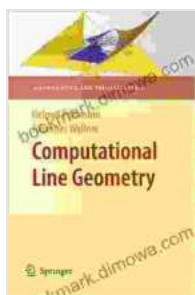


Computational Line Geometry: Mathematics and Visualization

Computational line geometry is a branch of mathematics that deals with the study of lines and their properties. It has applications in a wide range of fields, including computer graphics, robotics, and architecture.



Computational Line Geometry (Mathematics and Visualization) by Helmut Pottmann

★★★★☆ 4 out of 5

Language : English

File size : 8518 KB

Text-to-Speech : Enabled

Screen Reader : Supported

Print length : 574 pages

Paperback : 68 pages

Item Weight : 6.6 ounces

Dimensions : 7 x 0.17 x 10 inches



This book provides a comprehensive and accessible to the mathematics and applications of computational line geometry. The book covers a wide range of topics, from the basics of line geometry to advanced topics such as parallel and concurrent lines, skew lines, and ruled surfaces. The book also includes a large number of illustrations and exercises, making it an ideal resource for both students and researchers in the field.

Chapter 1: Basic Concepts

The first chapter of the book introduces the basic concepts of line geometry. This includes the definition of a line, the different types of lines, and the relationships between lines. The chapter also covers the basics of vector algebra and linear algebra, which are essential for understanding computational line geometry.

Chapter 2: Parallel and Concurrent Lines

The second chapter of the book discusses parallel and concurrent lines. Parallel lines are lines that never intersect, while concurrent lines are lines that intersect at a single point. The chapter covers the different ways to determine if two lines are parallel or concurrent, and the properties of parallel and concurrent lines.

Chapter 3: Skew Lines

The third chapter of the book discusses skew lines. Skew lines are lines that do not intersect and are not parallel. The chapter covers the different ways to determine if two lines are skew, and the properties of skew lines.

Chapter 4: Ruled Surfaces

The fourth chapter of the book discusses ruled surfaces. Ruled surfaces are surfaces that are generated by a moving line. The chapter covers the different types of ruled surfaces, and the properties of ruled surfaces.

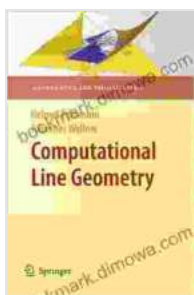
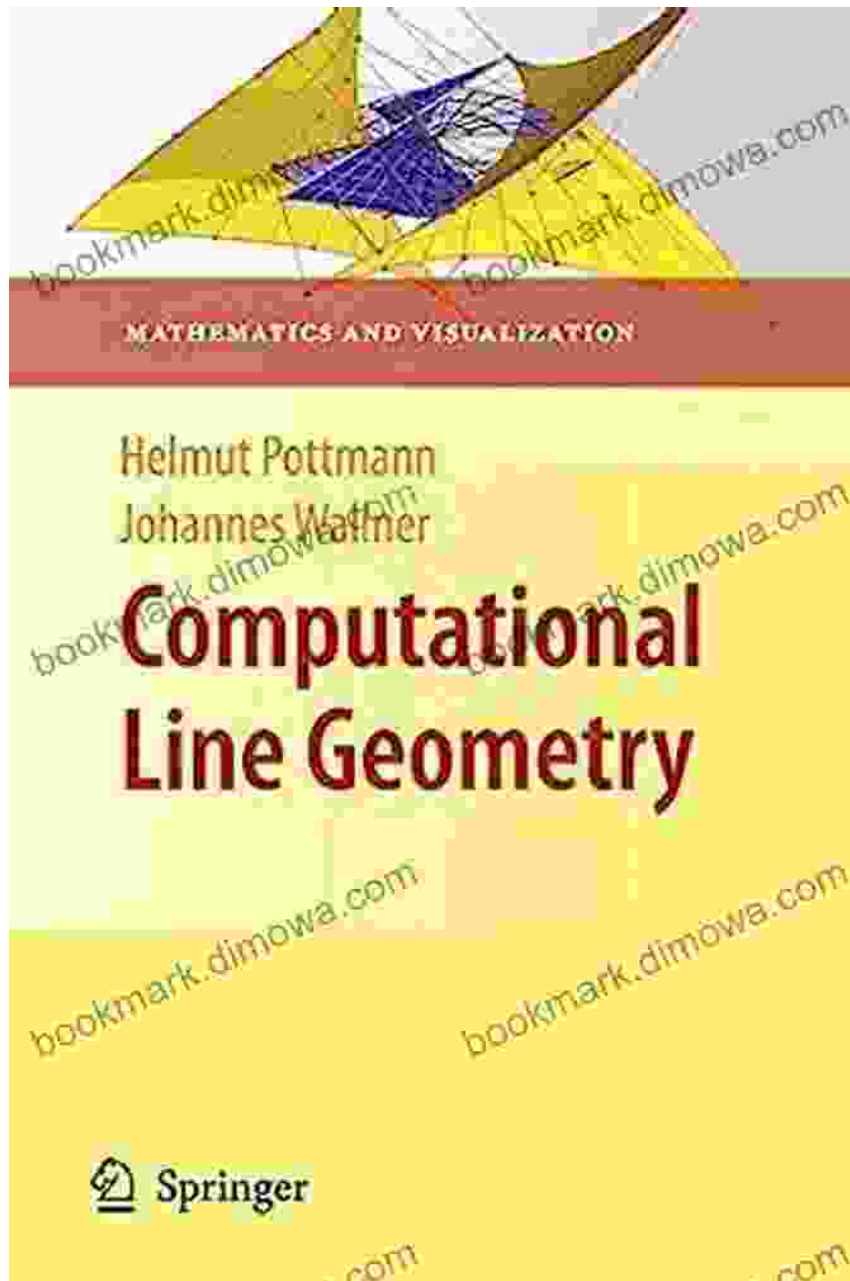
Chapter 5: Applications

The fifth chapter of the book discusses the applications of computational line geometry. This includes applications in computer graphics, robotics, and architecture. The chapter covers a wide range of applications, from the rendering of 3D objects to the design of robotic manipulators.

Computational line geometry is a powerful tool that can be used to solve a wide range of problems in a variety of fields. This book provides a comprehensive and accessible to the mathematics and applications of computational line geometry. The book is an ideal resource for both students and researchers in the field.

Free Download Your Copy Today!

Computational Line Geometry: Mathematics and Visualization is available now from Our Book Library.com and other major booksellers. Free Download your copy today and start exploring the fascinating world of computational line geometry!



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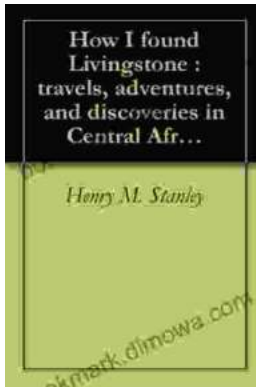
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