

L^AT_EX Programming for Drawing



Olympic 2024 Pictograms

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Principal Investigator

On the Mathematics of Art and Logical Art Design

Strategic Vision and Implementation Roadmap

A Proposal for Discussions and Further Actions

September 13, 2024

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Principal Investigator

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Outline

- Introduction and Background
- Key Challenges and Problem Statements
- Basics of Visual and Logical Design Process
- Proposed Creative and Innovative Solutions
- Impacts and Value Propositions
- Discussions and Immediate Actions

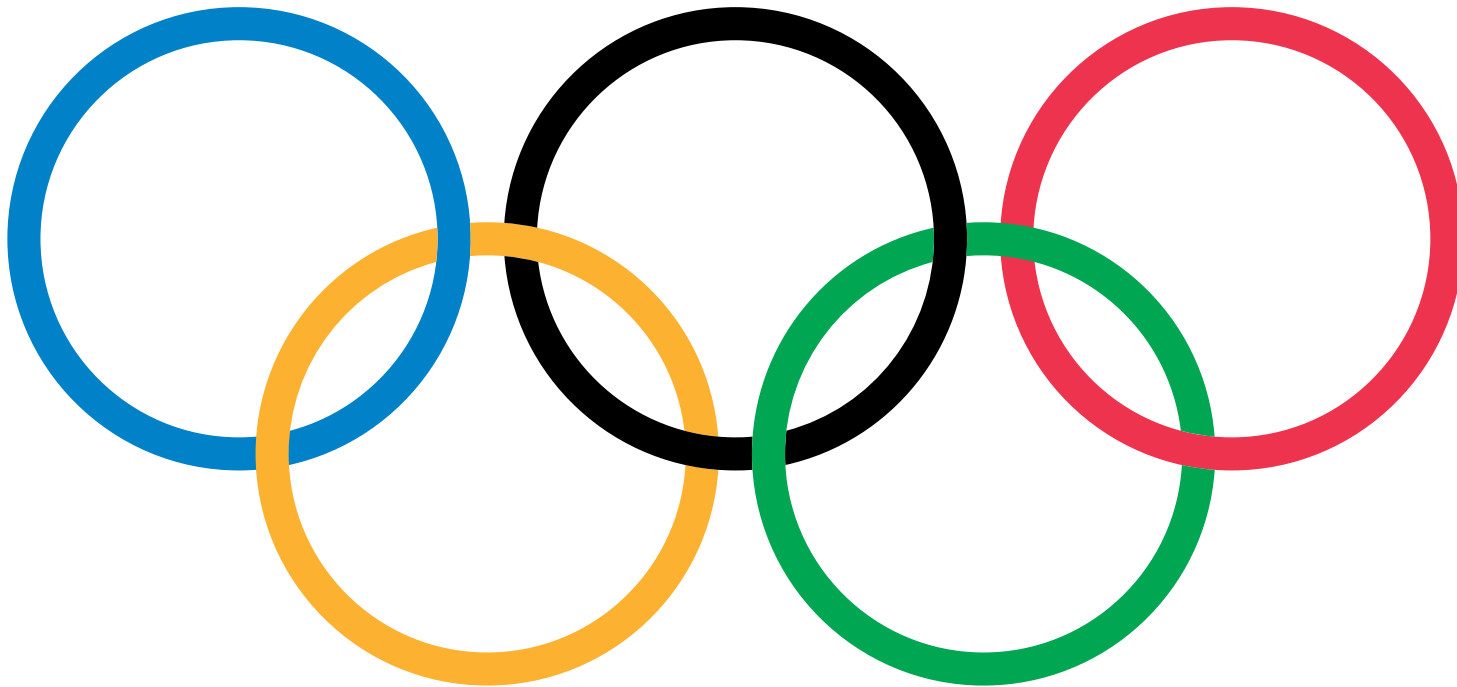
Introduction and Background

- The Olympic Pictograms, a long and fascinating story
- Historical Olympic Pictograms
- Olympic 2024 Pictograms
 - **Head of Design: Joachim Roncin**
 - Copyright © The International Olympic Committee

Challenges, Scope, Objectives and Outcomes

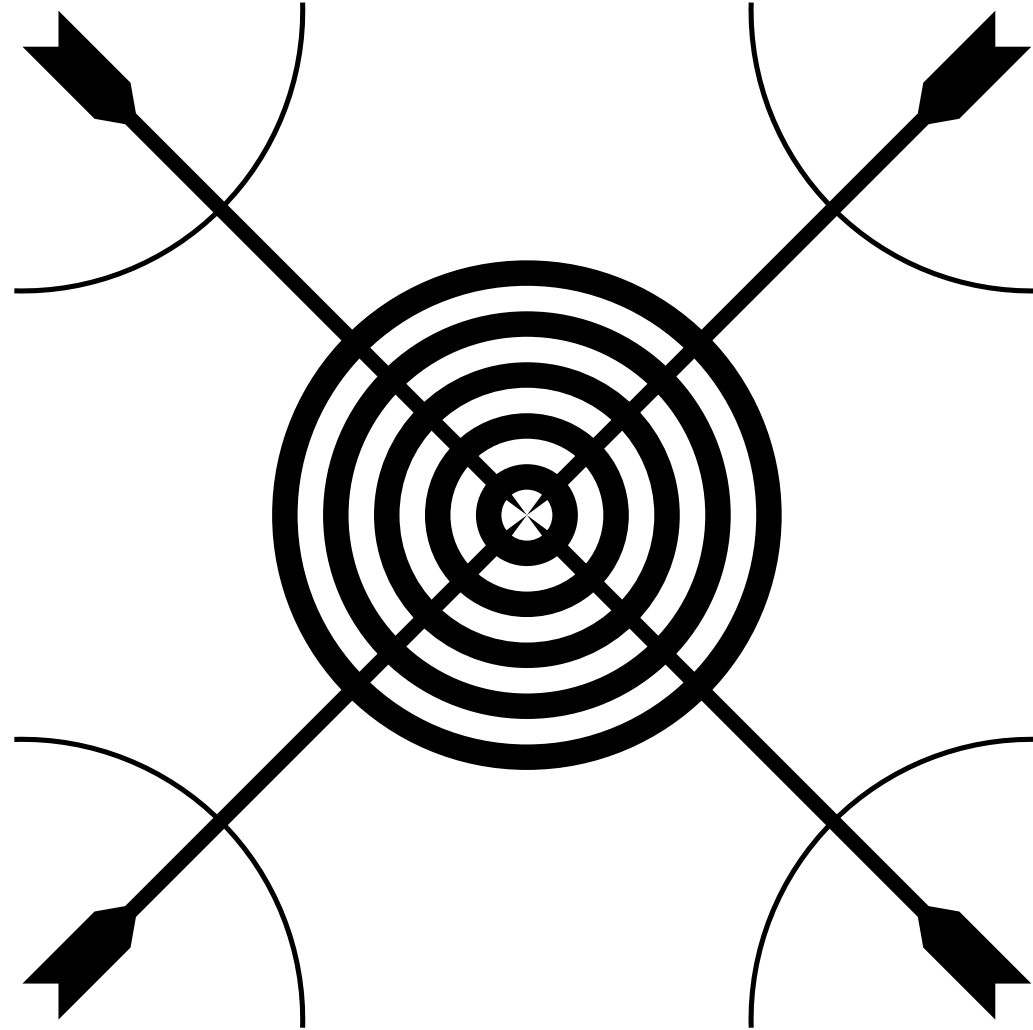
- Key Challenges and Problem Statement
 - Holistic approaches for effective visual designing of art
- Scope: Traditional and Emerging Design Principles
 - Classical art and industrial design concepts
 - Persistent digital design concepts
- Specific Objectives
 - Design Using Vector Graphics
 - Develop integrated and harmonised approach
 - Demonstrate a system-wide whole system approach in any operational environment and print media
 - Explore synergies between the mathematics of art and art of mathematics
 - Digital Tools
 - Manage bigdata: secured storage and open access
 - For the screen using [Scalable Vector Graphics](#)
 - For the screen and print using [PostScript](#), [T_EX](#), [L^AT_EX](#) and friends
 - Capacity Building - Knowledge and Technology Transfer
- Expected Outcomes
 - Develop dynamic digital tools for screen and print media
 - Guidance for adaptation and policy making
 - Digital Tools for Holistic Design: Digital Twin, Data-driven, and Model-based solutions

