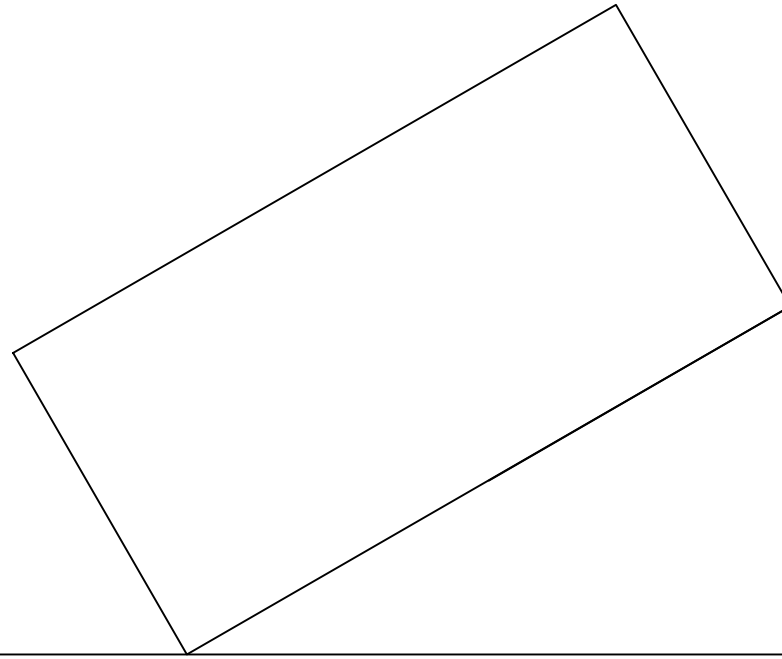


TWO POINT PERSPECTIVE
DRAWING



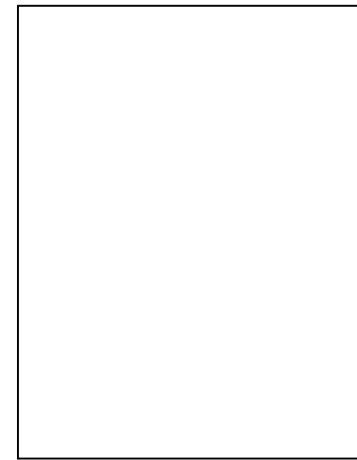
PP

HL



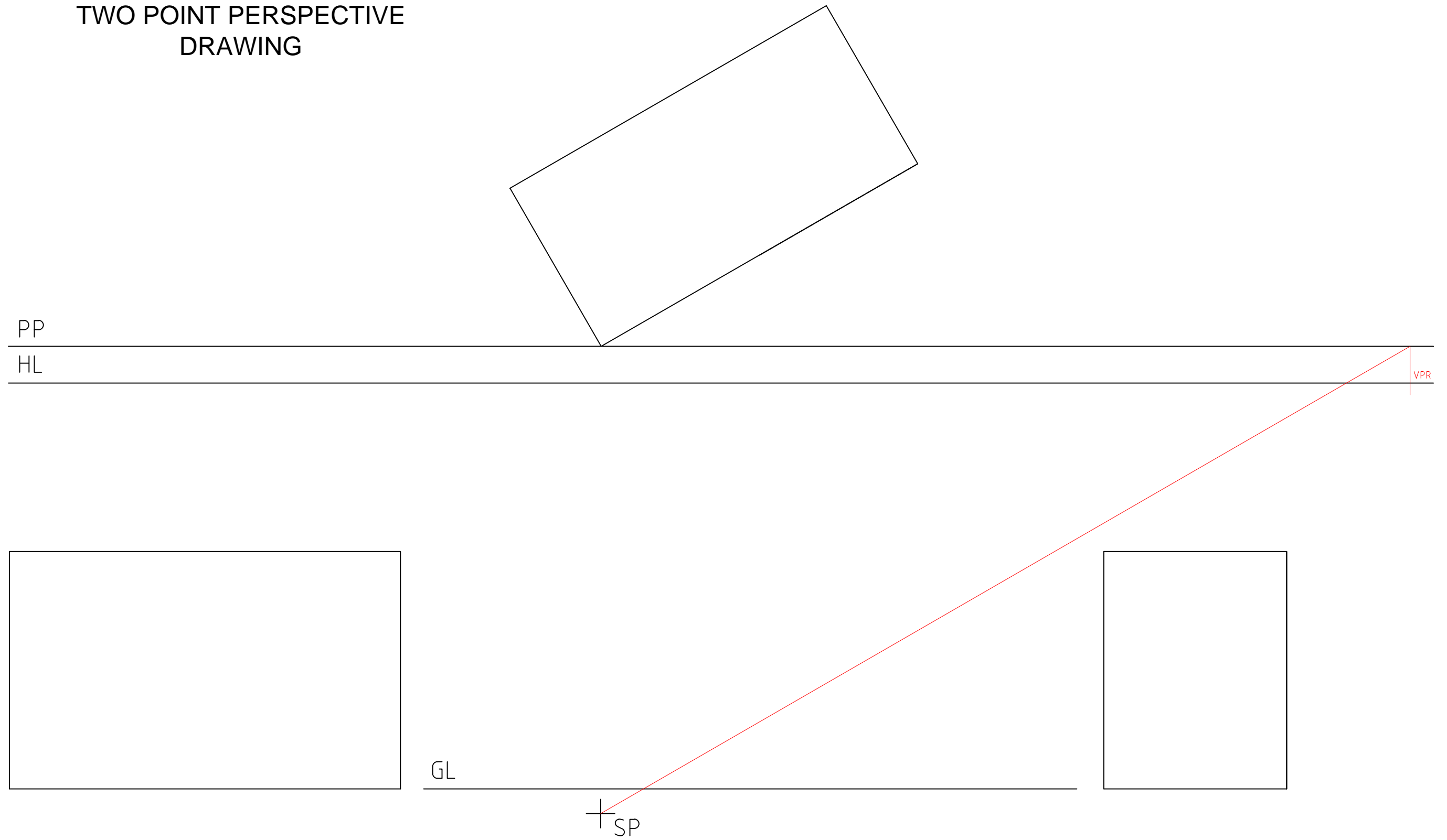
GL

+ SP



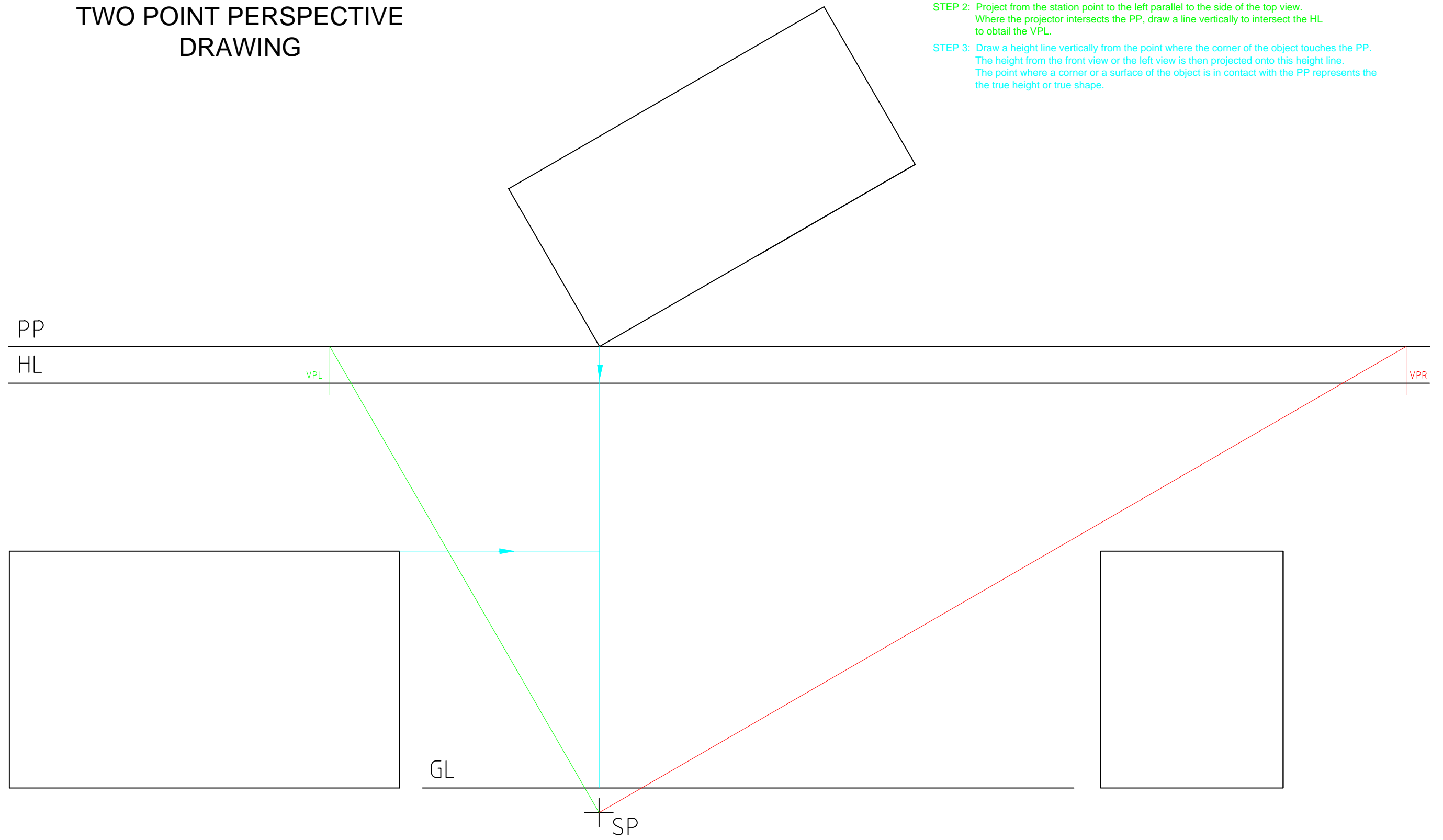
TWO POINT PERSPECTIVE DRAWING

STEP 1: Project from the station point to the right parallel to the side of the top view.
Where the projector intersects the PP, draw a line vertically to intersect the HL
to obtain the VPR.



