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Curves and Surfaces for Computer Aided Geometric Design: A Practical Guide

Farin, Gerald E.

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Surfaces In Computer Aided Geometric Design

Gerald E. Farin



Surfaces In Computer Aided Geometric Design:

Curves and Surfaces for CAGD Gerald Farin, 2001-11-01 This fifth edition has been fully updated to cover the many advances made in CAGD and curve and surface theory since 1997 when the fourth edition appeared. Material has been restructured into theory and applications chapters. The theory material has been streamlined using the blossoming approach; the applications material includes least squares techniques in addition to the traditional interpolation methods. In all other respects it is thankfully the same. This means you get the informal friendly style and unique approach that has made *Curves and Surfaces for CAGD* a true classic. The book's unified treatment of all significant methods of curve and surface design is heavily focused on the movement from theory to application. The author provides complete C implementations of many of the theories he discusses, ranging from the traditional to the leading edge. You'll gain a deep practical understanding of their advantages, disadvantages, and interrelationships, and in the process you'll see why this book has emerged as a proven resource for thousands of other professionals and academics. Provides authoritative and accessible information for those working with or developing computer aided geometric design applications. Covers all significant CAGD curve and surface design techniques from the traditional to the experimental. Includes a new chapter on recursive subdivision and triangular meshes. Presents topical programming exercises useful to professionals and students alike. **Curves and Surfaces for Computer-aided Geometric Design** Gerald E. Farin, 1997 Computer disk contains data sets as well as all of the C routines found in the book. **Curves and Surfaces in Computer Aided Geometric Design** Fujio Yamaguchi, 2014-09-01 **Curves and Surfaces for Computer-Aided Geometric Design** Gerald Farin, 2014-06-28 A leading expert in CAGD, Gerald Farin covers the representation, manipulation, and evaluation of geometric shapes in this Third Edition of *Curves and Surfaces for Computer Aided Geometric Design*. The book offers an introduction to the field that emphasizes Bernstein-Bezier methods and presents subjects in an informal, readable style, making this an ideal text for an introductory course at the advanced undergraduate or graduate level. The Third Edition includes a new chapter on Topology, offers new exercises and sections within most chapters, combines the material on Geometric Continuity into one chapter, and updates existing materials and references. Implementation techniques are addressed for practitioners by the inclusion of new C programs for many of the fundamental algorithms. The C programs are available on a disk included with the text. System Requirements: IBM PC or compatibles, DOS version 2.0 or higher. Covers representation, manipulation, and evaluation of geometric shapes. Emphasizes Bernstein-Bezier methods. Written in an informal, easy-to-read style. **Computer Aided Geometric Design** Robert E. Barnhill, Richard F. Riesenfeld, 2014-05-10 *Computer Aided Geometric Design* covers the proceedings of the First International Conference on Computer Aided Geometric Design held at the University of Utah on March 18-21, 1974. This book is composed of 15 chapters and starts with reviews of the properties of surface patch equations and the use of computers in geometrical design. The next chapters deal with the principles of smooth interpolation over

triangles and without twist constraints as well as the graphical representation of surfaces over triangles and rectangles. These topics are followed by discussions of the B-spline curves and surfaces, mathematical and practical possibilities of UNISURF nonlinear splines and some piecewise polynomial alternatives to splines under tension. Other chapters explore the smooth parametric surfaces, the space curve as a folded edge and the interactive computer graphics application of the parametric bi-cubic surface to engineering design problems. The final chapters look into the three-dimensional human-machine communication and a class of local interpolating splines. This book will prove useful to design engineers.

Surfaces in Computer Aided Geometric Design, 1990 *Handbook of Computer Aided Geometric Design* G. Farin, J. Hoschek, M.-S. Kim, 2002-08-13. 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 text for researchers in the field as well as an introduction to graduate students wishing to get some exposure to this subject.

Smooth surfaces for computer aided geometric design Dan C. Carroll, 1995 *Implicit and parametric curves and surfaces for computer aided geometric design* Thomas Warren Sederberg, David C. Anderson, 1983 *Mathematical Methods in Computer Aided Geometric Design II* Tom Lyche, Larry L. Schumaker, 2014-05-10. Mathematical Methods in Computer Aided Geometric Design II covers the proceedings of the 1991 International Conference on Curves, Surfaces, CAGD and Image Processing held at Biri, Norway. This book contains 48 chapters that include the topics of blossoming, cyclides, data fitting and interpolation and finding intersections of curves and surfaces. Considerable chapters explore the geometric continuity, geometrical optics, image and signal processing and modeling of geological structures. The remaining chapters discuss the principles of multiresolution analysis, NURBS, offsets, radial basis functions, rational splines, robotics, spline and Bézier methods for curve and surface modeling, subdivision, terrain modeling and wavelets. This book will prove useful to mathematicians, computer scientists and advanced mathematics students.

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