Point-of-view drawing tutorial

with Andrew Wyness

pith®

Step 1.1
Point-of-view grid

Start by drawing your horizon line through the middle of the page.

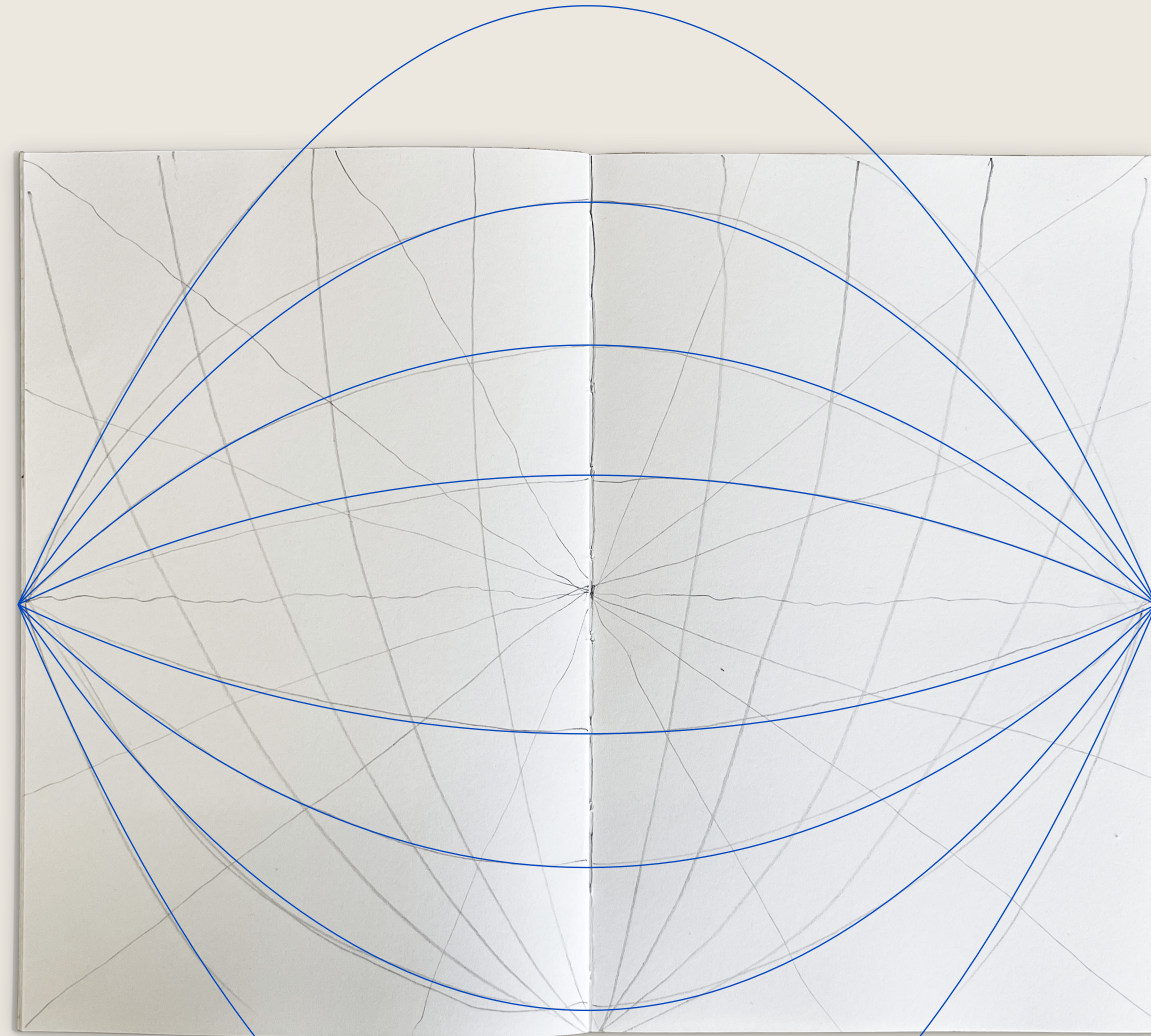

Horizon line

↑
Vanishing points

pith®
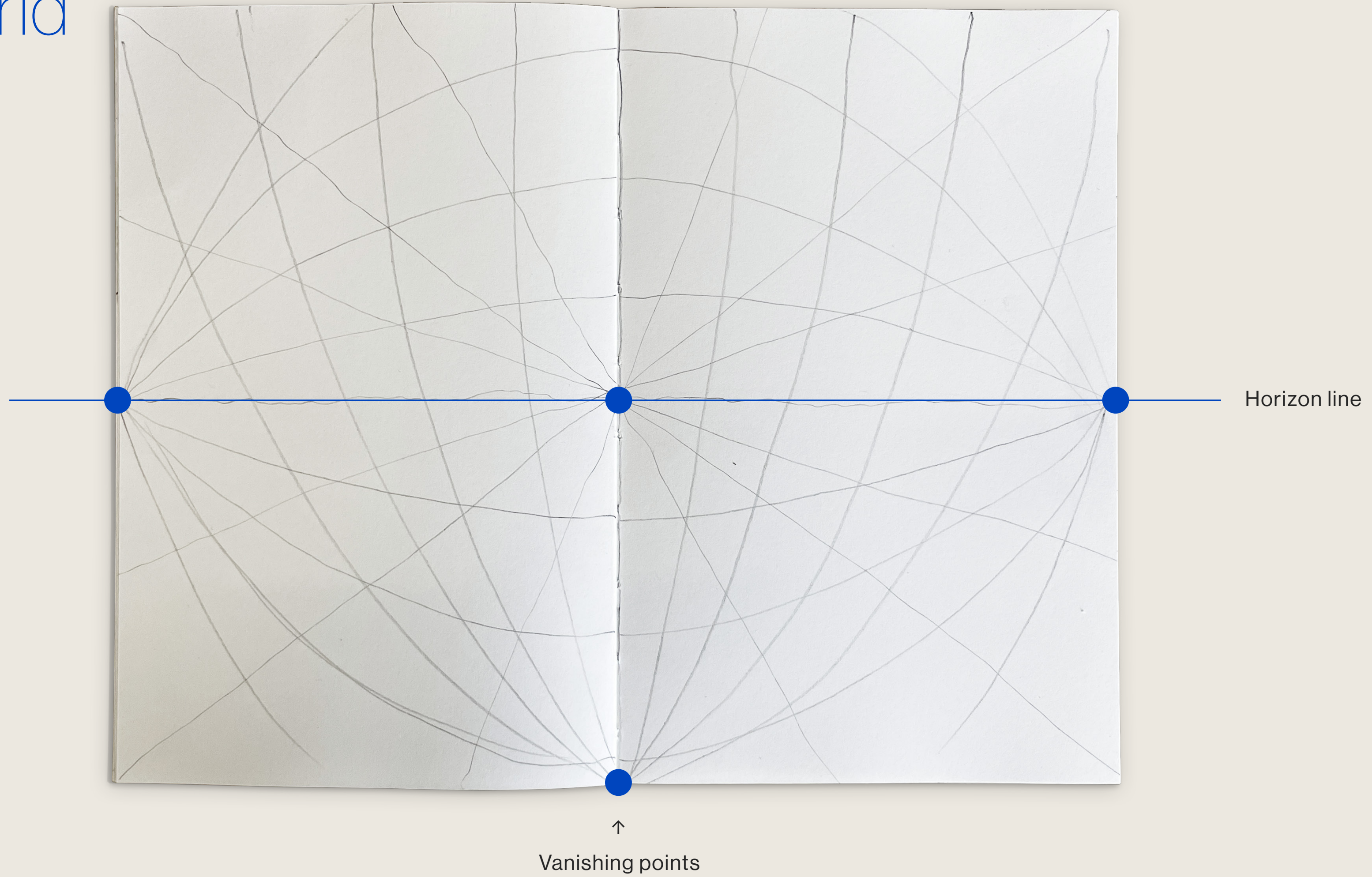
Step 1.2
POV grid

