

Differential Geometry I: More Literature

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In case the COVID-19 pandemic leaves you stranded at home with too much time for reading, here are some suggestions connected to differential geometry:

- E. A. Abbott. *Flatland, A Romance of Many Dimensions*, Dover Publications, 1992.
- E. Brooke-Hitching. *The Phantom Atlas: The Greatest Myths, Lies and Blunders on Maps*, Simon+Schuster, 2016.
- W. Chyr. *Manifold Garden*, computer game, 2019.
- R. Coulon, E. A. Matsumoto, H. Segerman, S. J. Trettel. Ray-marching Thurston geometries, preprint, arXiv:2010.15801 [math.GT], 2020.
- M. C. Escher. *M. C. Escher – The official website*, <http://www.mcescher.com/>
- M. Gessen. *Perfect Rigor: A Genius and the Mathematical Breakthrough of the Century*, Houghton Mifflin Harcourt, 2009.
- Mobius Digital. *Outer Wilds*, computer game, 2019.
- Star Trek. *The Next Generation: The Vengeance Factor*, episode 3x09, 1989.
See also: https://memory-alpha.fandom.com/wiki/Riemannian_tensor_field
- Valve. *Portal*, computer game, 2007.