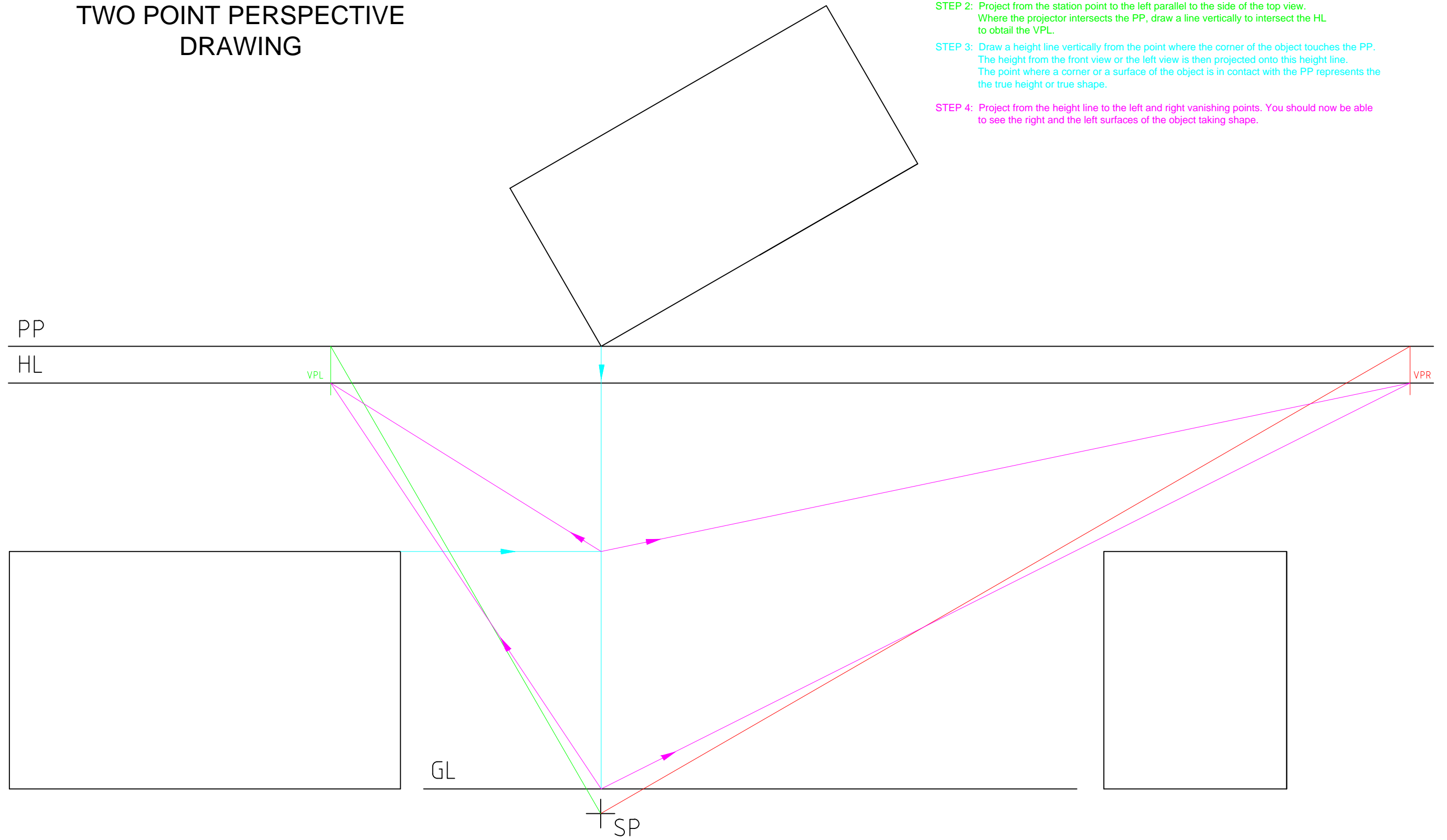
TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.



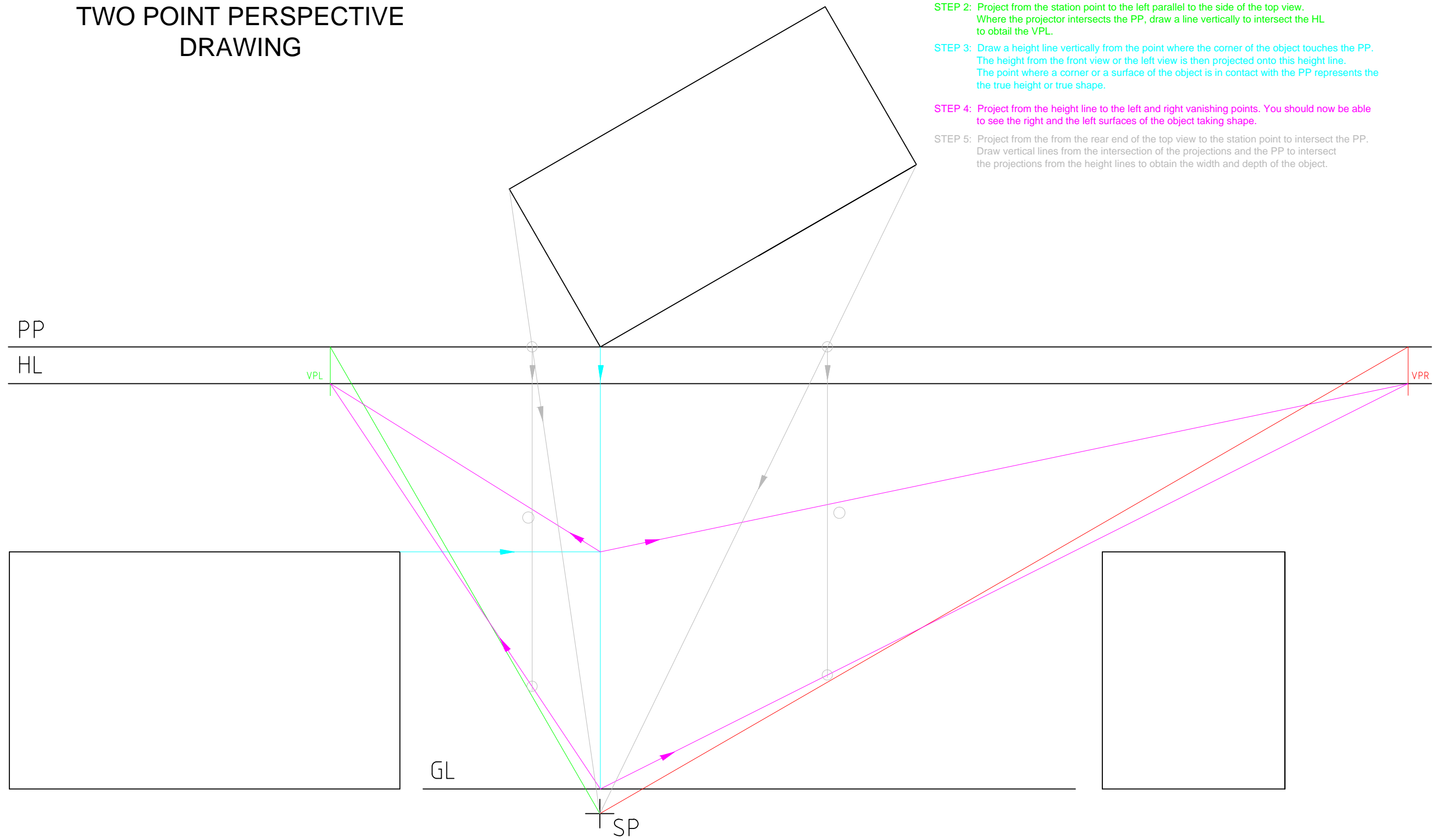
TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.
- STEP 4: Project from the height line to the left and right vanishing points. You should now be able to see the right and the left surfaces of the object taking shape.



