One Point & Two Point Perspective

Subject- Building Design & Drawing

Prepared by

Mr.Nandkishor Chougule

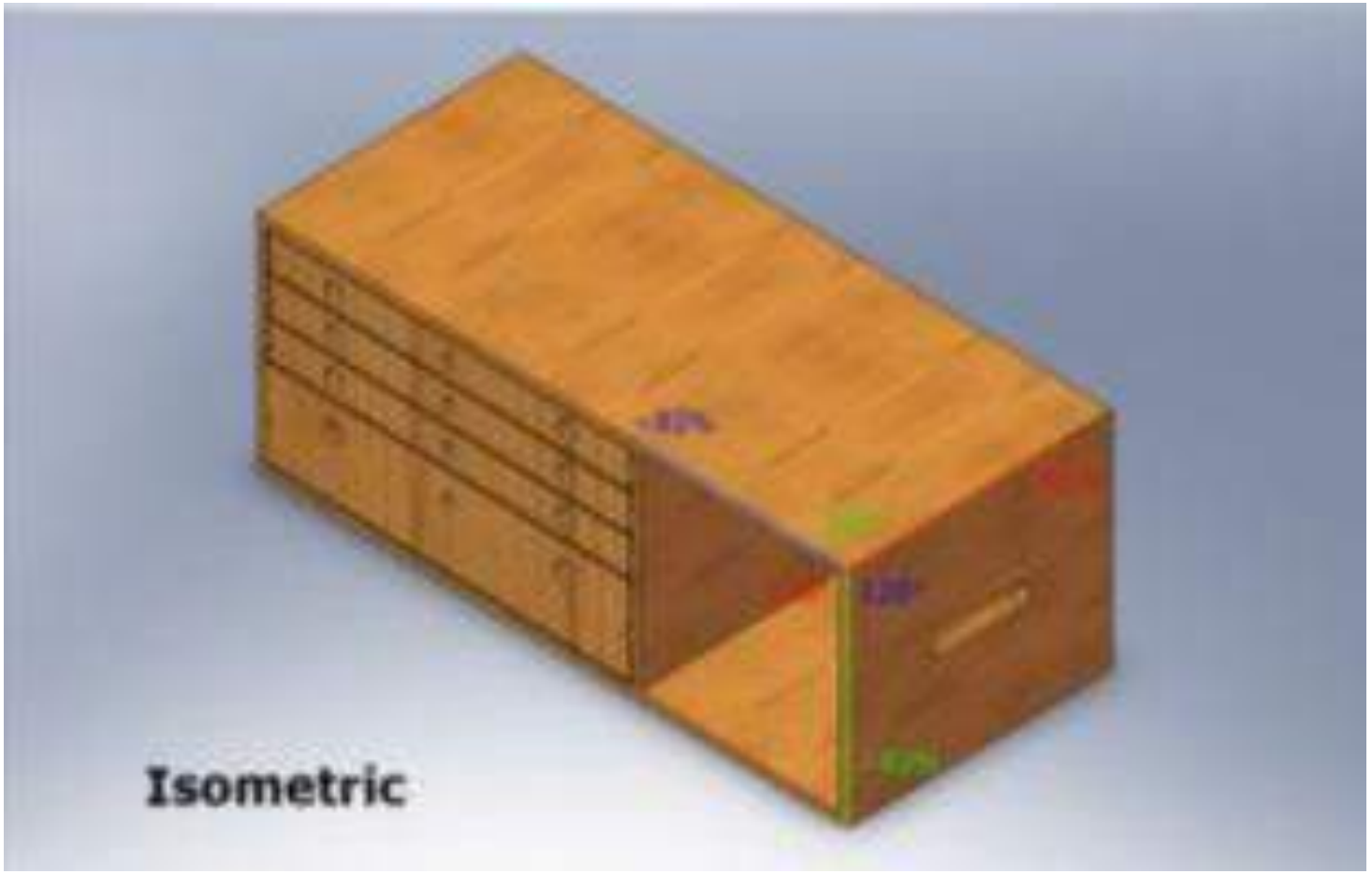
Assistant Professor

Department of Civil Engineering

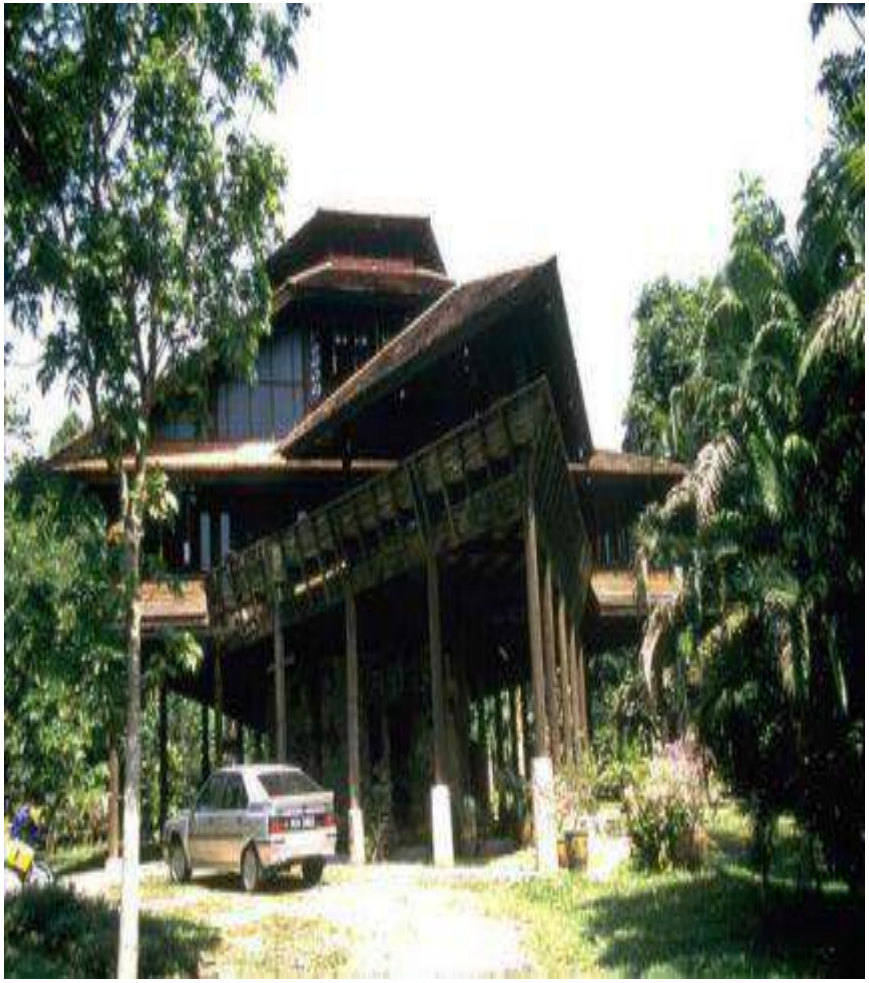
Perspective

“is an image as it is perceived by the eye”

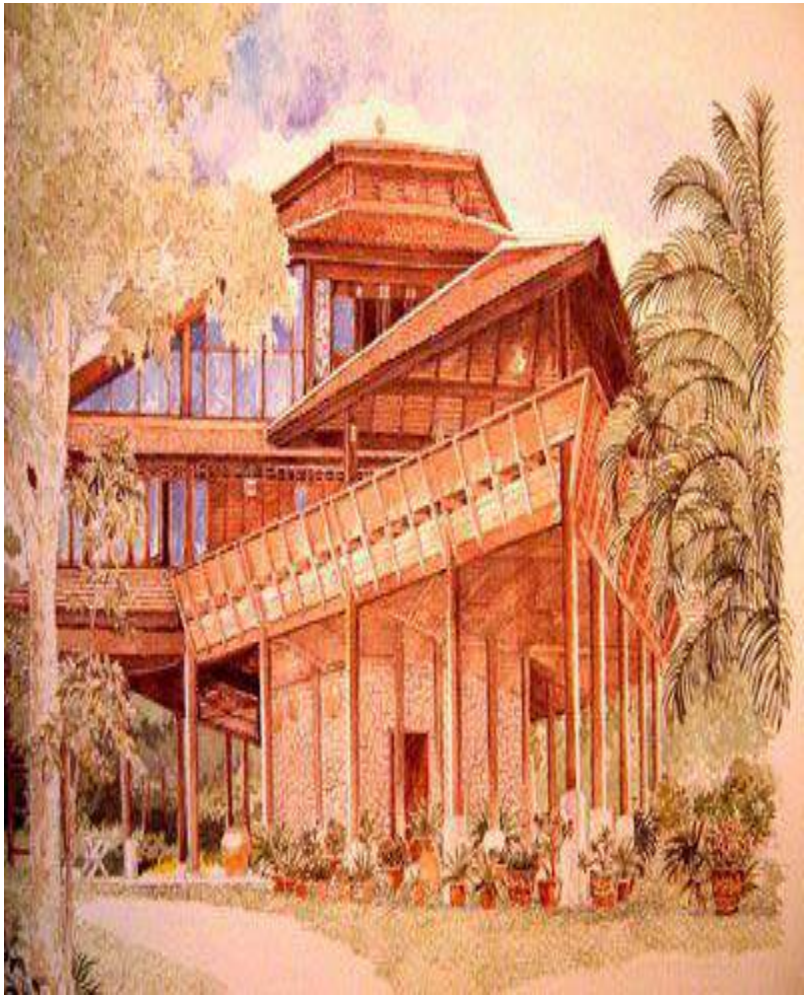
Not all three dimensional Drawings are perspectives



Real Photograph



Perspective view



TYPES OF PERSPECTIVE DRAWING:

1) One-point Perspective

2) Two-point Perspective

3) Three point perspective

..depends on the number of vanishing points in the perspective drawing

ONE-POINT

PERSPECTIVE’

