

Two-Point Perspective: Drawing a Building

Name: _____ Date: _____

LEARNING OBJECTIVE

Students will construct simple 3D forms using two-point perspective with two vanishing points.

MATERIALS NEEDED

- ruler
- pencil
- paper (larger size helpful)
- eraser

HANDS-ON ACTIVITY

1. Draw a horizon line across your paper and mark two vanishing points, one near each edge of the paper.
2. Draw one vertical line near the center of your paper to represent the nearest corner of a building.
3. From the top and bottom of that vertical line, lightly draw guideline lines out to both vanishing points, forming the top and bottom edges of two walls.
4. Draw two more vertical lines to close off each wall where the building should end, then add a roofline by connecting points back toward the vanishing points.
5. Add details, such as windows and a door, on both visible walls, making sure their edges also angle toward the correct vanishing point, and shade one wall darker to show which side faces away from the light.

QUESTIONS

1. **How many vanishing points does two-point perspective use, and where are they typically placed?**
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2. **Why must window and door lines on a two-point perspective building also angle toward a vanishing point?**
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3. **What is the only line in your drawing that should be perfectly vertical, not angled toward a vanishing point?**

4. Which of your two walls did you shade darker, and why did that choice make sense given your light source?
