

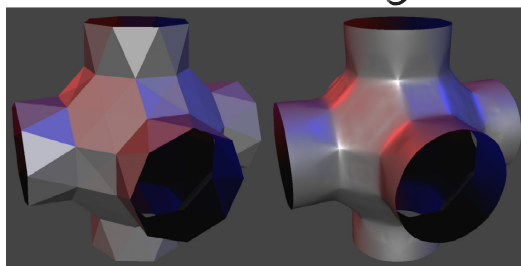
Curves and Surfaces

- how to model curves?
- how to model surfaces ?

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1. Subdivision curves and surfaces

- repeated corner cutting

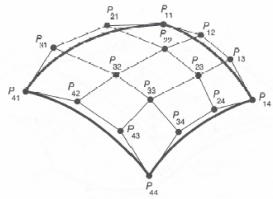


Initial mesh

Butterfly scheme interpolation

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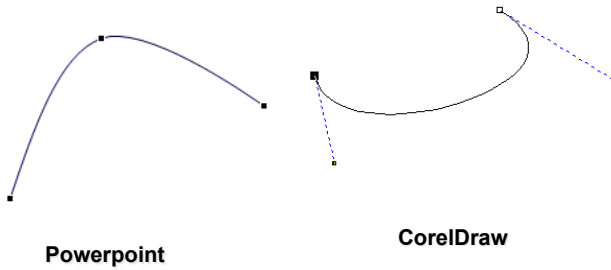
2. Parametric curves and surfaces



<http://www.sjbaker.org/teapot/NewellTeaset.jpg>

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Parametric Curve examples



Powerpoint

CorelDraw

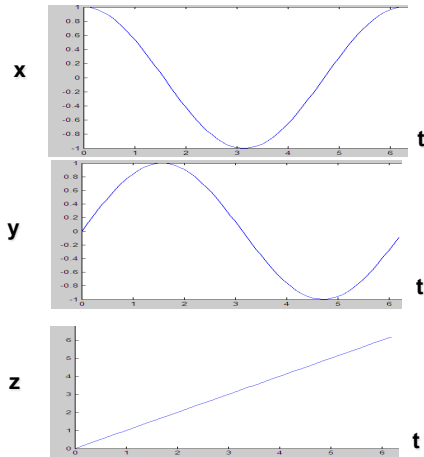
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Test yourself...

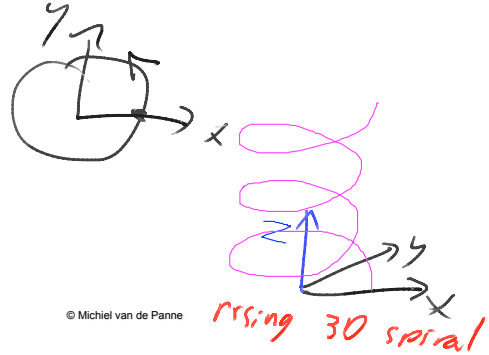
Curve



University of British Columbia



Typically we'll use cubic functions of t .



Cubic Parametric Curves

$$x(t) = a_3 t^3 + a_2 t^2 + a_1 t + a_0$$

$$y(t) = b_3 t^3 + b_2 t^2 + b_1 t + b_0$$

$$z(t) = \dots$$

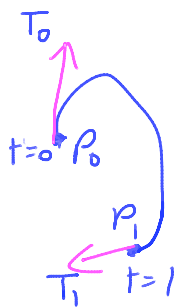
$$t \in [0, 1]$$

polynomial basis

basis coefficients

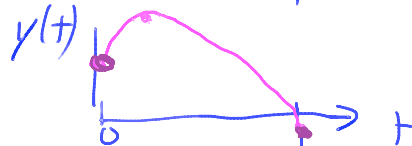
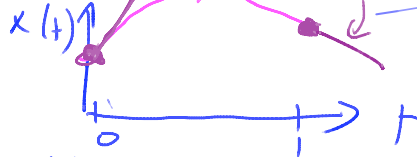
$$x(t) = [t^3 \ t^2 \ t \ 1] \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix} = T \cdot A$$

Hermite Curves (also: Bézier)



User input

$$\begin{bmatrix} p_0 \\ p_1 \\ T_0 \\ T_1 \end{bmatrix} \Rightarrow \begin{bmatrix} x(0) \\ x(1) \\ x'(0) \\ x'(1) \end{bmatrix} \Rightarrow M \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$



$$\Rightarrow x(t) = [t^3 \quad t^2 \quad t \quad 1] \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix} \quad \leftarrow A$$

$$\frac{dx}{dt} = x'(t) = [3t^2 \quad 2t \quad 1 \quad 0] \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$

$$\begin{aligned} x(0) &= [0 \quad 0 \quad 0 \quad 1] \cdot A \\ x(1) &= [1 \quad 1 \quad 1 \quad 1] \cdot A \\ x'(0) &= [0 \quad 0 \quad 1 \quad 0] \cdot A \\ x'(1) &= [3 \quad 2 \quad 1 \quad 0] \cdot A \end{aligned}$$

$$\begin{bmatrix} x(0) \\ x'(0) \\ x''(0) \end{bmatrix} = \begin{bmatrix} 0 & 0 & 0 & 1 \\ 1 & 1 & 1 & 1 \\ 0 & 3 & 2 & 1 \end{bmatrix} \begin{bmatrix} a_3 \\ a_2 \\ a_1 \\ a_0 \end{bmatrix}$$

$$G_x = C \cdot A$$

$$\Rightarrow A = C^{-1} G_x$$

$$x(t) = [t^3 \ t^2 \ t \ 1] \cdot A$$

$$= [t^3 \ t^2 \ t \ 1] \cdot C^{-1} G_x$$

Hermite basis matrix

same for $\frac{1}{2}(t)$

draw curve by

evaluating $x(t)$ for $t \in [0, 1]$