

## GEOMETRIC SHAPES

For this project you will be assembling images that form shapes into one final image. The shapes can be shapes you draw, shapes you pick out of photographs, or any way you can imagine and create to make a shape identifiable. The shapes do not have to be geometrically perfect, i.e., you can eyeball them and if they look like the shape, that's the general idea. Some portions of each shape may even be hidden. But if, from what you can see of it, you can identify it as the shape, that is fine. The idea is to try to make at least some of the images difficult to find so that, when groups exchange images to find the shapes in one another's images, other groups have to work hard to find all of yours. You get points for including what must be included, for finding shapes in other groups' images, and for any shapes of yours that other groups aren't able to find. You can also get points for finding shapes in other groups images that they themselves did not identify.

You must turn at least one copy of this project in on disk with the layers intact. (This will make more sense to you in a few weeks.)

You must include at least one of each of the following ten shapes:

1. Circle
2. Semi-circle
3. Oval
4. Square
5. Rectangle
6. Cube
7. Triangle
8. Obtuse or acute angle
9. Trapezoid
10. Cone

You will get bonus points for including any of the following shapes:

Two parallel lines cut by a transversal  
Sphere  
Cylinder  
Pentagon, Hexagon, Octagon, etc.  
Convex or concave polygon

If you come up with others, use them! Any geometric shape can be used in the project, but not any identifiable shape (e.g., you cannot use a juice bottle, but you can determine a geometric shape somewhere on a juice bottle).

*A fun place to play with math:* <http://www.math.com/students/wonders/spirographs.html>