Warping & Morphing of Graphical Objects (The Morgan Kaufmann Series in Computer Graphics)

Jonas Gomes, Lucia Darsa, Bruno Costa, Luiz Velho

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Warping and morphing permeate the realm of computer graphics. This classic book defines the field: it presents a unifying view of warping and morphing, combining a conceptual framework with a consolidated view of the state of the art. Coverage includes deformations of various graphical objects such as plane curves, images, surfaces, and volumes.

The authors developed a full-featured warping and morphing system, Morphos, where several types of graphical objects and computation techniques coexist. Morphos is included on the companion CD-ROM.

This book and CD-ROM offer the most comprehensive professional reference available on warping and morphing techniques. Together they are the complete source for both researchers whose main interests are in the mathematical and conceptual foundations and computer graphics professionals who need to incorporate more warping and morphing techniques into their applications.

* The latest warping and morphing techniques and examples
* An entire chapter on image-based rendering techniques and how they relate to warping and morphing
* Companion CD-ROM containing source code and documentation for the Morphos system
* Links to www.visgraf.impa.br/morph/, which provides an online bibliography and pointers to other regularly updated morphing Web sites

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