Computational Geometry: Algorithms and Applications, Second Edition

By Mark de Berg, M. van Krefeld, M. Overmars, O. Schwarzkopf

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This well-accepted introduction to computational geometry is a textbook for high-level undergraduate and low-level graduate courses. The focus is on algorithms and hence the book is well suited for students in computer science and engineering. Motivation is provided from the application areas: all solutions and techniques from computational geometry are related to particular applications in robotics, graphics, CAD/CAM, and geographic information systems. For students this motivation will be especially welcome. Modern insights in computational geometry are used to provide solutions that are both efficient and easy to understand and implement. All the basic techniques and topics from computational geometry, as well as several more advanced topics, are covered. The book is largely self-contained and can be used for self-study by anyone with a basic background in algorithms. In the second edition, besides revisions to the first edition, a number of new exercises have been added.

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Editorial Review

About the Author
Mark Overmars is a full professor in Computer Science at Utrecht University in the Netherlands. Here he heads the center for Advanced Gaming and Simulation. One of his research domains is computer games. He is one of the founders of the Utrecht Platform for Game Education and Research and teaches courses on computer game design at Utrecht University. Mark is the author of many software packages. In particular, he is the author of the Game Maker software package which will be used as development tool in this book.

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