Transcription Report (Interval: 0s - 503s)

Video: How to Draw Perspective for Beginners (ID: 4)

Transcript (from 0:00:00 to 0:08:23):

[0:00:00] Hey guys today I'm
[0:00:01] going to be educating you on
[0:00:02] perspective if
[0:00:03] you hear the word perspective
[0:00:04] and you're like Uh-huh,
[0:00:05] then
[0:00:06] this video is for
[0:00:07] you. Okay, let's
[0:00:08] get started The
[0:00:09] first thing
[0:00:10] we're gonna cover is
[0:00:11] one point perspective
[0:00:12] There are three different
[0:00:13] types of perspective
[0:00:14] that I'm gonna cover in this
[0:00:15] video and
[0:00:16] we're gonna start with one point Okay,
[0:00:18] what we're gonna do is draw
[0:00:19] a horizon line
[0:00:20] and put a
[0:00:21] dot on it This
[0:00:22] thought is called
[0:00:23] the vanishing point
[0:00:24] and
[0:00:25] what a vanishing point is
[0:00:26] is basically
[0:00:27] all of your perspective
[0:00:28] lines
[0:00:29] are going to point
[0:00:30] towards this thing and
[0:00:31] they're going to converge at
[0:00:32] this point.
[0:00:33] So here
[0:00:34] I'm going to do a basic
[0:00:35] square.
[0:00:36] That's as
[0:00:37] good
[0:00:38] of a square as I
[0:00:39] can get. So
[0:00:40] what's
[0:00:41] going to happen is I'm going to
[0:00:42] connect all the corners of
[0:00:43] the square back to

[0:00:44] the vanishing point.
[0:00:45] And once you
[0:00:46] connect the corners, now
[0:00:47] what you're going to do is
[0:00:48] you're going to cut out the
[0:00:49] shape of the cube
[0:00:50] that you're trying to draw.
[0:00:51] So let's find the
[0:00:52] edge
[0:00:53] of Now
[0:00:54] the cube. there's
[0:00:55] the vertical edge and
[0:00:56] there's the horizontal
[0:00:57] edge.
[0:00:58] Okay,
[0:00:59] and once we set this
[0:01:00] out we can trace the
[0:01:01] cube over and
[0:01:02] look at that you
[0:01:03] have a cube in three-dimensional
[0:01:04] space
[0:01:05] And what's
[0:01:06] cool about this is you
[0:01:07] don't have to put it under
[0:01:08] the horizon line You can
[0:01:09] put it on top of the horizon But
[0:01:10] line like pretty
[0:01:11] much anywhere you want
[0:01:12] on page and
[0:01:13] here is another
[0:01:14] cube right
[0:01:15] same logic following
[0:01:16] the same steps And
[0:01:17] you
[0:01:18] can do this basically anywhere
[0:01:19] on the page and I
[0:01:20] here am playing
[0:01:21] around with some floating
[0:01:22] cubes and
[0:01:23] you can also do
[0:01:24] different shapes
[0:01:25] like a triangle
[0:01:26] or a a cylinder.
[0:01:28] So this is it. This is one
[0:01:29] point perspective.
[0:01:30] Now
[0:01:31] moving on
[0:01:32] to two
[0:01:33] point perspective and
[0:01:34] it's all in the
[0:01:35] name. Two point means

[0:01:36] two vanishing points.
[0:01:37] So we're going to do 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
[0:03:24] and two
[0:03:25] vanishing points
[0:03:26] and we're
[0:03:27] going to find the
[0:03:28] edge of the cube
[0:03:29] that we're going to draw
[0:03:30] Okay,
[0:03:31] and once
[0:03:32] you do this, it's pretty
[0:03:33] much the same process
[0:03:34] as you would
[0:03:35] do for a
[0:03:36] two-point perspective
[0:03:38] So you would connect the
[0:03:39] ends of this
[0:03:40] line back to the
[0:03:41] vanishing points and
[0:03:42] then you would
[0:03:43] find the edge
[0:03:44] of the cube. So
[0:03:45] the outer edges of
[0:03:46] the cube and
[0:03:47] I'm just going to mark
[0:03:48] them right
[0:03:49] there and
[0:03:50] I'm connecting
[0:03:51] them back to
[0:03:52] the opposite
[0:03:53] vanishing points. But
[0:03:54] what's going to be different
[0:03:55] is we're
[0:03:56] going to add a third
[0:03:57] vanishing point to
[0:03:58] the bottom.
[0:03:59] Okay and
[0:04:00] what this
[0:04:01] is going to do is
[0:04:02] we're going to be
[0:04:03] connecting the
[0:04:04] outer edges
[0:04:05] of the cube
[0:04:06] back down to
[0:04:07] this vanishing point and
[0:04:08] same thing
[0:04:09] we're going to just trace over
[0:04:10] the outlines of
[0:04:11] the cube and
[0:04:12] now you can see

