National Science Foundation - sponsored CoSMiC Scholars Program 2007 Lecture:

MATH , GRAPHICS, AND ART: THE GOOD, THE BAD, AND THE PRETTY

"How do artists and computer animators portray a 3-dimensional world on a 2-dimensional canvas?"

A Guest Lecture by

Dr. Annalisa Crannell

Associate Professor of Mathematics
at Franklin & Marshall College

Abstract: Dust off those old similar triangles, and get ready to put them to new use in looking at art! We're going to explore the mathematics behind perspective paintings — a mathematics that starts off with simple rules, and yet leads into really lovely, really tricky mathematical puzzles. Why do artists use vanishing points? What's the difference between 1-point and 3-point perspective? What's the difference between a perspective artist and a camera? We'll look at all of these questions, and more.

DATE: **Thursday, May 10, 2007**
TIME: **7:00 p.m.**
PLACE: **Towson University – 7800 York Road Building – Room 205**
NOTE: **At 6:30 p.m. there will be Light Refreshments served in the 4th Floor Foyer**

All interested students and faculty are encouraged to attend this lecture.

Dr. Crannell pitches her lecture so that everyone will be able to understand and appreciate the presentation.