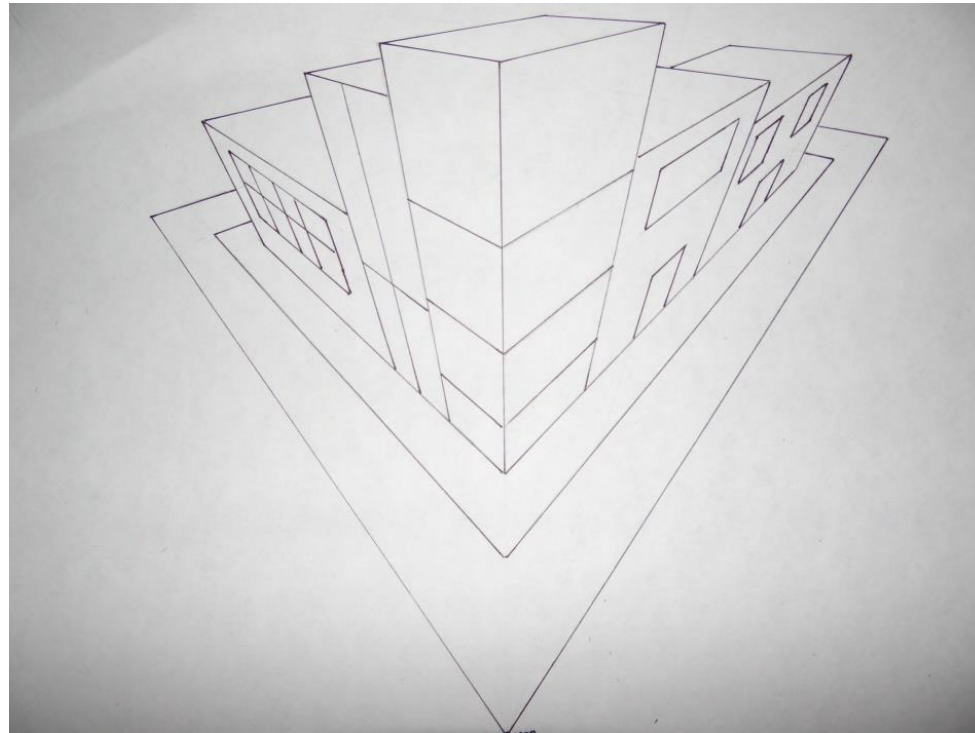


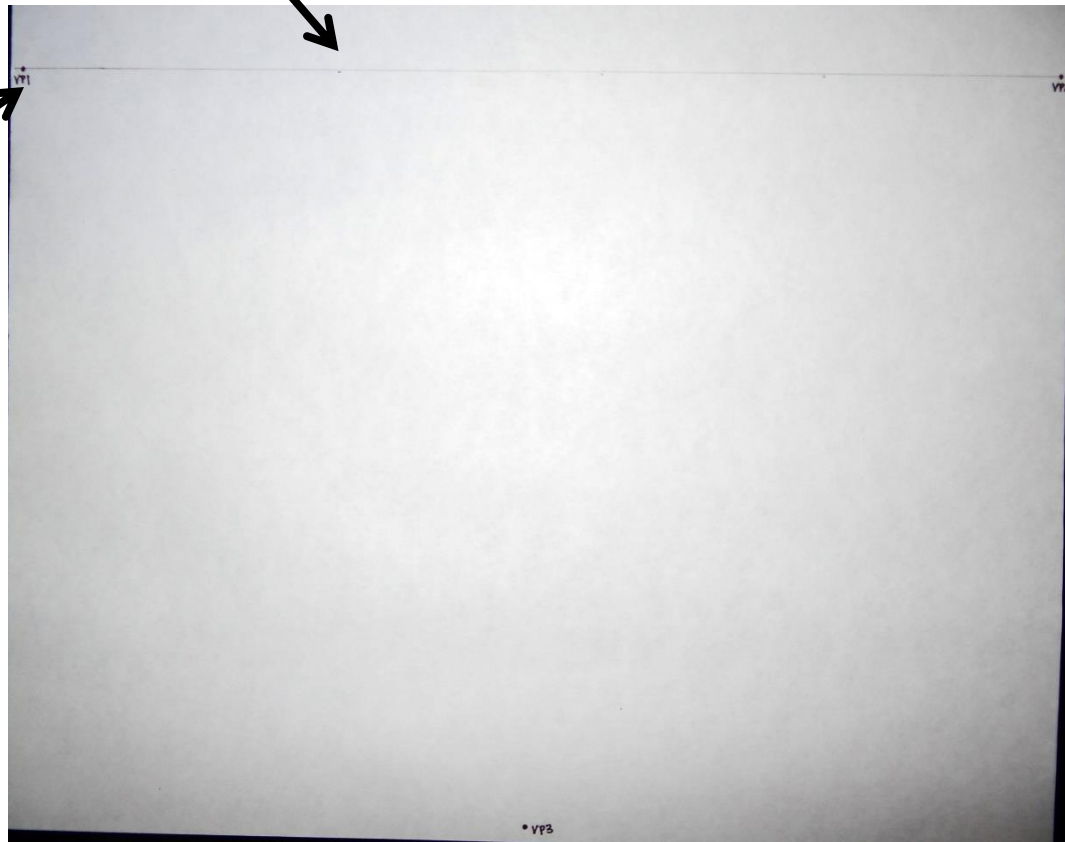
3 Point Perspective City Block

- You will need a pencil and an eraser
- This drawing will be a bird's eye view of one city block
- I encourage you to add more details to this drawing beyond the beginning steps I give you!



Place your paper in landscape orientation.

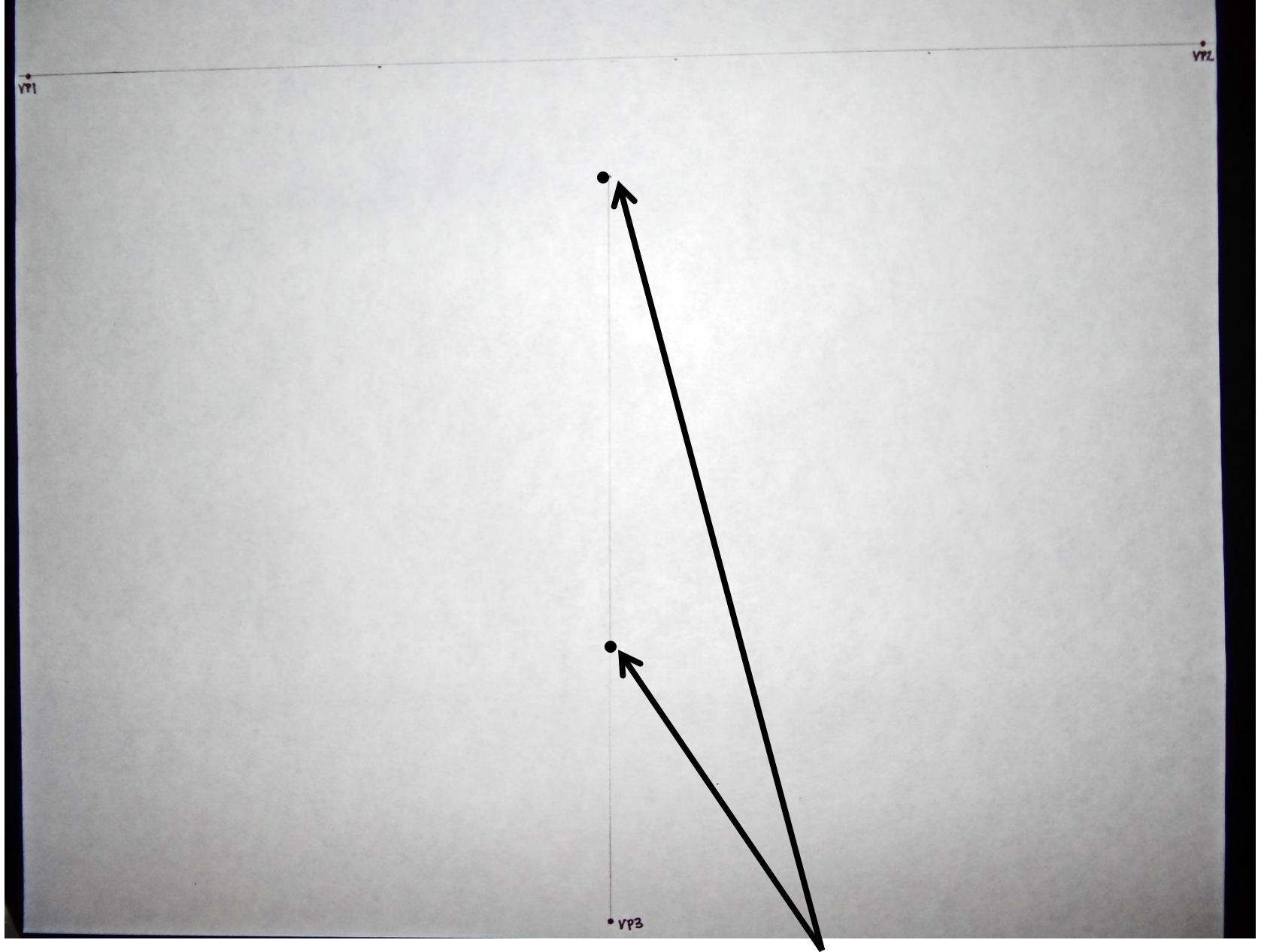
Draw a horizon line near the top of the page. Draw 3 vanishing points.



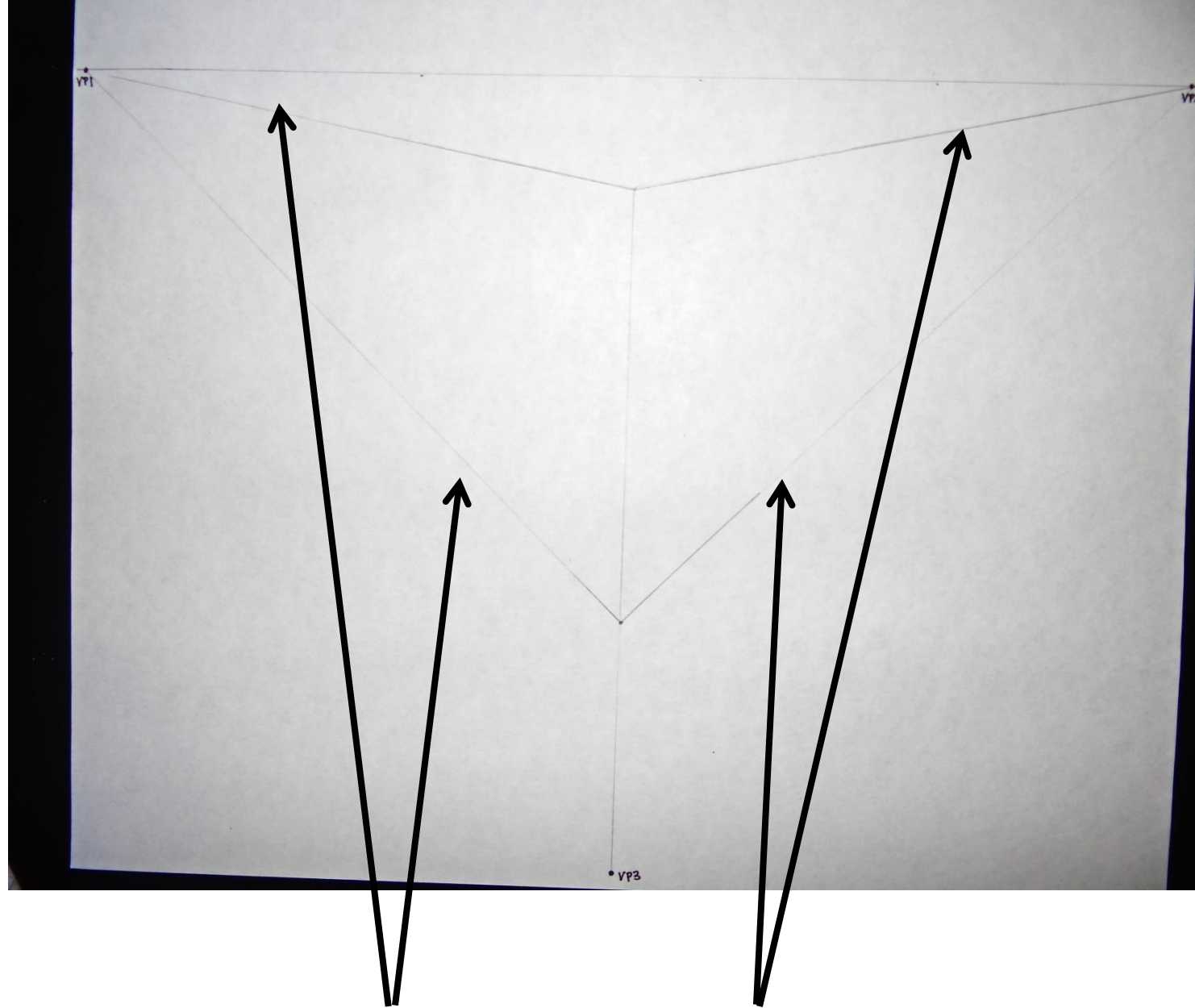
VP1 on the far left side of the horizon line.

VP2 on the far right side of the horizon line.

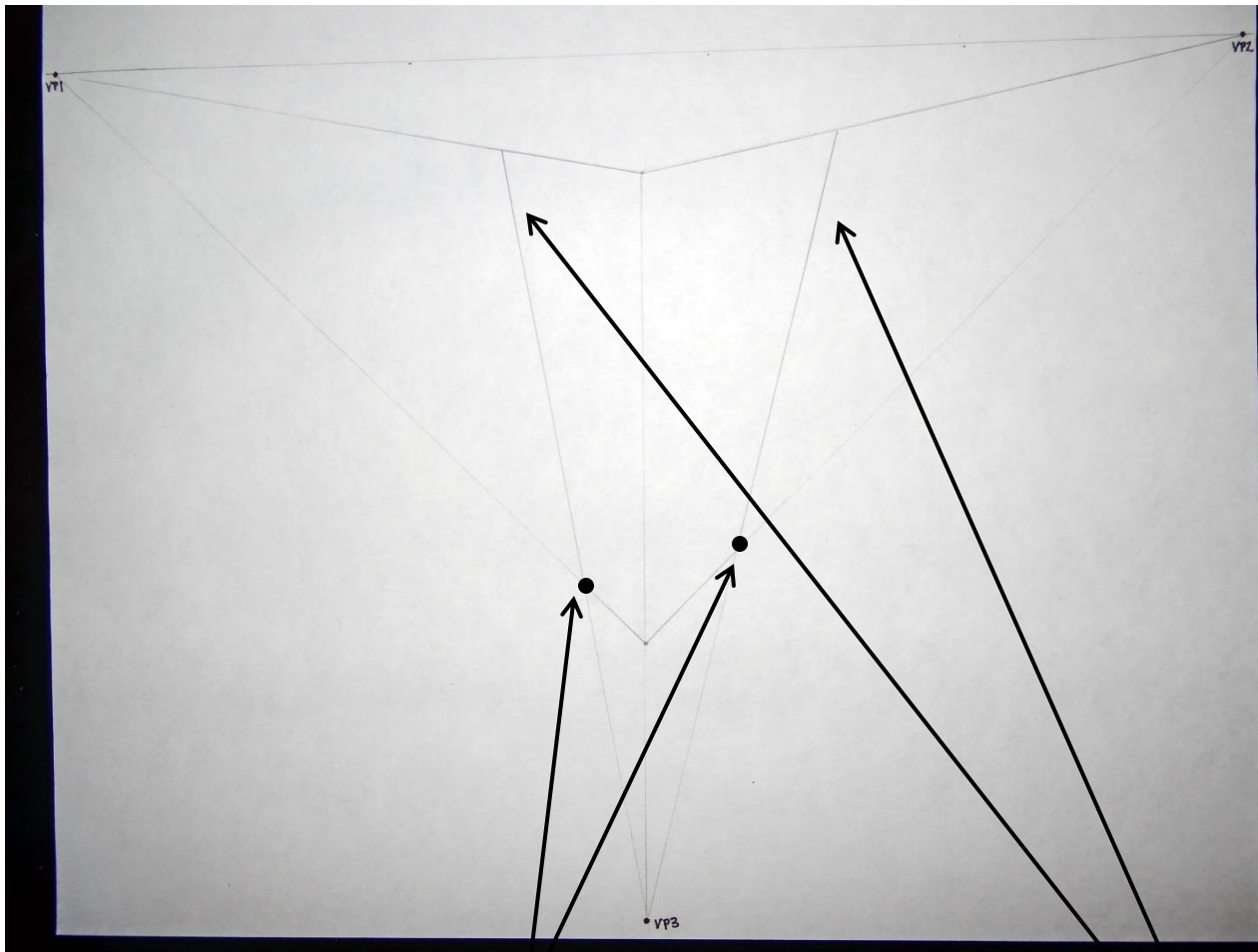
VP3 in the middle of the bottom of the page



Begin to draw your first cube. Draw a line that starts at VP3 and goes towards the horizon line. Choose 2 spots along that line.

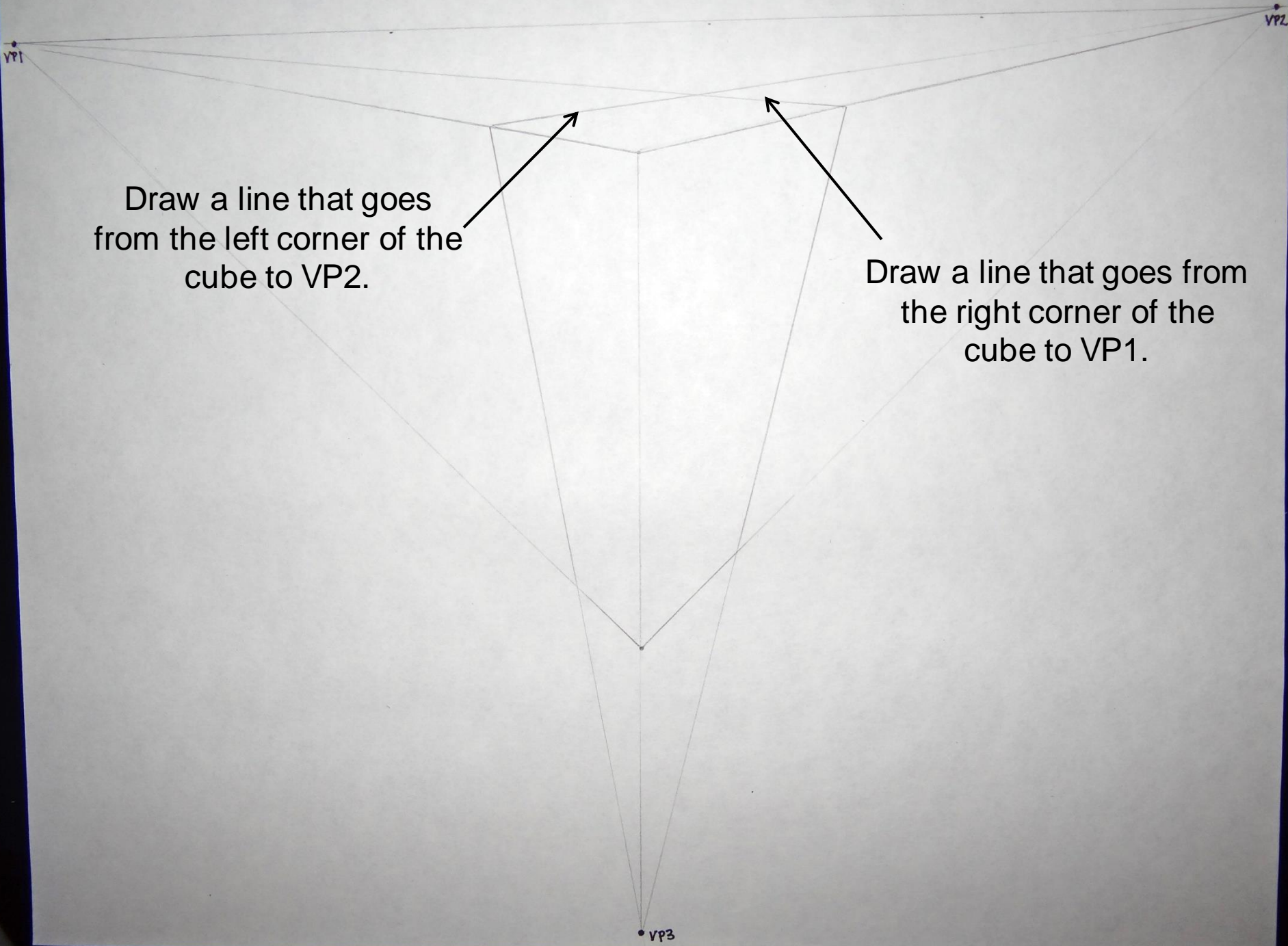


Draw lines from each spot towards VP1 and VP2.



