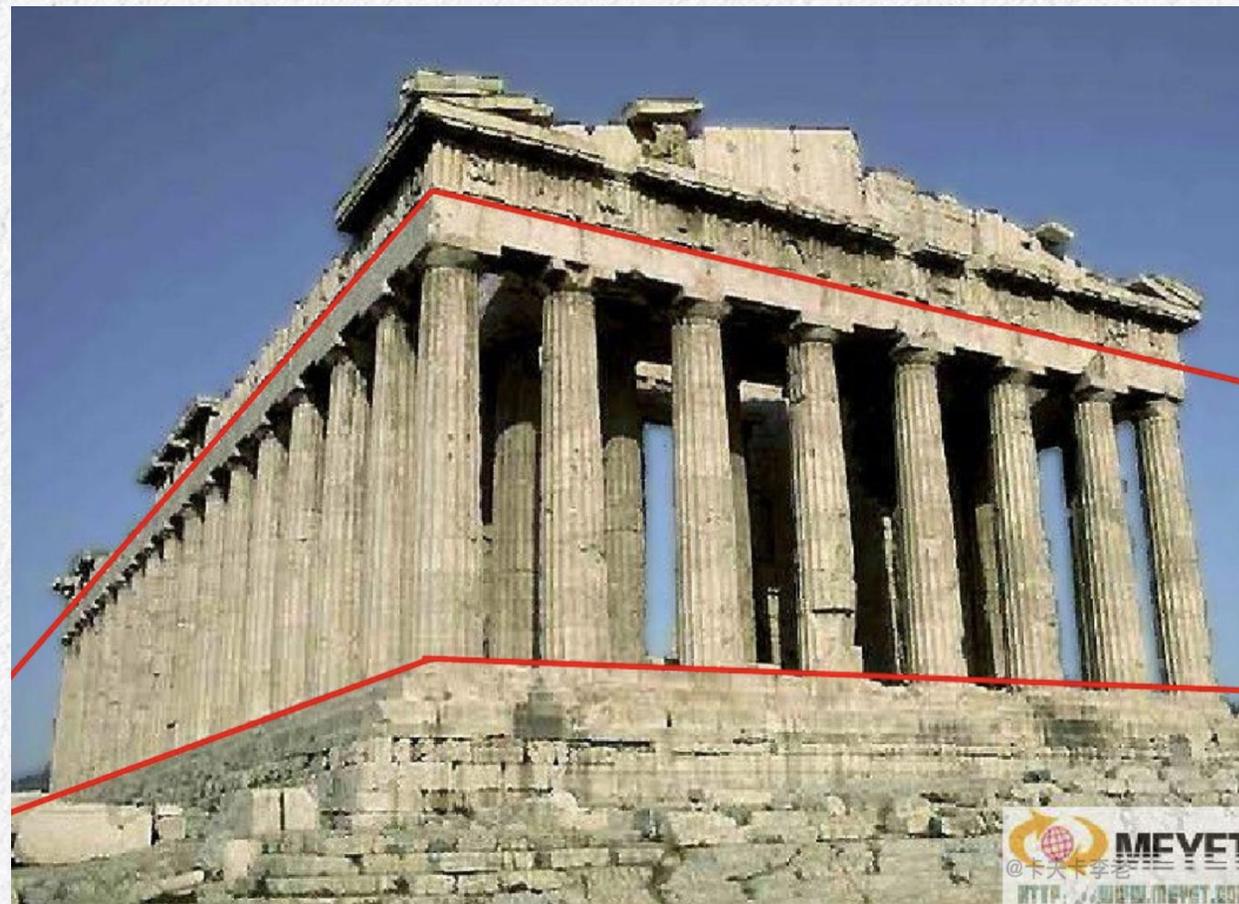
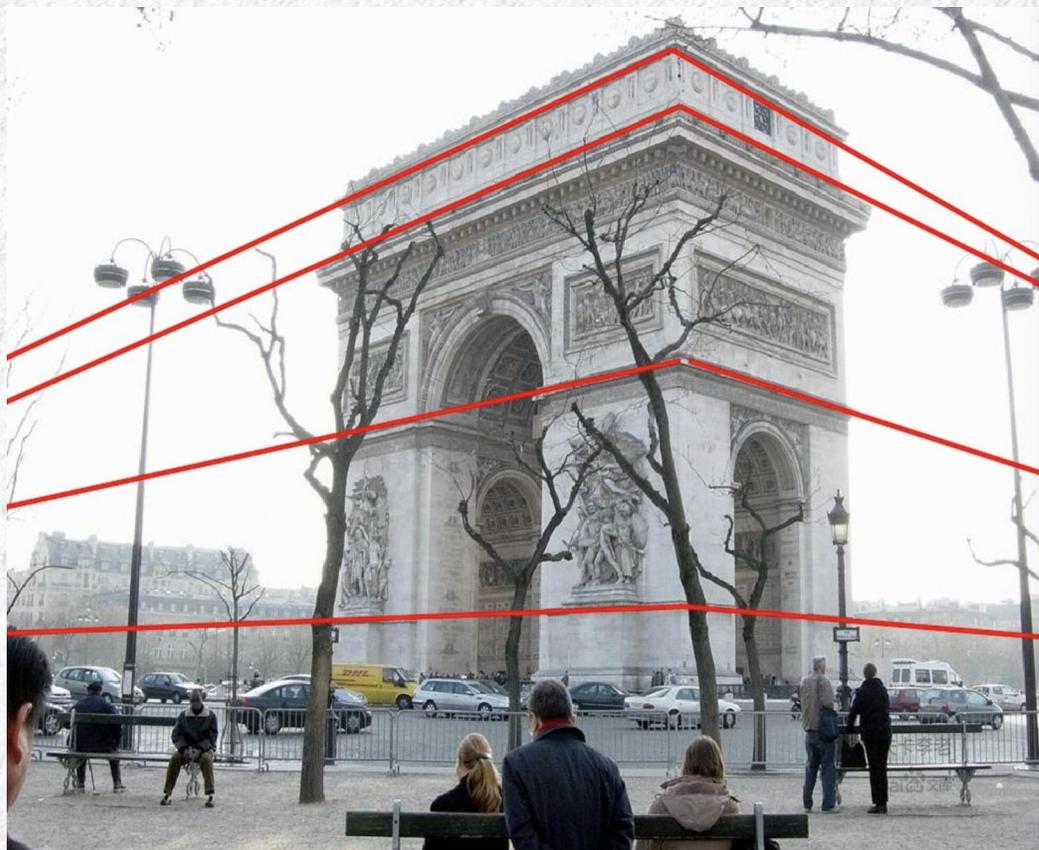