Add straight lines radiating from the centre vanishing point diagonally to all 4 corners then additional diagonals equally spaced between.
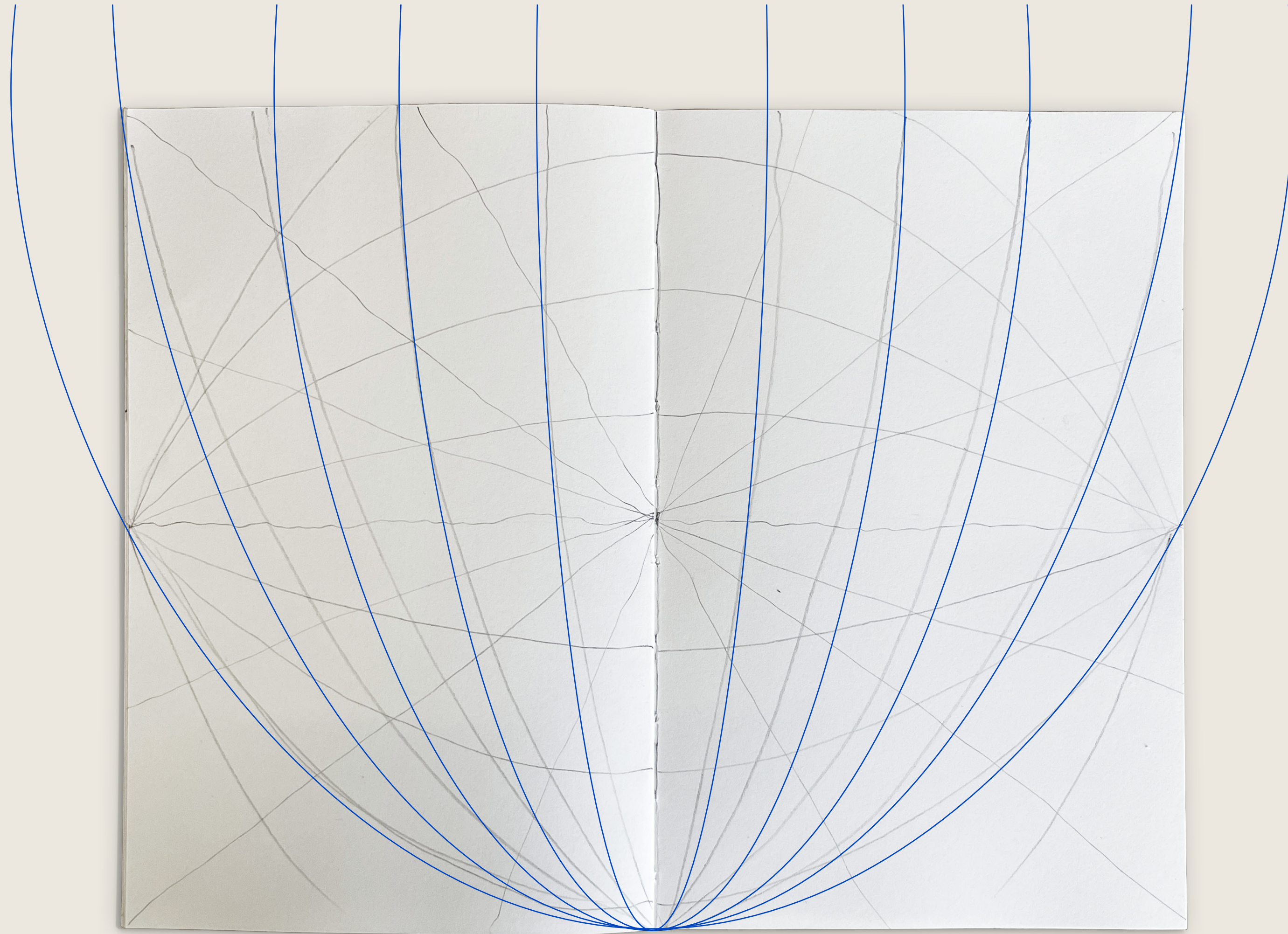