Pick 2 spots on the lines
closest to the bottom.

Draw lines that go from
VP3 through those points.



Draw a line that goes from the left corner of the cube to VP2.

Draw a line that goes from the right corner of the cube to VP1.

• VP1

• VP2

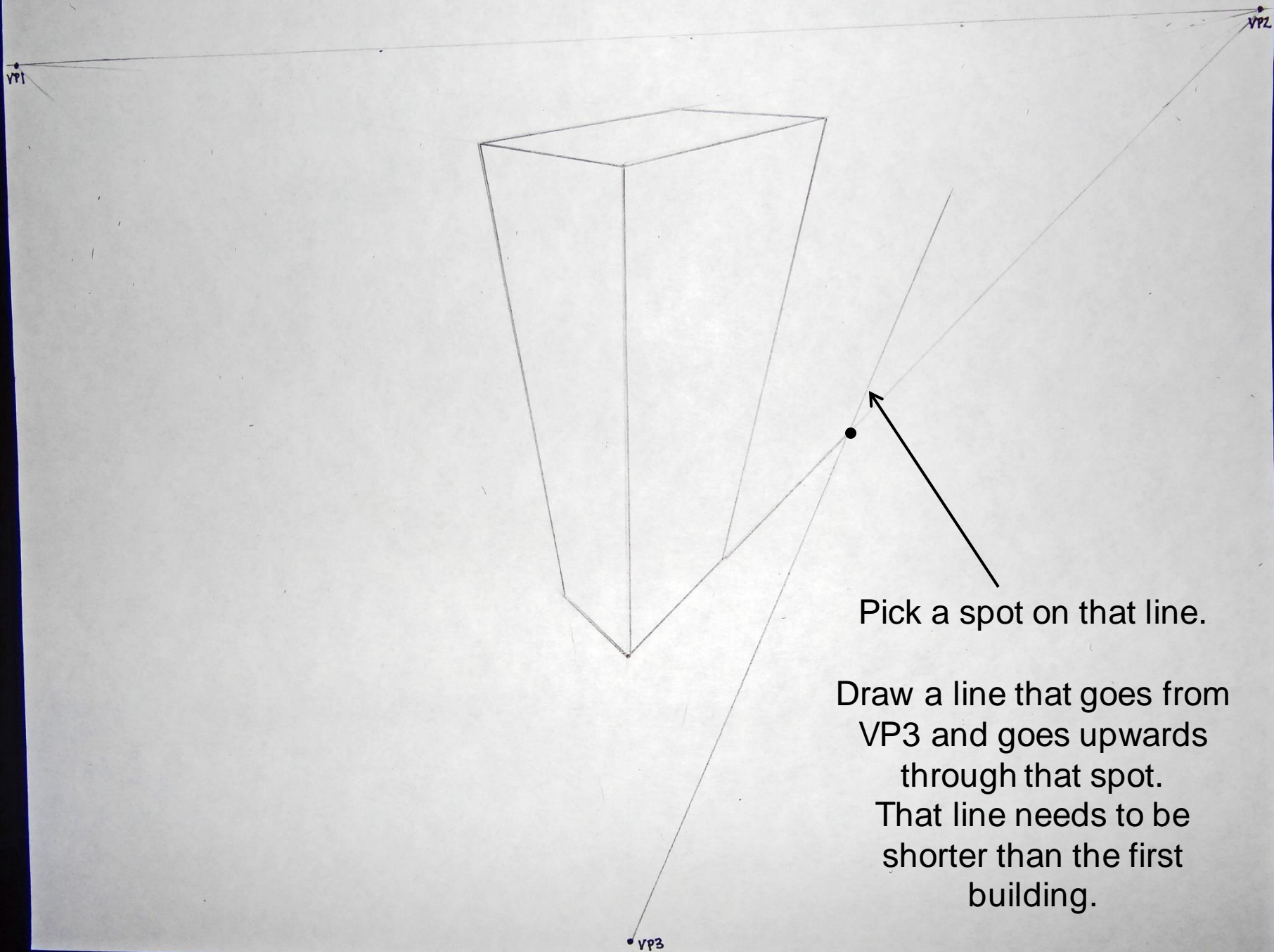
This is your first building.

Erase the lines you don't need anymore.



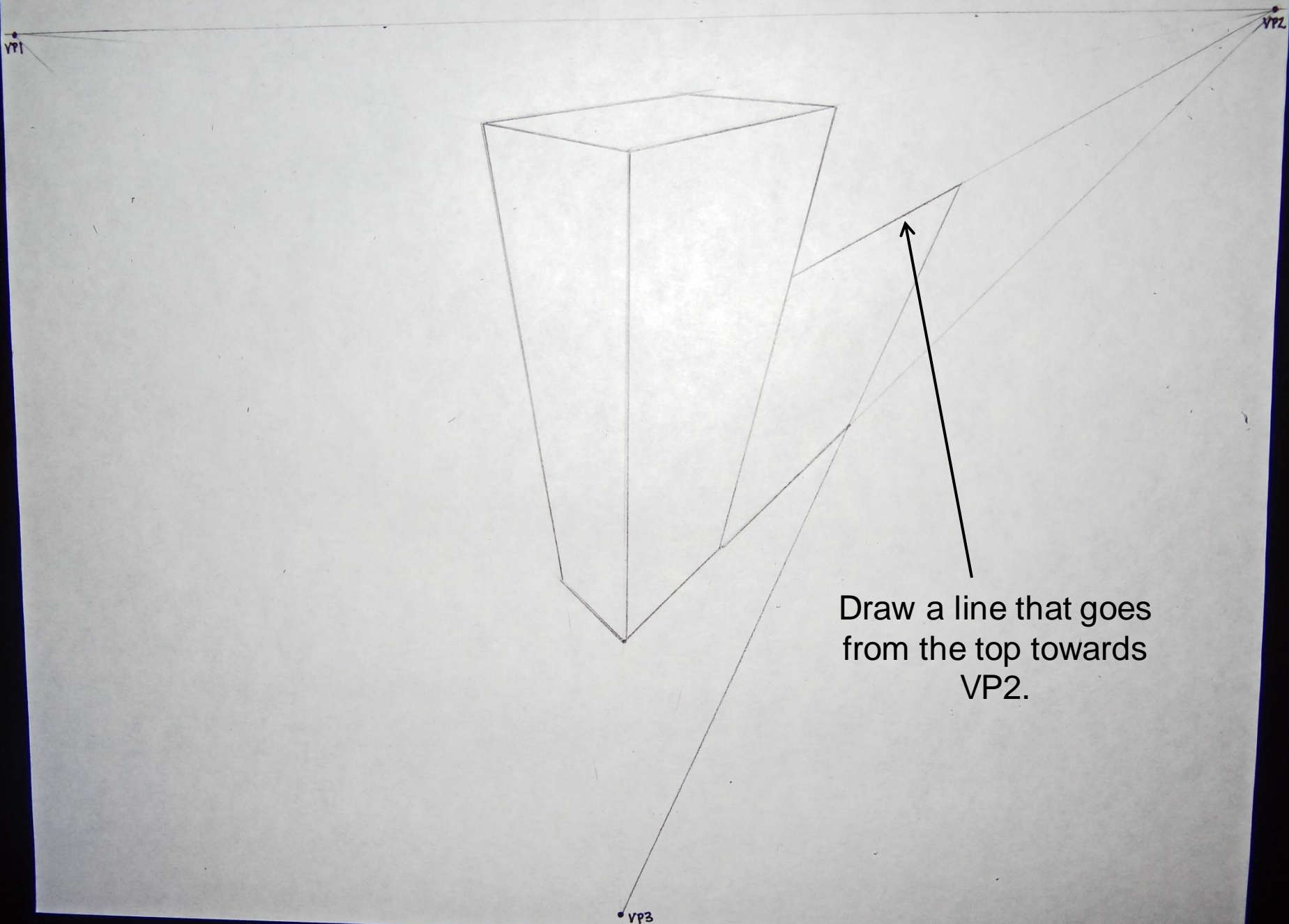
Draw a line that extends from the bottom of the first building towards VP2.

• VP3

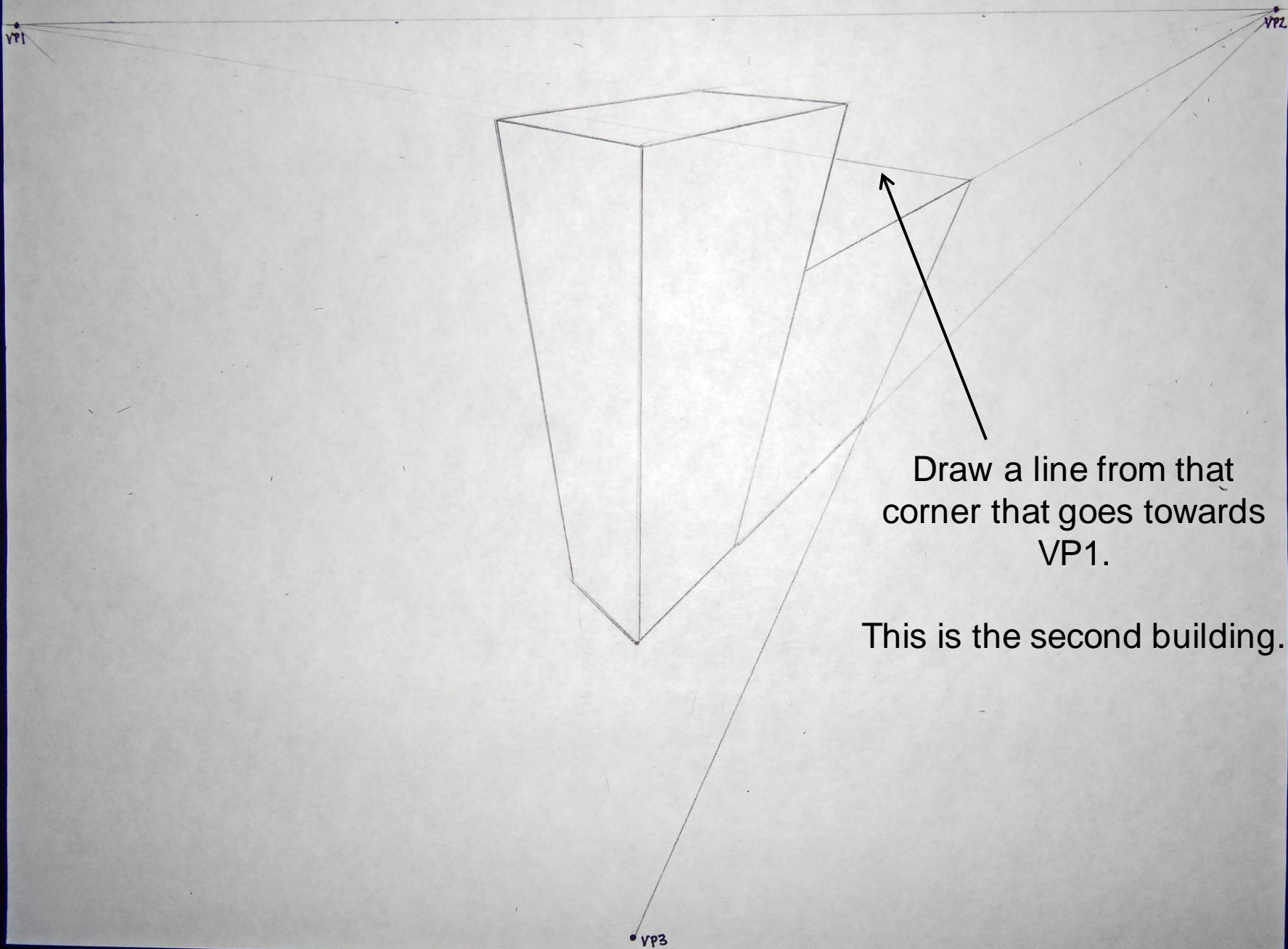


Pick a spot on that line.

Draw a line that goes from
VP3 and goes upwards
through that spot.
That line needs to be
shorter than the first
building.



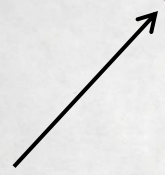
Draw a line that goes
from the top towards
VP2.



VP1

VP2

Erase the line you don't need anymore.



Begin the 3rd building. The steps are almost the same as for the 2nd building.

Draw a line that goes from the bottom of the 1st building towards VP1.

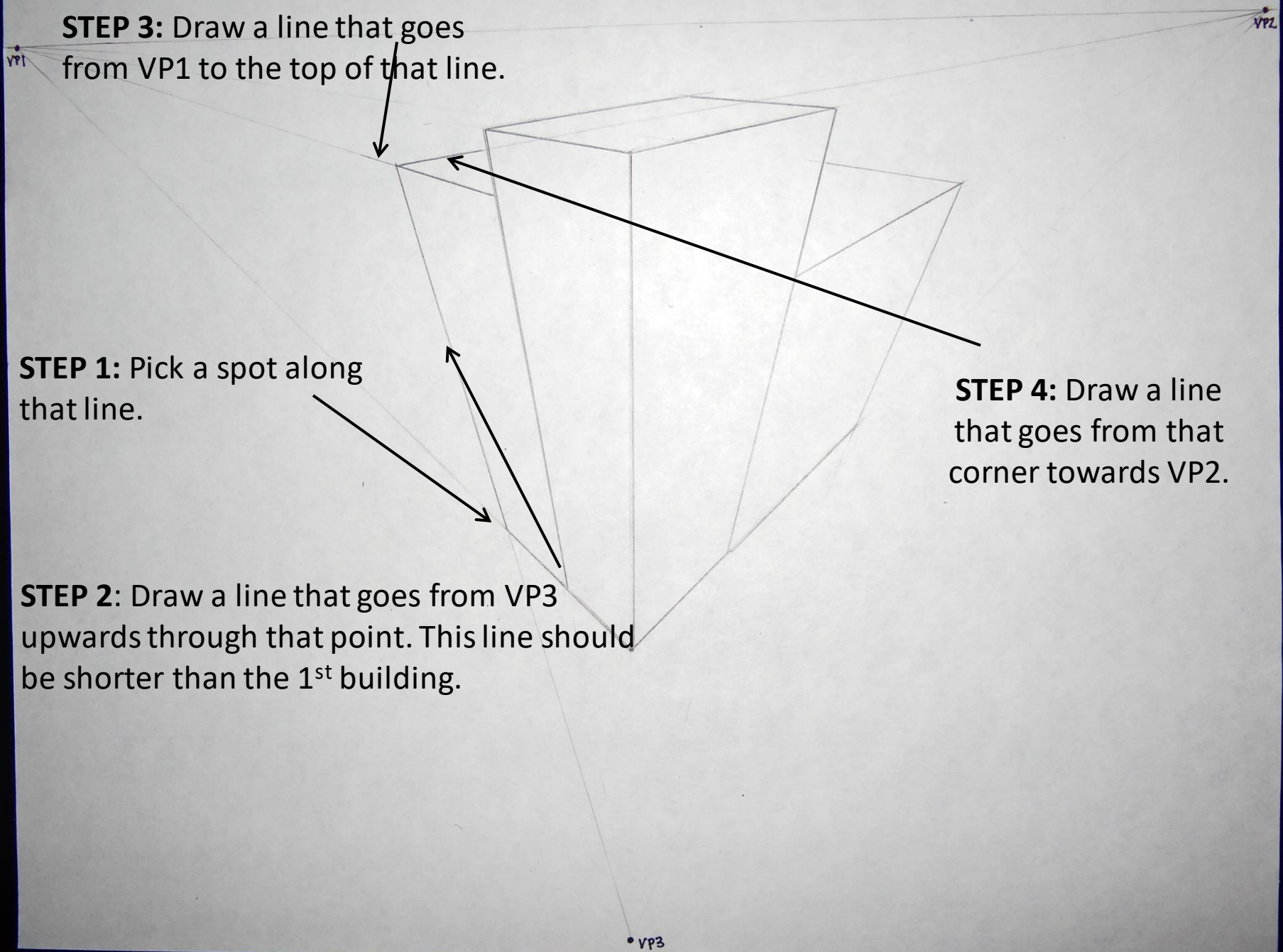
• VP3

STEP 3: Draw a line that goes from VP1 to the top of that line.

STEP 1: Pick a spot along that line.

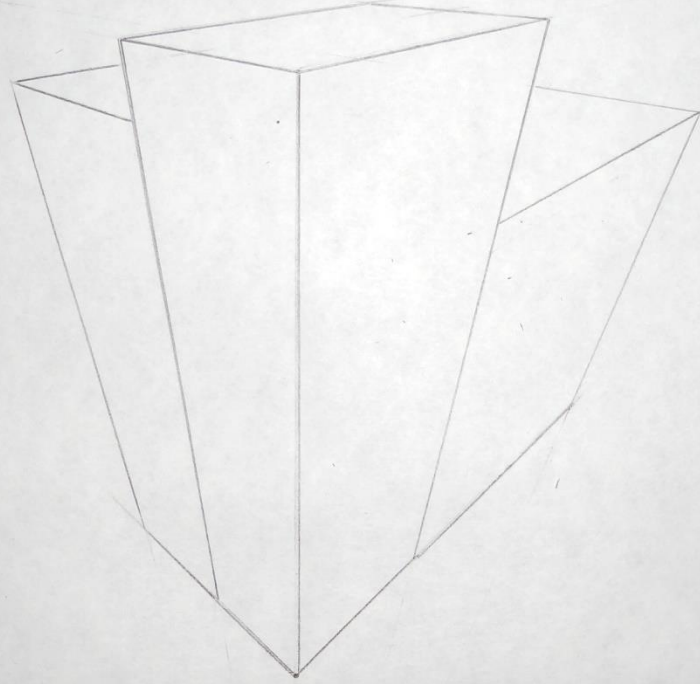
STEP 2: Draw a line that goes from VP3 upwards through that point. This line should be shorter than the 1st building.

