

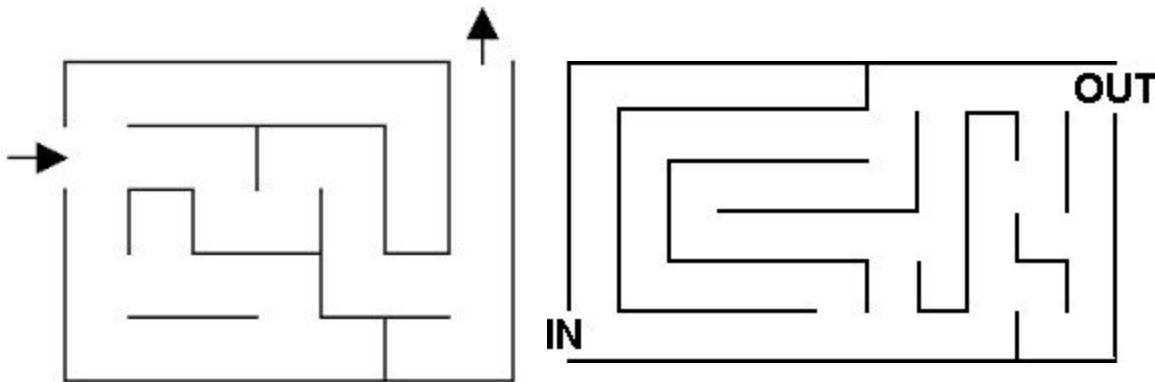
3D Maze

Mastery Objective:

The student will demonstrate their understanding of linear perspective by applying it in a realistic or surrealistic drawing of a three-dimensional maze.

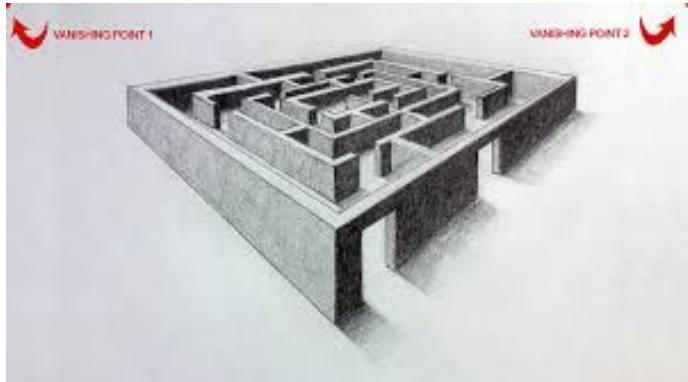
Step No. 1

Map out a two-dimensional plan of your maze in your sketchbook. The maze should take up anywhere from 50% to 75% of the page.



Step No. 2

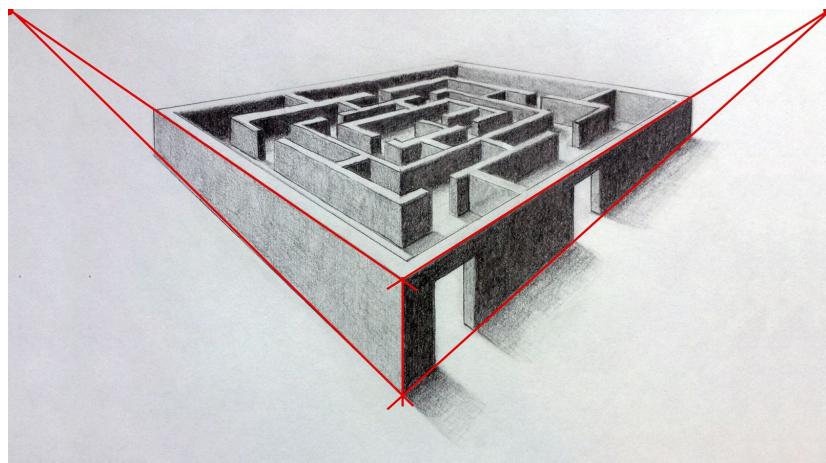
Draw two vanishing points on the corners of the page and draw the vertical line that will mark the first corner of the maze. Use two-point perspective and that corner to create the outline of the maze.



Step No. 3

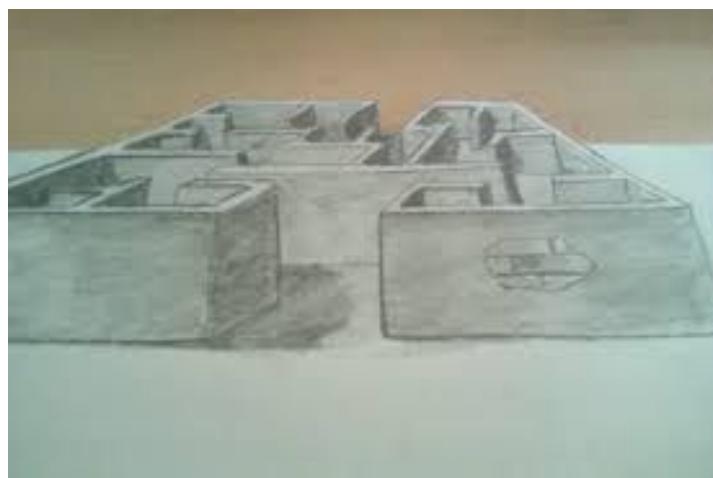
Fill the maze in with the path that you outlined in the first step. While doing this, make sure each wall aligns with vanishing points you made previously.

Hint* It will be easier if you create the walls in rings within the main frame. It is just like creating boxes within boxes.

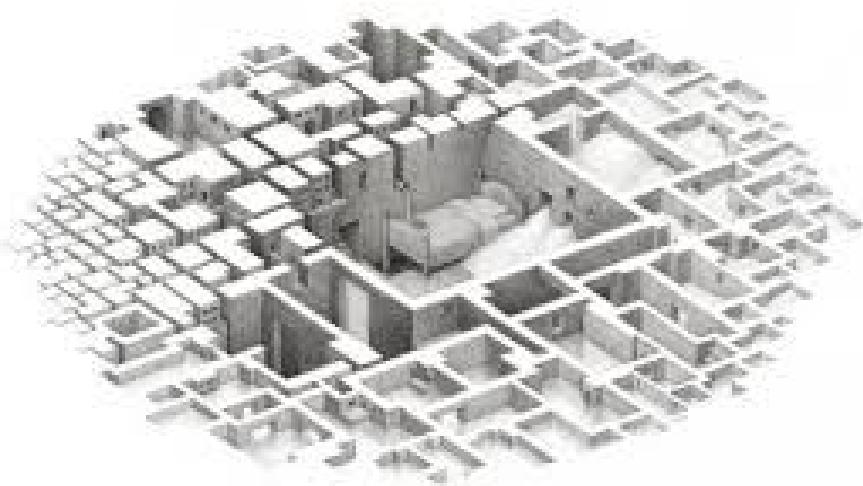


Step No. 4

Spice up the maze. Be creative. Maybe add a creature or cover the walls with vines. The possibilities are endless.



1-point linear perspective



2-point linear perspective

3-point linear perspective

