



Math Club

presents

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Cosponsored by the Dean, Faculty of Science

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The Royal Road to Geometry

Abstract: Ptolemy never had access to a computer, but fortunately for us, we do! Unbeknown to Euclid, but ultimately made possible by his efforts, are geometric technologies such as: SVG, X3D, and Blender. Scalar Vector Graphics (SVG) is an open standard for communicating two-dimensional graphical information over the internet as an extension of XML. For three dimensions, X3D is used. Blender is an open source three dimensional animation program, which makes use of a wide variety of mathematical models for special effects purposes, while not an industry standard, nevertheless has vast functionality, and boasts multiple user communities in over 15 languages. We will cover uses in mathematics of these technologies, and also work through how to make use of Google's services to set up pie charts/graphs that can be dynamically updated by any group of people one chooses. All of the discussed technology is freely available.

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Monday, February 23, 4pm, D225, Abbotsford

All students, faculty and staff are invited to attend.