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5.5. RATIONAL CURVE APPROXIMATION AND INTERPOLATION 5.6. RATIONAL BEZIER SURFACES; 5.7. RATIONAL B-SPLINE SURFACES; 5.8. GEOMETRIC CONTINUITY FOR RATIONAL PATCHES; 5.9. INTERPOLATION AND APPROXIMATION ALGORITHMS; 5.10. RATIONAL SURFACE CONSTRUCTIONS; 5.11. CONCLUDING REMARKS; Chapter 6. Spline Basics; 6.1. PIECEWISE POLYNOMIALS; 6.2. B-SPLINES DEFINED; 6.3. SUPPORT AND POSITIVITY; 6.4. SPLINE SPACES DEFINED; 6.5. SPECIFIC KNOT SEQUENCES; 6.6. THE POLYNOMIALS IN THE SPLINE SPACE: MARSDEN'S IDENTITY; 6.7. THE PIECEWISE POLYNOMIALS IN THE SPLINE SPACE; 6.8. DUAL FUNCTIONALS AND BLOSSOMS
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11.1. INTRODUCTION

Sommario/riassunto

This book provides a comprehensive coverage of the fields Geometric Modeling, Computer-Aided Design, and Scientific Visualization, or Computer-Aided Geometric Design. Leading international experts have contributed, thus creating a one-of-a-kind collection of authoritative articles. There are chapters outlining basic theory in tutorial style, as well as application-oriented articles. Aspects which are covered include: Historical outline Curve and surface methods Scientific Visualization Implicit methods Reverse engineering. This book is meant to be a reference to
