

This project is fun and I highly recommend it, even though it's not worth a bunch of points. It explores the difference viewing position can make to how you experience a drawing or painting, and must be done in a group of 3 (or, in a pinch, 4.) You will be carrying out the taping experiment described at the very beginning of Lesson 1 in *Lessons in Mathematics and Art*. I will paraphrase Marc Frantz' instructions here:

- SUPPLIES: Camera (preferably digital), masking tape, window cleaner, and paper towel –you must clean up after yourselves!
- LOCATION: The location is critical. You need to select a window that satisfies the following requirements:
  - two people can easily stand at and reach the window
  - the third person has a place they can comfortably sit or stand for a fairly long time (a busy hallway may not be the best choice!)
  - the third person has a view of a building, and that view of the building is *not* entirely straight on. For instance, you wouldn't want to choose a great view of the library where every single feature of the library that you can see is parallel to the window. That wouldn't do at all. You need some visible portions of the building to *not* be parallel to your window.
- PROCEDURE:
  - Choose one person to be the *Art Director*. This person will be standing or sitting rooted to the spot, with one eye (the same eye) closed, for prolonged periods of time. The other two people will be the *Artists*.
  - Using the one open eye, the Art Director will tell the Artists where to place masking tape in order to outline the architectural features, as seen from the Art Director's unique viewpoint. Do enough of the building so that you can really get a feel for the shape of it. I'd suggest outlining salient portions of the building first, especially parts that are not parallel to the window, and then going back and adding details (windows, doorways, etc) as time allows. The Artists must be careful not to put the tape where it looks right to *them*, but where the Art Director tells them to. This is surprisingly tricky sometimes. The Art Director must be careful not to shift position (or even switch eyes).
  - Once your tape picture is complete, take several pictures – one from as close to the correct viewpoint as you can get, others from different viewpoints. Try to get the outside building in the picture as well (this may mean disabling your flash).
  - Remove the tape from the window, taking care to clean the window with windex or something similar.
  - Together, write a paragraph describing this experiment (from "scratch", as if the people reading it hadn't read this project), and describing your results, expounding in particular on the concept of viewing position, and how much a difference it made (or didn't make) to feeling like you were "correctly" viewing the taped outline. (The artists may want to discuss their experiences placing the tape.) All of you should have input into this paragraph, and all of you are responsible for the quality of writing in it.
  - Hand in the paragraph, along with the photos of your results. (If you used a digital camera, I'd love to get the files for the photos as well.)

*Possible Points:* If you tape fairly extensively (for instance, didn't leave a building half done, but at least had an outline), include a variety of good photos that showed the difference or lack thereof being in the "correct" viewing position made, and wrote a nice description of your project, each member of your group can earn up to 10 points.