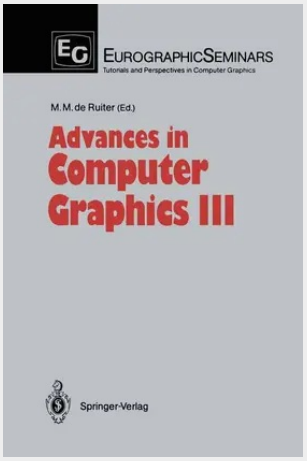
Ruiter

Advances in Computer Graphics III

The material in this book was presented in the tutorial programme of the Eurographics '87 Conference, held in Amsterdam, The Netherlands, 1987. The book contains eight contributions, from leading experts in each field. Major aspects of computer graphics fundamentals, interactive techniques and three-dimensional modelling techniques are discussed and a state-of-the-art survey on the increasingly important area of desktop publishing is given. The theory of fractals is covered by presenting a thorough treatment of their mathematics and programming. Furthermore, overviews of several topics, such as the theory and methods of modelling three-dimensional shapes and objects, the fundamental concepts and current advances in user interface management systems, and existing CAD-interface specifications, are included. The book will be of interest to systems designers, application programmers and researchers who wish to gain a deeper knowledge of the state-of-the-art in the areas covered.



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