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Section 4 Geometry, Computer Graphics, and Art20 Dynamics, Chaos, and Design; 21 Paul Klee on Computer: Biomathematical Models Help Us Understand His Work; 22 Parameterized Sculpture Families; 23 The Aesthetic Value of Optimal Geometry; Section 5 Mathematics, Visualization, and Cinema; 24 Mathematics and Cinema; 25 Some Organizing Principles; 26 Figures and Characters in the Great Book of Nature; 27 Circle Packings and the Sacred Lotus; 28 Meander Mazes on Polysphericons; Contributors; Name Index; Subject Index
