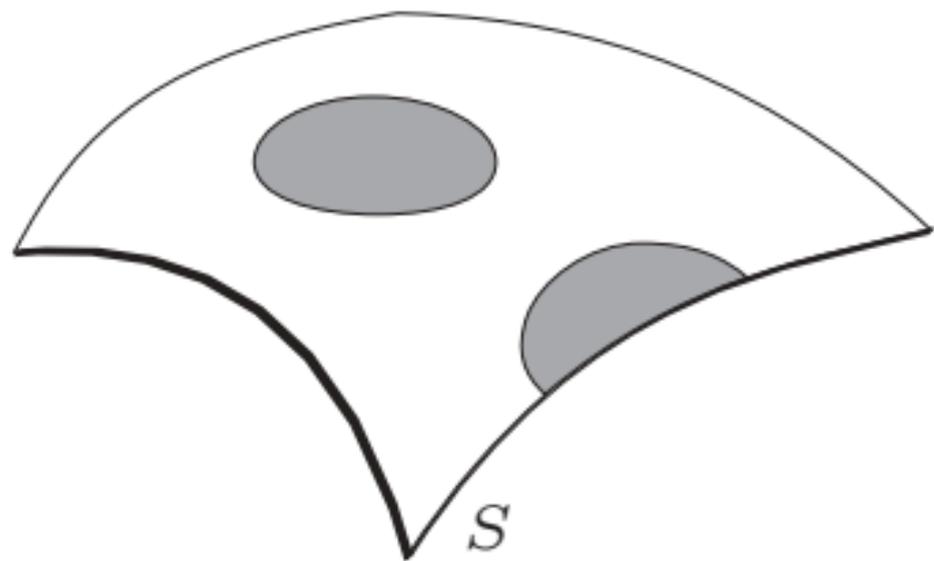
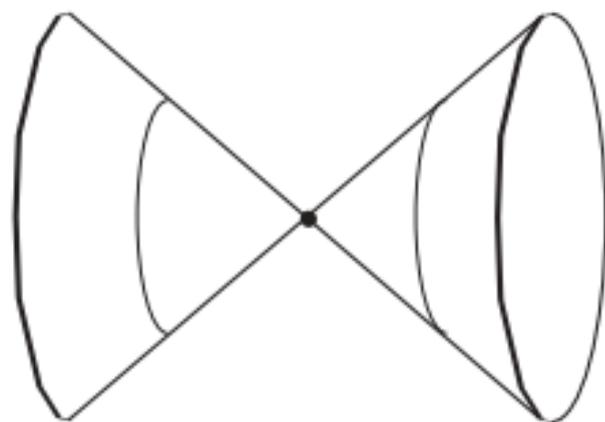


Figura 1. Definição de uma superfície.



(a)



(b)

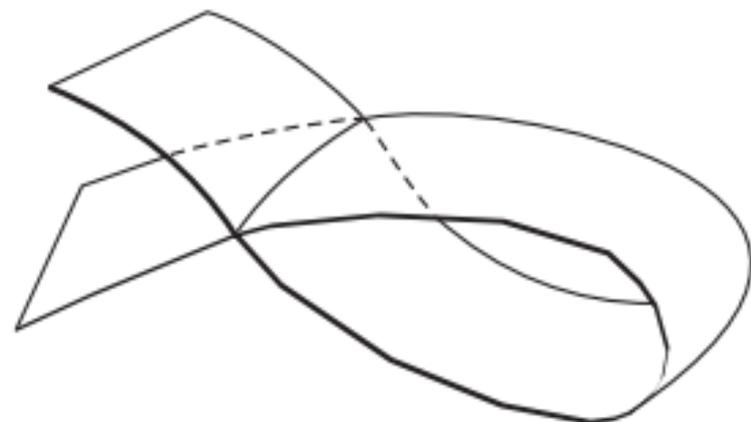


Figura 2. Vizinhanças de uma superfície (a); objetos geométricos que não são superfícies (b).

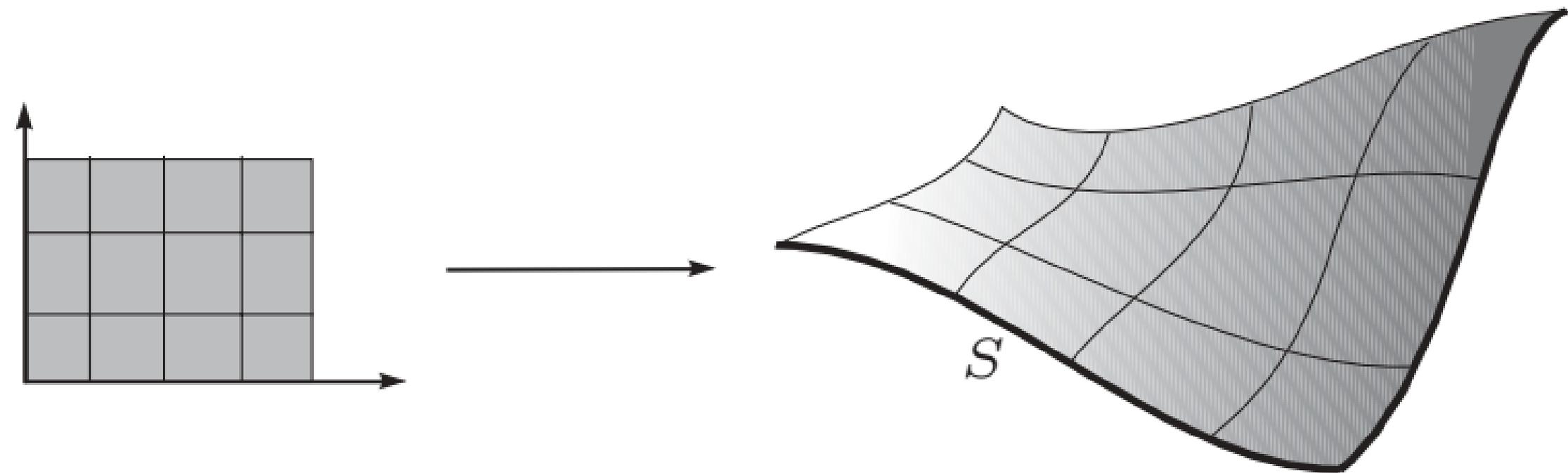


Figura 3. Superfície paramétrica.