Diagonals

pith ®
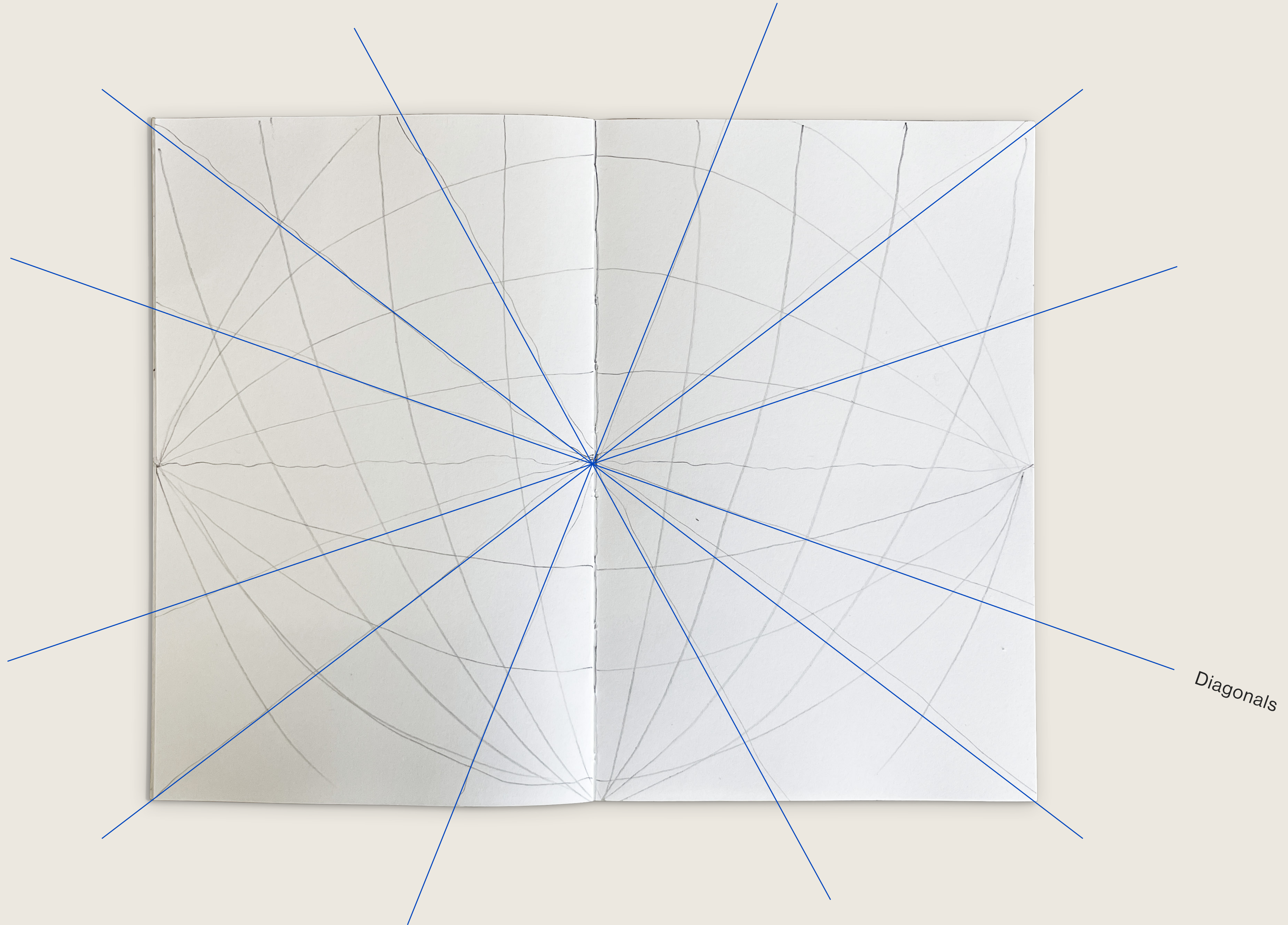
Step 1.3
POV grid

Draw arcing lines out from the horizon line connecting the right and left edges.

