



Emera Astronomy Center
and M. F. Jordan Planetarium

Art and Science: Visualizing Complex Ideas for Everyone

Thursday, November 3 at 7:00 pm

Where do science visualizations come from? What is the process of taking a complex idea and making an image that aids in our understanding? Chuck Carter who designs video games (such as the game MYST) and VR experiences is an accomplished science illustrator. His art work for National Geographic, NASA and Scientific American has helped make science accessible for everyone. He will talk about his process when making images and visualizations, showing how he breaks down complex ideas into easy to understand illustrations. His talk will feature a variety of immersive examples of his work discussing how digital tools changed the way he works and what explore how immersive visualization will play an important role in our future as we move into Virtual and Augmented Reality.



Chuck Carter has been doing art and animation on a computer for 30 years. He's been involved in video games since 1991 and worked on the highly successful game *Myst*. Since then he has worked on 25 additional games in a variety of capacities, as well as working as a special effects artist on the shows *Babylon 5* and *Mortal Kombat Crusades*. He is an accomplished science illustrator and animator, regularly illustrating for NASA, National Geographic, Scientific American, and McGraw Hill Publishing, among others. He is the owner of *Eagre Games*, based in Orono, and they are about to release their first game *ZED* in May of 2017. *ZED* is a non-violent, first-person, real-time game based around the idea of exploring the dreams of a dying artist.

Tickets are available online at <http://astro.umaine.edu>, by calling 581-1341, or at the box office.