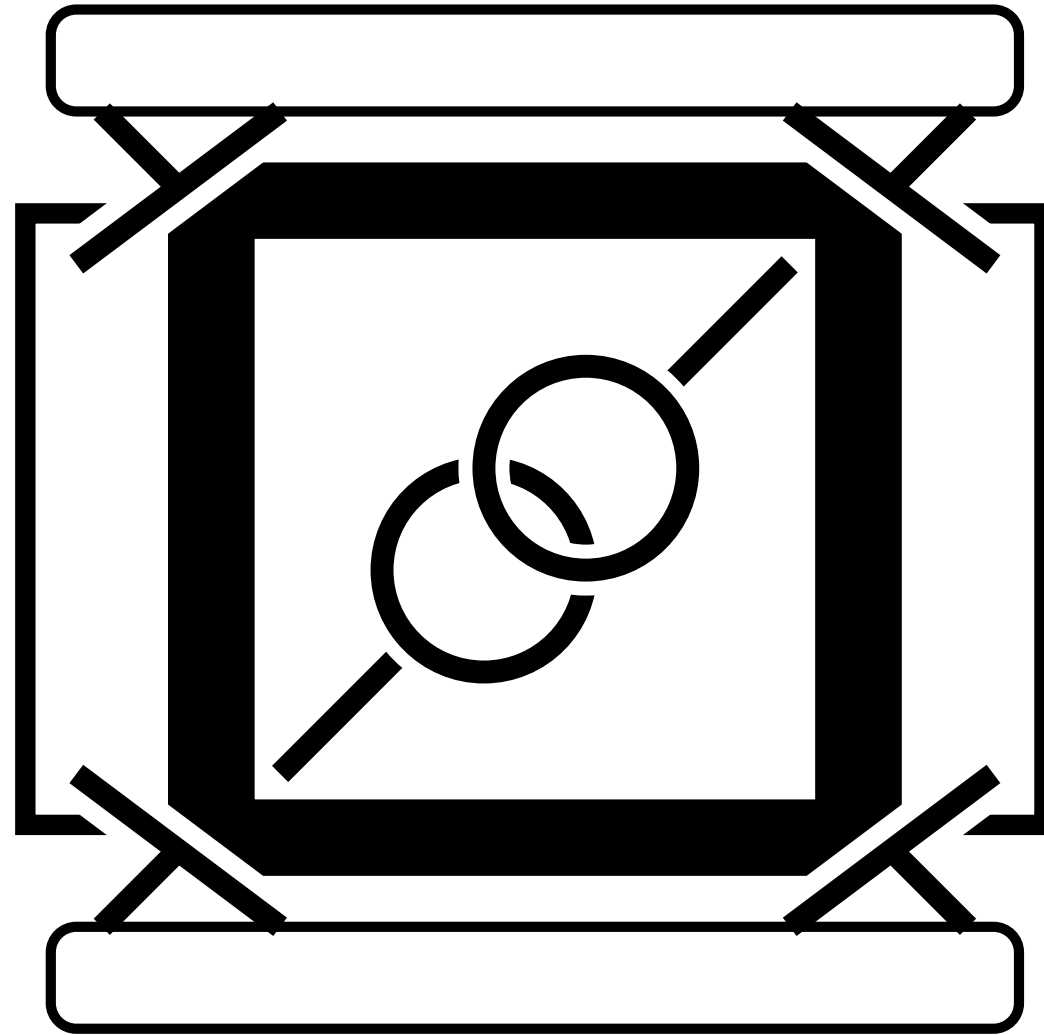
The Olympic Logo

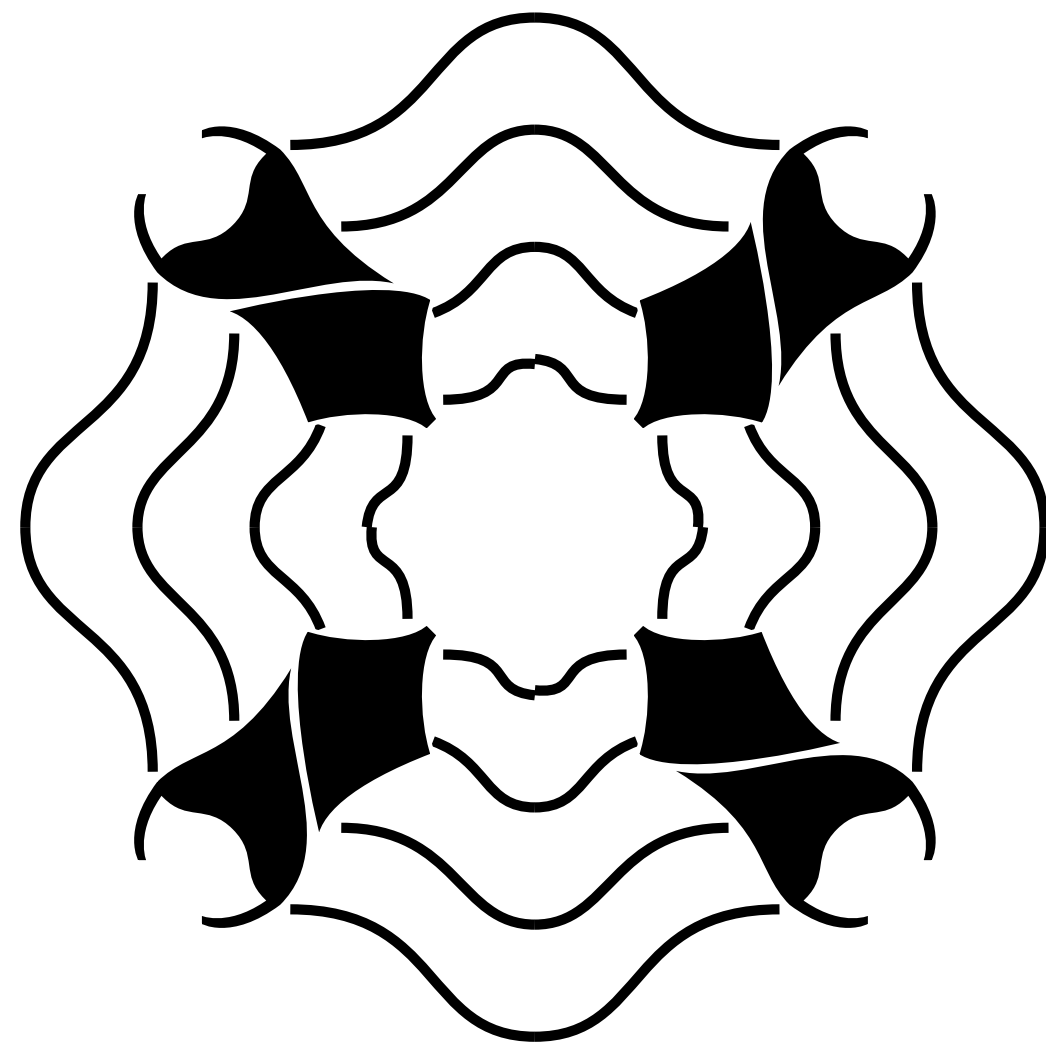


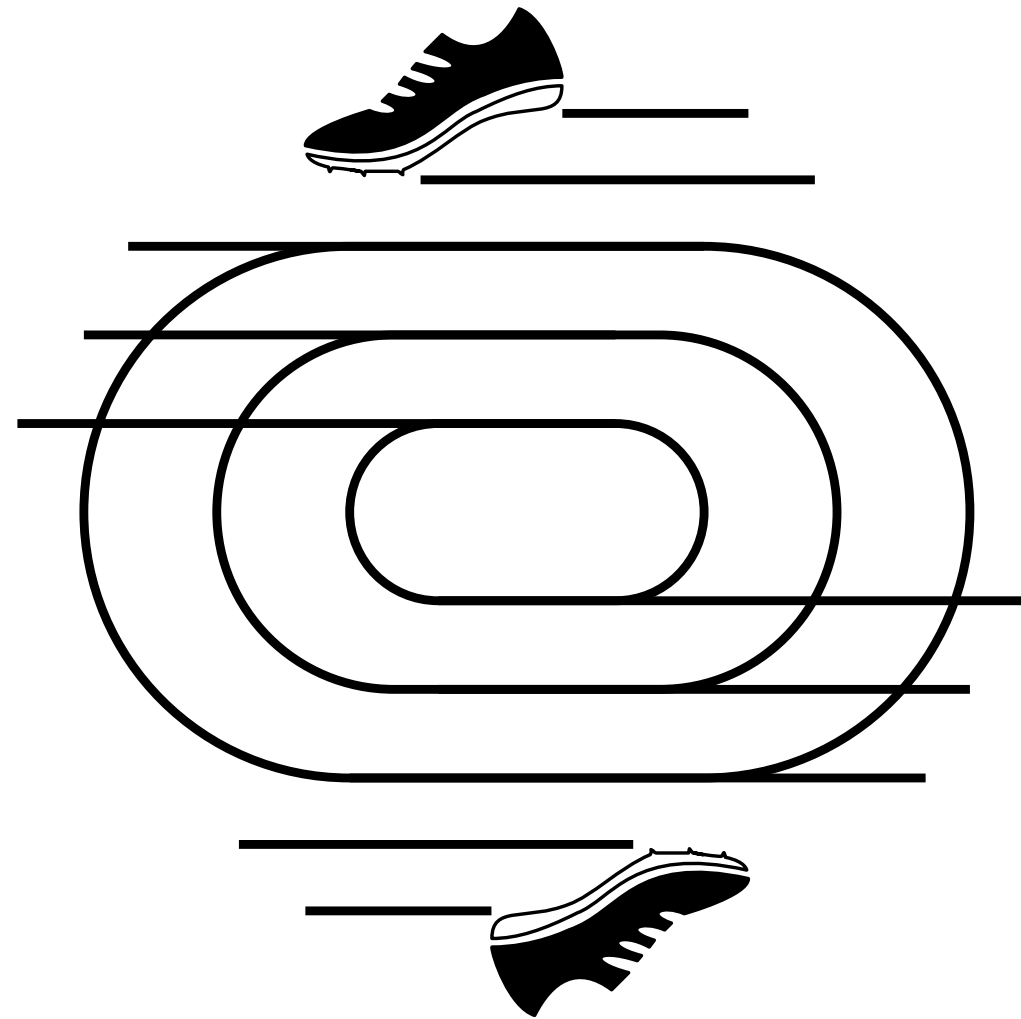
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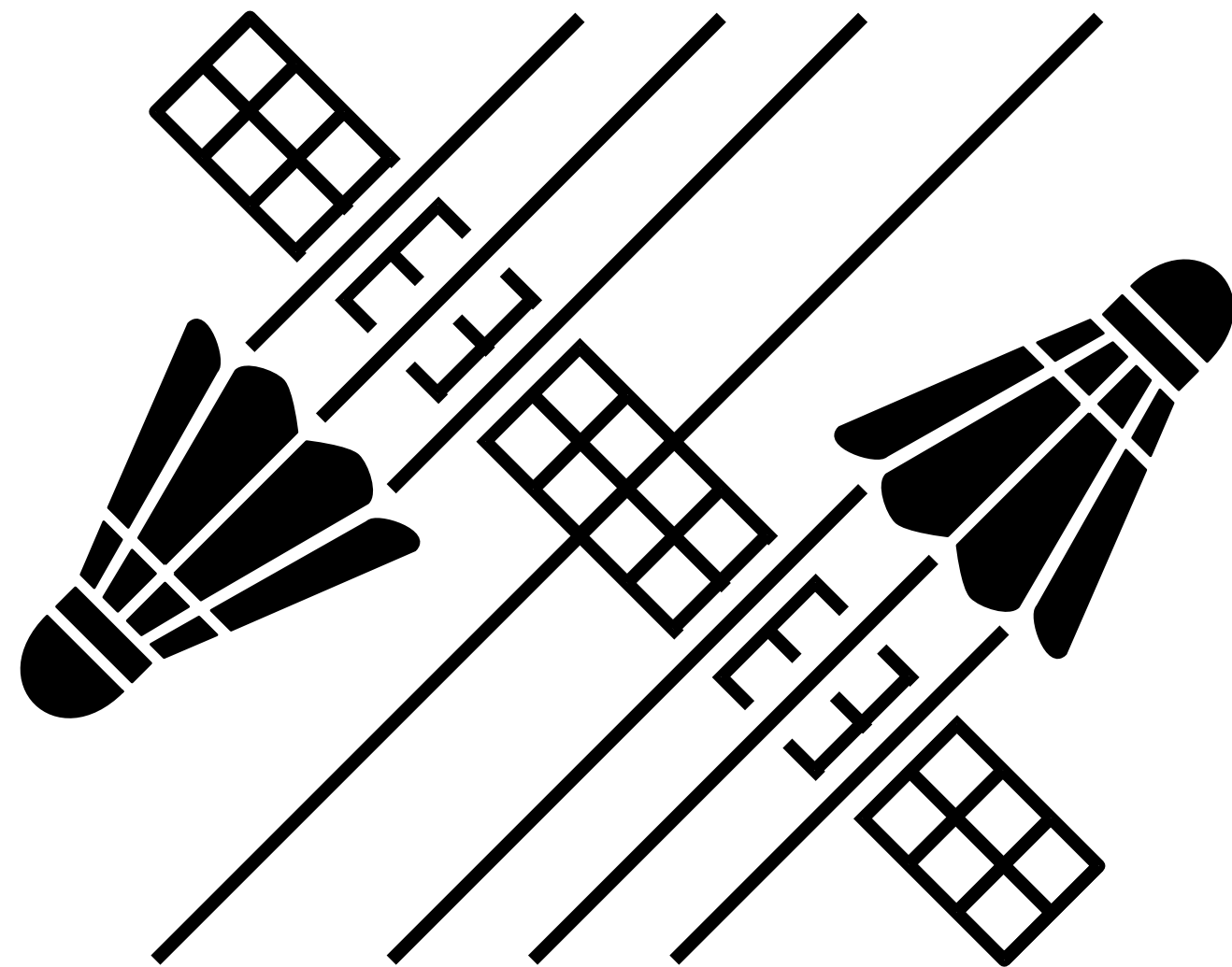
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5 \psarcn(7,13.5){6}{3.2007}{-6.7094}}}  
6  
7 \newcommand{\ringB}[1]{\pscustom[fillcolor=#1]{  
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10 \psarcn(22,13.5){6}{265.0322}{255.1172}  
11 \psarc(14.5,7){6}{6.7094}{94.9678}}}  
12  
13 \psset{linestyle=solid,linewidth=1,fillstyle=none}  
14 \pscircle[linecolor=blueOlympic](7,13.5){6.5}  
15 \pscircle[linecolor=redOlympic](37,13.5){6.5}  
16  
17 \ringA{yellowOlympic}  
18 \ringB{yellowOlympic}  
19  
20 \rput(36.5,20.5){\psscalebox{-1 -1}{\ringA{black}}}  
21 \rput(36.5,20.5){\psscalebox{-1 -1}{\ringB{black}}}  
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23 \rput(15,0){\ringA{greenOlympic}}  
24 \rput(15,0){\ringB{greenOlympic}}
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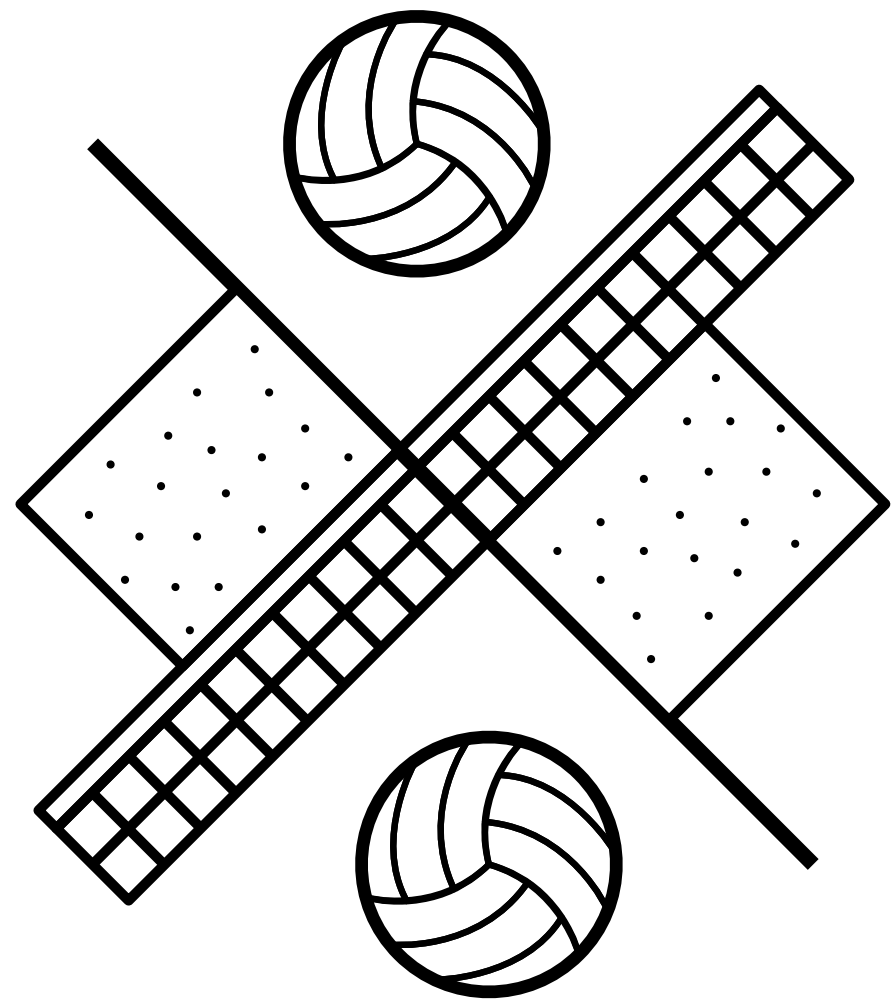


