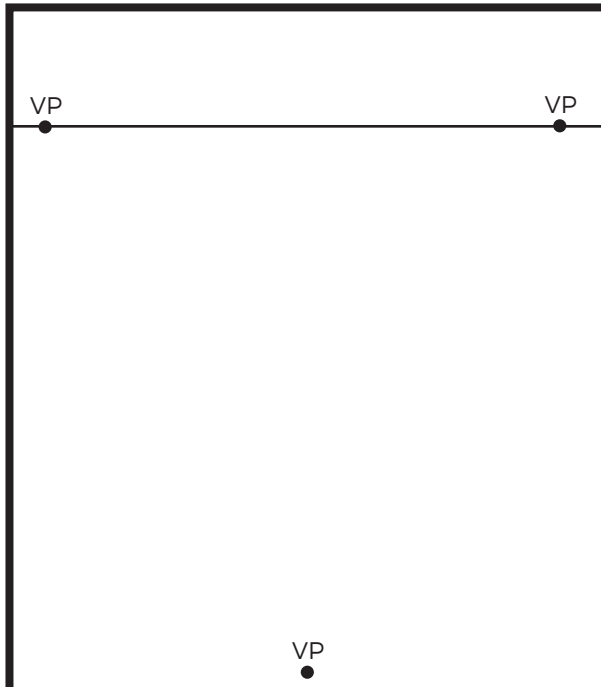
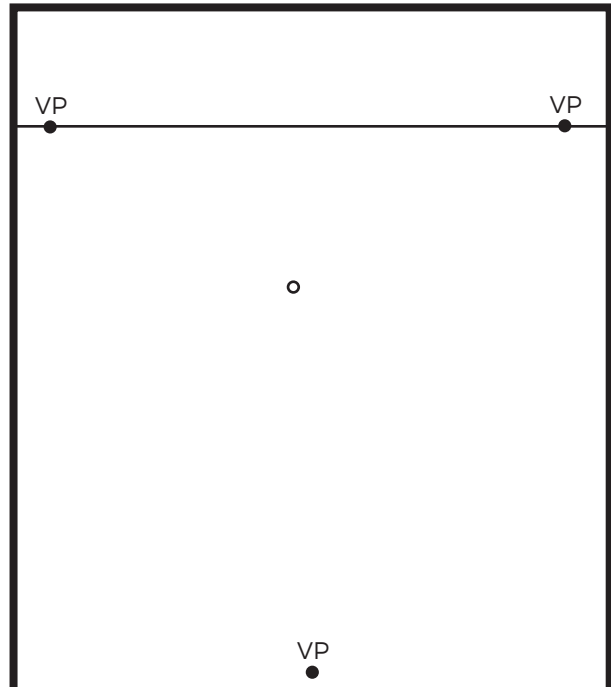


