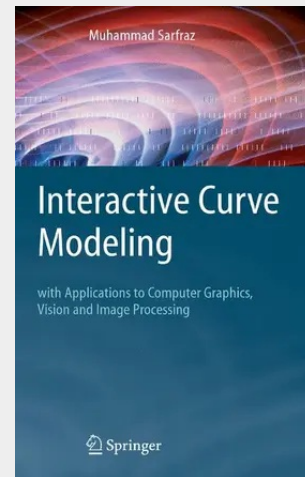


## Interactive Curve Modeling

With Applications to Computer Graphics, Vision and Image Processing

This broad-ranging textbook covers Curve Modeling with solutions to real life problems relating to Computer Graphics, Vision, Image Processing, Geometric Modeling and CAD/CAM. It is the most up-to-date book on the subject. Chapters deal with basic concepts, curve design techniques and their use to various applications and a wide range of problems with their automated solutions through computers. The book aims to stimulate views and provide a source where the reader can find the latest developments in the field including a variety of techniques, applications, and systems necessary for solving real life problems. This book provides an invaluable resource, which focuses on interdisciplinary methods and affiliates up-to-date methodologies.

Interactive curve modeling techniques and their applications are extremely useful in a number of academic and industrial settings. Specifically, curve modeling plays a significant role in multidisciplinary problem solving. It is extremely useful in various situations like font design, designing objects, CAD/CAM, medical imaging and visualization, scientific data visualization, virtual reality, object recognition, etc. In particular, various problems like iris recognition, fingerprint recognition, signature recognition, etc. can also be intelligently solved and automated using curve techniques. In addition to its critical importance more recently, the curve modeling methods have also proven to be indispensable in a variety of modern industries, including computer vision, robotics, medical imaging, visualization, and even media. This book aims to provide a valuable source that focuses on interdisciplinary methods and to add up-to-date methodologies in the area. It aims to provide the user community with a variety of techniques, applications, and systems necessary for various real-life problems in the areas such as font design, medical visualization, scientific data visualization, archaeology, toon rendering, virtual reality, body simulation, outline capture of images, object recognition, signature recognition, industrial applications, and many others.



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