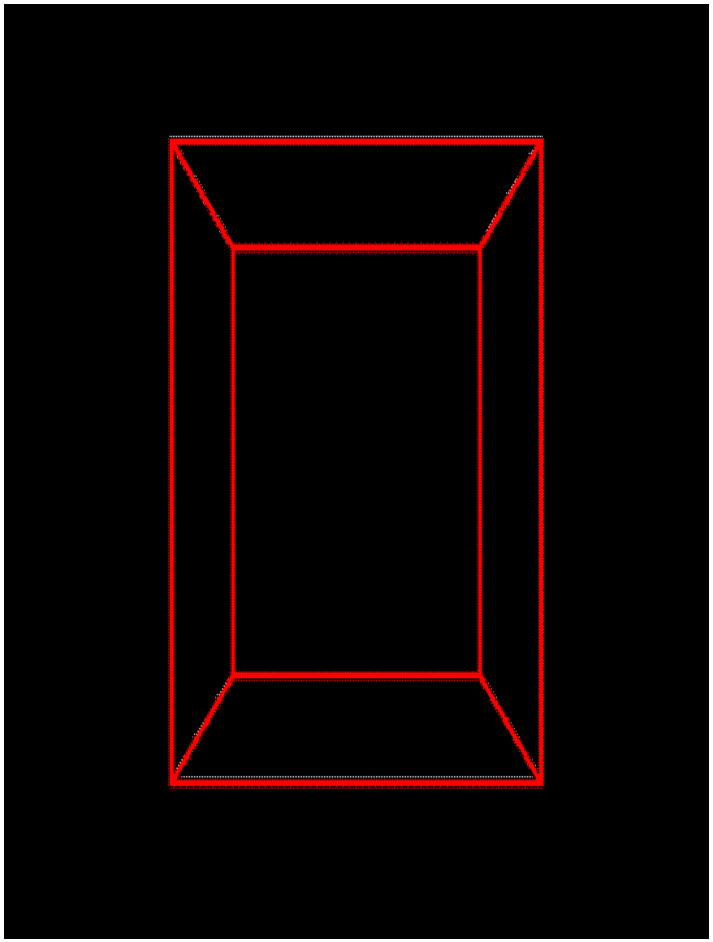
-used when one face of the object is

perpendicular to the line of our sight/view

-Picture plane is parallel to two sets of lines out of three sets and these lines appears truly horizontal or vertical

-Only one vanishing point

One point perspective



‘TWO-POINT

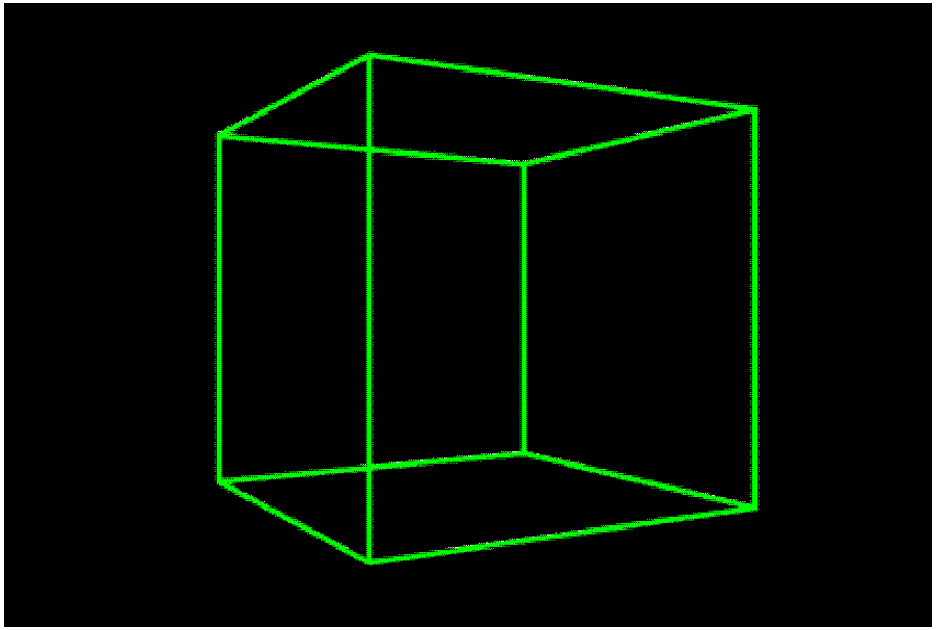
PERSPECTIVE’

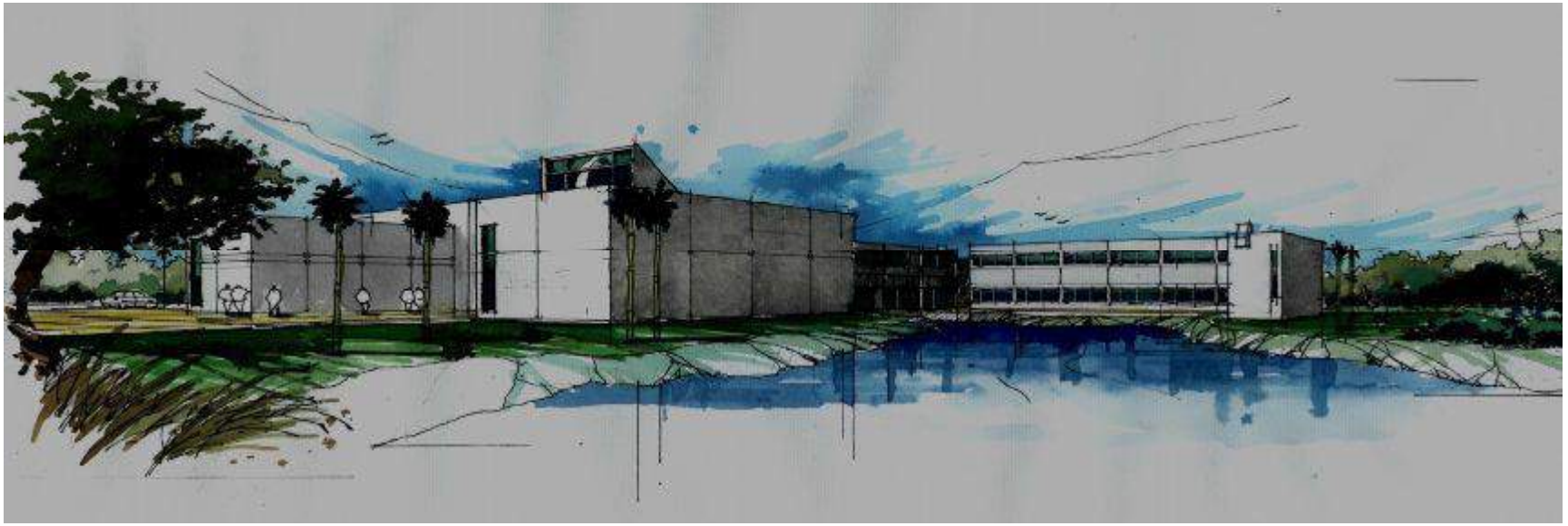
-used when an object is not directly facing

-Two vanishing points

-Picture plane is parallel to only one set of parallel lines out of three sets

Two Point perspective





‘THREE-POINT

PERSPECTIVE’