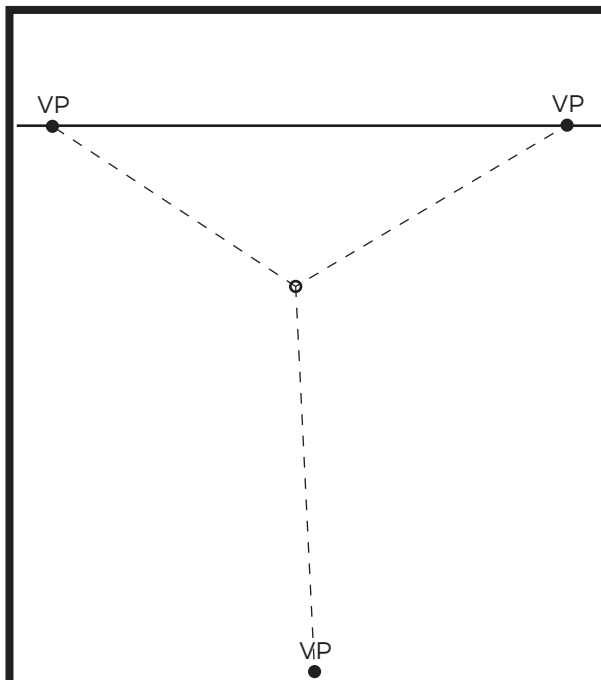
THREE POINT PERSPECTIVE - STEP BY STEP



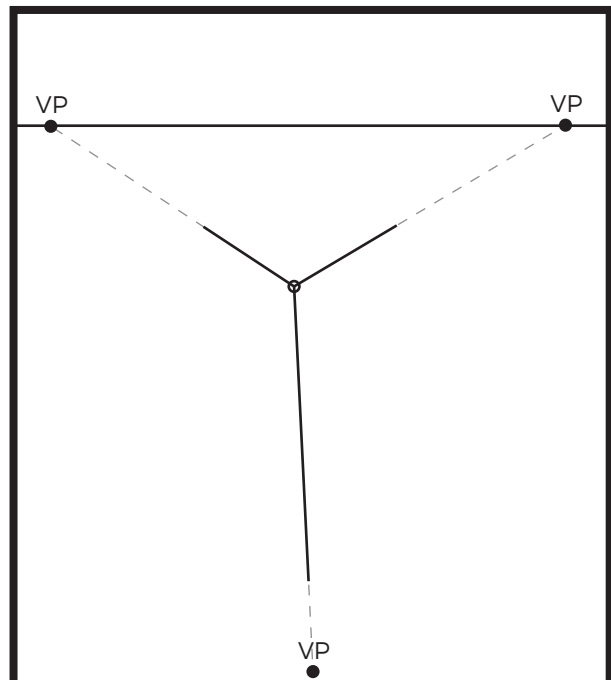
Draw the horizon line and establishing the vanishing points. The vanishing points should be at the ends of the horizon line and at the top or bottom of the page, forming a triangle.



Select a single point somewhere around the center. This will be the corner closest to you.

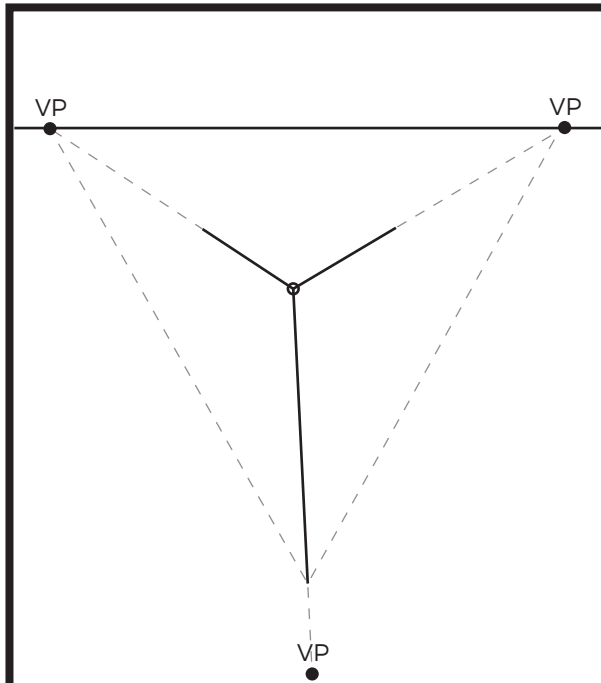


Draw orthogonals from the front corner to each of the vanishing points.

