Differential Geometry Of Curves And Surfaces

Curves and Surfaces for CAGDCurves and SurfacesCurves and Surfaces in Geometric ModelingCurves and Surfaces for Computer GraphicsDifferential Geometry of Curves and SurfacesCurves and Surfaces for Computer-Aided Geometric DesignGeometry of Curves and Surfaces with MAPLEDifferential Geometry Of Curves And SurfacesCurves and SurfacesDifferential Geometry of Curves and SurfacesAn Introduction to Computational Geometry for Curves and SurfacesDifferential GeometryDifferential Geometry of Curves and SurfacesIntroduction to Differential Geometry of Space Curves and SurfacesCurve and Surface DesignCurves and SurfacesCurves and SurfacesInteractive Curves and SurfacesCurves and SurfacesModern Differential Geometry of Curves and Surfaces with Mathematica, Second Edition Gerald Farin Sebasti n Montiel Jean H. Gallier David Salomon Victor Andreevich Toponogov Gerald Farin Vladimir Rovenski Masaaki Umehara Sebastián Montiel Manfredo Perdigão do Carmo Alan J. Davies Wolfgang Kühnel Thomas F. Banchoff Taha Sochi Pierre Jean Laurent M. Abate Pierre-Jean Laurent Alyn Rockwood Pierre-Jean Laurent mary Gray

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this fifth edition has been fully updated to cover the many advances made in cagd and curve and surface theory since 1997 when the fourth edition appeared material has been restructured into theory and applications chapters the theory material has been streamlined using the blossoming approach the applications material includes least squares techniques in addition to the traditional interpolation methods in all other respects it is thankfully the same this means you get the informal friendly style and unique approach that has made curves and surfaces for cagd a practical guide a true classic the book s unified treatment of all significant methods of curve and surface design is heavily focused on the movement from theory to application the author provides complete c implementations of many of the theories he discusses ranging from the traditional to the leading edge you ll gain a deep practical understanding of their advantages disadvantages and interrelationships and in the

process you ll see why this book has emerged as a proven resource for thousands of other professionals and academics provides authoritative and accessible information for those working with or developing computer aided geometric design applications covers all significant cagd curve and surface design techniques from the traditional to the experimental includes a new chapter on recursive subdivision and triangular meshes presents topical programming exercises useful to professionals and students alike

this introductory textbook puts forth a clear and focused point of view on the differential geometry of curves and surfaces following the modern point of view on differential geometry the book emphasizes the global aspects of the subject the excellent collection of examples and exercises with hints will help students in learning the material advanced undergraduates and graduate students will find this a nice entry point to differential geometry in order to study the global properties of curves and surfaces it is necessary to have more sophisticated tools than are usually found in textbooks on the topic in particular students must have a firm grasp on certain topological theories indeed this monograph treats the gauss bonnet theorem and discusses the euler characteristic the authors also cover alexandrov s theorem on embedded compact surfaces in mathbb r 3 with constant mean curvature the last chapter addresses the global geometry of curves including periodic space curves and the four vertices theorem for plane curves that are not necessarily convex besides being an introduction to the lively subject of curves and surfaces this book can also be used as an entry to a wider study of differential geometry it is suitable as the text for a first year graduate course or an advanced undergraduate course

curves and surfaces in geometric modeling theory and algorithms offers a theoretically unifying understanding of polynomial curves and surfaces as well as an effective approach to implementation that you can apply to your own work as a graduate student scientist or practitioner the focus here is on blossoming the process of converting a polynomial to its polar form as a natural purely geometric explanation of the behavior of curves and surfaces this insight is important for more than just its theoretical elegance the author demonstrates the value of blossoming as a practical algorithmic tool for generating and manipulating curves and surfaces that meet many different criteria you ll learn to use this and other related techniques drawn from affine geometry for computing and adjusting control points deriving the continuity conditions for splines creating subdivision surfaces and more it will be an essential acquisition for readers in many different areas including computer graphics and animation robotics virtual reality geometric modeling and design medical imaging computer vision and motion planning book jacket title summary field provided by blackwell north america inc all rights reserved