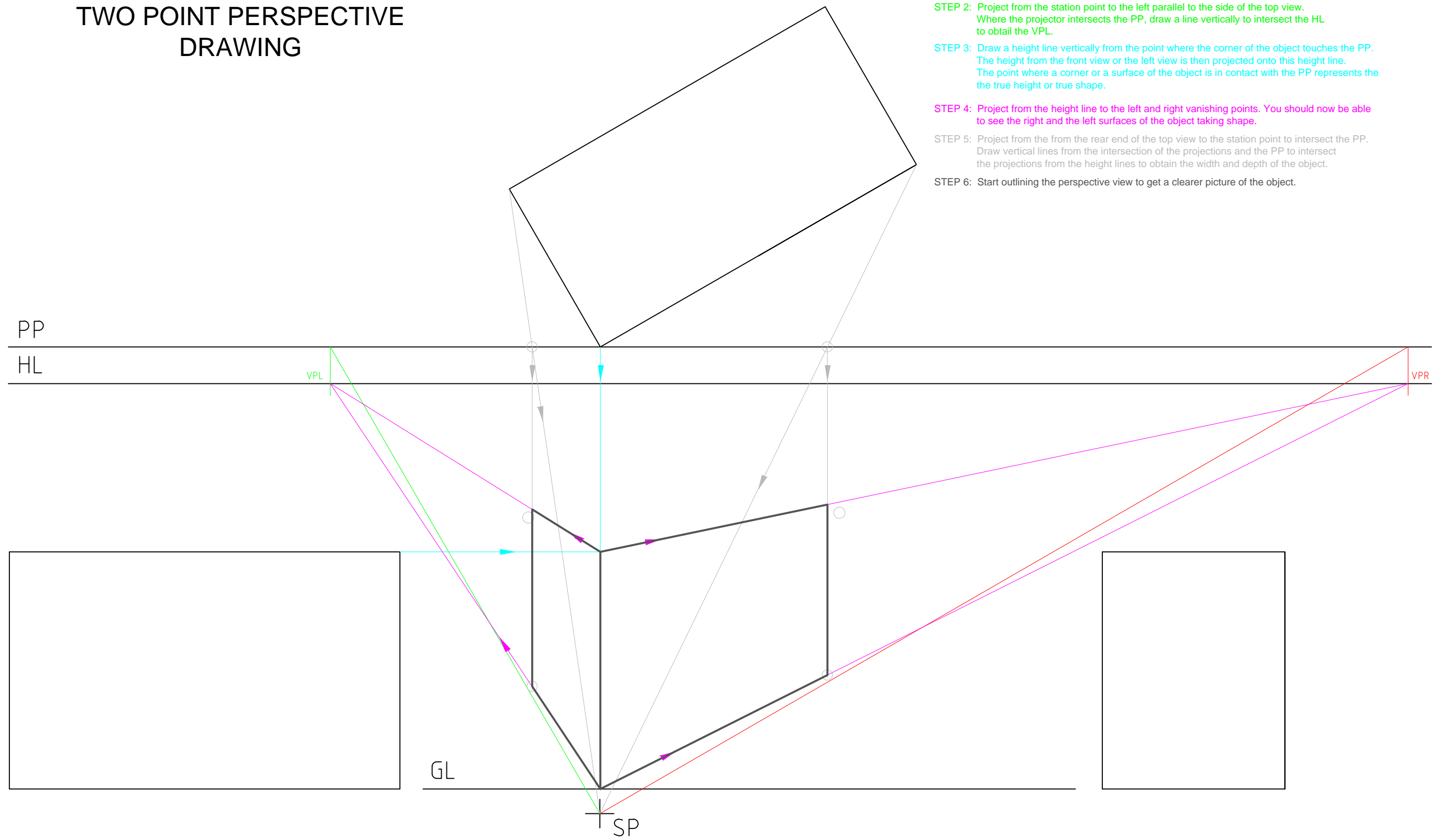
TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.
- STEP 4: Project from the height line to the left and right vanishing points. You should now be able to see the right and the left surfaces of the object taking shape.
- STEP 5: Project from the from the rear end of the top view to the station point to intersect the PP. Draw vertical lines from the intersection of the projections and the PP to intersect the projections from the height lines to obtain the width and depth of the object.



