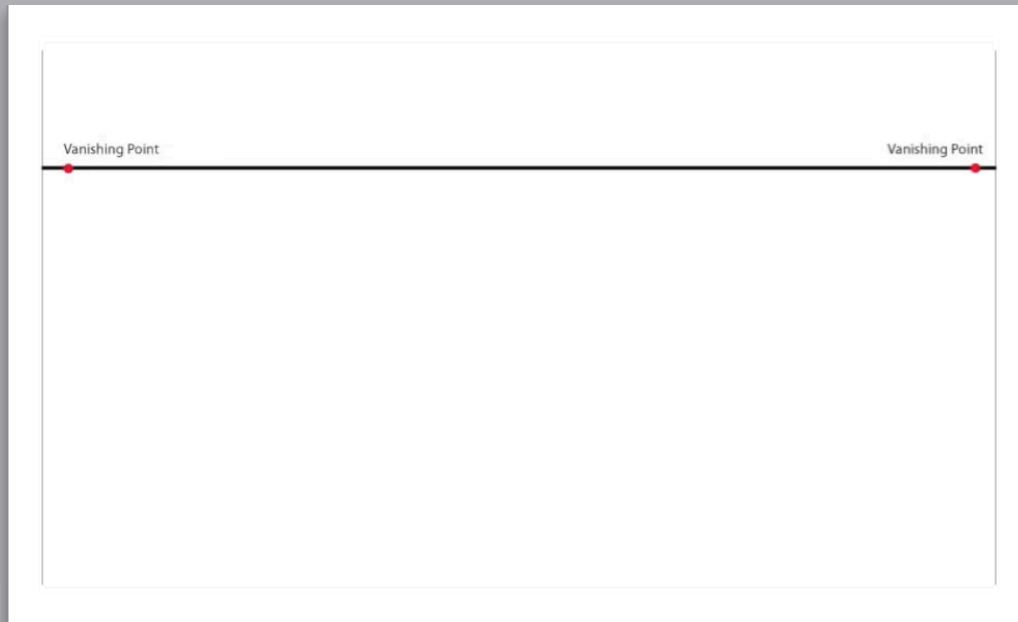
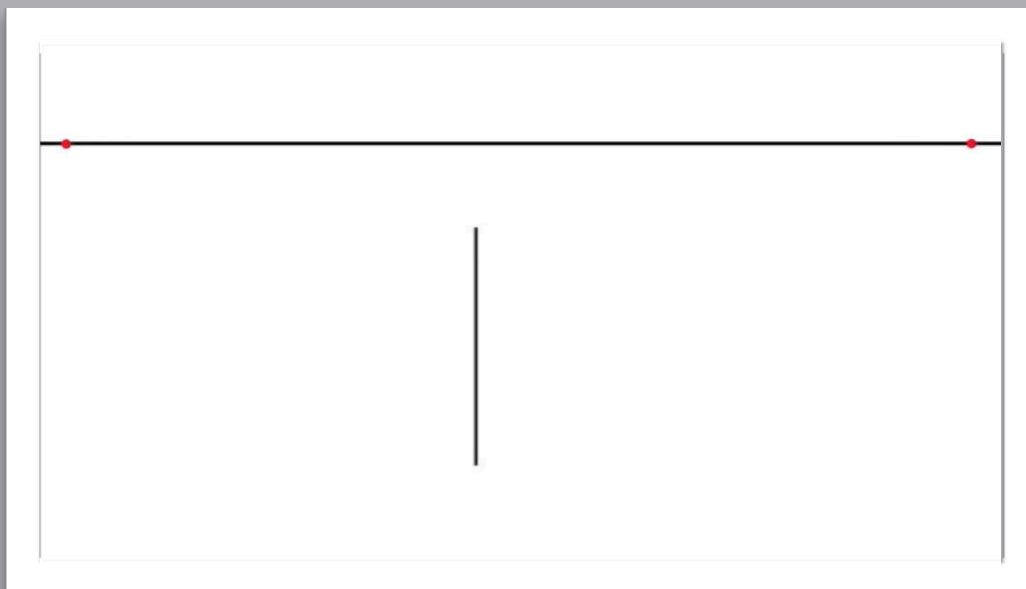


