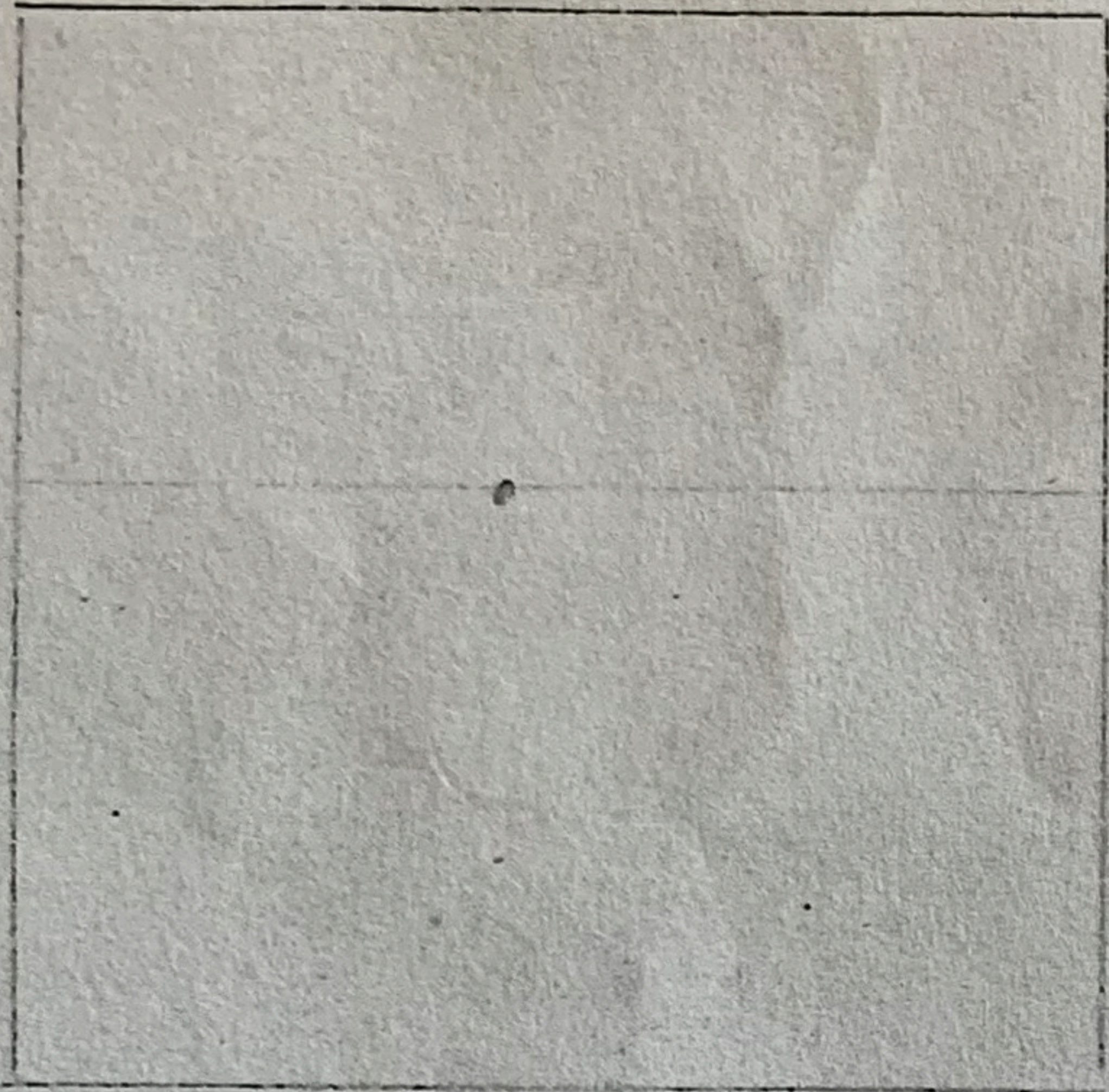
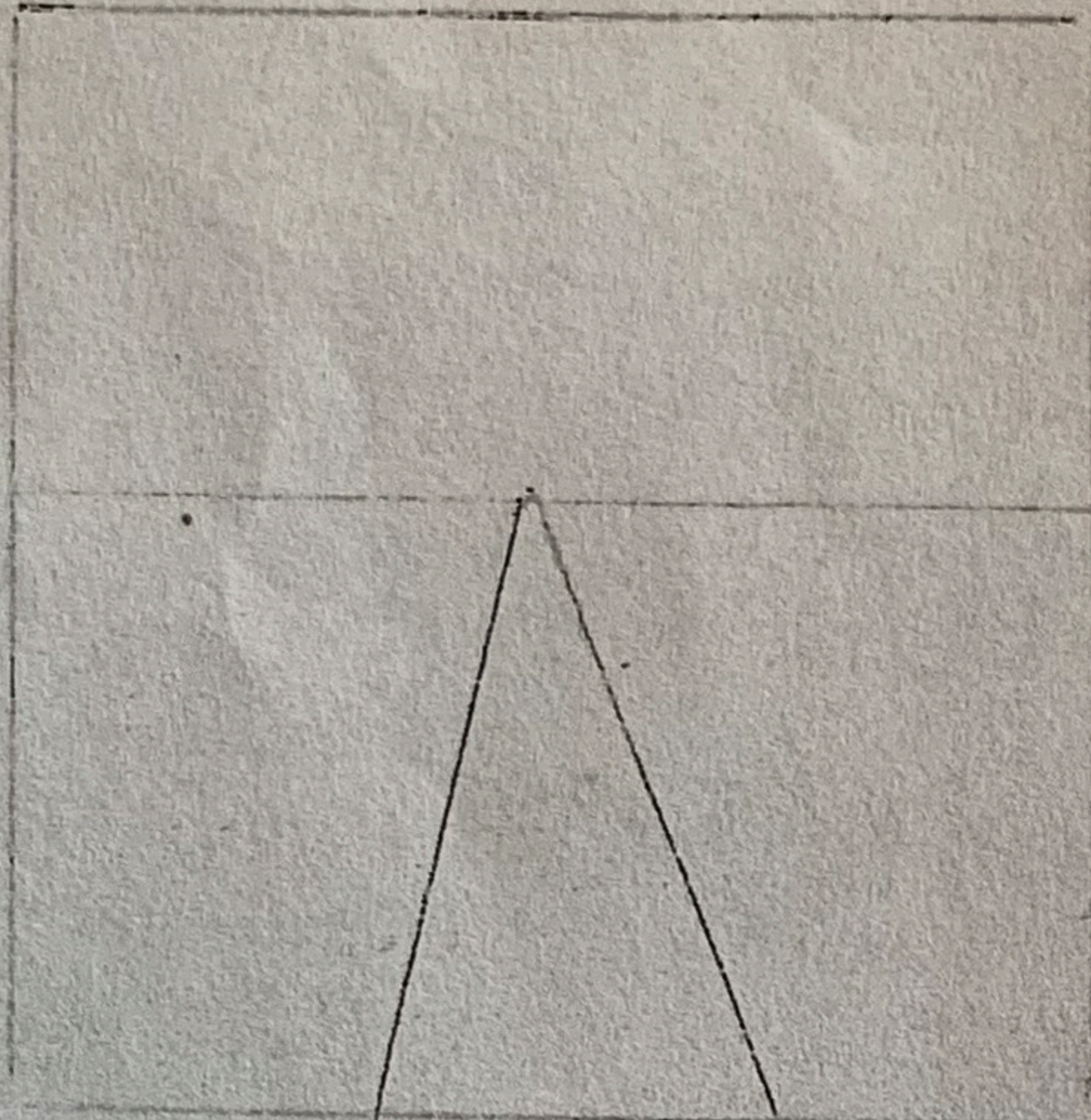


