

Two-Point Perspective 3D Maze

Objectives:

- *Students will gain knowledge in the use of two-point perspective in the creation of a three dimensional maze.*
- *The students will learn to properly use a ruler.*
- *An understanding of how a maze is properly constructed, showing a beginning and end/goal.*
- *Students will show at least a three-color scheme to their maze.*

Guide:

- The idea of a maze has been used as a puzzle and entertainment for many years. They are complicated, simple, show traps; help the knight find the princess, or a dragon getting an afternoon snack. But most mazes look very flat on a sheet of paper, now the students will apply two-point perspective to get their mazes to stand out from the rest.
- You will be given proper instructions on creating the maze on an 18x24 inch paper. Once created it is your job to make it your own:
 - Where is the exit? Is it near the beginning; making its way all around the maze?
 - What about traps? How many dead ends will you show? If there are traps, what kind? There could a large amount of things that could hang a person up getting through the maze.
 - Is the goal of your maze to get to the center? Maybe there is treasure there, or someone waiting to be rescued. There have been times when the end of the maze is one giant trap anyway! These are many questions that you will need to answer before you start coloring your work.
- Think about a possible theme to your maze. Having objects in there only increases the creativity to the project. At the very least you will need to have an interesting design on the side of your maze, but what happens if you take that further?
- *Follow the directions, create your maze, and then challenge your fellow students to see if they can survive!*

