

Figura 1. Computação Gráfica.

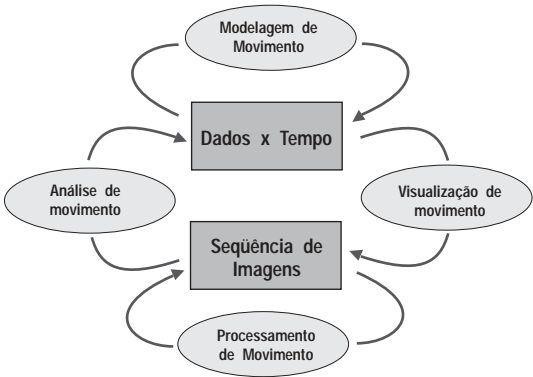


Figura 2. Animação e áreas correlatas.

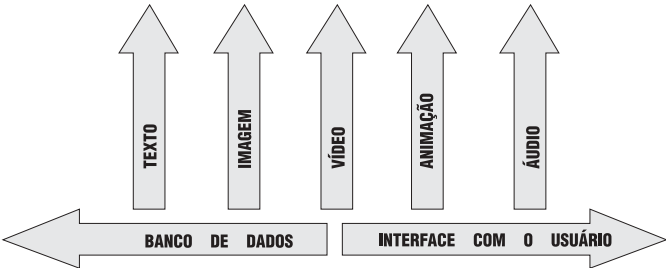
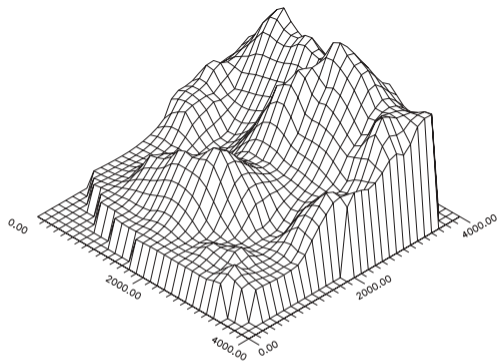
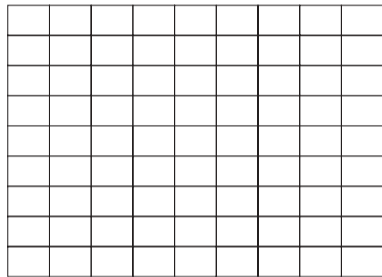


Figura 3. Modelo conceitual de um sistema multimídia.



(a)



(b)

Figura 4. Gráfico da função terreno (a) (Yamamoto, 1998); reticulado (b).

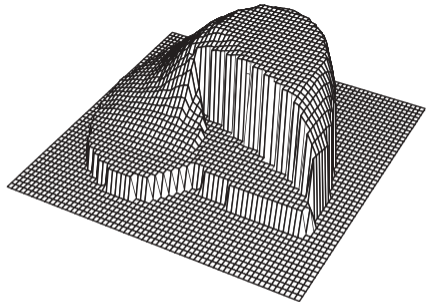
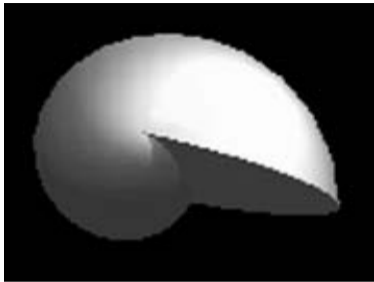


Figura 5. Imagem, e gráfico da função imagem.

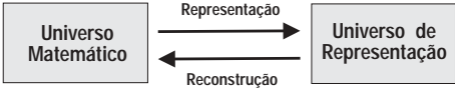


Figura 6. Representação e reconstrução.

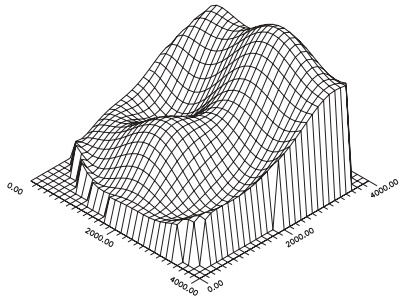
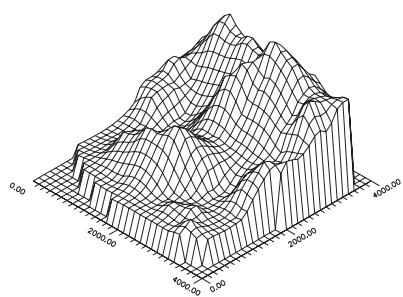
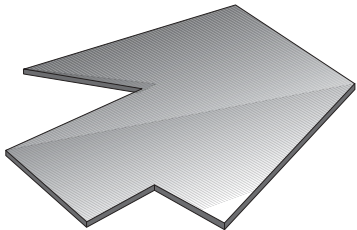
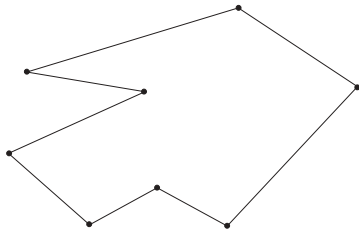


Figura 7. Reconstruções diferentes do mesmo objeto (Yamamoto, 1998).



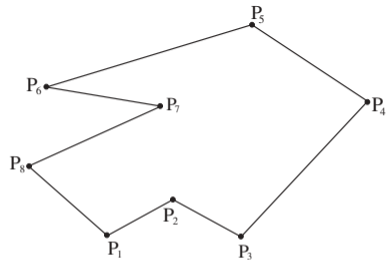
(a)



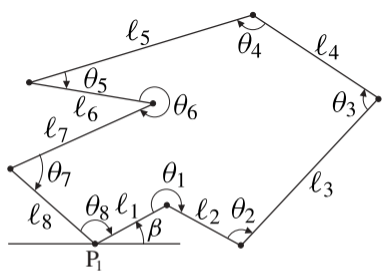
(b)

Figura 8. Reconstruções diferentes do mesmo objeto.





(a)



(b)

Figura 9. Representações de uma curva poligonal plana.

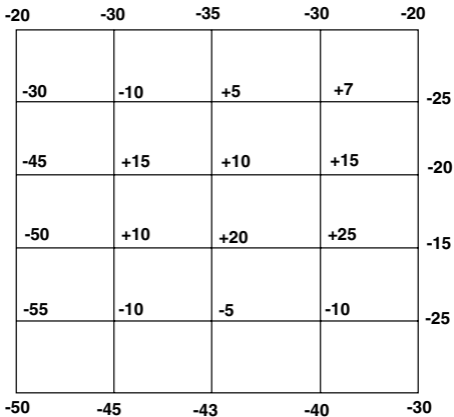


Figura 10. Levantamento Topográfico.