

Department of Mathematics and Statistics Colloquium

3D Printing for Math Geeks

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Abstract: Code is a powerful secret weapon for creating 3D-printable designs, and mathematics gives you a universe of beautiful abstract forms to build from. In this talk we will discuss how software like Grasshopper, OpenSCAD, Structure Synth, and TopMod can be used to turn mathematical knots, curves, polyhedral wireframes, and procedurally generated forms into physical 3D printed objects. If you're new to 3D design then this talk will show you ways that you can get started; if you're an expert then you'll learn some new tools to add to your design library. We'll also have lots of cool 3D prints to pass around.

Monday, September 3 at 3:50 in Roop 103

Refreshments at 3:30