



Computer Graphics Techniques: Theory and Practice

By -

Springer-Verlag New York Inc., United States, 2011. Paperback. Book Condition: New. Softcover Reprint of the Orig ed.. 235 x 155 mm. Language: English . Brand New Book ***** Print on Demand *****. In the third paper in this chapter, Mike Pratt provides an historical introduction to solid modeling. He presents the development of the three most frequently used techniques: cellular subdivision, constructive solid modeling and boundary representation. Although each of these techniques developed more or less independently, today the designer's needs dictate that a successful system allows access to all of these methods. For example, sculptured surfaces are generally represented using a boundary representation. However, the design of a complex vehicle generally dictates that a sculptured surface representation is most efficient for the skin while constructive solid geometry representation is most efficient for the internal mechanism. Pratt also discusses the emerging concept of design by feature line. Finally, he addresses the very important problem of data exchange between solid modeling systems and the progress that is being made towards developing an international standard. With the advent of reasonably low cost scientific workstations with reasonable to outstanding graphics capabilities, scientists and engineers are increasingly turning...

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