Introduction to Implicit Surfaces (The Morgan Kaufmann Series in Computer Graphics)

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Implicit surfaces offer special effects animators, graphic designers, CAD engineers, graphics students, and hobbyists a new range of capabilities for the modeling of complex geometric objects. In contrast to traditional parametric surfaces, implicit surfaces can easily describe smooth, intricate, and articulatable shapes. These powerful yet easily understood surfaces are finding use in a growing number of graphics applications.

This comprehensive introduction develops the fundamental concepts and techniques of implicit surface modeling, rendering, and animating in terms accessible to anyone with a basic background in computer graphics.

+ provides a thorough overview of implicit surfaces with a focus on their applications in graphics
+ explains the best methods for designing, representing, and visualizing implicit surfaces
+ surveys the latest research

With contributions from seven graphics authorities, this innovative guide establishes implicit surfaces as a powerful and practical tool for animation and rendering.

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