Invited Papers
Geometric Modeling with Algebraic Surfaces
Geometry Processing: Numerical Multiple Integration
Visual Reconstruction by Linear Filter
Numerical Stability in Geometrical Algorithms and Representations
Radical Basis Functions--A Survey and New Results
The Circles of a Surface
Circles and Cyclides--Applying the Absolute
Efficient Algorithms for the Acceleration of Geometric Modelling
Parametric Blending in a Boundary Representation Solid Modeller
The Use of Symbolic Computation in Geometric Modelling
Computational Geometry Research in China--A Survey
Submitted Papers
Clipping of B-Spline Surface Patches at Surface Curves
A C1 Monotonicity Preserving Surface Interpolation Scheme
A Diffusion Smoothing Approach to Sculptured Surfaces
Modelling Non-Rectangular Patches Using Box Splines
Integrating Sculptured Surface Design with the 'Panel Method' for Flow Visualization
Grid Generation on the Surface of Aircraft Configurations
Parametric Curve and Surface Approximation
Subdivision of n-sided Regions into Four-Sided Patches
Spinor Parameterizations of Minimal Surfaces
The Approximation of Hydrographic Survey Data Using Tensor-Product B-Spline Surfaces
Swept Volumes in Solid Modellers
Applications of Cyclide Surfaces in Geometric Modelling
Fast Quasi-Interpolation of Surfaces with Generalized B-Splines on Regular Nets
Sculptured Surface Shapes Using Inner and Outer Bounded Models, Anthony Saia
Analysis and Presentation of Human Back Shape in Scoliosis

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