

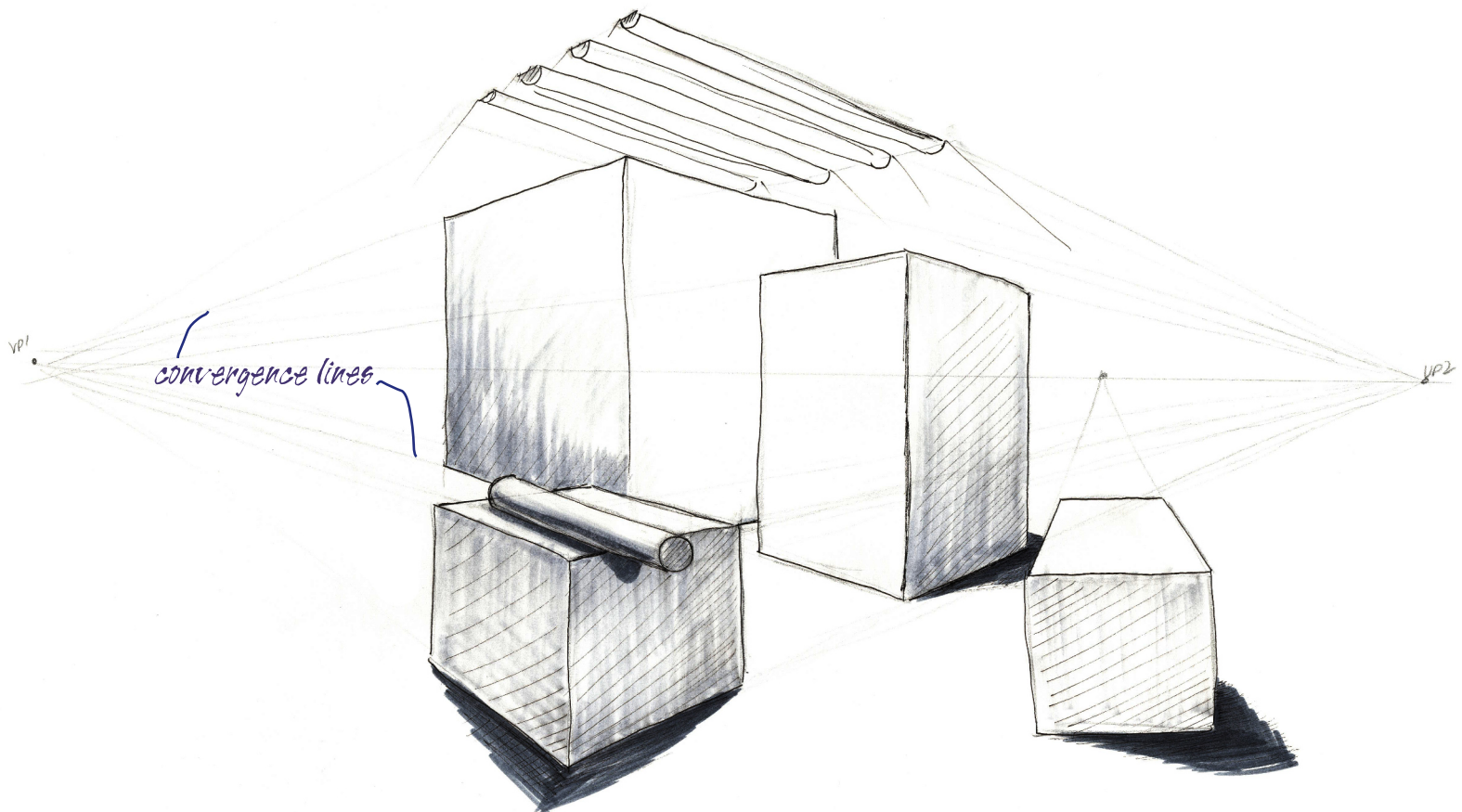
How Multiple Point Perspective works,  
and when to use it.

## Multiple Point Perspective

Multiple point perspective is a technique in which two or more vanishing points are used to create the illusion of depth on a flat surface

This is the most common type of perspective we observe in the real world. Here's when you should use multi-point perspective:

