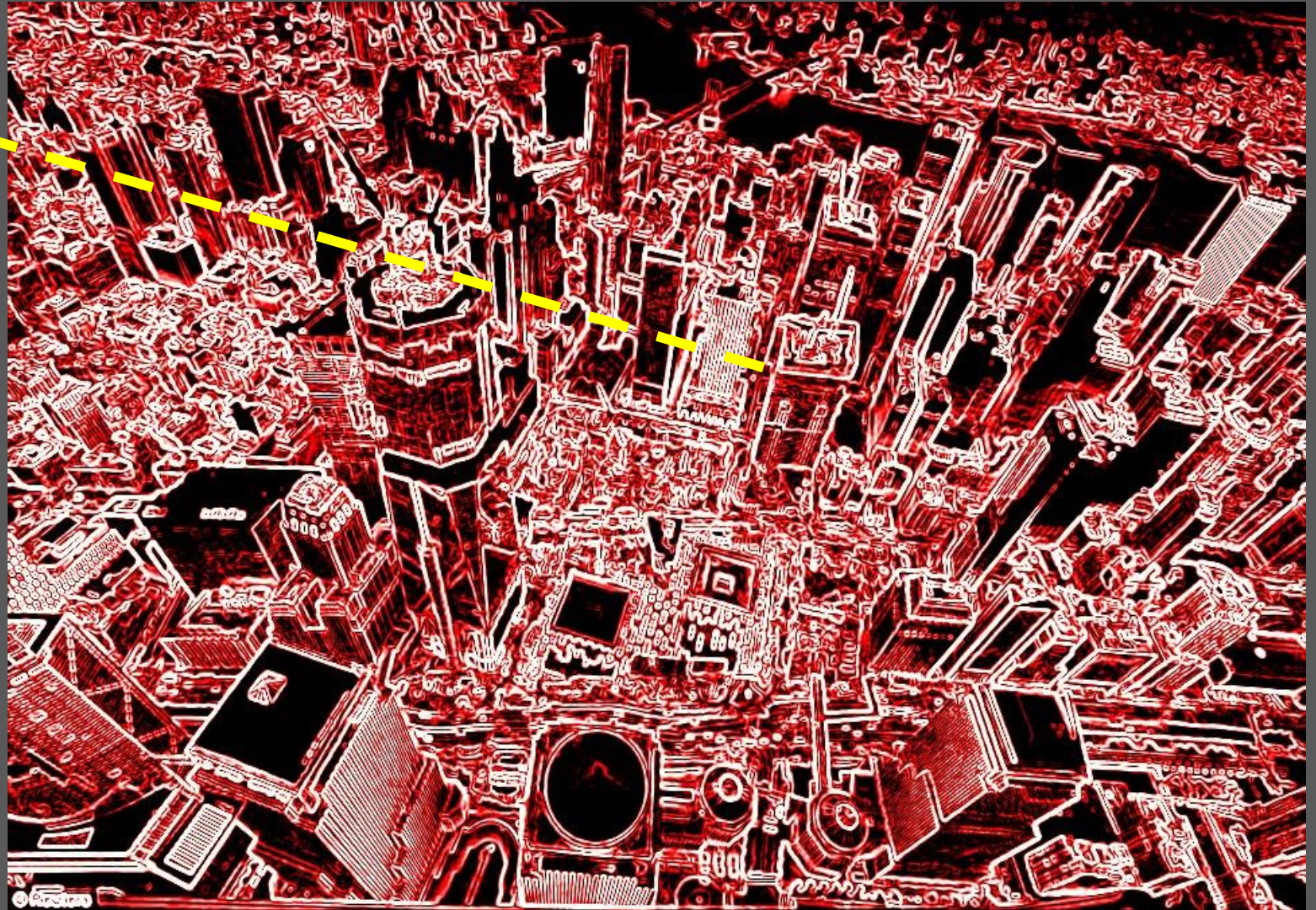




HOW TO DRAW IN 3 POINT PERSPECTIVE

LIKE A PRO!

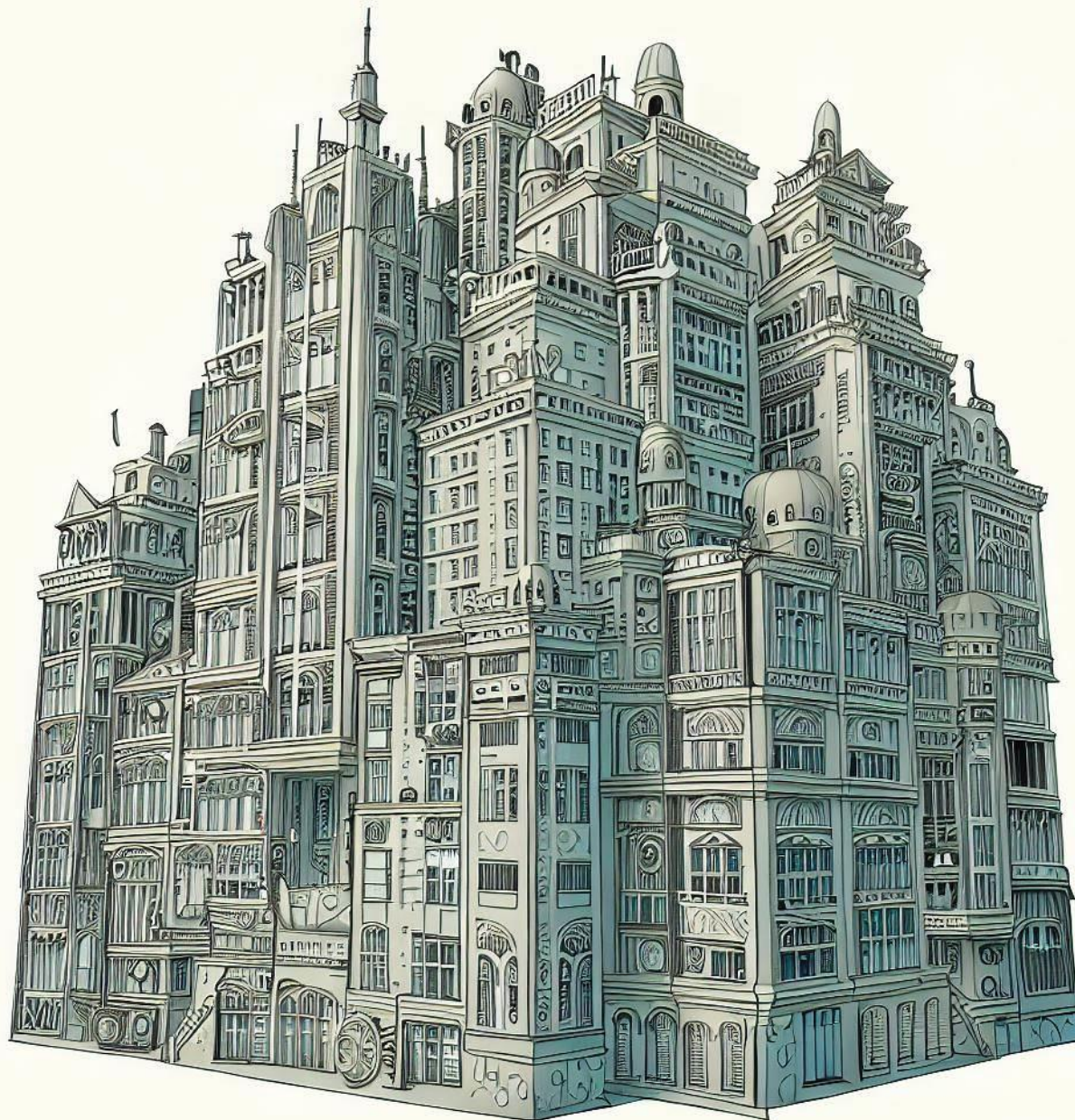
PRESENTED BY: [Bruce Black Art.com](http://BruceBlackArt.com)

