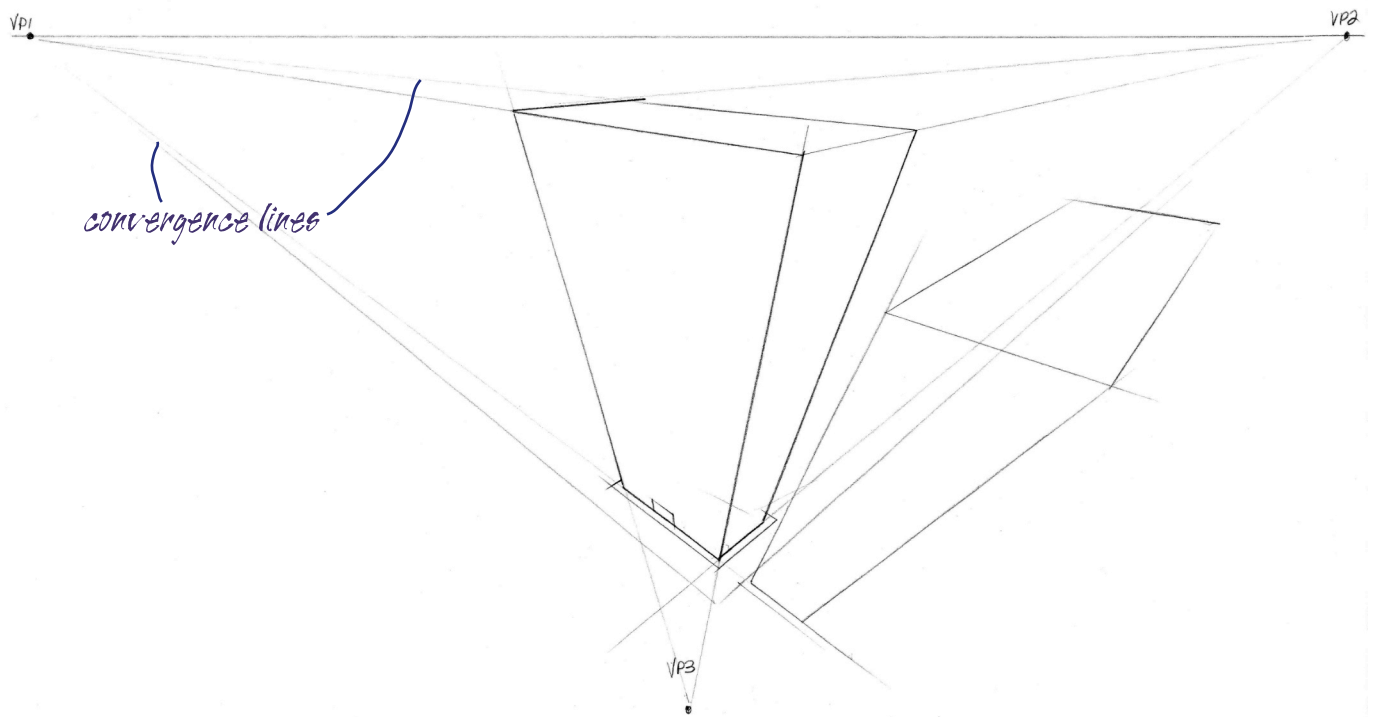# YOU CAN
DRAW
PERSPECTIVE

Three Point Perspective instructions and Shadow, Texture and Colour.

Three Point Perspective

Three point perspective utilizes three vanishing points to convey the illusion of depth on a two-dimensional surface. It's important to note, the Third Vanishing Point is not on the horizon line.

