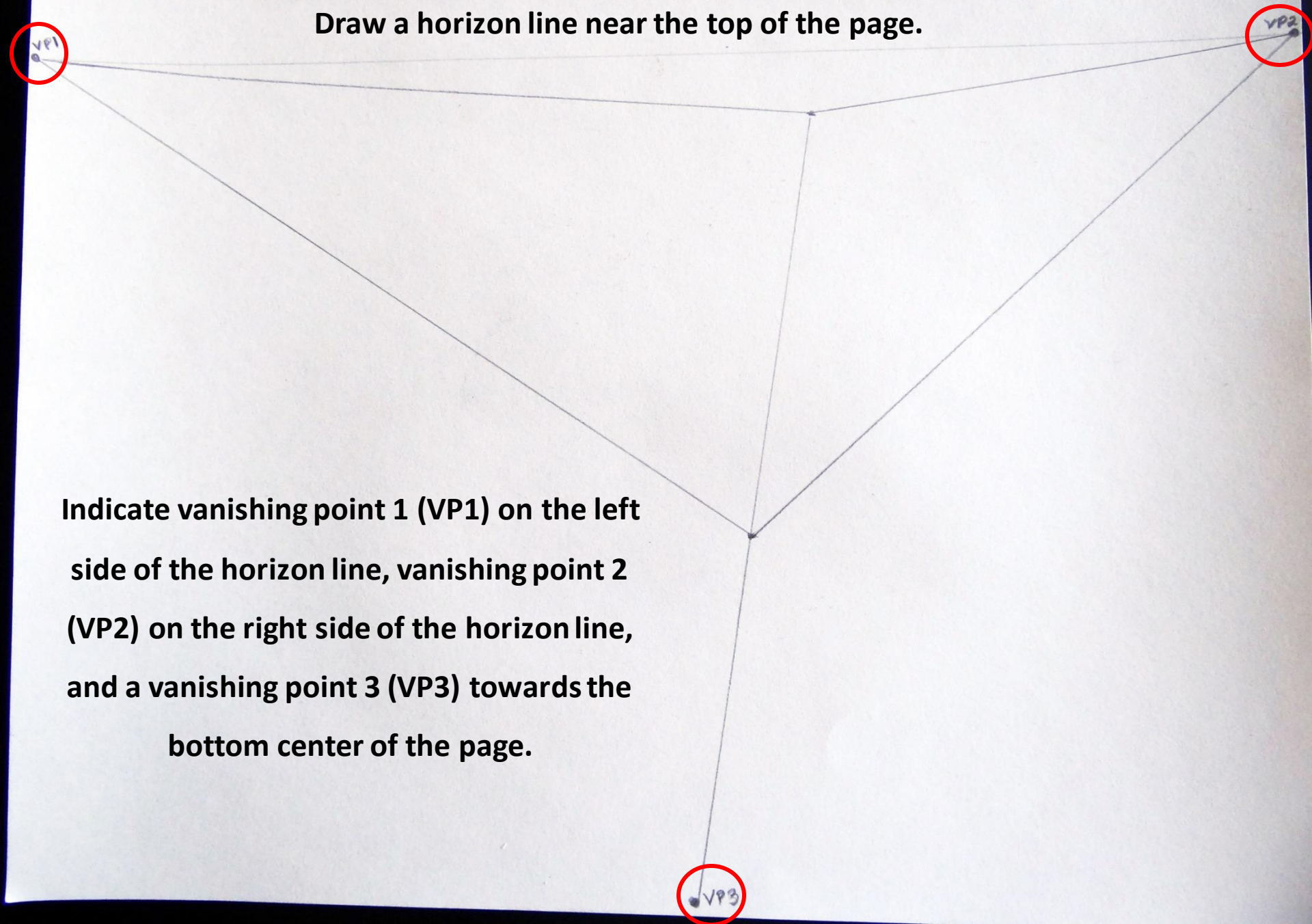
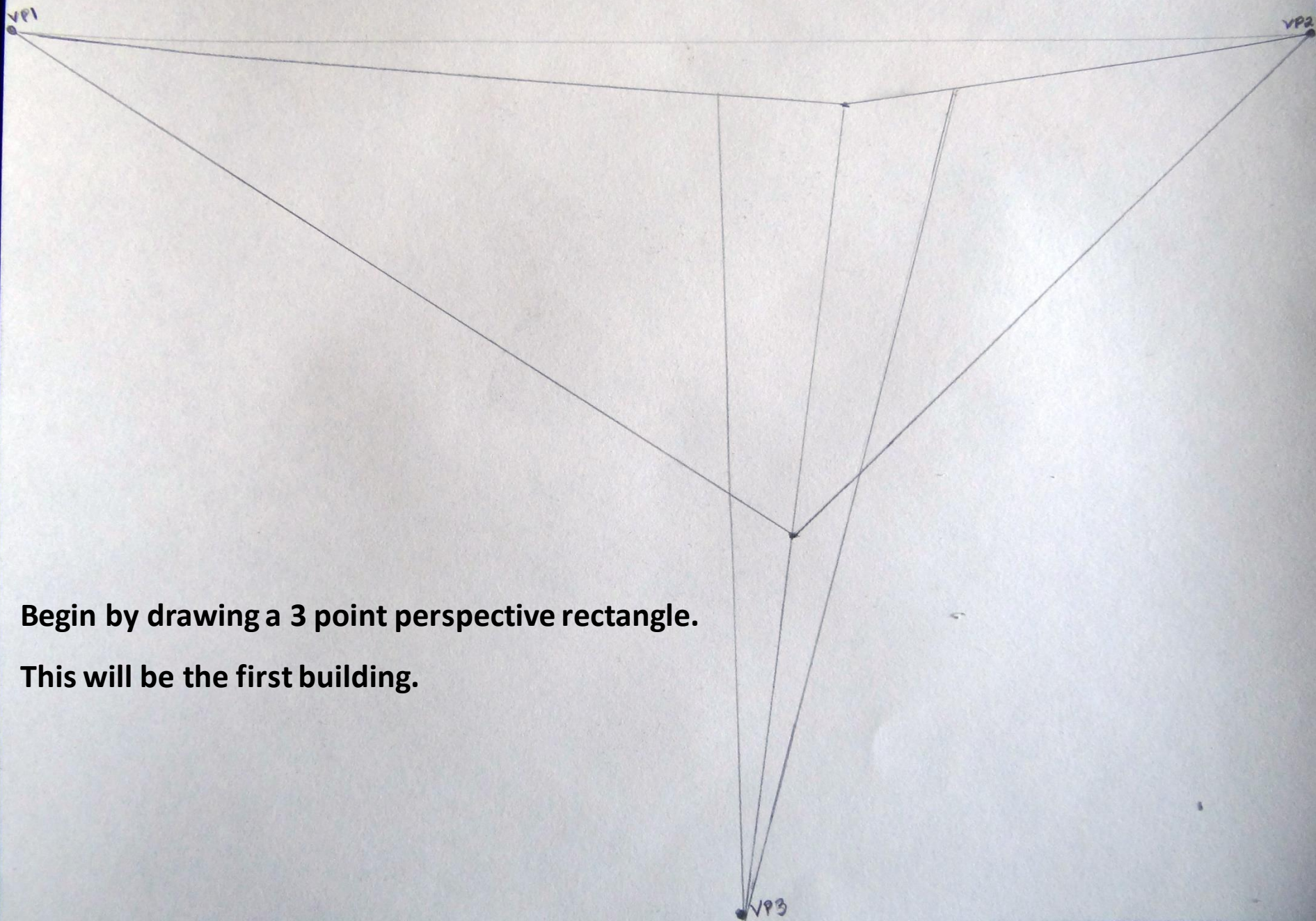


3 Point Perspective Cityscape

Draw a horizon line near the top of the page.

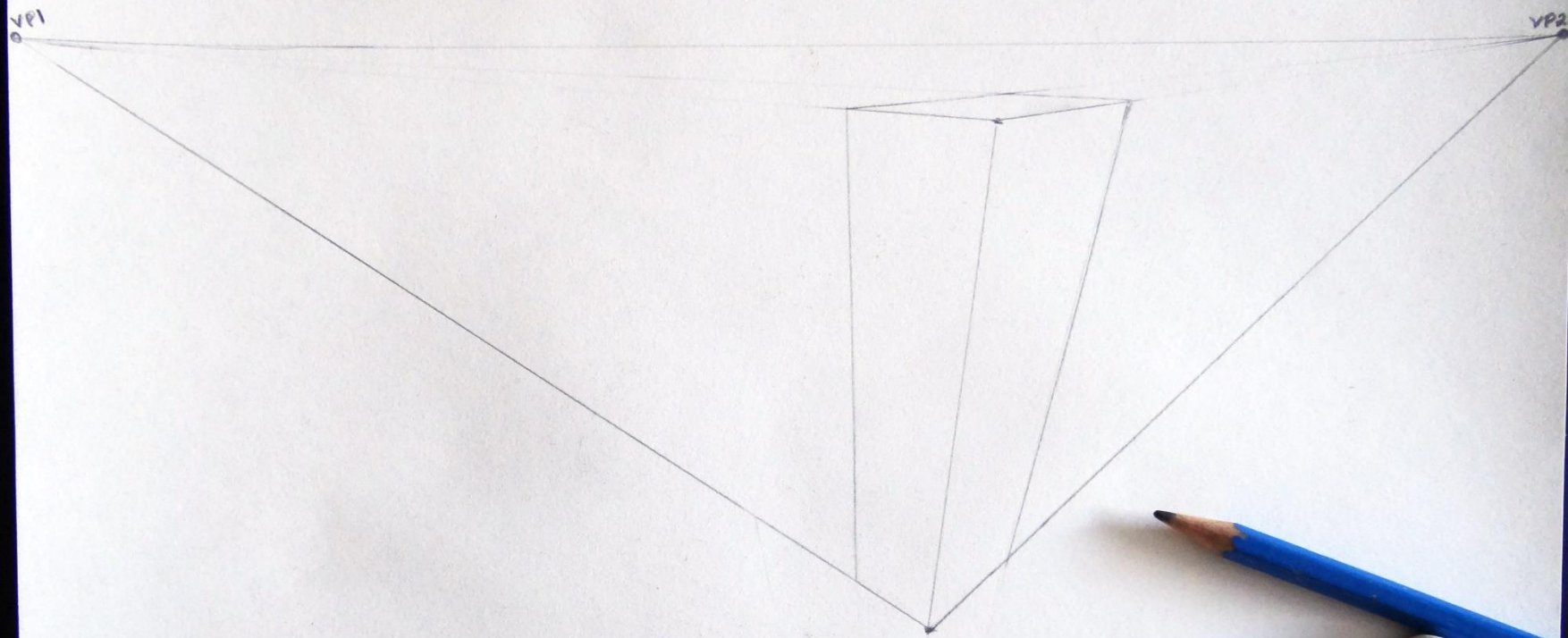
Indicate vanishing point 1 (VP1) on the left side of the horizon line, vanishing point 2 (VP2) on the right side of the horizon line, and a vanishing point 3 (VP3) towards the bottom center of the page.





Begin by drawing a 3 point perspective rectangle.

This will be the first building.



Erase the lines you no longer need, but be sure to leave the guidelines at the bottom of the building.