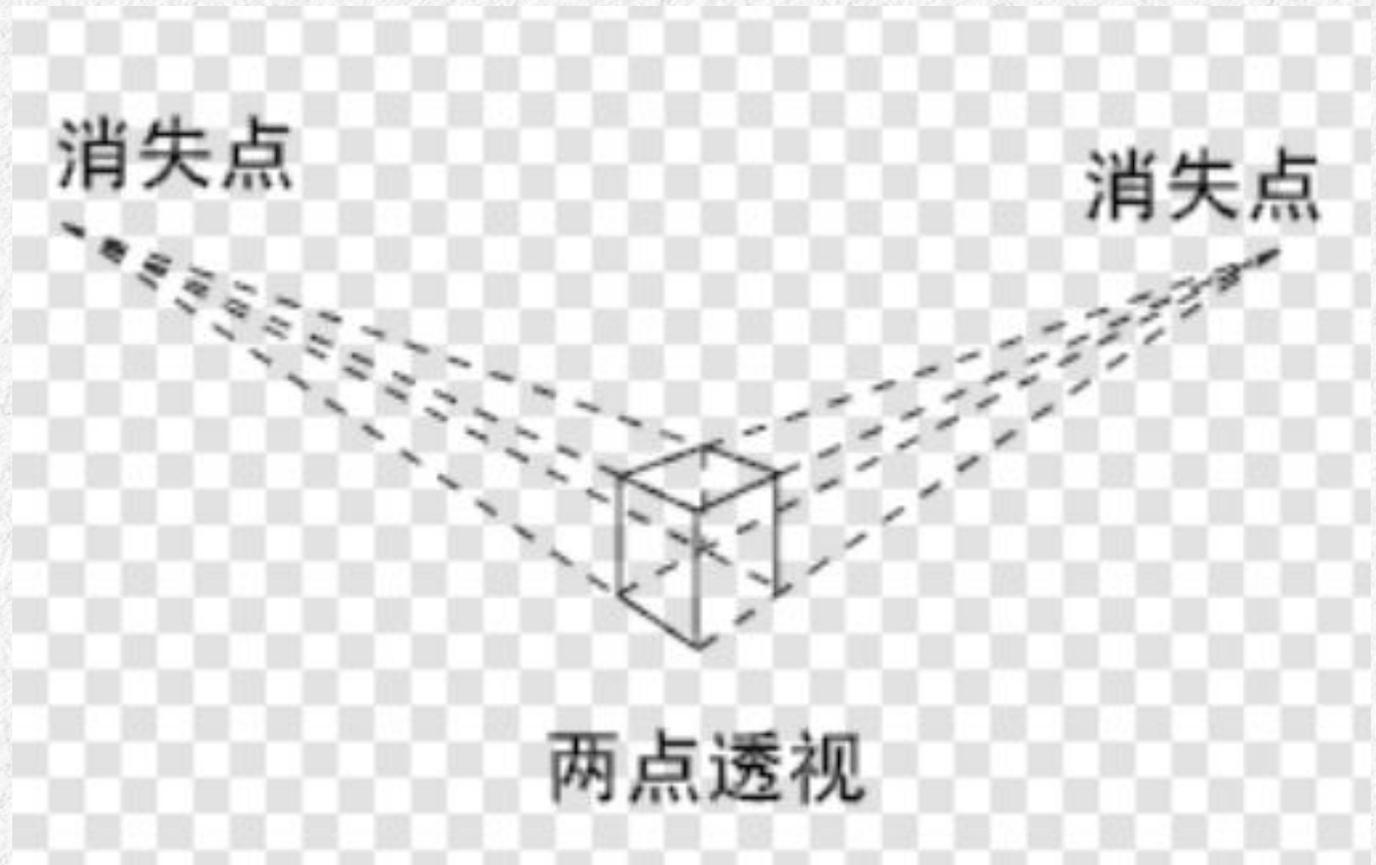
# 原画设计

# 场景透视——两点透视(成角度透视)