Though most three point perspective drawings use simple geometric shapes such as buildings, cubes, and other rectangular prisms, this technique is also useful for organic forms.
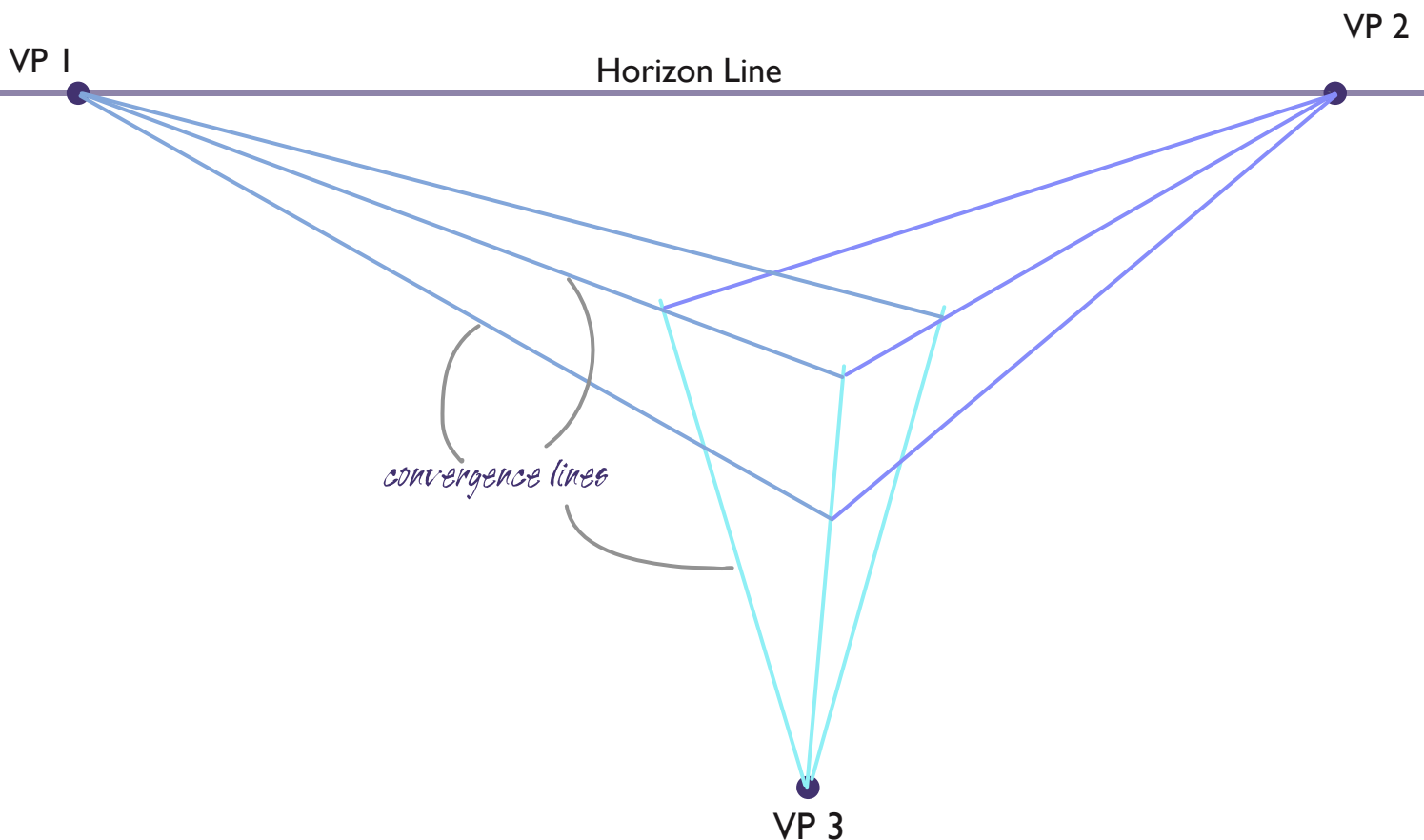
Understanding perspective helps artists create a realistic look of depth even though they are working on a flat piece of paper or canvas.
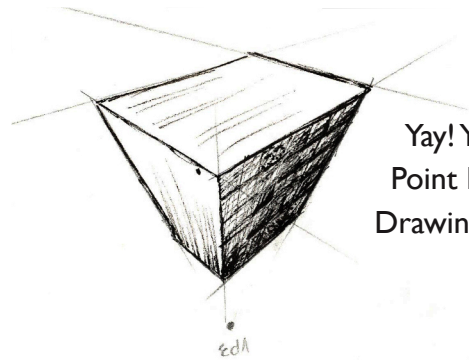

convergence lines

Exercise 1

(30 minutes) *Step by step three point perspective.*

1. Draw your horizon line across the top of your page.

2. Mark two Vanishing Points, as far apart as possible.

3. Mark your Third Vanishing Point at the bottom, centre of your page.

4. Draw three convergence lines from your bottom, Third Vanishing Point (VP) up, as shown in light blue, below.

5. Draw three convergence lines from both VP 1 and VP 2, to meet the convergence lines from VP3. Shown in different blue lines, below.