computer graphics is important in many areas including engineering design architecture education and computer art and animation this book examines a wide array of current methods used in creating real looking objects in the computer one of the main aims of computer graphics key features good foundational mathematical introduction to curves and surfaces no advanced math required topics organized by different interpolation approximation techniques each technique providing useful information about curves and surfaces exposition motivated by numerous examples and exercises sprinkled throughout aiding the reader includes a gallery of color images mathematica code listings and sections on curves and surfaces by refinement

and on sweep surfaces site maintained and updated by the author providing readers with errata and auxiliary material this engaging text is geared to a broad and general readership of computer science architecture engineers using computer graphics to design objects programmers for computer gamemakers applied mathematicians and students majoring in computer graphics and its applications it may be used in a classroom setting or as a general reference

central topics covered include curves surfaces geodesics intrinsic geometry and the alexandrov global angle comparision theorem many nontrivial and original problems some with hints and solutions standard theoretical material is combined with more difficult theorems and complex problems while maintaining a clear distinction between the two levels

a leading expert in cagd gerald farin covers the representation manipulation and evaluation of geometric shapes in this the third edition of curves and surfaces for computer aided geometric design the book offers an introduction to the field that emphasizes bernstein bezier methods and presents subjects in an informal readable style making this an ideal text for an introductory course at the advanced undergraduate or graduate level the third edition includes a new chapter on topology offers new exercises and sections within most chapters combines the material on geometric continuity into one chapter and updates existing materials and references implementation techniques are addressed for practitioners by the inclusion of new c programs for many of the fundamental algorithms the c programs are available on a disk included with the text system requirements ibm pc or compatibles dos version 2 0 or higher covers representation manipulation and evaluation of geometric shapes emphasizes bernstein bezier methods written in an informal easy to read style

this concise text on geometry with computer modeling presents some elementary methods for analytical modeling and visualization of curves and surfaces the author systematically examines such powerful tools as 2 d and 3 d animation of geometric images transformations shadows and colors and then further studies more complex problems in differential geometry well illustrated with more than 350 figures reproducible using maple programs in the book the work is devoted to three main areas curves surfaces and polyhedra pedagogical benefits can be found in the large number of maple programs some of which are analogous to c programs including those for splines and fractals to avoid tedious typing readers will be able to download many of the programs from the birkhauser web site aimed at a broad audience of students instructors of mathematics computer scientists and engineers who have knowledge of analytical geometry i e method of coordinates this text will be an excellent classroom resource or self study reference with over 100 stimulating exercises problems and solutions it geometry of curves and surfaces with maple will integrate traditional differential and non euclidean geometries with more current computer algebra systems in a practical and user friendly format

in a class populated by students who already have some exposure to the concept of a manifold the presence of chapter 3 in this text may make for an unusual and interesting course the primary function of this book will be as a text for a more conventional course in the classical theory of curves and surfaces maa reviewsthis engrossing volume on curve and surface theories is the result of many years of experience the authors have had with teaching the most essential aspects of this

subject the first half of the text is suitable for a university level course without the need for referencing other texts as it is completely self contained more advanced material in the second half of the book including appendices also serves more experienced students well furthermore this text is also suitable for a seminar for graduate students and for self study it is written in a robust style that gives the student the opportunity to continue his study at a higher level beyond what a course would usually offer further material is included for example closed curves enveloping curves curves of constant width the fundamental theorem of surface theory constant mean curvature surfaces and existence of curvature line coordinates surface theory from the viewpoint of manifolds theory is explained and encompasses higher level material that is useful for the more advanced student this includes but is not limited to indices of umbilics properties of cycloids existence of conformal coordinates and characterizing conditions for singularities in summary this textbook succeeds in elucidating detailed explanations of fundamental material where the most essential basic notions stand out clearly but does not shy away from the more advanced topics needed for research in this field it provides a large collection of mathematically rich supporting topics thus it is an ideal first textbook in this field