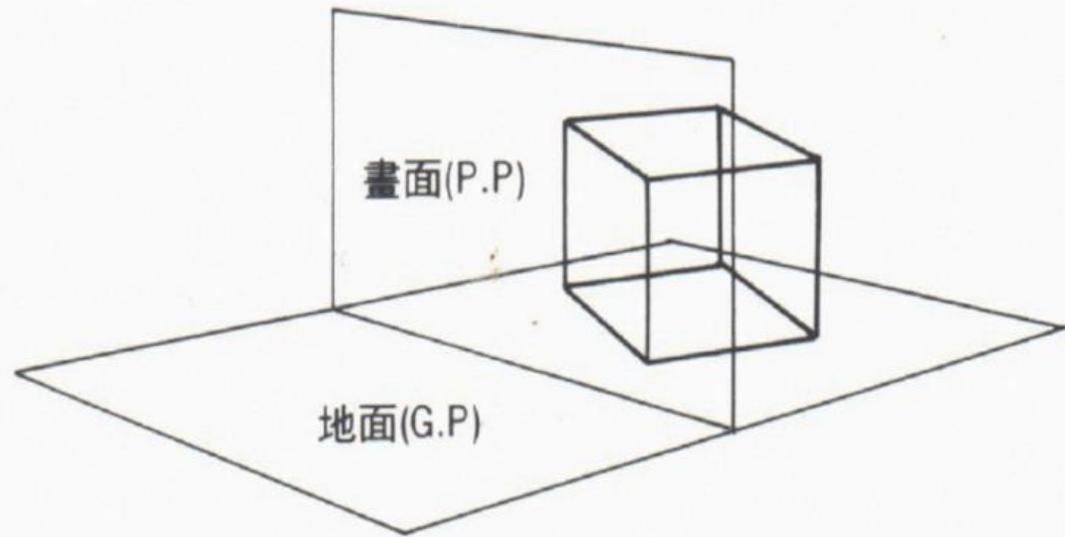
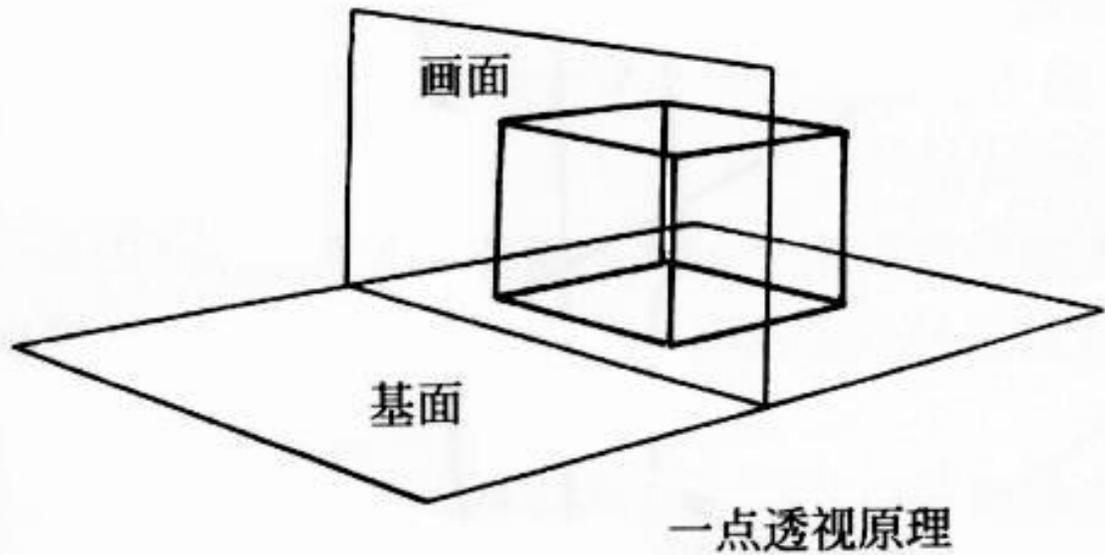


