



# What Game Engines can do for Mathematical Visualization

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*Mathematics for key technologies*









# Constant Mean Curvature



SCARY WATER 2004

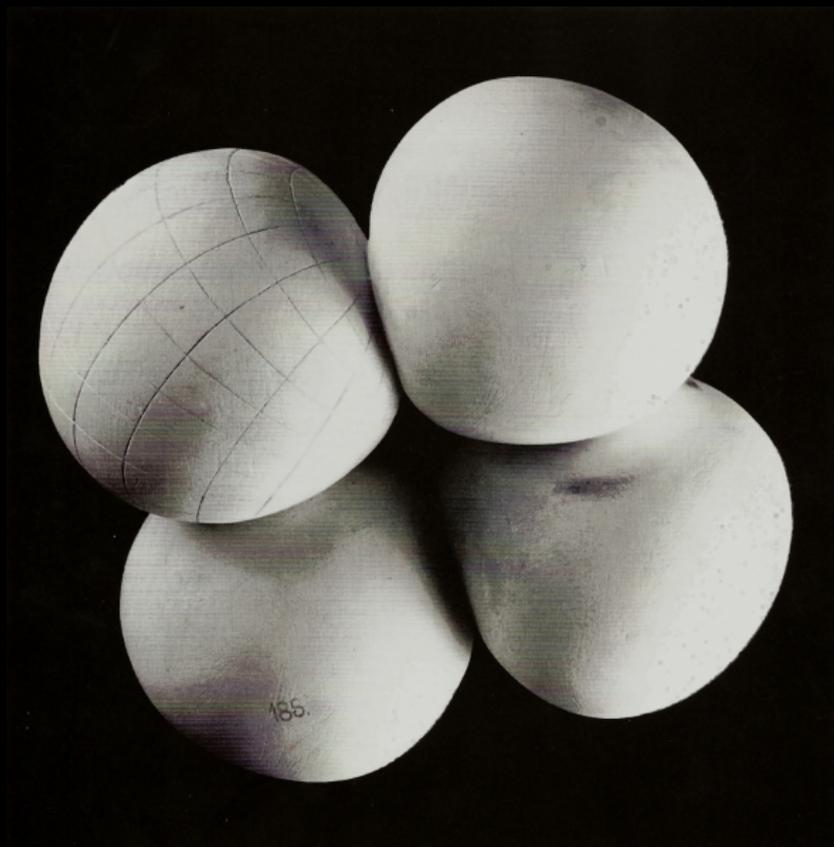


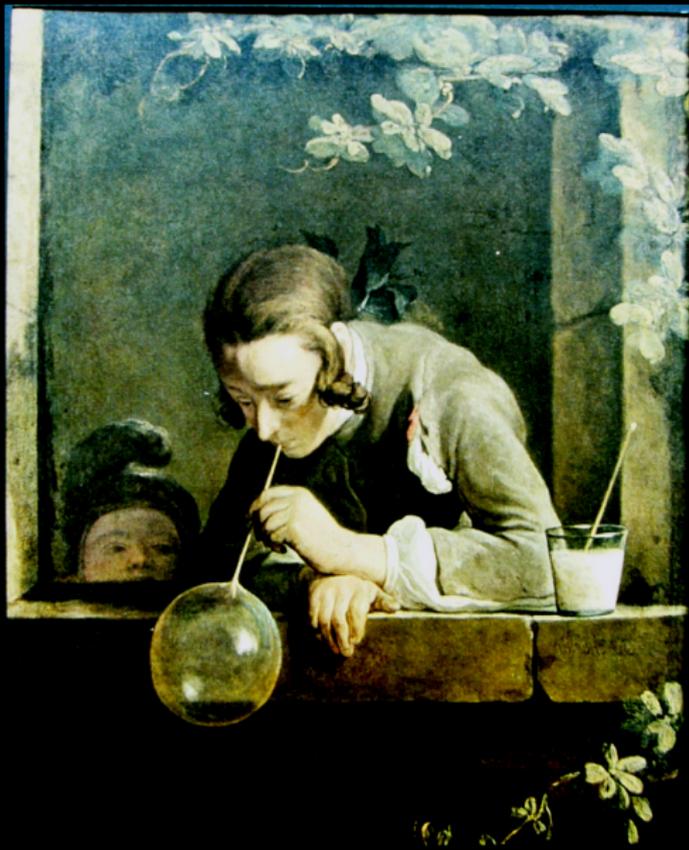
# Constant Mean Curvature





# Constant Mean Curvature









# Surfaces without Self-Intersections

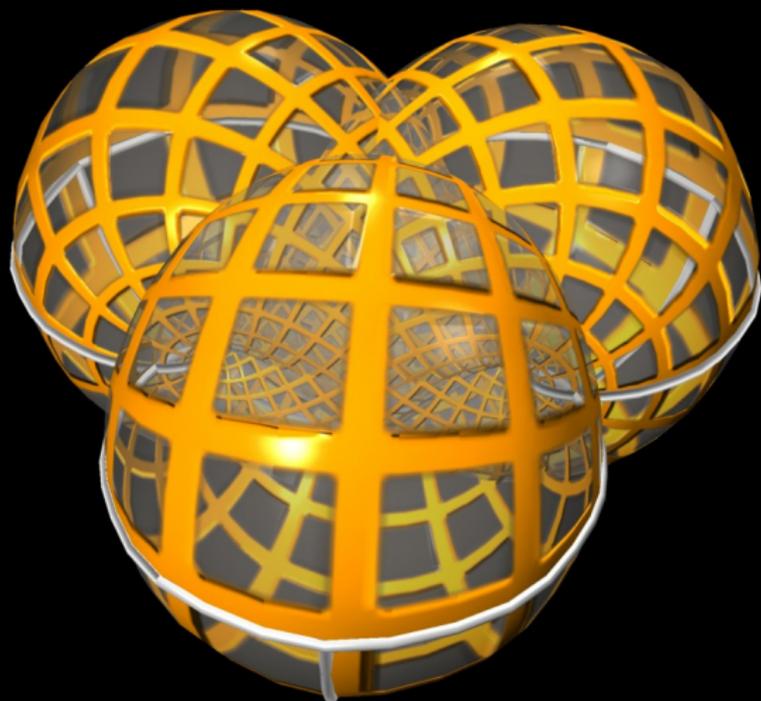