this introductory textbook puts forth a clear and focused point of view on the differential geometry of curves and surfaces following the modern point of view on differential geometry the book emphasizes the global aspects of the subject the excellent collection of examples and exercises with hints will help students in learning the material advanced undergraduates and graduate students will find this a nice entry point to differential geometry in order to study the global properties of curves and surfaces it is necessary to have more sophisticated tools than are usually found in textbooks on the topic in particular students must have a firm grasp on certain topological theories indeed this monograph treats the gauss bonnet theorem and discusses the euler characteristic the authors also cover alexandrov s theorem on embedded compact surfaces in r3 with constant mean curvature the last chapter addresses the global geometry of curves including periodic space curves and the four vertices theorem for plane curves that are not necessarily convex besides being an introduction to the lively subject of curves and surfaces this book can also be used as an entry to a wider study of differential geometry it is suitable as the text for a first year graduate course or an advanced undergraduate course

this volume covers local as well as global differential geometry of curves and surfaces

this is an introductory textbook for undergraduates studying mathematics engineering or computer science and explains how differential and computational geometry are used to explain the mathematics of curves and surfaces it assumes only a basic knowledge of vector and matrix algebra andis filled with numerous exercises solutions and worked examples ideal for those interested in computer graphics or computer aided design this book will be invaluable for those needing to understand the complex mathematics which lies behind these important areas of application

our first knowledge of differential geometry usually comes from the study of the curves and surfaces in i r 3 that arise in calculus here we learn about line and surface integrals divergence and curl and the various forms of stokes theorem if we are fortunate we may encounter curvature and such things as the serret frenet formulas with just the basic tools from multivariable calculus plus a little knowledge of linear

algebra it is possible to begin a much richer and rewarding study of differential geometry which is what is presented in this book it starts with an introduction to the classical differential geometry of curves and surfaces in euclidean space then leads to an introduction to the riemannian geometry of more general manifolds including a look at einstein spaces an important bridge from the low dimensional theory to the general case is provided by a chapter on the intrinsic geometry of surfaces the first half of the book covering the geometry of curves and surfaces would be suitable for a one semester undergraduate course the local and global theories of curves and surfaces are presented including detailed discussions of surfaces of rotation ruled surfaces and minimal surfaces the second half of the book which could be used for a more advanced course begins with an introduction to differentiable manifolds riemannian structures and the curvature tensor two special topics are treated in detail spaces of constant curvature and einstein spaces the main goal of the book is to get started in a fairly elementary way then to guide the reader toward more sophisticated concepts and more advanced topics there are many examples and exercises to help along the way numerous figures help the reader visualize key concepts and examples especially in lower dimensions for the second edition a number of errors were corrected and some text and a number of figures have been added

students and professors of an undergraduate course in differential geometry will appreciate the clear exposition and comprehensive exercises in this book that focuses on the geometric properties of curves and surfaces one and two dimensional objects in euclidean space the problems generally relate to questions of local properties the properties

this book is about differential geometry of space curves and surfaces the formulation and presentation are largely based on a tensor calculus approach it can be used as part of a course on tensor calculus as well as a textbook or a reference for an intermediate level course on differential geometry of curves and surfaces the book is furnished with extensive sets of exercises and many cross references which are hyperlinked to facilitate linking related concepts and sections the book also contains a considerable number of 2d and 3d graphic illustrations to help the readers and users to visualize the ideas and understand the abstract concepts we also provided an introductory chapter where the main concepts and techniques needed to understand the offered materials of differential geometry are outlined to make the book fairly self contained and reduce the need for external references

two new volumes of carefully refereed and edited papers on the most current developments in the theory and applications of curves and surfaces these two volumes contain a selection of papers presented at the saint malo conference on approximation theory in july 1999 each contains several invited survey papers written by experts in the field along with contributed research papers they will be of great interest to mathematicians engineers and computer scientists working in the fields of approximation theory computer aided geometric design cagd computer graphics numerical analysis cad cam and application areas curve and surface design includes the following topics b bases canal surfaces conics curvature discrete fairing free form surfaces g2 splines highlight lines involute curves multisided patches nurbs and nurps offsets ray tracing ruled surfaces sculptured surfaces segmentation methods shape preservation texture voronoi diagrams