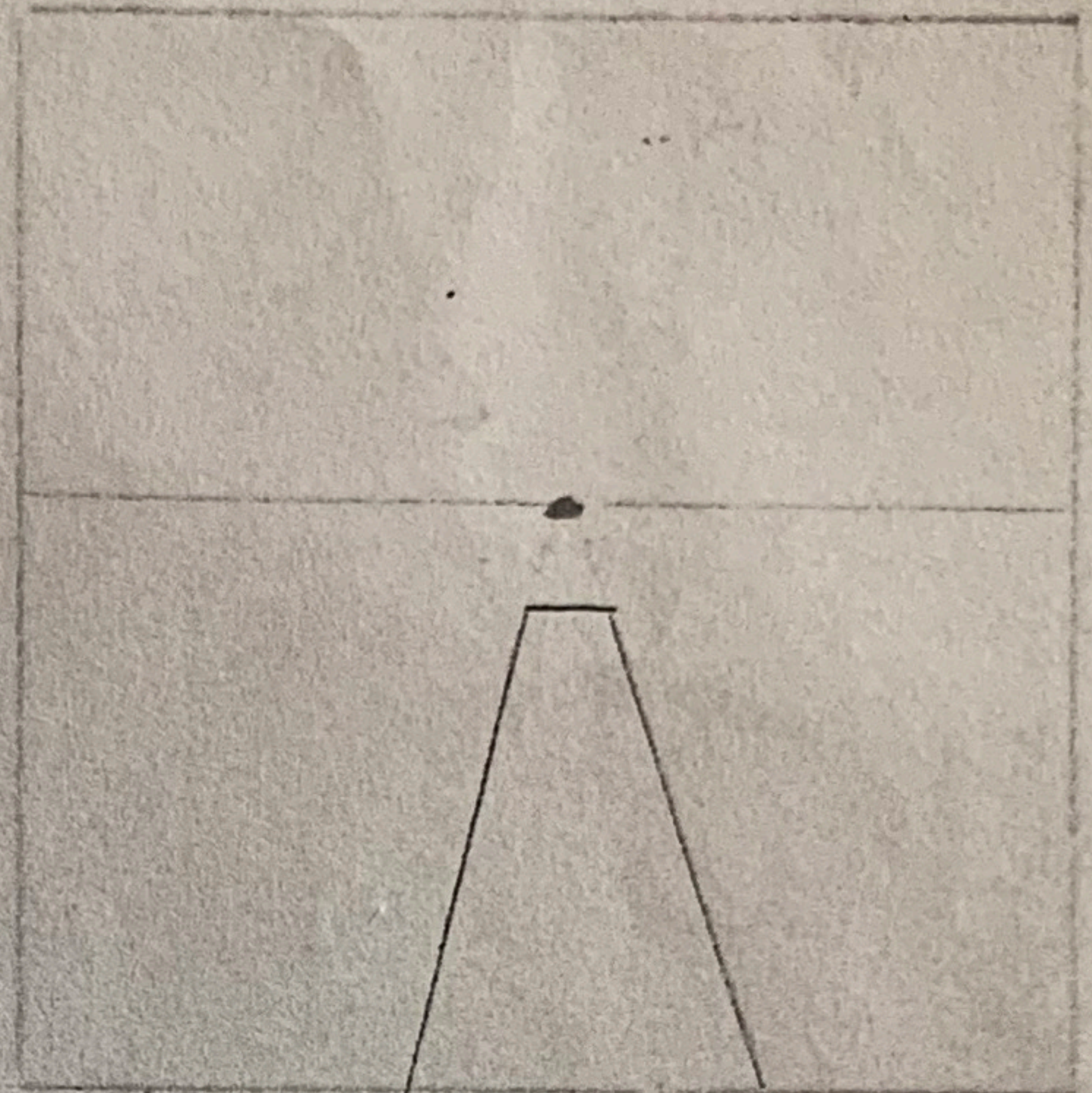
One-Point Perspective "Looking Up" ①



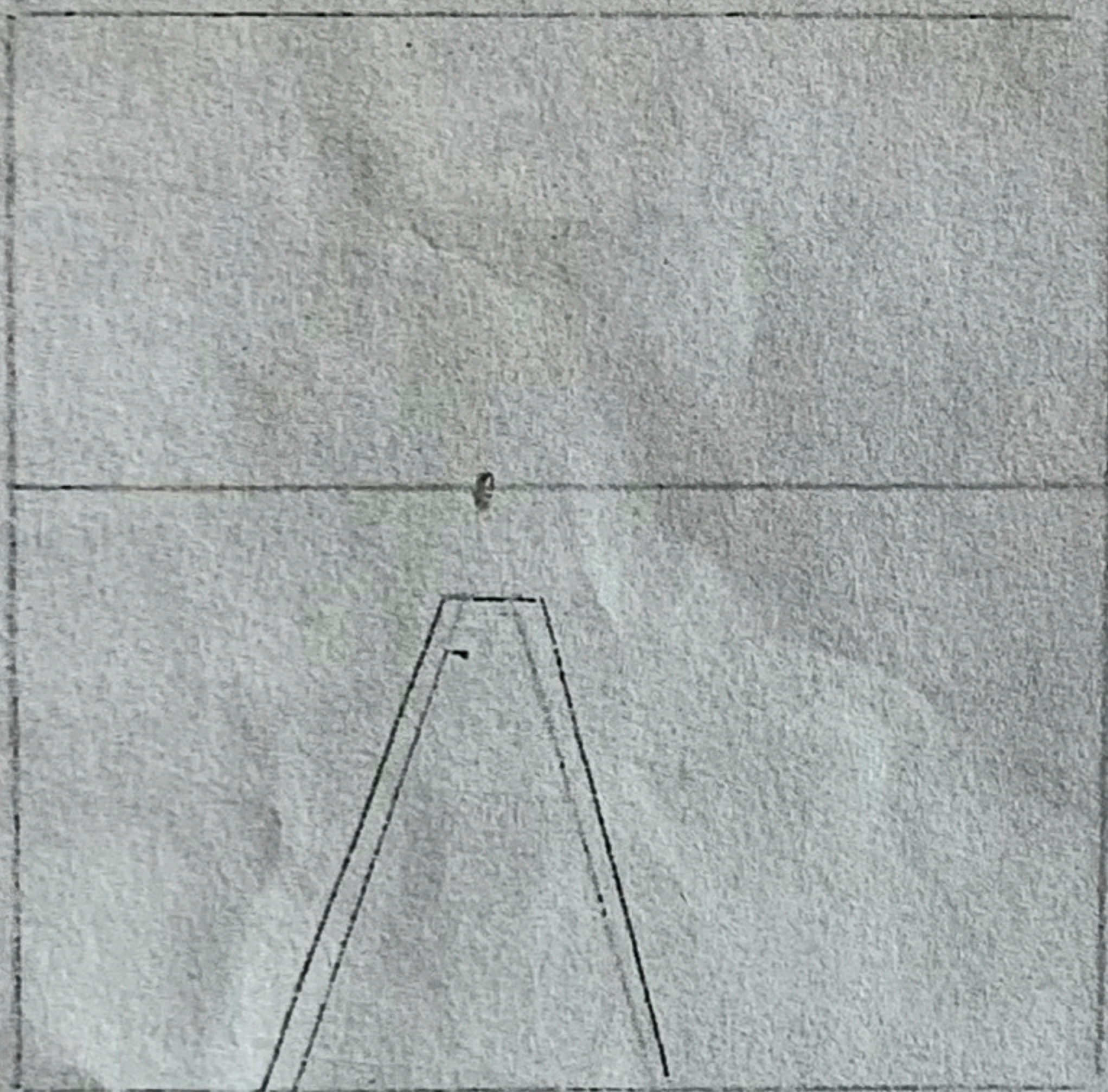
Turn paper long way and create horizon line and vanishing point