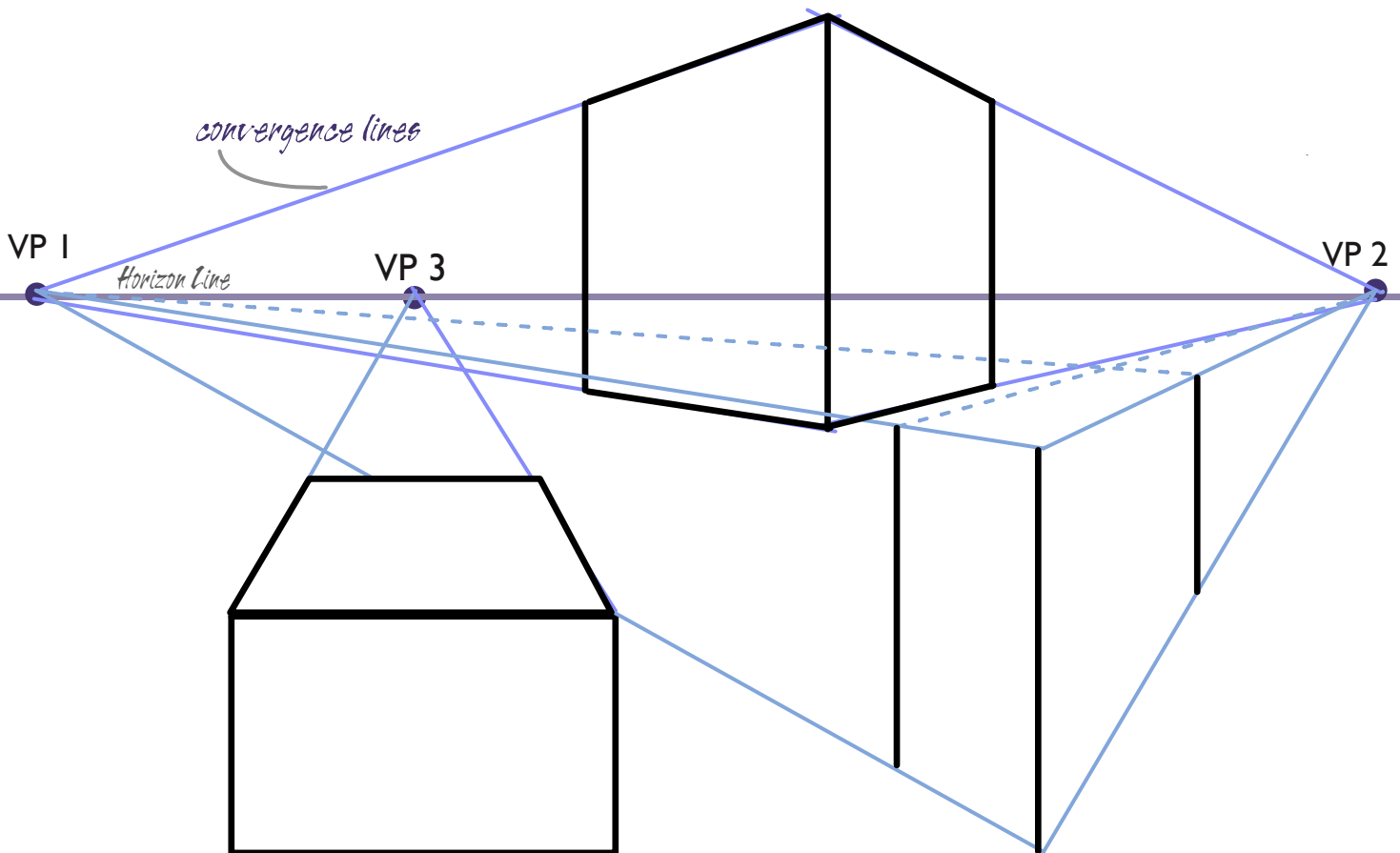
- when objects in the same scene don't lie in the same orthogonal grid
- when sketching curved roads
- when you want to add visual variation, breaking away from a single grid
- when sketching non-orthogonal objects (like pentagons or ovals)



## *Exercise 1*

(30 minutes) Drawing boxes in a room, *step by step multiple point perspective*.

1. Draw your horizon line across the middle of your page.
2. Mark two Vanishing Points, as far apart as possible for your two point perspective boxes.
3. Draw one or two large boxes in the middle of your room.
4. Draw a third Vanishing Point, unrelated to the other two.
5. Draw a one point perspective box using the third Vanishing Point. Draw it in front of the others you're drawn.
6. Continue drawing boxes until you've filled your room.
7. Select a light source and make your room come of the page by adding shading and cast shadows. Play with colour and texture.



Repeat this exercise a few times.  
Draw a building, or a few of them.  
Try different configurations.