6. Do you see your box?

VP 2

VP 1

Horizon Line

convergence lines

VP 3

Yay! Your first Three
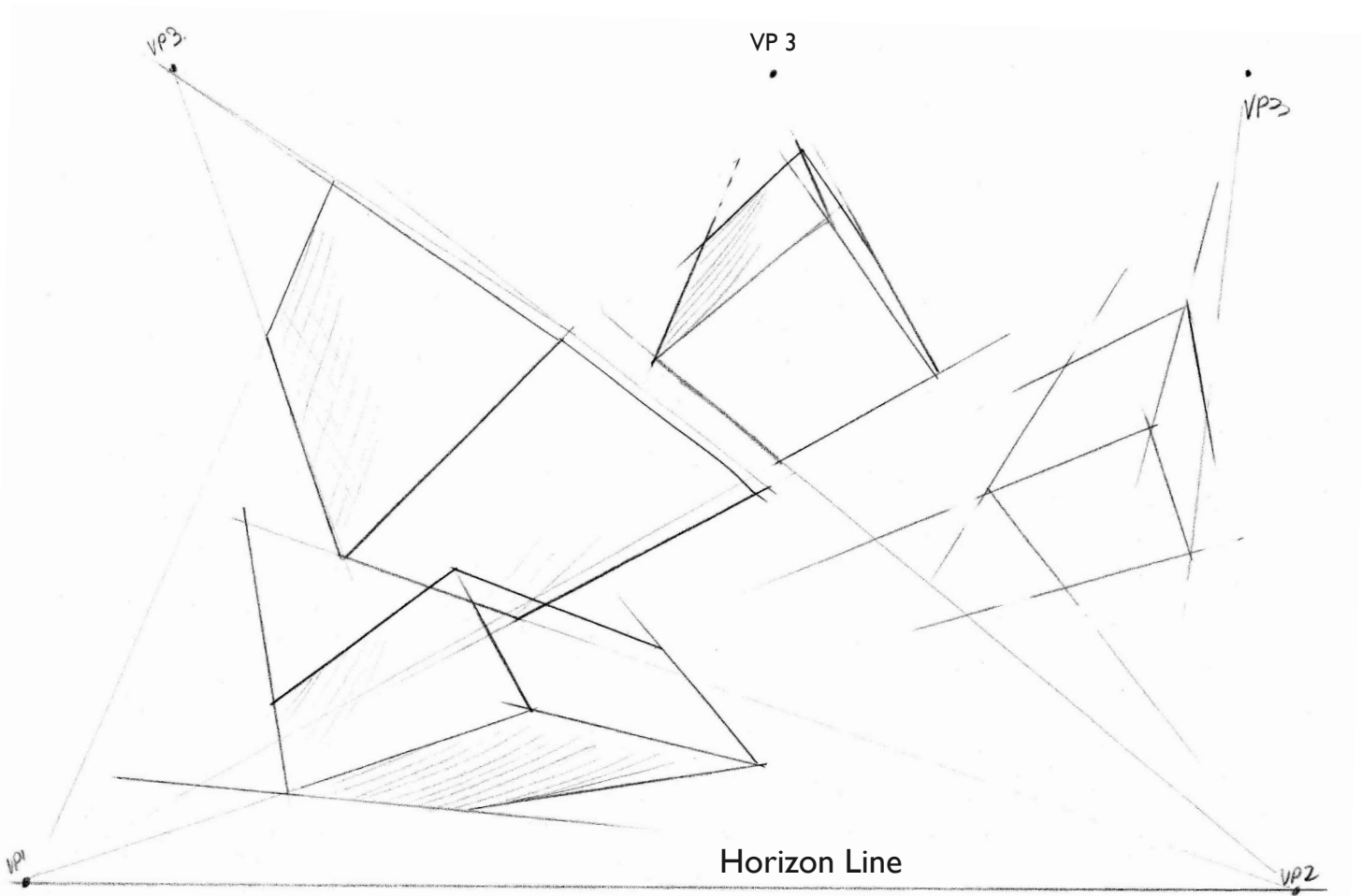Point Perspective
Drawing... **Way to go!**

