

1116-K6-1865 **Fumiko Futamura*** (futamurf@southwestern.edu), 1001 E. University Ave, Georgetown, TX 78626, and **Robert Lehr**. *Finding the Viewpoint at a Museum: A How-To Guide*.

In a perspective drawing, there is an exact spot where we need to place our eye in order to view it without distortion, called the “viewpoint”. When we place our eye at this viewpoint, the flat drawing suddenly acquires three-dimensional depth and we are almost magically transported into the world of the drawing. In this talk, we’ll review the known geometric and algebraic methods for finding this viewpoint for one and two-point perspective and introduce a new method for two-point perspective developed by an undergraduate student which uses both geometric and algebraic techniques. (Received September 21, 2015)