



V. WHERE TO FIND ONLINE RESOURCES, HOW TO CREATE?

An Escape Room designer can find many useful resources for his/her project online or create them in an "artisanal" way, simply by looking at the objects that surround him/her with different eyes.

One of the fundamental aspects is being able to use curious and unexpected ways to convey enigmas. But this can become a very fun job, starting to use a little imagination and creativity.

For example, imagining an Escape Room inspired by Alice in Wonderland, what could be some characteristic objects? The designer can be inspired by the Walt Disney movie! A quick Google image search will be enough to find some inspiration:

- The biscuits that the protagonist eats to grow and shrink;
- The teapots and cups of the Mad Hatter
- The Cards of the Queen of Hearts



Alice in Wonderland – The cookies



Alice in Wonderland – Alice and the mad Hatter



Alice in Wonderland – The cards and the roses

These objects, easily available, can allow many customizations, playing for example on enigmas that somehow concern colors, chemical compositions, physical formulas and theorems, mathematical formulas, sentences to be decrypted or translated from another language, mathematical rebus, and much more.

There is no shortage of online tools that can facilitate the creation of enigmas, such as portals:

- futureboy.us/
- fontmeme.com
- en.anagramme-expert.com
- festisite.com
- anamorphosis.com
- indigoimage.com

Not only objects, but also images can be excellent tools to use and at the same time can create links with the STEAM materials of the E.R.! For example, thinking about some characters or moments from the movie:

- the **Cheshire Cat** could be useful to talk about the **phases of the moon**;
- the Alice's fall into the **rabbit hole**, which marks the passage into the world of wonders, may be the pretext for talking about the **fall of the graves**;
- the **Caterpillar**, which invites to eat Alice to eat the **exact amount of a mushroom** to find her **right size**, can allow to talk about **measures and proportions**;
- Captain Libeccio with his quadrille by the sea could allow to talk about wave motion, liquids and tides;
- Alice's **race to reach** the White Rabbit can allow to talk about **distance, time and speed**.

To represent these concepts, objects and characters, some portals come to the designer aid that offer many free downloadable images. Here are some portals that allow to do this:

- unsplash.com
- freepik.com
- pixabay.com
- flickr.com
- freeimages.com
- fotomelia.com

- [500px.com](https://www.500px.com)
- [bigfoto.com](https://www.bigfoto.com)

Creating a good sound effect also helps to create a believable and engaging environment! There are numerous sites where the designer can find music to download, sounds, sound effects and voice texts. Here are some of them:

- [mynoise.net](https://www.mynoise.net)
- [noises.online](https://www.noises.online)
- [warmplace.ru](https://www.warmplace.ru)
- [ttsdemo.com](https://www.ttsdemo.com)
- [voicechanger.io](https://www.voicechanger.io)

But there aren't just online resources! As mentioned at the beginning of the article, creativity and manual skills can be just as important and valuable!

Below is an example of how to make a simple object like a candle a bearer of secret messages

STEPS:



1) Necessary: A candle, a sheet of paper where to write the message, scissors, a lighter



2) The candle must be able to allow the extraction of the wick from the bottom



3) Candle and wick



5) Restore the wick and lock it to the candle by slightly heating the metal part, so that it adheres well to the wax.



4) Write the message and roll it around a long toothpick. Then, insert it into the candle.



6) The candle seems to be a normal prop, but inside it hides a secret!

N.B. Better not to make lighters available in the room! If the candle is lit, the message will be destroyed!