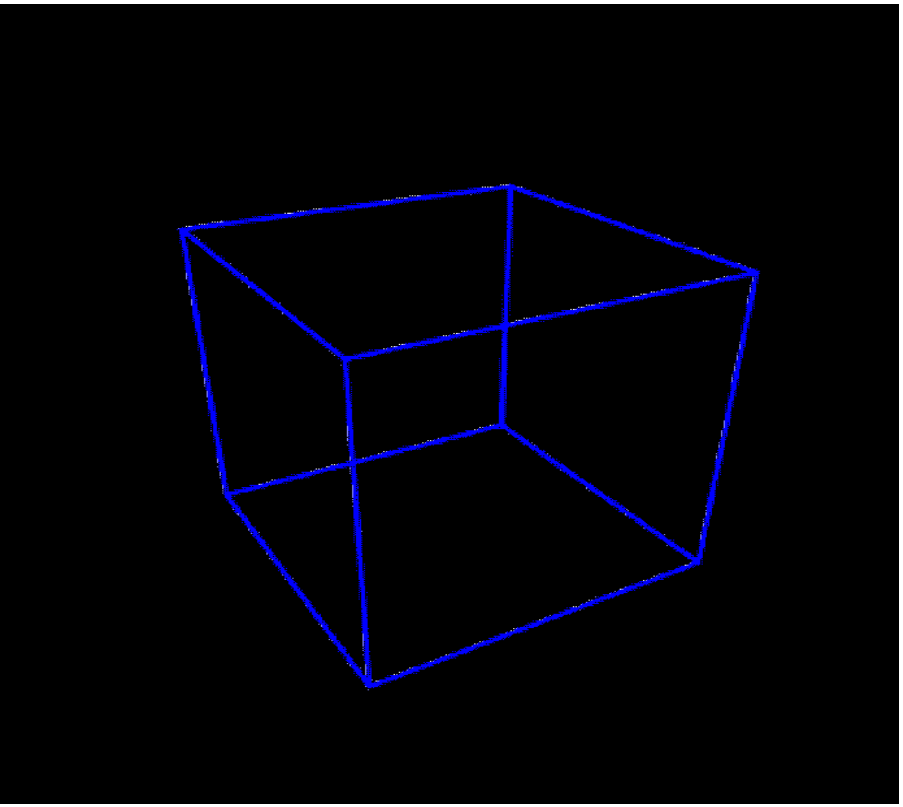
-used for buildings seen from above

(bird’s eye view) or below (worm’s

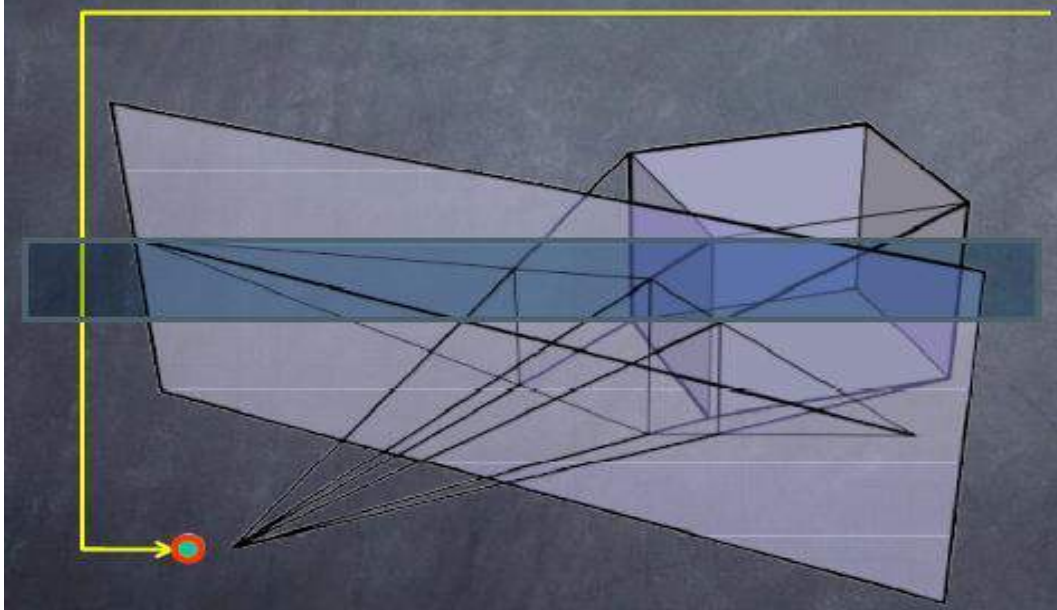
eye view)

-Picture plane is tilted and not parallel to any of the principle lines

Three point Perspective

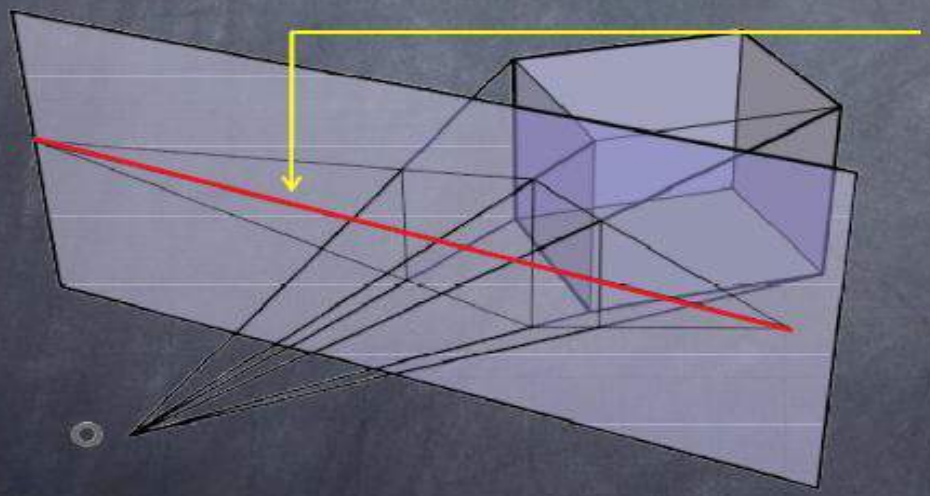


fundamental:



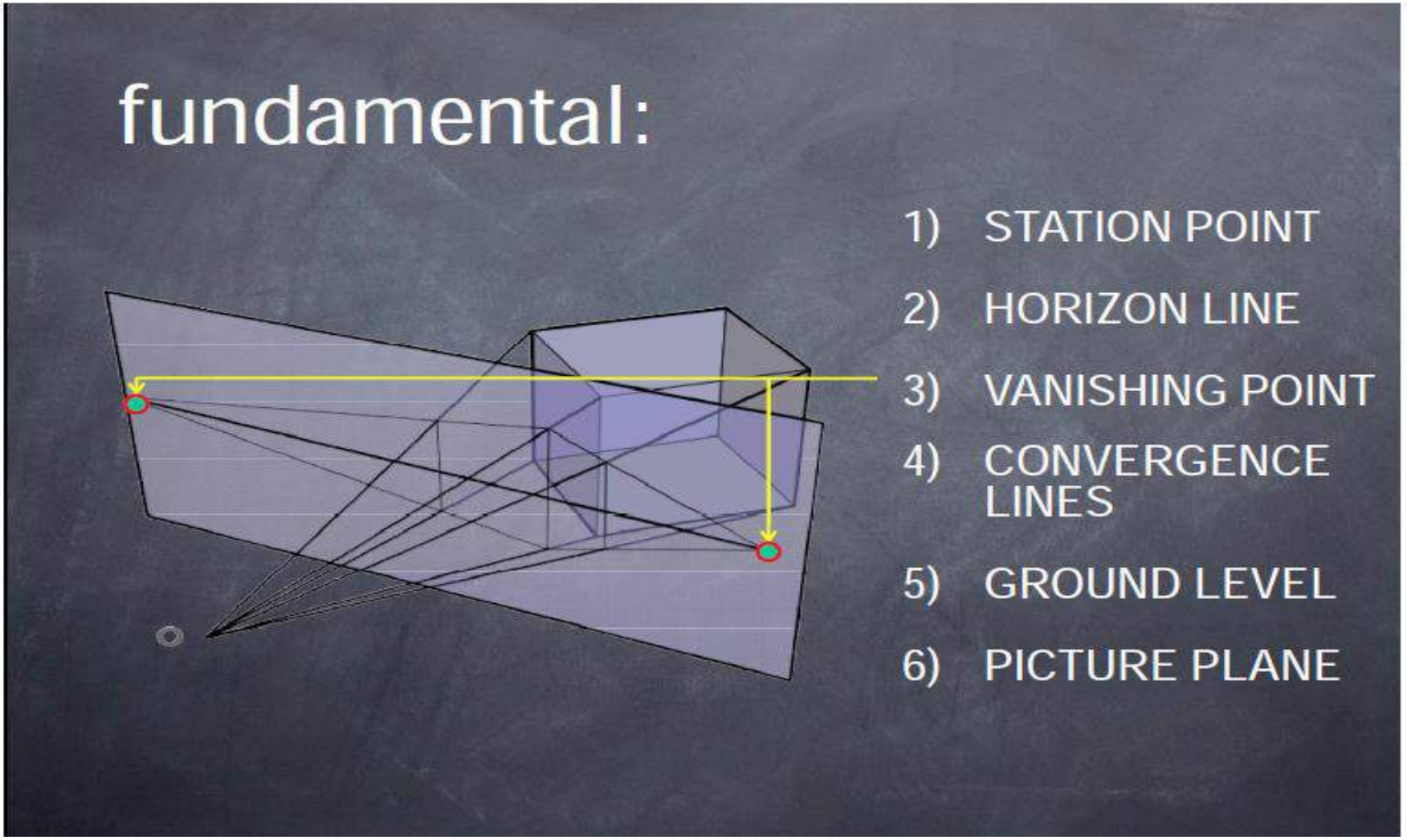
1) STATION POINT
2) HORIZON LINE
3) VANISHING POINT
4) CONVERGENCE LINES
5) GROUND LEVEL
6) PICTURE PLANE

fundamental:

