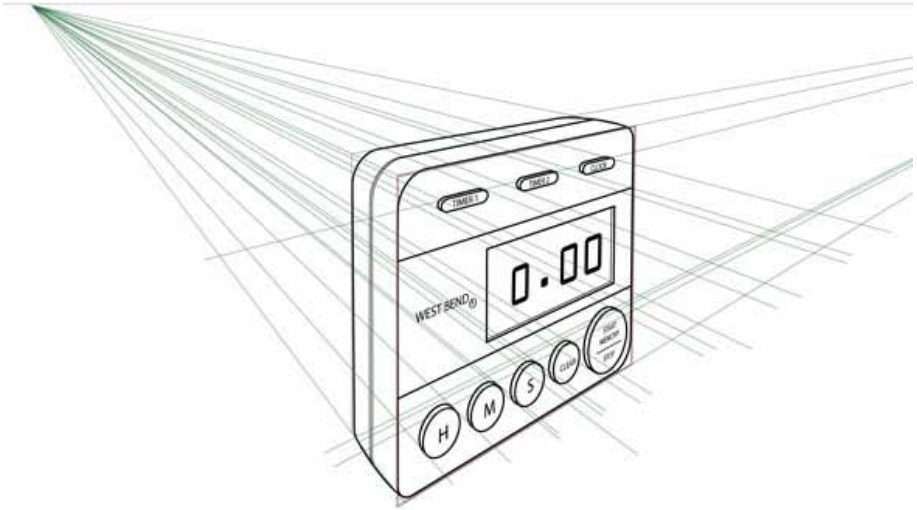
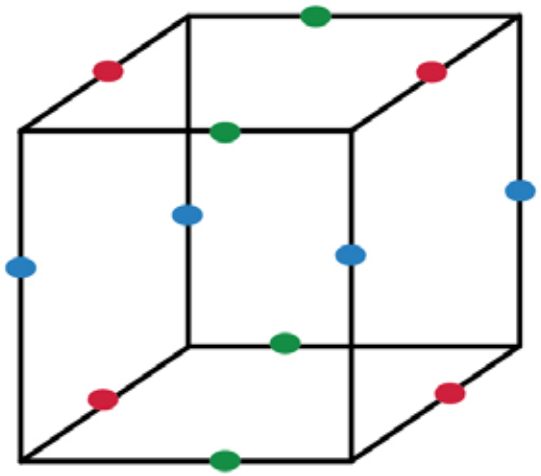
Perspective Drawing

The key to good perspective drawing in Illustrator is to properly set up your construction lines. In order to do this effectively, you will need to understand how each element relates to the others.





Rectilinear forms have three sets of parallel lines that show height, width and depth. This cube is color coded to show each set of parallel lines. There are many ways to draw 3D forms in 2D. This cube is shown in isometric projection. That mean that there is no dimensional distortion; there are no converging lines. This kind of drawing is often used for technical drawings.

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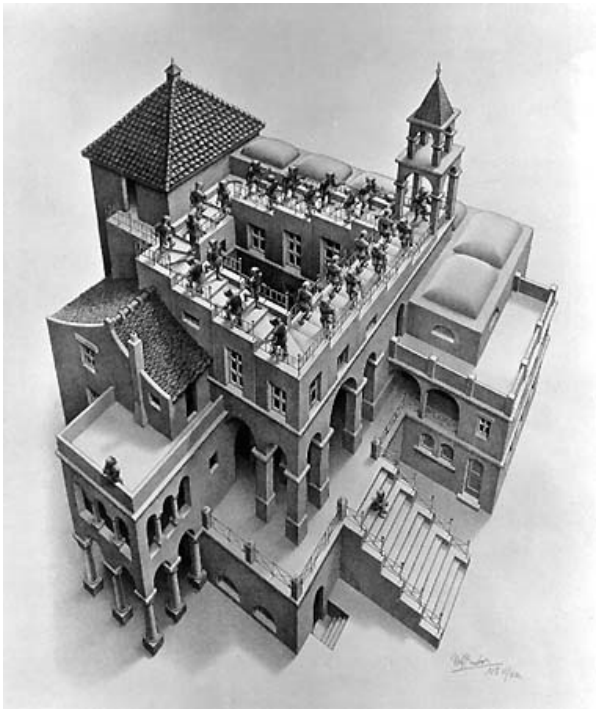
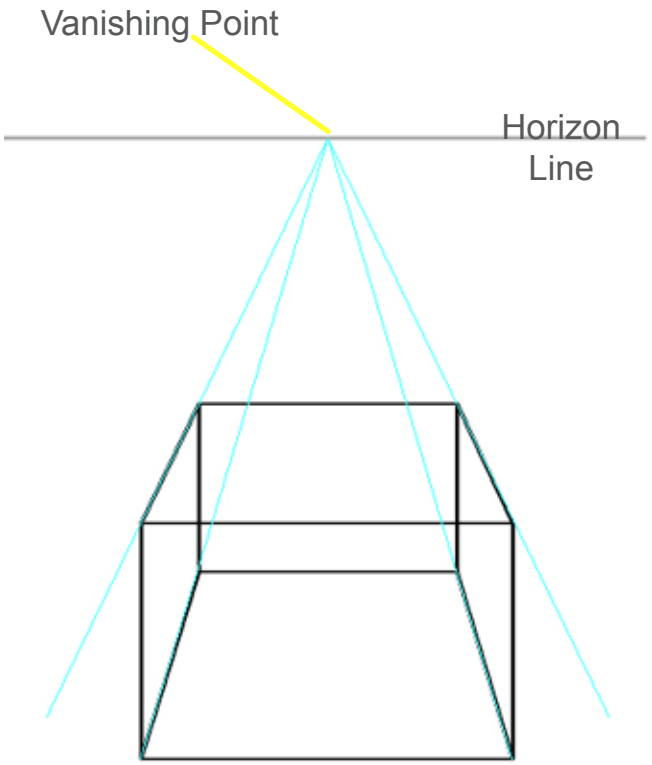
Perspective Drawing



In order for a drawing to convey a sense of depth, we need to use perspective. This is how the human eye perceives objects. Lines in a perspective drawing converge towards a common point. This Escher print uses three point perspective.



This is an example of one point perspective. Notice how two sets of lines are still parallel, but the set showing depth is converging towards a point on the Horizon line. These lines are built along guide lines that run from the foreground to the Vanishing Point.

