



# **Pyramid Algorithms: A Dynamic Programming Approach to Curves and Surfaces for Geometric Modeling (The Morgan Kaufmann Series in Computer Graphics)**

*Ron Goldman*

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*Pyramid Algorithms* presents a unique approach to understanding, analyzing, and computing the most common polynomial and spline curve and surface schemes used in computer-aided geometric design, employing a dynamic programming method based on recursive pyramids.

The recursive pyramid approach offers the distinct advantage of revealing the entire structure of algorithms, as well as relationships between them, at a glance. This book—the only one built around this approach—is certain to change the way you think about CAGD and the way you perform it, and all it requires is a basic background in calculus and linear algebra, and simple programming skills.

- \* Written by one of the world's most eminent CAGD researchers
- \* Designed for use as both a professional reference and a textbook, and addressed to computer scientists, engineers, mathematicians, theoreticians, and students alike
- \* Includes chapters on Bezier curves and surfaces, B-splines, blossoming, and multi-sided Bezier patches
- \* Relies on an easily understood notation, and concludes each section with both practical and theoretical exercises that enhance and elaborate upon the discussion in the text
- \* Foreword by Professor Helmut Pottmann, Vienna University of Technology

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