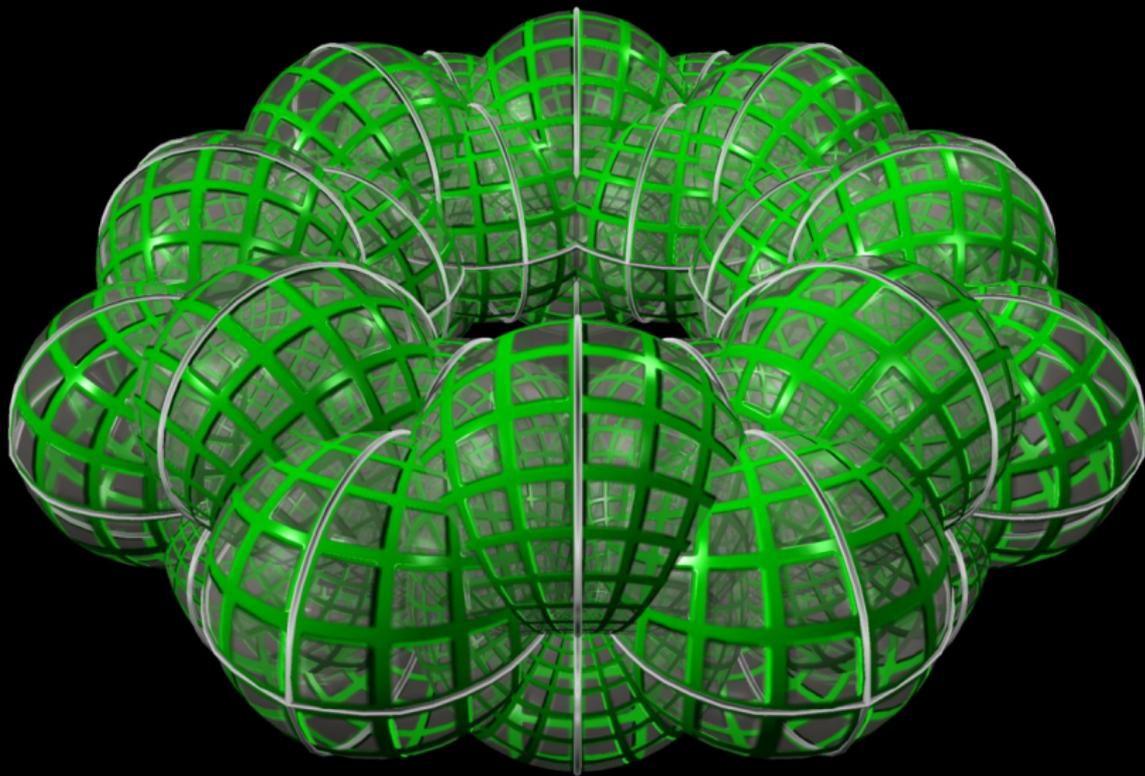


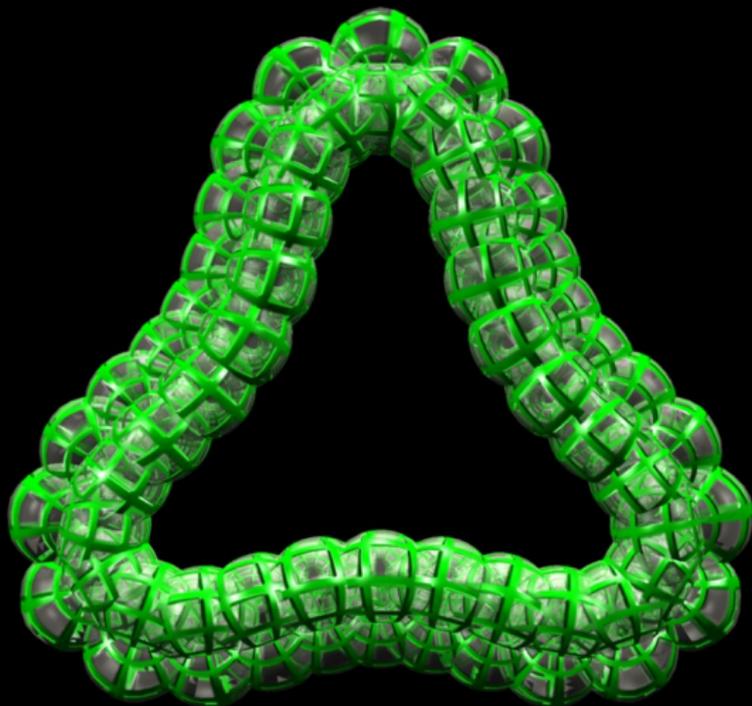
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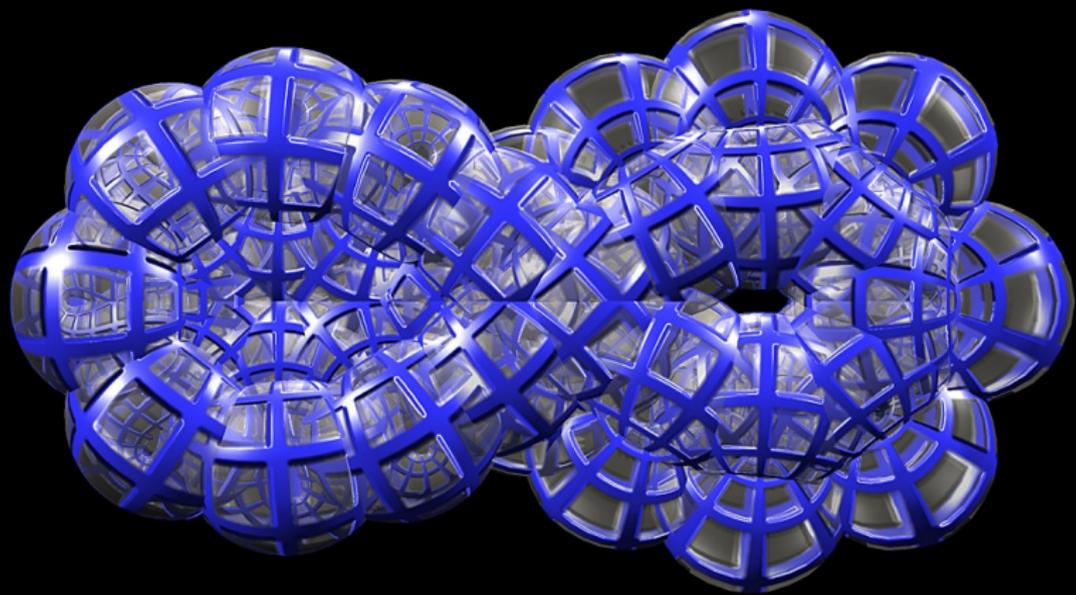








