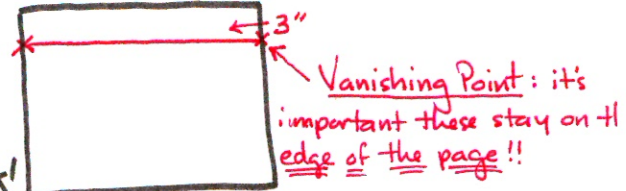
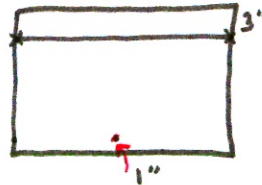


# TWO POINT PERSPECTIVE MAZE!

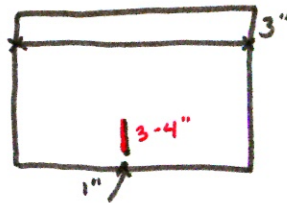
① We start with a big piece of paper that's 18x24". Going the long way you draw an horizon line 3" down from the top. The edge of the paper where the lines meet are the VANISHING POINTS!



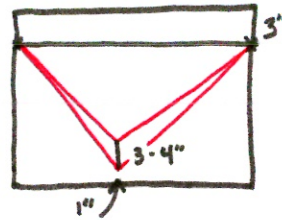
② The students can either measure the middle of the bottom edge, or eyeball it - they need to make a dot 1" from the bottom.



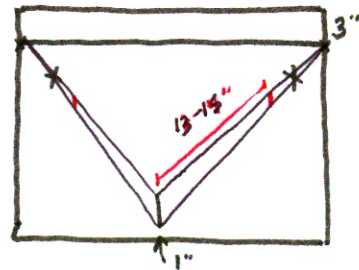
③ From that dot you draw a line 3-4" straight up. They choose the distance so there's more variety between the kids.



④ From the top and bottom of this center line, the walls will go to the vanishing points.

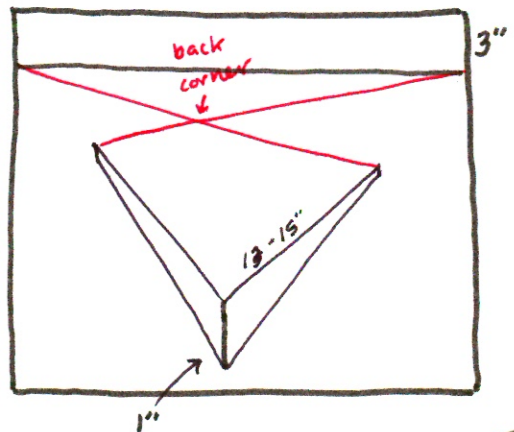


⑤ Tell the kids to measure from the TOP of the center edge out somewhere between 13-15". This sets how long the walls are. The need to measure the same distance along BOTH edges! They cannot just go straight across - doesn't work...



From this new dot come straight down until you hit the bottom line. Erase the extra.

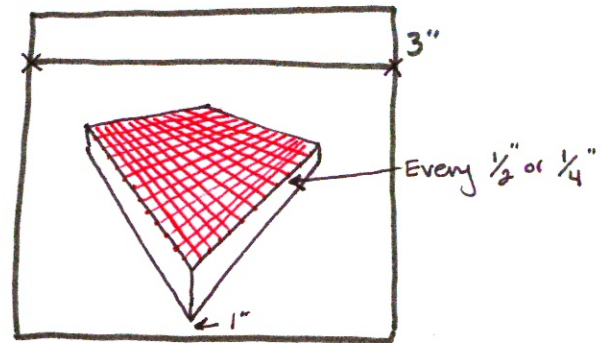
⑥ Now from the top of these back corners, draw a line to its OPPOSITE vanishing point - this creates your back corner.



BOOM! You've got the box to the maze!

⑦ Once the box is created it's time for the grid. The kids will measure every  $\frac{1}{8}$ " along ONLY THE TOP TWO LINES. Start with only a dot. Now... I also allow the kids to choose if they want to go to  $\frac{1}{4}$ "! This allows for more intricate mazes, but is a little more putzy... Out of a class of 28 - maybe 3 or 4 may do this.

