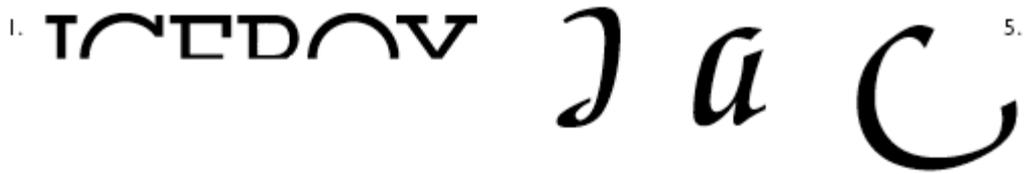


# Inversions by Scott Brann

An **inversion** is a word or name written so it reads in more than one way. Inversions are also sometimes called **ambigrams**. Notice that the title of this page is an inversion.

Each of the designs below represents half a word. Try to complete each word. To complete the word, you will need to reflect vertically, reflect horizontally, or rotate 180° the portion of the design shown.



## **Three-Person Handshake**

Stand in groups of three, facing each other. Groups of four are okay, but groups of three are too small. Invent a handshake for all people in the group to do together in which every person does exactly the same thing. For instance, if one person crosses right arm over left, then all three people must cross the same way. Perform your handshake for the rest of the class.

## **Two-Handed Writing**

You will need two pens or pencils, one in each hand and a large sheet of paper (if using a standard sheet of paper, turn it sideways). If you are right handed, place both pencils at the center of the page. If you are left handed, place your pencils at the left and right edges of the page. Now with both hands, at the same time, write your first name in opposite directions. Your normal writing hand will write your name forwards and your other hand will write it backwards. You can check your work by holding your paper up to the light and looking through the back of the paper.

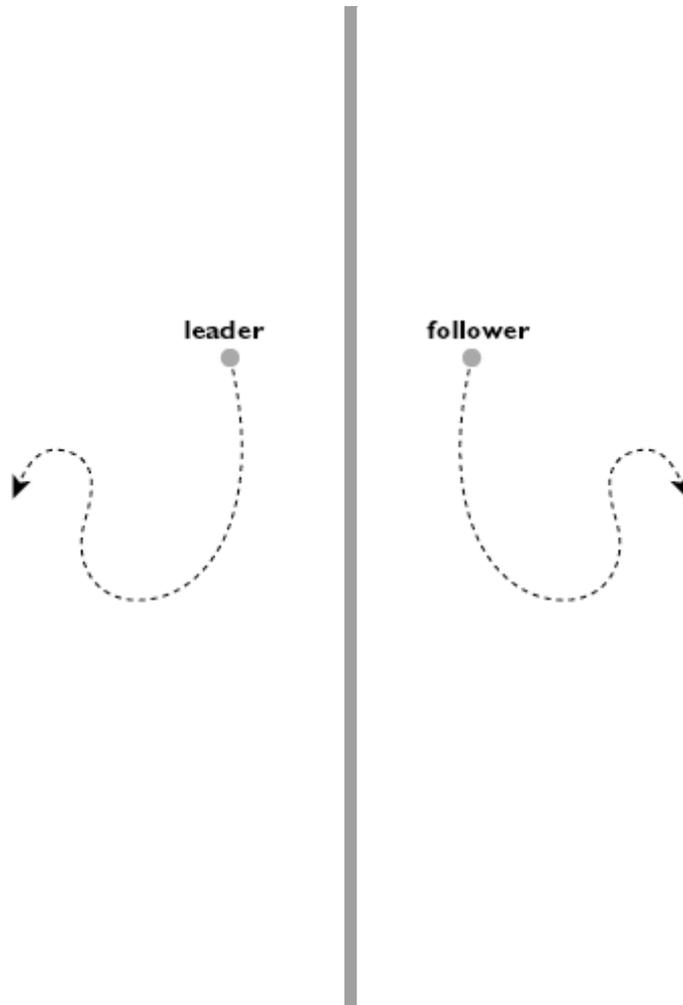
# Mirror Drawing

This is a game for two people. Each of you needs a pencil or a pen.  
One of you will lead, and the other will follow.

**Leader:** sit on the left.  
Put your pencil on your dot.  
Slowly start tracing  
the dotted arrow with your pencil.  
Keep drawing on your side of the paper.  
Draw anything you want.  
Move slowly so the follower can follow you.

**Follower:** sit on the right.  
Put your pencil on your dot.  
Follow the leader.  
Trace your arrow with your pencil.  
Keep following, as if looking in a mirror.  
Be sure your pencils are always  
the same distance from the middle line.

< < Try trading who leads and who follows. > >



# Drawing Around a Point

This is a game for two people. Each of you needs a pencil or a pen.  
One of you will lead, and the other will follow.

Pretend the dot in the center of the page represents a tree growing up off the page.

**Leader:** sit opposite the follower.

Place the tip of your pencil on the paper  
somewhere near the dot.

Slowly start moving your pencil.

Keep drawing on your side of the paper.

Draw anything you want.

Move slowly so the follower can follow you.

**Follower:** sit opposite the leader.

Place the tip of your pencil on the opposite  
side of the dot, and at the same distance, as

if you were trying to hide from the other  
person behind the tree.

Follow the leader, making sure your pencil  
always stays on the opposite side of the dot,  
and at the same distance.

< < Try trading who leads and who follows. > >



# Inversion Names

In the diagram below, you will find a name starting with each letter of the alphabet. For each name, identify the type of symmetry and find the corresponding name written in the same style.



	<i>Name</i>	<i>Symmetry</i>	<i>Same style As</i>
A	a-nni-e		z-a-n-e
B	B-O-B		Y-V-E-T-T-E
C	C-a-n-d-y		Q-u-i-n-cy
D	D-E-B-B-I-E		T-I-M-O-T-H-Y
E	E-V-E		w-a-r-r-e-n
R	F-ra-nc-in-e		mi-ch-ael
G	G-r-e-g		Ire-ne
H	HAN-NAH		NAT-HAN
I	Ire-ne		G-r-e-g
J	J-u-l-i-a-n		L-i-l-y
K	ki-m		R-ob-in
L	L-i-l-y		J-u-l-i-a-n
M	mi-ch-ael		F-ra-nc-in-e
N	NAT-HAN		HAN-NAH
O	O-T-T-O		U-N-A
P	P-h-i-li-p		v-i-rg-in-i-a
Q	Q-u-i-n-cy		C-a-n-d-y
R	R-ob-in		ki-m
S	S-u-zan-n-e		x-a-v-i-e-r
T	T-I-M-O-T-H-Y		D-E-B-B-I-E
U	U-N-A		O-T-T-O
V	v-i-rg-in-i-a		P-h-i-li-p
W	w-a-r-r-e-n		E-V-E
X	x-a-v-i-e-r		S-u-zan-n-e
Y	Y-V-E-T-T-E		B-O-B
Z	z-a-n-e		a-nni-e

Inversions by Scott Kim, p.99-103

<http://ambigram.net/tutorial/>