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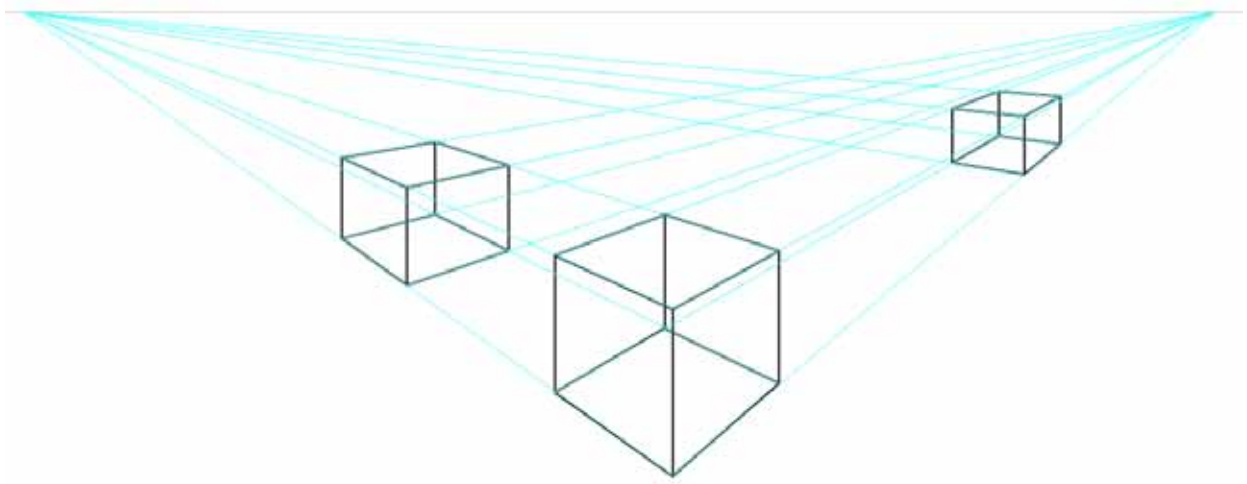
Perspective Drawing



In two point perspective, two sets of parallel lines run towards two separate Vanishing Points on the Horizon. Only one set of parallel lines remains. Notice that the vertical lines that indicate the object's height get shorter the further away from the viewer they are. The closer the Vanishing Points, the more distortation there will be in the image.

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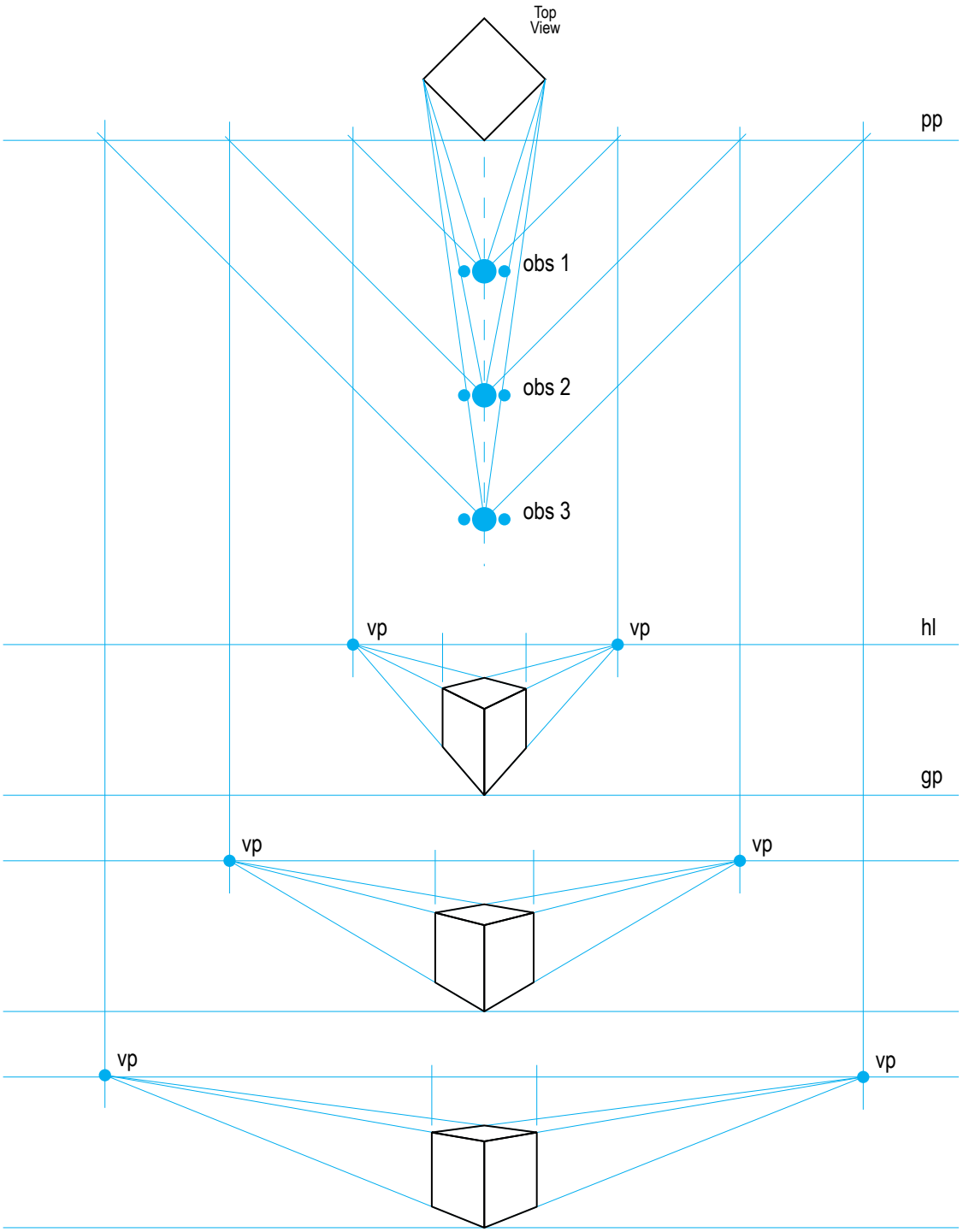
Observer Distant