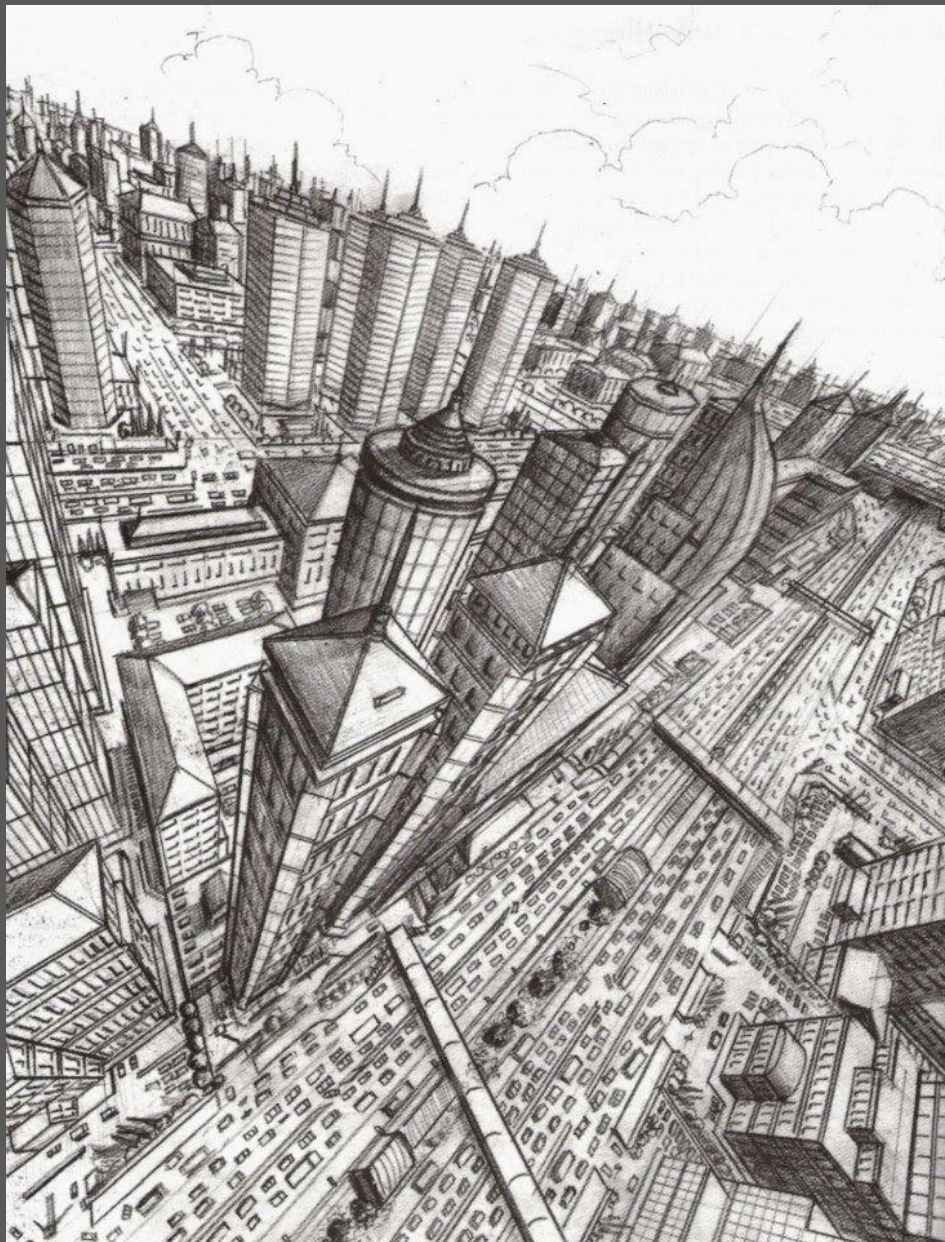


HAVE YOU EVER
WONDERED HOW
ARTISTS DRAW
BUILDINGS FROM A
BIRD'S EYE VIEW?

How about drawing a large building, as if you are looking up at it?

Notice this building's sides are not vertical.





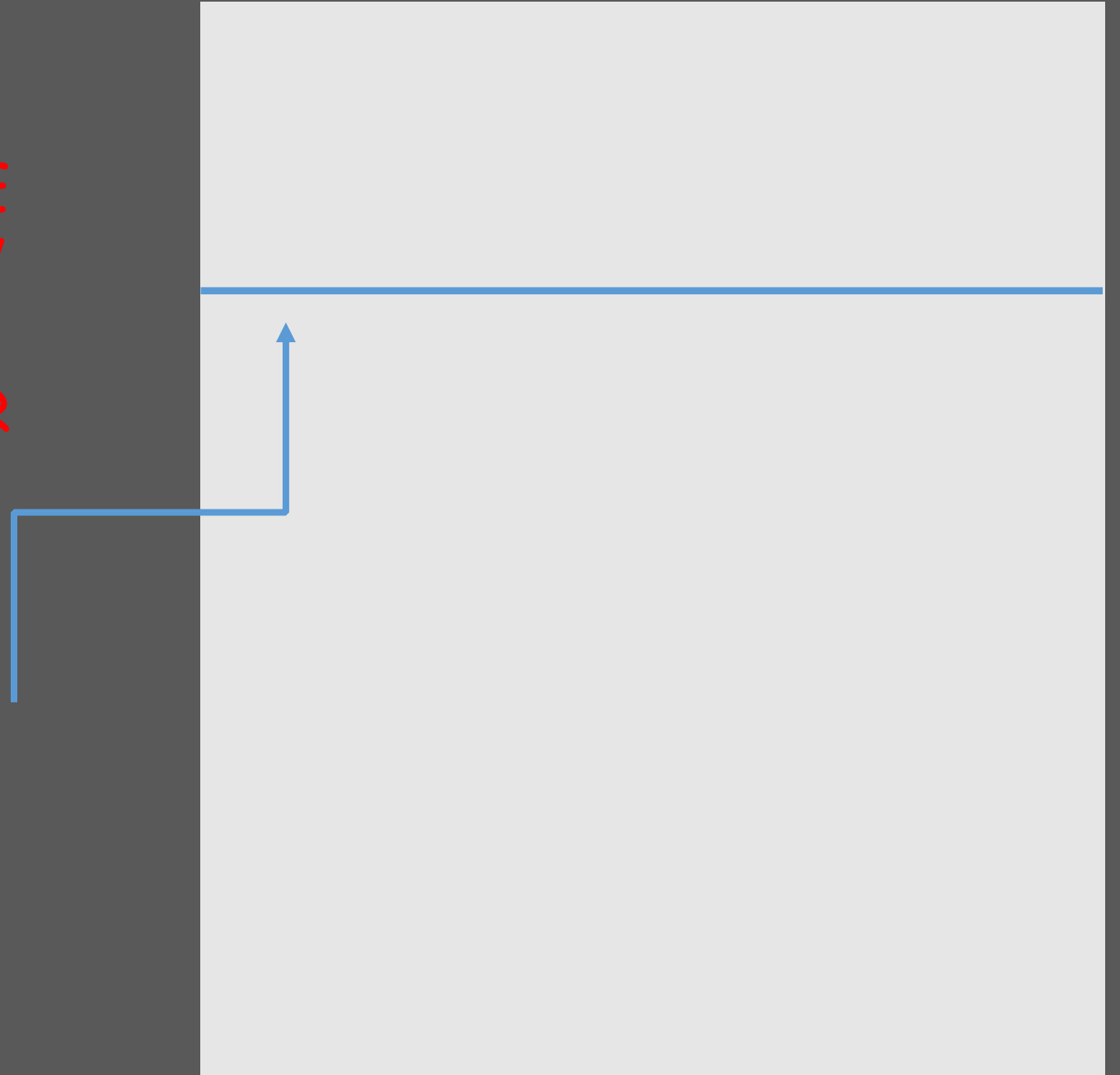
ALL YOU HAVE TO DO IS
LEARN THIS SIMPLE
SYSTEM, AND THEN YOU
TOO CAN DRAW IN THREE
POINT PERSPECTIVE!

Let's get started. You will need a
sheet of blank paper, a ruler, a
pencil, and an eraser.

BIRD'S EYE VIEW

FIRST TURN YOUR PAGE VERTICALLY AND DRAW A HORIZON LINE UP NEAR THE TOP OF YOUR PAGE.