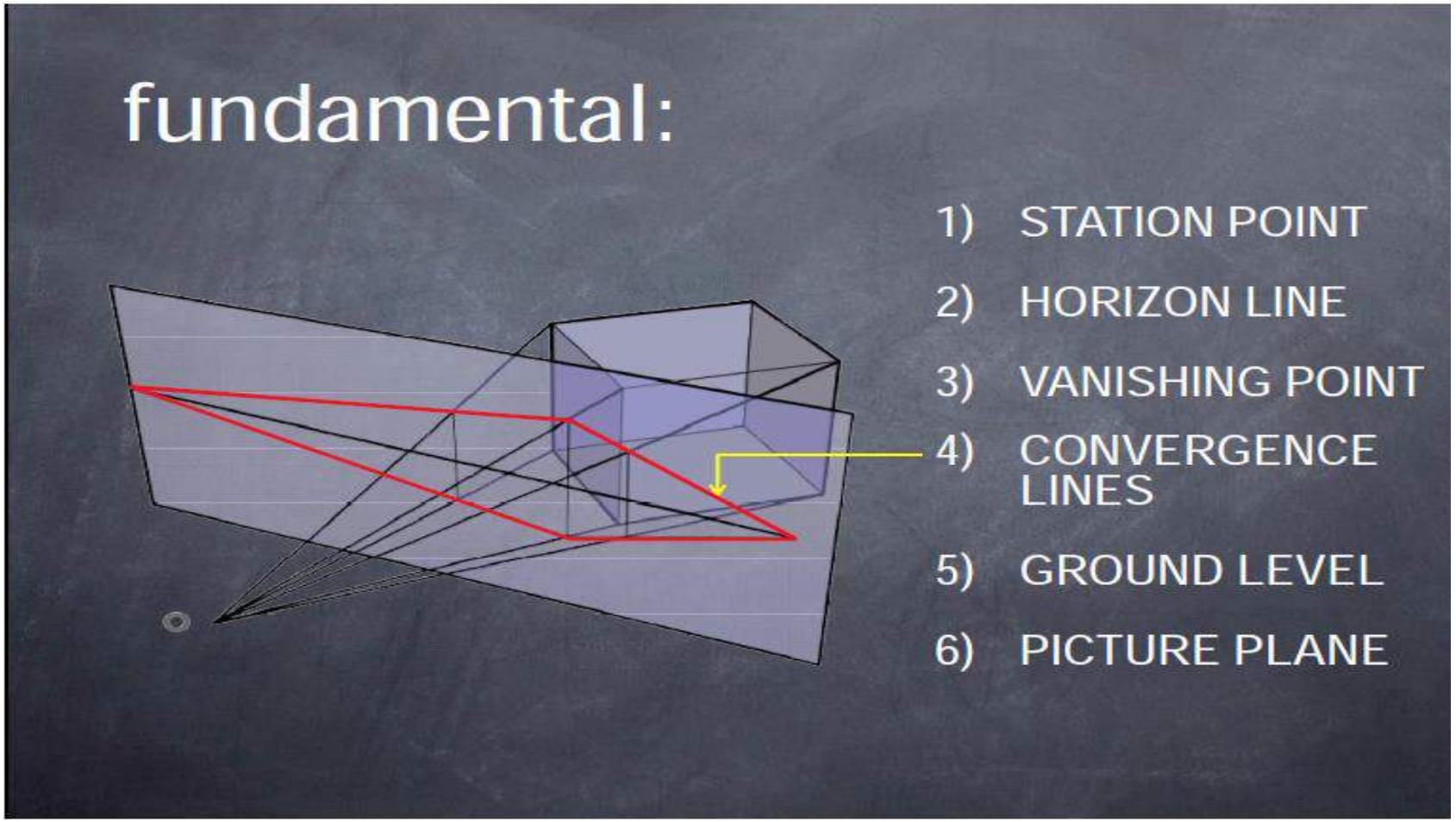


1) STATION POINT
2) HORIZON LINE
3) VANISHING POINT
4) CONVERGENCE LINES
5) GROUND LEVEL
6) PICTURE PLANE

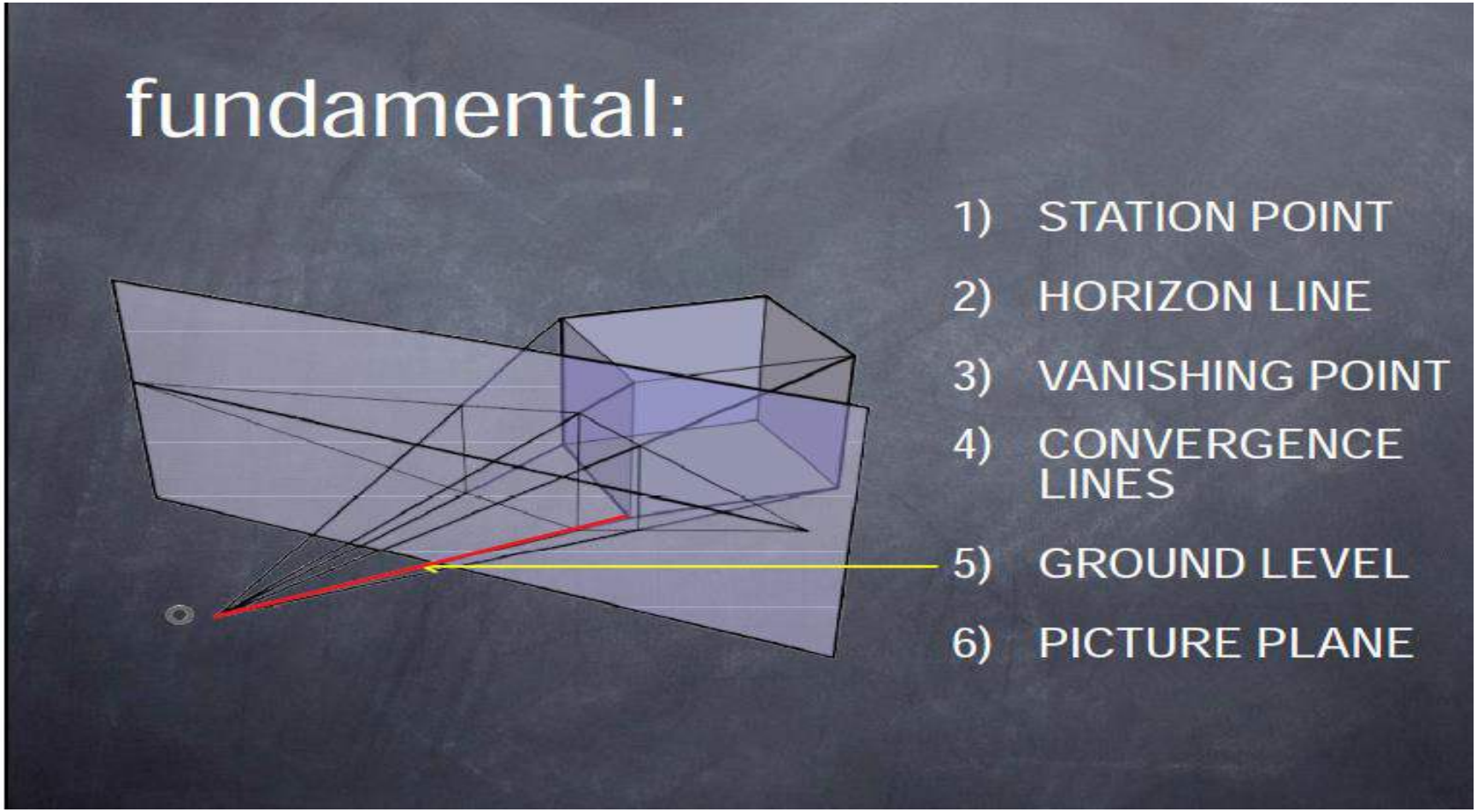
It is an imaginary point situated at infinite distance from station point



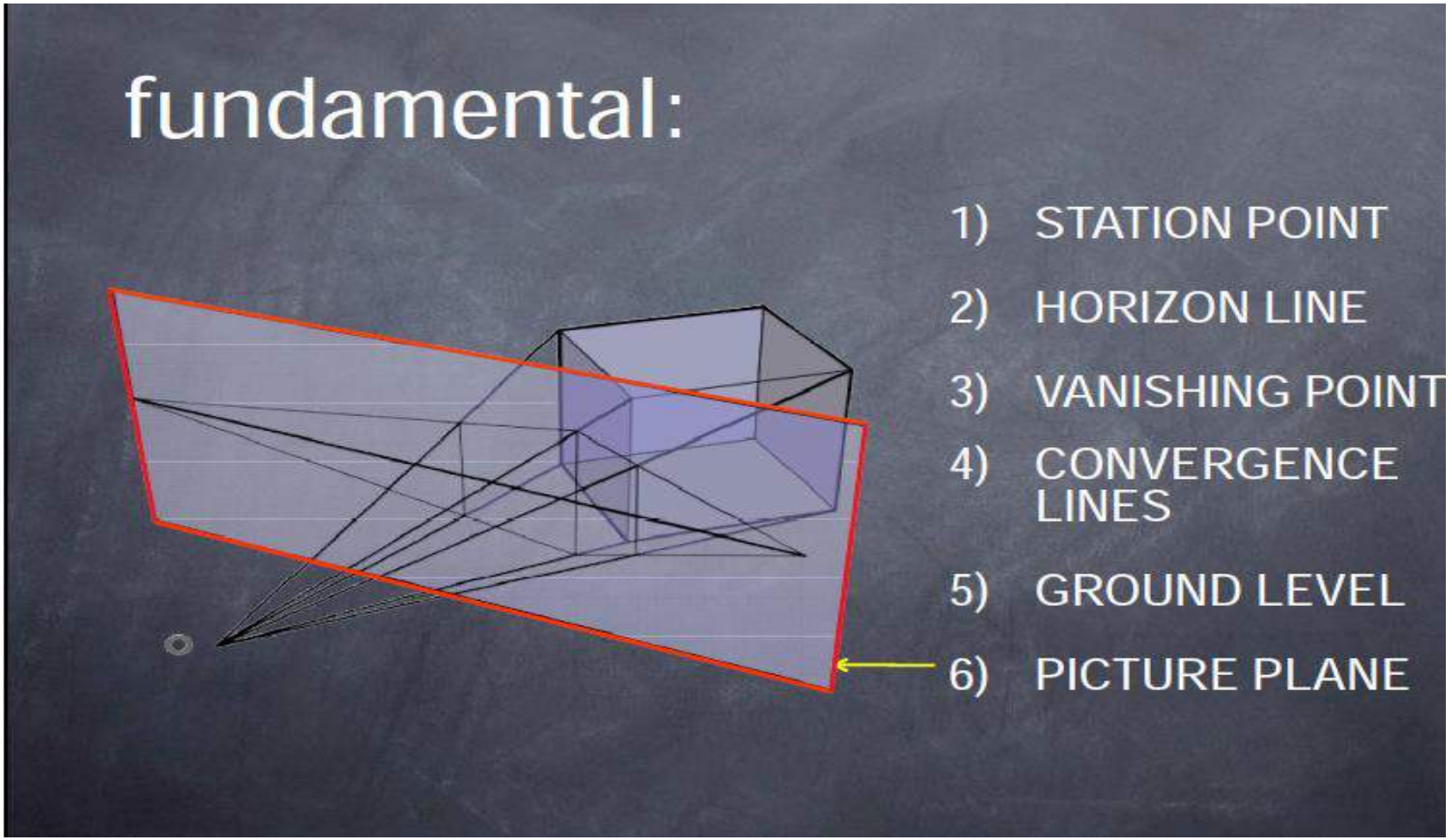
The line drawn from vanishing point to develop the object



