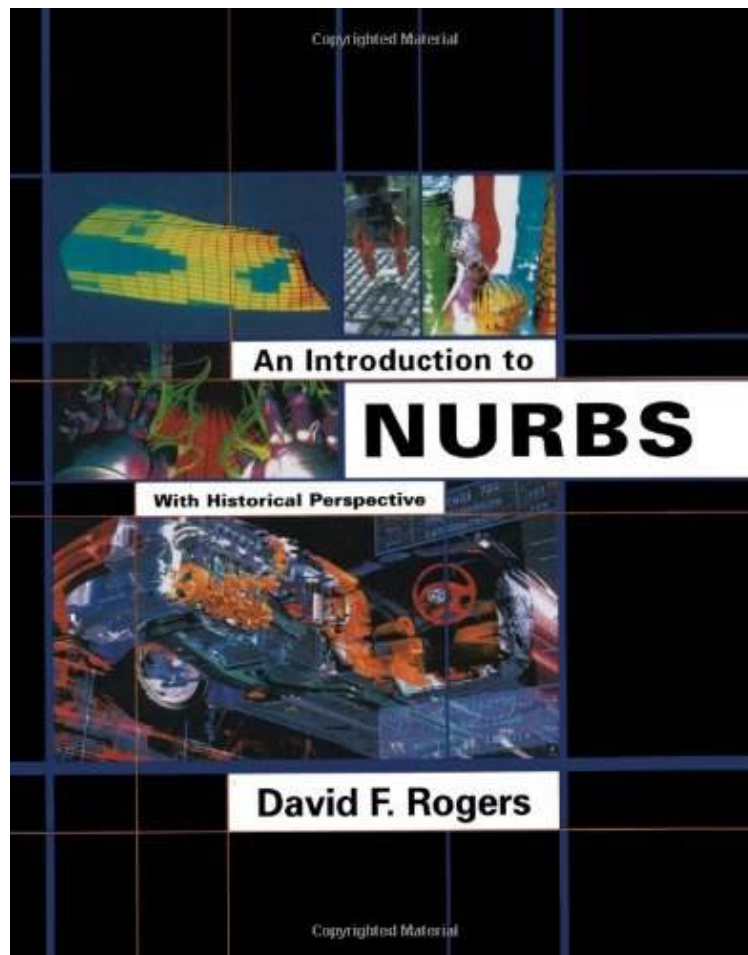


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An Introduction to NURBS: With Historical Perspective (The Morgan Kaufmann Series in Computer Graphics)

By David F. Rogers



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1 of 1 review helpful Great Reference for Beginners By Customer Very clear very concise very good for just getting into NURBS If you are a CAD guy this is an awesome way to figure out the ins and outs of driving parametric geometry As a computational geometry person however it is a good start It covers very clearly and in a way you can program it the basics of parametric curves and surfaces but it doesn't have all 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 Bézier 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 computer Curve and surface computer modeling is far more complex than what you see on screen It is quite a feat to convert a data set into a visual image and a bigger trick to convert it into a recognizable dimensional object that you can turn as if you were

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