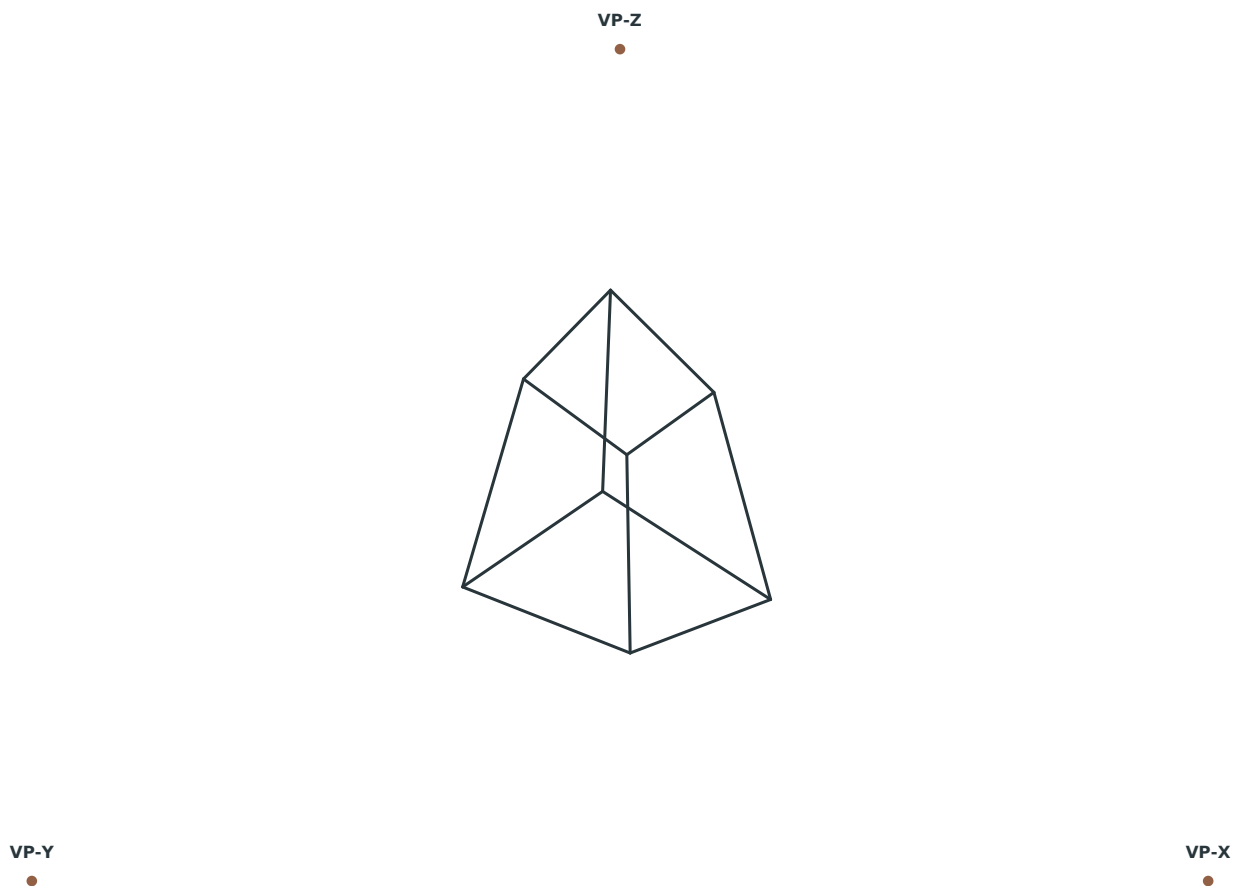


## Three-point perspective: Looking up

Each of the three world-axis edge families has its own vanishing point. Reconstruct the box from the given corner dots. Rear edges remain for construction. The full sheet keeps all three VPs visible.



Check all three families separately. The world-vertical edges converge toward VP-Z; they do not remain parallel in this tilted view. This is an image construction, not a measured building.

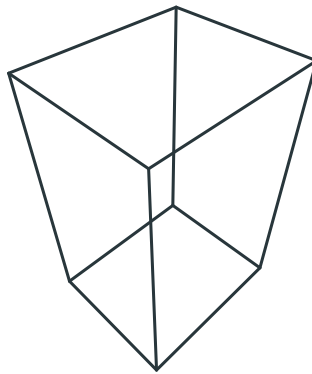
## Three-point perspective: Looking down

Each of the three world-axis edge families has its own vanishing point. Reconstruct the box from the given corner dots. Rear edges remain for construction. The full sheet keeps all three VPs visible.

VP-Y



VP-X



VP-Z



Check all three families separately. The world-vertical edges converge toward VP-Z; they do not remain parallel in this tilted view. This is an image construction, not a measured building.