

CSCI-4967: Three-Dimensional Computer Graphics
Class 10: October 4, 2004
Curves

Today's Class

We will begin our discussion of spline curves, with a focus on Bezier curves.

1. Spline curves: approximating and interpolating splines
2. Bezier splines and their properties

Reading

Chapter 8.8 to 8.11 of Hearn and Baker.
Chapter 12 of the OpenGL red book.

Next Class

Spline curves (continued).