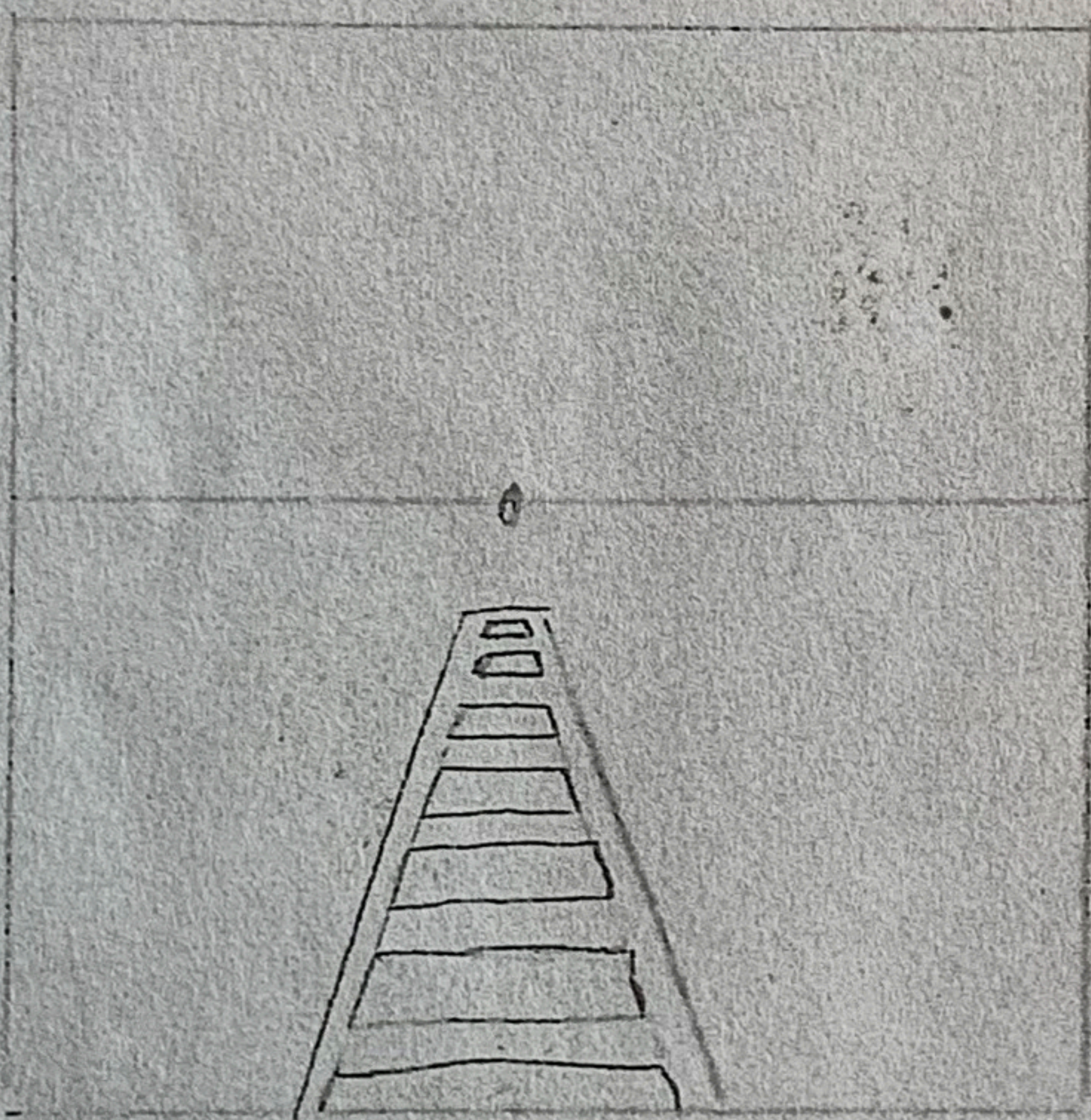
Draw a triangle connected to the vanishing point



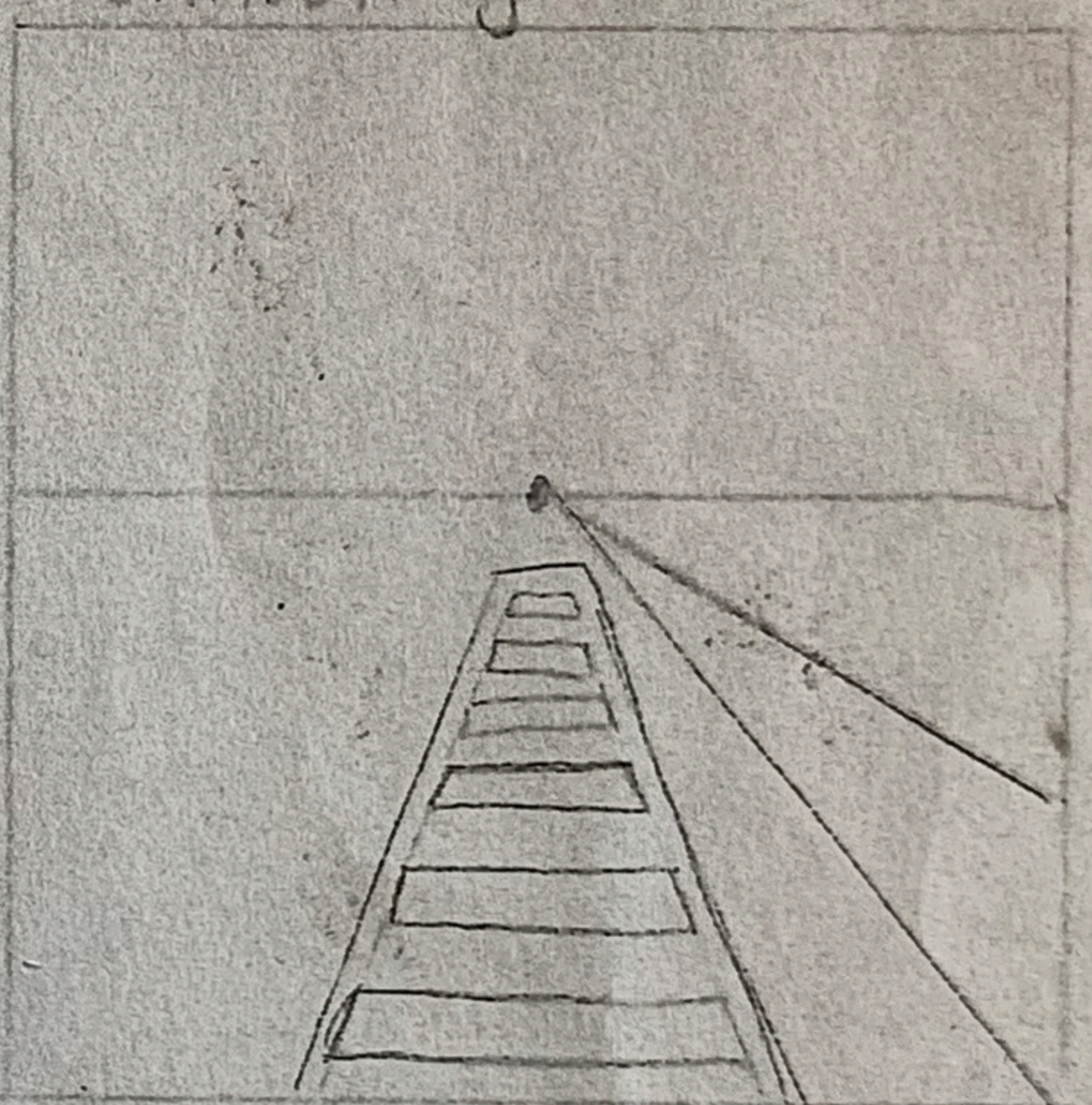
Draw a line PARALLEL to the horizon line at the top of your triangle. Erase connecting lines