Exercise 2

(30 minutes) *More three point perspective.*

1. Draw a Horizon Line, with Two Vanishing Points at the end.

2. Draw three vanishing points high above your Horizon Line, as below. These represent three different Third Vanishing Points.

3. Repeat the steps from exercise 1 a few times over, by drawing one box for each of your third Vanishing Points. Take your time.It can get confusing.

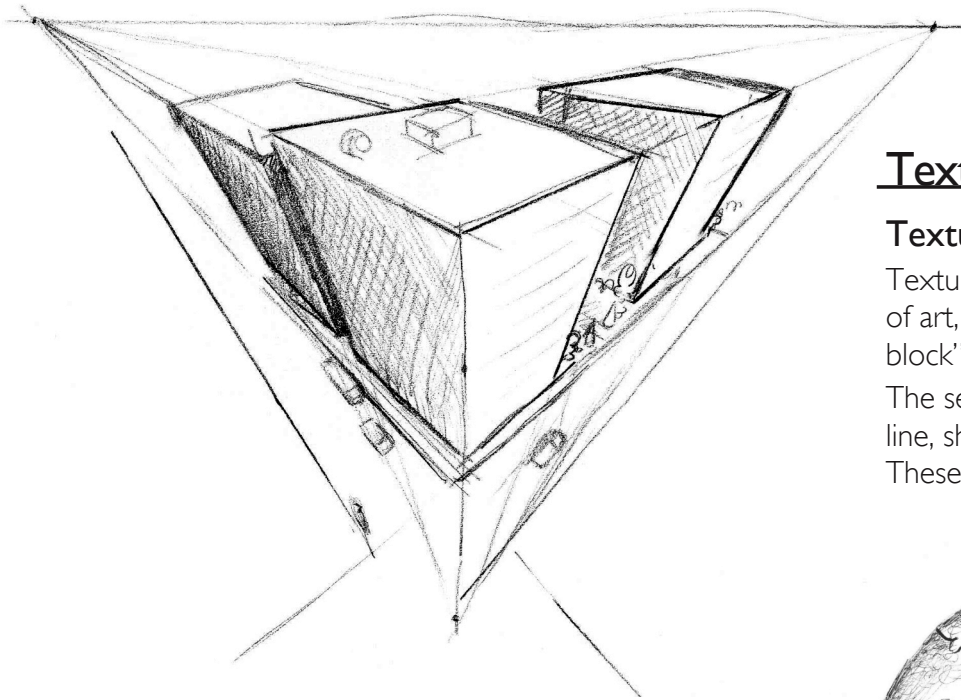   Note that 'realistic' perspective requires vanishing points that are very far apart.

   Some of these boxes may not look possible, and that's OK. You're creating extreme perspectives.

VP 3

Horizon Line

Exercise 3

(30 minutes) *Draw a three point perspective building or street theme.*

1. Using the instructions from exercise one and two, draw a street scene or building using three point perspective.

2. Decide on a light source. Typically your main light source will be above your building in the sky, so choose left or right.

3. Add shadows and casting.

4. Add colour if you like too!

Texture & Colour

Texture

Texture forms part of the seven elements of art, which is considered a "building block" of an artwork.

The seven elements of art include colour, line, shape, form, value, space, and texture. These give the artwork its character.

Visual texture is an the illusion of texture on a two or three-dimensional surface. Texture in art gives the impression of a three-dimensional object, figure, or space. It can create depth and enhance certain qualities like contrast, movement, rhythm, or emphasis.

By understanding light source and value when exploring different mediums, like pencil, ink, charcoal and colour with paint or markers, you can make your images pop off your page.