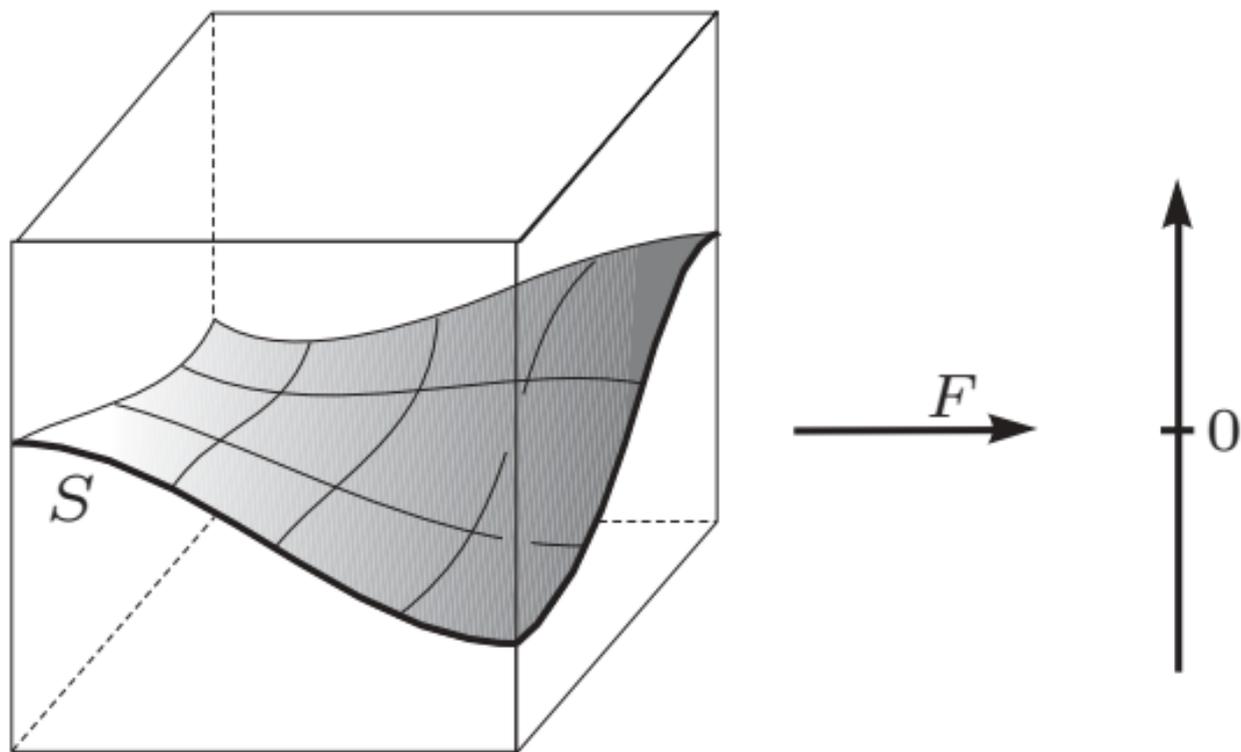
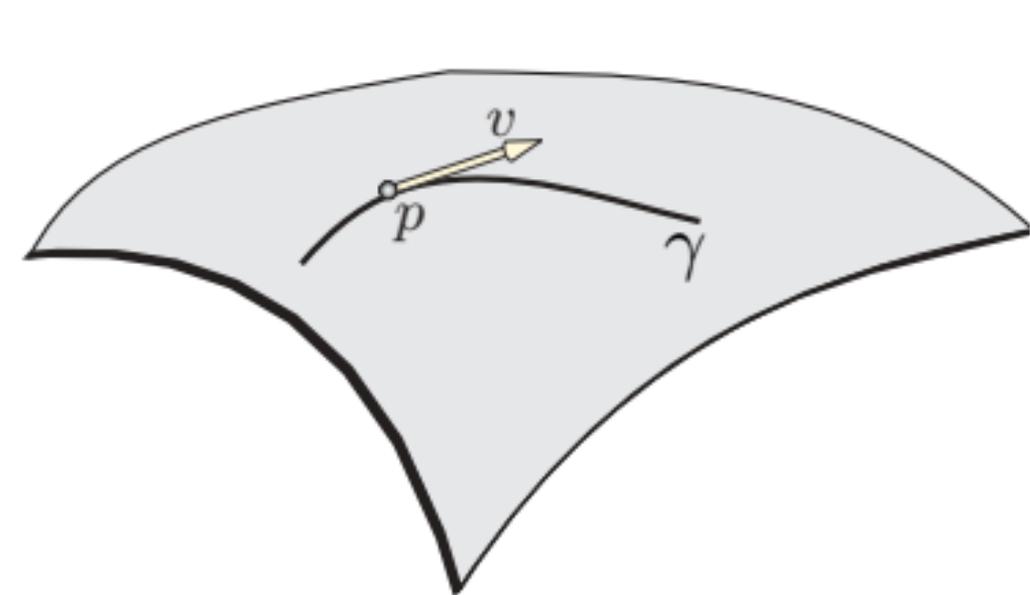
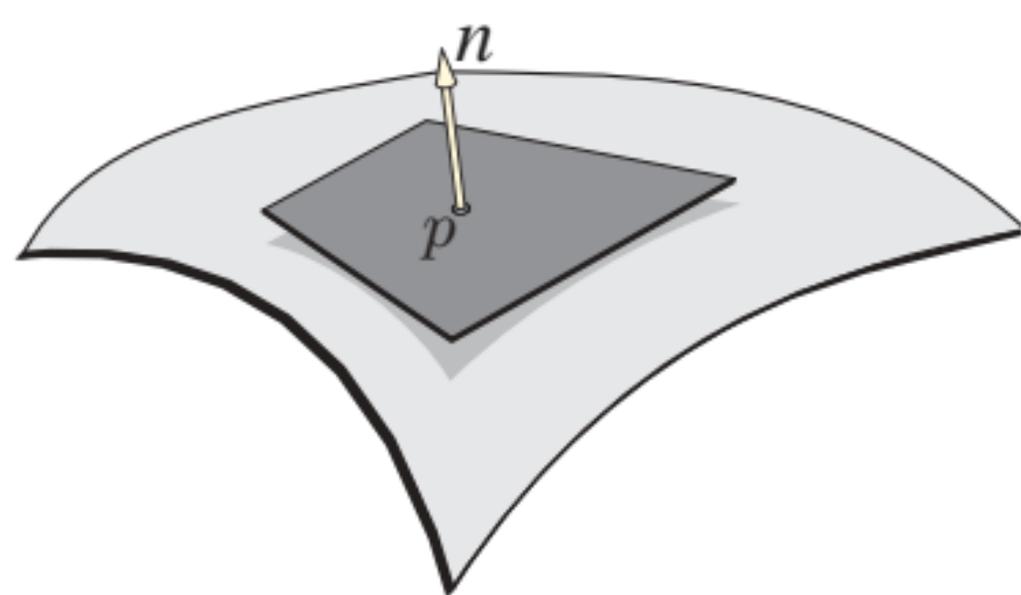


Figura 4. Superfície de nível da função F .



(a)



(b)

Figura 5. Vetor tangente (a); vetor normal e plano tangente (b).

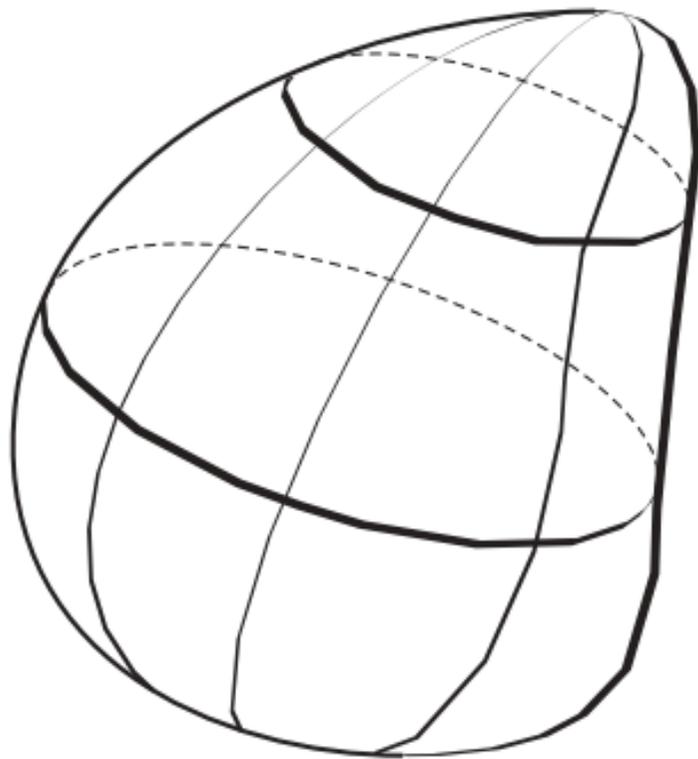


Figura 6. Sólido limitado por uma superfície.