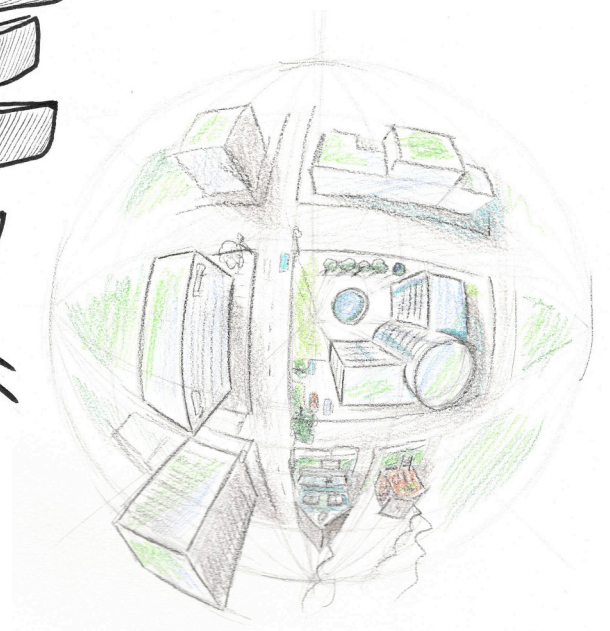
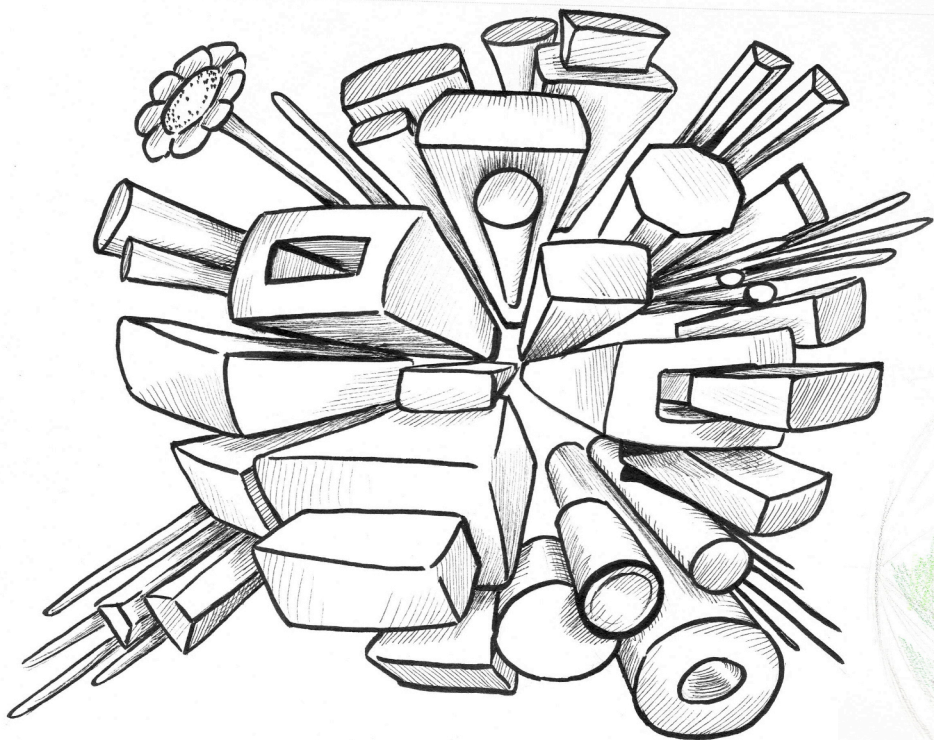
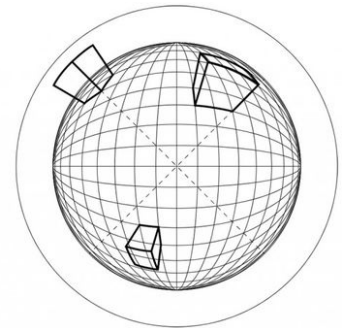
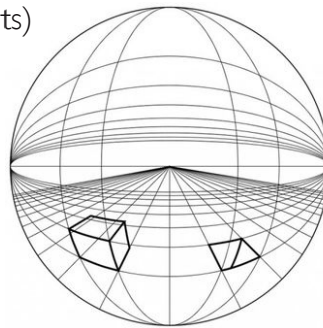
## Curvilinear Perspective

Curvilinear perspective is different from all linear perspectives because it brings curves into the grid system. The curvilinear perspective grids work with 4, 5, and even 6 primary vanishing points. They can be also divided into these categories based on their type of field of vision:

- Cylindrical field of vision (4 vanishing points)
- Hemispherical field of vision (5 vanishing points)
- Spherical field of vision (6 vanishing points)

Curvilinear perspective represents an advanced projection technique, like helping you to create a fish-eye effect. We're not going into a lot of detail here. Because they are fun to play with, I created one exercise for you.

Curvilinear perspective is suitable for comic illustration and generally can be fun to create.



## Exercise 2

(45 minutes to 1 hour) Draw a curvilinear perspective mandala using Hemispherical field of vision with 5 vanishing points.

1. Draw a circle with cross hairs as shown below in light blue dotted lines.
2. Draw two ribbons from the top to bottom as shown below in grey strokes. ex. A
3. Repeat this three more times, on the other three sides. Shown in ex B and C.
4. Draw two more cross hairs at a 45° angle, as shown in the mauve lines. The centre of your circle is your Vanishing Point.
5. Play with adding depth to the overlapping pattern.
6. Choose the direction of your light source, add value, shading and shadows and colour too, as done in D.

