Kostas Terzidis’s work focuses on creative experimentation within the threshold between arts, architecture, music, and computer science. He has studied extensively the implications of virtual reality for the representation of space and spatiality in art and architecture. He is the author of many computer applications on form-making, morphing, filtering, and network mapping. His most recent work is the development of a visualization system in Java, called Zhapes and a 3D-morphing system called MorphZhapes.

C stands for Creativity

November 30, 2000 Thursday afternoon, 2:30 - 4:00pm
Gould Hall 208

Morphing Studio

December 1, 2000 Friday morning, 9:30 - 11:30am
DMG Lab (Architecture Hall 043)

Kostas Terzidis will conduct a Morphing Studio for a limited number of participants. If you are interested please sign up in advance at the DMG website: http://depts.washington.edu/dmachine/lecture/signup and indicate your background and experience.