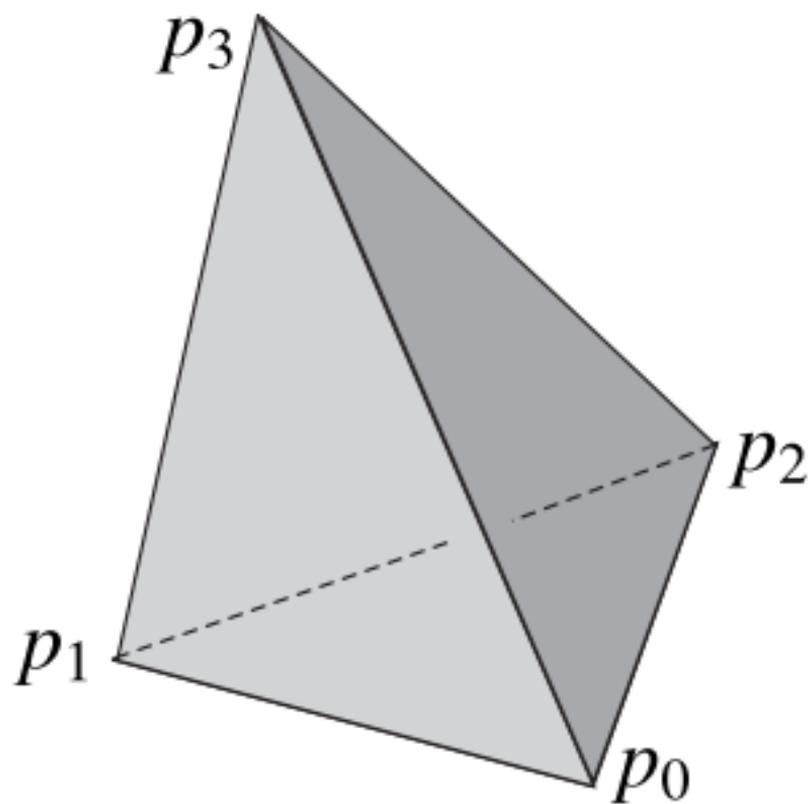
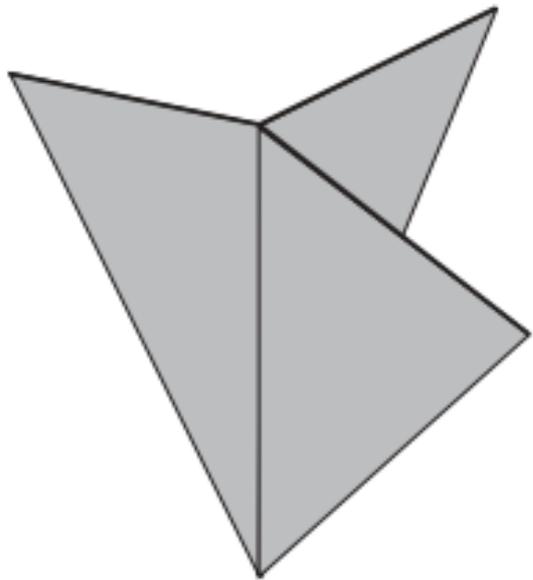
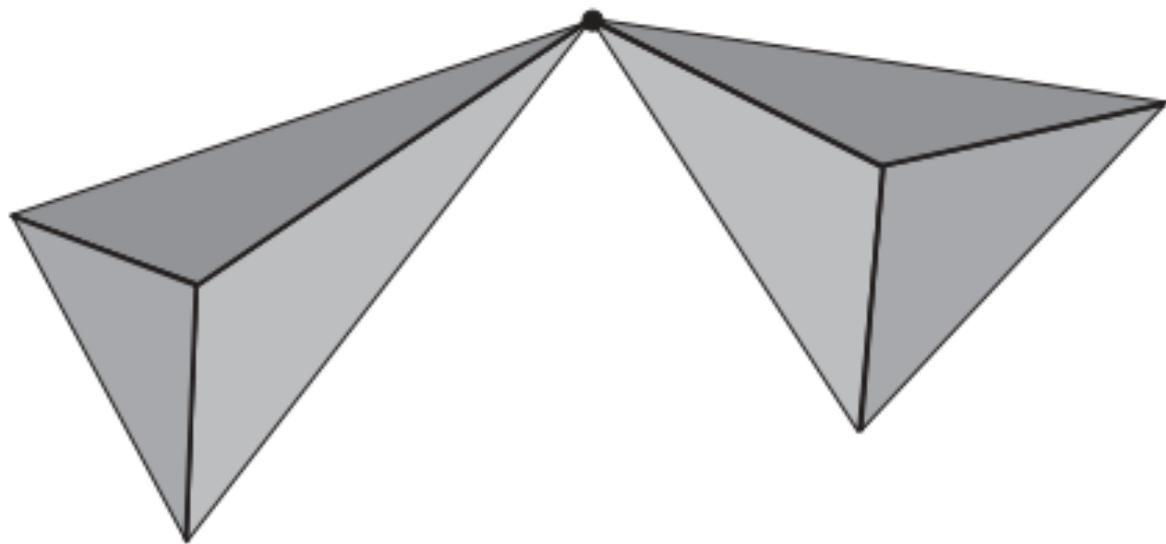


Figura 7. Tetraedro do espaço \mathbb{R}^3 .



(a)



(b)

Figura 8. Triangulações que não são superfícies.

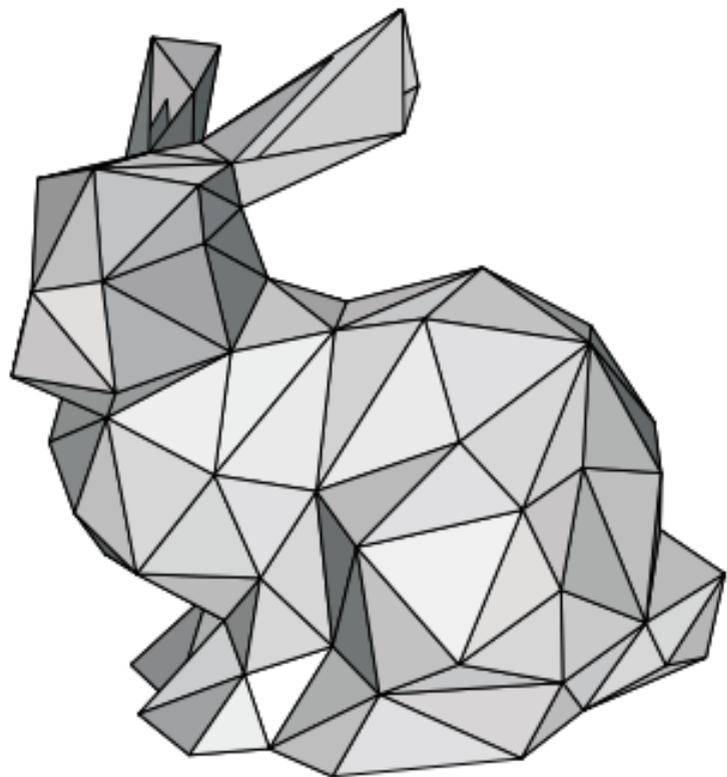
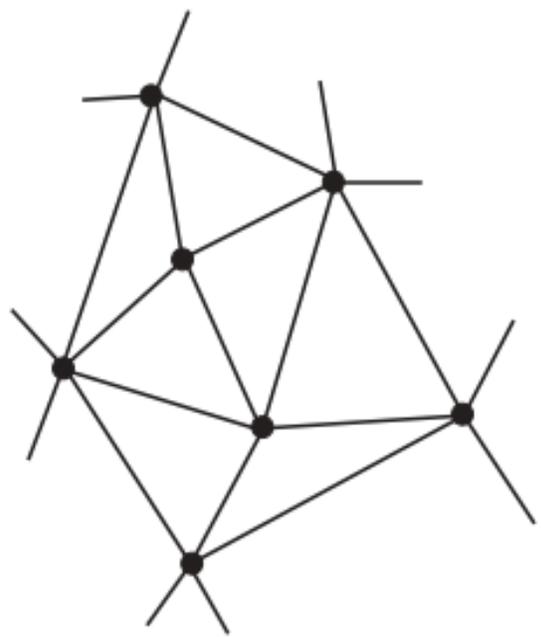


Figura 9. Superfície poliédrica.



(a)



(b)

Figura 10. Grafo dos vértices (a); Grafo dual (b).

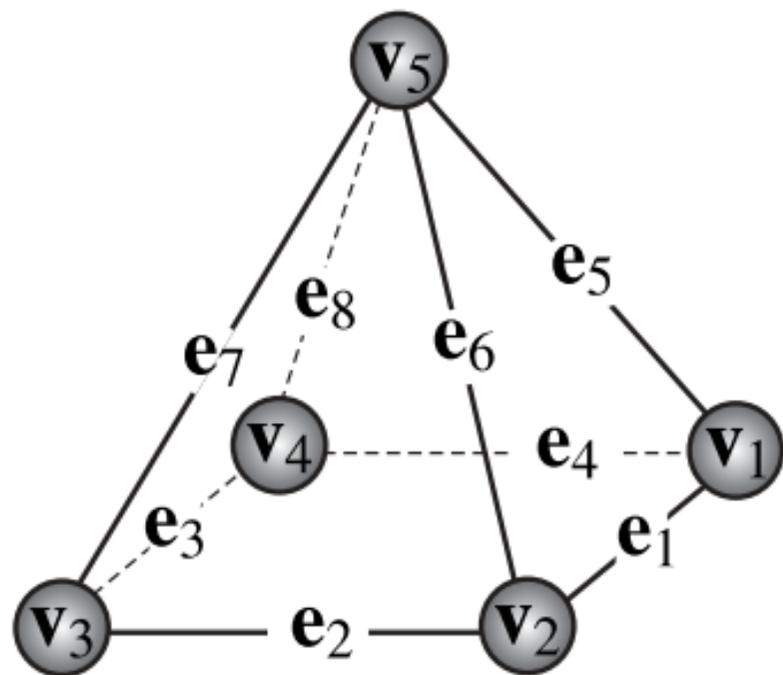
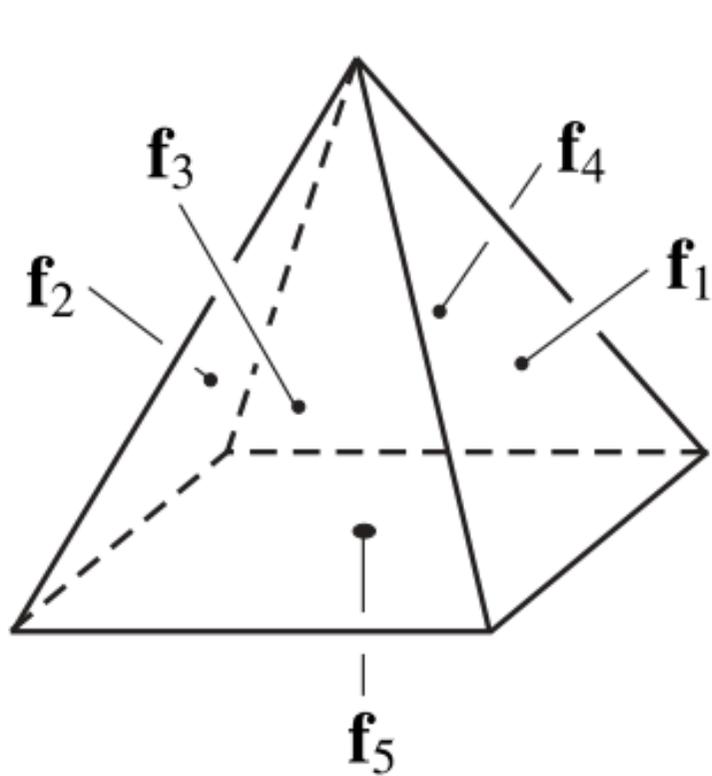