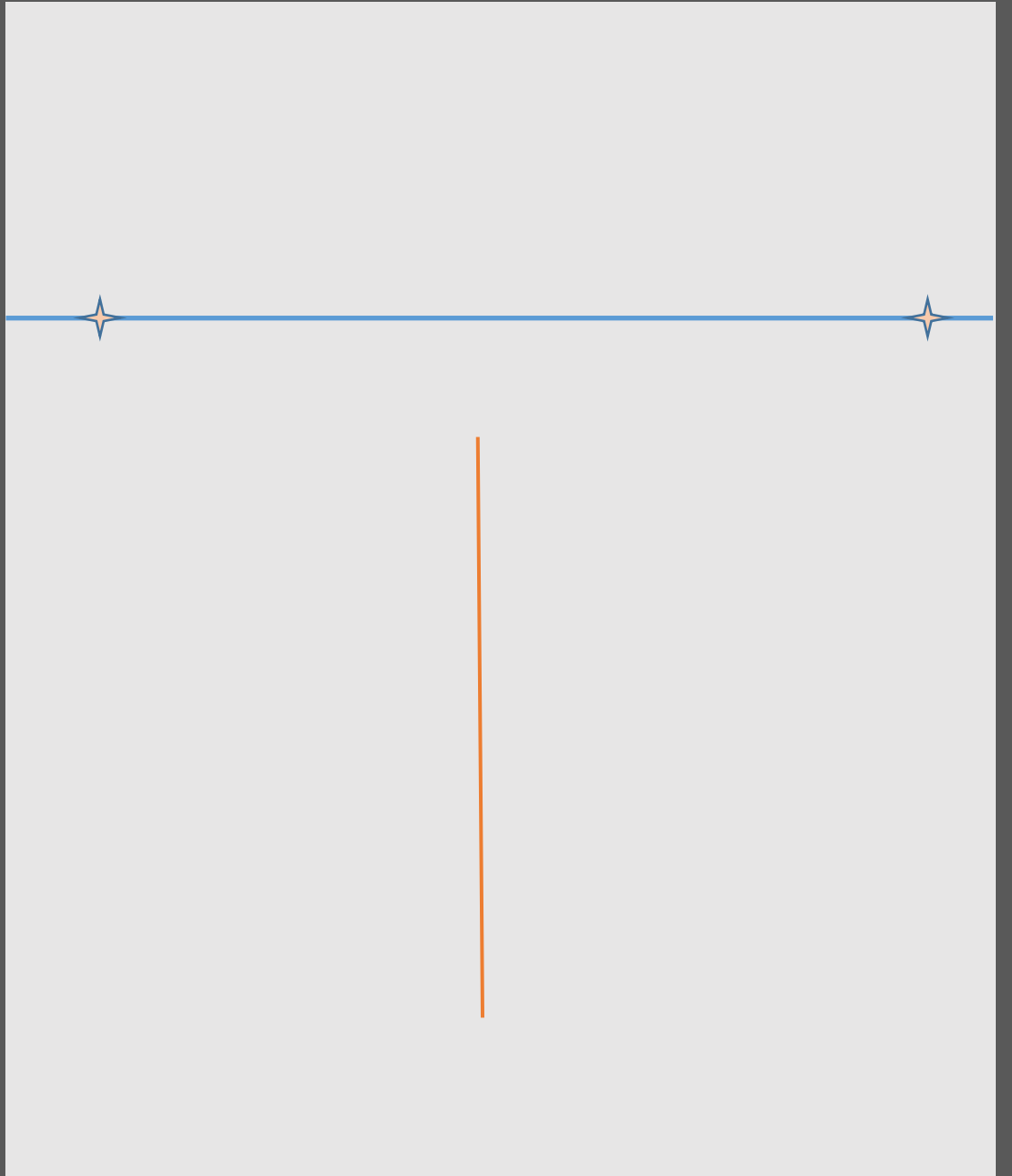
TIP: THE HORIZON LINE IS EQUAL TO YOUR EYE LEVEL. SO, IF YOU WANT TO DRAW A PICTURE THAT IS LOOKING DOWN, YOU MUST PUT YOUR EYE LEVEL (HORIZON LINE) UP HIGH. MAKE SENSE?



BIRD'S EYE VIEW

Next add two points far apart. Then, draw a vertical line between the points that is below your horizon line.

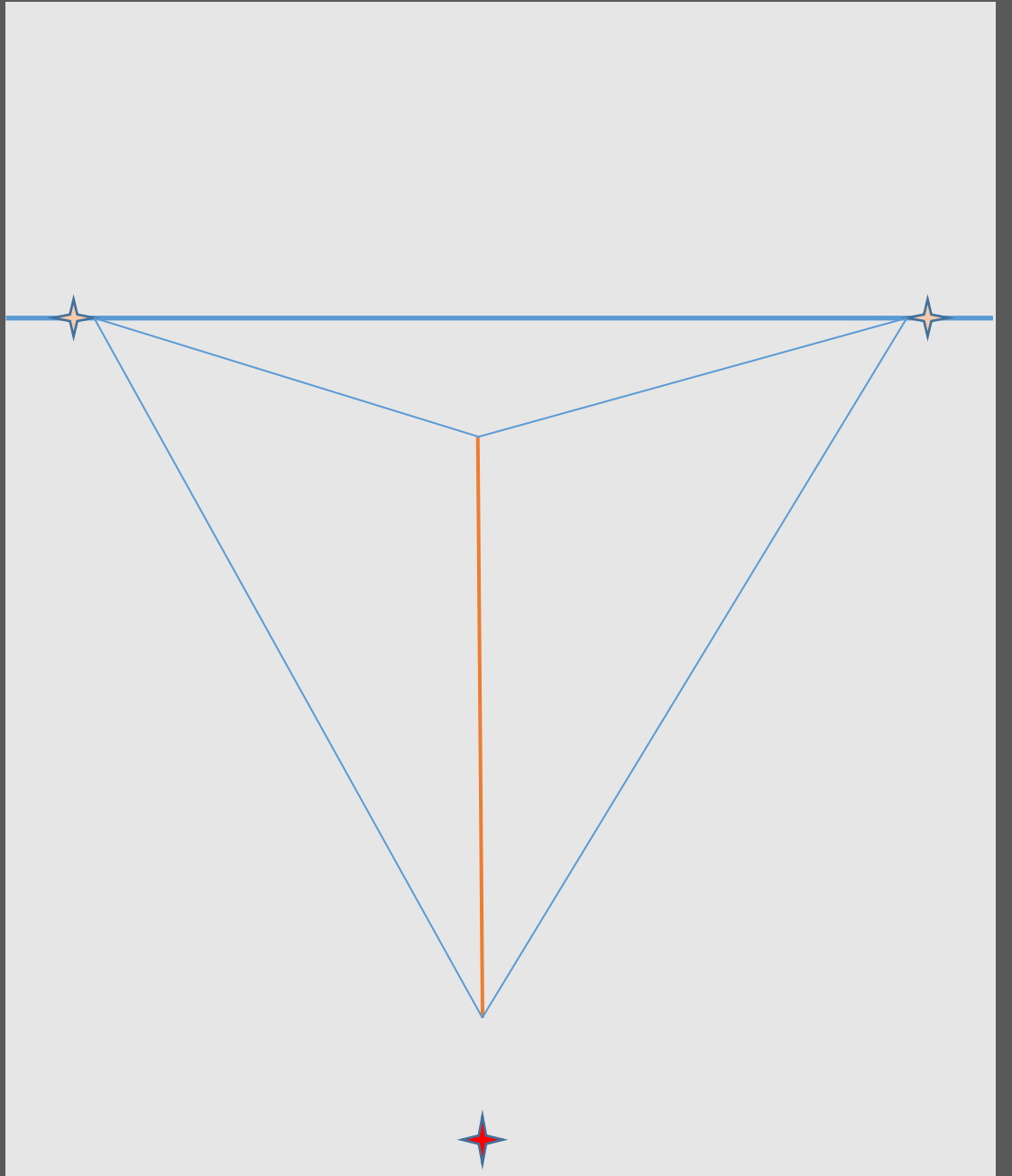
The points are called **vanishing points** because they represent where two parallel lines appear to converge on the horizon.



