



GUIDE 4

Make your first steps forward

SEEING IN PERSPECTIVE

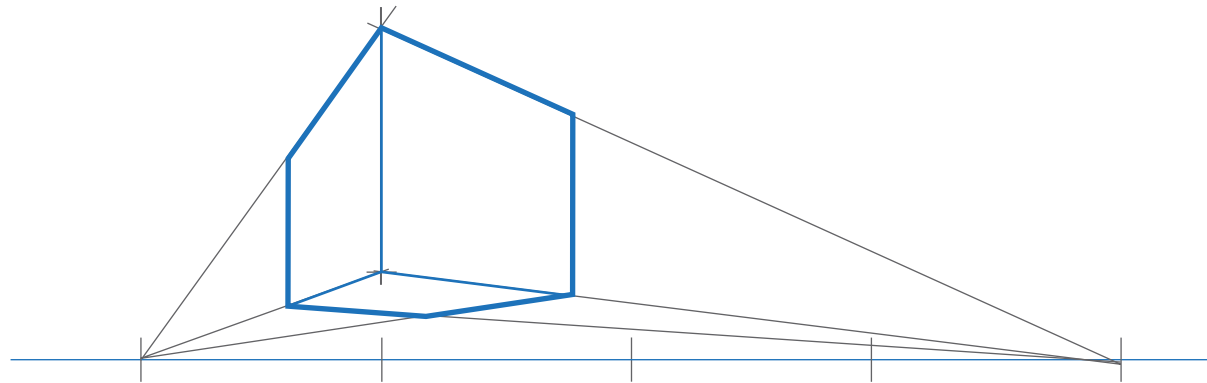
theDesignerStarterKit | by theDesignSketchbook.com



Great things are done by a series of small things brought together.

- Vincent Van Gogh

The first step of Perspective



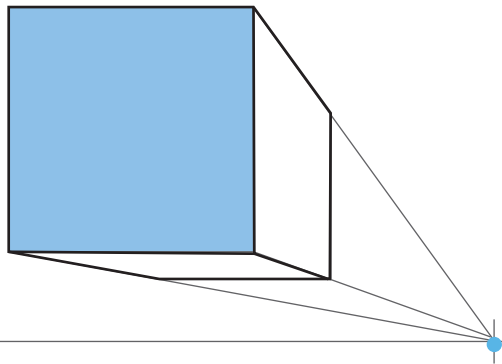
MY COMMENTS

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).

There are two major challengers 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.

PERSPECTIVE = PERCEPTION

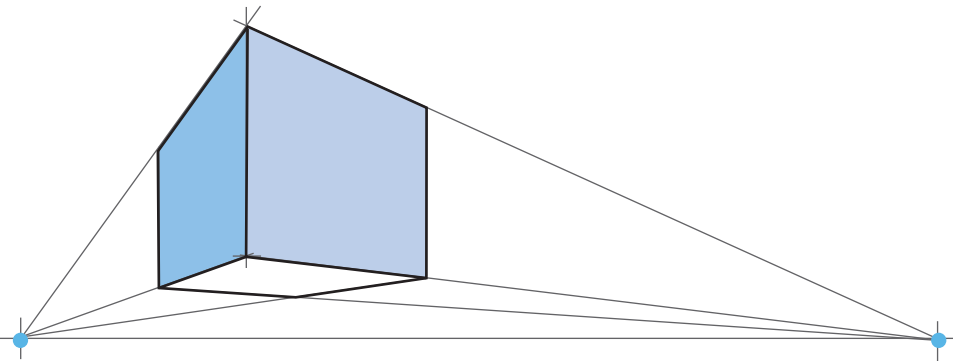
WHEN DO I NEED A 1 OR 2 POINTS PERSPECTIVE ?