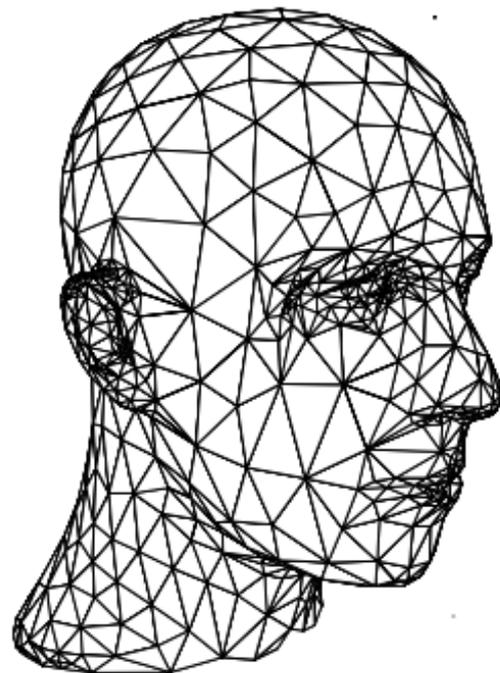
Figura 11. Pirâmide quadrangular.



(a)



(b)



(c)

Figura 12. Representações poliedrais de uma face humana.

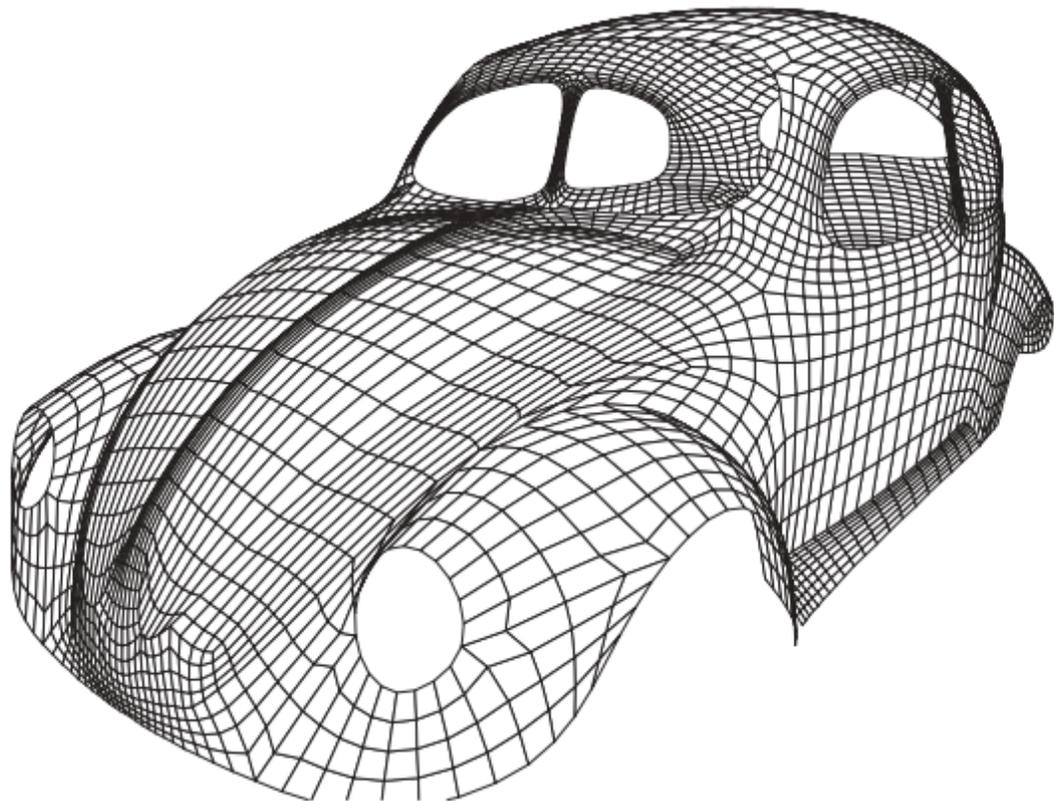
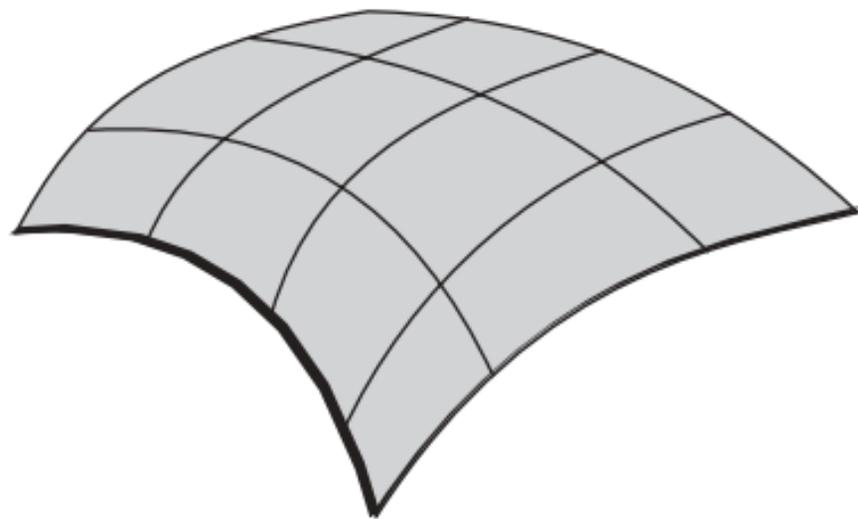
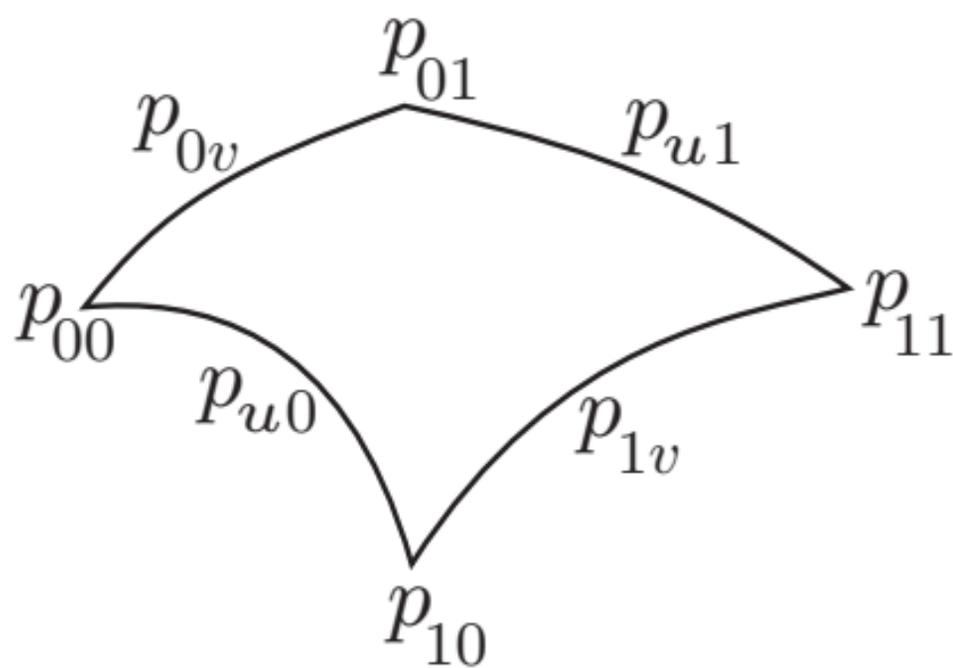


Figura 13. Representação por subdivisão paramétrica.



(a)



(b)

Figura 14. Malha quadrangular (a); retalho da malha (b).

