

ART OF ANAMORPHOSIS

PHILLIP KENT.

Name: Phillip Kent.

Address: School of Mathematics, Science and Technology, Institute of Education, London, WC1H 0AL, United Kingdom.

E-mail: p.kent@mail.com.

This presentation will be based on text, artworks and software produced for an exhibition held in the United Kingdom in the spring of 2001.

Anamorphosis is concerned with the creation of distorted images according to the mathematical rules of perspective and mirror reflection. The distinctive thing about these distortions is that the undistorted form of the image can be recovered by looking at the image from a particular location, or using an unusual shape of mirror (cylindrical, conical).

The relationship between anamorphosis and mathematics is interesting in several ways. Anamorphosis is an application of mathematical transformations — several of which have been implemented in a piece of free software, *Anamorph Me!*, that can be downloaded from the web site. This software can be used to turn any image into an anamorphic distortion, often with beautiful and fascinating results. Furthermore, the idea of anamorphosis developed in the European Renaissance, at a time when art and mathematics were deeply connected: it was artists who first developed the geometrical understanding of perspective on which anamorphosis is based.

Reference

See www.anamorphosis.com.