1 POINT PERSPECTIVE



THE CUBE FACES THE VIEWER



2 POINT PERSPECTIVE

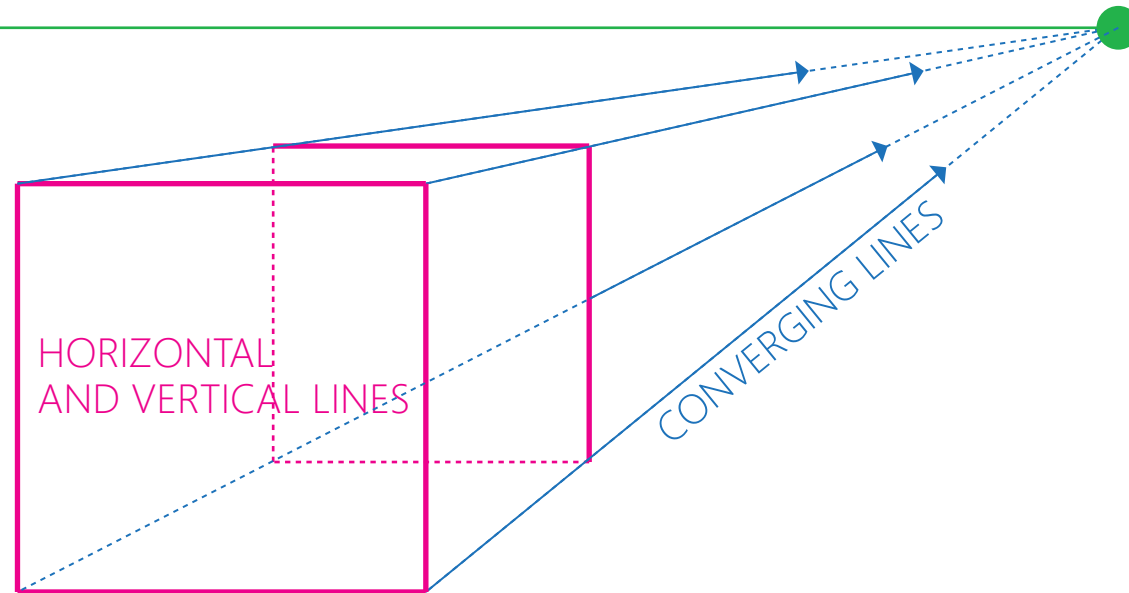


THE CUBE DOESN'T FACE THE VIEWER

LET'S START WITH ONE-POINT PERSPECTIVE

HORIZON LINE / EYE LEVEL

VANISHING POINT



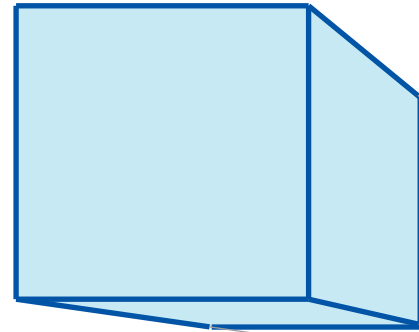


SKY



ABOVE

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

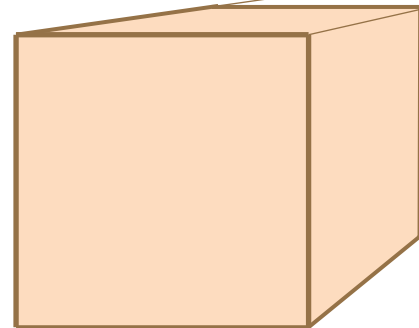


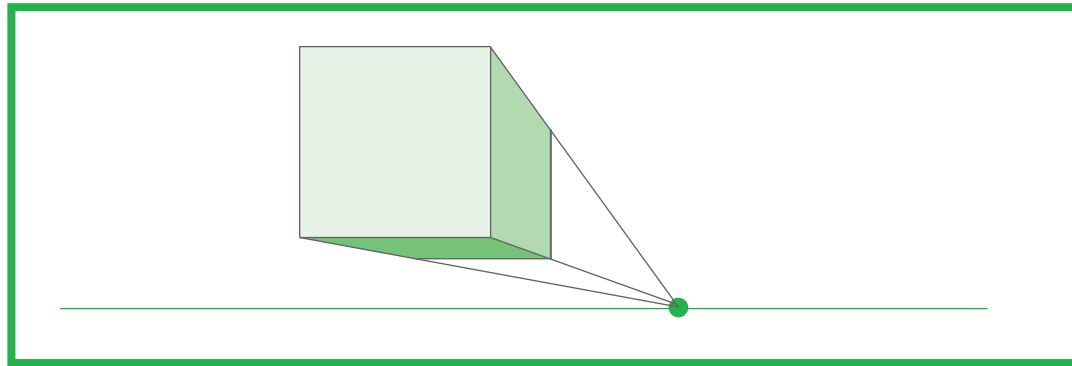
BELOW

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

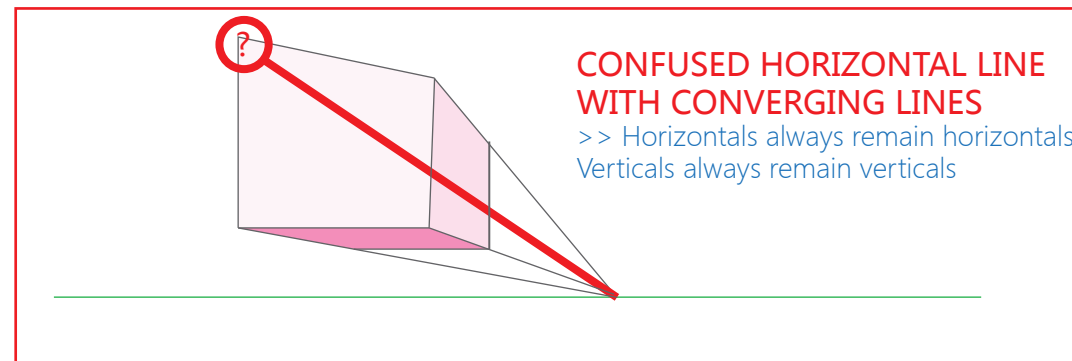


GROUND

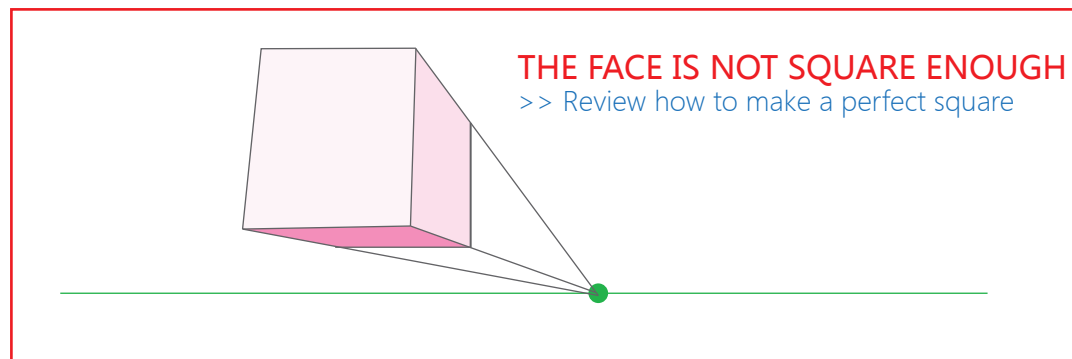




PASS!



FAILED



FAILED

