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Altri autori (Persone)	BotschMario
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Sommario/riassunto	Geometry processing, or mesh processing, is a fast-growing area of research that uses concepts from applied mathematics, computer science, and engineering to design efficient algorithms for the acquisition, reconstruction, analysis, manipulation, simulation, and transmission of complex 3D models. Applications of geometry processing algorithms already cover a wide range of areas from multimedia, entertainment, and classical computer-aided design, to biomedical computing, reverse engineering, and scientific computing. Over the last several years, triangle meshes have become increasingly popular,

2. Record Nr.	UNINA9910724345703321
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Descrizione fisica	1 online resource (260 pages)
Disciplina	599.9
Soggetti	Human beings - Animal nature
Lingua di pubblicazione	Inglese
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