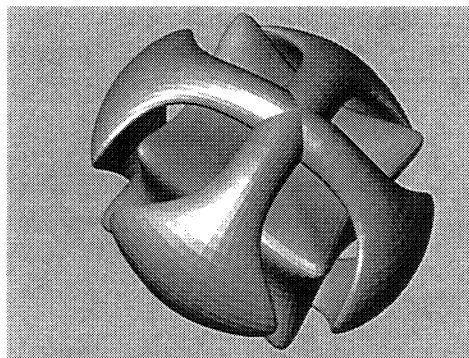


Two Geometric Sculptures with Distant Ontogenies

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1. Caging the Wild Snurb.

This piece was constructed in Maya from three NURBS surfaces (two intersecting tori and a sphere) by rotation and scaling operations on the surfaces and subsets of their control vertices. It took about ten minutes at the Siggraph 2002 Studio while I was waiting for confirmation of my place in a 3D printing queue. The goal was to see if I could create something interesting for a later queue that would not advertise my novice acquaintance with Maya. The result fetched a number of kind comments that might not have been so generous if the development time were known to be so trivial. The plan is to present two new 3D prints as well as 2D projections.



2. The AMBoctahedron.

Arabic script spelling “Meher Baba” wraps around a paper octahedron, which is suspended above a flag disk. The disk is a pie-coloring in which no two similarly colored regions share even a vertex. The colors in each concentric ring reflect the *satranga* seven-colored flag first flown over Meherabad near Ahmednagar, India, in the 1920s; dark blue is the top stripe, and red is on the bottom.

