Talk no. fifteen

TORONTO GEOMETRY COLLOQUIUM

February 24, 2021 at 11AM ET

David I.W. Levin
University of Toronto
“A Glitch in the Matrix: The Surprising Weirdness of Physics-Based Animation”

Michal Piovarci
IST Austria
“Towards Spatially Varying Gloss Reproduction for 3D Printing”

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The Toronto Geometry Colloquium is a five-weekly hour-long webinar series showcasing geometry processing research. Topics range from computer science, mathematics, and engineering including 3D deep learning, computational fabrication, and computer graphics.

Illustration by Spencer Ashley