STEP 4: Draw a line that goes from that corner towards VP2.



VP1

VP2



Erase the lines you don't need anymore.

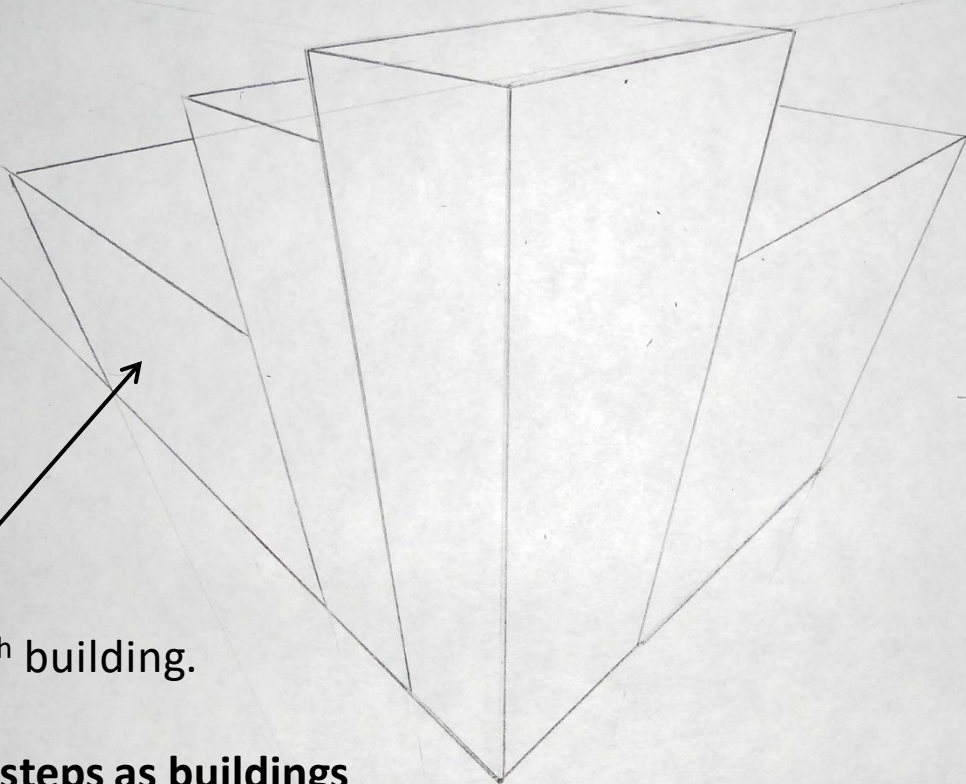
• VP3

VP1

VP2

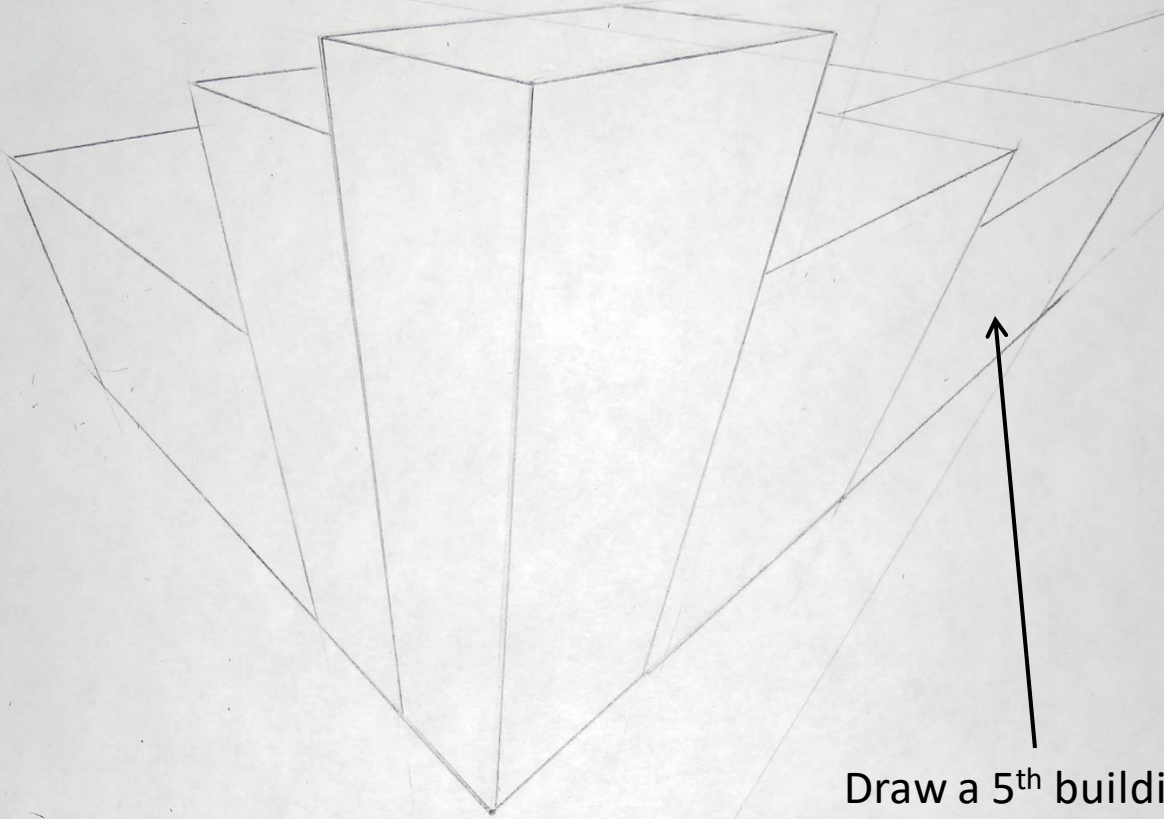
Draw a 4th building.

**Follow the same steps as buildings
2 and 3.**



VP1

VP2



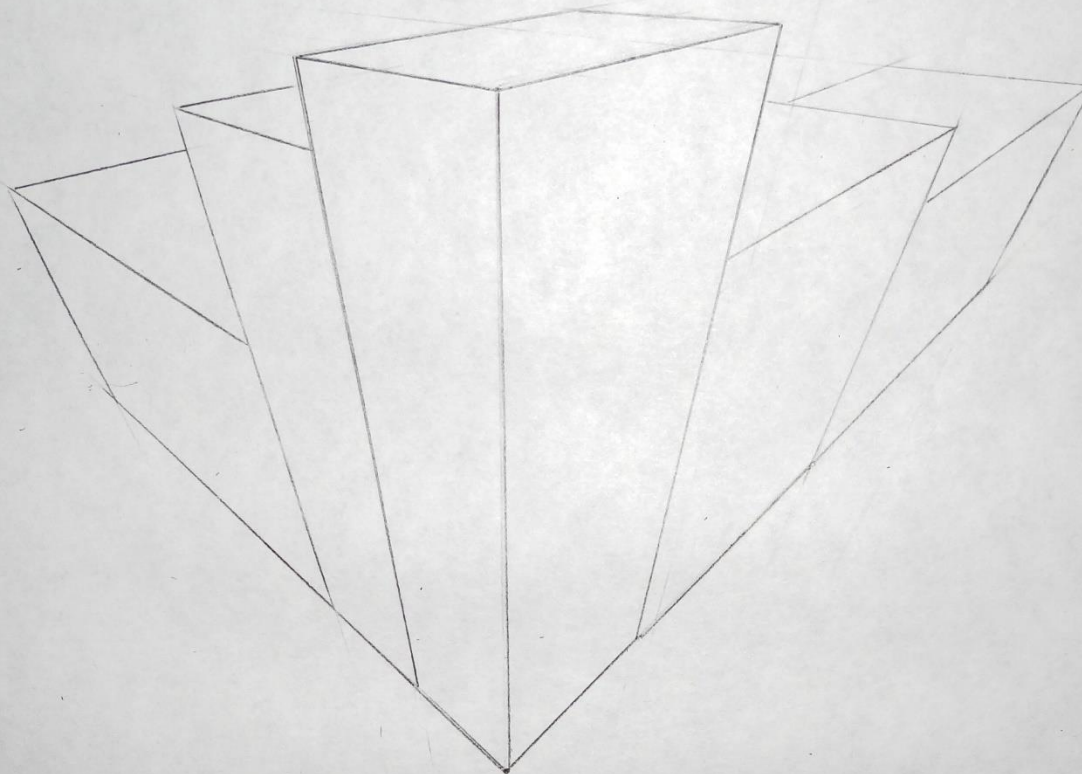
Draw a 5th building.

**Follow the same steps as buildings
2 and 3.**

VP3

VP2

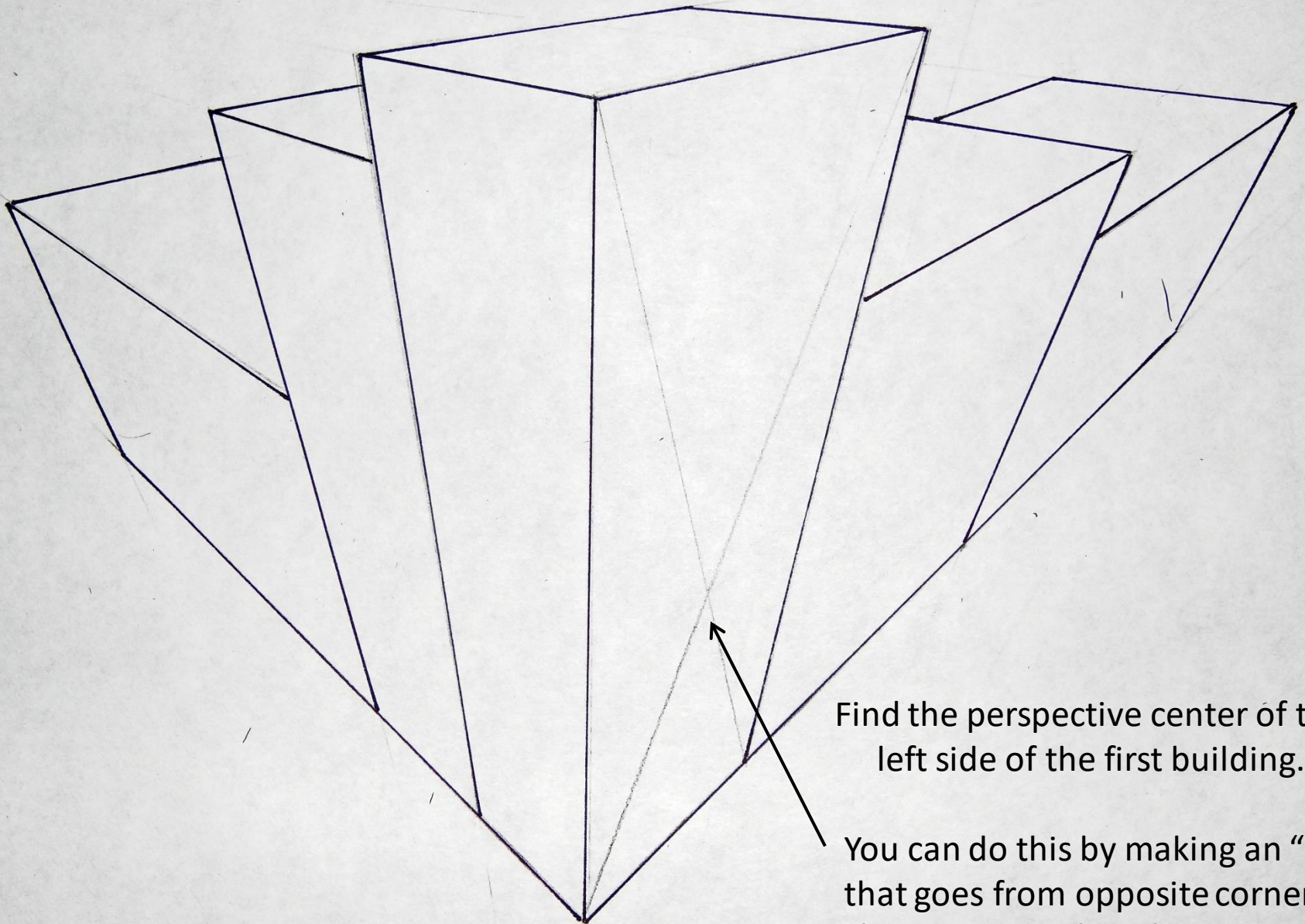
VP1



Erase the lines you don't need anymore.

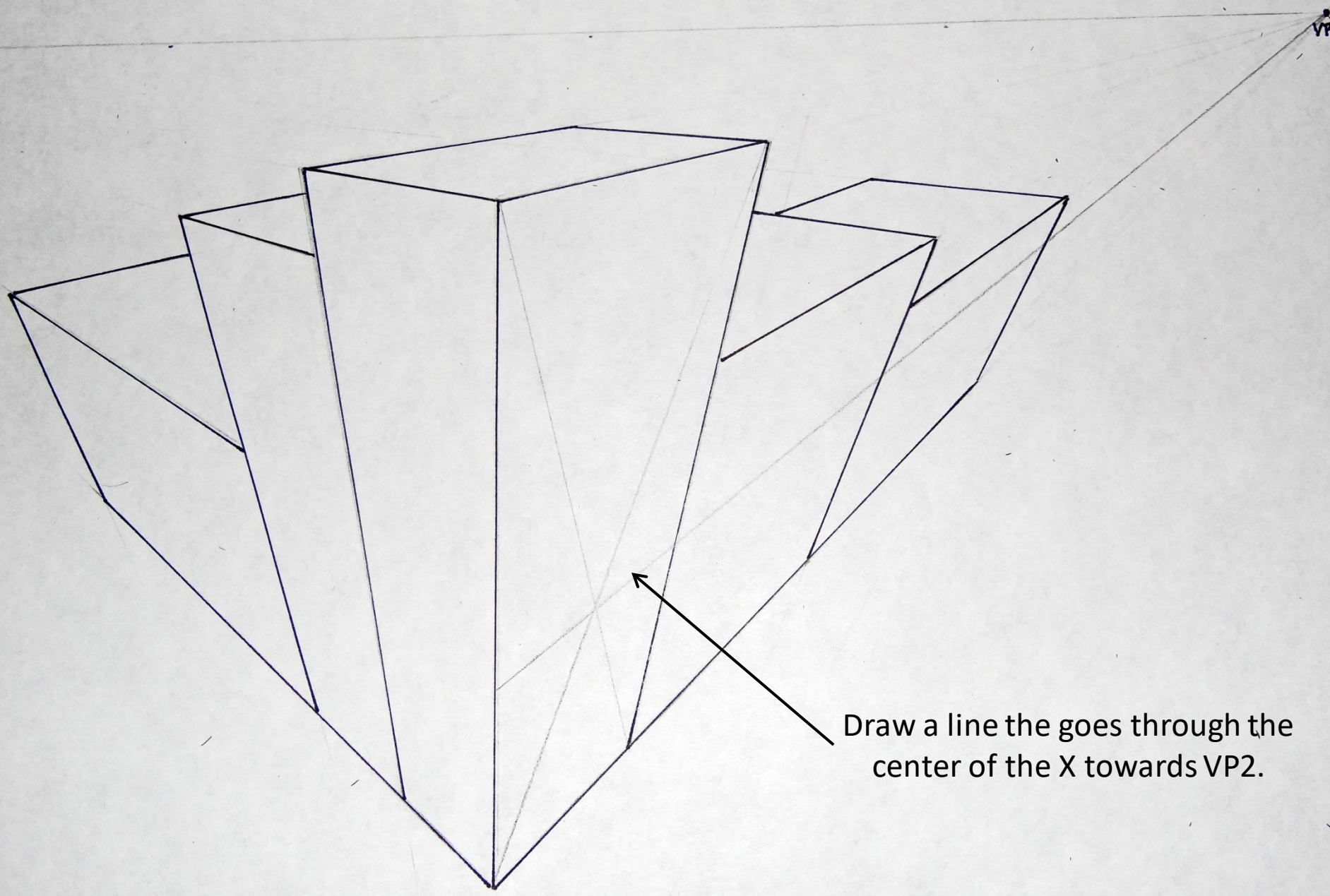
VP3

Now you're going to add details to the buildings.



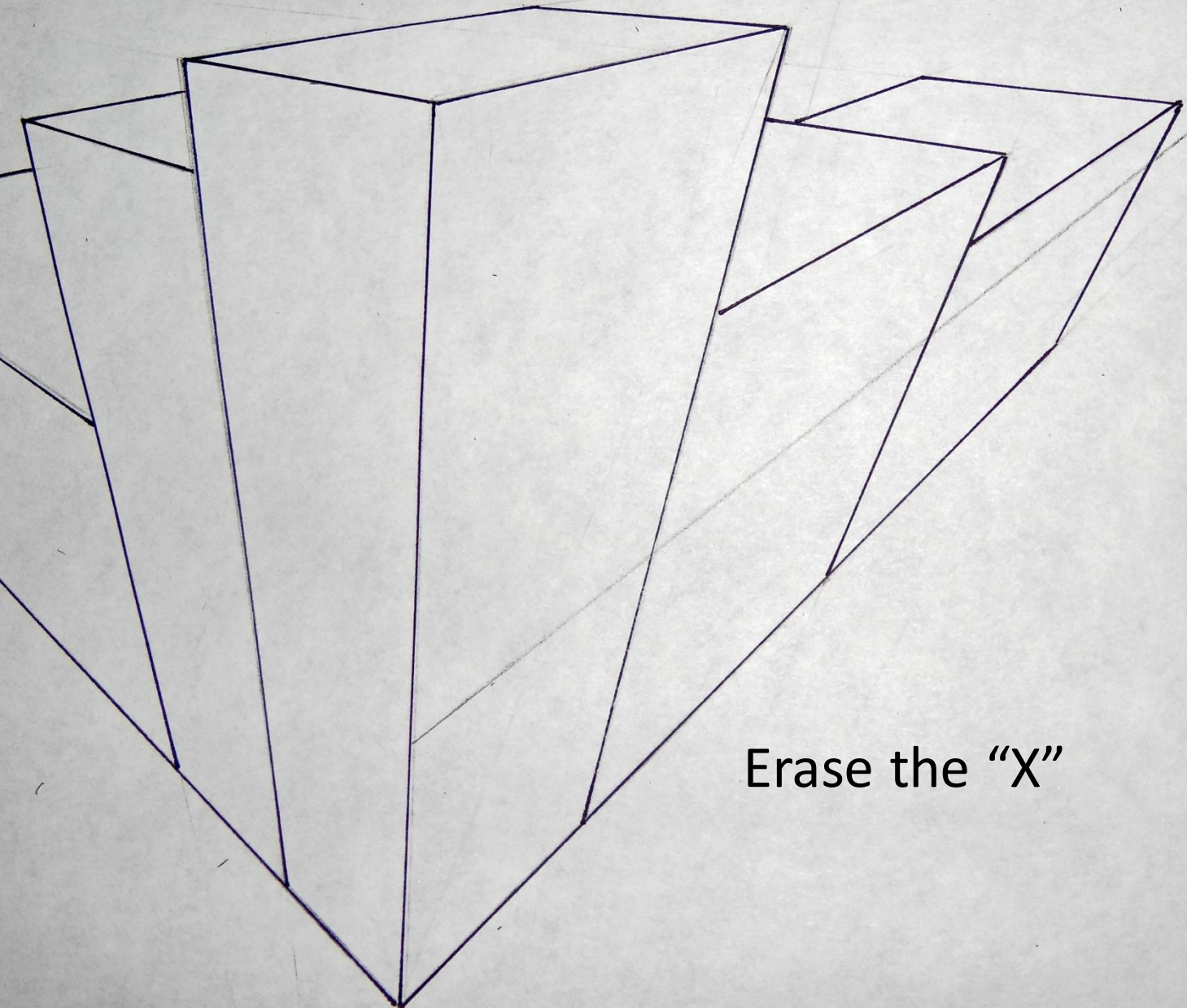
Find the perspective center of the left side of the first building.

