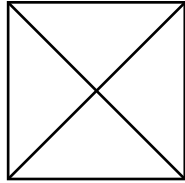


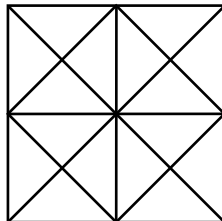
Sacred Geometry

Step 1 - On a 16" x 16" piece of paper, draw a 1" border.

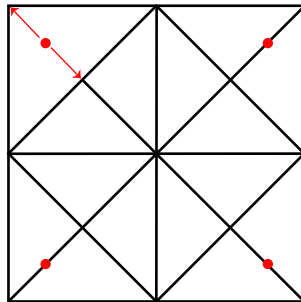
Step 2 - **Lightly** draw the x to find the center. 45 degrees from corner to corner.



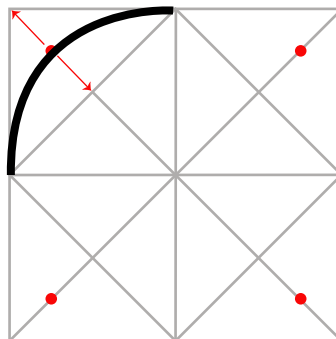
Step 3 - Draw the horizontal and the vertical lines.



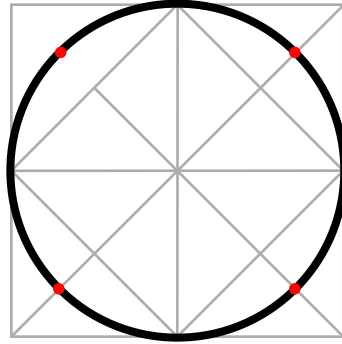
Step 4 - Estimate where the half way point for each corner will be and place a target dot.



Step 5 - Start at the top, make and make a gentle curve through the target dot and stop at the corner of the diamond.

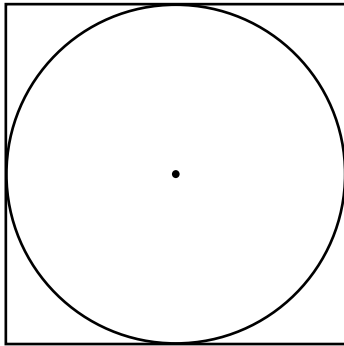


Step 6 - Continue the gentle curve all the way around. Make sure to hit each target dot.

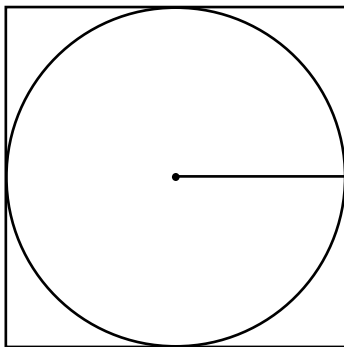


Step 7 - Mark the center.

Erase all the construction lines.



Step 8 - Lightly draw half of a baseline.



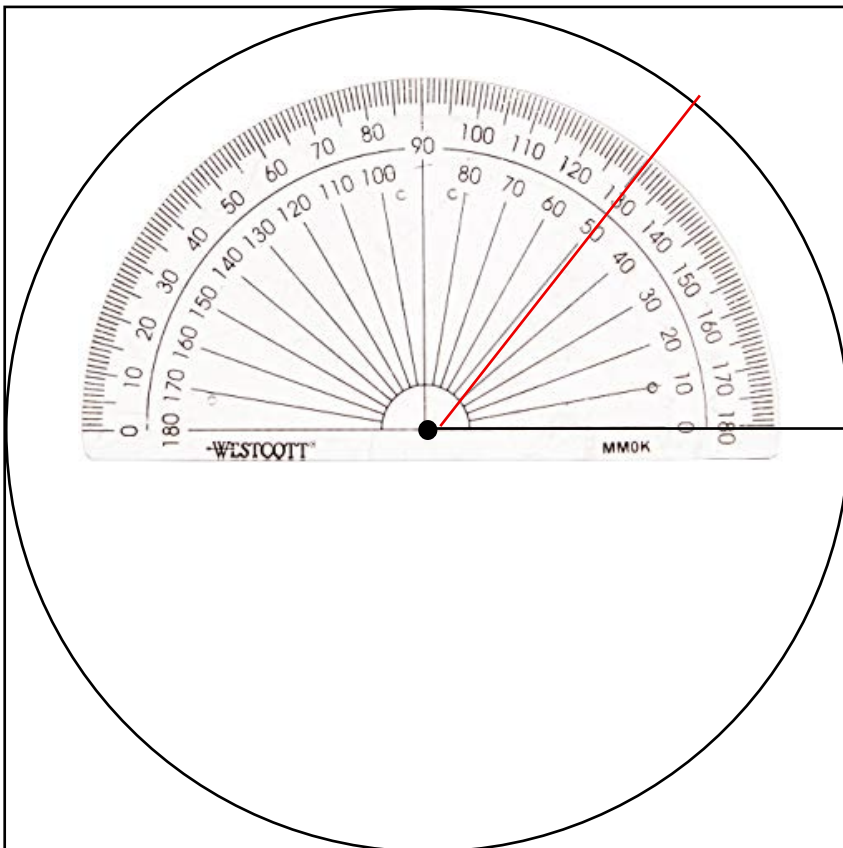
Step 9 - Determine how many points you want to have on your project. You can NOT have an 4, 3, or 8 pointed design (too easy)