BIRD'S EYE VIEW

**YOU'RE DOING
GREAT!**

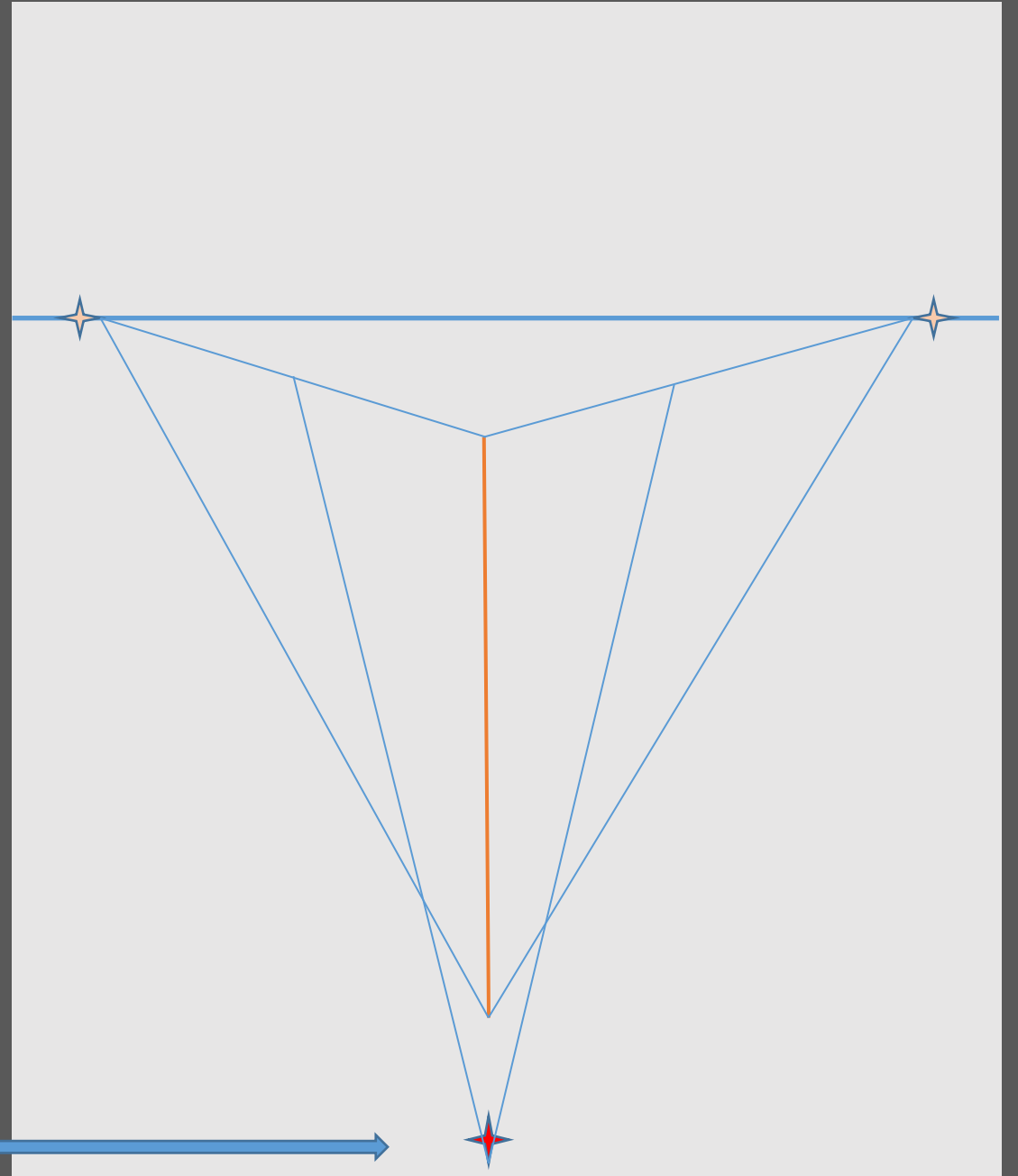
The next part is real easy.
You simply put a third point
somewhere below your
initial vertical line.



BIRD'S EYE VIEW

Okay, now draw two lines inside your "V" shape that go towards your third point at the bottom of the page.

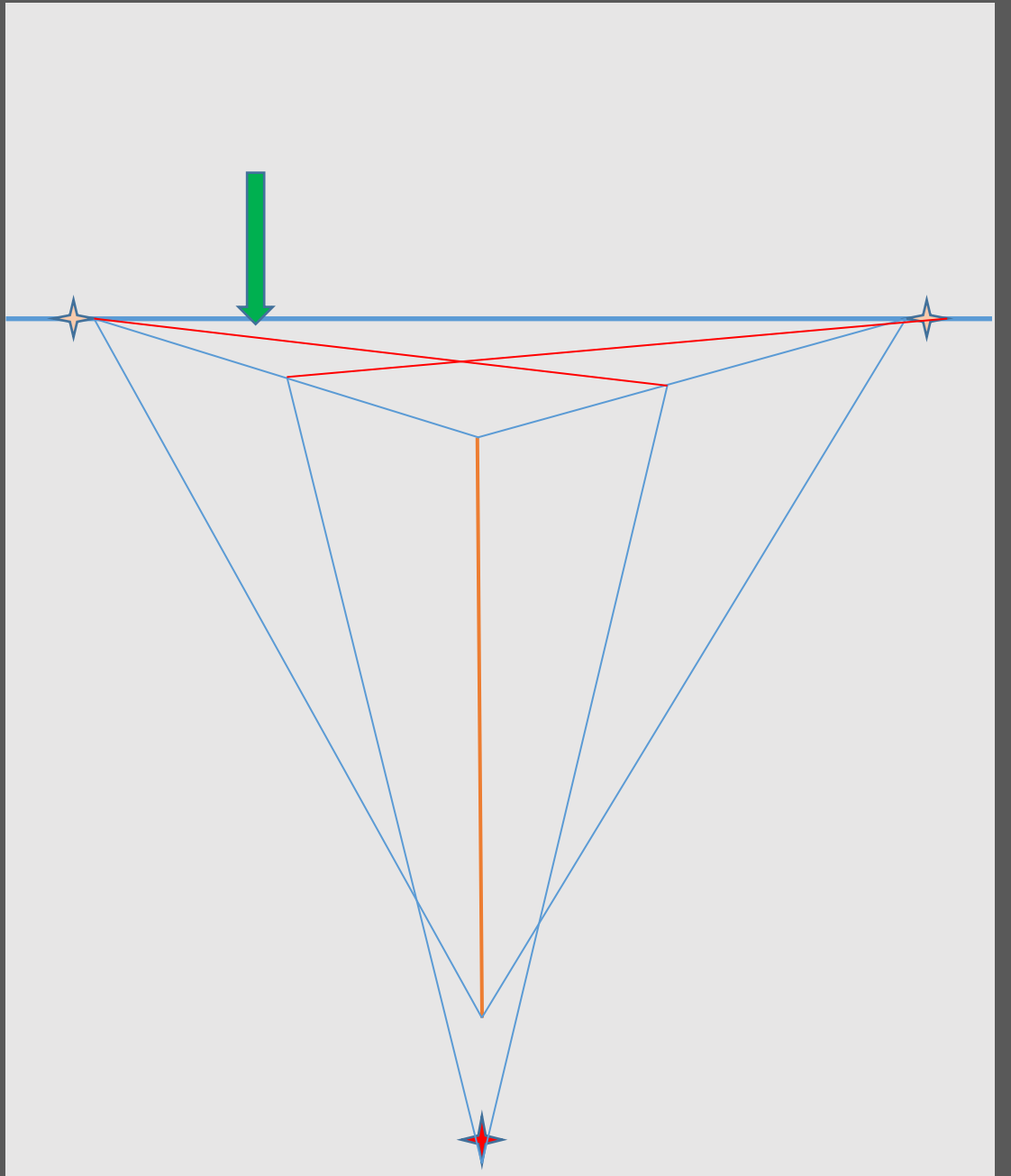
THIRD POINT



BIRD'S EYE VIEW

THIS PART IS IMPORTANT !

DRAW FROM THE TOP LEFT HAND CORNER TO THE RIGHT POINT.
THEN DRAW FROM THE TOP RIGHT HAND CORNER TO THE LEFT POINT.