You can do this by making an "X" that goes from opposite corners. The spot where the 2 lines meet is the perspective center.

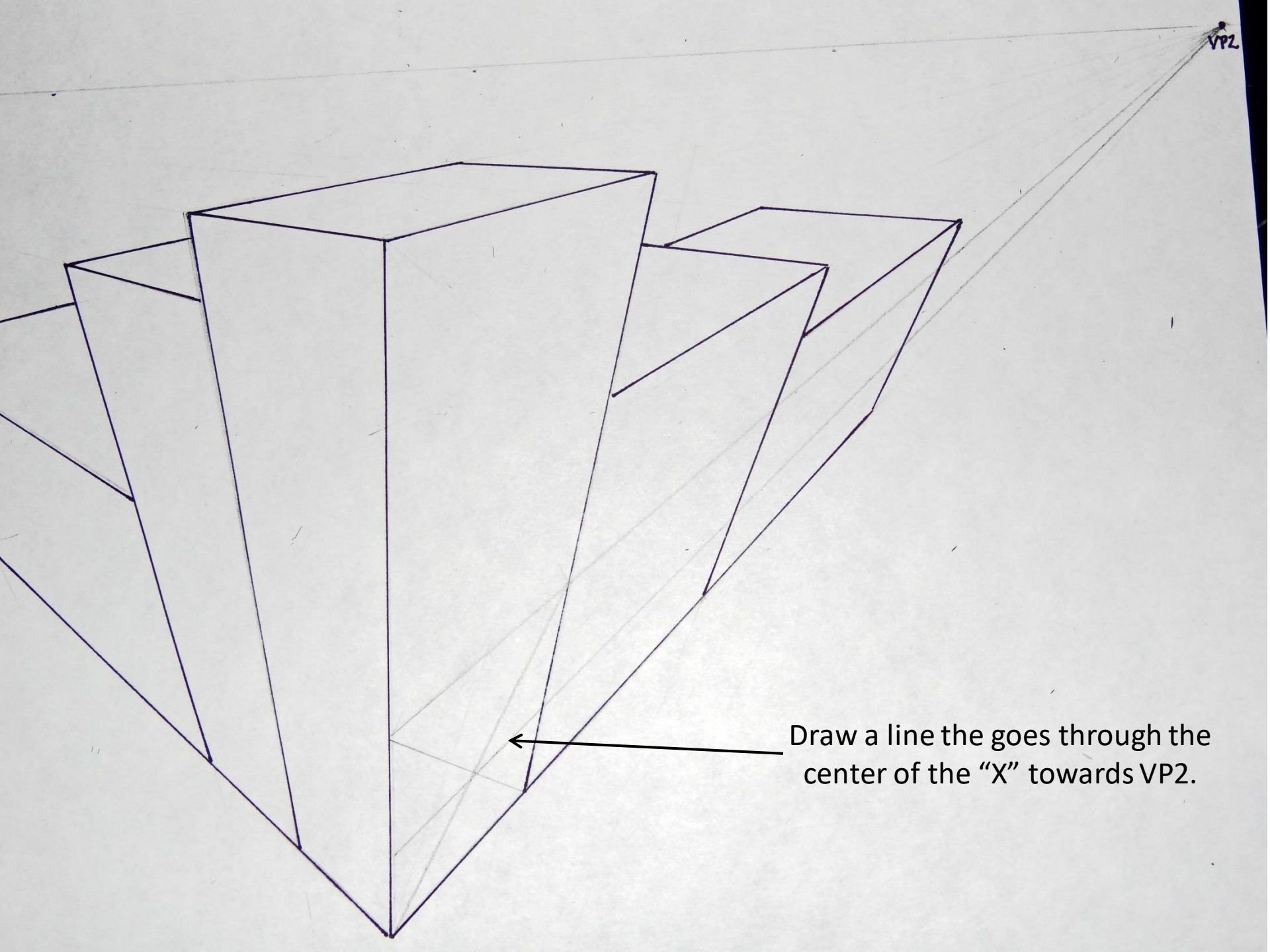


Draw a line the goes through the center of the X towards VP2.

VP2

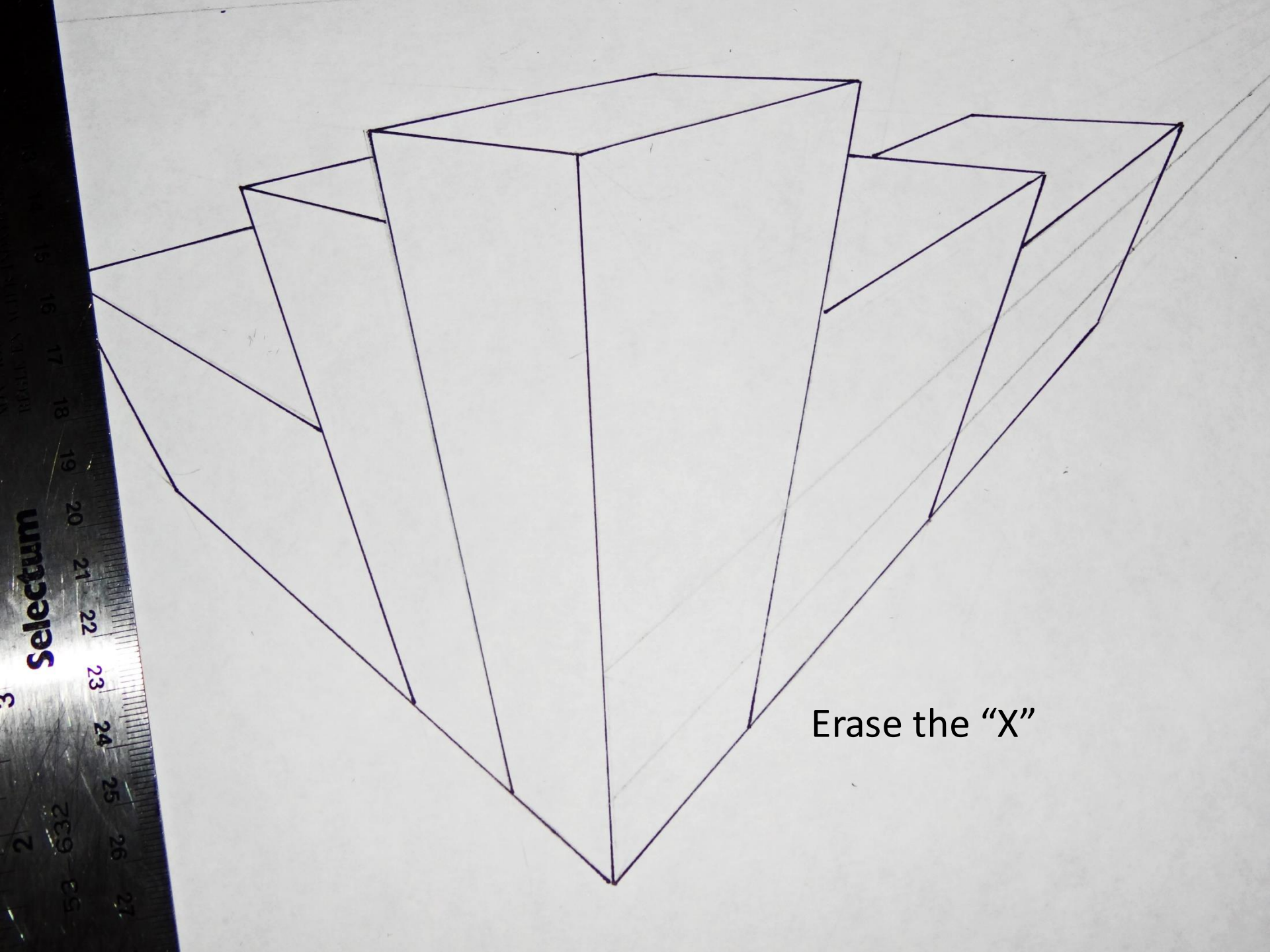


Erase the "X"

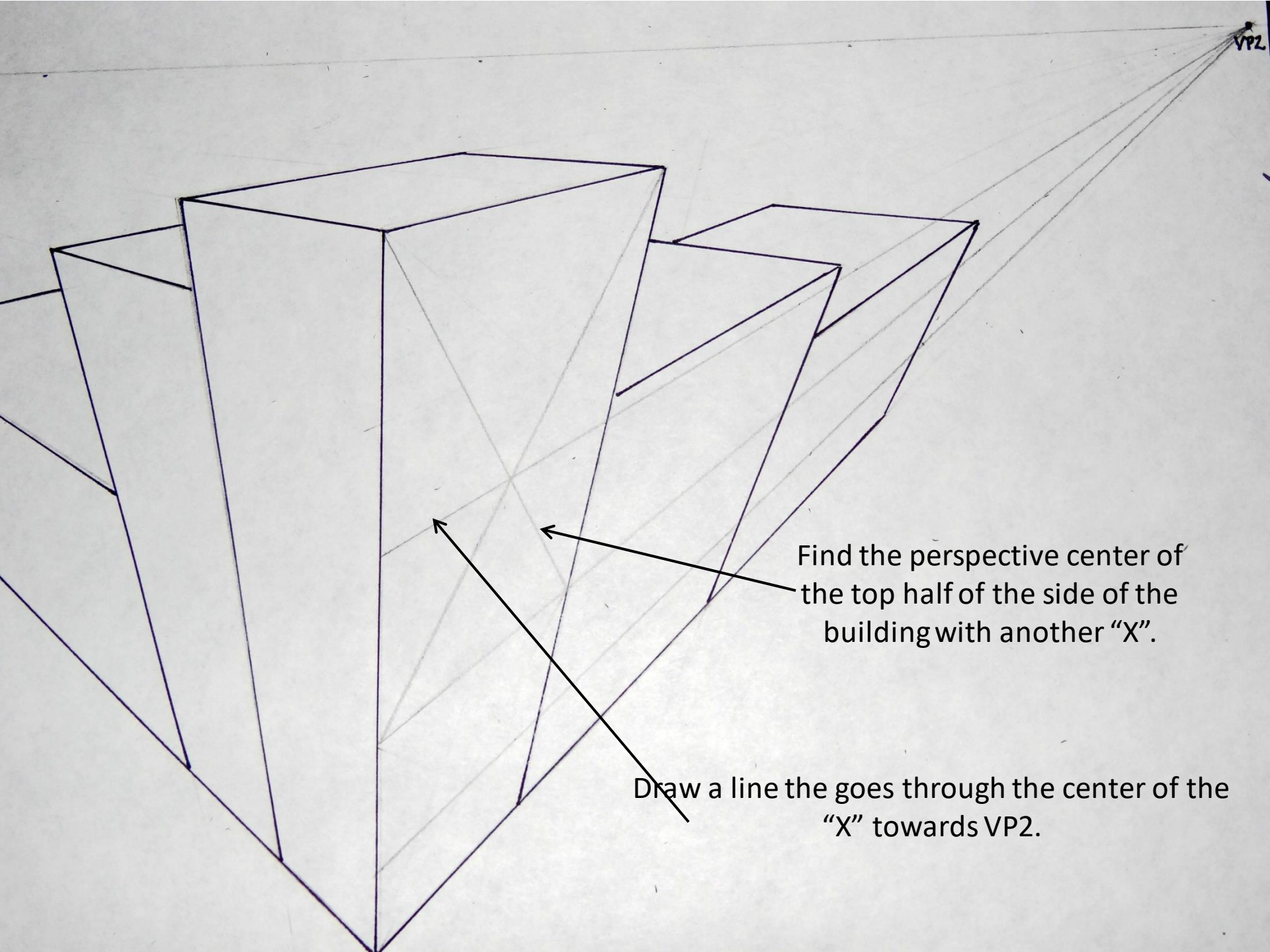


VP2

Draw a line the goes through the center of the "X" towards VP2.



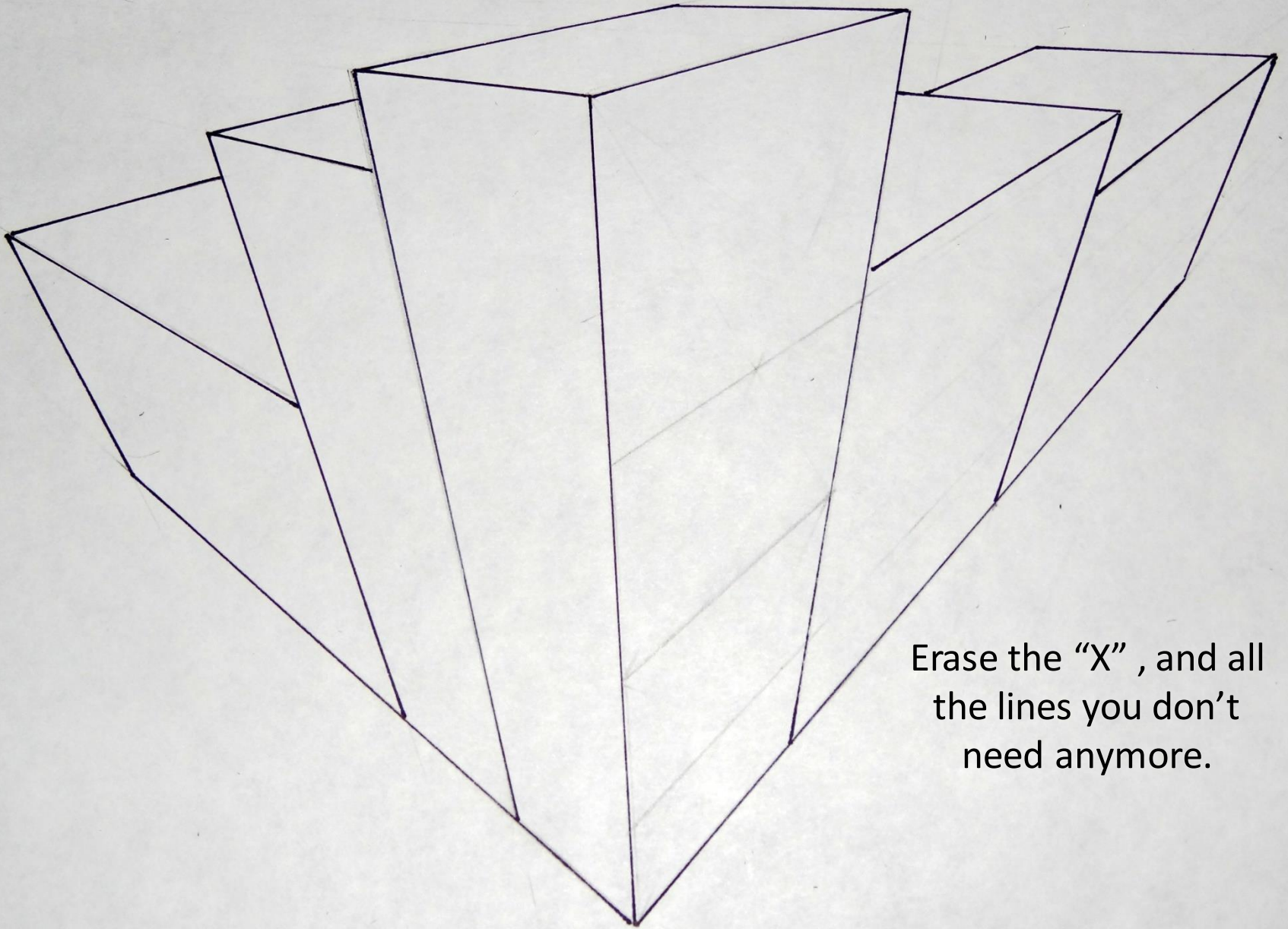
Erase the "X"



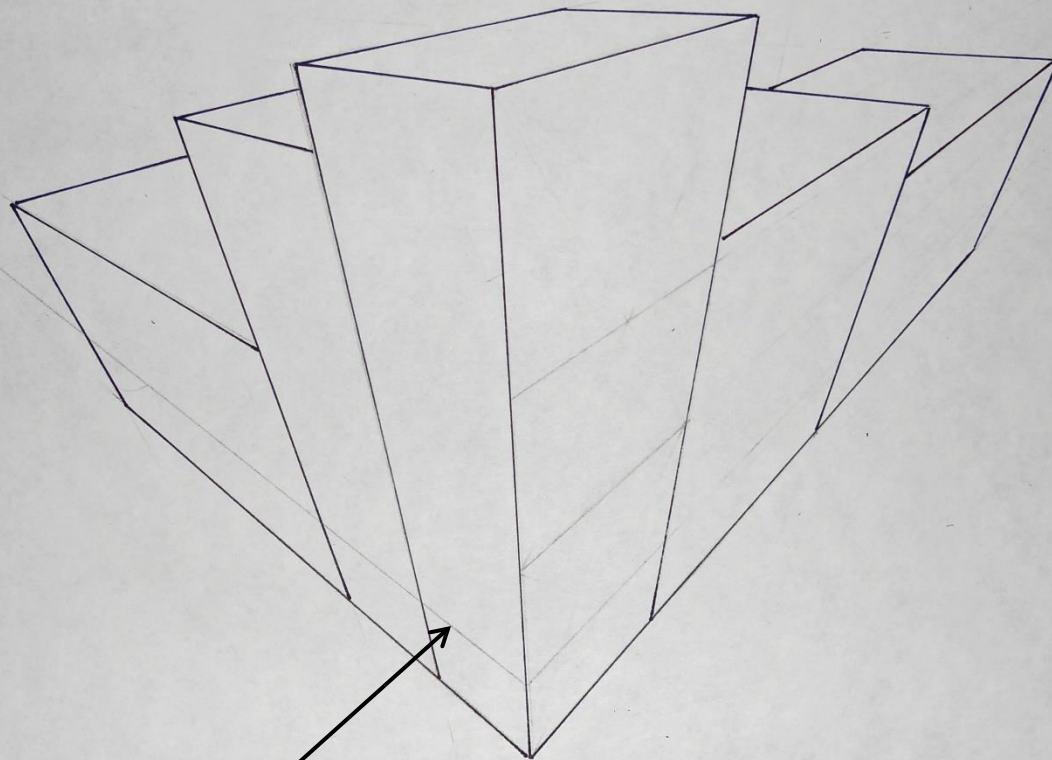
VP2

Find the perspective center of the top half of the side of the building with another "X".

