Many ancient systems of ornamentation have been admired, copied and adapted for contemporary use. Other designers however created original and unique systems with very successful results. One of these designers was Claude Bragdon who, in the early 19th century, pioneered a system that used projective geometry to represent four-dimensional solids to great effect in the two-dimensional plane. This presentation will examine some of the basics of his methods and serve to illustrate the rich visual vocabulary available to artists as well as mathematicians through such means. (Received September 10, 2011)