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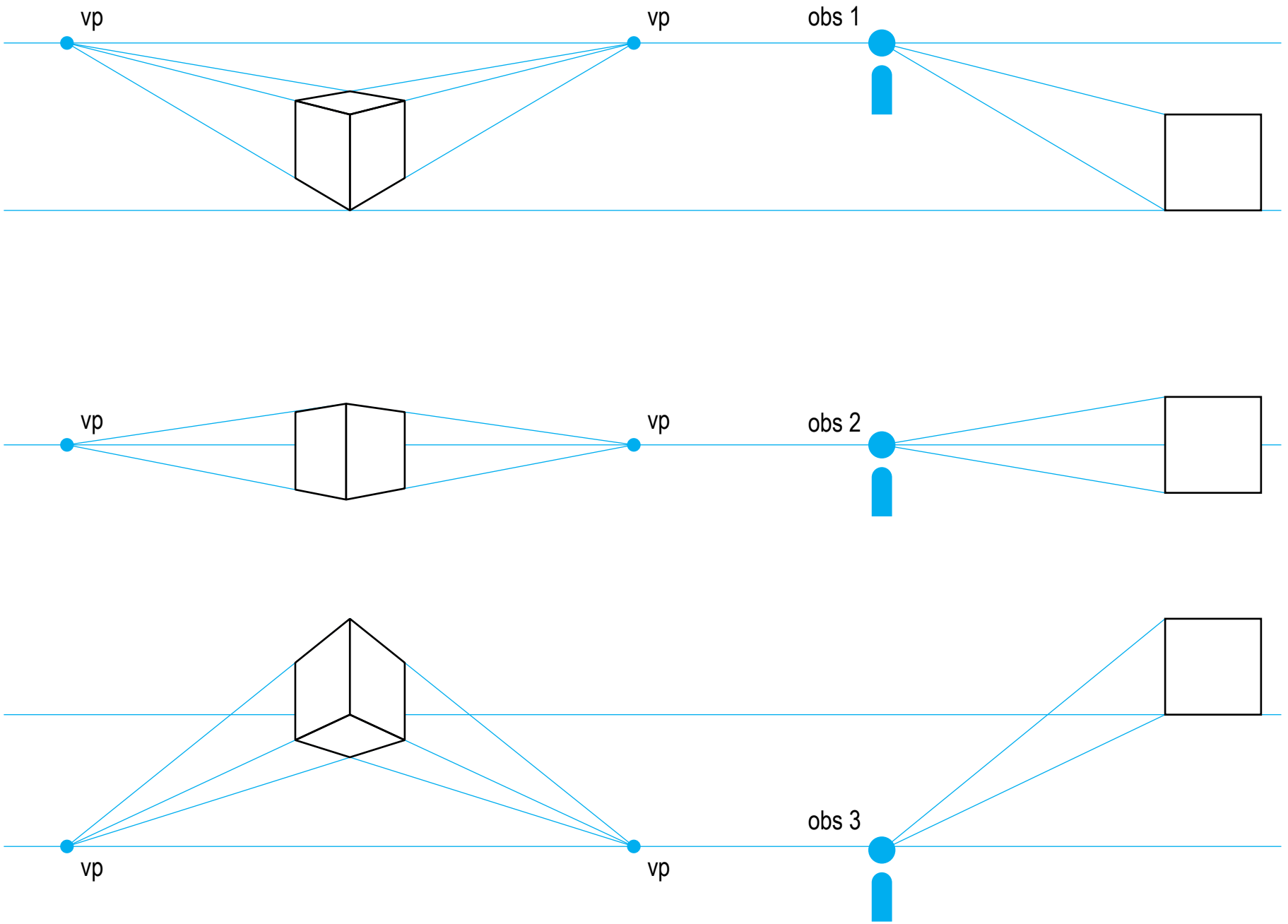
Observer Height



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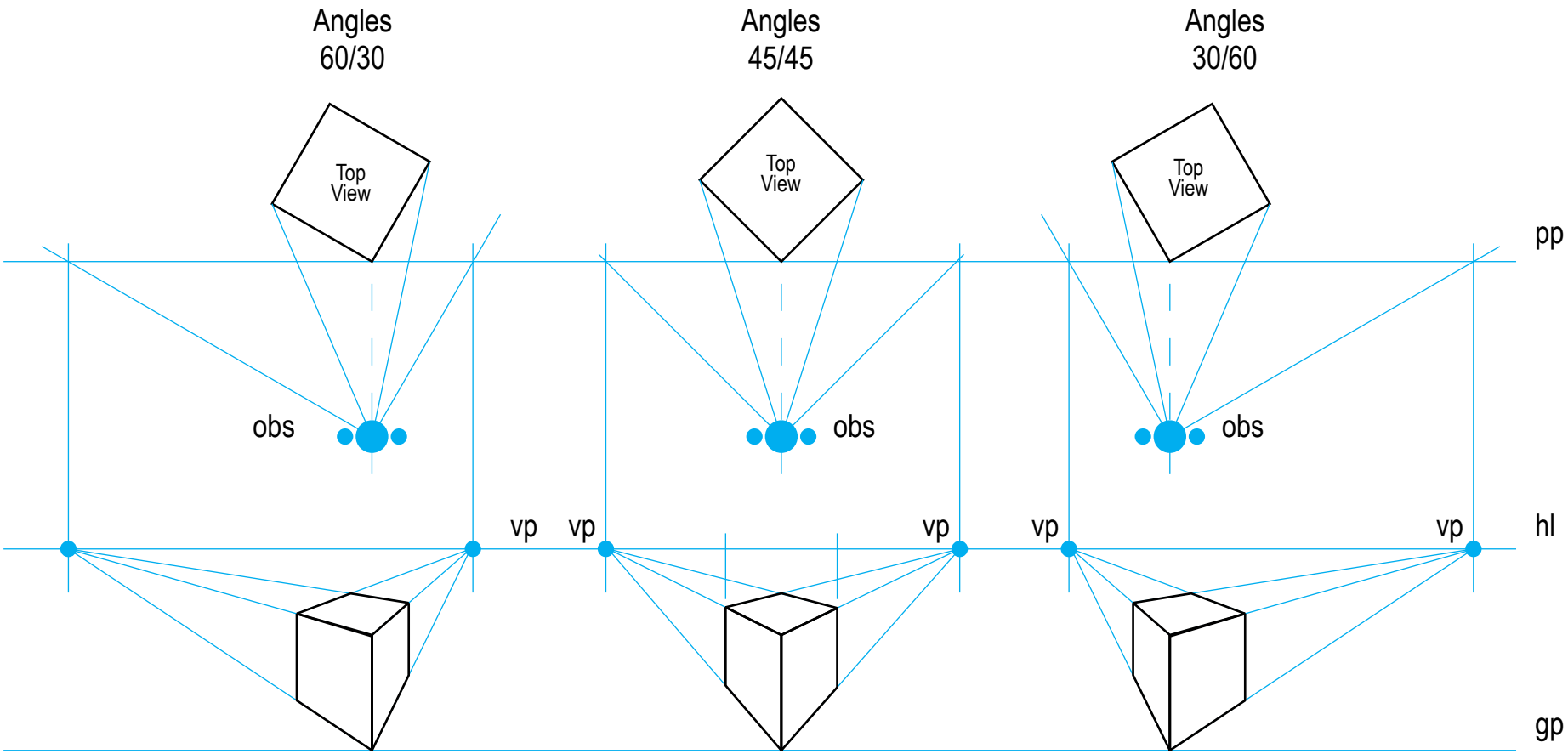
Observer Position



