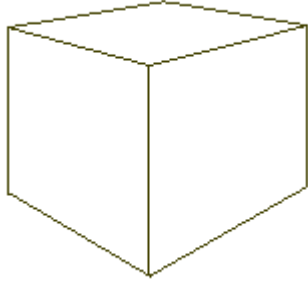


Perspective is a realistic way of drawing objects in 3D. We have already looked at single point perspective, two point perspective using two vanishing points and when an object is drawn in this way it is even more realistic than if it were to be drawn with a single vanishing point.

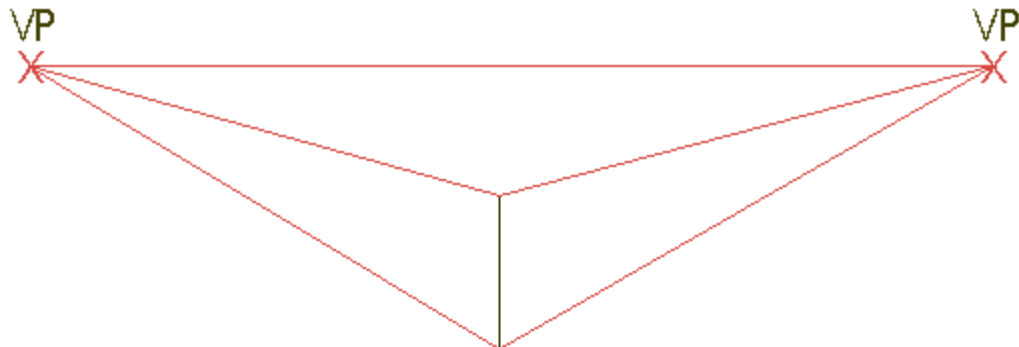


The cube opposite is drawn with two vanishing points and as a result the sides look as if they are slowly fading away into the distance. Two vanishing points gives this 'feel' to a drawing.

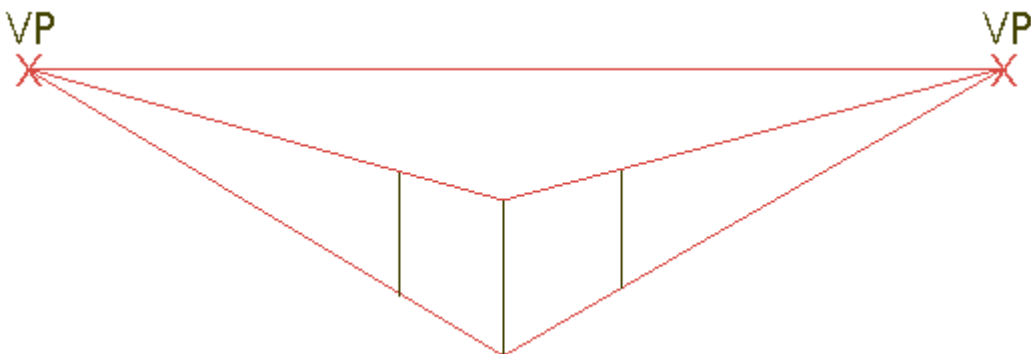
STAGE ONE: Mark two vanishing points on the paper and faintly draw a line between them - this is called the *horizon line*. Then draw one side/edge of the cube beneath the horizon line and in the centre between the vanishing points.



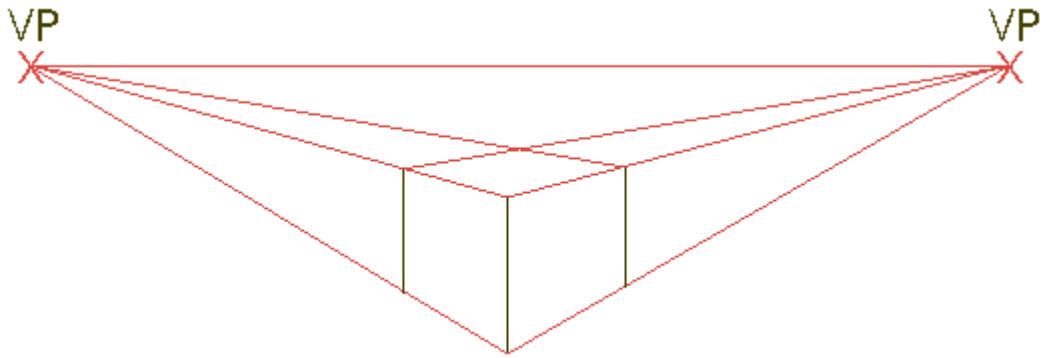
STAGE TWO: Draw faint lines from the ends of the edge of the cube to the vanishing points



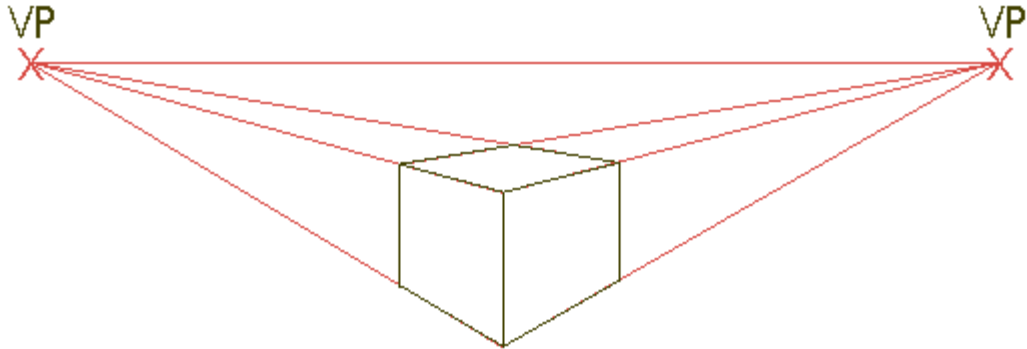
STAGE THREE: Draw two more edges of the cube so that two sides of the cube can be clearly seen.



STAGE FOUR: Draw faint guidelines from the ends of these lines to either vanishing point.



STAGE FIVE: Use a fine black pen to draw over the outline of the cube. Add shade - [look at the colouring techniques discussed earlier.](#)



Complete the following two perspective drawing of the 'L' shape.