VP3

VP1

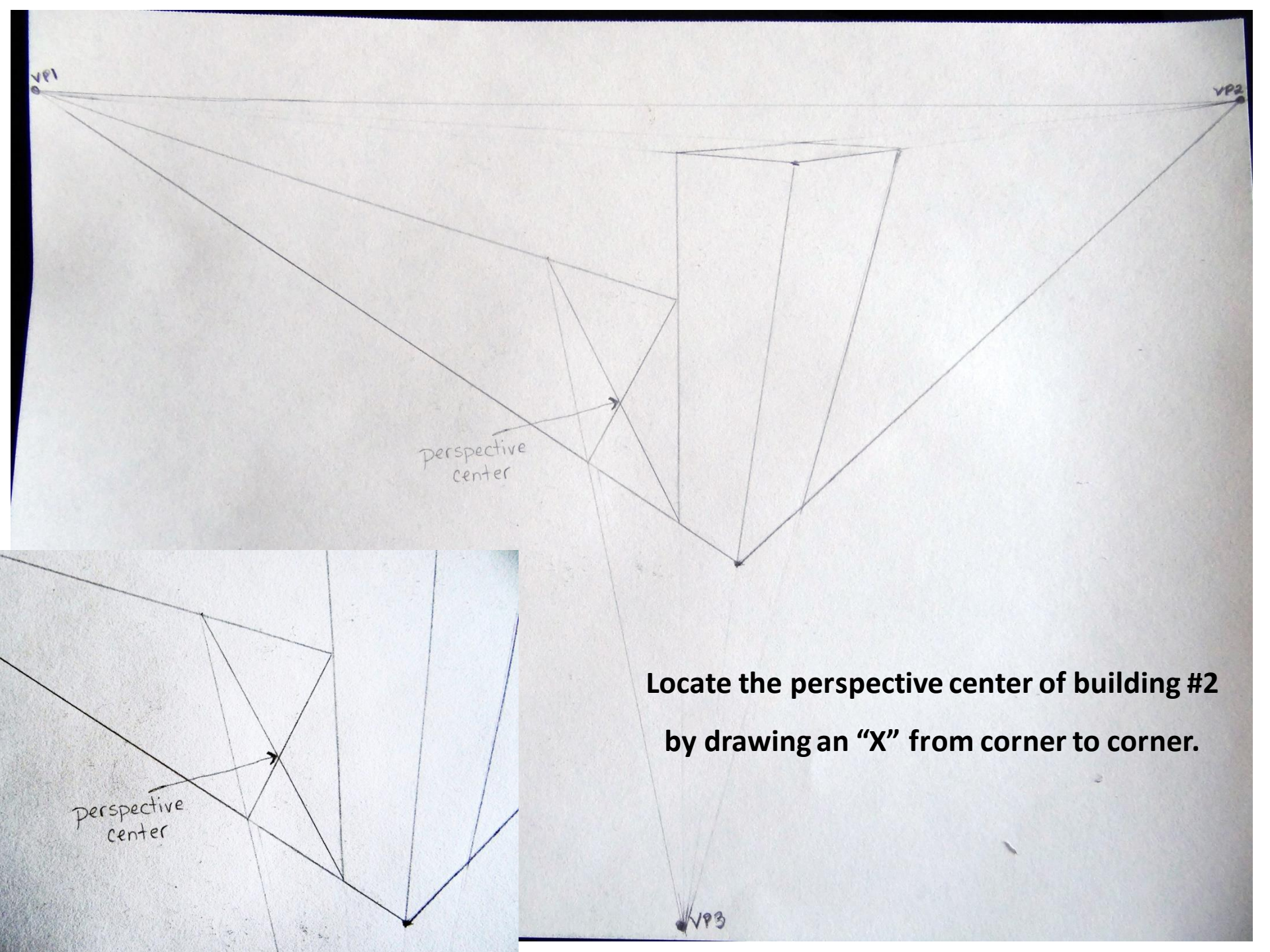
VP2

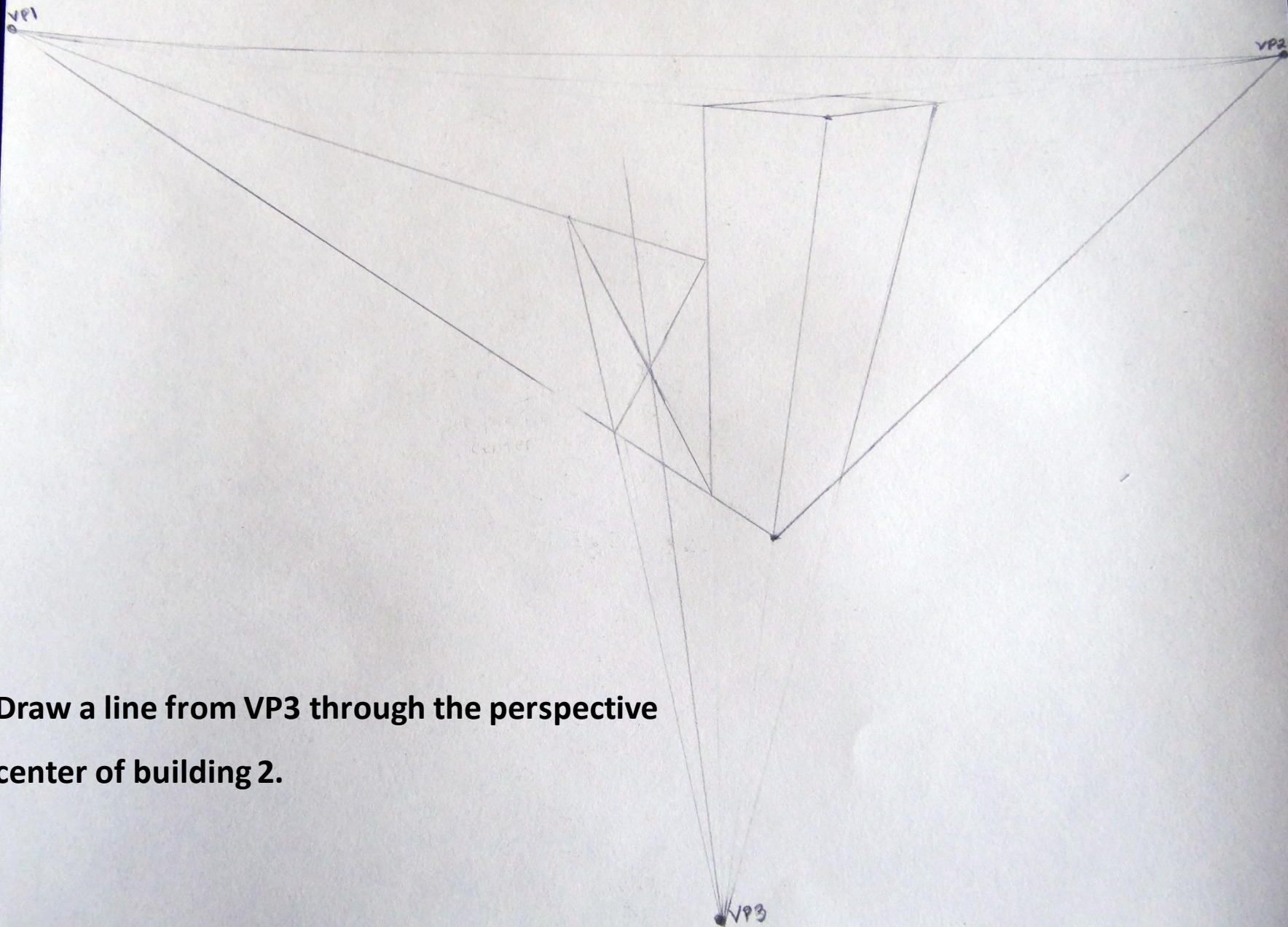
perspective
center

**Locate the perspective center of building #2
by drawing an "X" from corner to corner.**

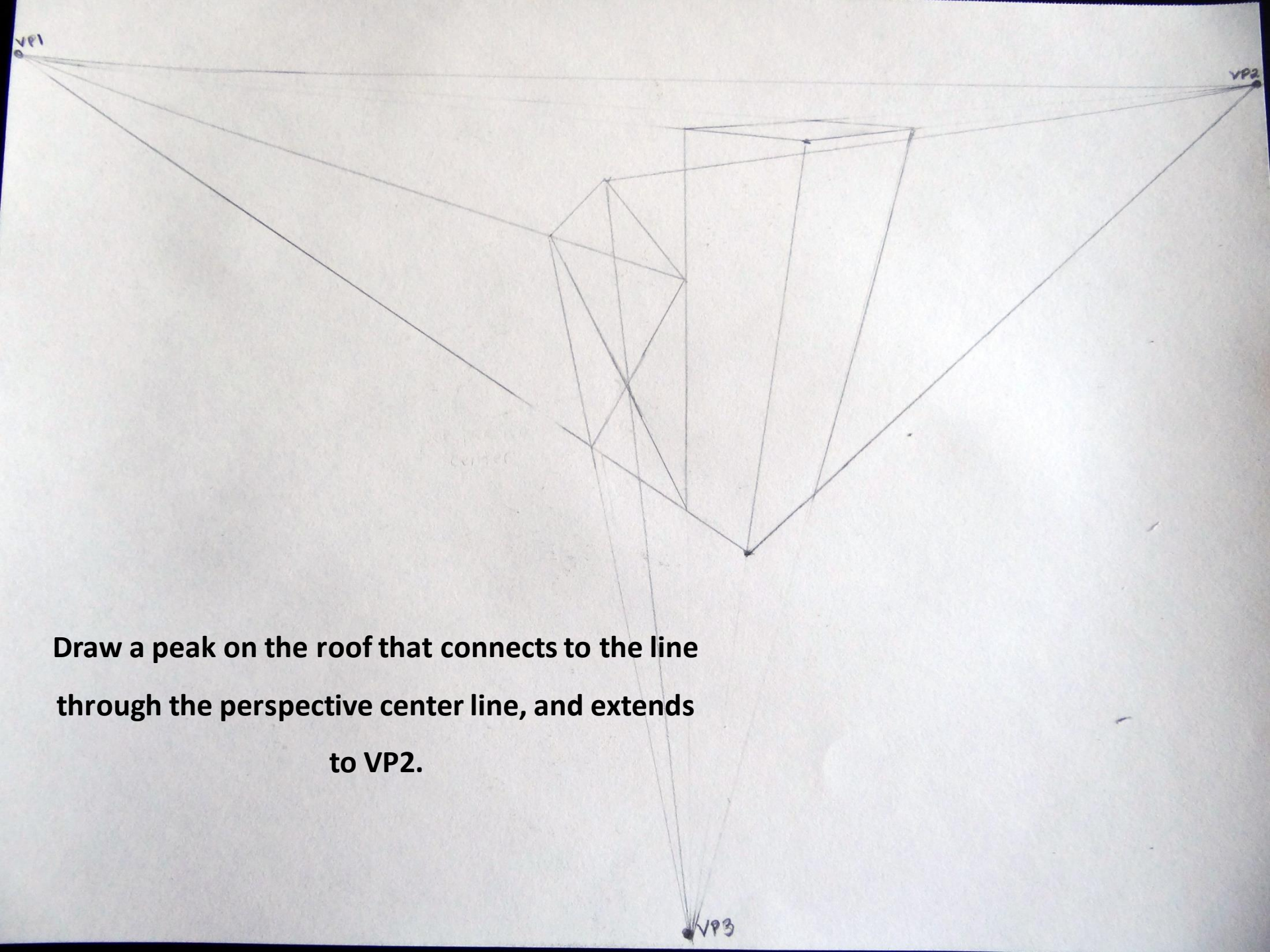
VP3

perspective
center

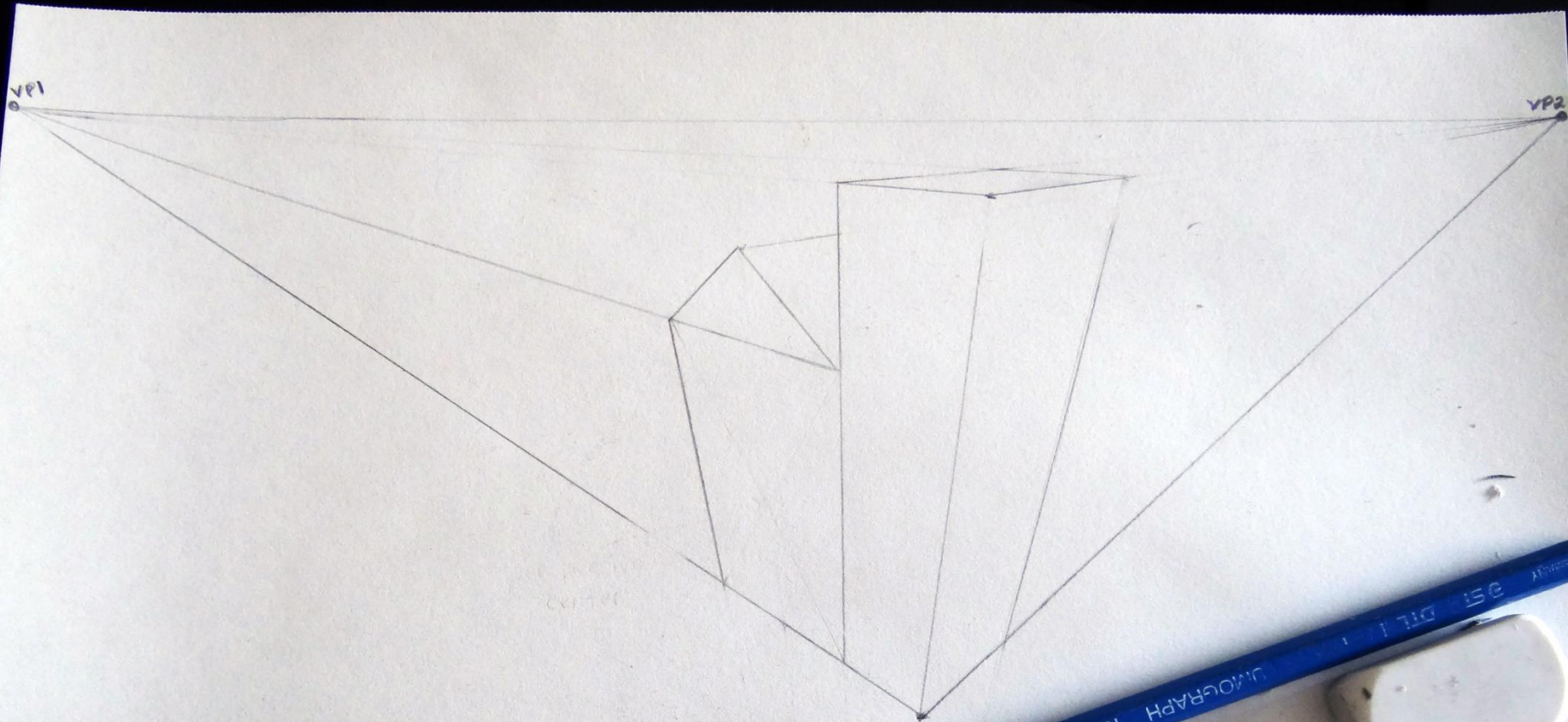




Draw a line from VP3 through the perspective center of building 2.

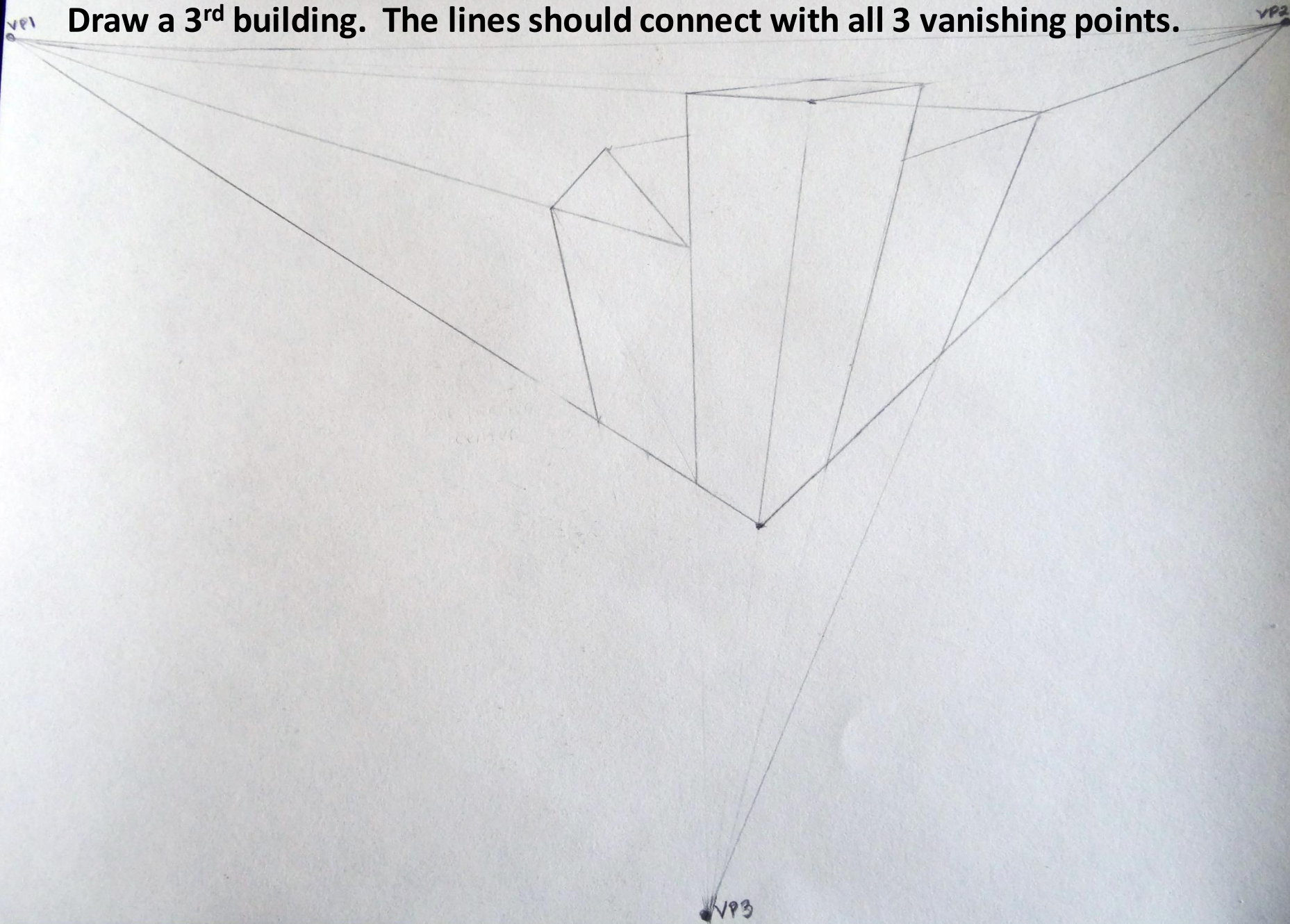


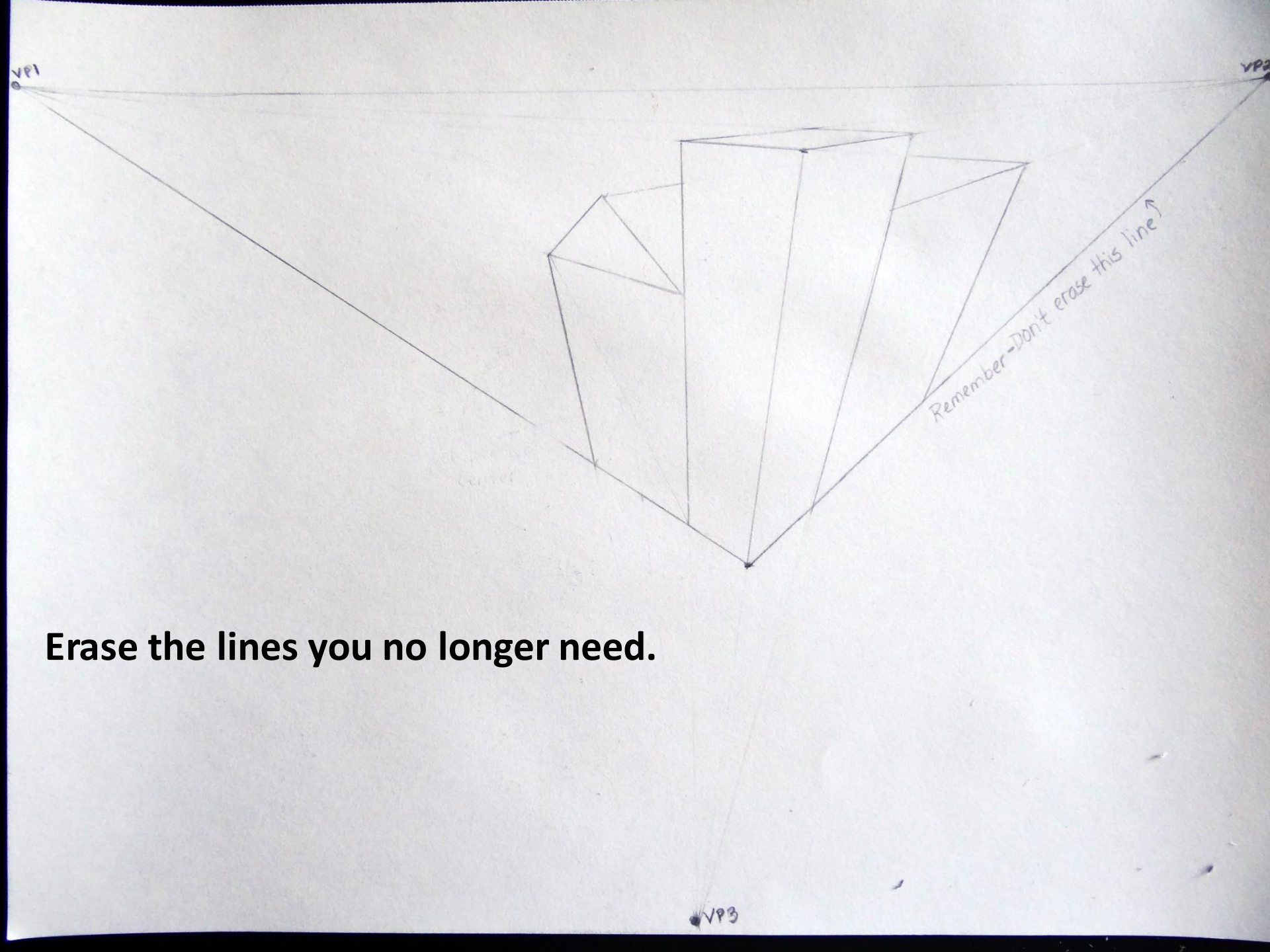
Draw a peak on the roof that connects to the line through the perspective center line, and extends to VP2.