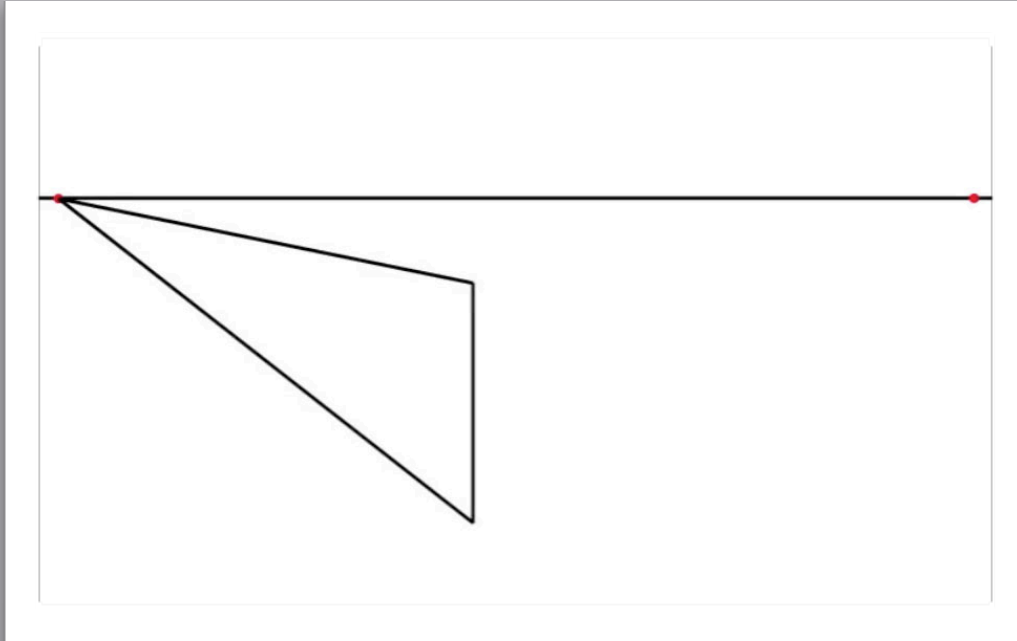
Just like with one point perspective, we'll need to define the vanishing points. Both of the vanishing points need to be on the horizon line. But unlike one point perspective, both of the vanishing points will need to be placed apart from each other. If you place the vanishing points too close to each other, your drawing will be distorted.



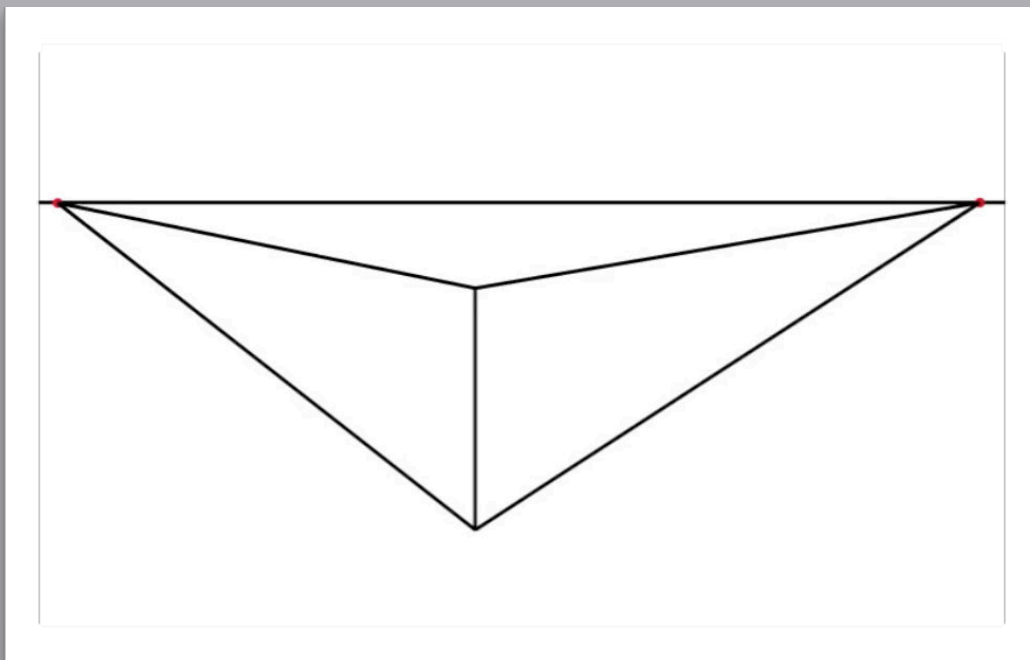
Next, we'll draw the corner of the object. Here again, this step is different from one point perspective. Be sure to draw the corner in between the vanishing points. Later in this demonstration, we'll take a look at how to handle forms that are outside of the two vanishing points.