the book provides an introduction to differential geometry of curves and surfaces the theory of curves starts with a discussion of possible definitions of the concept of curve proving in particular the classification of 1 dimensional manifolds we then present the classical local theory of parametrized plane and space curves curves in n dimensional space are discussed in the complementary material curvature torsion frenet s formulas and the fundamental theorem of the local theory of curves then after a self contained presentation of degree theory for continuous self maps of the circumference we study the global theory of plane curves introducing winding and rotation numbers and proving the jordan curve theorem for curves of class c2 and hopf theorem on the rotation number of closed simple curves the local theory of surfaces begins with a comparison of the concept of parametrized i e immersed surface with the concept of regular i e embedded surface we then develop the basic differential geometry of surfaces in r3 definitions examples differentiable maps and functions tangent vectors presented both as vectors tangent to curves in the surface and as derivations on germs of differentiable functions we shall consistently use both approaches in the whole book and orientation next we study the several notions of curvature on a surface stressing both the geometrical meaning of the objects introduced and the algebraic analytical methods needed to study them via the gauss map up to the proof of gauss teorema egregium then we introduce vector fields on a surface flow first integrals integral curves and geodesics definition basic properties geodesic curvature and in the complementary material a full proof of minimizing properties of geodesics and of the hopf rinow theorem for surfaces then we shall present a proof of the celebrated gauss bonnet theorem both in its local and in its global form using basic properties fully proved in the complementary material of triangulations of surfaces as an application we shall prove the poincaré hopf theorem on zeroes of vector fields finally the last chapter will be devoted to several important results on the global theory of surfaces like for instance the characterization of surfaces with constant gaussian curvature and the orientability of compact surfaces in r3

this volume documents the results and presentations related to aspects of geometric design of the second international conference on curves and surfaces held in chamonix in 1993 the papers represent directions for future research and development in many areas of application from the table of contents object oriented spline software an int

the growing importance of animation and 3d design has caused computer aided geometric design cagd to be of interest to a wide audience of programmers and designers this interactive software book tutorial teaches fundamental cagd concepts and discusses the growing number of applications in such areas as geological modeling molecular modeling commercial advertising and animation using interactive examples and animations to illustrate the mathematical concepts this hands on multimedia tutorial enables users without a substantial mathematical background to quickly gain intuition about cagd interactive curves and surfaces guides you in learning the uses of cagd as it is applied in computer graphics and engineering creating curved lines and surfaces using bezier curves b splines and parametric surface patches understanding the mathematical tools behind the generation of these objects and the development of computer based cagd algorithms experimenting with powerful interactive test benches to explore the behavior and characteristics of the most popular cagd curves application oriented readers will find

this animated tutorial presentation more accessible than the standard formal texts on the subject

this volume documents the results and presentations related to aspects of geometric design of the second international conference on curves and surfaces held in chamonix in 1993 the papers represent directions for future research and development in many areas of application from the table of contents object oriented spline software an int

the second edition combines a traditional approach with the symbolic manipulation abilities of mathematica to explain and develop the classical theory of curves and surfaces you will learn to reproduce and study interesting curves and surfaces many more than are included in typical texts using computer methods by plotting geometric objects and studying the printed result teachers and students can understand concepts geometrically and see the effect of changes in parameters modern differential geometry of curves and surfaces with mathematica explains how to define and compute standard geometric functions for example the curvature of curves and presents a dialect of mathematica for constructing new curves and surfaces from old the book also explores how to apply techniques from analysis although the book makes extensive use of mathematica readers without access to that program can perform the calculations in the text by hand while single and multi variable calculus some linear algebra and a few concepts of point set topology are needed to understand the theory no computer or mathematica skills are required to understand the concepts presented in the text in fact it serves as an excellent introduction to mathematica and includes fully documented programs written for use with mathematica ideal for both classroom use and self study modern differential geometry of curves and surfaces with mathematica has been tested extensively in the classroom and used in professional short courses throughout the world

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