GUIDE 4: Make your first steps forward
SEEING IN PERSPECTIVE
Great things are done by a series of small things brought together.

- Vincent Van Gogh
The first step of Perspective

There are two major challenges beginners normally face. These can be solved easily as long as they are well-identified. Beginners are often confused by the order in which different parts of perspective lines are drawn. Thus, they don’t understand the logic behind perspective. This tutorial will walk you through a drawing step-by-step. The second difficulty stems from the inaccuracy of beginners’ lines. As you should now have a grasp of straight lines, your drawing will be more precise, and you’ll be ready to study perspective in drawings.

**MY COMMENTS**
Perspective always looks unfriendly to learn. However, it is a major part of a designer’s skillset. Imagine how many more options you have to represent things if you can do it from multiple angles. Plus, learning perspective will help your imagination and conceptualization skills. Keep it up! One and two-point perspective are actually quite easy (for this guide, I’ll ignore 3-point perspective).
PERSPECTIVE = PERCEPTION
WHEN DO I NEED A 1 OR 2 POINTS PERSPECTIVE?

1 POINT PERSPECTIVE

THE CUBE FACES THE VIEWER

2 POINT PERSPECTIVE

THE CUBE DOESN’T FACE THE VIEWER
LET’S START WITH **ONE-POINT PERSPECTIVE**
HORIZON LINE / EYE LEVEL

VANISHING POINT

HORIZONTAL AND VERTICAL LINES

CONVERGING LINES
SKY

ABOVE
THE HORIZON LINE/EYE LEVEL
THE CUBE IS ABOVE OUR HEADS

BELOW
THE HORIZON LINE/EYE LEVEL
THE CUBE IS BELOW OUR HEADS

GROUND
CONFUSED HORIZONTAL LINE WITH CONVERGING LINES
>> Horizontals always remain horizontals
Verticals always remain verticals

THE FACE IS NOT SQUARE ENOUGH
>> Review how to make a perfect square
LET’S MAKE OUR FIRST CUBE
ONE POINT PERSPECTIVE IN ONLY 6 STEPS!
1. DRAW THE HORIZON LINE

2. ADD 1 VANISHING POINT

3. ADD A SQUARE

4. JOIN EACH CORNER TO THE VANISHING POINT

5. DRAW ANOTHER SQUARE FOR THE BACK FACE. The corners touch the converging lines.

6. CAN YOU SEE THE PREMICE OF A CUBE?

OUTSIDE LINES ARE BOLDER

TO MAKE IT OBVIOUS BOLD THE SQUARE
NOW YOU KNOW HOW TO MAKE A CUBE.
DRAW THE CUBE FROM EVERY ANGLE AT LEAST ONCE.
TAKE A BREAK - TAKE A NAP
LET’S CONTINUE WITH TWO-POINT PERSPECTIVE
THE VERTICAL LINE
PARALLEL VERTICAL LINE
HORIZON LINE / EYE LEVEL
CONVERGING LINES
VANISHING POINT
ABOVE THE HORIZON LINE/EYE LEVEL
THE CUBE IS ABOVE OUR HEADS

BELOW THE HORIZON LINE/EYE LEVEL
THE CUBE IS BELOW OUR HEADS
IN THE MIDDLE OF BOTH VANISHING POINTS
BOTH SIDES OF THE CUBE APPEAR EQUAL
THE MORE THE CUBE SHIFTS TO THE LEFT
THE MORE WE CAN SEE THE RIGHT SIDE, AND VICE VERSA.
A VANISHING POINT WHICH IS NOT ON THE HORIZON LINE

MORE THAN 2 VANISHING POINTS ON THE HORIZON LINE

PASS!

FAILED

FAILED

FAILED
THAT’S IT FOR THE THEORY!
LET’S DRAW A CUBE IN 12 SIMPLE STEPS
1. Draw the horizon line.

2. Add two vanishing points.

3. Add the vertical line.

4. Set up the height by adding two points.

5. Join these two points to both vanishing points.

6. Estimate the width of the cube for both sides and trace the parallel lines.

Reference view: Left view, center view, right view.
7-8-9
CONNECT EACH EDGE OF EACH VERTICAL PARALLEL LINE TO ITS OPPOSITE VANISHING POINT
OBSERVE THESE TWO POINTS HIDDEN BEHIND THE CUBE THAT’S THE LAST STROKE

JOIN THEM.
ULTIMATE TEST!
If the line is perfectly vertical, it means you have done a great job!

FINAL TOUCH: BOLD THE SQUARE!
ALRIGHT. YOU DID WELL WITH THIS ONE. TAKE A BREAK AND COME BACK; BE READY TO DRAW THE 9 DIFFERENT ANGLES.
THAT’S ALL FOR THE GUIDE 4!
THANK YOU ALL | I’D LOVE YOUR FEEDBACK

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THERE IS ONLY PASSION WITH DETERMINATION

- theDesignSketchbook