Draw a line the goes through the center of the "X" towards VP2.



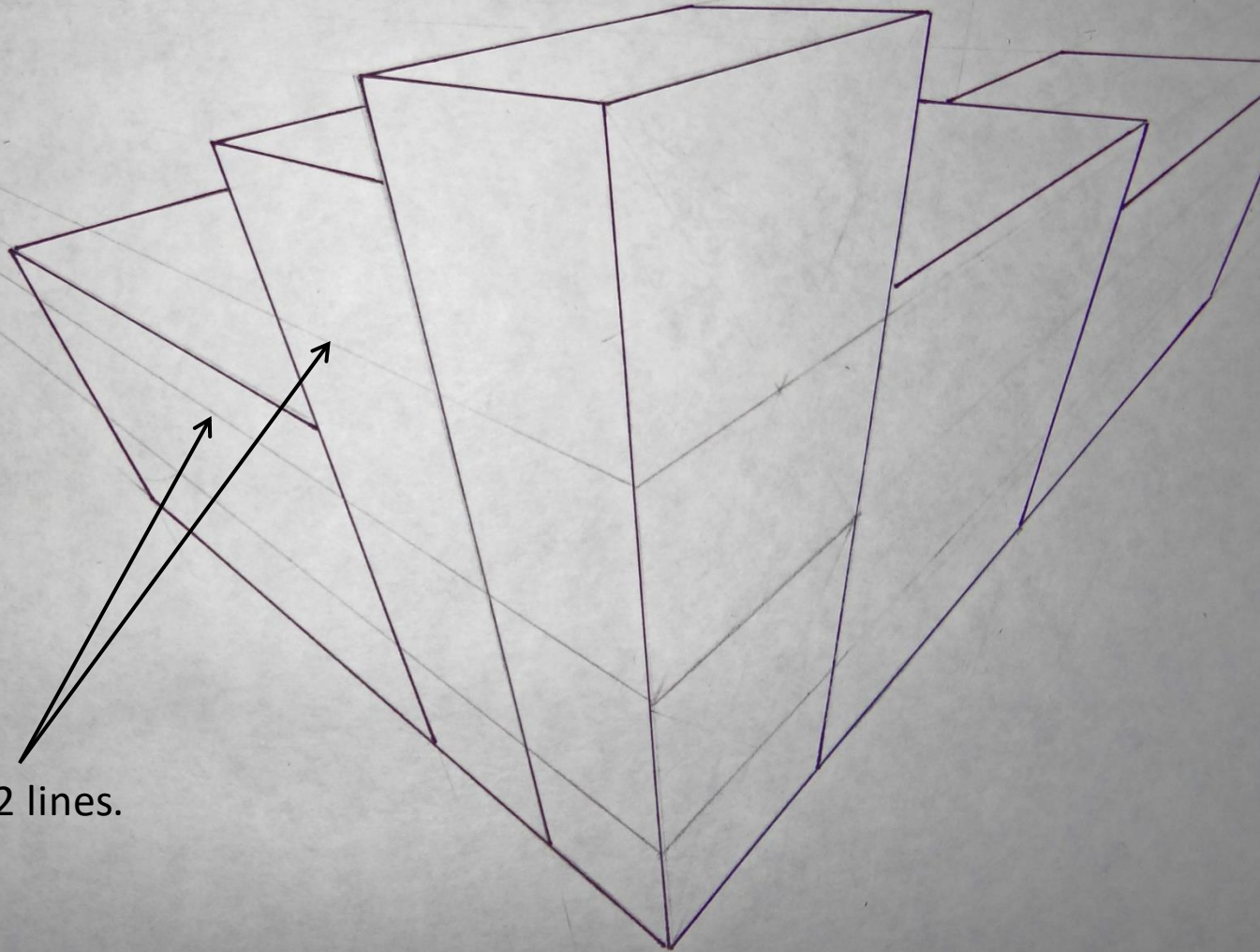
Erase the "X" , and all
the lines you don't
need anymore.



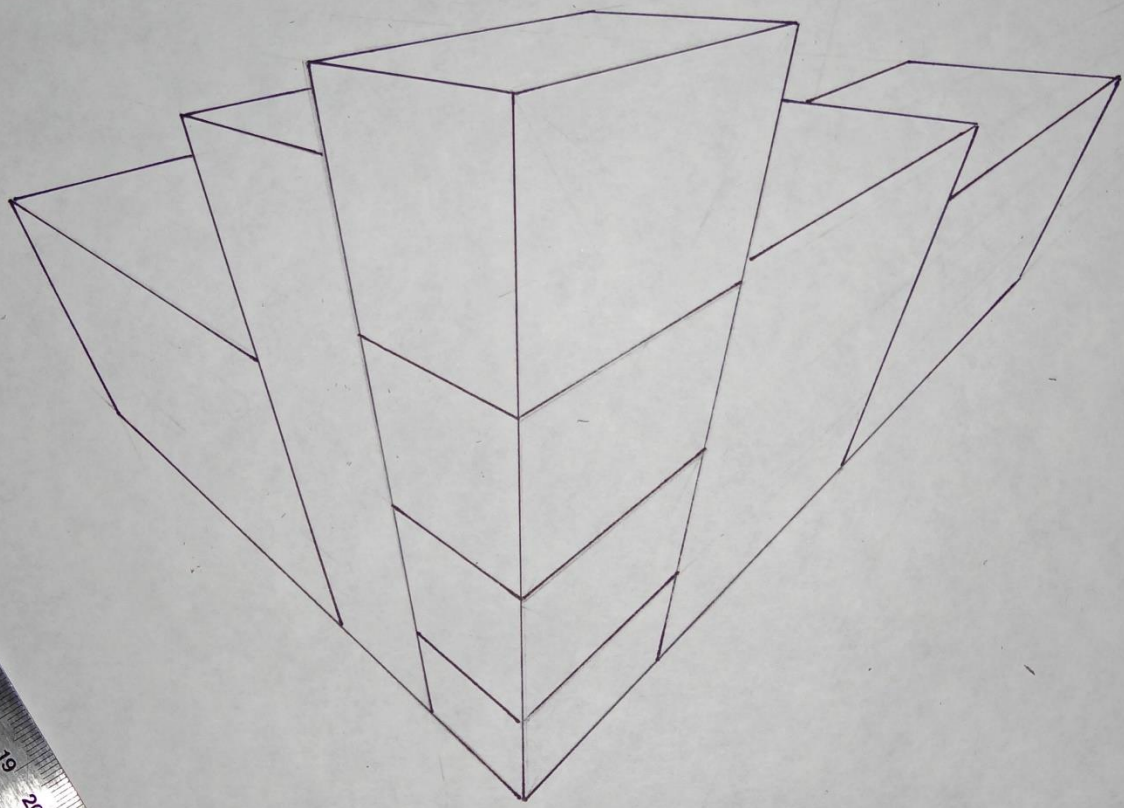
Continue the lines on the other side of the 1st building.

Draw a line that starts at the corner of the building and goes to VP1.

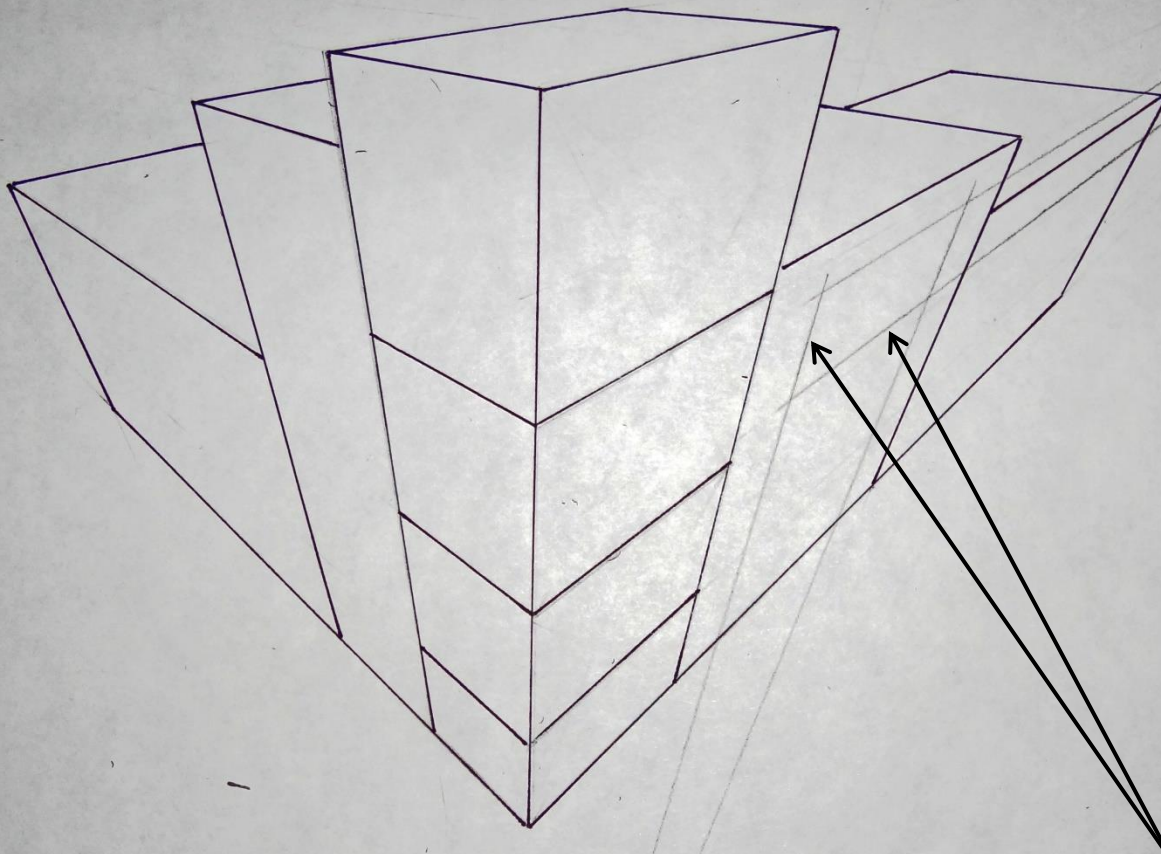
VPI



Draw the other 2 lines.



Erase the lines you don't need anymore.

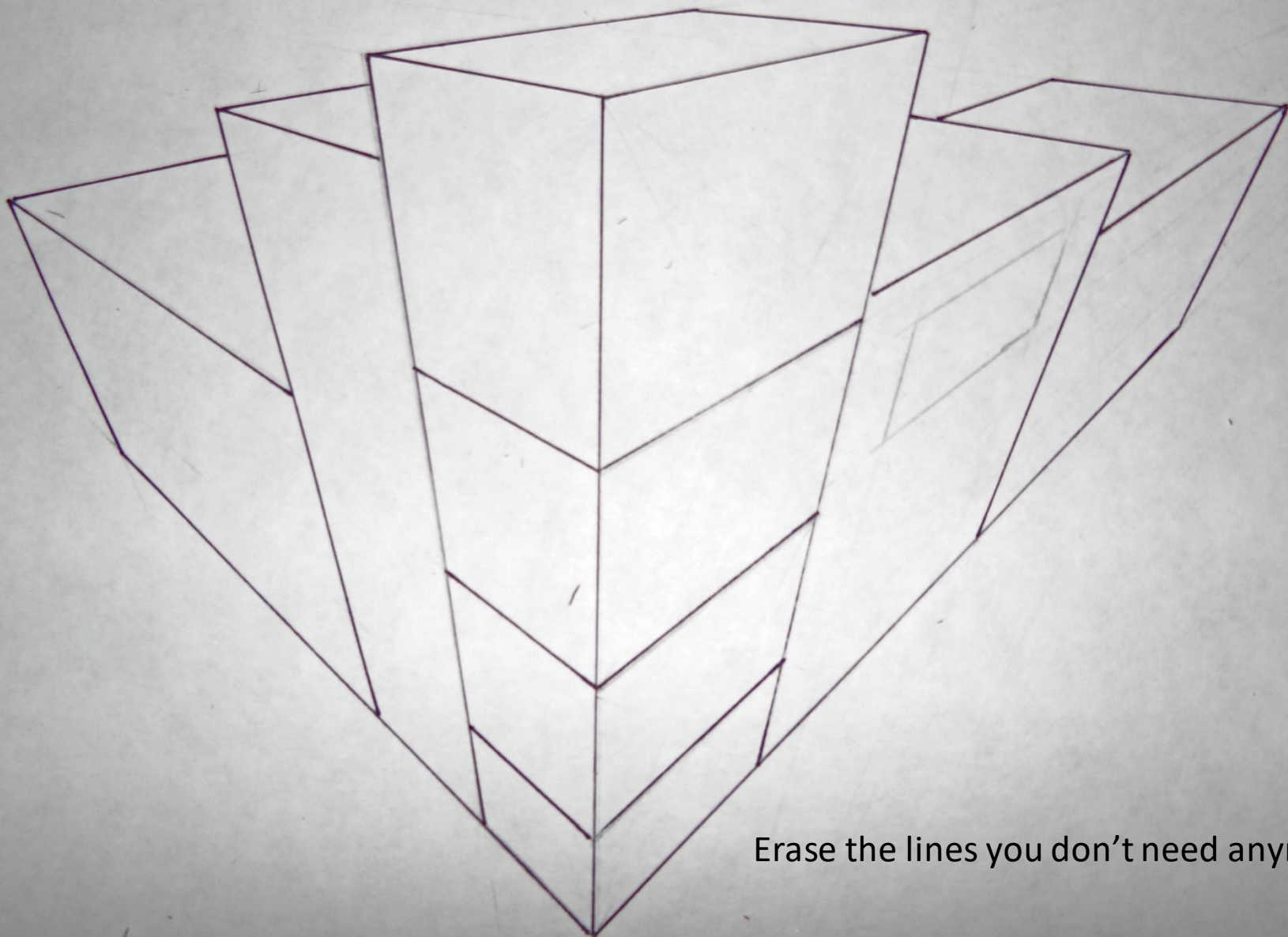


Try drawing a window in the 2nd building.

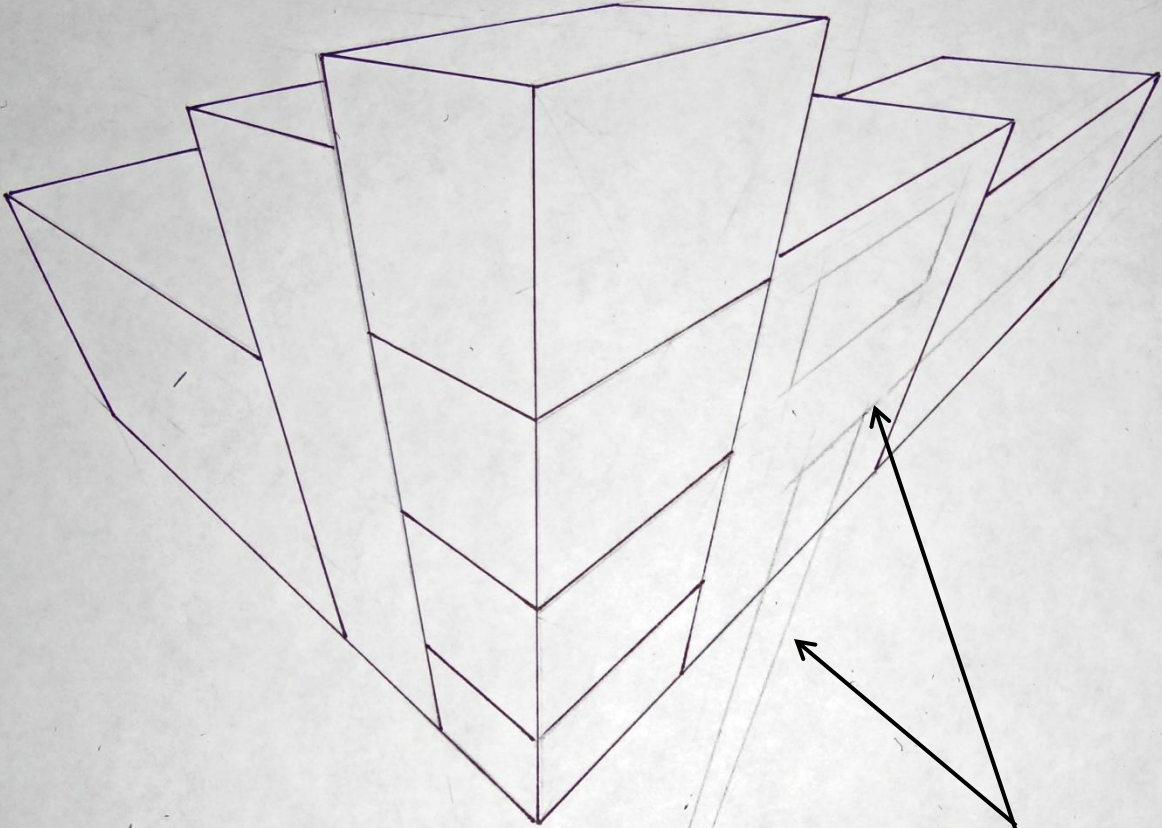
The lines need to connect to VP3 and VP2.

VP3

VP2

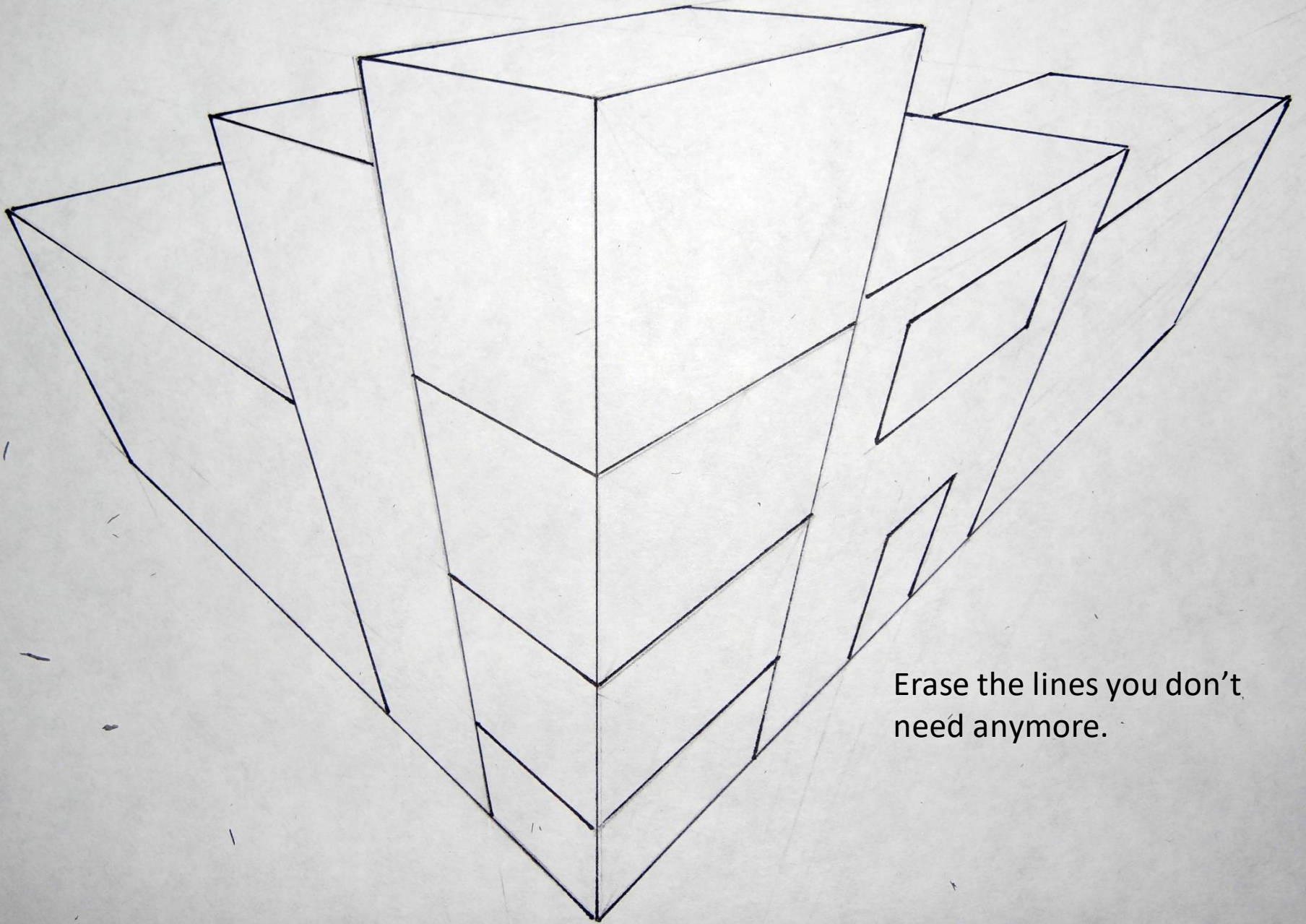


Erase the lines you don't need anymore.

