Professor Segerman will talk about his work in mathematical visualization: making accurate, effective, and beautiful pictures, models, and experiences of mathematical concepts. He will discuss what it is that makes a visualization compelling, and show many examples in the medium of 3D printing, as well as some work in virtual reality and spherical video. In addition, he will present experiences in teaching a project-based class on 3D printing for mathematics students.

Tuesday, April 2, 2024 - 4:10 pm to 5 pm - D101 Wells Hall

The lecture will be preceded by a reception from 3:30 pm - 4:00 pm in C204 Wells Hall, and followed by dinner at 5:10 pm to be held in D101 Wells Hall.