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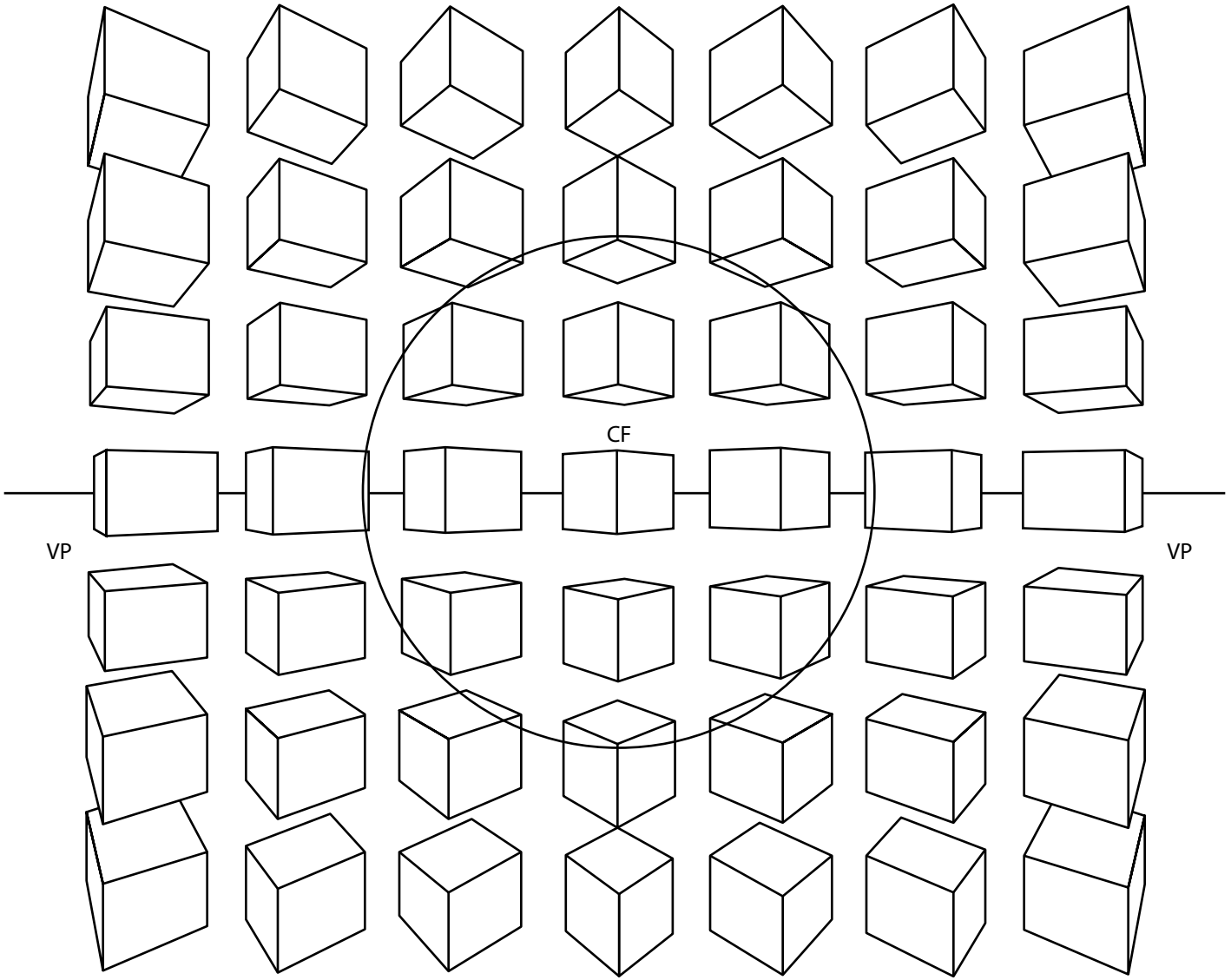
Cone of Focus