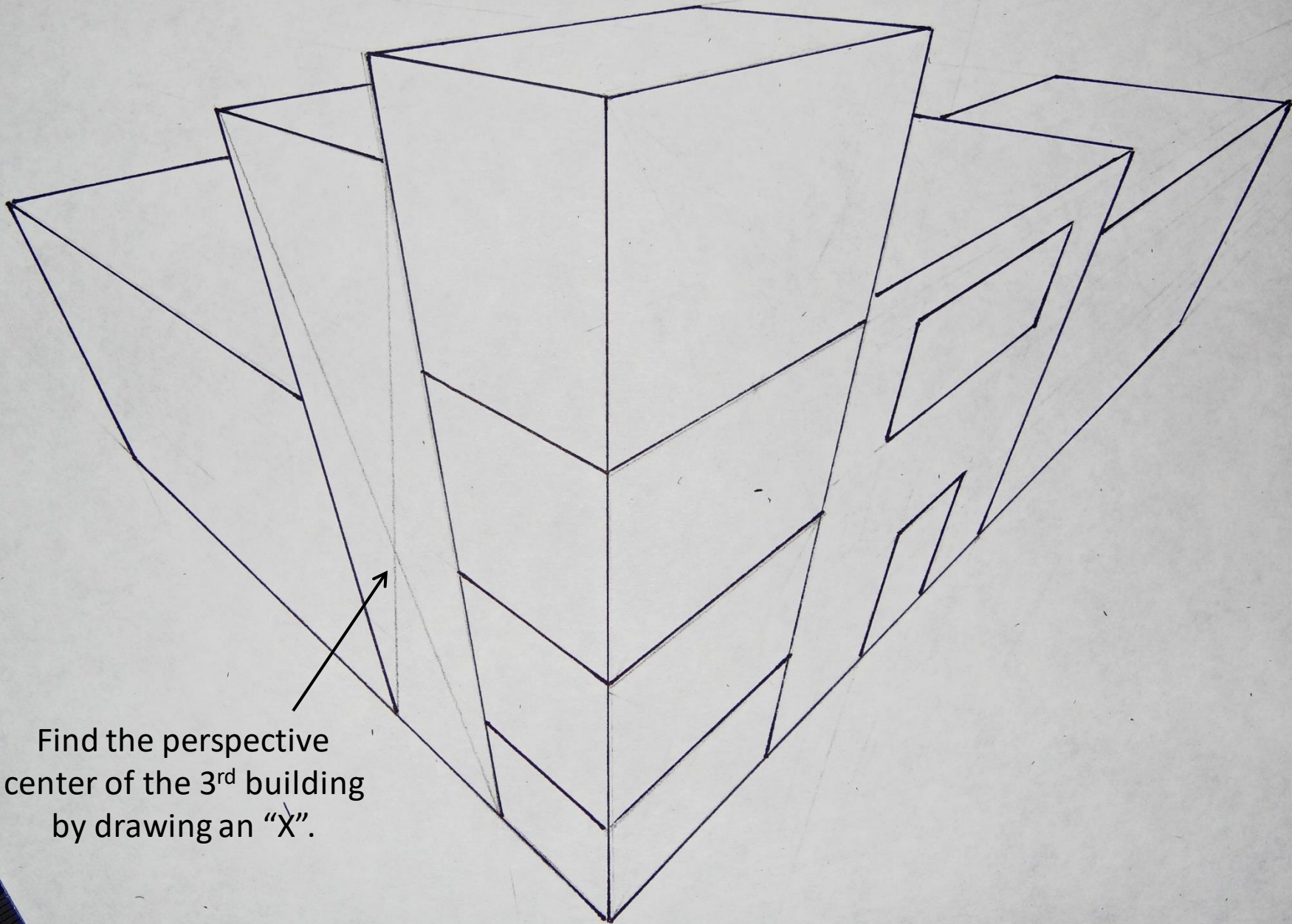


Draw a door in the 2nd building.

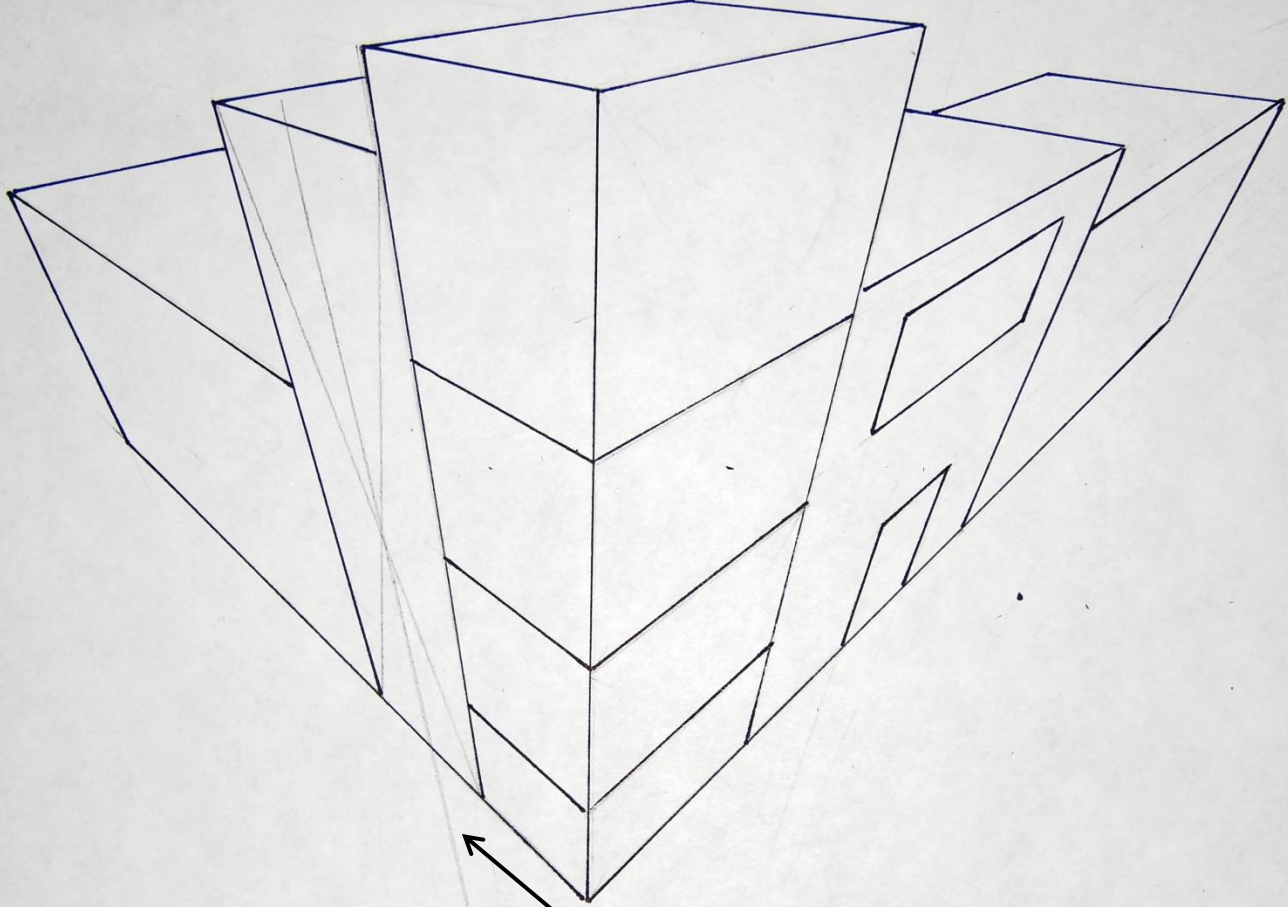
The lines need to connect to VP3 and VP2.



Erase the lines you don't need anymore.



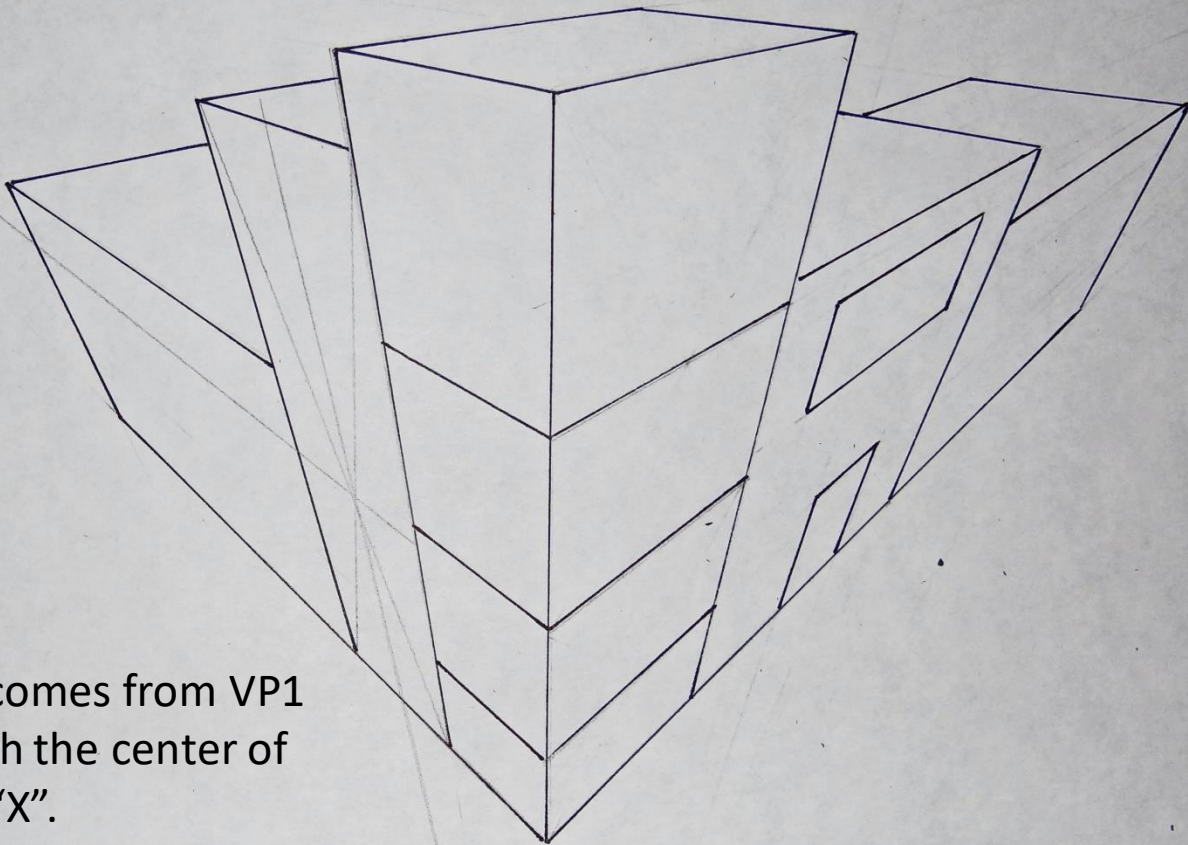
Find the perspective center of the 3rd building by drawing an "X".



Draw a line that comes from VP3 and goes through the middle of the "X".

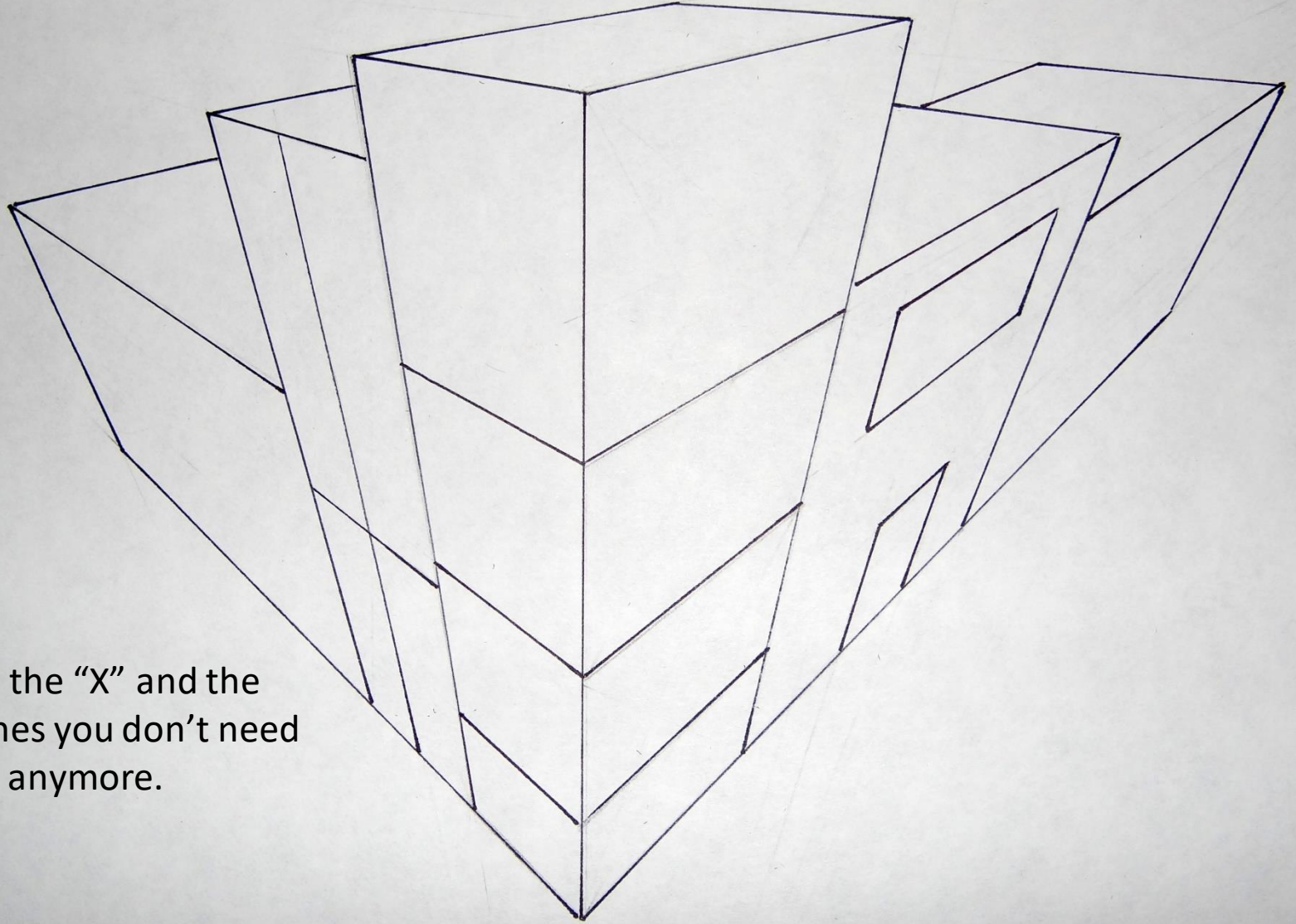
• VP3

VP1

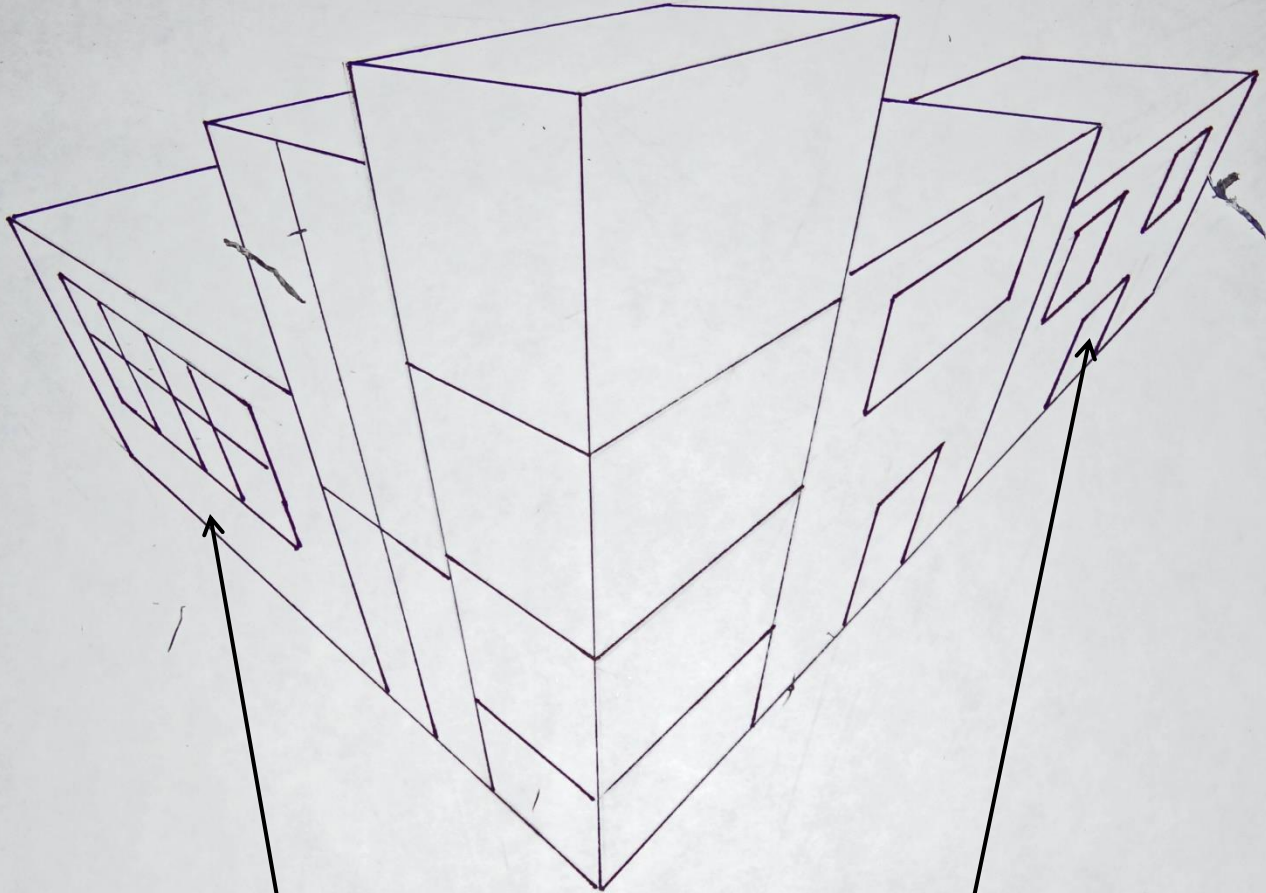


Draw a line that comes from VP1 and goes through the center of the "X".