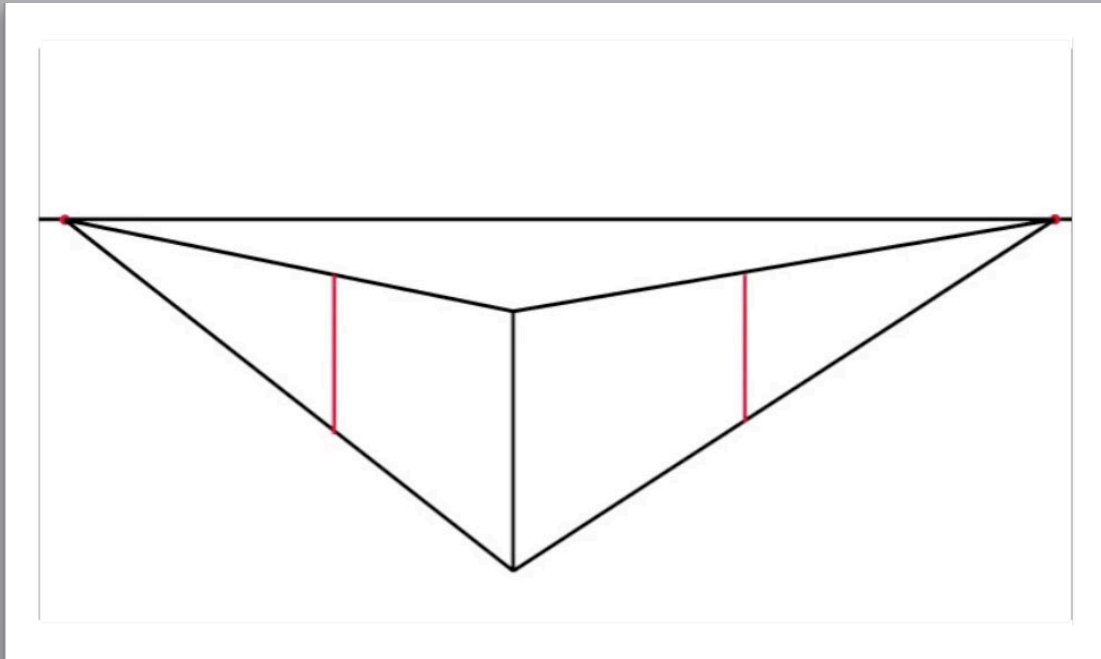
Next, draw two lines from each end of the line that you drew to one of the vanishing points.



