

# Legend of Zelda Design

1. Graph each line on your paper using a pencil. Lines must be straight. Extend the lines to the edge of your paper, you can trim off the excess later on.
2. When you finish graphing color the design. You can also go over the lines with a darker color when they are finished.

- 1)  $y = 20$
- 2)  $y = -20$
- 3)  $x = 14$
- 4)  $x = -14$
- 5)  $y = \frac{6}{5}x + 4$
- 6)  $y = -\frac{6}{5}x + 4$
- 7)  $x = 5$
- 8)  $x = -8$
- 9)  $y = \frac{6}{5}x - 4$
- 10)  $y = -\frac{6}{5}x - 4$
- 11)  $y = 5$
- 12)  $y = -5$

After graphing the lines, plot the following points. Connect them in the order they are written. Example: (4,4) then graph (-4,4) and connect it back to (4,4) When the end of the line tells you to stop you have completed the shape. Go on to the next column without connecting it to the previous shapes.

(4,4)	(2,2)	(0,2)	(5,-2)	(-5,2)	(5,2)	(-5,-2)	(10,-16)	(10,8)
(-4,4)	(-2,2)	(2,0)	(5,-10)	(-5,10)	(5,10)	(-5,-10)	(5,-20)	(14,5)
(4,-4)	(2,-2)	(0,-2)	(10,-8)	(-10,8)	(10,8)	(-10,-8)	<b>STOP</b>	<b>STOP</b>
(-4,-4)	(-2,-2)	(-2,0)	(10,-16)	(-10,16)	(10,16)	(-10,-16)	(-5,-16)	(-10,8)
(-4,4)	(-2,2)	(0,2)	(14,-13)	(-14,13)	(14,13)	(14,-13)	(-5,-20)	(-14,5)
<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>	<b>STOP</b>