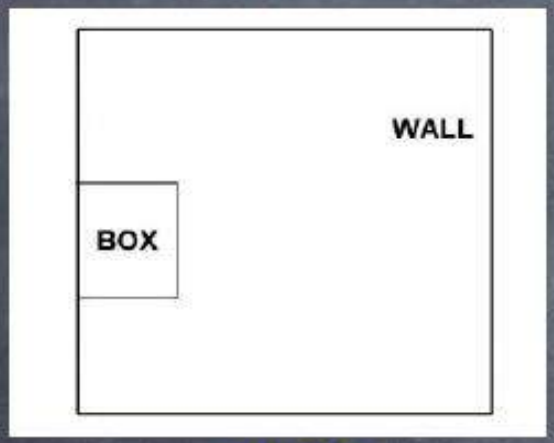
Horizontal plane on which object is assumed to be situated is called as Ground plane



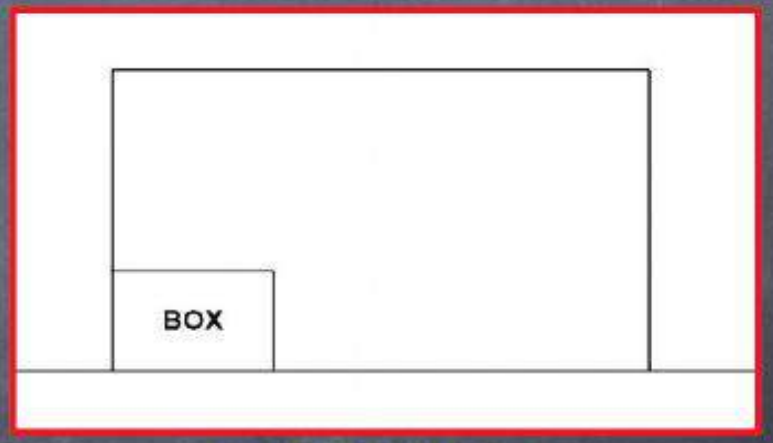
Imagery plane on which object is going to developed



DRAWING ONE-POINT PERSPECTIVE



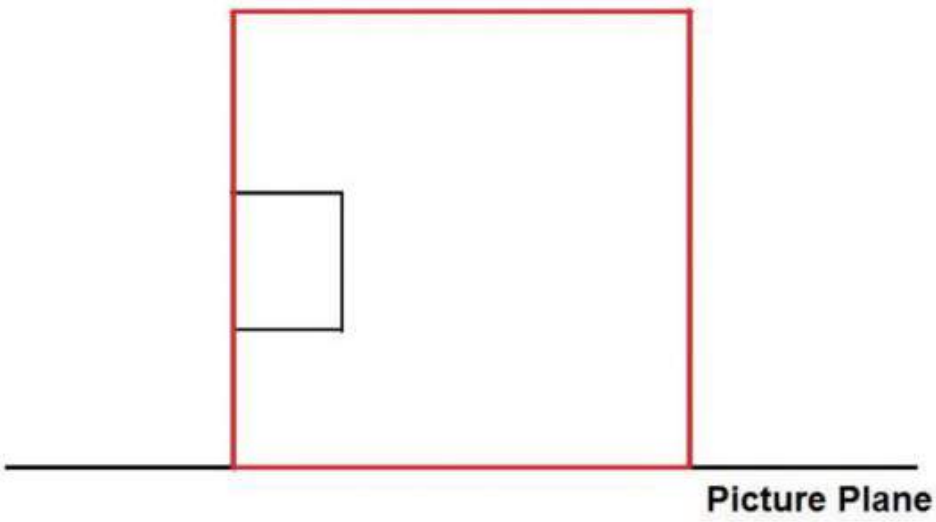
PLAN



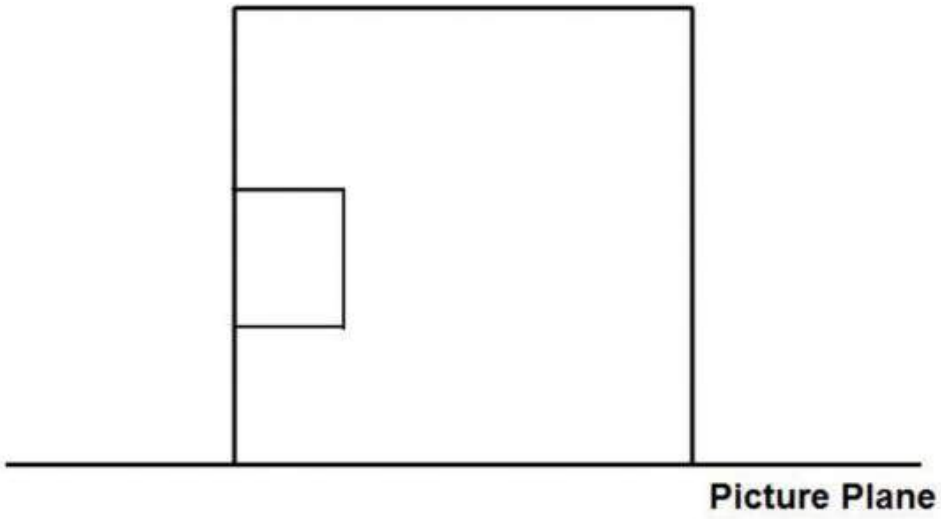
ELEVATION

1) Draw the Picture Plane

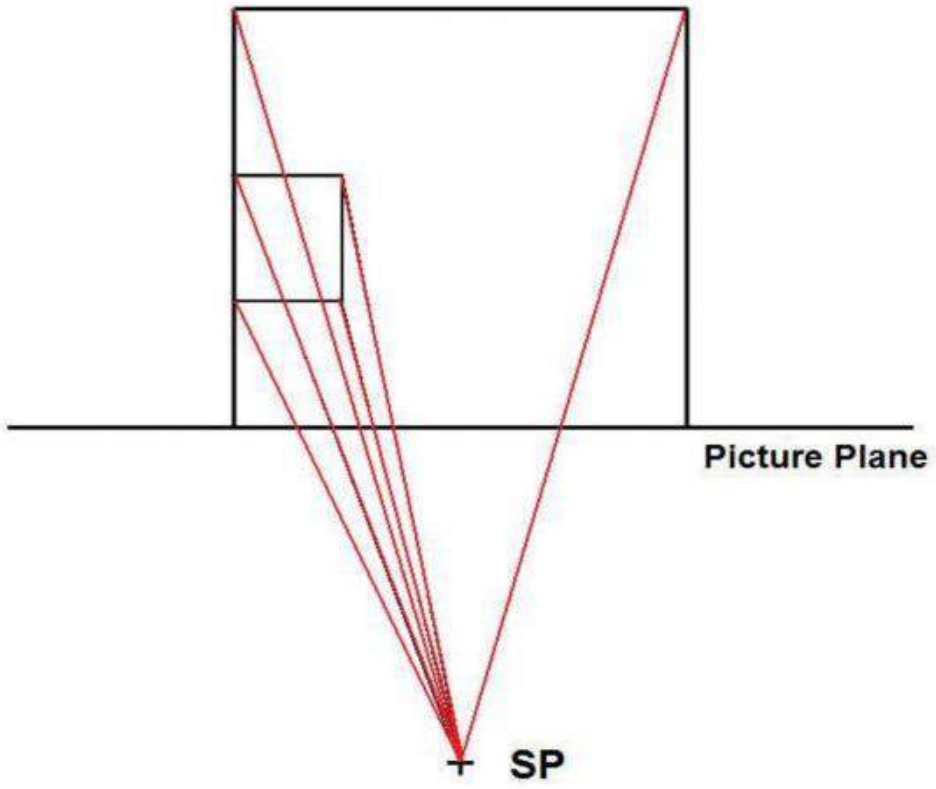
2) Put the Plan on the Picture Plane



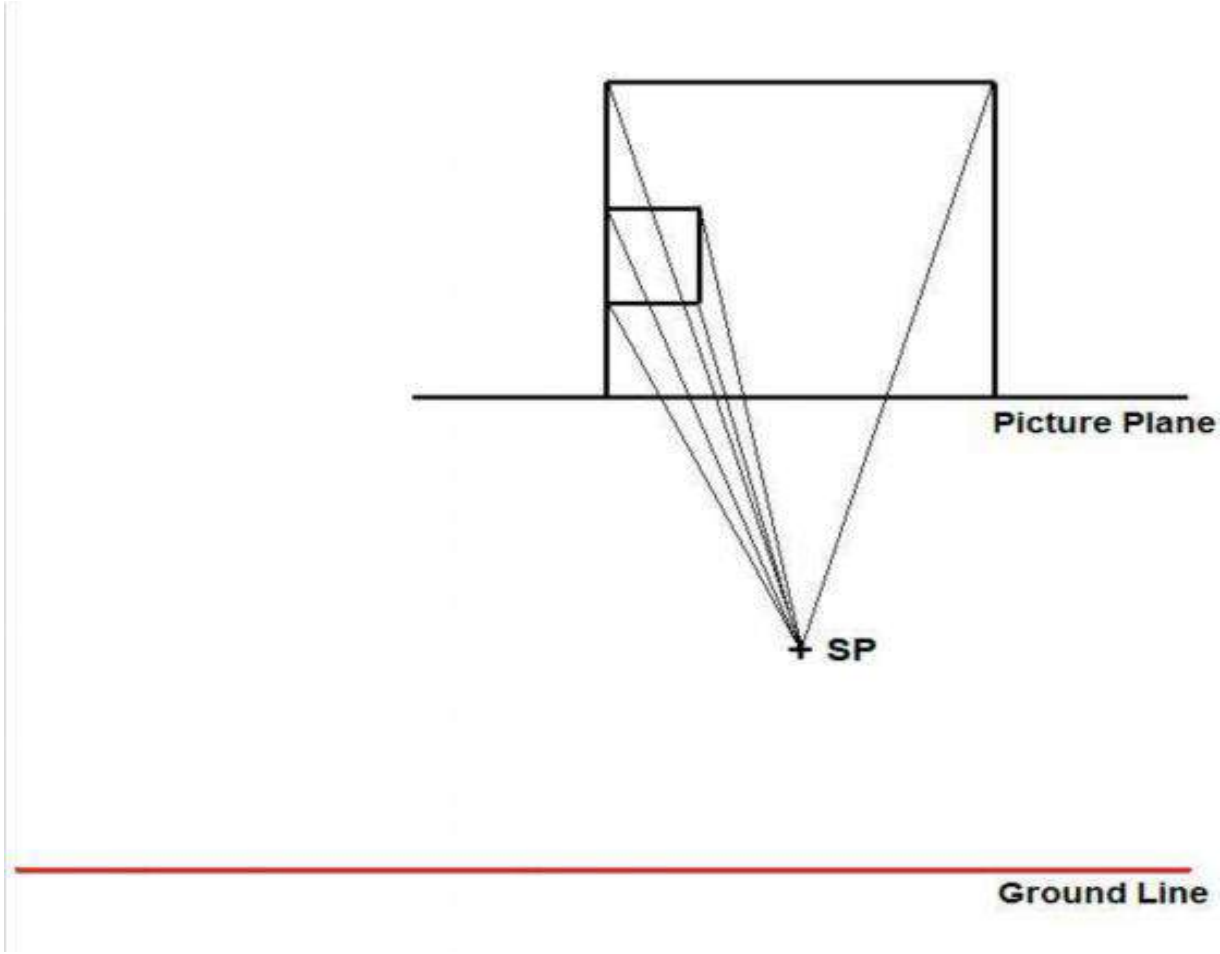
3) Decide the Station Point (SP)



