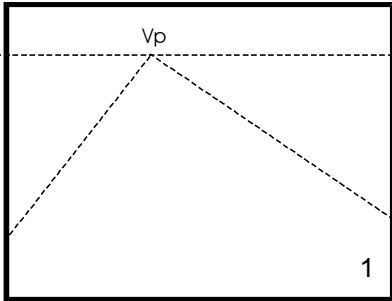


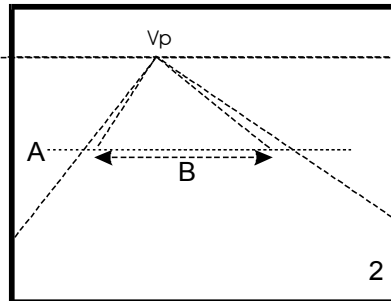
UP AND DOWN

It's quite easy to give our road some undulations.

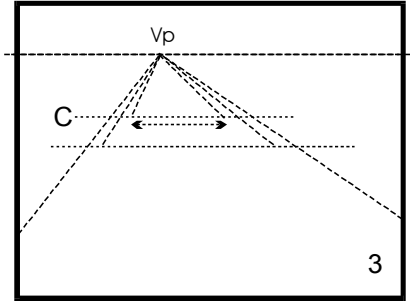
Start by lightly drawing your road zooming off to a Vp. Make sure that the road has sufficient width.



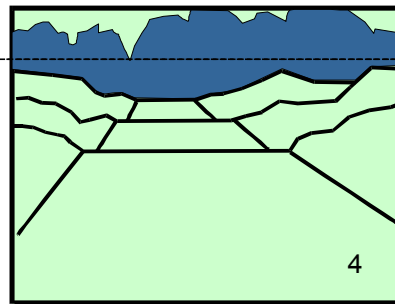
Draw a horizontal line A, where you want the road to start dipping down. Make the section of the road beyond this line slightly narrower (B) and draw its edges to the Vp.



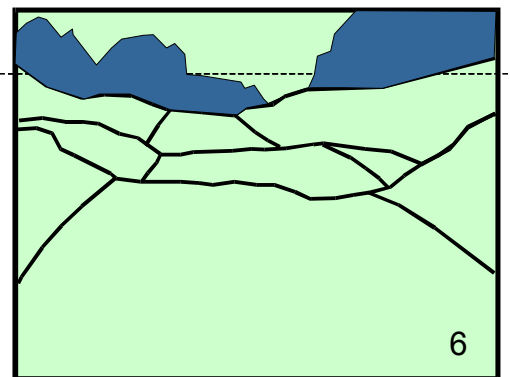
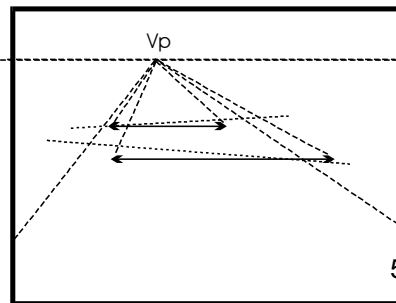
Repeat this process with another horizontal line C.



Now darken the lines and indicate the contour for the edges of the road. I ended my road abruptly to suggest that it has either gone around a corner or into a valley. The point is this. You do not have to show all of a road to tell the viewer that there is one there.



Variations: The horizontal line representing the start of the undulation can be tilted to suggest banking and the successively smaller sections of the road do not have to be perfectly in line with each other unless you want a straight road or street.



Playing with these variations can give your road "character" and energy.