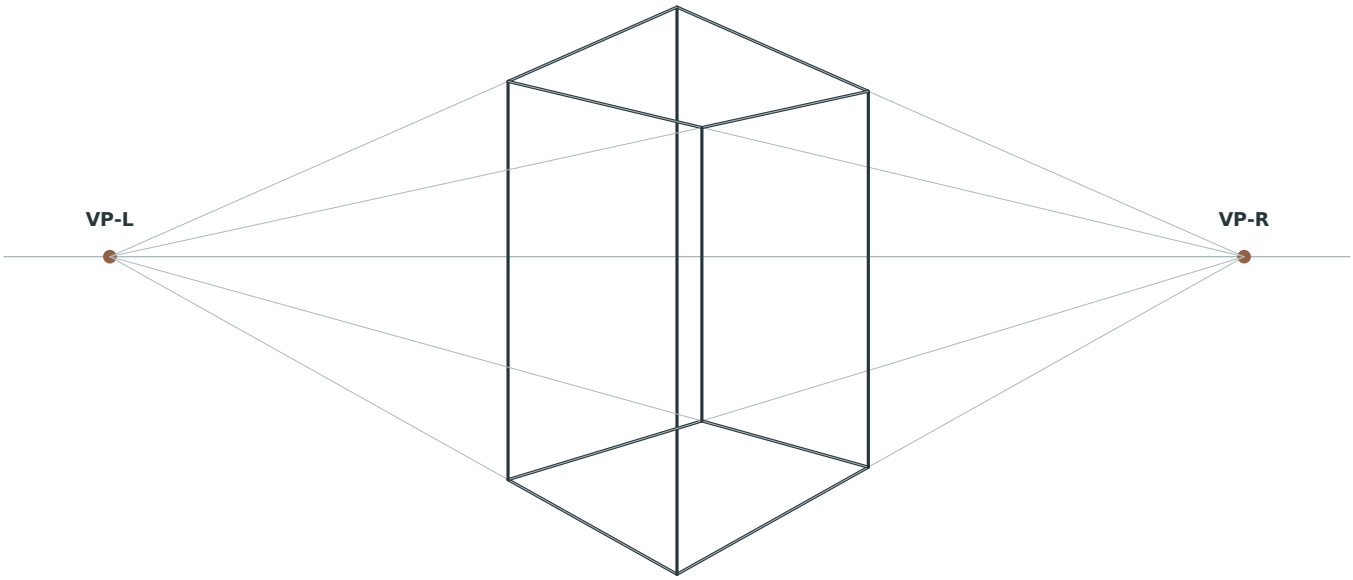
Two-point perspective: A box

Camera level: verticals stay vertical. The two horizontal edge families aim at different vanishing points. This wireframe retains hidden construction edges. Join the pale corner dots to reconstruct the blocks.



Check one family at a time: extend a depth edge back toward VP-L or VP-R. Never use a midpoint on the horizon as a third target. Keep every vertical edge parallel to the page sides.

Full sheet keeps both VPs visible. Cropping closely around the blocks can place the same VPs outside the cropped image. Reference depth is an image construction, not a building measurement.

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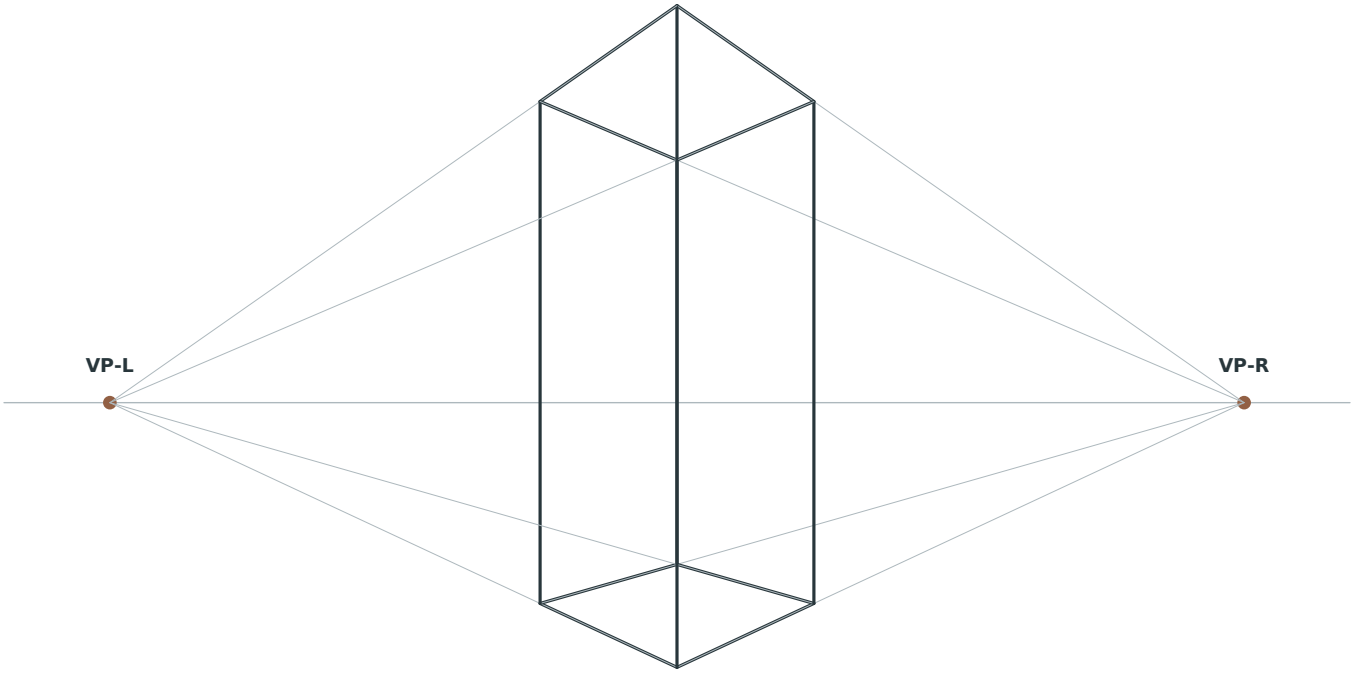
Two-point perspective: A taller tower

