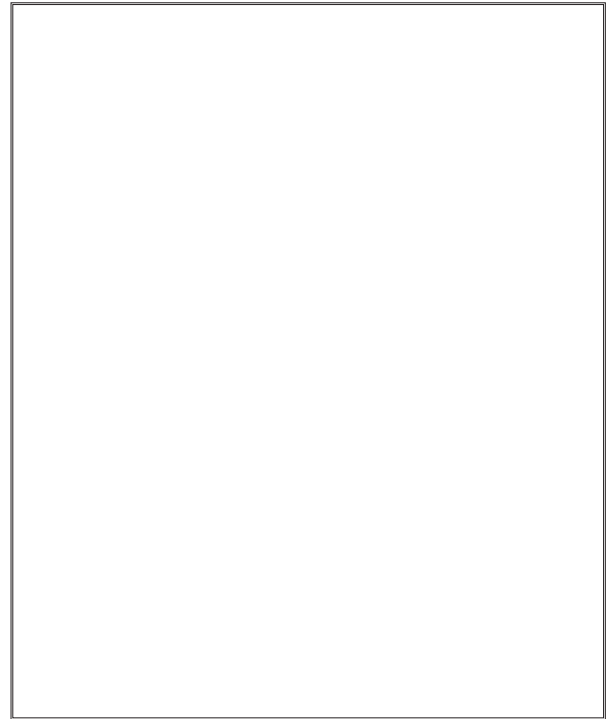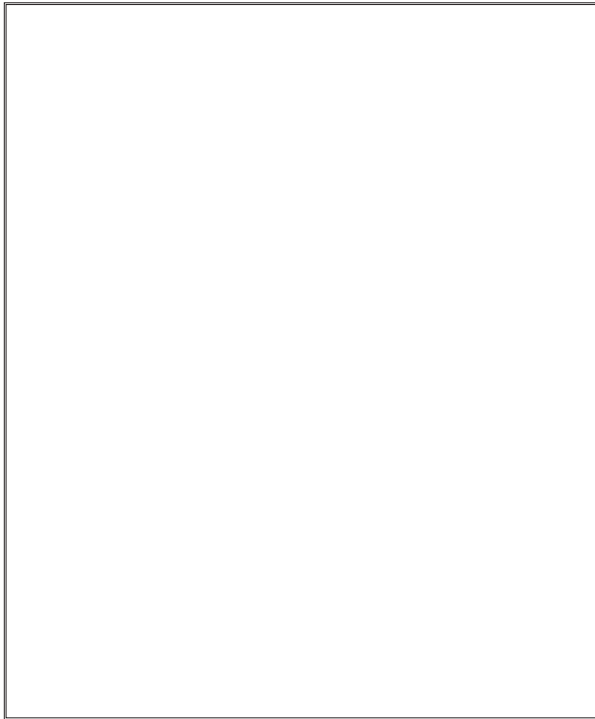# Vaux-le-Vicomte

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1. Trompe l'œil is a design technique that is mean to trick the viewer into seeing things differently from how they really are. At the very beginning of the virtual tour, turn and look at the main house. In the box on the left, draw a map showing how big you think the house, forecourt, moat, and the path to the house are. Then use the virtual tour to explore those spaces and draw a map in the box on the right of how big you think these spaces are after viewing them.

2. In the virtual tour, stand directly behind the chateau and look towards the gardens. Do you see the green hill at the far end with what appears to be a rock wall with arches at the bottom of it? Right in front of that is a large canal, but you cannot see it from here because of how Le Nôtre designed gardens. Walk down the main path of the garden and figure out how far you have to walk before you can see the canal. How far did you have to go? Once you see the canal, continue down to it. Are you surprised that such a large canal could be hidden so well?

3. At no point is the difference between the natural landscape and the designed landscape of Vaux-le-Vicomte as noticeable as when you stand on the weir (at the top of the circular portion of the canal). Make your way there in the virtual tour and take a moment to compare and contrast the two different landscapes you see. What are the most noticeable differences between them?

4. Notice how the plants are used in the garden. Do they look natural? Why do you think that they were so heavily pruned and shaped? What do you think this says about the French designer's attitude towards the landscape? What do you think it says about the owner of these landscapes?