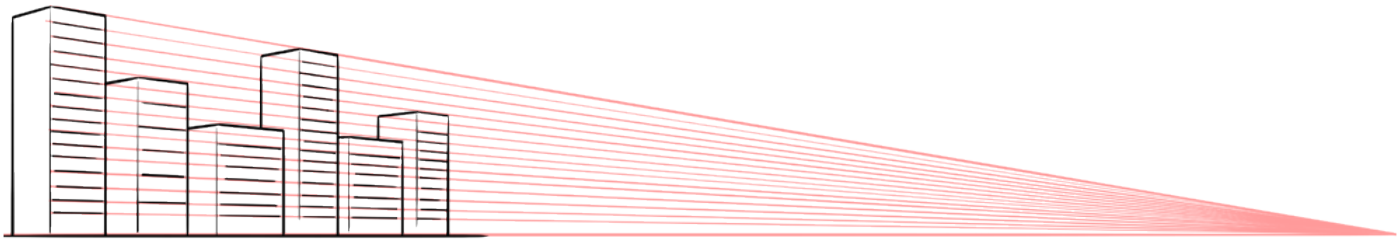
THE PHOENIX COMIC CLUB

HOW TO DRAW IN TWO-POINT PERSPECTIVE



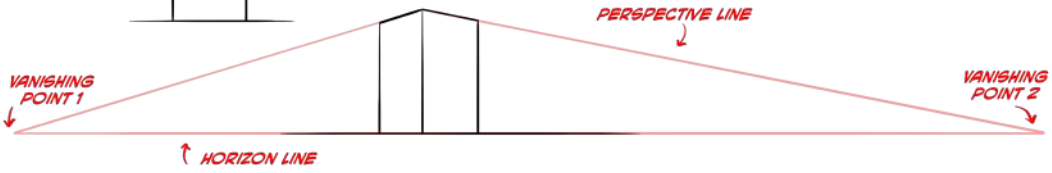


HI, I'M ROB DEAS AND I'M GOING TO BE SHOWING YOU HOW TO DRAW USING TWO-POINT PERSPECTIVE.

WE'RE GOING TO USE EXACTLY THE SAME METHOD AS WE DID WITH ONE POINT PERSPECTIVE BUT WE'RE GOING TO ADD AN EXTRA VANISHING POINT TO REALLY MAKE THINGS LOOK 3D.

ESSENTIALLY WE WANT TO MAKE THIS RECTANGLE LOOK 3D.

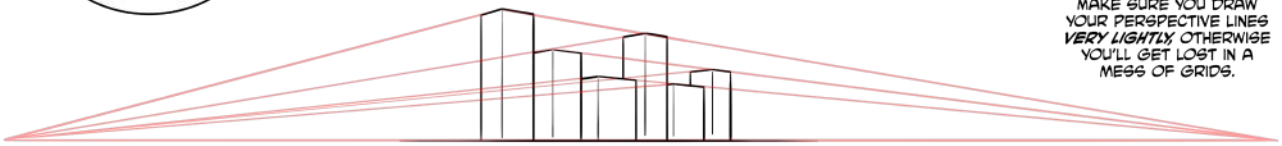
TO DO THIS WE NEED TO CREATE SOME PERSPECTIVE LINES JUST LIKE BELOW.



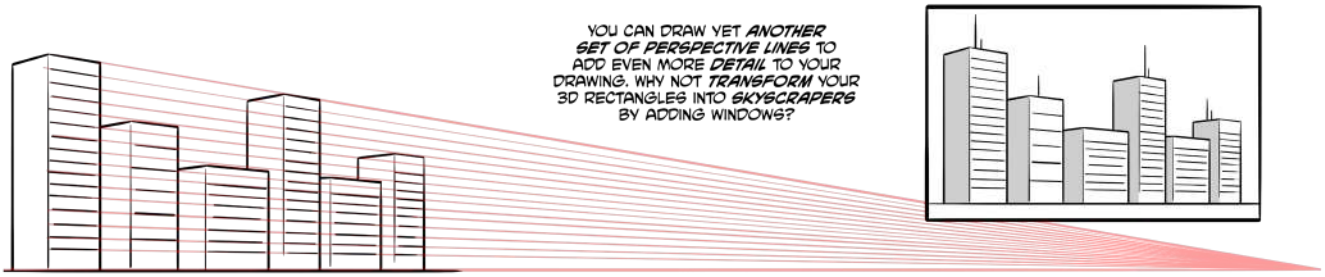
ONCE YOU'VE MASTERED DRAWING A SINGLE OBJECT USING TWO POINT PERSPECTIVE, WHY NOT TRY DRAWING A SERIES OF OBJECTS?

