

# Lecture 13: Thursday, 21 October 1999

Guest Lecture: Carlo Séquin, UC Berkeley

## Computer Graphics Is Fun – But It Takes You Only Half-way to a Real Physical Part

### Abstract:

Computer graphics offers powerful tools to develop new ideas, from VLSI circuit chips, to mechanical assemblies, new buildings, or geometrical sculptures. Sequin's recent collaboration with artists shows how computer tools can enhance a users creativity. His recent interaction with mechanical engineers and manufacturers make it clear that there is often a long way from CAD "art" to a real, finished physical part, and that more work needs to be done on the interface between designers and fabricators.