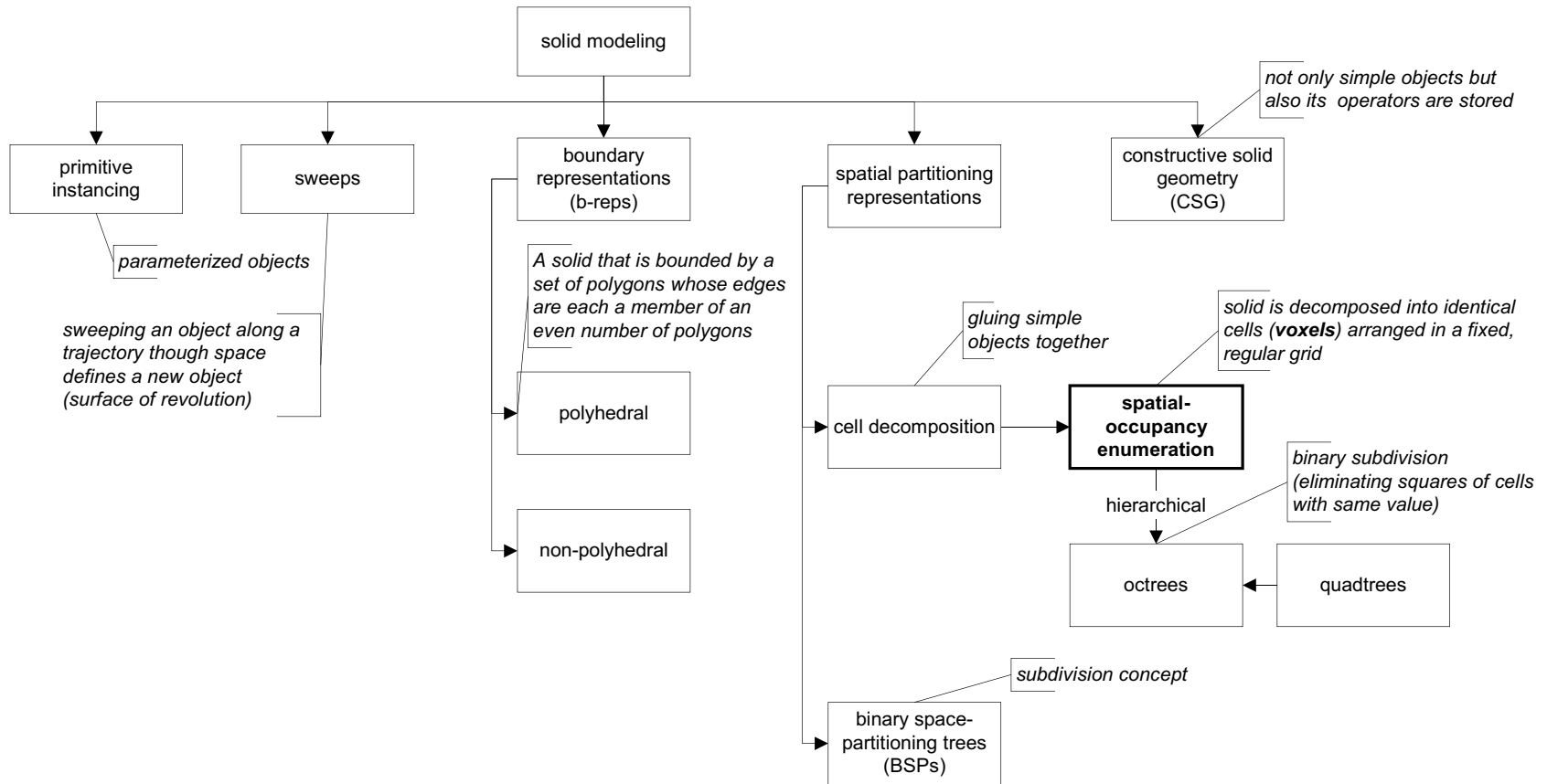


Computer Graphics: Principles and practice (Foley, Van Dam, Feiner, Hughes)

from Chapter 12: Solid Modeling



Contour representations

After par. 3.6 of Fundamentals of Image Processing (Young, Gerbrands & Van Vliet)

