

TUESDAY, March 22, 2016
4:30–5:20 p.m.
SAS 2102

Vector graphics 101

Daniel Toundykov

I will introduce the rudiments of **programming** and **animating** 3D vector objects with some implementation examples. There will be a little bit of calculus, some matrix algebra (no prior knowledge required), **3D stick figures** and even **breakdancing spiders!**

Please note that this talk will be held on Tuesday.

NCSU Society for Undergraduate Mathematics

SUM Series

Mathematics and pizza!