Veltkamp

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.

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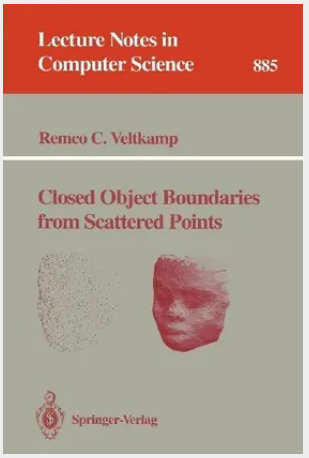

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