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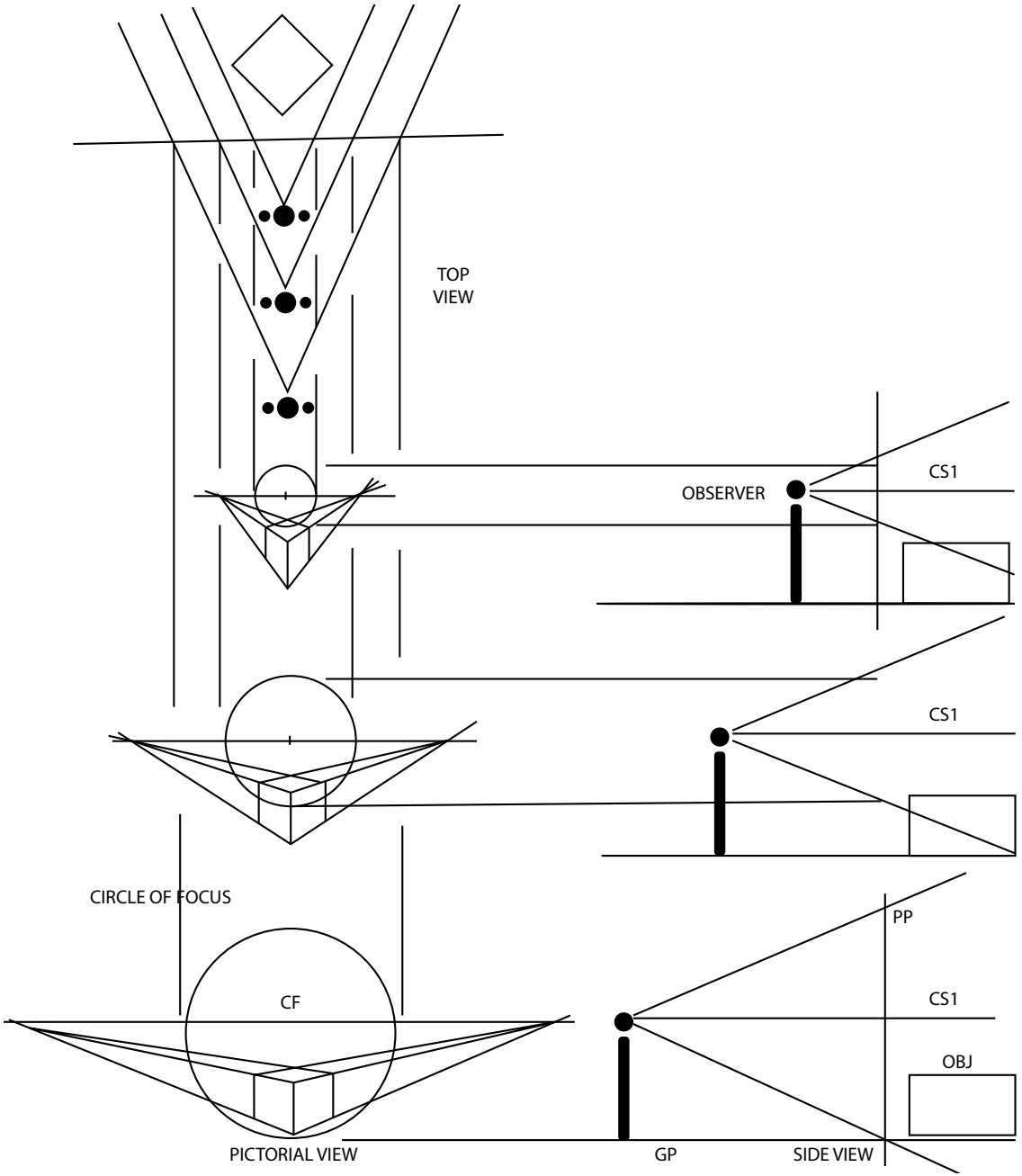
Cone of Focus



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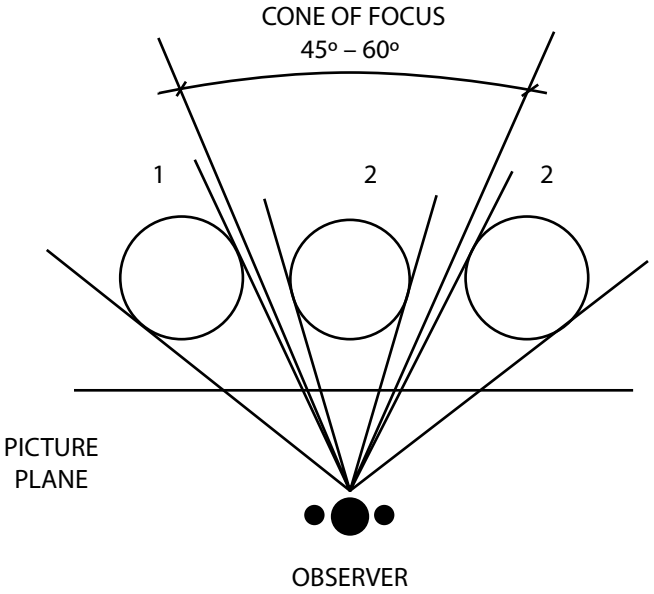
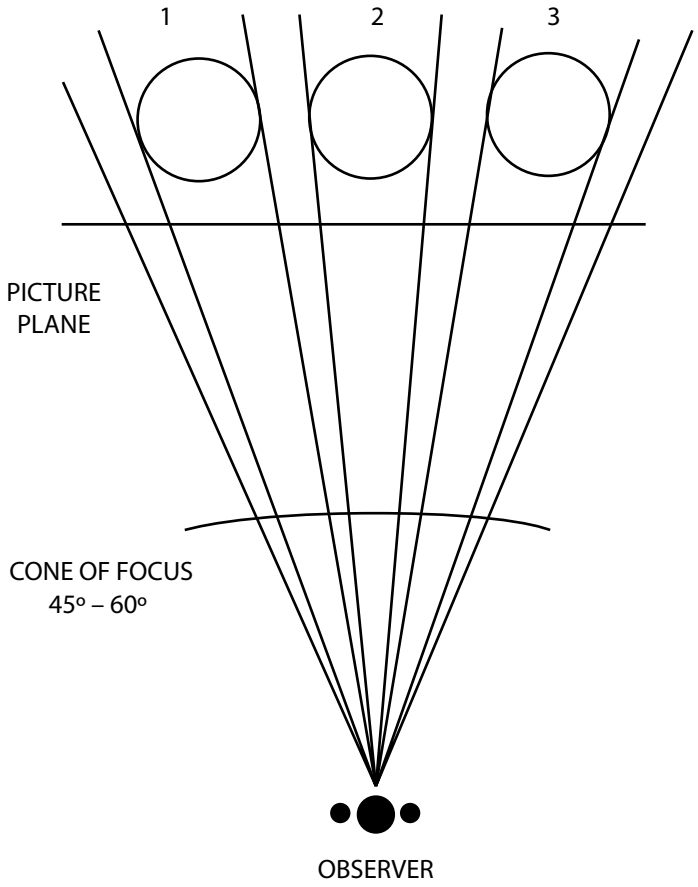
Cone of Focus





