

Table of Contents

Kinematics: Motions in Nature and Technology	11
Pliers and Jaws	12
Cracking Nuts and Devouring Prey	14
Converting Translation into Rotation	16
Steam Locomotive	18
Cardan Shafts	20
Wide-Angle Cardan Shafts	22
Drilling Square Holes	24
R6 Mechanisms and Kaleidocycles	26
Rolling and Turning: The Oloid	28
Gearwheels: Precise and Robust	31
Another Proven Deflection Method	32
Classic Gearwheel	34
Of Clockworks and Planetary Gears	36
Spherical Trochoids	38
Patterns and Fractals: Simulation of Nature	41
Parquets on the Basis of Hexagons	42
Parquets with Semi-regular Pentagons	44
The Einstein Tile	46
Mandelbrot and Julia Sets	48
A Glimpse into Barnsley's Herbarium	50
How Do Ferns Grow?	52
Fractal Formations Made of Small Spheres	54
Surface- and Space-Filling Curves	56
Mathematically Generated Fur Patterns	58
Strange Angles: Spirals?	61
Of Sunflowers and Daisies	62
A Genetically Predetermined Angle?	64
Optical Illusion	66
Projections: Necessary and Practical	69
Equirectangular Projection – Pros and Cons	70
Thermohaline Circulation	72
Circle-Preserving Stereographic Projection	74
The Sphere Is Rolling... ..	76
Polyhedra: Building Blocks!	79
New Objects through Dualisation	80
Cutting and Cropping	82
Spatial Tessellations	84
Mobile or Not?	86

Scutoids	88	Air and Water: Fluids!	169
Rubik's Cube	90	Of Wind and Rain Gauges	170
A Sphere with Varying Radius	91	Wind Turbines and Water Spirals	172
Simple-Curved: Developable!	93	Kinetic Sculptures	174
Transforming and Developing in General Cases	94	Moving Sculptures in the Animal Kingdom	176
What a Moebius Strip Can Be Good For	96	Draining	178
How Do You Create Developable Surfaces?	98	Flying: Paradox!	180
Mobile Though Theoretically Not Possible	100	The Thing with Lift and Buoyancy Forces	182
Collar Surfaces	101	Leonardo's Dream of Flying	184
Surfaces with Locally Constant Slope	102	Wing Twist	186
Circulation and Torsion	104	Flying as If in Light Oil	188
Double-Curved: The Norm	107	Takeoff and Landing Assistance	190
Football Variations	108	Distributions: Attraction and Repulsion	193
Gardeners on Curved Surfaces	110	Filtering Nutrients	194
The Ornaments on the Tassilo Chalice	112	Uniform Point Distribution	196
Animal Horns	114	Voronoi Diagrams	198
Exponential Growth	116	Diagrams on a Sphere	200
Radial Symmetry	118	A Net of Hexagons on a Sphere	202
Classical Surface Types	120	Magnetic Nets	204
A Peculiar Type of Constrained Motion	122	Our Solar System: Free Play of Forces	207
Special Nets on Cyclides	124	Spinning Motions	208
Minimal Surfaces: Elegant and Practical	127	First Point of Aries	210
The Smallest Possible Surfaces	128	The Double Planet	212
Associate Minimal Surfaces	130	The Tides	214
Creating Minimal Surfaces by Approximation	132	Solar and Lunar Eclipse	216
Minimal Surfaces in Animals and Plants?	134	A Few More Things about the Moon	218
Wave Models: Strange Phenomena	137	A Star and Some Matter around It	220
Reflections of a Water Wave	138	Illusions: Fake or Real?	223
Light Diffraction on Double Slits	140	Geometry Can Explain a Lot	224
Iridescent and Shimmering Surfaces	142	Confusion through Multiple Mirror Reflections	226
Magnificent Colours without Pigments	144	Mysterious Crop Circles	228
Reflecting CD	146	The Zoetrope	230
Photography: Surprises?	149	Against Gravity?	231
Lens Systems	150	Various Other Illusions	232
Three Eye Types	152	Simulations: Close to Reality?	235
Elephant and Fly Photography	154	Simulations in Theory and Practice	236
Sharp Images All the Way Through?	156	Swarm Behaviour	238
Capturing Space on a Sphere	158	Imitating Realistic Movements	240
Strange Photographic Results	160	Index	242
The Problem with Closeness to Reality	162	Acknowledgements and Homepage	248
Simulation with Computers	164		
Photo Finish – When There Is a Lot at Stake... ..	166		