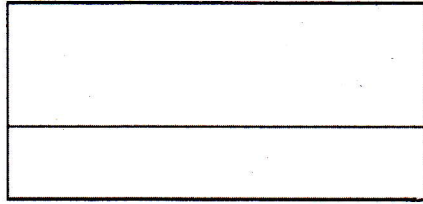
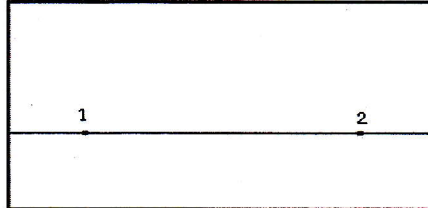


TWO - POINT PERSPECTIVE

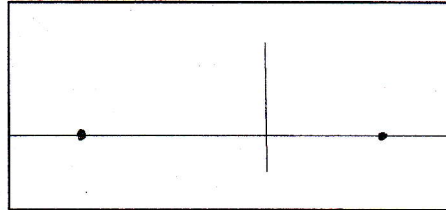
Step 1: Draw the Horizon Line



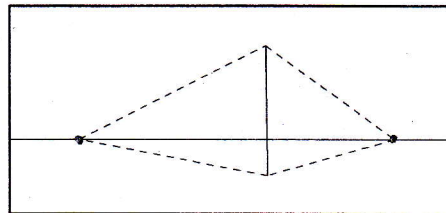
Step 2: Draw two Vanishing Points on the Horizon Line



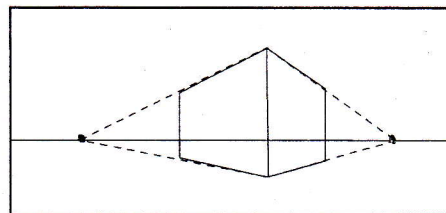
Step 3: Draw the corner of the object in between the Vanishing Points



Step 4: Draw Guidelines from each end of the corner to each of the Vanishing Points



Step 5: Draw parallel lines to indicate where the object ends. You may also wish to darken the area of the Guideline that establishes the top and bottom of your object



Step 6: Erase the lines you no longer need to reveal your 3D form

