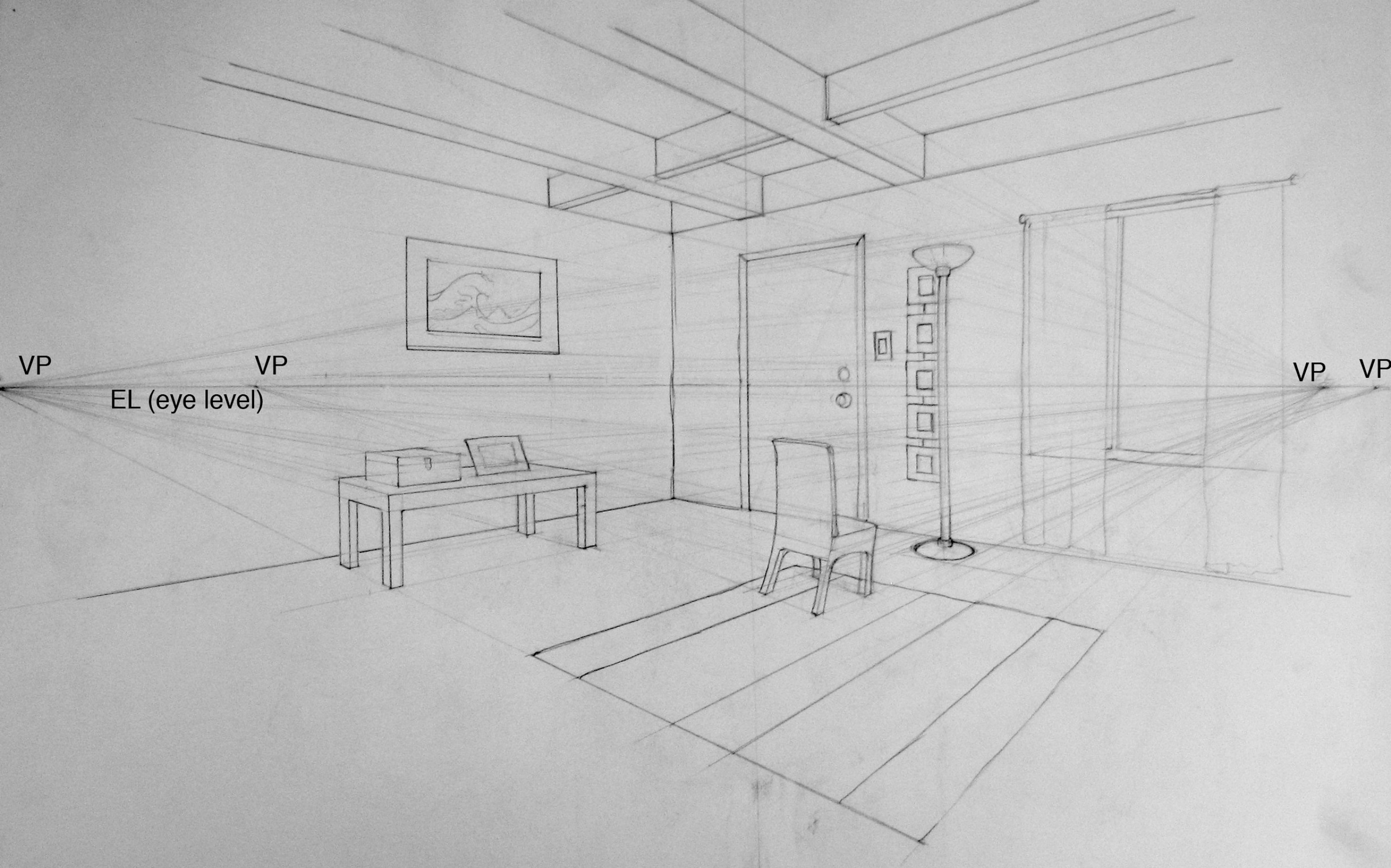
Connect these new corners to the appropriate vanishing points to form the back planes.



Setups for Interior Views



Here again, areas that extend beyond the cone of vision may be included if there are no objects of furniture to make the distortion obvious. Notice above how the door stretches to the left. Often, interior views are rendered in such a way that the walls are allowed to fade out—an effect similar to that experienced in our peripheral vision.


VP
VP
EL (eye level)
VP
VP
CLV