

# MATHEMATICAL ART

Coordinating design and 3D printing

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Queens College Mathematics

#### EXPERIENTIAL LEARNING

- Math 213: Math with Mathematica
  - Early math majors, varied programming experience

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- Projects
  - Project 1: Tutorial from a previous math class
  - Project 2: Mathematical Art
  - Project 3: Interactive Worksheet

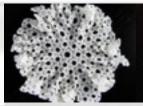
# MATHEMATICS + ART ?







Bathsheba Sculpture





Henry Segerman



- Repetition
- Symmetry

- Geometry
- Higher Dimensions

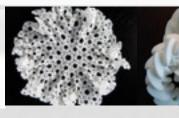
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#### Project Requirements:

- Based on mathematical idea or concepts
- Uses functional techniques from Mathematica
- Takes artistic considerations into account
- Has been critiqued, refined, and revised multiple times

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  - Collect resources (for inspiration, Wolfram, Segerman, ...)

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- Teaching art?
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- Teaching math?
  - Vector addition, 3D parametric graphing
- Individual attention
  - One-on-One consultation in class (Office hours)

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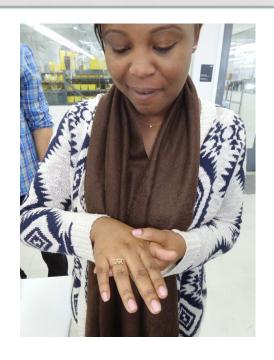
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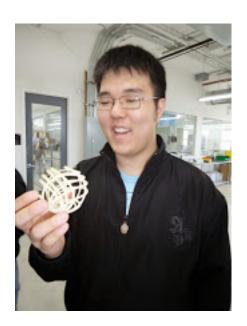
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- Resizing (was) hard.







Success!







Trip to Shapeways April 29, 2015



#### STUDENT COMMENTS

- "This project allowed me to let my imagination soar while still learning about math concepts and modeling."
- "The art project was challenging but still managed to be fun ... extremely satisfied when the object came to life."
- "I learned how to think in three dimensions."
- "Having a physical copy of the project was one of the greatest things ever."
- "I like the creative freedom that we given to complete this project."
- "The trip was very informative and was also very fun to attend. Thanks again Professor."

#### THANK YOU!

qc.edu/~chanusa

> Course Archive Tutorials & Photo Gallery

> Talks
Slides Available

- Shapeways and Lauren Slowik!
- My students, who amaze and inspire, EVERY TIME!