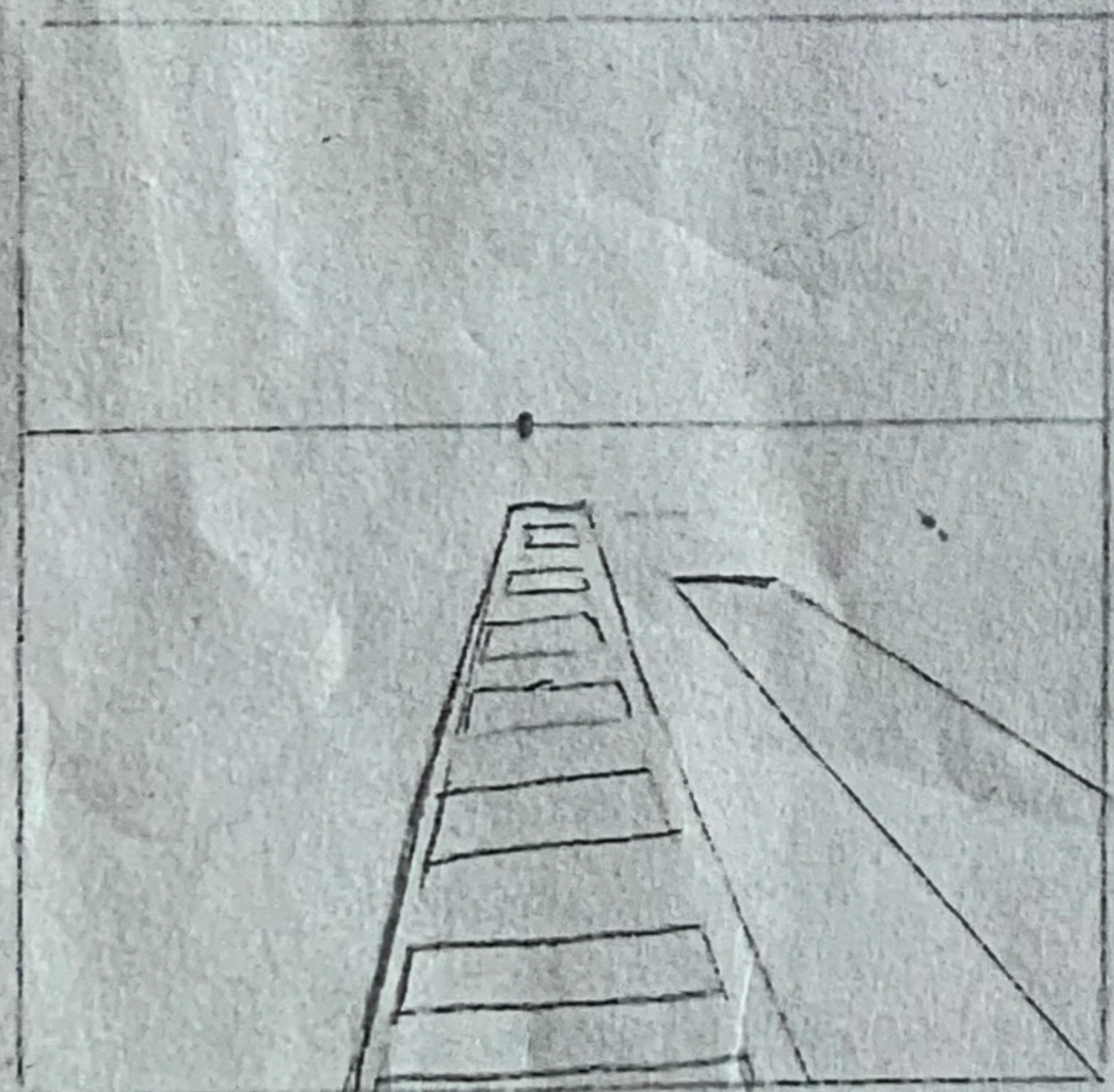
WINDOWS: Draw guidelines inside building connected to VANISHING POINT



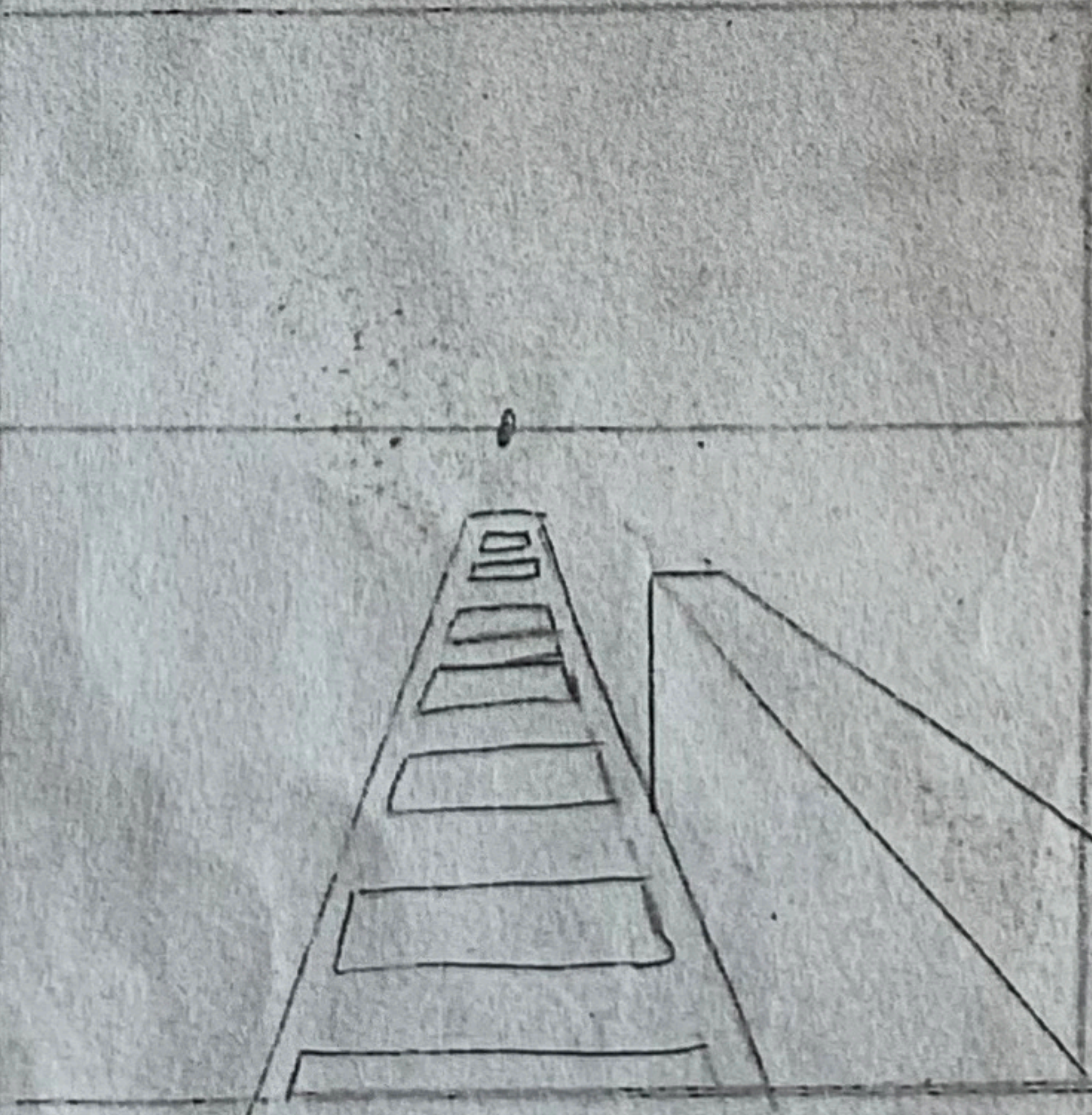
Draw tops and bottoms of windows PARALLEL to horizon. Erase guidelines.



