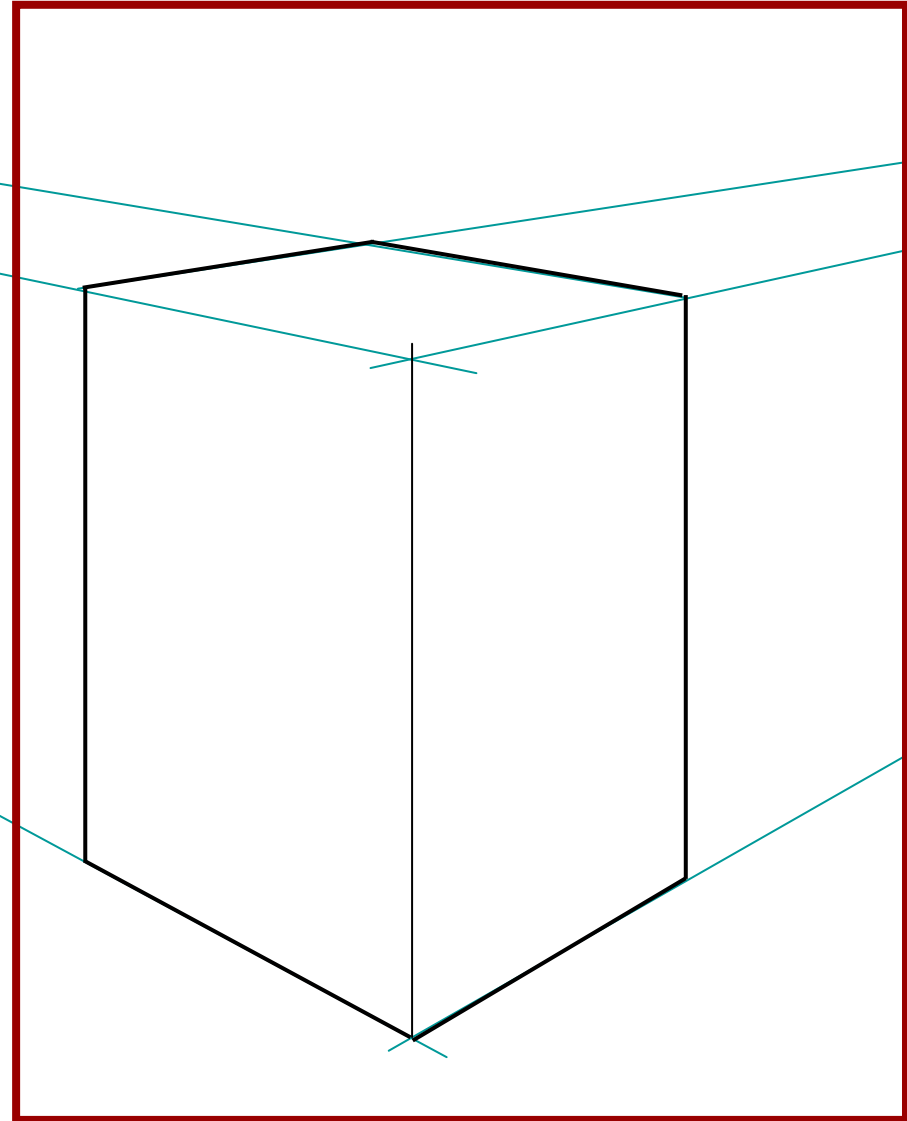


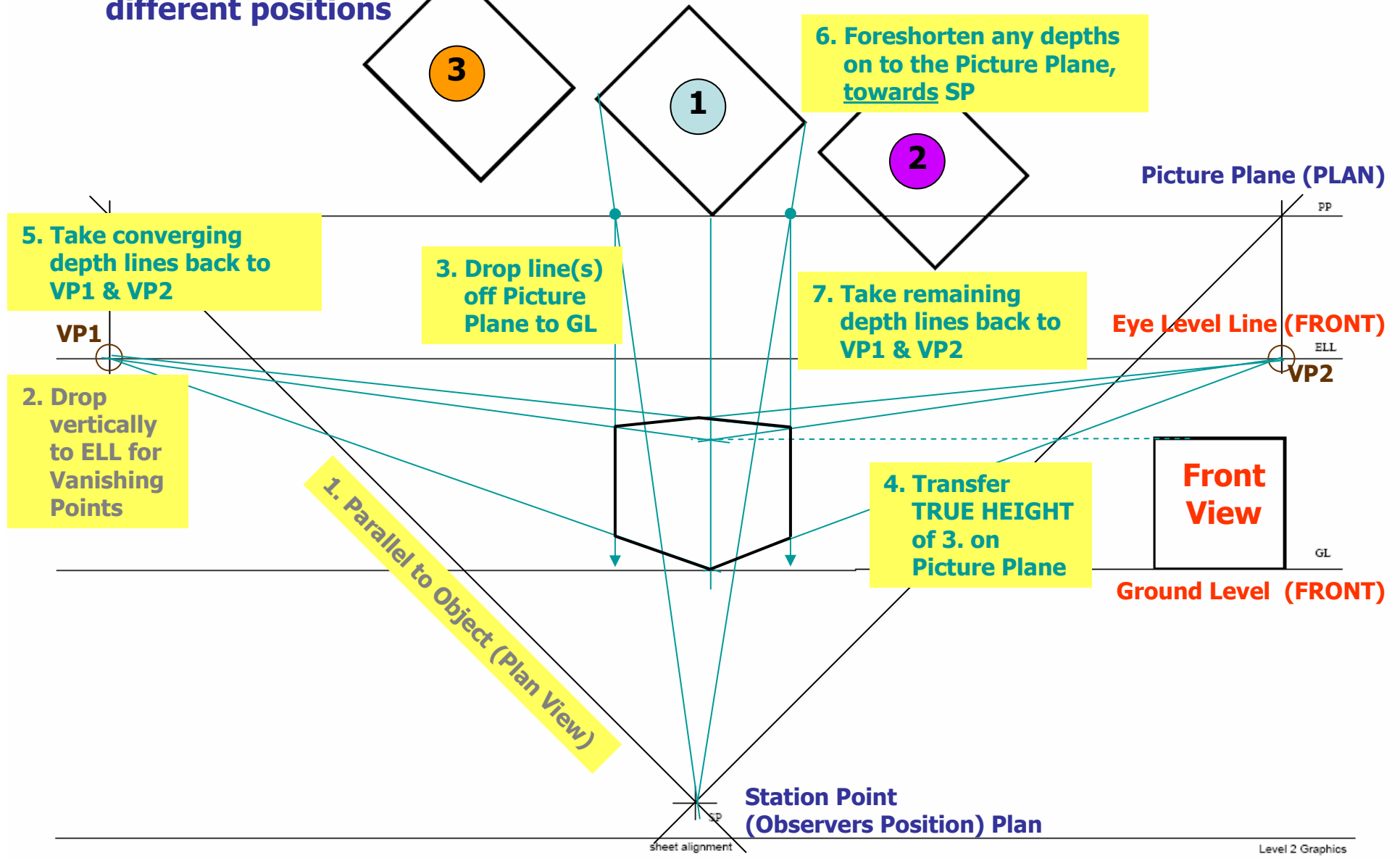
## Two Point Mechanical Perspective



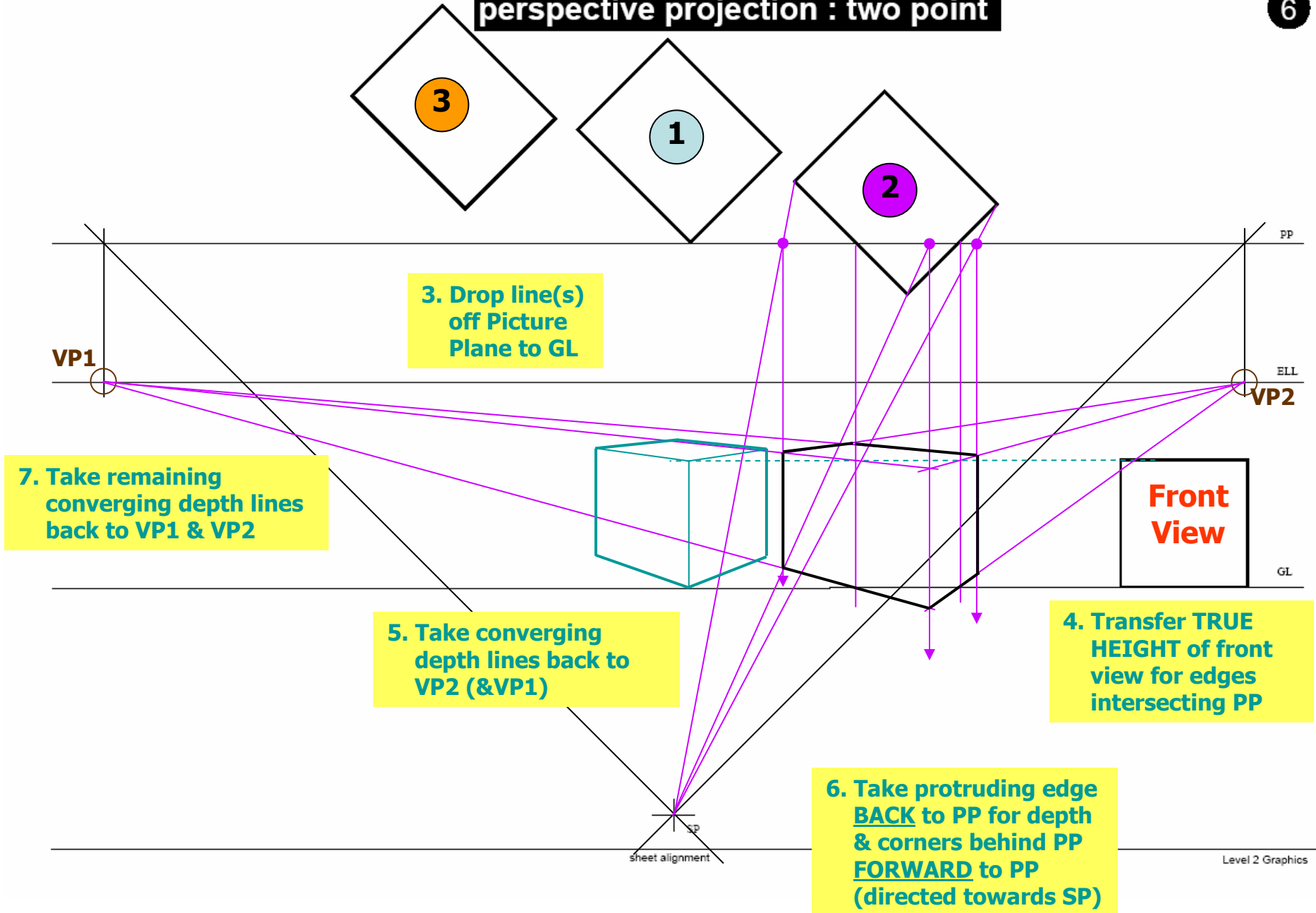
