Create your own work of anamorphic art. Use the same idea as we did in class, but choose your own subject to distort.

- You may make your own grids (square and perspective) or use the perspective grid attached, and then use either the square grid provided or your own square graph paper. If you create your own perspective grid, please include something that shows me that you used techniques learned in this class to ensure that the "squares" are the same size; that is, indicate in some way how you decided how far each parallel line should be from the one "in front" of it so that the results consistently represent squares in real-life.
- (Optional) Calculate the proper viewing position for the perspective grid, whether using the grid provided or one you created.
- Decide on a fairly simple subject that will fit on the grid. You can draw an original work of art on the perspective grid, *or* you can choose a fairly simple subject and trace it onto the perspective grid. If you choose this second option, you may find it easiest to first photocopy the grid onto a photocopyable transparency and then lay that over your subject.

  Note: You will get more dramatic distortion if your original drawing traverses a broader range of the perspective squares.
- Then use the techniques described in Lesson 5 of "Lessons in Math and Art" to create the anamorphic drawing of your subject. Feel free to color it in as seems appropriate. (Should your work be selected for the end-of-semester art show, thumb tacks or staples will be used to display it. If you don't want that, please mount it on some sort of matting through which we *can* put thumb tacks.)
- 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.
- Give your work of art a title.

Possible Points: This project uses less math and measuring than some of the others, and so is worth somewhat less, but it's fun and worth experiencing. Artwork that involved correctly creating your own grids (and ensuring that your perspective grid correctly represents a square grid), doing the original art on the appropriate grid, correctly transferring that work to the second grid, and then correctly calculating the viewing distance, *and* which is accompanied by a clear and well-written description of all of the above, can earn up to 30 points. If you choose to use the grids I provide, but still calculate the viewing distance, draw the work well

and correctly, and write a nice description, you can earn up to 20 points. The artwork & description of where to stand, but without the distance, can earn up to 15 points.

Note: A work of art submitted with out a corresponding mathematical analysis will be returned ungraded.