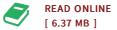


Interactive Shape Design (Paperback)

By Marie-Paule Cani, Takeo Igarashi, Geoff Wyvill

Morgan Claypool Publishers, United States, 2008. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Providing an intuitive modeling system, which would enable us to communicate about any free-form shape we have in mind at least as quickly as with real-world tools, is one of the main challenges of digital shape design. The user should ideally be able to create, deform, and progressively add details to a shape, without being aware of the underlying mathematical representation nor being tied by any constraint on the geometrical or topological nature of the model. This book presents the field of interactive shape design from this perspective. Since interactively creating a shape builds on the humans ability of modeling by gesture, we note that the recent advances in interactive shape design can be classified as those that rely on sculpting as opposed to sketching metaphors. Our synthetic presentation of these strategies enables us to compare the different families of solutions, discuss open issues, and identify directions for future research.



Reviews

The book is fantastic and great. It normally will not cost an excessive amount of. I am just easily could possibly get a satisfaction of reading a published ebook.

-- Edgar Witting

Without doubt, this is actually the best job by any publisher. It is writter in basic phrases instead of difficult to understand. You will like the way the author publish this publication.

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