Horizontal arcs

pith ®

Step 1.4
POV grid

From the bottom middle of the page draw arcing lines to a point off the page, this step is important to achieve the correct perspective.
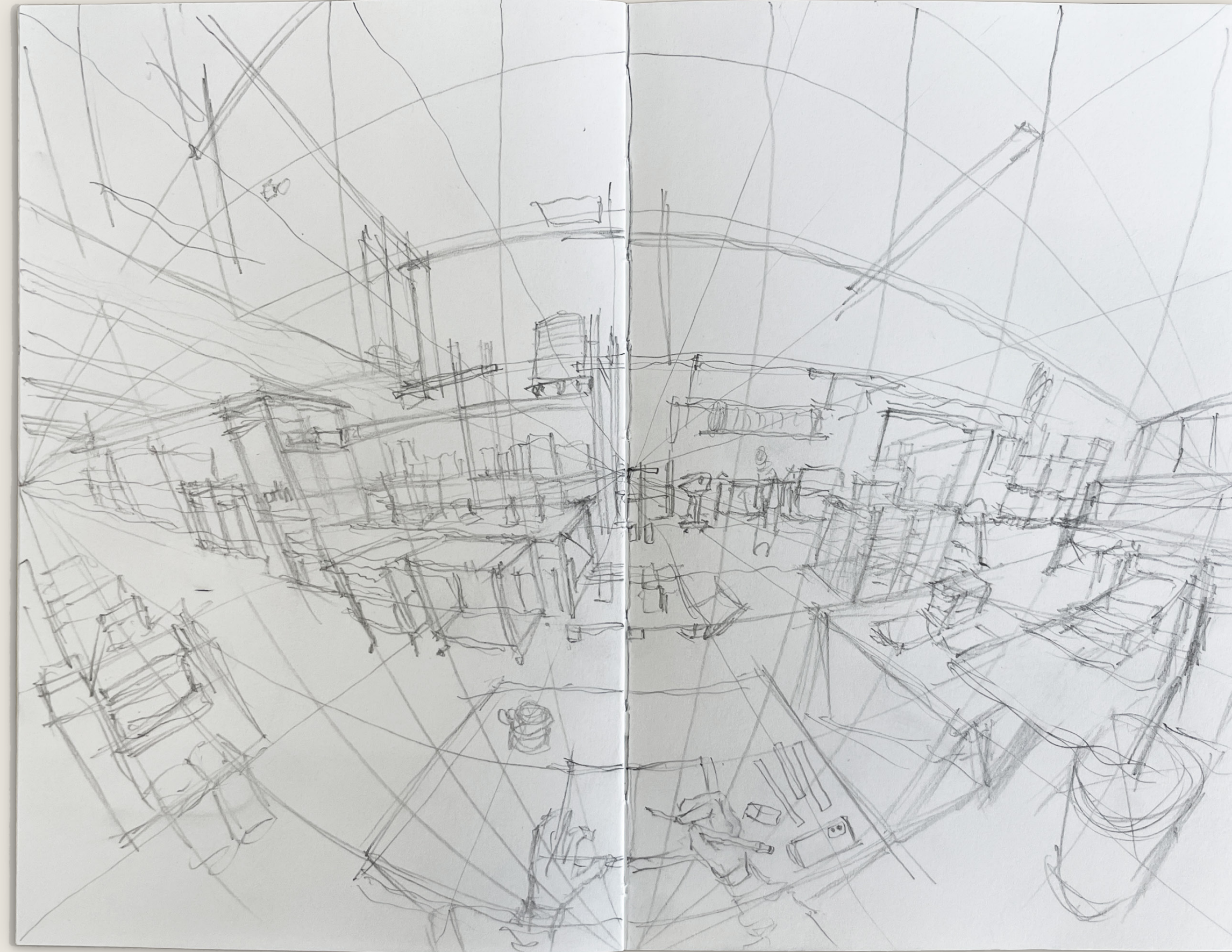

Vertical arcs

pith ®

Step 2
# Add basic forms

Use the grid to build up your drawing;

→ Edges that run away from you will follow the lines that converge in the center of the page.

→ Vertical edges (such as table legs) follow the vertical arcs.

