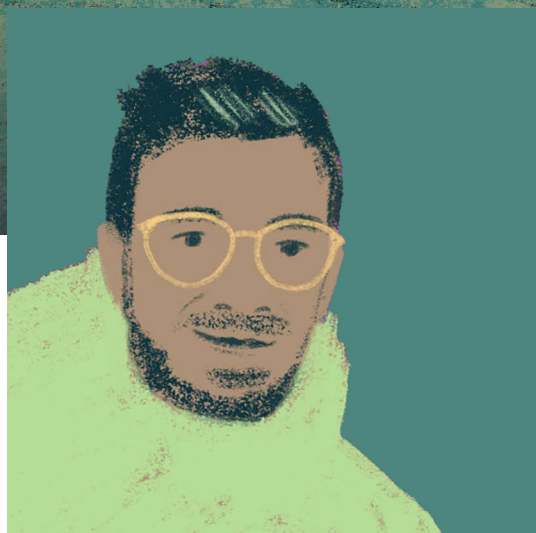


# TORONTO GEOMETRY COLLOQUIUM



**Rahul Arora**

**Facebook Reality Labs**

“Human-Centered Graphics for Immersive Creative Expression”



**Xue Yu**

**George Mason University**

“ScaffoldSketch: Accurate Industrial Design Drawing in VR”

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The Toronto Geometry Colloquium is a live weekly hour-long webseries showcasing geometry processing research. Topics range from computer science, mathematics, and engineering including 3D deep learning, computational fabrication, and computer graphics

Illustration by **Genevieve Simms**