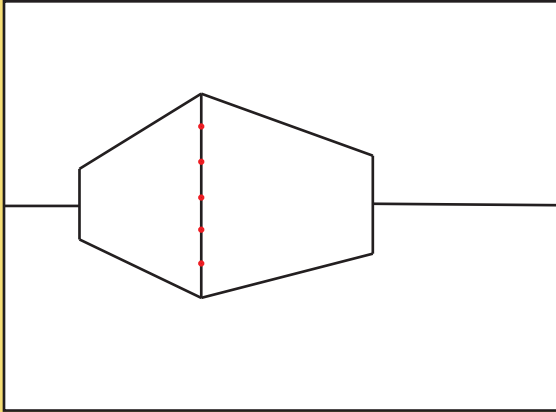


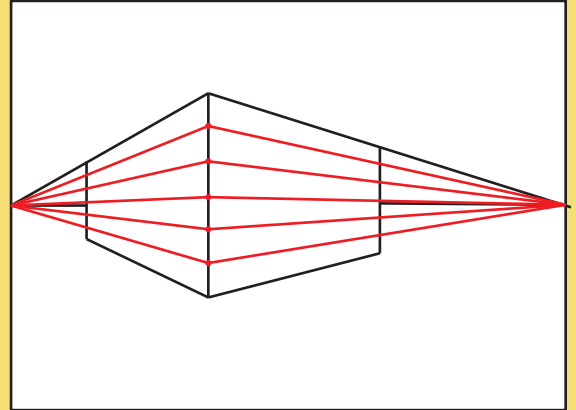
How to add texture

Adding texture means adding some style of design on the shapes drawn in perspective. In order to follow along with this guide, I have already drawn a shape in 2-point perspective. Follow along and see what you can make



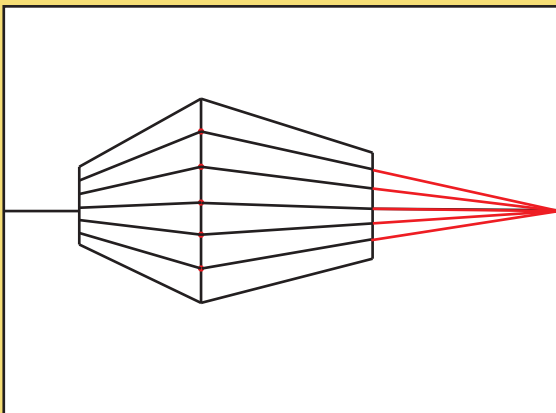
Step 1:

After your shape is drawn, go down the vertical line and mark where you want your texture lines to begin.



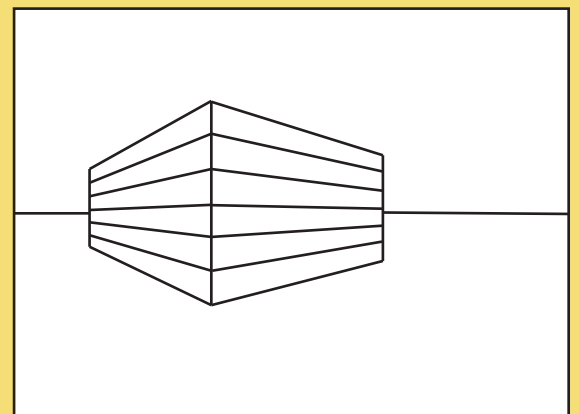
Step 2:

Connect each point to the left and right vanishing point.



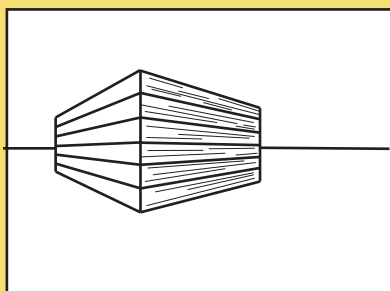
Step 3:

Erase the extra lines that go past the edge of your shape.



Step 4:

Adding you have a template to build bricks, checkerboard, wood, stone, you name it!



For the image on the left, try using thin lines headed to the vanishing point to create wood texture.

For the image on the right, try using alternative vertical lines to create bricks