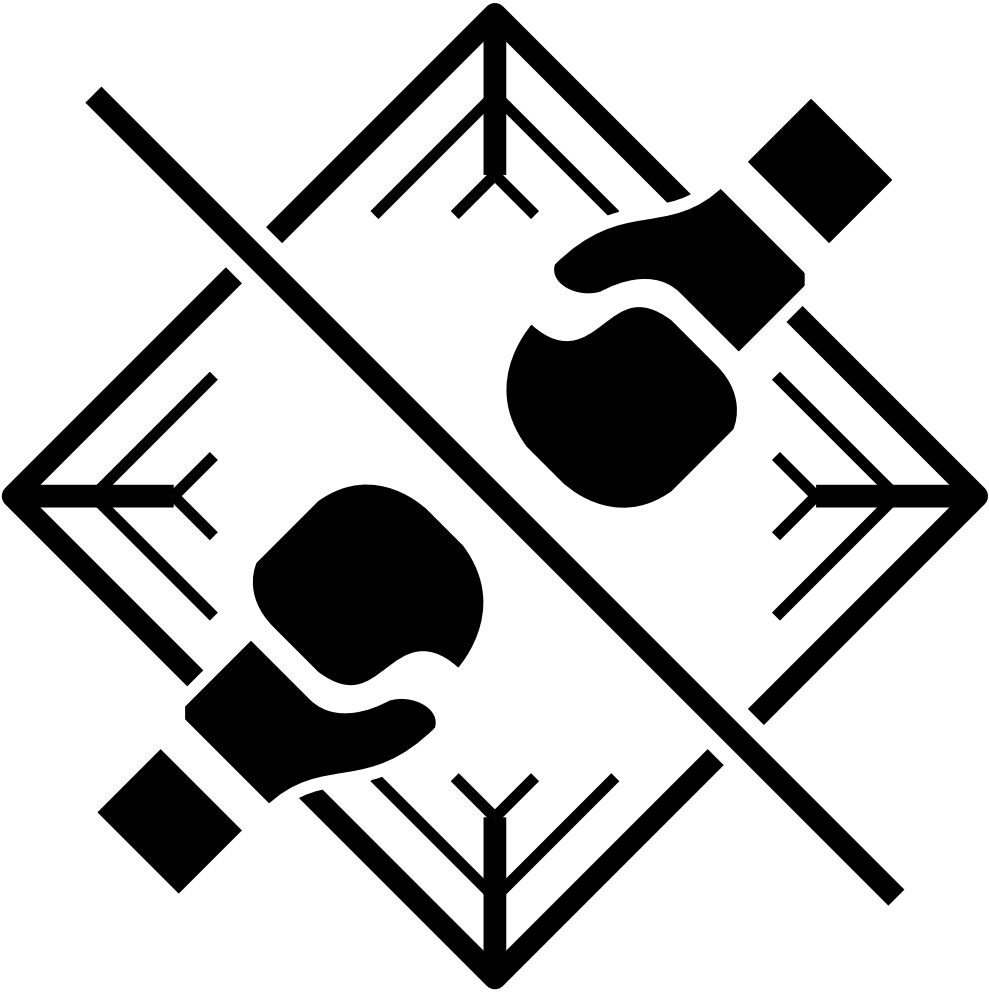




Basketball Three

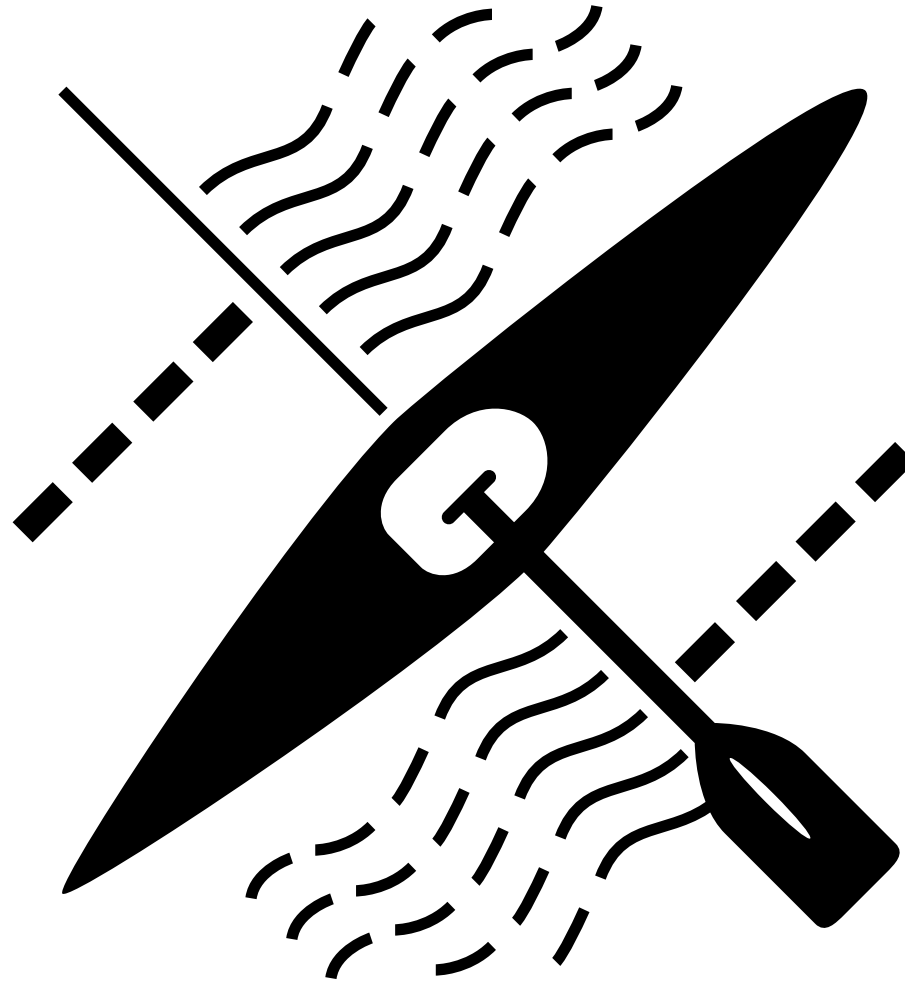




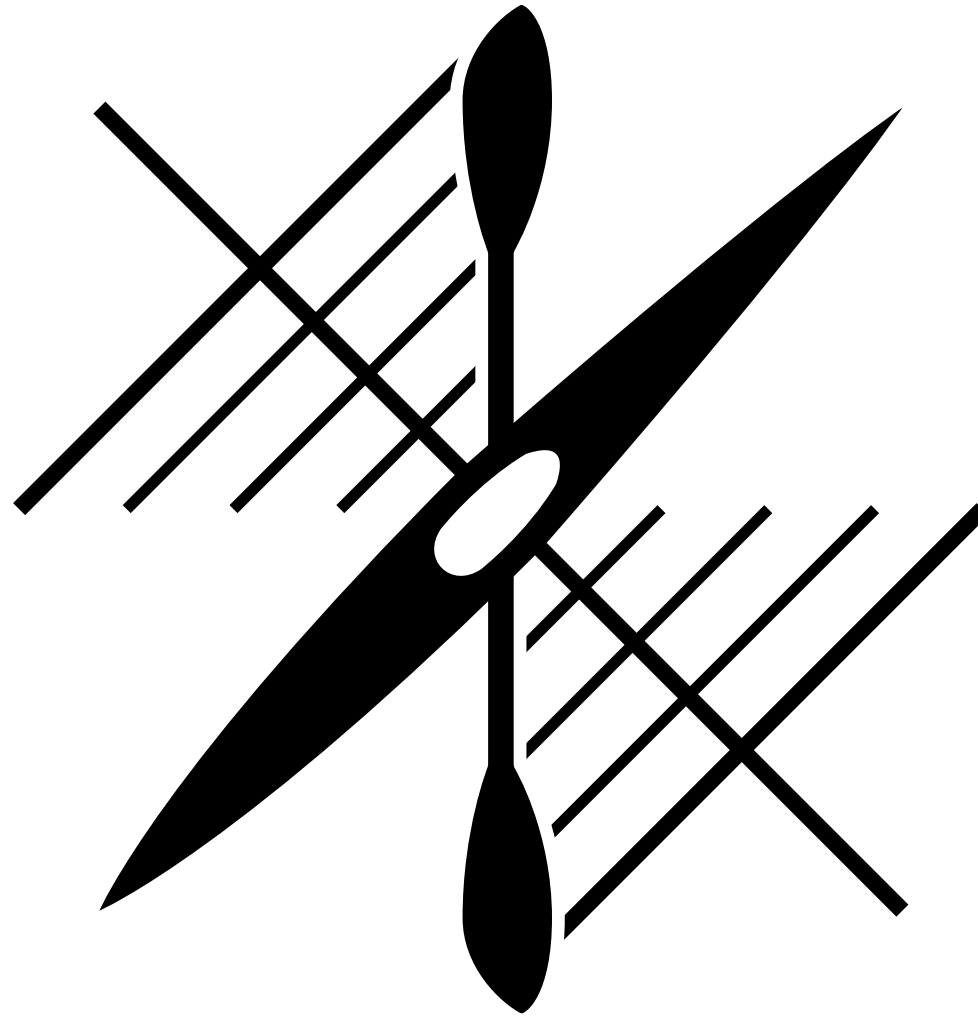




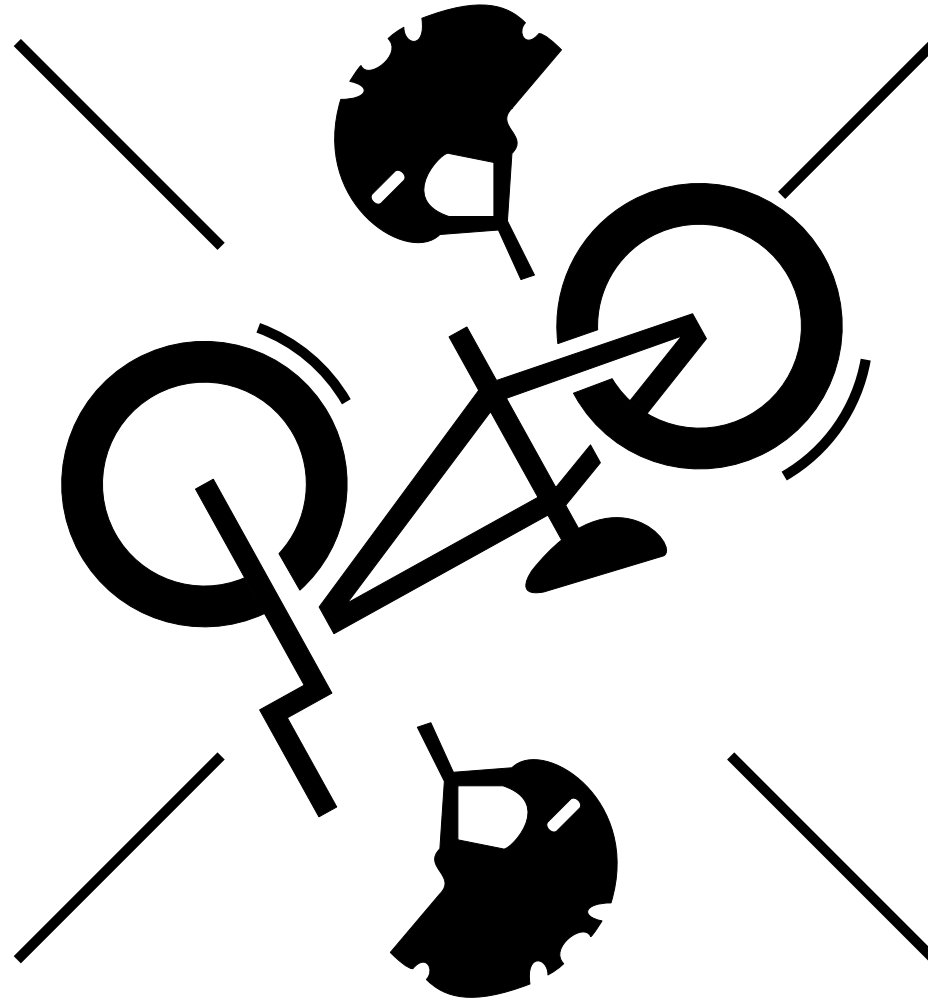
Canoe Slalom



Canoe Sprint

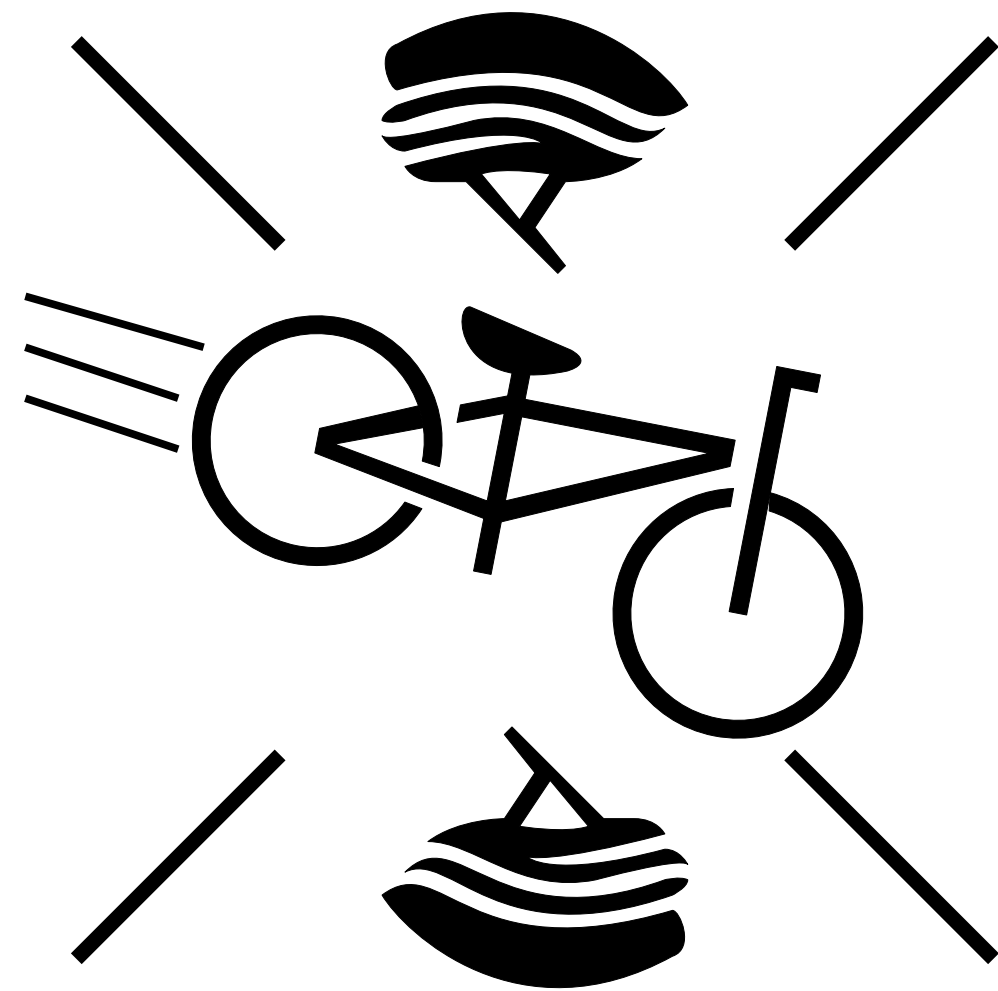


Cycling BMX Freestyle

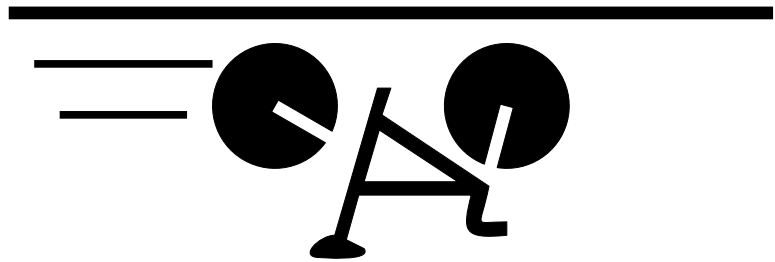
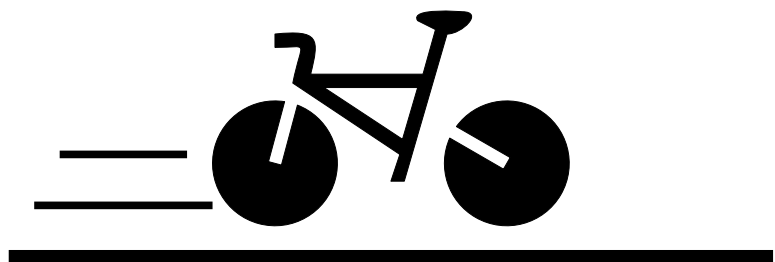


