

MATHTOONS

Geometry at the "MATH-seum"

What does an artist need to create a masterpiece? A painter needs a canvas, paints and paintbrushes, and math. That's right—artists use math in the creation of art. Take a look at the geometry some artists use:



CONCAVE
figures that curve or project inward

POLYGON
a flat shape having three or more sides that are line segments

SPACE FIGURES
three-dimensional shapes that are made up of polygons or curved figures

ARC
a part of a curve or circle

LINES OF SYMMETRY
A line that divides a shape into two mirror-like images

PERSPECTIVE
a drawing technique used to show size and distance

PERPENDICULAR LINES
lines that meet and form an angle measuring 90 degrees (right angle)

CONVEX
figures that project or curve outward

BASE
the bottom of a shape or the bottom face of a solid

CIRCLES
a set of points that are an equal distance from a point within the center

PARALLEL LINES
lines in the same plane that never meet, or intersect

CONCENTRIC SHAPES
shapes that have a common center

COMPLIMENTARY ANGLES
two angles that equal 90 degrees when added together

CUBE
a space shape made of six square faces

SUPPLEMENTARY ANGLES
two angles whose sum is 180 degrees (a straight line)

