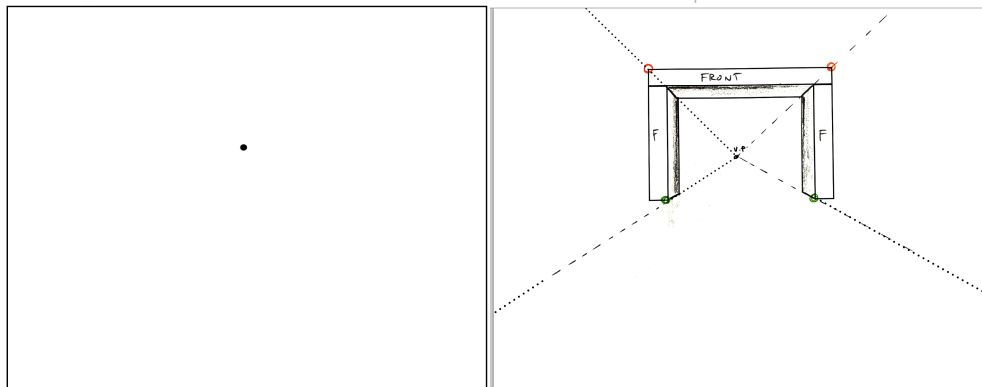


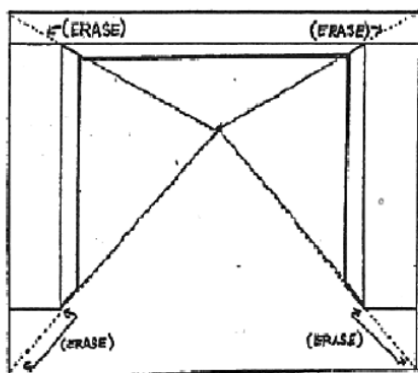
DRAWING INTERIORS... A MINE TUNNEL

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

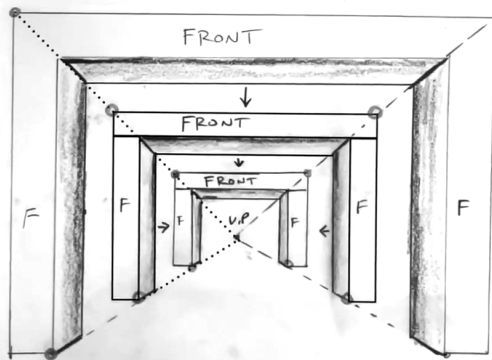


1. START BY PLACING YOUR VANISHING POINT A LITTLE ABOVE THE CENTER OF THE PAGE.

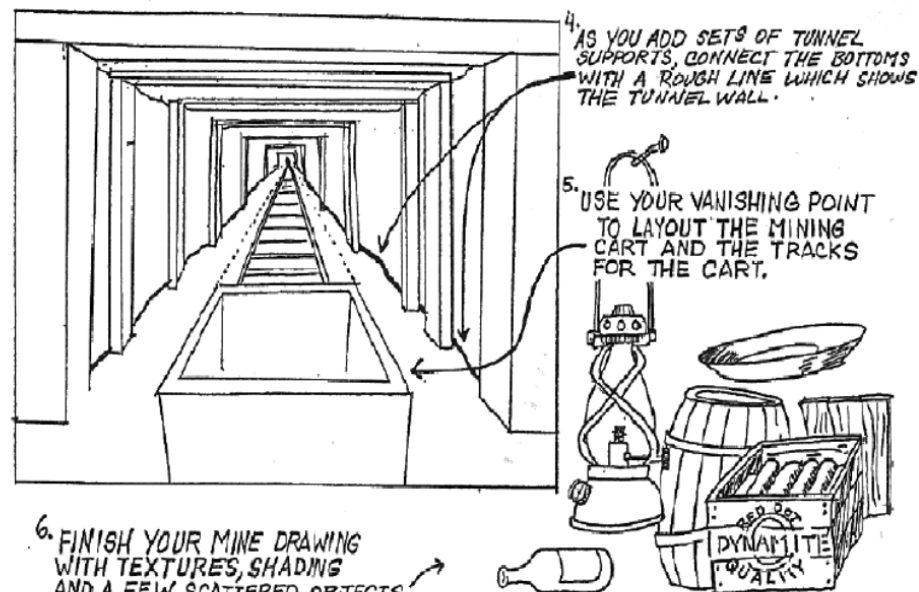
2. DRAW THE FIRST SET OF "SUPPORTS" FOR YOUR TUNNEL. NOTICE HOW THE RECEDING LINES ARE USED TO PICK WHERE THE CORNERS ARE PLACED.



3. USE YOUR RECEDING LINES TO ADD THICKNESS AND DEPTH TO YOUR SET OF SUPPORT TIMBERS.



4. DRAW A SECOND (SMALLER) SET OF TUNNEL SUPPORTS, USING YOUR RECEDING LINES FOR PLACEMENT AND DEPTH.



4. AS YOU ADD SETS OF TUNNEL SUPPORTS, CONNECT THE BOTTOMS WITH A ROUGH LINE WHICH SHOWS THE TUNNEL WALL.

5. USE YOUR VANISHING POINT TO LAYOUT THE MINING CART AND THE TRACKS FOR THE CART.

6. FINISH YOUR MINE DRAWING WITH TEXTURES, SHADING AND A FEW SCATTERED OBJECTS TO ADD INTEREST TO THE SCENE.



THINGS TO REMEMBER!

***DRAW LIGHTLY!**
YOU'LL BE CHANGING THE SMOOTH LINES OF THE TIMBERS INTO ROUGH EDGES AND ADDING OBJECTS LIKE OIL LAMPS AND SIGNS. MAKE YOUR LINES EASY TO CHANGE AND ERASE BY DRAWING THEM AS LIGHTLY AS POSSIBLE.

***OPTICAL PERSPECTIVE!**
YOUR TIMBERS AND OBJECTS SHOULD GET SMALLER AS YOU DRAW THEM TO APPEAR FURTHER BACK IN SPACE. ALSO, THINGS SHOULD SHOW LESS DETAILS AND WILL BE DARKER AS THEY ARE DRAWN TOWARDS THE BACK OF YOUR TUNNEL.