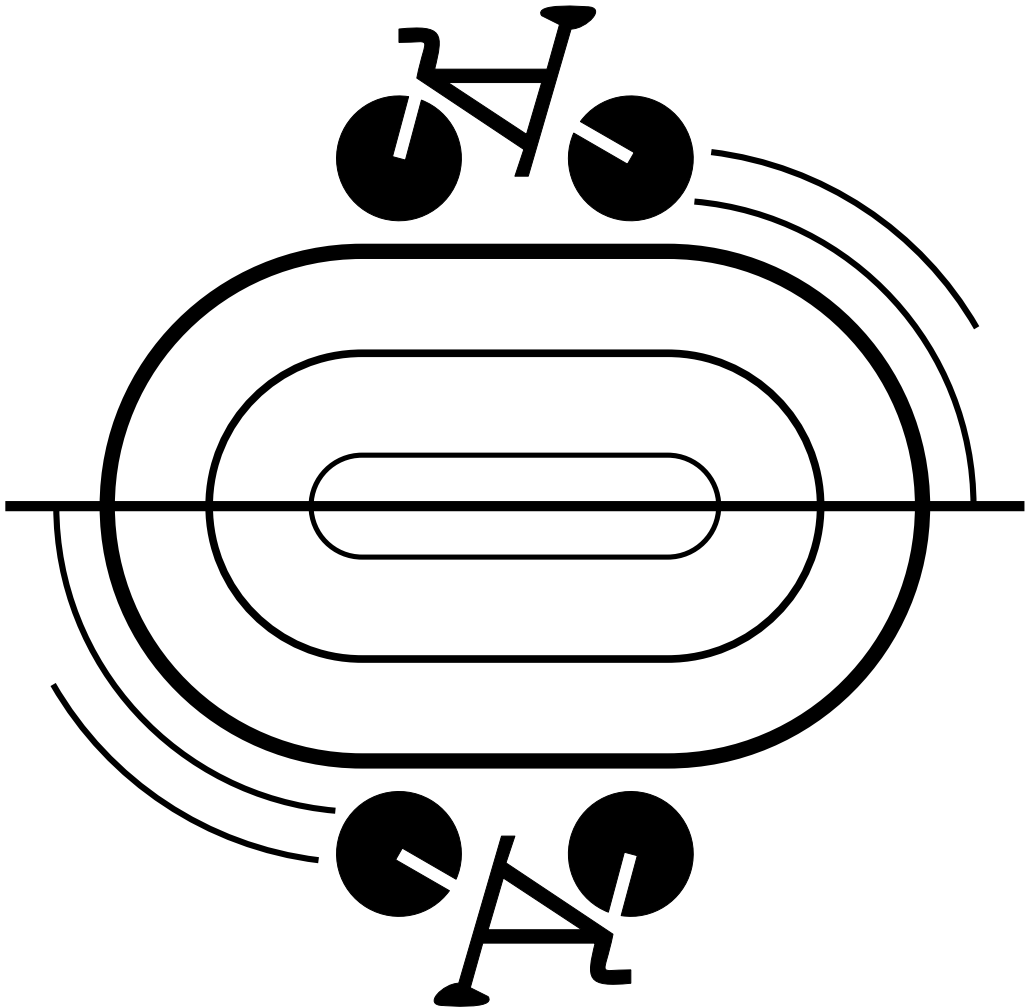


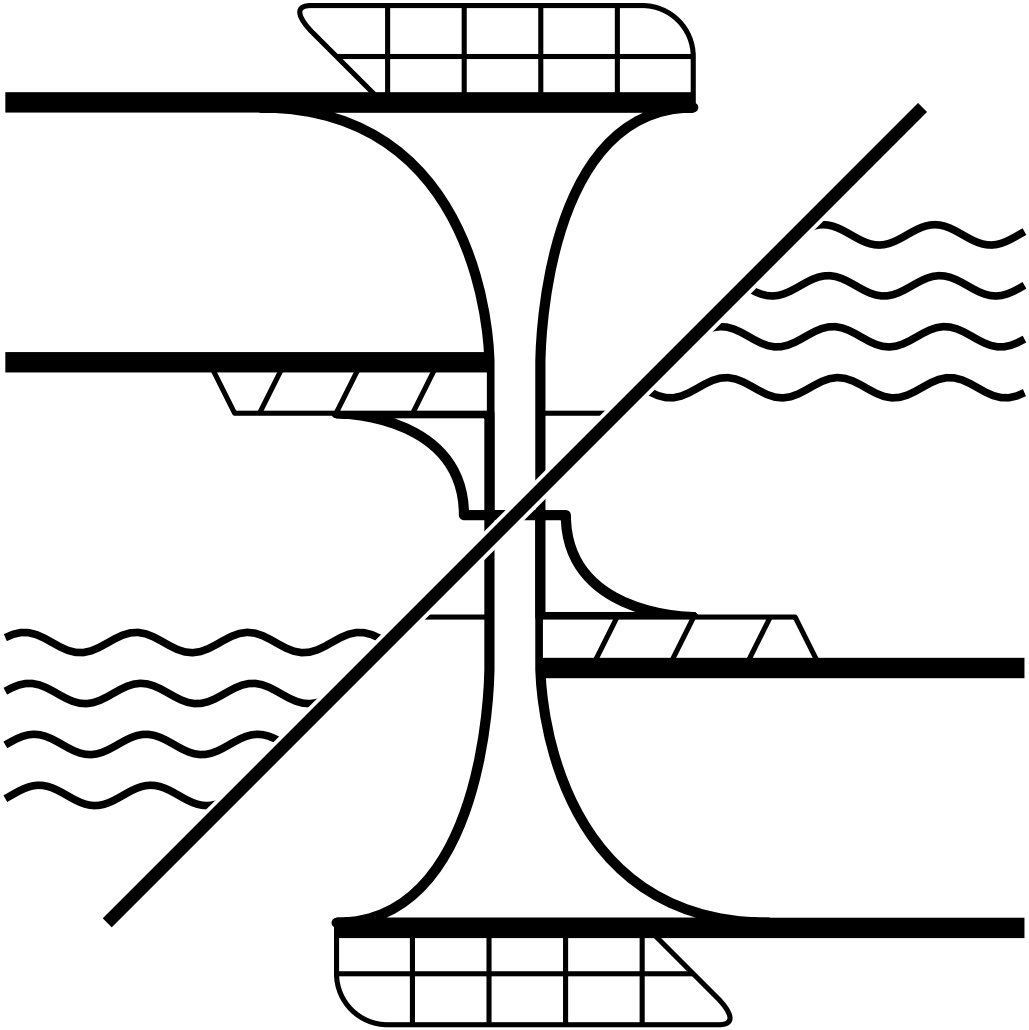
Cycling Mountain Bike



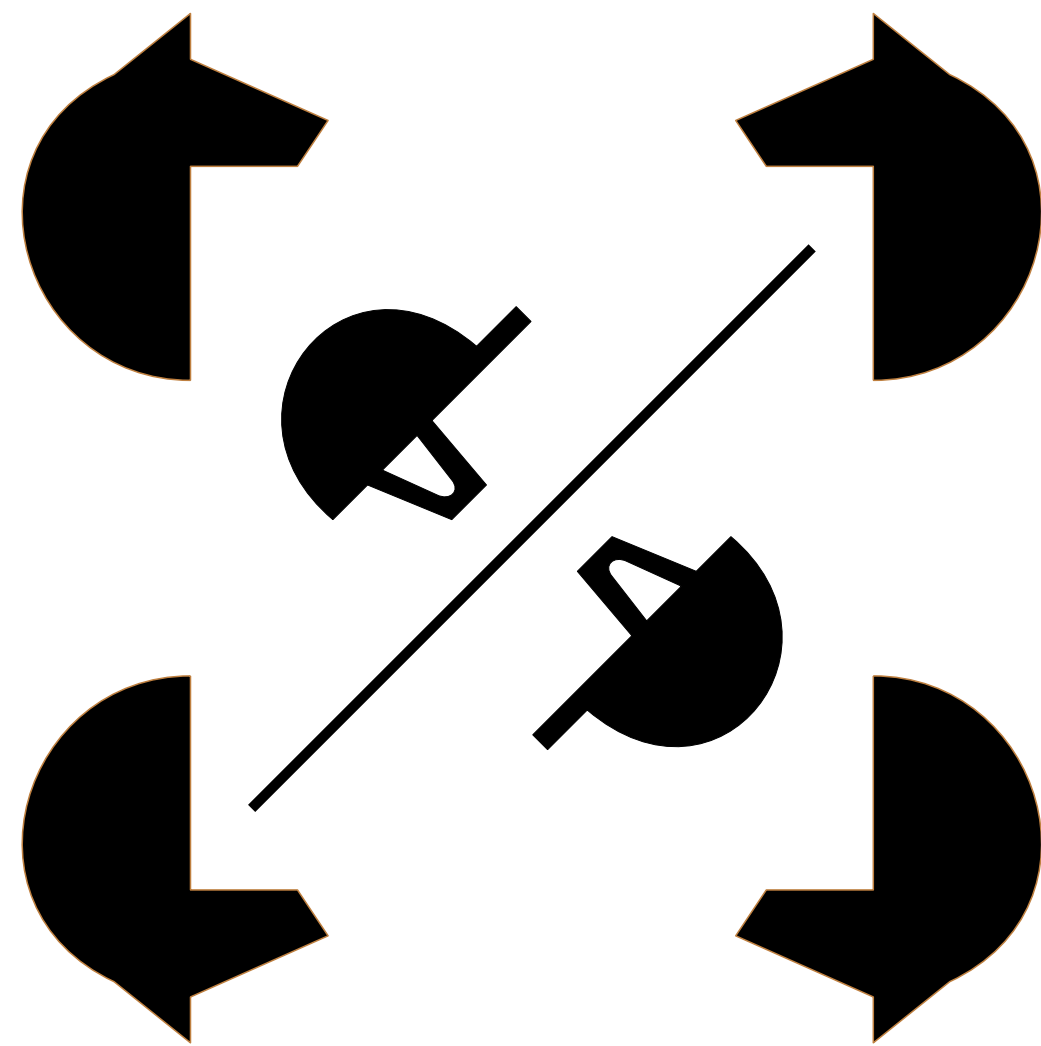
Cycling Road



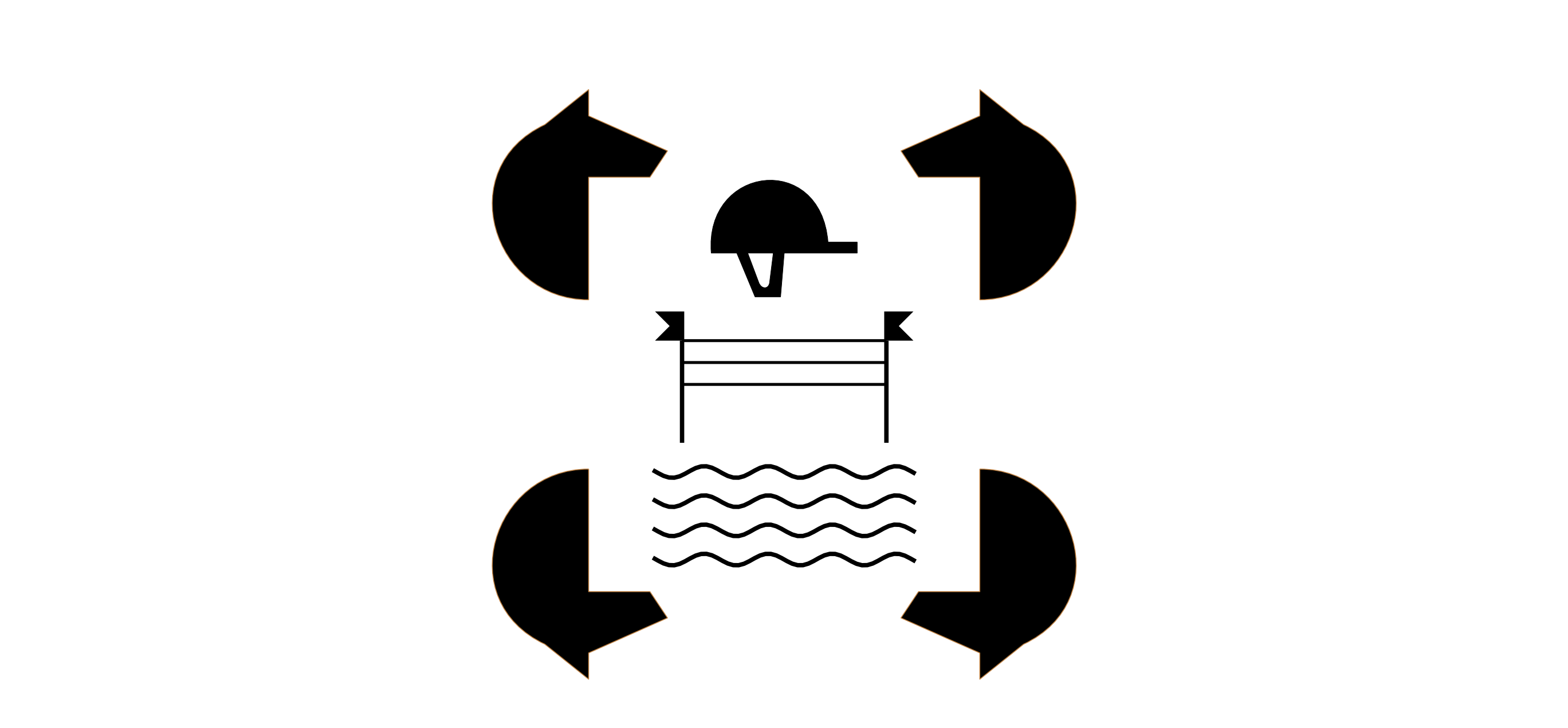




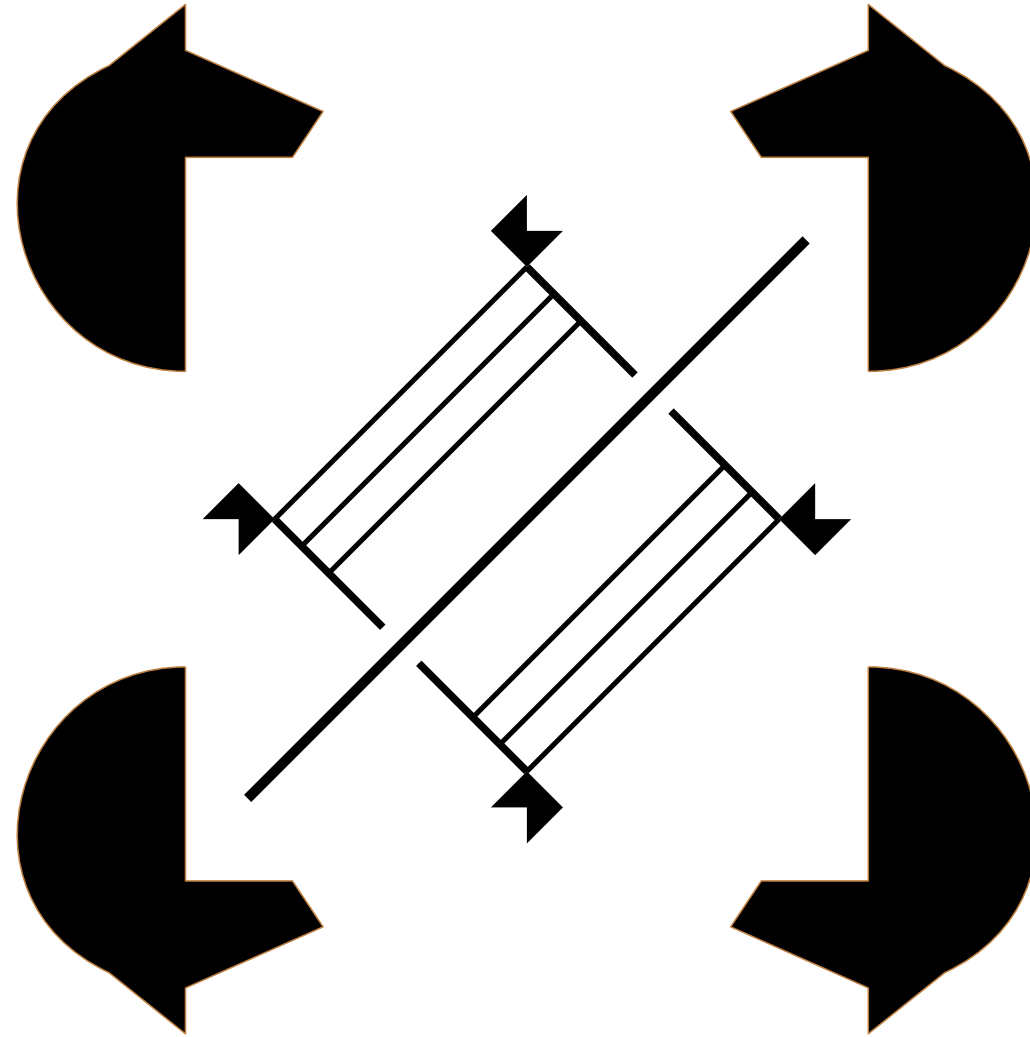
Equestrian Dressage

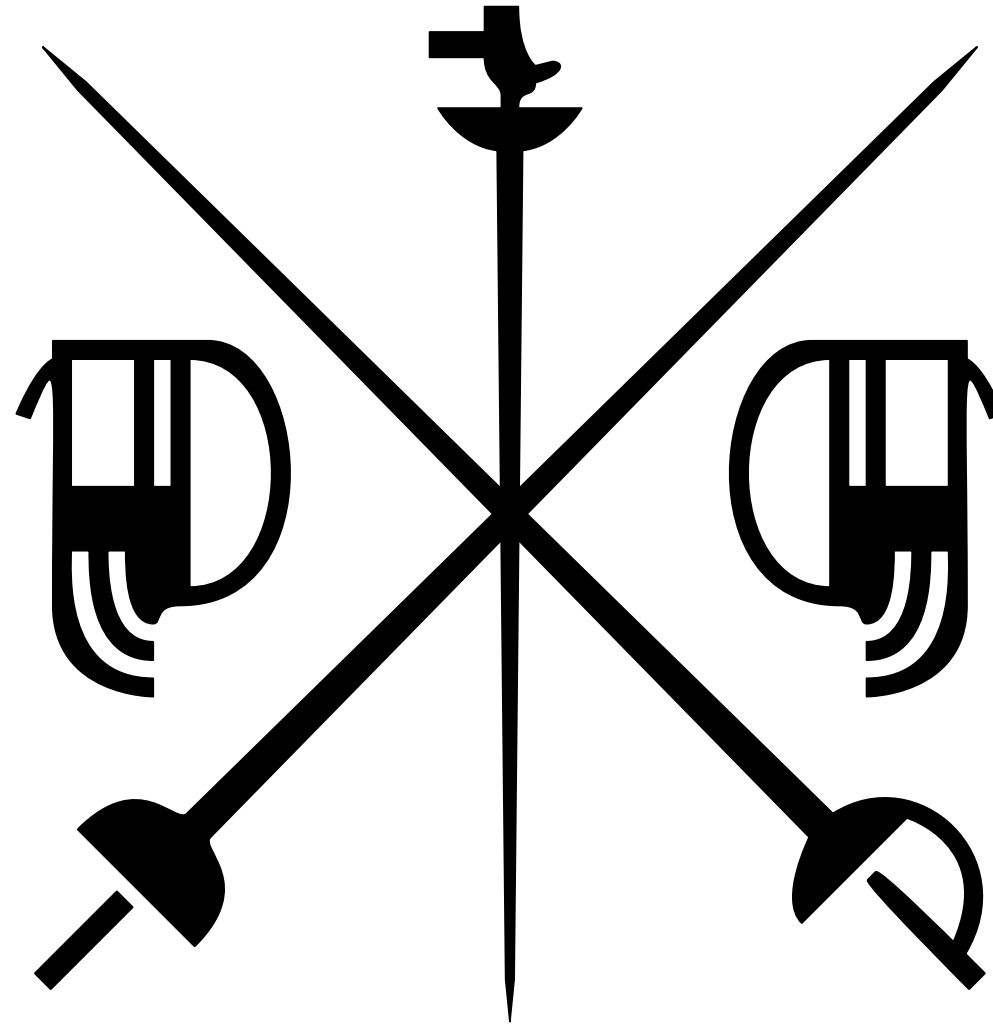


