

Transcription Report (Interval: 98s - 204s)

Video: How to Draw Perspective for Beginners (ID: 1)

Transcript (from 0:01:38 to 0:03:24):

[0:01:37] a
[0:01:38] horizon line again
[0:01:39] and we're
[0:01:40] going to put down two separate
[0:01:41] points. So
[0:01:42] here's point
[0:01:43] number one and point
[0:01:44] number two.
[0:01:45] Once you have the
[0:01:46] two points down now
[0:01:47] you can find
[0:01:48] the middle
[0:01:50] edge of
[0:01:51] the cube
[0:01:52] that you're gonna to draw. So
[0:01:53] here is my edge.
[0:01:54] And what
[0:01:55] you're going to do is connect
[0:01:56] each
[0:01:57] end of
[0:01:58] the...
[0:01:59] Well, you
[0:02:00] have to be able to connect it.
[0:02:01] So there you go,
[0:02:02] connect it. And
[0:02:03] I
[0:02:05] can't draw a straight line
[0:02:06] apparently.
[0:02:07] But yeah, connect the
[0:02:08] ends of the
[0:02:09] line, the middle
[0:02:10] line, to your
[0:02:11] vanishing points.
[0:02:12] and now
[0:02:13] when you have this
[0:02:14] figure
[0:02:15] out where you're
[0:02:16] going to cut out the cube so
[0:02:17] here's this another
[0:02:18] vertical line
[0:02:19] where i'm going
[0:02:20] to determine is
[0:02:21] the edge

[0:02:22] of the cube and
[0:02:23] once i set
[0:02:24] this line i'm going to connect
[0:02:25] the ends
[0:02:26] the
[0:02:27] tops of these
[0:02:28] lines back
[0:02:29] to the vanishing
[0:02:30] points and they're going to be
[0:02:31] connecting to the opposite
[0:02:32] vanishing points
[0:02:33] right
[0:02:34] so now once
[0:02:35] we trace this shape out
[0:02:36] look at
[0:02:37] that we have a
[0:02:38] cube we
[0:02:39] can erase the
[0:02:40] exterior
[0:02:41] lines
[0:02:42] the grid
[0:02:43] that we
[0:02:44] were basing this off
[0:02:45] of and look at that
[0:02:46] that's a cube in
[0:02:47] two-point perspective
[0:02:48] and
[0:02:50] i'm going to do a one
[0:02:51] second on
[0:02:52] top of the horizon line
[0:02:53] so this one is
[0:02:54] going to look like it's floating
[0:02:55] and it's
[0:02:56] basically the same logic
[0:02:57] as the first one
[0:02:58] find
[0:02:59] the middle edge and then
[0:03:00] find the outer edges and
[0:03:01] then
[0:03:02] connect the edges to
[0:03:03] the opposite vanishing
[0:03:04] points and
[0:03:05] once you have that
[0:03:06] you can shape
[0:03:07] trace the out and
[0:03:08] look at that
[0:03:09] you have a floating cube
[0:03:10] and that is two
[0:03:11] point perspective so
[0:03:12] now moving
[0:03:13] on to

[0:03:14] three point
[0:03:15] perspective and
[0:03:16] it's exactly as the
[0:03:17] name says it's
[0:03:18] three vanishing points
[0:03:19] and it's
[0:03:20] not going to be as
[0:03:21] hard as it seems so
[0:03:22] we're going to start
[0:03:23] again with a horizon line