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| 1. Record Nr. | UNINA9910705726603321 |
| Autore | Abbott Terence S. |
| Titolo | An overview of a trajectory-based solution for en route and terminal area self-spacing: fifth revision // Terence S. Abbott |
| Pubbl/distr/stampa | Hampton, Virginia : , : National Aeronautics and Space Administration, Langley Research Center, , February 2015 |
| Edizione | [Fifth rev.] |
| Descrizione fisica | 1 online resource (iv, 20 pages) : illustrations |
| Collana | NASA/CR ; ; 2015-218680 |
| Soggetti | Air traffic control Aircraft approach spacing Algorithms Flight plans Routes Spacing Trajectories |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | "February 2015." "Performing organization: NASA Langley Research Center"--Report documentation page. |
| Nota di bibliografia | Includes bibliographical references (page 20). |

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| 2. Record Nr. | UNINA9910789335703321 |
| Titolo | Polygon mesh processing // Mario Botsch. [et al.] |
| Pubbl/distr/stampa | Natick, Mass. : , : A.K. Peters, , 2010 |
| ISBN | 0-429-19570-2 1-4398-6531-0 |
| Descrizione fisica | 1 online resource (239 p.) |
| Altri autori (Persone) | BotschMario |
| Disciplina | 516.20285 |
| Soggetti | Geometry - Data processing Mathematical models Computer graphics Polygons |
| Lingua di pubblicazione | Inglese |
| Formato | Materiale a stampa |
| Livello bibliografico | Monografia |
| Note generali | Description based upon print version of record. |
| Nota di bibliografia | Includes bibliographical references. |
| Nota di contenuto | Front Cover; Contents; Preface; 1. Surface Representations; 2. Mesh Data Structures; 3. Differential Geometry; 4. Smoothing; 5. Parameterization; 6. Remeshing; 7. Simplification & Approximation; 8. Model Repair; 9. Deformation; Appendix A; Bibliography; Back Cover |
| 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, |