PostScript™?

Geometric Writing As Performance

blurb

- In this talk I am going to consider geometrical writing as a technology of performance.
- Of course, I'll say something about what I mean by geometry, writing, performance and technology.

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- In differential geometry, computer visualization technology has typically been designed and used as representation and illustration, in other words, recordings or traces of extinct mathematical process.

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- But computers have been scandalously unhelpful in the fine-scale doing of mathematics. Why is this the case? I'll treat visualization technology in a larger context of technology with which we can perform geometry. But this requires us to enlarge the notion of the modes in which creative gesture can occur.

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- So here are some field notes in which I draw your attention to some phenomena of geometric experience.
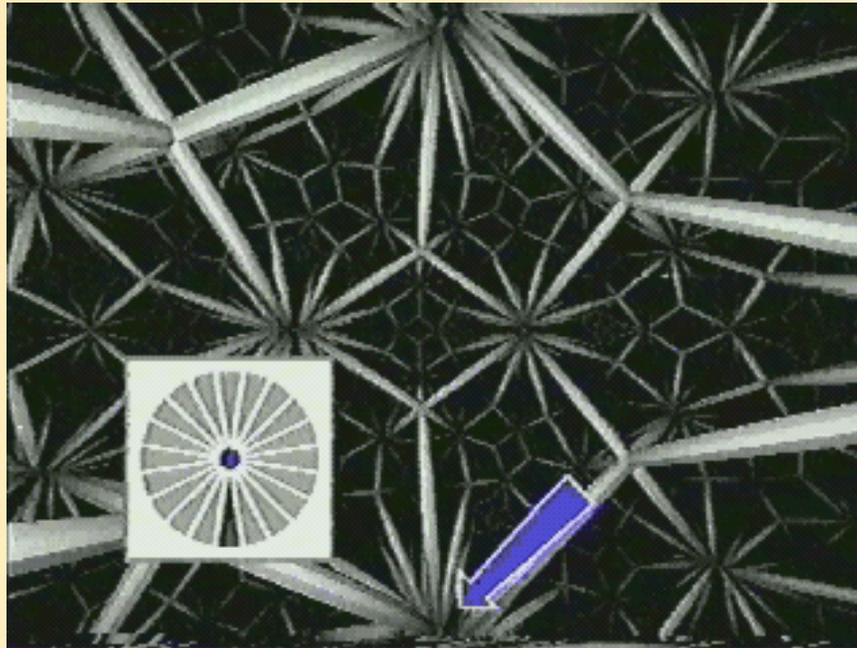
This Is Not A Proof