# 场景透视——两点透视

物体有一组**垂直线**与画面平行，其他两组线均与画面**成一定角度**，而每组有一个消失点，共有两个消失点，也叫成角度透视。

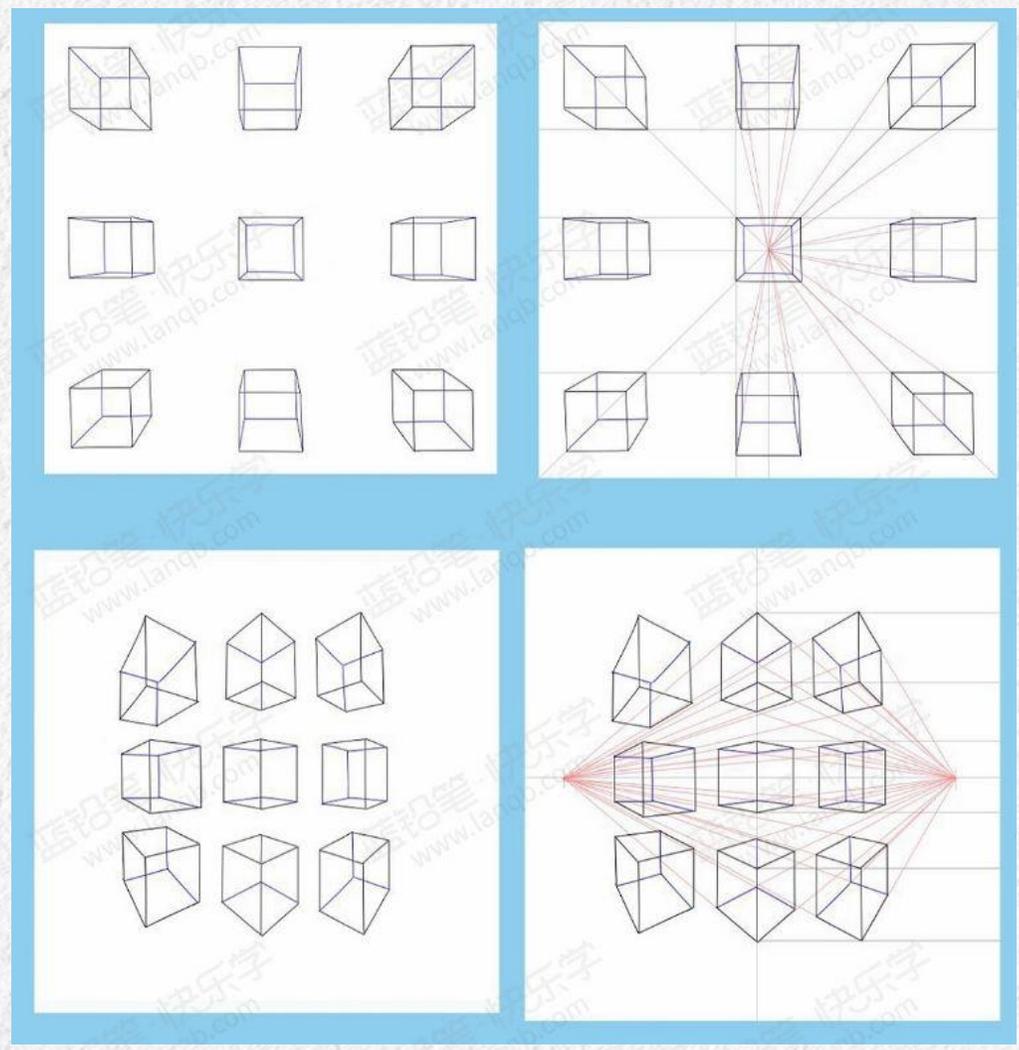
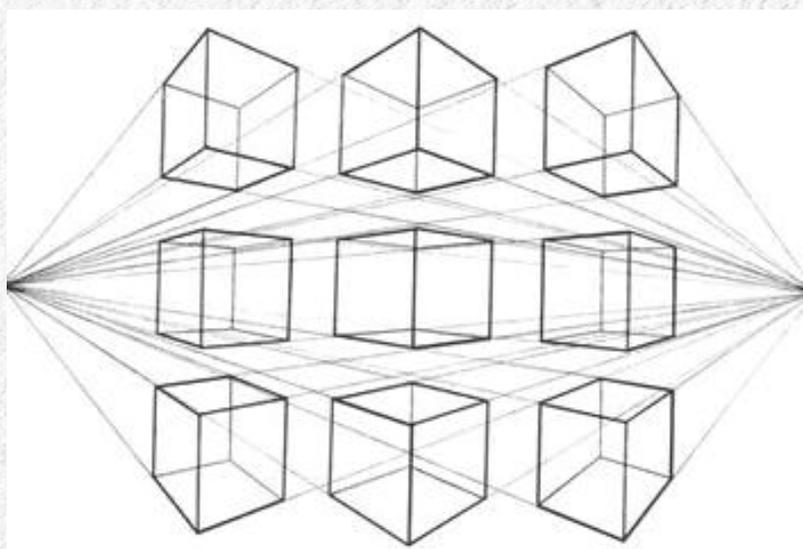
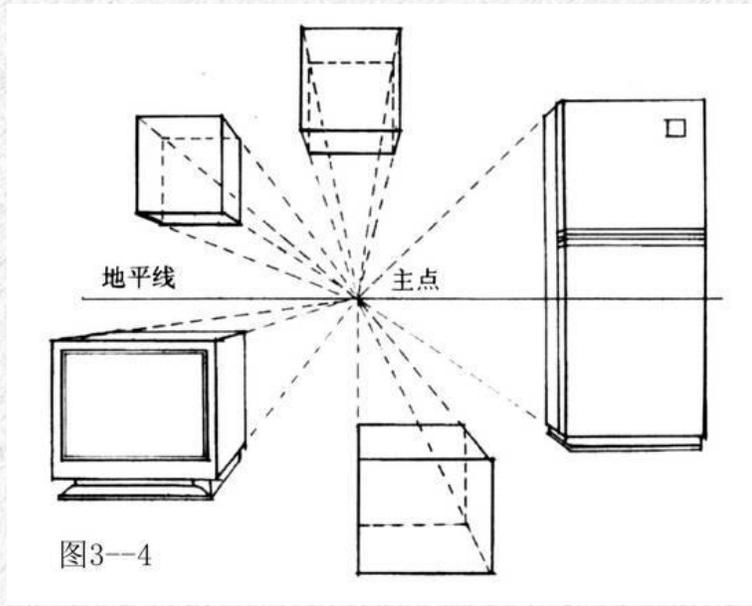