TO DO THIS YOU WILL NEED TO ADD MORE PERSPECTIVE LINES.

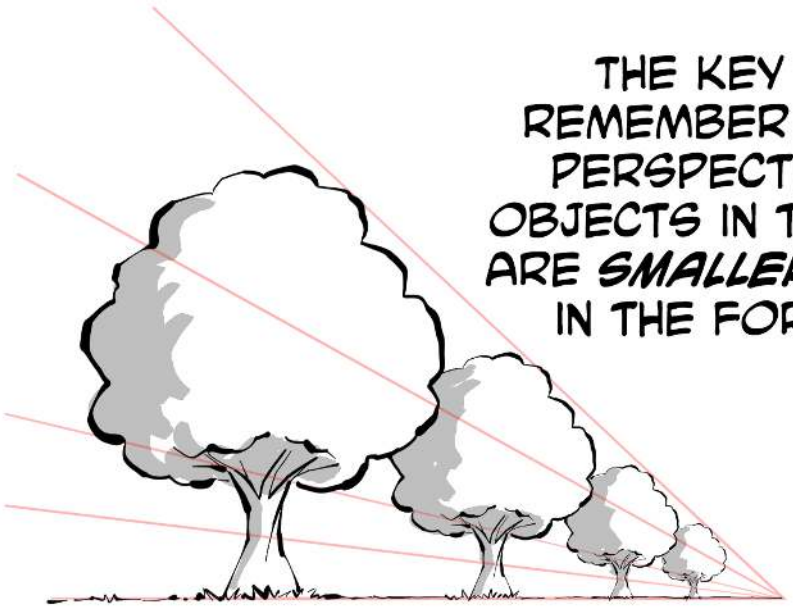
MAKE SURE YOU DRAW YOUR PERSPECTIVE LINES VERY LIGHTLY OTHERWISE YOU'LL GET LOST IN A MESS OF GRIDS.



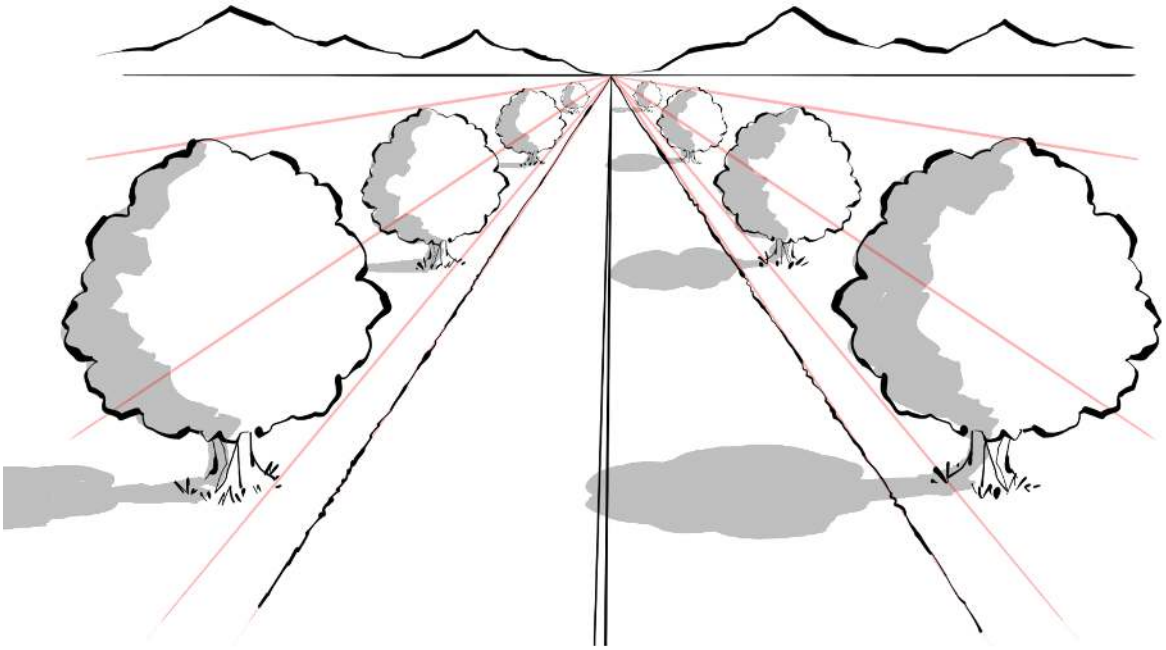
YOU CAN DRAW YET ANOTHER SET OF PERSPECTIVE LINES TO ADD EVEN MORE DETAIL TO YOUR DRAWING. WHY NOT TRANSFORM YOUR 3D RECTANGLES INTO SKYSCRAPERS BY ADDING WINDOWS?



