**Visualizing 3D Impossible Objects**

**Notes**

Objects and Shading are important for the illusion

Most important is the viewpoint

3D models should be easy to do

Place in museum-like room? Viewpoint should start off as the illusory viewpoint before moving

One large room? Difficult to start at illusory viewpoint

Multiple Rooms? Control viewpoints by having “walk-in” points. Makes it less cool

**3D models**

<https://sketchfab.com/3d-models/impossible-triangle-8012679e87d64f3b894bc734c41352ac>

<https://grabcad.com/library/impossible-staircase-1>

<https://laughingsquid.com/m-c-escher-impossible-cube/>

<https://sketchfab.com/3d-models/monument-valley-42525ffaf22246ea984511f24e2f6a0e>

<https://sketchfab.com/3d-models/escher-stairs-9de557c179184bb8806673a43afe1899>

<https://sketchfab.com/3d-models/impossible-cube-703b60b843904bf7aecfcb71b91318be>

<https://www.thingiverse.com/thing:1702165>

<https://www.thingiverse.com/thing:210267>

<https://www.thingiverse.com/thing:6513>

<https://www.thingiverse.com/thing:547580>

<https://sketchfab.com/3d-models/escher-stairs-9de557c179184bb8806673a43afe1899>

**Images**





