

CSCI-4961/6961: 3D Computer Graphics

Class 18: October 30, 2006

Surfaces

Today's Class

We will complete our discussion of surface representations today.

1. Spline surfaces
2. Bezier spline surfaces (for example, the Utah teapot) (see `bezmesh.cpp` and `bezsurf.cpp`)
3. B-spline and NURBS surfaces
4. Polygon mesh surfaces
5. Quadric and superquadric surfaces

Reading

Chapters 8.11, 8.13, 8.18, 8.1, and 8.4–8.6 of Hearn and Baker.
Chapter 12 of the OpenGL red book.

Activity

See www.sjbaker.org/teapot/ for more info on the Utah teapot.

Next Class

Texture mapping.