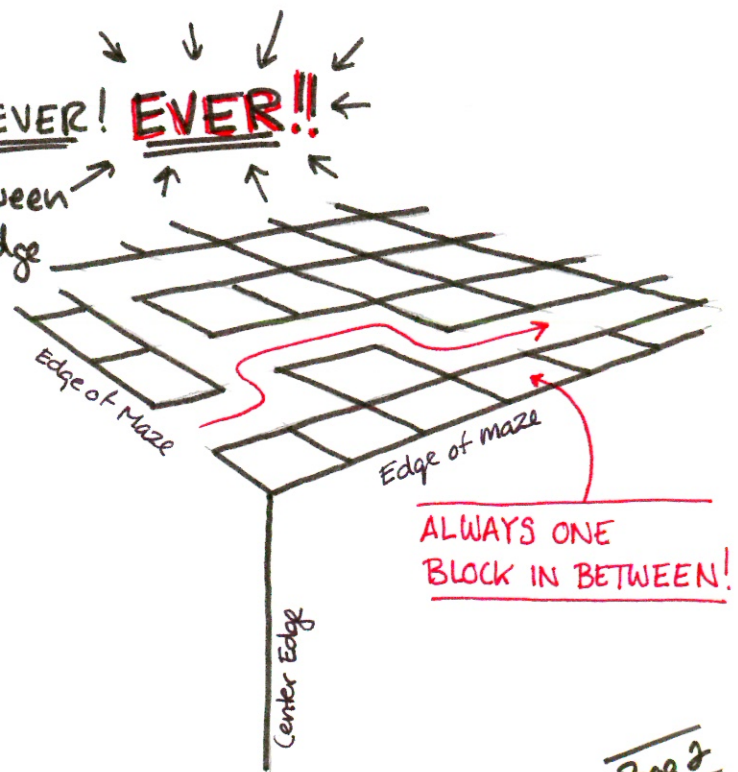
Once the dots are figured out, the kids then draw lines to the opposite vanishing point (stop at the end of the maze. Make sure they DON'T go just to the corner!!



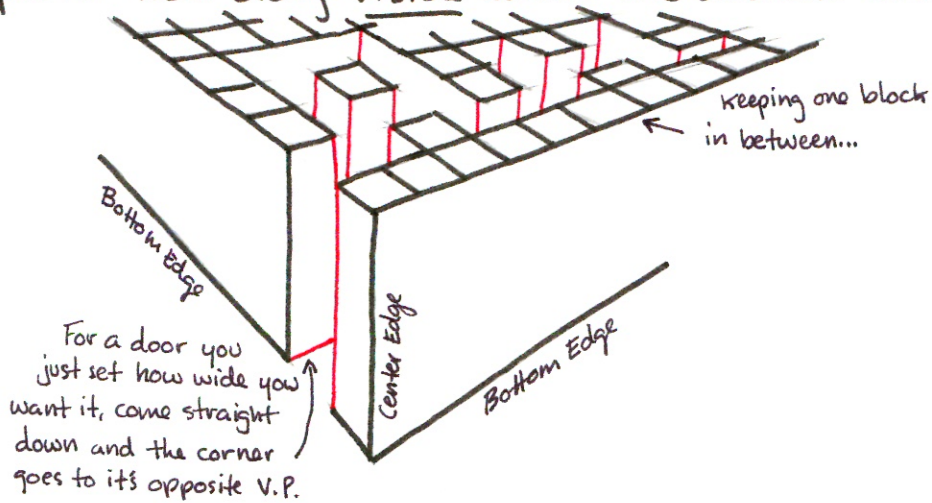
⑧ Once the grid is finished, I tell the kids to start erasing their one path that works. From the examples online - you can see that kids chose either a goal (gold treasure, rescue the princess, warp portal, etc.), or an exit. I NEVER care where this is as long as the true path works from start to finish. When the real path is finished THEN they can start creating dead ends and traps. I tell them to get as much path filled in as possible - too much empty space on the top is BORING!!

⑨ Now this is the MOST IMPORTANT RULE EVER! EVER!!

Your path has to have one block in between it all the way through. This includes the edge of the maze. Paths, entrances, etc. can be wider than one block, but never without!!



- ⑩ Finally, the last step is making everything 3D. This is the putzzy as hell part! From every visible corner the students need to come straight down.



- ⑪ When the path is 3D'd then the kids start adding whatever theme they decide on. EVERYTHING needs to work with the vanishing points! Even words or designs on the side of the maze walls.

- ⑬ For color all I say is for the inside path: one bright and one dark color. You can see that on the examples...