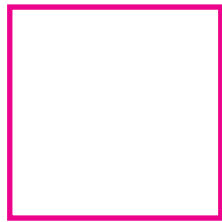
LET'S MAKE OUR FIRST CUBE
ONE POINT PERSPECTIVE IN ONLY 6 STEPS!

1

DRAW THE HORIZON LINE



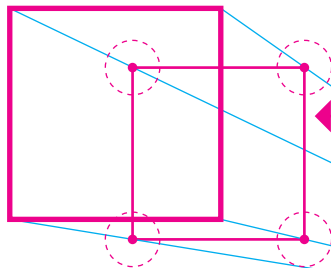
3



← ADD A SQUARE



5



DRAW AN OTHER SQUARE
FOR THE BACK FACE
The corners touch the
converging lines.

CAN YOU SEE THE PREMISE OF A CUBE ?

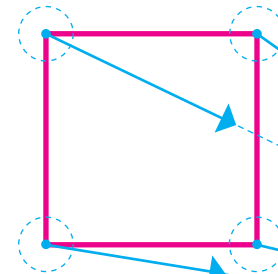


2

ADD 1 VANISHING POINT



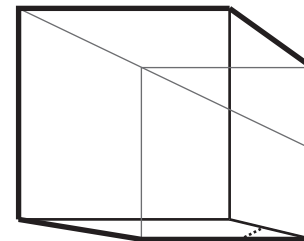
4



JOIN EACH CORNER
TO THE VANISHING POINT



6

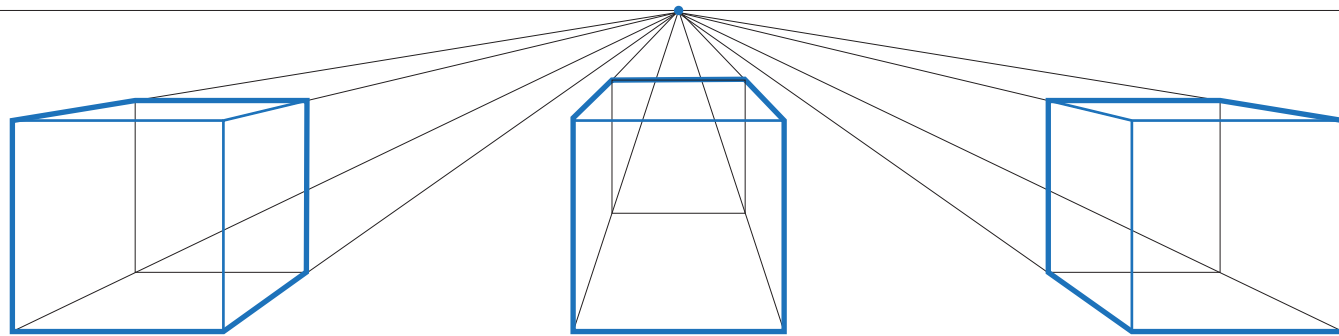
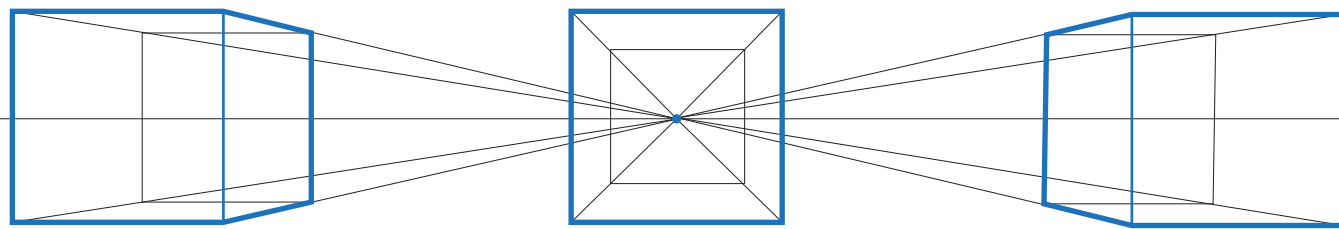
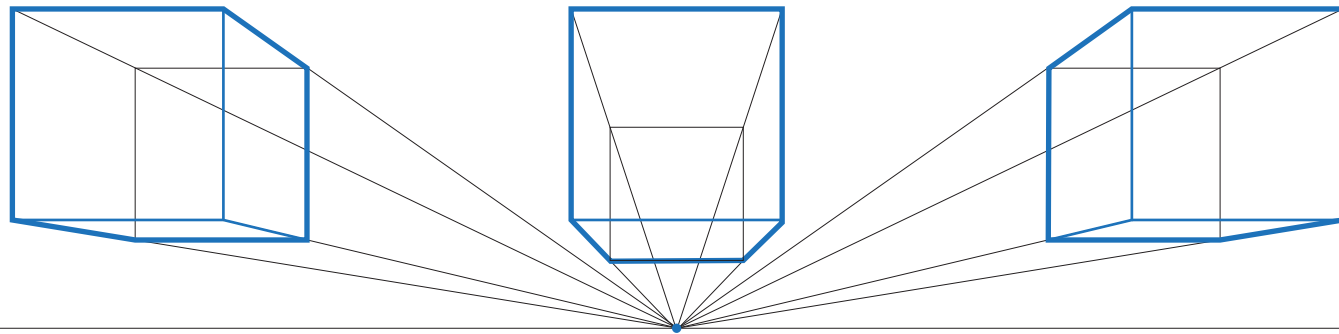


