Kiphart 1

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Explanation of a Logo

For my logo I chose a picture of a Triforce overlaid with a Mobius band. The reasoning behind this is simple. The Triforce, also known as the generator of Sierpinski’s Gasket, is out of a video game called Legend of Zelda. As something of an all-around nerd it appealed to me as something to include in my logo. The other element is a flattened Mobius band. I chose the Mobius band to overlay simply because it’s a very interesting shape.

For me, the choice of the Triforce was an easy way to represent my interest in fractals. Fractals and fractal art fascinate me. Through some simple math you can create some very interesting images. The visual aspect is what drew me in. The repetition also interested me. The fact that some fractals could literally go on forever is quite interesting.

In the case of the Mobius band it’s an interesting shape certainly. The idea that a simple twist could produce something so different is curious. They’re quite useful too, at least insofar as extending the lifespans of belts and what not in machines that require them. Having only one side ensures a more even wear in those cases. There is even a slight connection back to fractals in the infinite. In a Mobius band its single side continues on and on in a fashion similar to a fractal.

That’s the math of my logo. Fractals and their world within a world repetition combined with topology’s Mobius band. Both were chosen mainly because I found them interesting, visually appealing, and because of their shared slight connection to infinity.