→ Horizontal edges (such as window sills) follow the horizontal arcs.
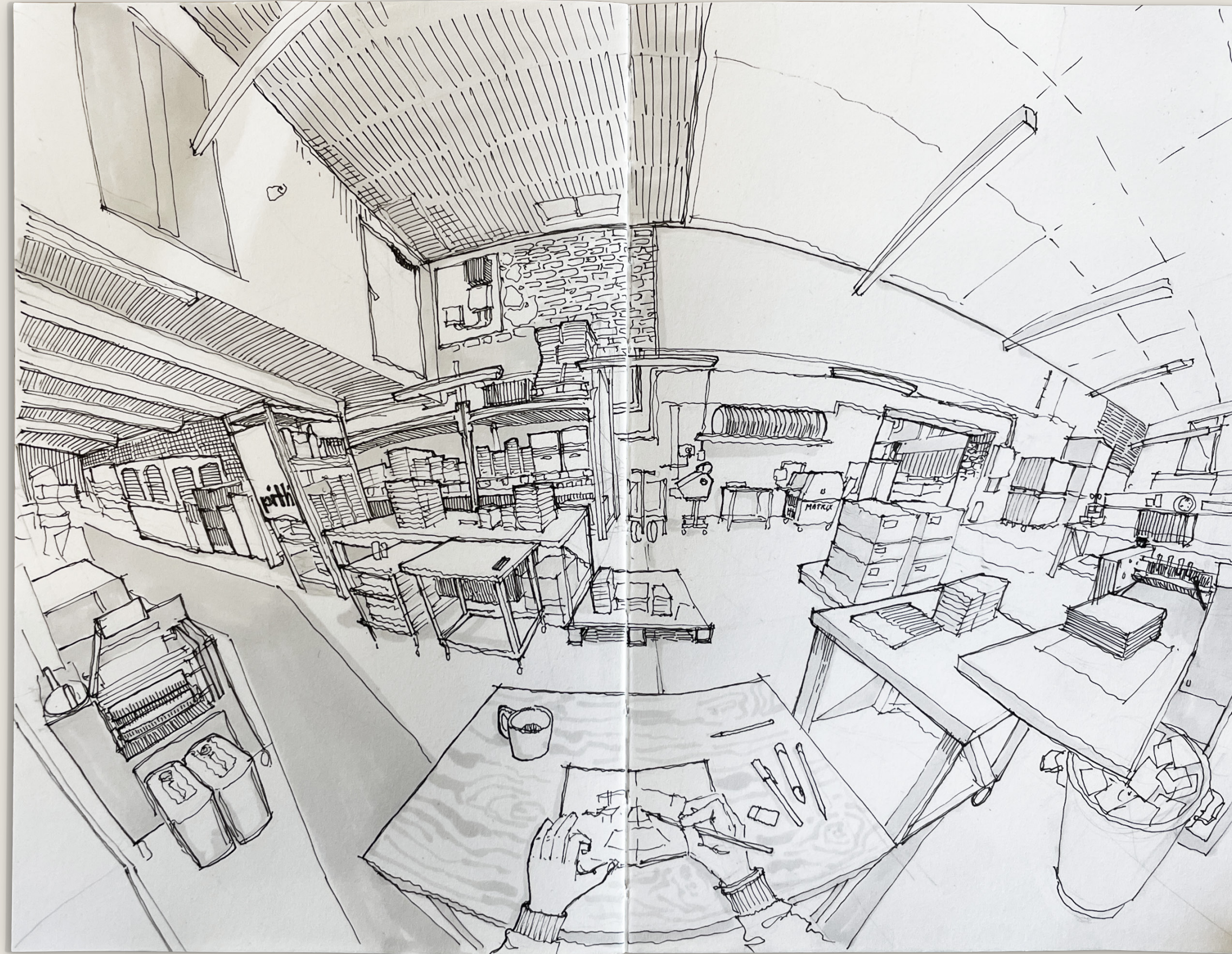
pith®

Step 3
Outline & detail

Having mapped out the masses in the scene, add your outlines and detail. I tend to use a 0.1 fine liner for this stage. Don't get too hung up in the details though, we are working towards a sense of the space, not a photorealistic reproduction.