TO MAKE IT OBVIOUS
BOLD THE SQUARE

OUTSIDE LINES
ARE BOLDER

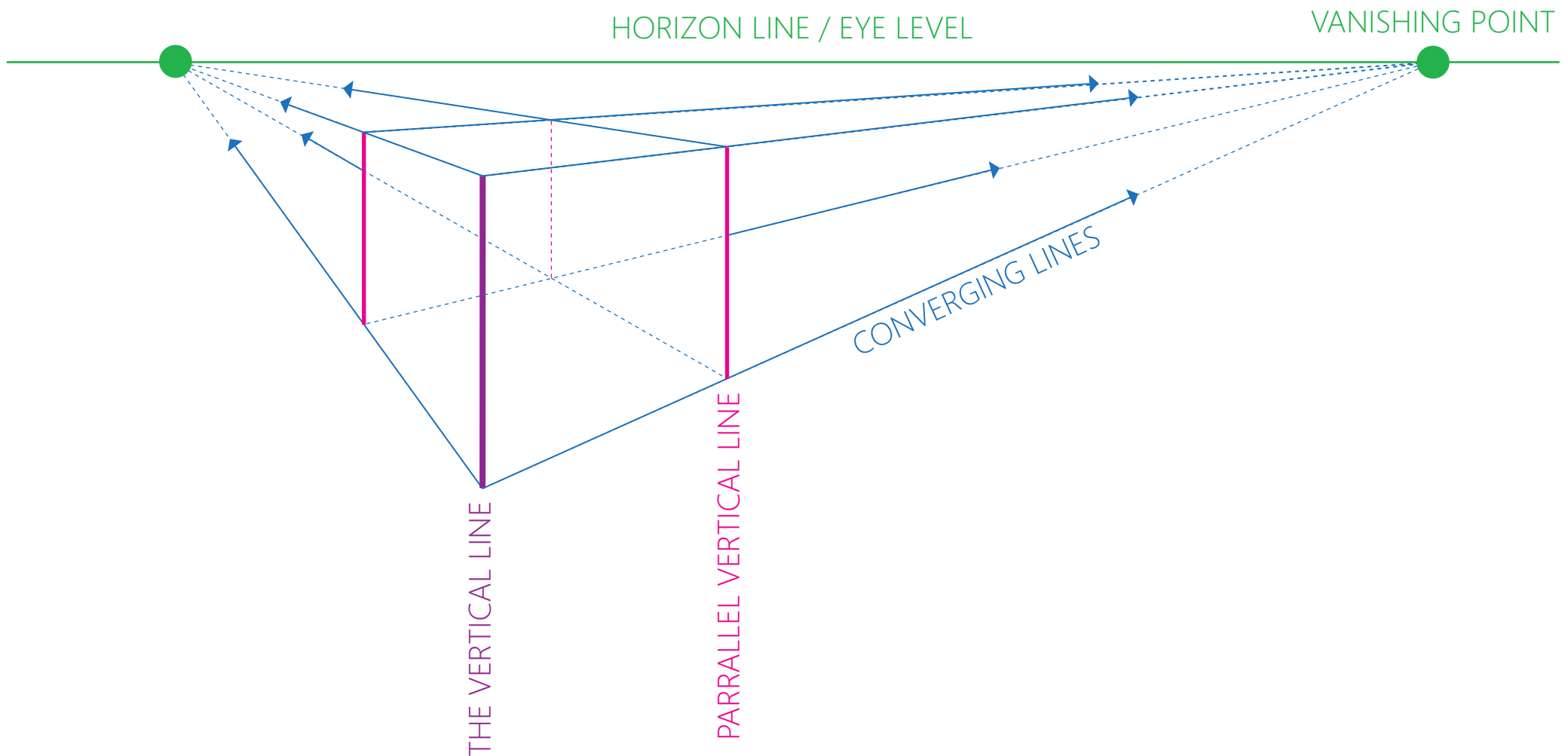


NOW YOU KNOW HOW TO MAKE A CUBE.
DRAW THE CUBE FROM EVERY ANGLE AT LEAST ONCE.



