Renaissance artists developed the mathematical theory of perspective as a means of accurately projecting the three-dimensional world to a two-dimensional surface. Through perspective they created works of unprecedented realism.

Or did they? The British artist David Hockney has advanced a controversial theory: Many Renaissance artists created paintings not with perspective, but through optical projection. This talk will explain Hockney’s ideas and examine some of the visual evidence that supports them.

Spring 2014 speakers will include Chris Manon (GMU), Hernan Abeledo (GW), Ghidewon Abay, Richard Hammack, Craig Larson, Patrick Gaskill, and Cristina Mullican. For the schedule, as well as titles and abstracts, see: 
http://www.people.vcu.edu/~dcranston/DM-seminar/