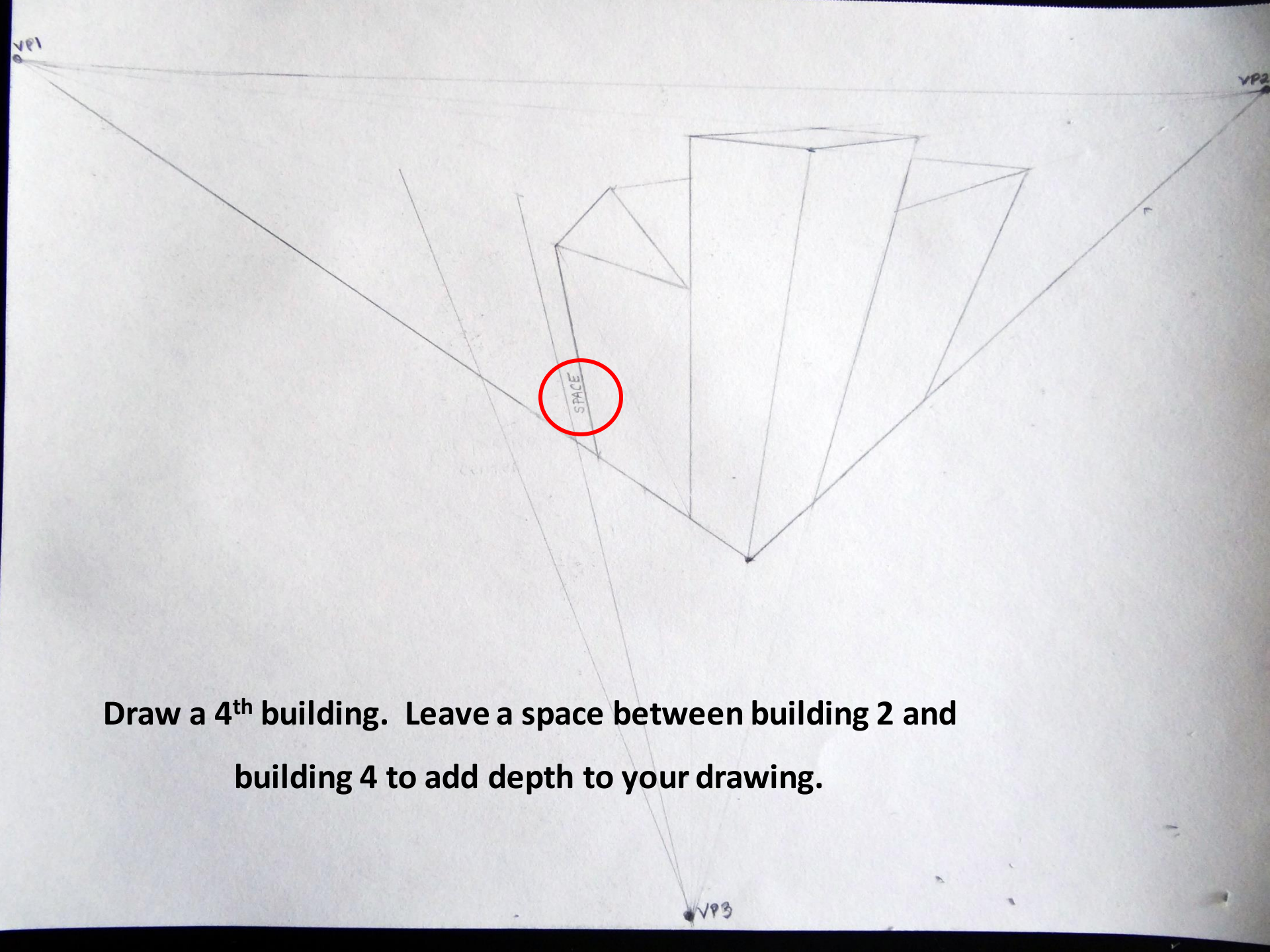
Erase the lines you no longer need.

Draw a 3rd building. The lines should connect with all 3 vanishing points.





Erase the lines you no longer need.



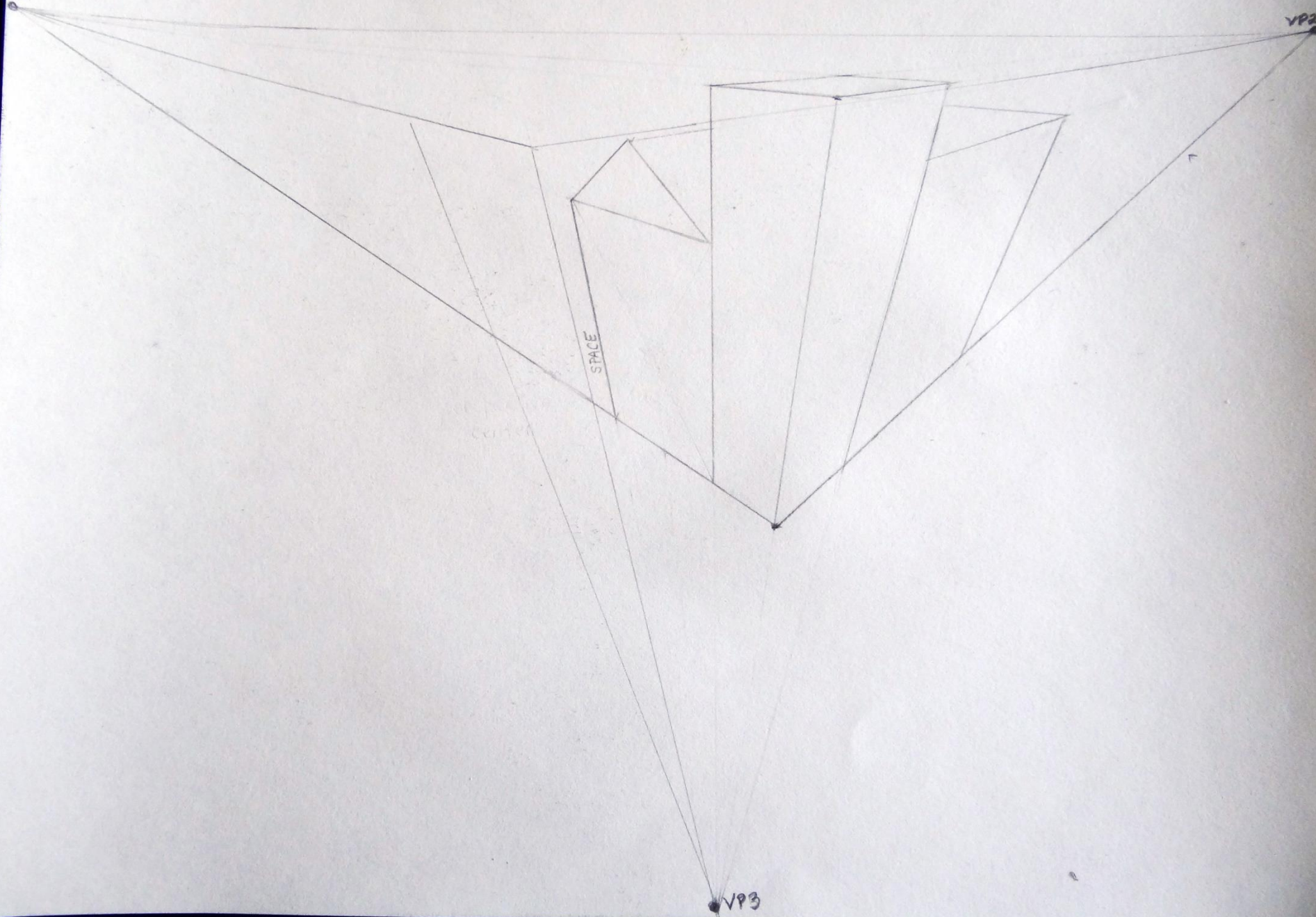
Draw a 4th building. Leave a space between building 2 and building 4 to add depth to your drawing.

