

Two-Point Perspective in Illustrator

1. Set up the Document:

- Open Adobe Illustrator and create a new document by selecting **File > New**.
- Choose your preferred size and settings for the document.

2. Create the Artboard and Grid:

- It's helpful to enable the grid for better reference. Go to **View > Show Grid** or use **Ctrl + "** (Windows) / **Cmd + "** (Mac).
- To make the grid more visible, adjust the grid settings by going to **Edit > Preferences > Guides & Grid**.

3. Activate the Line Tool:

- Select the **Line Segment Tool (\)** from the toolbar. This tool will help you draw straight lines to establish the perspective.

4. Identify the Vanishing Points:

- In two-point perspective, there are two vanishing points (VP1 and VP2), which are placed along the horizon line.
- Use the **Pen Tool (P)** or **Line Tool (\)** to draw the horizon line. This line is where your two vanishing points will be located.
- Place two points on the horizon line to represent your vanishing points. They should be on the far left and right sides of the artboard, typically off-screen.

5. Draw the Vertical Lines:

- Create a vertical line anywhere on your canvas. This will serve as the closest edge of your object or building.
- Ensure this line is perpendicular to the horizon line to keep your perspective accurate.

6. Draw the Perspective Lines:

- Use the **Line Tool (\)** or **Pen Tool (P)** to create lines extending from the top and bottom of the vertical line toward both vanishing points.
- These lines should converge towards the vanishing points, creating the illusion of depth.

7. Define the Width:

- Use the **Line Tool (\)** to create lines along the horizon line that define the width of your object, leading toward each vanishing point.
- These lines determine the width and scale of the object based on its distance from the viewer.

8. Create the Object or Building:

- Once you've set up the perspective lines, you can use shapes like rectangles, polygons, or the **Pen Tool (P)** to create the sides of your object.
- To draw the sides in perspective, align them with the perspective lines you've created earlier.

9. Add Details and Refine the Object:

- Use the **Shape Tool (M)** to add additional rectangles or shapes for windows, doors, or other architectural features.
- Keep aligning the edges of these shapes with the perspective lines for consistency.

10. Color and Add Shadows:

- Once your object is complete, you can add color, textures, and shading to give the object more depth.
- To create shadows, draw additional shapes that follow the direction of the light source, typically extending away from the base of the object.

11. Final Adjustments:

- Use the **Selection Tool (V)** to adjust the placement or scale of any object within the perspective.
- Make sure everything is aligned properly with the perspective grid and vanishing points to maintain the accuracy of the perspective.