ADVANCED AND ADAPTIVE SPLINE TECHNOLOGIES

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MINISYMPOSIUM

The first works on IGA were based on the use of smooth tensor-product B-splines or NURBS. The limitations of tensor-product B-splines were soon acknowledged, and different strategies to gain flexibility and reduce the computational cost, while maintaining the benefits of high smoothness, have appeared in the last decade. The minisymposium plans to gather researchers interested in spline technologies that go beyond the standard tensor-product B-splines or NURBS, with special focus on adaptive methods. This includes (but is not limited to) contributions on adaptive spline spaces (THB-splines, T-splines, LR-splines, PHT-splines...) and adaptive methods for IGA in general, splines defined on triangulations (Powell-Sabin, box-splines…), the replacement of polynomial basis functions with other kind of functions (generalized B-splines, subdivision surfaces…), or multi-patch constructions on unstructured domains with high continuity.