

1125-AH-67

Elizabeth Denne*, Department of Mathematics, Washington & Lee University, Lexington, VA 24450. *Using Cinema 4D to create Calculus models.*

3D printing can be a powerful tool to help everyone visualize mathematical models. In this talk, I'll discuss how it can be used in the classroom in Calculus II and Multivariable Calculus. There are a variety of different ways to do this; from using models to illustrate ideas, to having the students design, print and share their own models. I'll also show how Cinema 4D can be used to create quadratic surfaces. (Received July 06, 2016)