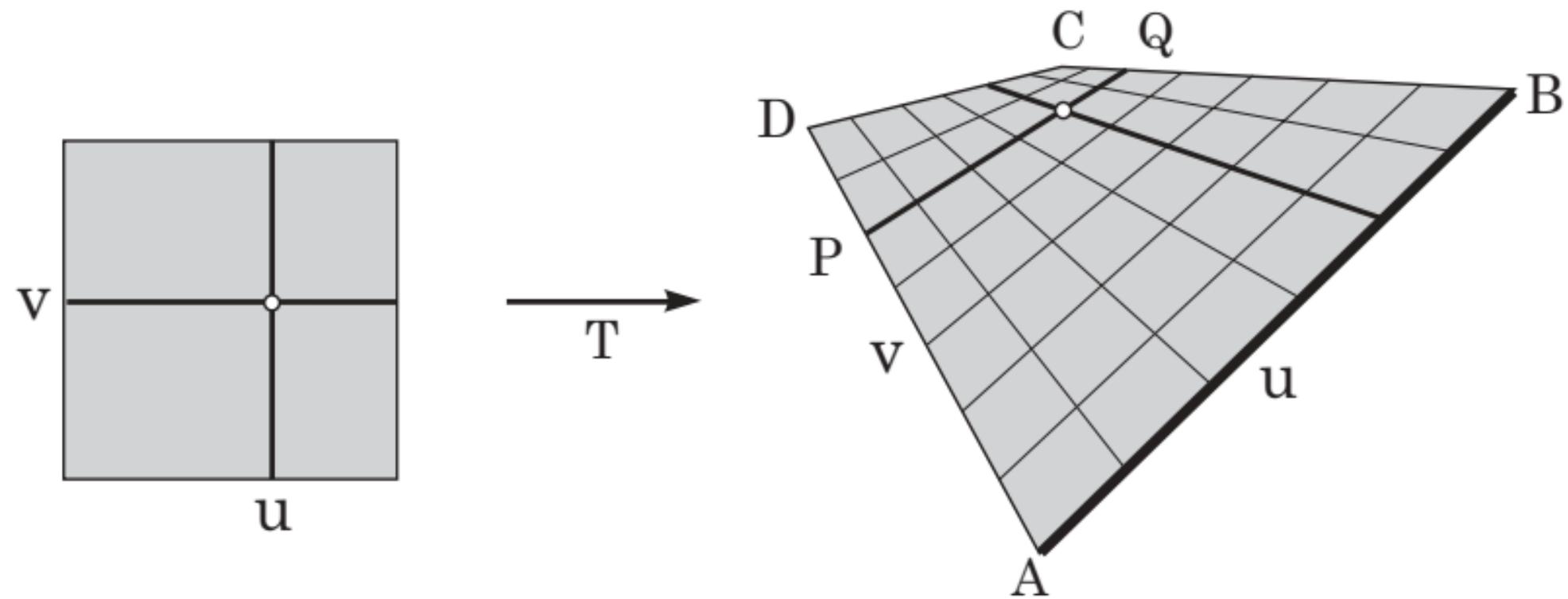
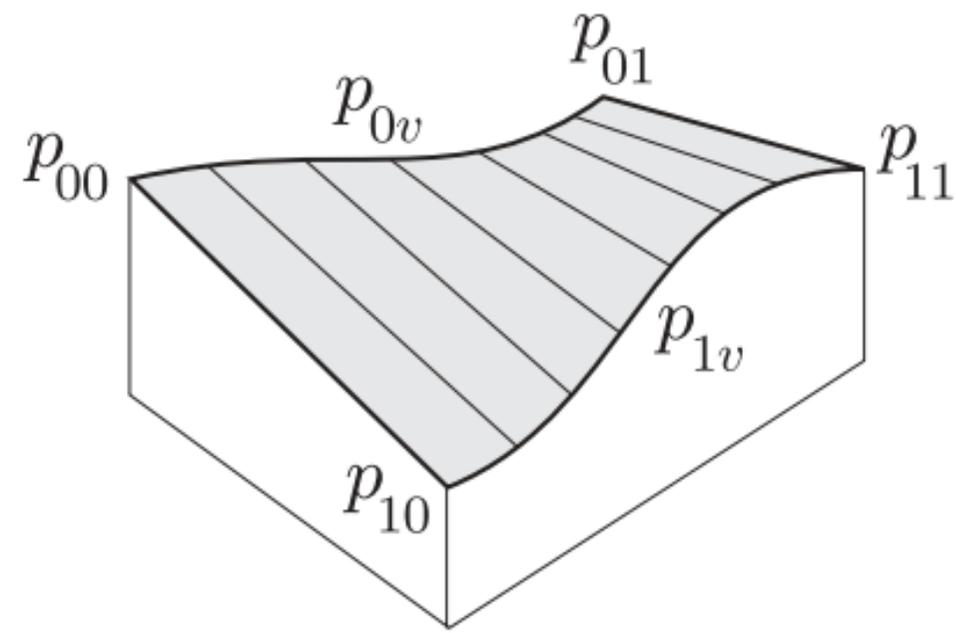
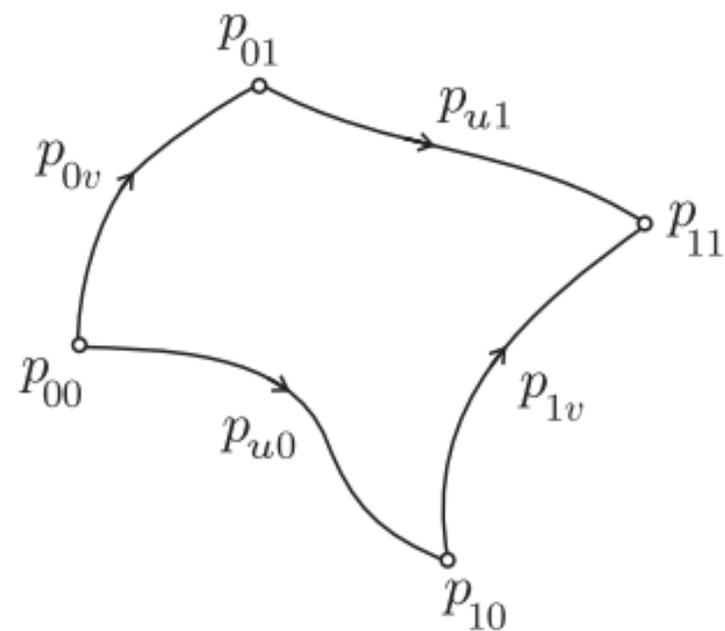


Figura 15. Interpolação bilinear.

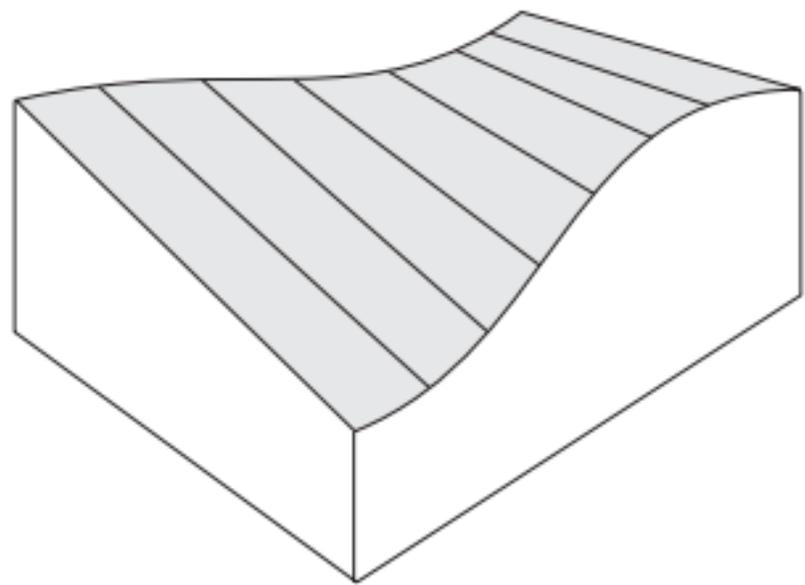


(a)

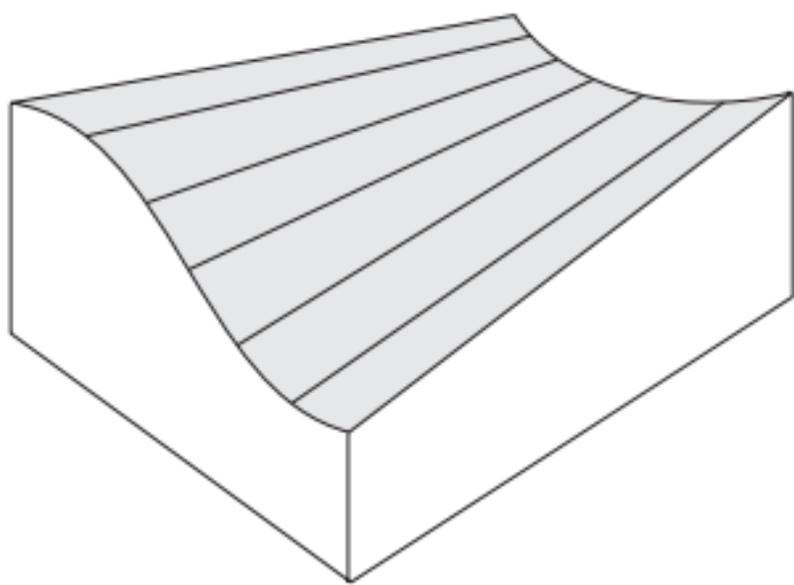


(b)

