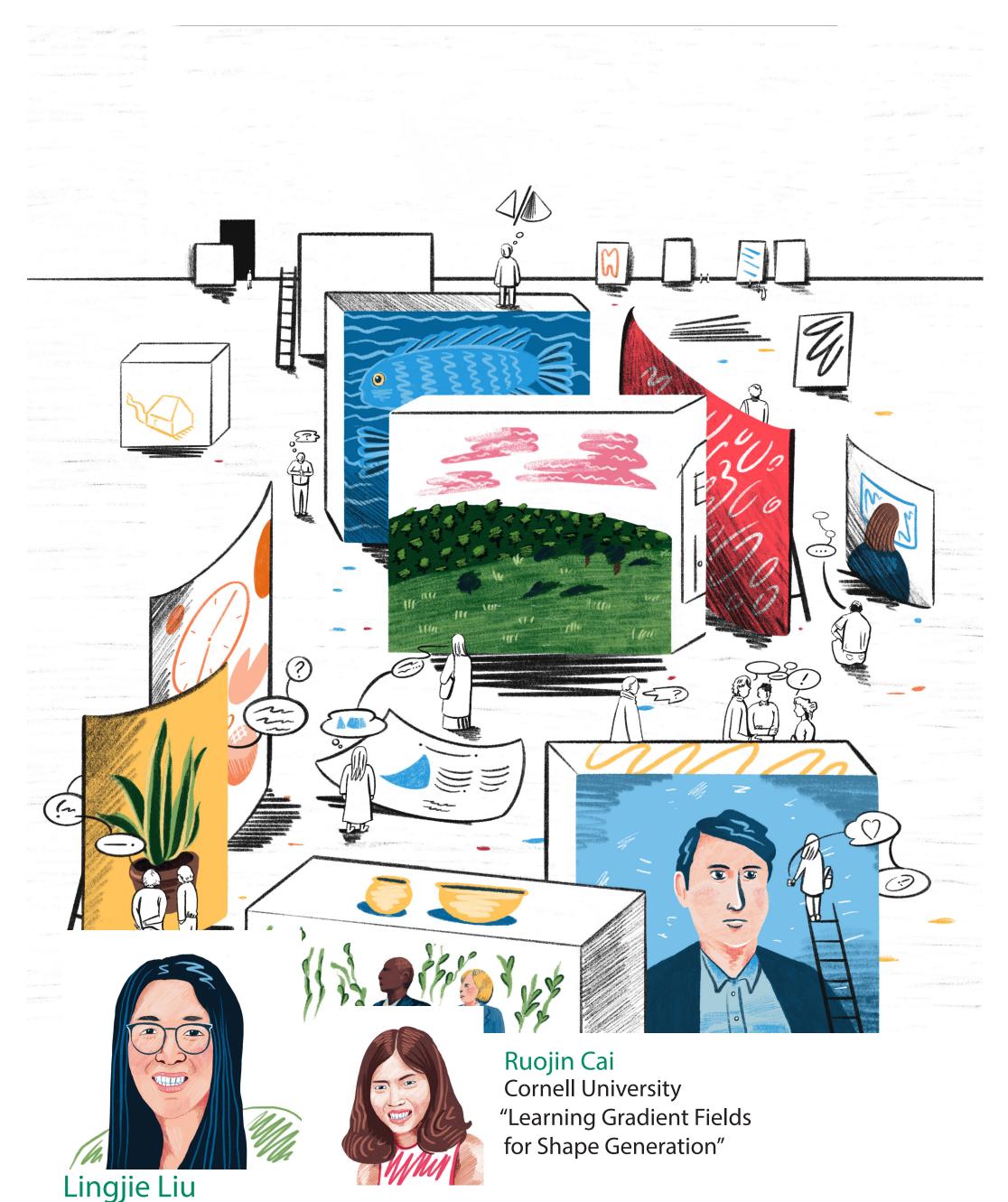
TORONTO GEOMETRY COLLOQUIUM



Max Planck Institute for Informatics "Neural Representation and Rendering of 3D Real-World Scenes"

Follow us @GeometryToronto https://toronto-geometry-colloquium.github.io

The Toronto Geometry Colloquium is a live weekly hour-long webseries showcasing geometry processing research. Topics range from computers cience, mathematics, and engineering including 3D deep learning, computational fabrication, and computer graphics

Illustration by Amy Lauren