# Plan Views in 3 different positions

## perspective projection : two point

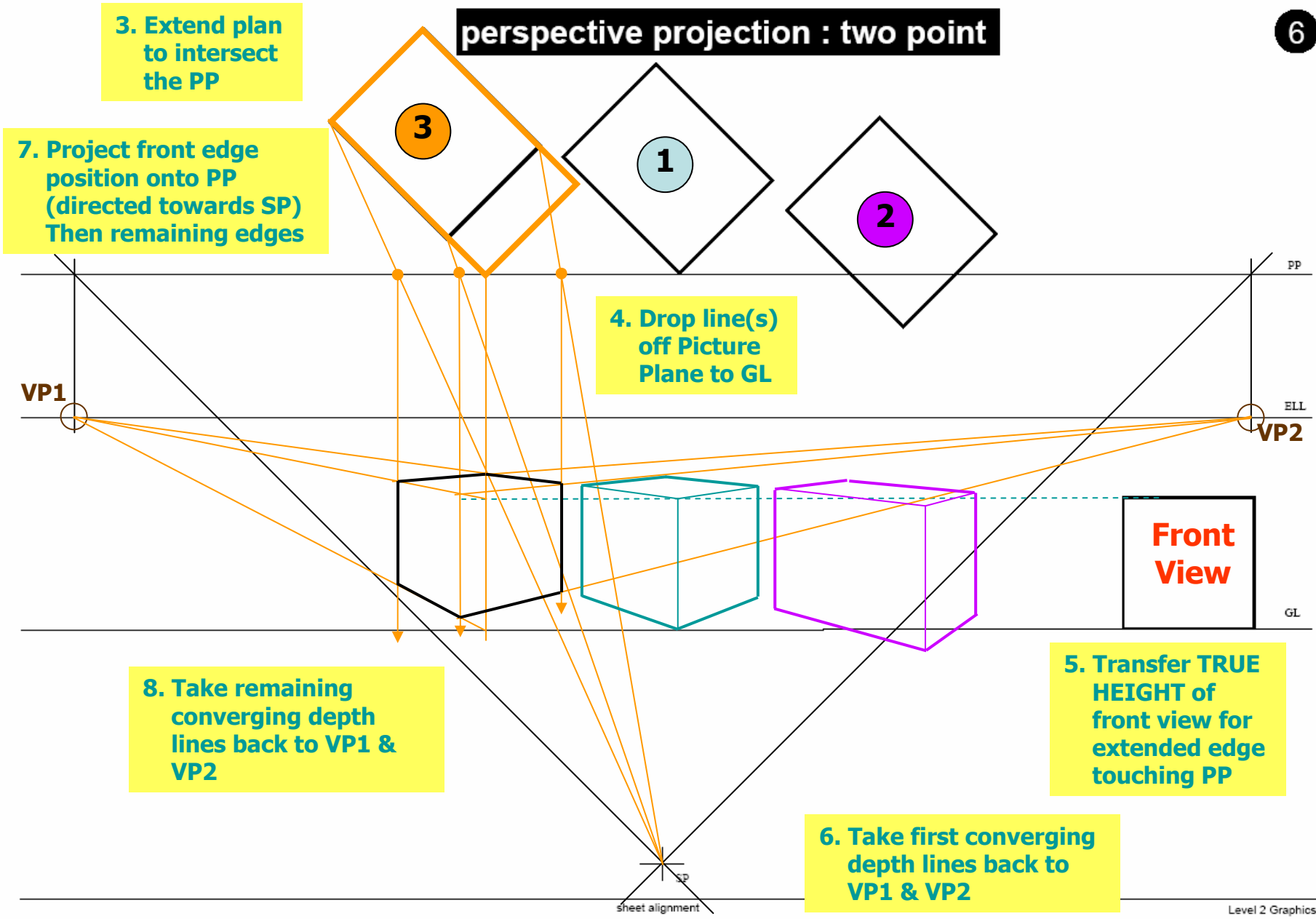
6



# perspective projection : two point



# perspective projection : two point



3. Extend plan to intersect the PP

7. Project front edge position onto PP (directed towards SP) Then remaining edges

4. Drop line(s) off Picture Plane to GL

8. Take remaining converging depth lines back to VP1 & VP2

5. Transfer TRUE HEIGHT of front view for extended edge touching PP

6. Take first converging depth lines back to VP1 & VP2

**Front View**

sheet alignment