VP3



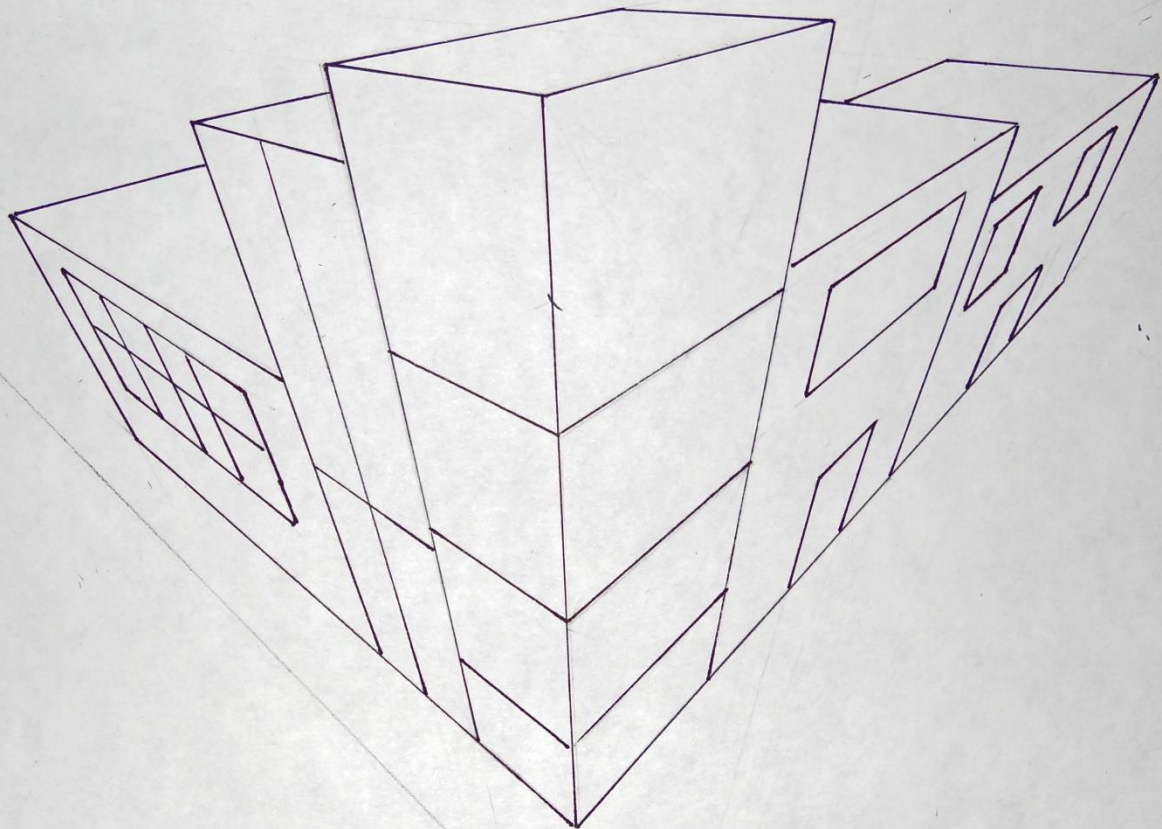
Erase the "X" and the other lines you don't need anymore.



Draw details on the 4th and 5th buildings.

These can be any details you'd like.

Now, draw the sidewalk.

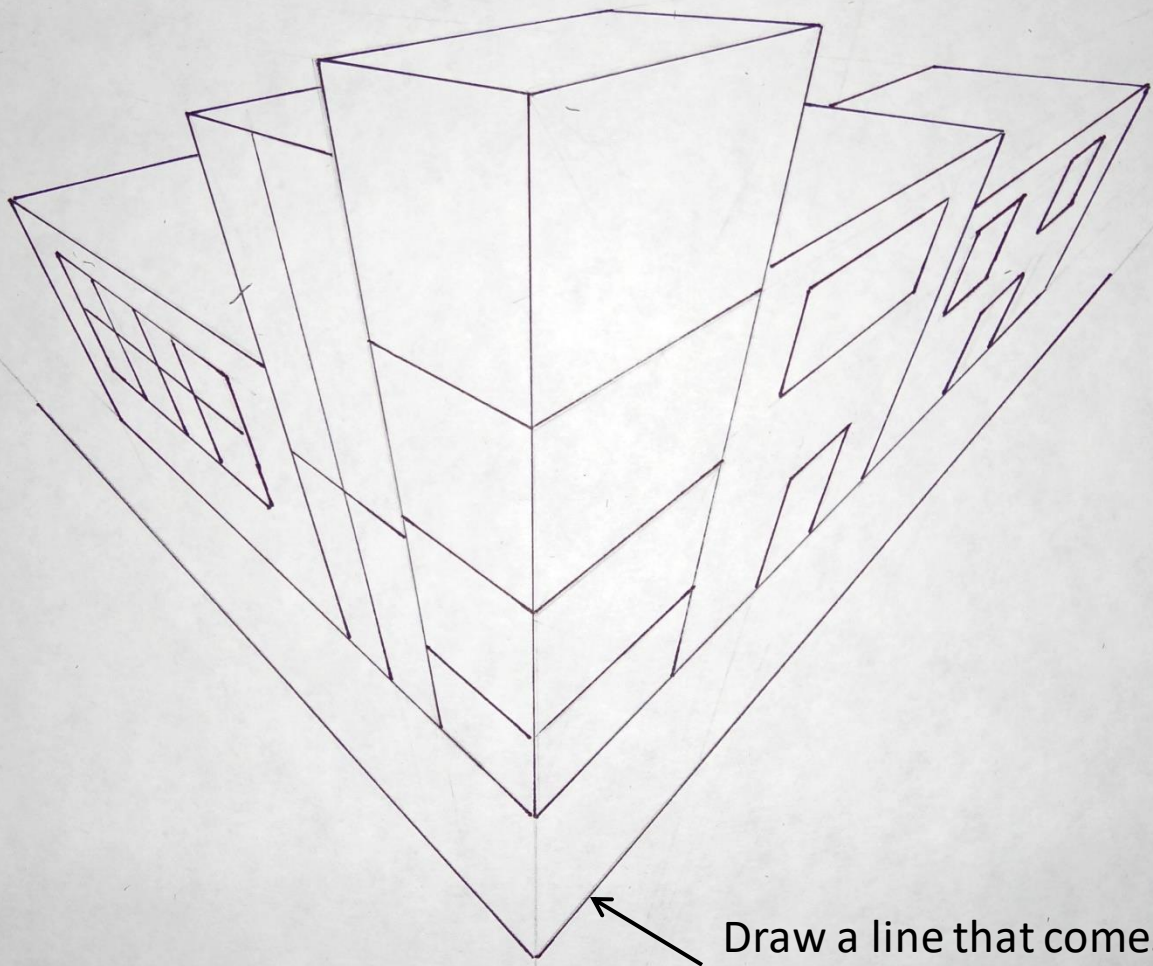


STEP 1: Lightly draw a line that comes up from VP3 and joins the center of the 1st building.

STEP 2: Draw a line that comes from VP1 and meets up with the center line.

VP2

VP1

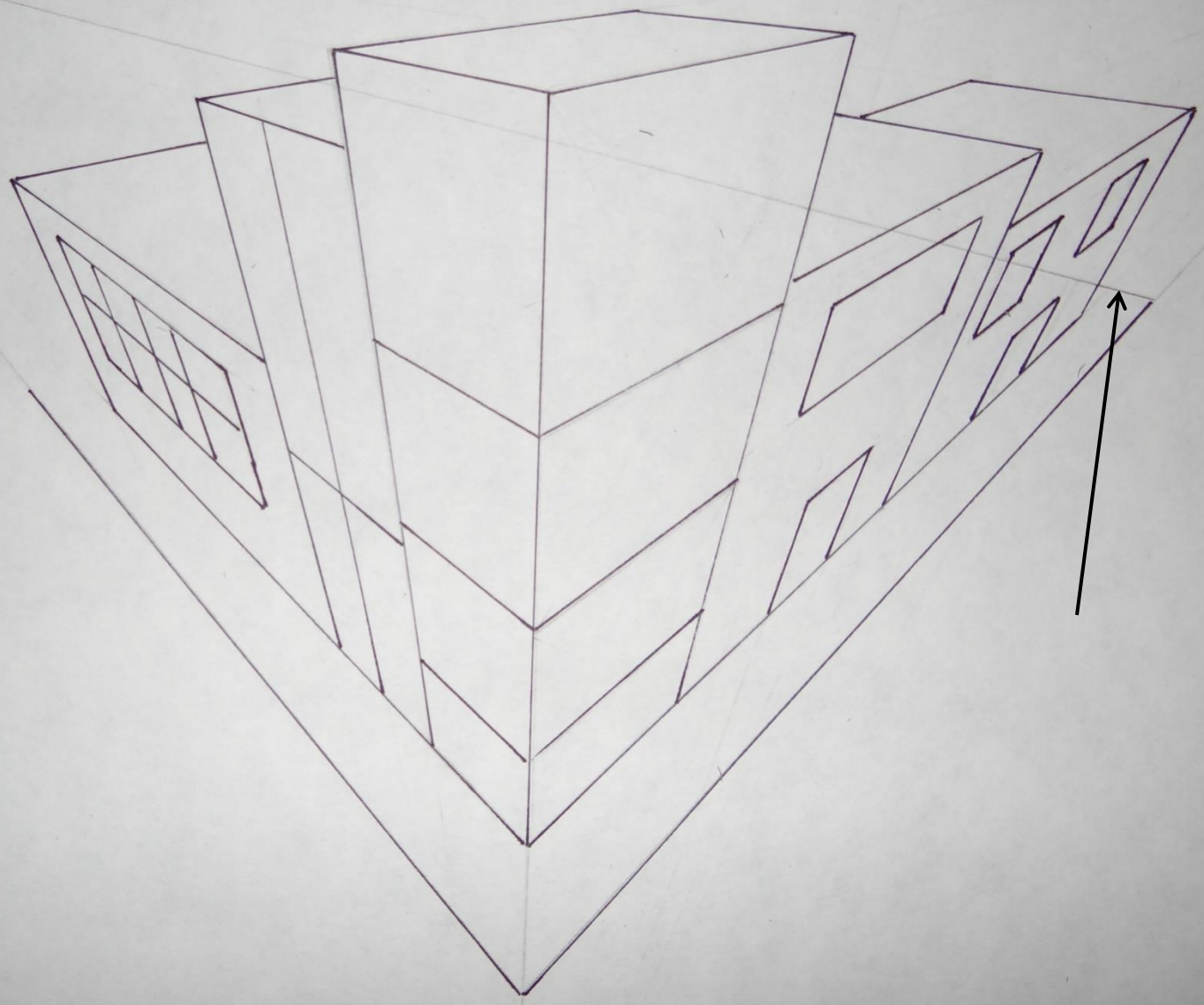


Draw a line that comes from VP2 and meets up with the corner.

