

<<三维模型分析与处理>>

图书基本信息

书名：<<三维模型分析与处理>>

13位ISBN编号：9787308074124

10位ISBN编号：7308074129

出版时间：2010-4

出版时间：浙江大学出版社

作者：郁发新

页数：421

版权说明：本站所提供下载的PDF图书仅提供预览和简介，请支持正版图书。

更多资源请访问：<http://www.tushu007.com>

前言

With the increasing popularization of the Internet, together with the rapid development of 3D scanning technologies and modeling tools, 3D model databases have become more and more common in fields such as biology, chemistry, archaeology and geography. People can distribute their own 3D work over the Internet, search and download 3D model data, and also carry out electronic trade over the Internet. However, some serious issues are related to this as follows: (1) How to efficiently transmit and store huge 3D model data with limited bandwidth and storage capacity; (2) How to prevent 3D works from being pirated and tampered with; (3) How to search for the desired 3D models in huge multimedia databases. This book is devoted to partially solving the above issues. Compression is useful because it helps reduce the consumption of expensive resources, such as hard disk space and transmission bandwidth. On the downside, compressed data must be decompressed to be used, and this extra processing may be detrimental to some applications. 3D polygonal mesh (with geometry, color, normal vector and texture coordinate information) , as a common surface representation, is now heavily used in various multimedia applications such as computer games, animations and simulation applications. To maintain a convincing level of realism, many applications require highly detailed mesh models. However, such complex models demand broad network bandwidth and much storage capacity to transmit and store. To address these problems, 3D mesh compression is essential for reducing the size of 3D model representation.

<<三维模型分析与处理>>

内容概要

Three-Dimensional Model Analysis and Processing focuses on five hot research directions in 3D model analysis and processing in computer science, i.e., on compression, feature extraction, content-based retrieval, irreversible watermarking and reversible watermarking. The book is based on a wide range of new content, systematic and theoretical, and fully reflects the state-of-the-art in 3D model analysis and processing technologies./his book is intended for researchers, engineers and graduate students working in 3D model analysis and processing.

<<三维模型分析与处理>>

作者简介

Faxin Yu is an Associate Professor at the School of Aeronautics and Astronautics, Zhejiang University, China; both Zheming Lu and Pinghui Wang are also Professors there; Hao Luo is a Lecturer there.

<<三维模型分析与处理>>

书籍目录

Introduction 1.1 Background 1.1.1 Technical Development Course of Multimedia 1.1.2 Information Explosion 1.1.3 Network Information Security 1.1.4 Technical Requirements of 3D Models 1.2 Concepts and Descriptions of 3D Models 1.2.1 3D Models 1.2.2 3D Modeling Schemes 1.2.3 Polygon Meshes 1.2.4 3D Model File Formats and Processing Software 1.3 Overview of 3D Model Analysis and Processing 1.3.1 Overview of 3D Model Processing Techniques 1.3.2 Overview of 3D Model Analysis Techniques 1.4 Overview of Multimedia Compression Techniques 1.4.1 Concepts of Data Compression 1.4.2 Overview of Audio Compression Techniques 1.4.3 Overview of Image Compression Techniques 1.4.4 Overview of Video Compression Techniques 1.5 Overview of Digital Watermarking Techniques 1.5.1 Requirement Background 1.5.2 Concepts of Digital Watermarks 1.5.3 Basic Framework of Digital Watermarking Systems 1.5.4 Communication-Based Digital Watermarking Models 1.5.5 Classification of Digital Watermarking Techniques 1.5.6 Applications of Digital Watermarking Techniques 1.5.7 Characteristics of Watermarking Systems 1.6 Overview of Multimedia Retrieval Techniques 1.6.1 Concepts of Information Retrieval 1.6.2 Summary of Content-Based Multimedia Retrieval2 3D Mesh Compression3 3D Model Feature Extraction4 Content-Based 3D Model Retrieval5 3D Model Watermarking6 Reversible Data Hiding in 3D ModelsIndex

章节摘录

插图： Before the emergence of 3D models, multimedia technology experienced three waves: digital sound in the 1970s, digital images in the 1980s and digital videos in the 1990s. Human visual perception possesses the 3D stereo property. 3D model and their corresponding 3D scenes can therefore afford more abundant visual perceptual details than 2D images. With the development of 3D data acquisition, 3D graphics modeling and graphics hardware technologies, people have generated more and more 3D object databases for virtual reality, 3D games and industrial solid CAD models, and so on. Here, CAD, i.e., Computer Aided Design, means that designers carry out the design work with the aid of computers and their graphics devices. With the increasing popularization of 3D scanning technologies and 3D modeling tools, 3D model databases have become more and more common in fields such as biology, chemistry, archaeology and geography. On the other hand, the dilatation of the Internet has enhanced the ability to retrieve 3D models that are dispersedly stored, and has created favorable conditions to efficiently transmit high-quality 3D models. Currently, 3D models have been applied to various fields: In the medical field, 3D models are used to accurately describe the organs; in the movie industry, 3D models are utilized to represent the characters, objects and scenes; in the video game industry, 3D models are adopted as the game sources in computers and video games; in the science field, 3D models can be used to show accurate structures of compounds; in the architecture industry, they are used to display the buildings and landscapes; in the engineering field, they are used to design new devices, vehicles, structures, and so on; in the geosciences, people start to construct 3D geologic models. 3D models have been the fourth generation of multimedia data type following audios, images and videos, and the increasingly developing Internet and function-enhanced computers have provided conditions for 3D model processing and sharing. Thus, in the near future people can freely use 3D models just like 2D images. The former problem of "how to acquire 3D models" has been changed into the current problem of "how to search for 3D models we need", which has resulted in the increasing need for 3D model retrieval technologies. For example, it is a long laborious process to carry out high-fidelity 3D modeling.

<<三维模型分析与处理>>

编辑推荐

《三维模型分析与处理(英文版)》由浙江大学出版社出版。

<<三维模型分析与处理>>

版权说明

本站所提供下载的PDF图书仅提供预览和简介, 请支持正版图书。

更多资源请访问:<http://www.tushu007.com>