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Computer Graphics and Geometric Modelling: Mathematics ...

Computer graphics and geometric modeling mathematics 1. Computer graphics 2. Geometry - Data processing 3. Computer-aided design 4. Computer graphics - Mathematics I. Title 006.6 ISBN 1852338172 Library of Congress Cataloging-in-Publication Data Agoston, Max K. Computer graphics & geometric modeling / Max K. Agoston. p. cm.

Computer Graphics and Geometric Modeling: Salomon, David ...

Covers geometric modeling principles to promote the mastery of both theory and application of computer graphics. Features outstanding coverage of curves and surfaces and data structures. Contains flow charts, CAD database descriptions and engineering application problems to facilitate understanding.

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Possibly the most comprehensive overview of computer graphics as seen in the context of geometric modelling, this two volume work covers implementation and theory in a thorough and systematic fashion.

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4.0 out of 5 stars Computer Graphics & Geometric Modeling by David Salomon Reviewed in the United States on June 11, 2000 This book is a valuable reference for programmers that want a good introduction to geometric modeling. The book provides enough material to allow you to write many programs dealing with the covered topics.

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puter graphics as seen in the context of geometric modeling and the mathematics that is required to understand the material. Computer graphics itself is a multifaceted subject, but it has grown up. It is no longer necessary that a book on graphics demonstrate the diversity of the subject with a long list of “fun” projects at the expense of

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The study of polygon meshes is a large sub-field of computer graphics (specifically 3D computer graphics) and geometric modeling. Different representations of polygon meshes are used for different applications and goals. The variety of operations performed on meshes may include: Boolean logic, smoothing, simplification, and many others.

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Computer Graphics and Geometric Modeling

Solid modeling (or modelling) is a consistent set of principles for mathematical and computer modeling of three-dimensional solids. Solid modeling is distinguished from related areas of geometric modeling and computer graphics by its emphasis on physical fidelity.

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