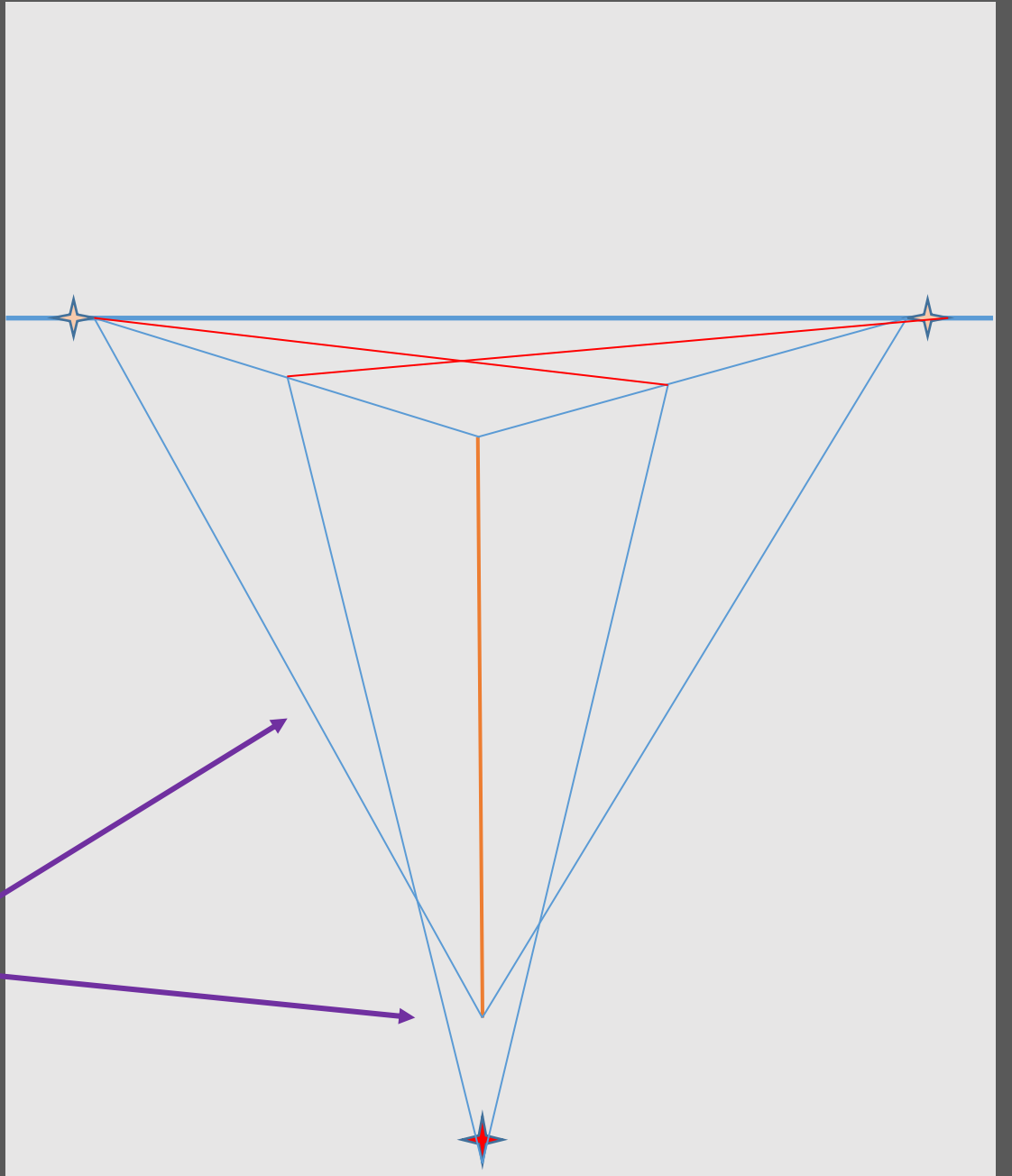


BIRD'S EYE VIEW

GOOD JOB, IT'S STARTING TO LOOK LIKE A BUILDING.

Just erase your extra orthogonal lines to clean it up a bit.

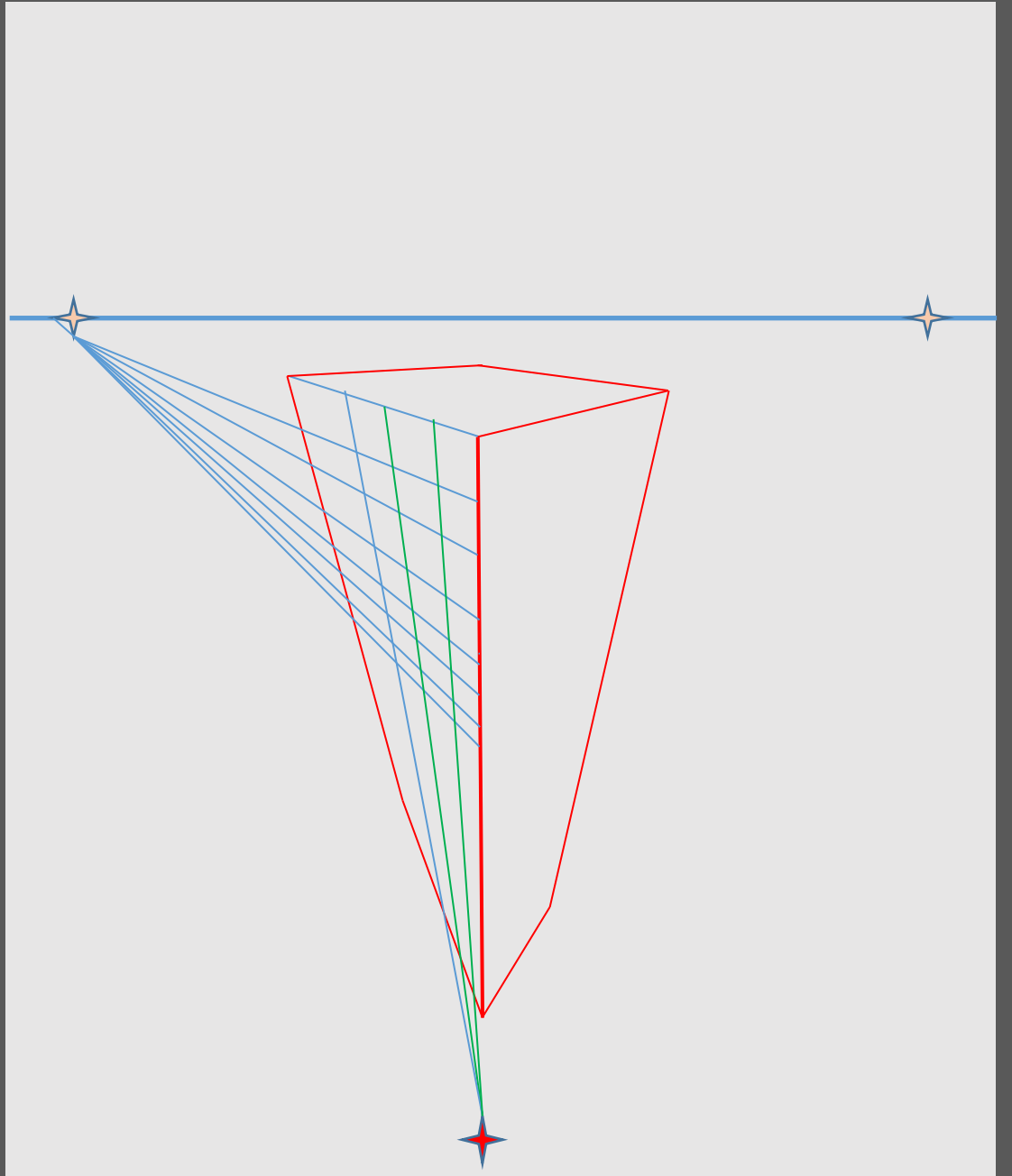
These are orthogonal lines. They are imaginary lines that travel back to the vanishing points. Notice how everything gets smaller at the same rate?



