Mathematical Optimization in Computer Graphics and Vision (The Morgan Kaufmann Series in Computer Graphics)

Luiz Velho, Paulo Carvalho, Jonas Gomes, Luiz de Figueiredo

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Study of this authoritative reference will help readers develop a very powerful tool- the ability to create and decipher mathematical models that can better realize solutions to even the toughest problems confronting computer graphics community today.

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*Helps CG professionals identify the best technique for solving particular problems quickly, by categorizing the most effective algorithms by application
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