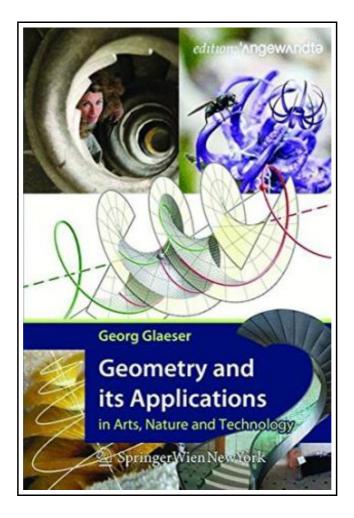
Geometry and its Applications in Arts, Nature and Technology



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Reviews

I actually started off looking over this publication. Indeed, it really is play, nevertheless an amazing and interesting literature. Its been printed in an exceedingly basic way and is particularly just right after i finished reading this ebook by which actually altered me, affect the way i believe. (Toney Bernhard)

GEOMETRY AND ITS APPLICATIONS IN ARTS, NATURE AND TECHNOLOGY



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Ambra Dez 2012, 2012. Buch. Book Condition: Neu. 245x180x30 mm. Neuware - Geometry and its Applications is meant to address those who are interested in geometrical relationships, from simple plane geometry problems to difficult tasks in spatial geometry. The main emphasis is on the application of geometry in different fields such as engineering, biology, art history and music. Important geometrical terms and concepts such as multiview projection and 3D projection, curve bends and surface cambering, the geometry of movement and non-Euclidian space are explained with many examples and numerous photos. Two practical tutorials round off this volume: free-hand geometrical drawing and the geometry of photography. Easy to understand tips support readers as they create their own distinctive, accurate spatial sketches. Introduction.- An idealized world out of simple elements: Points, straight lines and circles in the drawing plane. Special points inside the triangle. Elemental building blocks in space. Euclidean space. Polarity, duality and inversion. Projective and noneuclidean geometry.- Projections and shadows - Reduction of the dimension: The principle of the central projection. Through restrictions to parallel projection and normal projection. Assigned normal projections. The difference about technical drawing.- Polyhedra: Multiple faced and multi-sided: Congruence transformations. Convex polyhedral. Platonic solids. Other special classes of polyhedral. Planar sections of prisms and pyramids.- Curved but simple: Planar and spatial curves. The sphere. Cylinder surfaces. The ellipse as a planar section of a cylinder of revolution.- More about conic sections and developable surfaces: Cone surfaces. Conic sections. General developables (torses). About maps and sphere developments. The physical reflection in a circle, a sphere and a cylinder of revolution.- Prototypes: Second-order surfaces. Three types of spatial points. Surfaces of revolution. The torus as a prototype for all other surfaces of revolution. Pipe and duct surfaces.-Further remarkable classes of surfaces: Ruled surfaces. Helical surfaces. Different...



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