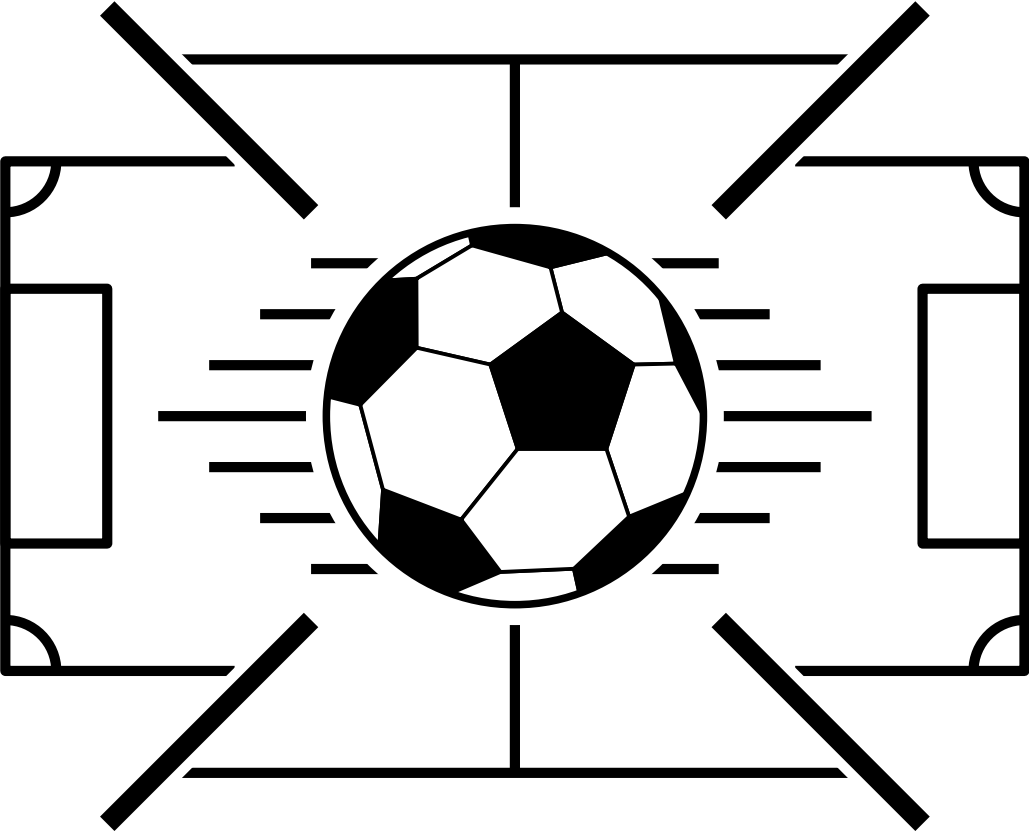
Equestrian Eventing

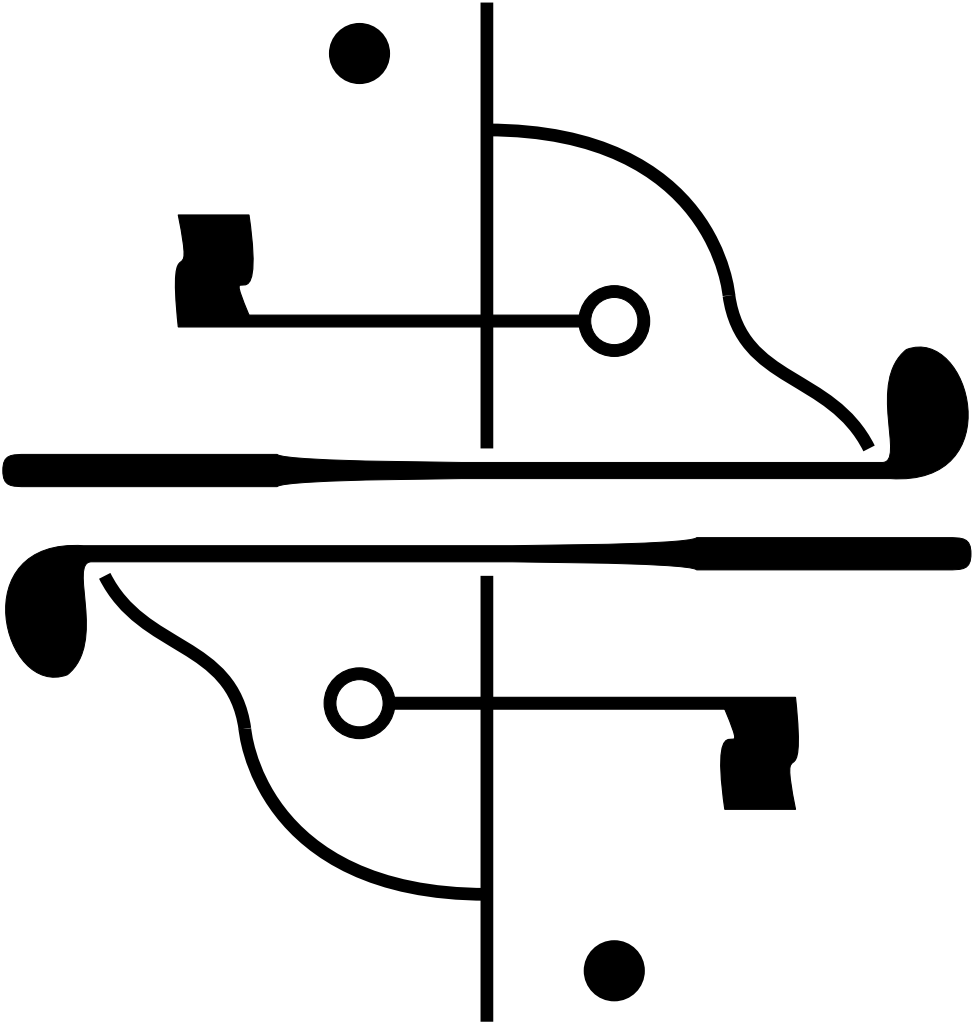


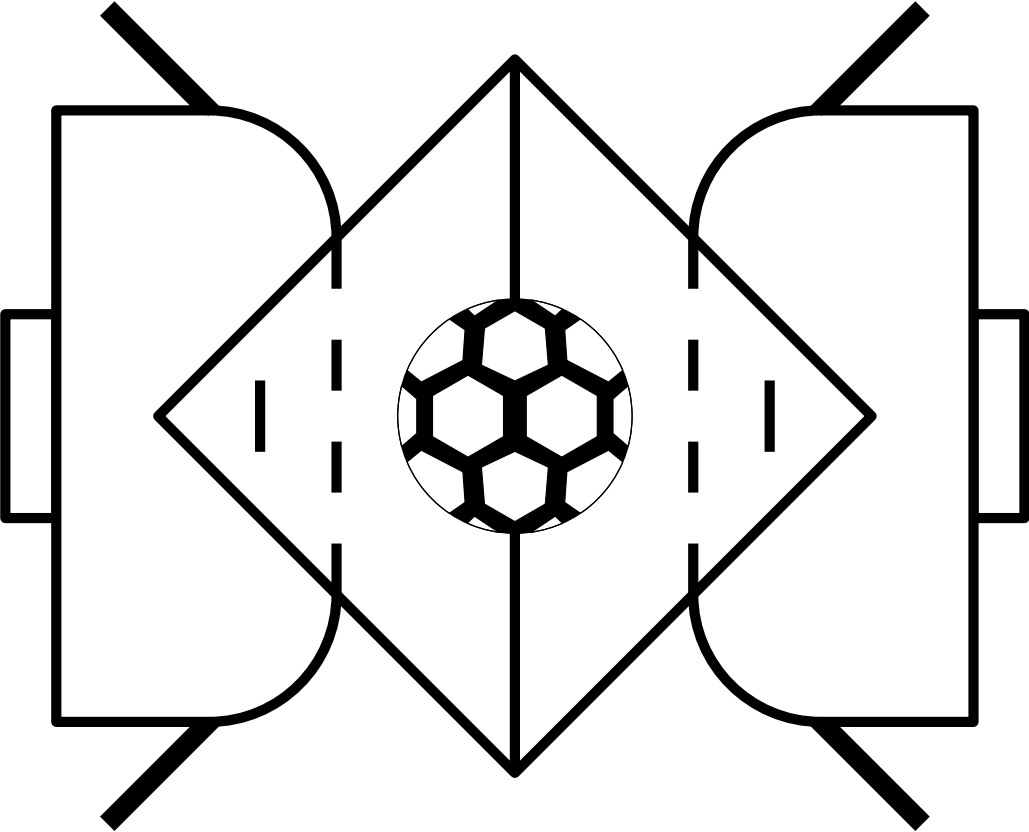
Equestrian Jumping

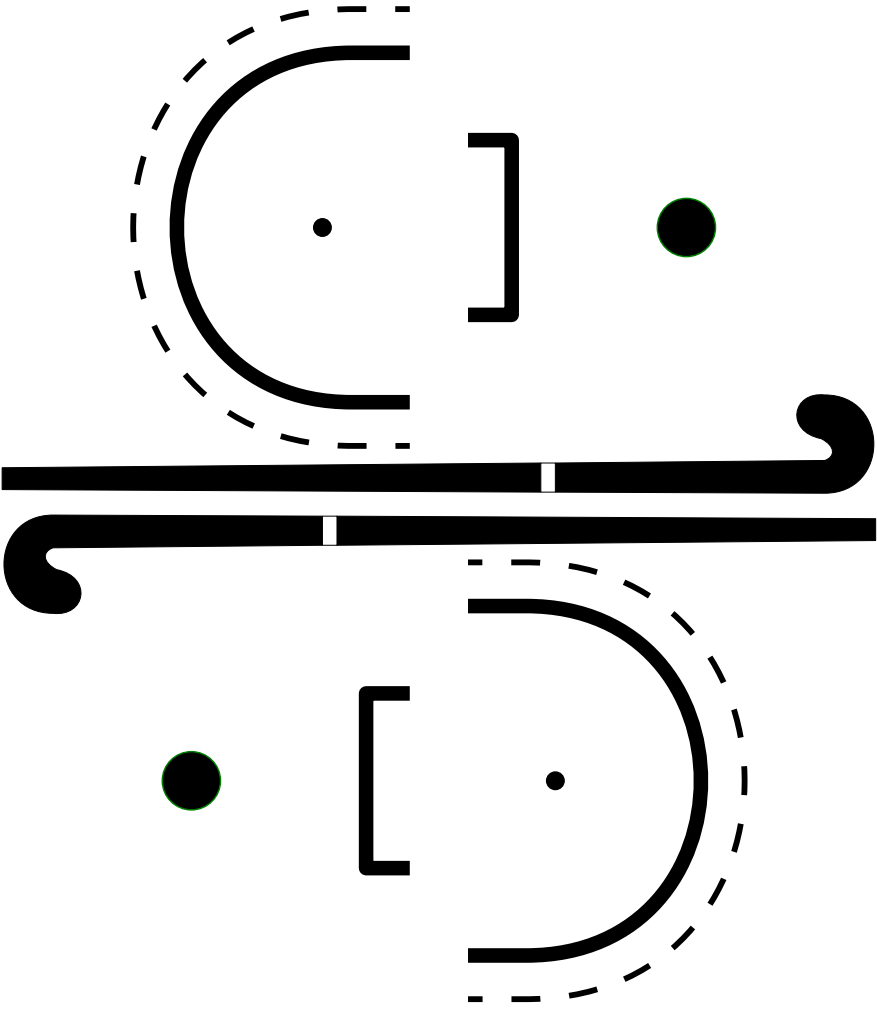


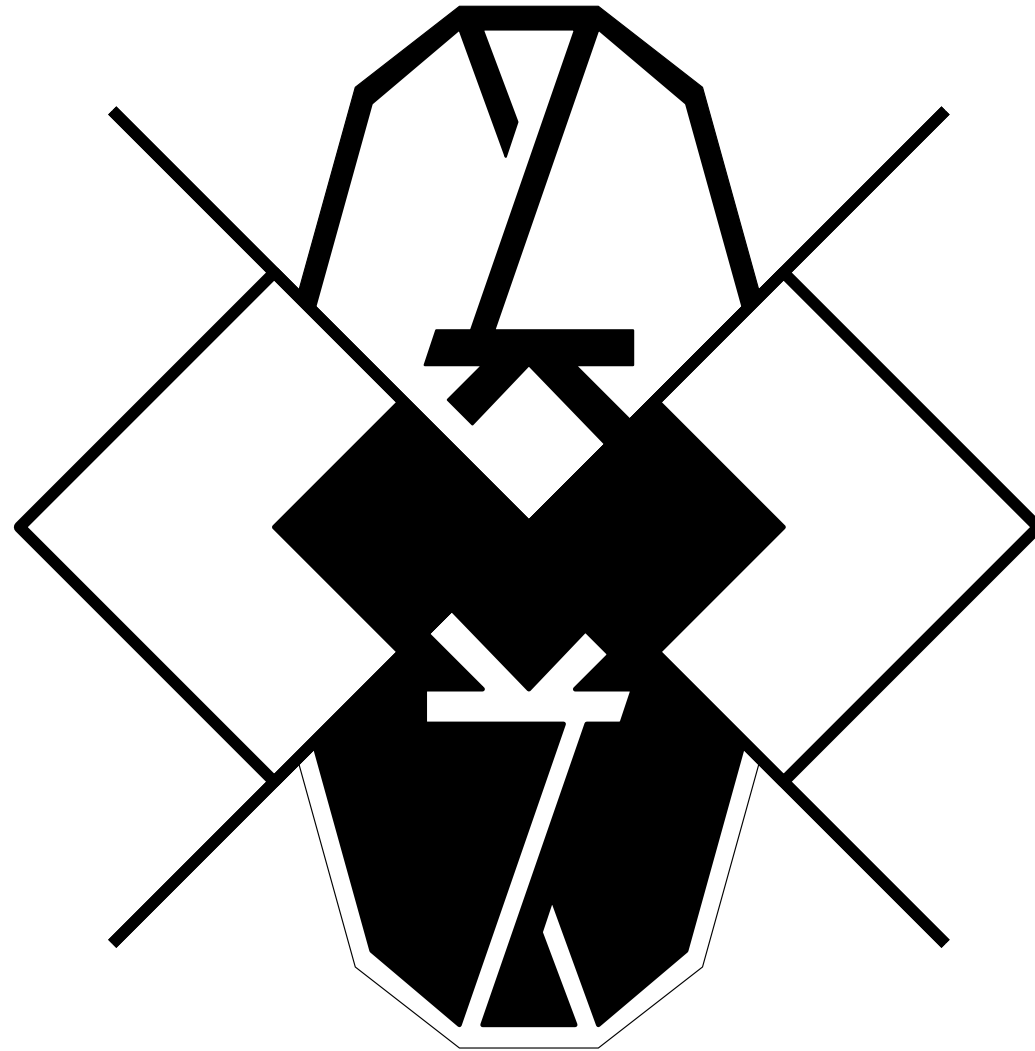


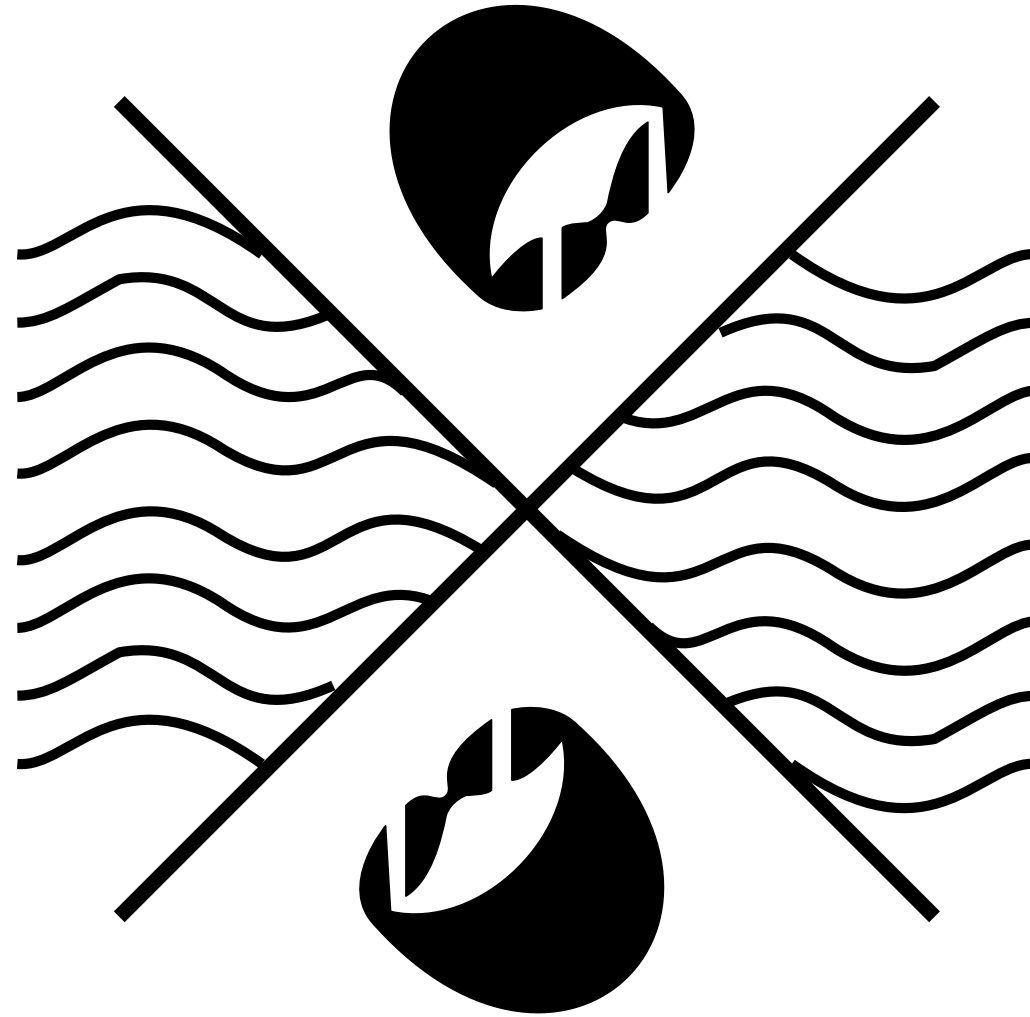