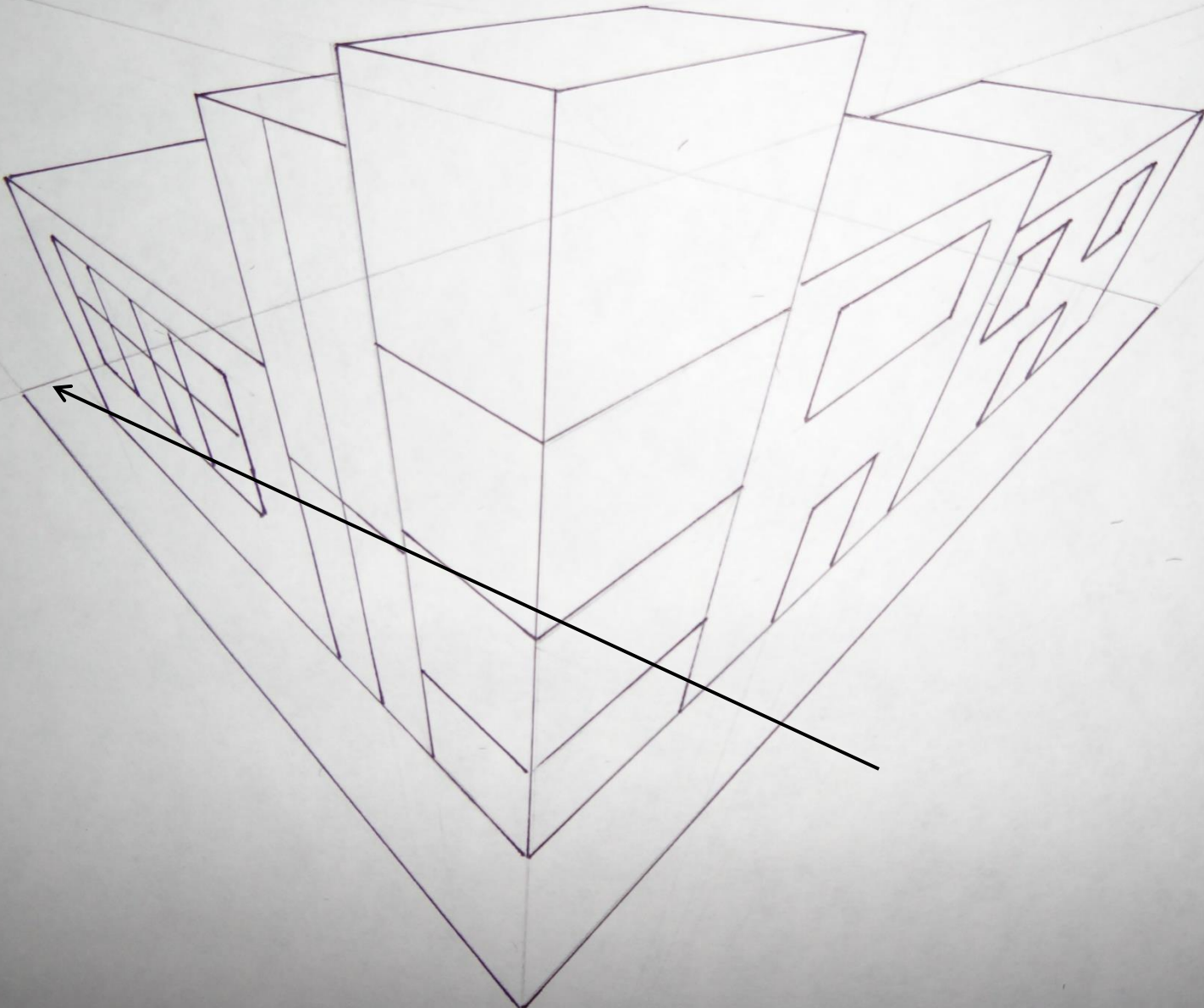
VP3

3
4
5
Selectum

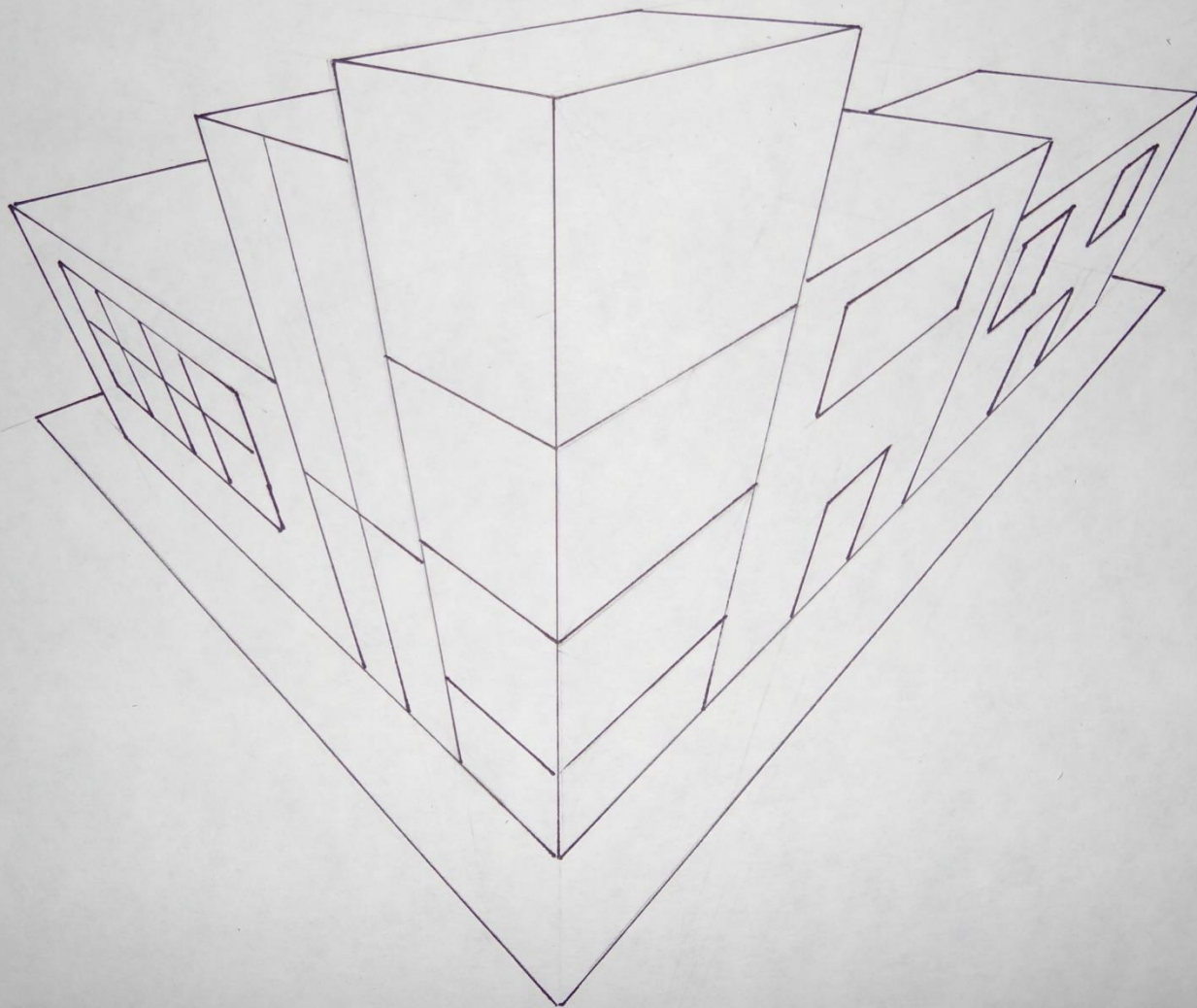
YPI



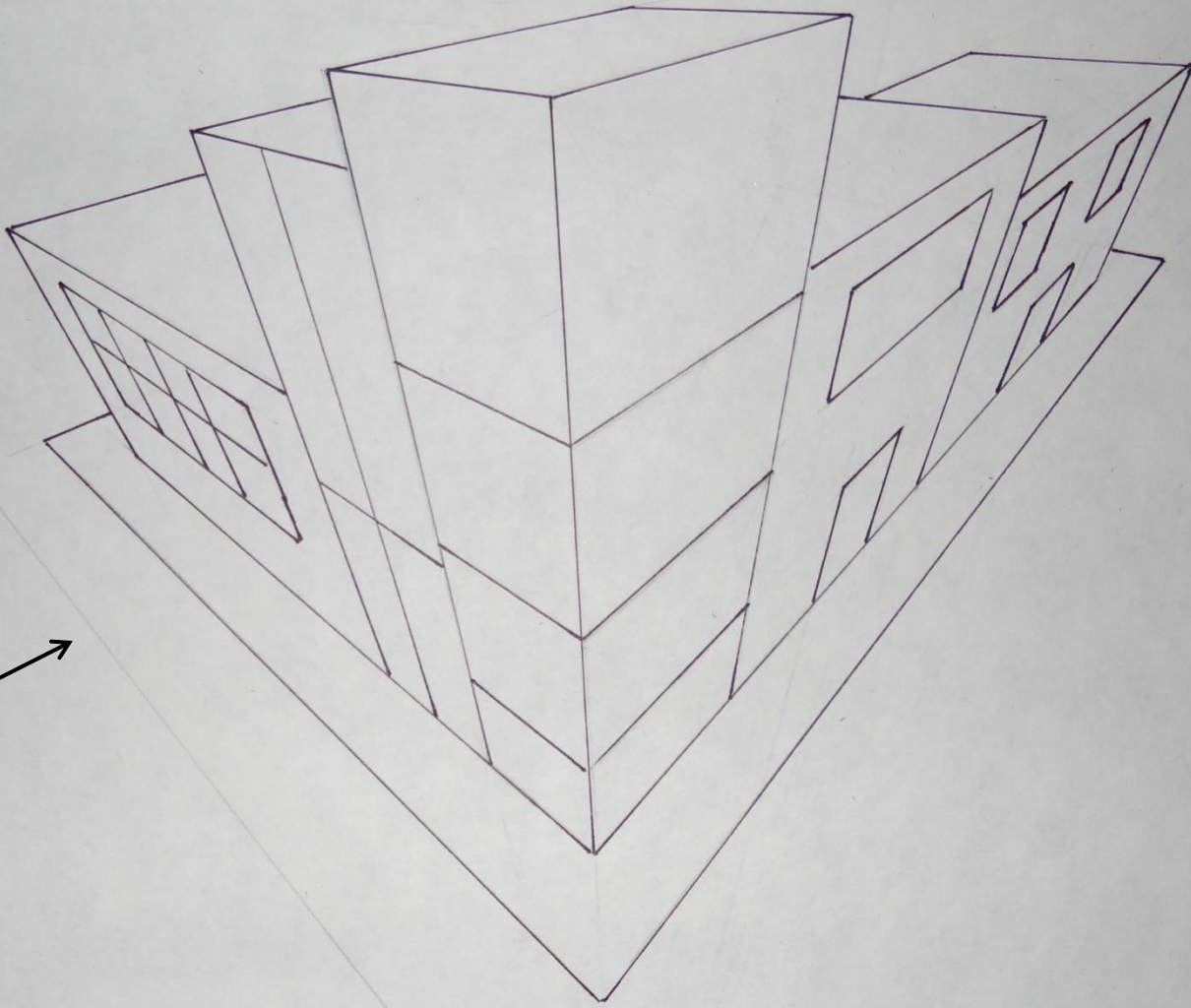
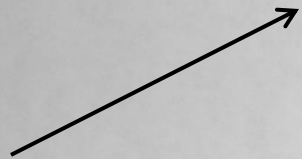
VP2



Erase the lines you don't need anymore.

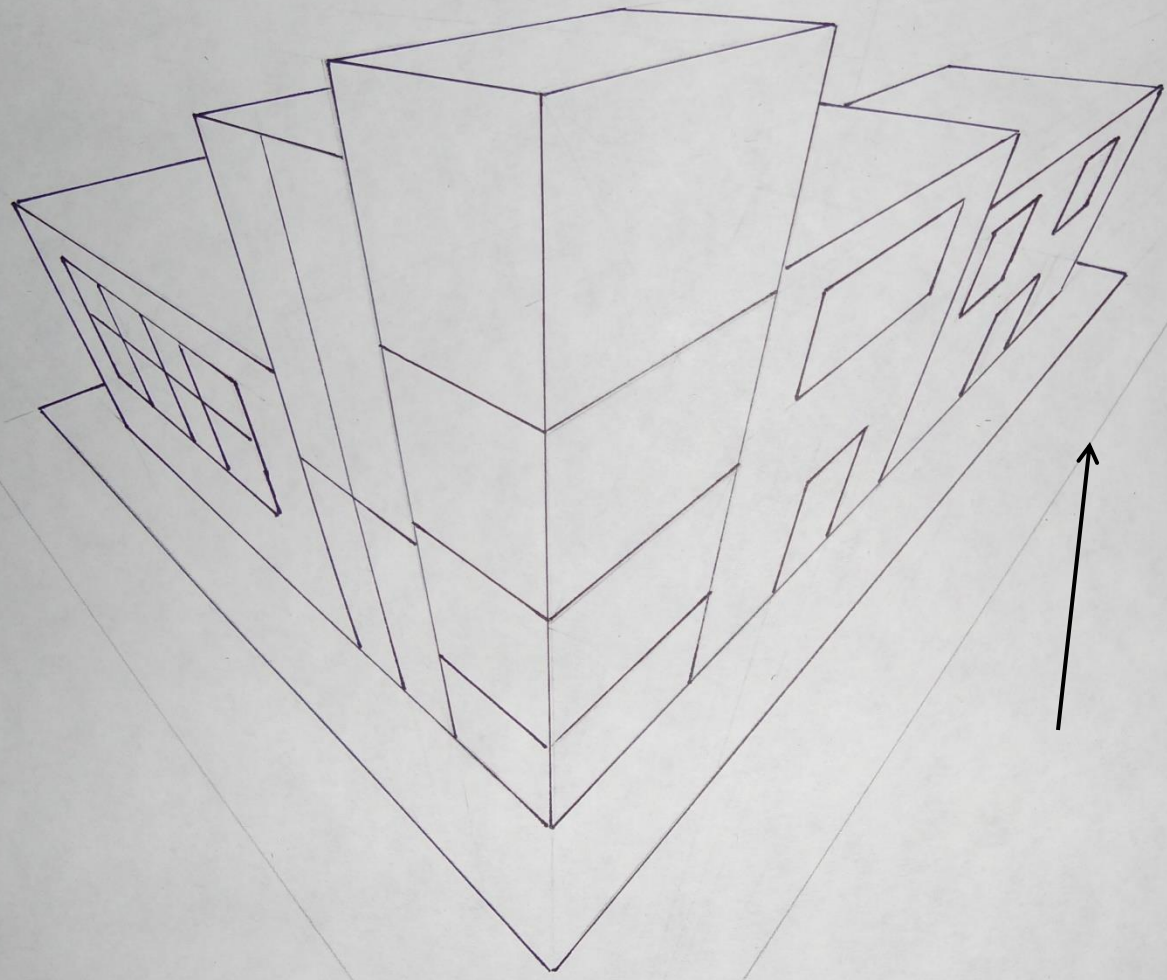


VP1

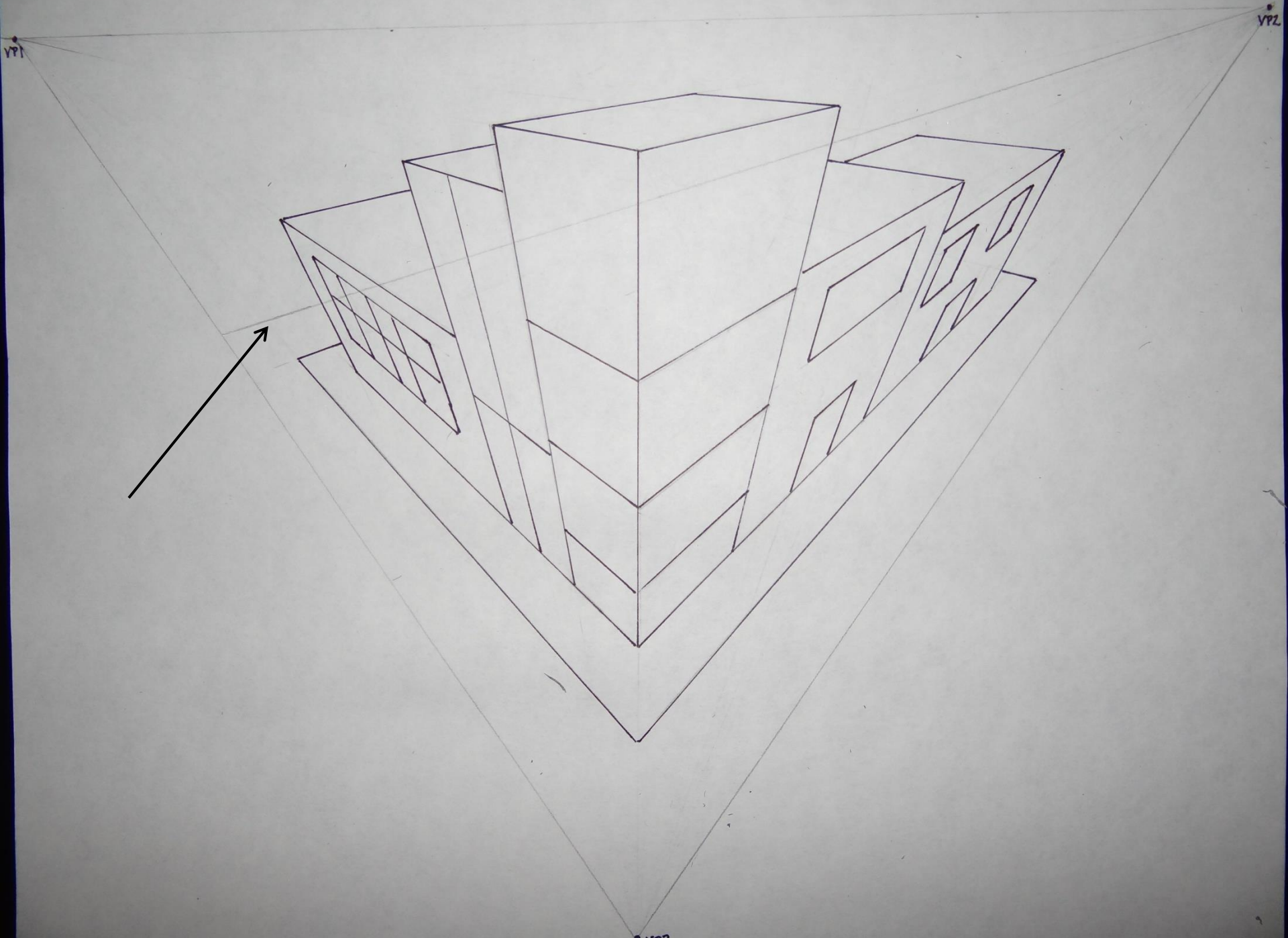


VP3

VP2

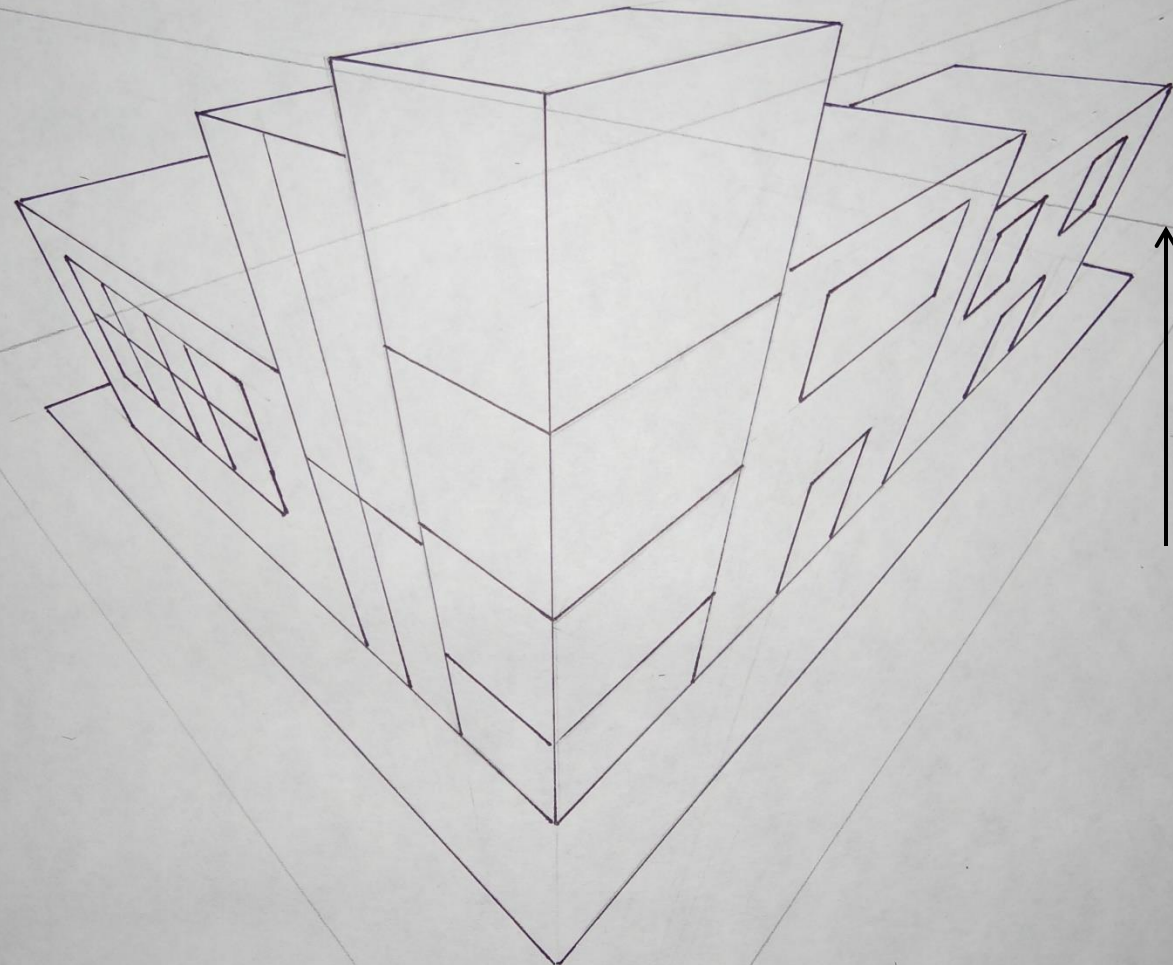


VP3

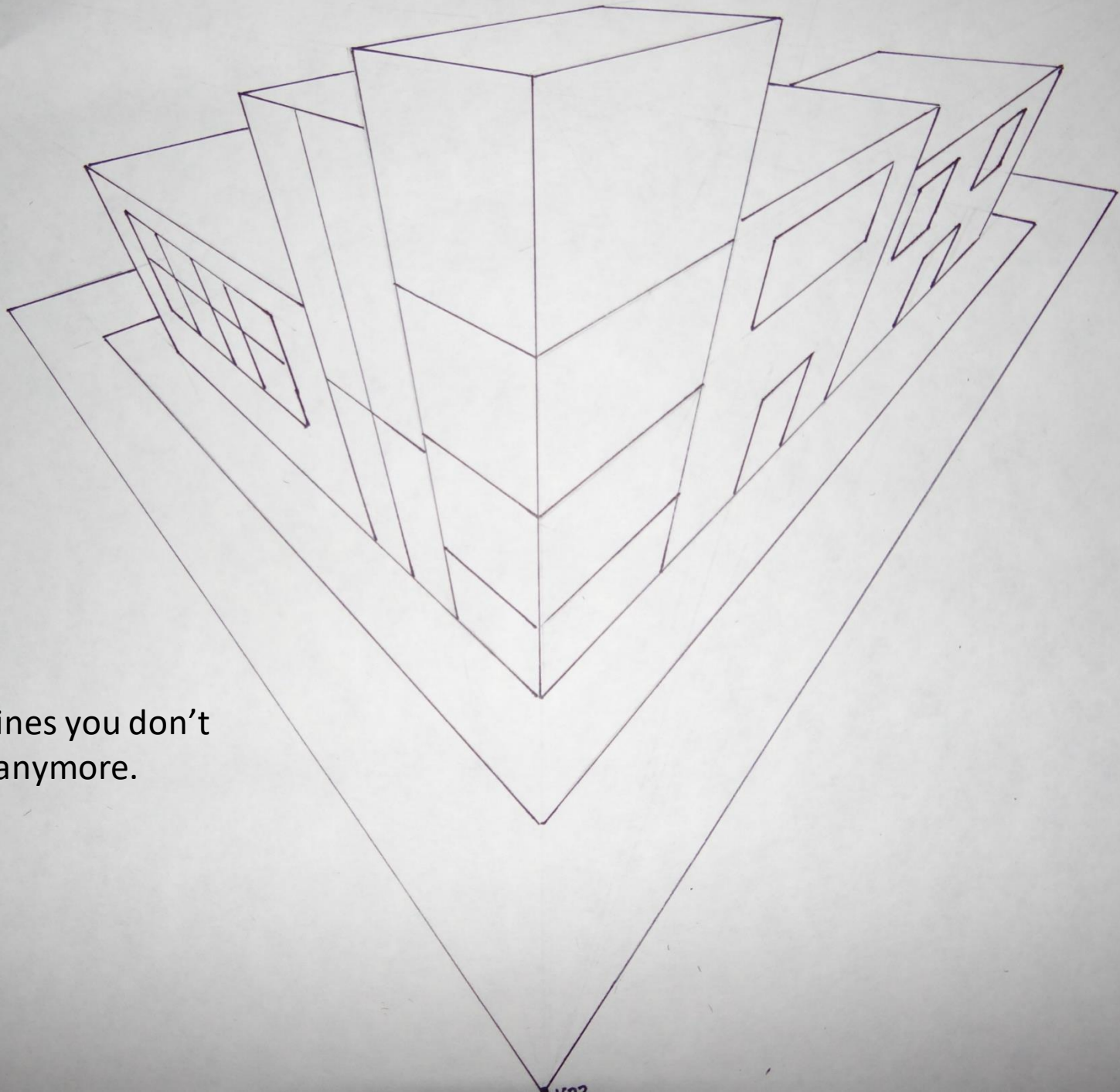


VP1

VP2



VP3



Erase the lines you don't
need anymore.