Sept. 24th: Invited Talk

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Computational Aesthetics – science or art?

Fri., **2010-09-24**, **11h**–12h

Auditorium π ("pi", room 307),
Mathematics Department,
Johannes Brunsgate 12
(ground floor)

Abstract:

Apart from rendering photo-realistic images a lot of research in computer graphics focuses on methods for creating illustrative and artistic images. Such images can be used in many contexts ranging from CAD to planning and technical documentation. Finding mathematical principles and algorithms for aesthetic configurations is one important aspect for producing good illustrations. The talk will give an overview on this fascinating field between art and science, using many examples we will see how close computational outputs come to what artists are able to create.