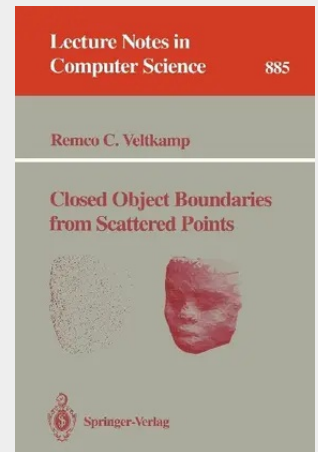


Closed Object Boundaries from Scattered Points

This monograph is devoted to computational morphology, particularly to the construction of a two-dimensional or a three-dimensional closed object boundary through a set of points in arbitrary position.

By applying techniques from computational geometry and CAGD, new results are developed in four stages of the construction process: (a) the gamma-neighborhood graph for describing the structure of a set of points; (b) an algorithm for constructing a polygonal or polyhedral boundary (based on (a)); (c) the flintstone scheme as a hierarchy for polygonal and polyhedral approximation and localization; (d) and a Bezier-triangle based scheme for the construction of a smooth piecewise cubic boundary.

This monograph is devoted to computational morphology, particularly to the construction of a two-dimensional or a three-dimensional closed object boundary through a set of points in arbitrary position. By applying techniques from computational geometry and CAGD, new results are developed in four stages of the construction process: (a) the gamma-neighborhood graph for describing the structure of a set of points; (b) an algorithm for constructing a polygonal or polyhedral boundary (based on (a)); (c) the flintstone scheme as a hierarchy for polygonal and polyhedral approximation and localization; (d) and a Bezier-triangle based scheme for the construction of a smooth piecewise cubic boundary.



53,49 €

49,99 € (zzgl. MwSt.)

Lieferfrist: bis zu 10 Tage

Artikelnummer: 9783540588085

Medium: Buch

ISBN: 978-3-540-58808-5

Verlag: Springer

Erscheinungstermin: 30.11.1994

Sprache(n): Englisch

Auflage: 1. Auflage 1994

Serie: Lecture Notes in Computer Science

Produktform: Kartoniert

Gewicht: 254 g

Seiten: 152

Format (B x H): 155 x 235 mm

