



# Making Art Work

Great art looks good no matter where you're standing, but for art with perspective there's a special point where your view of the scene will match that of the artist. He or she uses geometry to maintain perspective, while the rest of us can use algebra and geometry to find exactly where to stand so that the flat image on the two-dimensional surface expands into the

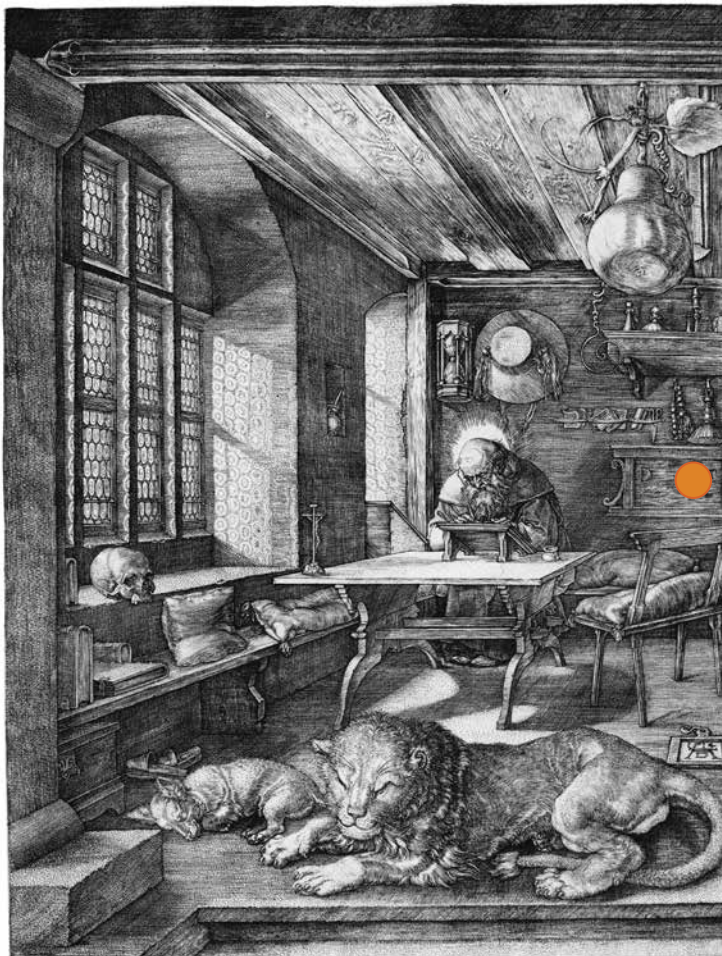


Image *St. Jerome in His Study*, by Albrecht Dürer.

three-dimensional world of the artist. For this printout, unfortunately, your eye needs to be an uncomfortable three inches away from the red dot. This helps explain why art looks better in museums than in books and why large-screen movie theaters are so popular.

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