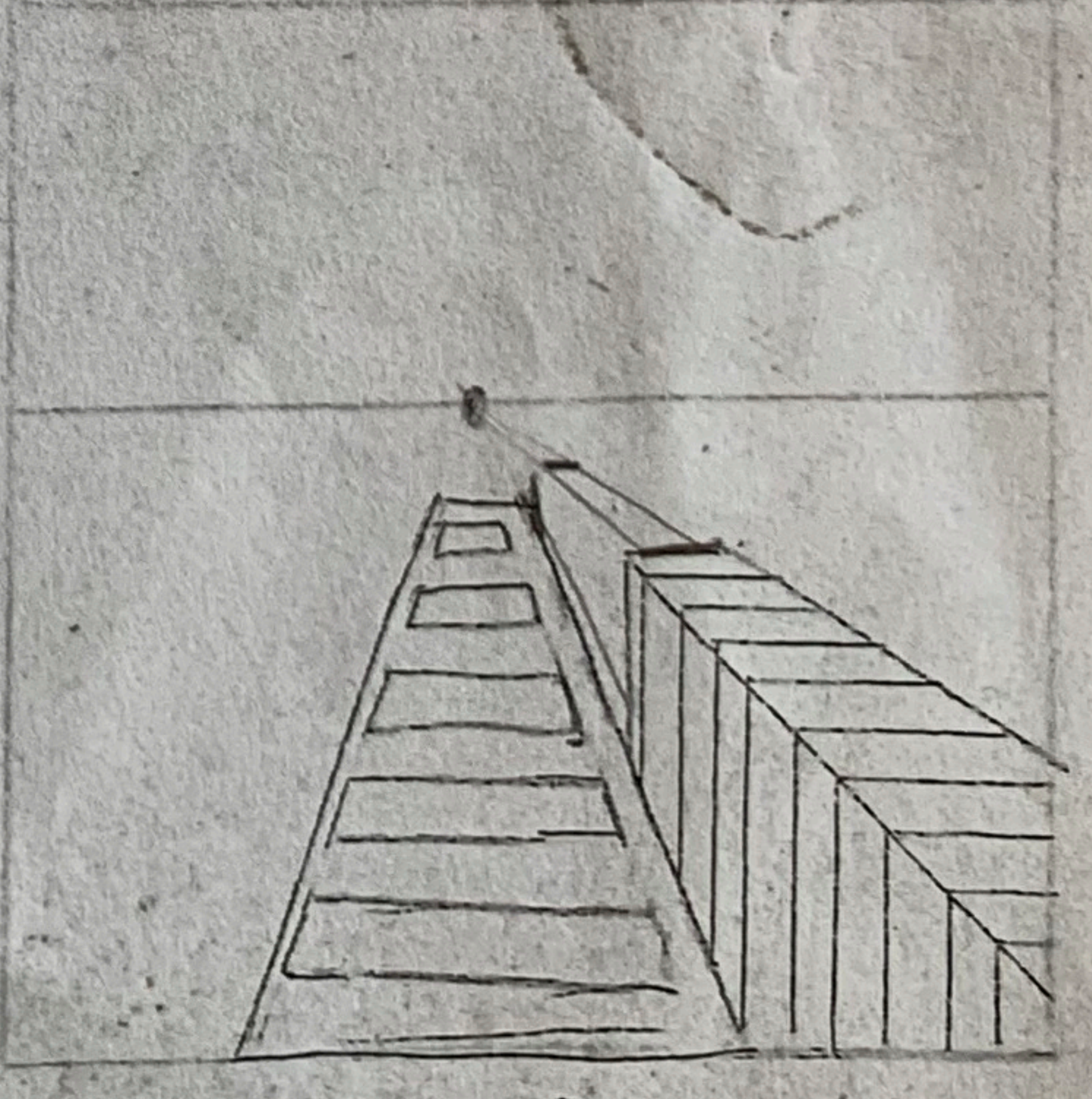
Draw another triangle next to your first building attached to the vanishing point.



Draw a line PARALLEL to the vanishing point and erase connecting lines.

