Perspective is to painting what the bridle is to the horse, the rudder to a ship.

-Leonardo da Vinci
Three-Point Perspective
Linear system that describes planes with only one corner point perpendicular to the viewer.

Three vanishing points.
The mid-point between the two Vanishing Points represents the horizontal placement of the viewer’s head.

3rd pt. Is usually placed half-way between the 2 eye line points.

The 3rd vp is the only vp that does NOT lie on the eye line.
Three-Point Perspective
A Horizontal line will fall to the RIGHT vanishing point.
Three-Point Perspective
A Vertical line will fall or rise toward the third vp.
Three-Point Perspective
A Depth line will fall toward the LEFT vanishing point.
Three-Point Perspective
Begin by marking the format, Eye-Line and two Vanishing Points: this establishes the EXACT location of the viewer.
Three-Point Perspective
Horizontal orthagonals connect top & bottom of edge line to RIGHT vp.
Three-Point Perspective
Horizontal orthogonals connect top & bottom of edge line to RIGHT vp.
Three-Point Perspective
Depth orthagonals connect top & bottom of edge line to LEFT vp.
Three-Point Perspective
Decide how far back the object extends.

Mark vertical edges between depth and horizontal orthagonals.
Three-Point Perspective
Connect top and bottom of each new vertical to both vp.
Three-Point Perspective
Where the orthagonals cross behind the shape is the back corner.
Three-Point Perspective
Finish the object.
Three-Point Perspective
The third vp can lie above the eye line.
Visible Faces
The third point doesn’t affect what edges are visible.
Interiors
Start with the format, eye-line and vanishing point.

Draw the facing edge.

Connect orthagonals from the edges OUTWARD instead of back to the vanishing point.
Spheres
A sphere will always appear as a perfect circle.
Pyramids
Square/Rectangular base. Top is over the center of the base.
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Square/Rectangular base. Top is over the center of the base.

Remember: In 3pt all vertical lines fall or rise to the 3rd vp.
Pyramids
Square/Rectangular base. Top is over the center of the base.
Pyramids
Square/Rectangular base. Top is over the center of the base.
Cone

A cone is just a pyramid with a circular base.