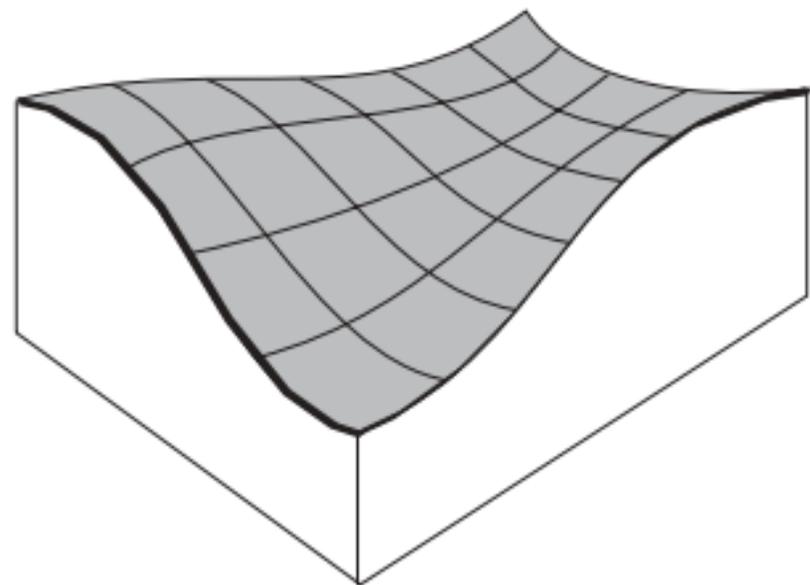
Figura 16. Reconstrução com lofting (a); curvas de fronteira (b).



(a)

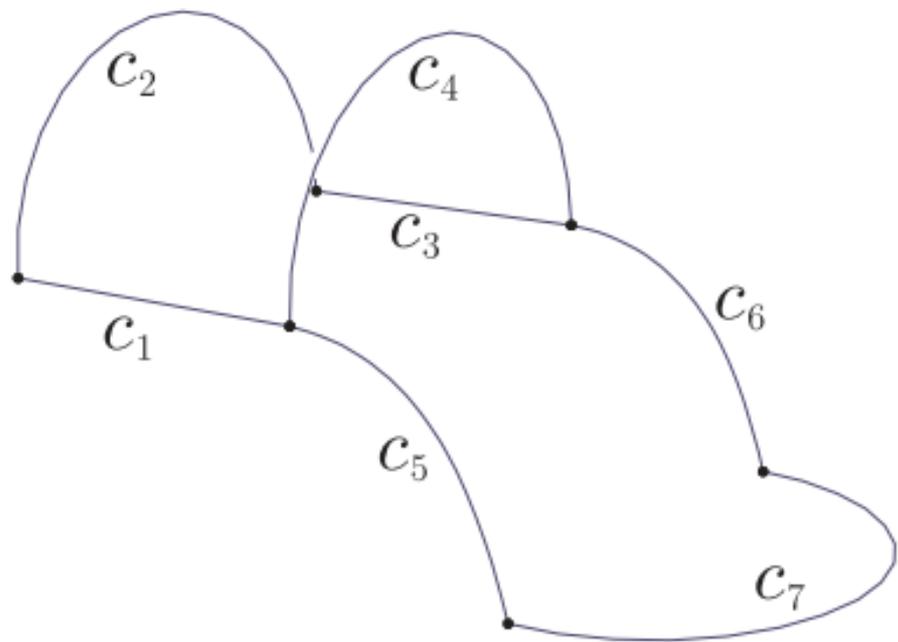


(b)

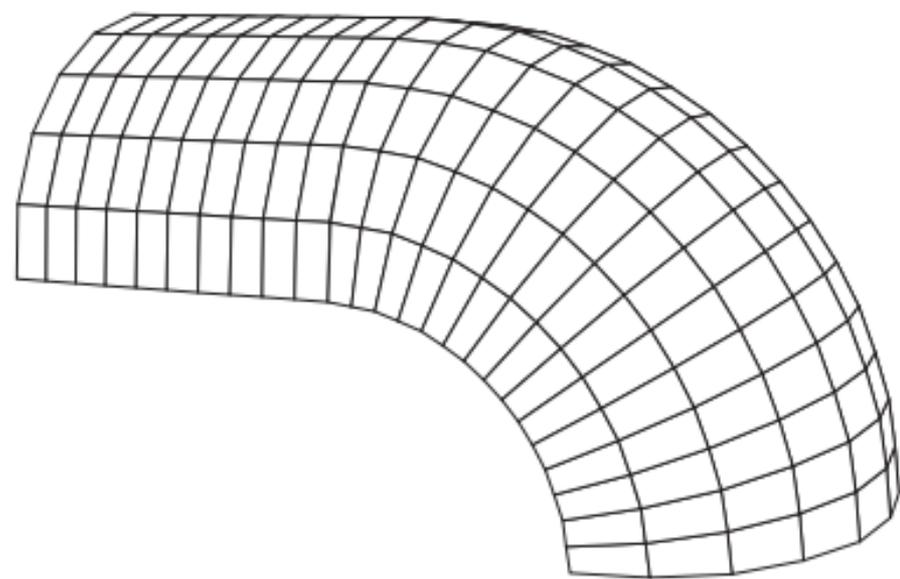


(c)

Figura 17. Lofting vertical (a), e horizontal (b).



(a)



(b)

Figura 18. Superfície definida por retalhos de Coons (Coelho, 1998).

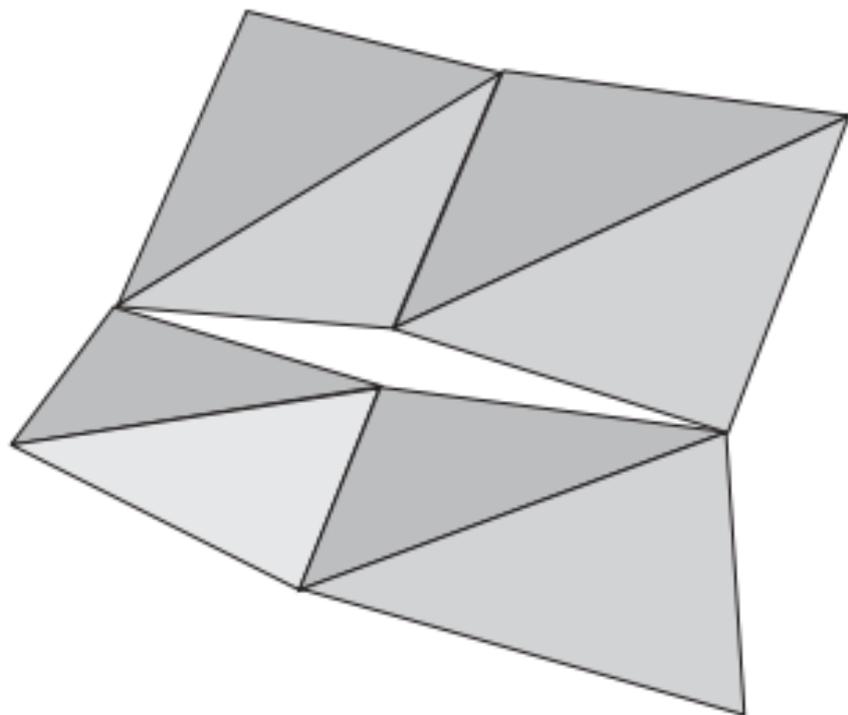


Figura 19. Colagem com descontinuidade.

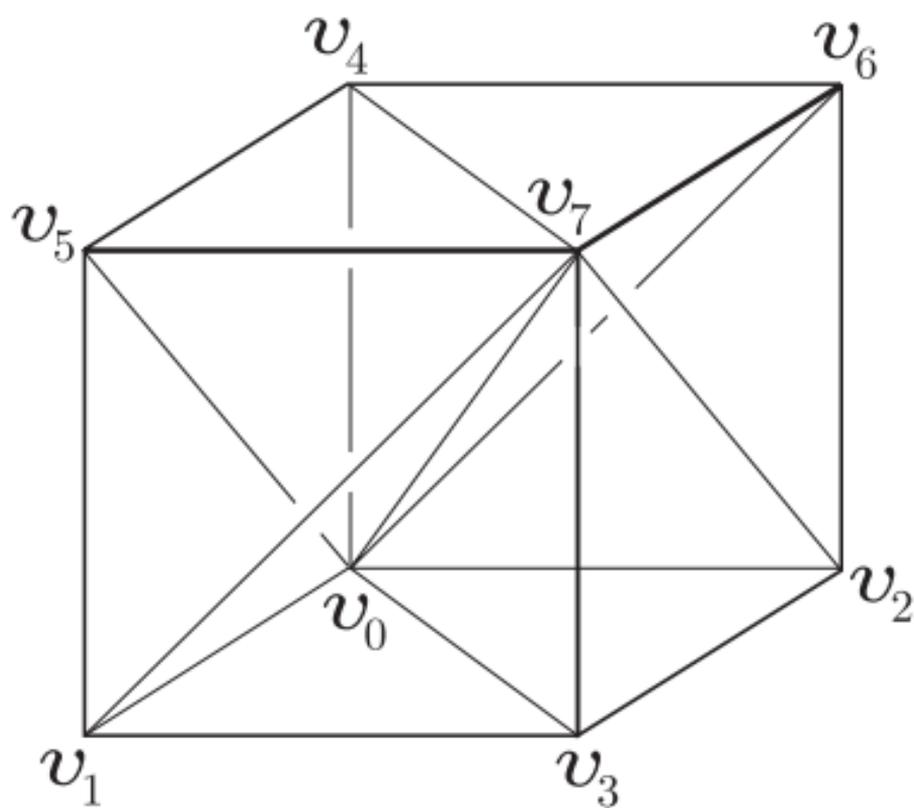


Figura 20. Triangulação CFK do cubo.