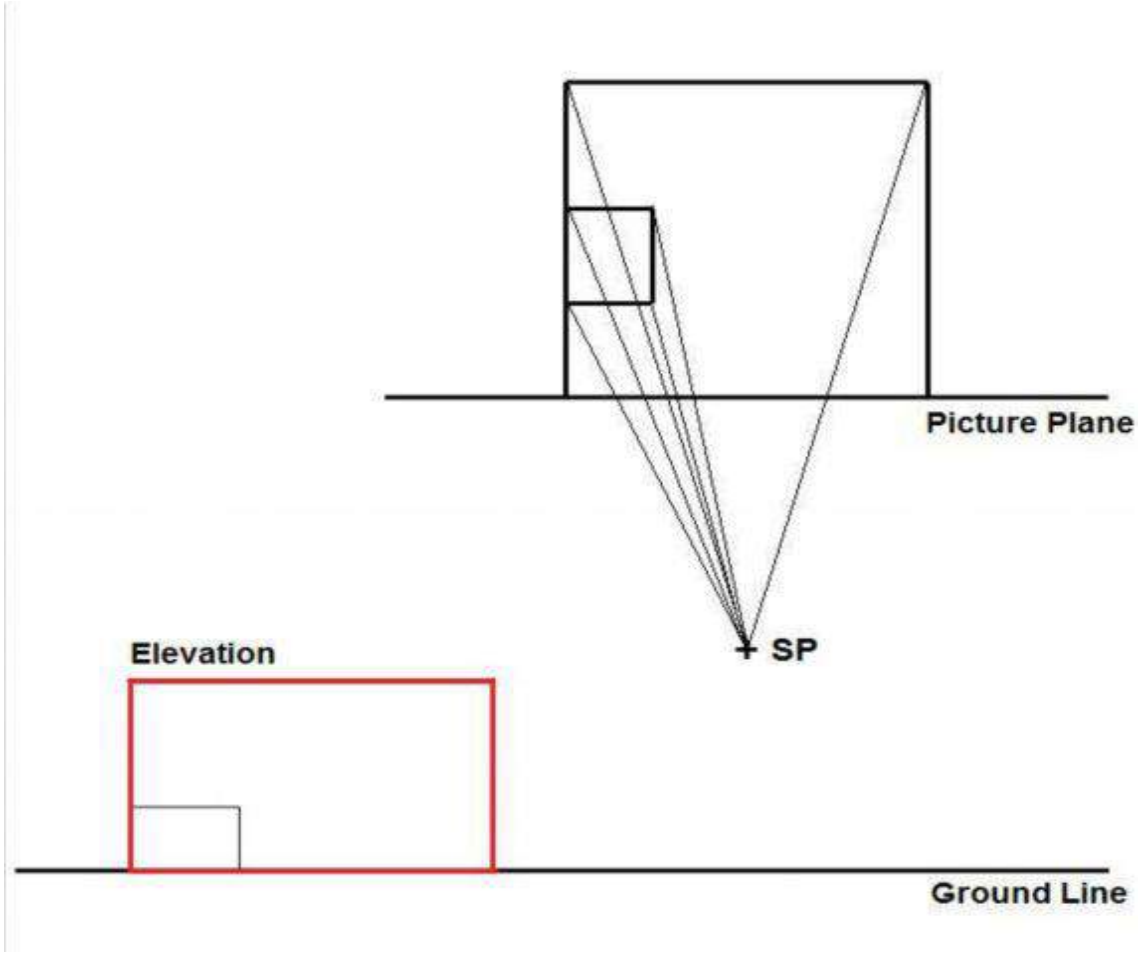
4) Draw the lines from every corner of the room & box to the Station Point (SP)



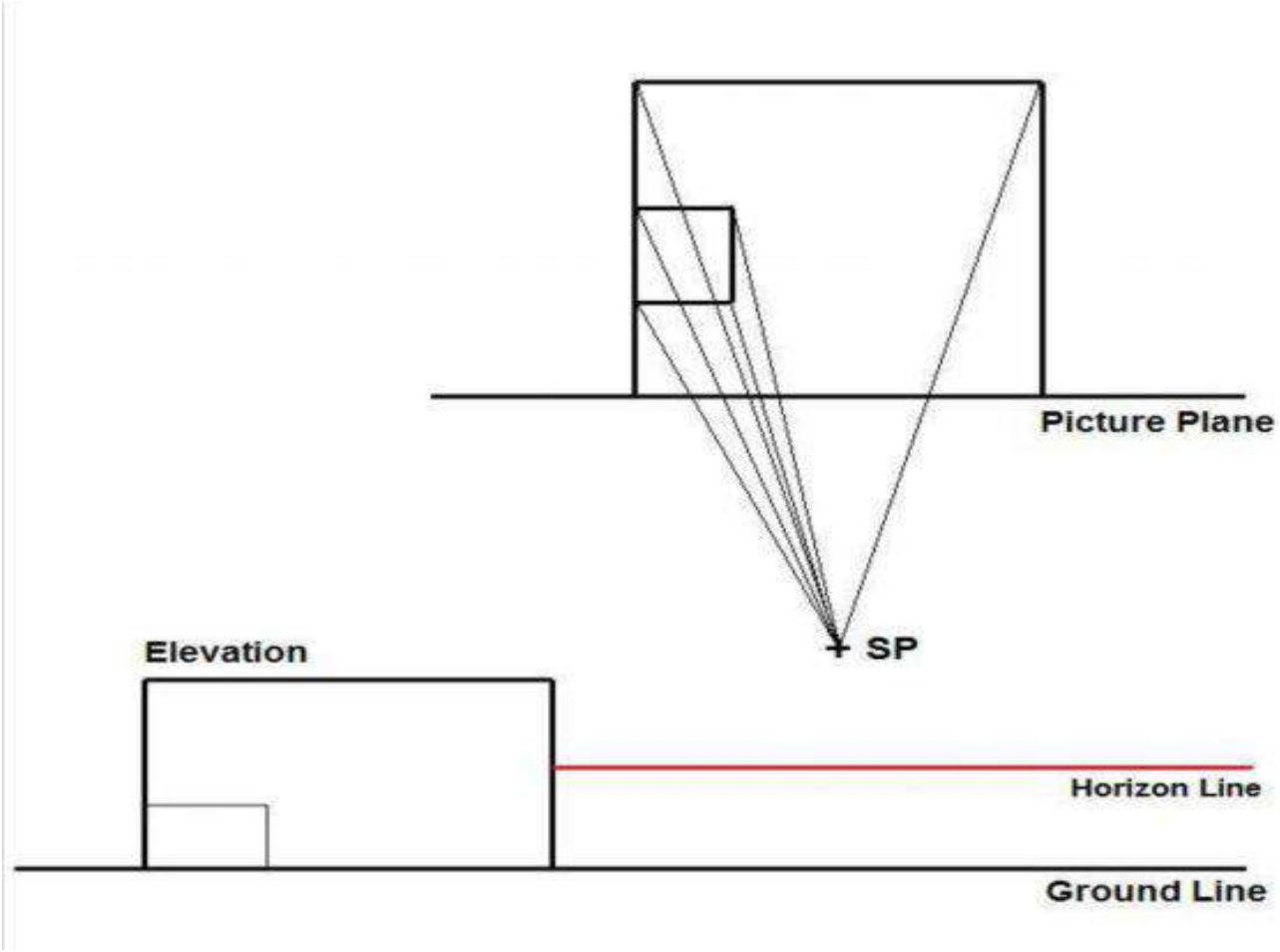
5) Draw the Ground Line below the Station Point (SP) level