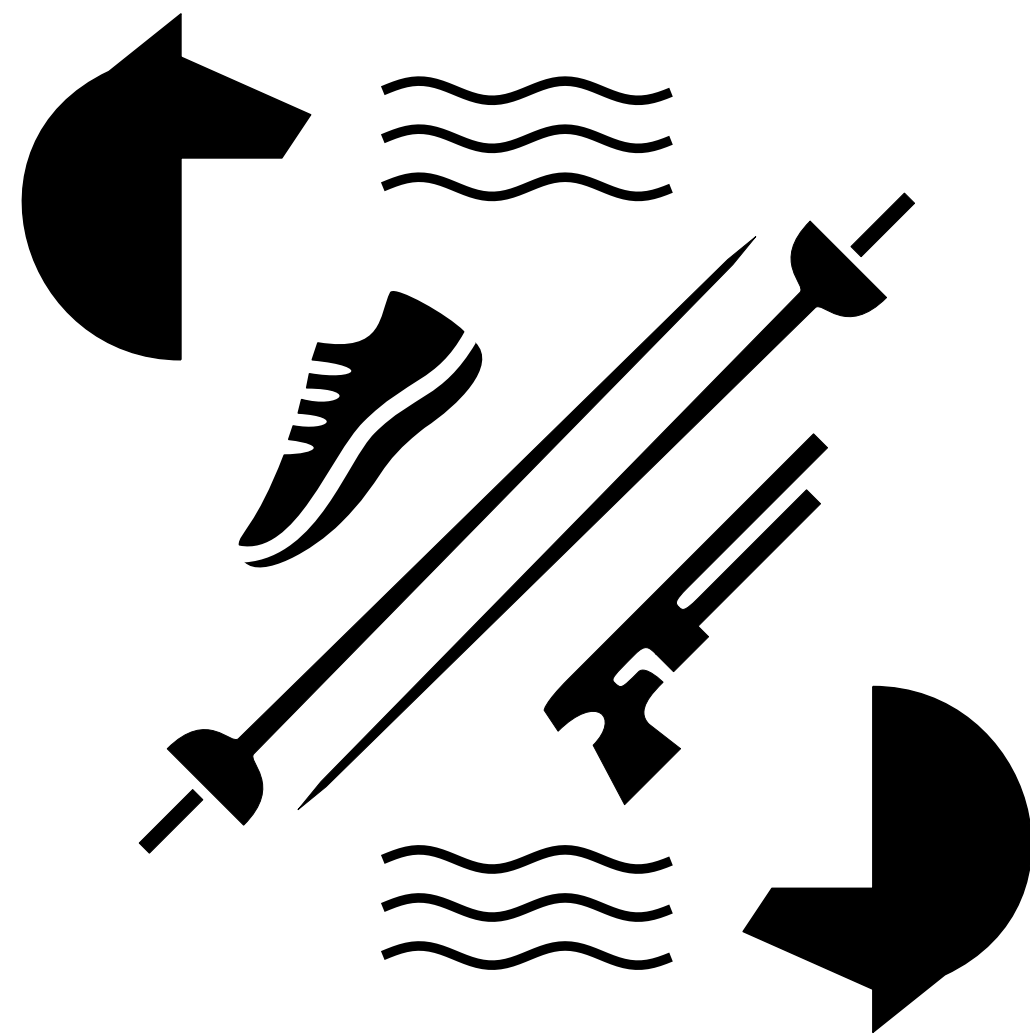


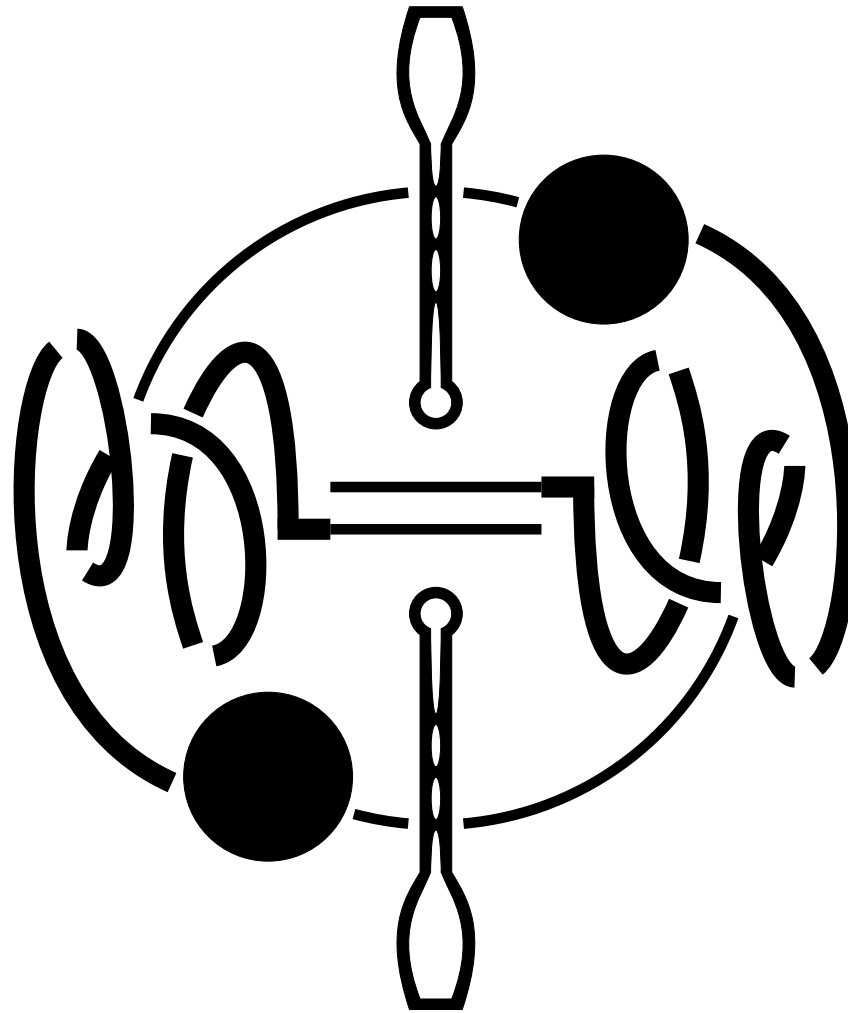


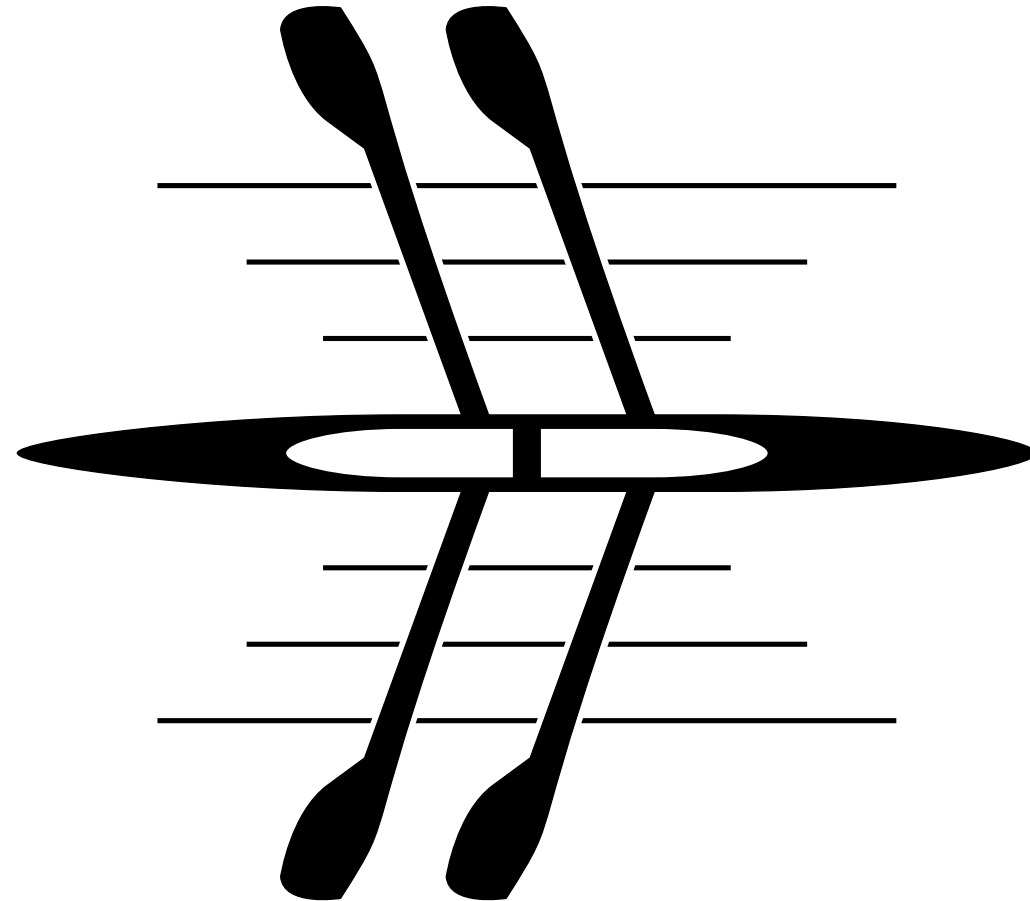


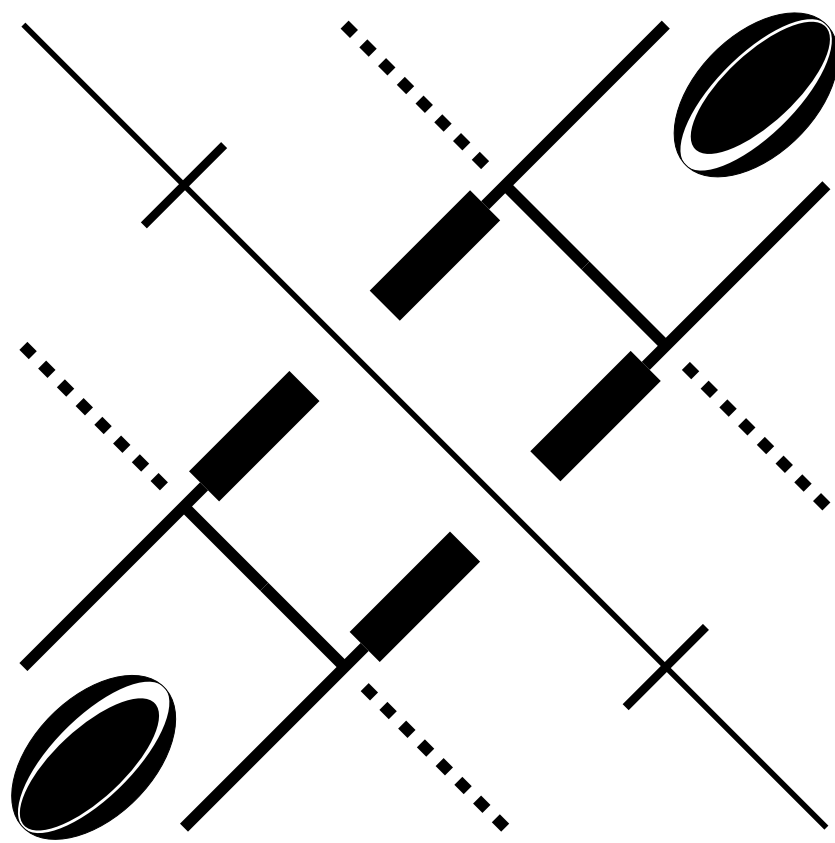


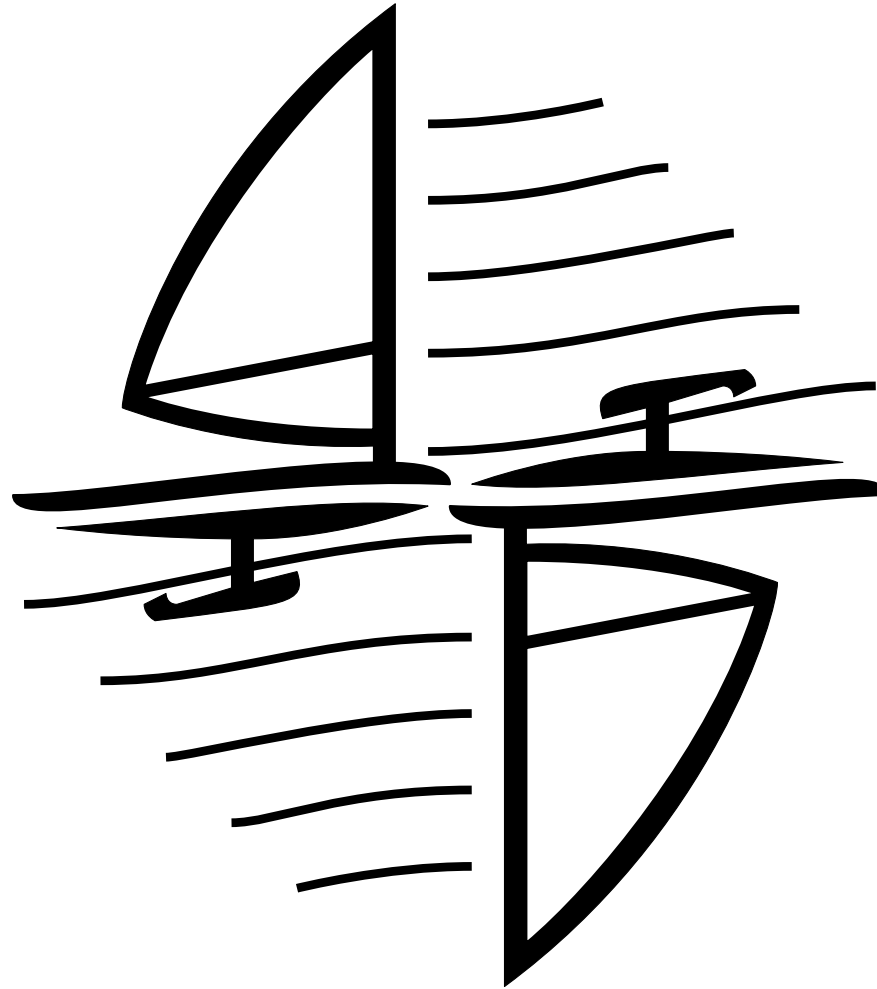
Modern Pentathlon

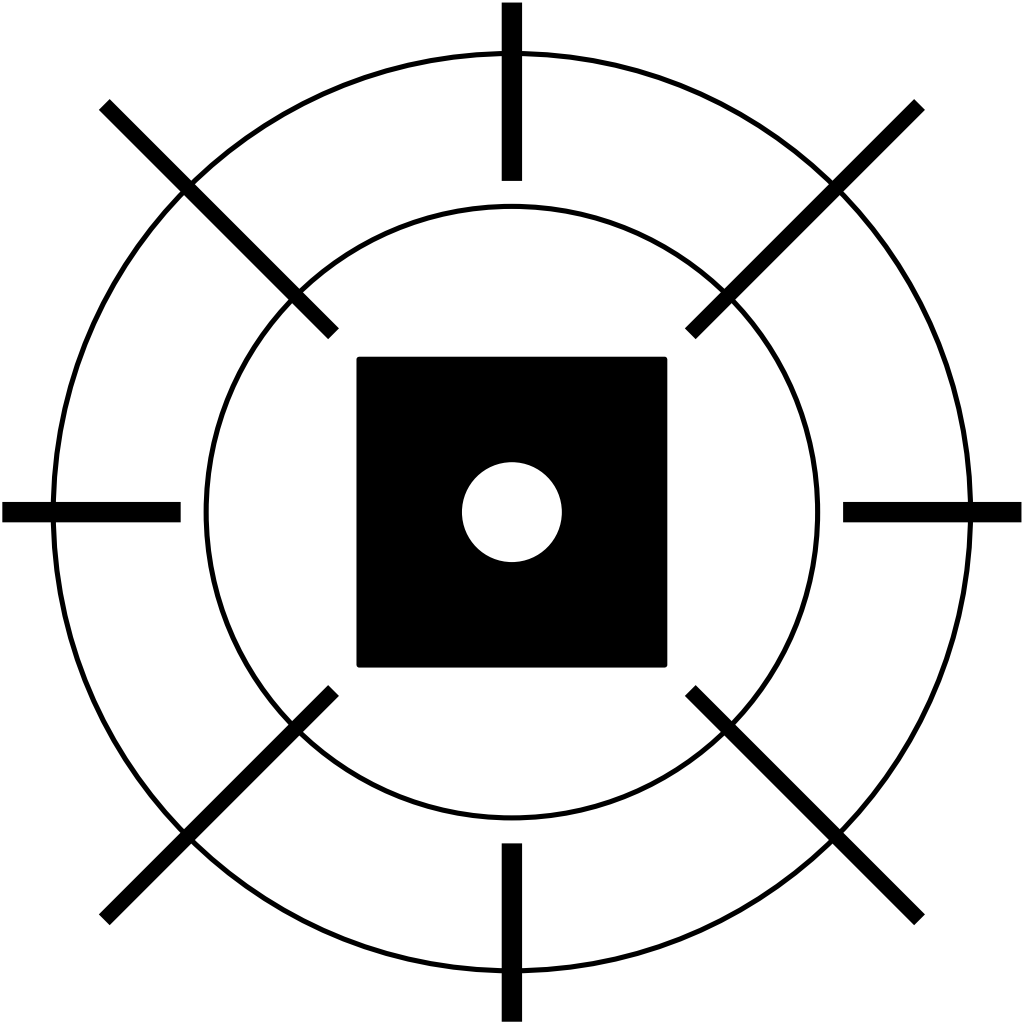


