TSP Art is produced by (1) applying a stippling algorithm to a grayscale image, (2) considering the resulting collection of dots to be the cities of a Euclidean instance of the Traveling Salesman Problem, (3) finding a high-quality tour of the cities, and finally, (4) drawing the tour. One well known example is the Mona Lisa TSP Challenge. In this talk I will present some of my on-going work on TSP Art and related projects (e.g., figurative subgraphs, Knight’s tours, and labyrinth design).