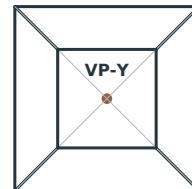


One cube: one, two or three points

Same unit-cube model, different camera poses. Read the three edge families; the number of visible edges is not the number of vanishing points.

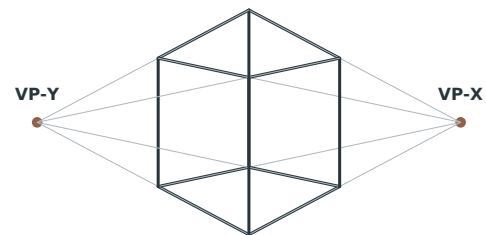
ONE POINT

Front-facing and level. Two edge families stay parallel in the picture.



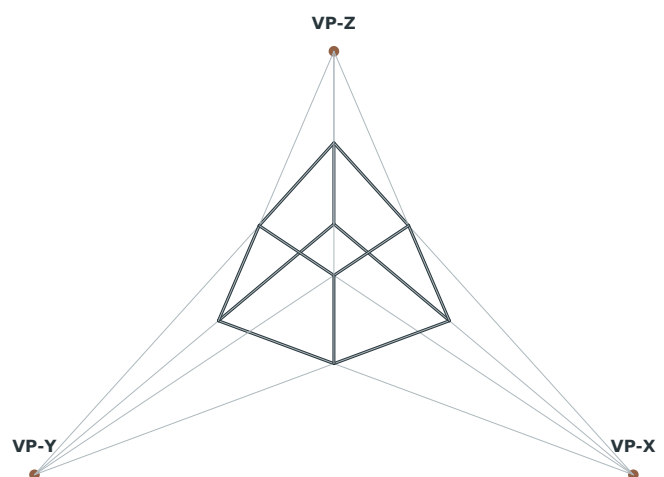
TWO POINTS

Corner view, level. The world-vertical family remains parallel.



THREE POINTS

Tilted corner view. All three edge families have finite VPs.



Choose a practice collection by camera and edge directions, then keep that setup consistent. These wireframes retain rear construction edges.