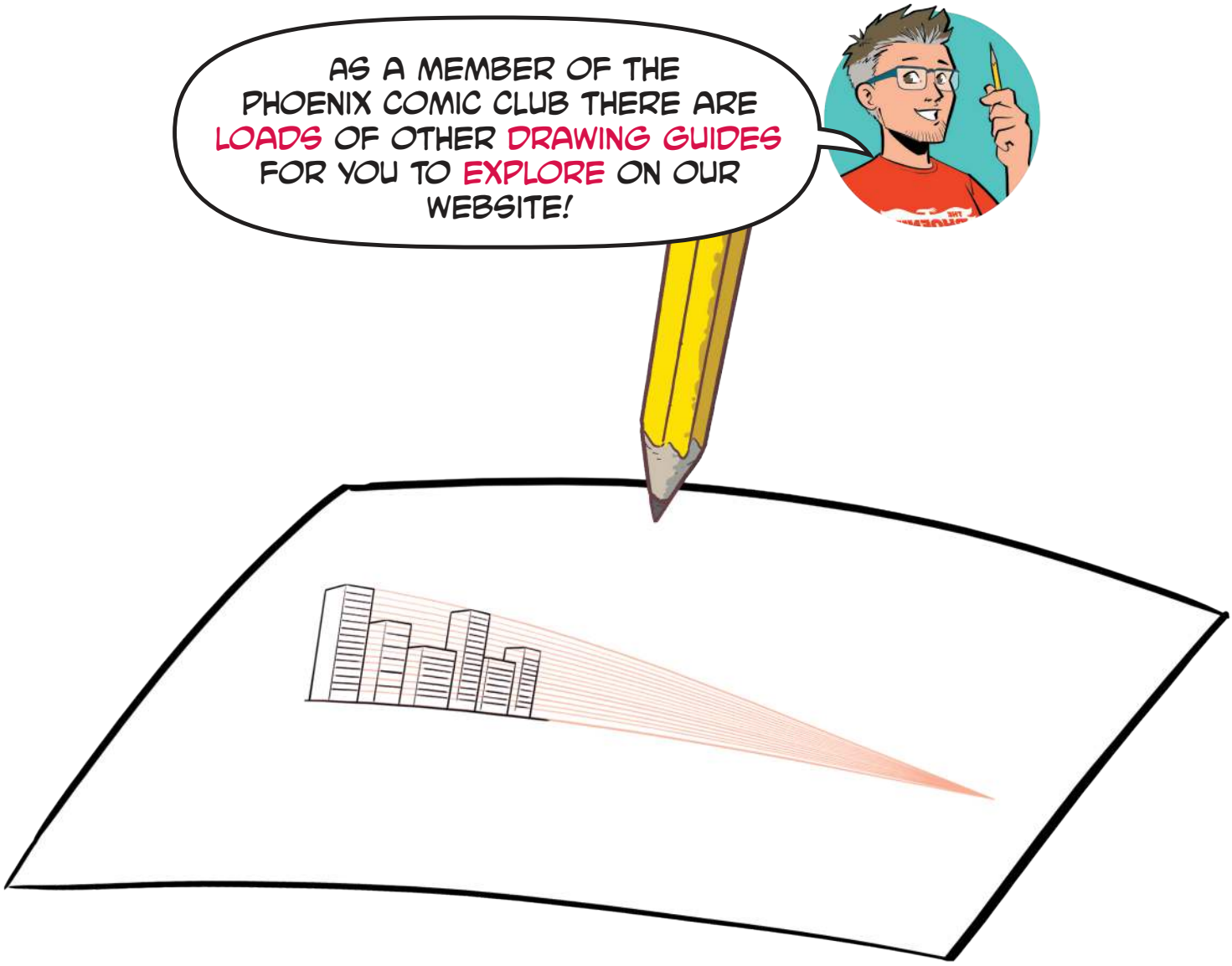
OBJECTS IN THE DISTANCE



THE KEY THING TO REMEMBER WHEN USING PERSPECTIVE IS THAT OBJECTS IN THE *DISTANCE* ARE *SMALLER* THAN THOSE IN THE FOREGROUND.



THE TREES *SHRINK* IN LINE WITH THE PERSPECTIVE LINES.



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