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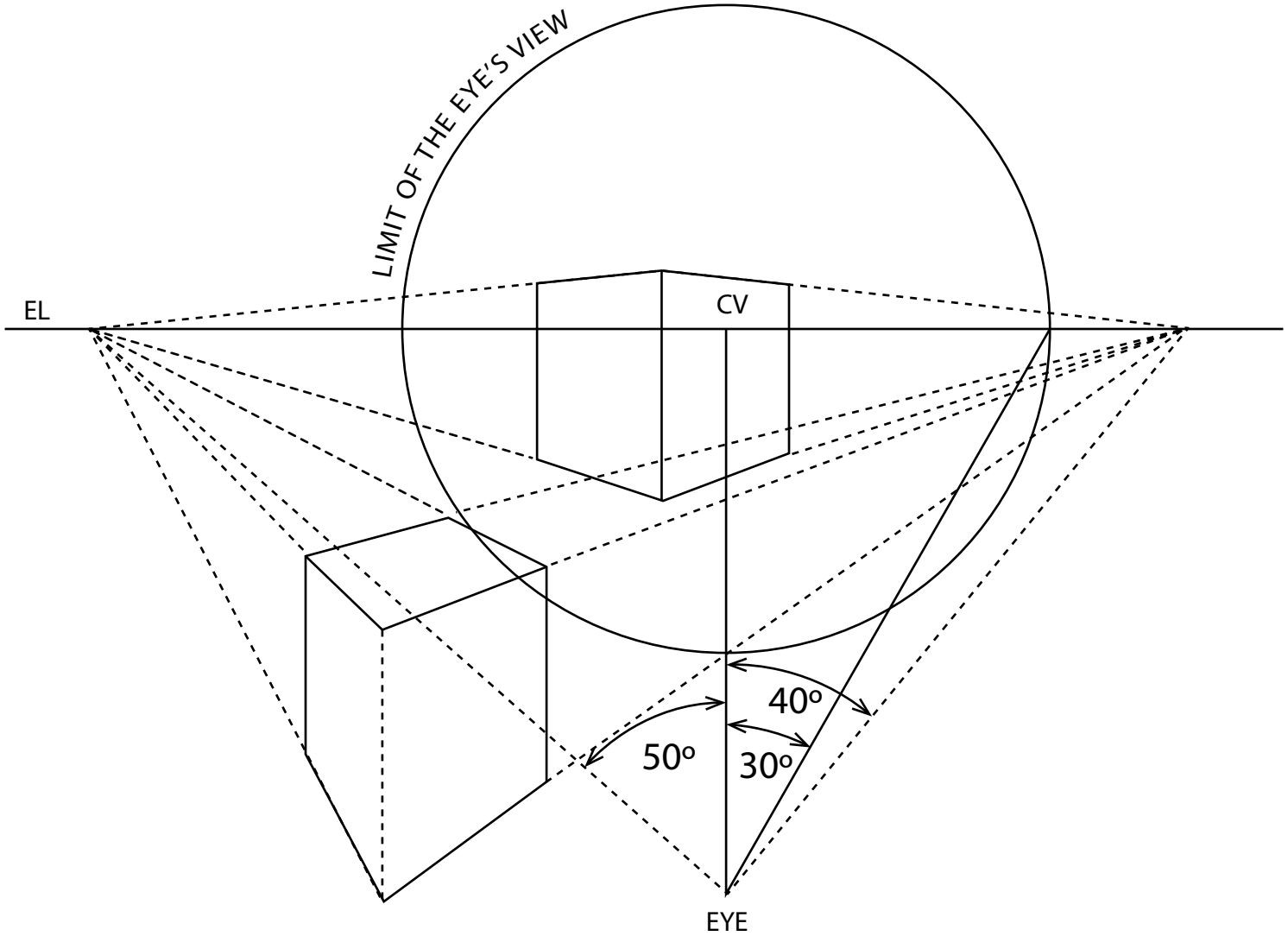
Cone of Focus



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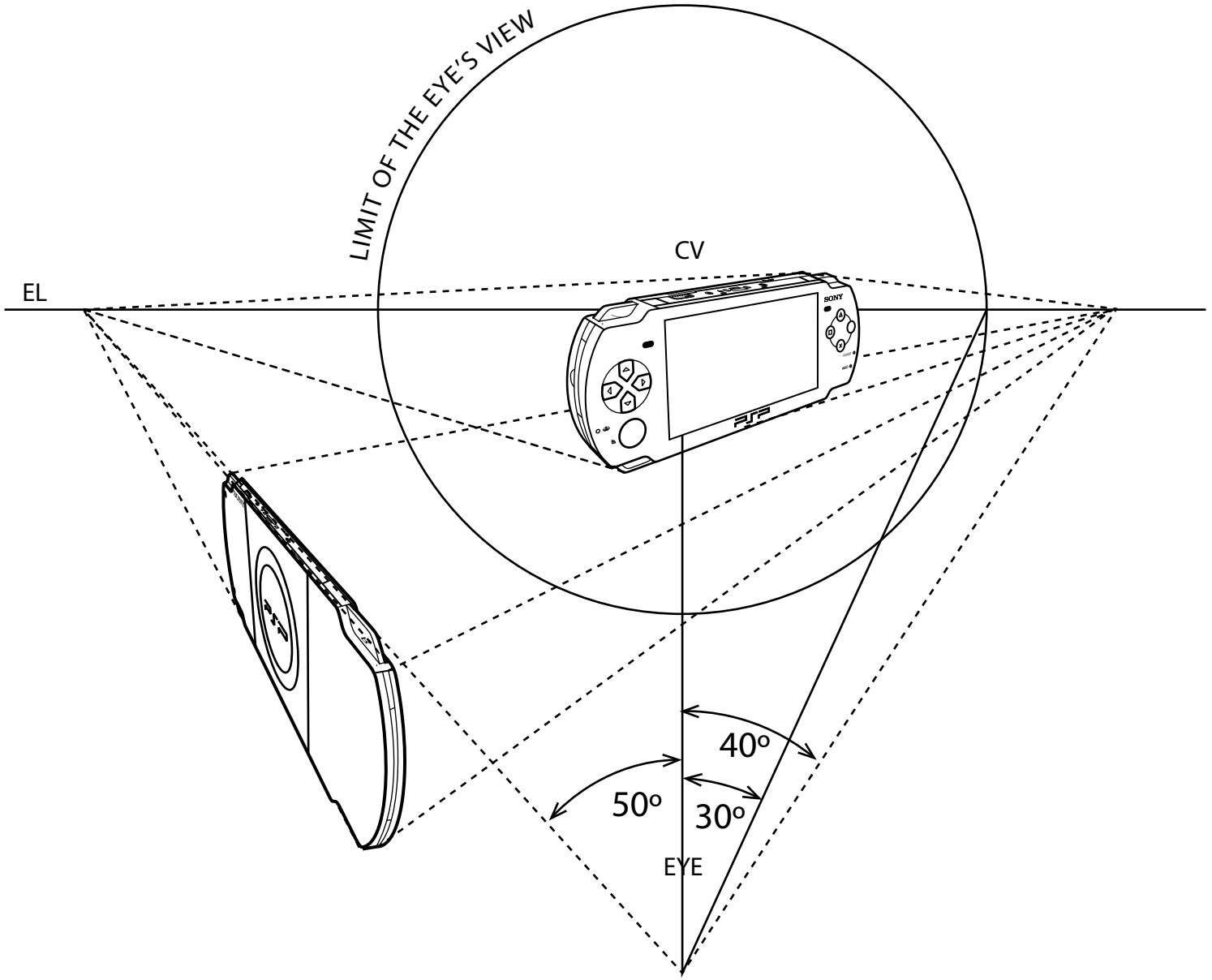
Cone of Focus



