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The latest from a computer graphics pioneer, An Introduction to NURBS is the ideal resource for anyone seeking a theoretical and practical understanding of these very important curves and surfaces. Beginning with B é zier curves, the book develops a lucid explanation of NURBS curves, then does the same for surfaces, consistently stressing important shape design properties and the capabilities of each curve and surface type.

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The latest from a computer graphics pioneer, An Introduction to NURBS is the ideal resource for anyone seeking a theoretical and practical understanding of these very important curves and surfaces. Beginning with B é zier curves, the book develops a lucid explanation of NURBS curves, then does the same for surfaces, consistently stressing important shape design properties and the capabilities of each curve and surface type.

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The 3D geometry is mathematically represented through NURBS which stands for ‘ Non-Uniform Rational B-Splines ’ . NURBS has the potential of precisely describing all types of digital shapes ranging from circles, arcs, 2D shapes to 3D solids and highly intricate freeform organic surfaces.

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An Introduction to NURBS - 1st Edition
An introduction to NURBS++ Philippe Lavoie April 28, 1999 NURBS++is available from the web at http://yukon.genie.uottawa.ca/ lavoie/software/nurbs. It offers classes to represent NURBS curves and surfaces along with many functions to help manipulate them. For interactive design purposes it also has OpenGL wrappers.

An introduction to NURBS
The algorithms are implementations of the pseudocode in Appendix C of An Introduction to NURBS. Here the algorithms have been loosely translated into a `real' programming language, i.e., C. Hopefully, the availability of the algorithms in C will increase your understanding of the algorithms and hence of the underlying mathematics.

An Introduction to NURBS C code Page - NAR Associates
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An Introduction to NURBS Page - NAR Associates
An Introduction to Computer Graphics for Artists is an application-independent, reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Written by a veteran of the computer graphics industry whose previous career included film animation and various spells as Art Director for video games, Andrew Paquette draws on his experiences both as an artist and a manager.

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The latest from a computer graphics pioneer, An Introduction to NURBS is the ideal resource for anyone seeking a theoretical and practical understanding of these very important curves and surfaces.

An Introduction to Nurbs: With Historical Perspective by ...
Nonuniform rational B-splines (NURBS) are used in modeling curves and surfaces such as animated objects, aircraft wings, or other engineering parts. The basic idea is to produce a patchwork of pieces of mathematically simpler curves or surfaces that, when joined in a suitably smooth fashion across boundaries, closely approximate the object being modeled so that calculations can be performed.

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The latest from a computer graphics pioneer, An Introduction to NURBS is the ideal resource for anyone seeking a theoretical and practical understanding of these very important curves and surfaces. Beginning with B é zier curves, the book develops a lucid explanation of NURBS curves, then does the same for surfaces, consistently stressing important shape design properties and the capabilities ...

NURBS (Non-uniform Rational B-Splines) are the computer graphics industry standard for curve and surface description. They are now incorporated into all standard computer-aided design and drafting programs (for instance, Autocad). They are also extensively used in all aspects of computer graphics including much of the modeling used for special effects in film and animation, consumer products, robot control, and automobile and aircraft design. So, the topic is particularly important at this time because NURBS are really at the peak of interest as applied to computer graphics and CAD of all kind.

Until recently B-spline curves and surfaces (NURBS) were principally of interest to the computer aided design community, where they have become the standard for curve and surface description. Today we are seeing expanded use of NURBS in modeling objects for the visual arts, including the film and entertainment industries, art, and sculpture. NURBS are now also being used for modeling scenes for virtual reality applications. These applications are expected to increase. Consequently, it is quite appropriate for The.N'URBS Book to be part of the Monographs in Visual Communication Series. B-spline curves and surfaces have been an enduring element throughout my professional life. The first edition of Mathematical Elements for Computer Graphics, published in 1972, was the first computer aided design/interactive computer graph ics textbook to contain material on B-splines. That material was obtained through the good graces of Bill Gordon and Louie Knapp while they were at Syracuse University. A paper of mine, presented during the Summer of 1977 at a Society of Naval Architects and Marine Engineers meeting on computer aided ship surface design, was arguably the first to examine the use of B-spline curves for ship design. For many, B-splines, rational B-splines, and NURBS have been a bit mysterious.

