

1. Record Nr.	UNINA9910416082503321
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Titolo	An Introduction to Computational Origami / / by Tetsuo Ida
Pubbl/distr/stampa	Cham : , : Springer International Publishing : , : Imprint : Springer, , 2020
ISBN	3-319-59189-4
Edizione	[1st ed. 2020.]
Descrizione fisica	1 online resource (XII, 217 p. 2 illus.)
Collana	Texts & Monographs in Symbolic Computation, A Series of the Research Institute for Symbolic Computation, Johannes Kepler University, Linz, Austria, , 0943-853X
Disciplina	516.00285
Soggetti	Computer science—Mathematics Computer science - Mathematics Symbolic and Algebraic Manipulation Mathematical Applications in Computer Science
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Nota di contenuto	Introduction to origami -- Origami geometry and basic folds -- Algebra of folds -- Origami geometry vs. Euclid geometry -- Examples -- Origami theorems and verification -- Extensions of basic folds -- Three-dimensional origami.
Sommario/riassunto	In this book, origami is treated as a set of basic geometrical objects that are represented and manipulated symbolically and graphically by computers. Focusing on how classical and modern geometrical problems are solved by means of origami, the book explains the methods not only with mathematical rigor but also by appealing to our scientific intuition, combining mathematical formulas and graphical images to do so. In turn, it discusses the verification of origami using computer software and symbolic computation tools. The binary code for the origami software, called Eos and created by the author, is also provided.