Pottmann / Wallner

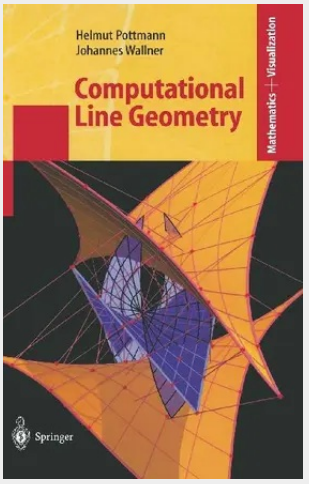
Computational Line Geometry

From the reviews:

MATHEMATICAL REVIEWS

"In this book, the authors have combined results from the classical parts of geometry with computational methods, This results in a unique and fascinating blend, which is shown to be useful for a variety of applications, including robotics, geometrical optics, computer animation, and geometric design. The contents of the book are visualized by a wealth of carefully chosen illustrations, making the book a shear pleasure to read, or even to just browse in. The book will help to bring the concepts and techniques of line geometry…to the attention of a wider audience."

From the reviews:MATHEMATICAL REVIEWS"In this book, the authors have combined results from the classical parts of geometry with computational methods, This results in a unique and fascinating blend, which is shown to be useful for a variety of applications, including robotics, geometrical optics, computer animation, and geometric design. The contents of the book are visualized by a wealth of carefully chosen illustrations, making the book a shear pleasure to read, or even to just browse in. The book will help to bring the concepts and techniques of line geometry...to the attention of a wider audience."



213,99 €
199,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540420583
Medium: Buch
ISBN: 978-3-540-42058-3
Verlag: Springer
Erscheinungstermin: 20.06.2001
Sprache(n): Englisch
Auflage: 1. Auflage 2001
Serie: Mathematics and Visualization
Produktform: Gebunden
Gewicht: 1127 g
Seiten: 564
Format (B x H): 160 x 241 mm

Kundenservice Verlag Dr. Otto Schmidt KG
Neumannstraße 10, 40235 Düsseldorf | kundenservice@otto-schmidt.de | 0221-93738-997 (Inland)