# 场景透视——一点透视、两点透视对比

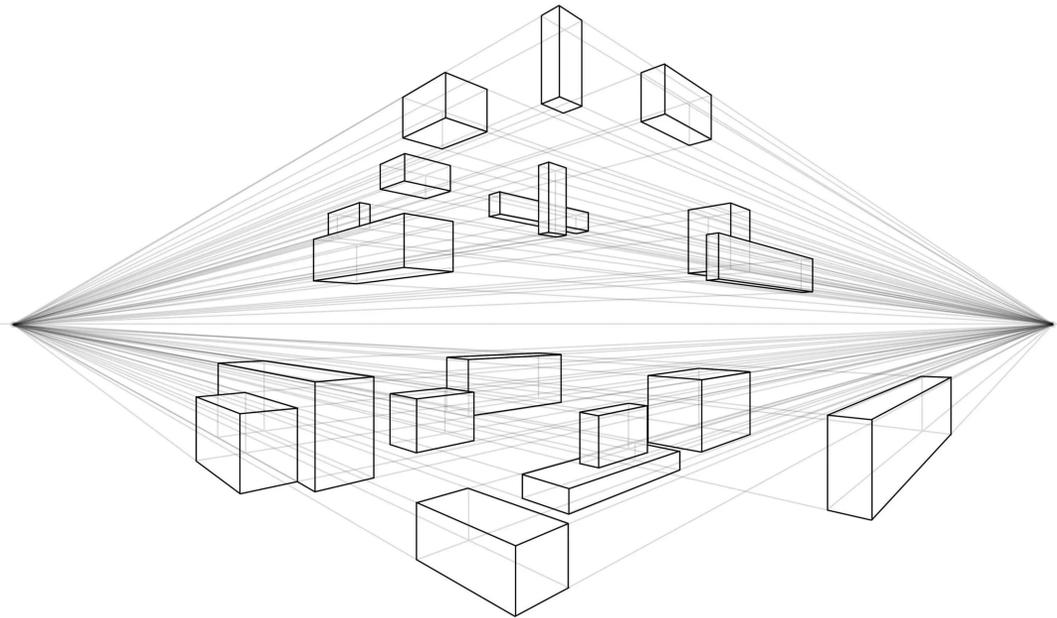
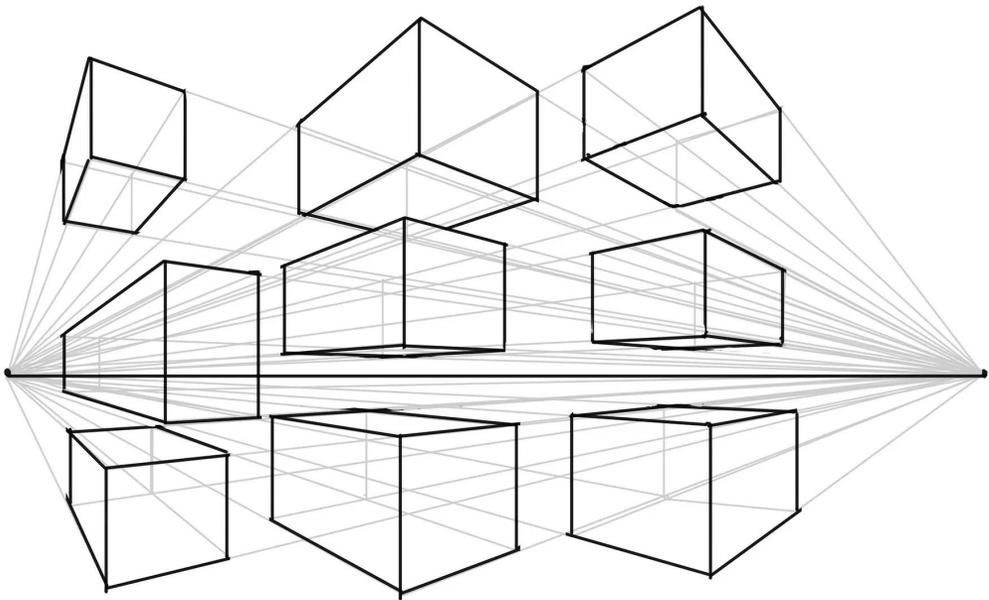