pith
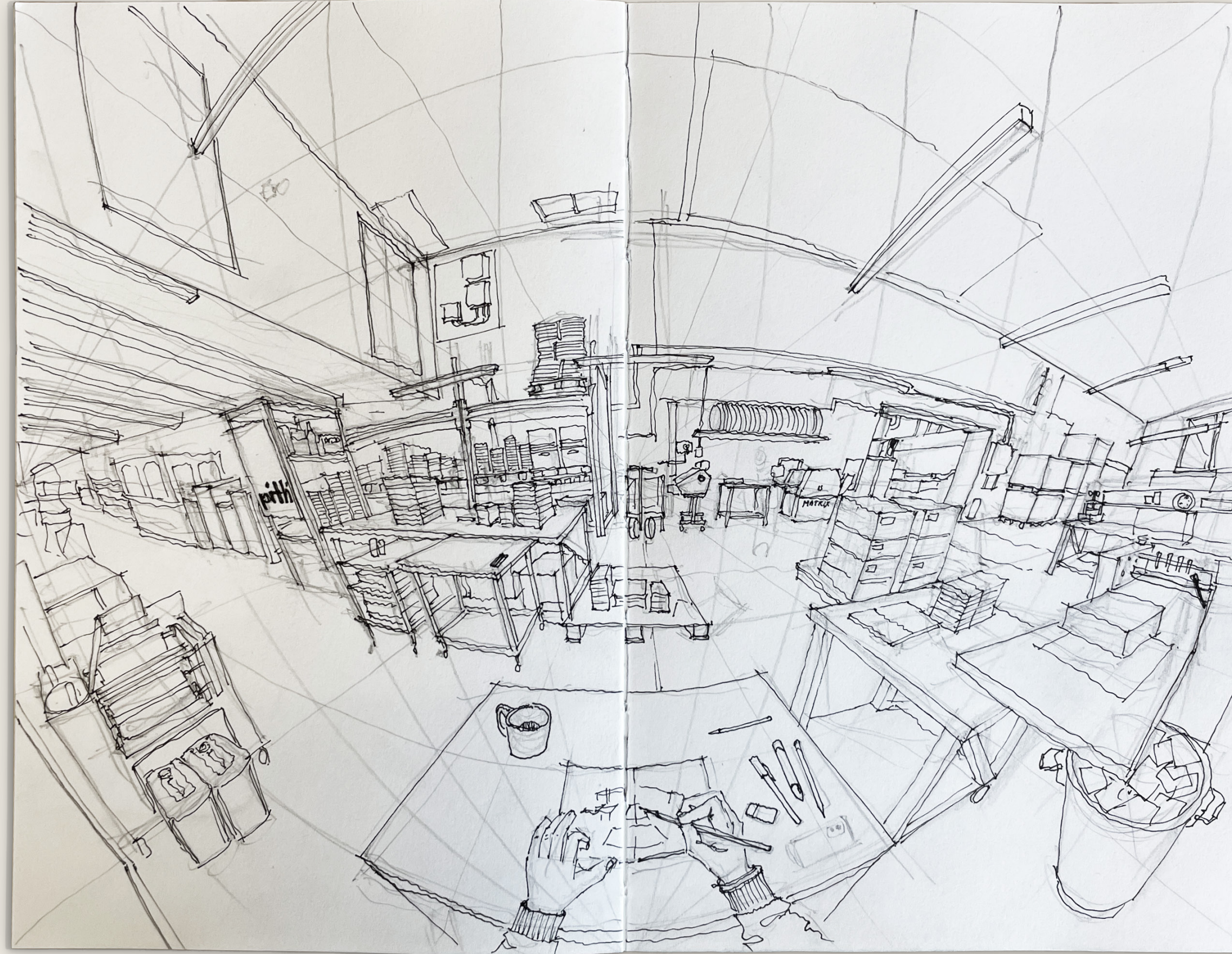
Step 4
Shade & texture

Now look at your scene and establish where the sources of light are. Using any method of shading – I use a mixture of cross-hatching and alcohol markers – build up the light and shadow in your scene.

pith®

Would you like to see more tutorials?

What would you like our next tutorial to cover and who should guide it?

↓

email dontbeshy@pithsupply.com

Point of view drawing by Andrew Wyness in the Yuzu Blank Notebook.

@wynsketchbook
@pithsupply