VP1

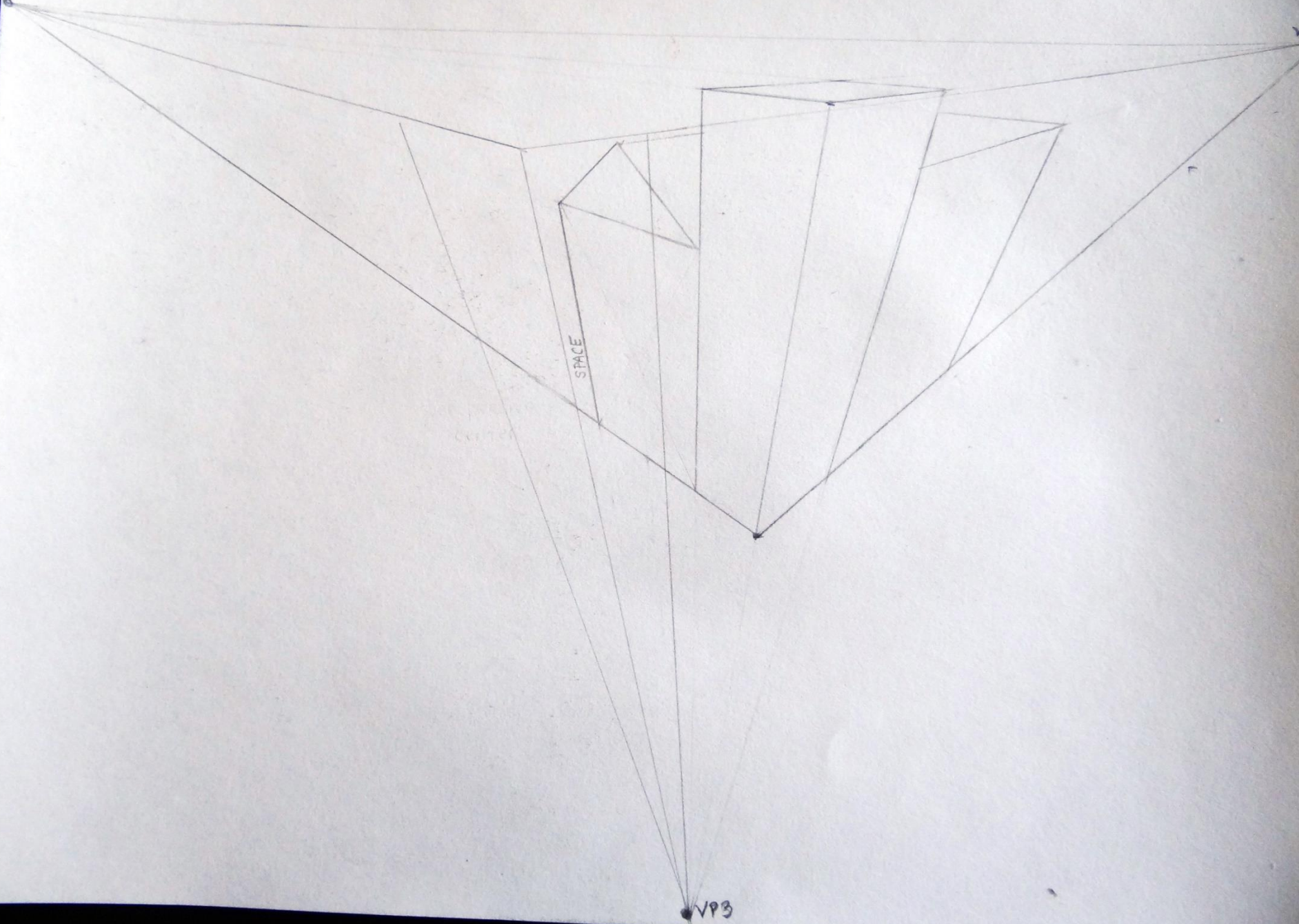
VP2

SPACE

VP3



VP1



SPACE

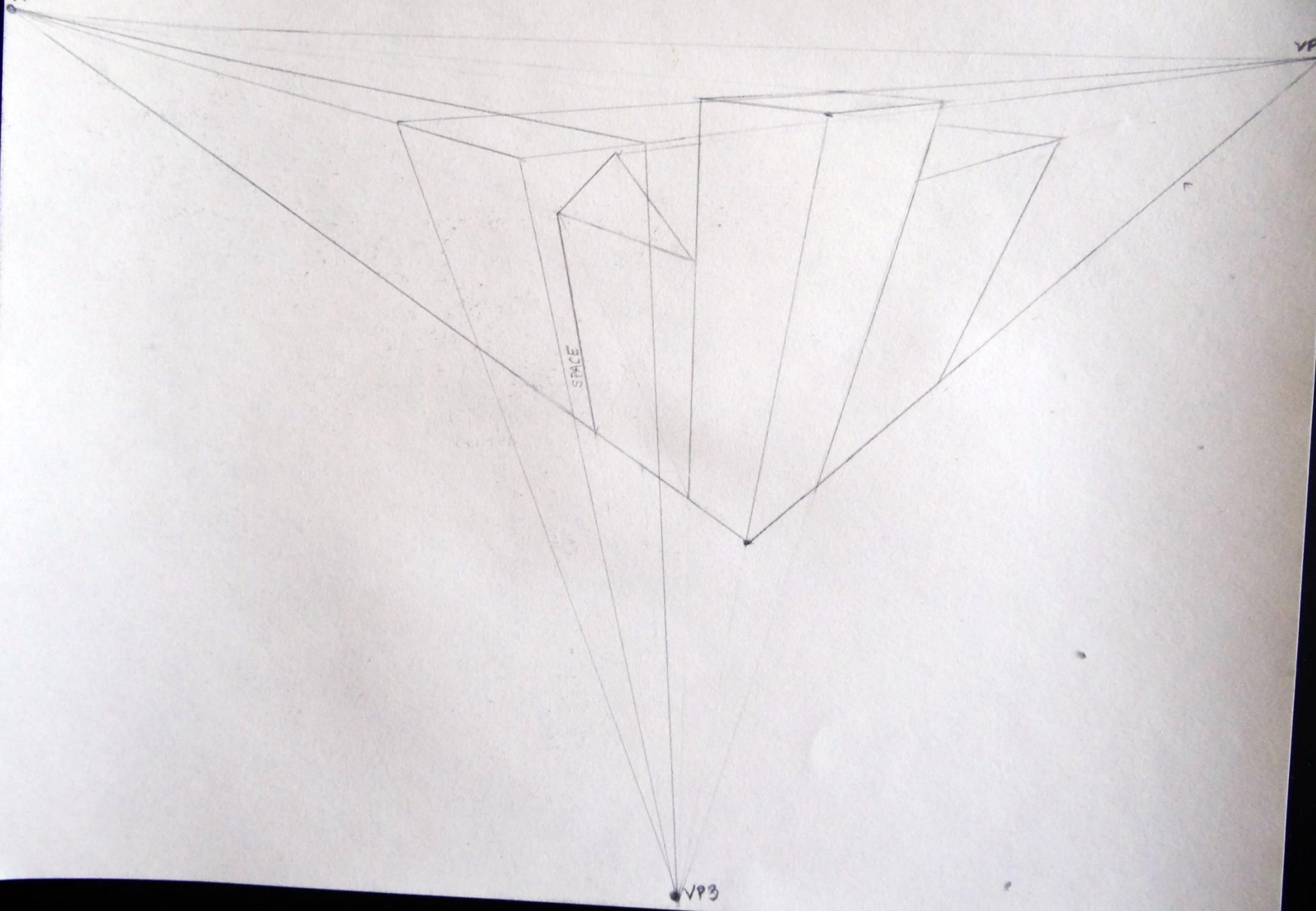
VP3

VP1

VP2

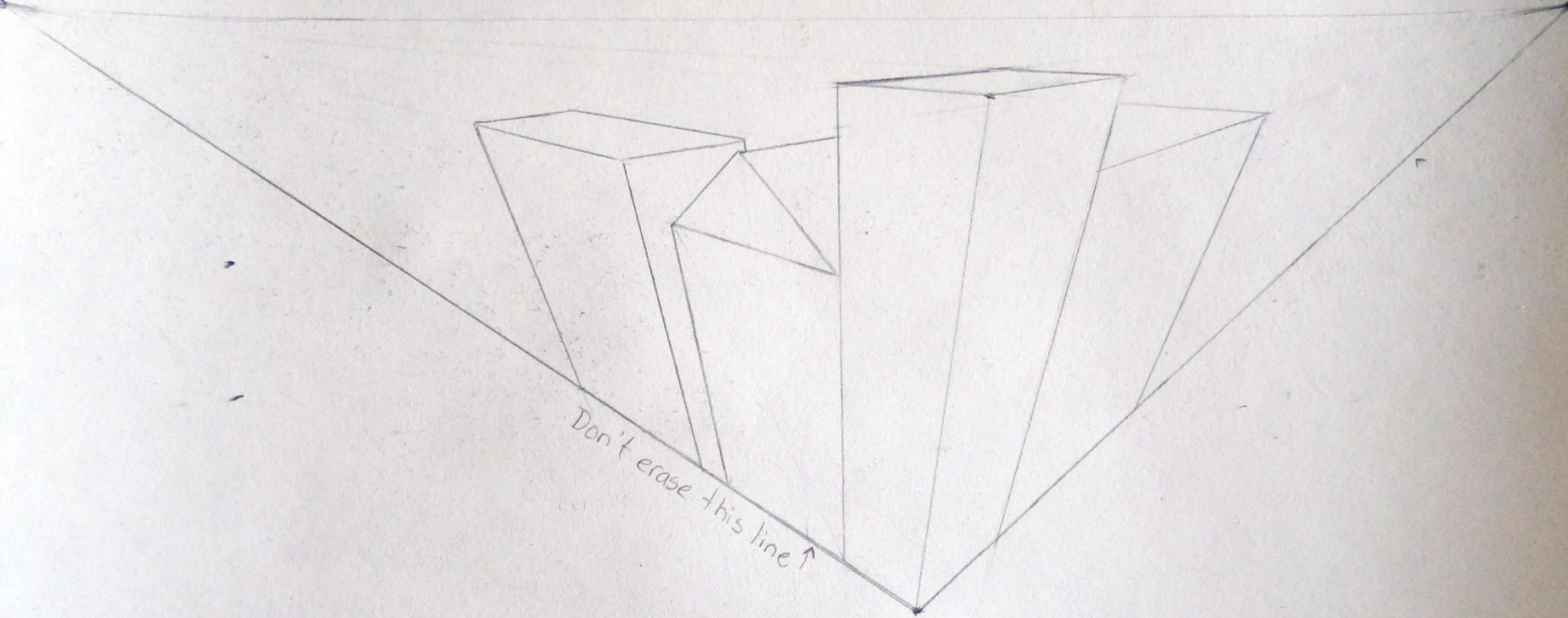
SPACE

VP3



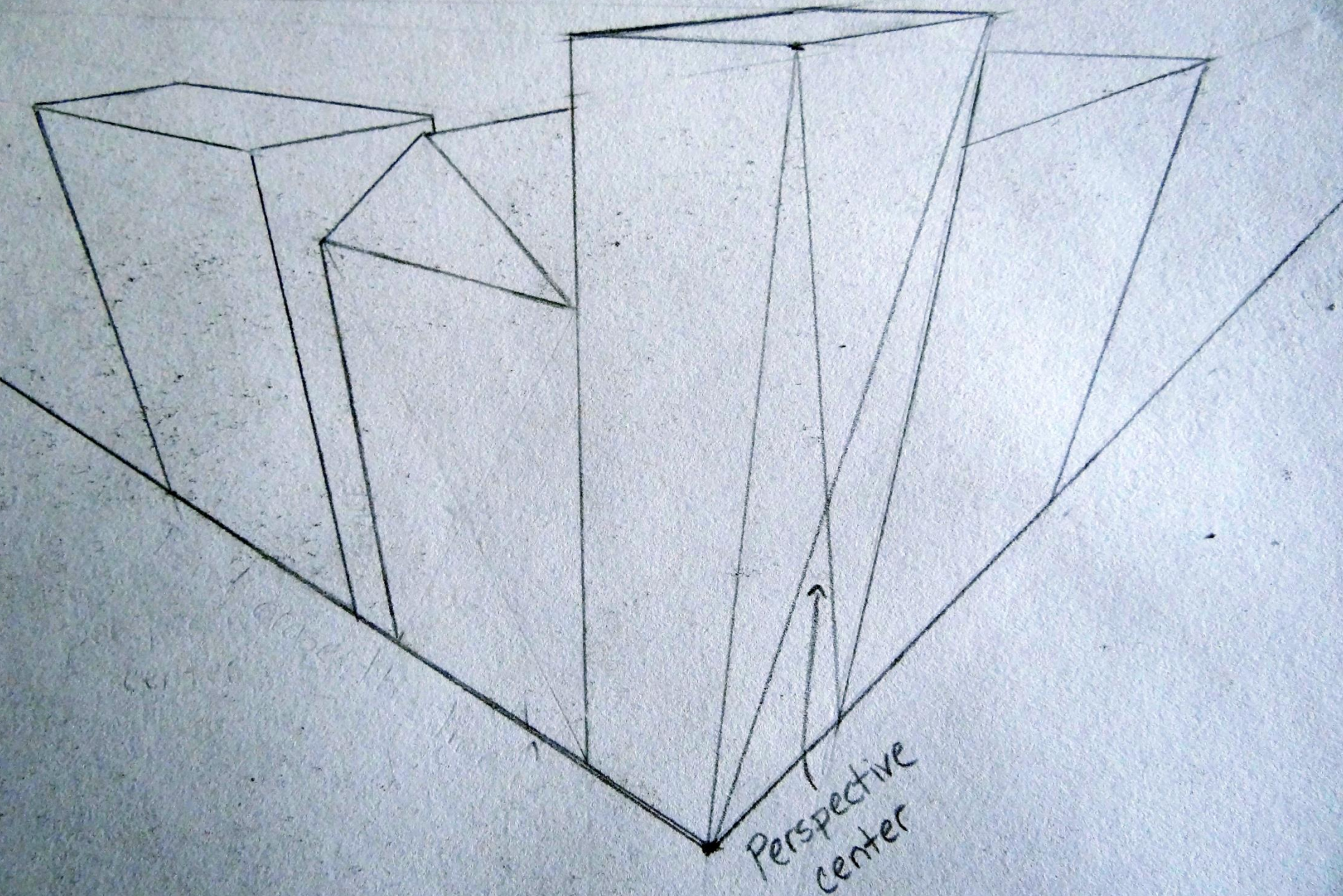
VP1

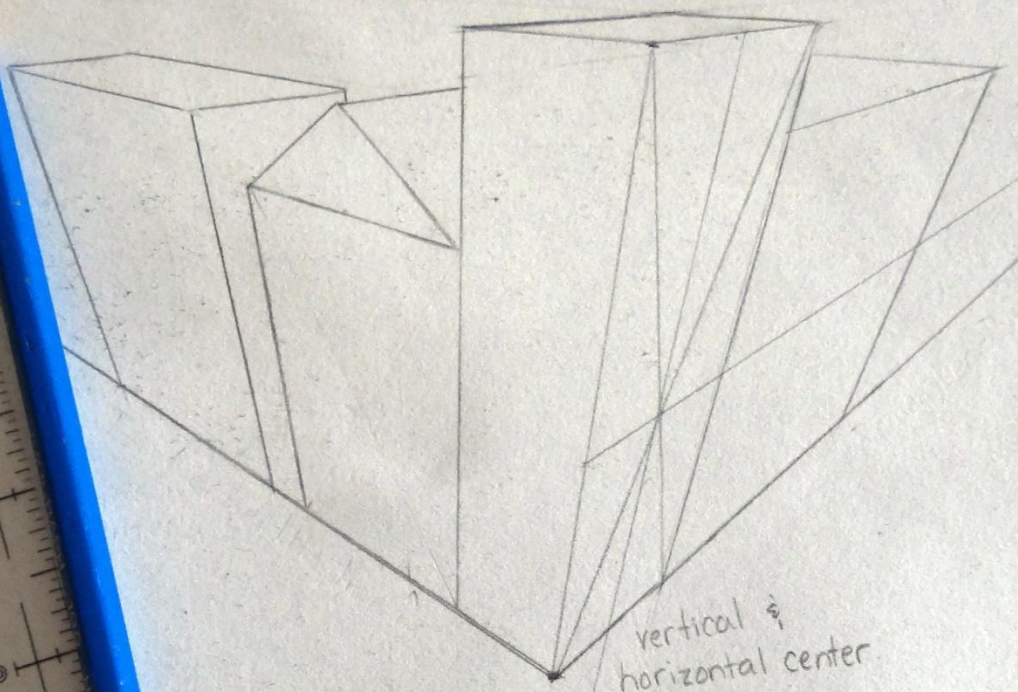
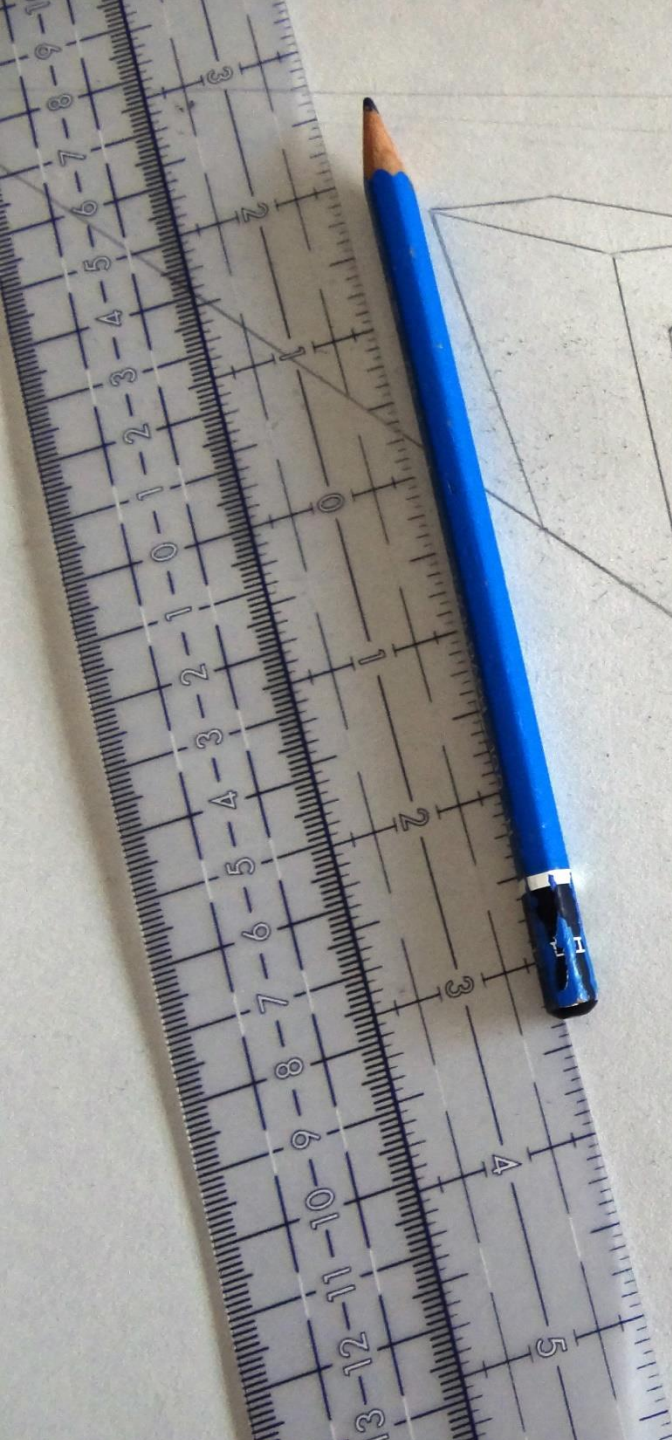
VP2