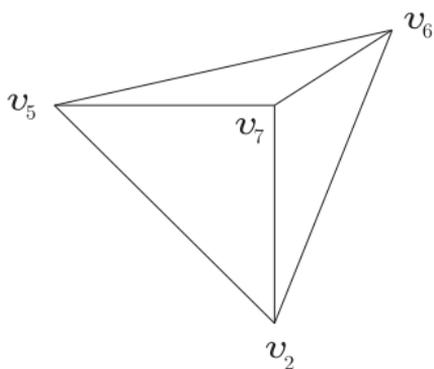
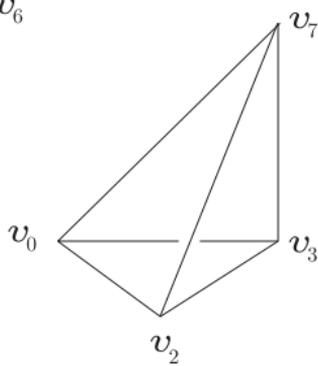
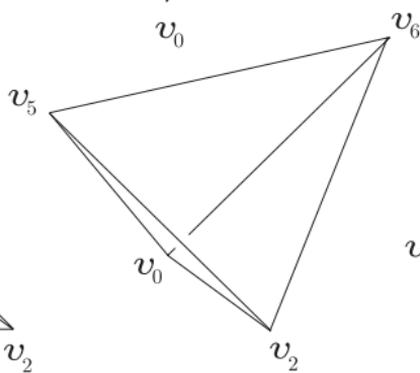
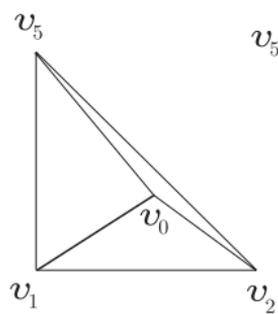
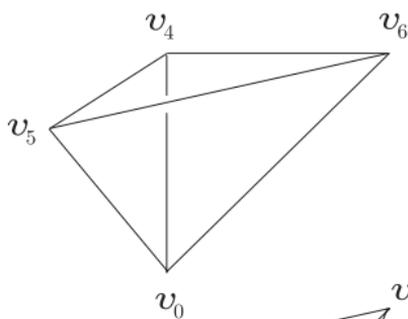
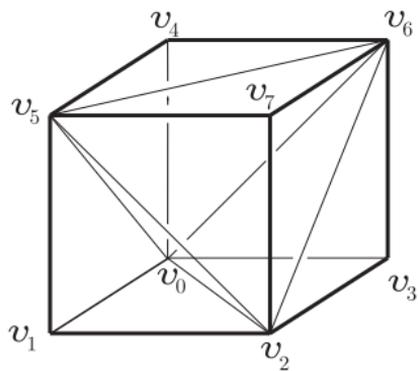


Figura 21. Triangulação do cubo com cinco tetraedros.

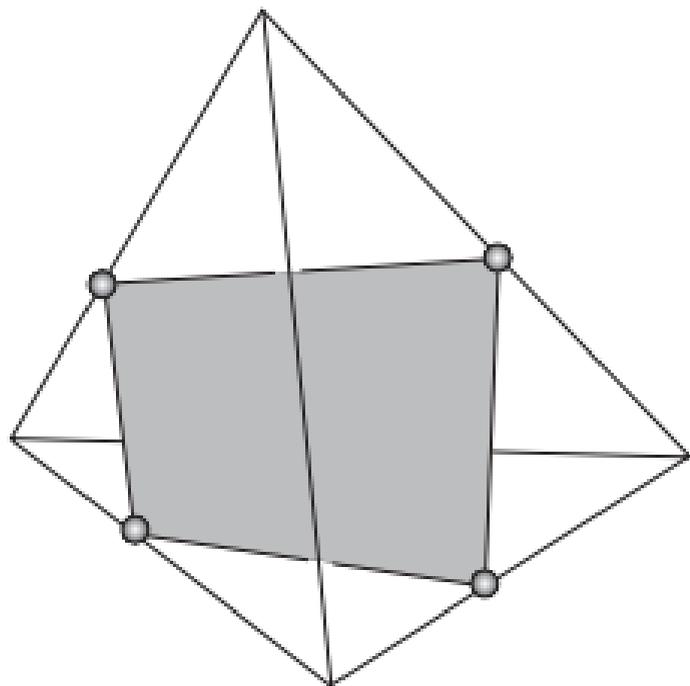
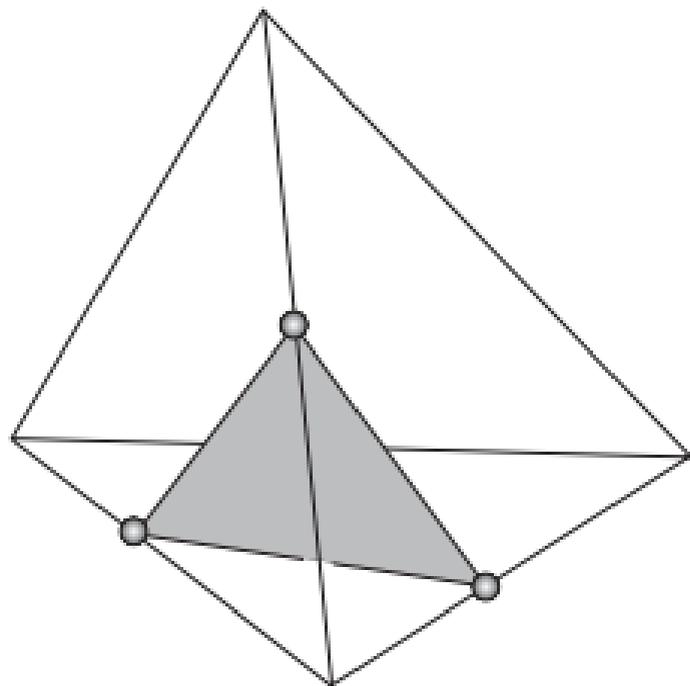


Figura 22. Imagem inversa de \tilde{F} em cada tetraedro.