两点透视就立方体而言，它平行于地面平行但不平行于画面，对立方体的三组棱线而言。一组棱线与画面平行，其他两组棱线与画面不平行，并形成夹角。

# 场景透视——一点透视、两点透视对比

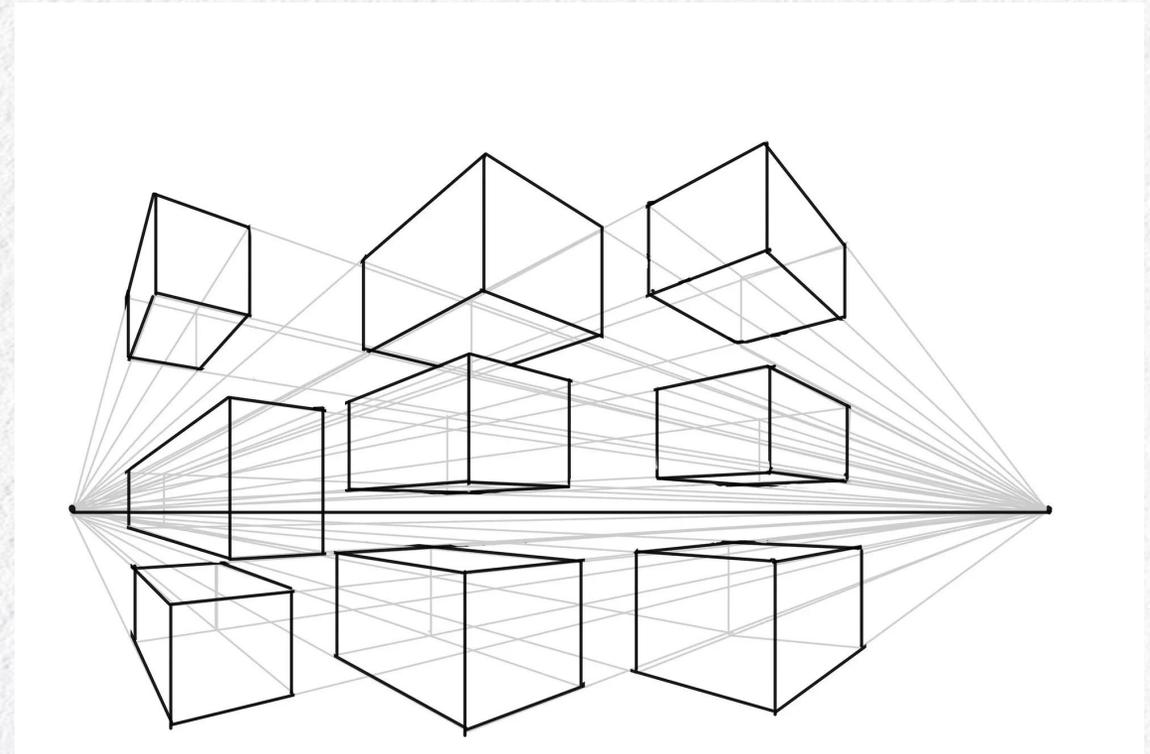