[0:04:13] it's really coming together
[0:04:14] it's looking like
[0:04:15] a very exaggerated perspective
[0:04:17] and
[0:04:18] i'm just going to show
[0:04:19] you guys where you might
[0:04:20] be able to use three-point perspective
[0:04:21] okay
[0:04:22] so here is
[0:04:23] going to be a little
[0:04:24] city scene and
[0:04:25] we're looking at it from
[0:04:26] the sky top
[0:04:27] down and
[0:04:28] here's building number one
[0:04:29] notice how i'm
[0:04:30] following the three-point
[0:04:31] perspective grid
[0:04:32] loosely
[0:04:33] but I'm still following
[0:04:34] it and there's
[0:04:35] building number two building
[0:04:36] number
[0:04:37] three right there
[0:04:38] and we're gonna put
[0:04:39] a little street
[0:04:40] at the bottom
[0:04:41] and spider-man
[0:04:43] swinging from the sky there
[0:04:44] so is my
[0:04:45] spider-man
[0:04:46] that is the best
[0:04:47] I can do and
[0:04:48] he
[0:04:49] is swinging from
[0:04:50] a web down
[0:04:51] into
[0:04:52] the city
[0:04:53] okay and now
[0:04:54] you too can draw spider-man
[0:04:55] and
[0:04:57] demonstration number
[0:04:58] two I'm going to do a
[0:04:59] one point perspective
[0:05:00] i'm going to be
[0:05:01] applying this to
[0:05:02] a little
[0:05:03] train yard scene
[0:05:04] or a train station
[0:05:05] scene so here
[0:05:06] is going to be the

[0:05:08] front of the train okay i'm
[0:05:09] drawing the front of the train and
[0:05:10] notice how i put down
[0:05:11] the perspective grid
[0:05:12] first because it's
[0:05:13] important to
[0:05:14] know the angles of
[0:05:15] all the edges
[0:05:16] that you're going to be drawing
[0:05:17] and
[0:05:18] uh what's it what's
[0:05:19] really interesting is
[0:05:20] if you look at the
[0:05:21] spaces between these
[0:05:22] grid
[0:05:23] lines you're
[0:05:24] going
[0:05:25] to see that as
[0:05:26] they get closer
[0:05:27] to
[0:05:28] you
[0:05:29] the spaces also get
[0:05:30] bigger and things
[0:05:31] get smaller
[0:05:32] as they get further away.
[0:05:33] So this is like the same
[0:05:34] logic in real life, If
[0:05:35] right? you're looking
[0:05:36] at
[0:05:37] something close to
[0:05:38] you, it's going to be way
[0:05:39] bigger than if
[0:05:40] it were farther
[0:05:41] away. So this is a
[0:05:42] good thing to keep in mind.
[0:05:43] This is important
[0:05:44] because we're drawing on
[0:05:45] a two-dimensional surface. We're
[0:05:46] not able
[0:05:47] to actually convey
[0:05:48] real
[0:05:49] depth.
[0:05:50] So we have to keep
[0:05:51] in mind the things that
[0:05:52] make things look like they're
[0:05:53] in three-dimensional space and
[0:05:54] lie
[0:05:55] to our audiences and
[0:05:56] make them think
[0:05:57] that our drawings are three-dimensional
[0:05:58] when they're actually

[0:05:59] not. and
[0:06:00] take note of the windows
[0:06:01] on this train i'm
[0:06:02] also following
[0:06:03] the perspective lines
[0:06:04] for
[0:06:05] them as well so you
[0:06:06] want to make sure that every
[0:06:07] detail you put
[0:06:08] on your object is
[0:06:09] following
[0:06:10] the same perspective
[0:06:11] grid as
[0:06:12] your actual object
[0:06:13] okay so
[0:06:14] now moving on
[0:06:15] to the right side i'm going demonstrate
[0:06:16] to some common
[0:06:17] mistakes that
[0:06:18] i see a lot of people
[0:06:19] make that
[0:06:20] make their perspective look
[0:06:21] a little bit off
[0:06:22] okay so
[0:06:23] here i'm doing another
[0:06:24] train and
[0:06:25] we're
[0:06:26] going to do a perspective
[0:06:27] grid here so
[0:06:28] that's the correct
[0:06:29] perspective grid
[0:06:30] but i'm
[0:06:31] gonna show you what happens when
[0:06:32] you don't follow it so
[0:06:33] here is the
[0:06:34] exterior line
[0:06:35] of the train look look
[0:06:36] at that it's like uh
[0:06:37] completely off
[0:06:38] the grid now uh
[0:06:39] and it almost
[0:06:40] looks like the train is turning
[0:06:41] now if that's what you're going for
[0:06:42] great but we
[0:06:43] want the
[0:06:44] train to look like it's
[0:06:45] sitting on the same track
[0:06:46] as the one
[0:06:47] on the left right
[0:06:48] so here
[0:06:49] is an even

[0:06:50] worse example this
[0:06:51] is like oh my
[0:06:52] goodness what are you
[0:06:53] doing and
[0:06:55] i'm going to set up a scene
[0:06:56] here with the station
[0:06:57] in the back
[0:06:58] so you can see that
[0:06:59] just
[0:07:00] how out of place this
[0:07:01] train looks now
[0:07:02] because of that angle
[0:07:03] on
[0:07:04] the top right
[0:07:05] so let's erase
[0:07:06] that and let's back
[0:07:07] change it to the
[0:07:08] correct angle
[0:07:09] following back
[0:07:10] to the
[0:07:11] vanishing point
[0:07:12] and
[0:07:13] look at that as soon as this
[0:07:14] we do we have
[0:07:15] a scene
[0:07:16] with
[0:07:17] a correct perspective and
[0:07:18] it looks like we're actually
[0:07:19] there so this
[0:07:20] perspective 101
[0:07:21] guys i hope
[0:07:22] you've been educated
[0:07:23] and uh
[0:07:24] thank you for watching