TAKE A BREAK - TAKE A NAP

LET'S CONTINUE WITH TWO-POINT PERSPECTIVE

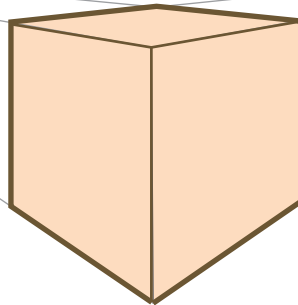
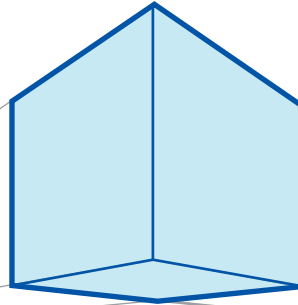


SKY



ABOVE

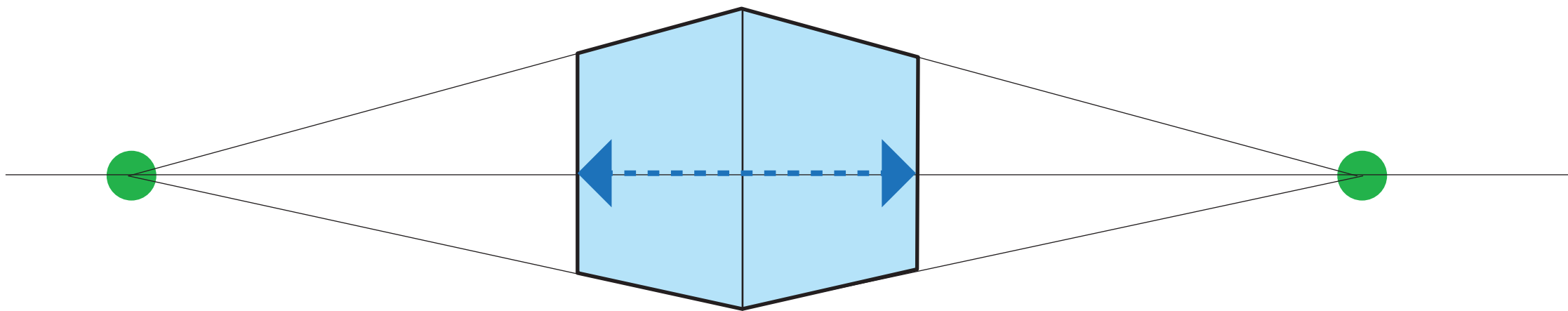
THE HORIZON LINE/EYE LEVEL
THE CUBE IS **ABOVE** OUR HEADS



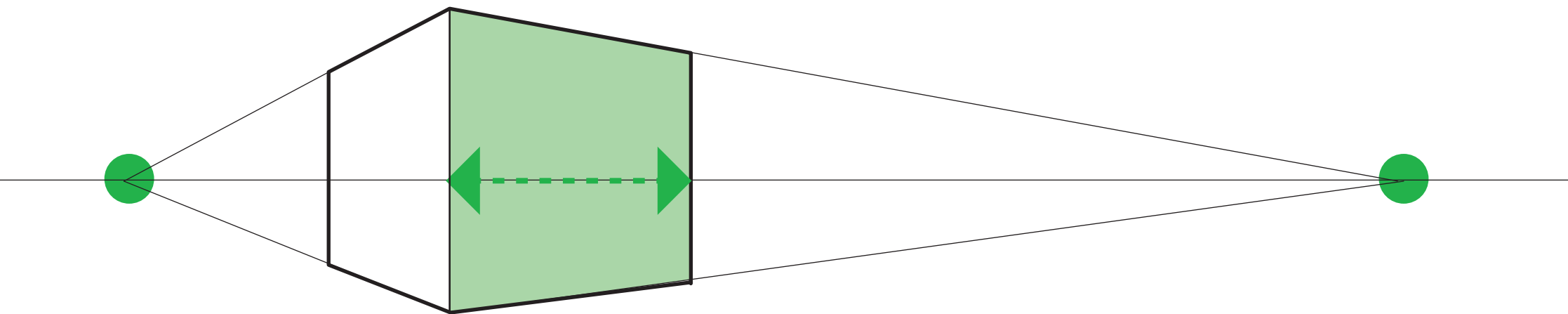
BELOW THE HORIZON LINE/EYE LEVEL