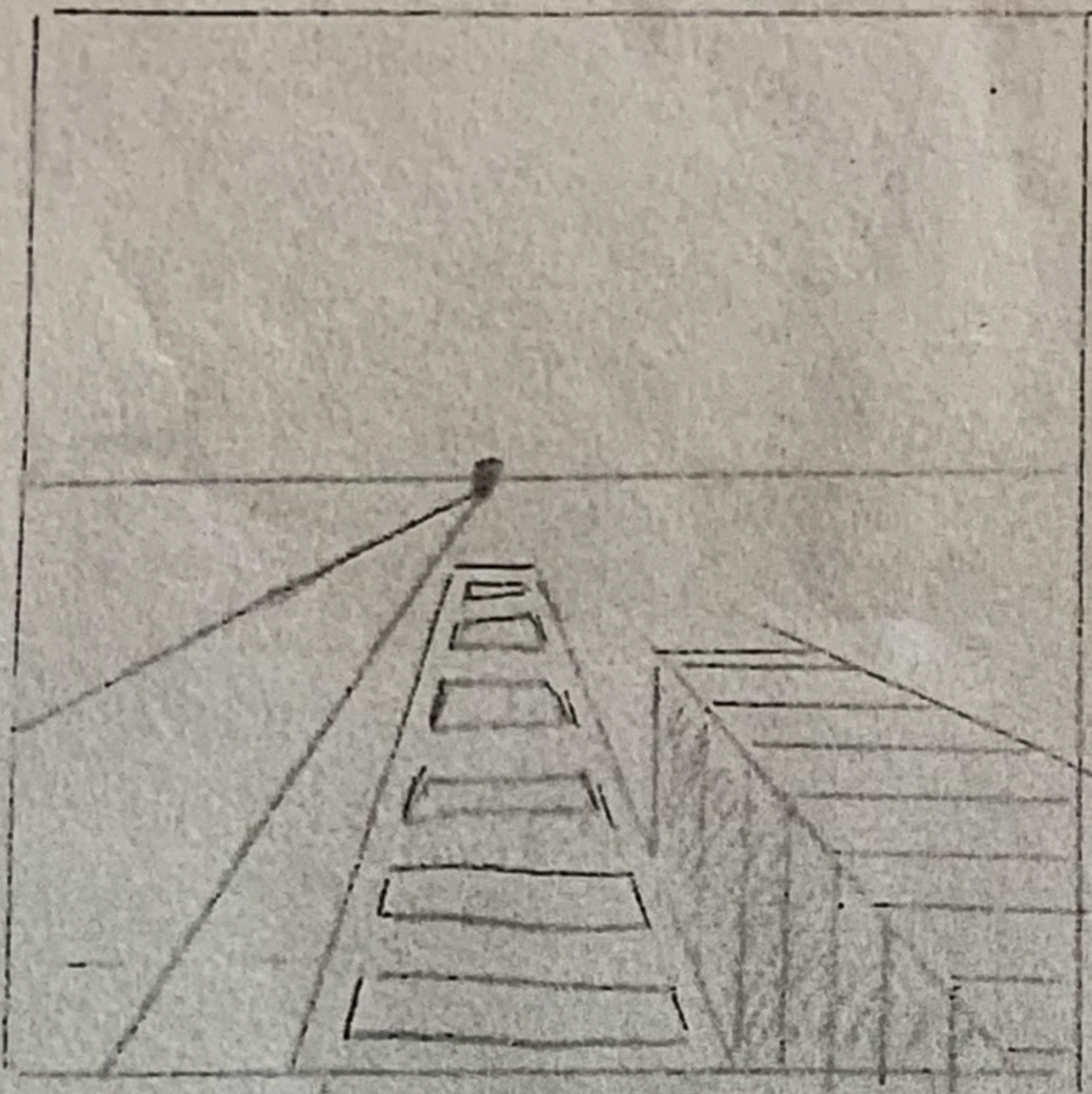


Draw a line STRAIGHT DOWN that connects corner of rectangle to first building

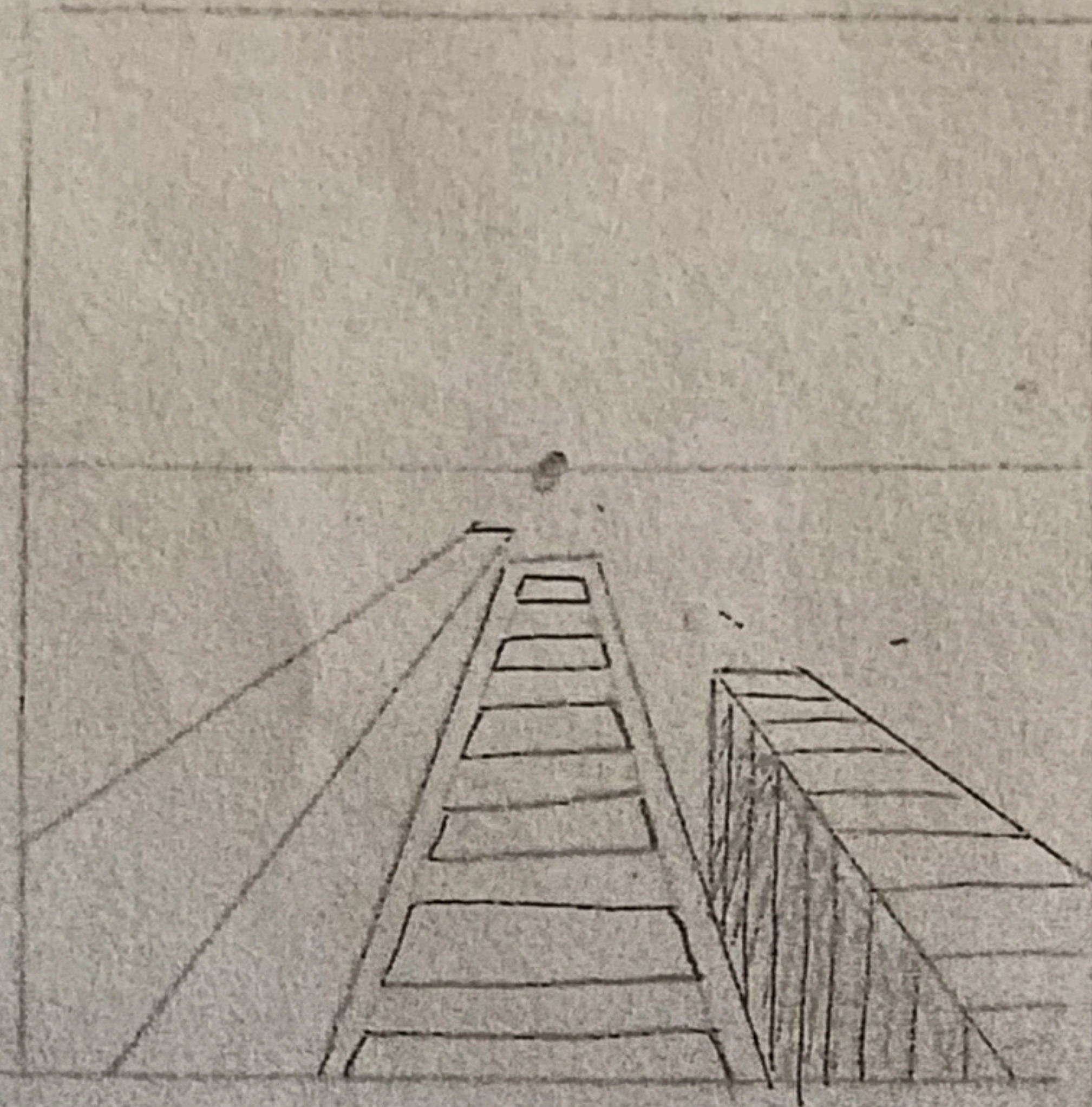


FRONT WINDOWS: Lines parallel to the horizon
SIDE WINDOWS: PERPENDICULAR to the horizon (straight up and down)