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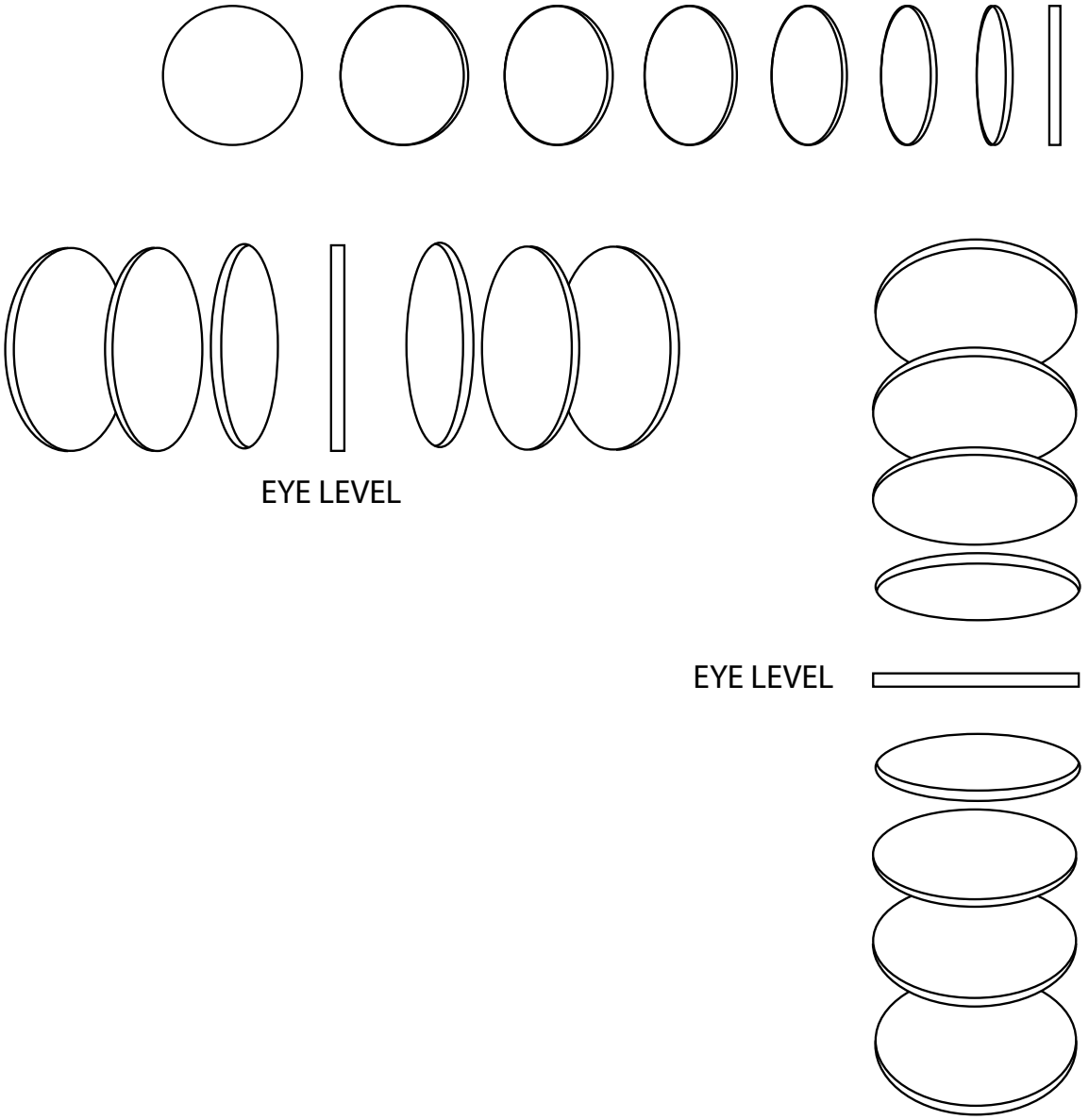
Circles in Perspective