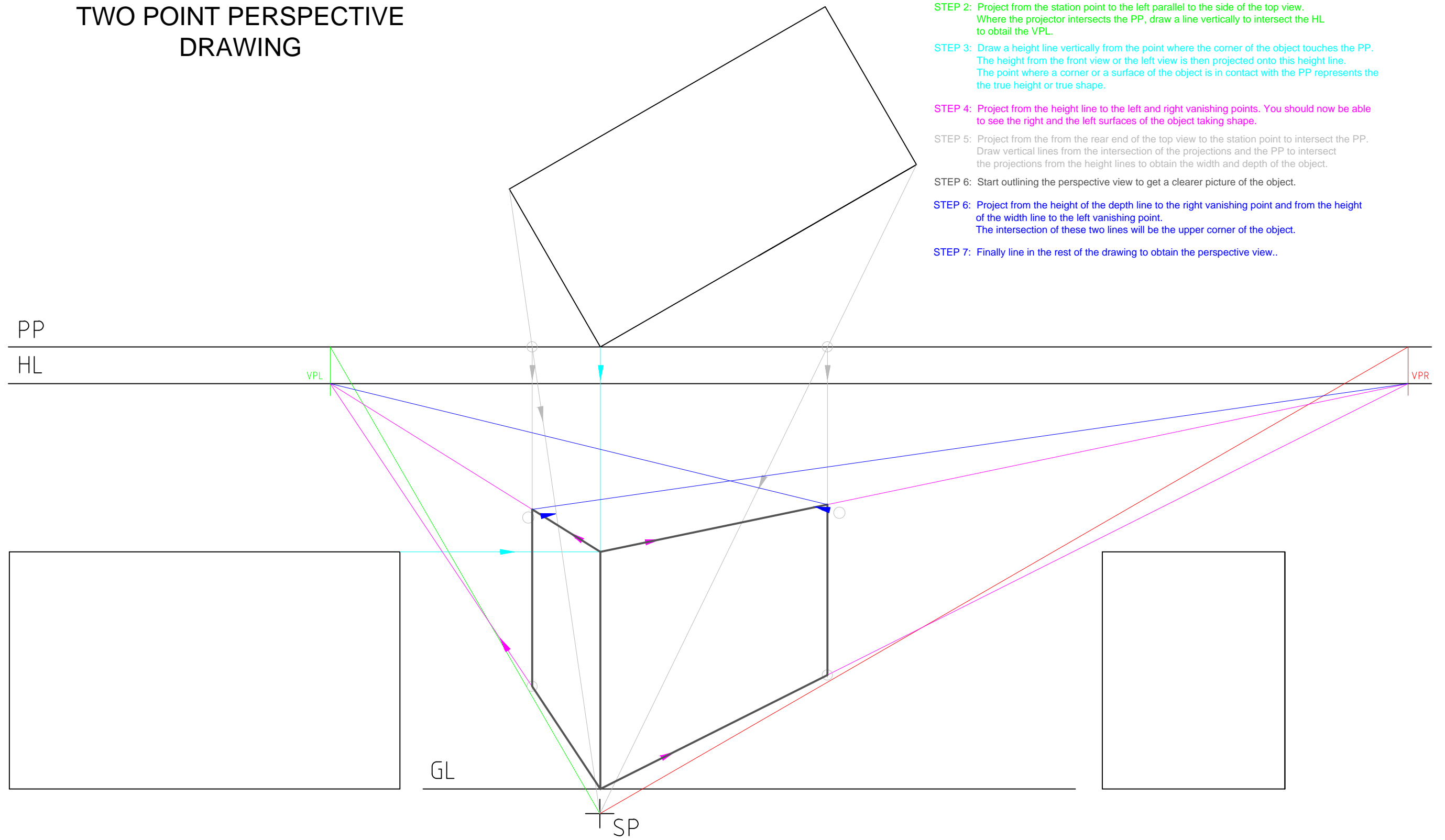
TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.
- STEP 4: Project from the height line to the left and right vanishing points. You should now be able to see the right and the left surfaces of the object taking shape.
- STEP 5: Project from the front end of the top view to the station point to intersect the PP. Draw vertical lines from the intersection of the projections and the PP to intersect the projections from the height lines to obtain the width and depth of the object.
- STEP 6: Start outlining the perspective view to get a clearer picture of the object.



TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.
- STEP 4: Project from the height line to the left and right vanishing points. You should now be able to see the right and the left surfaces of the object taking shape.
- STEP 5: Project from the front end of the top view to the station point to intersect the PP. Draw vertical lines from the intersection of the projections and the PP to intersect the projections from the height lines to obtain the width and depth of the object.
- STEP 6: Start outlining the perspective view to get a clearer picture of the object.
- STEP 6: Project from the height of the depth line to the right vanishing point and from the height of the width line to the left vanishing point. The intersection of these two lines will be the upper corner of the object.
- STEP 7: Finally line in the rest of the drawing to obtain the perspective view..



TWO POINT PERSPECTIVE DRAWING

- STEP 1: Project from the station point to the right parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPR.
- STEP 2: Project from the station point to the left parallel to the side of the top view. Where the projector intersects the PP, draw a line vertically to intersect the HL to obtain the VPL.
- STEP 3: Draw a height line vertically from the point where the corner of the object touches the PP. The height from the front view or the left view is then projected onto this height line. The point where a corner or a surface of the object is in contact with the PP represents the true height or true shape.
- STEP 4: Project from the height line to the left and right vanishing points. You should now be able to see the right and the left surfaces of the object taking shape.
- STEP 5: Project from the front end of the top view to the station point to intersect the PP. Draw vertical lines from the intersection of the projections and the PP to intersect the projections from the height lines to obtain the width and depth of the object.
- STEP 6: Start outlining the perspective view to get a clearer picture of the object.
- STEP 6: Project from the height of the depth line to the right vanishing point and from the height of the width line to the left vanishing point. The intersection of these two lines will be the upper corner of the object.
- STEP 7: Finally line in the rest of the drawing to obtain the perspective view..

