Transcription Report (Interval: 151s - 348s)

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

Transcript (from 0:02:31 to 0:05:48):

[0:02:30] 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