



## Effective Computational Geometry for Curves and Surfaces (Mathematics and Visualization)

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# Effective Computational Geometry for Curves and Surfaces (Mathematics and Visualization)

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This book covers combinatorial data structures and algorithms, algebraic issues in geometric computing, approximation of curves and surfaces, and computational topology. Each chapter fully details and provides a tutorial introduction to important concepts and results. The focus is on methods which are both well founded mathematically and efficient in practice. Coverage includes references to open source software and discussion of potential applications of the presented techniques.

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