THE CUBE IS **BELOW** OUR HEADS



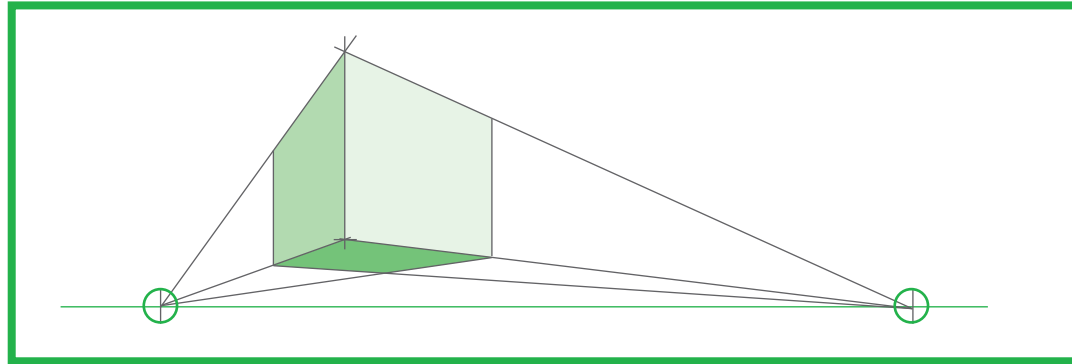
GROUND



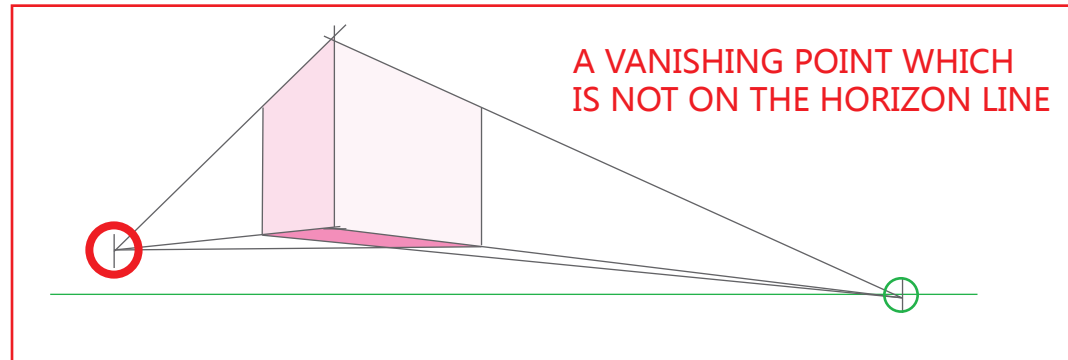
IN THE MIDDLE OF BOTH VANISHING POINTS
BOTH SIDES OF THE CUBE APPEAR EQUAL



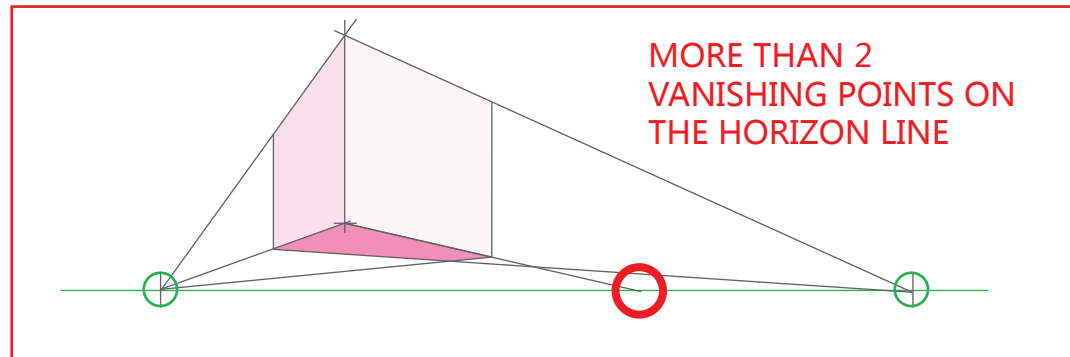
THE MORE THE CUBE SHIFTS TO THE LEFT
THE MORE WE CAN SEE THE RIGHT SIDE, AND VICE VERSA.



PASS!