# 场景透视——两点透视

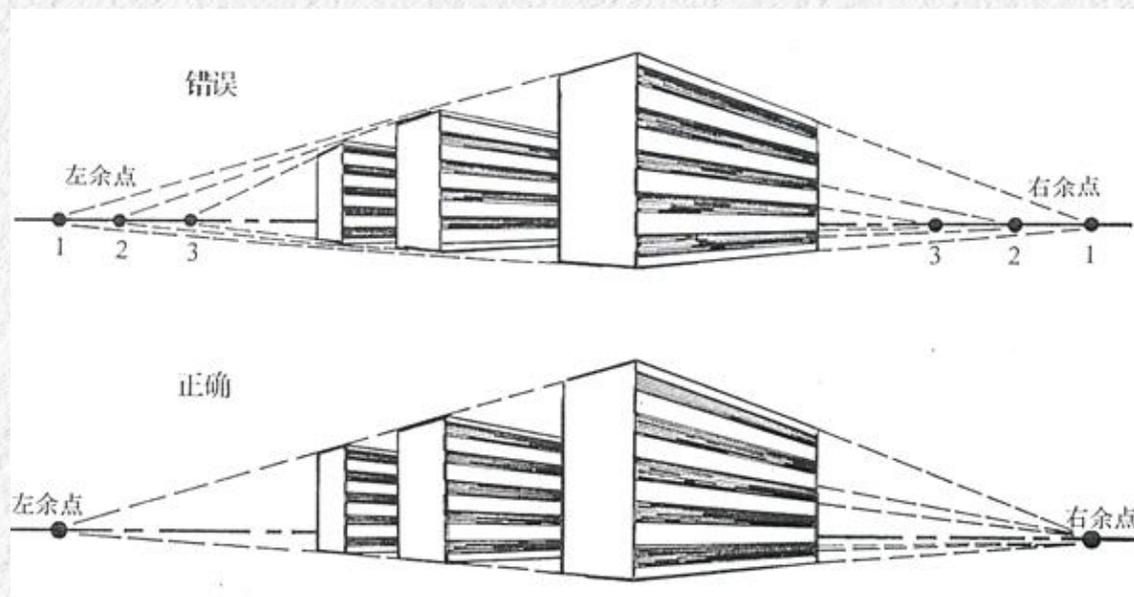
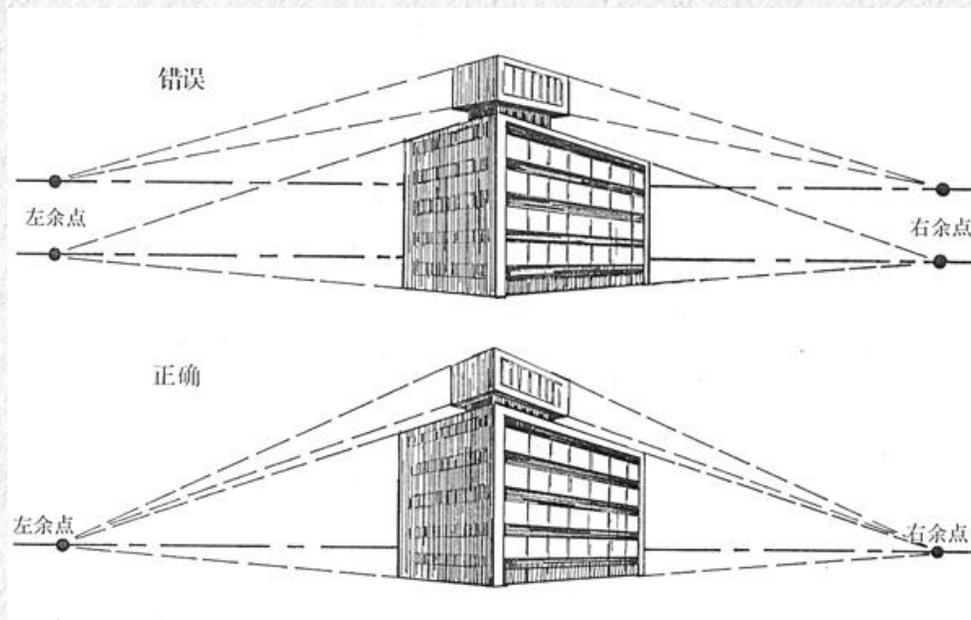


