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Nota di contenuto	Geometric graphs -- The ?-Neighborhood Graph -- Boundary construction -- Boundary from the ?-Graph -- Approximation and localization -- The flintstones -- Smooth curves and surfaces -- G 1 boundary construction -- Conclusions.
Sommario/riassunto	This monograph is devoted to computational morphology, particularly to the construction of a two-dimensional or a three-dimensional closed object boundary through a set of points in arbitrary position. By applying techniques from computational geometry and CAGD, new results are developed in four stages of the construction process: (a) the gamma-neighborhood graph for describing the structure of a set of points; (b) an algorithm for constructing a polygonal or polyhedral boundary (based on (a)); (c) the flintstone scheme as a hierarchy for

polygonal and polyhedral approximation and localization; (d) and a Bezier-triangle based scheme for the construction of a smooth piecewise cubic boundary.