

## **Non-Euclidean Pool**

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During the first part of this talk, volunteers will don a VR headset to try their hand at pool in spherical, Euclidean and hyperbolic spaces, with the rest of the audience following along on the lecture hall's main screen. Even experienced geometers may find some surprising optical effects (I certainly did), which we'll explain using 2D fleece surfaces. During the second part of the talk, we'll go "under the hood" to take a look at the pool game's underlying geometry and software design. Any remaining time will be devoted to letting as many people as possible try non-euclidean pool for themselves.