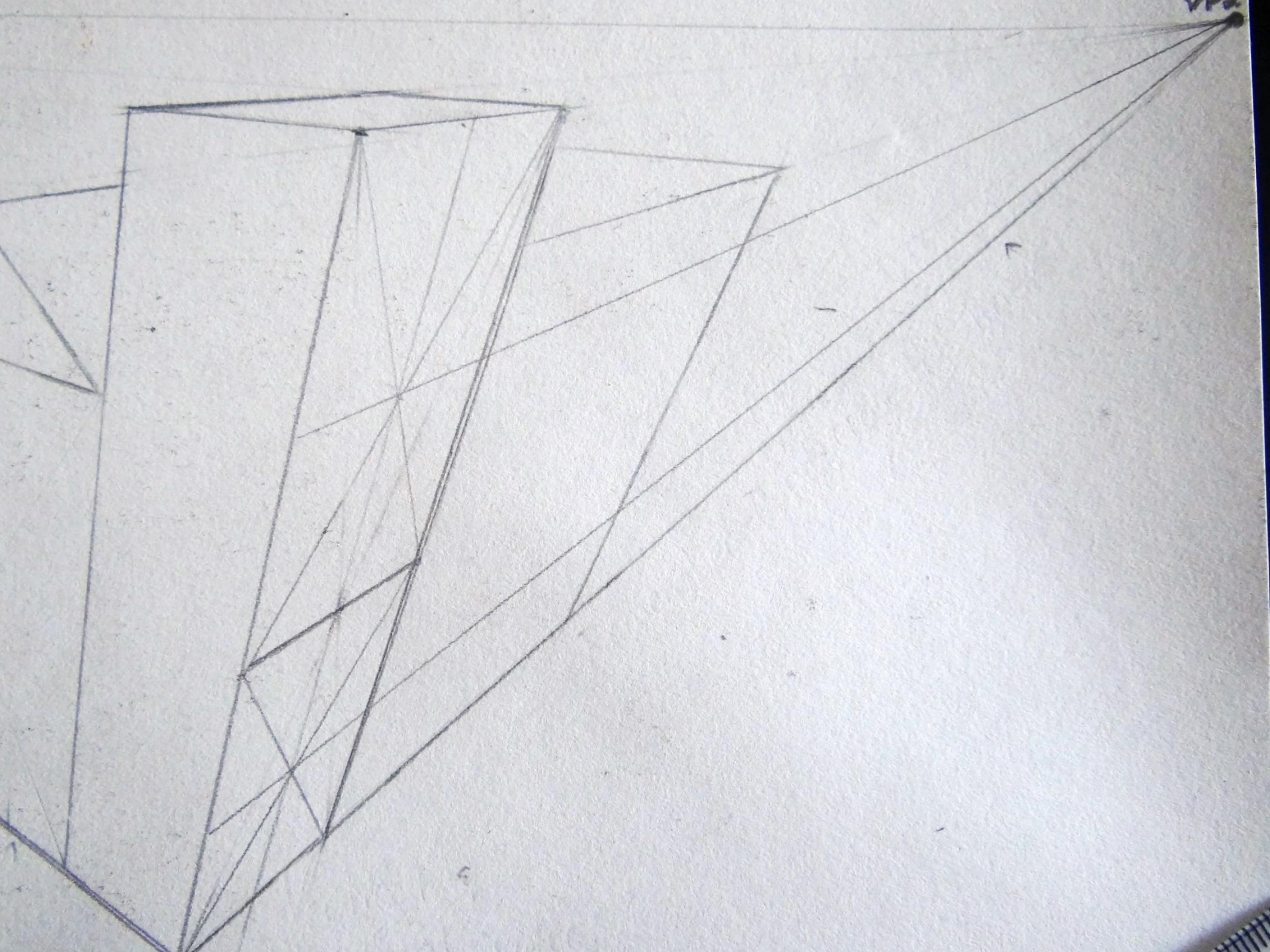
Don't erase this line ↑

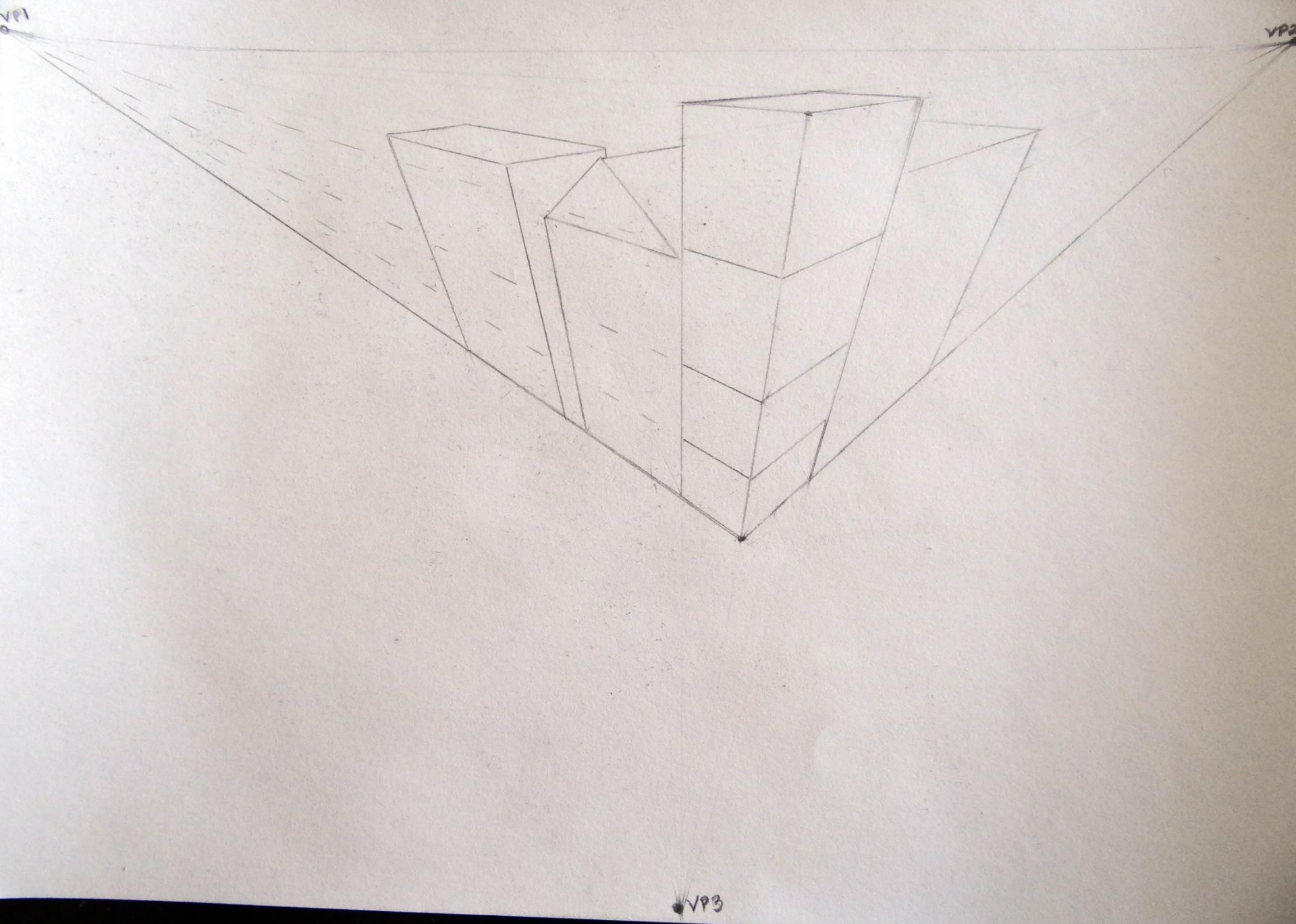
VP3

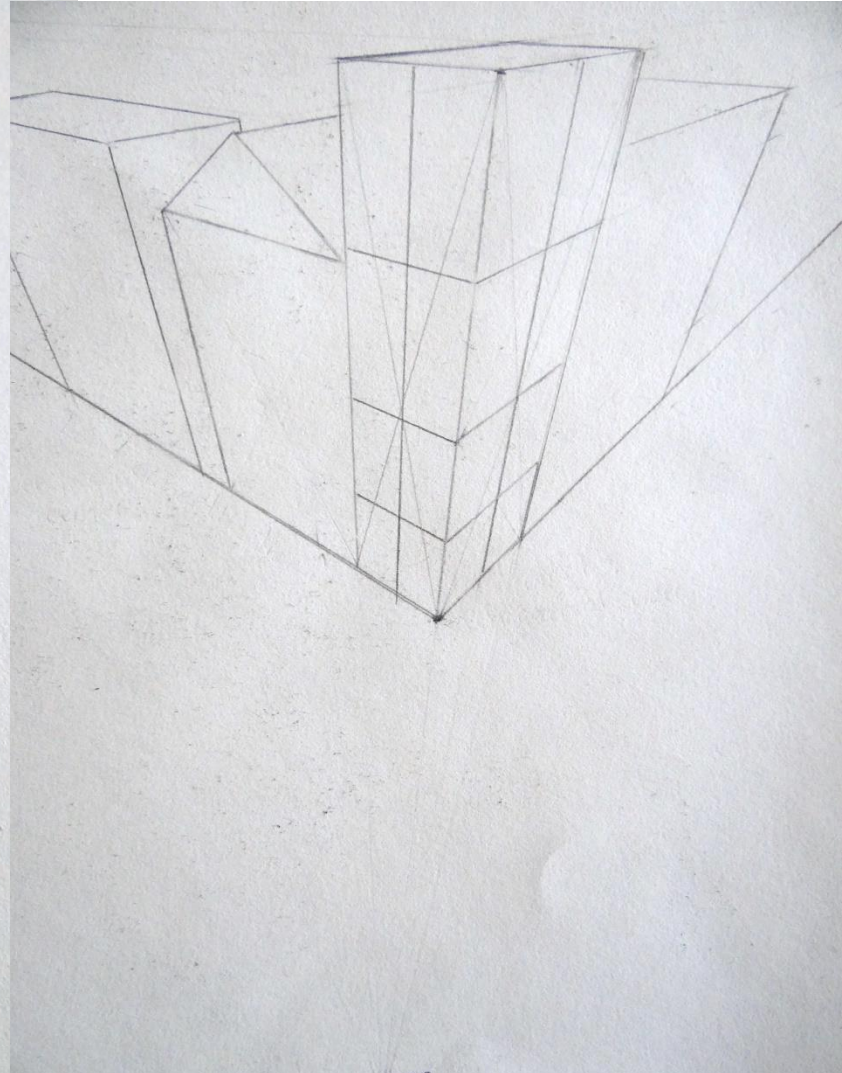
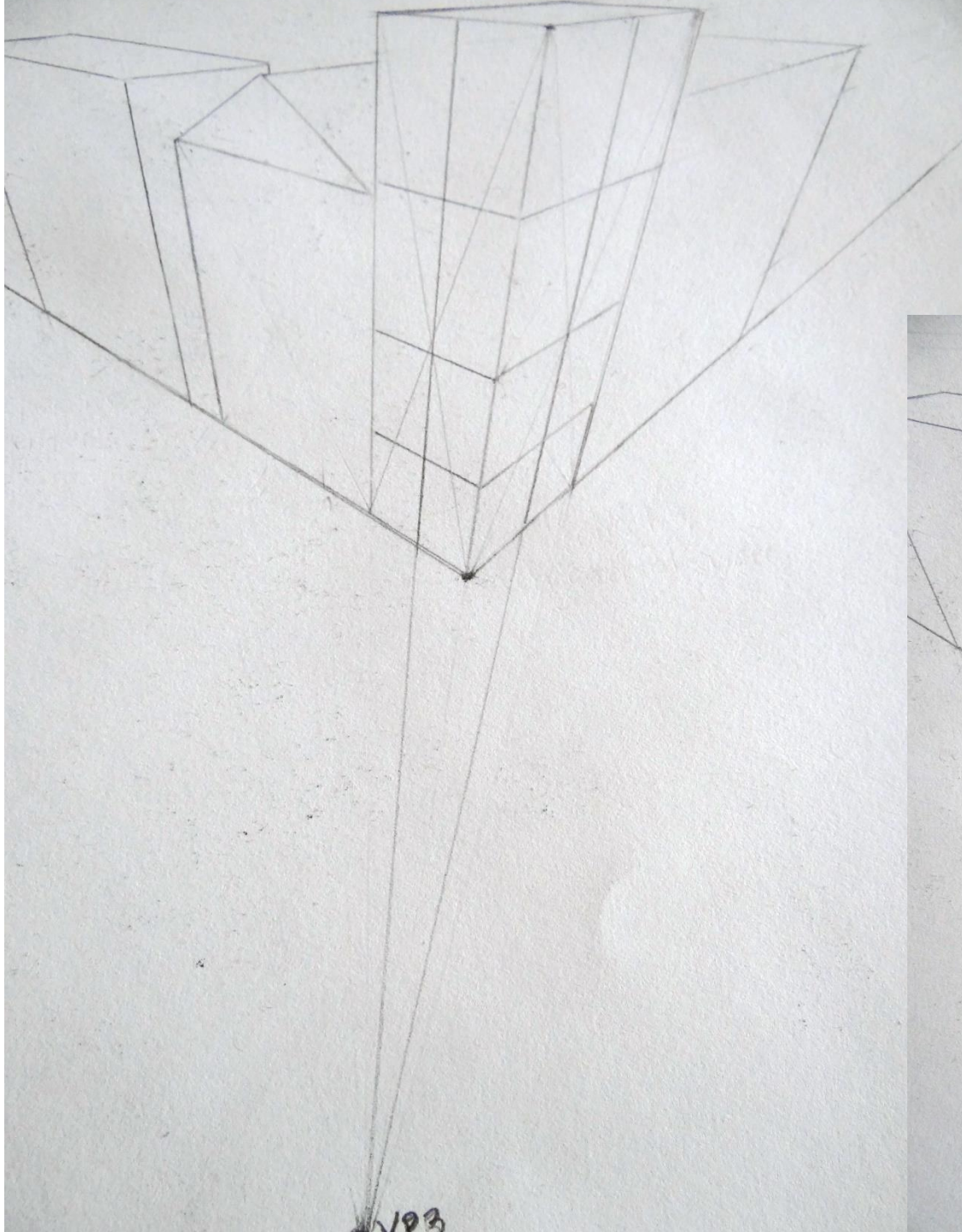




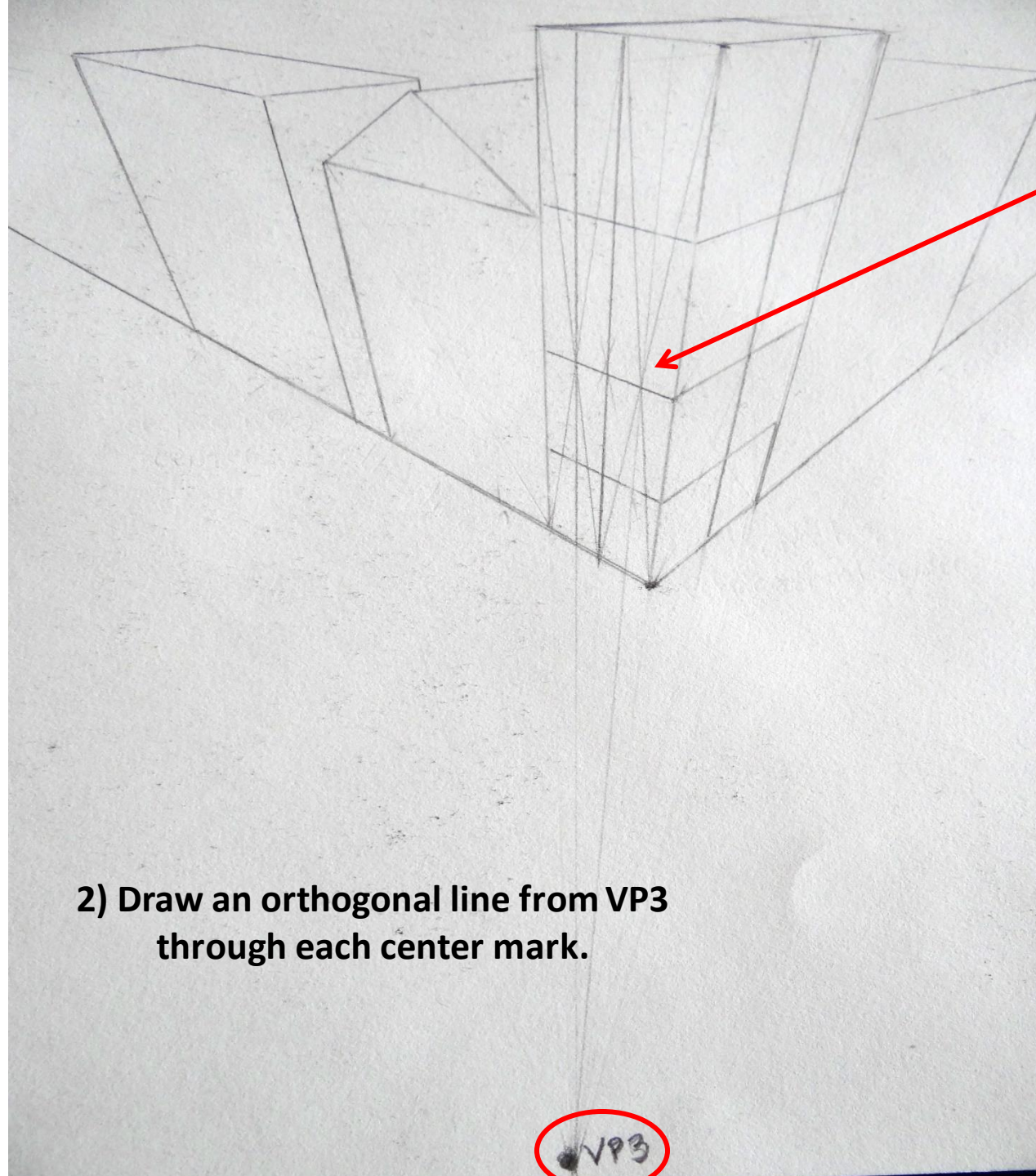
After locating the perspective center, draw orthogonal lines from VP2 and VP3 that go through the center mark.





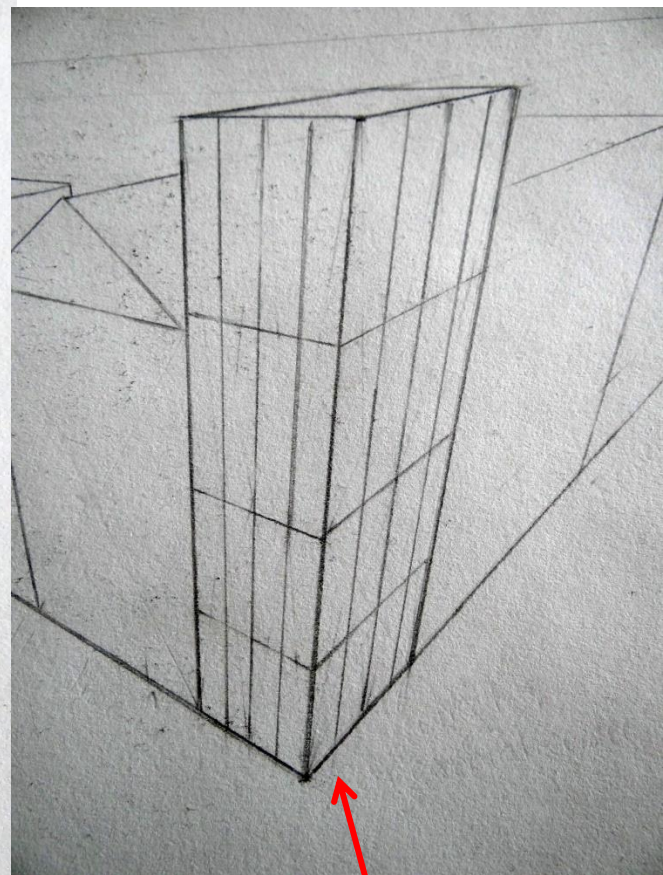


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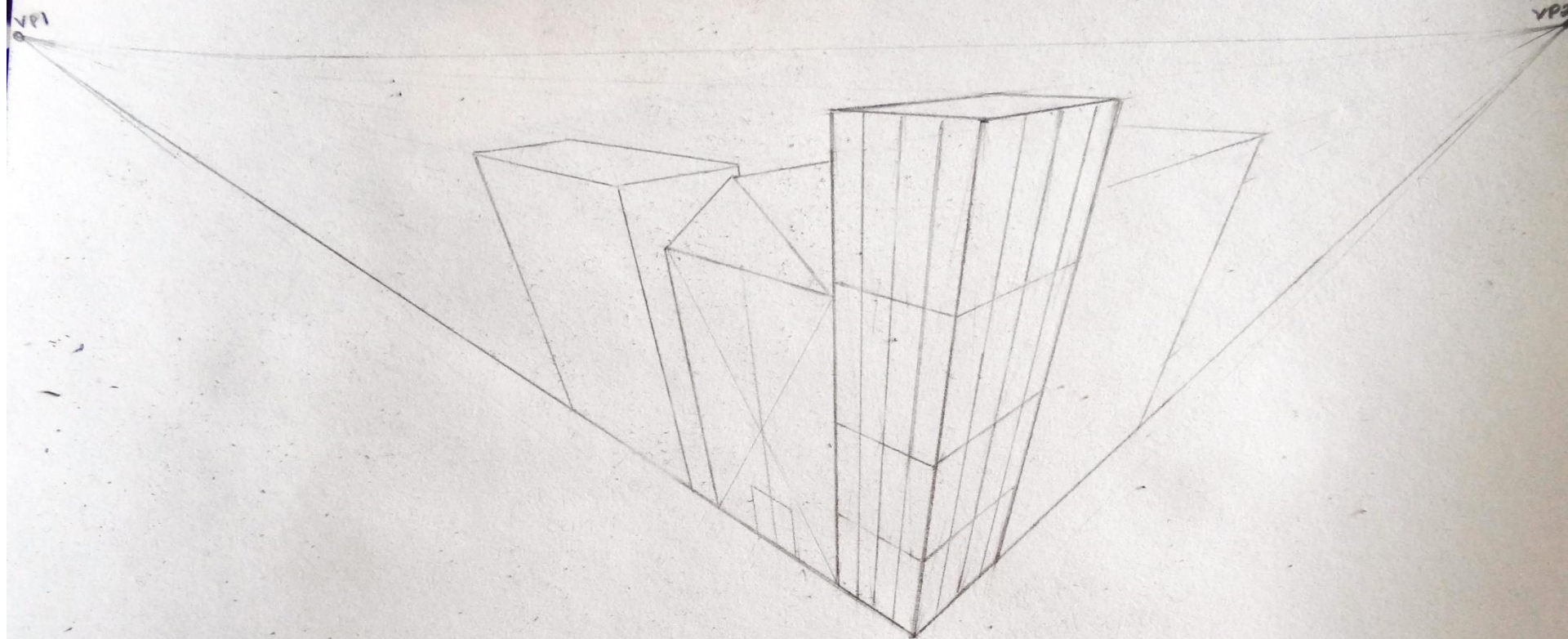


1) Find the perspective center of each half.

2) Draw an orthogonal line from VP3 through each center mark.