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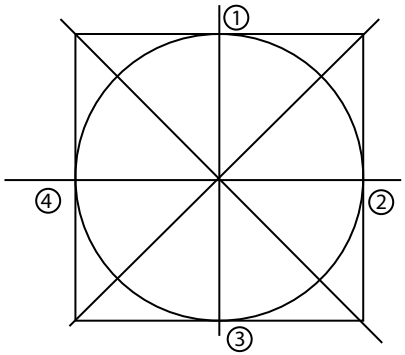
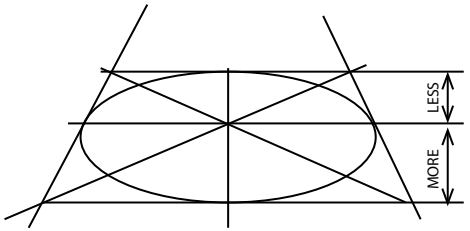
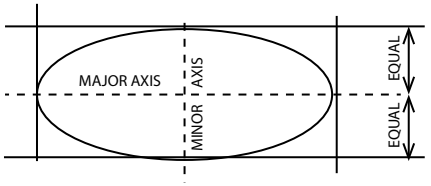
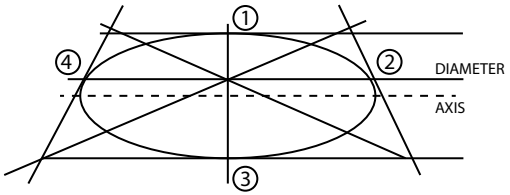
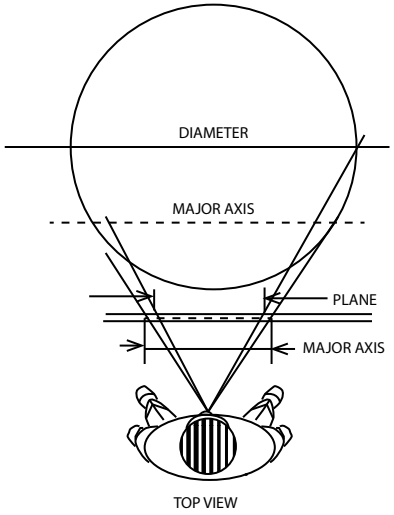
Circles in Perspective

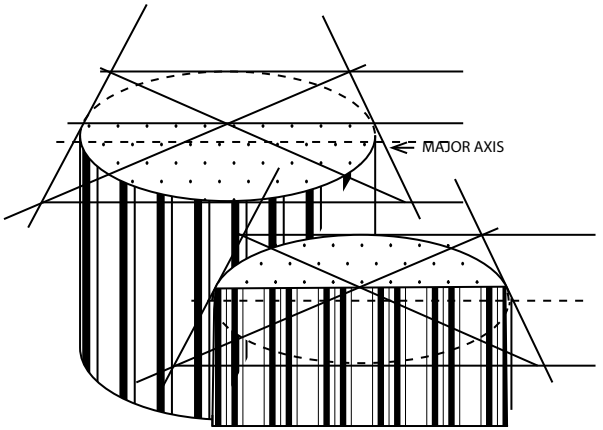












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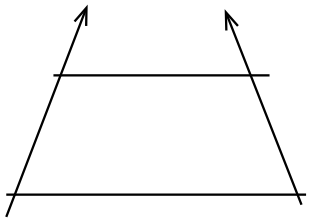
Circles in Perspective

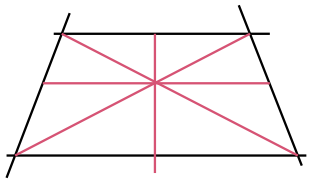
Circles in Perspective

8 point

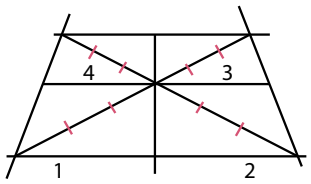
horizontal plane



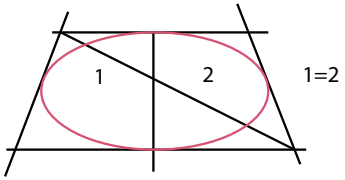
draw any perspective square



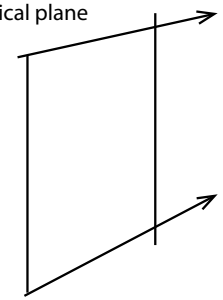
locate center and 4 mid points



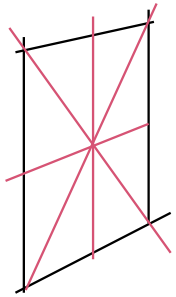
estimate somewhat 2/3 distance from 0 to corner



vertical plane



draw any perspective square



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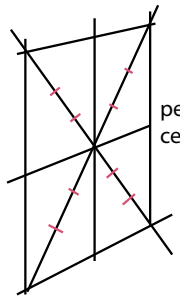

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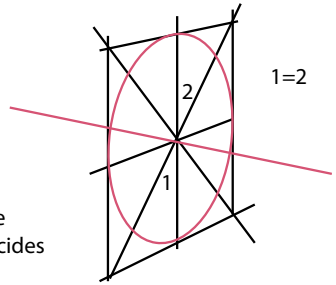
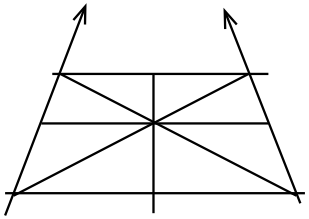


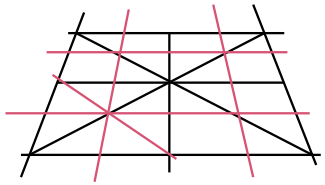
draw ellipse
minor axis coincides

12 point

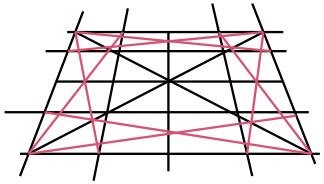
horizontal plane



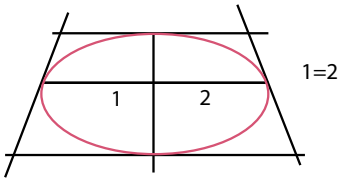
draw any perspective square; divide into 4 parts; locate mid points



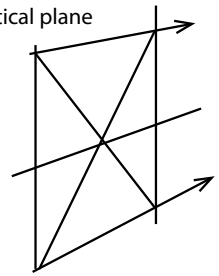
divide into 16 parts



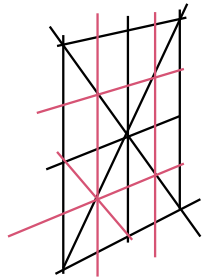
locate 8 additional points using rectangle diagonals



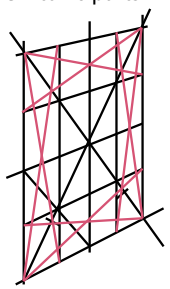
vertical plane



draw any perspective square; divide into 4 parts; locate mid points



divide into 16 parts



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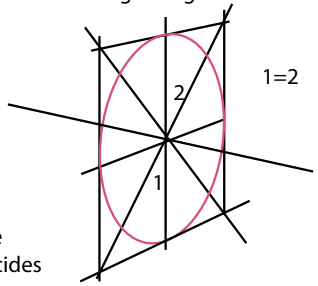

draw ellipse
minor axis coincides

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