

1. Record Nr.	UNINA9910967488003321
Titolo	Polygon mesh processing / / Mario Botsch. [et al.]
Pubbl/distr/stampa	Natick, Mass. : , : A.K. Peters, , 2010
ISBN	1-04-007831-1 0-429-19570-2 1-4398-6531-0
Edizione	[1st ed.]
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,