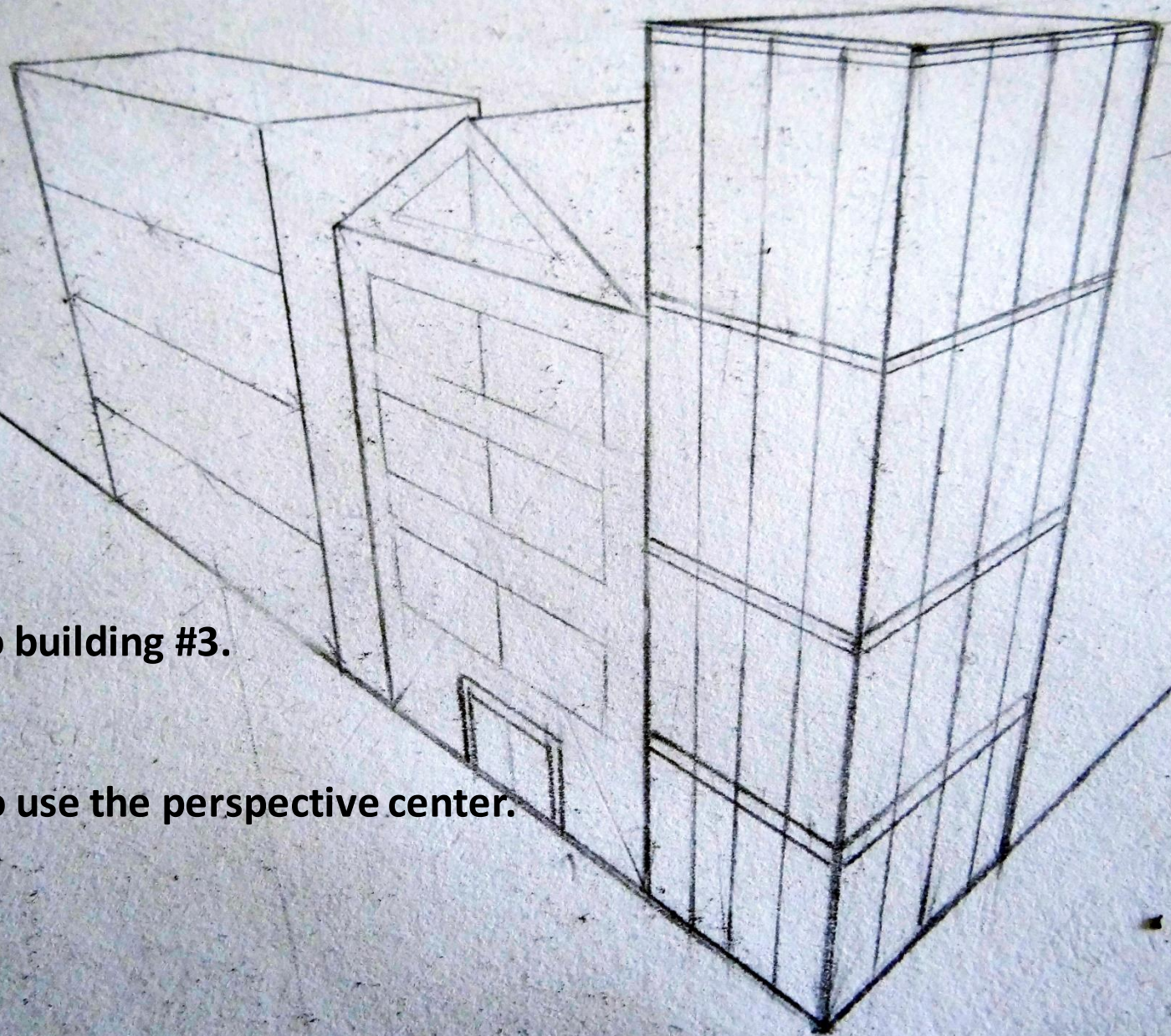


3) Erase all unneeded lines.



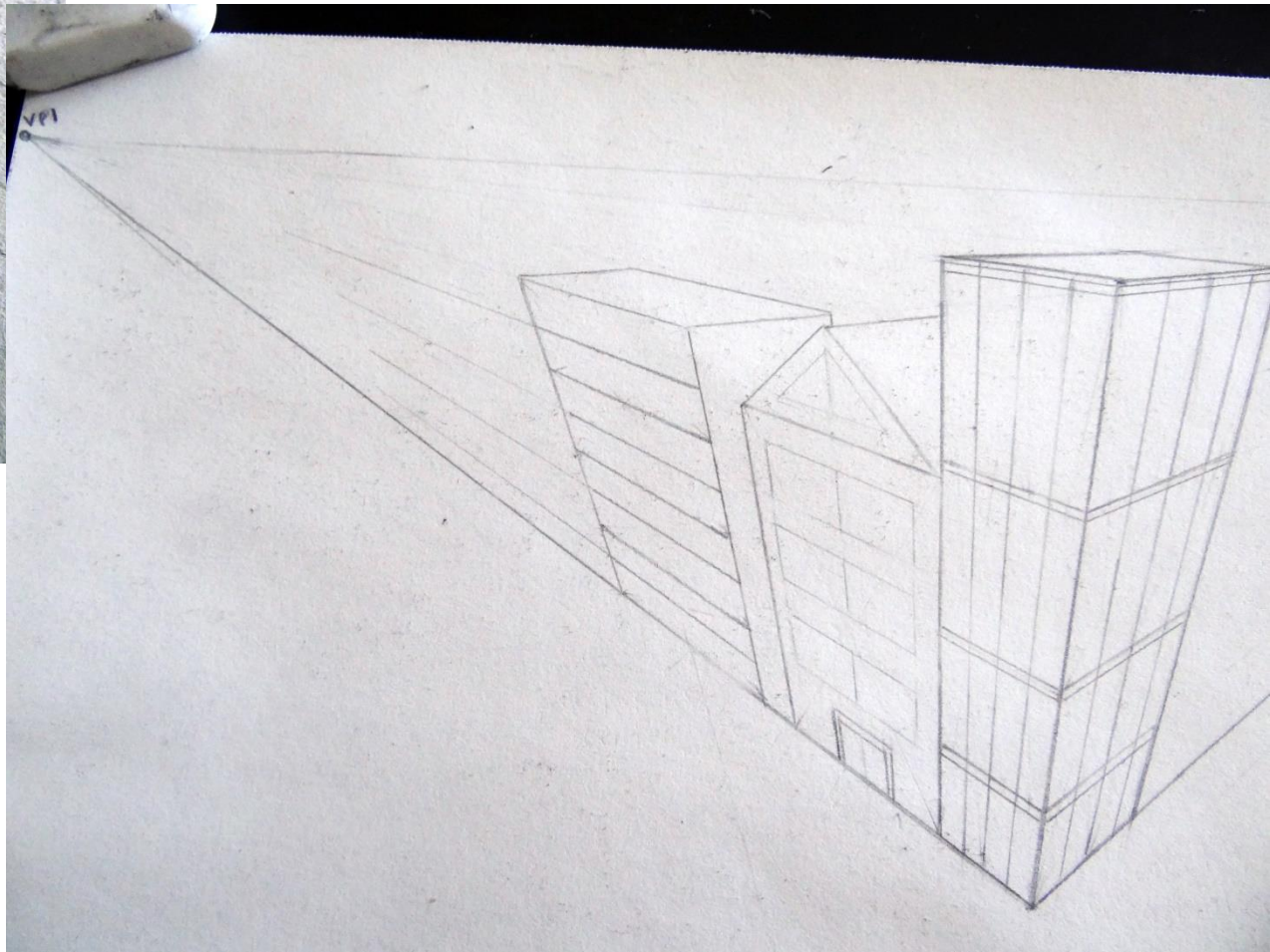
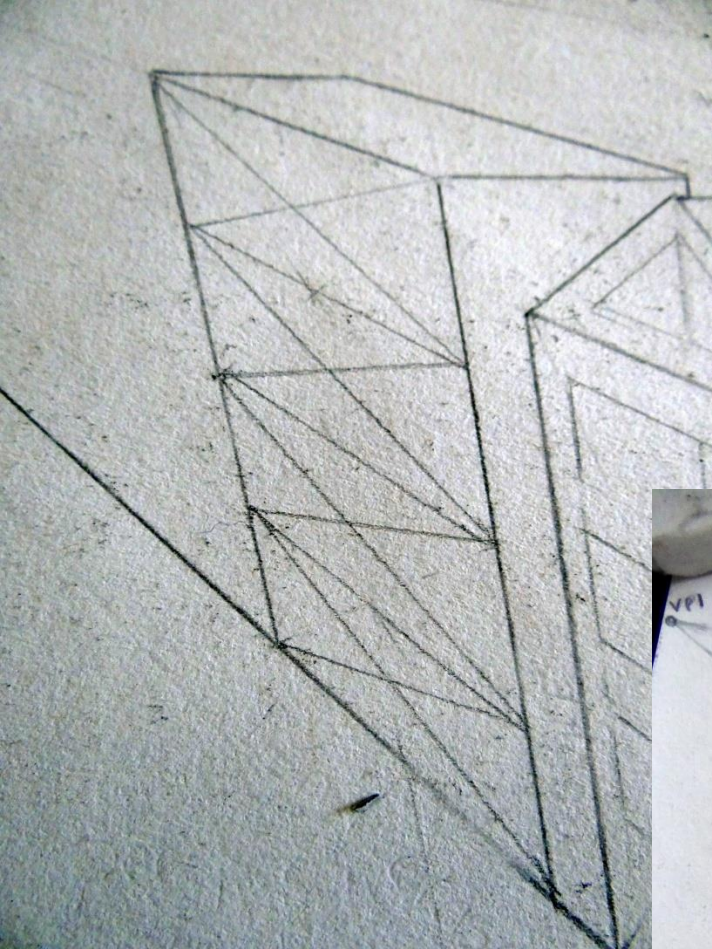
Find the perspective center of building #2.

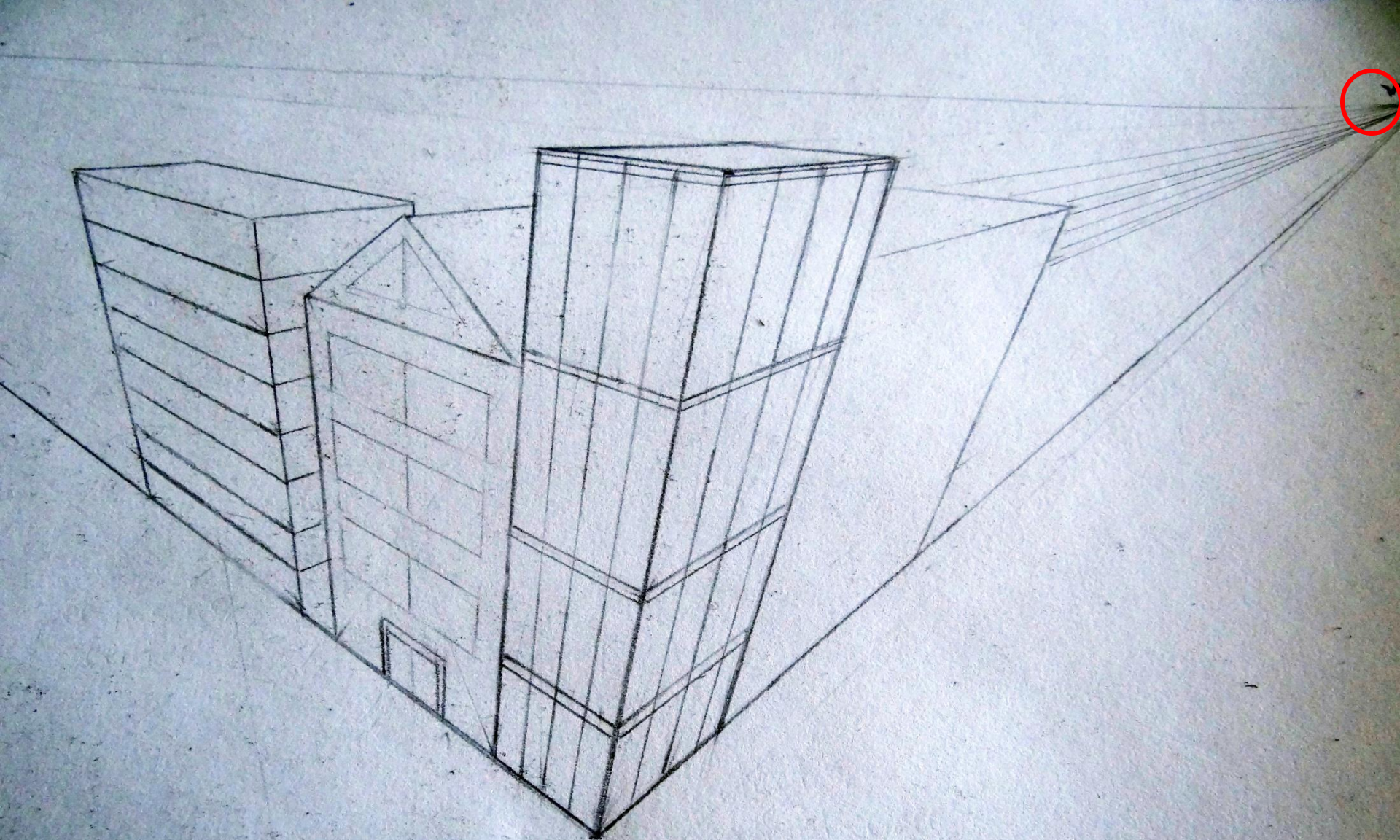
Add details to the building, including a door.



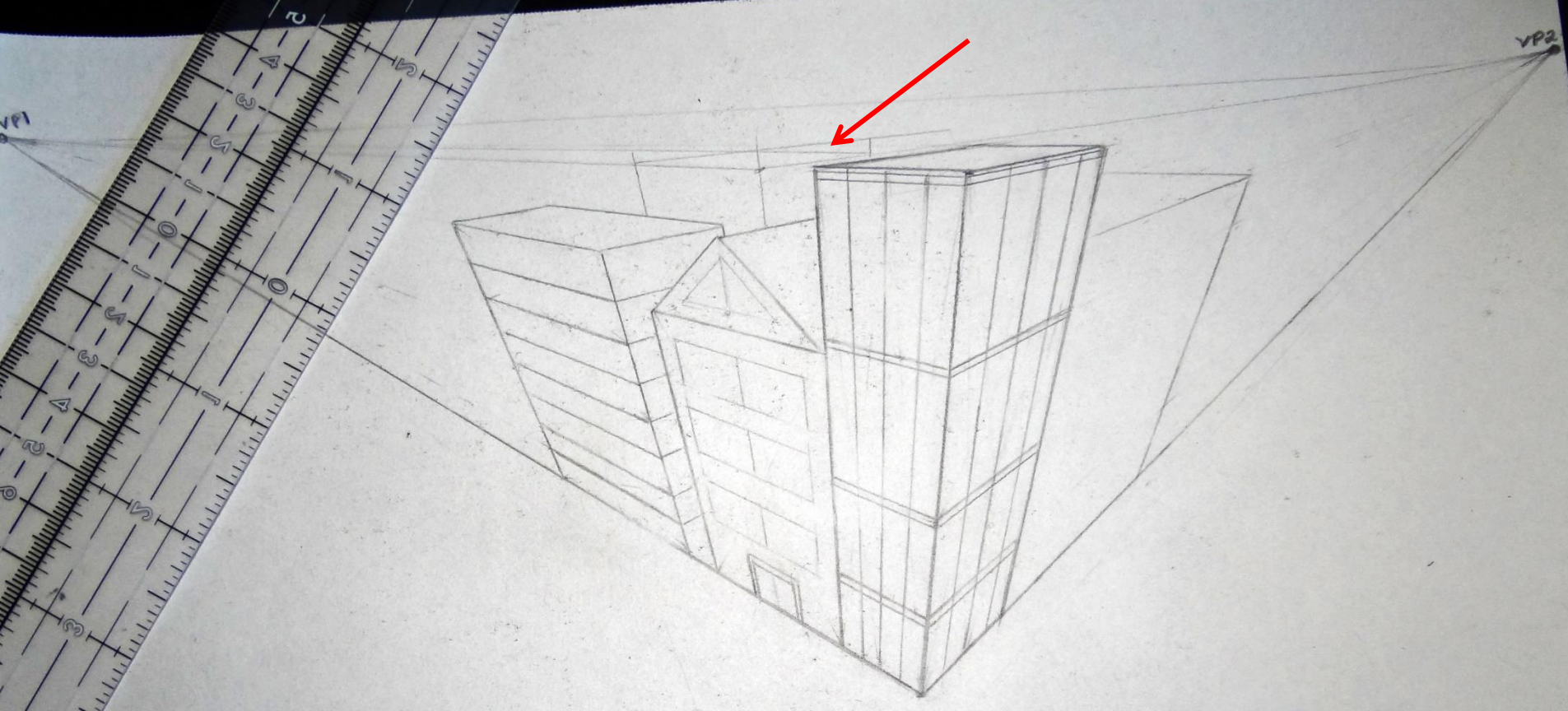
Add details to building #3.