FAILED



FAILED

THAT'S IT FOR THE THEORY!
LET'S DRAW A CUBE IN 12 SIMPLE STEPS

1

DRAW THE HORIZON LINE



2

ADD 2 VANISHING POINTS



3

← ADD THE VERTICAL LINE

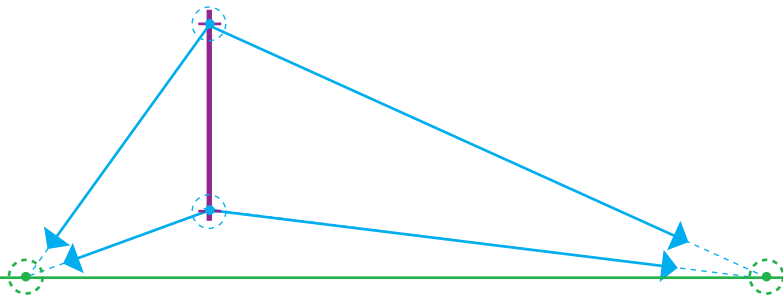


4

SET UP THE HEIGHT
BY ADDING 2 POINTS

5

JOIN THESE 2 POINTS TO BOTH VANISHING POINTS

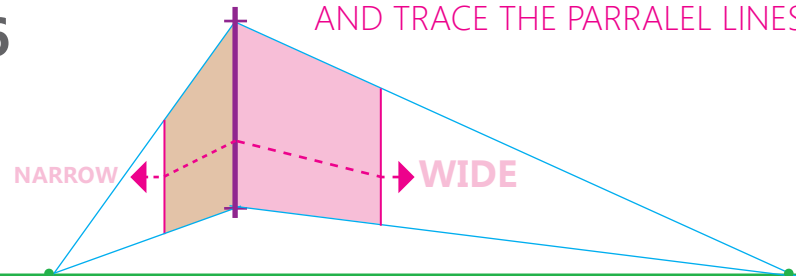


6

ESTIMATE THE WIDTH OF
THE CUBE FOR BOTH SIDES
AND TRACE THE PARRALEL LINES

NARROW

WIDE

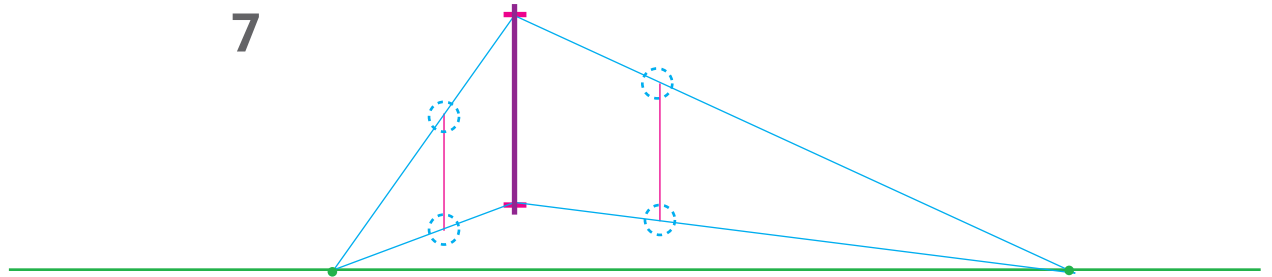


REFERENCE VIEW

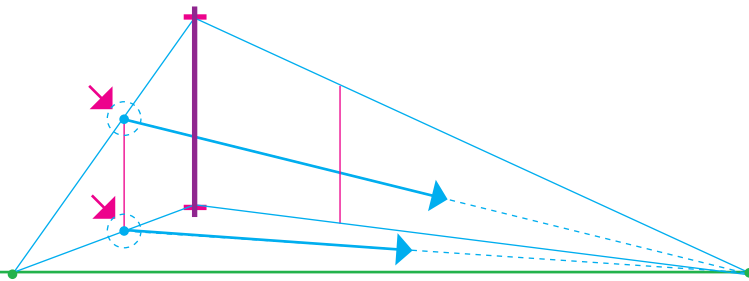


7-8-9
CONNECT EACH EDGE OF
