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@Article{Conde-Rodríguez2017,
author="Conde-Rodr{\'i}guez, Francisco
and Torres. Juan-Carlos
and Garc{\'i}a-Fern{\'a}ndez, {\'A}ngel-Luis
and Feito-Higueruela, Francisco-Ram{\'o}n",
title="A comprehensive framework for modeling heterogeneous objects",
journal="The Visual Computer",
year="2017",
month="Jan",
day="01",
volume="33".
number="1",
pages="17--31",
abstract="Many real objects are heterogeneous. They are composed of diverse
materials, which are present in varying proportions. Materials inside the solid do not
have to be uniformly distributed. So, methods capable of accurately model not only
the boundary of the solid, but also the distribution of material in every single point of
its interior, are needed. In this paper we propose a new framework for modeling
heterogeneous objects. The framework is comprehensive as it characterizes
precisely heterogeneous objects, defines an adequate mathematical model that
captures the essence of such objects, and a computational representation to
represent the modeled objects in a computer. Our framework is based on B{\'e}zi{\'e}
r hyperpatches and solves the main problems of this mathematical tool. We have
implemented it completely in order to check whether it is possible to precisely model
real objects.",
issn="1432-2315",
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url="https://doi.org/10.1007/s00371-015-1149-0"
@Article{Magnenat-Thalmann2016,
author="Magnenat-Thalmann, Nadia",
title="Preface",
journal="The Visual Computer",
year="2016".
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volume="32".
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url="https://doi.org/10.1007/s00371-016-1219-y"
}
```