Remember to use the perspective center.





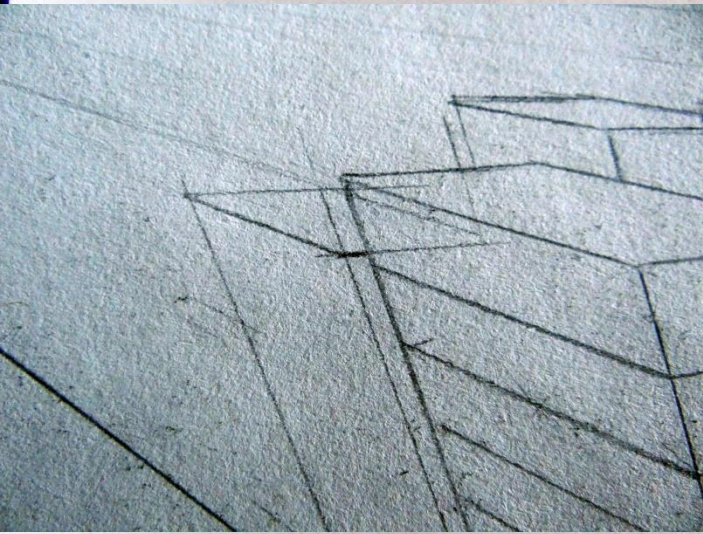
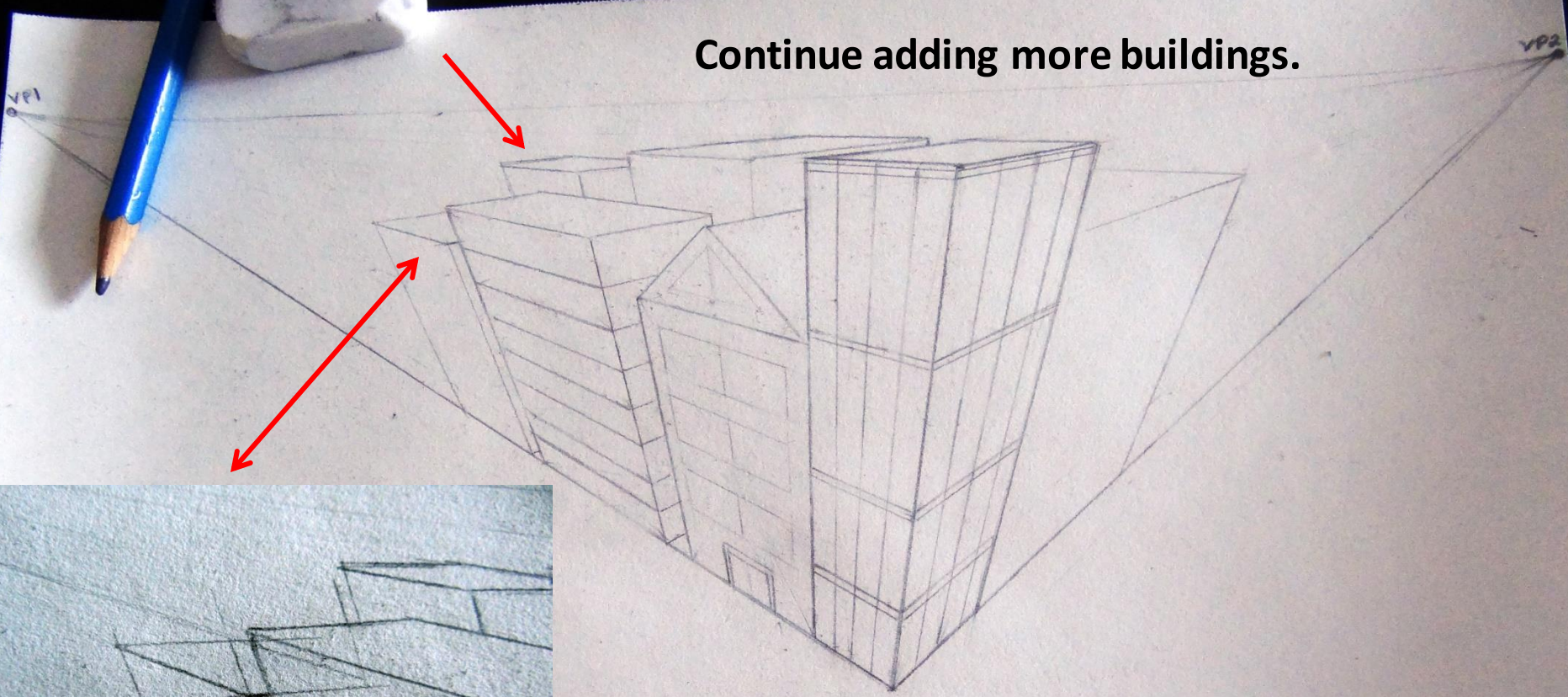
In order to add the side lines to building #3, you need to make sure they line up with VP2.



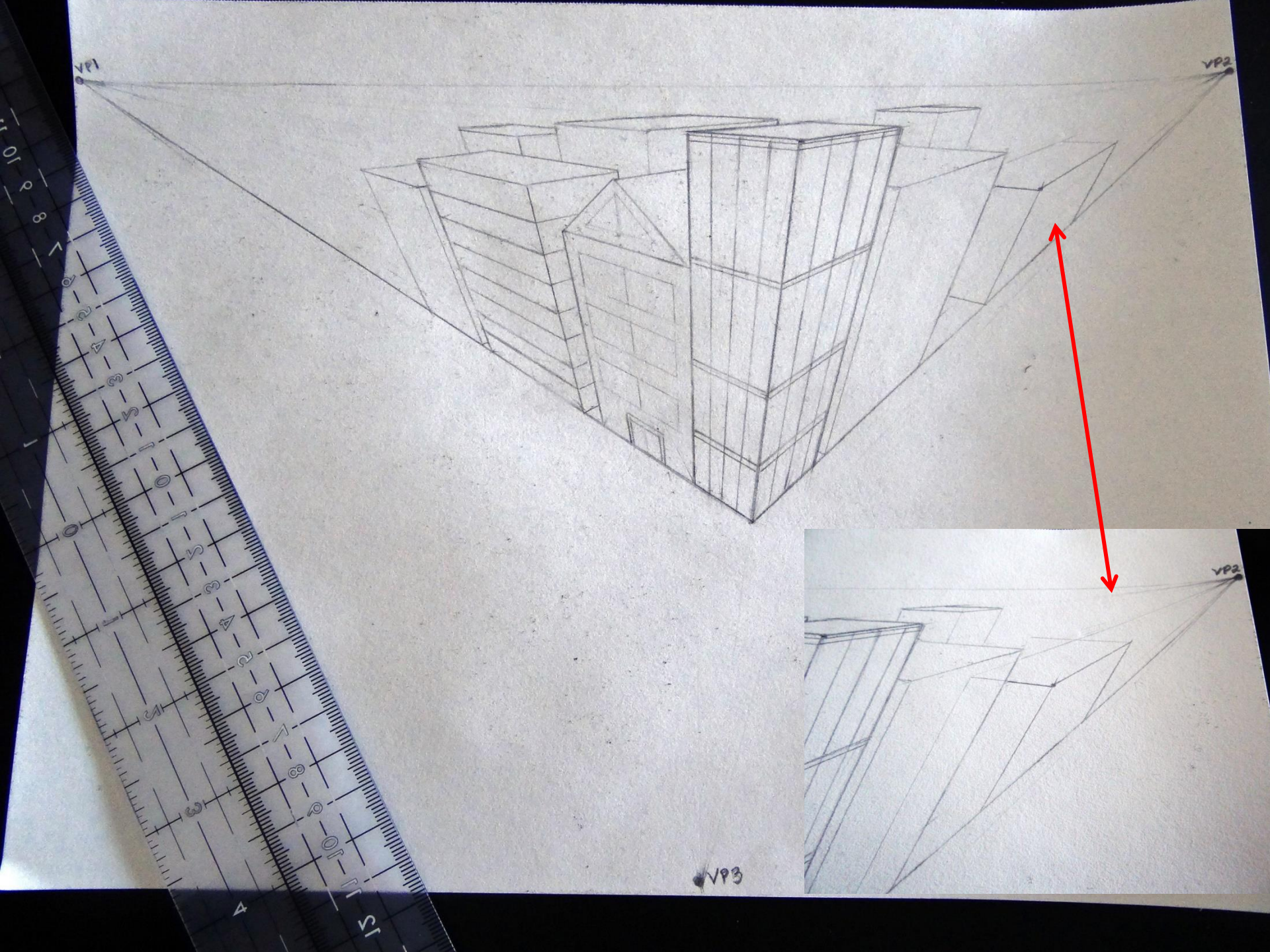
Add more buildings behind the ones you've already drawn.

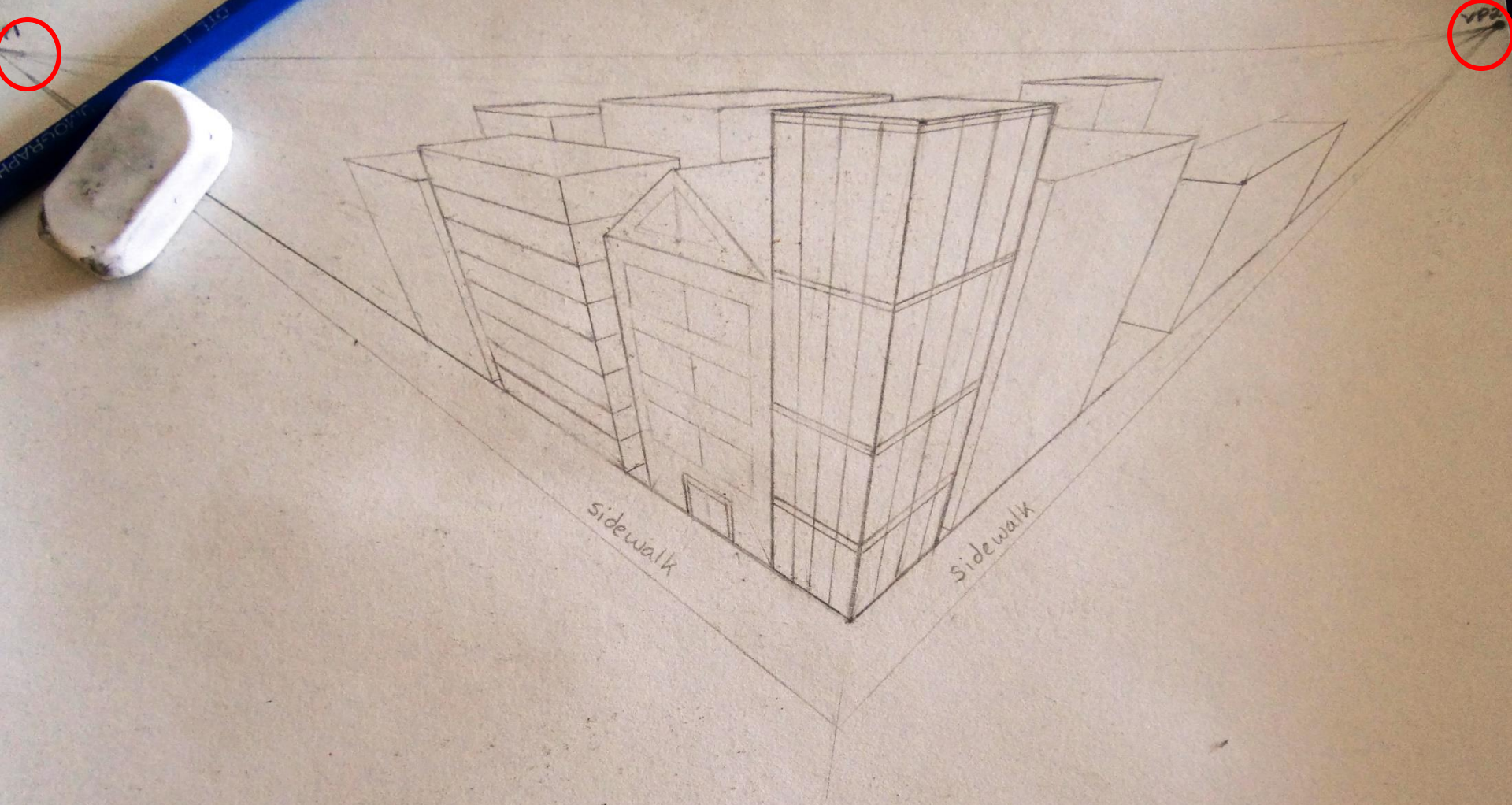
Remember to make orthogonal lines that join to VP1, 2, or 3.

Continue adding more buildings.



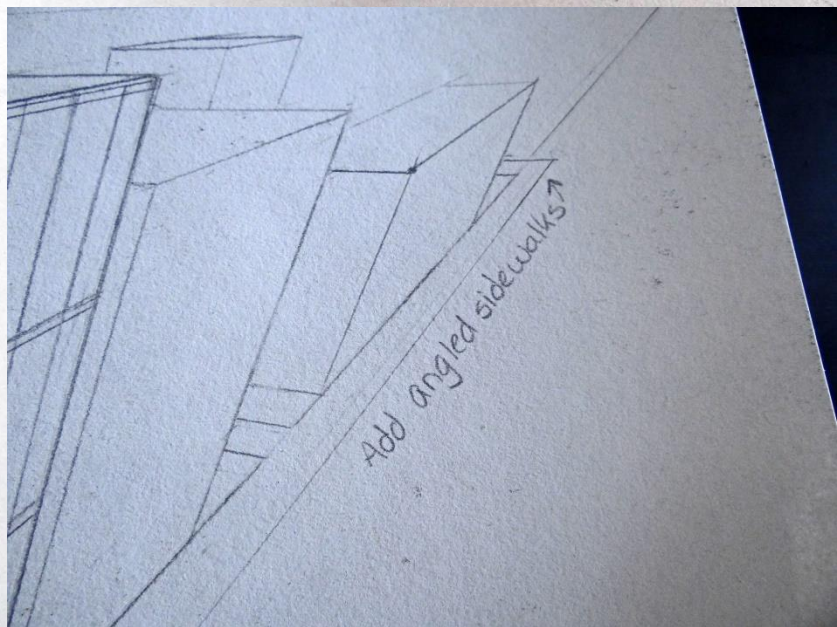
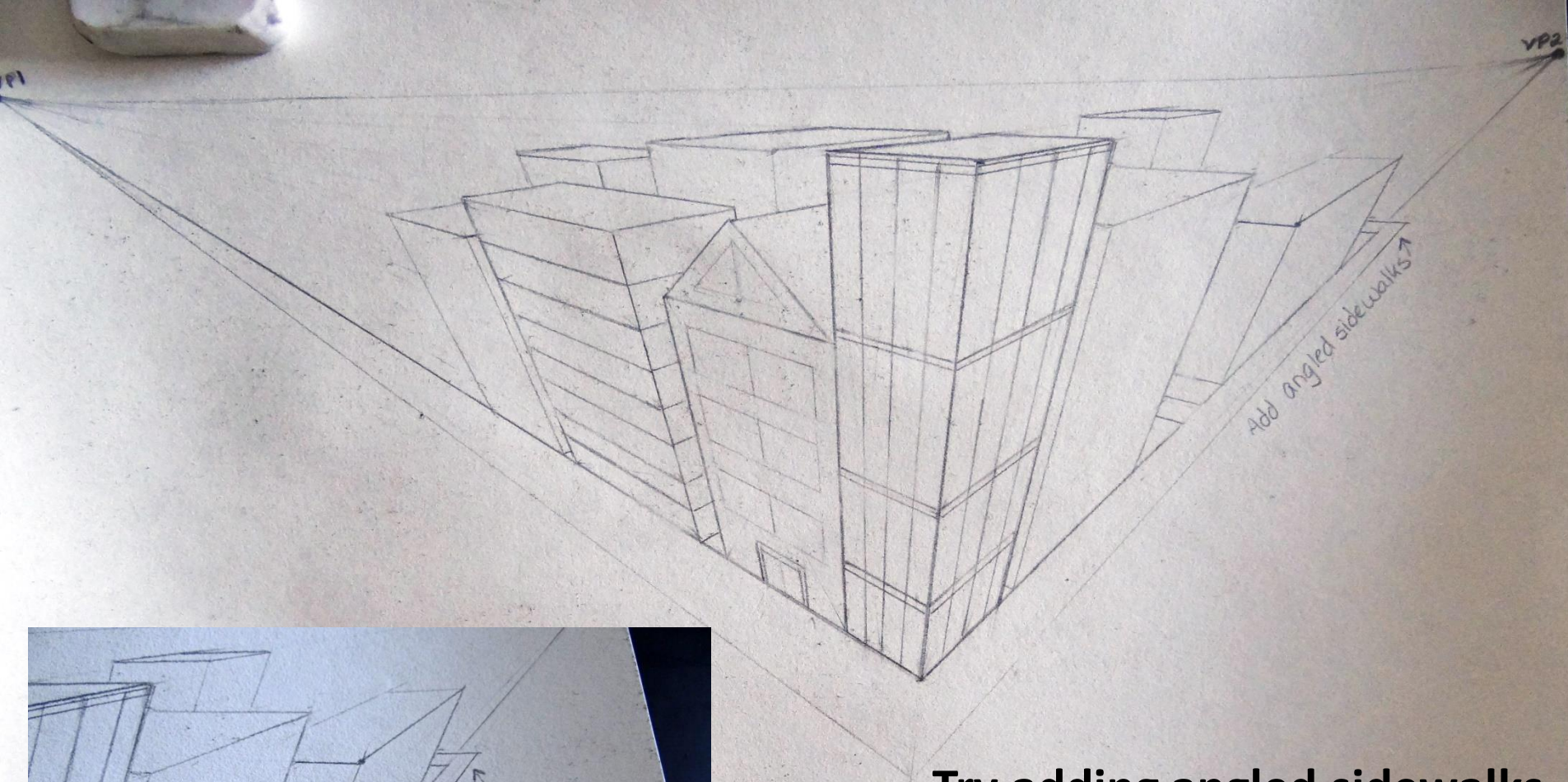
VP3