The latest from a computer graphics pioneer, An Introduction to NURBS is the ideal resource for anyone seeking a theoretical and practical understanding of these very important curves and surfaces. Beginning with B é zier curves, the book develops a lucid explanation of NURBS curves, then does the same for surfaces, consistently stressing important shape design properties and the capabilities of each curve and surface type. Throughout, it relies heavily on illustrations and fully worked examples that will help you grasp key NURBS concepts and deftly apply them in your work. Supplementing the lucid, point-by-point instructions are illuminating accounts of the history of NURBS, written by some of its most prominent figures. Whether you write your own code or simply want deeper insight into how your computer graphics application works, An Introduction to NURBS will enhance and extend your knowledge to a degree unmatched by any other resource. Presents vital information with applications in many different areas: CAD, scientific visualization, animation, computer games, and more. Facilitates accessiblity to anyone with a knowledge of first-year undergraduate mathematics. Details specific NURBS-based techniques, including making cusps with B-spline curves and conic sections with rational B-spline curves. Presents all important algorithms in easy-to-read pseudocode-useful for both implementing them and understanding how they work. Includes complete references to additional NURBS resources.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use.:Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today ' s cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Packed with exercises, this book is an application-independent and reader-friendly primer for anyone with a serious desire to understand 3D Computer Graphics. Opening with the first and most basic elements of computer graphics, the book rapidly advances into progressively more complex concepts. Each of the elements, however simple, are important to understand because each is an essential link in a chain that allows an artist to master any computer graphics application. With this accomplished, the artist can use technology to satisfy his/her goals, instead of the technology being master of the artist.

This textbook, first published in 2003, emphasises the fundamentals and the mathematics underlying computer graphics. The minimal prerequisites, a basic knowledge of calculus and vectors plus some programming experience in C or C++, make the book suitable for self study or for use as an advanced undergraduate or introductory graduate text. The author gives a thorough treatment of transformations and viewing, lighting and shading models, interpolation and averaging, B é zier curves and B-splines, ray tracing and radiosity, and intersection testing with rays. Additional topics, covered in less depth, include texture mapping and colour theory. The book covers some aspects of animation, including quaternions, orientation, and inverse kinematics, and includes source code for a Ray Tracing software package. The book is intended for use along with any OpenGL programming book, but the crucial features of OpenGL are briefly covered to help readers get up to speed. Accompanying software is available freely from the book's web site.

INSIDE RHINOCEROS 5, is a well-designed introduction to using the latest version of Rhino. This book bridges the gap between theoretical and software-oriented approaches to computer modeling by providing a balanced presentation of theory, concepts, and hands-on tutorials. It begins with an overview of the Rhinoceros5 interface and progresses to explore wireframe models and the construction of curves. This book contains an in-depth examination of surface modeling, taking your students step-by-step through surfaces construction using Rhino and discusses in detail solid modeling methods, rendering, engineering drawing, and outputting to various file formats. INSIDE RHINOCEROS 5, concludes with a set of projects aimed at allowing your students to apply Rhino in real world design situations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book has grown out of lectures and courses given at Link ö ping University, Sweden, over a period of 15 years. It gives an introductory treatment of problems and methods of structural optimization. The three basic classes of geometrical - timization problems of mechanical structures, i. e. , size, shape and topology op- mization, are treated. The focus is on concrete numerical solution methods for d- crete and (?nite element) discretized linear elastic structures. The style is explicit and practical: mathematical proofs are provided when arguments can be kept e- mentary but are otherwise only cited, while implementation details are frequently provided. Moreover, since the text has an emphasis on geometrical design problems, where the design is represented by continuously varying—frequently very many— variables, so-called ?rst order methods are central to the treatment. These methods are based on sensitivity analysis, i. e. , on establishing ?rst order derivatives for - jectives and constraints. The classical ?rst order methods that we emphasize are CONLIN and MMA, which are based on explicit, convex and separable appro- mations. It should be remarked that the classical and frequently used so-called op- mality criteria method is also of this kind. It may also be noted in this context that zero order methods such as response surface methods, surrogate models, neural n- works, genetic algorithms, etc. , essentially apply to different types of problems than the ones treated here and should be presented elsewhere.

This lecture provides a tutorial introduction to the Nystr ö m and locally-corrected Nystr ö m methods when used for the numerical solutions of the common integral equations of two-dimensional electromagnetic fields. These equations exhibit kernel singularities that complicate their numerical solution. Classical and generalized Gaussian quadrature rules are reviewed. The traditional Nystr ö m method is summarized, and applied to the magnetic field equation for illustration. To obtain high order accuracy in the numerical results, the locally-corrected Nystr ö m method is developed and applied to both the electric field and magnetic field equations. In the presence of target edges, where current or charge density singularities occur, the method must be extended through the use of appropriate singular basis functions and special quadrature rules. This extension is also described. Table of Contents: Introduction / Classical Quadrature Rules / The Classical Nystr ö m Method / The Locally-Corrected Nystr ö m Method / Generalized Gaussian Quadrature / LCN Treatment of Edge Singularities