BIRD'S EYE VIEW

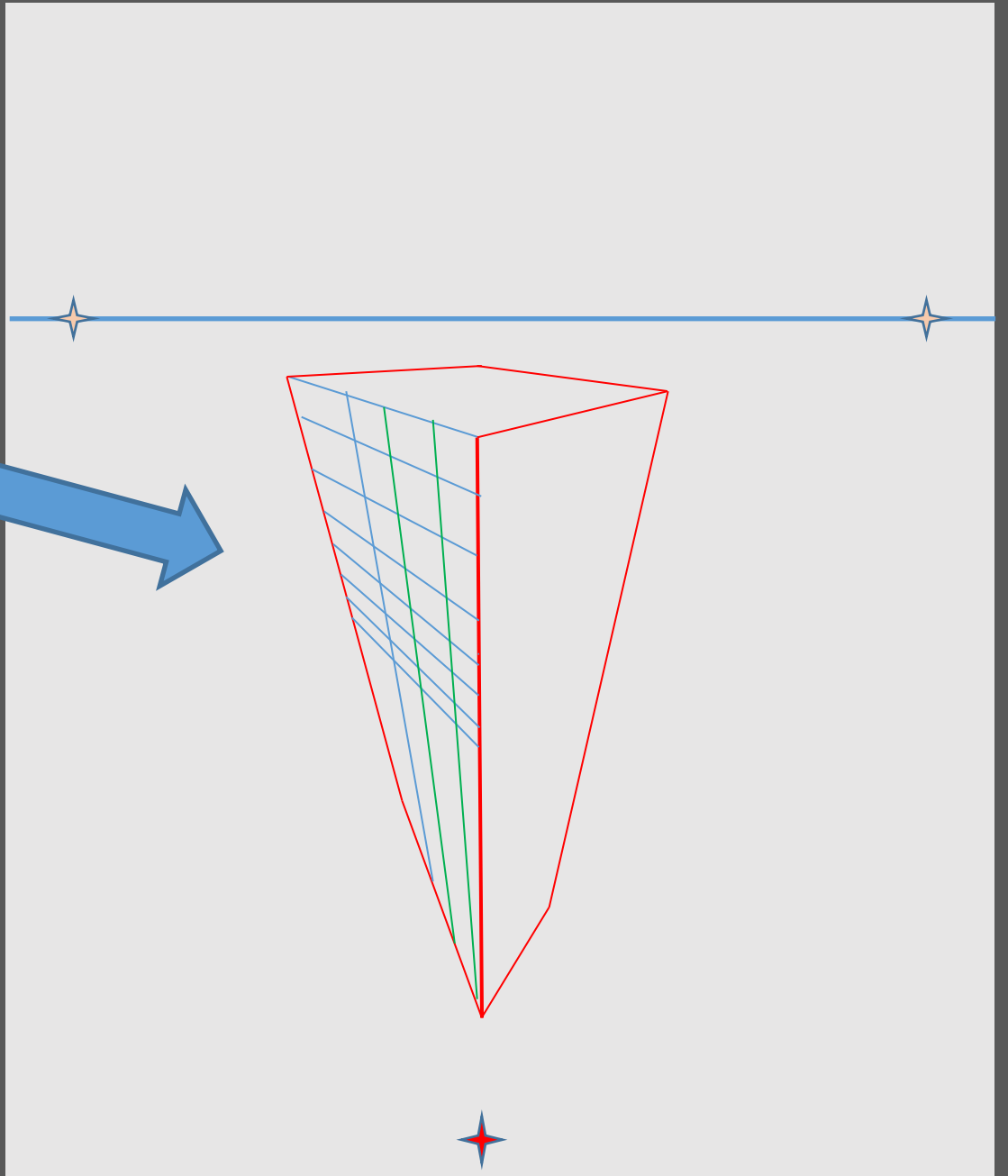
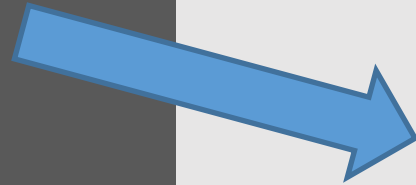
YOU DID IT!

Now just remember that anything you put on the building must follow the rules of the system. Items put on the left side must go to the left point. Items put on the right side must go to the right point. Vertical lines must go to the third point.



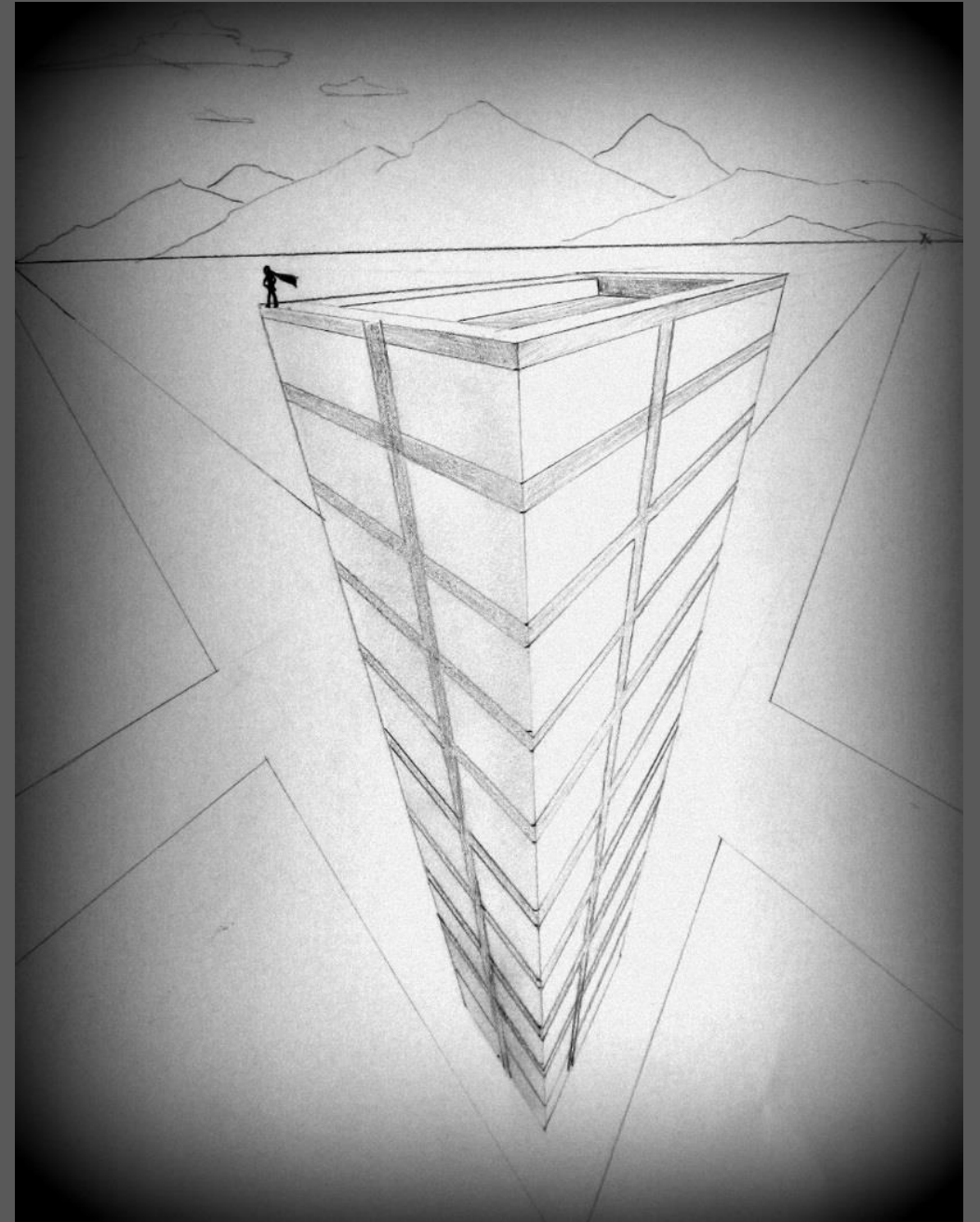
BIRD'S EYE VIEW

Tip: As things move away from you, they appear to get closer. Also, when things move down and away, they appear to get closer. Put your lines closer and closer as you move away from the horizon line (viewer's eye level).



Here is a drawing similar to the one we just did. Notice that the windows get smaller as they go down and away from the viewer.

