



An Introduction to Splines for Use in Computer Graphics and Geometric Modeling (Paperback)

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*****.As the field of computer graphics develops, techniques for modeling complex curves and surfaces are increasingly important. A major technique is the use of parametric splines in which a curve is defined by piecing together a succession of curve segments, and surfaces are defined by stitching together a mosaic of surface patches. An Introduction to Splines for Use in Computer Graphics and Geometric Modeling discusses the use of splines from the point of view of the computer scientist. Assuming only a background in beginning calculus, the authors present the material using many examples and illustrations with the goal of building the reader's intuition. Based on courses given at the University of California, Berkeley, and the University of Waterloo, as well as numerous ACM Siggraph tutorials, the book includes the most recent advances in computer-aided geometric modeling and design to make spline modeling techniques generally accessible to the computer graphics and geometric modeling communities.



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A very awesome book with perfect and lucid reasons. It really is basic but shocks within the 50 percent of the book. Its been designed in an exceptionally easy way and is particularly merely right after i finished reading this ebook where in fact changed me, change the way i think.

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