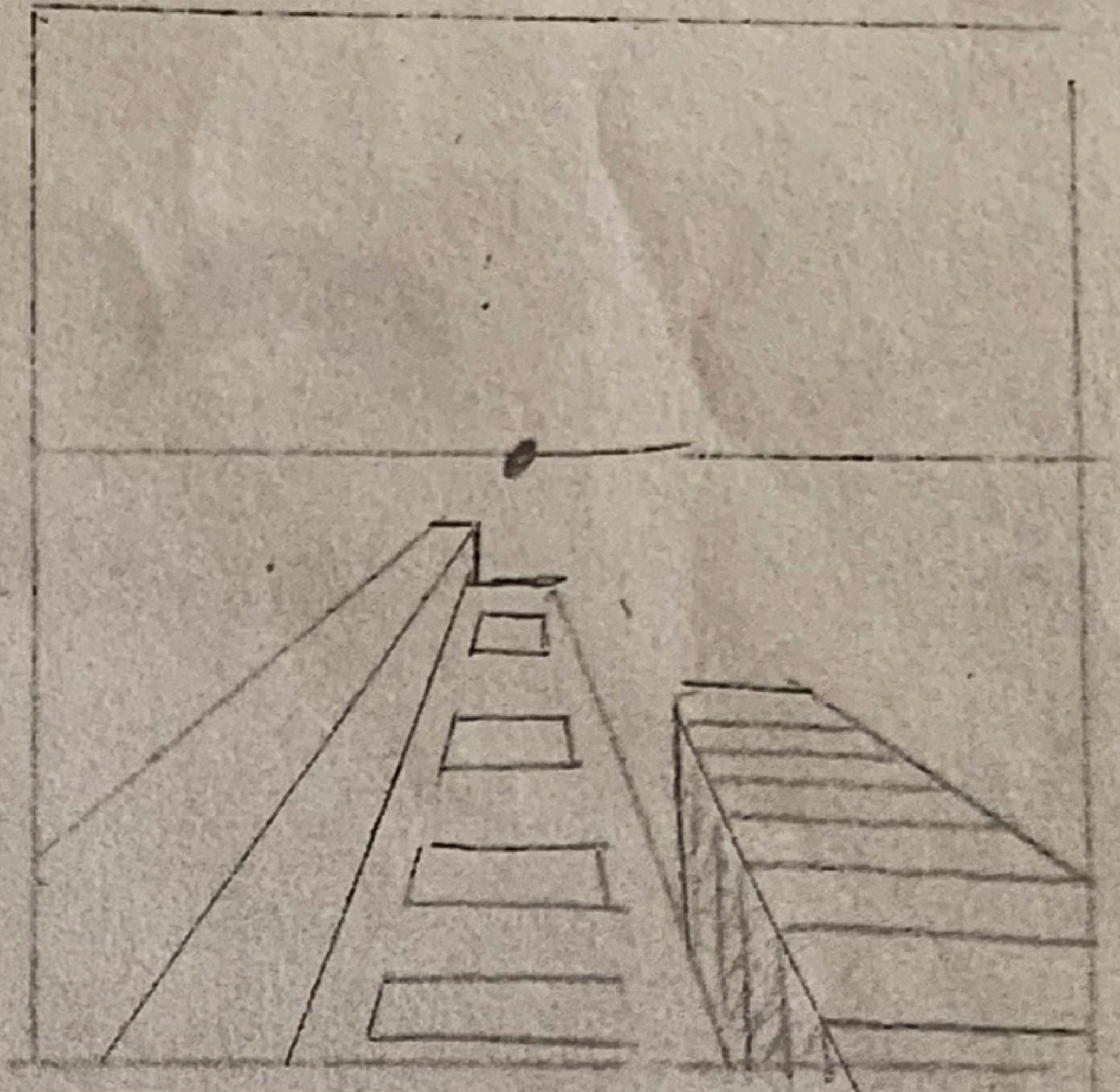
One-Point Perspective "Looking Up" (2)



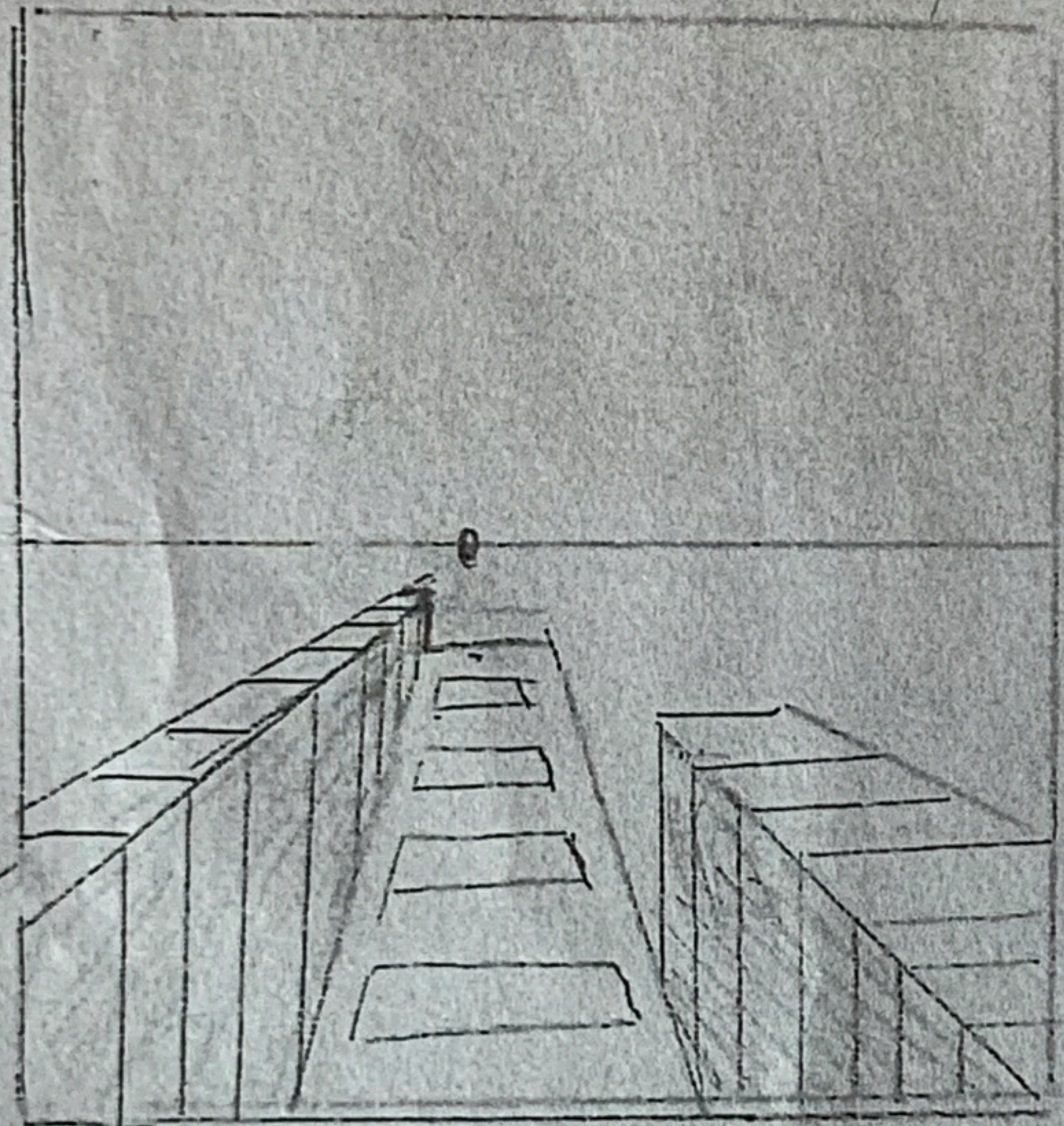
Draw triangle to the left connected to the vanishing point