# 场景透视——两点透视特点

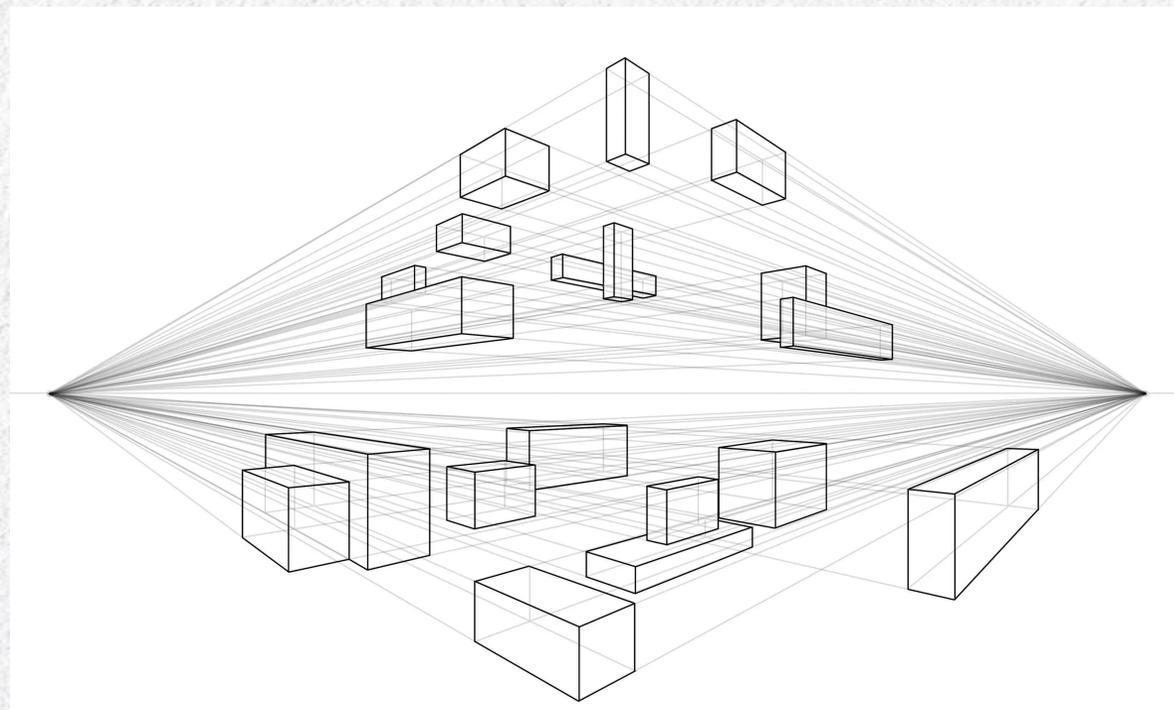
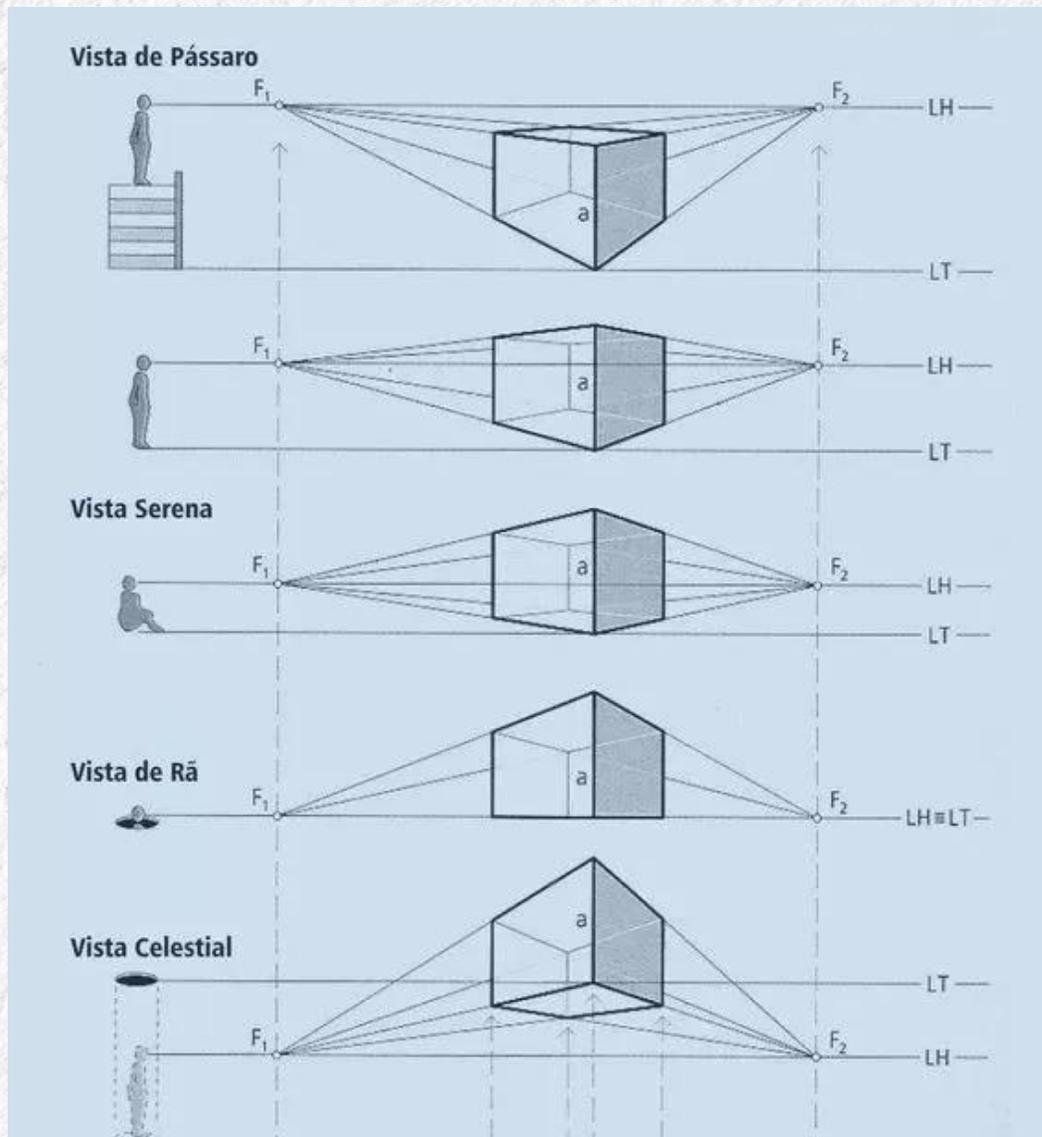
- 1、物体的边棱呈现的两种状态，垂直边，成角边。
- 2、两组棱线，水平消失方向不一，形成两个灭点，属于两点透视。
- 3、垂直的三条线，中间的最长，两边的相应缩短一些。这样符合透视规律。



# 场景透视——两点透视



# 场景透视——两点透视练习



# 场景透视——两点透视练习