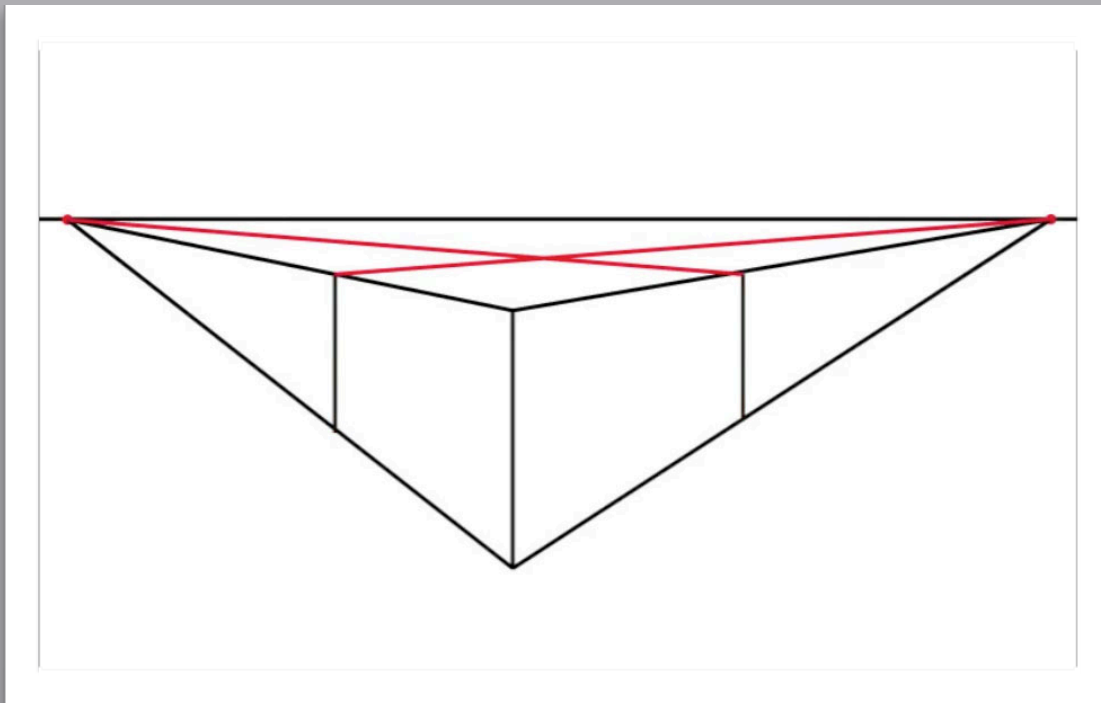
Now, draw two lines from the corner to the opposite vanishing point.



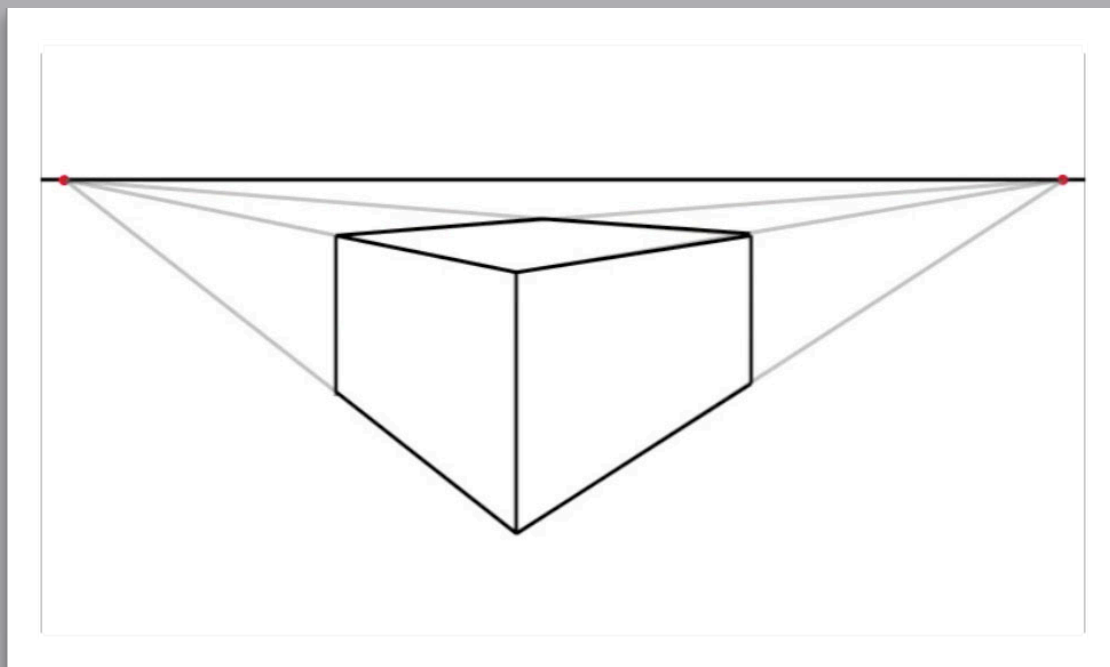
Draw two vertical lines to indicate where the form will end on either side of the original corner.



Now, draw two lines from the tops of the lines drawn in the previous step to the opposite vanishing point.



Erasing any lines that you no longer need will reveal a cube.



Although you do not need these lines to draw a cube in this manner, there are two more lines that exist. These lines are shown in the image below. In some drawings, it may be necessary to include them.

