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**Sinopsis**

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This book offers a coherent treatment, at the graduate textbook level, of the field that has come to be known in the last decade or so as computational geometry. ... The book is well organized and lucidly written; a timely contribution by two founders of the field. It clearly demonstrates that computational geometry in the plane is now a fairly well-understood branch of computer science and mathematics. It also points the way to the solution of the more challenging problems in dimensions higher than two." Mathematical Reviews "... This remarkable book is a comprehensive and systematic study on research results obtained especially in the last ten years. The very clear presentation concentrates on basic ideas, fundamental combinatorial structures, and crucial algorithmic techniques. The plenty of results is clever organized following these guidelines and within the framework of some detailed case studies. A large number of figures and examples also aid the understanding of the material. Therefore, it can be highly recommended as an early graduate text but it should prove also to be essential to researchers and professionals in applied fields of computer-aided design, computer graphics, and robotics.