Curves and Surfaces for Computer Graphics

By David Salomon

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Requires only a basic knowledge of mathematics and is geared toward the general educated specialists.

Includes a gallery of color images and Mathematica code listings.

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Editorial Review

Review

From the reviews of the first edition:

"The book gives an introduction to curve and surface representation and modelling techniques that are used in the related fields of geometric modelling, computer aided geometric design (CAGD), and computer graphics. It mainly introduces newcomers to these domains as well as those interested in the mathematical background of graphics applications. It is written in a mathematically very accessible style … . Historical remarks, citations from the literature adapted to the context as well as numerous examples contribute to a pleasant and readable style." (Gudrun Albrecht, Mathematical Reviews, 2006 i)

"This book is concerned with the computation of surfaces. … The book also deals with curves … . after reading and understanding a topic, the reader should be able to design and implement the concepts discussed. … The notions are clearly introduced and are ... illustrated by figures and examples. … The book has many examples, which are important for a better understanding of the presented concepts … . Many exercises are sprinkled throughout the text. " (Marian Ioan Munteanu, Zentralblatt MATH, Vol. 1083, 2006)

Users Review

From reader reviews:

Eva Oleary:

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