EACH VERTICAL PARRALLEL LINE
TO ITS OPPOSITE VANISHING POINT

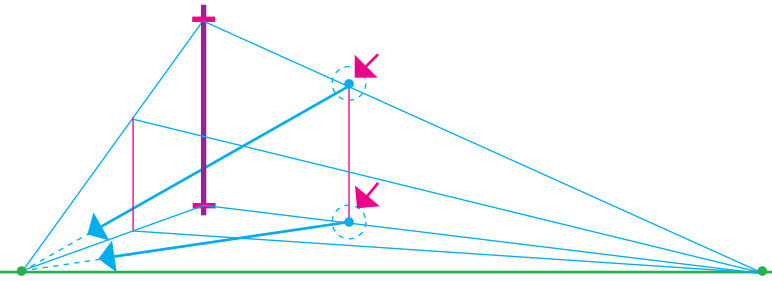
7



8

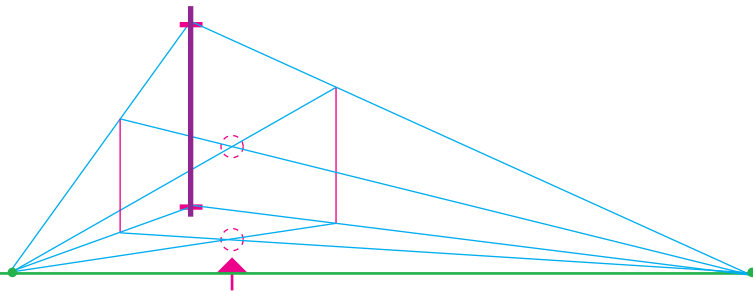


9



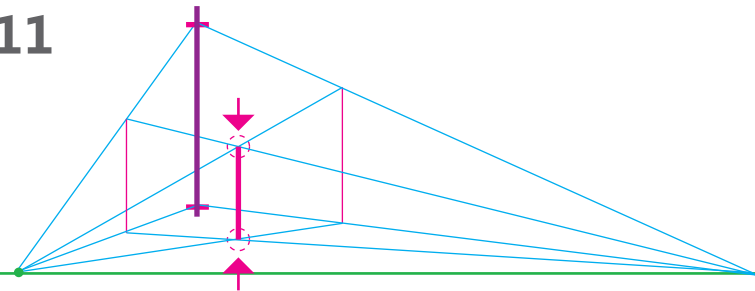
10

OBSERVE THESE TWO POINTS
HIDDEN BEHIND THE CUBE
THAT'S THE LAST STROKE



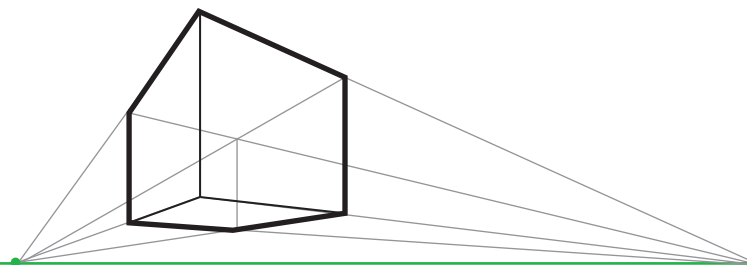
11

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

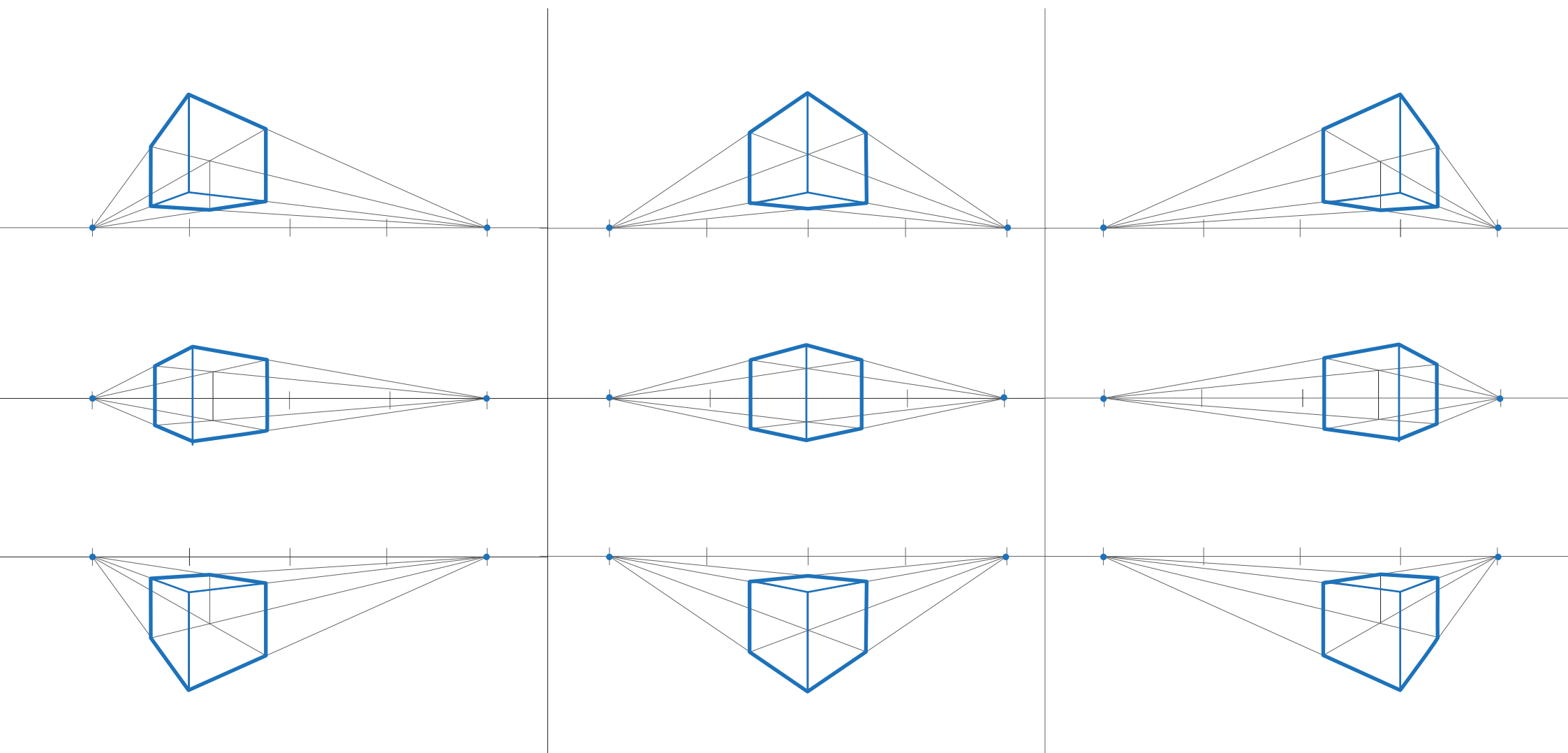


12

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

theDesignerStarterKit | theDesignSketchbook.com | by Chou-Tac Chung