

LEARNING AND INNOVATION

21st-Century Model Making and Prototyping

Wednesday, October 7, 2009, 7 p.m.
Gin D. Wong Auditorium, Harris Hall 101
Admission is free.

Join us for a dynamic discussion with **DR. ZOZ BROOKS** of the Discovery Channel's *Prototype This*, who will discuss the innovative uses of prototyping and 3-D graphics. Following in the footsteps of old-school artist-engineers, Zoz Brooks likes to blend invention and art. While a student at MIT, he created a line of prototypes with improbable German names, including Schallfaust and Luftwerfer—two large “toy weapons for adults” that co-opt beverage containers and compressed gases to provide harmless explosions for all occasions. His work also has a philanthropic element, including the development of prototyping and blast-testing tools intended to improve the safety of humanitarian land-mine removal.

The presentation will be followed by a discussion featuring:

- **MARTY DOSCHER**, IT/CAD manager at the architecture firm Morphosis
- **SCOTT EASLEY**, whose career spans twenty years in the video game-business
- **MARK GANTER**, professor of mechanical engineering at the University of Washington and longtime practitioner of 3-D graphics
- **BEHROKH KHOSHNEVIS**, professor of industrial and systems engineering and civil and environmental engineering at USC

Related Event:

A 3-D graphics workshop and prototyping demo will be held on Sunday, October 11, as part of the Get Your Hands Dirty festival.

Organized by Ann Page [Fine Arts], Karen Kensek [Architecture], the USC Roski School of Fine Arts and the USC School of Architecture.

For more information, please visit our website or contact us at visionsandvoices@usc.edu.

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