Some good options are 6, 7, 9, 10

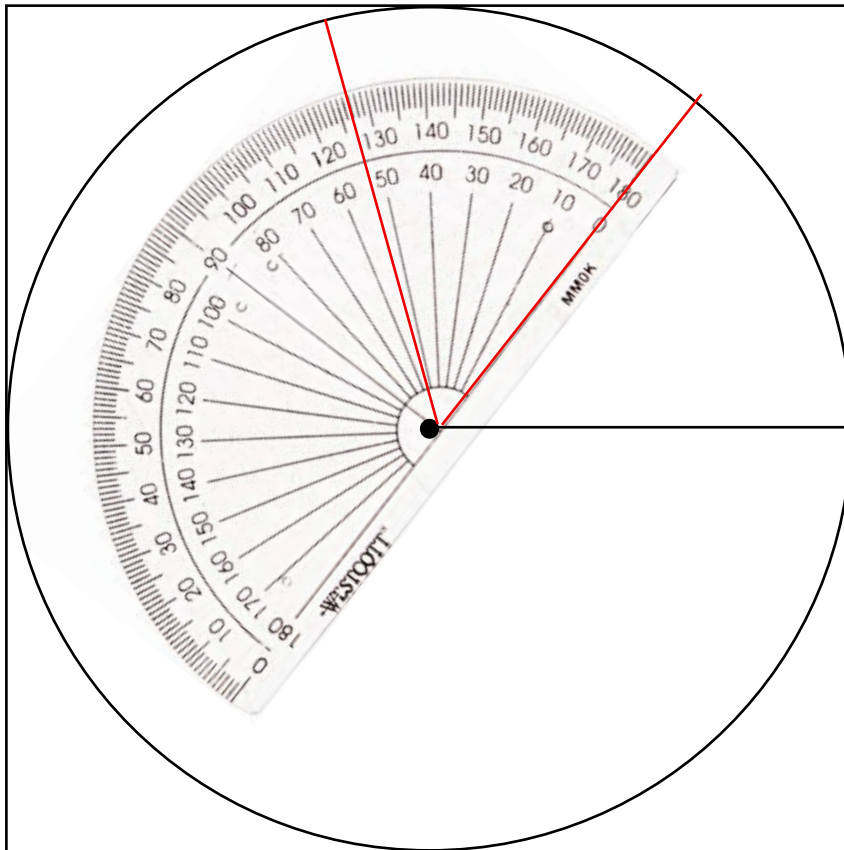
To find the angle of each pie slice divide 360 by the number of points you want on your design.

Example =
$$\begin{array}{r} 51 \\ 7 \overline{)360} \\ \underline{35} \\ 10 \end{array}$$

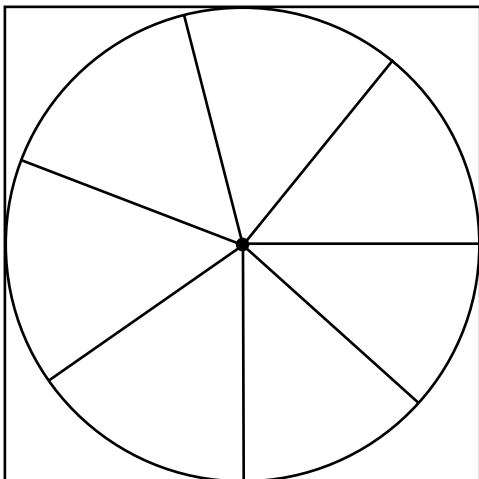
Step 10 - Set the protractor in the center and aligned to the baseline. Find 51 on the outside. You may need to use a ruler to extend your line to the outside circle "super" accurately. Place a mark on the outside circle. Lightly draw a baseline.



Step 11 - Use the new baseline. Set your protractor in the center. Align the protractor to the baseline on the protractor (not the bottom of the protractor!!) Mark the next angle.



Step 12 - Continue accurately measuring angles all the way around the circle.



Step 13 - Use a ruler to connect the point. There are a variety of ways to connect the points. Be creative.

The only rule is, that you must start on a point and end on a point.

Once the lines start to cross you will also have vertex (the point where two lines cross to make an angle) These are also useable targets.

Elements that must be in your design

- A.** Use a variety of different line weights. Thick and thin.
- B.** All your lines must be drawn with a ruler so they are very straight.
- C.** You must have circles, squares or triangles the emphasis some of the vertices. These can be hand-drawn or you can use a template.
- D.** Your pieces must feel unified, complete. When you are finished your viewer should feel like nothing else should be added or taken out.
- E.** Use Sharpie markers to ink in your design.