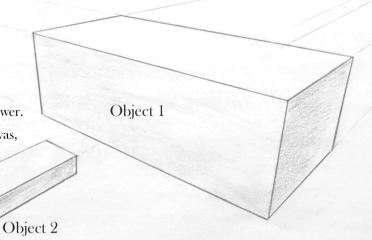
VP2

The horizon line is eye level when you look straight ahead. Object 1 has different vanishing points than object 2, because it sits at a different angle to the viewer.

You don't have to go through all these steps on your canvas, but you should understand them so you can check your drawing when something doesn't seem quite right.



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