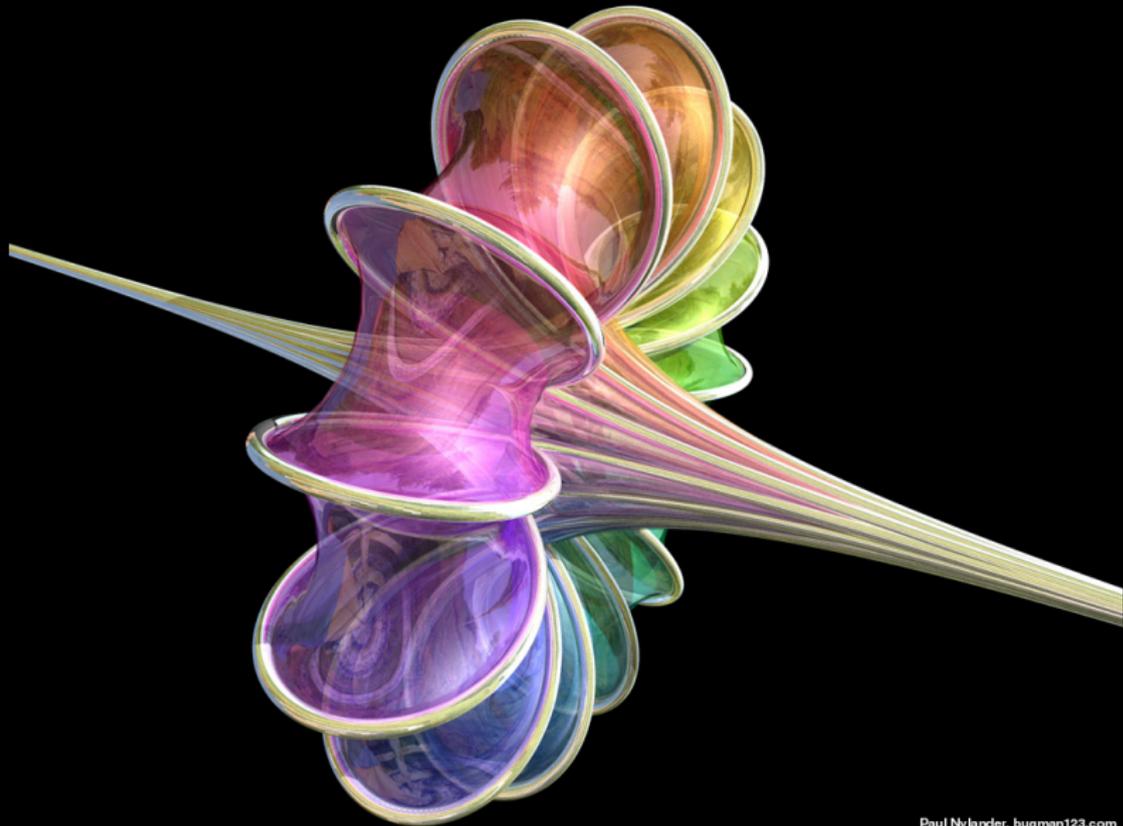








# Gaussian Curvature $K = -1$



Paul Nylander, bugman123.com





# Gaussian Curvature $K = -1$