6) Put the Elevation on Ground Line

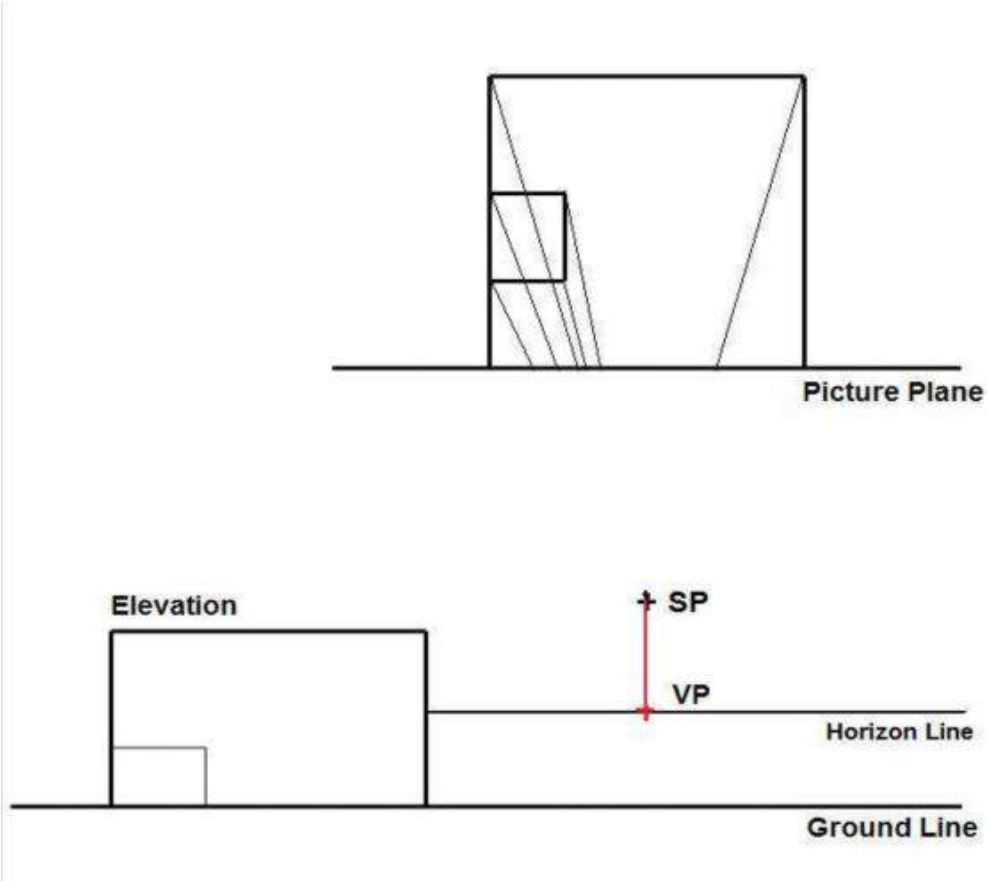


7) Draw the Horizon Line

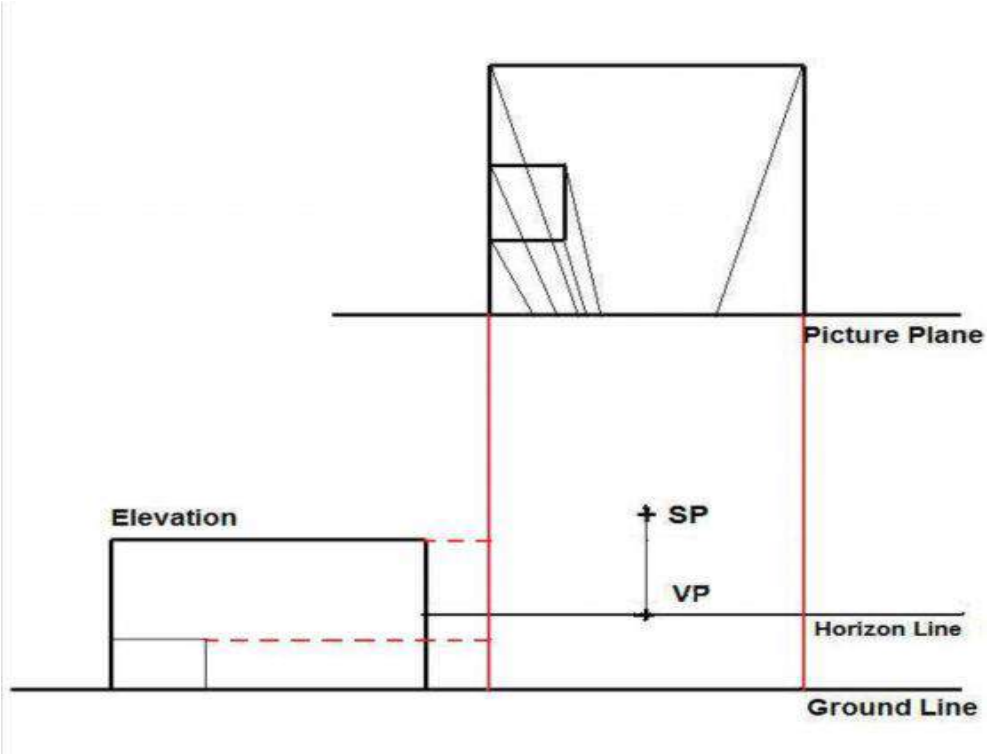


8) Draw the straight line from SP to Horizon

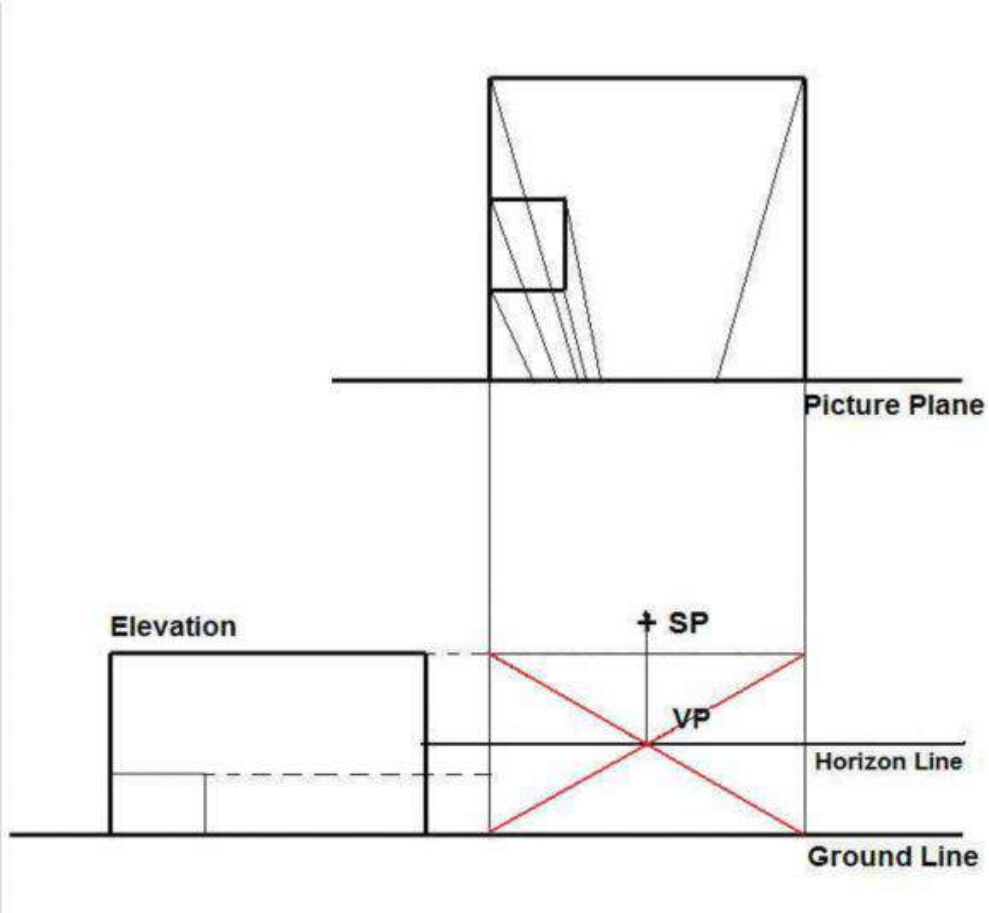
Line to determine the Vanishing Point (VP)



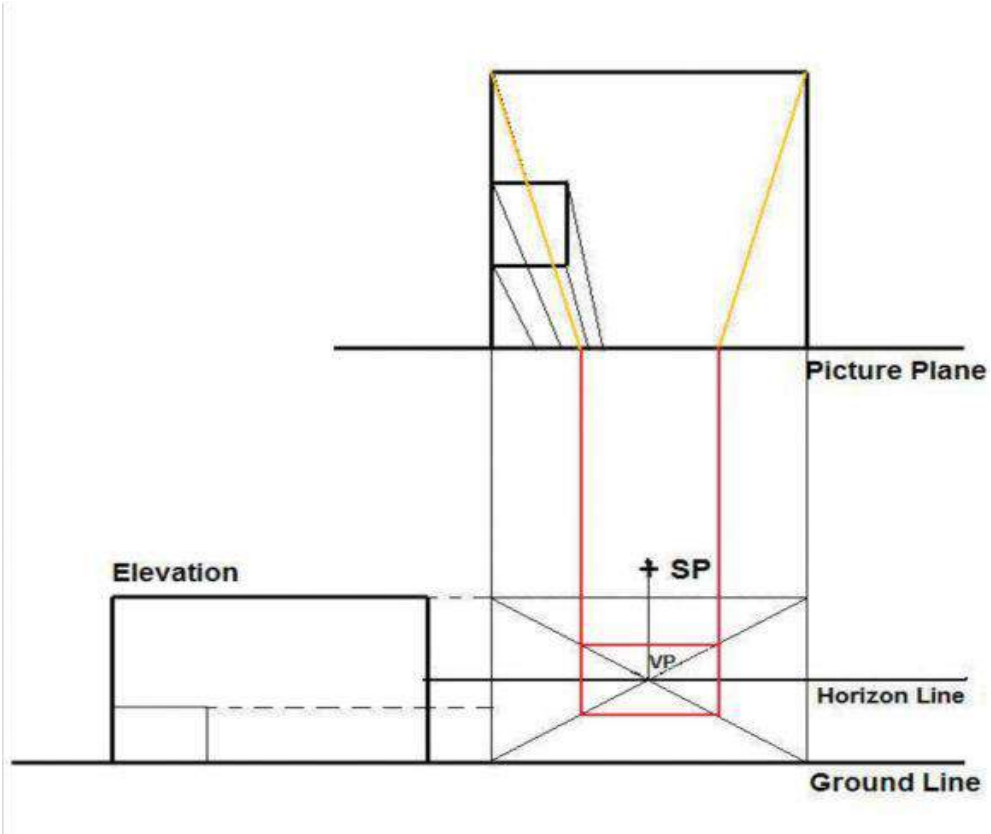
9) Draw the main lines from Picture Plane to Ground Line and find out the room & box's levels