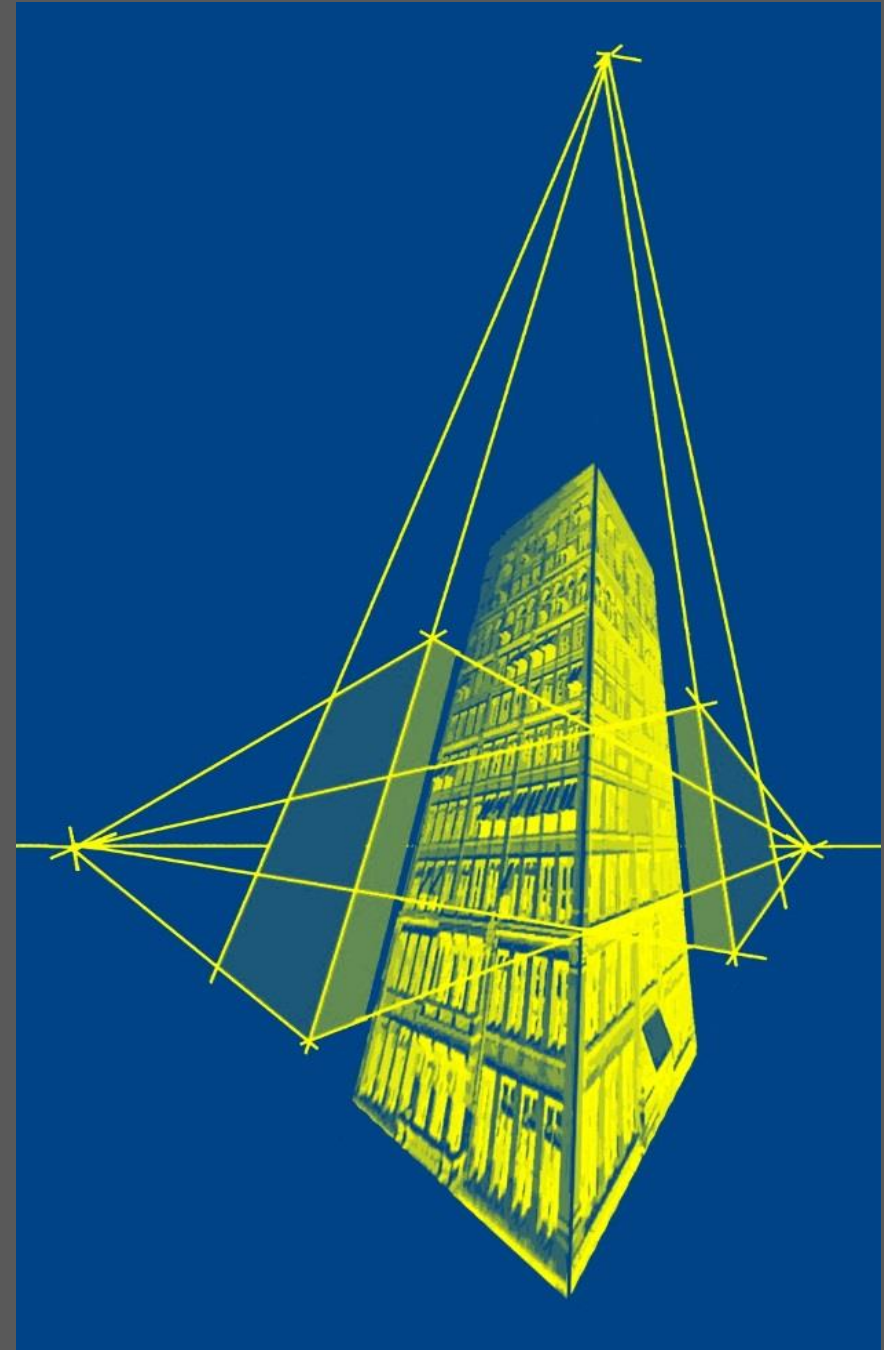
It also helps to add additional elements in for perspective. For example, people or mountains.



ANT'S EYE VIEW

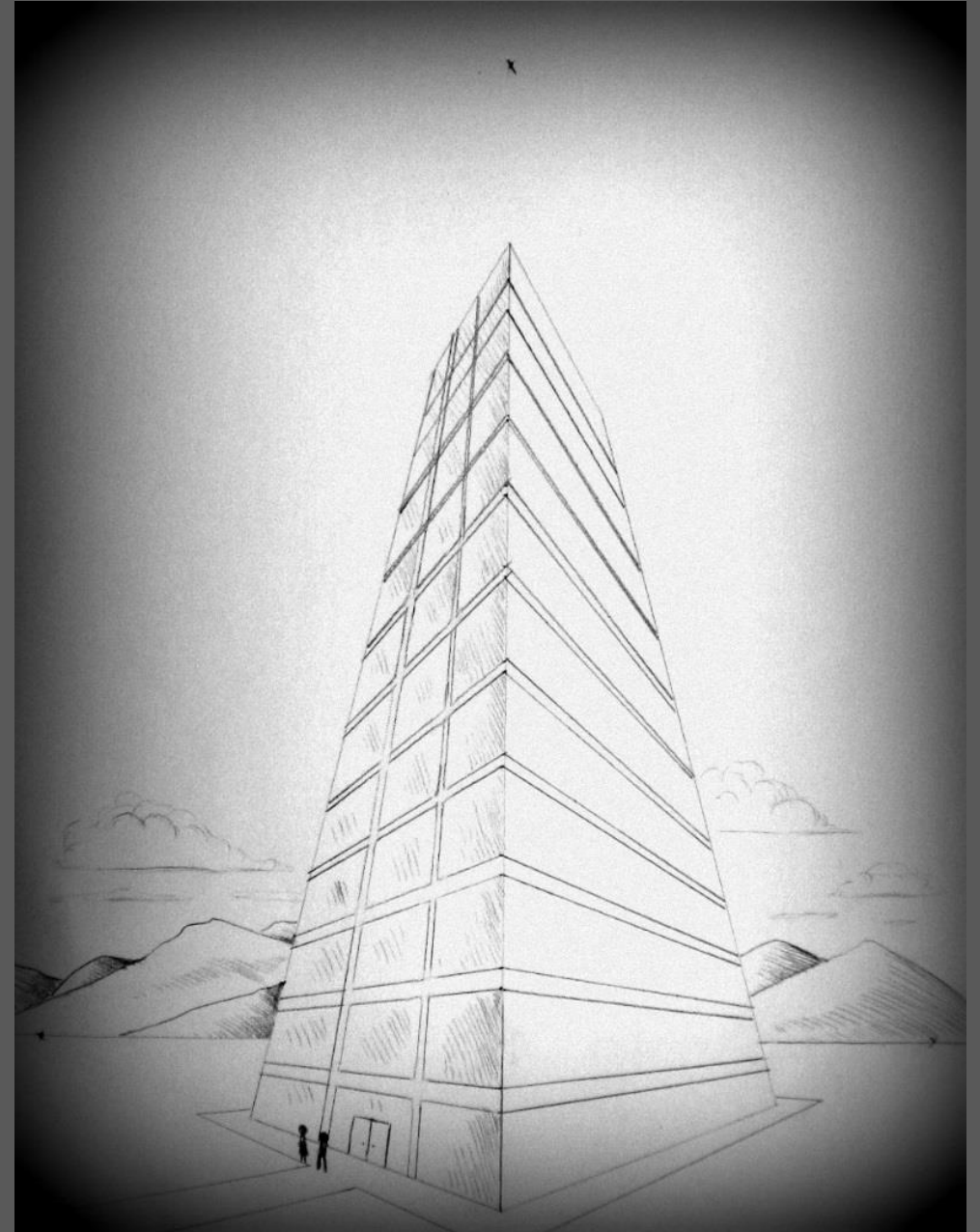
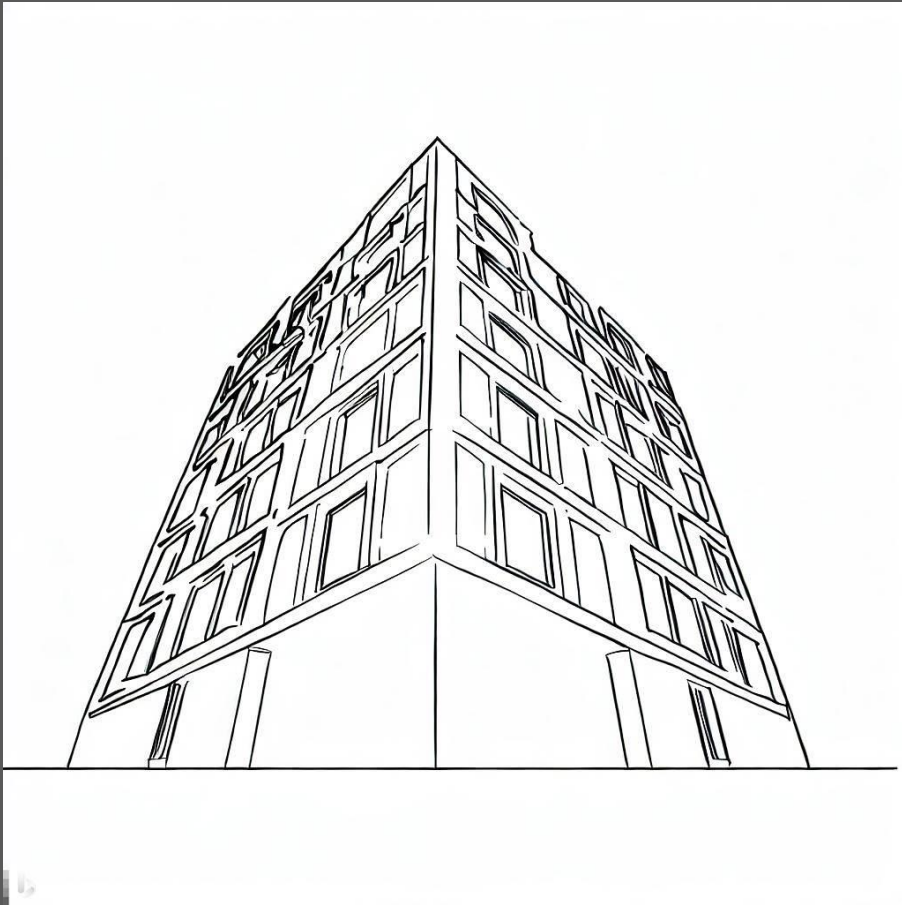
Now do a drawing from an ant's eye view! It's very similar to the first drawing with some changes.