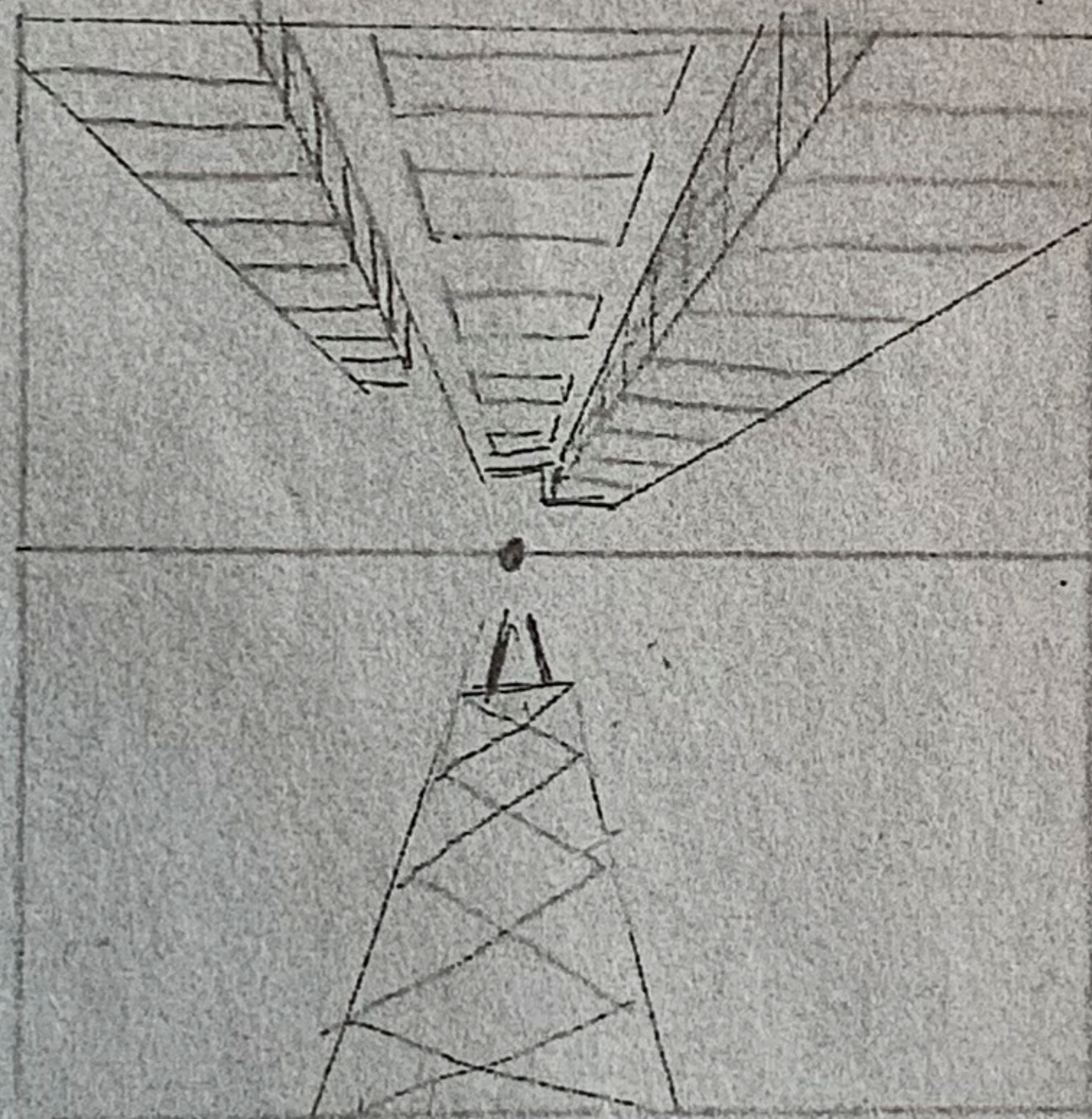
Draw line PARALLEL to horizon line and erase connecting lines



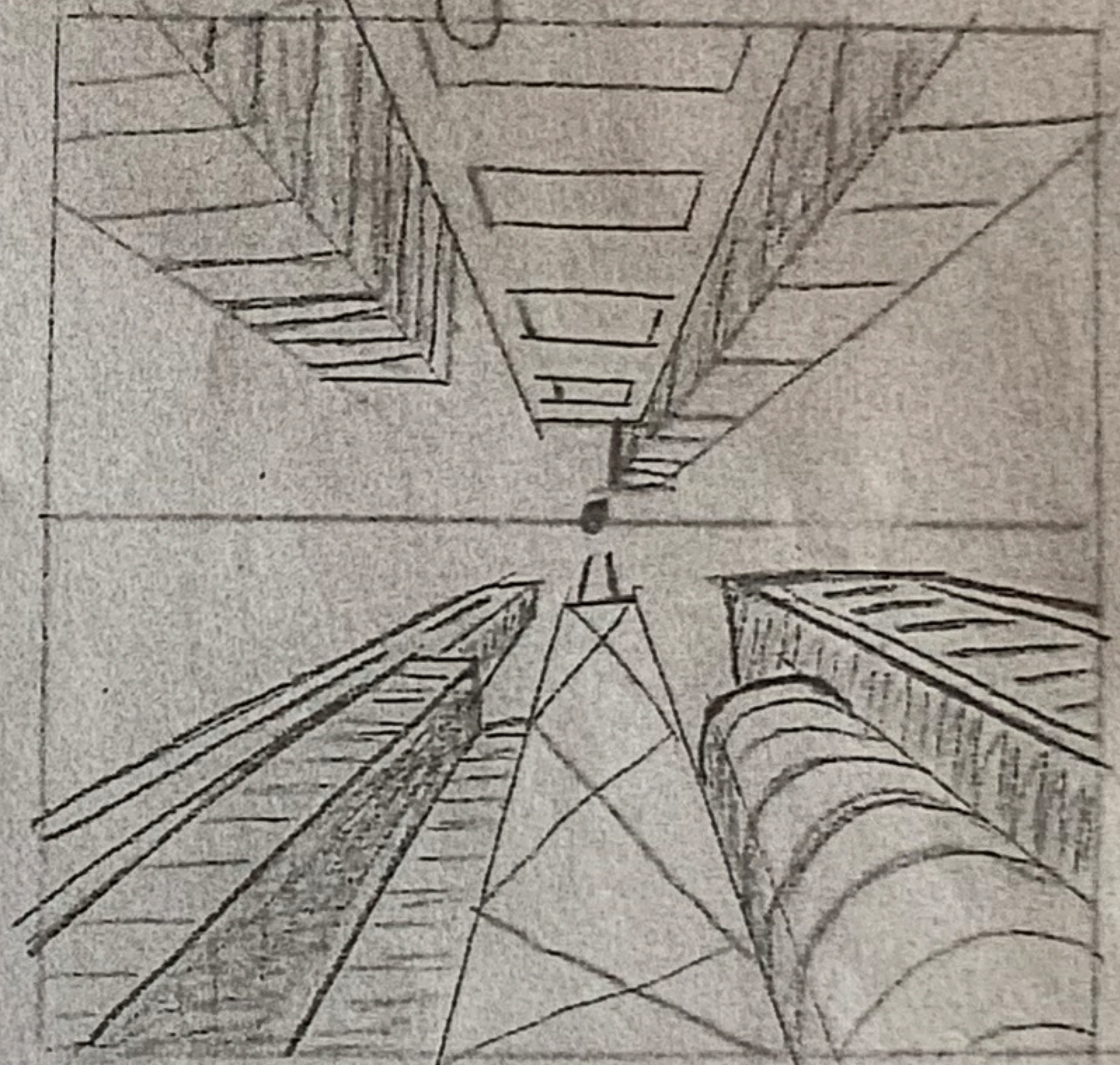
Draw a line STRAIGHT DOWN that connects the corner of rectangle to first building



FRONT WINDOWS: Lines parallel to horizon
SIDE WINDOWS: PERPENDICULAR to the horizon



Flip paper over and repeat from side 1 to draw buildings on the other side of horizon



Experiment with different shapes and windows!