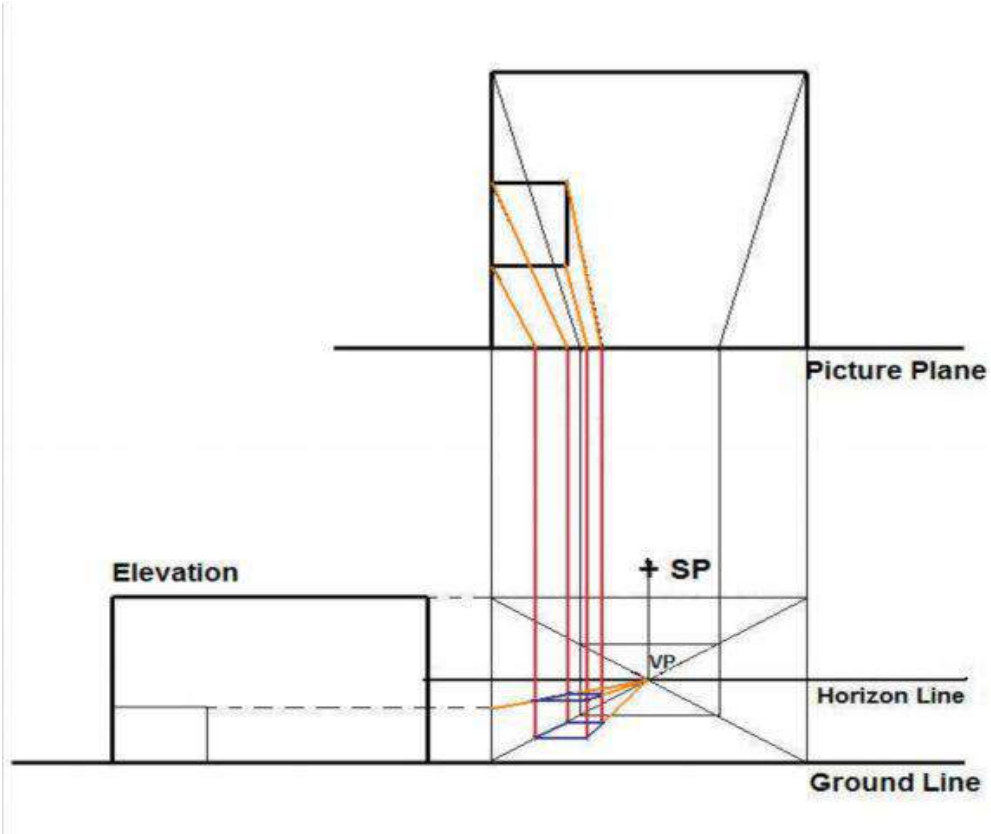
10) Draw the Convergence Lines from corners of the room to Vanishing Point



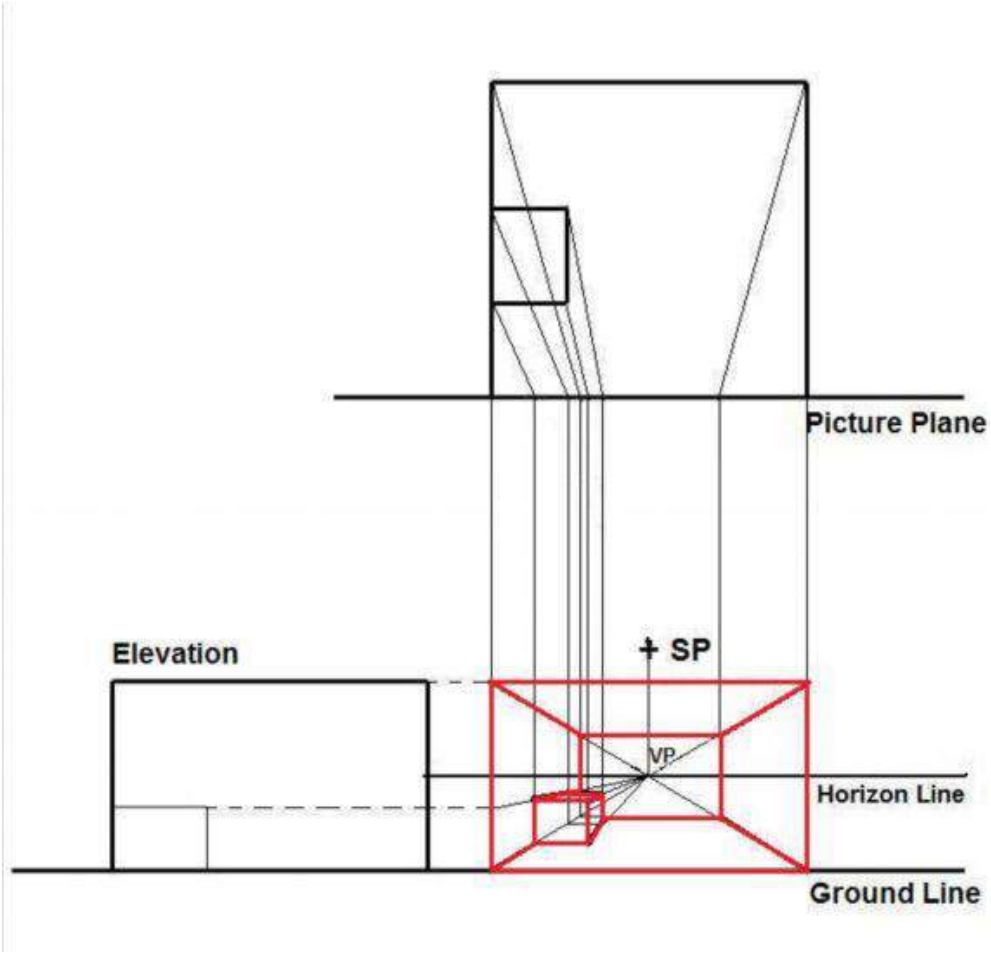
11) Draw the straight lines from Picture Plane (back corners of the room) to the Convergence Lines

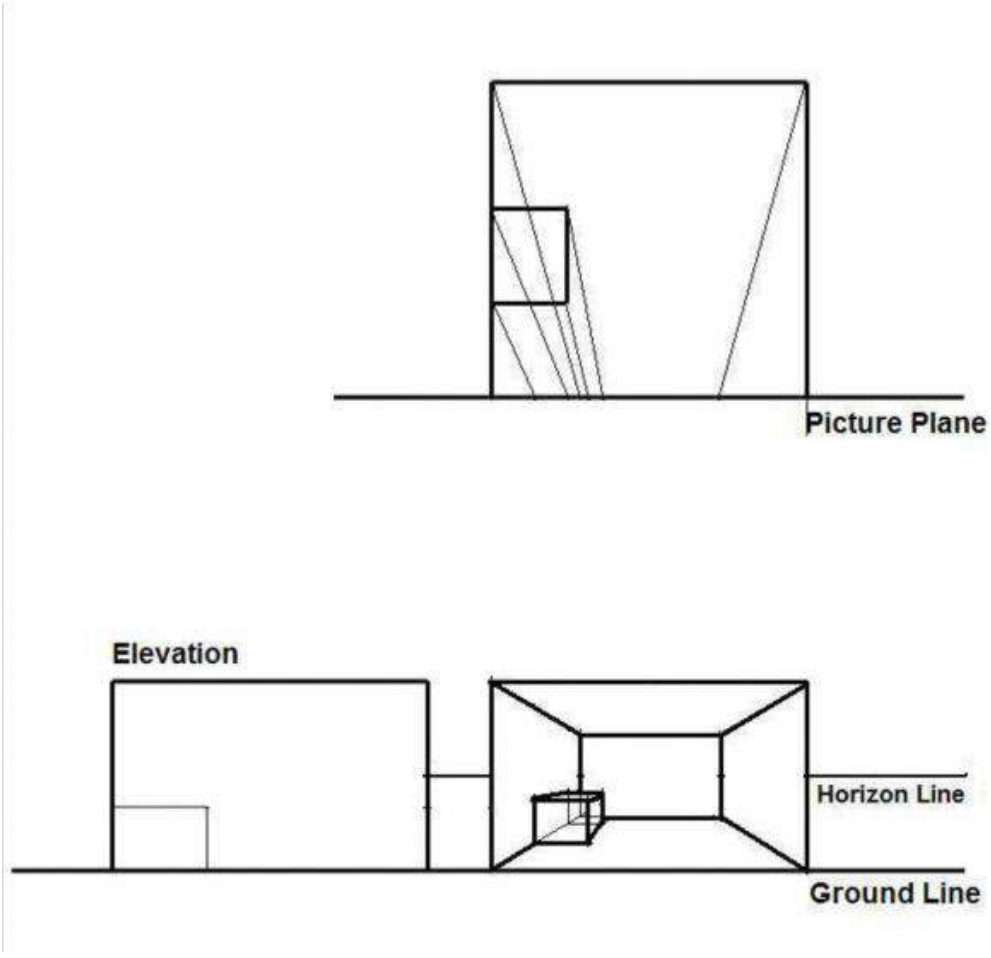


12) Draw the straight lines from Picture Plane (every corner of the box) to the Convergence Lines



13) Darken the Actual Lines of the room & box




Picture Plane
Elevation
Horizon Line
Ground Line