

2015-16 Math and Society Lecture

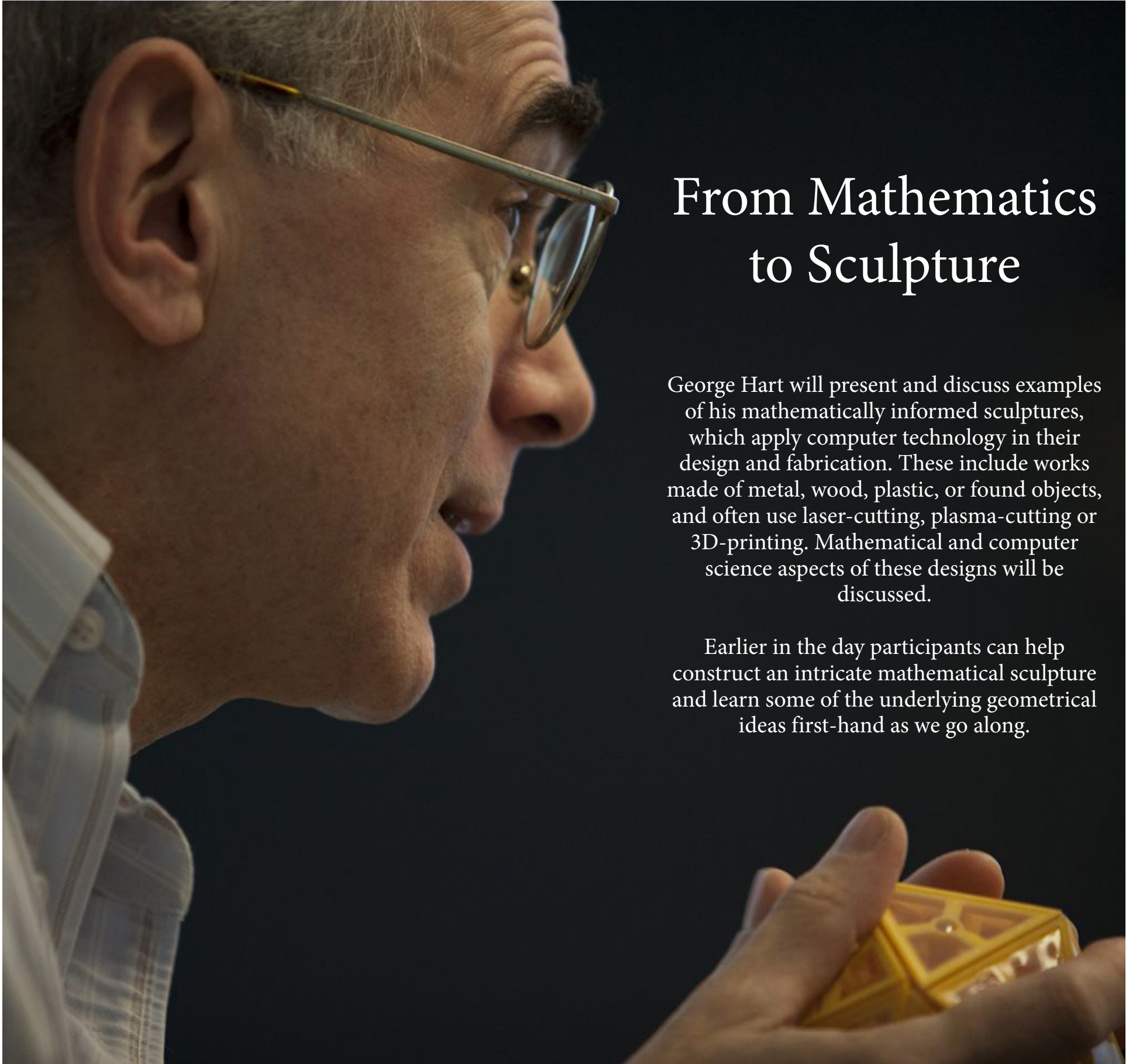
# George Hart

Stony Brook University

## From Mathematics to Sculpture

George Hart will present and discuss examples of his mathematically informed sculptures, which apply computer technology in their design and fabrication. These include works made of metal, wood, plastic, or found objects, and often use laser-cutting, plasma-cutting or 3D-printing. Mathematical and computer science aspects of these designs will be discussed.

Earlier in the day participants can help construct an intricate mathematical sculpture and learn some of the underlying geometrical ideas first-hand as we go along.



### March 22<sup>nd</sup> 2016

**Sculpture Assembly:**

1:00pm-4:00pm Smail Gallery

**Talk:** 4:40pm-5:40pm JBD

George Hart is a sculptor, applied mathematician, and research professor at Stony Brook University. He holds a B.S. in Mathematics and a Ph.D. in Electrical Engineering and Computer Science from MIT. Hart is an organizer of the annual Bridges Conference on mathematics and art and an editor for the Journal of Mathematics and the Arts. His research explores innovative ways to use computer technology in the design and fabrication of his artwork, which has been exhibited widely around the world. Hart co-founded the Museum of Mathematics in New York City and developed its initial set of hands-on exhibits.