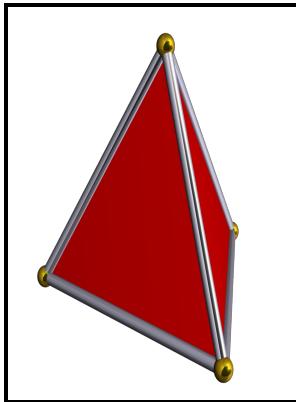


Polyhedral subdivision methods for free-form surfaces.

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Description: -

-Polyhedral subdivision methods for free-form surfaces.

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Notes: Thesis(Ph.D.), University of East Anglia, School of Computing

Studies and Accountancy, 1984.

This edition was published in 1984



Filesize: 20.96 MB

Tags: #Blends #of #canal #surfaces #from #polyhedral #medial #transform #representations

Curve interpolation in recursively generated B

This type of coordinate system has no such limitations with respect to motion, flexibility and realistic simulation. An alternative is a vector-based representation.

Storing the subdivision of a polyhedral surface

Clearly, one might consider other things to minimize in step b , such as curvature variation.

Storing the subdivision of a polyhedral surface

The main difficulties stem from the fact that implicit representations are iso-contours which generally have multiple real sheets, self-in. Besides blends based on piecewise polynomial representations, also procedurally defined implicit representations were used to create blends. These points can then be used in initiating efficient marching methods for tracing intersection curves.

Fillet Operations with Recursive Subdivision Surfaces

An approximation of the medial transform representation, e. They cannot be changed even if, as in this example, a template parameter is not used. Each presentation will be 30 min.

Storing the subdivision of a polyhedral surface

A disadvantage of subdivision techniques used in the evaluation of the entire intersection set is that, in actual implementations with finite subdivision steps, correct connectivity of solution branches in the vicinity of singular or near-singular points is difficult to guarantee, small loops may be missed in methods with polyhedral surface approximations or extraneous loops may be present in the approximation of the solution. Vertices are represented as coordinate triples.

However, this may not reproduce cylinders and cones.

2000 SIGGRAPH Full Day Course: Subdivision for Modeling and Animation

A very simple example with a medial tetrahedron is shown in. Boyse, editors, Plenum Press, 1984, pp.

Blends of canal surfaces from polyhedral medial transform representations

Iterating this refinement step starting starting from a coarse arbitrary connectivity control mesh generates so-called semi-regular meshes.

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