

3.3 Two-Point and Three-Point Perspective

Name: _____ Class: _____ Date: _____

Total: 11 marks

Objective

Draw corner-on and steep views with **two-point** 两点透视 and **three-point** 三点透视 perspective.

You must be able to:

- use two vanishing points for a corner-on view
- keep the two points far apart to avoid distortion
- add a vertical vanishing point for steep views
- use boxes as scaffolding for objects

1 Worked examples

Study these first. Each one shows the method for a task used later.

■ Two-point

Turn the subject to a corner: verticals stay vertical; the two horizontal edge-sets converge to a left and a right point on the horizon.

■ Keep points far apart

Points placed too close together create a fisheye distortion —let them live off the paper.

■ Three-point

Steep up or down views make verticals converge too, adding a third vanishing point above or below.

2 Practice

2.1 In two-point perspective, vertical edges

[1]

- **A** converge upward
- **B** stay vertical
- **C** bend outward
- **D** disappear

2.2 Why keep the two vanishing points far apart? [2]

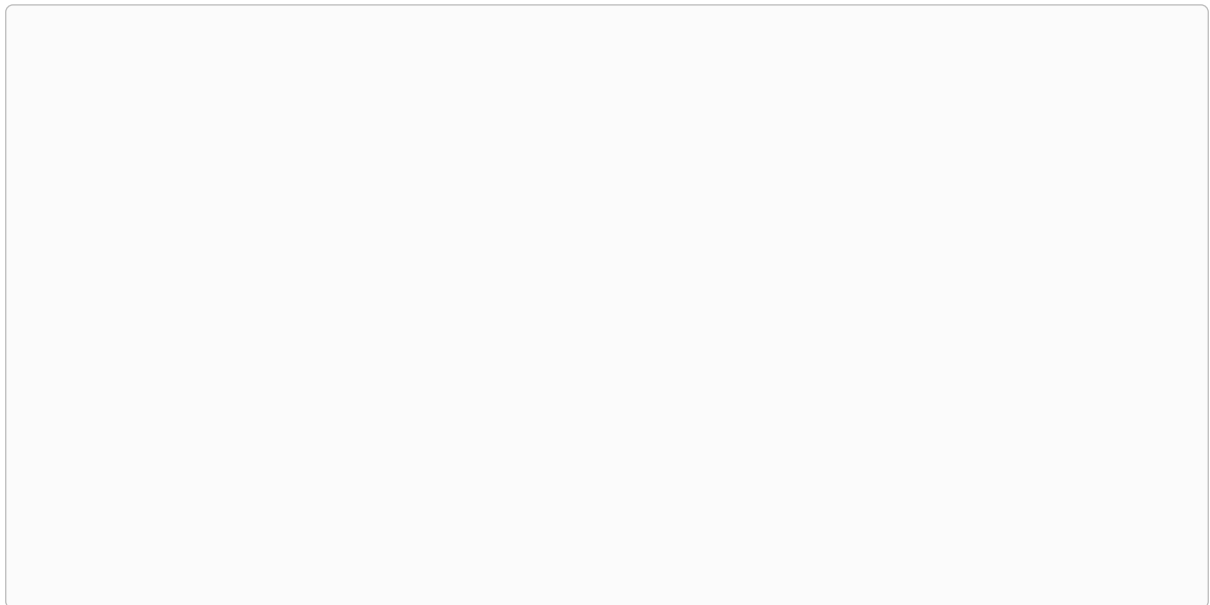
2.3 What kind of view needs a third vanishing point? [1]

3 Studio & portfolio tasks

3.1 Make a **two-point perspective** drawing of a box-based object seen at a corner.

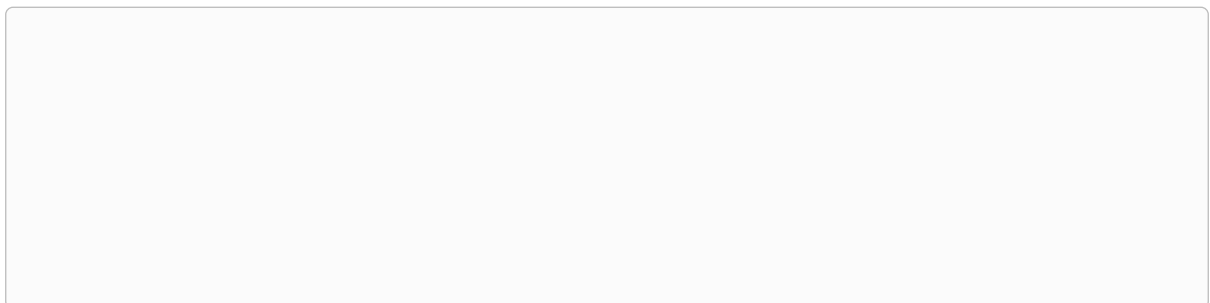
(a) Set a horizon and two far-apart points; construct a box, verticals vertical. [3]

(b) Build a real object (a book, box, or building) on the box scaffold. [2]



3.2

() Sketch the same box in **three-point** perspective, looking steeply up or down. [2]



4 Go further

- work through the **0303 Two-Point and Three-Point Perspective** lesson on the **Learn** page;
- read the **Space, Depth, and Proportion** section of the AP Drawing handout on the **Know** page.

Solutions

2.1 B. only the two horizontal edge-sets converge.

2.2 close points splay the corners past 90 degrees and create a fisheye distortion.

2.3 a steep view looking sharply up or down.

3.1 corner-on box with two points; verticals stay vertical; points far enough apart, no fisheye; a believable object on the scaffold.

3.2 verticals converge to a third point; the steep view reads correctly.