

CSCI-4962: Three-Dimensional Computer Graphics
Class 10: September 30, 2002
Curves

Today's Class

We will complete our discussion of shading from last class, and then move on to spline curves, with a focus on Bezier curves.

1. Gouraud (smooth) shading and Phong shading
2. Physically realistic lighting models: (see lecture notes from last class)
3. Spline curves: approximating and interpolating splines
4. Bezier splines and their properties
5. Hermite splines

Reading

Chapter 10 of the Angel textbook.
Chapter 12 of the OpenGL red book.

Next Class

Spline curves (continued).