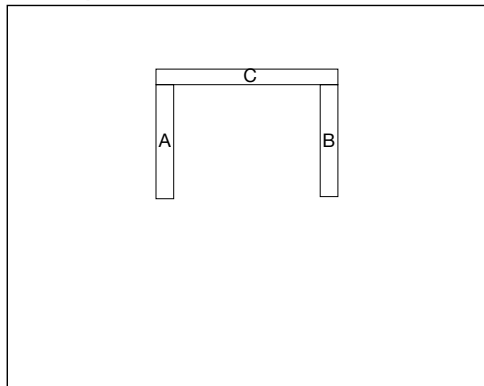


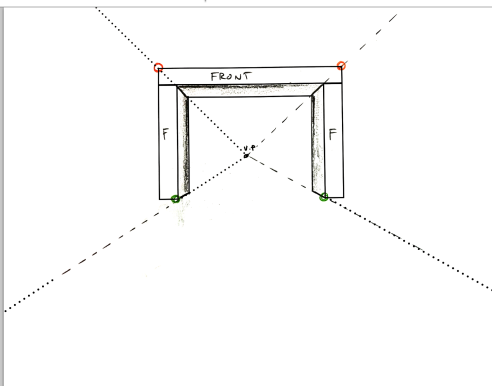
DRAWING INTERIORS... A MINE TUNNEL



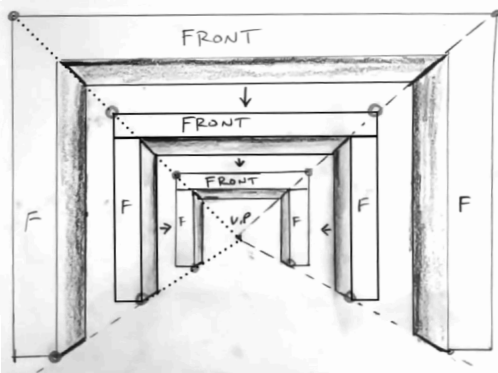
WHEN YOU DRAW INTERIOR SCENES, A GOOD KNOWLEDGE OF BOTH OPTICAL AND LINEAR PERSPECTIVE IS ESSENTIAL.



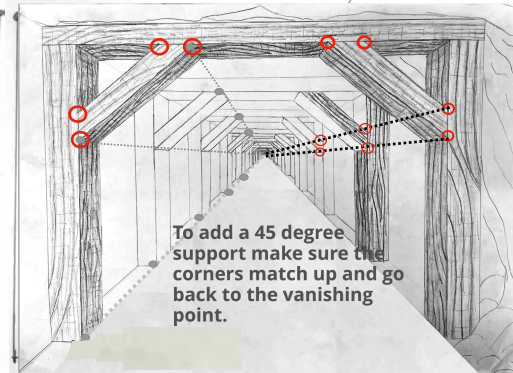
1. Start by drawing 2 rectangles that are the same length and width (A and B). Then draw a 3rd rectangle going across to connect them (C).



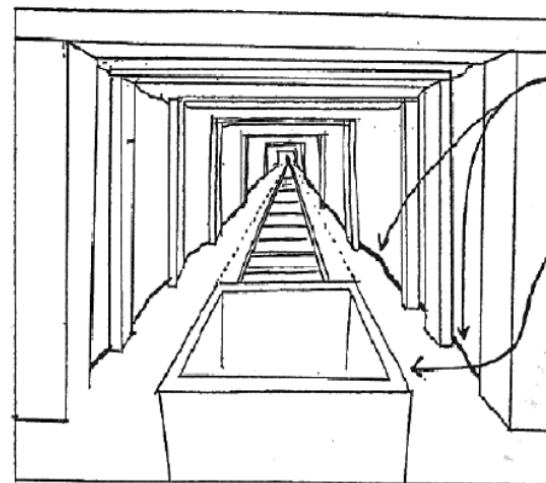
2. Draw receding lines from the corners to find your vanishing point. Next draw the side of the supports.



3. Add more columns to create the illusion of depth.



4. Add angle beams (supports).



5. As you add sets of tunnel supports connect the bottoms with a rough line which shows the tunnel wall.

6. Use your vanishing point to layout the mining cart tracks for the cart. Also put in the wooden planks on the track.

7. Finish your mine drawing with textures, shading and a few scattered objects to add interest.

