

Create your own work of anamorphic art. Use the same idea as we did in class, but choose your own subject to distort. I am attaching a perspective grid, which you'll need to trace or photocopy onto a transparency. If you plan to photocopy it onto a transparency, *be sure to buy the photocopyable transparencies* –the regular kind melt in the photocopier! You don't want to be the one ruining everyone's day!

Decide on a fairly simple subject that will fit on the grid – a cartoon character, for instance. Trace that subject onto the perspective grid. Then use the techniques described in Lesson 5 of "Lessons in Math and Art", which we practiced in class and which you will practice on PS 8, to create the anamorphic drawing of your subject. Feel free to color it in as seems appropriate. (This project doesn't actually involve any math, so you won't get as many points for it – but it seemed like it might be fun. If you use the perspective grid to calculate the correct viewing distance, you'll get more points. If you create your own perspective grid (accurately), you'll get even more points, but I'm not sure it's worth your time – I found it hard to do with the program I was using, and – as you can see– the lines aren't always exactly where they should be.)

As always, write a brief description of how you created this work of anamorphic art, along with a description of the idea behind anamorphic art. Give a general description of where the viewer should stand. If you calculate the viewing distance, give a more precise description of where the viewer should stand, and discuss how you found it. As always, think in terms of a description that would accompany your art in an art show – you'd want them to know how you incorporated math into the work, and what mathematical principles are illustrated.

Also, give your work of art a title.