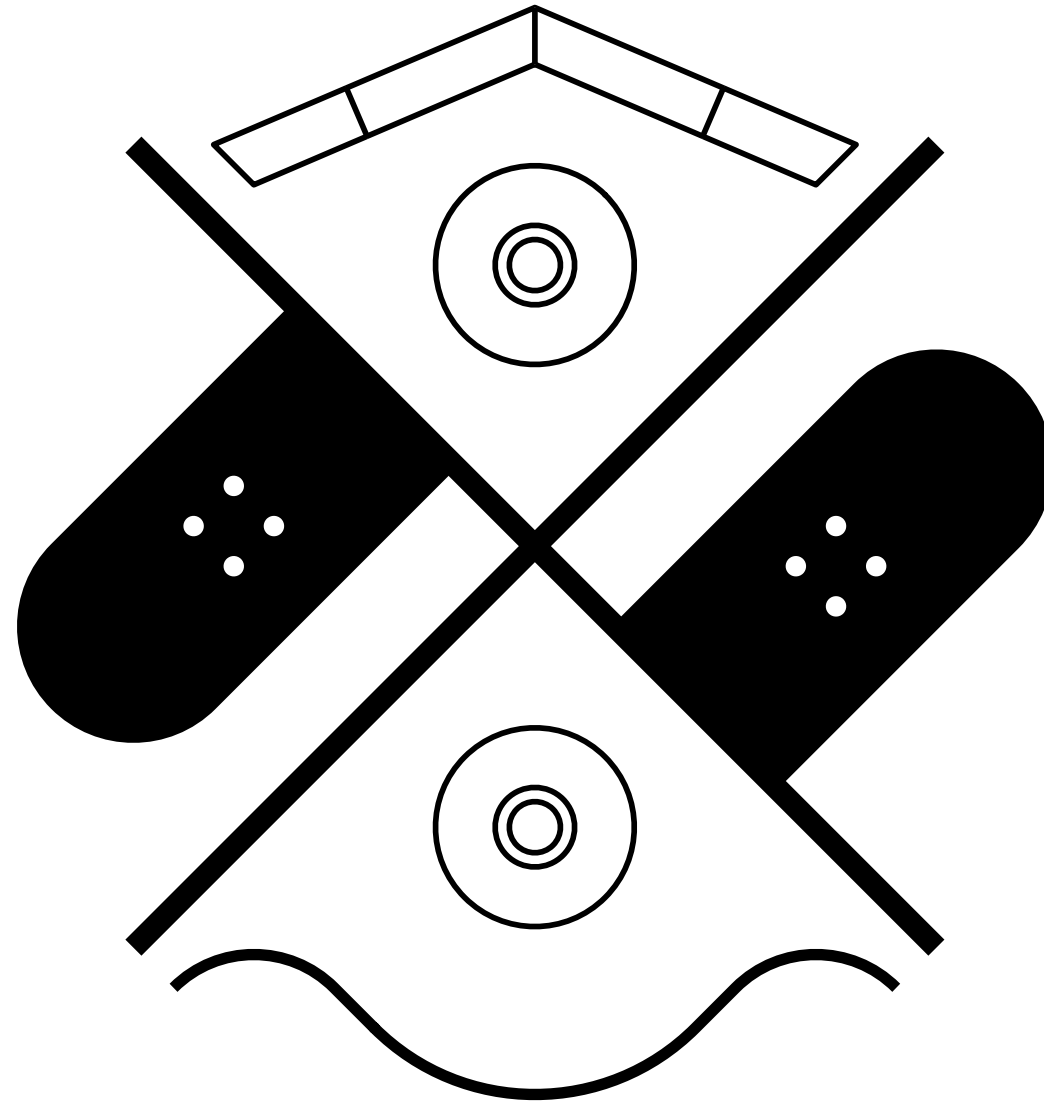


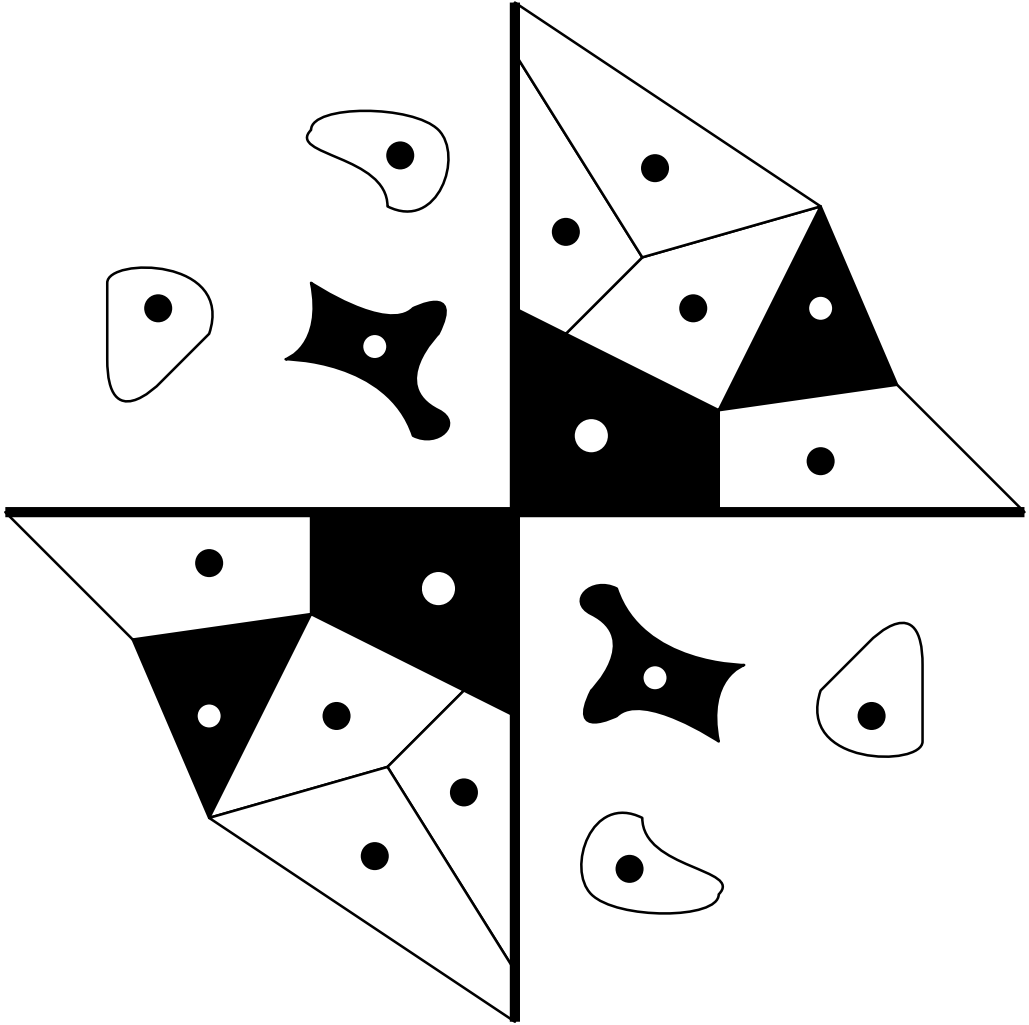


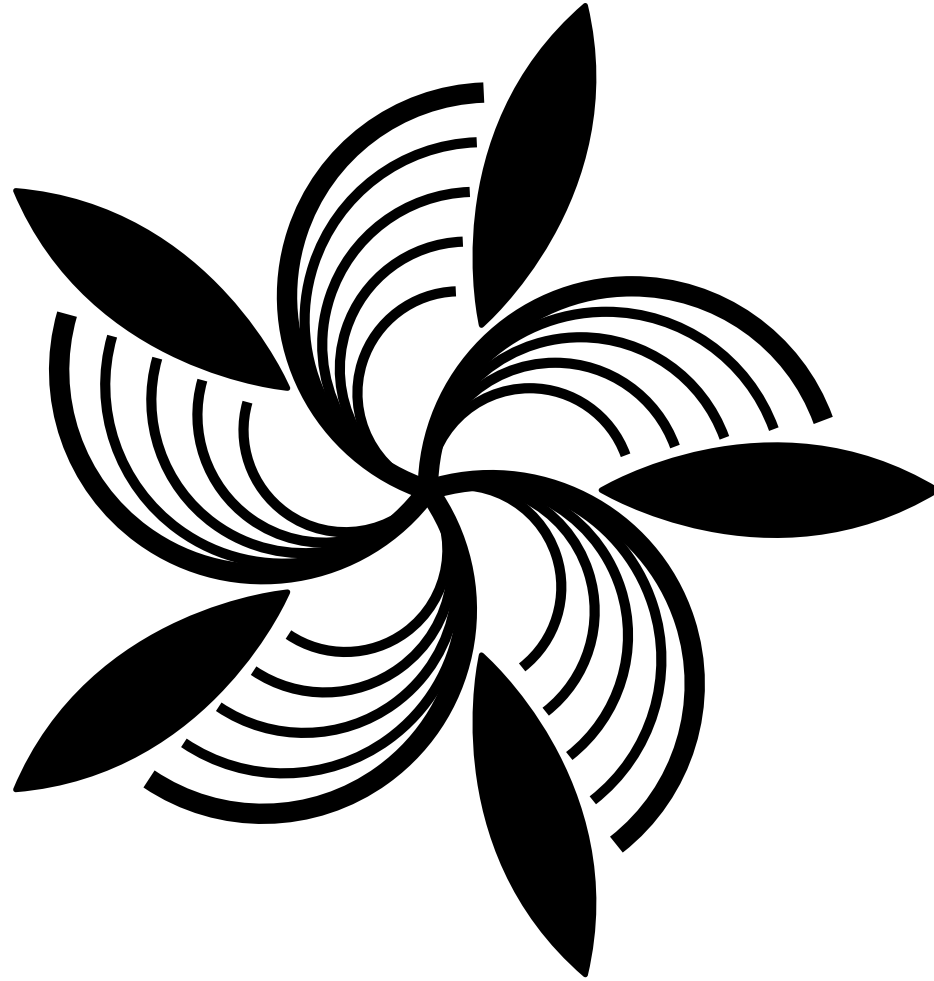












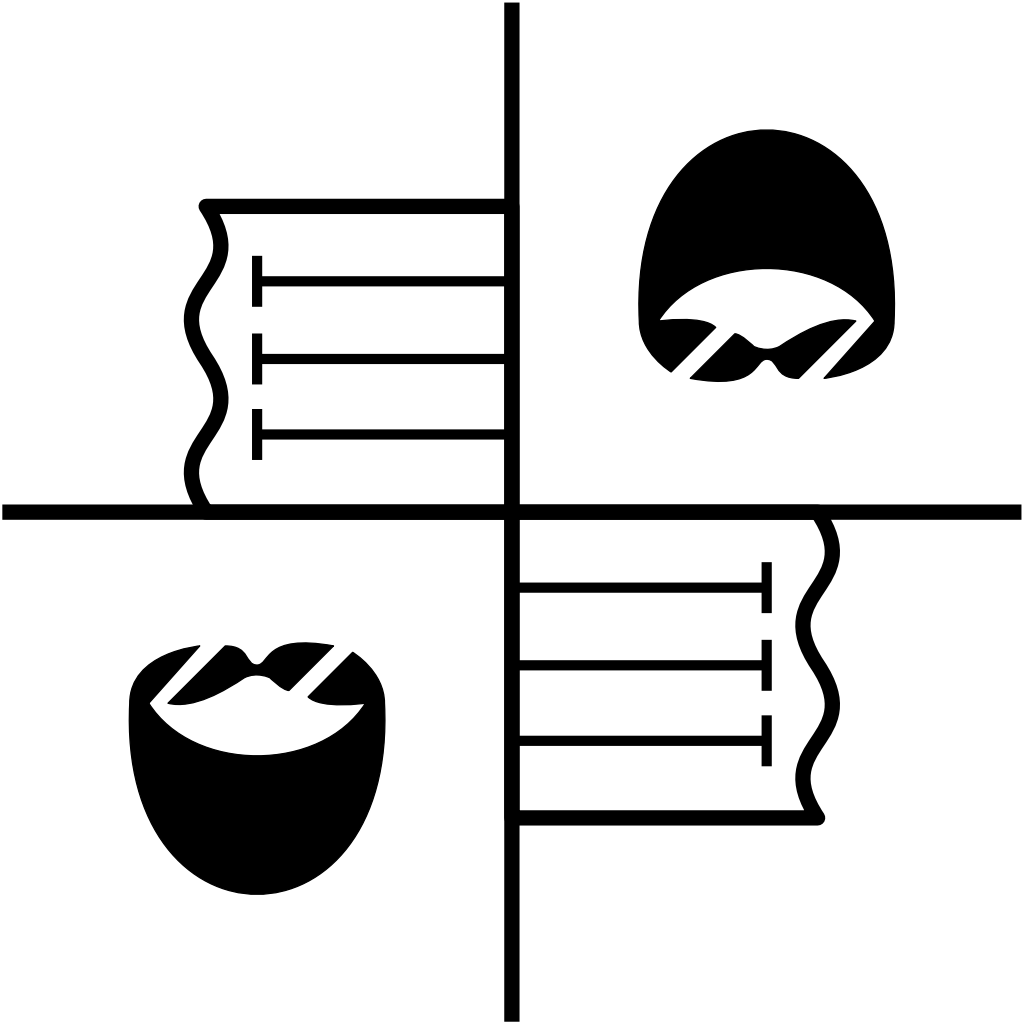
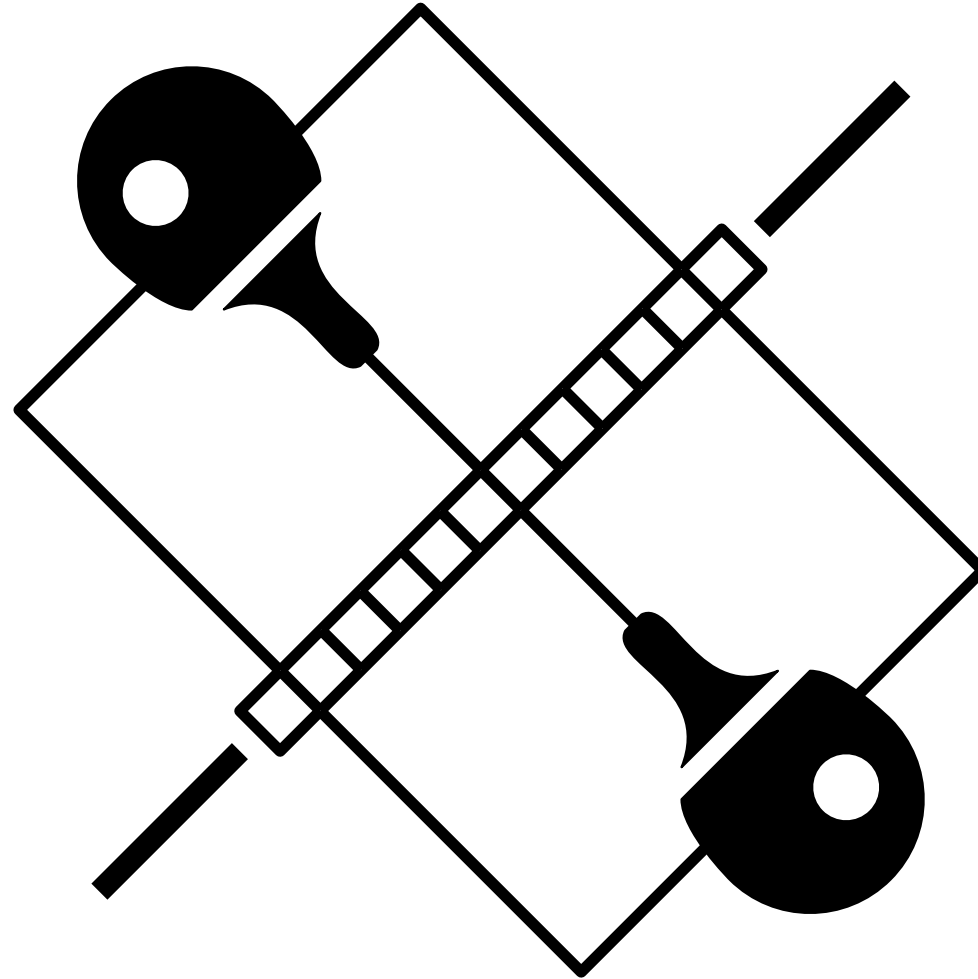
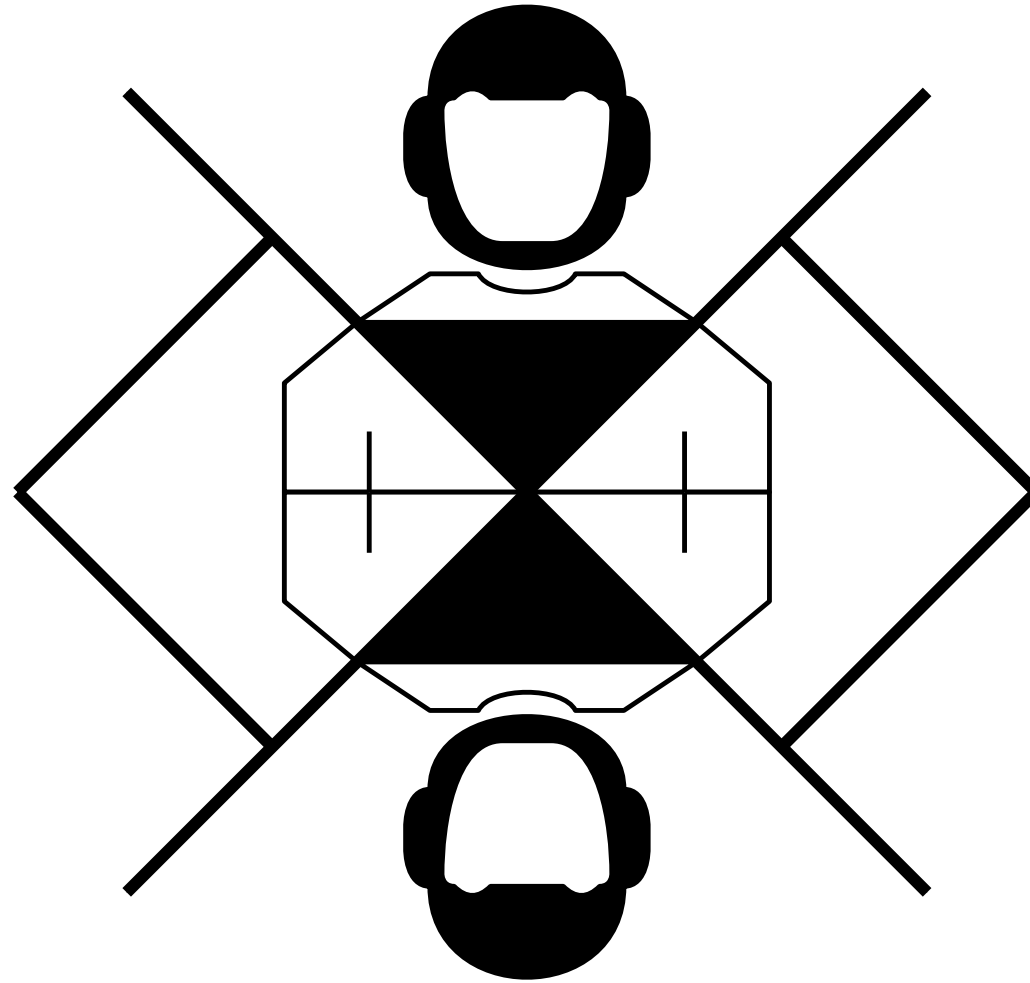
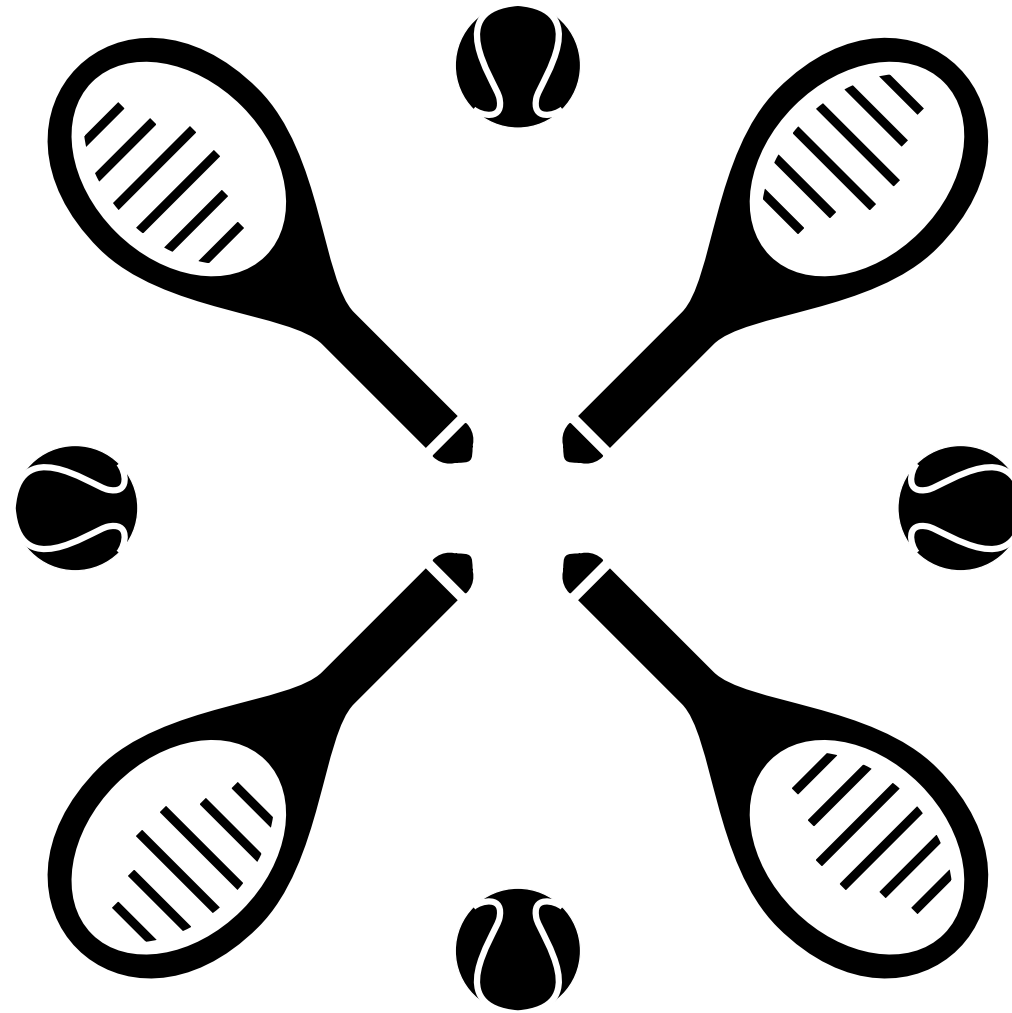