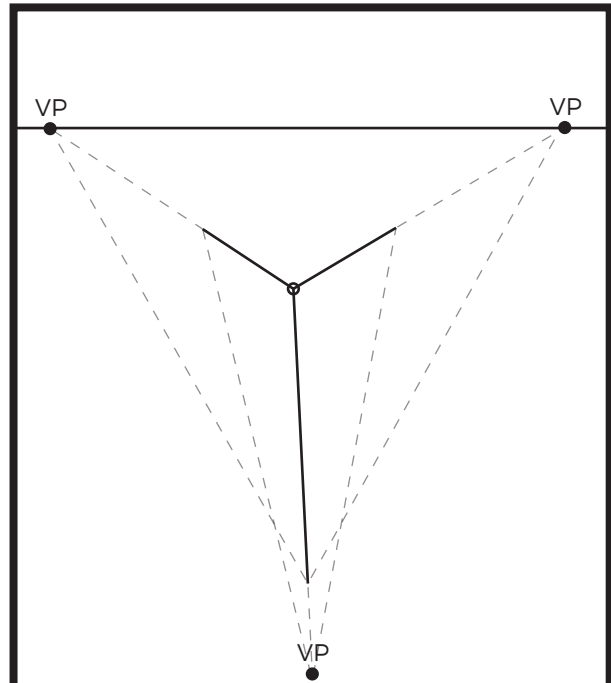


Define the width, length, and height of your box.

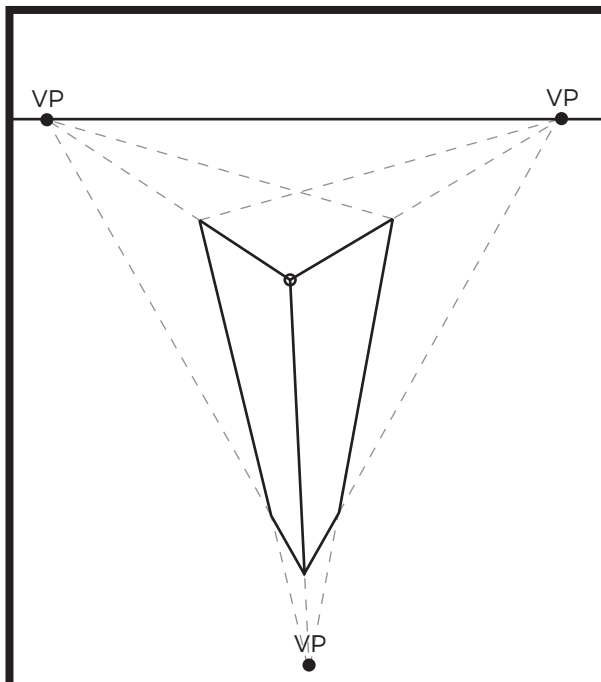
THREE POINT PERSPECTIVE - STEP BY STEP



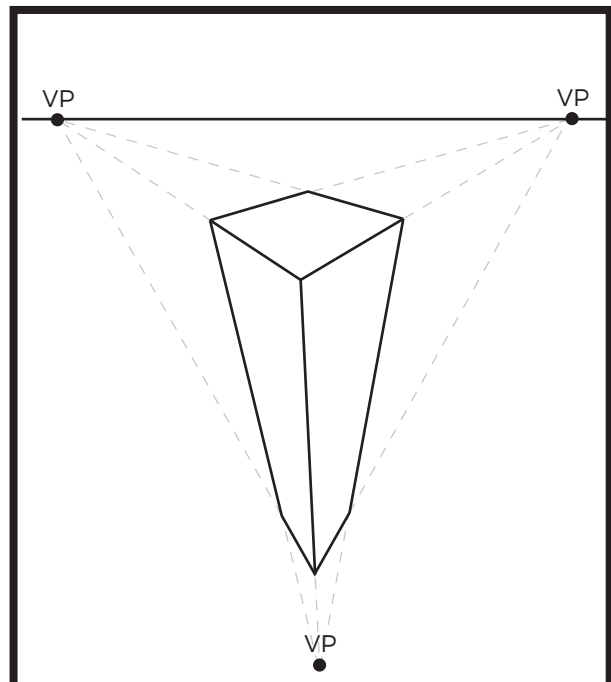
Draw orthogonals from the bottom of the box to each of the vanishing points.



Complete the verticals by connecting the back corners of the box to the lower vanishing point.



To render the top of the box, draw orthogonals from each of the top corners of the box to the opposite vanishing points, just like in 2-point perspective.



Complete the box. Erase your guidelines. Congrats, you've mastered 1, 2, and 3 point perspective! Not so scary, right?