Handbook of Research on Visual Computing and Emerging Geometrical Design Tools (2 Vols.)

Part of the Advances in Media, Entertainment, and the Arts (AMEA) Book Series

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Description:

Visual computing and descriptive geometry are multidisciplinary fields addressing the handling of images, 3D models, and other computer graphics. These ideas are experiencing a revival due to emergent technologies and applications available to developers. Based in traditional forms of design and architecture, these fields are currently experiencing a bounty of new research based on old principles.

The Handbook of Research on Visual Computing and Emerging Geometrical Design Tools seeks to add to this knowledge base by considering these technologies from a designer's perspective rather than reiterating the principles of computer science. It combines aspects of geometry and representation with emerging tools for CAD, generation, and visualization while addressing the digital heritage of such fields.
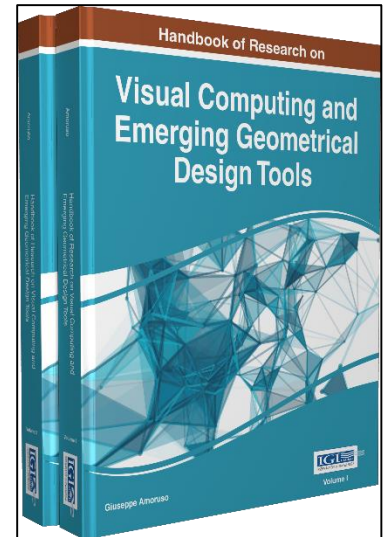
Readers:

This book is an invaluable resource for developers, students of both graphic and computer-generated design, researchers, and designers.

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Topics Covered:

- Architectural Heritage
- Baroque Creativity
- Computer Visualization
- Point-Based Rendering
- Post-Parametric Attitude
- Projective Visualization
- Renaissance Architecture
- Vernacular Architecture
- Virtual Reality

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