Modern Geometric Computing for Visualization (Paperback)

By -

Springer Verlag, Japan, Japan, 2011. Paperback. Book Condition: New. 244 x 170 mm. Language: English . Brand New Book. This volume is on modem geometric computing for visualization which is at the forefront of multi-disciplinary advanced research areas. This area is attracting intensive research interest across many application fields: singularity in cosmology, turbulence in ocean engineering, high energy physics, molecular dynamics, environmental problems, modem mathe- matics, computer graphics, and pattern recognition. Visualization re- quires the computation of displayable shapes which are becoming more and more complex in proportion to the complexity of the objects and phenomena visualized. Fast computation requires information locality. Attaining information locality is achieved through characterizing the shapes in geometry and topology, and the large amount of computation required through the use of supercomputers. This volume contains the initial results of our efforts to satisfy these re- quirements by inviting experts and selecting new research works through review processes. To be more specific, this book presents the proceedings of the International Workshop on Modem Geometric Computing for Visualization held at Kogakuin University, Tokyo, Japan, June 29-30, 1992 organized by the Computer Graphics Society, Japan Personal Com- puter Software Association, Kogakuin University, and the Department of Information Science,...

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