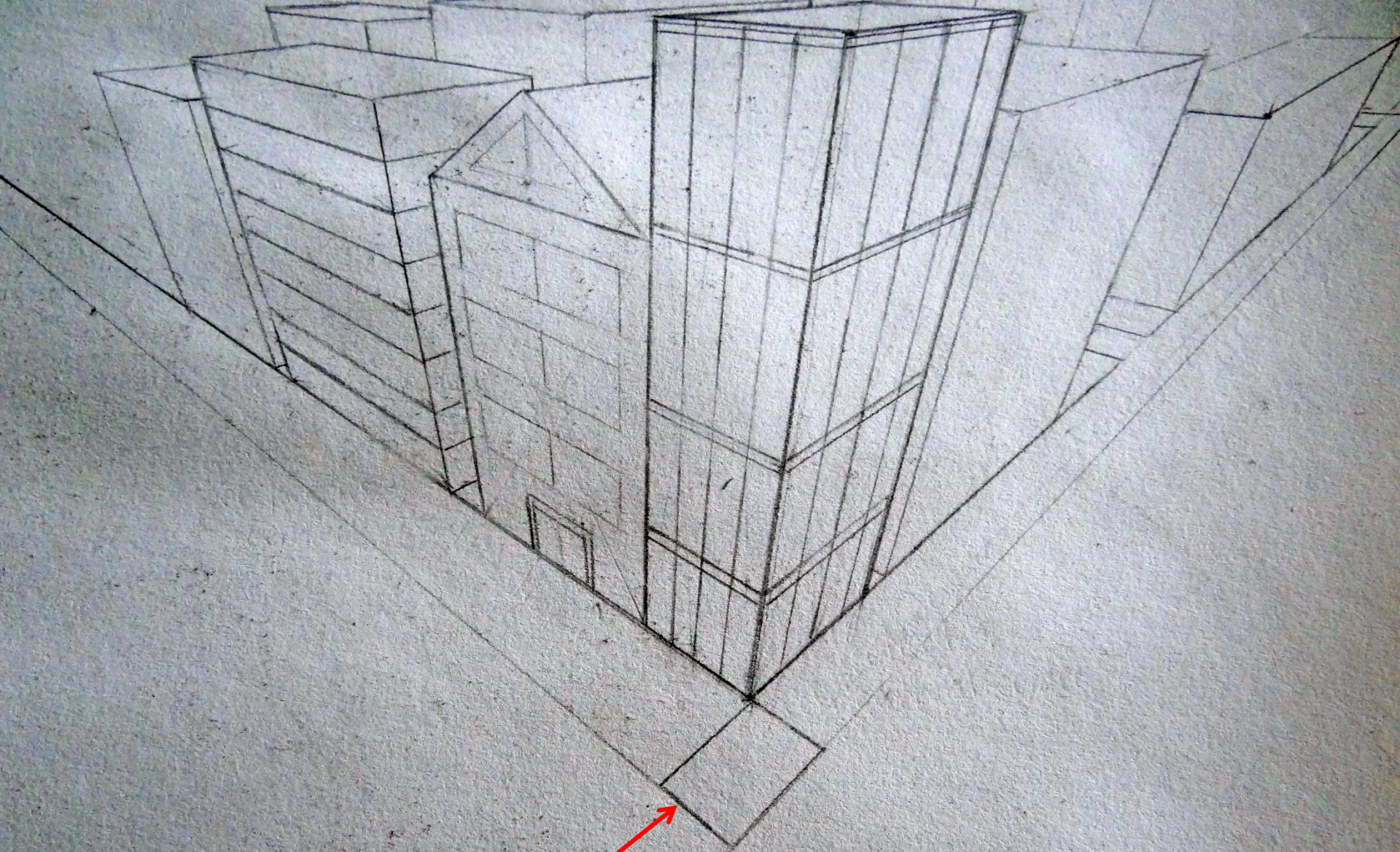
Add a sidewalk that joins orthogonal lines from VP1 and VP2.

VP3



**Try adding angled sidewalks
that go between and around
some buildings.**

VP3

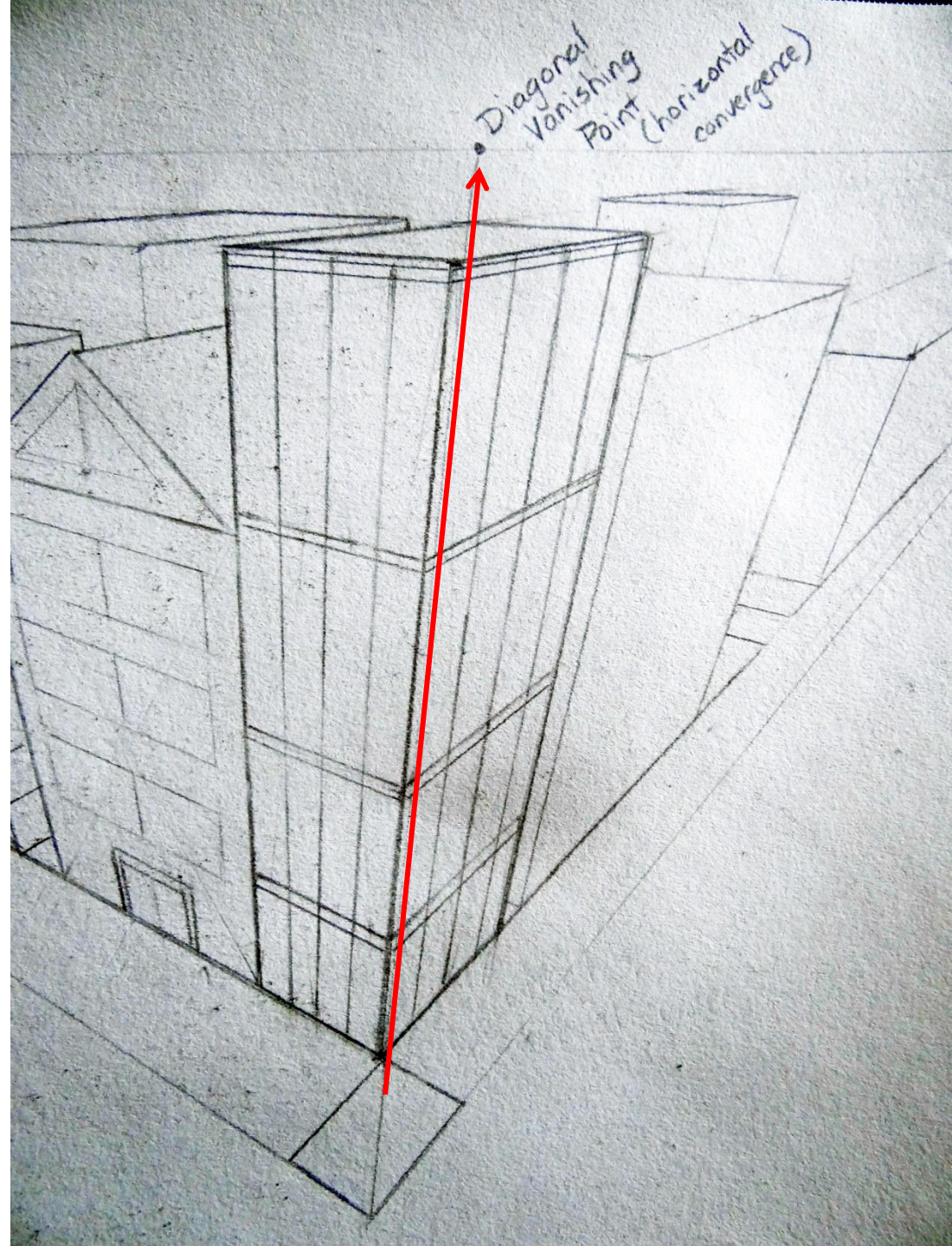


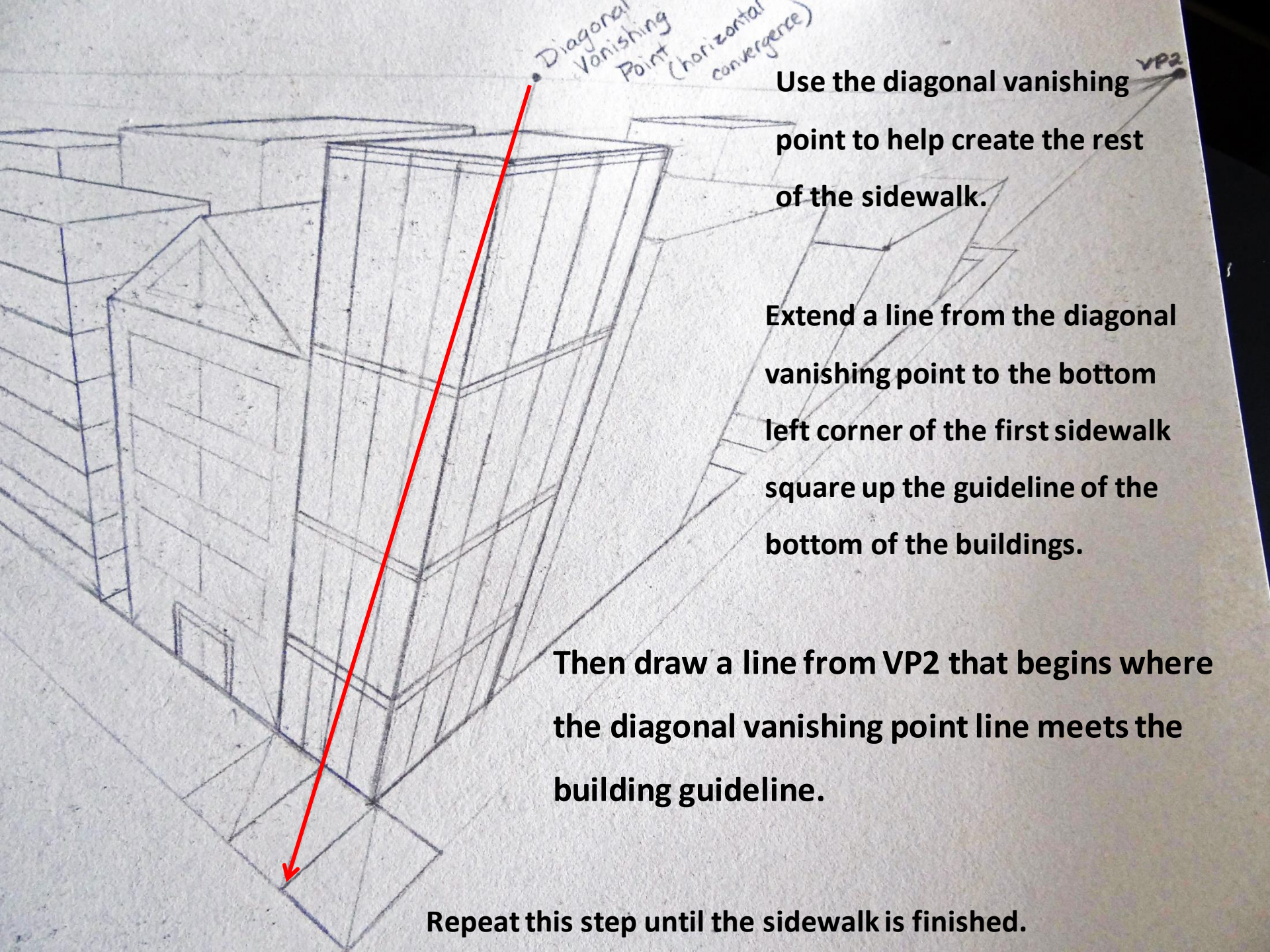
Draw the center square of the sidewalk with orthogonal lines that go to VP1 and VP2.

Draw a line that connects the bottom and top corners of the center square of the sidewalk.

Extend this line up to the horizon line.

The point where this line and the horizon line meet is called a diagonal vanishing point.





Diagonal Vanishing Point (horizontal convergence)

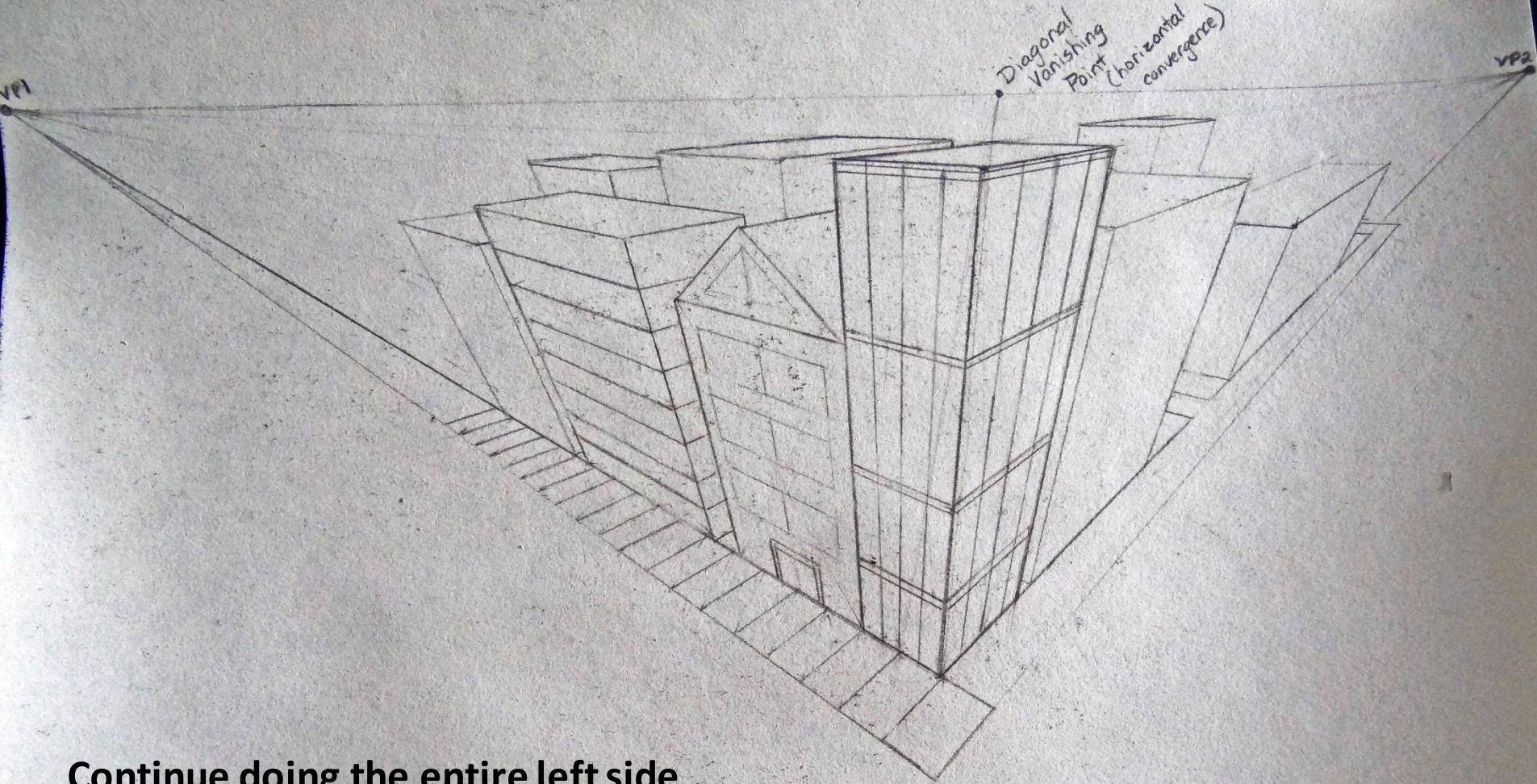
VP2

Use the diagonal vanishing point to help create the rest of the sidewalk.

Extend a line from the diagonal vanishing point to the bottom left corner of the first sidewalk square up the guideline of the bottom of the buildings.

Then draw a line from VP2 that begins where the diagonal vanishing point line meets the building guideline.

Repeat this step until the sidewalk is finished.



Continue doing the entire left side of the sidewalk using the diagonal vanishing point to space the lines.

VP3