

## Gallery Supplement to Mathematics in Times Square

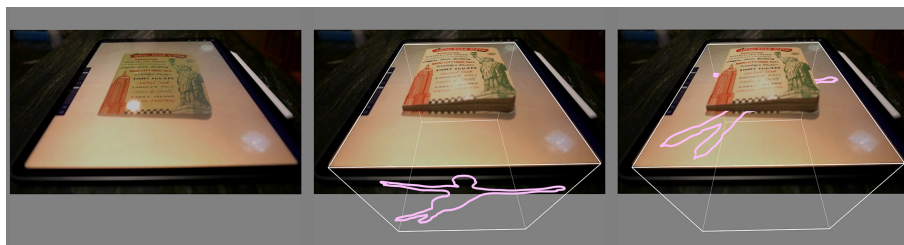
Douglas W. Dwyer

April 30, 2025

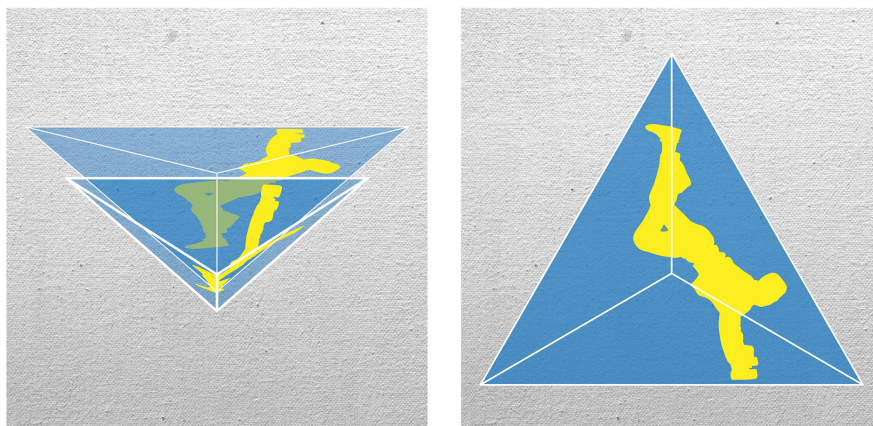
This supplement links to five animations that use the techniques described in *Mathematics of Times Square*. The first animation is described in the paper. The second animation features an irregular tetrahedron with three faces that are isosceles right triangles and one that is an equilateral triangle. We begin with an image on the picture plane and project it onto the three isosceles triangles so that the images align from a single vantage point. The tetrahedron spins about three axes.

The third animation shows a drawing of a young person reading, placed on the corner of a cube so that it appears correct only from one specific viewpoint. The cube swings like a pendulum, slowing down and speeding up. When it nearly stops, the image looks correct.

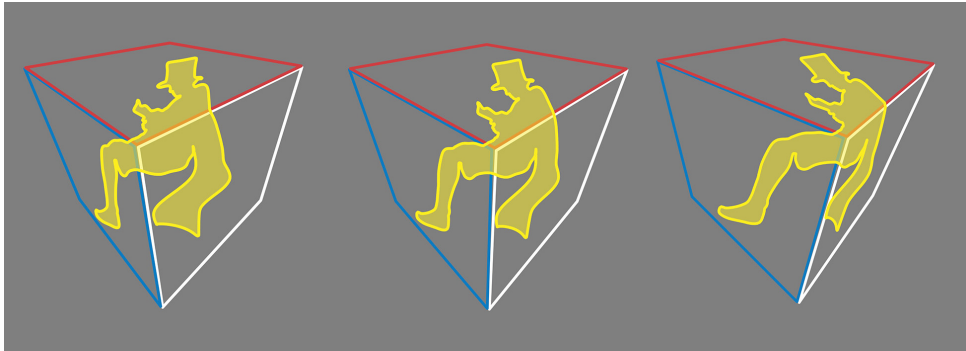
The fourth animation presents a mixture of a conceptual world and the origami model discussed in the paper. The fifth animation draws an edge-covering, plane-filling curve—discovered by Jörg Arndt and Julia Handl—on the floor of the Basilica di San Clemente in Rome (see Figure 1.3-2.D of *Edge-Covering Plane-Filling Curves on Grid Colorings: A Pedestrian Approach*, 2023).



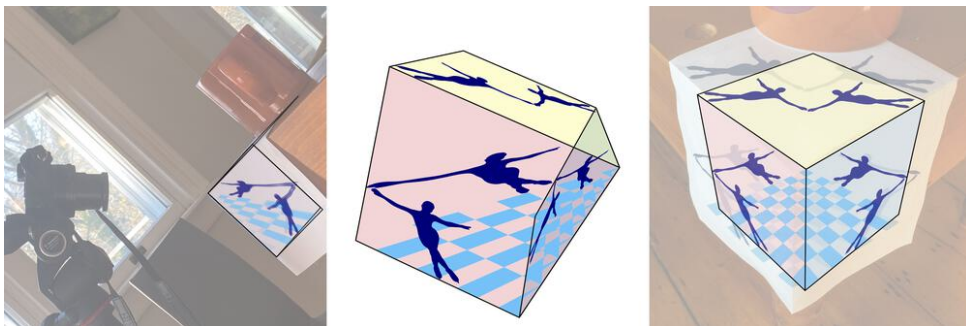
**Figure 1:** *The iPad Skater* [[Link to Vimeo](#)]



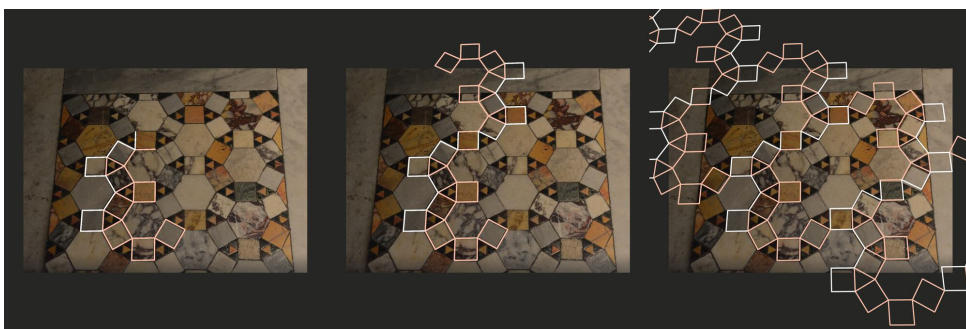
**Figure 2:** *The Skate Boarder* [[Link to Vimeo](#)]



**Figure 3:** *The Reader* [[Link to Vimeo](#)]



**Figure 4:** *Glass Cube Animation* [[Link to Vimeo](#)]



**Figure 5:** *Edge filling Curve on Basilica di San Clemente.* [[Link to Vimeo](#)]