A perspective drawing is a 2D drawing that gives the illusion of looking out of a window at a 3D world. How do we maximize this 3D effect? Is there a particular place we can stand in front of a perspective drawing to make it feel like we're physically there? It turns out that there is, and we'll talk about the simple mathematics that allows us to find it. We'll also talk about how we can use mathematics to recreate shapes that have been distorted by perspective, by using some interesting properties of shapes that can't be distorted by perspective.