

# Labyrinth “Keys”



In my first iBook title, “**Labyrinths**,” published by Apple, you’ll find a proposition that “**Keys**,” were used to design labyrinths of all sorts, from Neolithic to Medieval times. The “Labyrinths,” title is part of the “**Geometry Through Time**,” series, that I have been working on, where I explore the geometrical systems used by past cultures in architecture, art, and design. Here is a simple animation of a “Key,” development followed by a few more advanced “Keys,” included for fun. If you are interested in the possible use of “keys,” for constructing labyrinths ranging from the **Cretan labyrinth** to the labyrinth in **Chartres Cathedral**, and more, please order the title through Apple – the link is: <https://itunes.apple.com/us/book/labyrinths/id509585679?mt=11>. The title will only play on an iPad but you can order an interactive PDF directly from me.

## [LabAnim1](#)

The order in which dots and line ends, of “Keys,” are connected will change the end labyrinth, sometimes creating a hybrid maze-labyrinth. Generally, you should start by connecting in a way similar to that of the animation – or in the reverse order. After that you might like to try any variation you can think of.

