

1. Record Nr.	UNINA9910777900703321
Titolo	The visual mind II [[electronic resource] /] / edited by Michele Emmer
Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, c2005
ISBN	0-262-31145-3 1-282-09757-1 0-262-27234-2 9786612097577 1-4294-1301-8
Descrizione fisica	1 online resource (717 p.)
Collana	Leonardo
Altri autori (Persone)	EmmerMichele
Disciplina	701/.5
Soggetti	Art - Mathematics Geometry Aesthetics
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Description based upon print version of record.
Nota di bibliografia	Includes bibliographical references and indexes.
Nota di contenuto	Introduction; Section 1 Mathematics and Aesthetics; 1 The Phenomenology of Mathematical Beauty; 2 Mathematical Beauty and the Evolution of the Standards of Mathematical Proof; 3 Aesthetics for Computers, or How to Measure Harmony; 4 Visual Mathematics: Mathematics and Art; Section 2 Geometry and Art; 5 Life through Art; 6 John Robinson's Symbolic Sculptures: Knots and Mathematics; 7 Geometries of Curvature and Their Aesthetics; 8 Poetry in Curves: The Guggenheim Museum in Bilbao; 9 Eightfold Way: The Sculpture; 10 The Geometric Aesthetic; 11 Art and the Age of the Sciences 12 Some Aspects of the Use of Geometry in My Artistic Work Section 3 Mathematics and Art; 13 Local/Global in Mathematics and Painting; 14 Visual Knots: Concerning Geometry and Visuality in the Work of Marcel Duchamp; 15 Lunda Symmetry: Where Geometry Meets Art; 16 Four-Dimensional Space or Space-Time? The Emergence of the Cubism-Relativity Myth in New York in the 1940's; 17 "Reverse Perspective": Historical Fallacies and an Alternative View; 18 Four-Dimensional Projection: Art and Reality; 19 Rational Design versus Artistic Intuition in Stained-Glass Art

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

---