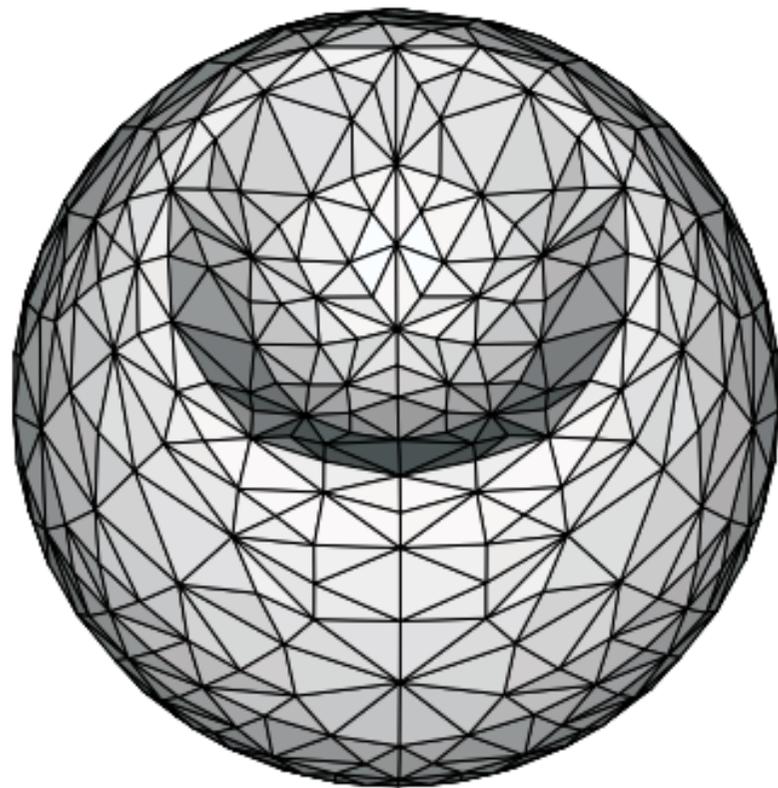
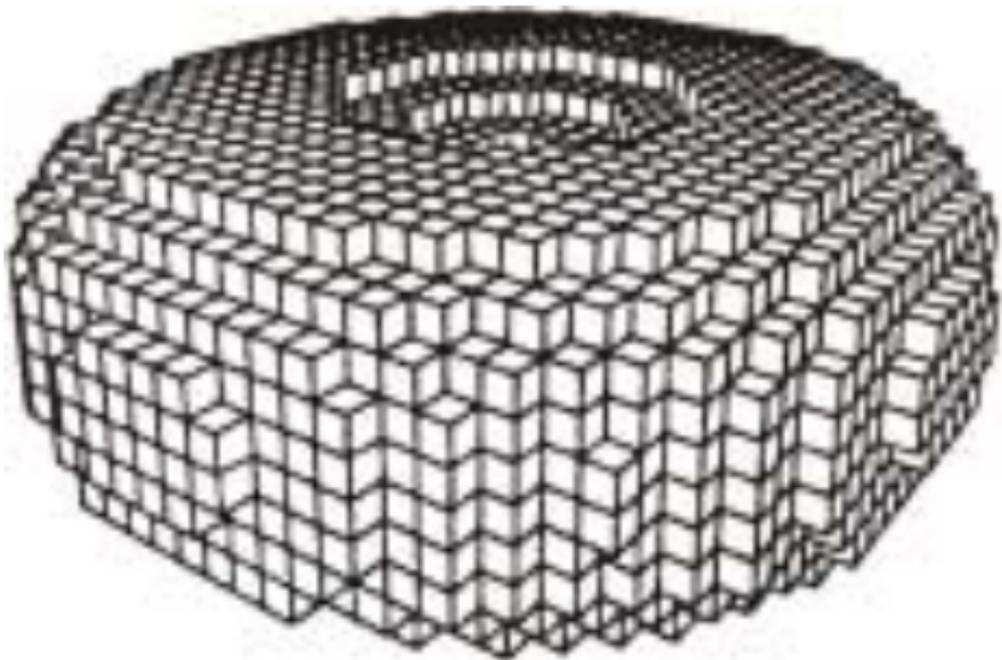


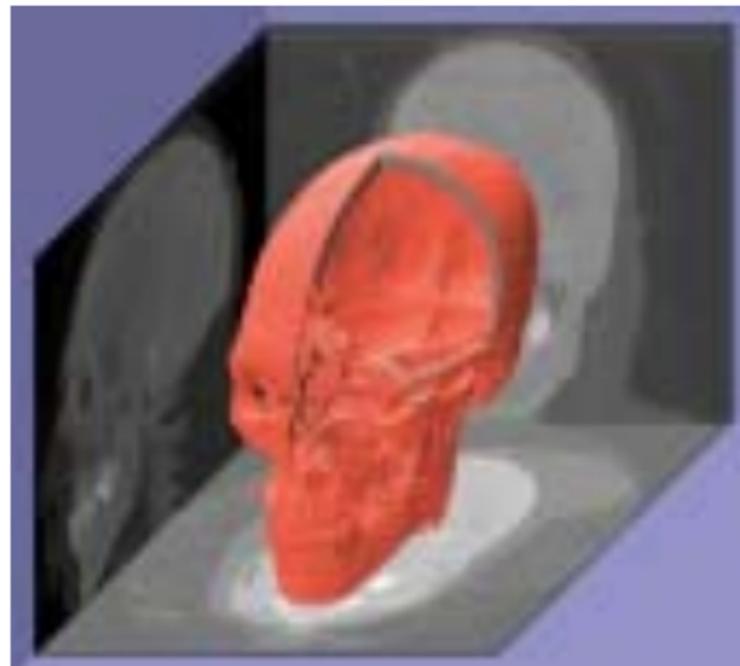
Figura 23. Superfície “blob” triangulada (a); imagem do cérebro humano poligonizado (b).



Figura 24. Aumento da resolução do reticulado.

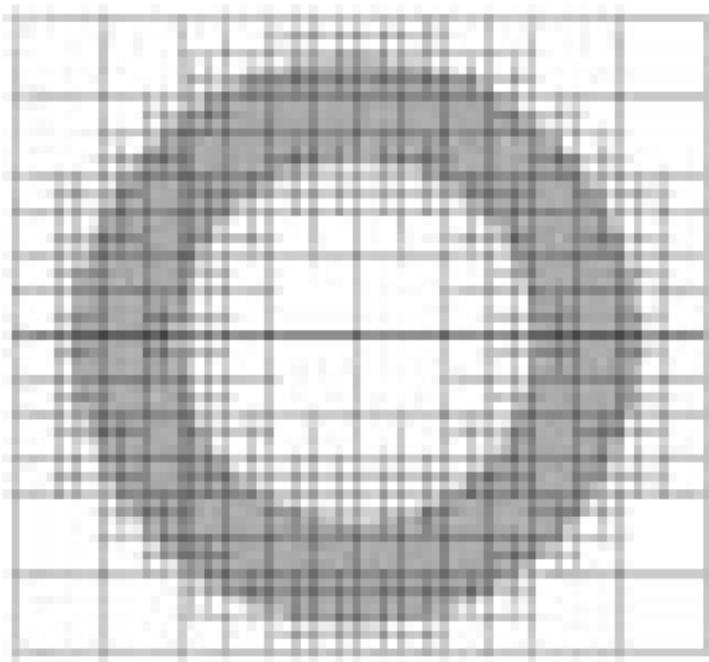


(a)



(b)

Figura 25. Representação matricial: toro sólido (a); crânio humano (b).



(a)



(b)

Figura 26. (a) Representação por quadtree. (b) Representação com células de Voronoi (Gomes *et al.*, 1998).

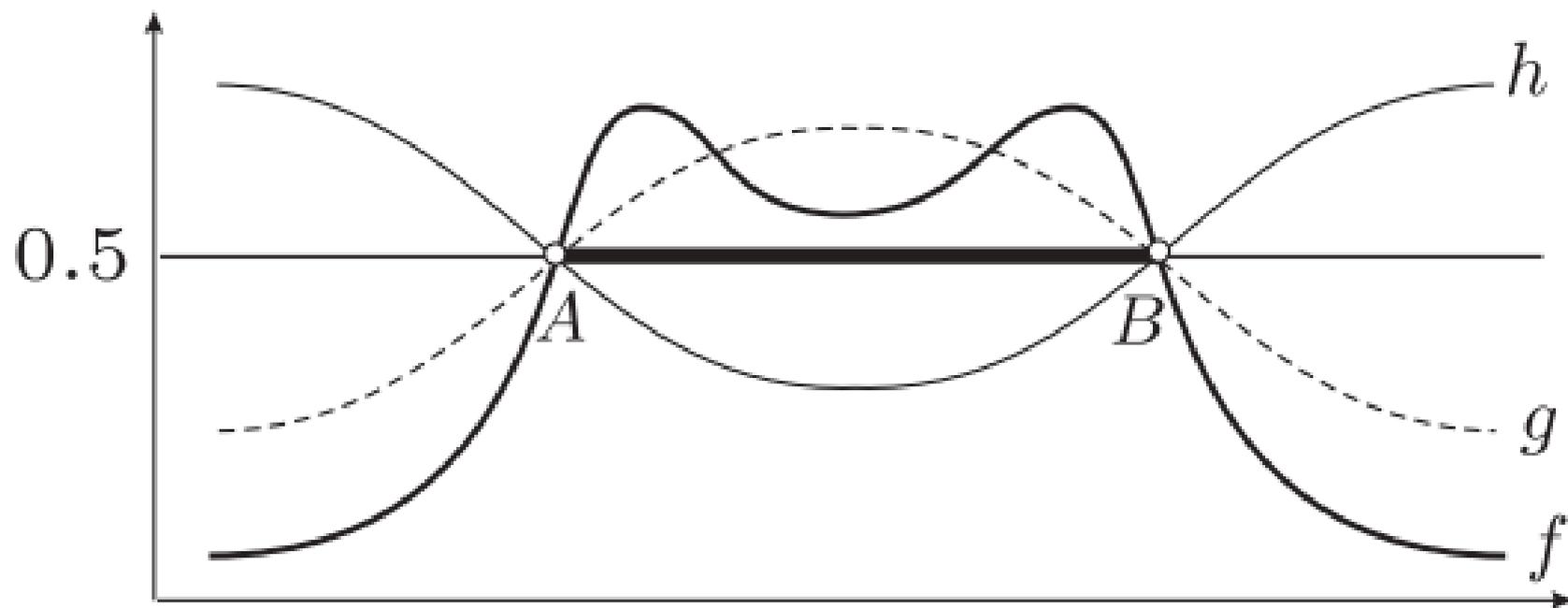


Figura 27. Descrições implícitas distintas do “sólido unidimensional” AB .