1. Lower your horizon line.
2. Place your third point in the sky.
3. Make objects come closer together as they go up.



Here is an example of a tower seen from below.

Just remember that any details you add must comply with the rules of the system!

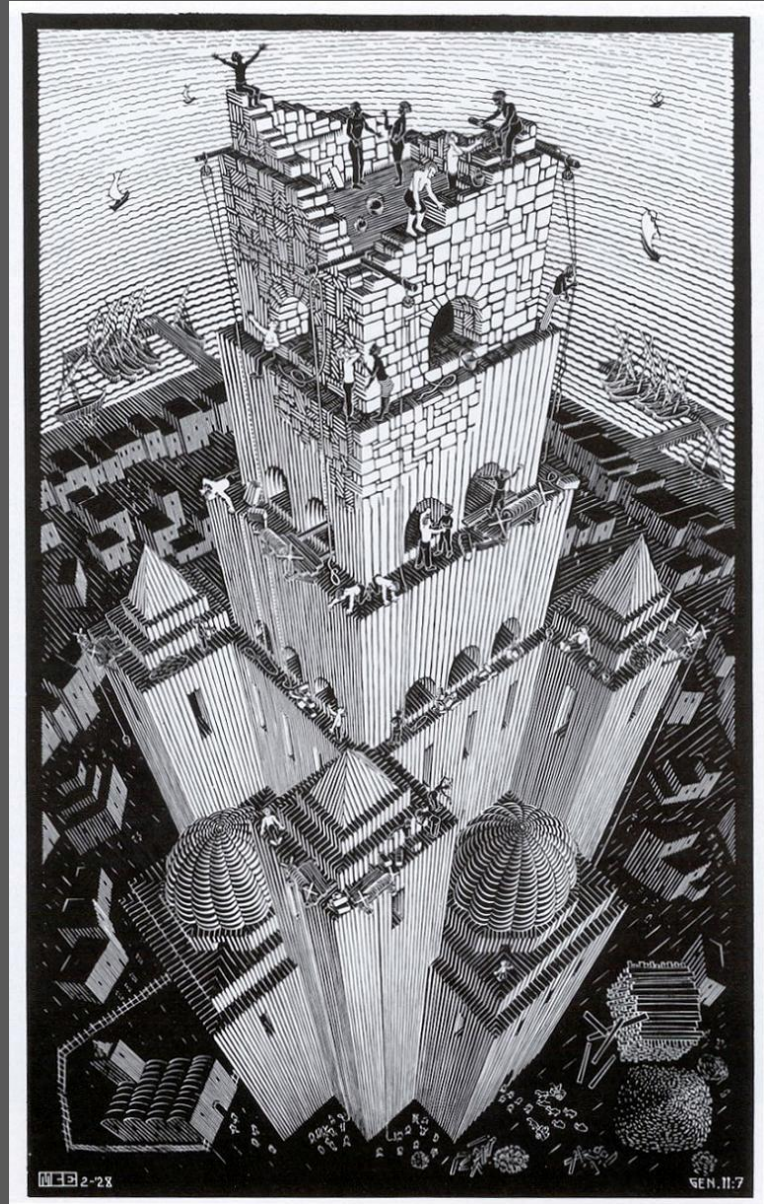
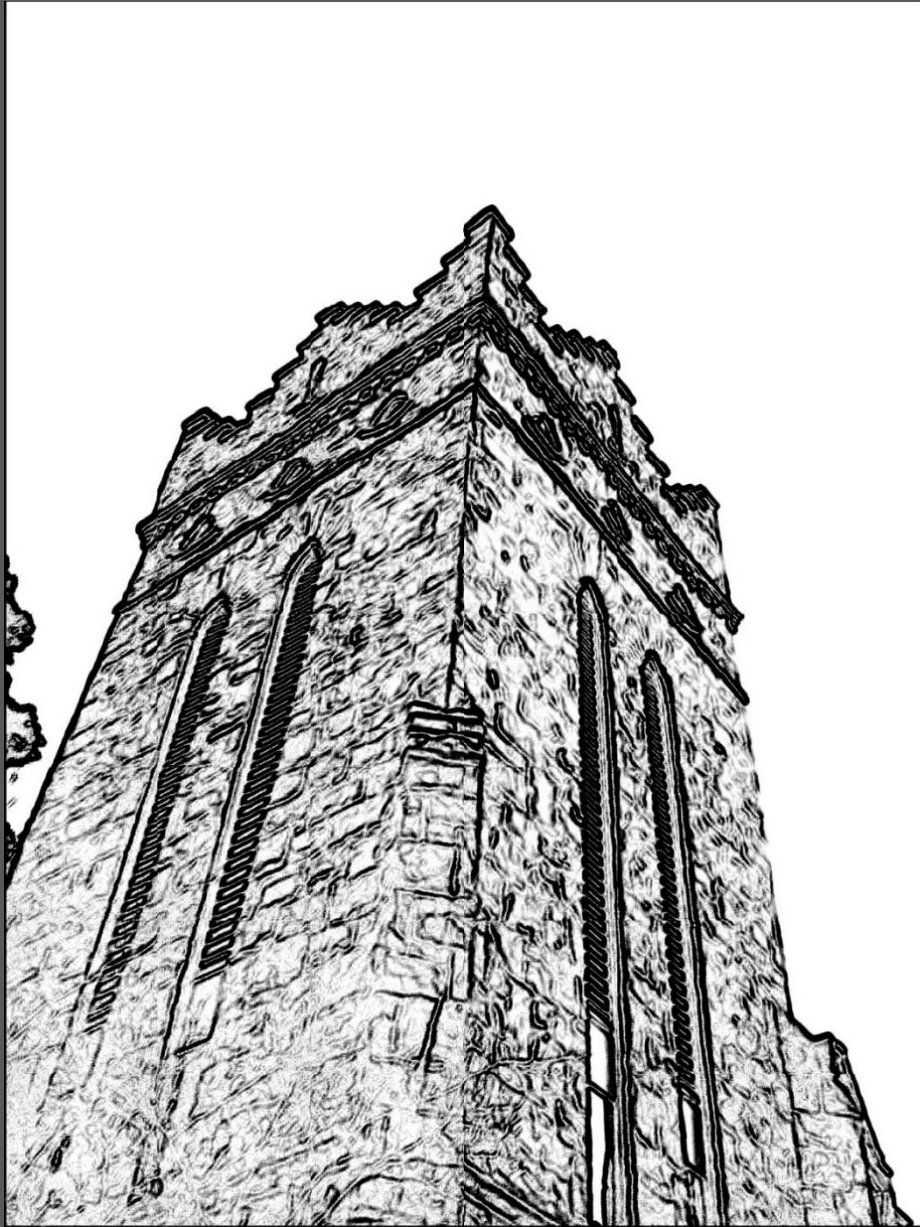


NOTICE THAT THE EDGES OF THE BILLBOARD APPEAR TO BE AT AN ANGLE MOVING TOWARDS A POINT IN THE SKY. EVEN THE LETTERS FOLLOW THE RULE OF 3 PT PERSPECTIVE.



Now that you're getting the hang of it, here are some examples.





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If you would like to see my own artwork, please visit:

www.bruceblackart.com

Remember! Keep practicing and have FUN!