

From triangles to curves

Monique Teillaud

Projet Geometrica, INRIA Sophia Antipolis
BP 93, 06902 Sophia Antipolis Cedex, France
`Monique.Teillaud@sophia.inria.fr`

The objects studied in Computational Geometry were traditionally linear objects (points, line segments, triangles, ...) and research on curved objects was quite theoretical.

Curves and surfaces have been considered from a more practical point of view for a few years, especially in Europe.^a Cross-fertilization between researchers in Computational Geometry and Computer Algebra allowed advances that this talk will try to summarize.

On the implementation side, the talk will in particular mention the work in progress in the CGAL Open Source project.^b

^aLet us mention two European projects, ECG (Effective Computational Geometry for Curves and Surfaces - <http://www-sop.inria.fr/prisme/ECG/>) and ACS (Algorithms for Complex Shapes with certified topology and numerics - <http://acs.cs.rug.nl/>).

^bwww.cgal.org