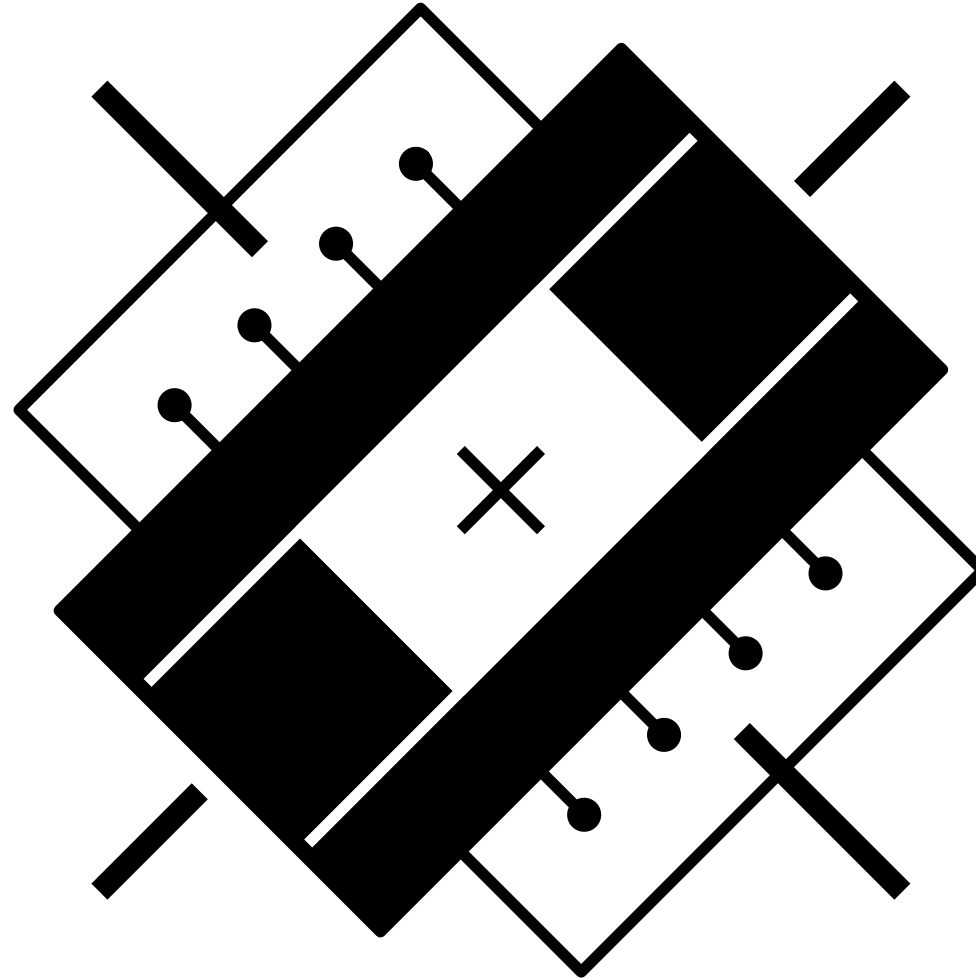
Table Tennis



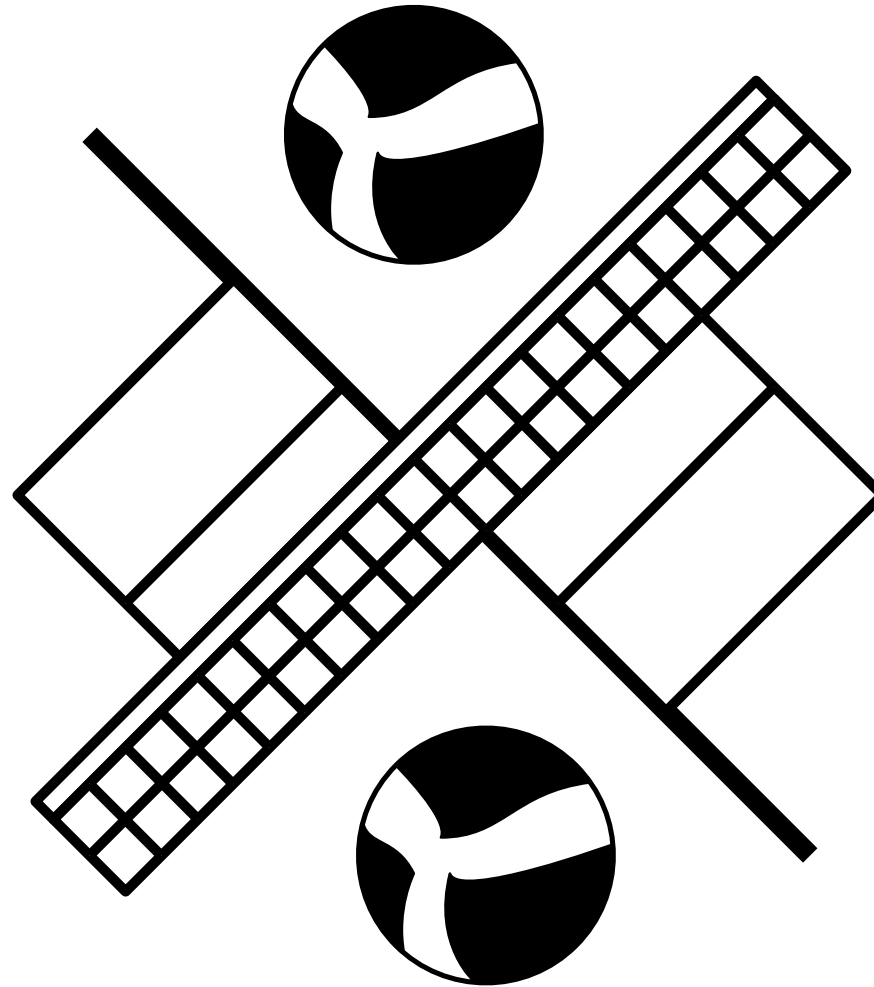




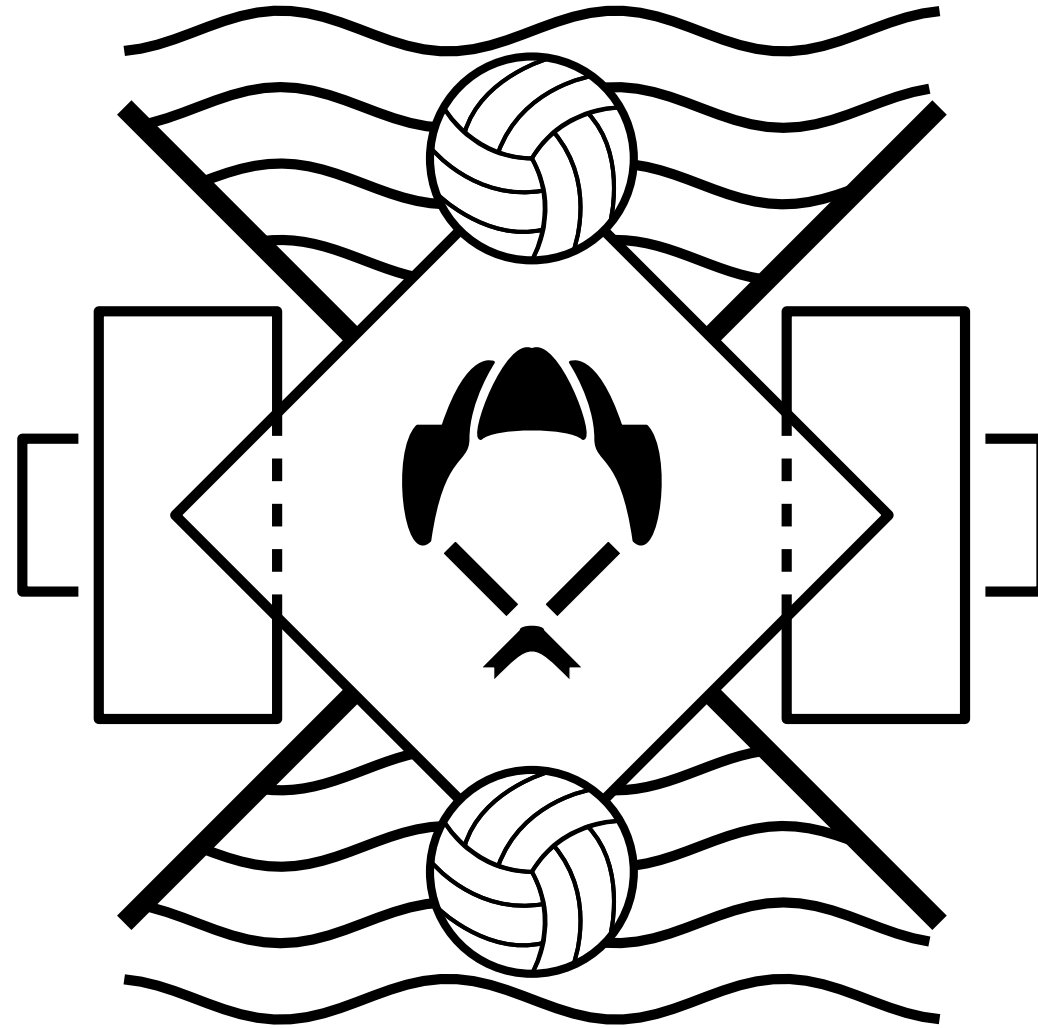
Trampoline

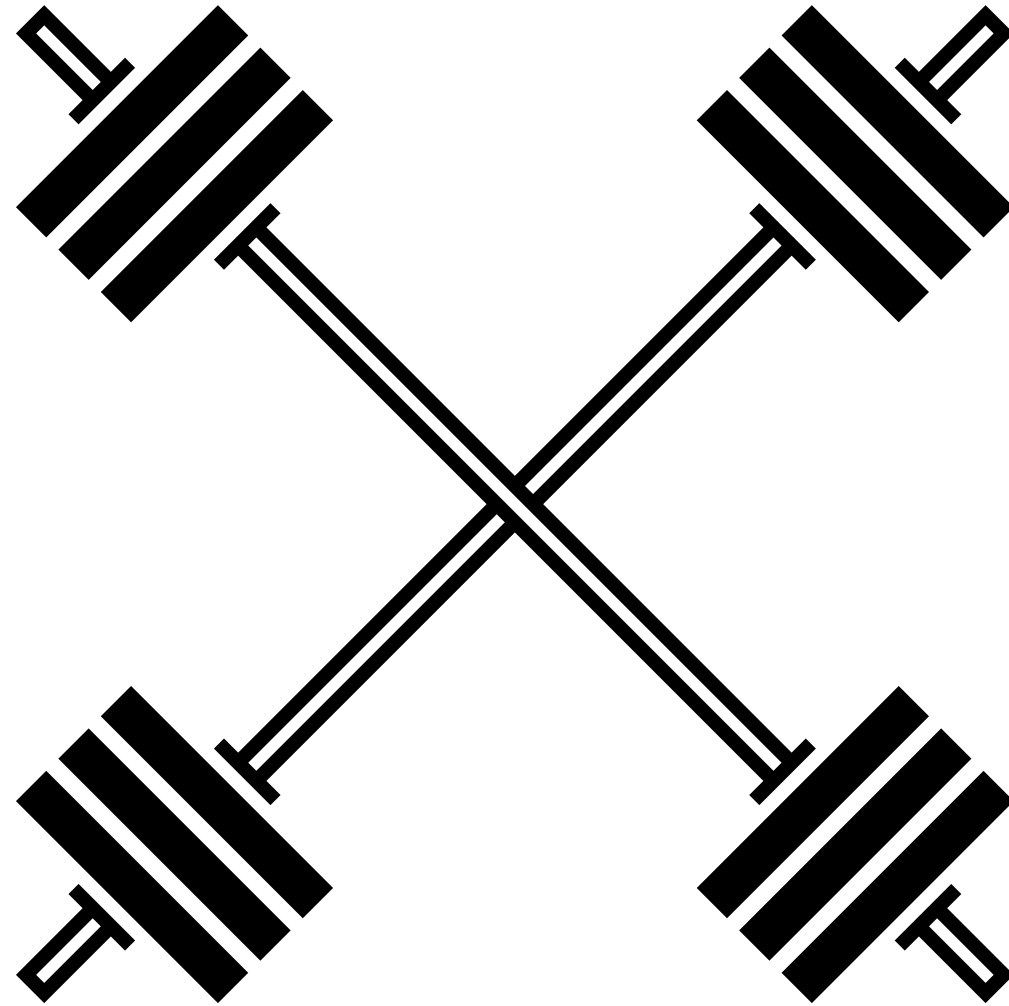


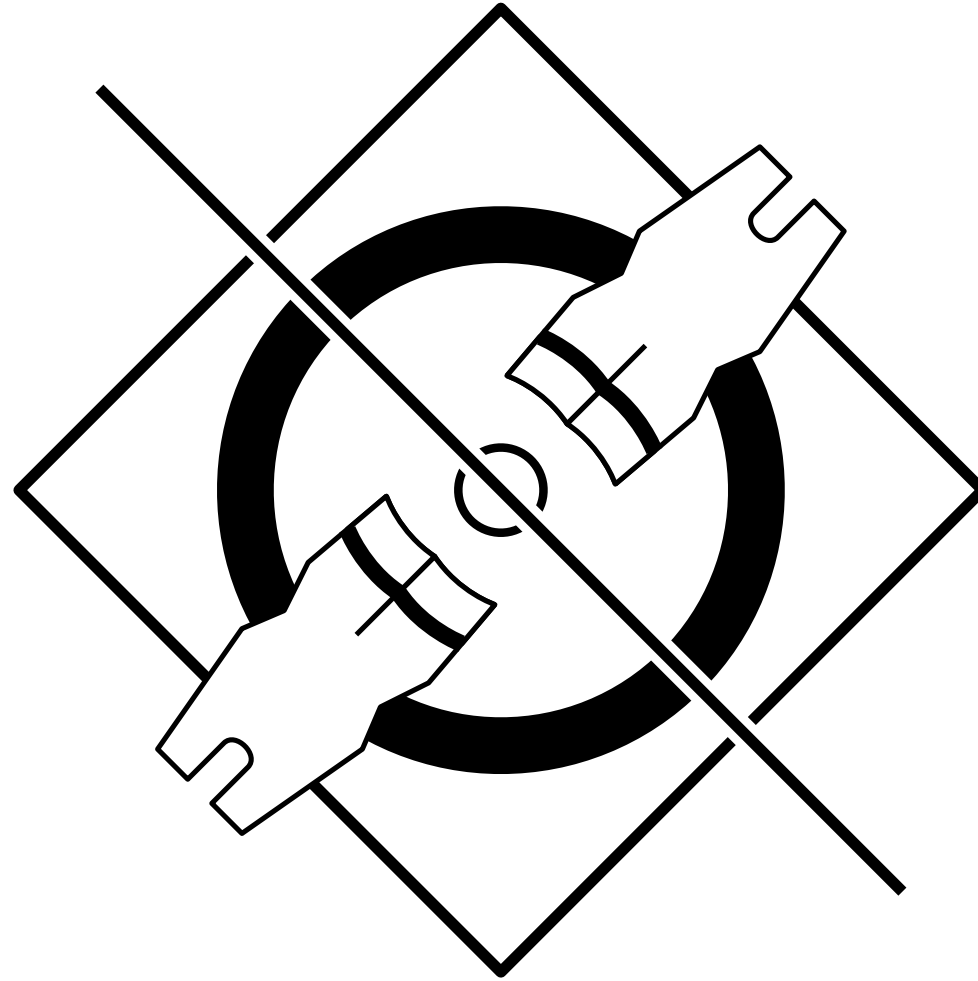




Water Polo





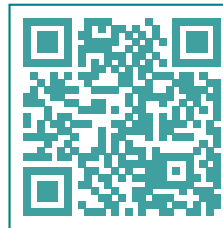


Expected Impacts

- Innovation and Promotion of Mathematics of Art
 - Contribute to art design underpinning an open digital ecosystem that provides the tools and services for research and innovation
 - Contribute to the socioeconomic and technological sustainability, and projecting logical design concepts and values at home and abroad
- Utilisation of Emerging Technologies for Design and Digital Transformations
 - Preserves design ecosystem and diversity with new endeavours and digital initiatives
 - Derives benefit from the digitalisation and bigdata intelligent analytics to contribute to its advancement and promotion
- Positive Impact on Technology Integration and Societal Evolution
 - Foster art, science and technology in social inclusion, increase local and region technological capabilities
 - Increased interest in new technologies, including those applied to art
 - Bridge the gender gap and promote mathematics and computer programming to youth, especially girls.
- Skill Development, Awareness and Capacity Building
 - Provide new skills that are engaging and easy to acquire underpinning an economy generating more employment where high-skilled workforce is needed
 - Empower youth in the new emerging areas of technology innovation with deep roots in art, science and technology.
 - Creation of employment for youth, women and disadvantaged minorities
- Economic and Environmental Impacts
 - Support direct and indirect economic growth with specific focus on digital art and policy directives
 - Assessment of climate impacts including promotion of climate change awareness

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