Camera level: verticals stay vertical. The two horizontal edge families aim at different vanishing points. This wireframe retains hidden construction edges. Join the pale corner dots to reconstruct the blocks.



Check one family at a time: extend a depth edge back toward VP-L or VP-R. Never use a midpoint on the horizon as a third target. Keep every vertical edge parallel to the page sides.

Full sheet keeps both VPs visible. Cropping closely around the blocks can place the same VPs outside the cropped image. Reference depth is an image construction, not a building measurement.

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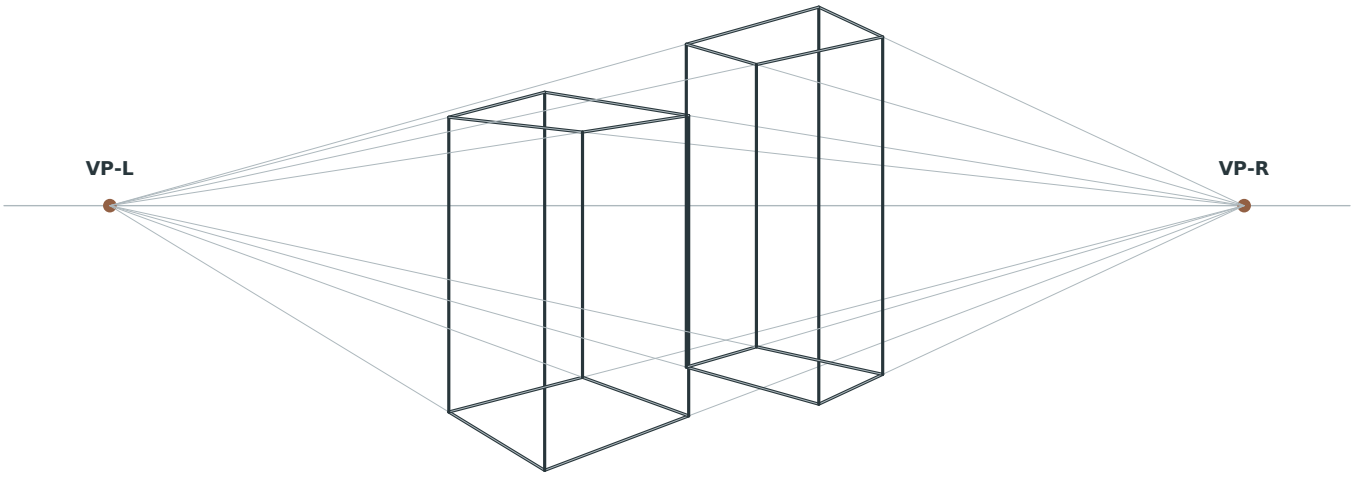
Two-point perspective: Two neighboring blocks

Camera level: verticals stay vertical. The two horizontal edge families aim at different vanishing points. This wireframe retains hidden construction edges. Join the pale corner dots to reconstruct the blocks.



Check one family at a time: extend a depth edge back toward VP-L or VP-R. Never use a midpoint on the horizon as a third target. Keep every vertical edge parallel to the page sides.

Full sheet keeps both VPs visible. Cropping closely around the blocks can place the same VPs outside the cropped image. Reference depth is an image construction, not a building measurement.

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