The eversion of a sphere.
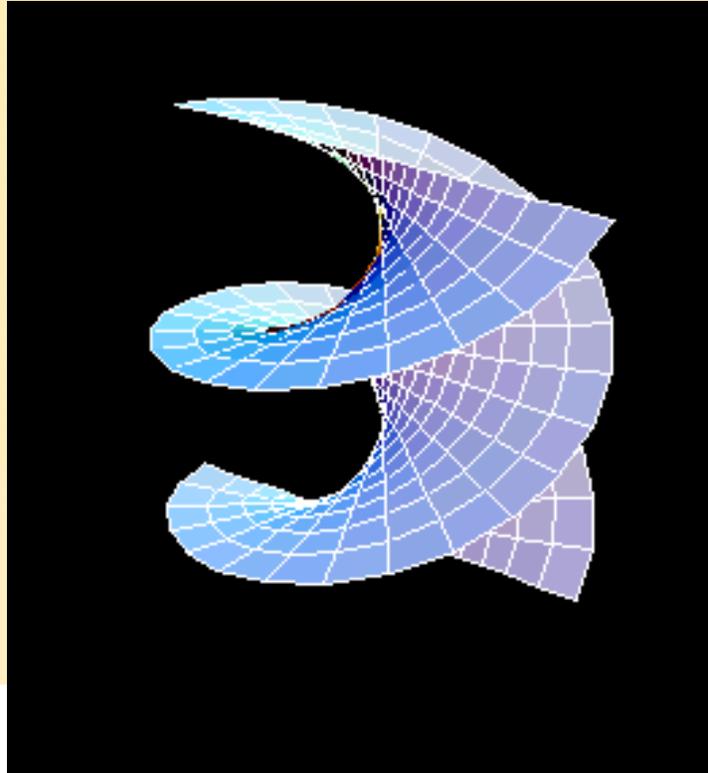
Hyperreality

NotKnot, Hyperbolic Three-Manifolds

homological diagram
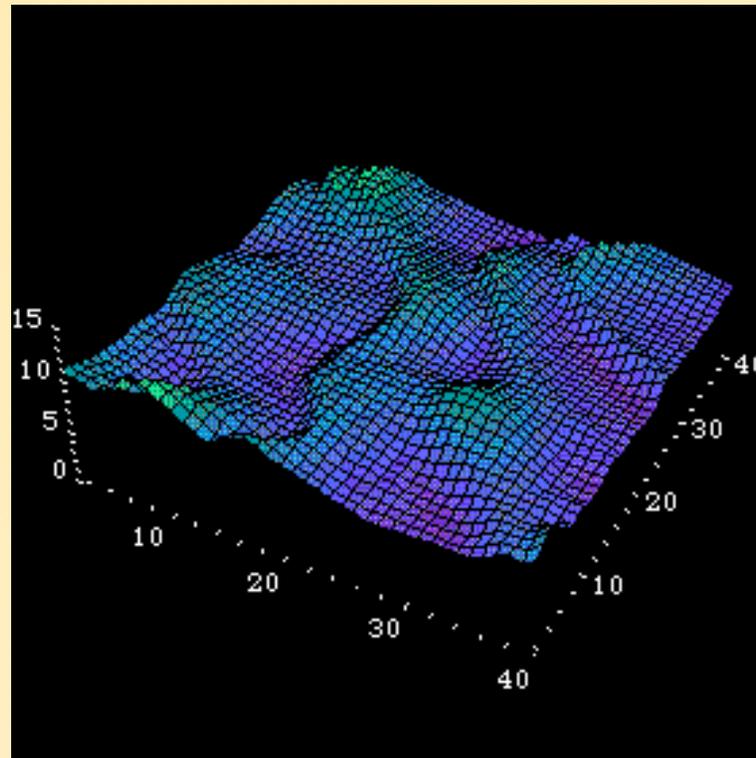
Weierstrass Representation

a one-parameter family of isometries

$$\Phi: \mathbb{C} \to \mathbb{R}^3;$$
$$\Phi: w \mapsto$$

$$\mathrm{Re}\left[\int_0^w \left\{\frac{1}{2}f[z](1-g[z]^2),\ \frac{1}{2}f[z](1+g[z]^2),\ f[z]g[z]\right\}dz\right]$$

Displacing Worlds

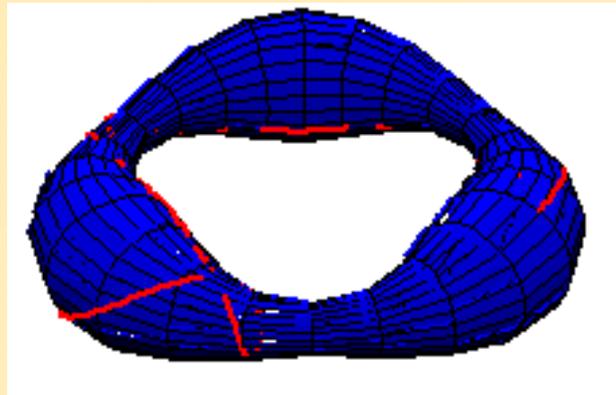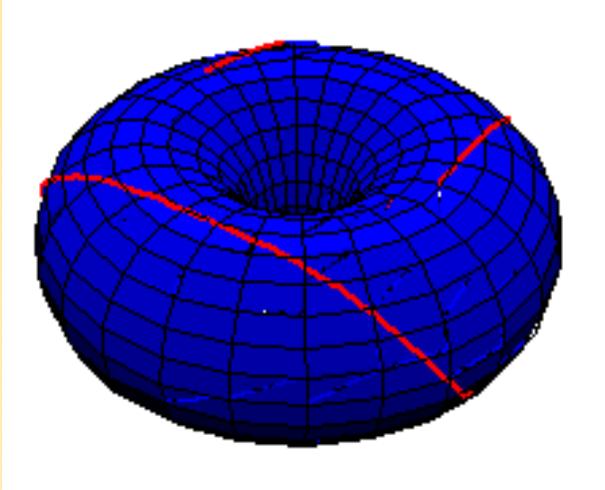## simulation of quantum-inflationary universe

Steerable Computation

geodesics

Polthier discrete geodesics on genus 2

pinch